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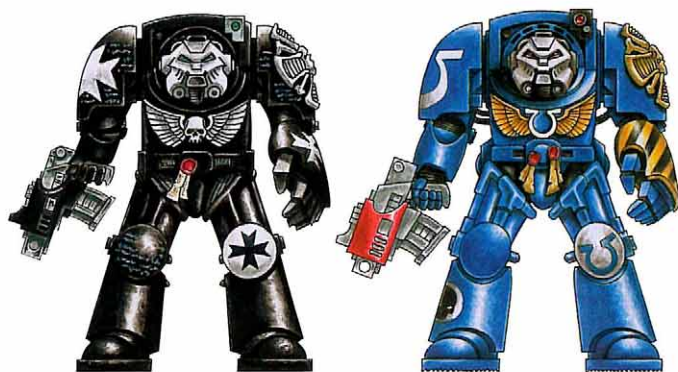
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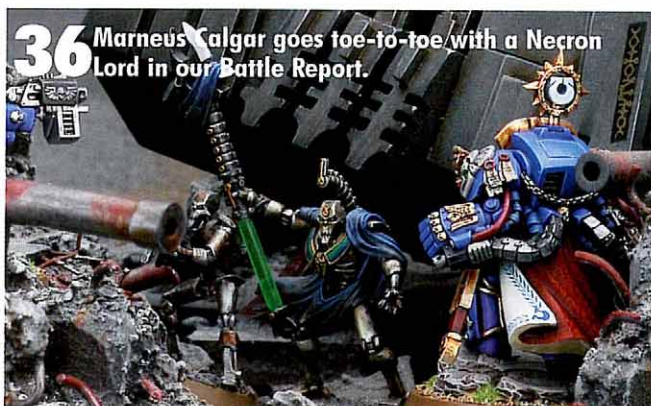
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SINS OF THE FATHER

As if normal Genestealers weren't bad enough, they had to go and make a bigger one! The Broodlord is one of the new models accompanying Codex: Tyranids, due to be released this summer.

Phil Kelly, author of the codex explains. "They're better than your average Genestealer. The Broodlord is a new HQ choice for the list, which could originally only be led by a Hive Tyrant or Tyranid Warrior. We wanted to flesh out this section and felt the vanguard of the force, the critters like the Gaunts and Genestealers, needed a leader. He's the daddy."

A leader for the Genestealers, eh? That begs the question of whether Genestealer cults will be part of the new codex.

"There's not a Limousine in sight," Phil states emphatically. "The Broodlord is pure Tyranid, just like



The sinister Broodlord is at the forefront of the Tyranid attack.

the rest of the book, so there'll be no cult list as part of this codex."

That said, the Broodlord fulfils a crucial role in the book. Phil sees

the Hive Tyrant at the head of a big monster force, while the Broodlord is an alternative for hordes of tiny 'nids, allowing for more horrible varieties of alien armies.

LORD OF THE JUNGLE

From the steaming jungles of The New World comes a new Saurus Hero to lead your Lizardman cohorts into battle. This model is part of a series of releases coming out alongside the Lustria book for Warhammer.

The Saurus Hero, sculpted by Aly Morrison, rides a new Cold One. This has been specifically designed to look more Lizard-like and distinguish it from the existing Dark Elf versions. Look out for this and other Lizardmen coming soon.



A resin version of the forthcoming Saurus Hero mounted on a plastic Cold One.

BLADE OF PRINCES

Coming soon from the forges of Warp Artefacts is Sunfang, the runesword of High Elf Prince Tyron. This replica blade is 40.5" in length, exquisitely crafted with real stones set in the hilt and pommel. The runes are acid-etched by expert craftsmen and there is even a notch at the bottom of the blade made when Tyron fought against Kouran, Captain of the Black Guard.

The sword comes with a certificate of authenticity and is due to be released in May/June 2005.

A rendering of the fabled blade.



HEROES OF THE RING RE-MADE!

Ever wanted to be more adventurous with your The Lord of The Rings models but found conversions and getting hold of individual models difficult? All that is about to change. Very soon a wealth of box set models across the whole The Lord of The Rings range will become available in separate blisters, so you will now be able to do conversions without having to buy an entire set for just one model or particular component.

Where applicable the blisters will come with both foot and mounted versions of the model. This is perfect for gaming as it means you will have a ready made foot version of a character standing by if his or her steed is slain in battle. Likewise, if you want to upgrade one of your heroes with a horse, you'll already have the model.

As well as existing miniatures, the repackaged range will also feature several new models. These include a mounted Isildur and armoured Celeborn. The range of both new and old models has been designed to ensure you have as much choice as possible for your The Lord of The Rings games, as well as providing you with lots of new hobby potential.



Above: The new models in the repackaged range will be previously unavailable variants of existing miniatures, like this Celeborn wearing armour.

ADVENTURE AWAITS YOU

In the dark places of the Old World, a land preyed upon by foul monsters and riven with war and strife, there are heroes. Those brave souls who venture into the darkness, who fight for the innocent and the weak and are destined to fame and glory or ignominious death.

Warhammer Fantasy Roleplay is back. Originally published by Games Workshop in 1986, and later under license by Hogshead Publishing, a brand new 2nd Edition of this classic Role Playing Game is due for release this month, published by Black Industries. White Dwarf spoke to the head of Black Industries, Simon Butler (also one of the writers involved in the project) about this exciting update of a classic game.

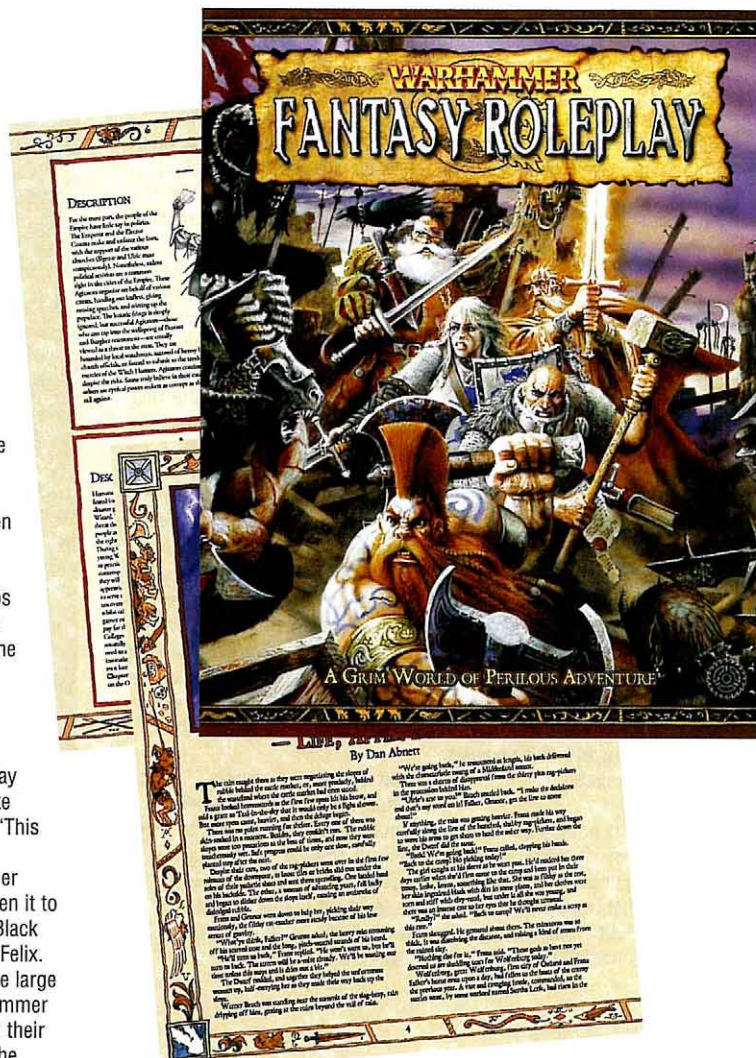
"We're hugely excited about this new edition of Warhammer Fantasy Roleplay" explains Simon. "Most of the people involved in the project have been playing this game for nearly 20 years, and working on the new edition has been a real pleasure".

For the uninitiated, Roleplaying is vastly different to a tabletop wargame. For a start, you don't need a board to represent where your adventures and battles take place. Though you can use miniatures and floorplans, much of the action takes place in the imagination. The game is run by a Games Master who guides the players' characters through the Old World. Roleplaying is also highly

involved. The players' generate characters who are described in detail from their abilities right down to their history, allegiance, even their eye colour! Once created these characters adventure together in groups over the length and breadth of the world for fame, fortune or death, whichever comes first.

Characters are integral to Warhammer Fantasy Roleplay (or WFRP for short), just like armies are to Warhammer. "This is basically a game about individuals in the Warhammer World," says Simon, "I'd liken it to portraying a character in a Black Library novel like Gotrek or Felix. Rather than focussing on the large scale conflicts of the Warhammer World, WFRP players spend their time gathering rumours in the taverns of Nuln, exploring the dark caverns of the Worlds Edge Mountains, and uncovering dark plots by twisted Chaos Cultists".

For those fans of WFRP, there are a few changes in the new version. One of the most notable is the wealth of new background in the book. "When



we first produced WFRP in 1986, it was the first time we'd really delved into the background of the Warhammer World," Simon explains, "As WFRP2 is set in the current Warhammer timeline, we wanted to bring the new version in line with all the changes in the Warhammer World, like the Storm of Chaos." There have also been some changes to the magic and combat systems, which Simon refers to as, "dark and very dangerous" and "fast and deadly" respectively. Despite this though the fundamentals of the game remain the same, and although some of the mechanics of the game have been updated, WFRP remains a grim world of Perilous Adventure.

Written by Chris Pramas, the book itself is a whopping 256 full-colour pages. Within you'll find rules for creating characters, loads of great background, religions of the Empire, a Bestiary and more. There's even an

introductory scenario to get you started off on your adventures. A whole raft of well-known Games Workshop luminaries have been involved in the project, including Rick Priestley, Gav Thorpe and Dan Abnett, who has penned a short story for the book.

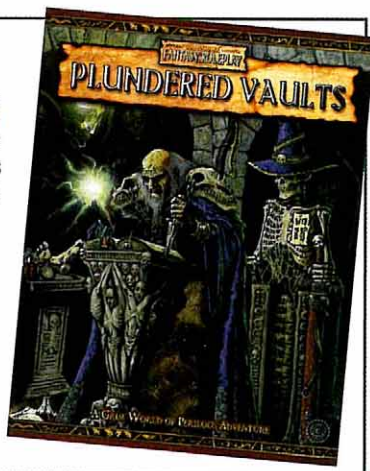
A whole range of supplements that further expand the scope of the game will accompany WFRP. These include the adventure packs Plundered Vaults, and a massive adventure trilogy called, 'Paths of the Damned', which will pitch the players into conflict with a terrible enemy set across the whole breadth of the Empire. There are also a number of sourcebooks that expand the Warhammer world including guides to the Empire, Bretonnia and the Dwarf Realms.

For details about WFRP, check out:

www.blackindustries.com

DARK AND DEADLY DOMAINS

One of the first supplements for Warhammer Fantasy Roleplay is Plundered Vaults. An Adventure Anthology set in the Empire. It features six ready-to-play scenarios including *Rough Night at the Three Feathers* and *Carl Sergeant's, Grapes of Wrath*, both of which are classic adventures originally featured way back in White Dwarfs 94 and 98 respectively! (*Rough Night* is ace – Guy).



HOBBY HEAVEN!

FLOCK IN TUBS, FLAT EDGE DRYBRUSHES AND SOMETHING SPECIAL

Coming over the next few months are a brand new range of hobby products to aid you with your modelling and painting. Bags of flock, gravel, sand and static grass will be a thing of the past, as they are to be replaced by tubs.

"When people buy flock for their models they usually pour the contents of the bag into a tub anyway, so we're cutting out that process to make things more convenient," says Dave Cross, Games Workshop's New Product R&D Manager. "It's only a small thing, but it's quite cool, and it makes flock much more usable." There's also going to be a new addition to our range of basing materials in the form of Modelling Snow. Also contained in a tub, this flock is perfect for basing forces fighting in the northern regions of the Warhammer world or ice planets of the 41st Millennium.

Modelling flock is not the only thing on the revamp menu either, PVA glue will be moving from its current container to what Dave describes as, "a hair gel tube." This makes it easier and less wasteful to use.

The new flock in tubs will make storage and usage that much easier.



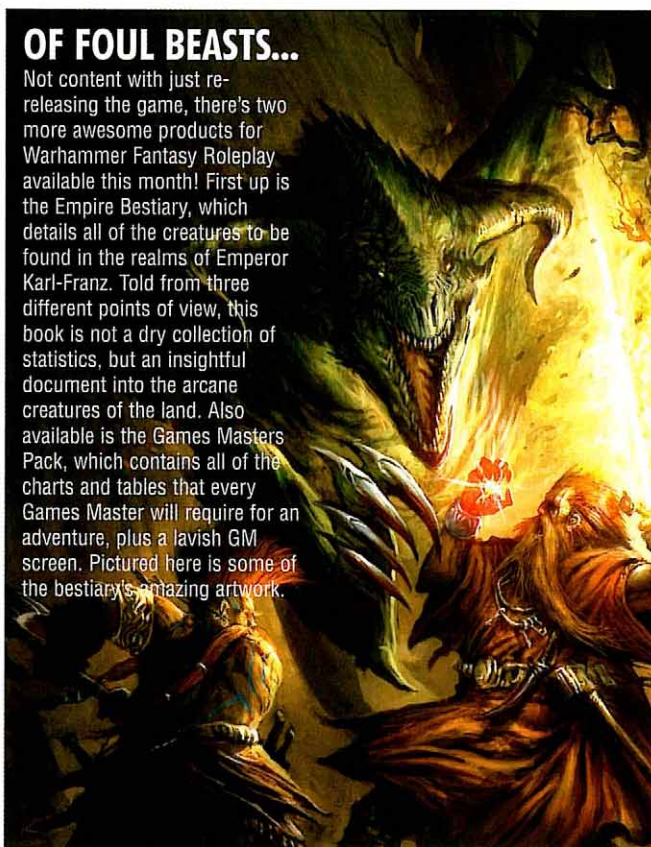
Drybrushing is also to take on a new dimension with flat, straight edged drybrushes. Flat drybrushes, which have no point, are much better suited to the task of drybrushing than our existing brushes. These will come in half and quarter-inch sizes. "The half-inch brush is great for doing tanks and the quarter inch small enough for miniatures," Dave says, "the long, flat edge is really great for drybrushing" he adds.

Perhaps the most remarkable of these new products is Wet-effect. This new substance will allow you to create the effect of water on your bases and terrain – handy for any Sea-Elf players out there. "Wet-effect appears like a thick, viscous liquid but it dries clear and with a gloss shine, making it look like water," Dave tells White Dwarf.

And it doesn't stop here. There is a whole process of refinement underway across the hobby range. As well as new items, existing hobby products will slowly get redesigned to make them better and more useful. "It's a quiet evolution," says Dave.

OF FOUL BEASTS...

Not content with just re-releasing the game, there's two more awesome products for Warhammer Fantasy Roleplay available this month! First up is the Empire Bestiary, which details all of the creatures to be found in the realms of Emperor Karl-Franz. Told from three different points of view, this book is not a dry collection of statistics, but an insightful document into the arcane creatures of the land. Also available is the Games Masters Pack, which contains all of the charts and tables that every Games Master will require for an adventure, plus a lavish GM screen. Pictured here is some of the bestiary's amazing artwork.



GAMES DAY GETS BIGGER

Games Day and Golden Demon, Games Workshop's premier hobby event, is moving venue. For some time now the National Indoor Arena has been host to around 8,000 hobbyists annually and continues to be the highlight of our events calendar. As our hobby grows we are constantly considering the best way to present this great event. With this in mind we are delighted to announce that Games Day and Golden Demon 2005 will be held on Sunday 25th September at the National Exhibition Centre (NEC) in Birmingham. This is an exciting time for us as we prepare this great show, and we hope that you too will be excited by the prospect of the Games Day experience in brand new surroundings.

Please keep a lookout for further updates and news as the months progress!

www.games-workshop.co.uk/events



FANATIC ISSUE 10

Sadly, Fanatic 10 is the last magazine in the current run. But the issue goes out on a high with some great content. It delves into what the future holds for The Battle of Five Armies game including taking a closer look and providing rules for the new metal releases. As you can see by the great Stef Kopinski cover, Inquisitor features strongly in this issue, with a report on Soul Thief – the studio Inquisitor Campaign.

Also in this issue:

- Everyone's Favourite Runts (Snotlings in Blood Bowl)
- A Battlefield is a Dangerous Thing (Objectives for Epic)
- The Mordheim Rules Review (with updates on rules)
- Axes All Areas (Dwarf warband tactics for Mordheim)
- Dust Falls (Our Necromunda Campaign continues)
- Using Alternative Armies (New Army lists for Warmaster)

Plus the Void, Spike! Magazine, Town Cryer and more.

Fanatic will continue to bring you great support and new material for the Specialist Games range in an online capacity. Check out our new and ever-growing website at:

www.specialist-games.com

We'll also be keeping you informed here in White Dwarf News.

GAMES WORKSHOP ONLINE

THE WAR OF THE RING CAMPAIGN

Registration Coming Soon!

The UK Web Team have been busy creating the new War of The Ring™ campaign website, and soon you'll be able to register your forces for the battle in the summer.

Registration begins on 1st May. Book it into your diary and get ready to join the war.

www.thewarofthering.co.uk

30TH ANNIVERSARY

Hopefully you'll be seeing some of the White Dwarf team, Web Team and Tale of Four Gamers personalities in Hobby Centres on the weekend of 2nd-3rd April. The website will have full details of which Hobby Centres can expect visits, what will be going on in

store and coverage of this fantastic weekend online the week after. Keep a close eye on the News page and Inquisitor Newsletter for more information!

RECENTLY ADDED ARMY MINI-HOMEPAGES

One of the things the Web Team have been working hard on recently are 'mini-homepages' for the Imperial Guard and Eldar.

These include background and articles for the variant lists of these armies. The team assure us there is more to come for Warhammer and The Lord of The Rings too!

www.games-workshop.co.uk/eldar

www.games-workshop.co.uk/imperialguard

EVERY SINGLE WEEK...

The Web Team always make sure there's something new online for hobbyists, with weekly updates of News, Hobby Articles, Sneak Peeks, New Releases, Events and the infamous Poll of the Week.

To get all this and more sent to your inbox, sign up to the Inquisitor Newsletter!

www.games-workshop.co.uk/news

www.games-workshop.co.uk/inquisitornewsletter

Check out our new letters page, Fuel for the Furnace, where the Web Team now have a regular column. See page 167 to find out what our resident techpriests have to say for themselves.

FROM OUT OF THE SKIES

Forge World heads to the heavens with their awe-inspiring Elysian Drop Troops. These sky commandoes come equipped with a vast array of kit including a cool resin Grav Chute, which the troopers discard after they've made groundfall.

The multi-part resin miniatures are a joint project between Will Hayes and Simon Egan. Check out the Forge World website for further details.
www.forgeworld.co.uk



Left to right: A drop trooper with attached Grav Chute and trooper ready to move out after landing.



A five-man squad of Elysian drop troops equipped with lasguns, grenade launcher, vox caster, and demo charge.

WARMMASTER ANCIENTS

Warmaster is heading back in time! That's right, soon you'll be able to field massive armies of Romans, Greeks and many more to recreate the epic clashes of history as Warmaster Ancients is unleashed upon the world. Written by Rick Priestley this new full-colour book takes the game system of Warmaster back into Earth's history. Included are over 20 army lists covering Egyptians, Normans, Hannibal, the Armies of Alexander and many more. There are also full details in the book on how to collect an army.

On a related note, if you're a fan of Warhammer Historical check out the Events Diary on page 149 for details of the forthcoming Warhammer Historical Campaign Weekend. There you'll be able to play a variety of campaigns and, for the first time, Legends of the Old West with your own posse.

For further information about Warhammer Historical products see:
www.warhammer-historical.co.uk

BLACK LIBRARY

For all fans of the Warhammer 40,000 universe, the Black Library are pleased to announce that both Insignium Astartes and Horus Heresy volume 1: Visions of War are back in print this month. Fans couldn't get enough of these two awesome background books and they quickly sold out. But now you can check out the uniforms and regalia of a codex Space Marine chapter and read about the dark history of the Imperium.

For more details about the Black Library's range of books, go to:
www.blacklibrary.com



EDITORIAL



Guy Haley

Guy: Happy Birthday Games Workshop – 30 years old! And looking younger than ever, I might add. We're celebrating this

issue with extra pages and a couple of articles that should tickle your nostalgia bone. These include a History of Games Workshop, where we peel back the layers of time and take a look at some of our ancient and venerable games; a look at miniatures over the years in our special, feature length 'Eavy Metal showcase and, as the new Terminators are out this month, a wander through the armouries of the Adeptus Astartes. It's amazing how much the Terminators have contributed to the games universe of the 41st millennium over the years, though some of the old rules for them in old editions of Warhammer 40,000 are frightening! Saying that, they're still a pain to take out now, and that's without their refractor fields and grenade harnesses. It's also a timely reminder of how much Warhammer 40,000 has changed. Once upon a time it was so heavily detailed a 3000 point game could last a whole week. Compare that to the ultra-slick, recently updated version we have now. Though Rogue Trader was brilliant for skirmishes, I find getting two games in during one evening a real bonus.

SCRIBBLINGS

When you turn to the Astronomicon, you'll find a couple of surprises for you. One of these is our letters page, the first White Dwarf UK has had in a looong time. Older readers

may remember the era of On The Boil, but for many of you this is the first time you will have had chance to send in your thoughts to we Dwarfers here in the Hold.

We get a fair few letters here every month, but we'll try to at least give everyone a mention who writes in. That is also true if you submit an article that we don't publish. Even if it is not suitable for our purposes, there's nearly always a good idea or two in them, so we'll be printing those on that page as well. Let us know what you're up to. Refight our Battle Reports and tell us how you did. Anything you like, just be nice to us – we're soft, hysterical types whose egos bruise easily. Owen Rees, of UK website fame, also gets his say on the page. In the future we'll also be looking at the forums to see what the hot topic is this month (though obviously this may seem a bit out of date when we run it, but what the heck). Yes, in answer to a couple of questions some posters have written, I do read the forums. I am watching you. I even contribute occasionally, but you haven't upset me enough yet to make me a regular poster.

ORCS

As I write this I'm in a relatively good mood. However, I haven't yet played my Battle Companies games this month, so by the time you get to the end of the magazine I may be sulking. There are only so many bad dice rolls a man can make before it begins to get him down.

Happy gaming,

Guy Haley
Managing Editor



Nick Kyme

Nick: Hot dawg, as I write this, 2005 is barely a few weeks old and already my hobby and modelling calendar (obviously I'm referring to miniature modelling here and not the catwalk/catalogue variety) is filling right up. You can witness a good healthy portion of my hobby hijinks in this issue.

As well as polishing off the rest of my Enforcers for Necromunda and painting the additions to my Gondor Battle Company, I've recently had Saruman under the knife (that sucker is gonna pay for what he did to the Westfold, grr!). I've converted him so that he's riding a horse and now fights for the powers of good! I know what you're thinking, "That's some knife, to cut out his evil core". You betcha by golly wow it is! Well, not really. Check out page 122 and you'll understand.

Into the future of the 41st millenium then, and I've been spending some time with a bunch of ragged lunatics (no, not the other Dwarfers – although come deadline week that's not such a far-fetched description). For a new Witch Hunters army I'm converting a modest squad of

Zealots, a new unit for the Ordo Hereticus that you can read all about on page 54. These bad boys take to the enemy with flame and chainsword and will be the perfect addition to my Sisters of Battle, which you'll hopefully see soon.

I've been a bit slack on the gaming front this month (all this painting and converting is taking up my time, honest guv!) but I did manage to get in a game against my brother and his Imperial Guard. He ran my Necrons pretty close in our previous battle but the metal mickies were in imperious form this time around and after whacking his triple-whammy of Leman Russ battle tanks, they gave those monkeys a good drubbing. Might be time to dig out the Baneblade methinks, Rich.



Paul Rudge

Rudgie: It's all about campaigns this month, the Necromunda campaign has come to an end but the Battle Companies campaign moves ever forward. As with all campaigns my Battle Company has gained yet more experience and I am finding myself having to paint an ever-increasing amount of horses. Why more horses? Well, my evil horde has stopped growing in size, but seems to be rapidly upgrading into an all Raider force. However, as the end goal is to have a sizeable army I have decided to aim for a balanced 820 points Harad force. Why such an odd points total? It's simply that my fully equipped Mûmak weighs in at a staggering 320 points without any Harad crew in the howdah. This means that should I choose not to field a Mûmak I can still field a balanced 500 points force, and as my Battle Company keeps me painting more Harad I'm well on the way to hitting that target!

Staying with campaigns, a Mordheim campaign is about to start here at HQ, one of my favourite games. To my horror somebody has already claimed the command of my favourite warband, the Undead. That left me with a hard decision that I had to make very quickly, as other eager gamers were also claiming warbands. In the end I chose Middenheim, next month you may even see a model or two from my warband appear on this very page.

THE WHITE DWARF TEAM





Christian Byrne

Christian: It seems my contribution to the team page has turned into an account of the building of my own

level improves. When this happens I usually finish the units I am working on and give the entire force an update, this takes some time but less than painting a new army. I also like to practise improving my painting, so I choose a random model from any of our systems and paint it as well as I can. Along the way I try out new techniques that I read about or think up myself (although I'm sure others have done them first). My latest model is Urien Rakarth (who you can also see pictured to the right) who I have been working on now and again over the last month.

My next project is to finish off a Sauron model that I have been working on for some time. Hopefully, I'll have it finished before our The Lord of the Rings Orcs Battle Company a fighting chance in the last few games. But knowing Guy's luck, Sauron will need more than just the One Ring to survive.



For me the Imperators represent one aspect of the hobby, that being army building. Whenever I decide to paint an army I pick a relatively quick method of painting and stick to it, even if my skill



Greg MacGregor

Greg: We had a big powercut here last week. And despite a lack of light to see the table properly, we downed tools at the first

opportunity (naturally) and started having a quick game of Battle Companies. Alas, we'll never find out whether my and Kyme's brilliant refused flank manoeuvre would have allowed us to put the boot into Rudgie's army at last, as the game only lasted a meagre four turns, meaning Rudgie's poor ally Christian was stood up on the right flank waiting for a date with destiny, and only managed four regimented turns of marching with his Isengard band.

As for Rudgie, after some tit-for-tat shooting where he lost a couple of horses, and seeing our combined forces massing, he fled for the hills unwilling to take on the Kyme/MacGregor alliance of Good. We played the Recovery scenario, and we were even in possession of the recovered item by fortuitously discovering it close to our lines. Victory over the Rudge-meister was beckoning at last. And then the lights went back on, we were foiled in our attempt to put one over on

the Geordie Scorpion of Harad and it was time to get on with the daily grind again... (*Beat me, not a chance! You're just lucky the power came back on - Rudgie*)

I have a rematch lined up with my Eldar for next week when I get a chance to exact revenge after I lost my last game against Paul Foulkes

and his jungle-bungling catachans. I know that he's refined his army since we last had a battle, hopefully his luck from the Necromunda campaign (see page 78) will have run out by then, and my Guardians will be able to clean up. I've finished off a War Walker (pictured below) with some new Ulthwéan runes. Hopefully it'll do the business.



SUBMISSION GUIDELINES

If you would like to write an article for White Dwarf, why don't you try? 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, and a sample of your writing of around 300 words.
- Remember to tell us if you'll need photography, models and so forth.
- Most photography we prefer to do ourselves. You may have to make several versions of a model and be prepared to travel to Nottingham.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- We are looking mainly for Tactics-type articles and exceptional models.
- If you wish to have your models in the magazine then we will need digital pictures so we may assess them.
- 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! Contact the Black Library for that.
- Do not submit entire articles, only synopses and samples.

Please 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, if not then I'm afraid you will not hear from us. 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

GODS AMONGST MEN

MARNEUS CALGAR AND HONOUR GUARD

Marneus Calgar is the renowned master of the Ultramarines and his countless exploits while defeating the enemies of the Emperor have earned him no small measure of fame throughout the Imperium.

This multi-part boxed set contains Marneus Calgar and 4 Veteran Space Marines, sculpted by Dave Thomas.

These models require assembly.



MARNEUS CALGAR WITH HONOUR GUARD ..£25.00

Denmark	kr 300.00	Sweden	kr 350.00
Euro	€ 40.00	Norway	kr 350.00



SPACE MARINE TERMINATOR SQUAD

Combining the technology of power armour and exo-armour developed for sealed environment suits used by starship crews forced to work in extremely hazardous conditions, the development of Tactical Dreadnought armour was begun in order to provide the best protection possible for the Space Marines. All Space Marine Chapters maintain a number of suits of the revered and rightly feared Terminator armour and these are amongst a Chapter's most prized relics.

This multi-part boxed set contains 5 Terminators and a Teleport Beacon, sculpted by Jes Goodwin, Dave Thomas, Mark Harrison and Tim Adcock.

These models require assembly.



Teleport Beacon



SPACE MARINE TERMINATOR SQUAD£20.00

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



HOW TO PAINT SPACE MARINES

This book is a comprehensive and indispensable guide to painting armies for all Space Marine players. Featuring step-by-step techniques and colour schemes for painting many chapters, including Ultramarines, Blood Angels, Space Wolves, Dark Angels, and many more.

With over 90 pages, the book covers all aspects of painting the Adeptus Astartes, from their power armour and vehicles right down to fine details like faces and insignia. There is even a section on creating your own chapter. See page 60 for more on what you'll find within.

HOW TO PAINT SPACE MARINES£12.00

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

DETAIL PAINTING

There are many parts to painting Space Marines which are common to all: purity of detail, skin and Chapter symbols.

CREATING A SPACE MARINE CHAPTER

So far we've looked at 100 Chapters of Space Marines. What if you want to create an army that is wholly original? Should you copy an existing scheme and interpretation of an existing Chapter? For some painters, designing their own Space Marine Chapter is the pinnacle of painting. As many as you desire, here is a list of things that need to be considered when creating a Space Marine Chapter: colour scheme, name, Chapter symbol and iconography.

IDEAS
There are lots of ways you can think up ideas for a Space Marine Chapter. The names of a Chapter may begin with nothing more than a name. Space Marines are famous for their names and their Chapter names should reflect this idea.

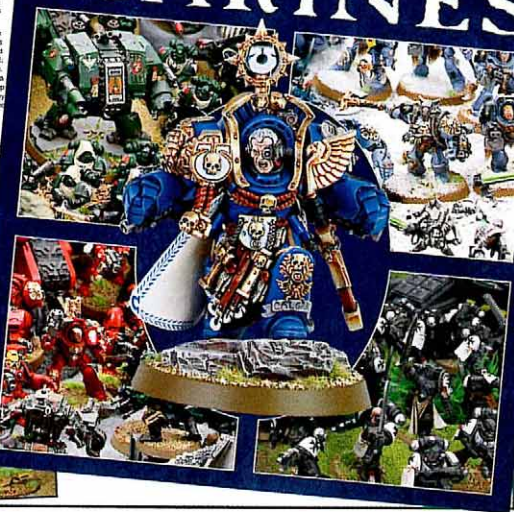
For example, terms sounding ancient names are a good source of chapter names, such as Ragnarok, Havens, Storm, Storm, and Wolves. However, evocative sounding names such as Storm and Storm are more suited to Chaos Space Marine Chapters. In the same way, words like Destroyer, Hunter, or Plague are far from the Space Marine ideal of noble names. Mighty warrior names such as Kings, Hunters or Templars are better.

If you enjoy drawing, you could sketch a Chapter emblem based on your Chapter name. Historians look for a good source for ideas. In fact, history tells us that Space Marines come to the ground, there are, after all, the knights of the 12th Millennium. On this occasion page we've included an emblem of a Space Marine Chapter which we've used to come up with ideas for colours and icons. Try out as many colour schemes as you like and then choose the one you like the most.

CHAPTER CHECKLIST
The next few pages provide you with a checklist for Space Marine Chapters. It includes advice on how to choose a name, plenty of names, Chapter symbols and well as iconography. Also remember that this is just one way to create a Space Marine Chapter and the list is not exhaustive.



HOW TO PAINT SPACE MARINES



NEW RELEASES

FANATIC



ELDAR COBRA SUPER HEAVY GRAV TANK.....£8.00

Sculpted by Will Hayes. This blister contains 1 Cobra Super Heavy Grav Tank.
This model requires assembly.



ELDAR SCORPION SUPER HEAVY GRAV TANK ...£8.00

Sculpted by Will Hayes. This blister contains 1 Scorpion Super Heavy Grav Tank.
This model requires assembly.



ELDAR NIGHT SPINNERS.....£8.00

Sculpted by Tim Adcock. This blister contains 3 Night Spinners.
These models require assembly.



SCAVVY GANG GHOUL BOOSTER PACK.....£7.00

Sculpted by Mark Harrison. This blister contains 3 Scavvy Ghouls.



SCAVVY GANG PLAGUE ZOMBIES.....£7.00

Sculpted by Colin Dixon. This blister contains 3 Plague Zombies.



SCAVVY GANG DOGS PACK.....£7.00

Sculpted by Mark Harrison. This blister contains 3 Scavvy Dogs.



THORIAN INQUISITOR.....£15.00

Sculpted by Mark Bedford. This boxed set contains enough components for 1 Thorian Inquisitor.
This model requires assembly.



ELDAR REVENANT TITANS.....£20.00

Sculpted by Martin Footitt. This blister contains 2 Eldar Revenant Titans.
These models require assembly.



THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

◀ Bullroarer Took

Sculpted by Alan Perry and Michael Perry, this blister pack contains 1 Bullroarer Took.

This model requires assembly.

BULLROARER TOOK £10.00

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



▼ Hobbits of the Shire

Sculpted by Alan Perry and Michael Perry, this blister pack contains 1 Fredegar Bolger, 1 Paladin Took and 1 Hobbit Archer with a signal horn.

HOBBITS OF THE SHIRE £5.00

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



Paladin Took



Fredegar Bolger



Hobbit Archer with
signal horn



▲ Shirriffs

Sculpted by Alan Perry and Michael Perry, this blister pack contains 4 Shirriffs.

HOBBIT SHIRRIFFS AND BOUNDERS £6.00

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



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30 YEARS OF GAMES WORKSHOP



Games Workshop is 30 years old this year, a venerable age for any company. Begun as a way to make extra cash by three friends in 1975, GW was a traditional games venture that became the leading marketer of role-playing games in the UK before eventually turning into the tabletop oriented games company we know today. Guy Haley investigates.

It is now 30 years since Ian Livingstone, Steve Jackson and John Peake set up Games Workshop to make traditional games, only to gently segue into flogging role-playing games from the back of Steve's camper van. The story of how John Peake left, and how Steve and Ian came to build Games Workshop on the back of their cottage industry has already been told (see WD300 for more on this, plus page 167 for what Steve's been up to since then), as has the lengthy saga of the White Dwarf.

However, what we don't know is just how this little firm came to be the international behemoth of today.

"I think it's because we have had a very simple idea, and we've concentrated on doing it well, and on doing it better all the time. That's why Games Workshop has become so successful," says John Stallard, Non-Executive Chairman of GW's Hobby Division. John has been with Games Workshop nearly since the beginning, applying for a job as a Quality Control Manager with Citadel Miniatures and ending up working in the factory way back in 1983. He's done it all, working primarily on the retail side of things where he has been heavily involved in the development of our unique Hobby Centres. As someone who has grown

from an ex-Psychology student searching for a career to a venerable longbeard within the halls of GW, he's the man to ask about the past of the company. Back to the 'simple idea.'

"It's all down to one thing: Which bloke has never wanted to be a hero or a general? It's the pursuit of this idea that has made us what we are; that and a bit of luck. We had no masterplan other than making the world's finest model soldiers, basically the things we really like, and trusting that if we love it, our customers will."



"Establishing the heroic stature of our models was important," says John. "It has become our signature."

Interestingly, John refutes the connection between role-playing games and tabletop gaming that many folk see. Indeed, it is a constant battle in our hobby to get people outside to understand what exactly we're doing. (The number of times I've had to explain that White Dwarf isn't a role-playing magazine...).

"If you drew a venn diagram," says John, forming a circle with his hands, "and one ring was our hobby, and the other role-playing games, you'd get the merest touch between the two. They only really share a similar background, in that the worlds they inhabit are fantasy worlds. If, on the other hand, you were to add a third circle, representing historical wargaming, there would be a much bigger overlap."

"The ideas and mechanics behind a historical and fantasy wargame are the same, it's just the surface that is different. In both cases you are playing a wargame with miniatures on a tabletop with scenery. A role-playing game is an entirely different thing altogether. You can use miniatures for it, but you don't have to. Our hobby has that tactile element. Once you have collected an army, it is yours forever. A role-playing game may take a lot of time and preparation, but once the words are spoken it is just a memory."

NTAS
DL

THE LOST AND

We all know, of course, that GW once concentrated on RPGs. But, as John relates, it was the advent of Citadel Miniatures that changed all that. In 1981, Bryan Ansell, then head of Asgard Miniatures, got together with Games Workshop to set up a miniature producing arm of the company – Citadel. (At this time GW was in London, and Citadel in Newark, near Nottingham. That's why we're based here, if you ever wondered). Citadel's heroic models rapidly became the most popular range of miniatures, outpacing those of other firm's which were, at the time, mostly American imports. This directly led to the creation of Warhammer, and John cites this as the most important event in GW's history.

"A lot of us at the time had played a lot of historical wargaming, and we were all starting to get huge collections of Citadel models, so we wanted some rules to so we could fight with our entire collections!"

Though many people think that the very first Warhammer was free, this isn't quite true. "I think Rick, who was the driving force behind the game, might disagree with that!" he says. "The rules sent out with the mail orders were trial rules, basically stats."

Still, at a time when role-playing was king, its success took even our budding entrepreneurs by surprise. But it didn't take long for them to figure out how big Warhammer could become, and GW's emphasis moved towards miniatures. The future was in little lead (later white metal and plastic) men. A couple of years later Bryan Ansell, who now owns Foundry Miniatures, took over the running of Games Workshop. Citadel and Games Workshop became indivisible. GW as you know it today was born.

After this, John says the second most important event in GW's history was stopping the sale of anything that was not produced by Games Workshop in our stores, a decision John took himself. This other product was mostly, John says, a lot of tat.

"We had a very unfocussed approach to retailing. Unlike today, when you walk into a Games Workshop and are confronted by racks and racks of miniatures, we had water pistols and playing cards and all manner of things. We got rid of all that and started to introduce painting and gaming tables."

What followed then was an explosion in Games Workshop's popularity, partly helped by the enormous success of Warhammer 40,000, first released in 1987. The number of stores increased from a mere handful in the mid-eighties to 95 worldwide, with over 1,000 independent stockists, by the mid-nineties.

"It was a crazy time, but very exciting. At one point we seemed to be opening a new shop every week," says John. "I was head of retail then, and though it was exhausting, I look back on that period as one of the most satisfying."

In 1991, Tom Kirby, current GW overlord, headed a management buy-out of the firm. It was he who introduced the standard format of Games Workshop games, where you get everything, miniatures, rulers, rules, dice and so forth, you need to play in one box. A deal struck with MB games in 1989 saw the creation of HeroQuest and Space Crusade. This, together with new, more accessible 'game in the box' sets saw a huge influx of new blood into the hobby.

In 1994, the company floated on the stock exchange – that's right, you can own an actual piece of Games Workshop! Following the flotation, the company expanded its operations abroad, and a year later had branches in France, Spain, USA, Hong Kong and Australia, though some of these had been around for a long time already.



Some of our first plastic models were these large-scale Fighting Fantasy Heroes.

"Tom wanted to replicate the success of the UK hobby abroad. And he did it. I think that is another really important moment," says John.

Constantly growing, GW has moved location a few times, always staying in the vicinity of Nottingham. We moved to Willow Road in Lenton in 1997, a move which enabled us to create Warhammer World, where many of the country's biggest tournaments are held. Even though our headquarters are pretty big, we've spent the last year taking over the industrial estate where we reside. With Forge World over the road, our top management bods relocated to a brand new keep built on part of the car park, and an enormous warehouse being constructed 100 yards away, we've actually got something that is being referred to as the Games Workshop Campus.

Then there's the second factory and warehouse in America. Located in Memphis, Tennessee, this duplicate complex exists for two reasons: i) America is very big. ii) If Lenton were to be levelled by, for example, a twin-tailed comet, it would not be good. Fair enough, it may herald the return of Sigmar, but without a second facility it would also mean the end of GW.

That's now, and we've had then, but what about the yet-to-come? John again provides the answer.

"I think we'll be doing just what we're doing now. It could last forever. I don't think you'll ever lose that appeal of model soldiers. I get annoyed sometimes, actually, a lot of journalists have come to me with an agenda, saying 'Yeah, great performance on the stockmarket, but isn't it all going to be destroyed by computer gaming?' But that won't happen. Even with computer games becoming more and more sophisticated. We'll carry on licensing computer games, we may license more than we do now, but I'm sure they won't supplant the hobby. They're something extra."

According to John, the real way forward now is building the hobby, of balancing the seesaw between beginner and veteran. "We'll see a change in our shops. I want to see Hobby Centres become something that is more of a gaming centre with a shop attached than the other way round. That's our next challenge, to help people get together so they can play together."

AGICAL QUEST GAME

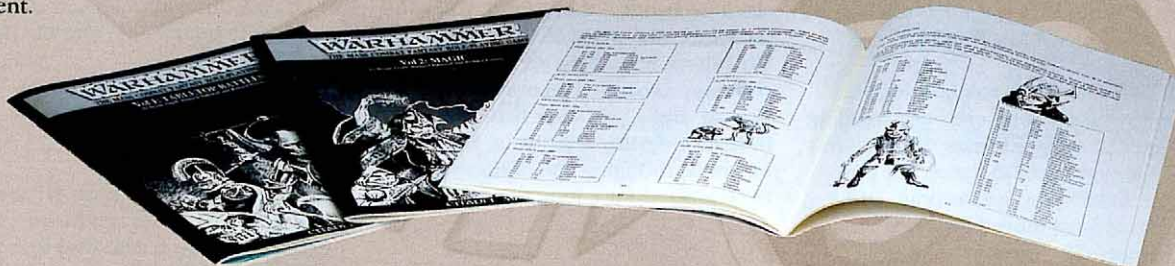
WARHAMMER

Designed by Rick Priestley and Richard Halliwell to give collectors of Citadel miniatures a set of rules to play big games with, Warhammer was created at a time when gaming meant pretending to be a wizard in a cellar. Little did they know how popular it was to prove...

Following the success of the trial Mail Order pamphlets, the first edition of Warhammer was put together to be sold in stores. It consisted of three black and white rulebooks – a rulebook, magic book and bestiary – thus setting a format that was, for several years, to remain the GW norm. Illustrated throughout with art by Tony Ackland, and with box art by John Blanche, it was released in 1982.

The basic mechanics of the game have remained the same, though in those days Toughness was represented by a letter rather than a number. There were also four Psychological characteristics which were eventually condensed down into Leadership in both Warhammer and Warhammer 40,000. A major component of the game, army lists, were missing from the first set. These followed a couple of years later with Forces of Fantasy, Warhammer's first major supplement.

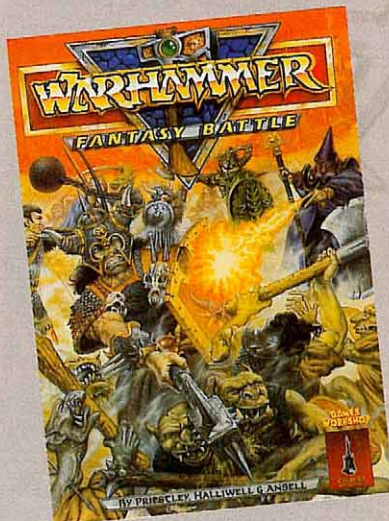
1st Edition



2nd Edition



3rd Edition



Mighty Empires

A complete and customisable campaign system for Warhammer, Mighty Empires contained dozens of hex tiles suitable for laying out kingdoms and plastic pieces to represent villages, castles and the like. Though unavailable for years, veteran gamers still make use of it to this day.



The second edition of the game followed the format of the first, but the third, released in the late eighties, was presented in a chunky hardback book like many of Games Workshop's games of the period

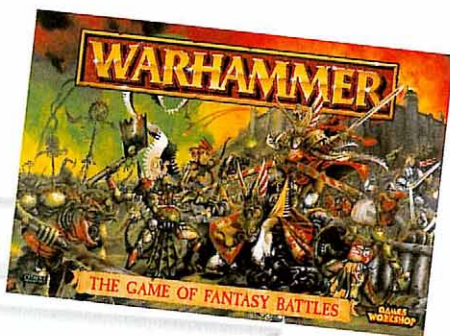
4th Edition

The fourth edition of Warhammer was the first to follow the Kirby formula, where plastic miniatures were included in the box. The game contained High Elves, Goblins, plus, like the second edition, card models. These represented a Griffon and a Goblin Stone Thrower. This was the first edition that did away with Cool, Willpower and Intelligence, the other three 'psychology' stats, and established distinct Army Books for each race.



5th Edition

With the fifth edition, the game reached maturity and became pretty much the same way it is now, though there were relatively few changes from the fourth after the upheavals of the change from the third. The Bretonnians and Lizardmen were reinvented for the game and included in the box. Around this time the very popular Warhammer Quest was also released, which allowed players to take parties of heroes adventuring into the dark dungeons of the Warhammer world.



6th Edition

And now onto the latest incarnation. Now in its third year, the sixth edition contains the classic match-up of Empire and Orcs were boxed with the rules, and for the first time this included war machines. Though the system now more or less stable, it is likely we will do further editions of this, one of our most popular games, one day.



Mordheim

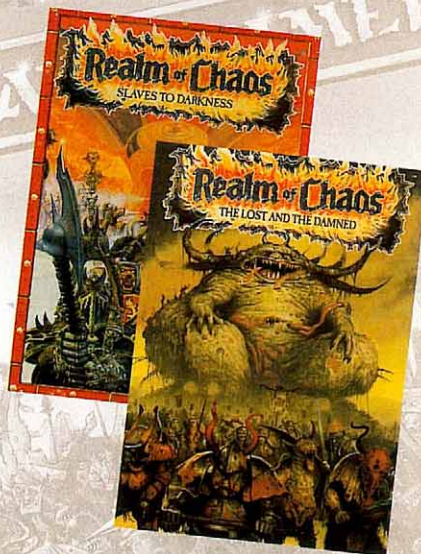
With the success of Necromunda, it was only a matter of time before a skirmish-level game of Warhammer came out. Set in IC 1999, Mordheim playfully made fun of our own millennial tensions to create an apocalyptic game of warbands warring over the dangerous, yet valuable, shards of a warpstone meteor. It has had only one edition and is still available, and is the only game we make with fish as a recurring motif.



Realms of Chaos

Years in the making, Realms of Chaos set the tone for much of the background for Chaos. Though the authors of Warhammer made mention of the books in the first edition of the game it was eight years later that both these mighty tomes were finally available. Even to this day you can find sly nods to the content of the books in army books, codexes and Black Library publications.

"Why did it take so long? Gosh that's a loaded question," says Rick Priestley. "I don't think I dare answer that – most of the people involved are still about and just because the judge says 'life' it doesn't mean 'life' anymore does it – know what I mean? All I can say is that I had the first version of Realm of Chaos almost ready for Warhammer's first edition in 1983, then some other people got involved... Then I came in and did a job on The Lost and the Damp at the last minute in 1990. But if anyone asks I shall deny it. Other than that my mind's a complete blank. No, I mean it really is."



Slottabases, part-conceived to aid the playing of Warhammer, are another GW trademark.

WARHAMMER 40,000

Though there are other science-fiction and fantasy wargames, none have blended such a wide range of strong ideas together as Warhammer 40,000. This colourful diversity, set against the dark backdrop of the Imperium, is what makes Warhammer 40,000 so special.

In 1987, Warhammer 40,000 slammed onto shelves with all the force of a Space Marines squad deploying by drop pod. Though Warhammer was already thriving when its younger sibling was born, this dark science-fantasy variant was to prove just as popular.

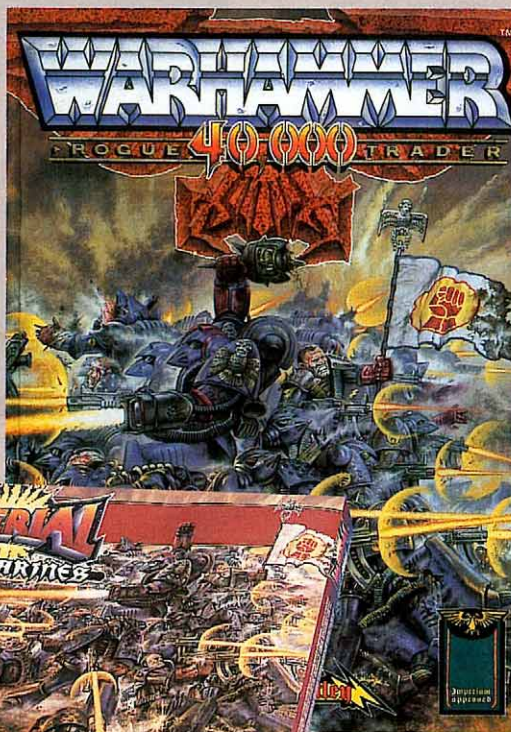
Again designed by Rick Priestley, the first edition of Warhammer 40,000, or '40k' as it is affectionately known by gamers, was a very different game to the current version. Based on Warhammer's third edition, whose format it shared, it was primarily a skirmish level game, and contained a level of detail comparable to that found in its later spin-off, Inquisitor. It was rammed full of tables of exotic wargear and many special rules, which had much influence on the later Realms of Chaos. Great fun, but it wasn't long before people started to play larger battles with the system, something it was not really designed for.

The second edition came boxed with two armies, Orks and Space Marines, in 1990. A drastic overhaul of the system attempted to adapt it to larger games, yet still with the emphasis on individual warriors. Buckets of dice and cards were the result, and it wasn't until 1998's third edition that we saw the army-level game which is Warhammer 40,000 today.

1st Edition

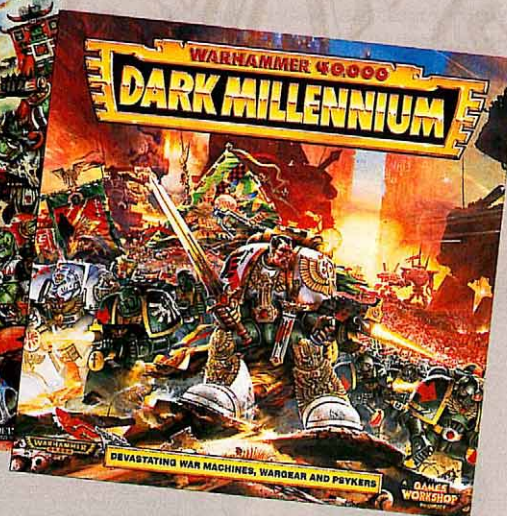
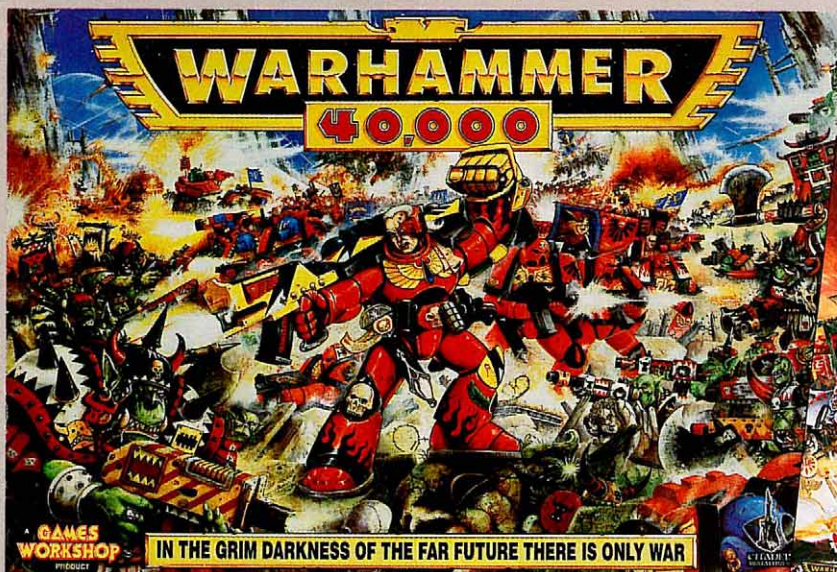
Our Games Developers have always mined Rogue Trader for inspiration. For example, the Horus Heresy, first explored in Adeptus Titanicus, was inspired by a one-line quote from this book!

The title Warhammer 40,000 was added to the product to prevent people confusing the game with 2000AD's Rogue Trooper.

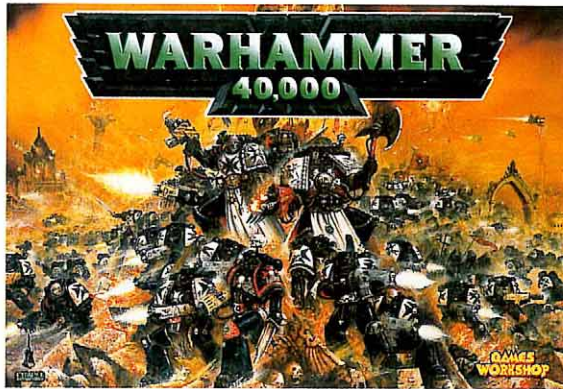


Left: The RTB01 Space Marines (left). Our first multipart plastic troopers.

2nd Edition



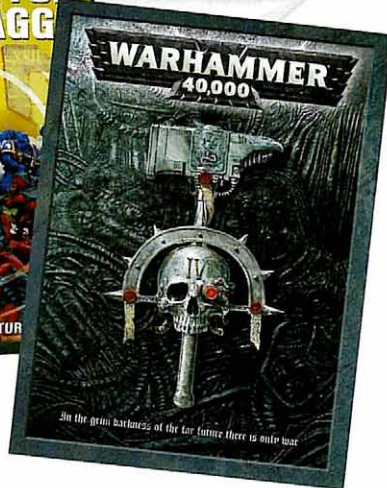
Space Orks versus Space Marines in the Kirby pattern second edition. The rules differ vastly to all other versions, and relied on cards (Right) Dark Millennium, the edition's major expansion.



The third edition saw the system come of age, with the main rules streamlined, yet multiple special rules still present in individual codexes. It also introduced what have become one of our main chapters, the Black Templars, who came with a force of the new race of Dark Eldar in the set.



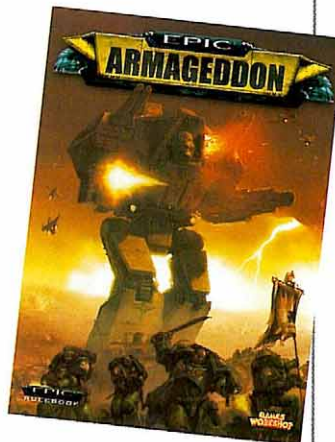
The latest version of Warhammer 40,000 has been presented in both of GW's traditional formats – a hardback rulebook and the 'game in a box' Battle for Macragge. Though one is aimed more at beginners, both contain the full rules set.



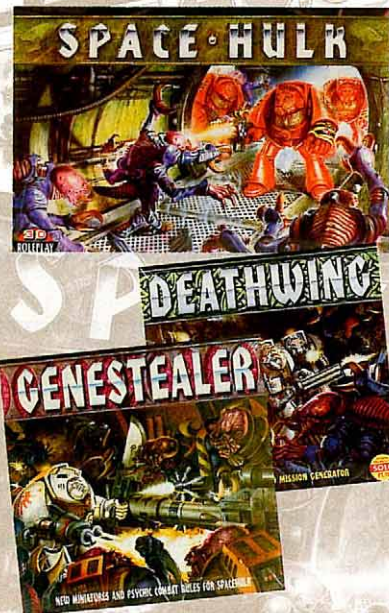
The update

Epic

Epic originally came into the world in 1988 as Adeptus Titanicus, a game that pitted the mighty war machines of the Adepts of Mars against the followers of Horus. Followed by Space Marine, together the games allowed epic scale battles during the Horus Heresy.



The first Epic-scale game and the current edition (above).



Space Hulk. Many gamers remember this as they remember their first love.

It's a big universe

Warhammer 40,000 has given rise to many spin-offs: Necromunda, Space Fleet, Gorkamorka, Epic, Inquisitor, Space Crusade and others, including several computer games. But arguably the best loved and the most highly regarded is 1989's Space Hulk, a game that drew many more hobbyists into the exciting world of Games Workshop.

Pitting Terminator-armoured Space Marines against an endless horde of Genestealers aboard derelict Space Hulks, the great thing about Space Hulk was its infinite adaptability and replay value, something made possible by the floorplans included in the game and its supplements. Eventually getting two editions, Space Hulk enriched the universe, especially driving the development of the Genestealers (a species first mentioned in Rogue Trader) and, through them, the Tyranids.

Nearly all of our Warhammer 40,000 spin-off games have enjoyed long shelf lives and several editions, a testimony to the power of the universe.



Space Fleet was released in 1991. The idea behind the game gave rise to Battlefleet Gothic, though the game systems are very different to each other.

THE LORD OF THE RINGS

The Lord of The Rings is now firmly established alongside Warhammer and Warhammer 40,000 as one of our most popular games. Many hobbyists have long dreamed of playing out scenes from Middle-earth, and our acquisition of licenses attached to the film in 2000 allowed them to do so.

The Lord of The Rings is a different kettle of fish to the two Warhammers, and not just in terms of its innovative gaming mechanics. Though it is not the first product based upon a book Games Workshop has produced, it is the first based upon both a book and a film. We talked to author Rick Priestley about how the game came to be.

"The challenge was writing a game for a film I hadn't seen and for which I didn't have a definitive manuscript, where only something included in the film could be included in the game, and no-one could say for sure what was in the film. That was tricky," says Rick. "It certainly teaches you how to make the most out of what you've got, and I honestly think the game was better for it in the end.

"But the hardest bit for me was the travel induced sickness. Planes. Airports. Hotels. A litter bin in Times Square, sundry other bits of central New York – including some quite well known restaurants. I've chundered in 'em all. On one occasion we were flying into New York and the flight crew had to haul me out of the toilets because they wanted to land the plane. They stow a lot of gear in the toilets when they land. See, the things you learn..."

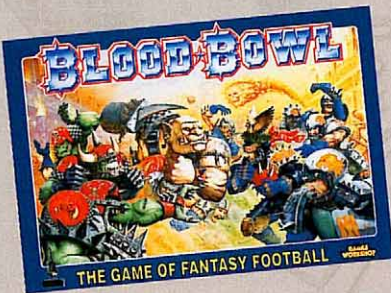
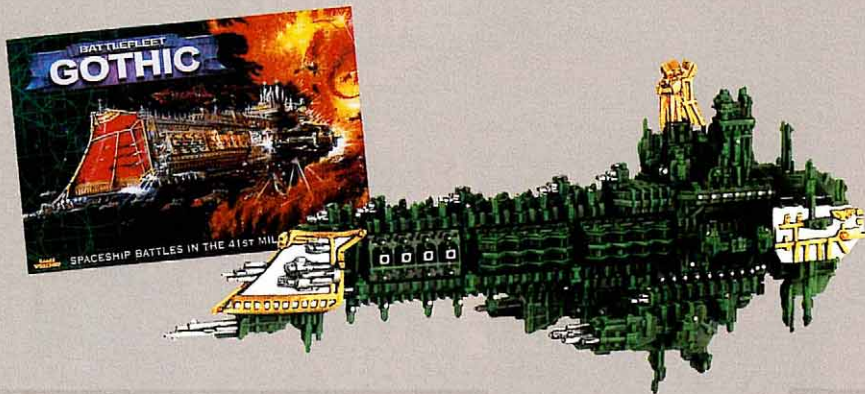


The three The Lord of The Rings boxed games.

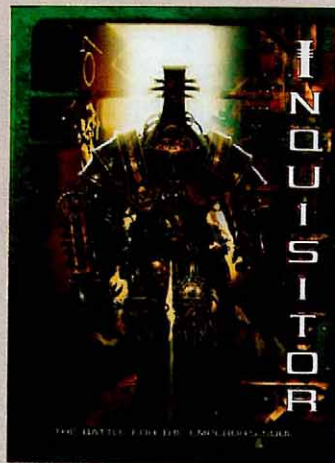
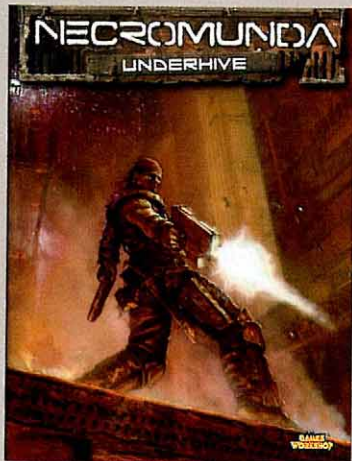


SPECIALIST GAMES

A lot of the spin-off games from Warhammer and Warhammer 40,000 have gone on to become extremely popular in their own right. To give them more support, GW brought together under the umbrella of Specialist Games in 2000, as Jervis Johnson relates.



Blood Bowl is now on its third edition and is extremely popular in certain parts of the world. This is especially true of Germany and Spain where it is held as those countries' fourth 'core' system. Battlefleet Gothic (top) allows space battles in the 41st millennium.



Necromunda (left), now on its second edition; Warmaster (centre), uses smaller scale-models in battles set in the Warhammer World. Like Warhammer, it now has a historical variant. Inquisitor (right) looked at the Warhammer 40,000 universe in the greatest details since the first edition of the wargame. "It's the closest we've yet got to doing a Warhammer 40,000 RPG," says author Gav Thorpe.

"**C**all it the enthusiasm of youth, but back in the old days we made more games systems than we could support," says Head Fanatic Jervis Johnson. "So we came up with what we thought was a cunning plan, splitting our range into 'Core' and 'Specialist' games. Each new Specialist game was carefully planned so that after the initial release it wouldn't need any more models making. The trouble is that each spawned a lot of die hard fans, and we felt rather bad about saying 'That's yer lot.' So five years ago we set up Fanatic. The aim of Fanatic is a simple one: to provide ongoing support for specialist games. We do this by running the Fanatic website, which is designed to act as a 'one-stop-shop' for players. The website includes rules, Q&A, forums, and articles. Plus, whenever new Specialist models or games come out, then the Fanatic website team provides material to go along with them.

"If you fancy trying something a little bit different, then you should find the Fanatic website interesting. It might be that you'd like to collect something in a different scale, or play games whose rules provide different tactical challenges. The Specialist Games are designed to cover all of these things and much more beside."

AND THERE'S MORE...

Over the years GW has made or marketed a vast array of games of many different types, and spawned products as diverse as the tanks of Forgeworld and the books of the Black Library. Below are some of the games we've made, several of which are remembered as classics of their kind.

Games workshop is a company that has lived up to its name, making every kind. But we've also had some off the wall ideas too. We asked Andy Jones, another GW lifer, to tell us about some.

"Craziest idea we ever had? There's quite a choice. Dark Future paintballing was a hoot – we got these live roleplay guys to knock us up some costumes – leather jackets, bike helmets with big horsehair plumes, chainmail – you can imagine. We bought a load of guns. We got the use of some land oop North that belonged to a relative of Tom Kirby. We hired a coach and off we went. Had a great time – although I am convinced that no matter what the costume, everyone thinks they are in 'Nam. Anyhow, it all got called off because some old dear phoned the police on the basis that some terrorists had kidnapped a coach driver and were up to no good. All the armed response teams in North Yorkshire turned up, it was bull horns and 'put the guns down'. So Dark Future paintball never came to anything..."

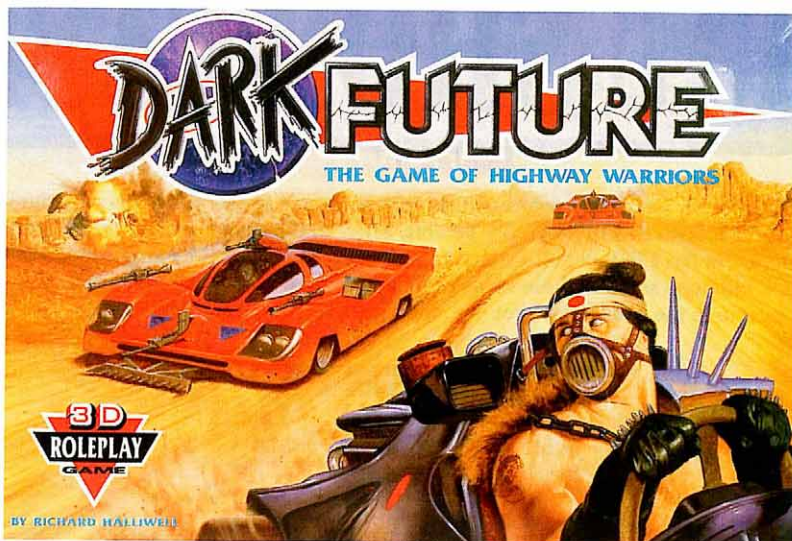
"Then there's the idea of running the Stomper Gargant mould in chocolate for Easter; or the Troll games – I mean, I ask you... Don't get me started on Warhammer Records either."



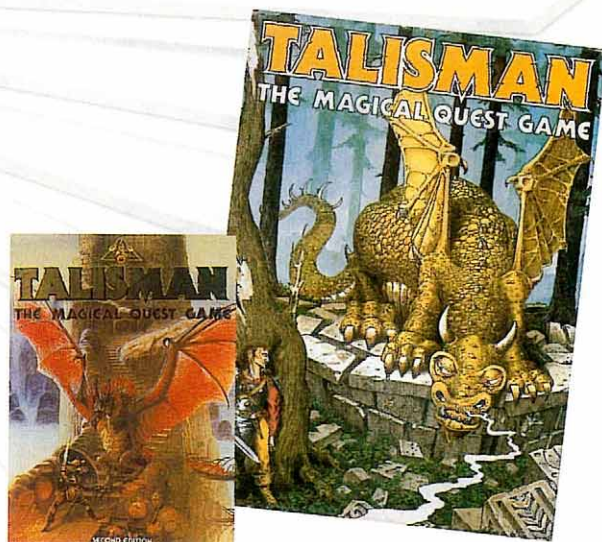
Stormbringer, RuneQuest, Warhammer Fantasy Roleplay first edition (the second edition has just been released by the Black Library) and Judge Dredd. Just some of the RPG's we've sold over the years.



Trolls in the Pantry, one of a range of kids' games that somehow ended up being featured frequently in White Dwarf...



Dark Future was a near-future game set in an Earth which, if not post-apocalyptic, was certainly working up to it. It shared some common ground with the Warhammers in the shape of Chaos cultists.



Another seminal game, Talisman, was a Games Workshop original that saw you play a bold adventurer in search of treasure. Like many of our games, it had several supplements and three editions (first edition right, second edition left). The plastic dragon from the third edition is still used as a basis for several of our Warhammer models.



Chainsaw Warrior (above left) was our only ever solo boardgame, in which you had only an hour to save New York! For Doctor Who (above right) we produced a range of licensed miniatures as well as games.



HeroQuest and Space Crusade

HeroQuest and Space Crusade were made in conjunction with the renowned family company Milton Bradley, or MB Games. In a deal brokered by Tom Kirby in 1989, MB would market the games and put them out for sale in large toy chains. There then followed a massive national advertising campaign which many veterans look back on fondly.

The partnership was a great success, and numerous supplements were produced for both. Later Games Workshop, on its own this time, produced Advanced HeroQuest and Advanced Space Crusade. From the latter came the first set of plastic Tyrannid Warriors.

Although we no longer make them, the four games introduced thousands of children into the hobby, many of whom went on to become staunch Games Workshop hobbyists. In fact, some of the White Dwarf team's first exposure to Games Workshop was through HeroQuest and Space Crusade.



Just some of the supplements for HeroQuest, Advanced HeroQuest, and Space Crusade.

'EAVY METAL SHOWCASE

For the majority of its lifetime, Games Workshop has primarily been a miniatures-driven company, and is now the biggest producer of high quality wargames miniatures in the world. We have a distinctive style for our models, using slightly exaggerated anatomies to make our characters appear superheroic on the tabletop. In the 1980s we also started making our models slightly larger than was the norm at the time, enabling us to cram on more detail. Although some of these ideas have since become the fashion right the way across the world, we can still hold our heads up high, safe in the knowledge that our models are the finest on the planet.

Bretonnian Grail Knight

The high standard of the 'Eavy Metal painting style is shown by this model's heraldry.



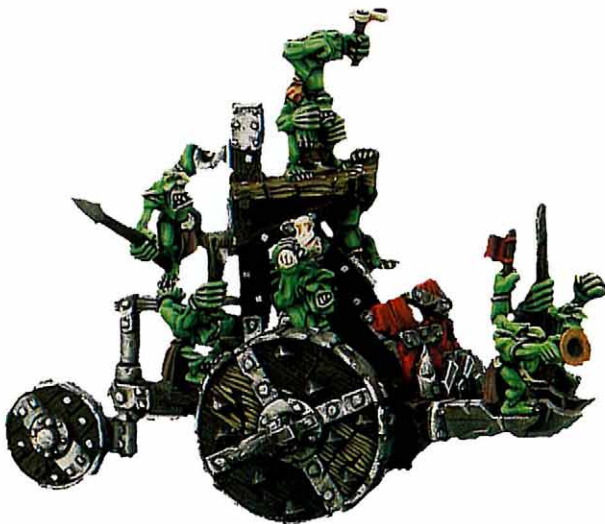
Daemon Prince

John Blanche
Artist John Blanche has a very distinctive painting and modelling style.



Snotling Pump Wagons

These two versions of the Snotling Pump Wagon (classic to the right) show not only how our sculpting has become more sophisticated, but also how trends in painting have changed.



Chaos Dwarf Sorcerer

This Chaos Dwarf was part of a wide range of snagggle-toothed stunts.



Saurus Warriors

The Lizardmen have undergone a slight revamp recently, as the newer model at the bottom demonstrates.



Ogre Bulls

Many of our models are now multi-part plastic kits. These Ogres are but one of the dozens we make.



FROM THE VAULTS

Forgive the quality of these images. They are very old, and the models sadly no longer exist.



Stone Elemental and Chaos Lord. Early '80s.



Troll. Early '80s.



Elric and Corum, from the *Eternal Champion* novels of Michael Moorcock. Early '80s.



Khorne Champion riding Juggernaut. Mid '80s.

Eldar Rebirth

The dying race of the Eldar have been part of Warhammer 40,000 since the beginning. Once rulers of a vast galactic Empire, the Eldar now desperately fight to halt their slow, inevitable slide into extinction.

Like many of our models, the Eldar have gone through numerous incarnations over the years. As with many of our ranges, they have developed from a full metal range, to a mix of metal and plastic, to mostly plastic sets.

Great Harlequin

This Jes Goodwin-sculpted model looks fantastic, even though it was made over 15 years ago.



Eldar Farseer

Farseers have become a key part of our Eldar mythos, an example of how our miniatures drive our game worlds.



Eldar Guardians



▲ Post Warhammer 40,000 Rogue Trader first edition, some Eldar Guardians were metal with a separate plastic arm and weapons sprue.

► More Eldar Guardians from second edition Warhammer 40,000. These were two-piece plastics.

▼ The Eldar Guardians of the current edition are a versatile, multi-part plastic kit.



Enemies of Mankind

In the far future of the 41st Millennium, the enemies of man are numerous, as have been the models that we have produced to represent them.

Over time our models have developed, becoming more realistic and detailed, making the foes of the Imperium appear even more impressive on the tabletop.

World Eaters Space Marine

This model led to the development of Khorne Berzerkers in the game.



Ork Cyboar

The cyboar from this classic model was recently used in a White Dwarf article by George Dellapina (WD299).



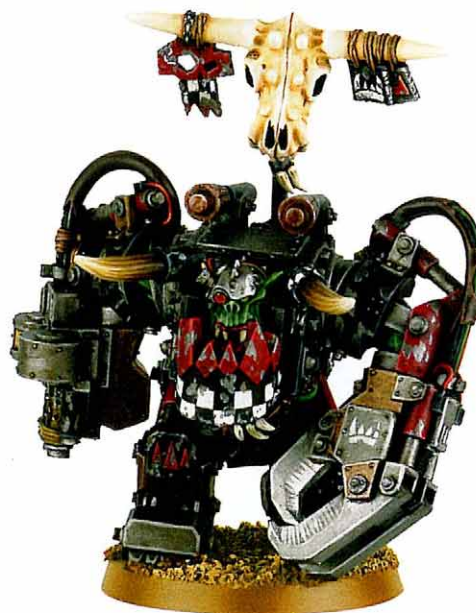
Chaos Dreadnought

An absolute classic, this ancient model complemented a similar imperial miniature, whose look was based on a cat.



Ghazghkull Thraka

As you can see from Kevin Adam's version (left) and Brian Nelson's (right), Ghazghkull has just got bigger and Orkier with the passage of time!



Alien Evolution

Tyranids have been present in Warhammer 40,000 since the days of Rogue Trader. Their background has grown richer over time, encompassing a greater diversity of species. Pretty much like the hive mind, in fact!

Genestealer Hybrids

Dangerous part-human monsters, Hybrids are found in the Genestealer cults that form part of a hive fleet's vanguard.



Carnifex

An early version of the Tyranid Carnifex. Back when this model was released, it was known as a Screamer Killer.



Zoat

Zoats were once to be found in Warhammer and Warhammer 40,000, where they were scouts for the hive fleet.



Tyranid Warriors

► The earliest of the plastic Tyranids came from Advanced Space Crusade, released in 1990.



◄ Current edition Tyranids with more chitinous armour and spikier bio-weapons.



Golden Demon

Golden Demon has become an essential part of the Games Workshop hobby, and is one of the most important dates in the calendar. Not only has it driven the quality of painting ever-higher, but it has also had a profound effect on our miniatures, making us strive to produce better and better models with every passing year. Here are some classic entries.

Knight Panther

This fantastic entry was based upon a vintage John Blanche painting.



Orion

Matt Parkes
*Open Competition Winner 2001,
Games Day UK 2001*



Ragnar Blackmane

Neil Thompson
*Gold, Warhammer 40,000 Single Miniature,
Games Day UK 1993*



Grey Wizard

Anthony DePasquale
*Gold, Warhammer Single Miniature,
Games Day Australia 1996*



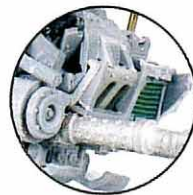
DOK BUTCHA'S CONVERSHUN KLINIC

Wow! Look at dem jalopies! Dey're great! Imagine 'aving one, I could get to da best bits first after da battle instead of dat fieving Dok Grotsnik swipin' all da limbs. Dere's even places for me spessymin jars. Alex Mekboyd made 'em. Go on, giv us one.

ORK JETBIKES

by Alex Boyd

Alex: I like the Dethkopta models but I think if you put an Ork on anything with spinning blades on top he's going to kill himself trying to hit Space Marines with them. That's why I made these jetbikes. The design is simple – find a seat, put an Ork on it, then stick a huge rocket engine on the back. The good thing about Ork vehicles is that they don't have an elegant design, the more bodged they look the better. Most of the bits are scavenged from tanks. The hatch from a Land Raider makes a good jet outlet, while the jet blades are plastic wheels with the spokes shaved down to angles. Details like the fuel lines are from the Dreadnought sprues. Other than that, there's so much junk attached to them that it's hard to say where it all comes from!



"Anything goes with Ork vehicles," says Alex. "As long as you stick big guns on the front you can't go wrong!"



WARHAMMER®

40,000



Index Astartes:
Terminator Armour
The history of Tactical
Dreadnought Armour.



Battle Report:
The Long Night
Márneus Calgar takes
on the Necrons.



Chapter Approved:
Zealots
New troops for the
Witch-Hunters.



Chapter Master
The winning entries of
the competition
displayed.



DEEP STRIKE

Tactical Dreadnought Armour

by Graham McNeill

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

There are few instances where Space Marine power armour is not enough protection for a warrior. But when battle calls for durability and protection over agility, it is to the revered suits of Terminator armour that the Space Marines turn. Massively thick armour plates and powerful servo-muscles drive these defensive shells, and only the best and bravest of a Space Marine chapter may don this ancient, holy battle-harness. Graham McNeill takes an in-depth look at the origins and history of Terminators.

Space Marine power armour has a long and glorious history, having its origins in the long-forgotten time before the Emperor's unification of Mankind on Terra. Nothing is now known of this time, but it is speculated that the first suits of powered armour were worn by the techno-barbarians that fought alongside the Emperor as he battled to bring Terra under his rule. Over time, these suits were refined and improved, becoming the earliest incarnations of fully enclosed power armour.

The first suits of Space Marine power armour were developed from this armour and were said to have been worn by the first Space Marines as they fought to unite the planets of the solar system under the Emperor's control. Legend tells that once the Terran system was secure, and the process of rebuilding firmly in hand, the galactic conquest began. Faded techno-arcana of the Adeptus Mechanicus tell that even before the Age of Strife ended, the Emperor started to make provisions for his Great Crusade.

Part of these plans included the re-equipping of the Space Marine armies with a far more sophisticated fighting suit that historians have dubbed Crusade or Crusader armour. Alongside these developments, the Emperor initiated a program to develop a system of armour that would provide even greater protection than that offered by power armour for Space Marines on the battlefield.

ANCIENT ARMOUR

Combining the technology of power armour and exo-armour developed for sealed environment suits used by starship crews forced to work in extremely hazardous environments, the development of Tactical Dreadnought armour was begun in order to provide the best protection possible for the Space Marines.

Exo-armour is constructed from heavy gauge plasteel plating, forming an armoured shell that can withstand even the colossal impact of high-speed orbital micro-debris. It is the only armour suitable for working inside the high-pressure casings of plasma reactor shields, or the extremely corrosive environments inside the holds of bulk chemical carriers. These same qualities, suitably enhanced, make Tactical Dreadnought armour virtually invulnerable to most weapons.

The development of Terminator armour, as Tactical Dreadnought armour soon became known, was well underway by the time the Horus Heresy erupted, and these heavily armoured suits had become widely available by the time the traitor Warmaster struck.

According to fragmented records of the Adeptus Mechanicus, Terminator armour was originally designed to be the ultimate Space Marine power armour, and was envisioned to replace the older suits. However, as the Horus Heresy sucked the resources from the Imperium, Terminator suits became increasingly rare, for they were exceptionally difficult to create and maintain. In addition, during most battles their bulk became a disadvantage against the lighter power-armoured warriors who easily outmanoeuvred them.

The suits were highly sought after, and they were used to great effect in the countless bloody and short-ranged battles waged in cramped conditions, such as boarding actions in ship-to-ship engagements, hive cities and tunnel fighting. It is in these areas that Terminator armour excels, as it is under these conditions that their bulk and sturdy frame serves best. Utilising heavy sheets of plasteel and ceramite, Terminator armour contains a full exo-skeleton and a complex arrangement of fibre-bundle muscles that allow a warrior to fight with deadly skill in close quarters, where agility is not of paramount importance.

In the same manner as power armour, Terminator armour contains its own independent power supply and fully enclosed life-support functions, though those incorporated in Terminator armour are more powerful and longer lasting. Various augurs and auspex enable the Space Marine to be fully aware of his environment, both externally and internally and to monitor such things as radiation levels, proximity of biological entities and the life signals of the body. These operate in the same way as the support systems in power armour, although several other devices have been added to improve the protective aspects even further.

Teleport homers enable the bearers to teleport into the midst of battle with a good degree of accuracy. Meanwhile, threat detectors and motion sensors aid the Space Marine in avoiding enemy weapon emplacements and other situational dangers.

In addition, the suit is fully equipped with a range of auto-senses and targeters, allowing the tracking of targets with the utmost accuracy. Terminators are linked to each other with pict-display units, allowing the Space Marines to see what their brother warriors see. All suits are capable of this, but to avoid confusion, it is usual for only the Sergeant's armour to broadcast pict-signals.

VETERAN SPACE MARINES

A chapter's First Company is known as the Veteran Company and contains its bravest and most heroic battle brothers. Many of these soldiers will have risen to the rank of Veteran Sergeant before being inducted, though less experienced Space Marines are often accepted into its ranks for performing

acts of exceptional courage. These Space Marines are mighty heroes whose legendary actions have become part of the chapter's history, and it is every warrior's ambition to become one of their chapter's elite.

The First Company is invariably the most powerful company in the chapter, as many of its warriors are trained to take the field of battle wearing Terminator armour. All Space Marine chapters maintain a number of suits

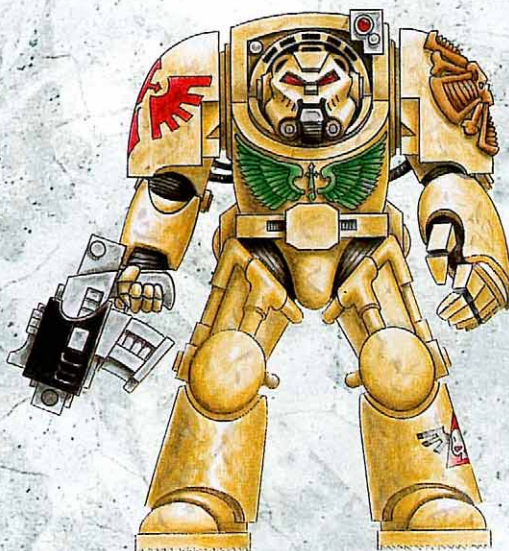
THE CRUX TERMINATUS

Each Terminator bears a badge upon his left shoulder guard that is made from stone and is said to incorporate fragments of the Emperor's armour. At the climax of the Horus Heresy, the Emperor personally led an attack upon the Warmaster's battle barge alongside his most trusted warriors. During the fierce fighting, the Emperor came face to face with Horus, who, in the battle that resulted, grievously wounded him. Following Horus' defeat, it is said that the Emperor decreed that his armour be taken off and melted down, and that the pieces be made into badges that all Terminators could wear in recognition of the service performed in the defeat of Horus. However, if this is true, then each suit of Terminator armour must only contain the most minuscule of fragments.

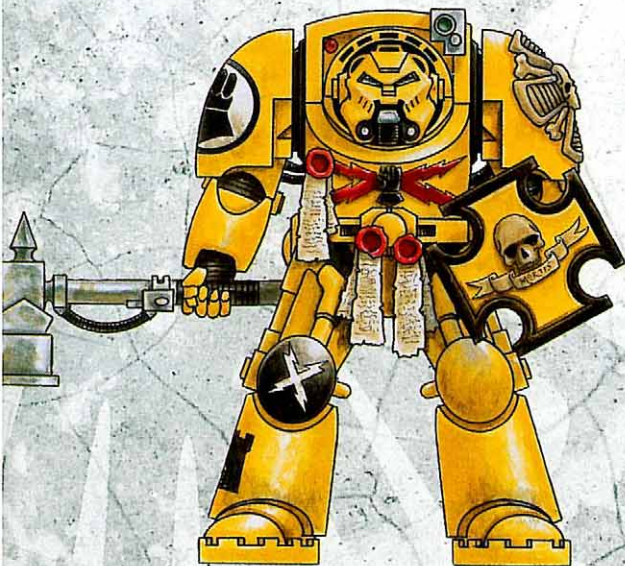
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Black Templar Sword Brethren Terminator



Dark Angels Deathwing Terminator



Imperial Fists Assault Terminator



Ultramarines Terminator

Thought for the day: Faith is your shield



THE CRUX ARGENTUM

Elements of the Crux Terminatus, on the shoulder pad of a Terminator, can be adorned with additional ornamentation in recognition of acts of supreme valour. One such adornment is the Crux Argentum, a shoulder badge of silver and encrusted with gems, that is awarded to Space Marines who perform acts of valour above and beyond the call of duty.

of the revered and rightly feared Terminator armour and these are amongst a chapter's most prized relics.

Suits of Terminator armour are rare and highly sought after, and as such, each chapter carefully maintains the suits that it has. Incredibly ancient, the secrets of much construction have long since been lost and each one is revered by the Space Marines and lovingly maintained by the chapter's Techmarines. The armour is often ancient, many of the older suits having been produced before the Horus Heresy. Although new suits are produced by the Adeptus Mechanicus, the production rate is so slow, and the demand for them so great, that each chapter takes the utmost care of its precious remaining suits. Each suit has a special place of honour within the First Company's Chapel and only warriors of the First Company and selected senior commanders may enter the armoury and don these holy artefacts. It requires rigorous training to be able to fight in Terminator armour and, once trained in its use, a Space Marine will be expected to perform above and beyond his brethren, acting as an example to the rest of the chapter.

ARMAMENT

Squads of Terminators are most often employed in boarding actions or where the fighting is certain to be close and bloody. Although they can also be equipped with weaponry that allows them to fight at longer ranges, it is brutal assaults that they are primarily designed for.

Terminator armour is designed to carry a variety of weapon fits, but the most common armament is a storm bolter and power fist. This configuration allows a Terminator to engage the enemy at long range while advancing and then to deliver a devastating assault with the deadly energies of a power fist – a weapon capable of tearing through the hull of a battle tank. Many Space Marines opt to carry a chain fist, similar in effect to a power fist, though equipped with a massively powerful chainblade attachment that can carve through the armoured bulkheads of a mighty starship.

Within each squad, one Space Marine is often designated a fire support role. The massive, fibre-bundle muscles and suspensor fields allow a Terminator to carry a much heavier array of weaponry than his power-armoured brethren. Such warriors may carry the dreaded assault cannon to lay down a hail of heavy shells, a heavy flamer when the fighting is certain to be at extreme close quarters and the enemy closely packed, or the Cyclone missile launcher to engage heavily armoured targets at long range.

Certain squads of Terminators are also configured specifically for close combat, with

Brother Sergeant Egil of the Space Wolves ducked behind the smoking, burnt-out shell of a Land Raider and slammed a fresh magazine into his bolter. The remains of his Blood Claw pack were spread throughout the blasted building, gore streaked and exhausted. Even with the filtering effect of his armour's auto senses, the noise of the battle was still deafening. He risked a glance around the side of the Land Raider. Thick clouds of choking black ash fell from a lacerated sky and the entire city was aflame. Massive explosions and the thunder of artillery obscured the battle and rendered even his acute senses useless. Egil spun round, raising his bolter to a firing position as he heard the crunch of heavy footsteps approaching behind him. The massive Terminator-armoured form of Brother Kaarlson of the Wolf Guard entered the building and Egil lowered his gun.

'Ready your men, sergeant. We take the fight to the traitors,' snarled the Wolf Guard. Even over the vox-unit's distortion and din of battle, the edge of feral anticipation in Kaarlson's voice was unmistakable. Egil nodded, passing the

word to his men. The green runes on his visor display blinked as the Space Wolves acknowledged his orders. Egil racked the slide on his bolter as the ground suddenly shook under a thunderous impact. The deep, rumbling crash sounded again, like an angry god's footsteps, and Egil looked up as a massive shadow swallowed them. Emerging from the smoke, like a vast beast from the sagas, a Night Gaunt Titan towered above them, its dark carapace silhouetted against the bloody sky.

Lights flared around the Titan's head as Imperial fire impacted on its void shields, but the enormous machine ignored them, lifting one huge leg ponderously from the ground. Egil could clearly hear the whine of its powerful actuators over the explosions. The gigantic war-machine's foot smashed aside buildings in its path and Egil realised with sick horror exactly where it would stamp down.

'Everybody up! Move!' he yelled and fired his jump pack as the shadow of the Titan's foot descended upon them. Egil powered through the air, heedless of the crack of small arms fire that burst around

him, angling for the cover of a shattered bunker. He landed badly and cursed as he fell to the rubble, looking back to see Kaarlson slowly lumbering through the ruins. He screamed his name as the mass of the Titan's foot smashed through the building and crashed down upon the Wolf Guard Terminator. Egil covered his head as the Titan's other foot swept above him, showering dust and debris. Howling with rage, he fired his bolter ineffectually at the Titan as it strode onwards, unheeding of the great warrior it had just killed.

Egil again reloaded his weapon, his thoughts filled with avenging the fallen Kaarlson. He looked over towards the flattened building and watched with astonishment as the rubble began to shift and heave. Massive chunks of plascrete and steel were pushed aside as Kaarlson pulled himself free of the debris. His Terminator armour had been gashed open in a dozen different places and his blood was splashed crimson against its grey, but he was alive. The Wolf Guard Terminator joined Egil in the ruins of the bunker and shouted, 'Like I said sergeant. Ready your men. We've wasted enough time.'

no ranged weaponry whatsoever. These squads are most often teleported into battle, where the enemy cannot engage them with long-range firepower before the Terminators attack. The most favoured configuration for these squads is either a pair of lightning claws – multiple, fist-mounted blades sheathed in lethal energy that can cut through armour and flesh with equal ease – or thunder hammer and storm shield. This latter configuration is usually employed when the enemy is likely to employ weaponry that may defeat even the formidable armour of a Terminator. A storm shield contains a small power field generator that can protect a warrior in melee and is proof against even the most lethal close combat weapons. The thunder hammer is a deadly weapon that releases a terrific blast of energy upon impact and those it does not kill, vehicles and the living alike, are rendered incapacitated.

DEPLOYMENT

Unlike Space Marines in power armour, Terminators are bulky and slow moving. As a result, methods have been developed to allow the squads to reach the enemy in enough strength to prevail. Terminator armour is designed to allow its wearer to utilise the technology of teleportation and through this sometimes treacherous method of transport, Terminators may teleport right into the heart of the enemy battle lines. Although teleportation can be far from accurate, it is often the best way to get Terminators into the



Within dark and forgotten places hide
the enemies of the Emperor.

You have been chosen to enter such
places and, protected by the best
armour the Adeptus Mechanicus can
provide, cleanse it.

Take with you your weapons, a valiant
heart and the Emperor's blessing,
and engage the enemy where it makes
its lair.

Acknowledge death as it approaches,
but do not succumb to its touch, for
your purpose is great.

You have proved yourselves to be
worthy of the status you now hold.

Every one of you standing here, all of
whom have declared allegiance to the
Emperor, and take his will as your
guide, have shown your courage and
have been rewarded for it.

Those that stand before me,
I charge you now, go forth and
vanquish the foe.

Sermon made by Chaplain Hanius to Blood
Angels Terminators before the attack on Thain II.

thick of the fighting quickly. Teleportation is a
barely understood science and the technology
is far from perfected. Many chapters of Space
Marines – such as the Space Wolves – have a
healthy distrust of such things and refuse to
use it. For chapters like this, the more
common method of deployment for battle
remains the more straightforward Land
Raider battle tank. In this way Space Marines
in Terminator armour can reach the heart of
the battle.

The Land Raider is one of the most, if not the
most, powerful tank in the Imperium's
arsenal, able to withstand the impact of a
battle cannon with little or no effect. These
tanks were designed primarily to enable
Terminator squads to travel in safety through
the very worst warzones. They are equipped
with frontal assault ramps that deliver the
warriors within straight into the thick of the
fighting. In addition, the Land Raider is
armed with powerful lascannons and can act
as mobile fire support for the Terminators
once they have disembarked.

There are several Land Raider variants, but
one of the most common is the Land Raider
Crusader, a pattern developed by Marine-
Artificer Simagus during the Jerulas Crusade
of the Black Templars chapter. This crusade
involved the besiegement of many heavily
fortified bastions of a hive world and enabled
the Sword Brethren Terminators of the Black
Templars to penetrate the enemy with relative
ease. With an increased transport capacity
and weaponry designed to inflict maximum
casualties amongst nearby infantry, many
other chapters quickly adopted this Land
Raider pattern.

THE BATTLE FOR MACRAGGE

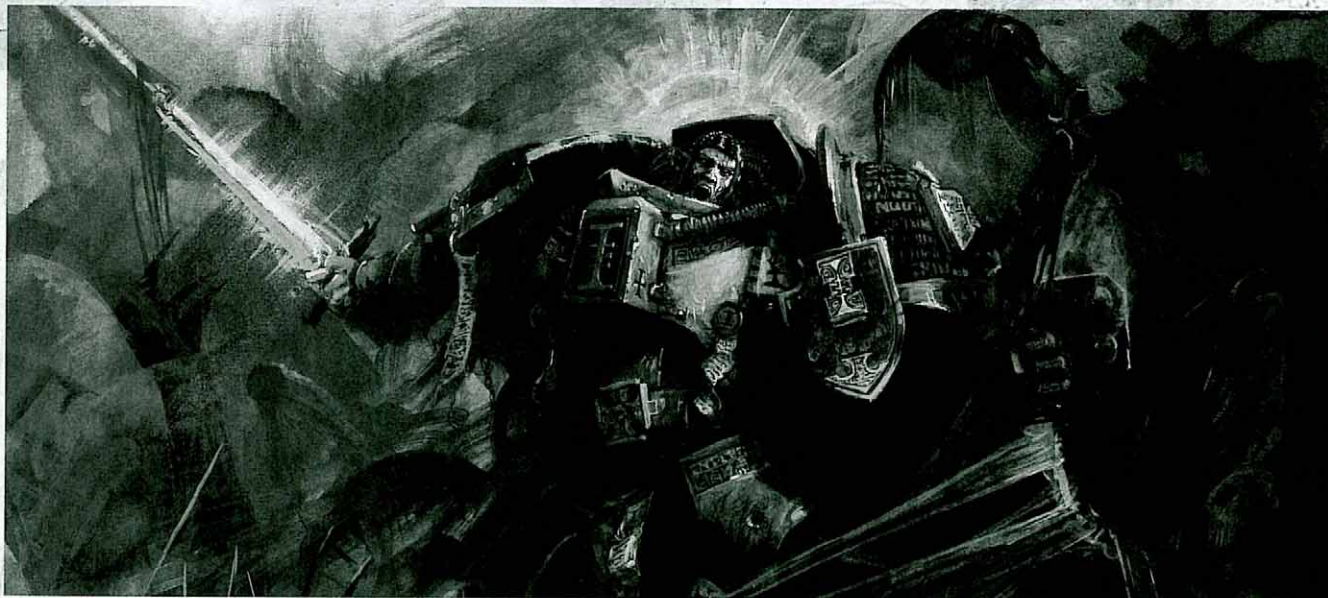
A great and terrible day for the Ultramarines
came with the battle for their homeworld;
when the Tyranid hive fleet, Behemoth,
smashed through Ultima Segmentum. The
final battle against Behemoth was fought on
the surface of Macragge itself, while the
Ultramarines fleet battled the massive bio-
ships of the Tyranids in orbit. The key to the
defence of Macragge was the polar defence
fortresses, held by the veterans of the First
Company, Titans of the Legio Praetor and the
Ultramar Defence Auxilia. Though the
invaders paid in blood for every yard gained,
the defenders were ultimately pushed back
inside the darkened corridors of the fortress.

In defence of their homeworld, the warriors
of the First Company displayed heroism the
likes of which has rarely been seen since.
Dying to a man in the depths of the fortress,
the narrow corridors allowed them to excel in
battle. Upon the eventual defeat of the Tyranid
fleet, the Ultramarines descended to the
surface of Macragge and discovered scenes
of great carnage at the northern polar defence
fortress. The dead of the First Company lay
where they had fallen, mounds of Tyranid
corpses piled hundreds deep around each
warrior. Though the entire company had been
killed, they had broken the back of the
Tyranid invasion and helped the Ultramarines
to ultimately achieve victory.

Such a grievous loss was almost too much to
bear and Marneus Calgar, Chapter Master of
the Ultramarines, decreed that the Chapter
Banner of the Ultramarines would no longer
be unfurled until the First Company was
returned to full strength. Only now, 250 years
after the defeat of hive fleet Behemoth, has
the banner been lifted from its reliquary and
been once again borne by one of the
legendary Chapter Ancients.

THE DEFEAT OF ANGRON

The war-torn world of Armageddon has
known the tread of invaders many times,
most recently in the form of the Ork Warlord,
Ghazghkull Mag Uruk Thraka's second
invasion. But Ghazghkull was not the first, or
even the greatest, threat to Armageddon.
Some 500 years before that Ork was even
born, the taint of Chaos came to the planet.
Trouble had been brewing for some time,
with riots and civil unrest spreading
throughout the planet's main continental
mass. On Armageddon Secundus, these
revolts were quickly suppressed, but those on
Armageddon Prime proved to be more
difficult to eradicate. Imperial reinforcements
could not easily reach Armageddon due to



the presence of the Mid-Calvius CVII Warp storm and as the fighting continued, a vast space hulk appeared in orbit...

With the arrival of this space hulk, the rebels on Armageddon were revealed as cultists of the Ruinous Powers, and to make matters worse, the great space hulk contained the Daemon Primarch Angron. The fallen Primarch of the World Eaters was accompanied by hordes of daemons and frothing Berzerkers, who hurled the warriors of the Imperium back in a tide of bloodletting. As the defenders rallied beyond the Chaeron River, reinforcements arrived in the shape of the Space Wolves chapter of Space Marines, led by the Great Wolf himself, Logan Grimnar. But greater than that, the Chamber Militant of the Ordo Malleus, the Grey Knights, answered the defenders' desperate cry for aid.

The Grey Knights, the fighting arm of the Daemonhunters, attacked while Angron's horde built great monoliths to their diabolical master. Led by Brother-Captain Aurellian, 100 Grey Knights in Terminator armour teleported into the field of battle, fighting their way through the enemy host until they came face-to-face with the fallen Primarch.

Guarded by a dozen of his most favoured Daemon Princes, Angron was nigh unstoppable, but the Grey Knight Terminators attacked without thought for their own safety or survival. Many brave warriors fell in battle, but one-by-one, the daemons accompanying Angron were slain, banished back to the Warp by the faith and power of the Grey Knights. The battle waxed furious on the bloody field of Armageddon, but at last, the Grey Knights defeated Angron and cast his essence back to the Warp. With his defeat, the daemon horde soon vanished and, without the presence of the Daemon Primarch, the hordes of cultists were soon crushed beneath the might of the Imperial counter-attack.

The aftermath of the First War for Armageddon was, however, to bear witness to some of the most terrible cruelty imaginable as the entire population of the planet was systematically rounded up and placed into forced labour camps. The planet was then repopulated so as to avoid the threat of any lingering taint of Chaos – a heinous act for which Logan Grimnar has never forgiven the Administratum.

THE DEATHWING

The Dark Angels, though one of the First Founding chapters, differs from the Codex Astartes in a number of ways, most notably in the composition of the First and Second Companies. The First Company of the Dark Angels, known and feared as the Deathwing, is unique in that its veterans never take to the field of battle in power armour, but instead fight in bone-white Terminator armour. Originally the armour was black, but after a single squad of Terminators freed one of the Chapter's major recruiting worlds – the squad's homeworld – from Genestealer infestation it was forever decreed that their armour would be white to honour their valour.



Graham McNeill
Graham's worked for GW for five years and has an unhealthy fascination for Buffy the Vampire Slayer, the books of David Gemmell and Clive Barker, and shooting things on his X-box.

The Long Night

In this month's Battle Report Pete Haines and Mat Ward fight out a special scenario that showcases the brand new Terminators and Marneus Calgar. These brave servants of the Emperor must attempt to seize a crashed Necron Monolith before its owners have a chance to recover it.

New Toys. That's right, nothing is quite as exciting in this hobby as new toys coming out. When those new toys are the brilliant new Terminators you simply have to do something special. In this case we decided to create a mission in which we could not only use all the Terminators that 'Eavy Metal had painted but also feature the rather spectacular Marneus Calgar's Land Raider conversion.

This is something that everyone ought to do when they have finished painting up new stuff. You could of course wait patiently until your new toys are the perfect guarantee of a win in a fixed-points game but the question is 'why wait?'

We had no good excuses either so we quickly came up with a new mission built around the models we wanted to use and frantically started working out how many Terminators we get with 1,500 points.

Mission Introduction. Karthax III is an Imperial industrial world under attack from the Necrons. Karthax is in an adjacent sub-sector to Ultramar and the Ultramarines have hurried to join its defence. During the fighting a Necron Monolith has been disabled by a psychic machine curse laid on it by an Imperial Guard Sanctioned Psyker. Unusually it has failed to phase out after being destroyed and the possibility exists to capture it intact. Unfortunately the Imperial Guard units fighting the Necrons have fallen back and night has fallen. The Imperium is determined to seize it and therefore the Monolith must be defended until dawn when a full counter-attack can be launched.

Observing the turn of events in the Imperial command Leviathan, Marneus Calgar takes command of the situation. Pausing only to order a teleport operation from the orbiting battle barge Octavian he boards his Land Raider and heads to the scene with his Terminator Command squad.

Forces. The attacker is Space Marines, the defender is Necrons.

Points Limit. The game will be played with 1,500 points for six turns.

Special rules. Victory Points, Special Objective, Night Fighting (it will be dawn on the 6th game turn), Reserves, Deep Strike, Alternate Attacker Force Organisation chart, Alternate Defender Force Organisation chart.

Alternate Attacker Force Organisation chart.

The attacker must include Marneus Calgar in Terminator armour. He and his Command squad may be mounted in a Land Raider. Apart from this the Space Marine army may only include models capable of performing a Deep Strike (other than by drop pod).

Alternate Defender Force Organisation chart.

The defending Necrons may not include a Monolith.

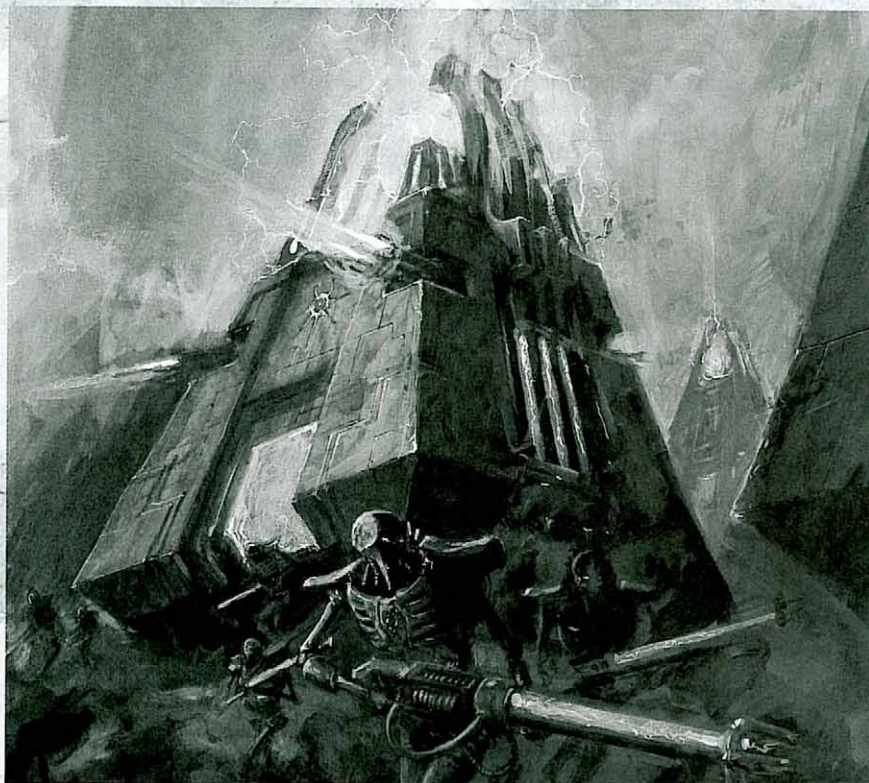
Special Objective. The objective to be secured is a disabled Necron Monolith positioned in the centre of the table. Terrain should be urban ruins. The objective is

secured if at the end of the game the Space Marine player has a scoring unit within 3" of it that is not Falling Back. If at the end of the game the Space Marine player does not secure the objective, the Necrons do if they have any scoring units within 12" of it.

If the Space Marines hold the objective they automatically win; if not, and the Necrons hold the objective, then the Necrons automatically win. Otherwise count up Victory Points normally.

Deployment. Marneus Calgar and his guards arrive on turn one in their Land Raider on any table edge. The remaining Space Marines arrive by Deep Strike from Reserve as normal. The Necrons must deploy two Force Organisation Chart selections within 12" of the disabled Monolith, with the remainder in Reserve arriving on any table edge except that used by the Ultramarines to arrive.

Monolith Portal. Necron Warriors arriving from Reserve may emerge from the Monolith portal as it is still functioning. The Necron player must specify how many units will arrive this way before the game. All other units enter play conventionally (see above)





LEGACY OF GLORY

Pete: The Ultramarines 1st Company was, as every true enthusiast knows, wiped out fighting the Tyranids at the Battle for Macragge. In this game we would get a chance to see exactly how effective

Terminators can be. Led by their Chapter Master, the great Marneus Calgar, the Ultramarines have to race through the night to secure a disabled Monolith and defend it until reinforcements arrive at sunrise.

Army selection was simple. I included Marneus Calgar in Terminator armour, his Land Raider and all the Ultramarine

Terminators available. Now I had to decide whether to use a Librarian or a Chaplain. Unable to add either character to Calgar's Command squad (the Land Raider was full) I went for the Librarian as I reasoned he would give me a wider range of options. As he is an Epistolary with two powers, I retained the Storm of the Emperor's Wrath ability and also gave him Vortex of Doom. I was determined to make the best tactical choices available to me, and as this power works best against low Initiative foes, it is ideal for fighting Necrons.

The only other choice I had to make was how to divide the heavy weapons between the Terminator squads. After some reflection I decided that the Cyclone should be with Calgar's squad as this unit was first on and it would give me as much range as night sight

would permit. I put the two assault cannons together as I reckoned that two of these firing together would be guaranteed to do something. This just left me with the heavy flamer to go with the third squad. I was curious to see how this, probably the least glamorous of the heavy weapons would do.

As for a plan, everything depended on how quickly the Terminators in Reserve could teleport into action. Until they arrived I planned to go for the objective with what I had, relying on Calgar to carry them through. My Reserves would then allow me to respond to what was likely to be a horde of Necrons swarming up from all sides. Terminators are very powerful troops and I felt sure that if I could get into position around the objective they would be very difficult to shift.



MARNEUS CALGAR

185 points

Equipped with Terminator armour, bionics, Terminator honours and armed with the Gauntlets of Ultramar.



TERMINATOR COMMAND SQUAD CALGAR

190 points

Sergeant armed with storm bolter and power sword.

1 Terminator armed with cyclone missile launcher, storm bolter and chainfist.

2 Terminators armed with storm bolter and power fist.



LAND RAIDER

250 points

Land Raider armed with 2 twin-linked lascannons and twin-linked heavy bolter.



EPISTOLARY TERCOMAN VICENTRIX

175 points

Epistolary equipped with Terminator armour and psychic hood and armed with a storm bolter, force weapon, Storm of the Emperor's Wrath and Vortex of Doom.



TERMINATOR ASSAULT SQUAD GAIUS

200 points

Sergeant armed with lightning claws

2 Terminators armed with lightning claws.

2 Terminators armed with thunder hammer and storm shield.



TERMINATOR SQUAD TENNIUS

285 points

Sergeant armed with storm bolter and power sword.

1 Terminator armed with storm bolter and chainfist.

2 Terminators armed with storm bolter and power fist.

2 Terminators armed with assault cannon and power fist.



TERMINATOR SQUAD SANCTUS

215 points

Sergeant armed with storm bolter and power sword.

1 Terminator armed with heavy flamer and power fist.

1 Terminator armed with storm bolter and chainfist.

2 Terminators armed with storm bolter and power fist.

1,500 points

Ultramarines versus Necrons Battle Report



INEFFABLE PONDERINGS OF THE NECRON

Mat: The scenario we were playing put fairly severe limitations on what I could include in my army. Necrons don't exactly have a vast

array of Troops choices (ie, precisely one) and looking at the models I had available from which to craft my force, I would only be able to include three squads of Warriors. With this in mind, I decided to splurge a few points on not one, but two, Necron Lords – they are, after all, fairly handy fighters in their own right. One such individual was kitted out with a warscythe, a Phase Shifter and a Veil of Darkness. The second retained his Staff of Light and gained a Solar Pulse (which could well prove very useful in the Night Fighting), a Gaze of Flame, a Nightmare Shroud and a Phylactery.

The kit of the two Lords may seem a little unusual (where was the Resurrection Orb?)

but there is a little method to my madness, although, to be fair, a little whimsy too. I've played several games with and against Necrons, and each time the Resurrection Orb has made an appearance. I just wanted to do something different this time, after all there are plenty of other rather nice items to give to the Lords, and it seemed a shame to pass them by.

Anyway, as I said, there was a plan, and it involved those other picks on the organisation chart. With their truly loathsome 2+ Armour Saves, my best chance of clobbering the dratted Terminator horde was to take them on piecemeal – with this in mind I wanted to at least improve my chances of making them run away when the situation demanded it. That, of course, meant taking Pariahs – not a heavy burden as their fairly chunky firepower and even more substantial warscythes would also be more than welcome. The only downside, their horrendous points cost, meant that I could only justify taking half a dozen of them, but it would have to do.

In for a penny, in for a pound, so the next pick went to some Flayed Ones – fairly nice counter-attackers with, that's right, another Leadership-based special ability. I had high hopes that the Flayed Ones and Pariahs would complement not only each other, but the Gaze of Flame, and buy me a little extra space and time with which to fight the Terminators. With not even 200 points left, I decided my final pick would be three Tomb Spyders (slightly sneaky, but fair) for their high strength and ability to ignore Armour Saves in close combat.

With the army sorted, now all I needed was a plan. Unfortunately, I'd be on the back foot for much of the game and forced to react to whatever Pete did. However, I made what decisions I could, assigning the initial defence of the Monolith to one of the Necron Lords and a squad of Warriors, and allocating a second squad of Warriors to the Monolith portal. Everything else would depend on when and where my remaining troops arrived, and what the devious Mr Haines decided upon as his tactics.



NECRON LORD

200 points

Equipped with the Veil of Darkness and Phase Shifter. Armed with a warscythe.



NECRON LORD

180 points

Equipped with a Solar Pulse, Gaze of Flame, Nightmare Shroud and Phylactery, and armed with a Staff of Light.



PARIAHS

216 points

6 Pariahs armed with warscythes with built-in gauss blaster.



FLAYED ONES

180 points

10 Flayed Ones.



NECRON WARRIORS

198 points

11 Necron Warriors armed with gauss flayers.



NECRON WARRIORS

180 points

10 Necron Warriors armed with gauss flayers.



NECRON WARRIORS

180 points

10 Necron Warriors armed with gauss flayers.



TOMB SPYDER

55 points

1 Tomb Spyder.



TOMB SPYDER

55 points

1 Tomb Spyder.



TOMB SPYDER

55 points

1 Tomb Spyder with particle projector.

1,499 points

ULTRAMARINES TURN 1

Pete: So I have only one unit in a transport, never mind, my starting force is still worth over 600 points! I don't tend to be a fan of putting all my eggs in one basket normally but these are hard-boiled eggs in a 14-Armour basket so all should be well.

Small starting forces make for quick first turns. This is no reason not to concentrate though. I took the direct route to the Monolith. This would ensure that I could throw in one attack before the Necron Reserves started to show up and also deny the route to them. When you have a small force it is generally prudent to assume a position where terrain prevents the enemy lapping around you, however I had to leave space to link up with my teleporting Terminators and ensure that even if they were off target my units could support each other.

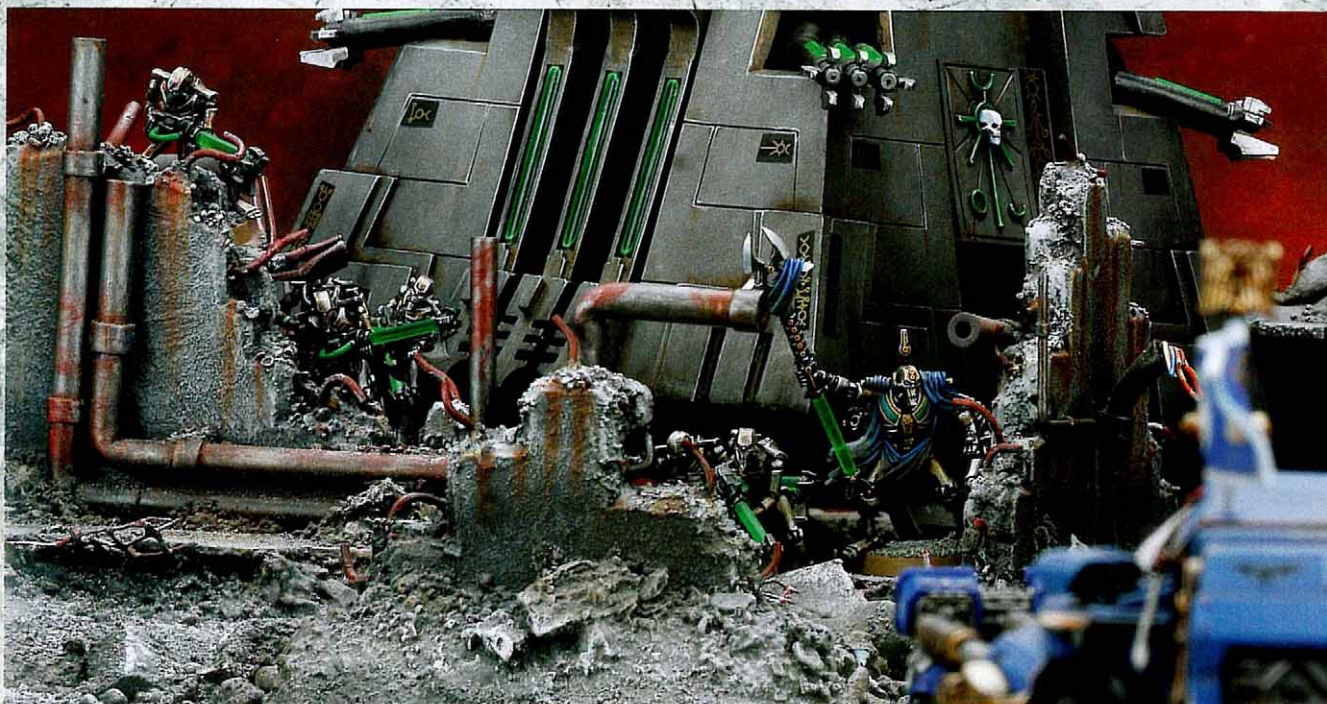
That decided, I cruised on with the Land Raider, lowered the ramp and deployed the Terminators. I could have stayed mounted and assaulted direct from the Land Raider on turn two but I had to respect the ability of gauss flayers to deal with any amount of armour. I would look very silly with my Terminators pinned by the side of a burning Land Raider on Turn 2 so I played it safe. I then opened up with all the firepower that my small, but formidable force could muster. The silver hides of the Necrons were clearly visible in the Land Raider's headlights (translation – both my units made decent Night Fighting checks to see their target) but my firing was far from accurate with only one Necron a casualty. On the plus side it was a lascannon that got him so he wouldn't be back.

NECRON TURN 1

Mat: With the forerunners of the Ultramarines army looming out of the night and closing fast, my outclassed Necrons prepared to fight. Having passed relatively unscathed through the hail of fire from both Calgar's retinue and the Land Raider that lurked behind them, I still had a fair amount of withering gauss fire to throw at my enemies, and I intended to use it. By all means, I wanted to keep the Terminators out of assault range as long as humanly possible, so I didn't want to advance into rapid fire range just yet. Conversely, I estimated that it would

have to be a very swift and light-footed Space Marine who could close to assault in the following turn. And my conclusions? Open fire, all weapons.

The ensuing hail of gauss fire was more effective than I could possibly have hoped for. I'd entertained ideas of maybe downing a single Terminator in the volley, but the dice were clearly on my side: an average seven hits and four wounds transposed themselves into a very unlikely two dead Ultramarines. Pah! Faced with the superior technology of the Necrons, Terminator armour clearly could not stand.



A lone Necron Warrior squad defends the downed Monolith.

ULTRAMARINES TURN 2

Pete: Having lost two Terminators to the Necron return fire my incentive to get into combat and secure the objective was greater than ever. First things first though; I needed to get my Reserves into action. Squad Sanctus and Squad Gaius duly arrived and landed in flanking positions to Calgar's squad. Calgar's squad continued to advance directly on the Necrons.

As the Necron Reserves were still a good way off in the darkness I massed all my fire against the unit around the Monolith. All in all this was far more successful than last turn with six Necrons being blasted, three of them so severely that they wouldn't be back. Sadly there were still some Necron Warriors left so the remainder would have the chance to self-repair. However, I was confident that even if they did I would be on them in the next turn.

NECRON TURN 2

Mat: With another two squads of Terminators now to worry about, I was desperately hoping for a little in the way of reinforcement myself. A total of six Warriors had been lost in the previous turn of shooting, leaving me with four and a Lord to defend the Monolith – all of a sudden I was looking outnumbered as well as outclassed. The time for a tactical withdrawal was upon me. Fortunately, my Reserve rolls were quite kind. The Tomb Spyders, Flayed Ones, a second squad of Warriors and the second Lord all chose this

turn to join the fray. Better still, all three Warriors capable of I'll Be Back hauled themselves to their feet once more.

Looking at the distance that my reinforcements had to cover with something approaching dread, I chose to Deep Strike the Flayed Ones as close as I dared – my ability to Deep Strike troops into walls or enemy units is rapidly becoming the stuff of legend. Fortunately, although scattering, they were better off for their unorthodox entry to the game, and may even have bought a whole turn's worth of grace for themselves. The rest

had no other choice but to slog their way forwards from the board edge – with luck they would get there in time. While this was going on, my original defence force chose to withdraw out of the assault range of the incoming Terminators. Anything higher than a two on the Difficult Terrain test would have done the trick so, of course, I rolled double 1. To add insult to injury, every single gauss rifle and Staff of Light shot pattered harmlessly off the armour of Marneus Calgar's Command squad. But my Spyders all managed to generate Scarab swarms and suddenly looked a lot more significant.



Marneus Calgar leads the attack from the front.



Marneus Calgar singles out the Necron Lord.

ULTRAMARINES TURN 3

Pete: The Necrons did pretty well at self-repair but their fire, however accurate, failed to make any impact on my Terminator wall. It's pleasing when the 2+ save comes good – getting through a turn with no casualties is a nice feeling.

Unfortunately Librarian Tercoman and Squad Tenuus (with those yummy scrummy assault cannon) did not turn up this turn. Evidently there was some sort of disruption in the warp and they remained impatiently on the teleport pads awaiting the proper portents.

Turn 3 was when I expected to make my assault on the Necrons and I saw no reason to delay the attack because of trivial teleport malfunctions. I pushed Calgar's squad right into the ruins so they were right in the face of the Necron defenders, followed up slightly slower with Squad Gaius and flanked toward the Monolith portal with Squad Sanctus.

Once again I concentrated my fire on the Necrons around the Monolith. My combined fire destroyed a disappointing three Necrons so I charged in with Marneus and his squad to finish them off.

As I was armed with power fists the Necrons went first and managed to kill one of my Terminators and almost wounded Calgar. My return strikes killed two Necrons and put two wounds on the Necron Lord, winning the combat but the Necrons stood firm.

how to do it. Some help appeared in the form of the Pariahs, who lurched onto the board this turn, and one downed warrior passed his self-repair roll, but it was going to take more than that. If Calgar managed to get settled in the area around the Monolith, it was going to be a pretty difficult job to kick him loose. With that in mind, it was time to unleash the Veil of Darkness...

Once more, my Deep Strike roll actually worked out quite well for me, with the teleporting Lord and his squad of Warriors ghosting from one table edge to the other, materialising just on the board and within Rapid Fire range of the Ultramarine Terminator Assault squad. Everyone else marched forwards as swiftly as they could, but I knew that something fairly remarkable

would have to occur to keep my beleaguered Lord alive beyond the coming Assault phase.

Once more, Terminator armour cheated my best efforts in the Shooting phase, with the teleporting Necron Warrior squad chalking up only a single kill, despite managing to inflict a massive ten wounds on their target. The Assault phase proved to be only a little better for the Necrons for, though the Lord's Staff of Light sliced apart the last two members of Calgar's Command squad, the Chapter Master's wrath was sufficiently roused to obliterate both the Lord and the Warriors. In the face of this, the fact that the advancing Tomb Spyders once more managed to create more Scarabs without ill-effect did nothing to quell the feeling of foreboding that was creeping up on me.



NECRON TURN 3

Mat: Okay, that hurt. With almost all of my initial force down, and the Lord wounded, I was going to have to get some help fast – the only problem being that I couldn't quite see



Flayed Ones overwhelm Squad Gaius.

ULTRAMARINES TURN 4

Pete: The Necron turn had been quite an unpleasant one for me. The appearance of another unit of Warriors in my rear accompanied by a Lord with the Veil of Darkness and a variety of other unpleasant bits of dark technology was bad enough. Combined with the loss of Calgar's Terminators, leaving him guarding the entrance to the Monolith portal on his own, this made for an unpleasant turn of events.

To make matters worse neither my Librarian nor Squad Tenuis turned up this round. This was a big blow as the Necron Reserves were close enough to be a serious threat now. A unit of Flayed Ones and a concentration of three Tomb Spyders were in position to attack and I was running out of men. I could see no advantage in sitting on the defensive so I moved Squad Gaius to intercept the Flayed Ones and brought Marneus and Squad Sanctus together to block the Tomb Spyders.

Squad Sanctus opened fire on the Tomb Spyder in the middle and managed to destroy its attached Scarab Swarms. Calgar wounded the Spyder and the Land Raider finished it off with its Godhammer lascannons.

I now had to hope that I had inflicted enough damage and weakened the counter-attack sufficiently so that my Terminators on the board could hold on until the last of my forces arrived. It was all getting a bit tight. I took some comfort that while Marneus Calgar was standing all was not lost.

NECRON TURN 4

Mat: With the enemy Librarian and final Terminator squad still absent, things were starting to look up. Granted, Marneus Calgar was now sat in front of the Monolith portal, effectively denying me my remaining troops, but I was now in a good position to counter-attack the fringes of his command. On the left, the Flayed Ones started forwards. I knew they would need a little help if they were to take on the Assault squad that mustered in front of them so, with that in mind, I moved my surviving squad of Necron Warriors up in support. Likewise, the two remaining Tomb Spyders advanced on the Terminators directly in front of them – with a bit of luck, their Strength 6 attacks would give even the Emperor's finest a moment of pause.

The following Shooting phase was, once more, at the mercy of the formidable armour of the Terminators. A grand total of twenty-three hits on various Tactical Dreadnought armoured monstrosities translated into a mere two wounds – one on Calgar himself, and one on the sergeant of the Terminator Assault squad. If I was to stand any chance of victory, my troops would have to do much better than that in the Assault phase. Fortunately, they did not let me down. Despite the almost impregnable armour of their foes, the Flayed Ones managed to kill two of the Terminators for only one loss in return – better still, the remaining Space Marine was pulled down by sheer weight of numbers as he tried to fall back. The Tomb Spyders and Scarabs also gave a good account of themselves, managing to eviscerate another two Terminators and forcing the others to fall back. Unfortunately, one Tomb Spyder was lost in return, but the other consolidated into combat with Calgar. If I was lucky the Monolith would be in Necron hands again in the following turn.



ULTRAMARINES TURN 5

Pete: The fourth Necron turn had been painful. The Flayed Ones had scored a significant victory over Squad Gaius and the torrent of Spyderys and Scarabs had left Calgar literally alone with his back to the wall. At least he was still blocking the portal and thereby preventing the arrival of yet more Warriors.

It is customary for the cavalry to arrive in the nick of time and thankfully this game was no exception. Epistolary Tercoman and Squad Tenuis arrived to restore the balance, and not a moment too soon. I was beginning to worry they weren't going to show up at all, but now I had enough forces at my disposal to strike back one more time. The battered Squad Sanctus had regrouped as well, giving me another couple of Terminators, including one with a heavy flamer.

I decided that I had to deal with the approaching Pariahs. Last time I fought against these fellas I was using Orks and didn't do too well. It's even worse when you have expensive Terminators whose vaunted armour is no defence against their scythes. I decided it was time for Epistolary Tercoman to unleash his powers. A Vortex of Doom was duly summoned right on top of the Pariahs destroying two of them, it was fortunate for Mat that he made a lot of good Initiative rolls otherwise the Pariahs could have been wiped out there and then. Squad Tenuis added their fire to Tercoman's power and destroyed two more Pariahs, one by means of a rending hit from an assault cannon. That left two Pariahs, I decided that they were now weak enough to be repelled.

Squad Sanctus brought their heavy flamer into action against the Necron Warriors that had appeared behind me. I supported them with the fire of the Land Raider and knocked down a total of four Necrons. This was a little disappointing as I covered the entire unit with



the heavy flamer template but in a way the kills were a bonus. While Squad Sanctus occupied the Necrons they could not move up to help in the fight around the Monolith.

In the Assault phase there was one other piece of important business. An embattled Marneus Calgar struck down more Tomb Spyderys and Scarab swarms. There was every chance he would finish them off in the Necron turn and be ready to lead the fight in my following turn.

NECRON TURN 5

Mat: Ouch. The arrival of Pete's remaining reinforcements (and the slightly obscure amount of firepower they brought with them) substantially changed the course of the battle. With only two Pariahs left, my Necron Warrior unit hit quite hard (although two did make their Repair rolls) and Marneus Calgar still standing in the way of the portal, I was going to have to do something remarkable.

Going for it, all of my surviving units closed with the enemy.

Picking their way through the rubble, the Flayed Ones moved to assault Calgar himself, the Pariahs advanced on their tormentors and the surviving Necron Lord made for the Land Raider. Yet again the armour of the Space Marines was proof against Necron gauss technology – only two Terminators fell, one to the Pariahs and one to the Necron Warriors. Nevertheless, with a good Assault phase, the game could still be mine. Alas, the Flayed Ones found their footsteps sufficiently hindered so that they couldn't reach their target. The Pariahs felled only a single Terminator before being wiped out, while Marneus Calgar had no problems in finishing off my remaining Tomb Spyder. Even the Necron Lord failed to make much of an impression on the Land Raider – his single penetrating hit only garnering a 'crew stunned' result. With one turn left, I would need a mild miracle to win.



Squad Sanctus unleash their deadly assault cannons on the Pariahs.



ULTRAMARINES TURN 6

Pete: Things were finally rolling my way. The Pariah attack had been defeated and all that remained to threaten Squad Tenuis were the Flayed Ones. But it was now Turn six and the sun had risen. The Flayed Ones looked a lot less scary in the light of day.

Now was the time for a decisive attack so Marneus Calgar and Epistolary Tercoman joined Squad Tenuis and closed with the Flayed Ones, unleashing a salvo of assault cannon and storm bolter fire on the way. The move could have ended in disaster, the Flayed Ones were tightly packed so I was very

tempted to hit them with a Vortex of Doom. This effect can scatter, however, and I was close to the target I contented myself with using Storm of the Emperor's Wrath instead. I rolled a 12 on the Psychic test, Tercoman was not wounded (the wound roll was a 1) however. Now if I had used Vortex of Doom the vortex would have been centred on Tercoman and could have taken out most of my remaining Terminators. Never has my cautious streak paid such high dividends! The rest of my shooting was poor, only dropping two Flayed Ones.

Elsewhere, the last member of Squad Sanctus enfiladed the Necron Warriors, again with his

heavy flamer, and once again was stymied by the Necrons' armour. The Land Raider's Machine Spirit lashed out with a Godhammer at the Necron Lord pounding on its hull and wounded him.

In the Assault phase Calgar, Tercoman and Squad Tenuis charged the Flayed Ones. The Flayed Ones lashed out desperately and managed to wound Calgar but the enraged Chapter Master smashed five of them in reply and, combined with Tercoman's two kills, the Flayed Ones ceased to be. The unit then consolidated and returned to their position in front of the Monolith portal.

The last members of Squad Tenuis charged into the Necron Warriors, but were hacked apart before they could attack.

It seemed there was now no way the Necrons could prevent Squad Sanctus controlling the Monolith. I could relax.

NECRON TURN 6

Mat: The game was definitely up. All that remained was to try to destroy a couple of extra models so that I could play the 'if only there had been one more turn' card. The Necron Lord continued to pummel the Land Raider with what can only be described as 'no discernable effect'. As a last throw of the dice (literally) my surviving Warriors took a long shot at the Terminators. They would have to be obscenely lucky to take them below half strength and stop them being a scoring unit but the single wound they managed to inflict pattered harmlessly from the Terminators' armour.



The last of the Flayed Ones are annihilated by the Ultramarines.

HONOUR THE FALLEN

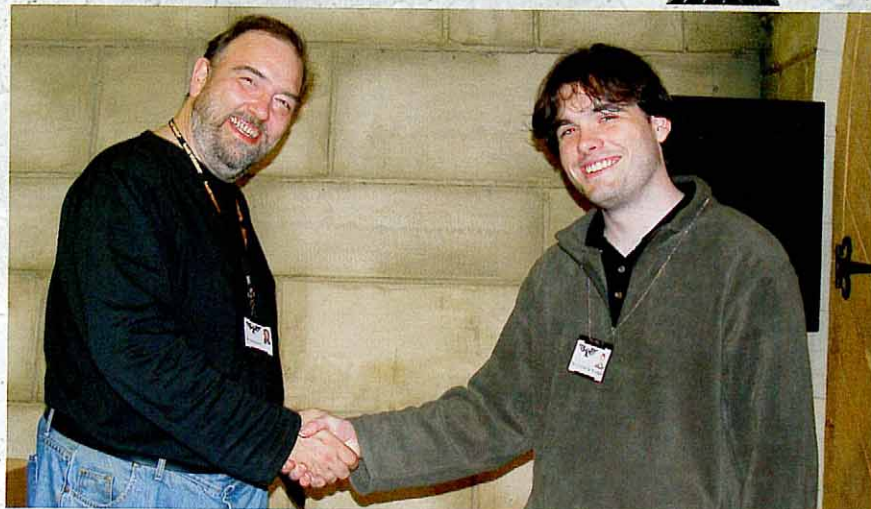
Pete: That was a hard fight. Mat made good use of wargear with his Necron Lords – avoiding the dull, much-used Resurrection Orb – and kept me under pressure

throughout. At the end of Turn four things were looking grim with the Necrons present in force, not many Marines left and no sign of my Reserves. The arrival of my Reserves gave me just enough options to swing the battle back around before it was too late.

Terminators are both very entertaining to use and very stressful. Stressful because you wait patiently to find out how many Armour Saves you have to make and then try to think positively when you roll the dice. In this game there were times when ten or eleven wounds would bounce off and times when a couple of wounds resulted in dead Terminators.

Overall though, the entertainment value more than cancels out the fear. You can move, shoot and charge. When shooting, each unit gives you a fistful of dice to roll and in assault there is nothing you can't kill. I am sure there are more sophisticated tactics I could use but in all my years of playing Warhammer 40,000 this was only the second time that I have used an army consisting entirely of them, the other being under the Second edition rules. This creates a tendency to just rely on them being better rather than using clever stratagems. This is definitely an area I would like to explore more thoroughly.

In conclusion I should say that the biggest relief was avoiding getting Marneus Calgar killed. I had a terrible dread that Calgar was



going to die on my watch and suspect I would never have been allowed to forget it by the villainous Mr Ward. Yet, he was probably the man of the match, which is just what the greatest living Chapter Master should be.



BACK TO THE TOMB

Mat: Okay, I think that the technical term is: close, but no cigar. Fair play to Pete, he had some pretty atrocious luck over the course of the game, but he still came away with a

comfortable victory at the end of it.

So, what went wrong?

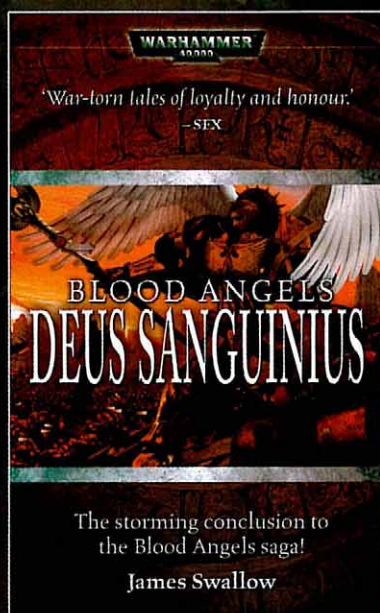
Well, I can't blame the dice. Aside from an unfortunate Difficult Terrain roll and a Necron Lord armed with what seemed to be a warscythe made of toffee or cheese (neither

of which are much good at penetrating the hull of a Land Raider) the fickle six-sided cubes were far kinder to me than usual. As I lost, that unfortunately means that my tactics were probably flawed, but I know exactly where and why they went wrong...

First up was the equipment on my Necron Lords. Though I don't in any way regret the lack of Resurrection Orb, the wargear carried by the Lord with the Staff of Light should probably have been given to the one with the warscythe, and vice versa. More important was not taking the opportunity to deploy the Pariahs in defence of the Monolith – their presence earlier in the game would have cast a lot of doubt on the outcome. As it was, of course, they materialised just soon enough to get well and truly clobbered by massed assault cannon fire and devious Librarian psychic powers.

Oh well, if I'd beaten Pete, I'd have had to find a new challenge to aim for, wouldn't I?

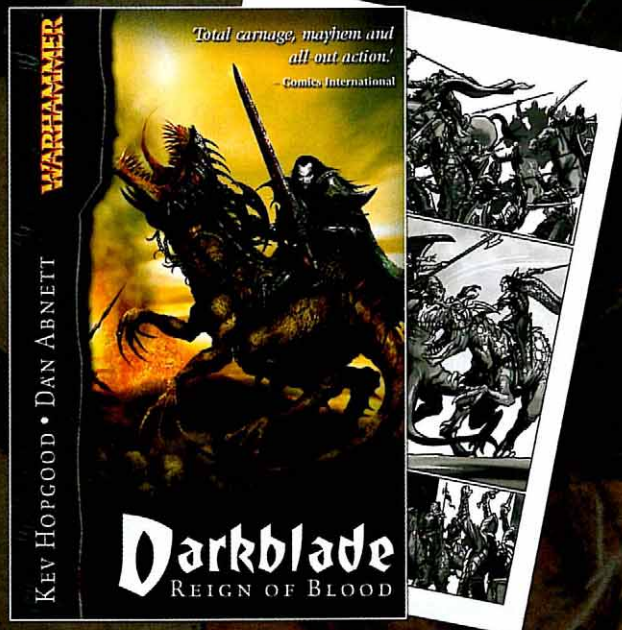




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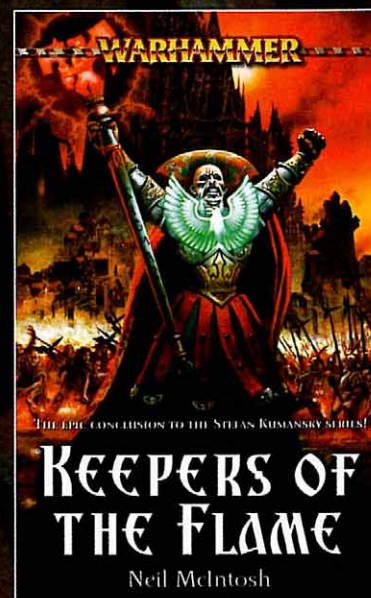
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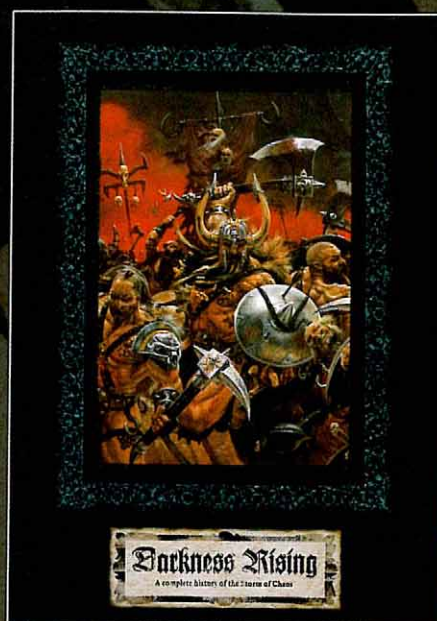
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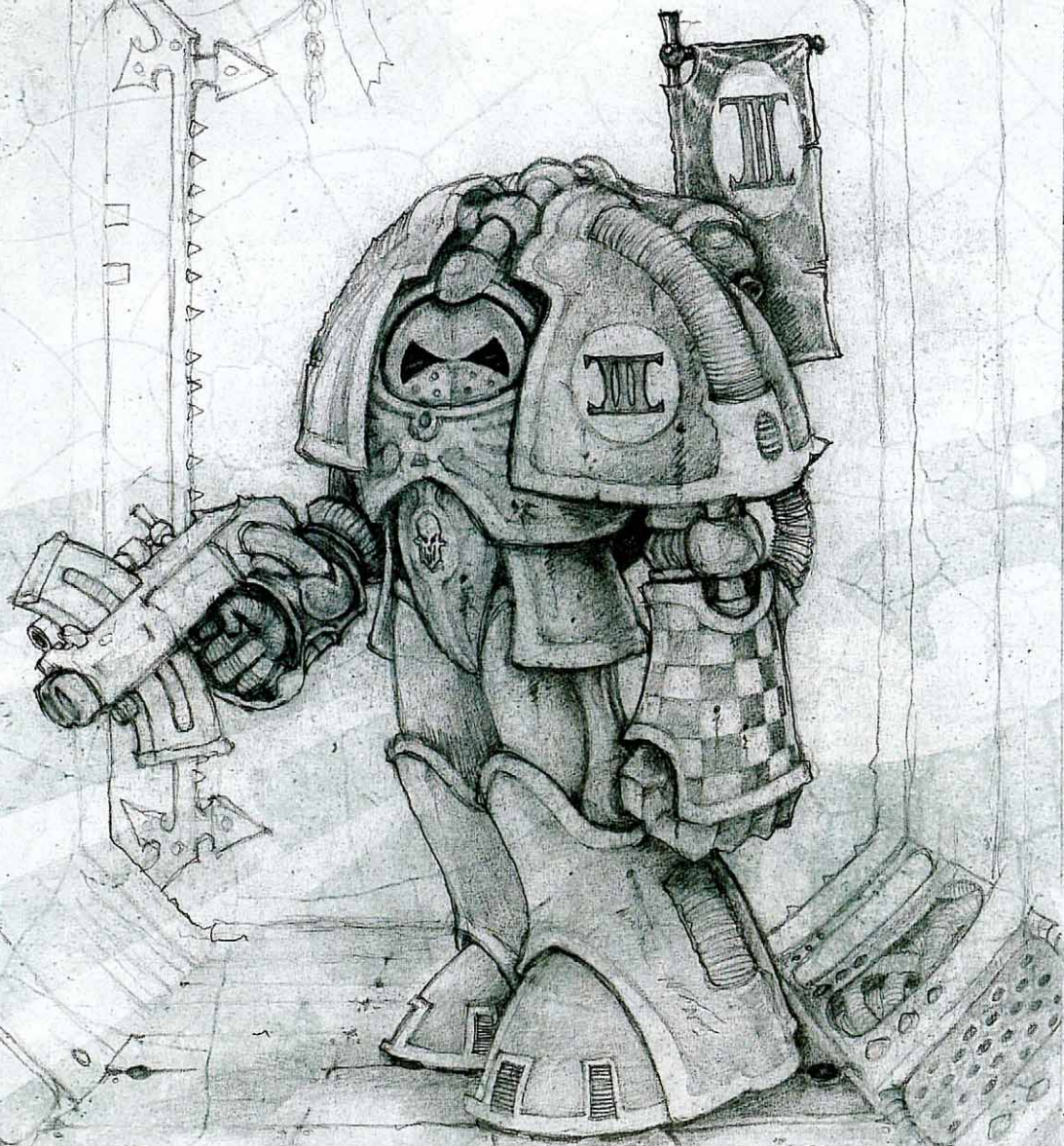
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Rise of the Terminators



If the Adeptus Astartes are the champions of Humanity, then those brethren who take to the field in the venerated suits of Terminator armour are the very embodiment of the Space Marine way of war. From their first appearance in the classic Space Hulk game to their newest incarnation in Warhammer 40,000, Terminators have been a firm favourite of players the world over. Adam Troke and Andy Hoare look back at the story of Terminators in Games Workshop's games.

The distinctive silhouette of a Space Marine Terminator is a seminal part of the Warhammer 40,000 universe, and the subject has been rendered in metal and plastic, ink and paint on many occasions since their first appearance.

Terminator armour has come to symbolise the might of the warriors of the Imperium. It embodies the power of these inheritors of the Primarchs' duty to prosecute the Emperor's wars across the stars. It also, of course, symbolises their most dreaded of foes, as the Chosen of Chaos wear suits of Tactical Dreadnought armour dating back millennia to the Horus Heresy.

The design of Terminator armour has evolved over the years, and indeed, Jes Goodwin's initial concept drawing (shown above) from 1988 depicts a warrior very different from that seen in model form now, though the very first Terminator miniature, available in a blister pack, did bear some resemblance to this early design.

However, the design was quickly refined, and a boxed set of recognisable metal Terminators was produced alongside the plastic models supplied with the Space Hulk game. Over the next few pages, we'll take a look at the development of Terminators, and the miniatures that represent them.

THE INCREDIBLE SPACE HULK

Space Hulk was a miniatures-based game of desperate combat between Man and alien. One player took the part of the Blood Angels, Humanity's toughest warriors protected by Terminator Tactical Dreadnought armour, armed with storm bolters and heavy flamers. The other took the part of the Genestealers – vicious, powerful invaders from another galaxy. The fight was to the death.

The Space Marines aimed to use their superior firepower to destroy the Genestealers before they could mass for the assault. The Genestealers aimed to use their speed and greater numbers to overwhelm the Terminators before they could accomplish

their objective. The Genestealer player, meanwhile, never knew how many actions the Terminators would be able to take each turn. If the Terminators were too slow, they would be destroyed by the Genestealers' wave assaults; if the Genestealers attacked at the wrong time, they would be mown down by deadly storm bolter fire or incinerated by heavy flamers.

Terminator armour was developed for fighting in the close confines of environments such as space hulks, where an enemy such as a Genestealer, highly lethal in close combat, would tear through tightly packed lesser-armoured defenders with ease. The heavy

armour plates and superior firepower offered by Tactical Dreadnought armour made fighting in such an environment possible – and it made for a great game too, one that attracted many of today's veterans into the hobby originally.

Much of the Space Marine imagery used today was developed at the time Space Hulk was written, such as the Crux Terminatus and Terminator Honours, the storm bolter, heavy flamer and assault cannon. Soon after came the chainfist, cyclone missile launcher and the thunder hammer and storm shield combination – all staples of Warhammer 40,000 as we know it now.

Below: The original Space Hulk game released in 1989 marked the first appearance of Terminators.

Left: The Deathwing expansion soon followed in 1990.

Bottom right: The very first Terminator sprue.





Brother Sergeant Bryareus leads a Blood Angels attack on an infested space hulk.



THE FIRST ARMY LIST

At the same time as Terminators were purging space hulks the world over, they were introduced into the game of Warhammer 40,000 by way of an army list entry in the April 1989 issue of White Dwarf. This entry was designed to accompany the boxed set released the same month, and the rules and miniatures established the Terminator squad as a truly fearsome prospect on the gaming table.

The boxed set contained a Terminator Captain and Librarian, plus six Terminators, including a sergeant, giving the option of arming a five-man squad with either a heavy flamer or assault cannon. Upgrade options included squad-wide refractor fields and grenade harnesses, and the contents of the

"Fully-dressed in the ancestral Terminator armour of the chapter, they rise to a new level of battlefield supremacy, a level where monstrous tanks are but the playthings of a child, and where Terminators, Daemons and gods stalk as equals."

Thunder and Lightning, White Dwarf August 1989

box added up to a whopping 1,370 points when maxed-out on upgrades. Over a third of this was taken up by the Librarian, who, as a Level 4 psyker was quite a monster under the Rogue Trader rules.

A couple of months later saw the release of an upgrade for the Terminator squad on the Warhammer 40,000 tabletop in the form of the cyclone missile launcher. The rules for this devastating weapon system, though they have changed in detail over the years, have remained thematically consistent. The weapon fired either a single missile or a salvo (much like the present option of firing frag or krak missiles), though there was a serious danger of 'catastrophic launch' should the Terminator be hit by enemy fire.

The Catastrophic Launch table included such results as all missiles exploding immediately, to them all launching and careering randomly around the table until they hit something!

Soon after another set of favourite weapons combinations were introduced: the thunder hammer and storm shield, and lightning claws. These weapons options were added to the canon of the ever-evolving Space Marine army list. Following on from the latest Terminators these weapons are also set for new plastics in the near future.

Under the first edition rules, the thunder hammer had a particularly nasty option – the bearer could decide to unleash the entirety of the weapon's charge in a single, mighty

TRAITOR TERMINATORS

With Space Marine Terminators firmly established in both Space Hulk and Warhammer 40,000, it was not long before the minions of Chaos decided to get in on the act. In January 1990 White Dwarf introduced Traitor Terminators to the world, in the form of a Space Hulk mission entitled 'Contract Revoked', in which a force of Chaos Terminators attacked an archive onboard an Inquisition space station defended by a mixed force of Ultramarines, Dark Angels, Blood Angels and Salamanders Terminators.

A range of metal miniatures followed, displaying the same variety of weapon configurations as their Loyalist equivalents, and when Realm of Chaos: The Lost and the Damned was released, players of Warhammer 40,000 Chaos Space Marine armies had an army list entry all their own.

In 1996, Codex: Chaos was released, and along with it, a second range of Traitor Terminators. The range of weaponry available to them was increased enormously, introducing the Reaper autocannon and all manner of devastating combi-weapons.

Codex: Chaos introduced a new villain to the galaxy of the 41st millennium – Abaddon the Despoiler. Sculpted by Jes Goodwin, this miniature set the benchmark for bad guys in Warhammer 40,000, and has provided the basis for an untold number of Chaos Lord Conversions.



Above: This traitor is converted from one of the new Terminator plastics.



strike, giving it a Template attack, and causing D6x6 (automatic!) wounds. This was a desperate measure, however, as the wielder took D6 wounds himself.

The twin lightning claws option was especially deadly in the hands of Terminator Captains, as it doubled their 3 Strength 8 Attacks, making each cause D3 Wounds.



THE DEATHWING LAND

In January of 1990 Deathwing, the first expansion for Space Hulk, was released. It introduced the First Company of the Dark Angels chapter, named the Deathwing. Their livery was painted in clear, clean white, as these warriors, elite even amongst their peers, strode into the background of the 41st millennium. Their armour is painted bone white in remembrance of a legendary single squad of Deathwing Terminators who rescued one of the chapter's major recruitment worlds from a Genestealer infestation.

Today, 15 years later, the Deathwing are unchanged. Unlike almost any other Space Marine force, however, they exclusively wear Tactical Dreadnought armour, making them quite unique even amongst the Adeptus Astartes.





SON OF SPACE HULK

Space Hulk returned with a new look in April 1995. The rules and background were both updated for a new generation of gamers. This time Warhammer 40,000 players already knew what Tactical Dreadnought armour was, and who the Space Marines were from a clutch of information rich codexes and years' worth of White Dwarf articles laying the groundwork. The focus of the artwork and background contained within this edition brought the imagery and concept of the Terminators right up to date. The Tyrant menace had been really fleshed out over the intervening years, portraying the Genestealers as the vanguard of a galactic menace capable of destroying entire systems as it advances across the stars. Players now knew about the hive fleets and their dreadful purpose, and the battles aboard the gigantic drifting space hulks became even more desperate and tense than ever.

The box itself contained two squads of five Space Marine Terminators – two sergeants, two Space Marines with heavy flamers and six with storm bolters – along with all the terrain, dice counters and Genestealers that the players would need. At the time the original Space Hulk Terminators were not available as plastic models, and so new, multi-pose Terminators marched into the game.

Gone were the single-piece Terminators that came in the original Space Hulk box, replaced

with awesome new models, with hips that swivelled and arms that could be posed! The design of Tactical Dreadnought armour had evolved again to look crisper and sharper than ever before. It wasn't long before the new plastic Terminators began making their way into Space Marine armies all over the world as players eagerly added these versatile new models to their forces. Until now plastic Terminators had only been available to players who already owned a copy of Space Hulk. Fortunately, shortly after the second edition reached the masses, so did a separate boxed set of the new models. The Astartes' finest had truly arrived!

GOING GREY

Grey Knights have been the Imperium's most deadly warriors for more than a decade, first emerging as a force in their own right way back in 1989, when only the very basics about these champions of Humanity were known. They were described as the Chamber Militant of the Ordo Malleus, a role that has not changed one bit in the intervening years.

Back when they first emerged they cost a staggering 1,200 points for only five Grey Knights (at a time when an Ork Boy was around 10 points), while a Grey Knight Mighty Hero cost 600 points on his own. These models were the pinnacle of Terminators in battle, awesomely powerful in combat and shooting, and psykers of incredible ability. Armed with Nemesis force halberds with inbuilt storm bolters, the Grey Knights were at the same time distinctive and deadly, posing a particular menace to daemons and psykers, their primary targets.

Codex: Daemonhunters added more detail to the background of these stalwarts of the

Inquisition and brought them right up to date. Most importantly of all, Grey Knights became viable as an army (consisting of more than six models!), whilst retaining their strong theme and imagery.

Of all the Terminator models, the Grey Knights have always been the most ornate, their armour decorated in scrollwork, purity seals and carvings. The new Grey Knights built on that, and ended up looking even more dynamic and more baroque than ever before. The only problem was, the new Grey Knights were so good that they now overshadowed the existing Terminator models...

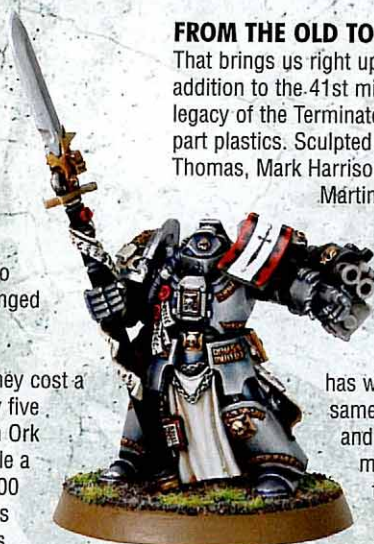
FROM THE OLD TO THE NEW

That brings us right up to date with the latest addition to the 41st millennium, and the legacy of the Terminators – the new multi-part plastics. Sculpted by Jes Goodwin, Dave Thomas, Mark Harrison, Tim Adcock and

Martin Footitt, these new

Terminators represent a team effort of epic proportions. The creative team responsible for them has worked hard to keep the same well-established look and feel to the Terminator models, whilst making them more dynamic and impressive than ever before.

The set comes with all the parts needed to make five completely unique Space Marine Terminators, complete with four power fists, two chainfists, five storm bolter arms, a power sword, an assault cannon and a heavy flamer. Not to mention the cyclone missile launcher, homing beacon and more than a dozen other useful accessories. Space Marine players have never had it so good.



When the Terminators were re-sculpted, Jes Goodwin altered their basic body shape in several subtle ways. For example, he dropped the shoulders a fraction.

Chapter Approved



ZEALOTS

BY GRAHAM McNEILL

WHAT IS CHAPTER APPROVED?

Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Chapter Approved then write to us at the address given here.

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As well as the Sisters of Battle, the Ministorum can call upon the masses of the faithful to wage its wars and smite its foes. Though forbidden by the Decree Passive from maintaining 'Men under Arms', the armies of the Ecclesiarchy often include whole bands of zealous fanatics who rally to the Emperor's cause. Graham McNeill provides rules for using these frothing maniacs on the battlefields of the 41st millennium.

After the Age of Apostasy and the death of the insane High Lord of the Administratum, Goge Vandire, the Ecclesiarchy was forbidden from raising and maintaining standing armies of professional soldiers or 'Men under Arms'. The Adeptus Sororitas were excluded from this ban by virtue of their sex, and the Orders Militant of the Adepta Sororitas have served as the fighting arm of the Ecclesiarchy since that time. But though there are prohibitions on raising such armies, there is a tacit understanding that, in times of crisis, the faithful may rise to fight alongside the forces of the Ecclesiarchy in determined defence of those that uphold the Imperial Creed. There has also been occasion when it has been known for a Witch Hunter to enlist these maniacal devotees of the Imperium into his forces in order to serve his own clandestine motives and designs.

These armies of fanatics range from the ordinary citizenry of the Imperium to those sects of the Imperial Cult who preach fiery persecution of the heretic, the xeno and the unbeliever. Such cults can be useful tools for the Ministorum or an Inquisitor, but must be utilised carefully lest they slip out of control. In fact many Inquisitors, more often those of a Puritan mindset, believe the trouble these fanatics cause outweighs the worth of any benefit they might bring. Such is their fervour, Zealots will often utterly destroy in a frenzy those who might best be captured and then interrogated.

Whipped into frothing fits of religious ecstasy by the fiery priests of the Ecclesiarchy, entire cities can be raised to fight against those declared heretic or Excommunicate. Armed with whatever weapons are to hand, these fanatical zealots march alongside the Sisters of Battle, with the light of adoration shining in every face. As battle approaches, the preachers and confessors pass amongst the rabid followers they have gathered, giving out more advanced weaponry to those whose desire to fight and die for the glory of the Emperor seems especially strong.

Thrown into the thickest of the fighting, Zealots fight with fanatical fury, heedless of danger or their threat to their lives. Indeed, the more deadly the fighting, the harder they fight. Frequently, at the battle's end, there will be few, if any survivors once the smoke has cleared and the final butcher's bill recorded. But such is the price of devotion to the Emperor, and there are always more Zealots where they came from...



INCLUDING ZEALOTS IN A WITCH HUNTERS FORCE

If you wish to field these frothing maniacs in your Witch Hunters force, then you can include them as Troops choices, though they do not count towards the minimum number of compulsory Troop choices you must include. Therefore, you must include two Troop choices from the army list in Codex: Witch Hunters before you can include the Zealots in your army.

Although there aren't any Zealot models available there are loads of cool substitutes available to represent them. There is a whole range of Preachers, Missionaries and Inquisitorial Henchman that are perfectly suitable. You could even use Warhammer Flagellants as the basis for your unit. If you turn to pages 58-59 you can read about how Nick Kyme went about converting a squad of Zealots for his Witch Hunters' army.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Zealot	5	3	3	3	3	1	3	1	7	6+
Fanatic	+5	3	3	3	3	1	3	2	7	6+
Demagogue	+10	4	3	3	3	2	3	2	8	6+

Number/Squad: 10-20 Zealots.

Equipment: Mob weapons.

Zealots may not be joined by any other models, with the exception of a Priest, and may never be transported in a vehicle.

Options: Up to two models may be armed with one of the following weapons each;

plasma gun at +8 pts; flamer at +6 pts; meltagun at +10 pts; heavy stubber at +3 pts; grenade launcher at +5 pts.

Up to one model in five (round up) may be upgraded to a Fanatic at +5pts. Fanatics may be given Eviscerators for +15 pts each.

The entire squad may be armed with Exterminators for +3 pts per model.

SPECIAL RULES

"Here comes the Pain". Death holds no fear for Zealots. Indeed, the more desperate the fighting and bloodshed, the more likely they will fight to the death. Whenever a unit of Zealots is forced to take a Morale test, Pinning check or Leadership check for any reason, treat any negative modifiers as positive modifiers to their Leadership. Enemy models or items of wargear that affect Leadership, such as Warp Amps also affect the Zealots this way. Units like Pariahs, which reduce Leadership to a specific value affect Zealots, but they still get their modifiers. For example, a unit of Zealots led by a Demagogue (Ld8) that loses an assault with a unit of Pariahs (who reduce their Leadership to 7) and is below half strength (-1) and outnumbered 2:1 (-2) would in fact gain a +3 to their Leadership, giving them an effective Leadership of 10. Note that regardless of how dire the circumstances, the Zealots' Leadership can never rise above 10.

Demagogue. One model may be upgraded to a Demagogue for +10 points. He may be

given up to 25pts of wargear from the Witch Hunters' Armoury.

Mob weapons. Few of those called to fight for the Ministorum are equipped with proper armaments, often bringing their own weapons in service to the Ecclesiarchy. Even then, these are generally of poor quality and often come equipped with inadequate ammunition. Moreover, each Zealot often carries an eclectic mix of 'favoured' weapons, which makes any kind of weapon training irrelevant. In game terms these count as laspistol and close combat weapon.

Exterminators. Exterminators are compact, one-shot flamers fitted to the barrel of a gun or close combat weapon, and are used almost exclusively by Zealots.

Exterminators may be used once per battle the first time the Zealots charge an enemy. They are used in the first round of the assault and are worked out at Initiative 8 (in addition to the model's normal number of Attacks). Roll a D6 for every model in the Zealots unit. The score required to hit depends on the number of Exterminators firing (all models in a unit must fire their Exterminators at the same time). Models hit suffer a Strength 4 hit with an Armour Piercing value of 5.

No. of Exterminators	Score Required to hit
1-5	6+
6-10	5+
11-15	4+
16+	3+



Sisters of Battle enlist the aid of Zealots to help them purge a traitor uprising.

The ground underfoot was now little more than sucking mud, the torrential rains having reduced the once lush countryside to a stinking quagmire, a morass of shell-blasted craters, flooded trenches and sagging barricades. Mercifully, the weeks-long downpour had stopped, allowing the brackish water to drain from the trenches and give the Imperial soldiers a respite from the endless rains. Captain Grumman of the 88th Gudrun Rifles wiped dripping water from his shaven skull, shaking his head free of moisture as he stared out over the smoky ground that stretched between the Imperial lines and the zigzagging trench system of the Apostate Cardinal's last bastion. The traitor's lies and heterodoxy had turned this world of the Emperor into a seething hotbed of apostasy and wickedness, and it was their job to root that heresy out.

"Will we attack soon?" asked his adjutant, Rouaren. "Meteorological readings indicate that this dry spell will only last another ninety-seven minutes."

Grumman nodded. "Aye, once the zealots from the Church of Mortification arrive. Inquisitor Lord Geisslen has accorded them the honour of crossing no man's land and attacking the enemy first."

"And thus the honour of dying first," pointed out Rouaren.

"Let us hope so," said Grumman. "Though their devotion to the Emperor is to be lauded, there is something about these people that disturbs me."

Rouaren nodded and, sensing his senior officer's wish for solitude, said nothing more.

The silence that enveloped Grumman was unnerving after the relentless, grinding sounds of war that had become his constant companion over the last few months. It wouldn't last, he knew. The shelling would soon start once more and the harsh, metallic noise of guns, blades and men at war would begin all over again. Though he had fought on some nightmarish battlefields and many of the most lethal death worlds in his time, this place was by far the most miserable he had set foot on. There was something here that weighed heavily on the soul, a dark melancholy that brought an admirable, if frightening, zealotry of human spirit to the fore of its populace. Perhaps that explained their insufferable, dour and impossible nature. He turned as he heard a group of them approaching the front lines, never a difficult thing, as the crack of whips, jingle of self-mortification belts and the ringing of bells announced their arrival as surely as any herald. A mob of perhaps

five hundred zealots made their way towards the front trench, a naked priest wielding chain scourges - with which he enthusiastically whipped himself - preceding them with a droning chant. They wore an eclectic mix of tattered, sodden robes, many wearing iron gags and forked heretic spikes that pricked the skin of their necks and jaws, inwardly spiked collars or barbed wire vestments. Their weapons were similarly mixed, ranging from ancient black powder weapons, to battered laspistols and monstrous, roaring Eviscerators.

"Even madmen have their uses..." whispered Grumman.

The priest ceased his droning chant and bowed deeply to the Imperial Guard Captain.

"The Emperor watches over us and His beneficence brings us victory," he said.

"Indeed," said Grumman. "Has Lord Geisslen informed you of your objective?"

"The true path to devotion lies along the road of skulls. Only through death do we achieve absolution."

Grumman felt his patience wearing thin. It was impossible to get a straight answer from these fanatics without hearing passages of scripture. Years of entrenched dogma, learned from childhood had rendered many of this planet's populace incapable of discourse in any other way.

"Your men are ready to commence the attack then?" asked Grumman. "Once you have reached the enemy trench lines, hold them until following troops arrive to consolidate the position. My soldiers and I will be right behind you. Understand?"

The priest nodded. "The Emperor's Will drives us to glory and only by enforcing His truth do we achieve grace. But there can be no rest while wickedness thrives, and the way onwards is the way forwards."

Grumman said, "Then you may attack when ready," unsure of the priest's exact meaning as the man returned to his flock. As Grumman readied his own troops and received word that Lord Geisslen's units of Adepta Sororitas were also ready to advance, he watched as the zealots worked themselves into a frothing state of apoplexy, hymnals and catechisms dripping from their cracked and bleeding lips. Their howls of piety echoed across the broken ground and Grumman winced as they again began lashing themselves bloody with barbed chains and hooked scourges. To the captain's eye it seemed as though they might tear themselves apart before hurling themselves at the enemy.

Suddenly the Priest yelled, "Forward to the greater glory of Terra! Only in death shall duty end!"

With a screaming howl of devotion, the fanatics climbed from the trenches and charged across the shattered ground of no man's land. There was no discipline to the charge and small pockets of the faithful gathered together as they ran, waving ragged flags bearing the skull emblem of the Ecclesiarchy. Within moments, Grumman heard the snap of small arms fire and the dull cough of field artillery as the enemy opened up on the crazed zealots. He turned to his vox-operator and said, "While the enemy are engaged to the fore we will advance. Give the order to charge."

Grumman drew his long, heavy-bladed sword, looking along the length of the trench in both directions and seeing whole swathes of his red-uniformed Guardsmen ready to follow him into battle. He marched to a scaling ladder and placed his boot on the first rung, shouting, "With me! Forward!"

Grumman vaulted up the ladder and sprinted forwards, a swelling roar of released fear and anger following him as the men of the 88th clambered from the trench and charged after him. Ahead, all he could see was smoke, lit from within by stuttering explosions and whipped by the passage of bullets and lasblasts. He heard screams from ahead; screams of pain mixed with screams of holy fury. Something whipped past his cheek, a bullet, and he flinched, seeing men fall to either side of him. A roar of heavy calibre shells sawed through the smoke, snatching soldiers from their feet in crimson sprays of blood and tearing up great clods of mud with their impacts. The gunfire worked its lethally methodical way towards him and he knew that this was death, time slowing as he watched the shells advance towards him with an awful inevitability.

He heard a shrieking roar and suddenly the advancing shells were silenced. A gust of wind cleared the smoke and he saw a sandbagged gun-nest less than twenty metres before him, its crew little more than gruesome shreds of flesh as they were hacked apart by a chain-wrapped zealot wielding a gory Eviscerator, its toothed blade rising and falling in a bloody arc. The man was wounded unto death, but continued to chop apart the enemy before he fell. Hundreds of the zealots were dead, but their ardour was undiminished, screaming words of the Imperial Creed into the face of their foes as they dropped into the enemy trench system and killed without mercy. Grumman's soldiers fired from the hip as they ran, but it was

difficult to pick out specific targets, so entangled with the enemy were the fanatics as they tore the beating heart from the heretic defences.

Grumman reached the edge of the trench, dropping onto the timber duckboards and searching for enemy soldiers to kill. The trench was an abattoir, filled with gutted bodies and shorn limbs where they had been torn from living bodies by the fury of the mob. It was inconceivable that such ragged fanatics could have taken this trench; they were only supposed to be cannon fodder while his men advanced behind them. But take it they had, and were even now butchering their way down the length of the trench to the sound of ululating hymns of praise to the Emperor and holy Terra.

Lying before Grumman on the ground was the priest who had led the fanatics in their charge, sitting with his back to the trench wall and a mortal wound in his belly. The man's hands were slick with blood, clamped over the injury and holding his guts inside his body. Grumman knelt beside him, dismissing the idea of calling for a medic. You didn't need any specialised knowledge of human anatomy to know that the priest was as good as dead. The man looked up and his eyes met Grumman's.

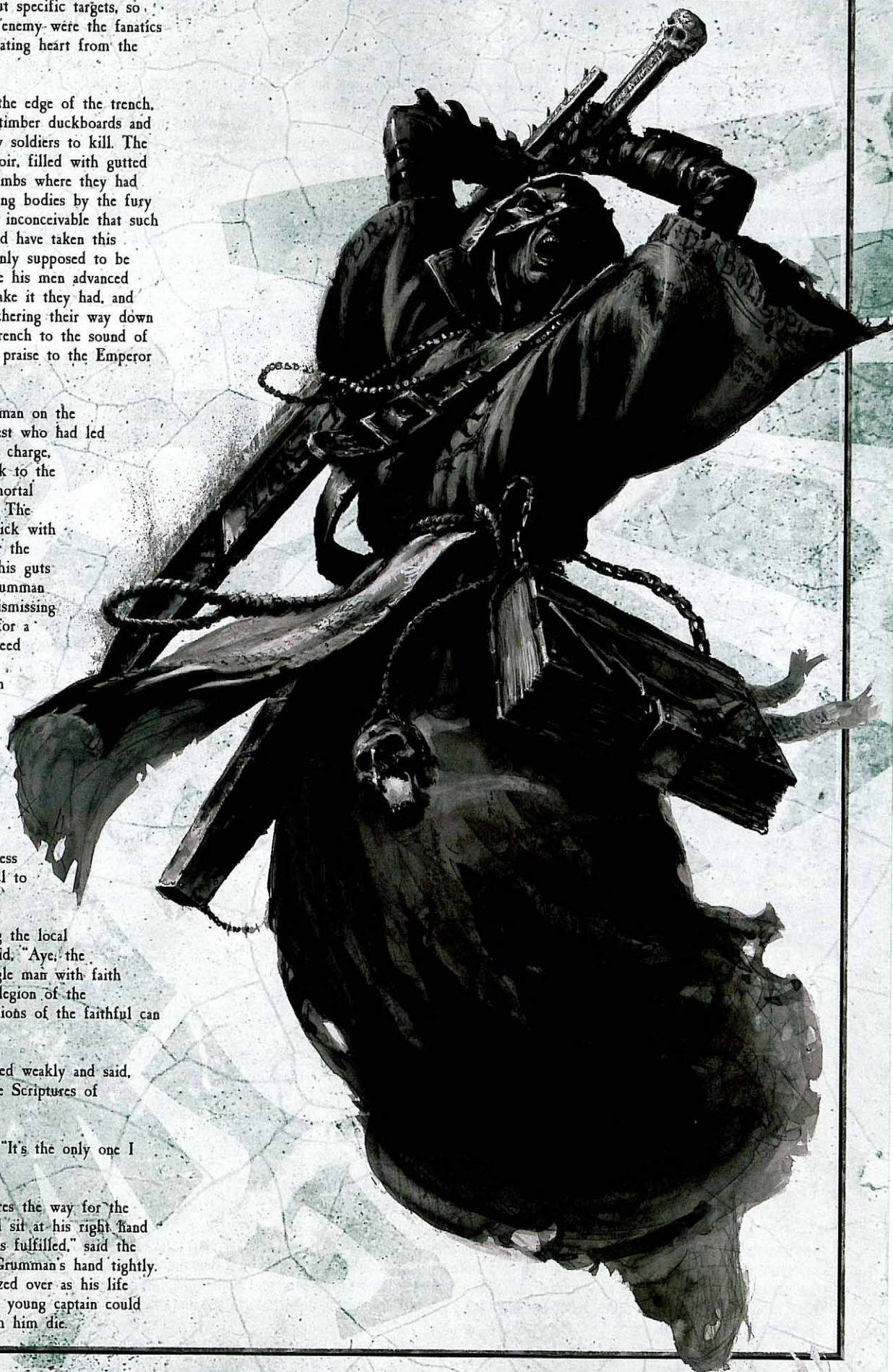
"Is the path to the truth and righteousness open for the Faithful to march?"

Finally understanding the local syntax, Grumman said, "Aye, the path is open. A single man with faith can triumph over a legion of the faithless. Untold billions of the faithful can never be opposed."

The dying man smiled weakly and said, "You quote from the Scriptures of Sebastian Thor."

Grumman shrugged. "It's the only one I know."

"The Emperor prepares the way for the Faithful, and ye shall sit at his right hand side when thy task is fulfilled," said the priest, clasping the Grumman's hand tightly. The priest's eyes glazed over as his life slipped away and the young captain could do nothing but watch him die.



Converting Zealots

Nick: As I'm collecting a Witch Hunters army for Warhammer 40,000 I really liked the idea of having a frothing mob of lunatics to charge headlong into the guns and talons of my enemies – at the very least it would preserve my precious Sisters of Battle a while longer! I've actually collected Sisters of Battle for a long time, ever since they were first released in fact (although I am only now just getting around to painting them). In the original Codex they could make use of Frateris Militia squads and these units made up a large part of my force. Zealots perform a similar function to the Militia cannon-fodder, although they've got some additional wargear like Exterminators and Eviscerators, which make them really dangerous. I was tempted to dig out my old Frateris Militia models (*these are actually still available, call direct for details – Guy*) for this unit but I decided to convert some instead. Below you can read about how I went about it.

DEMAGOGUE



I wanted a suitably grandiose and fervent-looking leader for my ramshackle horde, so Uriah Jacobus seemed like the perfect choice for my Demagogue. Using the model's body as a base I cut off the standard he was carrying and left hand, replacing it with a Preacher's chainsword. I also modified the Uriah Jacobus shotgun arm a little, by removing the shotgun and replacing it with a meltagun as with 25 points of wargear available to him, he can buy one.

ZEALOT WITH FLAMER



I love the idea of Zealots taking the fight to the enemy with the cleansing flames of the Emperor. To this aim I decided to have my special weapons in the squad as flammers. They were also cheap, which was fine for this meat-shield of a unit. For one of my flamer-armed Zealots I simply used a Daemonhunters Hierophant model, removed the bladed end of the Eviscerator and replaced it with the spout and flame tanks of a plastic flamer from a Space Marines Accessory sprue.

FANATIC



For my unit of Zealots I wanted the Fanatics to look fairly unkempt and wild. I based the model on a Possessed Dark Soul with flail, removing both the head and ball and chain of his weapon. I replaced the head with one from the Middenheimer sprue, and added a plastic chainsword to the end of the flail's pole to represent the Eviscerator. Finally, I added a book from an Empire Flagellant that I'd used in another conversion to hide the Chaos symbol on the Possessed model's chest.

ZEALOTS



The Zealots above were based upon classic and current Empire Flagellant models. These fanatical followers of the Imperial Creed are perfect to represent your Zealots with their wild hair and unkempt and ragged clothing. In order to set them into a Warhammer 40,000 context I performed a few weapon swaps. This was a fairly simply task which involved clipping off a wrist and gluing on a Warhammer 40,000 replacement. As Zealots wield mob weapons you can pretty much use anything you want. To maintain the flavour of the unit though, I stuck to weapons like pistols, hand flammers and chainswords.



This Zealot with a flamer was converted from an Empire Flagellant with a flail. I simply cut off the weapon and replaced it with a suitable plastic flamer from the Space Marine Accessory sprue.



I used a classic Flagellant for this conversion, by cutting off the model's left hand and replacing it with a chainsword and hand from an Imperial Preacher model. For some additional detail I added a plastic Purity Seal.



I used this Preacher's chainsword for a lot of my Zealot conversions. Here though I made the model a basis for a Zealot, replacing his right hand with one holding a plastic bolt pistol from the Space Marines sprue.



OTHER MODELS TO REPRESENT ZEALOTS

The three models below, a Missionary, Confessor and Preacher are just examples of the wealth of miniatures you can potentially use as Zealots, either as the basis of a conversion for your Demagogue or as part of the main bulk of the squad. For further ideas of models to bolster your squad check out the Direct pages (160-165).



REDEPTOR KYRINOV BODY
9947010801101 £6.00

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9947010801102 £1.00



IMPERIAL PREACHER 3
9947010802203 £4.00



IMPERIAL MISSIONARY 2 BODY
9947010801204 £4.00

IMPERIAL MISSIONARY BACK PACK 2
9947010801205 £1.00



IMPERIAL MISSIONARY 1 BODY
9947010801201 £3.00

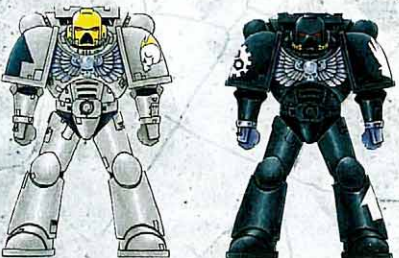
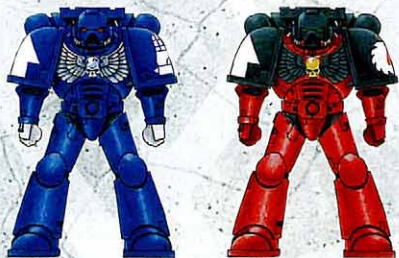
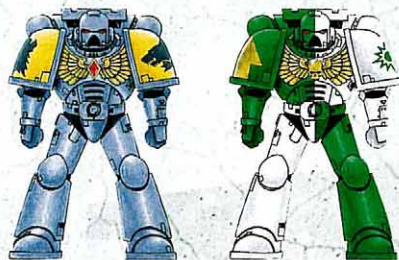
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Primed for action



How To Paint Space Marines is an essential resource for all collectors of these stalwart warriors. Whether you wish to fully recreate the magnificent Ultramarines Second Company, or try your hand at inventing a new chapter of the Emperor's Finest, this book will point you in the right direction. Here Adrian Wood talks about how the idea for the book came about as well as giving a taster of the comprehensive modelling and painting uniform guides within its covers.

Adi: The original premise of *How To Paint Space Marines* was to write the ultimate guide to assembling and painting a chapter of Space Marines, bar none. With that in mind we spent a lot of time thinking about what was going to go in the book as well as how it was going to relate to both *How To Paint Citadel Miniatures* and *Codex: Space Marines*. We also set out to create an extensive guide to the many Space Marine chapters fighting in the 41st millennium.

THE CONTENT

The book begins with a section on modelling and painting, followed by an extensive uniform guide for the Ultramarines. The four other major chapters are also featured, as well as a uniform guide for 100 different chapters of Space Marines that painters can use as inspiration, along with plenty of ideas for anyone wanting to invent their own, unique chapter.

CHAPTERS OF THE ADEPTUS ASTARTES

Although ambitious, it was always the plan to show as many uniforms as we could in the book. We aimed for a grand total of 100 out of the possible 1,000 chapters reputed to be in action in the 41st millennium. Artist Neil Hodgson has created all the marvellous artwork shown so far in the first five uniform guides and it was his task to render up a single Tactical trooper and chapter icon for every chapter that we'd chosen to illustrate.

Starting with all the First Founding Chapters, and followed closely by their Successors, we also picked out example Squads with different

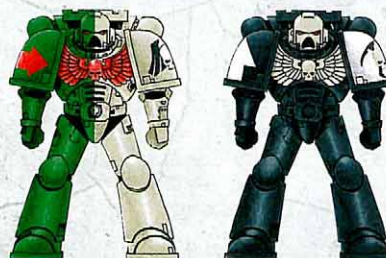
combinations of weapons to sit alongside the artwork. The special formations came next and included the Grey Knights and Deathwatch – you'll notice that we didn't name the mysterious Legion of the Damned!

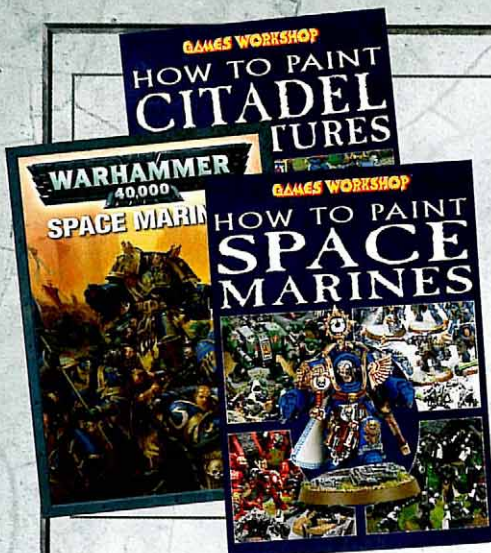
The bulk of the chapters we show belong to the section on codex chapters who aren't direct successors to the First Founding. These include a number we created specially for the book, such as the White Minotaurs and the Imperial Talons. Although we concentrate on showing chapter uniforms and icons, we also show off several cool example Squads.

CREATING SPACE MARINE CHAPTERS

To help us invent our new chapters we used a handy checklist to choose the iconography. It seemed only natural that we finish off the book by presenting this along with lots of other suggestions for putting together original Space Marine chapters.

So, that's *How To Paint Space Marines*. As you will see over the page, there are plenty of ideas to try and to inspire you.





HOW TO PAINT CITADEL MINIATURES

It was important that we didn't simply repeat all the in-depth information on modelling and painting in How To Paint Citadel Miniatures, with Space Marines slotted into it. Although we did want to reference the painting techniques shown in How To Paint Citadel Miniatures, the new book offered a great opportunity for us to select specific modelling and painting techniques that were particularly effective for Space Marines. Here was our chance to show how to paint specific models in greater depth than ever before.

CODEX: SPACE MARINES

If How To Paint Space Marines was to be a supplement to How To Paint Citadel Miniatures, we saw Codex: Space Marines as its inseparable companion. Both books complement each other perfectly. The Codex contains all the background, rules and army lists needed to work out a battle-winning army. The new book shows the other side of the coin: how to actually assemble and paint an army, showing in minute detail how Chapter livery and unit iconography is applied to troops whilst giving plenty of options for variations in markings, should you so choose to use them.

MODELLING

Assembling your chapter involves using miniatures which range from plastic and metal models to plastic/metal combination kits. We tackle each stage-by-stage, with extensive assembly tips and techniques.

As well as looking at assembling squads of troops into dynamic poses, we talk about adding that personal touch to models by focussing on a converted Black Templar Marshall, while the section on constructing vehicles has the most detailed construction tips we've ever assembled on the subject.



Devastator Squad Epathus of the Ninth Company of the White Minotaurs under Brother Captain Preator



*Brother Tryjon
with heavy bolter*



*Brother Tacitus
with heavy bolter*



*Brother Sinon
with heavy bolter*

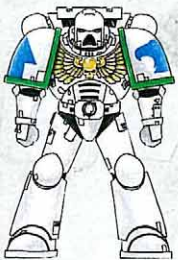


*Veteran Sergeant Epatus
with bolt pistol
and chainsword*



*Brother Antiochus
with heavy bolter*

Tactical Squad Arias of the Second Company of the White Consuls under Brother Captain Daceus



*Brother Lertes
armed with boltgun*



*Brother Cossos
armed with boltgun*



*Brother Sergeant Arias
with bolt pistol and chainsword*



*Brother Tiberian
with plasma cannon*



*Brother Probis
armed with boltgun*

ULTRAMARINES TACTICAL

Below: Squad Orion of the Second Company under Brother Captain Agemman.



*Brother Severian of
Squad Daceus, Fourth
Company*



*Brother Altarion
of Squad Galatius,
Second Company*



*Brother Elanlus
of Squad Sigmus,
Second Company*



*Brother Signatus of
Squad Invictor, Second
Company*



*Brother Tacitus
of Squad Theta, Third
Company*



*Brother Galatian
of Squad Romulus,
Second Company*



*Brother Telion
armed with boltgun*



*Brother Cossos armed with
missile launcher*



*Brother Sergeant Orion armed
with bolt pistol
and chainsword*



*Brother Remus
armed with flamer*



*Brother Tacitus
armed with boltgun*

UNIFORM GUIDES

The detailed look of historical uniform guides had a huge influence on the appearance of our chapter uniform guide. To start with, we decided to concentrate on the Ultramarines as they are the ultimate codex chapter, and therefore an excellent example. We aimed to present all the elements of the chapter's battlefield forces, including each type of character, trooper and vehicle, paying particular attention to their company and unit iconography. The example squads also show how much variation there could be in the appearance of an Ultramarines army, ideas which could be adapted to other chapters too.

From this blueprint we developed uniform guides for the Blood Angels, Dark Angels, Black Templars and Space Wolves, giving us the opportunity to look at non-codex organisation. In comparison with the Ultramarines, their uniform guides focused on those elements that were unique to that chapter – like the Blood Angels Honour Guard or the Dark Angels Deathwing Terminators.

'EAVY METAL

The 'Eavy Metal Team contributed the majority of the painted troopers shown in these sections. They particularly excelled themselves by converting a number of special vehicles for the Ultramarines, as well as some



PAINTING

Recognising that some painting techniques and colour schemes suit some Space Marines better than others, we use a stage-by-stage painting guide for each chapter. This showcases the best technique to suit each chapter's livery. For example, we show drybrushing to highlight the Dark Angels and ink washes to shade the Blood Angels. There is also further explanation on applying common details such as faces and purity seals.

of the more unusual troops for the non-codex chapters. The pinnacle of achievement was Marneus Calgar's Land Raider, a stunning vehicle which is more like an armoured shrine to the Ultramarines chapter than a battle tank.

NAMING THE TROOPS

We've added an extra level of detail to our models as never before. Each of the models in our Ultramarines army is painted with highly personalised liturgy, creating an individual warrior with a history of glorious

victories behind him. We also decided to name each trooper who appeared in the book, as well as his squad and Company Commander.

In the past you'll have only ever come across a Space Marine being named if it was a character, squad or vehicle. In this book every trooper, squad, character and vehicle is named and the background of the armies themselves has influenced the style of each. For instance, Space Wolves have Nordic names and Black Templars Teutonic.

Chapter Master

The Chapter Master competition is over, the entrants have been judged. As you can see, these are models of the highest standard. And we thought everyone in Northern Europe was obsessed with speed painting!

More than 600 entries were received by hobby centres and independent stores across Games Workshop's Northern Europe territory. Choosing the best from this bewildering array, the managers of the respective stores sent in 50 in total to Games Workshop's headquarters here in Nottingham, where Northern Europe's staff had the difficult task of whittling the 50 down to ten. These were then passed on to Games Development and the 'Eavy Metal team, who chose the Best Overall, Best Converted, and Best Painted.

Tapio Miettinen of Finland stole top gong with his Angel Guard. A 2,000 points force of Space Marines is now winging its way to him so he may build himself a full army. Expect them to feature in a Batrep sometime in the future. Tue Kaae of Denmark and John Thompson of the Netherlands each receive prizes for their Sons of Thor and Storm Ghosts respectively.

We've also printed a few of the runners-up, all of which were of fantastic quality. In fact, there were 15 that were outstanding. You can see them and read the background for the entries on Northern Europe's website at:

ne.games-workshop.com

THE REST OF THE BEST

Runners-up in order of placing

- **Ungung Heroes** by Anja Wettergren, Sweden
- **Fists of the Damned** by Christian Cavinios, Sweden
- **Sons of Neptune** by Roger Axelsson, Sweden
- **Heralds of Terra** by Tobias Pernler, Sweden
- **Space Rats** by Slawomir Zajczkowski, Poland
- **Emperor Dragons** by Brage Mørk, Norway
- **Legio Enigma** by Per Bergstrand, Sweden
- **Serpents of Hellfire** by Jon Fredriksson, Finland
- **Pale Riders** by Andreas Henriksson, Sweden
- **The Dark Phantoms** by Asger Johansen, Denmark
- **The Silver Sharks** by Mick Ehre, Denmark
- **The Doom Bringers** by Filip Haking, Sweden

Best Overall: Angel Guard

By Tapio Miettinen, Finland



Best Converted: Sons of Thor

By Tue Kaae, Denmark



The Fists of the Damned

By Christian Cavanios, Sweden



Pale Riders

By Andreas Henriksson, Sweden



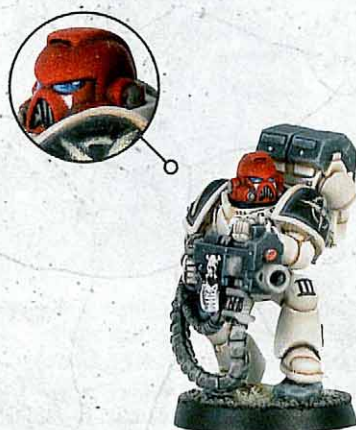
The Unsung Heroes

By Anja Wettérgren, Sweden



Best Painted: Storm Ghosts

By John Thompson, The Netherlands



The winners of the Chapter Master competition

Witch Fynder

Inquisitor Lorr has plied the pilgrim routes of Segmentum Pacificus for many years, hunting down those who would prey upon the servants of the Emperor in the space lanes between Chiros and Macharia. His actions have saved the lives of uncounted numbers of the faithful, and many are the insidious heretics he has uncovered and brought to justice.

Yet the Inquisitor is a mystery to segmentum authorities, such as exist in the fragmented Imperium, for he acts quite apart from the greater institution that is the Inquisition. Few doubt his authority however, and none survive to doubt again. The Inquisitor would appear to be what some describe as a 'monodominant'—an individual who will brook absolutely no deviation from the prescribed norm. But he is no bombastic preacher. Instead, Lorr's monodominance borders on taking the principles of puritanism full-circle, straying into territory some would describe as radical. Lorr is evidently a fanatical adherent to his ill-defined calling, as his actions en route to the shrine world of Jabin Terminus illustrate.

Lorr travelled to the Jabin system aboard a merchantman out of Achen V. The vessel became becalmed in the empyrean, an event not unheard of during warp travel, but distressing nonetheless, for it greatly increases the risk of the ship attracting the

attentions of the beasts that lurk within that eldritch realm. And this is exactly what occurred. The vessel's Navigator fell victim to the predations of a thousand Daemons, the Warp threatening to burst forth through his writhing, distended body. Lorr cornered the Navigator and put a plasma bolt through his skull an instant before he succumbed completely, saving the Navigator's soul and the entire vessel from a fate that is too terrible to comprehend.

Ever since this event, Lorr has displayed an uncompromising intolerance for any form of psychic ability. It is not that he preaches that all practitioners of such arts should be put down without thought, more that he looks for, and inevitably finds, the taint of the Warp wherever he looks. He is wont to issue a dire judgement upon those he executes, calmly informing them that his actions are for the benefit of their own souls, for the taint he has detected damns them in the eyes of the Emperor for all eternity.

This policy has on many occasions put Lorr in direct confrontation with a number of Imperial institutions. Confrontations only he can win of course, for he is an Inquisitor and acts on the direct authority of the Holy Emperor himself. What would transpire, however, were another faction or group of Inquisitors to set themselves up against him remains to be seen.

To date, Lorr has executed in excess of a hundred Astropaths. It is whispered by some in certain circles that he has administered the ultimate sanction to a number of Navigators too, though the potential ramifications of this would be great indeed were these allegations proven to be true, for the Navis Nobilitae are all but untouchable. Furthermore, as these actions suggest, should Lorr's beliefs lead him down the path of condemning all who exhibit any form of psychic ability, then he will ultimately damn himself, for without such men and women as Astropaths and Navigators the Imperium cannot function. The domain of Man would rapidly disintegrate and the Inquisitor would find himself stranded upon some backwater world, unable to pursue his mission. Indeed, to condemn all psykers is ultimately to decry the Emperor Himself, for all such power flows from Him. It is evident that Lorr walks an uncertain path, one that some believe is likely to have only one ending—the heresy of the radical.

For the time being, Inquisitor Gideon Lorr is a valuable asset to the Inquisition, for he is undoubtedly relentless in the pursuit of the foes of the Emperor. Exactly where his path will lead him, however, no man can predict. Many in very high office watch the taciturn Inquisitor from afar, his allies offering surreptitious aid where they may, and his enemies patiently anticipating his inevitable fall from grace.

INQUISITOR LORR



Inquisitor Gideon Lorr, scourge of heretics, witches and occasionally legitimate psykers, is only available for a limited period. Contact Games Workshop Direct (see page 160 for more details) to get this special edition model.

Points	WS	BS	S	T	W	I	A	Ld	Sv
165	5	4	3	3	3	4	3	10	3+

Equipment: Master-crafted plasma pistol, power weapon, excrutiators, purity seals, psi-tracker, rosarius.

Retinue: Inquisitor Lorr is accompanied by a retinue of three Imperial Guard Veterans, men he has gathered to him, and of whom he will dispose of ruthlessly when they are no longer of use. Each is armed with a shotgun, frag and Krak grenades, and wears Carapace armour (Sv 4+). The WS increase for taking these henchmen is included in Lorr's profile, as is their points value.

SPECIAL RULES

Iron Will: An Inquisitor Lord has an unbending determination to prevail, backed by a clinical understanding of how to achieve his goals. As such, he can choose whether to pass or fail any Morale check or Pinning test he is called upon to make. This ability is conveyed to any unit he joins. Even if failure is automatic, the Lord may still choose whether to pass or fail the test.

Independent Character: Unless accompanied by his retinue, Inquisitor Lorr is an independent character and follows all of the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed he becomes an independent character and is free to join other units.

AVAILABLE IN APRIL ONLY! YOU CAN BUY GIDEON LORR IN STORE ON THE SPECIAL BIRTHDAY WEEKEND (SEE PAGE 149 FOR DETAILS). ALTERNATIVELY, RING DIRECT ON 0115 91 40000 TO GET THIS SPECIAL EDITION MINIATURE!

"I will see him now," Lorr said, descending the stairway from the observation room to the holding cell. Four guards waited in front of the doors, holding their guard-issue lasguns. Upon seeing Lorr they parted and the doors opened with a hiss of pneumatics. Lieutenant Barak followed behind him.

"Tight security," Lorr muttered, stepping into the room.

"He is a heretic, my lord."

The cell was cold, the metal walls chilled from the outside by Golgothan's vestigial climate. It was an off-world Imperial outpost, little more than a floating rock in space, a seldom troubled observation post. It lay at the very fringes of Imperial space and staff and soldiers seldom saw another soul, so reports of heresy were often nothing more than isolation sickness. But Lorr had been summoned here at the behest of the Ordo Hereticus and any suspicion of heresy, however spurious, had to be investigated.

Lorr approached the condemned. He'd been beaten, his left eye was a mass of pulpy flesh and he couldn't open it. Stripped down to the waist, and manacled to the floor, beads of sweat dappled his body despite the cold.

Lorr crouched down and looked deep into the man's eyes. From within the voluminous folds of his cloak he produced a psi-tracker. The device was made of brass, circular in shape with a brass arrow at its centre, its surface devoid of any scales or measurements. Only a trained Inquisitor could use one and understand the readings.

"He is a witch, yes," said Barak from behind him. The Lieutenant was acting station commander and had ordered the imprisonment of the condemned when heretical books had been found in his quarters. Two days earlier the station captain had executed himself and this man was believed to be the cause.

Lorr didn't answer. He looked again at the psi-tracker, surreptitiously gripping his plasma pistol.

"You believe he uttered the words from the texts you found in order to control the captain's mind?" Lorr asked, replacing the psi-tracker and forcing the prisoner's mouth open.

"That's right," Barak replied from behind him. Lorr heard something else too, men moving into the room.

"Interesting," Lorr said quietly, letting the soldier's head drop as he rose to his feet, "since this man has no tongue." Lorr whirled around and through his flailing cloak shot dead two of the guards that had entered the room. He felled another before Barak and the last guard could return fire. Las-fire burned through the air but the shots were deflected by the aura generated by Lorr's rosarius. The two men rushed at him. Lorr dodged the first punch from Barak, crashing the butt of his pistol hard over the man's head. The steel floor sounded as he hit it. The remaining guard held Lorr's throat, the murderous rage of a fanatic in his eyes.

There was the muffled discharge of Lorr's plasma pistol followed by the smell of burnt flesh. The guard slumped down, a ragged, smoking hole burned through his chest and out the other side.

In the dingy cell, Barak was coming to. Lorr pinned him to the floor with his boot, pointing his gun at Barak's head.

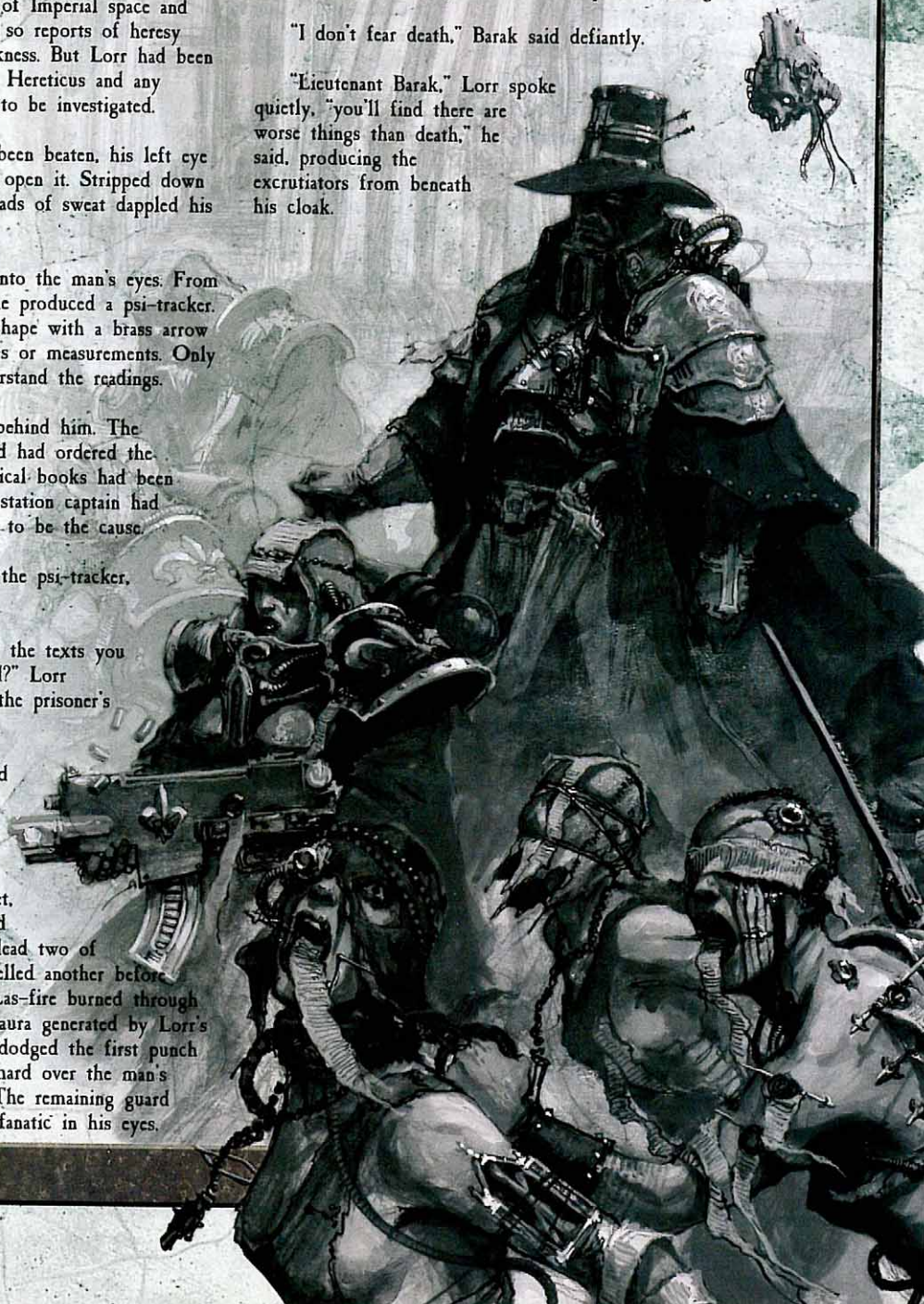
"You brought me here to kill me, correct?"

Barak spat a raft of obscenities. Lorr kicked.

"I know about your uprising. About the cult growing here on Golgothan. Bold to try and kill an Inquisitor, though."

"I don't fear death," Barak said defiantly.

"Lieutenant Barak," Lorr spoke quietly, "you'll find there are worse things than death," he said, producing the excruciators from beneath his cloak.



NECROMUNDA

THE IRON LORDS

It is said that in the darkness of the Underhive only the strongest survive. This month the toughest gangs of the Iron Lords campaign battle for the Dome and its hoard of archeotech. There's just the small matter of negotiating the forbidding structures of Factorums Alpha and Beta first. In this, the final instalment, the Iron Lords campaign and the fate of the Ironyard is decided in a massive four-way battle!

THE FINALE OF THE IRON LORDS CAMPAIGN

Nick: This is the final part of the Iron Lords, a Necromunda campaign set within the hulking mechanical ruins of the Ironyard. This desolate wasteland was previously shut off to the denizens of the Underhive but a freak storm re-activated the Iron Lords, a group of towering machines, and they re-opened it. Rumours persist of an ancient Dome at the centre of the Ironyard, where a horde of archeotech has remained untouched for years. Now gangs have come from across the length and depths of Hive Primus to claim it.

The campaign is broken up into three, three-week phases and based around six Zones of Conflict. These are areas in which the gangs can fight and explore, representing parts of the Ironyard. The gangs can't explore all these areas at once though. They get to battle over two at a time and each new phase of the campaign closes off two areas only for two new areas to be opened that the gangs can then explore and fight over. This represents the progress of the gangs as they move through the Ironyard. The gang that wins the most games in a given territory controls it. This means they gain a special bonus to their gang for the duration of the next phase of the campaign. This only lasts for one phase however, and after that it is of no further use and must be removed from their roster.

So far this games-mastered campaign has seen our eight intrepid gangs battle through four of these zones, from the fringes of the Ironyard, fighting for the right to control the territories of Slum Town and the Labyrinth,

then last month into the foetid Chem Wells and the desolate Junkyard. This close to the end of the campaign, fighting is fierce, even the Enforcers who'd been sent to secure the Dome have retreated to their precinct house.

Only the four strongest gangs who emerge into the centre of the Ironyard and the site of the Dome will be able to contest for it. For these few there is the chance of the ultimate prize and overall victory.

THE CAMPAIGN SO FAR

Much like the previous phase of the campaign, the battles for turf rights over the Chem Wells and the Junkyard have been hard fought and bloody. Of these two areas though, it was the Chem Wells that was the most hotly contested. Three gangs laid a strong claim, including the Cawdors of the Unwashed Brotherhood, Scavvy scum the Dead-Marsh defilers and the dark horses of the campaign, the Van Saar Spectres. In the end though it was the bloody but undeterred followers of the Unwashed Brotherhood who took the Chem Wells, giving them an extra

territory that allows them to generate doses of the combat drugs 'Slaughter or Spur during this final campaign phase.

In the Junkyard only two gangs were in the running. The previous victors of the Labyrinth, the Phantoms of House Orlock took on what are rapidly becoming the Ironyard's toughest prospects, the Van Saar of HiveNet, who claimed Slum Town during the last phase. Despite the fact that several gangs have tried to nobble HiveNet, even enlisting the aid of the Enforcers on one occasion, this gargantuan gang has taken the Junkyard. This means they'll be able to plunder it for rare items.

This far down the campaign road, there are five contenders for a place in the final battle for the Dome. The aforementioned HiveNet, the Phantoms, Dead-Marsh Defilers, Unwashed Brotherhood and the Spectres all have a chance of winning the campaign but during this final phase there's still the possibility an underdog could sneak in and claim victory.



The mechanised menace of HiveNet clash with the Spectres in the dark tunnels of the Ironyard.

THE FINAL PHASE

Factorum Alpha and Factorum Beta: This close to the central core of the Ironyard, the huge structures that are the Factorums loom high on the horizon. These veritable mechanical palaces are now long-dead but still have some residual power humming within their rusted generators and conduits. They were once used to forge great quantities of arms and armour for the forces of Necromunda but are now ghostly shadows of their former might and power.

Factorum Alpha: A few miles from the central dome lies Factorum Alpha. Once this mighty plascrite structure was a hive of industry, producing copious amounts of munitions for the forces of the Imperium. Now it is a ghostly shell, the great machineries within gathering dust and reeking of stagnancy. But the metal engines and forgotten turbines were built to last. It is possible that some of the energy cells that power them are still usable. Perhaps if a gang could gain control of Factorum Alpha and recharge the mighty engines within they might yet be put to use for one final time.

The gang that controls Factorum Alpha will have enough time to work out how to recharge its power cells, albeit for a brief time. The machines can then be made to produce a limited amount of superior munitions to use in the final battle. To represent the quality of the ammunition and weapons rendered, all members of the gang may re-roll any failed Ammo rolls during the game. Furthermore D3+1 gang members may be equipped with a supply of frag grenades that they may use during this final scenario.

Factorum Beta: Beta is the sister site of Factorum Alpha, the two working in unison to manufacture massive supplies of arms and armour, though physically they are many miles apart. With its flaming vent chimneys, once it resembled a soaring, steel pyre. But Beta is a shadow of its former power. Its fires are extinguished, the vent chimneys caked by thick, black soot. Like many of the lesser Factorums in the Ironyard, Beta had a principally military application, forging armour for infantry and mechanised columns. An eerie atmosphere pervades the site now, the sounds of churning machines and grinding gears quashed by the silence. However, it is possible if the machines could somehow be fixed that Factorum Beta could be made to function again.

The gang that controls Factorum Beta may equip their fighters with armour for the final battle. The energy cells that run the Factorum only have limited power remaining and the quantity of armour produced will vary according to its quality. The gang may either produce D6+1 suits of Flak Armour, D3+2 suits of Mesh Armour, or D3 suits of Carapace Armour.

ENDING THE CAMPAIGN

To end the campaign after its nine week run, the top four players go into a final scenario – The Battle for the Dome. The winner of this game will be crowned champion. Our top four players were decided through a league system, similar to a football league, with three points awarded for a win, one for a draw and none for a loss. Because all the players in the campaign couldn't play the same amount of games the total number of points awarded was divided by games played and so an aggregate score was used to determine the top four positions.

Zones of Conflict

The two gangs that control each of the last Zones of Conflict, as there is no next phase in which to use their benefits, will be able to use the associated bonuses of these territories during the final battle. If a player controls one of these zones and fails to make it into the final battle then any bonus gained is wasted.



HAZARDS OF THE IRONYARD

The Ironyard is a dangerous place. To represent its hazards, during each phase of the campaign all the gangs have had to endure one or two events that occurred at random intervals during their battles. In this final phase there is only one hazard, Power Cut.

Power Cut: This close to the dome the massive factorums of the Ironyard still pump tremendous amounts of latent energy into huge ducts filled with cables and rusting ventilation equipment that provide heat, light and air to the sector. This energy is highly unstable though and random surges often result in the power shorting out all together for long periods, plunging the zone into a thick and oppressive darkness.

The darkness caused by the power cut reduces all lines of sight to 2D6x3 inches. Each model must test individually at the start of their turn to determine how far they can see. If a model can not be seen it can not be shot at. The following equipment allows a model to re-roll the dice roll for the distance they can see in the darkness: bionic eye, infra-red goggles, photo-contacts and photo-visor.



THE LOWEST OF THE LOW

These dishevelled individuals seek fame and fortune in the Ironyards, alas there's little of either



Andy Smillie

THE PHANTOMS

Hasta la vista baby!

The final showdown is upon us, the Endgame begun. The four horsemen have ridden out, Armageddon hath come. Luckily, I'm one of the horsemen. Finishing in the top four has earned me a place in the grand finale – a four-way, winner-takes-all gang fight and a fitting close to what has been a bloody and aggressive

campaign. It's been an exciting couple of months and the leader board has fluctuated constantly. Lady luck has flirted with us all but finally

settled with Chambers. The inter-office emails have flooded my inbox and Foulksey has got himself an army rather than a gang. The most important lesson for me has to have been how to play Necromunda, or perhaps how to spell it. My first game where I moved 6" and wanted to rapid-fire was a big learning curve. I've also learned that the White Dwarf gaming table is slightly lower than average, possibly to allow Nick and Guy to see their models. Those pictures in the editorial are actually to scale!

Well, I've taken you through all the highs and lows and hopefully just about used my word count. All that remains to say is, "The Ironyard shall be mine, ach aye it shall."



Nick Kyme

THE CUSTODIANS

Things are really hotting up and I confess the Enforcement has been fairly lax in its duties to restore order and sanity to this part of the Underhive. But at least I do have my full patrol team painted up.

Together with running the campaign it has been a fairly difficult task getting games in and getting my boys in err... black finished. It

helped to have a simple colour scheme and I guess that's good advice if you need to paint anything quickly – keep it simple but eye-catching. I think the combination of fairly dull and severe black armour contrasts well with the high visibility shoulder pads and insignia and reflects the mood of these taciturn lawmen too. I thought about painting the weapons red but in the end felt this was too similar to the yellow padding, so I went with green to make them stand out.

Now the campaign is nearing its end, it's a good time to take stock of how it's gone for me as Games Master. A few things have come out of this experience about running campaigns in general. Firstly placing a limit on the number of games that can be played during a week or month of campaigning. While my hat goes off to Paul Foulkes for being such a stalwart warrior, his enthusiasm infectious, it meant some of the other players had little chance against his uber-hard, ultra-experienced gang.

With the benefit of 20/20 hindsight, my Enforcers weren't really the force to be reckoned with I'd hoped for. Perhaps it would've been better to soup them up a little to make them really fearsome. As the effective peace-keepers of the campaign they needed to be able to take on the best the players could throw at them and frankly most of the time they were outgunned. That said, I thoroughly enjoyed running the campaign and I now have a painted Enforcer team to show for it. The next time we venture into the Underhive it'll be even better.





Paul Rudge

THE TRENCHCOAT COWBOYS

All I can say is, "I'm glad it's over." As I look back over the campaign I'm reminded of an interview with Alan Shearer. Alan was asked how he felt about Wembley stadium being pulled down, jokingly he replied, "The sooner the better," as he could never win a match there. Now I know what he meant.

My bad luck continued in the closing games.

Against Chambers and his zombie horde I took the upper hand early on but due to low ammo most of my men were reduced to using harsh language. As you can imagine the zombies just didn't listen. Next up the Unwashed Brotherhood. How I wanted to beat them, and in Turn 1 it looked good for an early victory. But I just could not wound, I guess it was just not meant to be as after three of my gangers went down, off they ran. More positively, an unlikely hero emerged from that game; Drew, a promoted Juve, took on three gangers and won!

Well, it's over. So what next? I imagine another campaign will start afresh as a few onlookers here at HQ have found their interest in this classic game rekindled. On another note I hear a Mordheim campaign is starting up and they need someone with a Middenheim warband.



Two of Rudge's converted gangers, Drew 'super juve' and the heavy, Swampy.



Paul Foulkes

HIVENET

I've been keeping up my high game count over the last month, but what I've really wanted is revenge for that double team battle with Kyme and Hobday.

Hobday had the guts to take HiveNet on his own and pulled off a nice Raid against my water still. I shot once with 2+ to snipe Smelly Bob – I rolled a 1. That was worth booting up at 6am! The Enforcers stayed clear – something to do with the tin opener I bought maybe?

After winning Scum Town, I had a Bounty Hunter, Muck Gyver, for the month, who miraculously returned each game fully healed with new skills, so I brought him back for the final battle.

In the final phase of the campaign Pinyo, my fellow designer from the UK Studio, and I took on Rob and Holmes from Direct Sales. I thought it might be a mistake teaming up with the worst player in the campaign, but with some help from Holmes' knack of shooting friendlies in the back of the head, we got ourselves a sweet victory.

So the final reckoning was upon me. I was looking forward to laying the smacketh down with the autocannon. Total Hive Domination starts here.



Andy Holmes

LAZENBY'S SPECTRES

As the dust settles around the Ironyards I can honestly say that this campaign has been brutal, hard fought and immense fun to participate in! The final games this month have

been tense affairs as I have been trying to rack up sufficient funds for my daring final power play to take over the Ironyard, whilst minimising losses within my gang.

Sadly I was unable to make it through completely unscathed despite having two gang members with the Medic skill! Raygorn and his Roughnecks joined forces with my Spectres to take on HiveNet and the Jade Lotus in a big multi-player gang fight. My first gang member death occurred when a new Juve took the brunt of a HiveNet plasma gun. Life is tough in the Underhive!

I never got round to adding a second heavy to the gang as I kept on rolling rare trade items that I just had to buy. Red Dot Laser Sights for both my gang members with Marksman turned them into deadly snipers. One of whom, Laslo Vargas, became so feared for his accuracy that some opponents considered him more of a threat than Doc Kananga with his Heavy Plasma Gun!

The final gambit to take control of the Ironyard worked quite well. I resisted the urge to spend, saving the creds to hire five Underhive Scum to help me in the final four-player gang fight.

Looking back, the gang progressed quite well. A nice mix of skills and statistic increases made for a well-rounded gang. My gang leader Aristotle developed into a courageous and inspirational leader with his Leadership of 9 and a re-roll on failed Bottle tests. Thanks to his Iron Will skill, we rarely bottled out when I did not want to.



Mark Chambers

THE DEAD-MARSH DEFILERS

Zombies... oh how I've loved my lucky, plucky Plague Zombies! The fates have smiled on my Zombies again and again, leading to my success in this campaign... Not that I ever rely on luck to win a game, oh no!

This month has seen me put down the Trenchcoat Cowboys, Jade Lotus (twice), and I even managed a win against the dreaded HiveNet (I took a flamer to a Shoot Out) and to take part in the amazing battle between the four toughest gangs of the Ironyard.

The highlight for me has been the competitive but very friendly gaming and the boisterous banter around the office before and after each game. A fine example of this is the developing enmity between the Defilers and the Unwashed Brotherhood. It started when Andy won a Raid in two turns. It was time to bring him to the table for a proper fight, but no matter how much I tried he managed to avoid me. Challenges by e-mail and even telephone texts were all ignored. So I vented my wrath against the other gangs. Andy still laughs and winks from time to time!

So to the end of a great campaign. A well loved gang now sits proudly in my cabinet waiting for 'Uncle' to wake up, because when Jo wakes, all the dead wake up too...



Mark's converted Scavvy leader, complete with archeotech grenade launcher!



Andy Hobday

THE UNWASHED BROTHERHOOD

A better second half to the campaign for Smelly Bob and the Brotherhood scoring the most wins in the Chem Wells (regardless of what Mr Chambers thinks). The gang has

now swelled to an impressive 16 members (which includes Bob's special friend Ratty the Ratskin) and only one loss to Pinyo's Escher (yet again!).

So how was it now we've finished? I had a great time, my only regret being I didn't get the chance to play everyone.

Even with my improved run of form I finished the campaign outside the top four which, on reflection, wasn't too disappointing, especially as in the final games Bob finally started to hit things with his bolter. He did, however, manage to fail every single Bottle test making him the biggest coward ever.

The changing conditions and areas kept the games both testing and exciting, coupled with the relentless banter in the office and a small but perfectly formed GM (thanks Nick for letting me join at the last minute!) there was real atmosphere to the campaign. The best bit for me was developing the story for my gang which I played up to in all my games resulting in opponents trying desperately (in vain) to shoot Smelly Bob.

Right, where's that Mordheim rulebook?



Rob MacTaggart

RAYGORN'S ROUGHNECKS

For me, what's great about Necromunda is how attached you can become to your gang. Obviously there are some players who just like to play their games and get on with it. But I

cannot see any harm in actually caring about the development of your gang.

But here we are, at the end of it all, and what has become of the Roughnecks? Well, they're still alive and that's always a good start! My performance could have been better, but being new to Necromunda, I think I managed to put up a good fight against some of the veterans I came up against.

Goliaths will still always be the gang for me; I focused more on a close combat gang, arming most members with clubs and knives. Something I am considering for future games is a more shooty gang, so I will probably have a mix of both. This will give me all the back up firepower I need to get in close for the kill (bash, grind and kill again!)

I still have some enemies from the campaign, and I'm sure that grudge matches will be springing up around GW Headquarters in the near future. Right now though, I'm looking forward to crossing swords with Andy's Aristotle again in a forthcoming Hobby Specialist Necromunda campaign.

I will have my revenge...



Pinyo Gulashart

JADE LOTUS

This month Jade Lotus gave a good account of themselves. Teaming up with HiveNet we beat the combined forces of the Spectres and Roughnecks.

I've learnt a lot about playing games of Necromunda after the Iron Lords campaign, like using Hired Guns. Even with their abilities you should not wholly depend on them to win you the battle. The tactics I used in my earlier games reflected my Warhammer 40,000 background – charging forward and getting into close combat as quickly as possible. Necromunda is entirely different and I'm glad I had the opportunity to play in a campaign like this as I've developed some sound tactics to use in future games.

Although I didn't make it to the final game, I've had a lot of fun being part of this campaign. Watching my gang grow with each game (even if they didn't win) was kind of rewarding. It was like seeing a family of characters develop. Each of the remaining gangers have a hard history as they have fought to stay alive in the nightmare of Necromunda's Underhive.

Even though the campaign is over, I've now got a Necromunda gang I can pick up and play with in the future. Hopefully, they will be able to develop and grow even after the campaign. With any luck they'll be able to start winning more games too.

SCENARIO: BATTLE FOR THE DOME

Those that have reached this far must battle each other to claim the horde of archeotech that lies within the Dome's ancient structures. This will be a brutal conflict – there is only one rule: Last gang standing, wins.

Each of the four gangs plays at once in this multi-player battle.

TERRAIN

The game is played over a 6'x4' table. This is slightly larger than usual to take into account that four gangs are playing at once. The terrain at the heart of the Ironyard is dense; so include lots of buildings, walkways and other structures to represent it.

GANGS

Each of the players should roll a D6. The highest roll may choose a corner of the battlefield to set up in. They may set up within 8" of the long edge and no further than 12" from the short edge. The player with the second highest roll chooses the next corner and so on until all of the corners are taken.

The gangs will be closely packed together to begin with. This represents the fact they have just arrived. Furthermore, no gang may use Vents or Tunnels to deploy any of their gangers in the dome.

STARTING THE GAME

Each player rolls a D6. The highest scoring player takes the first turn. Play then proceeds clockwise round the table from this player for the rest of the game.

ENDING THE GAME

The gang that is left on the battlefield when it's all over and the dust has settled is the winner. They will be able to enter the Dome itself and steal the archeotech within.

Gangs must take Bottle tests as normal. If a gang fails a Bottle roll, or one of the players volunteers to bottle out, all of their models are removed from the table and they can play no further part in the game. The game ends once three players Bottle Out. The player that remains automatically wins.

EXPERIENCE

Fighters who take part in Battle for the Dome earn Experience points as noted below (*note: although this is the last battle, the players may wish to continue with their gangs*):

+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.

+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 leader of the winning side earns 10 Experience points.

Archeotech. The winning gang receives three free rolls on the Rare Trade chart.

THE FINAL BATTLE

Through a hail of gunfire, across miles of inhospitable wasteland four hive gangs have made it as far as the Dome. Now, the mechanised monsters of HiveNet, the dread Dead-Marsh Defilers, the insidious Spectres and the power-hungry Phantoms are all vying for glory. This is the final hour. Fight to the last man standing. Let the Battle for the Dome commence!

THE FATE OF THE FACTORUMS

Before the final game could begin there was the small matter of resolving who would control Factorum Alpha and Factorum Beta, thus gaining some useful benefits in this battle. Resistance was indeed futile as HiveNet re-established themselves as Ironyard championship contenders by securing Factorum Alpha. On the opposite side of the Ironyard it was the Spectres that gained the upper hand in the struggle for Factorum Beta. Both gangs had made it to the final and so could use the bonuses of these two territories. Rolling these up before the game yielded HiveNet two frag grenades as well as the ability to re-roll all failed Ammo rolls, whereas the Spectres bagged three suits of Mesh armour, which were distributed amongst the gang's high and mighty.

CLOSE COMBAT

As Battle for the Dome is a four-way game we decided to introduce a rule to limit the number of close combats fought during each game turn. Rather than having all the close combats on the table fought each Close Combat phase, they were only fought if the player whose turn it was had models involved in that particular fight. Therefore, if there was an ongoing conflict somewhere on the table, it was only fought in the turns of the players actually involved. We recommend you do the same.

DIRTY TRICKS

Before the game even began a cursory glance at the player's submitted gang rosters revealed some pretty cheeky dealings. There must have been a discount on Scummers as the Spectres came with five all armed to the teeth. However, it was the Phantoms that took the underhand honours. Selling a shed-load of stuff that stopped just short of their granny, they amassed a whopping nine Scummers. Together with four Juvies that were naked barring a knife (perhaps they answered the Situation Vacant ad from last month's Tribune), the stripped down Phantoms weighed in at a hefty 24 models!

Of the other pre-battle malarkey, worthy of note was the return of Muck Gyver, HiveNet's Bounty Hunter lackey from Slum Town. There was also an early exit for Feryl of the Phantoms and A600 from HiveNet due to Old Battle Wounds.

With the preliminaries over it was time for the main event. The fearsome foursome cast their dice. What'd you know HiveNet were going first... Surprise.

TURN ONE

HiveNet raced through the darkness, bursting through the cluttered buildings with eerily synchronised precision. A large group hung back, detecting heat signatures that had somehow bypassed their sensors. Through a narrow overpass and beneath a low gantry they saw the misshapen creatures of the Dead-Marsh Defilers. Staccato bursts of las and bolter fire echoed down the metallic corridor. The two infiltrating mutants were pinned by the fire, Klint 'No-nose' dragging 'Pretty' William, who'd suffered a flesh wound, into cover.

"Frickin' robot assassins!" Klint bellowed defiantly as he went to ground.

Across from the machine workshops and blasted towers, 'Uncle' Joe heard the cry of his gangers and pressed down a feeling of dread, "Not the frickin robot assassins," he muttered, "anyone but them." Plague Zombies ranged ahead of the rest of the Defilers, their gait slow and shuffling. Behind them Joe saw the blinking lights of a HiveNet ganger through the dark and forced the cyborg to fall back with a shot from his grenade launcher. The rest of the Defilers got into cover.

On the other side of the massive Dome the Spectres and the Phantoms moved fast towards their hated rivals. A pact had supposedly ensured an alliance between them but the Spectres opened fire on the Phantoms anyway, wounding one of the gangers. The Phantoms were enraged at this treachery and returned fire, downing Vargas with a burst of heavy stubber fire. The pact, it seemed, was off.

TURN TWO

Despite the return fire of the Defilers, HiveNet continued their inexorable advance towards them. In the overpass Klint and William kept their heads down, only sustaining further



flesh wounds from the frenetic fire erupting around them. Above the din they could make out, "Exterminate, Exterminate!" Back in the Defiler's camp Joe was shouting frantic orders mixed with promises and threats. A huge burst of fire erupted in his eardrums as STE's autocannon inflicted a flesh wound on Redscale the Scaly. The muzzle flash was imprinted on Joe's peripheral vision. Taking careful aim, 1200 took him down with an expert shot from his lasgun.

Seeing his master hurt, Redscale bellowed in primordial rage. Racing into the open with his Scavvy brethren he made a Juve-kebab out of A3000 who was catapulted backwards with the blow, colliding with Pong. As the smoke cleared, A3000's circuitry sparked and died as he shutdown. Pong heaved the smoking carcass off himself. When he looked up two Plague Zombies were hurtling towards him. One went down to a lasgun shot but the other one marched on undeterred...

Across the Dome and the Phantoms, after some serious cajoling by the Spectres resumed their pact. This time Lazenby and his boys kept their guns in their holsters and the two gangs advanced towards HiveNet.

TURN THREE

Leaving the Scavvy infiltrators in their wake within only 3DO's flamer in position to torch them, the majority of HiveNet advanced towards the large battle developing against the bulk of the Defilers. In an open square, the lone Plague Zombie still advanced getting within gnawing distance of the HiveNet gangers. A massive burst of fire erupted from the HiveNet lines, all targeting the Plague Zombie. Shrugging off a flesh wound from

Muck Gyver, it groaned, "Braaiiins," and shuffled onwards. 3DO's efforts in culling the pesky infiltrators ended in failure. ZX128K, leader of HiveNet, stepped in and downed one of them with his bolter, while Jaguar took down the other.

Creeping up behind their zombie shield the Defilers shot back. Yurl, their long-serving Scummer, nailed Cantab Joup, one of HiveNet's Juvies who had ventured too close. Big 'D' let rip with his stub gun. Muck Gyver was nearly spun off his feet with the impact, but he gritted his teeth against the pain and advanced. Lucky Brin, living up to his name, downed Vic 20 and suddenly HiveNet were chattering in binary and on the run. "Does not compute," shouted two of the mechanised monstrosities as they fled.

The Spectres and the Phantoms had a lot of ground to cover and continued towards the embattled HiveNet and Defilers, happy for them to kick the crud out of each other before they arrived.

TURN FOUR

In the street, C64 and CPC464 strafed the Defilers with their plasma guns. In the ensuing fusillade Yurl fell. "My face, not my beautiful face!" he screamed, but still the irrepressible Plague Zombie remained unscathed!

Spying the Phantoms bolting towards them, STE levelled his autocannon and let rip at the band of Scummers leading the gang, downing one. Seeing one of their comrades felled, three more of the Scummer band, known as 'The Unnamed' turned tail and ran, the discount rate of their services failing to

secure loyalty in the face of certain death. The return fire of the Phantoms as they piled down a narrow alley was ineffective. Desperate to take down the Plague Zombie, Toshiba weighed in against it in close combat but failed to take the creature out.

Buoyed up by the seeming indestructibility of their zombie mascot, Stinky, the Defilers blasted at HiveNet with frenzied fervour. CPC464 fell in a smoking heap from 'Cousin' Barker's stub gun, causing a circuit malfunction in C64 and GeoNeo, who fell back. Amidst the storm of shot and shrapnel, Toshiba and Stinky clashed, the Plague Zombie gouged at the hapless ganger and dragged him down to feast.

Meanwhile, the Spectres still closed on the embattled gangs, Aristotle Lazenby leading his men up onto a slim gantry for a better shooting position.

TURN FIVE

The struggle for the Ironyard was reaching fever pitch. HiveNet held their nerve in the face of fire from the Defilers and moved in to pincer the Scavvies. A virus must have been affecting their operating systems though as most of the gang failed to hit anything. The exceptions were ZX128K and STE who blasted away at The Unnamed, downing one Scummer and putting another to flight. The HiveNet marksman, 1200, was also on target but could only pin the Phantom's Heavy, the heavy stubber-armed Cravex.

In the street Vic20 finally shutdown, circuitry sparking violently as his main processor died. Of the two plasma gunners, CPC464 got up with a flesh wound and C64 returned to the fight, uploaded with a new mission directive. GeoNeo just kept on running.

The sight of so many HiveNet gangers returning to the fray and the threat of reinforcements must've been enough for the wounded 'Uncle' Joe who signalled the retreat. "No robot assassin is gonna take me down, yaaahh!" he cried. The Dead-March Defilers bottled out and four became three!

For the Phantoms the pact with the Spectres was looking a poorer deal all the time as the turncoats opened fire on them again. After one of the Spectres, Kristantos, pinned one of The Unnamed, a veritable clash of the Scummers erupted between The Unnamed of the Phantoms and the Spectre's 'Unknown Gunmen'. Three of The Unnamed went down from bolter and hand flamer fire, some previous feud between them bubbling violently to the surface.

The Phantoms now found themselves attacked on two fronts. Despite blasting away at the Spectres they caused no significant damage, but the Unnamed did take down 3DO and Gamegear from HiveNet. It was enough



The Spectres line up on the gantry ready to shoot down HiveNet.

for Pong and 2BCmic who fled. But that wasn't the end of the carnage. Bellowing, "You suckers are going down!" Cravex wounded STE with a burst of fire from his heavy stubber while Cindarr caused a flesh wound on HiveNet's Jaguar. In spite of the supposed dominance of HiveNet it seemed that neither the Spectres nor the Phantoms were willing to give up without a fight.

TURN SIX

Fire blasting over their heads, Muck Gyver and Gamegear crawled desperately into cover. The rest of HiveNet advanced to meet the new threat of the Phantoms and the Spectres. C64 took aim with his plasma gun and inflicted a scorching wound on Merklyn of the Phantoms who went down in a smoking heap. Pong recovered his nerve, automated probability scenarios in his CPU informing him, however erroneously, that victory was 60% in HiveNet's favour.

As the fire-fight between HiveNet and the Phantoms continued, the Spectres took more high ground. Kristantos tried to assist the Unknown Gunmen but shot one of them in the back. "Oops," he muttered, ducking down after watching him slump to the ground. This didn't seem to affect his fellow Scummer, however, who downed Reekon and caused a flesh wound on Ectar of the Phantoms. Seeing his comrades brought down so callously, Arzon freaked and ran like a girl. Up on the gantry Koskov added to the Phantom's woes by nailing Fletcher with a crackshot from his autogun. Meanwhile, on the ground a brutal close quarter battle between The Unnamed and the Unknown Gunmen resulted in one of the Unnamed going out of action.

With bodies strewn about the Ironyard the Phantoms dug in and kept fighting. One of The Unnamed downed an Unknown Gunmen in retaliation for the felling of his brethren. But fate seemed against the Phantoms as they paid for their underhand dealings. Phantom Leader Leoric's autopistol ran out of ammo and he was forced to draw swords, while in the filth-choked gutters Fletcher and Reekon fell into unconsciousness.

TURN SEVEN

With circuitry crackling from nearly a half-dozen fragged gangers, HiveNet still stayed in the fight. ZX128K relayed his binary-coded orders to the rest of the gangers and they retreated in unnerving unison to avoid the bulk of the Phantom's guns.

The Spectres noticed the shift in the battle's emphasis and filled up the gantry overlooking the dome floor. A moment of silent tension fell over the scene and then sporadic gunfire erupted from the Spectres. In the ensuing hail of bullets Carver downed one of The Unnamed, while Zukovsky took out another with his shotgun. Taking careful aim Craven nailed Cindarr of the Phantoms with an



expert shot, sending Ectar fleeing for cover. 'Doc' Kananga finally got his heavy plasma gun going, the weapon bucked from the recoil as he downed another of The Unnamed. HiveNet too fell under the Spectre's cosh. Scarpine and Whittaker pinned CPC464 and 1200 with their combined fire.

Taking it on the chin from the furious fire of the Spectres, the Phantoms fought back. Leoric led the charge into close combat whilst behind him the shooting started. Abraxas downed Scarpine and one of the Unnamed wounded Carver. In the brutal melee erupting amidst the shooting Leoric, aided by one of his Juves took on an Unknown Gunman and brought him down.

FINAL TURNS

As if the Phantoms hadn't already learned about the perils of pacts and their inherent fragility they entered into one anyway, this time with HiveNet. Hated rival became hated ally as they fought together to take down the Spectres who were gaining a real strangle hold on the battle.

With this in mind, only Muck Gyver, peering through the mist and smoke, had a shot. He made it count and took down Whittaker.

The Spectres reacted to the impromptu pact with a ballistic barrage. Lazenby led by example searing Leoric, the leader of the Phantoms, with his laspistol, causing a flesh wound. Craven poured fire into the alley where the majority of the Phantom's strength assembled and pinned Arzon. As Leoric still smarted from the laspistol blast, one of the Unknown Gunmen popped around the corner and took down him and his Juve. This was enough for Cryotek II, who fled from the battle. Away from the shooting gallery in the alley, Kristantos struggled with the last remnants of The Unnamed. The combat was brutal but in the end Kristanos emerged victorious and the Scummer was left in an unceremonious heap at his feet.

Muzzle flashes exploded in the darkness as the Phantoms tried desperately to retaliate.

Koskov was downed by one of the Unnamed still walking and breathing, while Cravex wounded Lazenby as he strafed the gantry with his heavy stubber.

With the enemy closing, Leoric rose groggily from the ground, face spattered with mud and oil. All around the Phantoms were locked in bloody close quarter fighting with the Spectres. It seemed there would be no respite from the chaotic fighting as none of the three leaders were willing to give in. Was what whatever archeotech that lay in the dome worth this? In the end he thought not and called the retreat.

It was now that HiveNet could bring its full force against the Spectres. Their drubbing at the hands of the Defilers early in the battle was deceptive and much of the gang was still very much intact. Realising he would surely be destroyed if he stuck around to fight the cybernetic killing machines, Lazenby fell back with his men, leaving the Ironyard to HiveNet. Domination of the Ironyard was HiveNet's but total hive domination, well that's a whole other story...

NECROMUNDA LIVING RULEBOOK

If you've enjoyed the Iron Lords campaign and would like to get playing your own games of Necromunda you can now download the Necromunda Living Rulebook from the Specialist Games website.

This tome, one of several living rulebooks, is constantly updated with rules amendments and is completely free. To download your own copy see:

www.games-workshop.co.uk/necromunda



If you're reading this,
you've been done.

NECROMUNDA TRIBUNE

THE DOME IN SIGHT!

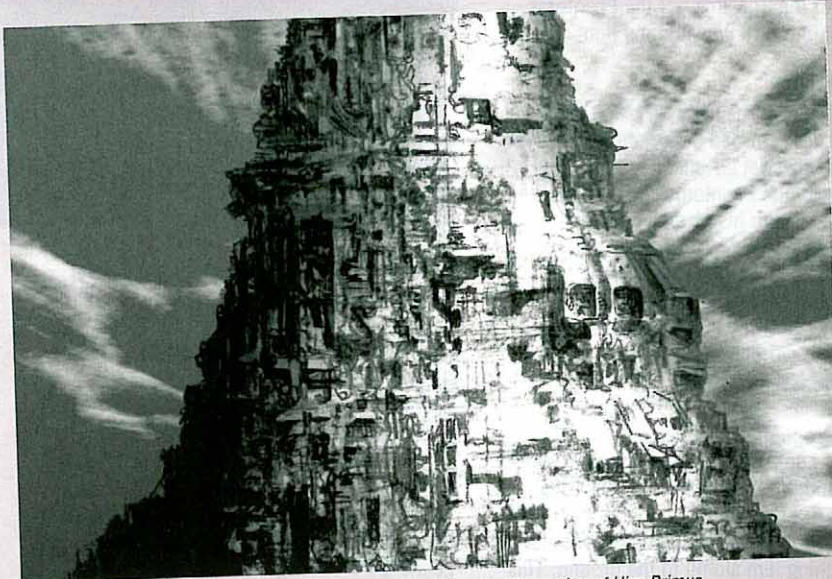
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FACTORUM'S ALPHA AND BETA INVADED AS GANGERS CLOSE IN

AS FAST AS THOSE SUCKERS ARRIVED, THE GANGS EXERTING THEIR CONTROL OVER THE CHEM WELLS AND JUNKYARD HAVE LEFT. I'D LIKE TO SAY IT'S DOWN TO AN IMPROMPTU BOUT OF MORAL CONSCIENCE BUT MOST OF THOSE AMORAL SCUMBAGS SHOULD HAVE SEVERE IMPULSE CONTROL DISORDER TATTOOED TO THEIR FOREHEADS, KAPEESH? NO, WITH THE STAKES HIGHER THAN AT A SLUDGEJELLY SWIMMATHON THE GANGS VYING FOR THE ARCHEOTECH HORDE IN THE IRONYARD'S CENTRAL DOME HAVE SET UP SHOP IN THE CLOSE-BY ALPHA AND BETA FACTORUMS. WE'VE HAD REPORTS OF FIERCE BATTLES BUT CAN REVEAL THAT THE FACTORUMS ARE IN THE POSSESSION OF HIVENET AND THE SPECTRES. AS THE GANGS ATTEMPT TO RE-POWER THESE ANCIENT INDUSTRIAL MONUMENTS EXPECT POWER SURGES AND CUTS IN THE IMMEDIATE AREA. REST EASY THOUGH FOLKS, NOW THE DOME IS WITHIN THEIR GRASP THE END OF THIS TURF WAR IS IN SIGHT. (THAT'S ONLY IF YOU'VE STILL GOT POWER. DIFFICULT TO SEE ANYTHING IN A BLACKOUT).

BLACKOUTS RAVAGE DOWNTOWN

UNEXPLAINED BLACKOUTS HAVE PLUNGED DOWNTOWN INTO PITCH DARKNESS. WHAT PASSES FOR SOCIETY HAS GROUND TO A STANDSTILL AND AS OF YET THERE LOOKS LIKE NO RESPITE. ALREADY SEVERAL ACCIDENTS HAVE OCCURRED, ALTHOUGH THERE HAVE BEEN NO FATALITIES. SEVERAL PEOPLE HAVE BEEN KILLED BUT WATCHMEN IN THE AREA ASSURE US THIS HAS NOTHING TO DO WITH THE LACK OF POWER. WHEN ASKED ABOUT THE POWER CUT, LOCAL DOWNTOWN AUTHORITIES HAD THIS TO SAY, "DARK, NO, NO I DON'T LIKE THE DARK. MAKES ME MORE NERVOUS THAN A CULTIST AT A REDEMPTION CONVENTION." THE WATCHMAN NEGLECTED TO PASS COMMENT.



The heart of the Ironyards are located deep in this section of Hive Primus.

IN WITH A BULLET

- ENFORCER SERGEANT BASTION DEMOTED TO WATCHMAN OF STINKTOWN AFTER POOR HANDLING OF THE 'IRONYARD MATTER'.
- TWO-FOR-ONE DEAL ON HIRED SCUMMER SENDS HIRING FIGURES THROUGH THE ROOF.
- WEAPONS ONCE OWNED BY THE PHANTOMS HIT THE BLACK MARKET, ALONG WITH THEIR KITCHEN SINKS, GRANNIES AND SHIRTS OFF THEIR BACKS.
- SMELLY BOB OUTED AS A CULT WORSHIPPER. ENFORCERS SEEK INFORMATION AS TO HIS WHEREABOUTS.
- JADE LOTUS AND TRENCHCOAT COWBOYS DISBAND AFTER MULTIPLE ASS-WHUPPINGS.

ENFORCED EXIT?

THE ENFORCERS HAVE GIVEN UP ON THE IRONYARD. THE LACKLUSTRE PERFORMANCE IN KEEPING THE PEACE OF PRECINCT 13'S FINEST HAS NOT GONE UNNOTICED BY NECROMUNDA'S RULING ELITE. SERGEANT BASTION HAS ALREADY BEEN RELIEVED OF DUTY AND GIVEN A NEW POSTING. THE REST OF THE TEAM HAVE BEEN REASSIGNED TO NEW DETAILS AND ARE TO COMMENCE HUNTING DOWN THE GANGS RETURNING FROM THE IRONYARD IMMEDIATELY. WHEN ASKED ABOUT THE FIASCO, ENFORCER OFFICIALS RESPONDED WITH THE FOLLOWING STATEMENT, "WE HAVE EXECUTED A STRATEGIC WITHDRAWAL FROM THE IRONYARD AND PLAN TO DETONATE EXPLOSIVES AT THE ENTRANCE TO TRAP THE SCUM WITHIN. OUR TEAMS WILL MOP UP ANY THAT MAKE IT THROUGH." AS FOR THE 'RE-ASSIGNMENT' OF SERGEANT BASTION OFFICIALS HAD THIS TO SAY, "SERGEANT BASTION? NO HE WASN'T PUSHED, HE REQUESTED THE TRANSFER TO STINKTOWN."

ROGUES GALLERY – CRIMINALS STILL AT LARGE

BELIEVED TO BE FUNDING THE NEFARIOUS ACTIVITIES OF SOME OF THE GANGS EXPLORING THE IRONYARD, THE ENFORCEMENT HAS ISSUED A HIVE-WIDE ALERT FOR THE FOLLOWING SUSPICIOUS CHARACTERS.



HOBDAY A.K.A. 'PENFOLD'
WANTED FOR CONSPIRACY AND ANIMAL WHORRYING. A KNOWN CONSORT OF THE UNWASHED BROTHERHOOD. THE ENFORCERS ADVISE AVOIDANCE AT ALL COSTS.
THREAT LEVEL: HIGH



GULASHART A.K.A. 'THE LAUGHING ASSASSIN'
WANTED FOR CRIMES TOO NUMEROUS TO MENTION. ENFORCERS WARN HE COULD APPEAR ANYWHERE AND AT ANY TIME.
THREAT LEVEL: MINIMAL



MACTAGGART A.K.A. 'THE CHAMELEON'
WANTED FOR MOSHING, GENERAL VICE AND SCARING PUPPIES. BEWARE: HE MAY HAVE ALTERED HIS APPEARANCE RECENTLY.
THREAT LEVEL: MODERATE



RUDGE A.K.A. 'SIGUN RUDGE'
WANTED FOR ILLEGAL ARMS DEALING. RUMORED TO BE SUPPLYING THE TRENCHCOAT COWBOYS. ADEPT AT CAMOUFLAGE AND COVERT OPERATIONS.
THREAT LEVEL: DEBATABLE

DANGER! UNDER NO CIRCUMSTANCES SHOULD THESE MEN BE APPROACHED! SHOOT FIRST, AIM TO KILL!

TRIBUNE TO CLOSE ITS DOORS

AFTER DEDICATED SERVICE WE ARE SAD TO REPORT THAT THE TRIBUNE IS DUE TO CLOSE ITS DOORS. IN POINT OF FACT WE ALREADY HAVE OUR DOORS CLOSED AND BARRED, AS BAILIFFS FROM UPHIVE ARE TRYING TO GET IN AND BEAT US ALL WITH STICKS. WE ARE PROUD TO HAVE BEEN THE VOICE OF THE PEOPLE FOR WHAT WAS A SHORT TENURE BUT, RESPECTFULLY WITH DIGNITY INTACT, IF NOT ARMS AND LEGS, WE BOW OUT.

OBITUARIES

+++ RATTY, DIED OF A BROKEN HEART +
RAYGORN OF THE ROUGHNECKS, POPPED VEIN
DURING WEIGHT LIFTING CONTEST + BAD DOG, PUT
DOWN AFTER A FREAK OIL LEAK + SMELLY BOB,
BURNT AT THE STAKE BY THE REDEMPTION +++

WARHAMMER



☛ **War in the Jungle**
The upcoming
Lustria supplement
previewed.

☛ **The Sigmaries**
An exploration of
the followers of the
god Sigmar.

☛ **The Enemy Within**
Deadly cults of
Chaos gnaw at the
heart of the Empire.

☛ **Tactica: Ogre
Kingdoms**
Getting the best
from your Ogres.

WELCOME TO



The vile Skaven are implacable foes of Lustria's Lizardmen.

A hostile terrain that harbours equally hostile foes, Lustria has played host to many bloody battles... Andy Hoare grabs a machete and heads into the uncharted jungles.

Next month sees the release of Warhammer Realms: Lustria – a brand new supplement for players of all Warhammer armies, providing rules and scenarios for fighting in the

perilous depths of the Lustrian jungle, as well as two new army lists – the Lizardmen Red Host of Tehenhauin and the Skaven Bubonic Court of Nurglitch – and a new special character for each. There's also a complete campaign system, detailed background and a whole lot more. Any army can be fielded in this setting, providing many new tactical challenges to overcome. Those bold enough to brave Lustria will soon find out that the environment is as much an opponent as the enemy, and it takes the most cunning of generals to tackle both!

Far across the Great Ocean lies the legendary continent of Lustria – a vast and sweltering land of dense tropical jungle, warlike natives and uncounted riches. Perhaps unsurprisingly, it is the latter that draws explorers from every corner of the world, intent upon penetrating the perilous realm of the Lizardmen in search of gold, arcane artefacts, slaves or the very secrets of the ancients themselves.

But the Lizardmen have guarded their domains for aeons, and brook no intrusion from the warm-blooded and

THE JUNGLE!



ignorant 'young races'. Furthermore, the jungle itself is wont to repulse invaders before they have travelled more than a few hundred metres through its shadows. Many, varied and painful are the ways of dying offered by the Lustrian jungles – insects whose bites carry poisons that reduce a man's blood to pus within days, acidic algae that sears skin, carnivorous plants capable of eviscerating the mightiest warrior, and such creatures as the brainfluke, the bladder maggot and the bile wyrm. All of these have gruesome ways of killing and consuming their victim (not necessarily

in that order) that would turn the stomach of the most seasoned campaigner. Few who attempt to uncover the secrets of the jungle return.

Nonetheless, each year brings yet more adventurers, each more foolhardy and avaricious than the last, and each year more artefacts sacred to the Lizardmen are irretrievably lost, sold at exorbitant prices to the highest bidders amongst the Old World's scholarly elite. Vast fortunes are made, but at such terrible cost that few are bold enough to embark upon such a perilous endeavour.



Tehenhauin – The Prophet of Sotek



Lizardmen Saurus on Cold Ones are just one of the new plastic regiment sets you'll be seeing this year.

Fighting in the depths of the jungle is an entirely different kettle of fish to fighting a set-piece battle across an open plain. Warhammer Realms: Lustria contains a set of rules that add an additional layer of detail to the Warhammer rules, tailoring them to the unique requirements and challenges of the setting. Rules are provided for light, dense and impenetrable jungles, undergrowth, ruins and fast-flowing rivers, and rules for a new formation – Loose Order – provide the means by which warriors can negotiate these hazards. And speaking of hazards: the perils of the jungle come to gruesome life through the Events and Encounters tables. Events take place before the game begins, and represent such things as the army getting lost, mired in a tropical downpour or perhaps of hiring the services of a native guide.

Encounters take place during a new phase of the game – the Encounters phase – and feature all manner of unpleasantness from voracious carnivorous plants to wicked native traps, all of which are deadly to any warrior foolish enough to stray too close. Furthermore, Encounters are played by one player to the detriment of the other, a fact that adds a further level of particularly guilesome gameplay to proceedings...

SCENARIOS

Warhammer Realms: Lustria contains six entirely new scenarios, all of which are designed to exemplify the perilous, narrative-driven type of confrontation typical of the setting. From a desperate gamble to rescuing a comrade from a gruesome ritual sacrifice, to a daring ambush as the enemy crosses a fast-flowing river, these scenarios offer characterful and challenging alternatives to the rules found in the main Warhammer rulebook.

Extensive sections on campaigning in Lustria are a major part of the book, presenting for the first time a complete, node-map campaign system that you can pick up and use straight 'out of the box'. The section contains detailed information on generating territory and locations, and the lines of march that connect them, as well as the special rules associated with each. No campaign system would be complete without a system for advancing your mighty heroes and nefarious bad-guys. Warhammer Realms: Lustria also contains a comprehensive system of veteran honours to ensure characters advance as befits their legendary deeds (or indeed, ignominious defeats!).

THE RISE OF SOTEK

Central to the history of the continent of Lustria, and to that of its inhabitants, is the Rise of Sotek. This period saw the emergence of the Skaven Clan Pestilens amidst the plague-ridden swamps, and only ended after an epic, millennium-spanning war that culminated in the coming of the Serpent God Sotek and the expulsion of the rat-things from the Lizardmen's realm. Warhammer Realms: Lustria presents details of this period in history, as well as in-depth advice on

Skaven Plaguemonks in plastic!



running it as a campaign, using the system presented elsewhere in the book.

The Rise of Sotek section of Warhammer Realms: Lustria is home to two army variants – the Red Host of Tehenhauin, and the Bubonic Court of Nurglitch. Each is led by a mighty special character; Tehenhauin, the Prophet of Sotek in the case of the Red Host, and Nurglitch, the Arch Plague Lord in the case of the Bubonic Court.

The Red Host of Tehenhauin attacks in the manner of its patron deity – the twin-tailed serpent. As the snake slithers through the undergrowth, so the Red Host makes use of its knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike. At the moment of attack, they hit with lethal intent, focussing all their venomous hatred into the enemy's weakest point. Throughout history, the spawning pools have produced such hosts at times of great strife, but the greatest army was that led by Tehenhauin, the Prophet of Sotek and scourge of the rat-spawn.

Tehenhauin's armies were predominantly composed of Red Crested Skinks – a particularly warlike and hardy spawning able to resist the predations of Clan Pestilens' vile

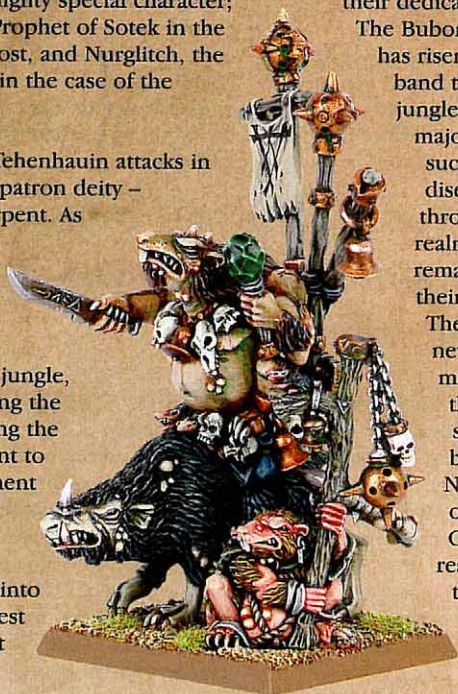
plagues. The Red Host of Tehenhauin therefore emphasises Skinks above Saurus, and the Sacred Spawning of Sotek is much in evidence.

The Skaven of Clan Pestilens bear corruption and disease as a sign of their dedication to all that is foul.

The Bubonic Court of Nurglitch has risen from the nameless band that penetrated the jungles of Lustria, The majority of its members succumbed to the tropical diseases running rampant through the Lizardmen's realm, until the last remaining Skaven sealed their pact with a new god.

They embraced their own, new plagues and maladies, 'gifts' so vile that they were able to shrug off the jungle-born plagues with ease. Nurglitch was the first of the Plague Lords of Clan Pestilens, and was responsible not only for their ascension as a clan and their seat on the Council of Thirteen, but also for the corruption that gnarls their bodies and marks their souls.

The Bubonic Court of Nurglitch army list puts the emphasis on Plague Monks and Censer Bearers, and contains a number of other new units Skaven players will be keen to explore, from the dead-on-their-feet Pusbags to the Cauldron of a Thousand Poxes.



Nurglitch, Arch Plague Lord of Clan Pestilens.

Andy Hoare
Andy's favourite special character from the new Lustria book is Tebenhauin, the Prophet of Sotek. "He may just be a Skink, but he's a Skink on a mission from the gods!" explains Andy.

The Sigmarites

A history of the most holy church of Sigmar

The Church of Sigmar preaches a warrior doctrine of duty, honour and courage. Established after the Empire's founding father, the priesthood of Sigmar is one of the most powerful organisations in the Empire. Graham McNeill digs deep into the origins of the church of the Empire's warrior god.

The Empire is one of the greatest nations of the Old World, forward thinking, populous and possessed of great armies and leaders. But rather than one cohesive land, the Empire is a loose confederation of provinces and city-states held together by a shared belief and political structure. But the Empire was not always thus. Two and a half thousand years ago, the land of the Empire was wild and untamed, the tribes of Men moving from the northern forests to colonise the lands of the south. The earliest records of these times are of the Dwarfs, rather than of Humans, speaking of rough, fur-clad savages who battled the Orcs and Goblins that infested the lands in their thousands. The Dwarfs and these primitive Humans became allies, the Dwarfs teaching the secrets of metalworking and sword-making to the humans, no doubt glad of the thousands of well-armed warriors who came eastwards to fight the greenskins that lurked in the mountains.

Sigmar the warrior

Greatest of these Humans was a warrior named Sigmar, son of the chieftain of the Unberogen tribe. He was born in a time of great omen, when a mighty twin-tailed comet crossed the skies. Sigmar fought the greenskins with a strength and ferocity unmatched by any other warrior and all could see that he would go on to achieve great things. While travelling within the forest, Sigmar came upon a group of Orcs holding a party of Dwarfs prisoner and freed them in a great battle, where he slew a mighty Orc

warlord. One of the freed Dwarfs was none other than King Kurgan Ironbeard, who presented Sigmar with a magical hammer known as Ghal Maraz, meaning 'skull splitter' in the language of the Dwarfs. He wielded this hammer in many battles to come, earning the name Heldenhammer – which means Hammer of the Goblins.

Sigmar became the chieftain of the Unberogen tribe upon the death of his father, and set about uniting the Human tribes under his leadership, offering brotherhood to those that swore allegiance to him and death to those who did not, driving those tribes who would not submit to his rule into the cold north.

When the Dwarf realms were once again threatened by greenskins from the east, King Kurgan sent his Runesmith, Alaric the Mad, to ask his Human allies for aid. Sigmar marched to fight alongside the

"The rise of the Cult of Sigmar was swift, and soon it had thousands upon thousands of adherents"

Dwarfs and the hold of Zhufbar was saved. Later that year, Dwarf and Man stood together once again, this time at Black Fire Pass, a strategic way over the Worlds Edge Mountains where a vast horde of Orcs sought to cross into the lands of Dwarfs and Men.

In a great battle lasting many hours, the Orcs were routed and the threat from the east was ended for many years to come. King Kurgan presented Sigmar with a crown forged by Alaric the Mad, and the following spring Sigmar was crowned Emperor of all the lands between the Middle Mountains and the Grey Mountains by the high priest of Ulric. Alaric the Mad embarked upon the creation of 12 magical swords, the Runefangs, as a symbol of the alliance between the race of Man and Dwarfs.

The reign of Sigmar was just and fair, his Empire flourishing under his rulership.

The rough villages of his people grew to become fine towns and cities and his people multiplied. This was still a time of hardship and war, but under Sigmar's inspirational leadership, Men prospered like never before. Little survives to tell of Sigmar's rule, but after 50 years of leadership, he set aside his crown and travelled eastwards to Karaz-a-Karak to see his old friend, Kurgan Ironbeard. Sigmar travelled alone and whether or not he ever reached the Dwarf hold has never been known.

The Cult of Sigmar

The time of Sigmar had passed and the first ruler of the Empire became a legend, a heroic forebear of his people. Shrines were set up to his memory and soon a cult grew up around Sigmar's mythic deeds, with tales of how he would return to his people in their time of need, and his coming would be heralded by the arrival of a fiery twin-tailed comet.

Sigmar the god

The worship of Sigmar was soon to change from the hero worship of a legend to something much greater when a mysterious hermit arrived at the gates of Reikdorf – the town that would grow to become Altdorf – claiming to have had a vision of Sigmar surrounded by the other gods. A fine temple was built in the heart of the city and such was the power of Sigmar's legend that within a generation he was worshipped as a god. In due course his cult developed a priesthood, headed by the first Grand Theogonist, Johann Helsturm. The rise of the Cult of Sigmar was swift, and soon it had thousands upon thousands of adherents and Helsturm became one of the most powerful men in all of the Empire.

The power of Sigmar's church grew with each passing year, with its organisation becoming more structured and unified

as time went by. Sigmar became the patron of the Empire and its inhabitants – who call themselves Sigmar's People. This is true throughout the Empire, even in places where Ulric, Taal and other gods are the most actively worshipped. All Empire folk are Sigmar's People, the Sons of Sigmar, and the Emperor is the Heir of Sigmar regardless of his ancestry.

Because Sigmar stands in such a personal relationship to the Empire, he is often portrayed as symbolic of the nation, and the priesthood of Sigmar is closely associated with the state and the imperial family. Of all the gods, Sigmar is the god of the Empire as a political body and, to many worshippers, this high level of state recognition is an unattractive aspect of the Sigmarite temples. To more spiritual folk it is seen as an imposition upon the personal god. As a result, many sub-sects of the cult have grown up that worship Sigmar in their own way.

Witch Hunters

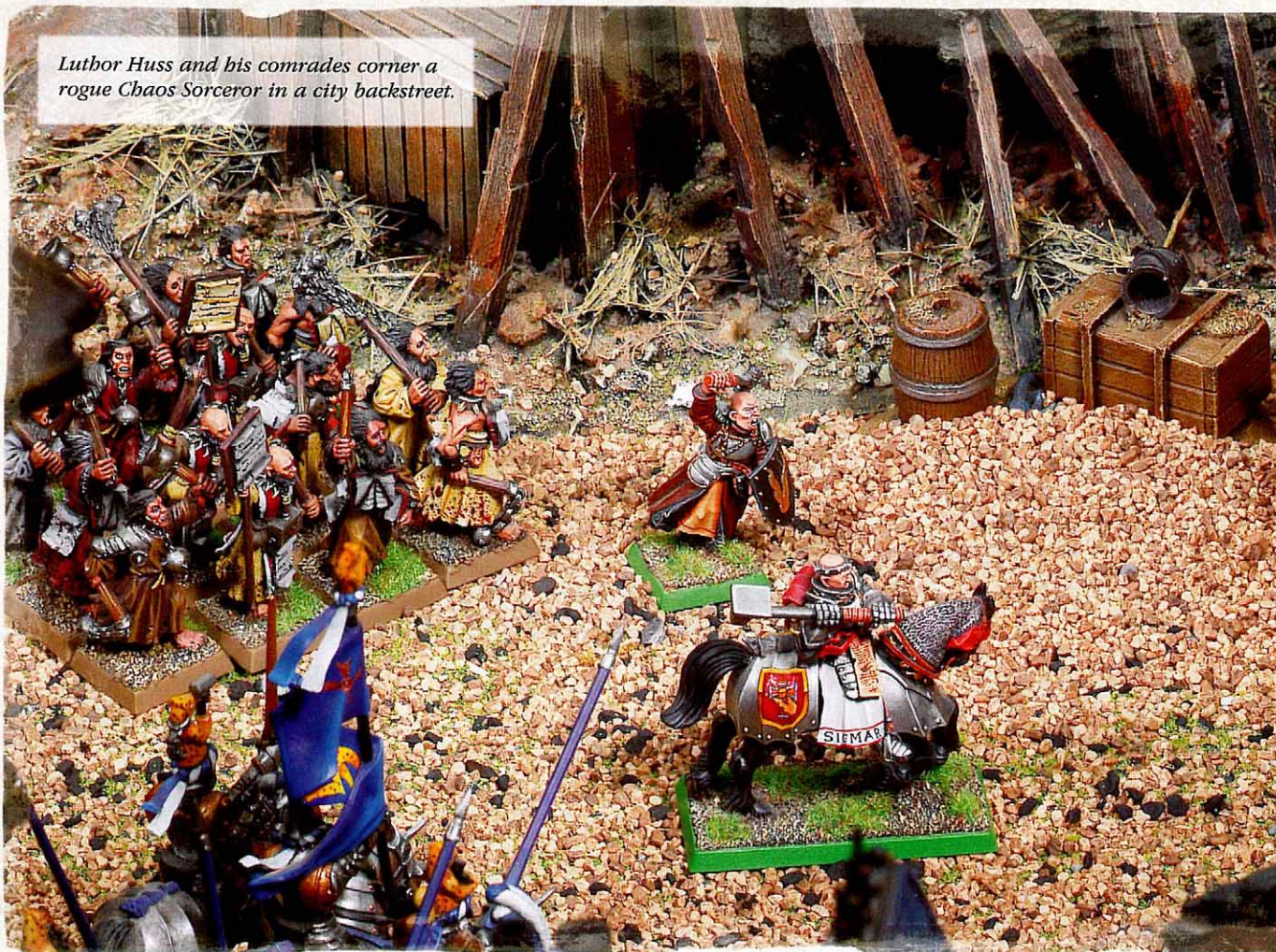
Practices of Sigmar's worship vary enormously from place to place, but all his worshippers hold to certain tenets, namely the abhorrence of unnatural sorcery, the persecution of witches and mutants and the slaying of all forms of greenskin and creatures of Chaos.

Of all these foes, practitioners of sorcery (outlawed until the formation of the Colleges of Magic following the Great War against Chaos) and the proscribed cults of the Chaos gods are the most vile enemies and need to be rooted out wherever they are discovered. Such dangerous, thankless work is undertaken by the witch hunters. These witch hunters are zealous, puritanical individuals, however they are not clerics. Witch hunters have to stand above and beyond the religious orders themselves and thus do not belong to a temple and are not part of the priesthood, though sometimes a witch hunter might have had some religious training, or they may be accompanied by priests as allies. They roam the Empire, hired by the Counts to enforce state laws against witchcraft, blasphemy and the adulation of the Dark Gods.

On the word of a witch hunter, anyone can be tried and burned at the stake for witchcraft and hundreds, if not thousands, have burned in the fires of the witch hunters for their crimes – and perhaps not all of those who died by their hand were guilty. However, such concerns are nothing compared to the very real perils they are concerned with and the deadly forces they are pitted against.



Luthor Huss and his comrades corner a rogue Chaos Sorcerer in a city backstreet.



Consequently, of all the gods, Sigmar inspires by far the most theosophical discussion and variation of belief and practice. As well as the principal Holy Temple of Sigmar there are a number of splinter groups and several main branches of theology. And, although there might be a keen sense of rivalry and even passionately expressed differences of thought, there is still a universal belief in the power of Sigmar that is respected. Only rarely, and only amongst the more extreme sects, does

that rivalry turn to dissension. In the most extreme cases this has given rise to the cults of self-flagellation, mendicants, stylites, hermits, apocalypsts, processional or wandering bands of zealots, and so forth.

Throughout the Empire it is considered right to honour all the gods. Showing proper respect for the gods is a mark of good manners and is associated with developed ethics and high intelligence. Neglect of the gods, disrespect, or

openly expressed disregard of such things is seen as a mark of low breeding and ignorance – furthermore it is just plain unlucky. Even the priests of a particular god show proper respect to other gods and spirits in appropriate situations. As such, there are many gods worshipped by the people of the Empire, though Sigmar is far and away the most widely venerated.

The Grand Theogonist has remained head of the Cult of Sigmar since the earliest days of the Empire, appointing two Arch Lectors beneath him. Beneath these Arch Lectors are a number of ordinary Lectors who minister to the various regions of the Empire. When Sigmar passed from mortality to divinity, the tribal chieftains he had appointed to control the lands of the Empire feared for the future of his lands. But rather than falling into civil war, they decided that future emperors would be chosen by election from amongst their number, and thus were the first Elector Counts of the Empire created.

As the power of the church grew and expanded, it was not long until the

Sigmarite Templars

The Knights of the Hammer have fought the enemies of the Sigmarite Church for more than 200 years, their Chapter House and charter being granted to them by the Emperor Magnus the Pious himself. Armoured in burnished steel, and wielding lethal hammers in honour of Sigmar, they have maintained an untarnished record against any threat to the Empire from Orcs to Chaos-worshipping invaders. The piety of the Knights of the Hammer is beyond question, and cultists and demagogues have learned to fear the shaven-headed warriors with their shining armour and terrifying martial prowess.

Currently the order is struggling to recover from the horrendous casualties it suffered fighting alongside the army of Valten and Luthor Huss in the Storm of Chaos. Of the 100 Knights that rode to Middenheim, only 20 returned, losses the Knights of the Hammer may take years to recover from.



Arch Lector of Sigmar

Arch Lectors are amongst the highest ranked priests in the Cult of Sigmar, able to wield great power, both spiritually and physically. They epitomise the aspect of Sigmar as a warrior god and have a fierce hatred of all things Chaotic. An Arch Lector of Sigmar is a fiery individual, zealous and proud, with a strong arm to wield a warhammer in the name of his god. Uttering prayers of strength and battle, it is his duty to take the fight to the depraved, the unholy and the unclean, and to smite them with all his holy wrath.

An Arch Lector of Sigmar is a new Lord choice for an Empire army, though he may not be used in a Cult of Ulric or Middenland army.

Arch Lector of Sigmar

See page 162 to order this model.

145 Points/model

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

Equipment: Warhammer (hand weapon)

Options:

- May have light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).
- May have a second warhammer (+6 pts) or a two-handed warhammer (great weapon +4 pts).
- May ride a warhorse (+15 pts) which may be barded (+6 pts).
- May be given magic items from the Common or Empire magic item list with a maximum total value of 100 pts.

Special Rules

Blessing of Sigmar. Arch Lectors of Sigmar are blessed by Sigmar and can invoke the god's protection against the dark sorcery of the enemy. So long as an Arch Lector is on the battlefield, he adds two dice to the Empire player's Dispel dice pool during the enemy's Magic phase.

Righteous Fury. Arch Lectors and the unit they are with hate all models in any of the following armies: all Chaos (Chaos Warriors, Beastmen, Chaos Dwarfs and Daemons), all Undead (Tomb Kings and Vampire Counts) and all Skaven. Note that this power does not affect characters (they are more difficult to influence than the average soldier) or units Immune to Psychology. Also note that Arch Lectors will never join units which are not followers of Sigmar, so they can never join units of Knights of the White Wolf or any Kislevite units.

Prayers of Sigmar. An Arch Lector uses the same prayers as a Warrior Priest, though his prayers have a Power Level of 4 and he may use two Prayers per turn.

Grand Theogonist was appointed as an Elector, having a powerful say in the election of a new Emperor. With such an influential voice in the Empire, it did not take long for the two Arch Lectors beneath the Grand Theogonist to be appointed Electors also, much to the chagrin of the Cult of Ulric.

Within the Cult of Sigmar itself there are three orders; the Order of the Silver Hammer, the Order of the Torch and the Order of the Anvil, each concerned with a different aspect of theology. Priests of the Silver Hammer travel the Empire, rooting out heretics, smiting greenskins and promoting the faith in the cult. Those of the Order of the Torch administrate the churches and temples of Sigmar, officiating at religious ceremonies, while the Order of the Anvil is a monastic order that studies and interprets the word of Sigmar.

The Sigmarian Heresy

Though united in its belief, the Cult of Sigmar has, on occasion, been split by differing factions of worshippers. The widely differing practices of worship throughout the Empire has led to

Marius van Diesl

Marius van Diesl was a fearsome witch hunter who pursued the enemies of the Empire during the Age of the Three Emperors. Many who knew him took him for a dour man, but a man nonetheless committed to his task and possessed of a sense of justice and honour often lacking in others of his calling. With a natural flair for psychology and reading people, Marius was extremely successful in his vocation. However, on occasion his sense of perspective led him to create situations that occasionally got out of control.

Life on the road and constant battle left Marius haggard and careworn, and the last mention of him in the annals of the witch hunters puts him in his fifties, still in good physical shape, but the elements having begun to take their toll. Normally dressed in black, Marius cut a sinister figure, with an infamously low, menacing voice that could be turned to gentle words when needed (which wasn't often). He travelled the Empire with a loyal band of followers, on the trail of those who would consort with the powers of the Chaos and employ dark sorcery.

several schisms that have threatened to tear the church apart, though such a terrible fate has, thus far, been avoided. Internal politicking concerning the election of Lectors and Arch Lectors has brought about much petty squabbling, but such things are of little consequence when put alongside deliberate attempts to split the church.

According to some legends, Sigmar was always only half-man, a demigod fathered by Ulric upon a mortal woman, and this is promulgated openly by the Cult of Ulric, who are also keen to point out that Sigmar himself was crowned Emperor by the high priest of their order. At one point, this belief led to the priests of Sigmar being considered little better than heretics during a time known as the Sigmariian Heresy. In 1360, Otilia of Talabecland declared herself Empress without election. In this she was supported by the high priest of Ulric, who was himself an Elector (appointed as a counterbalance to the growing power of the Sigmariite Grand Theogonist and Arch Lectors).

Relations between the two cults had been strained for some time, and when the Count of Stirland, Otilia's long-standing rival was elected Emperor, she approached the high priest of Ulric and convinced him that the Church of Sigmar had been founded on a lie. The vision and the comet were nothing more than signs that Sigmar's reign had been blessed by Ulric. This suited the high priest's political ambitions nicely, and he declared all followers of the Cult of Sigmar to be heretics, with the cult's outlawing in Talabecland swiftly following. Sigmar's temples were burned and his followers persecuted by witch hunters. This state of affairs was to continue in Talabecland for several hundred years, until the arrival of Magnus the Pious.

Warrior Priests

Priests of Sigmar who accompany Empire armies as senior officers and representatives of the state god are most commonly known as Warrior Priests. The provision of Warrior Priests within the army is seen as a religious duty by the

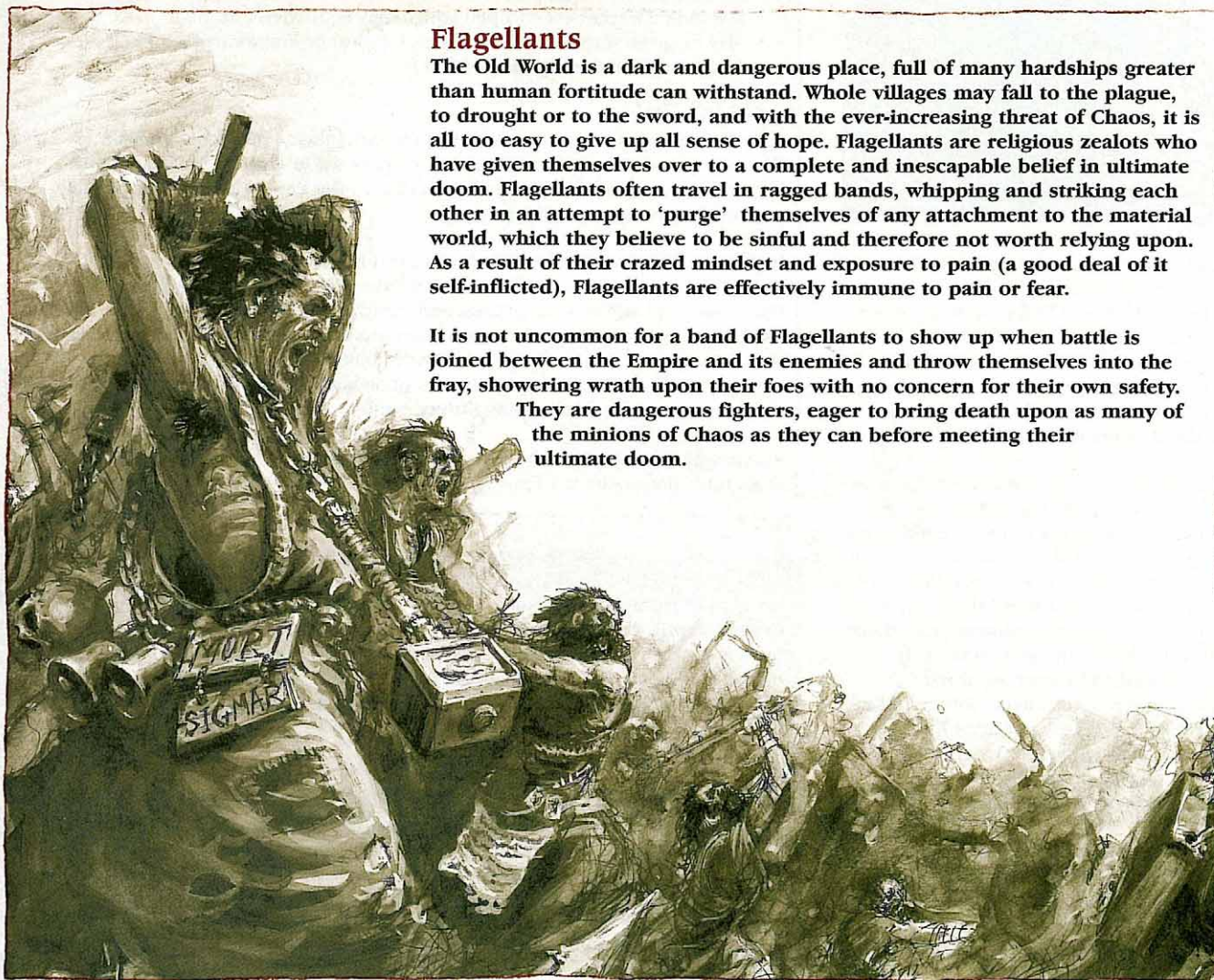
state and is provisioned by the Emperor himself. Such priests function as augers and soothsayers, interpreters of Sigmar's will, and, in that respect, they are important advisers to the army's commanders. These priests are both members of the priesthood and of the army itself. They are to be found in the armies of the Reikland – which is to say of the Emperor himself; every military institution throughout the Reikland has a substantial shrine to Sigmar. The chief priest of this shrine is the Warrior Priest who will also accompany the troops to war and, as likely as not, fight alongside them in battle. Other states sometimes include Warrior Priests amongst their armed forces, but Sigmar is primarily associated with the Reikland and the Emperor, in the same way that Ulric is associated with Middenland, though he is worshipped throughout the Empire.

Warrior Priests are religious zealots, inspired by Sigmar to great feats of bravery and strength, and many a defeat has been thwarted by a brave Warrior Priest intervening to rally fleeing troops

Flagellants

The Old World is a dark and dangerous place, full of many hardships greater than human fortitude can withstand. Whole villages may fall to the plague, to drought or to the sword, and with the ever-increasing threat of Chaos, it is all too easy to give up all sense of hope. Flagellants are religious zealots who have given themselves over to a complete and inescapable belief in ultimate doom. Flagellants often travel in ragged bands, whipping and striking each other in an attempt to 'purge' themselves of any attachment to the material world, which they believe to be sinful and therefore not worth relying upon. As a result of their crazed mindset and exposure to pain (a good deal of it self-inflicted), Flagellants are effectively immune to pain or fear.

It is not uncommon for a band of Flagellants to show up when battle is joined between the Empire and its enemies and throw themselves into the fray, showering wrath upon their foes with no concern for their own safety. They are dangerous fighters, eager to bring death upon as many of the minions of Chaos as they can before meeting their ultimate doom.



Luthor Huss & Valten

Something of a renegade, Luthor Huss is a zealous Warrior Priest who has travelled the Empire alone ever since his renunciation of his position within the Sigmarite Church. Openly defiant of the pursuit of wealth and position he sees rife within the Church of Sigmar, he is the bane of corrupt clergymen everywhere. Huss speaks out against the dishonesty he sees within the church, all the while seeking signs of his god in these dark times. Just before the Storm of Chaos broke, Huss was to discover what he sought in the shape of a young man named Valten. The signs and all pointed to this charismatic man being Sigmar reborn and Huss was swift to bring him before the Emperor Karl Franz, who

presented Valten with the legendary hammer of Sigmar.

As Archagon's horde marched towards Middenheim, Valten was gifted with an Elven steed and Dwarfish armour. Thus recognised by the Elves and the Dwarfs, Valten and the armies of the Empire rode out to meet the armies of the Lord of the End Times. In a great and terrible battle before the walls of that northern city, the combined armies of the forces of light defeated Archagon's numberless horde. The Empire rejoiced as the enemy was driven from their lands, but great sorrow was to come as Valten was slain by an assassin's blade as he lay recovering from his wounds in the Temple of Shallya.



and lead them to glorious victory. It is popularly supposed that such heroes are indeed suffused with the divine will of holy Sigmar himself.

Templars

In general, the Knightly orders of the Empire are based at a Chapter House and have no particular religious significance. They are lodges or centres of martial nobility with their own traditions which may or may not involve worshipping one or more of the gods, or celebrating famous victories, founder's days, and so on. Knightly orders are most often founded and sponsored by powerful nobles or families, often Counts, though there are knightly orders sponsored by temples. This tends to happen during periods of anarchy and unrest when temples were in danger of being plundered by bandits and miscreants. A temple would raise funds and pay to establish a knightly order, often taking the younger sons of nobles or less elevated nobles who would not be eligible to join the older knightly orders.

The church of today

In these dark times, faith in Sigmar is needed more than ever. The tribes of the north may have been pushed back to their cold steppes and the Lord of the End Times defeated, but in the wake of such great conflict inevitably comes famine, sickness and deprivation on a vast scale. Many towns still lie in ruins, the fields go untended, and countless

thousands remain without homes, having lost everything to the war. More and more of the desperate people of the Empire turn to the church for guidance and yet others take to the path of the Flagellant, travelling the highways of the land and spreading their apocalyptic message of doom. It is a dark time for the Empire, but with faith in Sigmar and courage, it may yet survive.

Kriesmann Henckler

Short and plump with balding head and the ruddy complexion of a man given to too much drink, Kriesmann Henckler hardly matches the common perception of a witch hunter. However, it is within the shadows that this ferociously pious Sigmarite wages his war. Employing an evidence-gathering army of some forty men and women, he engineers the downfall of Sigmar's enemies from a distance.

His finest hour was the destruction of the Grey Haze, a vile Slaaneshi cult that was responsible for an outbreak of child abductions throughout many of the Empire's largest cities. At his order, all two hundred and sixteen members of this insidious organisation were seized in one night. At the resulting trial, held in Grunburg, Henckler systematically found every cultist guilty as charged, the strength of the evidence he had spent months gathering shattering any and all alibis and pleas of innocence – and every member of Grey Haze was sentenced to death by conflagration.

SCENARIO: WAR OF FAITH

Relations between the Cult of Sigmar and the Cult of Ulric have never been friendly, with both cults suspicious of one another. Nowadays, such disputes almost never come to more than hurled accusations across a cathedral nave, but occasionally, things can only be resolved by the spilling of blood...

War of Faith

With the Sigmari heresy at its height, Arch Lector Kolach led an army into Talabecland in an attempt to relieve the suffering of his followers. Upon hearing this, Ar-Ulric Bardolph marched out to meet him, determined to hurl these Sigmari fools back to the Reikland.

Armies

Both armies are chosen to an agreed points value, with one player choosing an army from the Cult of Ulric army list, (from the Storm of Chaos book) with a High Priest of Ulric as his general.

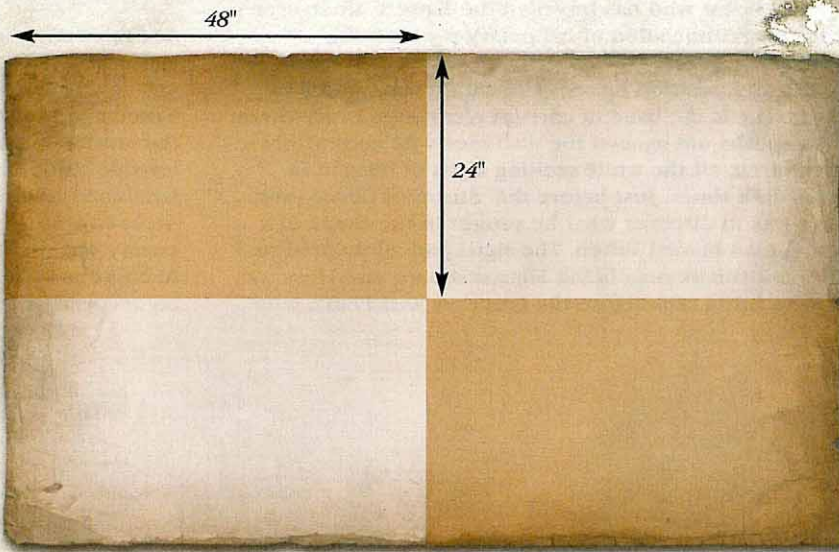
The other player chooses an army using the Sigmari army described in Warhammer Armies: Empire, with an Arch Lector of Sigmar as his General.

Battlefield

Lay out the terrain for the battle in any mutually agreeable manner.

Deployment

1 Divide the gaming table into four equal quarters. Both players roll a dice, and the player who scores



highest can choose which quarter to deploy his forces in. The other player's deployment zone is the opposite quarter.

2 The players roll a dice – the highest scorer may choose whether to start deploying first or second. Taking it in turns, each player deploys one unit at a time within his deployment zone until both armies are deployed.

3 The player who deploys first may not put a unit within 8" of the centre of the board and no unit may be placed closer than 18" to the enemy. All war machines are deployed at the same time, though they can be deployed in different parts of the battlefield. Characters are deployed after all other units, each player deploying their characters at the same time.

4 Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all other units in both armies have been deployed, as described in the rules for Scouts.

Who goes first?

Both players roll a dice; the player who finished deploying first (not including scouting units) may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

Length of game

The game lasts for six turns.

Special Rules

Such is the ferocity with which both armies are defending their beliefs, that so long as the general is alive, all units are *stubborn* (unless already Unbreakable and even if Immune to Psychology) and hate the opposing army. If the general joins a unit, that unit becomes Unbreakable.

Victory Conditions

The winner of the battle is determined by Victory Points, with the following bonus Victory Points awarded:

Your general (or the unit he has joined) slays the enemy general
+500 Victory Points.

Most Righteous

How did you fare? If you've played this scenario, write in and let us know how it went.

Further Reading

Want to find out more about the scourges of the unholy, the witch hunters? Pick up Black Library's novels *Witch Hunter* and *Witch Finder* by CL Werner.

www.blacklibrary.com

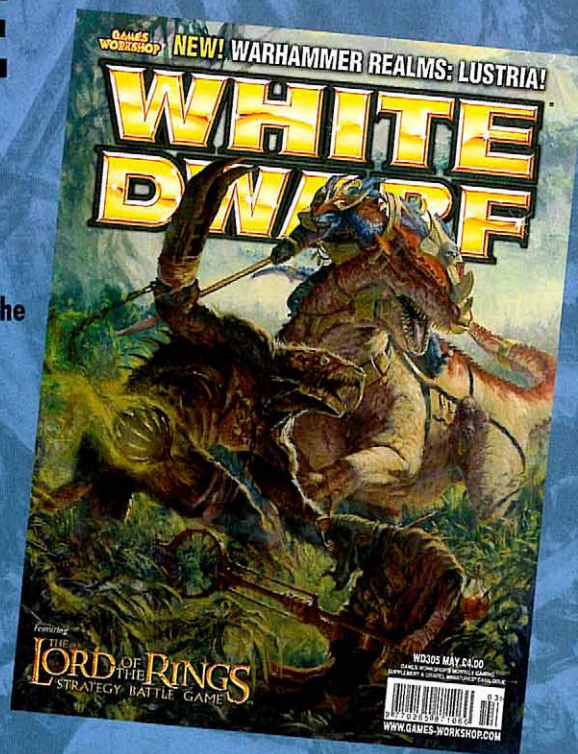


JOURNEY TO THE NEW WORLD

Warhammer Realms: Lustria is released next month, so there'll be plenty to see that's green, wet and jungley. Join us as we penetrate the Lustrian interior in search of the fabled treasures of the Lizardmen!



FREE NEXT MONTH! The Lord of the Rings campaign poster map!



WARHAMMER

- **Lustria Designer's Notes:** The lands of the Lizardmen are no safe place to go for a field-trip, as Andy Hoare discovered.
- **Battle Report: The Folly of Prince Rodrik** – Andy Hoare and Graham McNeill fight in one of the scenarios from the new Lustria book.
- **Conquest of the New World** – Rules and information for our massive Lustria participation campaign.



WARHAMMER 40,000

- **Battlezones: Swamps** – They're damp, they're squishy and they're not very nice places to fight. New rules for swamp battles.
- **Tactica: Terminators** – How to use Terminators on the tabletop effectively. Handy, because they're loads of points!
- **Index Astartes: Blood Ravens** – The secret history of this most enigmatic of Space Marine chapters.



THE LORD OF THE RINGS

- **The Fall of the North** – Scenarios, characters and new troop types for recreating the collapse of Gondor's sister-kingdom, Arnor.
- **The War of the Ring:** Follow the White Dwarf team as they turn their battle companies into armies.
- **The Chronicles of Middle-earth: Shirefolk** – A look at the notables of the Shire.



All information correct at time of going to press.

DON'T MISS OUR NEXT ISSUE: ON SALE 29TH APRIL

Turn to the inside back cover to find out how to subscribe to every hobbyist's essential monthly supplement!

The Enemy Within

The most dangerous threat of all comes not from without

Adam Troke delves into the manifold organisations that threaten to destabilise the safety of the Empire, from mutant bands to depraved human cults worshipping the Dark Gods.

A time of unrest

The Empire is beset by dark times, all around them the people of the Empire witness dire portents. Fear darkens their souls as they wonder if Sigmar has the strength – and the desire – to protect them. Such fear is understandable, for

the malign influence of Chaos rests upon the land; Beastmen stalk the forests in increasing numbers and children are born with mutations and aberrations that set them apart from normal humans. For the fortunate, these mutations are minor, barely noticeable – webbed toes, moles that contain suppurating mouths, or any number of other easily hidden and disguised abnormalities. Some mutations, however, are so utterly foul and so glaringly obvious that there can be no concealment. Mutants are forced to live a life of deception or flee into the forests and seek a life amongst other, dangerous outcasts.

In the countryside, roving bands of Beastmen and mutants lurk, preying on scattered farmsteads and small villages. Drawn together as outcasts and freaks, they find kinship and strength in their shared company. Meanwhile, in the cities and towns, rumours abound of babies born with two heads, of men with transparent skin and of how the Cult of Sigmar is powerless to prevent it. The taint of Chaos is upon the land, and fear of its power tests the faith of even the most devout. The Cult of Sigmar preaches fiery destruction to all mutants and deviants, and intolerance and distrust of all who bear the mark of Chaos. Perhaps it is unsurprising that



the weak-willed, fearing destruction, turn their hearts to salvation from another source, any source that offers them the protection that they crave. The Dark Gods willingly accept followers from any quarter, always grateful for minds and bodies to bend to their will. And so, at a time when the Empire emerges from the aftermath of a terrible war, desperately fighting for its survival, the enemy within its borders – the secret cults of the Empire – are growing stronger than ever before.

Lures and loyalty

The myriad cults that fester within the Empire share many common traits and utilise similar methods and practices. The cult leaders make enticing offers to the confused, frightened and deranged in an effort to bolster their ranks and forward their goals. They lure in the weak of spirit by offering riches, friendship, power or more

The League of Karl Franz

Little more than a schoolboy society, the League of Karl Franz nonetheless has a sour reputation, mostly for its part in the Great Fog Riots. The League prides itself on only allowing those students of the University of Altdorf with noble blood to enter. Applicants are subjected to a humiliating series of hazing ceremonies before they are afforded membership and granted their 'Leaguer's Jacket'. These ceremonies include the Screaming Daisy Exercise and the Nine Pints Test and have earned the League no little notoriety. Despite these degrading ordeals, no student would ever turn down the chance to join the League.

Though corruption and intrigue within the League are rife, and university rules and strictures bend beyond belief to accommodate its antics, the Cult of Sigmar and the witch hunters have never found the need to formally investigate.

carnal rewards to those who will join them and swear loyalty to their cause.

To protect it from infiltrators there are varying levels of involvement within any cult, as new initiates are introduced to the mysteries of the organisation. As the newcomer is entrusted with deeper secrets and obligations, there are greater expectations and loyalties placed upon them. A brand new initiate might be

allowed to leave the cult, with little more than a threat to keep their silence, however, an established member could never leave and be safe.

The cunning minds that run these shadowy sects know that once they have entrapped new members, most will be far too terrified or enamoured of the cult's activities to ever consider leaving, regardless of the rewards for doing so.



The Brotherhood of Light

Founded by Quintis Baumann, the Brotherhood of the Light are one of the rare cults that appear to strive towards a virtuous goal. A captain in the Reiksguard, Quintis believed that destiny had chosen him to slay the Everchosen of Chaos, and protect the Old World from the coming Storm of Chaos. Rumours of his belief rippled through military and aristocratic circles, and Baumann soon found himself at the head of a cult of sorts, formed of a curious combination of like-minded individuals and sycophants. The organisation arranged clandestine duels to the death where they could determine the true champion of the light. The members of the cult came from as far as Bretonnia, Tilea and Estalia with that single purpose. Archaon struck Middenland before they could decide who amongst them would be his nemesis, and so as a group they set off, intent on slaying the Everchosen of Chaos. Whatever their fate, it appears they were not successful.

The Purple Hand

A secret cult of the Dark Gods, the Purple Hand is dedicated to the worship of Tzeentch and to overthrowing the Empire. It is said that they have agents in positions of power throughout the land, including high-ranking members of the Cults of Ulric and Sigmar. Part of their main goal is re-igniting the schism caused by the Sigmorian Heresies (see page 85), a time of despair and persecution, in an attempt to further destabilise the Empire and bring it to its knees. Although similar in outlook and belief to the Cult of the Red Crown, both cults hate one another and do their utmost to destroy the other. Whereas the Cult of the Purple Hand seeks to infiltrate positions of power, the Cult of the Red Crown would organise the growing mutant and Beastmen population of the Empire, ready for when authority breaks down and civil war erupts.



Structure of the cult

Every cult operates in a different way, the actions always dictated by the goal. Such diversity makes monitoring and assessing the threat offered by an individual cult difficult for the witch hunters who diligently investigate all such activity. All cults it seems, however, have three similar traits, and it is within these traits that they diverge. In order they are: recruitment, indoctrination and execution. Each leads the members willingly to the next.

At the head of any cult within the Empire is its mastermind, the cult leader. This leader either believes himself to be chosen by some dark deity, selected to further the vile works of that god, or is simply a demagogue seeking personal gain and private glory. These leaders will, by means of flattery, promises and guile, inveigle their way into the lives of prospective cult members, and begin dominating them. Those with fears of rejection, stricken by poverty or on the fringes of society make the easiest converts, and as a consequence, form the backbone of many a cult within the Empire. By being offered nurture, support, finance and acceptance, those who feel outcast by society are given place within the ranks of the cult and a purpose in life, which in turn engenders fanatical loyalty.

The indoctrination process, or domination, is where the newly recruited members have the dogma of the cult inculcated into their consciousness. The powerful intellect and charisma of the cult leader easily overwhelms those who are chosen as initiates, and within a short period of time they are in the thrall of the leader, convinced of the worth of his values and ideals. Quite why some are so easily convinced is a mystery, though it is speculated by the Order of the Hammer that in many cases the initiates harbour some deep rooted deviancy of their own prior to joining the cult, whilst others are sufficiently weak-willed to allow mundane domination to overrule their senses. Of course, many cult leaders have other means of dominating potential candidates, some with magical powers, extensive psychological abuse or other nefarious means.

Execution refers to the cult carrying out its dark purpose. In the case of the various murder-cults that revere Khaine, the execution is the perpetuation of murder and death, seeking new, violent ways to kill in his vile name. For a pleasure cult dedicated to Slaanesh, the execution would be increasingly debauched and evil gratification

ceremonies, where the members find themselves increasingly desensitised, inured to the depravities and wickedness that they participate in. In both these examples, the cult leader is attempting to ingratiate himself with their relevant deity, and so gain personal power. Other cults that do not overtly serve one of the forbidden gods bring power and influence to the leader through crime and fear. Both are utterly objectionable, and damage the very fabric of the Empire.

The Fate of the cults

It is fortunate that most cults are discovered well before their growth has become too large, for it is far harder to exterminate an extensive organisation than a small collective of twisted deviants. When a cult reaches a certain stage one of two things will take place – either it will complete its aim or it will self-destruct. For the Empire, both are terrible outcomes. Self-destruction inevitably leaves the vast multitude of cult members dead, either at the hands of some bizarre ritual, the aim of which is to summon some malefic presence, or from the attentions of the witch hunters. To even speak the name of one of the Dark Gods is a blasphemy and a crime against the state, and the witch hunters are swift to punish those who threaten the stability of the Empire.

Sadly, however, many cults manage to grow in strength and influence until they are able to begin their diabolical schemes. More often than not this will reveal them, but by this point the damage to society has been done. Hundreds can be slaughtered as the cult carries out its sinister agenda, either in evil ceremonies or in open rebellion as the cult seeks to throw off the shackles of authority. Should this take place, only quick and decisive action can prevent terrible catastrophe.

Non-human cults

In the forests and woodland areas of the Empire there are cults of a very different nature that grow every day as more and more are drawn to them. These are mutant bands, groups of foully deformed creatures, more beast than man. Drawn by common cause and a perceived strength in unity, they band together into truly terrifying conglomerations of hideous mutants, intent on murder and destruction. State troops and the Knightly Orders often make forays into the forests with the express purpose of rooting out and destroying such bands, for should they gain too much strength they can become a menace to isolated villages and even small townships, but the soldiers of the

Empire are not the only men to display an interest in these vile creatures.

Many cults preach of a day when the beasts of the forest will rise up in their thousands and, united with their cultist brethren in the towns and cities, will cast down the Empire and its gods to usher in an era of glory for the Ruinous Powers. These foolish groups worship mutants and Beastmen as the chosen of Chaos, blessed with hideous visages, their terrible deformities a sign of their favour. The members of such groups are utterly degenerate, and will journey into the woods in the dark of night to tryst and worship with their aberrant cousins.

There are other cults growing in the Empire that have an entirely different motivation than those previously discussed. These are the groups that plan to undermine the Empire for the benefit of another, equally evil master. Lured by the promises of the foul ratmen, intelligent and influential men and women are duped into fostering the growth of the Under-Empire, a vast kingdom of tunnels and sewers lorded over by the accursed Skaven. Led either by one of the Skaven themselves, or more often by a Human who meets occasionally with the Skaven to learn their will, these cults offer sacrifices in the hope that when the Great Horned Rat brings about the destruction of Mankind they will be spared. These cults assist in the smuggling of warpstone and many other deadly and proscribed substances, while those in prominent positions will do what they can to hinder improvements in urban areas, diverting funds from sewer works and other public improvements. What makes Skaven cults so dangerous is the common perception in the Empire that the evil ratmen do not exist at all. Most who have witnessed them are considered insane or slightly 'touched' at best, as they spread their stories of rats that can walk on their hind legs and talk like men. While the witch hunters crush rat-cults wherever they are found,

there are few enough in the Empire that believe in them, let alone know where to find them.

Acceptable Cults

Not all cults that are discovered are suppressed out of hand, nor are all a menace to society at large. The Empire has literally dozens of small, secret organisations that exist in its cities and towns. For example, the League of Karl Franz, founded in the University of Altdorf, exists to provide the aristocratic

heirs of the Empire an entertaining diversion from their studies. The league boasts secret initiation rights, ranks and a uniform of sorts. It is not surprising therefore that many consider it a cult. However, the truth is nothing so exciting, and essentially the League is, just as so many groups like it, simply a mundane and generally harmless society, although a raucous, juvenile one at that.

A scarce few secret groups are more useful to the Empire than they are dangerous to it; the Brotherhood of Light, the Palisades and the witch hunters all work to protect the Empire from any threat. While, of course, the latter are funded and licensed by law, all three have taken it upon themselves to root out sources of evil, and destroy them. As long as their activities do not bring them into conflict with the provincial and Imperial authorities their existence is tolerated, for men who do good deeds are few enough in the Empire. Despite this they are watched carefully by the church and each other for signs of treachery, for power can corrupt as easily as Chaos.

The Builders of Destiny

This group, complete with a rather grand sounding name, is very different to most secret societies and cults that spring up in the Empire. The Builders of Destiny believe that they have the ability to shape the future of the Empire, and the whole of the Old World, through sharing their own, perceived, wisdom and financial acumen. The group focuses on accumulating vast amounts of wealth and using their resources to elevate their members into positions of power and influence. The Builders of Destiny are known to have well-placed members within the Cults of Sigmar, Ulric and a myriad other public offices. Membership is by invitation only and only those possessed of tremendous wealth or intellect are ever considered. The group has no one master, and worships no one god, and whilst (for now) it has broken no laws, the witch hunters make no secret of the fact that they monitor its activities with an attentive eye.

Wanted

Etelka Herzen and Ernst Heidelmann



*Daemonologie!
Sacrifices to Dark Gods!
Necromantic conjurations and foul practices thereafter!
Possession of wyrdstones most foul!
Employment of fell sorcery!
Summoning Familiars of Unclean magicks!
Entrapment of Servants of the duly appointed Emperor!
Foul practices of a nature unfit for the putting into words!*

*Much Reward of virtue and golde for information
that leads to the capture of these most nefarious persons.*

Cult Leaders

One of the most famous and influential cult leaders ever to afflict the Empire, Alfrict Schade was a self-proclaimed Emissary of Sigmar. A sinister and evil man, he managed to inveigle his way into the Imperial court of Dieter IV. Claiming enlightenment and divine wisdom from Sigmar himself he duped numerous courtiers into joining his sordid, Chaos-inspired 'gatherings'.

Three of the Emperor's cousins, realising the threat this villain posed to the Empire, abducted Alfrict and spirited him to their hunting lodge in the Reikwald, there to put an end to his nefarious schemes. According to fashionable rumour it took a pint-and-a-half of poison, six knife wounds and three pistol shots to finally slay Alfrict Schade. Still not content with his execution, the cousins are then reputed to have dragged his corpse back to Altdorf, loaded his remains into a great cannon and fired them across the Reik.



Disbelief in the Skavens' existence is their greatest weapon.

CULTS IN AN EMPIRE ARMY

Occasionally a cult will prove so successful that it will corrupt an entire army, bringing turmoil to the Empire as brother fights against brother in a violent and self-destructive civil war. If you and your opponent would like to play out such a battle you should both use an Empire army, and one player (or indeed both, in the case of an inter-cult war) nominate their force as the 'cultist' army.

Cult Leader

Cult Leaders are represented by selecting a Captain, Warrior Priest (representing a cult preacher or priest) or Wizard from the Empire Hero section at the points indicated. They may be equipped from their normal options, in addition to those detailed in the following list.

- May choose magic items from the Common, Empire or Hordes of Chaos magic items lists, with a maximum total value of 50 pts.
- May be given the Mark of Chaos Undivided for 10 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated (see page 47 of Hordes of Chaos).



SCENARIO: THE PURPLE HAND

The Purple Hand has long been a prolific and dangerous cult, becoming even more so during the Storm of Chaos. The Purple Hand preached a strong warrior ethos, and had many members well-placed in the state army, many of them captains and sergeants. Initially this cult army, led by the vile Moritz Mellinger, razed several farmsteads and a coaching-town before the ill-prepared army of Nuln, hastily rallied by Arch Lector Kaslein of Nuln managed to march against them. The battle took place on the edge of Gerdinger, the destroyed town, and though initially the Purple Hand held the advantage, eventually they were annihilated by the Empire troops as more soldiers marched to the attack.

Overview

The defender must fight for survival while the attacker brings the might of a significantly larger force to bear.

Armies

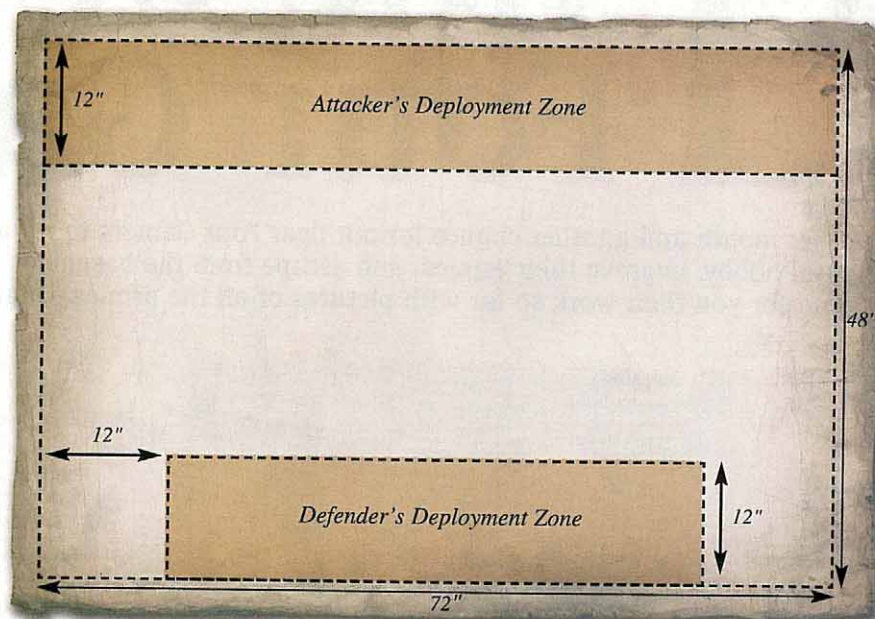
The defender's army is 1,000 points in size and subject to all the usual restrictions for army creation. The attacker's force is 2,000 points in size and must include a Lord level character.

Battlefield

The scenery should be placed in a mutually agreed manner, with a village in the defender's deployment area.

Deployment

1. The defending player sets up his force within his deployment zone.
2. The attacker divides his army into three approximately equal forces – units may not be split between different forces. The defending player then randomly selects one of the three forces, which is placed within the attacker's deployment zone. The other two forces are not deployed yet, but held in reserve.



3. Both players place any scouting units, as described in the rules for scouts – note, only scouts from the part of the attacking army already on the table may deploy at this stage, any others are held in reserve.

Who goes first?

The attacking player goes first.

Length of game

This game lasts six turns.

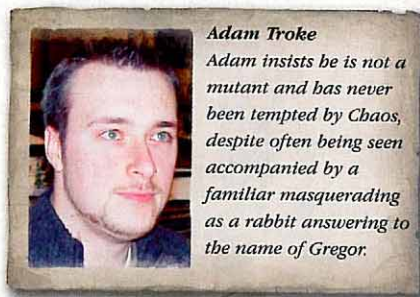
Special rules

At the start of the game the attacker only has one part of his force on the table. However, as the battle progresses reinforcements will arrive. From the second attacker's turn onward, roll a D6 for each force not yet on the table. The unit will be available to move onto the table on a 5+. On each subsequent turn add +1 to the dice roll, so on turn three the unit will arrive on a 4+, on turn

five on a 3+ and so on. The first force to become available will enter from one short edge on D6 roll of 1-3, and the other on a 4-6.

Victory Conditions

The Cult army must inflict as much damage as it can upon the enemy. Work out the winner using Victory Points at the end of turn 6. There are no Victory Points awarded for capturing standards or table quarters in this scenario.



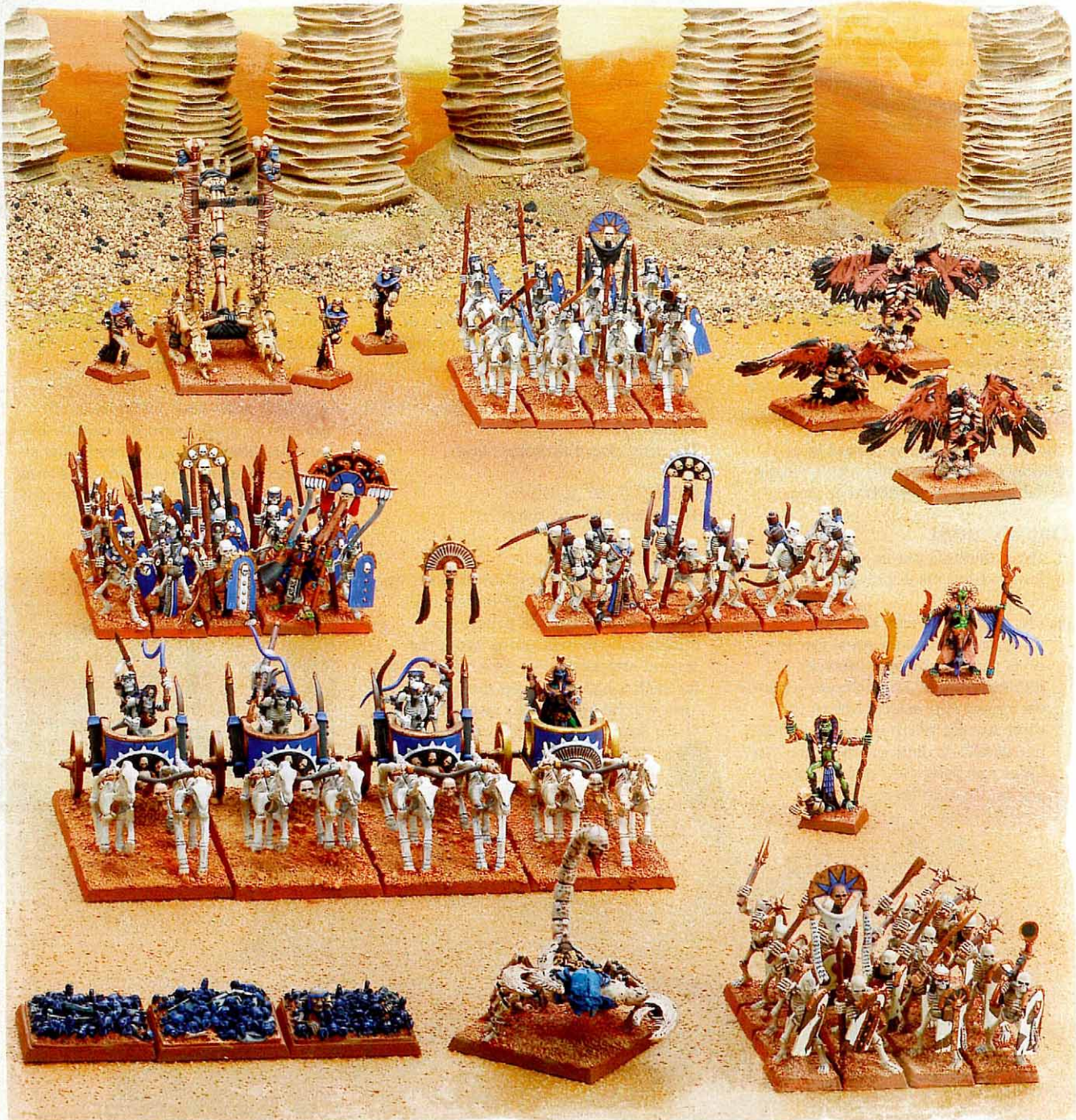
Adam Troke

Adam insists he is not a mutant and has never been tempted by Chaos, despite often being seen accompanied by a familiar masquerading as a rabbit answering to the name of Gregor.



A Tale of Four Gamers

Another month and another chance for our dear Four Gamers to try and impress us with exciting original hobby, improve their armies, and escape from the basement where they currently fester. We present for you their work so far with pictures of all the armies. Guards, unleash the Gamers...



The pride of Nebekbara.

TOMB TUITION

Stephen finds that his dark master is dead on.



Stephen Green

Pete Scholey has been mentoring me along the rocky path of becoming a master Tomb King general. I will now impart the wisdom he has given me, plus a few things I have learned along the way.

First – Troop Choices

You must have: a Tomb Scorpion (at least one), Screaming Skull Catapult, more than one Liche Priest.

The Tomb Scorpion is great. It can take down small units or characters, but the greatest advantage is that everybody is terrified of it, and not just because it is a *fear*-causing creature. Just placing the marker means that every turn your opponent is apprehensively awaiting this tunnelling terror's appearance.

Screaming Skull Catapults fill the very special roll of hitting very hard from the first turn of the game. Team them up with a Liche Priest and they can fire in the Magic phase and the Shooting phase too. Couple this with their *panic* causing capabilities and you are right on the money.

You have to get your spells off. The only way to ensure you do this is to cast as many as possible. The only way to do this, is to get as many magic users as you can and kit them out

with magic items that give them more spells or casting abilities. As I have played lots of games against Dwarfs I have learned to my cost that you cannot survive on one Liche Priest, it just will not work.

Second – Combine Attacks

If you look hard at most of your basic troops you will notice they have rubbish Weapon skill, mediocre Strength and poor saving throws. This does not bode well for a slugger close combat army.

So if you are going to lose in a straight fight, don't go for a straight fight. You have light and heavy cavalry and chariots. With the chariots moving like Fast Cavalry (if you have a Tomb King, these count as core choices) and the ability to move and charge units with incantations, concentrate your attack and back up your skeleton blocks as they go in.

Remember that you only have to win one round of combat for your *fear*-causing troops to break a unit they outnumber, so pile them into units and simply overwhelm parts of the line. Charge often to make the most of them. Attack aggressively and let tunnelling troops do the rest.

Third – Don't give up

With the resurrection abilities of Tomb King magic and all your army causing *fear*, even if everything is going wrong, a few bad dice rolls from your opponent will put you right back in the fight.

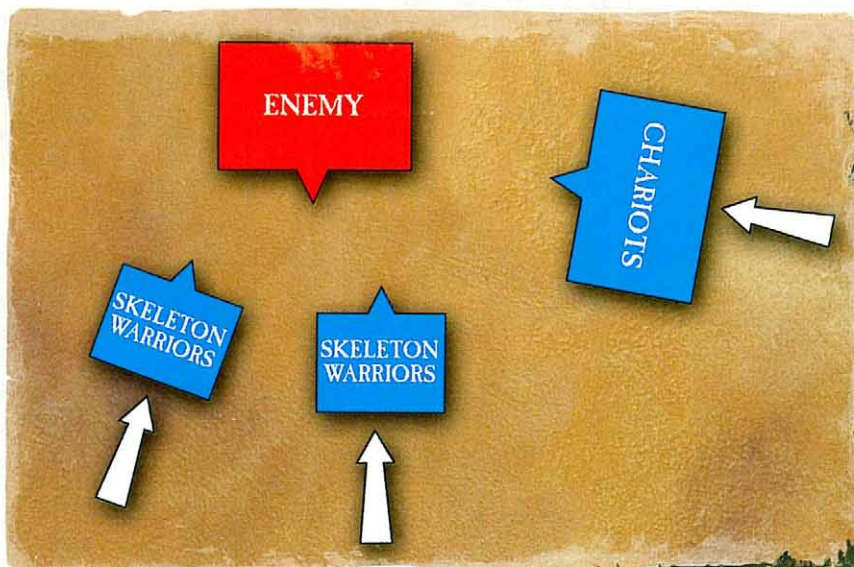


Two of the Tomb Kings army's heavy bitters.

THIS MONTH

£25.50 to spend (+£0.50 left over)

PURCHASED	COST
3 Carrion	£15
2 Swarm Bases.....	£7
TOTAL:.....	£22
Remainder:	£3.50



SOMETHING SMELLS FISHY

Paul's River Patrol waded into action, while the Bull dusts off Mathilda.



Paul Scott

This month has been a particularly good one for me, I'm not whingeing or ranting about a single thing! Why? It has been really enjoyable working on my River Patrol

elites and heirloom mortar. It has brought home how much fun creating a Warhammer army can be, the potential you have to create a very personal army. It has seen me sat for hours thinking of more units to convert and creating dozens of army lists. Could Geordie Paul have fallen in love with Warhammer and be ready to relegate the 40,000 variant to the old cupboard in the spare room?

Up until now, the only thing in my army that really tied into the background I'd come up with was the Bull and maybe my rank and file archers. This is not to say that I wasn't bothered about the others, but they were just basic models in my colour scheme, not that personal to me. Making the River Patrol and Mortar let me experiment with the plastic models I had and dabble a little in the use of Green Stuff.

Off the back of this, I decided to start what I will do next month. The idea of the Knights of Morr is still very



Squelch, squelch, squelch... the River Patrol are no good on night raids.

attractive. As the Empire Knights are plastic models I can use spare bits to convert them and do swaps from different kits. I'll then use the militia pieces I have left over with more knight components to create a Cleric of Morr, who will count as a wizard.

So obviously, this month I'm buying a set of knights and lots of metal bits to convert them. (*What's this £0.50 over business? That's not on! Where's my pointy prodding stick? – Guy*).

River Patrol

When modelling the River Patrol I tried to make them a little more uniform than my other militia models. To make them look like they all had the same equipment I gave them all the torso with the quilted jerkin, so they had serviceable-looking outfits.

After a few minutes of chopping their legs off, doing a little Green Stuffing on the base and abusing a shoe polishing

brush to get reeds for my bases, they were all converted. There you go. Nice and simple.

A lot of people think of converting as a titanic task, with the idea of every model having to be like death incarnate, 50 feet tall and looking absolutely nothing like it originally did. It doesn't have to be this hard. In fact, little conversions and swaps can be very effective.

THIS MONTH

£25 to spend

PURCHASED	COST
Empire Knights Boxed Set	£15
4 Skeleton Champion Mace	£4
Black Coach Brazier	£0.50
Imperial Missionary	£4
Steam Tank Pennant	£4
TOTAL:	£25.50
Remainder:	£0.50





A raggedy bunch of old hasbeens? No... it is the might of the Stirland militia!

Mathilda

It has, since day one, been an ongoing battle to fight the temptation to get big things that go boom in my army. But I've finally broken and given in. In my defence I would like to say that this was because I really like the Mortar and wanted to experiment with it. It has nothing to do with the pie-plate-sized template of doom it chucks out every turn. I wanted it to be old and different looking and decided that it would be wheelless, more suited to fixed defence. I therefore needed a fancy-looking mortar mount. Using both the bracings for the mortar and the cannon I created a carriage for it. This looked cool but was not what I had in mind. So after much coercion of my housemate and the waving about of the spare handgunners I had left from last month, I managed to get him to swap two more bracings from cannons to add to it. This gave it a much wider carriage, just as I had imagined it to have.



Paul succumbs to the temptation of the black powder and drags Mathilda out of the Bull's barn.

CHARIOT OF BLIGHT

Asger paints his crab-like beastie.



Asger Granerud

Hi again guys. This has been a hectic month for me. A nice loooong Christmas holiday in Copenhagen, Denmark, really recharged my batteries. Got to see

all the family, friends and a few Warhammer buddies. I even found time to visit my old club, where they had a small 20-man tournament. Finishing second, winning all my games and staying up until five in the morning two days in a row, was a good start to the tournament season.

Chariot painting

While painting the chariot, I tried to stay within the same palette of colours used for the rest of the army. The Nurgle beast (*we can't tell you what we call it. 'Flesh Crab' will suffice - Guy*), was painted in the same colours as my Demon Prince's wings. From a base of equal amounts of Dark Flesh and Bleached Bone, I gradually highlighted it by adding increasing amounts of Bleached Bone.

The chassis of the Chariot I painted Scorched Brown and then drybrushed it in two stages - Bestial Brown and



Urrrrggggggh... it's enough to make even Trollslayers recoil.

then Snakebite Leather. Usually when painting, I try to steer away from drybrushing, but when painting wood the grainy effect it gives you seems appropriate. I then applied a thinned-down Brown Ink wash to both the woodwork and the metal. This takes the edge off the sharp contrast made by the drybrushing and ages the metal. I often use the same wash on several different parts of the model, as this saves a lot of time (especially useful for painting horde armies like Skaven).

The 'arms' I painted in the same colours as the Plaguebearers (see the step-by-step opposite for more detail), while the eyes are Sunburst Yellow worked up from a base of Bestial Brown. Entrail and bones were the last things to be

finished and, like the flesh, were painted exactly like the Plaguebearers' exposed innards.

That's it for now. I'll be back next month with more yet Nurgle models for all you dirty daemonic people out there. And maybe a cold for you to enjoy.

THIS MONTH

£28 to spend (+£3 left over)

PURCHASED	COST
3 Hormagaunt Sprues	£15
6 Plaguebearers	£12
TOTAL:	£27
Remainder:	£1



Asger's army, though small, is a tough one to beat. Just ask Dave!

HOW TO PAINT NURGLE DAEMONS

As you've no doubt noticed mortals, I am by far the superior painter in this article! Bwahahaha! If you will but listen awhile, I will condescend to teach you how to paint the children of Father Nurgle as he taught me! (*Er, Asger, it's just a game mate – Guy*). Okay, I mean, this is a step-by-step guide explaining how to paint Nurgle Daemons like I have for my army. (*Better – Guy*). Nurgle loves his well-painted babies best! Squelch! (*Oh dear. Nurse! – Guy*).

1 Start from a basecoat of Chaos Black. Apply Graveyard Earth to the whole model apart from the weapon, though at this early stage you don't have to worry about whether or not the paint gets onto it, as it will be repainted later anyway. (*Brown is the future! – Guy*). Make sure the paint covers all the black though, or the contrast will be too stark when the model is finished.



2 Mix Graveyard Earth and Camo Green in a 2:1 ratio, then dilute with a little water. Use a standard brush to apply it to the skin of the model, leaving Graveyard Earth in the recesses of the flesh. Leave the other parts, like the mouth and bandages, brown.



3 Now reverse the previous step! Mix 2:1 Camo Green to Graveyard Earth. Dilute the mix with water and apply a layer of paint to the higher parts of the flesh. Paint all the bone, teeth and tongue Red Gore. Paint the weapon Boltgun Metal. Paint Graveyard Earth with a little Kommando Khaki on all the cloth areas, again allowing the Graveyard Earth to stay in the crevices.



4 Highlight the flesh areas with unmixed Camo Green. Use a 2:1 Red Gore/Bleached Bone mix on top of the Red Gore, leaving Red Gore in the recesses. Paint the sword edge with long streaks of Chainmail at right angles to the blade, occasionally going on to the flat of the blade. Highlight the cloth with a 1:1 mix of Graveyard Earth and Kommando Khaki. Paint all areas of teeth, bone and nails with Codex Grey, leaving some Red Gore visible. Paint Bestial Brown on the wooden sword grip.



5 Paint a 2:1 Bleached Bone/Red Gore mix on the tongue. Apply final highlights of Snakebite Leather to the sword grip, Kommando Khaki to the cloth, Mithril Silver to the sword edge, and Bleached Bone to the bone. Paint a diluted Brown Ink wash with a very small amount of soap, (normal washing up liquid will do) on the above parts.



6 Use the same wash from Step 5 on the rest of the model apart from the tongue. Make sure the wash is diluted, as you just want to give all the areas a brown tint. This ties all the different colours closer together, making them match better in the final effect. Slightly thinned Red Ink is painted on the flesh areas for a slimy look.



7 Now for the detailing, or in this case, dirtying. Paint every second sore on the model with diluted Red Ink. This makes them look open. A few of the sores are then painted with a touch of Golden Yellow. Now they don't only look sore but also infected! Mmm, lovely, special gifts from Nurgle!

ORC INSTRUCTION

Aristocrat Dave becomes a student again.



Dave Allen

Modelling and painting tutorials are one of the services available from our Warhammer World store in Lenton. I wanted to make some considerable changes to my

Grimgor model, and because I thought the alterations needed might be beyond my ken to make competently, I booked myself in for a lesson with sculpting expert Chris Straw.

I don't like the Empire-specific trophies that Grimgor waves about, after all I doubt it would threaten a Chaos opponent to see Grimgor brandishing the head of a Knight of the Empire. I wanted to completely remove the knight's head and replace it with an aggressively wielded Gitsnik. I also wanted to remove the shields from beneath Grimgor's foot and make it look like he was lurching forward for a fresh combat. I'm a fairly confident metal worker, and was able to do quite a bit of preparation. I clipped Gitsnik out of Grimgor's left hand and removed the Knight's head from his right by drilling a hole in it and then eroding it from the inside with a file. I placed Gitsnik in the space left by the knight's head and bent the fingers round to grasp its haft properly. I sawed the shields off from underneath Grimgor's foot too.



Chris Straw did this for Dave. See page 146 for details on how to book a tutorial with him.

Chris then pinned the left arm and head to Grimgor's Body (teaching me in the process that the twirly bits that are produced when drilling a hole in metal are called "swarf"). Even though Grimgor's left arm came with what Chris told me was a "locating lug" he felt it should still be reinforced with a pin. I wanted Grimgor to look like he was reaching out for a fresh opponent, which would mean rebuilding his left hand. He also thought that the job of replacing the fingers on Grimgor's left hand would require some formers in order to be strong enough to withstand the rigors of gaming. Formers are short lengths and hoops of brass rod that form the rough shape of the fingers before any Green Stuff is applied. Chris

added a rod for the thumb and little finger and a small hoop for the rest of the fingers.

Chris used GW modelling tools and dentist's tools to sculpt the details of the hand, which he kept wet so the Green Stuff stuck to the model rather than on the tools. He also twisted the putty together rather than kneading it to help produce a better consistency.

As well as remaking Grimgor's hand Chris also added a sleeve of Green Stuff to the haft of Gitsnik in order to make it appear smooth. A sleeve is a coating of putty applied to things such as banner poles and weapon hafts to give them a uniform thickness. Due to damage I had inflicted whilst removing it from Grimgor's left hand, the axe haft was looking a little rough and was a bit thinner than it should have been. The sleeve repaired this damage.

Whilst I had removed the Knight's head with aplomb I hadn't managed to get rid of the ribbons that had made up part of his crest and they were still attached to the top of Grimgor's right shoulder. The last sculpting job was to make sense of these and I decided with Chris that whilst Grimgor had thrown the Knight's head away long ago (or eaten it) he had retained the ribbon as a trophy tied to Gitsnik's haft. Chris used a rubber clay sculpting tool (This looks like a paintbrush except the 'bristles' are made up of a single piece of soft rubber. They are available from many good hobby and craft shops.) to tease out a roll of Green Stuff into the desired shape.



A pivotal moment in the operation.



Dave's brutish Orcs in full force.

After building a few test runs last month I had a go at making my Effigy of Gork. The feedback I received about last month's trial efforts was that they might have looked better if I had placed the eyes towards the top of the head and made the mouth look less like the Great Maw of the Ogres.

I carved the Effigy from some high density polystyrene using a Hot Wire Cutter. The cutter was also used to add the strata texture by gently pressing it into the surface of the Effigy. I then mounted the Effigy on a couple of Epic Titan bases glued back-to-back.

Paul Rudge kindly offered to take the Effigy home and texture it with a couple of layers of Masonry paint before finishing it off with a coat of GW's new Rough Coat textured spray. The Effigy

now has a more convincing rock-like texture that should pick up layers of drybrushing better than the polystyrene would have if I had just undercoated it with normal paint.

I added sand to the base and also glued on all the Orc and human skulls I had spare from the plastic Orc Regiment. I added some static grass and coarse turf to the Effigy before undercoating it with Black Spray paint. I find that if I add things like sand and static grass before undercoating it makes it far more hard-wearing and less likely to fall off when I come to paint the model and then play games with it.

Whilst my painting and modelling has been provoking noises of mild approval from all and sundry, my feats of gaming have been less than impressive this

month. First, Mark Chambers' Dark Elves outflanked me and subjected my Orcs to decimation via repeated castings of Arnizipal's Black Horror and a withering hail of Repeater Crossbow bolts. His advice at the end of the game (I paraphrase him here for the benefit of a family magazine): "Why do you take Trolls? They're thick and a mite crummy." Two more defeats followed.

THIS MONTH

£27 to spend (+£2 left over)

PURCHASED	COST
1 Goblin Rock Lobba	£15
1 Grimgor Ironhide.....	£7
TOTAL:.....	£22
Remainder:	£5



The three stages of Dave's Effigy, from foam to finished.



OGRES

The great Maw has ordained that Phil Kelly should be a splendid herald to all budding Ogre generals, helping them to achieve victory on the battlefield. Here he imparts some valuable tactical insights. And there's even some advice for nobbling the enemy with your Gnoblar – an underestimated arm of the Ogre military. Read on, eat well, and smash thy foe beneath thy belly!

Tactical

By Phil Kelly

Appetite for Destruction

Tactics for Ogres? They just charge, don't they?

Ogres excel at eating and fighting, their sheer mass making them formidable foes on the battlefield. But it's not all brute force. Phil Kelly picks the brains of some premier tacticians for their Ogre strategies.

Those players unfamiliar with the Ogres army would be mistaken for thinking that it consists of brutish thugs (correct) and that their tactics involve nothing more than lowering their heads and charging (incorrect). Though ploughing several tonnes of angry eating machine into the enemy ranks is a good start, without proper support a unit of Ogres can quickly be outflanked and run down. As with all armies, there are ways of getting the most out of the Ogres. This tacticala takes you through a few little tricks to make sure your army of brutes doesn't go to war on an empty stomach, with contributions from generals of different persuasions who employ Ogres as Dogs of War.

The Charge of the Heavy Brigade

As Ogres of all stripes can move a healthy 12", charging the opponent before he charges you is not particularly difficult. But to be sure of giving the enemy a good kicking when you get there, you'll need to charge them from distance. When a unit of monsters hits an equal amount of points of fully-ranked infantry it's usually the infantry that win out – that rank bonus is a killer. The Bull Charge can tip the balance. It is a tremendous advantage – if all of the Ogres in a given unit manage to charge over 6" and contact the enemy they have built up such momentum that they each cause an impact hit at their basic Strength. Your opponent will try his best to deny you these free Impact hits whilst you should do your level best to make sure they count. The key to making sure your Bull Charges hit home is a unit or two of Gnoblar Trappers.

Gnoblar Trappers? You're kidding, right?

Well, no, not really. To understand this peculiar statement you only need to remember two things:

- Scouting Units (such as Trappers) are excellent at denying your opponent his march moves.
- When facing Ogres the best way to stop a Bull Charge (if you cannot charge the Ogres before they charge you) is to move right up to that Ogre unit, trust to the rank bonus and prepare a nasty countercharge next turn. After all, every Ogre in the unit needs to charge 6" or more to get those Impact hits.

By moving your Trappers within 8" of your enemy's units, you can ensure he is unable to move his own units to within 6" of your Ogres. That means that your lads can almost be assured of getting a good solid charge when the time comes and, in the meantime, the Trappers can happily pelt the enemy ranks with sharp stuff, and even strip off a point of rank bonus with a kill or two in time for the big punch. If the Trappers die in a subsequent turn, well hey, they're only Gnoblar.

Sic 'em, boys!

The Ogre Hunter and his Sabretusks are the most tactically versatile unit in the Ogre Kingdoms army. This is primarily because of the Hunter's Sic 'em Boys rule, allowing his Sabretusks to charge independently.

Though hard enough to take on a small detachment, unit of infantry or light cavalry and come out on top, the Sabretusks really excel when unleashed upon enemy characters. They have a charge range of 18", good enough to get them almost anywhere on the board from the second turn, and with their three S4 attacks each they are perfect for killing off wizards and tricky battle standard bearers. Yhetees also excel at this role. Both units may lose the



Mark Owen's Ostermark Empire march to war, accompanied by their Ogre allies.

Talking Bull

Mark Owen, from the production studio, has added Ogre mercenaries to his Empire army, painted in their paymasters' colours. His wicked Chaos Dwarfs are also reinforced by units of Ironguts and Bulls. They get everywhere, these Ogres...

Mark: After working on the Ogre Kingdoms book, I really wanted to collect some of these monsters, but with a house full of figures already, I had to be a bit more restrained than usual. Being able to pick a few units to add to my existing armies was the ideal compromise.

Firstly, I have added two units of Ogres to my Empire army. The first unit – a unit of Bulls – is generally used to support the main attacking part of the army and tends to prove very useful against anything that causes *fear*. I've lost count of the number of times my Knights or Pistoliers have failed to charge for this very reason, and been run down by the enemy in the following turn. They're also really useful against Chariots, as most Empire units will have no attacks back after the Impact hits of a heavy chariot, while my opponent would have to be very lucky to take out all the Ogres in contact with one charge.

To bolster the army's defence, I have a unit of Leadbelchers which does a great

job of protecting my artillery, especially against the light infantry or cavalry units that tend to be assigned the task of neutralising them. Four Artillery dice worth of shots (which hit almost anything except for skirmishers, characters and charging units on a 4+) or simply getting in the way and forcing the enemy to come through them is a great deterrent.

Including these has also added variety to my army – at around 8,000 points, you start to run out of variety in the Rare choices, and people tend to complain about the third Steam Tank...

The other army I've added units to is my Chaos Dwarf army, and they've been in desperate need of new troop types for a while. Unless I'm playing a huge game, I generally only use one Ogre unit, as one Rare choice will always be taken up by an Earthshaker cannon. The Ogre unit is either a unit of Bulls or Ironguts, depending on whether I need a large unit to soak up firepower or a smaller unit to deal with heavily-armoured opponents.

The hardest-hitting unit in the army is my Bull Centaurs, which are a bit fragile compared to other cavalry. The Ogres absorb a lot more enemy shooting and return attacks instead. Since they're slower than the Bull Centaurs, it's also less tempting to advance them ahead of the rest of the army, something I'm often guilty of, and from which my Bull Centaurs really suffer.

I've also had ridiculously bad luck with the Bull Centaurs in the past; I don't think I've ever passed a Fear test with them, so they usually end up being butchered by Trolls or Minotaurs! Admittedly, the points cost for a unit of Ogres is significantly higher, but an expensive unit that survives to get to grips with the enemy is much more effective than a cheaper one that dies before it reaches combat.

Adding Ogres to these armies has also given me something different to paint. The Empire Ogres have been painted with Ostermark colours, whereas the Chaos Dwarf army have Ogres that look like broken and beaten slave units.

A Hunter's Sabretusks can be used to hunt out enemy characters.



combat but both can flee 3D6 and rally in the next turn.

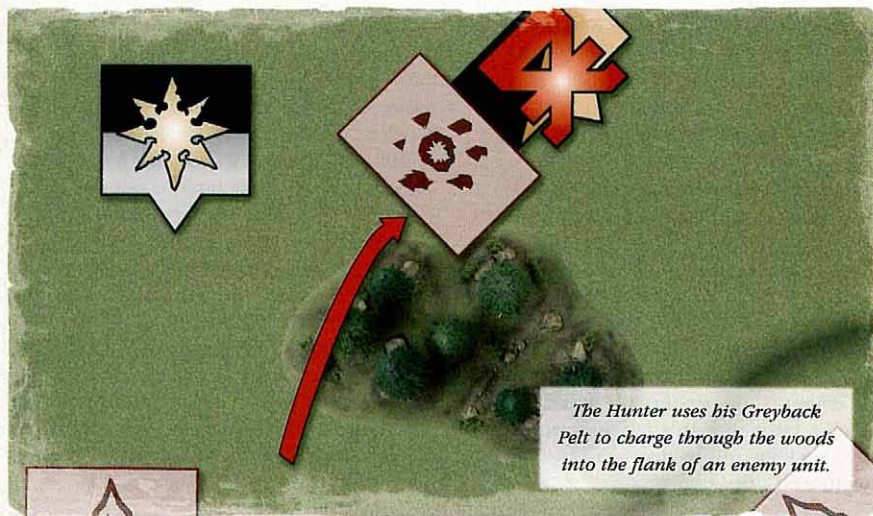
Sure, most of the time that nasty wizard will be in the front rank of a fat unit of infantry, so you'll lose the combat and the 'tusks will run off. But by then it will be too late – they will almost always be hitting and wounding on 3's.

With six Attacks from those two 'tusks, that equals one dead wizard, or even wizard lord if you're lucky. Given the number of points these spellslingers cost, Sabretusks are a hell of an investment – two of them set you back a mere 40 points. If you're lucky you'll take out a Dispel Scroll or two into the bargain, increasing the effectiveness of your Gut Magic.

This tactic works even better against artillery crew. The Sabretusks are tough enough to chomp through anything up to a Hellcannon, and once they have done so, can harry the rear of the opponent's lines as a *fear*-causing Fast Cavalry unit. They aren't high enough Unit Strength to negate rank bonus, but their six S4 Attacks can tip a combat your way, and their 3D6 pursuit move can run down opponents the Ogres might otherwise struggle to catch. In summary, sic 'em on something weak early on, as it can affect the Magic phases, and the Hunter and his pets tend to be vulnerable to incoming fire.

There are other ways to use the Hunter. Not only does he have a harpoon launcher – great for the odd enfilading shot into the flank of a knights unit (or sniping enemy characters – I once managed to take out a Khornate Chaos Lord and a hero with the Banner of the Gods with a single sharp-eyed Hunter) but he can also act as a nice flanking unit (see diagram, left). Remember that you can set the 'tusks on their prey and fire the harpoon launcher in the same turn for some real double jeopardy – you may even bag two characters at once if you're lucky.

The Greyback Pelt is a nice item for such a Hunter if you don't plan on fielding any Yhetees (they're reticent to fight alongside someone who is wearing their relative). One of these means he can launch a surprise attack on the opposition even when they think they are safe due to the presence of difficult terrain. Not only that, but it means the enemy is at -1 to hit in any combat he joins. If he still has a 'tusk or two, his Unit Strength will be high enough to break their flank, and you can Sic 'Em Boys in pursuit to run down the victims.



The Hunter uses his Greyback Pelt to charge through the woods into the flank of an enemy unit.

Here comes the cavalry

Ogre units do not like facing off against heavy cavalry. Cavalry can charge further than Ogres, they usually have higher Weapon Skill, their lances (or whatever) generally have high enough Strength to make the Ogre's Toughness and armour redundant, and their superb Armour Saves can make the wounds the Ogres dish out disappear faster than a Gnoblar Scrapper with a new spoon. You need to plan carefully to ensure your opponent's cavalry doesn't ram through your lines.

My favourite tactic is to stick a Maneater or two in front of the enemy cavalry and just let them charge. Maneaters are Stubborn and hence can act a little like a

swarm or Unbreakable unit in another army. It's a good idea to arm the Maneater on anti-cavalry duty with a Cathayan longsword – this boosts both his Weapon Skill and Initiative.

Big deal, you think, those characteristics aren't that important, but if your Maneater holds his ground after the charge this can really make the difference. With a longsword, the Maneater's Initiative creeps up to 4, enough to ensure he attacks first against all but Elven cavalry. The Weapon Skill boost means that the Maneater's attacks will hit on 3's, and his already high Strength means his attacks usually wound on 2's. There's one last bonus

from the Cathayan longsword – it's Armour Piercing. This makes all the difference, as your Maneater will generally kill at least one or two Knights before they get to strike, meaning you can tie them up for that much longer.

As you can mix weapon options in your Maneater units, you might like to have one Maneater with a Cathayan longsword and one with a great weapon (those S7 attacks come in really handy against chariots) in your units, but I prefer the longsword any day – there's only really a single pip of save modifier between the two against normal foes, and it strikes first instead of last. A pair of these guys will usually be enough to

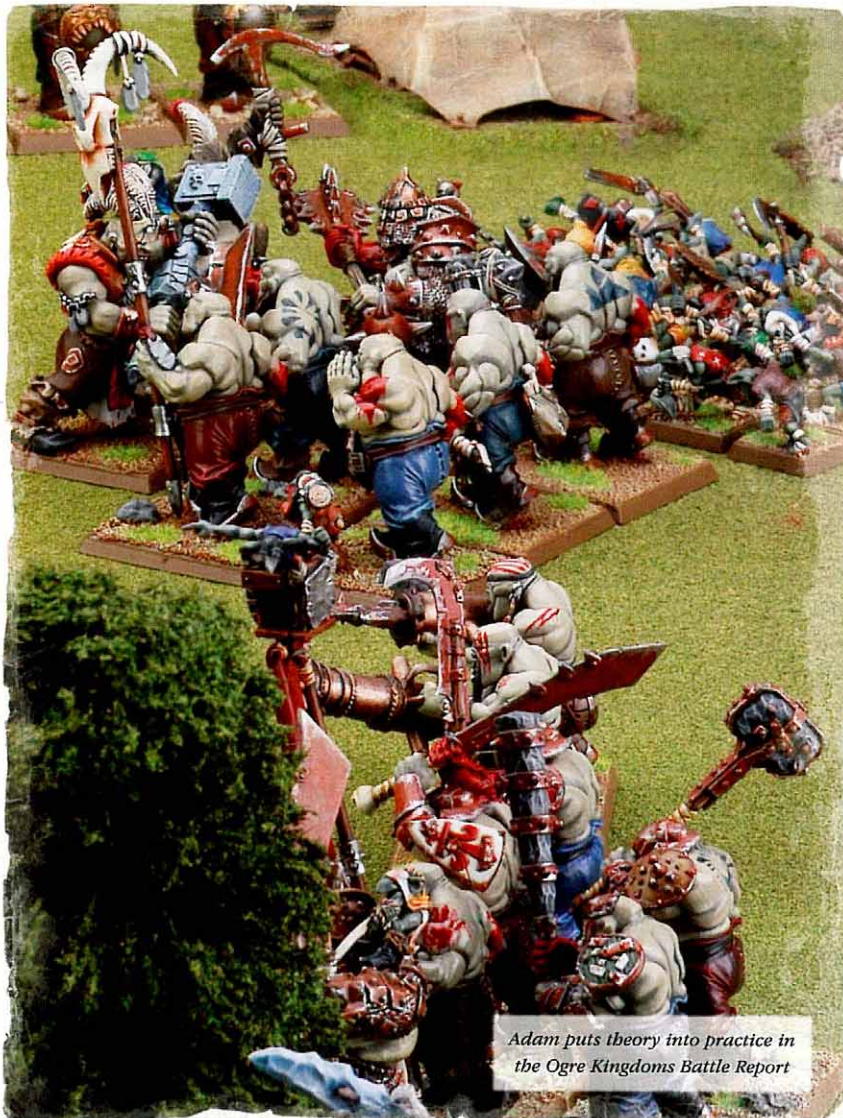
Lead from the front

Adam felt the full impact of hungry Ogres during their inaugural Battle Report in WD302. After a close battle it ended as a draw, allowing him to walk around the Games Development Studio with his pride intact. Having playtested the Ogres, Adam's Empire army regularly makes use of Maneater Dogs of War reinforcements.

Adam: The Ogre Kingdoms are a tempting resource for the Empire general with gold in his coffers.

Leadbelchers are great but considering the firepower that the Empire can bring to bear on its own, they are probably an over-indulgence for an Empire player. The Empire army already has plenty of deadly long-range support, with Handgunners and Crossbowmen (that don't misfire, can shoot every turn and have better range). In an Ogre Kingdoms army I consider these a must-have unit, but you've really got to love Leadbelchers to take them as well.

Maneaters however, which I think are the coolest Ogres, have proven to be a splendid addition to my Empire army. With an even more impressive profile than a 'normal' Ogre, I can simply hurl them at my enemy's hardest unit and keep it tied up until my heavy cavalry arrives. Maneaters are so dangerous that you can count on them to pull some of the enemy down whilst they hold the line. Bear in mind that you can equip them with a variety of weapons to make them even more efficient (a Maneater with a great weapon can take down a chariot with one blow), and their *stubborn* rule allows them to stick out the fight even if it goes against them. Excellent value for points, place them near your Battle Standard Bearer and watch them hold the line.



Adam puts theory into practice in the Ogre Kingdoms Battle Report



Pete has a variety of older Ogre models in the ranks of his Chaos.

Ogres will fight for anyone... even Chaos

Strategic mastermind Pete Haines takes Chaos to the field of battle in Warhammer. And even this venerable general can't resist the allure of a few of the big chaps to stiffen the lines.

Pete: Like all Dogs of War, you can use Ogres to paper over weaknesses in your chosen army. I don't recommend this however, as you will lose some of the character of your army. Ideally the Dogs of War should help to further develop the character of your core army.

As I am looking for troops to add to a Chaos army that already included a large number of Ogres it was clear I have lots of choice. Ogre Bulls cost the least points and give me the opportunity to include some hard charging Ogres without breaking the bank. Personally though, I like to ensure that anything the Ogres hit, stays

hit, so I was lured towards the Ironguts. You can't go far wrong with heavy armour and a great weapon, this is the way most of my Chaos Ogres are equipped. The idea of having a similar unit that is capable of delivering a Bull Charge really appeals.

There are two other Ogre mercenary units to be considered before I make my normal impulsive decision however. The Leadbelchers can be as fearsome in a charge as any Ogres but also provide the option of a bit of firepower. Whilst far from reliable, having a Leadbelcher volley up your sleeve is an extremely useful option in an army with no real

firepower. To an extent though, this would be making up for a weakness so, although tempting, I must resist. The last mercenary unit is the Maneaters. These fellows certainly provide a guarantee of stopping whatever absolutely needs stopping prior to counter-attacking with a full stampede of other Ogres. And so, my Chaos army has just had a couple of flexible new options added to it: Maneaters and Ironguts. It's going to be very interesting seeing how these new choices will affect the way my Chaos horde fights. I may even be able to start a new Ogre army soon if I collect a few more units.

drive the enemy cavalry off altogether. Failing that, a unit of Ironguts can sometimes do the job, though I wouldn't rely on them.

Other tactics are to redirect the charge of the cavalry with a nice disposable unit of Gnoblar (this is covered over the page) or to face them down with a unit of Yhetees. Though Yhetees need some luck to come out on top against knights, they can charge 14", so the knights are by no means guaranteed the charge against them.

A canny Ogre player will take advantage of his Yhetees' ability to ignore almost all difficult terrain, positioning his unit so that the Yhetees cannot be charged but can launch an unimpeded attack at, say, the flank of a Knights unit. A last tactic is to face them off with a Slave giant – the Knights may fail their Terror test and run before the combat.

Boom, hur hur hur...

Getting the most out of your Leadbelchers requires patience and timing. A Leadbelcher Cannon volley is a real trump card, so make sure you use it at the right time. In the WD302 Battle Report I used two units of Leadbelchers – one three-Ogre unit fired its volley at a bunch of spearmen behind hard cover and killed but one human, whereas the pair on the other side of the field took out six Greatswords with ease. Though Leadbelchers do not take penalties to hit from multiple shots and long range, they fall down against skirmishers and single characters. In short, if you fire them at all, make sure it's at a nice big target.

I like to use Leadbelchers on the rear flanks of my battle line. Fielding two units of two allows me to deploy them either one on each side to stop any sneaky flyers or fast cavalry poking around and restricting my march moves.

If my enemy has a particularly nasty unit on one flank, like a dragon, I'll deploy them both in the same place – they can fire just as much lead and if one gets caught and killed I'll only lose half the Victory Points.

Alternatively, field them in a unit of four and stick them opposite your opponent's most numerous infantry regiment, then march forward and open fire on turn two from about 11" away. Four Artillery dice worth of shots will average 20 shots, ten of which should hit. This will almost always cause enough kills for a Panic test, and even if he passes this test, the opponent will not be able to charge you next turn. Even if he is in range for a charge, he'll have to pass a Fear test, and should he pass both of the above tests, he will have to face between nine and 13 S4 armour-piercing attacks back, as Leadbelcher cannons can be used as Ogre clubs too.



Used properly, Leadbelchers can be the perfect antidote to those annoying monsters in the enemy ranks. "Kill it, kill it, kill it..."

10½ Uses for a Gnoblar

And so where do the dear old Gnoblars fit into this highly evolved, fine tactical discussion? Waving banners and cheerleading? Gathering food supplies from the fallen? Uncorking bottles of wine? No, says Phil Kelly – alongside their larger brethren with an equally vital battlefield role. Read on...

Gnoblars. Scrawny, dirty, horrible little monsters with no more right to live on Sigmar's clean earth than a weasel. But like it or not, the Gnoblars are one of the most important tactical aspects of the Ogre Kingdoms army, as a friend of mine recently found out. Being a purist, he fielded his Ogre army 'sans Gnobleur' for a good few games, but found it very tricky to overcome the Ogre's natural weaknesses. A couple of Gnoblar units later and his fully rounded force is having a lot more luck. This is because cheap units are actually very useful in Warhammer, due to them being so wonderfully disposable, and each Gnoblar only costs two points.

So what are these vaunted ten uses, then, given that each Gnoblar has a stat line worse than even a lowly common Goblin? Weapon Skill and Strength of 2 does not a warrior make, after all. Well, an Ogre would tell you uses for the common Gnoblar include things like being thrown to a hungry Sabretusk to avoid pursuit, giving body to a nourishing stew and being used as a draught excluder, but the reasons you're reading this are listed below.

1. Rank bonus and outnumbering

The most obvious reason of the lot: rank bonus and outnumbering. The Ogres are so pricey that to get a full rank of even the cheapest type of Ogre sets you back a scary 140 points, whereas a rank of Gnoblars sets you back a mere 8. For less than 50 points you can field a whole box full of little guys, 24 bodies to throw into the same combat as your Ogres and immediately give a bonus of +4 to their combat resolution. This will almost always tip the balance. The real trick is to get the Gnoblars and a unit of Ogres (with a standard) to charge the same enemy at the same time, but this requires a bit of practice.

2. Take out other weak units

The number of units out there that a fully ranked infantry unit, even one as poor as Gnoblars, can take on and beat in a straight fight is actually really large – even when the enemy costs far more points. There's at least one in every army list, in fact. Here's an example from each of the other army lists:



Small, but deadly!

Beasts of Chaos.....	Chaos Hounds
Dwarfs	Gyrocopters
Empire	Archers
Dark Elves	Shades
Tomb Kings	Tomb Scorpions
Brettonia	Peasant Archers
Orcs and Goblins	Wolf Riders
Skaven	Night Runners
High Elves	Archers
Vampire Counts	Dire Wolves
Lizardmen	Skinks
Hordes of Chaos	Chaos Hounds
Wood Elves	Archers

Just get them into the right fight and let that magic +4 do the rest.

3. Protect the flanks

This one's a doddle – simply deploy your Gnoblar units on the flanks of the Ogre battle line. Anyone with a couple of games under their belt where the enemy seriously outnumbers them will know how tricky it is not to have enemy units threatening the flanks. This goes

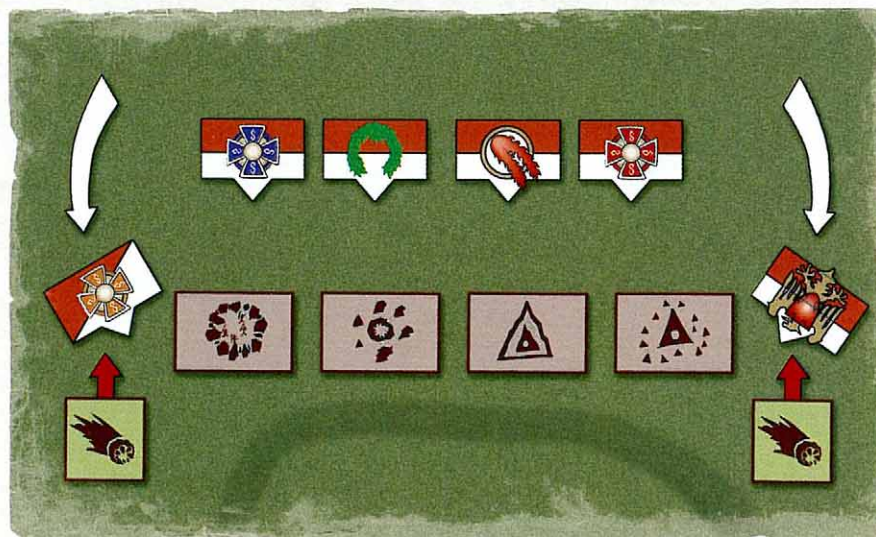
double for Ogres – they have such a large frontage that it's easy for the enemy to move around them. A decent fast cavalry unit, such as Empire Pistoliers, can quickly nip round the back of the Ogre lines and harry them with missile fire, picking the right time to launch a charge into the rear of an Ogre unit. Gnoblars can prevent this by simply sitting in place to intercept any flanking forces. The fact they move slower than Ogres actually helps in this respect; they can loiter back a little and still do their duty.

4. Set up a countercharge

The tactic of placing a disposable unit in harm's way, then fleeing the charge (only to countercharge the failed chargers with a much harder unit) is a tactic beloved of Orc and Skaven players across the globe. Gnoblars excel in this role, even more so than the previous masters of running away, Skaven Slaves. Due to their Largely Insignificant rule, Gnoblars never cause Panic tests when they run – not even in other Gnoblars! After all, Gnoblars do so love to see their fellow Hill Goblins in a screaming panic. Once they have fled, the Ogre units nearby will be perfectly placed to charge into the beleaguered foe. Squish.

5. The Thin Green Line

Not only do they appear in their dozens and hence make a useful skirmish



Gnoblar can be used to repel flank attacks like so.

screen but, believe it or not, the Gnoblar have a reasonable missile attack. If you're a gambling man, you might like to put a long line of Gnoblar, say two models deep, along part of your battle line. They will screen the units behind them from missile fire and hostile magic, taking the punishment so that when your Ogres do attack they are untouched. Not only that, but if you have a Butcher behind them with the Bangstick, you can launch magic missiles at your enemy without them being able to return fire (though it may cost you a Gnoblar or three). Then, when the enemy charges the skirmish screen, they can flee as described above, revealing several tonnes of angry Ogre.

An added bonus to this is that the Gnoblar are able to throw out a lot of shots with their missile attack, Sharp Stuff. You can move your skirmish screen to within 8" of the enemy, even whilst marching, due to the fact that they are using a thrown weapon, and unleash anything from 30 to 50 shots. Sure, they are Strength 2, but throw enough mud at a wall and some of it will stick – even a stand and shoot reaction can be enough to drive off a charging unit.

Warning: this is only really a tactic to employ against really shooty armies. The downside is that Gnoblar bicker – roll a 1 at the beginning of a turn and your skirmish screen will stay exactly where it is, halting the advance of units behind.

6. The Refused Flank

A good way to get the tactical advantage before a single dice has been rolled is to deploy cleverly. When your opponent requires you to put down a unit, you can deploy a unit of Gnoblar without really giving anything away – after all, it's a unit you can safely abandon (see 7, below). He then has to decide where to put one of his own units – guaranteed to be more important than the Gnoblar – before you deploy your next unit. If this is another unit of Gnoblar, you can have your opponent commit two or three decent units to the board whilst committing just Gnoblar yourself.

7. Earn over twice the Gnoblar unit's points without moving them

Claim a table quarter. I've had several games when my 40-point Gnoblar units have just loitered around, betting on the outcome of the battle and picking their noses, only to claim 100 Victory Points by occupying a table quarter. After all, your opponent has other fish to fry.

8. Misdirect big, close combat units

This is a good all-round tactic to deal



Gnoblar protecting their masters from enemy fire – as it should be.

with those really nasty close combat units, like Chosen Knights, Dragon Ogres and so forth. When the threat of such beasts looms large, move the Gnoblar up to them but place them at an angle so that a) the big bad unit has no choice but to stay still or charge the Gnoblar and b) when they do charge they align to the Gnoblar unit in such a manner that they face away from the rest of the battle line. Sure, the Gnoblar will get eaten for breakfast, but a) no one cares and b) the enemy unit has to waste a turn killing them, and the next turn repositioning before they can even come close to threatening another unit.

9. Occupy enemy missile troops whilst the Ogres close in

Those four guaranteed points of combat resolution go a long way. If you march your Gnoblar quick-sharp across the board, towards say, a unit of Handgunners, Elven Archers or even a war machine, the enemy knows that when that unit of little green guys gets into base contact, their delicate and expensive missile troops will break and flee – the embarrassment! As a result they will soon have to waste precious shots trying to get rid of the Gnoblar, killing a few a turn and making no real difference to their numbers, or commit a far more expensive unit to intercept them. This means even less incoming fire for your main units to worry about.

10. Bulk out the ranks

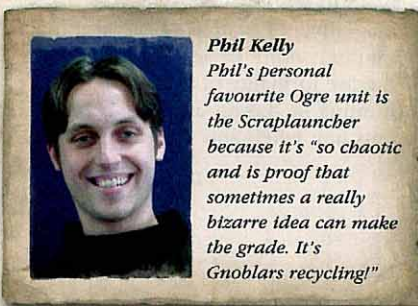
As any Warhammer veteran will tell you, having a decent number of playing

pieces (ie, units) on the board is the key to success. If your opponent has far more units than you he will have far more options and a better chance of winning. So, say you've added up your list and have 40 points left over. Those 40 points could buy another Ogre for your Bulls unit, or a whole unit of Gnoblar unto itself. The latter is without a doubt the more useful option from a gameplay perspective.

101/2. Get a Scraplauncher!

Scraplaunchers are great all-rounders and can cause a hell of a lot of damage with their large template, Killing Blow missile attack. Taking a unit of Gnoblar allows you the option of taking a Scraplauncher – a good reason in itself to get some of those greenies in.

Sadly that's all I have space for, but there's plenty of other units with individual tactics to try in the Ogre army – and I haven't even mentioned Gut Magic yet! Try these strategies yourself and see how you get on.



Phil Kelly
Phil's personal favourite Ogre unit is the Scraplauncher because it's "so chaotic and is proof that sometimes a really bizarre idea can make the grade. It's Gnoblar recycling!"

The Slayer of Monsters

Regarded as aloof by his kin, Selafyn has little time for the ways of court

Selafyn of the Annulii

	M	WS	BS	S	T	W	I	A	Ld
Selafyn of the Annulii	5	6	6	4	3	2	7	3	9

Cost: 122 points.

Selafyn counts as a Hero choice and may be used by any High Elf army. He must be used as defined here and cannot be given additional equipment.

Equipment: Selafyn wears Shadow Armour and carries a Foe Bane sword and shield.



In the north of Ulthuan between the Forests of Avelorn and the coastlands of Chrace lies the most dangerous part of the Annulii Mountains. It is an unearthly place, where writhing mist enfolds the bare hills in its chill embrace and the heaths are shunned by bird and beast. As the winds of magic are drawn to Ulthuan, their power eddies and flows around the Annulii. All manner of dark things have sought refuge in the peaks, so fortified gates guard the passes and a network of watchtowers and patrols ward against them. The dangers posed by the creatures that dwell in the hills wax and wanes with the winds of magic in a way even the greatest sorcerers do not fully understand.

Selafyn is one of the Wardens of the Annulii Mountains and it is his duty to track and combat whatever comes out of the mists. It is a task he knows well, for it has been the duty of his family since the Sundering. To Selafyn, the magnificent isolation of the mountains is infinitely more desirable than the precise formality of the court. When hunting he has an unerring instinct that tells him when and where to find his

prey. He always knows when the danger is greatest and does not hesitate to place himself in harm's path.

His skill in battling monsters has not gone unnoticed, on one occasion he concluded a mantichore hunt at the very gates of Tor Achare, finishing the pain of the blood-maddened beast with an elegant sword thrust to the eye. Such deeds linger in the observer's mind and have led to Selafyn being called to join the Ulthuan Warhost when it battles the Dark Elves. The Dark Elf armies frequently include all manner of unnatural abominations under the thrall of their Beastmasters, and it is fighting these, under the eyes of the great Lords of Ulthuan, that has continued to build Selafyn's growing reputation. Although the taciturn Warden lacks high sophistication, his forthrightness and honesty have won him courtly friends, charmed by his coarse naiveté. While his sword arm remains strong his star will continue to rise.

Selafyn accomplished his most acclaimed feat when the Storm of Chaos struck the world and the blood mist flowed from the Blighted Isles. When

Black Arks appeared off Chrace, and battle was joined. The arrow storm was thick but, although it cost them dear, the Dark Elves continued to fight at range until the High Elf archers' quivers were spent. Only then did the Dark Elf Corsairs and spearmen glide forward, formed into great columns, between each of which came a Beastmaster and his charges. High Elf spears and the fabled White Lions met them half way across the field of battle, but for all their valour they were overmatched, and a huge hydra at the centre of the Dark Elf army seemed certain to break the High Elf line. It was then that Selafyn attacked. Appearing from nowhere, with each swing of his sword he cut off one of the hydra's heads, driving it back into the press of Dark Elves. As the last head was tumbled, the beast's death throes threw their ranks into disorder and the Dark Elves broke before a renewed onslaught from the White Lions.

Selafyn could have parleyed his triumph into a place at court, trading the cruel howl of the mountain winds for the soft songs of minstrels, but he freely chose his birthright, and remains the Hawk of the Annulii.



In the shadowed crags of the Annulii mountains, Selaſyn waited. Mist wreathed him like a cloak of ice, chilling his exposed flesh. Tiny rivulets of water ran down the plates of his shadow armour. His hair was damp and stuck to the side of his face. His heart and his breath were almost still. The creature he had tracked for three days was below him, feasting upon the body of one of his kindred. The Elf was dead before he got there, caught unawares and felled by the beast. Selaſyn watched without emotion as it tore through armour, flesh and bone with its powerful beak and talons.

A cockatrice. It looked smaller than he'd expected. It was an aberration, a corrupted bird as big as a wolfhound with pitiful, flightless wings. Its glance could freeze the blood and turn man or beast to stone. The creature had not seen him, it was absorbed in finishing the corpse, picking away at the gristle, tendon and sinew.

Selaſyn drew his sword and muttered a prayer to Kournos. A weak sun glared overhead, attempting to pierce the growing blanket of dense cloud that threatened a storm. The High Elf concealed his blade beneath his cloak lest an errant ray reflect off the steel and warn the creature of his presence.

A shallow ravine was all that stood between Selaſyn and his prey. With tentative steps he crept toward it. Still the beast gnawed at the carcass.

Within feet of it, Selaſyn stopped breathing and slid his sword out from under his cloak. As he did so a tiny stone, disturbed by his passage fell down the side of the ravine. It was the tiniest sound, little more than a whisper in a storm.

The creature turned and saw him. A high-pitched ululating screech came from its gullet, ragged and bloody strips of flesh hanging down from its beak. Selaſyn brought up his shield and was sprinting now as the cockatrice brought its gaze around to him. The High Elf kept his eyes low, taking care not to look at it and using his shield to block his view as he focused on its taloned feet.

The beast lunged forward, striking Selaſyn's shield hard. He nearly lost his grip but sidestepped to the creature's right flank and readjusted his hold. The creature lunged again, beak first. This time it punched a small hole in the shield. Selaſyn was pushed back by the impact and nearly lost his footing. He edged around

to the beast's left flank, sidestepping quickly. It lunged again and this time he dodged it. Selaſyn backed away as the cockatrice tried to turn around and face him again, kicking up rocks and dust with its clawed feet. He had forged a gap of a few feet between him and his prey. Raising his shield and clattering it with the flat of his sword he invited the beast to come at him.

Rain was falling, pattering against his armour. A shout of thunder cracked in the heavens. Selaſyn held his breath, gaze low, as the cockatrice charged at him once more. Just before the beast reached him, the High Elf sprang, all his weight forward onto his shield. The collision ripped the shield in two but the creature was dazed at the sudden and powerful impact. With his eyes still to the ground, Selaſyn struck a blow born of instinct.

The cockatrice screamed in pain. Selaſyn looked up and saw the bloody gash he had carved across its eyes. Blinded, the beast stumbled about, snapping wildly. Calmly, Selaſyn advanced, dodging its frantic attacks, and drove his blade deep into the creature's heart. Its death scream rang out into the mountains and was answered by thunder. With that it slumped down dead.

Lightning flashed overhead, throwing a long dark shadow across the High Elf as he stood next to the monster's corpse. He looked up and in the mountain side saw a narrow cleft in the rock. Sheathing his blade, he headed up the rock face.

Weaving through massive boulders and gliding over the scattered scree of the mountainside, Selaſyn reached the entrance to a small eyrie. His Elf eyes penetrating the pressing gloom, he saw numerous bones of both Elf and beast. The creature had been nesting here, clearly for some time. There was a patch of twigs and rough grasses towards the back of the cave. Outside the tempest grew and rain lashed against the mountainside while the thunder vented its anger.

Selaſyn approached the nest. Within were the remains of three huge eggs. All had hatched, though scattered, deformed bones told him two of the chicks had not lived long. The creature he'd fought had been small. The third infant, months old at most.

Through the storm Selaſyn heard something scratch at the rocks below. The mother had returned. he turned to face the cave entrance, drew his sword and headed out into the breaking storm.

THIS MINIATURE IS ONLY AVAILABLE DURING THE MONTH OF APRIL!

Selaſyn, the Hawk of the Annulii, is only available for a short period of time. You can buy this Special Edition Miniature in store on the special birthday weekend (see page 149 for details). Alternatively you can contact Games Workshop Direct on 0115 91 40000 to order him.

Seeing Double

What's worse than one competitive player? TWO competitive players!

The adventures of Andy Smillie, Scotsmen, as he prepares to compete in a Doubles Tournament. In part one of two, the wily Weeje teams up with his partner in crime, Adam Hall, to concoct the most fiendishly bearded Wood Elf army list ever conceived of by man, (and that's saying something).

Andy: I've never been to a Tournament. I just don't have the discipline to paint a 2,000 point force to a decent standard. I've tried, repeatedly, and each time I end up with a case full of shiny miniatures, only a heroic few have anything resembling actual colour. In fact, recently I have had trouble even assembling a complete force. My attention constantly shifts from project to project, paintbrush to Playstation. Not that this has ever been much of an issue. I play games, lots in fact, and besides the occasional grumble from my opponents

about shiny miniatures having a -1 to dice roles, I tend to do fairly well (*fairly well? The man's a monster! - Guy*)*. This, I'd decided, was pretty much how it would be. That was until I discovered the Warhammer Doubles Tournament.

The Doubles Tournament is mostly the 500 points Border Patrol rules with a few minor tweaks (so no assemblage of a huge army is required - excellent). But there is one major difference to other events, namely the doubles bit. I needed a partner. Preferably someone of experience, who could guide me through the minefield of my first competitive outing. Luckily, I while away my '9 to 5' sitting opposite Adam Hall, a born and bred tournament player. Gaming is not his hobby - winning is his hobby. Not the most rounded of hobbyists, but under the circumstances just the man I was looking for. Anyway, the Doubles Tournament is less competitive than the Grand Tournament, focussing more on having fun than world domination. Who knows, it might even start Adam on a new path. A quick chat and he was in, and one step closer to normality.

It didn't take long before the challenges of 500 points games hit us, never mind the added complication of teaming up. We couldn't even decide which army to take. We were hampered even further in this because the Doubles rules allow you to take separate races as long as it is allowed by the Alliance Table (see overleaf). We ran through what we knew about small games of Warhammer. Shooting and magic are effective, skirmishing and fast cavalry units do well. Armoured units are hard to shift due to lack of meaty characters and war machines. I had it! A couple of units of Chaos Knights and some Wood Elf shootiness. But the alliance table said different. At this point Adam thought of the other major issue with small games, lack of manpower. This, he reasoned, was something the Undead could overcome. Especially if we both took them and had two Necromancers. But I wasn't convinced. I reckoned that a missile army could take them out quicker than they could rise again.

We did agree on one important issue - we should both take the same race. No sense in half measures. But which race? Using our earlier criteria and one other - did we want to game with them? - we decided to break them down and group them by what they were good at. Yes, we made a table and ticked the boxes. Sad as it is, it helped. Wood Elves came out top. A quick recap of the Doubles army selection rules convinced us.

The theory behind the list was sound and our tactics foolproof; shoot them to

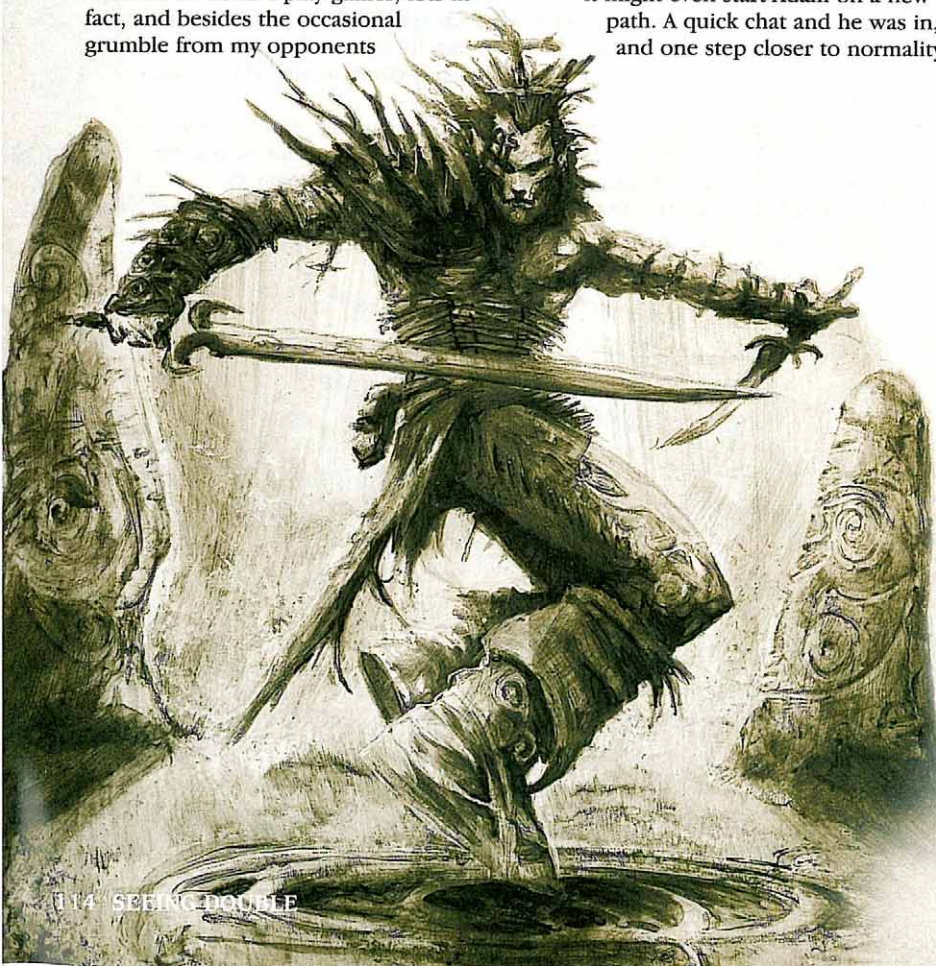
Wood Elves doubles army

Andy

Level 2 Mage	105
5 Archers	65
5 Archers	65
5 Archers	65
10 Dryads	200
TOTAL	500

Adam

Level 2 Mage	105
10 Archers	130
8 Archers	104
8 Waywatchers	160
TOTAL	499
GRAND TOTAL	999



PRACTICE MAKES PERFECT

Could we be out-shot? Would horde armies overrun us? What about mounted armies? We decided to put together some forces we'd have real problems against and play some practice games. These we played between ourselves before taking on 'real' opponents. We thought this would let us try out our Wood Elves against armies designed to beat them and iron out the wrinkles. But basically we're just not very sociable.

High Elves

I took command. I did suggest that Adam use the High Elves but he mumbled something about them not being 'True Elves' while gazing at the tree outside in my garden.

I deployed as a standard line, Bolt Throwers on a hill and Silver Helms on each flank. Adam set up his Archers, keeping the Dryads and Mages back. The Waywatchers concealed themselves in a wood, obvious but effective nonetheless. I took the *Second Sign of Amul* for both of my Mages, to boost my Bolt Throwers' accuracy. Winning the role for first turn I tried and failed to cast some magic. Alas, my shooting was equally poor, unlike the return fire. The end of the first turn and my Bolt Thrower crew lay dead and one of the Archer units was reduced to two men, who promptly fled the field. It was a gamble leaving the Bolt Throwers on the hill, but I had hoped that maybe I could have dispelled *Master of Stone*. Adam's double 6 put paid to that. Turn two and I advanced with the Silver Helms – it was now or never. My magic was again poor, and shooting lacklustre. With only ten archers left I killed off a unit of five archers. In return, the Wood Elves took out all my Silver Helms! By Turn three it was over. I had lost everything but a wounded Mage. Deciding discretion was the better part of valour, he limped pathetically off the table.

Khornate Chaos

The main drawback with the Chaos army is its lack of skirmishers and Fast Cavalry. It also lacks magic missiles and so would have real trouble with the Waywatchers. This proved to be the case. Thanks to their special rules the Waywatchers managed to stop the Chaos army from marching. I saw no point in turning around to face them, as they were far more mobile than any of my units. Adam, ignoring my Marauders, concentrated on killing the knights. On Turn four when the knights charged only three of them remained. The Marauders, thanks to the Waywatchers, never made it to combat. It ended a draw. Arrows did little to stop knights and the dispel dice the Khorne army generated put paid to magic, but our plan of conserving points resulted in a draw.



Undead

Now was my chance to prove that a horde of unliving monstrosities is not an ideal Doubles selection.

It was my turn with the defenders of Loren. I won the roll for first turn. With all my magic out of range, I went straight to shooting. The combined fire of my archers got rid of the Dire Wolves and Ghouls. The Undead advanced. I kept the bulk of their magic in check, though the ranks of both Skeleton units swelled. Turn two and the Black Knights had to go down; 33 shots later and only the standard remained. The Waywatchers shot the Skeletons up a bit, re-slaying the newly arisen. The Undead advanced some more and the last Black Knight was cut down. The Banshee got close enough to the Waywatchers to kill some and make the rest flee in horror. Turn three and the Waywatchers rallied and I killed the Banshee with magic. Turn four and everything I had magical and otherwise was targeted at one of the Skeleton units. It died. The remaining Undead unit charged some Archers who fled the table. The failed charge brought the Undead within reach of my Dryads. Game over. A quick performance of the 'Aha I was right!' dance and the argument was settled.

Chaos and Night Goblins

We had to play some actual opponents rather than each other. Although playing each other meant one of us always won. If our egos kept growing at this rate, we would have one too many players for a Doubles tournament. A walk round the office, some beer bribery and we had our game.

Nick Kristofoli's and Mark Chambers' Chaos and Goblin alliance was a scary prospect. Their chariot survived three *Master of Stone* spells and lots of arrows. It hit our lines and slew all before it. The Dryads died to a spell of fiery death and the Waywatchers followed suit. All in all a bloody affair.

In retrospect, our mistake was not hiding in a far corner, and we didn't play to the strengths of our army. Having tried, and failed, for the whole game to kill the chariot, we ended up killing nothing of note. If we did that in the tournament, we'd be more stuffed than a king-size haggis.

The right Elf for the right job

We decided we'd use Scout models to form the core of our force. The only problem was that there are few variations available, so even in a 1,000 points force we would have to double up on models. This is something I am not keen on, especially in such a small army. It should all be about character and each valiant defender of Loren had to be an individual. For our 33 archers we had six models to play with. Six variations on

every model sounded just a little too much for us, so in the end we went for three variants of each; the original, a weapon swap or reposition and a head swap. This ensured that within the two 500 points forces none were used twice. For the Waywatchers and Dryads we did some minor arm bending and weapon swapping. For my Mage I used the High Elf Everqueen model (above), as it is by far my favourite Mage model. Adam opted to do his own conversion.

bits before they bashed us in. (Rather than just turn up with two separate forces, we'd tell our opponents that our respective mages were long lost cousins reunited in the heat of battle, we decided that a little background wouldn't go amiss. It would make it hurt less when we killed them if they thought of us as 'fluffy' hobbyists). But could we do it for real? We set to, putting our two 500 points army lists together. This is what we came up with (see left).

*Perhaps we should point out that any anti-tournament bias exhibited by Guy in his comments here may be explained by the frequent drubbing his fluff-heavy all-Goblin army gets. One of these massacres was perpetrated by Andy's 18 Pegasus Knight Bretonnian squadron, known in these parts as 'The French Tickler'.

SIENNA MIST – THIS YEAR'S AUTUMN COLLECTION

To tie the armies together, Andy and Adam went for a green/brown and a brown/ green colour scheme respectively.



1 I wanted the model dark, so I painted the clothes Scorched Brown over a 1:1 Catachan Green/ black basecoat, and the face Dark Flesh.



2 I highlighted the cloths and, as I wanted the flesh dark too, I highlighted the face Dwarf Flesh.



3 I added the clothes' final highlight – Bestial Brown, and began to add in the details, painting the sword Boltgun Metal.



4 As I added more detail, I decided to change the trousers to a natural green, as the model was too brown.



5 The details are in light colours, so he looks Elfy, but, as the colours are complementary, in tune with nature.



Andy Smillie

Andy is a very, very competitive player, something he's extremely good at. We've all fallen prey to his two Monolith 1,000 points Necron army. Aside from that, he's a great bloke!

Next Month: Andy and Adam travel to the tournament. Will their tricks of cheese prevail?

THE WARHAMMER DOUBLES TOURNAMENT RULES

The next Doubles tournament is on July 23rd-24th at Warhammer World. Contact GW Direct on 0115 91 40000 for a ticket.

- Players must choose an army of not more than 500 points.
- You must have a SINGLE Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.
- The Army must consist of at least TWO units and no more than FOUR units.
- You must have at least ONE Core choice.
- You may take ONE choice of either Special or Rare units, but not both.
- You must include at least ONE infantry unit of 10+ models.
- No unit may be larger than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than ONE Chariot (exception: Tomb Kings) or War machine. This also applies to choices that allow more than one

item per pick, like Goblin Wolf Chariots. You may only buy ONE per choice.

- All models must be WYSIWYG – “What you see is what you get”.
- All models must be painted Citadel miniatures.

Each army may ally with only the armies shown on the following Alliances chart. Simply cross-reference the races you wish to ally with. The following notations represent:

B= Battle Brothers – same race, so no problems.

X= Disallowed – cannot ally under any circumstance.

T= Trusted allies – no special rules, alliance is permitted.

D= Distrustful allies – permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

[illegible]



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

Winter in Middle-earth
Warg Rider Chieftains, snow
scenery, and a scenario!

- Scouring the Shire
How to make terrain for a
devastated landscape.

- The War Begins
More tales of gaming, plus
simple scenery.

- The Lockholes
Save Lobelia from the
clutches of Sharkey.

Chronicles of Middle-earth

The story of the fall of Saruman, by Mat Ward



Saruman was once a noble Wizard and Master of the White Council, tasked with preventing Sauron from regaining the One Ring. Unknown to the other members though he was in league with Sauron and covets the ring for his own use.

There are few things more deserving of pity in this world than the fate of a noble being whose feet have wandered from the path of light. Some do so because they have no choice, their actions provoked by desperation or by a higher responsibility, others out of greed for wealth or knowledge. Most tragic, however, are those whose descent into darkness is fuelled by hubris and who are driven by a sense of great worth and importance in the web of existence. Fortunately these are the rarest of all betrayers, yet they are capable of causing ruin on an unimaginable scale. In the First Age of the world, when Morgoth cast his shadow upon all lands, many fell prey to the dictates of pride, but it is of more recent events I write this day, of the tale of Curunir, of Saruman the White. His deeds in the later years are well documented, and with this in mind I shall restrict myself to the recounting of events long past.

It was in the middle years of the Third Age, when Sauron's influence was growing once more, that the Wizards first appeared in Middle-earth. I can only put names to three of them, though it is commonly understood amongst the Wise that they were at least five in number. All had been sent from over the sundered sea to combat the growing power of the Dark Lord. Each was a vessel of great power in their own right, yet that strength exhibited itself in different ways. The most junior of the order, Radagast, was a friend to all the birds and beasts of Middle-earth, versed in their tongues and master of their hues and forms. In contrast, Ólorin, who in the western lands became more commonly known as Gandalf, was a traveller whose attention was drawn to the people of Middle-earth and a scholar of their

histories and tongues. Our concern here, however, is with the head of the Order, Curunir, or Saruman the White.

Even in those early years, Saruman was ever intrigued by the mechanisms that drove the world. He had a mind of metal and gearwork, an astute observer who saw things only in terms of potential use. Rock, tree, man, bird and beast were all fulcrums and levers to his eye, requiring only the proper manipulations to effect change. Always he looked for larger patterns in the tide of history, how the change in destiny of an individual could come to rule the fates of many. With such skill and knowledge at his command he was responsible for many noble deeds, for his insights gave him an air of prescience to rival the Elves of old. It should be of little surprise, therefore, that Saruman swiftly rose to become Master of the White Council, the great assemblage of the Wise. The council had set itself the chief task to prevent Sauron regaining the One Ring, the whereabouts of which was, at that time, unknown.

THE WEAKNESS OF PRIDE

Alas, Saruman's pride was a terrible thing even then, for he believed he could turn the Ruling Ring to his own will. Though he had mastery of the council, he grew envious of Gandalf, for he knew in his heart that the Grey Pilgrim's wisdom was the greater and that his voice carried much weight with the other members of the council and the common folk of Middle-earth. The simple truth was that had Gandalf wished leadership of the council, he almost certainly could have taken it for his own, yet such things were not in his ambitions. Eaten away by his own deception and the lure of the Ring, Saruman began to fear Gandalf, for he worried that the Grey Wizard saw more of his growing fixation with Sauron's Ring than he openly declared.

In light of subsequent events, it seems doubtful that Gandalf was aware of any more than he spoke of, yet Saruman was dogged by his own fears and began to spy upon Gandalf. In due time he discovered his peer's interest in the Shire, and resolved to learn of the reason for his interest through all manner of spying and investigation. Of course, at this time, Gandalf had no reason for visiting the Shire that Saruman could have seen value in, simply seeing it as a

THE WHITE COUNCIL

Though an important gathering of the Wise in Middle-earth, the White Council's membership is never openly mentioned in *The Lord of the Rings*. We know that Gandalf, Saruman, Elrond and Galadriel were all members of the council, and that Celeborn, Glorfindel, Radagast, Cirdan, Gildor and Erebor (and maybe even Aragorn) possibly were also. Even this brief selection gives plenty of potential to playing scenarios with alternate Fellowships. If you wish to have other members of the White Council take part in your scenarios instead, Cirdan can be represented with Celeborn's profile, Gildor with Haldir's profile and Erebor with the profile of an Elven captain.



place to pass time in good company, but Curunir was not to be convinced of this. In all honesty, there is nothing to suggest evil intent in Saruman's actions at this time, and they can perhaps be deemed a folly brought about by his great conceit. Nevertheless, Saruman began to see opposition where none truly existed, and the council became split more often than it was united.

Saruman now saw himself in a race not only against Sauron, but also against the members of the White Council. He did not credit the council with the courage to seize the opportunity before them, a chance to seize Sauron's Ring of Power and to use it against him. His opposition swiftly turned to disdain of his fellows, and from that moment forth Saruman's will hardened against the council, seeing them as weak and unworthy of the power they commanded, though he took pains to conceal his thoughts from them.

So it was that Saruman began to block the council's attempts to confront Sauron. Saruman now saw the Ring as the vessel through which he could assert his will, not only on the council, but across all Middle-earth, a challenger to Sauron's might. To his mind there was no longer any difference between ally and enemy, all would deny him the Ring, so all must be thwarted. He used all of his skill to manipulate events for more

than a hundred years, using his influence over the council, and thus the wider world, to create a situation in which neither his unwitting allies nor his enemy could be assured of victory and, more importantly, possession of The Ring.

ASSAULTING DOL GULDUR

On at least one occasion Gandalf counselled the Wise to assault Dol Guldur, then a chief stronghold of the Dark Lord, only to be blocked by Saruman's decree. It was when Sauron's forces began to search the area where Isildur had been slain that Saruman finally relented, fearing that the Lord of Mordor would find the Ruling Ring. By this time, possession of the Ring must have begun to lie heavily on Saruman's mind for he redoubled his efforts, desperate to maintain his advantage. He began using the Palantir of Orthanc, which he had found locked away in Orthanc when he took up residence within, to spy upon Sauron's intent, giving little regard for the dangers of such an enterprise, and from this time onwards it is unclear as to how many of his actions were truly his own and how many were the whims of a greater manipulator than he.

When the White Council met for the final time, discussion turned once more to the Rings of Power. It was here that Saruman purported to know the fate of the One Ring,

that it had passed down Anduin after Isildur's death and was now lost in the great sea. Of course, by now it had come into the possession of one Bilbo Baggins in the Shire, but none were to know that – even Gandalf had yet to guess it. Saruman, for his part, did not truly believe that the Ring was lost, but perhaps saw this as the simplest way to divert the attentions of the council. If this is the case he failed, for even as he withdrew to Isengard and began to fortify it in preparation for the next stage of events and began to assemble the beginnings of his own army, Gandalf redoubled his search for the Ring. The White Council never met again.

Much is written elsewhere of how Saruman sought to acquire the Ring, proving himself a bedevilment to both Sauron and Gandalf, of his invasion of Rohan, and his eventual death at the hand of one of his vassals. The fate of the One Ring is also common knowledge too. What is often forgotten is that but for the folly of his pride, Curunir could have been, and indeed was for a time, a great force for good in the world. That he chose to leave the path in pursuit of forbidden goals is that for which he will be remembered, as he will also for his arrogance, weakness and pride. Not all evil deeds begin with evil thoughts but the choice between light and dark was his, and his alone.



In secret, Saruman creates his own army.

Saruman as a Good hero

You can use Saruman as he was before he left the path of the White Council. Obviously, as a profile for Saruman already exists as an Evil Hero, you'll have to agree with your opponent to ensure that you don't end up with two Sarumans in the game.

If you wish to use a Saruman as a Good Hero then follow all of the rules given in *The Return of the King* rulebook on page 85. He has exactly the same characteristics and spells but does not have the Voice of Command or Palantir special rules. Otherwise he is unchanged and has the following additional Wargear option.

Wargear

Saruman carries his staff (two-handed weapon). At additional cost, he may have the following item:

Horse

10 pts

CONVERTING SARUMAN

Nick: It may have escaped your notice but at present there isn't a model to represent the 'Good' Saruman riding a horse, which as he is a Good Hero, he is allowed to have as wargear. So I thought I'd have a go at converting one.

This conversion requires two models. Gandalf on Shadowfax as the basis and the Orthanc Saruman for the details (both of these are available from GW Direct, see page 160 for more information).



I clipped off Gandalf's right arm and filed it down. I then clipped off Saruman's staff arm and glued it to where Gandalf's shoulder had been. Any gaps I filled with Green Stuff.



Next I cut off Gandalf's head and filed it down. I then clipped off Saruman's head, taking care to preserve the beard and glued this in place. I filled the gaps with a strip of Green Stuff.



As I'd clipped away a lot of Saruman's hair when I removed his head, there was a small gap at the model's neck, so I sculpted some more hair out of Green Stuff to finish him off.

SCENARIO – NAN CURUNIR

The year is 2759 of the Third Age. The first siege of Helm's Deep is ended and the Dunlendings are fleeing Rohan for the safety of their mountain homes. However, all is not well on the northern marches of Rohan, for the Goblins of the Misty Mountains have begun to spread south across the wolds, raiding and burning as they come. The worn and weary Rohirrim have little choice but to ride north and confront these new invaders. The confrontation comes at the northernmost point of the Gap of Rohan, in the vale of Isengard, at the centre of which stands the forbidding tower of Orthanc. The Rohirrim are greatly outnumbered by their foes, and several hulking Cave Trolls are sighted amongst the horde. Help comes to the sons of Rohan from an unexpected source – Saruman, master of the White Council. The White Wizard has been given leave to take up residence in Orthanc and has travelled north with an honour guard bestowed upon him in recognition of his station. With the assistance of Saruman and his escort, the Rohirrim may yet prevail.

Participants

Good

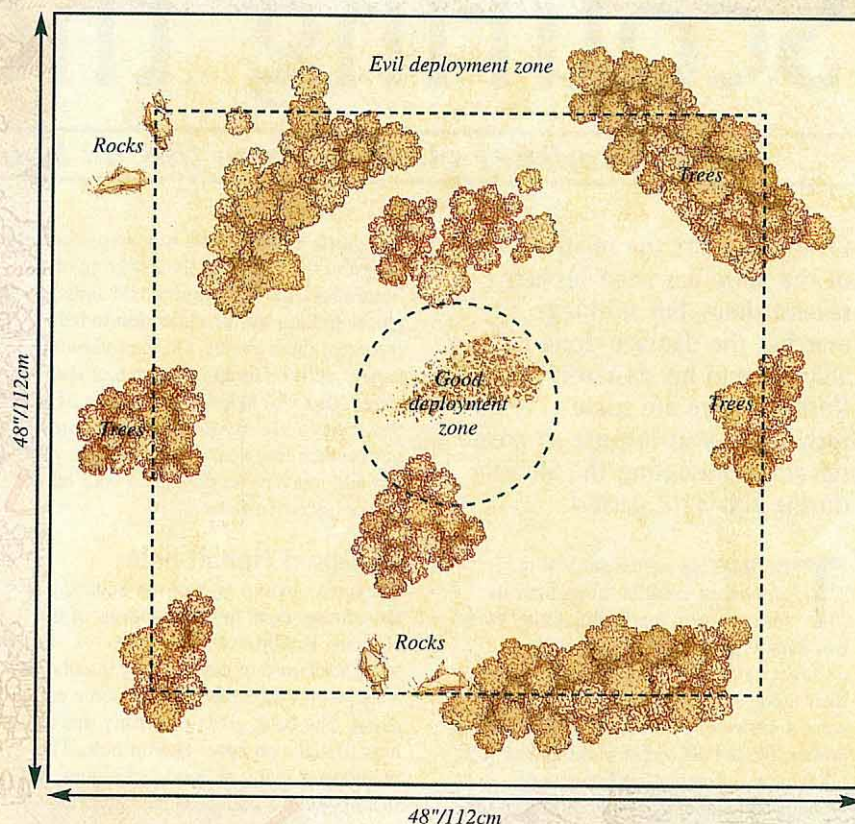
Saruman the White
12 Riders of Rohan
6 Riders of Rohan with throwing spears
6 Citadel Guard with spear

Evil

12 Moria Goblins with spear
12 Moria Goblins with Orc bow
12 Moria Goblins with shield
2 Cave Trolls with spear
1 Cave Troll with Troll chain

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place at the entrance to what will later be known as the Wizard's Vale so the table should be mostly flat with some rocky outcrops and trees.



Starting Positions

The Good player deploys his force (excluding Saruman and the Citadel Guard) in the Good deployment zone. The Evil player then places his force within the Evil deployment zone. Finally, the Good player deploys Saruman in the Good deployment zone and the Citadel Guard within 6"/14cm.

Special Rules

The Citadel Guard. For the purposes of this scenario, the Citadel Guard's Bodyguard special rule must be used on Saruman (he effectively counts as being a Hero of Gondor for this scenario).

Objectives

The Good player wins if he reduces the Evil side to 25% or less of its starting numbers. The Evil player wins if the Good side is reduced to 50% of its starting numbers and Saruman is slain as well. If both conditions are met in the same turn, the game ends as a draw instead.

Points Match

To play this scenario with different forces, choose two sides of roughly equal points value. Neither side may arm more than 50% of its warriors with bows. The most expensive model on the Good side takes the role of Saruman.



Mat Ward: Mat began working at GW in the summer of 2002 as an Assistant Games Developer. He tells us that his favourite character in the whole of The

Lord of The Rings story is game old Gandalf, who coincidentally was also the last model that he painted.



Accompanied by his bodyguard, Saruman heads to Isengard.

Scouring the Shire

Steve Cumiskey gives us some tips on how to trash Hobbiton

Over the years the relative peace of the Shire has been broken several times, but nothing matches the damage done by Sharkey and his dastardly Ruffians. Here are some techniques you can use to create terrain representing the Shire during this dark period.

The Shire has seen a surprising amount of conflict throughout its history, from marauding Orcs, Wargs and Ringwraiths, to the devastation wrought by Sharkey and his Ruffians and their tendency towards arson. All of these were a series of assaults on the Hobbits' homes, fended off by the Hobbits and their allies – most notably the Rangers of Gondor and Gandalf. The Scouring of the Shire book covers much of the Shire's history, and the guide to building terrain in the book has some fantastic tips on building various types of Hobbit homes.

Of course, some gamers will be particularly drawn to the events of the Scouring of the Shire itself and will want to add suitable pieces to their terrain collection to help represent these events. On the following pages, we'll be looking at some of the terrain that will help bring the time of the Scouring to life. By theming your games with terrain like this, you'll find that you can add much more flavour to your battles. Those pesky Ruffians...

Collapsed Hobbit-hole

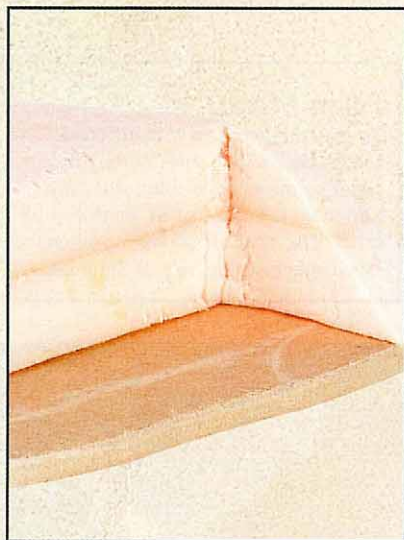
The most obvious sign of the Scouring is the damage done to the dwellings of the Hobbits. Hobbit-holes are quite straightforward to make, being mainly just a shaped polystyrene hill with some extra detail. The book gives you many tips on how to make an intact Hobbit-hole. This model uses many of these techniques, but features both a collapsed roof and fire damage in addition. Either or both effects can be used on your terrain pieces to show the damage done to the beautiful lands of the Shire by Sharkey's men.

Safety

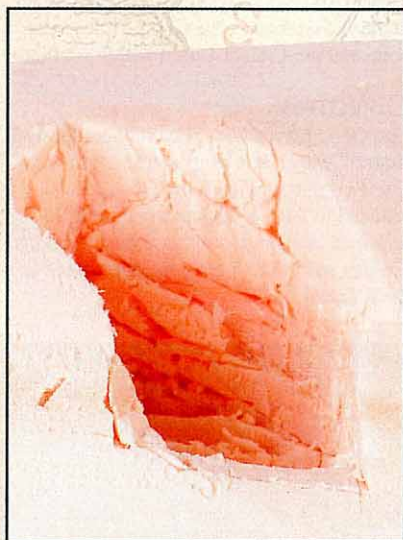
- When using a knife, always make sure to cut away from yourself.
- When using cocktail sticks, take care to blunt their points to avoid accidents.

Tools and Materials

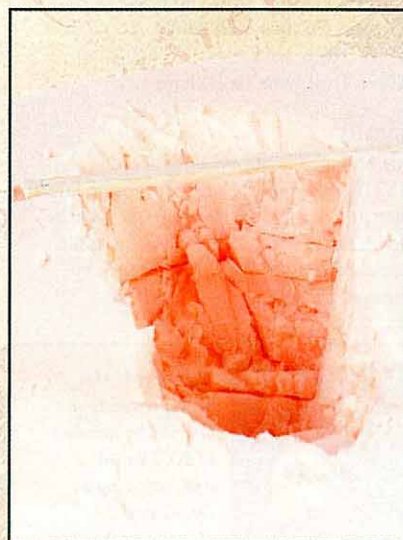
- Polystyrene
- Foamboard
- Balsa wood sheet
- Balsa wood dowel
- Ready mixed filler
- Thin card
- Cartridge paper
- Citadel PVA glue
- Cocktail sticks
- Modelling knife
- Textured paint
- Modelling putty
- Sculpting tool
- Flock and static grass



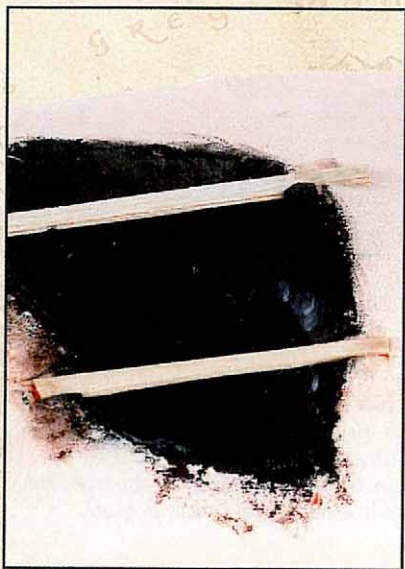
1 Build the Hobbit-hole in the normal way (details can be found in *The Scouring of the Shire* book), but leave the front wall off for the moment.



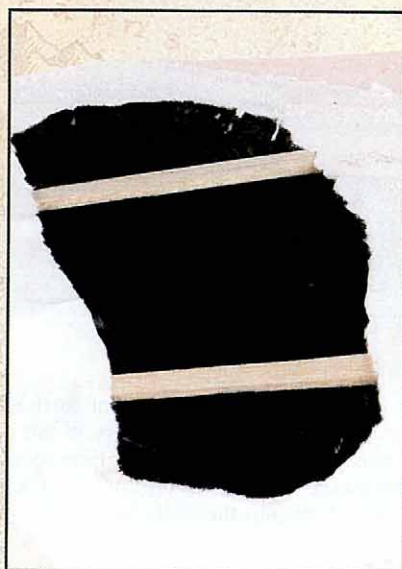
2 Gouge holes into the surface of the hill with your knife.



3 Cut pieces of balsa wood sheet to make broken rafters. Decide where on the edges of the holes you want to put them, and then cut enough polystyrene to allow the rafters to sit in place, level with the surrounding surface.



4 Paint the interior of the holes first with textured paint and then stipple them with patches of Scorched Brown, Chaos Black and Codex Grey. Once the painting is done, glue the pieces of balsa wood and front wall in place.



5 Tear pieces of cartridge paper and glue them in place around the holes. Ensure that they hang out slightly over the hole. Once the glue has had time to dry, use ready mixed filler to disguise the edges of the paper and then paint and flock the model as normal.



6 Drybrush the areas around the hole, door and window Chaos Black.

Building specific terrain can do a lot to bring a setting to life, but you don't need to build an entirely new set for each campaign that you run. Most of the pieces shown here are relatively easy to build and can be used again in other games.



Ruined Landscape



Barricades

During the final battle against the Ruffians, the Hobbits constructed a series of barricades to block the passage of their enemies. Additional barricades could also be used to provide cover for Hobbit Archers. In this case, we made a barricade using the method for creating tree trunks described below. These were glued to a base roughly 15cm long with Citadel PVA glue and supported by pieces of balsa wood and cocktail sticks. We also shaved a sliver of wood from the side of some of the logs resting on the base. Not only will this make the logs appear to have settled a little into the earth, but it will also make it easier to glue them in place.



Painting Bark



1 Over a black undercoat, paint the bark Scorched Brown.

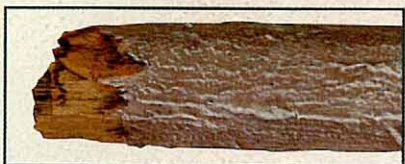


2 Drybrush the bark with Codex Grey.



3 Finally, drybrush the bark lightly with Rotting Flesh.

Painting Wood



1 Paint the wood Scorched Brown.



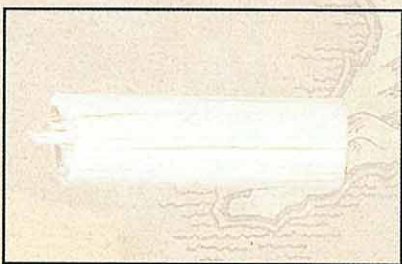
2 Drybrush with Bestial Brown.



3 Complete the painting by drybrushing with Bleached Bone.

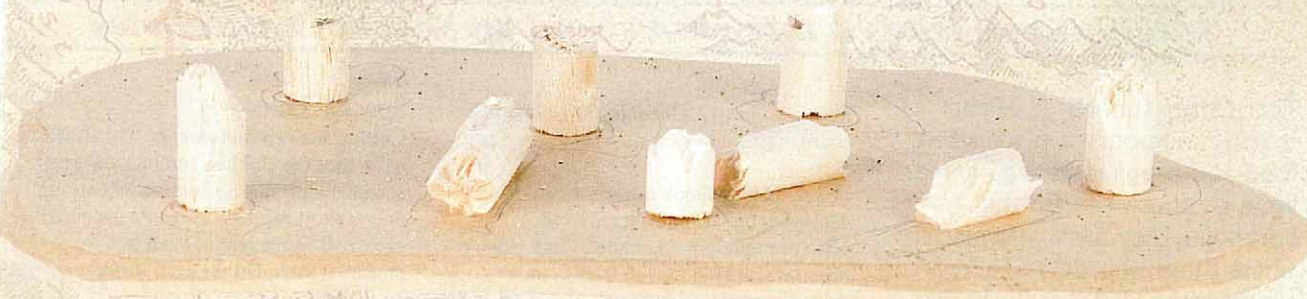
Balsa Dowelling

Both the barricade and devastated copse on these pages feature trees trunks. In both cases, we've used balsa wood dowel to represent them. Simply break off a length of dowel and then mix some of your filler with Citadel PVA glue and paint it onto the dowel. The streaks left in the hardening filler are an effective way of representing the texture of bark.



Devastated Copse

Aside from building their own dwellings and defences, the Ruffians also ravaged much of the landscape of the Shire. A ruined copse of trees is a great piece of terrain to help create an atmosphere of ruination. Copses also have the advantage of being very quick to build. The copse consists of a set of tree stumps, made in a similar way as the barricades, glued to a base made from thin wood or foamboard, and painted to look blackened by fire.



Broken Tree Stumps

The broken tree stumps in our copse differ from the logs in our barricades in two ways – they have roots and the distinctive break created when a tree is chopped down.

The roots are sausages of Green Stuff squashed onto the trunk before the filler is applied. The distinctive break is produced by cutting half way through the dowel with a sharp knife and then completing the break by hand.



Fire Damage

The best way to paint fire damage is to paint the copse intact first. At this stage, most of the base can be flopped to match your gaming table, with only the area to be burnt left clear. Then take a large drybrush and apply Chaos Black paint over the burnt area. To finish off the effect, we added piles of ash. This is quite easy to do – just stipple on patches of Codex Grey followed by Skull White, applied in the same way.



The Lockholes

Paladin Took leads a dangerous raid on Sharkey's Lockholes

The storage tunnels of Michel Delving were once a place where food and supplies were gathered. Now, transformed into the Lockholes, they are a vile place where those who defy Sharkey are imprisoned. Adam Troke sets the scene for a daring escape...

Spurred into action by the tales of cruelty in the Lockholes that are circulating across the Shire, a small group of Hobbits, led by Paladin, make a daring daytime raid on a Lockhole. Hoping to free as many Hobbits from the evil place as possible, the rescuers must employ courage and cunning in equal amounts if they are to rescue their friends from the clutches of the Ruffians.

Forces

Good

Paladin Took
Fredegar Bolger
Lobelia Sackville-Baggins
8 Hobbit Militia
4 Hobbit Shirriffs
4 Hobbit Archers

Evil

6 Ruffians with bows
6 Ruffians with whips

Layout

48"/112cm x 48"/112cm – The board represents Michel Delving, an area of the Shire firmly in the grasp of the Ruffians. The board should have plenty of broken fences, damaged hedgerows and withered trees on it (see map). The Lockholes should be placed in the centre of the north board edge. As the Lockholes were once the storage tunnels of Michel Delving, a large Hobbit-hole will suffice to represent Sharkey's improvised Hobbit prison.

Starting positions

The Evil player should deploy three Ruffians with bows within 6"/14cm of the Lockhole; these are the Ruffian sentries. The remaining Evil models are not deployed at the start of the game, but may become available for use later. The Good player should deploy Paladin, the Hobbit Shirriffs, Archers and four of the Hobbit

Militia within 12"/28cm of the southern board edge.

The remaining Good models are not deployed, but are considered to be prisoners within the Lockholes and may become available for use later in the scenario.

Objectives

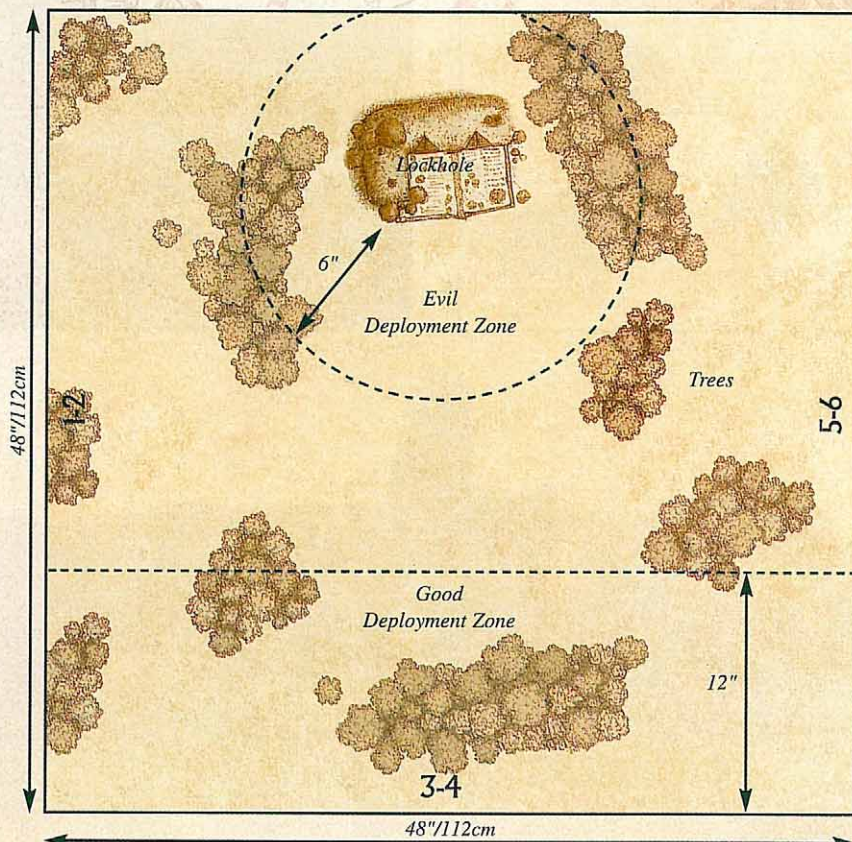
Spurred into action by the dreadful rumours that abound, Paladin and a small group of Hobbits decide to make a swift raid on the Lockholes, determined to free as many Hobbits from the clutches of Sharkey as possible. The Good player is victorious if five imprisoned models can successfully move off either the east, west or south board edges. Lobelia counts as two towards this total, whilst Fredegar counts as three. The Evil player is victorious if the Good player is prevented from completing his objective.

Special Rules

Calling for reinforcements. The Ruffians have seen the Hobbits coming, and have sounded their horns. Reinforcements are only a short distance away. At the end of each Evil Move phase, from turn 2 onwards, roll a D6 for each Ruffian not yet on the table.

On the score of a 4 or 5 one Ruffian has arrived and is available for use. On the roll of a 6, two Ruffians may enter play. Roll a D6 and consult the map below for each model that enters play. The model may move onto the board from the edge indicated. Newly arrived models may not charge but may otherwise act normally.

Thain of the Shire. Whilst Paladin is clearly not a warrior, he is a conscientious Hobbit and will not suffer his kin to embark on such a daring raid without taking some of the responsibility upon





As Paladin Took rushes towards the Lockholes, the Militia and Shirriffs turn on the Ruffians who are intent on stopping the Hobbits' heroic deeds.

himself. As such, the attackers have a doubly pressing burden. If Paladin is killed during the course of the game, the Good side automatically loses, regardless of any other conditions.

Freeing prisoners. To free imprisoned Hobbits, a Good model must move into base contact with the main door to the Lockhole. Providing that the rescuing model does not shoot or fight, one imprisoned Hobbit may exit the Lockhole at the end of the Fight phase. Place the escaping model in base contact with his rescuer. The newly freed Hobbit may act from the following turn onwards. To determine which Hobbit is freed, the Good

player should simply line up the captured Hobbits and roll a D6 to determine which is freed – if the Good player rolls higher than the number of remaining Hobbits, he may choose which is freed. Free Hobbits are eligible to act from the beginning of the next Good Movement phase. Only one Hobbit may be freed each turn.

Weary and half starved. The prisoners within the Lockholes are malnourished and sickly from their imprisonment. Escaping prisoners may not charge or throw stones, but they will fight and strike blows as normal if attacked by Ruffians. Before moving an escaping prisoner, roll a D6. On the score of a 1 the model stumbles and

falls to the ground. Lie the model down; it may move no further that turn.

Points Match

If you wish to play this scenario using other models, the Good player should select a force containing three Heroes and a number of Warriors. Two of the Heroes, and a third (33%) of the Warriors must start within the Lockhole. The Evil player should select a force that is only two thirds (66%) the points value of the Good side. The Evil side may not contain any Heroes. No more than half the models in either force may be armed with bows.

Middle-earth in Winter

Brrrrrrrr... how to create effective winter landscapes for your games



Steve Cumiskey shows you how to chill out your battles with cool winter landscape. Meanwhile Adi Wood converts some White Warg Chieftains and Mat Ward presents a new winter scenario for you to use them in.

The scenarios featured in the Scouring of the Shire cover the most significant events in the history of the Shire from its founding to the end of the Third Age. Naturally, the focus is on the Scouring itself – explored in detail through the book. Of course, there are plenty of other stories that are only touched on, leaving room for you to fill in the events around them in your own games of The Lord of The Rings.

One such story is described in the Wolves of Winter scenario, set during the winter when the rivers that border the Shire froze over. Wargs were able to use the frozen river to cross into the Shire, fight past its defending Rangers and attack the Hobbits. The scenario in the book describes the timely arrival of Gandalf, and the Hobbits' spirited defence of their land. While you could simply play out those events as a one-off game, it's a great opportunity to explore the story further in a campaign.

To really make these stories come to life, you'll need a winter environment in which

to play them, along with a few key items of terrain. We're going to be show you a variety of ways to create the winter scenery that forms the backdrop to these stories, from temporarily transforming your table into a frozen wilderness to making a permanent winter board.

Temporary winter terrain

The simplest way to create an authentic winter environment for your gaming table is to temporarily cover the one you've already got. Snow scatter is available from most hobby shops and consists of a fine white powder; there are alternatives, but scatter is the best. After you've set up all of the terrain, spread the powder across the board using a large sieve. Scattering the powder in irregular piles will make it seem more natural. After you've finished your

game, simply pour the scatter onto a piece of folded newspaper on the floor, and return it to its jar. Occasionally, some scatter will stick to the flock already on your models, but it can easily be shaken or brushed off.

Alternative materials

While there are some other materials that can work almost as well as snow scatter, there are a few that would be best avoided. Baking soda looks quite realistic but can be extremely difficult to remove from your table and can discolour your terrain. Salt also looks convincing, but tends to absorb moisture from the air, becoming a soggy mess.



A large brush can be used to clear paths through the snow scatter.



Snow scatter is relatively easy to remove from your gaming board.

Permanent Terrain

If you're building a new board for yourself or your club, then you may want to think about making it a winter table. Not only does a snow-covered environment make for a striking gaming table, it also makes for a surface that's quite hard-wearing and relatively easy to maintain.

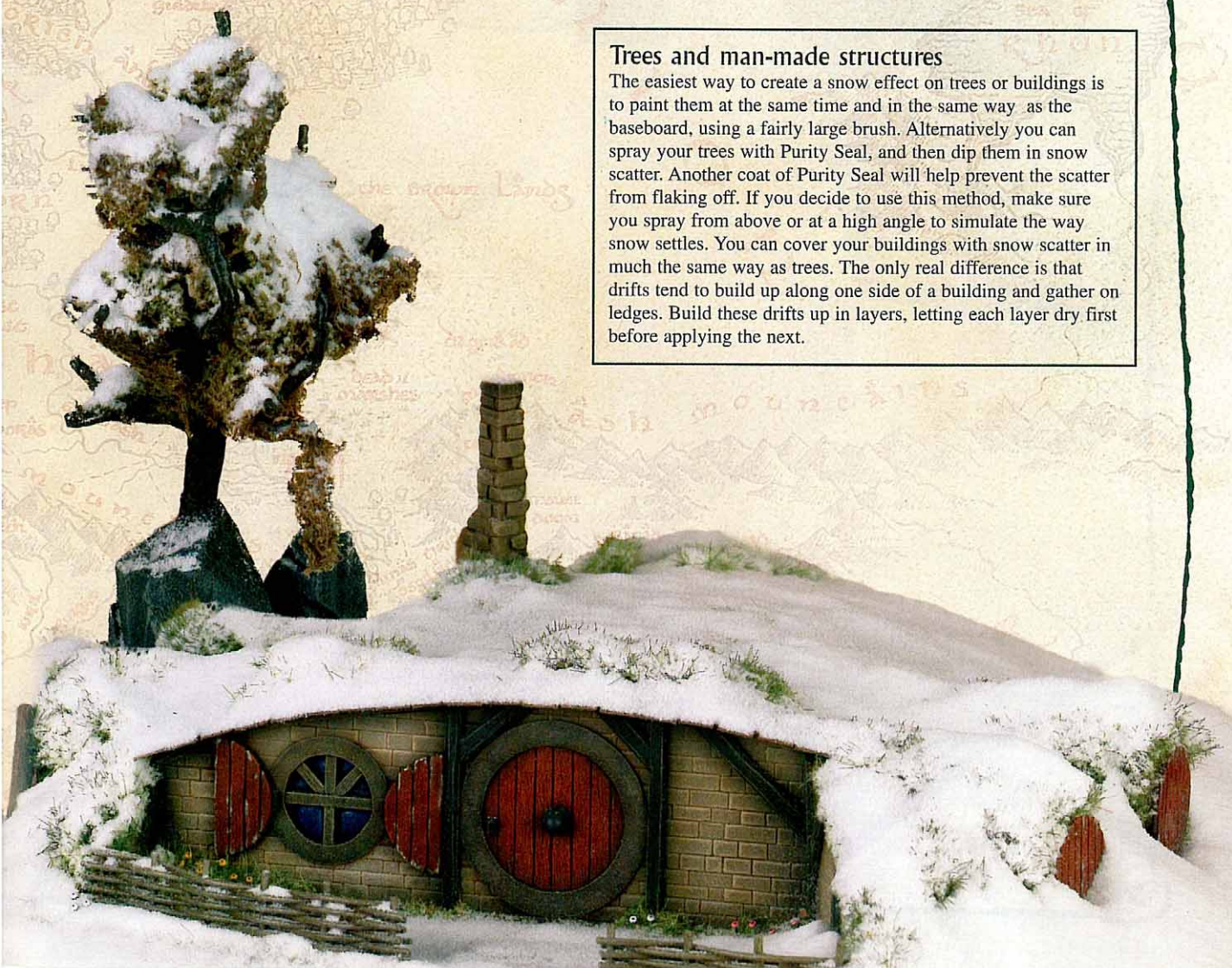


Baseboard and hills

Both the baseboard itself and hills or rocky outcrops can be treated in more or less the same way. Cover the surface with textured paint (preferably grey), and then drybrush the surface with successive layers of Shadow Grey, Fortress Grey and Skull White. By building up the colour in this way, you should end up with a patchy, natural looking board (1). Alternatively, you can achieve the appearance of thawing snow by adding patches of static grass or flock to your table before you apply the textured paint, then paint around the patches as you would for a fully covered table (2).

Trees and man-made structures

The easiest way to create a snow effect on trees or buildings is to paint them at the same time and in the same way as the baseboard, using a fairly large brush. Alternatively you can spray your trees with Purity Seal, and then dip them in snow scatter. Another coat of Purity Seal will help prevent the scatter from flaking off. If you decide to use this method, make sure you spray from above or at a high angle to simulate the way snow settles. You can cover your buildings with snow scatter in much the same way as trees. The only real difference is that drifts tend to build up along one side of a building and gather on ledges. Build these drifts up in layers, letting each layer dry first before applying the next.



Building a frozen river

A frozen river is a piece of terrain made specifically for a winter environment. The ice effect used here can also be used on other water features, like ponds or swamps. While there's nothing stopping you building a long, one-piece river, it's usually a better idea to make it in foot-long sections, for both ease of storage and flexibility in gaming. If you do decide to build your river in sections, make sure that the ends of the sections are all the same width, so that they can match up in any order.

Tools and materials

- Thick card or thin wood
- Polystyrene
- Ready mixed filler
- Citadel PVA glue
- Plastic document wallets
- Sand and Gravel
- Flock and Snow scatter

1 Cut the shape of the river from thick card or thin wood. Mark the position of the bank, roughly 1" from the edges, and bevel the long edges.

2 Cut two strips of polystyrene to represent the banks and glue them in place.

3 Shape the bank to match the edges of the river. Blend the bank to the base with ready mixed filler.

4 Glue sand and gravel onto the bank in patches. Once dry, apply a coat of textured paint to the bank.

5 Paint the river Chaos Black, and then drybrush in patches with Codex Grey and Fortress Grey.

6 Cut a clear plastic wallet to the shape of the river, and then glue it in place with PVA glue.

7 Paint the edges of the banks with Scorched Brown and Bestial Brown, and then glue snow scatter to the banks and river.





The finished frozen river.

Warg Chieftains

The new Wargs offer great opportunities for modellers and painters alike to create their own personalised models. Adrian Wood talks about how he built some Warg Chieftains to use in scenarios set in the Third Age's 'Fell Winter' of 2911.



Adi was drawn to the subtle nuances that distinguished the White Warg Chieftain from the rest of the 'Eavy Metal pack, and it compelled him to try out his own conversion ideas.

Adi: The attack of the Wargs from The Two Towers is one of the most exciting action sequences in the film and stimulated a lot of modelling ideas when I first saw it. So, of course, when the new Wargs came out, I had to have a set. Assembling them was great fun and I couldn't resist taking advantage of their flexibility to convert some into Chieftains.

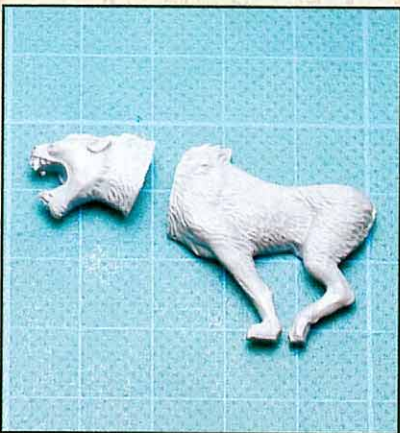
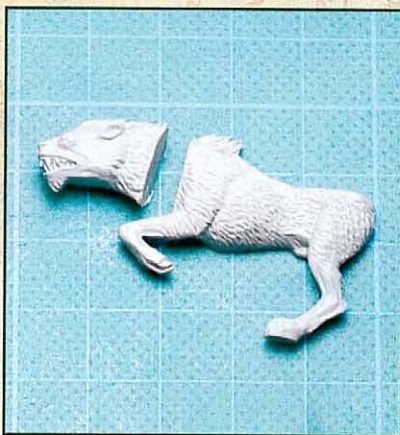
Initially I took my inspiration from a model of a Warg Chieftain I saw in the Scouring of the Shire book. The beast had not been converted, and had been painted in the same way as the rest of his pack. But what made him stand out was a scarred eye. The modelling wasn't too large or exaggerated, which fits with the look and feel of The Lord of The Rings, but still made him look even meaner than an average Warg. I've tried to go for the same subtle effect on my own models.

Adi has also recently converted some Orc Chieftains riding the new multipart plastic Wargs. As Warg riders are generally smallish Orcs, Adi used the plastic models from The Return of The King boxed set to represent their larger leaders.

You can see Adi's Warg Riders in our Hobby Supplies section on page 151.

Initial Preparation

Before getting stuck into converting the Wargs, I spent some time looking at how the basic models went together. It became apparent that not only could the four sections of the bodies go together in different combinations but it was also a straightforward job to remove the heads and swap them. This initial prep work became the foundation for my conversions.



Charge!

When making Captain models in the past I've found that a distinctive base goes a long way to making them stand out from the rest of the troops. This model's pose already had plenty of forward impetus which a raised surface would help to accentuate. Slate looks great when painted and is quite easy to break into the right size and shape.



Adi wood

Adi has greatest claim of any of us to being an Orc. When not thumping the forces of Good, he writes things like How To Paint Space Marines.



Steve Cumiskey

Steve works 'upstairs' with Adi in our Hobby Department, and writes many of the scenery and painting workshops for White Dwarf.



Pinning

Pinning a model strengthens the join between two pieces that might not easily stick together. Slate is quite easy to drill into with a pin vice. First, drill a hole approximately 2mm deep in both pieces and cut a piece of brass rod long enough to fit inside the hole when both pieces are brought together. Then superglue the parts.



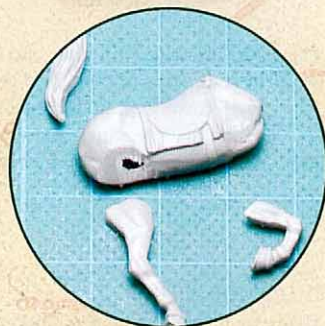
The White Wargs arrive in the Shire, eager to taste Hobbit flesh

Dead Horse

The next model I made looked like he was stood, ready to pounce on another victim. Although this model would also look effective standing on a rock, I had another idea. Once again inspired by the attack of the Wargs in *The Two Towers* movie, I decided to make a dead horse for the Chieftain to stand on.



1 To start with I used a block of sandpaper to grind one side of the horse flat enough so that it appeared to be lying on the ground.



2 The other limbs and tail needed to be cut and repositioned so that they lay naturally.



3 To finish off, I mixed up some Green Stuff and filled in the gaps before gluing the Warg on top of the horse.

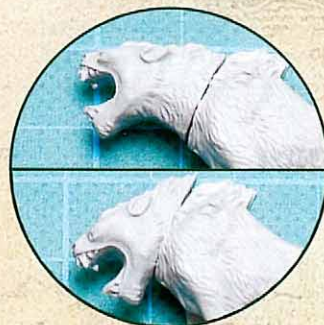


4 For a finishing touch I drybrushed both the base and the horse with Bleached Bone to bring them together.



Hobbit

This model is my favourite out of the three. I began with the idea of a Warg menacing someone and then remembered there was a model of Pippin cowering which I could take from the Merry and Pippin versus Grishnákh set. The Warg itself needed to be in a prowling pose similar to the Warg on the dead horse, but this time with the gaping mouth. All I needed to do was change the angle of the head so that the beast was looking straight at the hapless Hobbit.



1 This time I cut away a 'v' shape of plastic so that I could angle the head downwards.



2 There were some unsightly gaps for me to fill with Green Stuff, sculpting the material so that it matched the creature's fur. Then it was a simple matter of gluing the Hobbit to the base and positioning the Warg so it looked on the verge of striking.

Building Fires

Steve: If you've taken the trouble to convert your gaming table into a winter landscape (if only for an evening), then a few pieces of additional terrain can add to your collection. The fires pictured here were built to play the Wolves of Winter scenario from the Scouring of the Shire, but illustrate the sort of small-scale terrain pieces that can add atmosphere to any scenery set.

Tools and materials

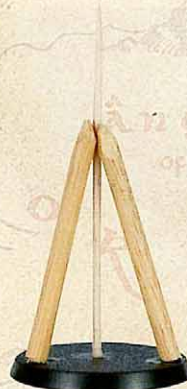
- Cocktail sticks
- 40mm round bases
- Thin wooden dowel
- PVA woodworking glue
- Twigs
- Wire wool

Bark

An extra option for detailing your fires is to create a realistic bark texture on the wooden dowels. Just mix together PVA glue and ready mixed filler and paint it onto the dowels, before adding the wire wool. We also used this technique for the wooden barricades and burnt copse on pages 124-125.



- 1** Make a hole in the centre of a 40mm round base and glue a cocktail stick into it.



- 2** Take three lengths of wooden dowel, sharpen the ends to resemble chopped logs, and then glue them to the base and cocktail stick, one at a time. When the glue has dried, clip off the excess cocktail stick.



- 3** Paint the base with PVA glue, and then begin to add pieces of twig. Add drops of watered-down PVA to the branches to help bind them together, and then build up another few layers of twigs.



- 4** Glue wire wool in place to represent the flames and smoke, then glue sand to the exposed parts of the base.

Painting the Fires

- 1** Begin by thoroughly undercoating the fire with Chaos Black spray. Drybrush the bark with successive layers of Scorched Brown, Codex Grey and Rotting Flesh. Next, paint the inside of the wood with Bestial Brown and then Bleached Bone.

- 2** With the wood painted in its natural colour, it's time to apply the effects of the fire. Paint the upper parts of the logs and the heart of the fire with Chaos Black. Once this is done, stipple the base of the smoke and fuel with successive layers of Red Gore, Blazing Orange, Fiery Orange, Golden Yellow and Skull White.

- 3** When painting fire, concentrate the brighter colours near the base, and don't get too worried about some of the colours of the flame touching the surrounding wood.



The Fell Winter

A chilly new The Lord of The Rings scenario by Mat Ward

The year is 2911 of the Third Age, and a terrible cold has settled upon the lands of Middle-earth. Warmth is gone from the land and all folk, both fair and foul, huddle around fires in peasant huts and great halls alike. The Hobbits are ill-prepared for the fury of the winter and suffer greatly as fuel and food grow shorter. A great many Wargs, driven from the far north by hunger, pour across the frozen expanse of the Brandywine river. The Rangers of the North, ever the protectors of the Halflings, mount a determined defence – they cannot hope to stop all of the Wargs, but for every one slain the following battle will go easier for the Halflings.

Participants

Good

6 Rangers of the North

Evil

1 Warg Chieftain

18 White Wargs

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The game takes place along the Brandywine river, frozen by the extreme cold. The river itself is about 6"/14cm wide and lies in the centre of the board. A thin strip of heavily wooded land lines the hills – represent this with a double row of trees about 3"/8cm wide. A row of hedges lines the far bank of the river (see map).

Starting Positions

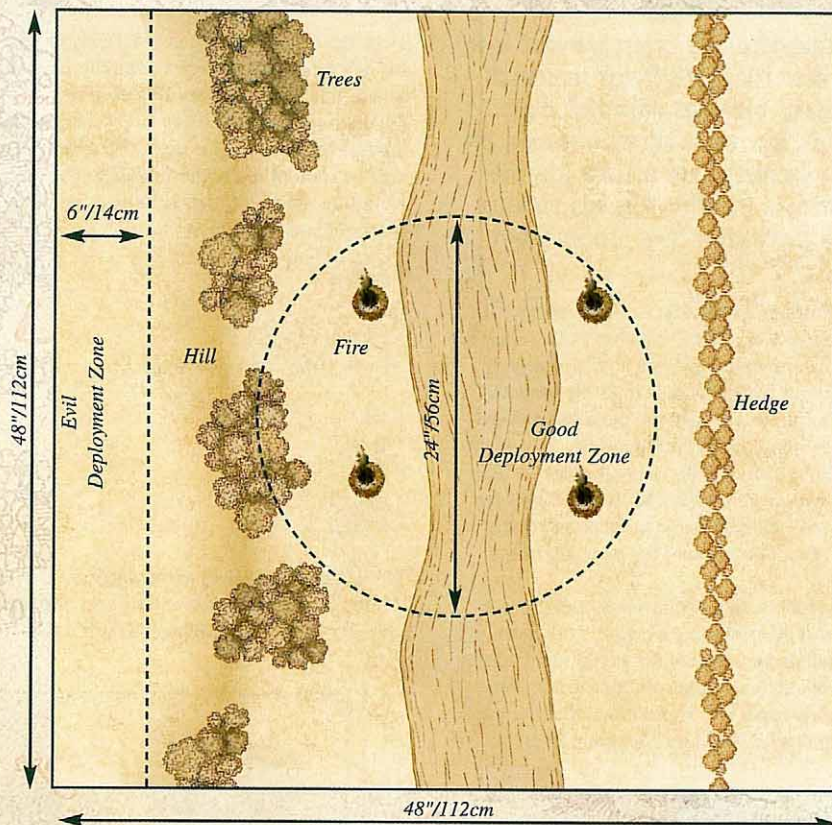
The Good player deploys his force within 12"/28cm of the centre of the board. The Evil player then deploys his entire force within 6"/14cm of the western board edge. The Good player may also place four fires (see below) within 12"/28cm of the centre of the board.

Objectives

The Good player wins if he manages to kill at least half of the Evil force before his Rangers are slain or flee. The Evil player wins if the Good player does not achieve his objectives.

Special Rules

The Watchfires. Though the Wargs are driven by extreme hunger, they still retain an animal's

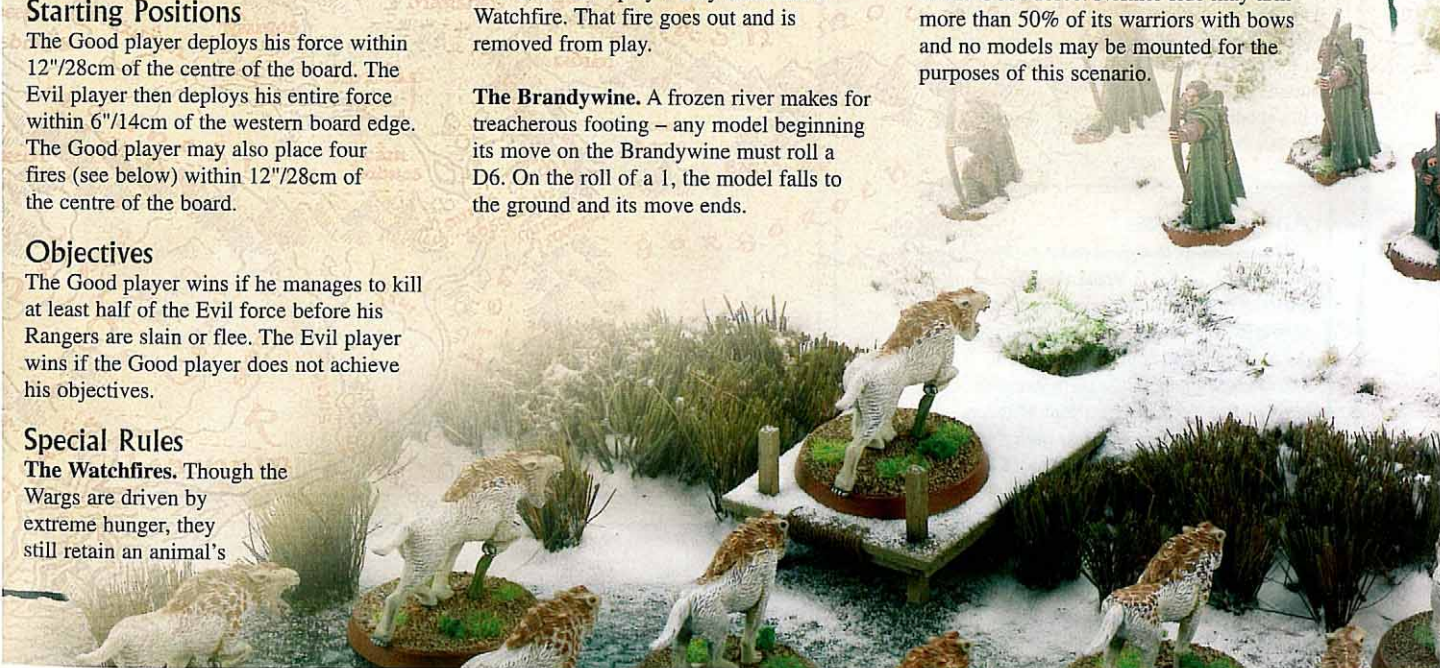


primal fear of flame. Any Good model within 3"/8cm of a fire counts as causing terror. However, the fires cannot burn forever. If the Priority roll is ever tied on a 5 or 6, the Evil player may nominate a Watchfire. That fire goes out and is removed from play.

The Brandywine. A frozen river makes for treacherous footing – any model beginning its move on the Brandywine must roll a D6. On the roll of a 1, the model falls to the ground and its move ends.

Points Match

To play this scenario with different forces, simply choose two forces – the Evil side should be roughly twice the size in points as the Good force. Neither side may arm more than 50% of its warriors with bows and no models may be mounted for the purposes of this scenario.



Farmer Maggot's Crop

A new The Lord of The Rings scenario by Mat Ward

Young Hobbits often wander into Farmer Maggot's fields in search of easy pickings amongst his crops. But what starts out as a bit of mischief takes a turn for the worse as Maggot sets his vicious and terrifying dogs upon them.

Farmer Maggot is a well-respected, if not well-loved, member of the Shire's community. He is a stubborn and practical fellow who devotes his time and resources to growing the most exceptional crops in all of the Farthings. His carrots are without peer, and his cabbages and turnips know no equal. Of all his produce that are envied far and wide, it is the mushrooms, however, that receive the most attention.

All Hobbits like mushrooms, and they almost certainly like Maggot's the most. Whether by virtue of his exceptional talent, or the quality of the soil upon which his farm is sited, it is well known that the best crop can be found on Maggot's farm.

Raids upon his crop are commonplace as a direct result. Not the blatant and aggressive thievery that might occur in other, less gentle lands, but the mischievous endeavours of youth. This scenario details one such raid. Farmer Maggot, tired from a day's hard labour, has retired to his armchair for the evening, leaving his trusty (and much-feared) hounds Grip, Fang and Wolf to watch over his prized crops. Whilst good stock grows all across Maggot's extensive lands, the very best is only grown in his special vegetable garden, a short way from his house.

Author's Note

This scenario is designed to be enjoyed by five players, and it is worth the effort of all involved to get together enough friends to play it as it is intended. Four players form the Evil side, and control Frodo, Sam, Merry and Pippin, while the remaining player takes the part of Farmer Maggot and his dogs. If there are less than five players then the participants should divide up the forces in an agreeable manner.

Here the dogs are set to guard, ready to see off any would-be intruders from the farm. It is into this scene that our four Hobbit adventurers stumble, ready to pit their wits against Maggot and his dogs. Their reward will be food of the highest quality. The price of failure, however, will be bruises and bite marks aplenty.

Forces

Good

- Farmer Maggot
(with Grip, Fang and Wolf)

Evil

- Frodo
- Sam
- Merry
- Pippin

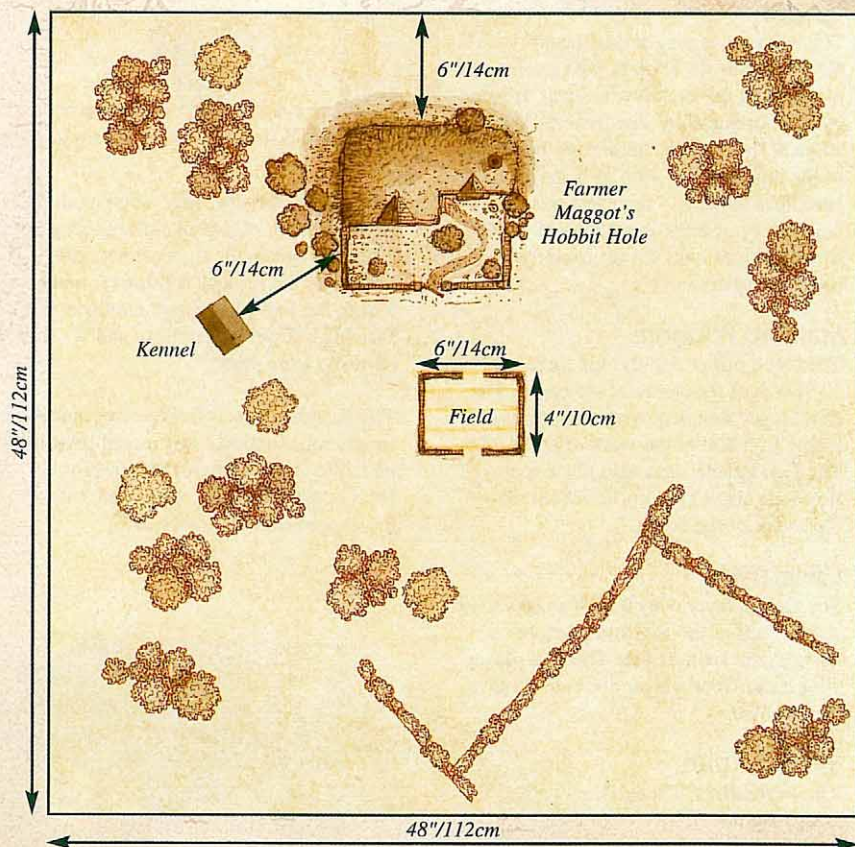
No models may select extra wargear. Additionally, no models in this scenario are considered to have Might, Will or Fate.

Layout

This scenario is played on a board 48"/112cm x 48"/112cm. The board represents the area of Maggot's farm immediately surrounding his house. A medium-sized building should be placed 6"/14cm from the north board edge to represent this. A kennel should be located at least 6"/14cm from Maggot's house. A fenced field 6"/14cm x 4"/10cm should be placed in the centre of the board to represent Farmer Maggot's special crop. Elsewhere on the board, buildings, hedges and trees should be liberally scattered making the scene more interesting.

Starting Positions

Grip, Fang and Wolf are placed touching the kennel. Next, the four Hobbits must each be placed more than 12" from the special crop. The Evil players should roll to see the order in which their Hobbits are placed, with the highest scoring player going first.





The Hobbits hide from Farmer Maggot's hounds.

Hobbits may not start within 6"/14cm of one another. Beside each Hobbit a counter should be placed. This represents the stash where they will conceal their stolen food. Farmer Maggot is not deployed at the start of the game, although he may become available later.

Points Match

This scenario does not lend itself to being played with other forces due to the small scale and nature of the engagement, though you could experiment with Goblins raiding gold from an Orc Chieftain's stash, guarded by Wargs, for example.

Objectives

The raiding Hobbits must secure as much loot as they can before Maggot and his dogs drive them off for good. The first Hobbit to gather three plunder counters wins, and the Evil side wins overall. Should all four Hobbits be driven off by Maggot and his dogs before they accomplish this, the Good side wins.

Special Rules

Definitely not life or death. Hobbits are not violent, and scrumping some crops from the good farmer's field is not something to risk life and limb over. Likewise, while Maggot jealously guards his crops, he would never think to administer more than a well-

deserved walloping to a Hobbit youth out for plunder. As such, Hobbits are wounded in a special way for this scenario. Each Hobbit counts as having three Wounds on their profile. Only when all three of these Wounds are suffered are they removed from play, the bruises and bite-marks from the dogs, and firm clips around the ear from the Farmer having overcome their desire for a tasty feed. If any of Maggot's dogs are wounded, they must immediately return to their kennel, moving directly towards it, going around enemy control zones. Once there, the dog will not act unless Maggot moves into base contact with it, after which it may act as normally from the following Move phase onwards.

Farmer Maggot. If any dog suffers a wound, Maggot will become alerted to the commotion, and begin pulling on his smock and hat. At the end of each Good Move phase after this, once all other Good models have been moved, the Good player should roll a D6. On the roll of a 3 or more Farmer Maggot may immediately be placed on the board touching one of the doors to his house. Maggot may not charge in the turn that he arrives, but may otherwise act normally.

Thrown stones, dog bites and fighting farmers. The Shoot and Fight phase work

as normal during this scenario with the following exceptions. Because of the respect that his reputation demands, no Hobbit will strike blows on Farmer Maggot, nor target him with thrown stones. He, however, is quite unrestrained by such things and may throw stones and fight as normal in an effort to drive the miscreants off his land. Hobbits may fight against the dogs, and target them with stones as normal. However, should a Hobbit wish to charge either Maggot or one of his dogs, they must first pass a Terror test, such is the fear these renowned local personalities generate.

Loot and plunder. The spoils of this scenario are mushrooms, carrots and other good food. If a Hobbit ends its Move phase within Farmer Maggot's special crop, and does not Fight or Shoot, place a Plunder counter touching its base. A Hobbit with a Plunder counter can move normally, dragging the counter alongside. A Hobbit dragging a Plunder counter will automatically release the plunder if engaged in combat, place the Plunder marker 1"/2cm from the Hobbit. Hobbits may only carry one Plunder counter at a time. The Hobbit may release the Plunder counter by moving into base contact with its stash marker, adding one to his plunder score. After this, the Hobbit may complete the rest of his move as normal.

The War Begins

The campaign draws ever nearer, dear readers. Are you ready for war?

The shadow of Barad Dûr grows longer, blotting the sun from the earth. Foul creatures scuttle from their hiding places to walk unafraid beneath the darkling sky. Men and Elves and other races more fair in temperament feel fear clutch at their hearts. The War of The Ring begins!

Hail and well met, fellow warlords of Middle-earth. If you've been following our adventures through the last few months you'll know that we've been fighting Battle Company games to prepare us for this year's The War of The Ring™. This is not only to get us all excited, (and boy, has Rudgie got too excited) but also to get us painting up some models so we'll have a small force of warriors to structure an army round. The time we'll need these armies approaches soon, for the campaign begins in June.

The territories

Now it's your turn to decide whether or not Middle-earth will fall. You can play with

any of the The Lord of the Rings 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 12 territories. Each of these territories has its own special rules for points match games, unique hobby content and scenarios, all of which can be found at:

www.thewarofthering.co.uk

These rules add a little extra flavour to your games, for example, Rohirrim have a +1 modifier to their courage when fighting in Rohan. Though you can input results for anywhere in Middle-earth with any army, all armies suffer somewhere and benefit

elsewhere. In addition to this, certain areas will count for more than others, and be worth more for different sides. For example Mordor is worth more to the Good side, and Gondor counts for more to the forces of Evil. This will affect the overall result, so deciding which territory to fight in offers some tough choices.

The Fellowship

The Fellowship also have a part to play in the campaign. As war builds around them, they will move along a predetermined path over the course of the three months. As they progress across the map, special scenarios and secret areas will open for a short time only in various places. For example, when



Already our Battle Companies approach the size of armies.



The theatre of conflict.

THE WRATH OF UMBAR!

Stop the Corsairs in the Games Workshop Roadshow.

Throughout the summer there will be a fantastic roadshow which is going to visit 42 of our UK Hobby Centres.

In The Wrath of Umbar, you'll have to repel the wicked corsairs from the Southern Gondorian coast, and prevent them from burning towns and taking their inhabitants into slavery. These black-hearted men are ancient allies of Sauron. Do you have the mettle to defeat them?

The roadshow uses the boat rules from WD 300 and 301, and features a whole fleet of stunning, scratchbuilt boats, Corsairs and a specially made coastal board. As well as playing, you'll be able to pick up tips on how to make your own landing craft and conversions. There's also a special promotional miniature only available to buy at these events. Below is a list of dates. Ring your local Hobby Centre for more details.

- **2 July:** Aberdeen
- **9 July:** Edinburgh
- **16 July:** Glasgow, Hull, Cardiff, Romford and Brighton
- **23 July:** Carlisle, Nottingham, Bristol, Thurrock, Maidstone
- **30 July:** Newcastle, Derby, Exeter, Harrow, Guildford
- **6 August:** Middlesbrough, Northampton, Poole, Uxbridge, Maidenhead
- **13 August:** Harrogate, Leicester, Oxford, Bromley, Milton Keynes
- **20 August:** Leeds, Manchester, Worcester, Kingston, Cambridge
- **27 August:** Wakefield, Chester, Birmingham, Sutton, Norwich
- **3 September:** Sheffield Central, Liverpool, Shrewsbury, Croydon, Ipswich

INDEPENDENT STOCKISTS

Check out the website below from 1st May for details of events at independent stockists.

WWW.THEWAROFTHERING.CO.UK

The website is open for registration in May. The campaign begins 1st June.

Flash Gondorians

Kyme struggles on.

Nick: I was feeling a bit like a classic Queen song this month. No, I don't mean 'Radio Ga Ga' (that's Guy who's losing it, just read his text!) I am of course referring to 'Under Pressure'. Yup, I still have the boot prints where Lord Byron of Isengard and the merciless 'Scorpion of Harad', Rudgie gave me a royal kicking. I needed better this month or my lands really would be covered in a second darkness. So to Dol Amroth and Mordor I travelled (admittedly the former is an ally of Gondor, but in the campaign we play each other alternately and since Greg is using a Dol Amroth Battle Company, we duked it out anyway).

Those Dol Amroth Knights were going to be tough nuts to crack, but I had my Rangers back to full health and those guys could shoot a gnat off Gollum's derriere so I had high hopes. I'd also need to use my Knights more effectively than riding round like horses on a merry-go-round like I did against the Uruks. A counter-charge from the Dol Amroth Knights could be painful. No worries for my second game. It was against Haley, so that was pretty much a given. He's got precious little in the way of missile fire, so won't be shooting back for long, while his inability to get a high dice score when rolling for wounds should help keep my men safe from his rusty blades. That'll be some nice Influence dice for me!



Rudge: Unbeaten with four wins, I was starting to feel rather confident, however this month I had to play Christian's Isengard Battle Company. His warband had grown since my last encounter, gathering more than a few nasty Uruk-hai. As I and Christian sit next to each other the conversation more than once turned to how he was going to exact revenge, and, to tell the truth, those Uruk-hai scared me silly...



Nick's warband now contains two heroes.

GAME ONE (Dol Amroth): This started out as a tactical game of cat and mouse as Greg and I tried to locate the special item in Recovery. After a few volleys of bow fire, we both got stuck in and a massive ruck ensued in the centre of the field around the objective. My Knights and Hero proved their worth and with the Guard of the Fountain Court and Warriors of Minas Tirith backing them up, I eventually put the warriors of Dol Amroth to flight and claimed the prize.

• **Post battle:** Upgrades – Dagorgrad gained +1 Attack and thanks to the recovered item, the 'Rally to me' skill. I also bought him a lance. My bowman Nuledan was promoted to a Ranger. Reinforcements – Finilgar, Warrior of Minas Tirith with bow and Dalarath, Ranger.

GAME TWO (Mordor): This went all too quickly for the forces of Mordor. Guy and I fought Chance Encounter but sadly for him luck deserted him completely. After shooting down his bowmen and Orc Tracker I then used the superior firepower of the Rangers to bring down his Warg Riders. Ugbrag seemed determined to add to his already impressive injury list and made a suicidal charge. He didn't get far and he is now in my custody and waiting for his Battle Company to rescue him (poor chap). The rest of the Orcs, who'd been skulking in the rocks, then quit the field and the glory was Gondor's.

• **Post battle:** Upgrades – Dagorgrad gained +1 Strength. Nuledan became a Hero. Reinforcements – Hadanar, Warrior of Minas Tirith with spear and shield, Duragar, Ranger and Baragir, Knight of Minas Tirith.

For the glory of Harad!

Rudgie continues his unblemished run of victories

GAME ONE (Isengard): We rolled the Recovery mission and I was the underdog! Christian's Battle Company now has so much armour I could hear it before I could see it. I used volley fire in an attempt to whittle his force down but his armour saved him from most of the fire and I only managed to kill the weaker parts of his force. My six raiders made a combined charge, Christian smiled! I then proceeded to roll 6 after 6 and Christian's smile disappeared along with his Uruk-hai, fear the mighty Army of Harad! One of my archers also managed to find the objective and run away with it across the battlefield.

• **Post battle:** Upgrades – a warrior with bow was promoted to Hero. I then used all my Influence dice to buy horses and lances for two of my Heroes on foot. Reinforcements – None.

GAME TWO (Mordor): Next up, Hold the line, and I was the defender. The difference in Battle Company ratings meant that Guy had a staggering six re-rolls at his disposal, so I knew I was going to lose some of the dice offs and I was correct as Guy inflicted the most damage my Battle Company has seen, a staggering three casualties! The number of Harad warriors with bows fell below the magic six and so I lost the ability to volley fire. However, my eight raiders charged and Guy decided running away was a better choice than being butchered to an Orc. Victory – the unbeaten run continues!

• **Post battle:** A warrior with bow died. Upgrades – My leader, Raza gained another point of Courage. Charic one of my four Heroes, added +1 to his Fight value. Reinforcements – a warrior with bow and a warrior with spear swelled my warband to 21 models.

Orcish upset

Just don't ask.



There's a lot of them, but they're all made of jelly.

Guy: *%\$^& it! Why can't I roll a single 6? This is beginning to tick me off mightily now. I've played six games of Battle Companies (besides the one I wrote about, I had one against Greg last month) and won precisely NONE OF THEM! None. Nada. Zero. Zilch. Grrr. Let's look at the facts.

- Ugbrag my hero is rubbish. He's now virtually crippled, with a chest wound (-1 strength); a gammy leg (-1 move); and a shattered arm (no shield). His only roll on the advancement chart thus far gave him one extra point of courage. He's obviously been smacked about the chops so many times now that he is impervious to pain, finding that, actually, life-threatening wounds don't hurt as much as he thought. It's either that or he's so imbecilic he won't run away. This overall is bad, because it means he sticks around longer, affording more opportunities for limb-loss.

- In the course of the campaign, I have had at least one warrior die in every battle. In one I had four croak it as I rolled four consecutive 1's. Eight Evil Orcs of various shades of nasty have died in total.

- My first Uruk, Big Mick, who arrived to such acclaim from the other tiny Orcs, got a lance through the head in his first battle. "He is our saviour!" they cried. "No he's not," said Keith, watching Mick's poor allowance of brain hit the floor (see below).

- In a desperate attempt to cheer myself up, I began to give my Orcs daft names (see Big Mick, above). However, these fellows have had an even lower life expectancy than the others. Obviously the spirit of Tolkien does not approve of Orcs called Keith. As they're all dead, it's back to Black Speech for me.

further step – gone are 99% of the highlights, to be replaced with a Bleached Bone drybrush after the Brown Ink wash (see WD 302). I can now paint an Orc from beginning to end in about 40 minutes. Of course, I paint several at once, in different stages, so I'm getting plenty done.

I suppose my glee comes from the look on Lord Byron's face every time I show him another model I have painted primarily with a tank brush. He spends hours on his with something less hairy than a Buddhist monk's head, and they only look marginally better. Ha ha!

GAME ONE (Haradrim) How shall I regale you with this woeful tale of Hold the Line? I lost! However, I did inflict more casualties on Rudgie than any other gamer has yet managed!

- **Post battle:** Ugbrag loses an arm, Big Mick dies without having killed anything, one of my doughty Trackers falls. Reinforcements – I get a new Tracker and Uruk, Orc with spear, Orc with Bow and another Warg Rider from my huge handful of influence dice. Upgrades – None.

GAME TWO (Gondor) A Chance Encounter. No, not two strangers aboard a train, their lonely eyes meeting across a crowded compartment, signalling a night of illicit passion they will never forget, but a severe beating for my Orcs (again). This time I mostly ran away and hid, after it proved unwise to advance into the withering hail of fire kicked out by Nick's Rangers. The net result of this was that Ugbrag, unable to hobble off quickly enough, was bagged by the Gondorians, and now I have to rescue him.

- **Post battle:** Bagged Ugbrag. One bow-armed Orc misses a game. Upgrades – None. Reinforcements – Two Uruks. (See, it's not all bad – Guy). Great. Now I'm talking to myself.



In spite of this, I am enjoying myself. I have advanced my 'Brown Coat' technique a

Armed and dangerous

Greg's hero is doing fine, despite having only one arm!



The forces of Dol Amroth favour blue.

Greg: It was Christmas time when I fought my second battle last month, against Guy. Both literally and metaphorically as an easy victory presented me with some upgrades. Despite feeling the pressure (I didn't want to be the one who lost to Guy) my troops dispatched his puny Orcs without receiving a scratch. Indeed, the hardest task was to stop laughing as Guy fluffed roll after roll. I purchased some more men and a horse. There were no promotions even though I had loads of kills – my giggling during the battle must have irritated the dice gods

My reinforcements came mostly in the form of Gondor Fiefdom warriors, allowing for a little conversion tomfoolery. As there aren't any Bowmen of Morthond or Axemen of Lossarnach models available I followed the suggestions in WD295. A little Green Stuff helped to ensure they still had necks.

So I march to face the unrelenting Rudge and his band from the sand next month.

GAME ONE (Gondor): And so it was that I returned to the battlefield with renewed confidence: my foe was Nick Kyme, as the Good took on the Good (which left the bad and the ugly fighting it out on the adjoining table). After a long strategic battle of attrition Kyme emerged victorious.

• **Post battle:** Reinforcements – My sole Influence dice produced another Axeman of Lossarnach (I decided to bail out early rather than suffer more injuries) but one of my Swan Knights tragically bit the dust. Upgrades – none.

GAME TWO (Isengard): We played the Take the High Ground scenario, and luck was clearly on my side as three of Christian's troops came onto the board wherever I chose. Naturally this was in the middle of my lines and they were duly butchered. As we closed on the high ground my archers managed to eliminate the Evil archers around the objective (just) while the rest of my force drew out Christian's Uruk-hai. Fortune favoured me once again though just as the Byrne Half-Orc machine really got going. As the battle began to turn in Christian's favour with his Uruk-hai mincing my Swan Knights and their associates, I rolled a 1 to end the game as half of his force was downed, leaving my solitary archer close enough to win the game.

• **Post battle:** Upgrades – A warrior of Minas Tirith became worthy of the status of a Swan Knight and I suffered no fresh injuries, despite being mauled by several irked Uruk-hai. My Hero has now bulked up to the point where he can suffer two Wounds too. Five Influence Dice stocked (to be used at a later date).

New Scenario: Death in the Dark

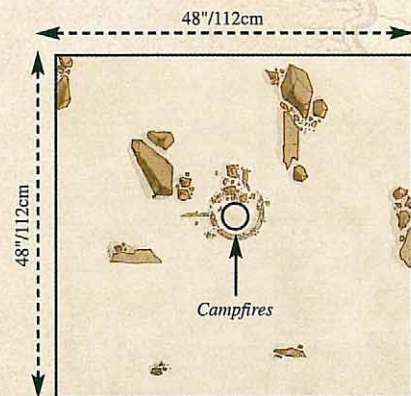
A weary party rests for the night in a ruinous hall, deep in the wilds of Middle-earth. Unknown to them, an enemy band has found their encampment and plans to attack in the dead of night when they their foes will be at their most vulnerable.

Layout

Set up a board of 48"/112cm by 48"/112cm. Place some ruins in the centre of the board, no bigger than 12"/28cm by 12"/28cm. Place two campfires in the ruins, within 6"/14cm of the centre. The ruins and campfires can be represented by those you get on the The Return of The King scenery sprue, though if you have some, ruins with one or more extra floors add to the dynamism of the game. The rest of the table should be fairly dense, covered with areas of woodland, scrub, and piles of stone.

Starting Positions

The Battle Company with the highest rating is the Defender in this scenario, as the smaller, weaker Company seeks to use the cover of the night to overpower their enemy.



The Defender chooses three models as his sentries. These are placed at least 12"/28cm away from the campfires. All other models are placed within 6"/14cm of the fires.

The Attacker can bring his Battle Company onto the table from any or all board edges.

Objectives

The Attacker is attempting to sneak up on the defender's camp.

The Defender must detect the Attackers before they assault and drive them off.

Special Rules

Sentries. Before priority rolls, the defender rolls a dice for each sentry at the start of each turn. On a roll of 1-3, the Attacker may move the sentry 3"/8cm in any direction during the Defender's move phase. On a roll of 4-5, the



Christian has painted extra models (not shown here) which means he's well on the way to an army.

Hands up!

Christian has the second-largest company.

Christian: The White Wizard was certainly looking out for me last issue, but this time I would be going up against Rudgie's Haradrim who gave me a severe beating in our first encounter. The good news was that even if I lost a few men I had extra Orcs and Dunlendings to fill in until I influenced more Uruk-hai to the cause. One thing I decided though, with the others' permission, was to replace my Mordor Uruk-hai (which I got two of last time) with Uruk-hai armed with pikes. One of the reasons we started doing this campaign was to build up an army and Isengard isn't a province of Mordor. I have also started working on extra models both for upgrades (if I ever get one) and for my final 500 points army.

GAME 1 (Haradrim): It's one thing to have them shoot at you from the other side of the table in perfect safety, but losing so badly to them when you outnumber them in close combat with Uruk-hai is the pits. Oh, and then all my men ran away. Rudge is still grinning.

• **Post Battle:** Four guys out of commission, one Uruk-hai with bow dead. Reinforcements – One Uruk-hai, so the company remains at full strength.

GAME 2 (Dol Amroth): Greg and I played the Take the High Ground scenario. After losing some lesser minions that deployed on the other side of the table, the main part of both Battle Companies clashed in the centre. It was really heating up when the game ended due to casualties, and Greg won because he was closer to the objective.

• **Post Battle:** Upgrades – I wanted some promotions, I received none. Reinforcements – I did recruit an Orc Tracker, who I believe defected from team Haley just in case he got left in charge and started losing his limbs.

Defender may move them 3"/8cm. On a roll of 6, the sentry has heard a suspicious noise, and the Defender may move the model normally that turn.

Detection. Sentries may detect enemy models within 18"/42cm. Roll a dice at the beginning of the turn, before Priority rolls, and consult the chart below to see if they're discovered.

Attackers within:

18"/42cm.....	6+
12"/28cm.....	5+
6"/14cm.....	4+

If there is more than one enemy model within 18"/42cm, add +1 to your dice roll, because of the extra noise.

If the enemy attack the men by the campfires, the alarm is raised and they are detected.

If the enemy are detected, then normal game play commences. All models may act normally from now on. No attacking model may be attacked until the alarm is raised.

Killing sentries. If an Attacker manages to get into base-to-base contact with a sentry, he may immediately attack him. The Defender can only defend, and if he wins, will cause no damage to the attacking model. If the Attacker kills the sentry, the alarm is not raised, if he survives, the alarm is raised.

Priority. Until the Attackers are detected, they count as having priority for each turn, and also get priority on the turn they are detected as they spring their trap. Roll for Priority normally after that turn is done.

Shooting. Because it is dark, no ranged weapons may be fired further than 12"/28cm.

Mounts. All models start this scenario dismounted. The Defender's mounts set up, tethered, at least 8"/18cm from a campfire. If an Attacker reaches the mounts before the alarm is raised, he can turn them loose by moving into base contact with one of them. They are removed immediately. If not turned loose, they may be mounted as normal. The attacker leaves his steeds at his own camp.

Victory. The attacker must inflict 33% casualties on the Defender. The Defender must drive the Attacker off.

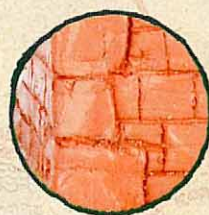
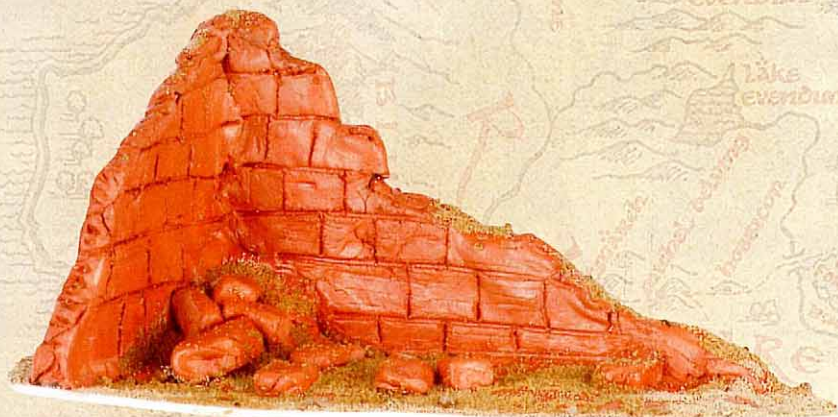
Defeat. The Attacker loses if he flees the table or is reduced to below 33%. The Defender loses if he suffers 33% casualties.

Draw. If the Attacker flees or is reduced to below 33% on the same turn he inflicts 33% casualties on the Defender, it is a draw.

SHAPING CLAY

Using modelling clay to create scenery.

Guy: Having revealed my 'tarbrush technique' (blame Kyme for this demeaning nomenclature), I thought I'd share some quick scenery tips. You can make effective ruins quickly with modelling clay (you get it in hobby stores). When using clay, make sure you keep your tools wet, as you would when sculpting Green Stuff, and give it a good coat of PVA when dry, as this seals it and prevents it cracking.



The clay is smoothed over a core of foamboard or cardboard glued to the base. I used a steel ruler to press the clay flat, and scored in the mortar lines with its corner.



I made some fallen stone out of cubes of clay. Clay is great for representing rock outcrops or ancient masonry, as it gives you a natural, uneven look.



Clay contracts as it dries, and can make flat surfaces warp, especially if they are completely covered, so I used thick plasti-card for the base to prevent this.



On the corners I made some heavier masonry to represent cornerstones. These are small bits of clay pressed and shaped over the masonry I'd already sculpted.

Ancient beyond ken

Clay is easy to use. This ruin only required a bit of foamboard, the clay, flock, Citadel PVA glue and plasti-card for the base, so it's good for simple terrain pieces. Sometimes I mix PVA with the clay to help bond it to the surface of whatever it sits on, but not this time. When it was dry, I glued a mix of sand and gravel onto the base, along with any bits that had fallen off. Once dry, I sprayed the whole thing with Roughcoat, and painted the base brown.



Using clay is a good way of making stone that looks ancient and weathered.



I stuck a heavy scatter flock onto the outside of the ruin to represent ivy. The stone is simply drybrushed up from a base of dark grey to white.



Rudgie has a fantastic way of flocking bases, which I used here so my ruin would match his baseboard. We'll reveal it in a future White Dwarf.

THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



Events Diary

Events and tournaments in your area, plus GW community contacts.

Games Workshop Direct

Components for this month's conversions, and Tau queries.

Fuel for the Furnace

A letters page! Read the first fat crop of other readers' erudition.

Gaming Rooms

This month we look at some excellent models from Wakefield.

WARHAMMER WORLD



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Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 Universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

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Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

YOUR OWN EVENTS

Warhammer World is the perfect place to hold your own gaming events. Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World contact us on the phone number to the left or by e-mail for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See page 148-149 for more!

**The Lord of The Rings
Grand Tournament**
2nd-3rd April

**Fury of Champions
(Specialist Games)**
23rd-24th April

**The Blood Bowl
Grand Tournament**
7th-8th May

**Masterclass: Sculpting
(expert tuition)**
25th-26th June

WAKEFIELD GAMING ROOM

Wakefield has the country's largest Gaming Room, and there is always something special going on there.

- Twenty 6ft x 4ft gaming tables
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- Tea and coffee facilities.
- A busy timetable of events, tournaments, campaign days, and more.
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The Wakefield store is big, boasting the largest Gaming Room in the whole of the United Kingdom!

We do our best to cater for every taste, with most weekends having some sort of event. Modelling, painting and terrain-building skills all feature in our workshops, and we run campaigns and tournaments for our three core and many of our specialist games systems.

We have our gaming timetable planned right up to the end of December 2005, so if you are wanting to play a particular system or type of event give us a call.

If you are interested in running an event – maybe you're a club searching a venue or a store wanting to challenge another store or club in the Yorkshire area – The Wakefield Hobby Centre is available as a venue. Contact us for more information.

Manager: Rob Cardiss
Telephone: 01924 369431

COMING SOON
Some of our great events.

The Lord of The Rings Open Day – 24th April
Features army building and painting tutorials, as well as a special Balin's Tomb scenario. Showcasing the Scouring of the Shire.

Conflict: The Lord of The Rings – 24th April
Achieve Middle-earth glory

The Warzone Tournament – 14th May
This is a 1,500 points Warhammer 40,000 tournament with special battlefield conditions.

Ready, Steady, Convert – 21st and 22nd May
Using parts from 20 bitz bags, build what you can in two hours. Paint it in a limited time too, to win this conversion competition.

Scenery Workshop – 28th and 29th April
Specialising in scatter terrain, these classes will help you build great terrain. Limited places, book now.



THE GAMING CLUB NETWORK (GCN) IS AN INDEPENDENT ORGANISATION FOR CLUBS, RUN BY AND FOR GAMERS.

- The GCN is made up of independent clubs who meet in hired venues and are largely comprised of adult hobbyists.
- GCN clubs offer hobbyists a venue to enjoy painting, modelling and gaming.
- The GCN is run by volunteers who want to set a new standard for clubs.
- All GCN clubs have a Child Protection Policy, a committee to manage club affairs and clear club rules.
- The GCN is independent of Games Workshop.

THE GCN ROLL OF HONOUR
A complete list of all current GCN clubs:

Madgamers (Maidenhead)
Contact: Dennis Jackman
Phone: 01628 540398
Email: DENIS_JACKMAN@hotmail.com

Gatekeepers Wargames Club (Shrewsbury)
Contact: James Sherry
Phone: 01743 369605 or 07792469648
Email: n.sherry@btopenworld.com

Leeds Night Owls
Contact: Steve Nolan
Phone: 07793 198516
Email: stephennolan@wbsonline.net

Spiky Club (Reading)
Contact: Sean Curtis
Phone: 01245 348542
Email: ookthelibrarian@hotmail.com

Tanelorn (London)
Contact: Martin Turner
Phone: 07879 445922
Email: Martin.Turner@Hess.com

Chelmsford Bunker
Contact: Gareth Williams
Phone: 01245 348542
Email: cdgareth@fsmail.net

Nuneaton Model and Gaming Club
Contact: Ken Huxtable
Phone: 07870 477315
Email: k.huxtable@ntlworld.com

Newmarket Dwarf Wargames Society
Contact: Chris Peachy
Phone: 01638 720861

Yeovil Games
Contact: Chris Lowe
Phone: 07811 843747

Walburton Wargamers
Contact: Mike Roddham
Email: walbertonwargamers@yahoo.co.uk

Sad Muppet Society (Basingstoke)
Contact: Richard Kerry
Phone: 0118 982 1512

Middlesbrough Wargames Club
Contact: Shaun Atherton
Phone: 01642 272021
Email: shaunatherton@netscape.net

1st Company Veterans (Nottingham)
Contact: Chris Taylor
Email: info@1stcompanyveterans.net

Colchester Games Club
Contact: James Godfrey
Phone: 07813 394217

Bridgend YMCA Games Club
Contact: Matt Churchill
Phone: 01656 668298
Email: velvetfiend@yahoo.co.uk

Dursley Games Club (Cambridge)
Contact: Dan Bishop
Phone: 01453 549377

Gobstys (Lincoln)
Contact: Will Platten
Phone: 01522 803310
Email: info@gobstys.co.uk

Oxford Gaming Club
Contact: Mike Sharp
Phone: 07862 764143
Email: Mike.sharp4@btopenworld.com

That Dam Gaming Club
Contact: Iain Dalton
Phone: 07863 311481
Email: votemoose@hotmail.com

BattleNet
Contact: Richard Miller
Phone: 07710 702297
Email: Richard@battlenet.co.uk

Battlescar
Contact: Paul Cleveland
Phone: 01202 258194
Email: paul@battlescar.co.uk

Portbury Knights
Contact: Alan Vowles
Phone: 07771 985488
Email: mravowles@mravowles.plus.com

Watford Wargames Federation
Contact: Robert Phipps
Phone: 01494 465244
Email: rp@a-b-a.co.uk

Jersey Privateers Gaming Club
Contact: Richard Mallet
Phone: 07797 725481
Email: director@black-helicopters.com

Northumbrian Adventurer's Guild
Contact: Mark Anderson Coulter
Phone: 01670 522661
Email: coulterm149@aol.com

If you would like to know more about the GCN, contact Sean Curtis.
Email: contact@gcnm.org.uk

For info on GW's support of the GCN, contact Bek Iggledon.
Email: clubguy@games-workshop.co.uk

Information correct at time of press.

SCHOOL LEAGUE

Due to the success of the first championship we have decided to extend the School League country-wide. There are leagues for The Lord of The Rings and for Warhammer 40,000 starting now, so if you want your club to take part, contact us at the address below. Regional finals will be held at Easter and the national final is in the summer.

The School League is not a one-off gaming session, but a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Both newly set-up clubs or ones that have been running for a while can benefit as a result. The league not only strengthens relations between clubs but also gives you the opportunity to meet with other schools and hang out with loads of your fellow Hobbyists!

JOIN THE LEAGUE

The League is a great reason to play loads of games, to paint armies and spend more time together talking hobby. It's also a good excuse to go out on a trip and meet a club in a school near you, and you can always organise the games in a Games Workshop Gaming Room store (there are about 15 of these currently in the UK able to host an event) if you can't find a big enough venue.

To join the league you need gamers in your club (obviously!), gaming tables and scenery and 250 points of LOTR and/or 400 points of Warhammer 40,000 armies built using the format given in the School League Pack.

To get a School League pack, or simply if you want further information, contact us on:
schools@
games-workshop.co.uk

State which league you are interested in joining and our Community Hobby Managers will get in touch with you.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:
eventsdiary@games-workshop.co.uk

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

11th April for WD307 (June issue)
9th May for WD308 (July issue)
13th June for WD309 (August issue)

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

Events diary abbreviation guide

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

APRIL

EUROPEAN GET TOGETHER 11

Date: 1st, 2nd and 3rd April, 2005

Venue: Ostend, Belgium.

Details: The Euro GT is set up by gamers for a weekend of gaming in a non-tournament environment. Gamers will be grouped into teams of Mordheim, Warmaster and Warhammer players in campaign-driven stories. Previous events have involved up to 60 players from all different nationalities. The location is situated with easy access to both the city, station and airport. Anyone interested can go to the website to enter the event. The event will be held at: Hotel 'De Kinkhoorn', Zeedijk 330, 8400 Oostende, Belgium

Contact: Christof.simons@thebrassman.org or Lex Van Rooy at: lex.van.rooy@gmail.com
Website: www.eurogt.org

BLOOD BOWL CUP

Date: 2nd April, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Kick off the season in style as 10 Blood Bowl coaches go head to head to show off their coaching skills.

Contact: GW Middlesbrough - 01642 254091
Website: www.games-workshop.co.uk/events

MIGHTY EMPIRES WEEKEND

Date: 2nd-3rd April, 2005

Venue: GW Carlisle.

Details: Muster your forces and gather your supplies - war has begun! Using cunning, experience and strength, expand your borders and increase the might of your Warhammer army.

Contact: GW Carlisle - 01228 598216
Website: www.games-workshop.co.uk/events

RUMBLE IN THE JUNGLE

Date: 3rd April, 2005

Venue: GW Plaza.

Details: Welcome all sports fans! It's that time of year again, Rumble in Jungle. This is a Lustria-based Blood Bowl league played on Thursdays and Sundays throughout April and May. Starting teams, no star players.

Contact: GW Plaza - 02074 360839 (Andy)
Website: www.games-workshop.co.uk/events

ARTEFACTS OF THE OLD ONES CAMPAIGN

Date: 5th April, 2005

Venue: GW Hammersmith.

Details: Discover the mystery of the polar gateways by taking part in this Warhammer campaign. Run on Veterans nights for those who are 16 and over, Tuesdays 6-10pm. You will need a 2,000pt Warhammer army to take part.

Contact: GW Hammersmith - 0208 846 9744
Website: www.games-workshop.co.uk/event

LANCASHIRE OPEN WARHAMMER ANCIENTS TOURNAMENT

Date: 9th April, 2005

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: This is a Warhammer Ancients 2,000pts swiss pairings tournament running from 10.30am-5.30pm. All Armies must be painted. Only 20 places available.

The cost of entry is £10. There are prizes for 1st place, Best Painted Army and Most Sporting Player.

Contact: info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.
Website: www.wargamesworld.com/events.htm

WARHAMMER DOUBLES

Date: 9th April, 2005

Venue: GW Dumfries Gaming Room.

Details: Last time it was the Skinks who emerged victorious and fought their way to fame and fortune, now the floor is open once again for challengers to win this prestigious tournament. Bring 500pts of Warhammer, following the Border Patrol rules (see White Dwarf 285 for a copy) to earn your place one the wall of heroes.

Contact: GW Dumfries - 01387 249702
Website: www.games-workshop.co.uk/events

THE WAR OF THE BEARD IV

Date: 23rd April, 2005

Venue: Ekeren, Belgium

Details: A WH 2,000 points tournament to test your skills as a tabletop general.
Contact: dirk.bruylants@skynet.be
Website: www.tsqa.be

OPEN WAR 3

Date: 9th April, 2005

Venue: Warhammer World, Nottingham.
Details: Third in the successful Open War series of tournaments held by the 1st Company Veterans at Warhammer World. Compete in either WFB, 40K, LOTR and Epic competitions. Tickets are priced at £15 including lunch. The event is open to anyone aged 16 years and over with a painted force for their chosen system.

The Open War event is limited to 100 places. For further entry details and to download a tournament pack and entry form visit our website.

Contact: info@1stcompanyveterans.net
Website: www.1stcompanyveterans.net/events

ST VALENTINES DAY AFTERMATH V: BETWEEN A ROCK AND A HARD PLACE

Date: 9th-10th April, 2005

Venue: Warhammer World, Nottingham.

Details: In the dark coldness of space, the remnants of the Planet She-Kargo twist in space, fractured by the forces of the Warp.

Enter this 40k weekend and experience an action-packed campaign.

Contact: Sean Curtis - ookthelibrarian@hotmail.com

VARGON CAMPAIGN DAY

Date: 15th April, 2005

Venue: GW Plaza.

Details: Become the scourge of the galaxy by taking part in this 40K tournament!

Swordwind hosts of the Biel-tan Craftworld have come to reclaim the beautiful Maidenworld of Vargron III in order to help their dying race survive for a few centuries longer.

But, upon arriving, the the Eldar are horrified to find the virgin planet has been defiled by an Ork WAAAGH! commanded by vile Warlord Ashnak. Bring down your 1,000pts army and help (or hinder) the Eldar as they retake the vital Olgar Temple in three linked battles.

The tournament runs from 10am-6pm. Space limited to 20 players (10 per side) so book your place to avoid disappointment.

Contact: GW Plaza - 0207 436 0839
Website: www.games-workshop.co.uk/events

SALUTE 05

Date: 23rd April, 2005

Venue: Olympia 2, South Kensington, London.

Details: One of the biggest independent one day shows in the whole of the UK. More than 100 games and stands, including Games Workshop and Forge World.

Games include Warhammer, Warhammer 40,000, Epic, Warmaster and Warhammer Ancients.

Tickets are £8, the event is open to all, but under 16's must be accompanied by an adult.

Contact: pro@salute.co.uk
Website: www.salute.co.uk

STOCKHOLM ROGUE TRADER WARHAMMER OPEN 2

Date: 23rd-24th April, 2005

Venue: Dragons Lair, Stockholm, Sweden.

Details: Rogue Trader STHLM is proud to present the second WH Open tournament in Stockholm. You will need a 2,150pts army, no special characters allowed. The entry fee is 150skr. The tournament is open to those aged 16 and over. Fun games and nice prices. Check the website for more details.

Contact: info-rto@roguetrader.nu or fantasy@roguetrader.nu

Website:
rto.roguetrader.nu

THE NEW KINGDOM

Date: 24th April, 2005

Venue: GW Newcastle.

Details: As the Ogres rise to prominence in the Old World, mercenaries and cut-throats journey eastwards to prove their worth against this new foe. Join this conflict and show your qualities as a general.

You will need a fully painted 1,500pts army to take part in this Warhammer campaign day. Call to register as places are limited. Entrants must be 16 or over.

Contact:
GW Newcastle - 01912 322418

Website:
www.games-workshop.co.uk/events

KING OF THE SPIRE

Date: 30th April, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Gangs representing all houses and outlanders gather their strength to prove who is mightiest of all.

Contact:
GW Middlesbrough - 01642 254091

Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER HISTORICAL WEEKEND

Date: 30th April-May 1st, 2005

Venue: Warhammer World, Nottingham.
Details: It's the Warhammer Historical Campaign Weekend - enter a campaign over the two days. Tickets are available from April and cost £38 (this includes three meals too).

This year you can enter a posse in the Wild West campaign (the first time we've used these rules in an event).

Contact: Rob Broom (0115 916 8466).

Website:
www.warhammer-historical.com

MAY

GW PRESENTS: BLOOD BOWL GRAND TOURNAMENT

Date: 6th and 7th May, 2005.

Venue: Warhammer World, Nottingham

Details: Calling all sports fans! Do you feel top of the heap? Beaten the Aldorf League? Crashed your way to the top of the Loren Cup? Enter the biggest Blood Bowl tournament of them all!

Can you take your team to the very pinnacle of sporting achievement? Find out by entering the highest of Blood Bowl competitions. Prepare your team to play for the biggest trophy of them all - The Blood Bowl itself!

30th ANNIVERSARY CELEBRATIONS

Games Workshop is 30 this year! To celebrate, our Hobby Centres will be holding a variety of special events on the weekend of 2nd-3rd April. Besides celebratory games, the White Dwarf staff, Web team and the Four Gamers will be visiting Gaming Rooms throughout the country! The special edition miniatures will be available in store too, on a first-come, first-served basis. Ring your local Hobby Centre for details.

ULTIMATE BETRAYAL

To celebrate the 30th anniversary of Games Workshop over the May Bank Holiday Period, some Hobby Centres are holding a linked series of campaign days. Each store will be playing their part and reenacting the battle of Calth and other key Horus Heresy Battles. Bring along your force and take part in this mega battle. What happens in your store will affect games in other

Hobby Centres. A host of Warhammer 40,000 activities will be taking place so, if you live in the north call your local Hobby Centre now. Battle commences on Saturday 30th April, Sunday 1st May and Monday 2nd of May.

Participating hobby centres are in Scotland, Ireland, and northern England. Ring your nearest Games Workshop Hobby Centre for details.

Contact:
Warhammer World - 0115 916 8410
Web: www.games-workshop.co.uk

THE TOR'VASH CRUSADE

Date: 7th May, 2005.

Venue: GW Carlisle.

Details: Governor Vorn of the Tor'Vash system has reneged on his pledge to the Emperor of Man. Four companies of the Emperor's finest have been sent to purge the system. This is a one day linked campaign using Battlefleet Gothic, Epic: Armageddon and Warhammer 40,000. Contact the Carlisle Hobby Centre for details.

Contact: GW Carlisle - 01228 598216
Web: www.games-workshop.co.uk

STOCKHOLM ROGUE TRADER WARHAMMER 40,000 OPEN 2

Date: 7th-8th May, 2005

Venue: Dragons Lair, Stockholm, Sweden.

Details: Rogue Trader STHLM is proud to present the second Rogue Trader

Open - a 40K tournament in Stockholm. You will need a 1,750pts army, no special characters allowed. The entry fee is 150skr. The tournament is open to those aged 16 and over.

Contact: info-rto@roguetrader.nu or 40k@roguetrader.nu

Website: rto.roguetrader.nu

A SMALL MATTER OF HONOUR 2005

Date: 7th May, 2005.

Venue: Church Cottage, Church Street, Basingstoke.

Details: The Sad Muppet Society proudly presents its annual 1,750pts Warhammer 40000 tournament.

Many years ago the forces of the Imperium cleansed the world of St Michael. But many years have passed... Now traitors, aliens, and worse have set foot on this world. The time has come for the righteous to heed the call to glory! Entry is £10 for the whole day.

Contact: muppet@genesis-sf.org.uk
Web: www.rkerry.fsnet.co.uk

THE MUMAK RETURNS

Date: 14th May, 2005

Venue: GW Dumfries Gaming Room.

Details: Bring 250 points of Good or Evil and see who can slay the Mumaks.

Contact:
GW Dumfries - 01387 249702

Website:
www.games-workshop.co.uk/events

LANCASHIRE OPEN 40K TOURNAMENT

Date: 14th May, 2005

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: A 40K 1,500pts swiss pairings tournament. All armies must be painted. 20 Places available. Entry £10.

Contact: info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Rd, Ilkley, West Yorks, LS29 9EP.

Website: www.wargamesworld.com/events.htm

IN STORE: EASTER AND MAY HALF TERM EVENTS

There's plenty of battles awaiting your army at your local Hobby Centre over Easter and May half term. Contact your local Games Workshop to find out exactly when each event takes place and for further details (see page 152 for a list of every Hobby Centre).

The Kraken Awakes - Easter - As the hive fleet continues to spread throughout the Ultima segmentum, it seems drawn towards the Ichar system. As the hive fleet encounters more planets its access to fresh resources increases, as do the forces at its disposal. Bring along your Combat Patrol force or up to 500pts, to take part in this Warhammer 40,000 campaign.

The Kraken Descends - May Half Term - Feeding swarms move into the Ichar system. The Veterans dig in and bring together the remnants of the Imperial forces. As the Tyranids increase their presence so the hive resonance increases and more of the fleet is called towards Ichar IV.

Slaughter on the Ivory Road - Easter - Traders from the Old World set out from their staging posts and strive to be the first to make contact with Cathay. Can your Warhammer force successfully run the gauntlet? Find out at this event.

The Land of the Gods - May Half Term - Bands of adventurers leave the Old World in an attempt to find and plunder Lustria. Use your Warhammer army to gain fame and fortune, or repel the invaders.

The Rise of The Ring - Easter Holidays - War is coming. Build your Battle Company like the White Dwarf team and play special scenarios to help Good (or Evil) prepare for this summer's national campaign event.

The War of The Ring™ - Summer - With darkness growing in Mordor, Sauron has dispatched the Nine. The Fellowship must complete their quest or life in Middle-earth will change forever. Join the Good or Evil side and register your results along with the rest of the UK to determine the fate of the One Ring in our online campaign! See page 140 for more details.

HOBBY SUPPLIES

On these pages you will find a selection of some of the Hobby tools and aids Games Workshop produces. These specially made products make the assembly and painting of your models easier.



Side Cutters	£7
Denmarkkr	90.00
Norwaykr	100.00
Swedenkr	100.00
Euro€	11.00



Set of files	£5
Denmarkkr	75.00
Norwaykr	85.00
Swedenkr	85.00
Euro€	10.00



Sculpting Tool	£3
Denmarkkr	40.00
Norwaykr	45.00
Swedenkr	45.00
Euro€	5.50



Tweezers	£4
Denmarkkr	60.00
Norwaykr	70.00
Swedenkr	70.00
Euro€	8.00



Pliers	£6
Denmarkkr	90.00
Norwaykr	100.00
Swedenkr	100.00
Euro€	11.00



Pin Vice Set	£8
Denmarkkr	100.00
Norwaykr	120.00
Swedenkr	120.00
Euro€	13.00

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



Superglue	£3
Denmarkkr	40.00
Norwaykr	45.00
Swedenkr	45.00
Euro€	5.50



Plastic Glue	£3
Denmarkkr	40.00
Norwaykr	45.00
Swedenkr	45.00
Euro€	5.50



Modelling Saw and Blades	£10
Denmarkkr	125.00
Norwaykr	150.00
Swedenkr	150.00
Euro€	17.50



Pin Vice Drill Bit Set	£5
Denmarkkr	60.00
Norwaykr	70.00
Swedenkr	70.00
Euro€	8.00



Modelling Putty (Green Stuff)	£4
Denmarkkr	50.00
Norwaykr	60.00
Swedenkr	60.00
Euro€	6.50



Cutting Set	£12
Only available from Hobby Centres.	
Denmarkkr	150.00
Norwaykr	180.00
Swedenkr	180.00
Euro€	20.00

As well as the White Warg Chieftains you can see on page 132, Adi wanted to make some Warg Rider Chieftains to lead his Orcs. Our plastic is very easy to cut with a modelling knife or clippers, so Adi made his Orc heroes out of the new plastic Wargs and the plastic Mordor Orc sprue.



- 1** I started by looking at how to combine the Warg Riders with other models. Mordor Orcs are larger and more imposing than the wiry riders, so I decided to use them to build a couple of powerful looking Chieftains. The first conversion was pretty straightforward. I cut the bodies of both models at the waist and glued the Mordor Orc onto the rider's legs. I then angled his body so that he looked like he was striking down with his sword.



- 2** For my next model I chose to adapt an Orc wielding a two-handed axe. Warg Riders don't use such weapons, so I trimmed the axe haft down and attached a shield to the left arm. Although this is just a small conversion, I think the finished pose looks dramatic.



- 3** For my third rider I tried out a simple head swap. My favourite head on the Mordor Orc sprue is a fully armoured helmet, so I mercilessly lopped off the rider's head with a pair of clippers and glued on this one. The helmet was a little large but didn't look too odd; it just made the Chieftain stand out even more. I then angled the head slightly, before adding a shield slung on his saddle.



STORE FINDER



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on 0115 916 40000. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

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



FREE PAINTING AND MODELLING ADVICE

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



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

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



BEGINNERS

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



HOBBY ACTIVITIES

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



VETERANS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! See page 158 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (x).



Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000

VON

W BRISTOL (CENTRAL):
1 Broadview, Tel: 0117 925 1533
W BRISTOL (CRIBBS CAUSEWAY):
129, The Mall, Tel: 0117 959 2528
BRISTOL, Area 51:
11, 117 524455
ORTISHEAD, Makitt:
11, 01275 844 751
ATE, Haggosaurus Toystore:
11, 01454 326566

IEDFORDSHIRE

W BEDFORD:
9 Greyhairs, Tel: 01234 273 603
EIGHTON BUZZARD, Cuddlers:
11, 01525 217415
LYTON, Ottakers:
Tel: 01582 460999
LYTON, Final Fantasy

BERKSHIRE

W MAIDENHEAD:
Unit 5, 17 Market Street, Tel: 01626 631 747
GW READING:
111 Broad Street Mall, Tel: 0118 999 8693
GW SLOUGH:
101 High Street, Tel: 01753 575 675
BRACKNELL, Ottakers:
Tel: 01344 468124
NEWBURY, Miniature Merchants:
Tel: 01635 528176
NEWBURY, Swampys:
Tel: 01635 36555
SANDHURST, Toyworld:
Tel: 01252 873591
WINDSOR, W.J. Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
116 Corporation Street, Tel: 0121 236 7880
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 01364 461 818
GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 01213 543174
GW WOLVERHAMPTON:
Unit 98, Manor Centre, Tel: 01902 310 466
GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 01922 725 207
ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 5175
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
EDGEBASTON, Wayland's Forge:
Tel: 0121 687 0105
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3980
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637 703

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 01494 531 494
GW MILTON KEYNES:
Unit 2, West End Extension, 502 Silbury Boulevard,
Shopping Centre, Tel: 01908 639 477
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 802952
MILTON KEYNES, Daeron's Books:
Tel: 01908 568089
PRINCES RISBOROUGH, Treata:
Tel: 01844 344354

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street, Tel: 01223 313 350
GW PETERBOROUGH:
3 Wentworth Street, Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454 541
PETERBOROUGH, Westgate Department Store:
Tel: 01733 593151
ORTON, PN Hobbies:
Tel: 01733 759854
SAWSTON, The Toy & Model Centre:
Tel: 01223 505952
SAWSTON, Toys Plus:
Tel: 01223 837639
ST NEOTS, Barretts of St Neots:
Tel: 01480 408700
ST NEOTS, Westgate Department Store:
Tel: 01480 472042
TEVERSHAM, Invention Ltd:
Tel: 01223 293492
WISBECH, Westgate Department Store:
Tel: 01536 203525

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Gratton Street, Tel: 0161 929 8896
GW CHESTER:
112 Foregate Street, Tel: 01244 311 967
GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre,
Tel: 01625 619020
GW STOCKPORT:
32 Murray Square, Tel: 0161 474 1427
CONGLETON, Deans Toys & Cycles:
Tel: 01262 273777
CREWE, ABC Models Sport:
Tel: 01270 505048
KNUTSFORD, Hal Whitaker:
Tel: 01565 632003
NANTWICH, Funfayre LTD:
Tel: 01270 625454
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 47740

RUNCORN, Halton Daemons:

Tel: 01928 715251
STOCKPORT, Goslings Toymaster:
Tel: 0161 4272099
WIRRAL, Idols:
Tel: 0151 695 1188
WIDNES, R G Marsh Ltd/Widnes:
Tel: 01514 241947
CLEVELAND
GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, Tel: 01642 254 091
HARTLEPOOL, Westgate Department Store:
Co. Durham, Tel: 01429 261777
HARTLEPOOL, Illusions:
Tel: 01429 233199

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 01872 320 047
BODMIN, Brickenells:
Tel: 01202 277088
BUDE, Nitro RC:
Tel: 01288 353388
FALMOUTH, Wonderland Falmouth:
Tel: 01326 312571
HAYLE, Blewett's of Hayle:
Tel: 01736 753012
HELSTON, Eddy & Son:
Tel: 01326 572787
NEWQUAY, Planet Hobbyworld:
Tel: 01637 859941
ST AUSTELL, Adebis Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
TRURO, Toymaster:
Tel: 01872 272452

COUNTY DURHAM

GW DURHAM:
64 North Road, Tel: 01913 741052
GW DARLINGTON:
76 Skinnorgate, Tel: 01325 382 463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 606 768
CONSETT, Kwikparts:
Consett, Co. Tel: 01207 581024
DARLINGTON, Lamb's:
Tel: 01325 460042
TEESDALE, Toy Shop:
Tel: 01833 637396

CUMBRIA

GW CARLISLE:
Unit 2, Earls Lane, Tel: 01228 596 216
BARROW-IN-FURNESS, Heath's:
Tel: 01229 063 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443047
BRAMPTON, The Card Centre:
Tel: 01697 72267
COCKERMOUTH, The Toy Shop:
Tel: 01950 825055
KENDAL, North West Warriors:
Tel: 01539 731666
KENDAL, O'Toughlins's:
Tel: 01539 723264
KESWICK, JB Dixon Ltd:
Tel: 01768 772 361
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775275
PENRITH, Harpers Cycles:
Tel: 01768 854475
ULVERSTON, Sawdust 'n' Stitches:
Tel: 01229 582284
WHITEHAVEN, Robinson's Model Shop:
Tel: 01946 66525
WORKINGTON, KSA Models and Hobbies:
Tel: 01900 872338
WORKINGTON, Toymaster:
Tel: 01900 873322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, Tel: 01332 371657
BELPER, Freasons:
Tel: 01773 823 244
BURTON ON TRENT, Toymaster Kingdoms:
Tel: 01293 545660
BUXTON, DAE Knowles & Sons:
Tel: 01298 24203
CHESTERFIELD, Cooperative Society:
Tel: 01246 222020
CHESTERFIELD, Speeding Bullet:
Tel: 01246 224666
DERBY, Toymaster Kingdoms:
Ragby Centre, Tel: 01332 356336
GLOSSOP, Wain Services:
Tel: 01457 853548
ILKESTON, Ilkeston Co-op:
Tel: 01156 827777
MATLOCK, Shawes LTD:
Tel: 01629 582482
SWADLINCOTE, Silstream Models:
Tel: 01263 552500

DEVON

GW EXETER:
31a Sidwell Street, Tel: 01392 450 305
GW PLYMOUTH:
84 Cornwall Street, Tel: 01752 264 121
GW TORQUAY:
12 Market Street, Tel: 01603 201 036
AXMINSTER, Abacus Toys:
Tel: 01297 631771
BARNSTAPLE, The Battlezone:
Tel: 01271 321344
BIDEFORD, Bideford Toys:
Tel: 01237 477664
BOSCOMBE, Marcellio Toymaster:
Tel: 0202 382755
BRIDGEND, Paraphernalia:
Tel: 01656 664362

DARTMOUTH, WG Pillar & Co:

Tel: 01803 632139
EXETER, PJ Hawkins and Sons:
Tel: 01392 203030
EXMOUTH, Gamezone Models:
Tel: 01395 267733
HONITON, Art of War:
Tel: 01404 44151
HONITON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01434 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333444
PAIGNTON, The Model Shop:
Tel: 01803 553355
PLYMOUTH, Model Shop:
Tel: 01752 221 481
TAIVISTOCK, Kaleidoscope:
Tel: 01282 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778755
TIVERTON, Wings 'N' Wheels:
Tel: 01384 242810
TORRINGTON, Angling Pastimes:
Tel: 01805 625889

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GW BOURNEMOUTH:
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BOURNEMOUTH, Roberts Toys & Games:
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BRIDPORT, Frosts Toymaster:
Tel: 01308 422296
DORCHESTER, Dorchester Toys:
Tel: 01305 780891
GILLINGHAM, Mervyn's Toys & Models:
Tel: 01747 823 888
SHAFTSBURY, Hardings:
Tel: 01747 652150
SHAFTSBURY, Howards:
Tel: 01747 852156
SHERBORNE, Pursuits:
Tel: 01935 816072
SWANAGE, Leonards:
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WEYMOUTH, Razamatoz:
Tel: 01305 760601

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GW COLCHESTER:
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12 Southchurch Road, Tel: 01702 461 251
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COLCHESTER, Toymaster Kingdoms:
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HOCKLEY, Hobbitts:
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MALDON, Colin Bliss Models:
High Street, Tel: 01621 651327
RAYLEIGH, Toys N Tucks:
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SAFFRON WALDEN, Game On:
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AARSCHOT, Conect:
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ANTWERP, Celtic Cross:
Zilvermidstraat 9, 2000. Tel: 032888165

ANTWERP, Red Dragon Games:
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BLANKENBERGE, De Speelhof:
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BRUGGE, Fair Play:
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BRUGGE, Paypay:
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BRUSSEL, NV Toyco (Christiaensen):
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DENDERMONDE, Christiaensen Dendermonde:
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DEURNE, The Gamesstore:
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GENT, Betty Boop:
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GENT, Christiaensen Gent:
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GENT, Minifantuur's Eekhout:
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BON-MAU HOBBIES:
15 Parliament Lane.

GREECE

ATHENS, Action Hobbies:
Chalergias, Tel: 0030 210 5564515

ATHENS, Fantasy Shop:
3 Septemvriou 103, Tel: 0030 210 8231072

ATHENS, Fantasy Shop:
Agrou Ioannou, Tel: 0030 210 6005312

ATHENS, Fantasy Shop:
Drosou 12, Kypselou, Tel: 0030 210 6016041

ATHENS, Fantasy Shop:
Piraeas, Tel: 0030 210 4135757

ATHENS, Fantasy Shop:
Thessalonikous 43-45, Tel: 0030 210 9808877

ATHENS, Kalissa Anonissoulis:
Konitzi 7, Tel: 0030 210 6141875

ATHENS, Kalissa Chess & Games:
Kallidromou 8 & Ippokratous 114 72, Tel: 00302 10366488

ATHENS, Kalissa Glyfados:
Xerkon 4, Tel: 0030 210 8982 057

ATHENS, Kalissa Halandriou:
Oreokleia Plakotias, Tel: 0030 210 8699485

ATHENS, Kalissa Monakeros:
Tritis Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kalissa Patratou:
Timothiou 8, Tel: 0030 210 7565435

ATHENS, Kalissa Peiraios:
Ipsilantou 174-176, Tel: 0030 210 4296 636

ATHENS, Kalissa Pigassos:
Dilou 22, Tel: 0030 210 5768707

ATHENS, Dragons Eye Store:
Keratsini 42, Tel: 0030 210 4326273

CRETE, Fantasy Shop:
Hasekion, Tel: 0030 2810 311312

CRETE, Kalissa Hania:
Kytionias 107, Tel: 0030 28210 88996

HALKIDA, CD Corner:
Mitsouli 24, Tel: 0030 2221 087315

LARISAS, Kalissa Larissas:
Koumoundourou 22, Tel: 0030 2410 573737

PATRA, Fantasy Shop:
Pantanasiss 75, Tel: 0030 2610 221014

PATRA, Kalissa Patras:
Gounari & Siani 24, Tel: 0030 2610 625032

PIREUS, Dragon's Eye Store:
Keratsini 42, Tel: 0030 210 6929169

THESSALONIKI, Fantasy Shop:
Skra 3, Tel: 0030 2310 240193

THESSALONIKI, Kalissa Thessaloniki:
Patriarhou Loukian 6, Tel: 0030 2310 257397

VOLOS, Fantasy Shop:
Volos, Tel: 0030 24210 26782

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Lajos udo, 1036

BUDAPEST, Trailbarlang:
Andrássy út 33, 1051 Tel: 003613213279

MISKOLC, Baran:
Cenye ut, 3525

SZEDED, Callagevs:
Gogol ut 5, 6722

SZEKESFEHÉRVAR, Legendak Csarnoka:
Plyer udt, 8000

SZOMBATHELY, Sarkanyfuz:
Kossuth u 2020, 6700

ICELAND

REYKJAVIK, Nexus:
Pó Box 5085, 125, Tel: 0354 552 9011

ISRAEL

HAIFA, Kitzur:
Hofa Grand Mall, Tel: 046503232

HERZLIA, Freck:
Sokolov 29, Tel: 099589977

RAMAT, Tapuah:
Hastaron, Oshikhan 33, Tel: 035404713

RAMAT, Tapuah Fantasy:
Hastaron, Sokolov 30, Tel: 035404713

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Evan Givoli 67, Tel: 036961826

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Menachem Begin, Hamaelucha 12a, Tel: 036290320

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Figma Pla 13, Tel: 00356 21 686423

MSIDA: University of Malta:
Tel: 00356 21 314299

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GW ROTTERDAM:
Van Oortendijkplein 452, 3012, Tel: 0031 10 280 0588

GW DEN HAAG:
Schoolstraat 126, 2511 AX, Tel: 0031 70 392 7836

GW HAARLEM:
Gierstraat 19, 2011 GA, Tel: 0031 23 561 7677

ALKMAAR, Bookers & Strippers:
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ALMELO, Sombreg Modelbouw:
Grotestraat 136, 7607 CW, Tel: 054 6812981

ALMERE HAVEN, Fantasia:
Kerkgracht 41, 1354 AE, Tel: 036 4316017

ALPHEN AAN DEN RIJN, Top 1 Toys Arle van Penne:
Hofstraat 68, 4805 GA, Tel: 020 4639886

AMERSFOORT, Spellenwinkel:
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AMSTELVEEN, Het ganzenbord:
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AMSTERDAM, Grote Beer Speelgoed:
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TURKOL, Spellwachtier Arnhem:
Nieuwstraat 34/36, 6811 BL, Tel: 026 3702028

ASSEN, Ploki:
Stationsstraat 1, 9401 KV, Tel: 059 2313292

BERGEN OP ZOOM, Big Boys Toys:
Lievevrouwestraat 4, 4611 JJ, Tel: 0164 250948

BERGEN OP ZOOM, Stripwinkel Gillis:
De Geus, Bosstraat 4, 4611 NC, Tel: 0164 247462

BERGEYK, Wouters Technohobby:
Pakenstraat 31, 5571 CP, Tel: 040 7550248

BREDA, Modelbouw Bliet:
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BRIELLE, Interplay Brielle:
Nobelsstraat 3-5, 3521 BA, Tel: 0181 414294

BUSSUM, Baka Modeltreinen:
Landerweg 3, 1402 BA, Tel: 0356 918410

CULEMBORG, Dreckennest:
Handelstraat 25, 4102 AD, Tel: 0345 634501

DELFT, Top 1 Toys Speldorade:
Hippolytusstraat 21-25, 2611 HM, Tel: 0152 134516

DEN BOSCH, Atomik Den Bosch:
Hertwegstraat 90, 5211 MS, Tel: 073 6145530

DEN HAAG, Interplay Theresiastraat:
Theresiastraat 280-284, 2593 AK, Tel: 070 3473120

DEN HAAG, Spellenhuls:
Zuidlaanstraat 94, 2518 GT, Tel: 070 3644782

DEN HELDER, Proton Modelbouw:
Zuidstraat 36, 1781 DS, Tel: 0223 619068

DEVENTER, Knibbal Comics:
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DORDRECHT, Hobby Modelbouw:
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EDE, Timmen Soldaat:
Weerdstraat 24, 6714 CS, Tel: 0318 653296

EINDHOVEN, Atomik Eindhoven:
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EINDHOVEN, Gamesworld:
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EMMEN, Interplay J. van Peer :
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ENSCHDE, Pipelines:
Papendrecht 34, 7811 GM, Tel: 059 4305727

GELEN, Textiel:
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Ganzepoortstraat 29, 4361 JN, Tel: 0113 258174

GORINCHEM, Natten Modelbouw:
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GOUDA, Interplay v/d Wal:
Nieuwe Markt 70, 3201 Gr Tel: 0182513525

GOUDA, The Movie Store:
Lange Groenendael 114, 2601 LV, Tel: 0162 522550

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GRONINGEN, Winwar:
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HEERLEN, Atomik Heerlen:
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HENGELO, Mickey van Wexel:
Burg. Janusplein 14-17, Tel: 074 2912200

HILVERSUM, Modelbouw Hilversum:
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HOORN, Het Gelo Tekent:
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LEEWARDEN, Speltekijns:
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LEEWARDEN, Top 1 Toys de Boer:
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LEIDEN, Vliegervogel:
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LELYSTAD, Treinenhoek:
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MAASTRICHT, Hounjet:
BurgemeesterCortelless 16, 6226 GV, Tel: 043 3638778

MAASTRICHT, Vlieg-er-uit:
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Markt 51, 4331 LK, Tel: 016 1886887

MIDDELBURG, Schieda Speelgoed:
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NUMMEN, Maenen & Mar

Ringo Bo:
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DØ, Underholdningsmagneten:
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AMMEN, Ålta:
Ito Storgaten 6, Magasinet, N-3015, Tel: 32828180

ERSUND, Glasmagasin Øgreys:
rgt. 33-36, N-4370, Tel: 51401900

JSVOLD, Brio Eldsvolt:
NDGT. 7, N-2081, Tel: 63961955

USKE, Smart:
rgt. 72, N-8200, Tel: 75646022

ISA, Ringo Bømselær:
sa Stormarket, N-2270, Tel: 62958290

ORDE, Leikehuset AS:
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REDRIKSTAD, Leikehuset:
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JØVIK, Leke-Olsen:
torgt. 10, N-2815, Tel: 61108210

ÅLDEN, H. Andersen Interbok:
Jørgata 16, N-1781, Tel: 69176400

ÅMÅR, Leikehuset Most:
våhå Botte ga. 48, N-2318, Tel: 62532008

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Husnes, 5480, Tel: 53471636

JESSHEIM, Knutten AS:
Ringt. 4, N-2050, Tel: 63974587

JESSHEIM, Brio Jessheim:
Jessheim Storsenter, N-2050, Tel: 63973770

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KRAGERØ, Brio Kari's Hobby:
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Mama Veien 33, 1617, Tel: 38265720

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MOSSJØEN, Hobbyentret:
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MOSS, Trollstuen Leker Moss:
Vælaerua Verk Leker AS Amfi Senteret Dronninggt. 3, N-5030, Tel: 69245565

MOSS, Frislenfeldt:
Dronninggt. 10, N-1530, Tel: 69251290

MYSEN, Saker og Ting:
Jernbaneg. 13, N-1850, Tel: 69800194

NARVIK, Brio Lek og Sentrum Narvik:
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Vogelund Veien 6, 1329, Tel: 76946505

ODDA, Ringo Multishop:
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OSLO, EB Games:
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OSLO, Natobene Lambertseter:
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OSLO, Avalon Bak:
Karl Johans gt. 37-43, N-0162, Tel: 22333300

OSLO, Outland:
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OSLO, Ringo Thomas Leker:
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OSLO, Vindren Leker:
Strømdalv. 72, N-0373, Tel: 22490640

OSLO, Brio cc West:
Lillo Allégaten 18, N-0383, Tel: 22731777

PORSGRUNN, EB Games:
Storgt. 70, 3802, Tel: 35518290

PORSGRUNN, Brio Barn OG Leker:
Stor GT 101, N-5921, Tel: 35559390

SANDNES, EB Games:
Gulvik Stokkav. 1, 4013, Tel: 51631940

SANDNES, Ø Seland:
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SANDNES, Brio Lekesenter Kvardat:
Kvardat Lura, N-4391, Tel: 51664444

SANDVIKA, Hobby Larsen:
Sandvika Storsenter, N-1300, Tel: 67540107

SKI, EB Games:
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SKI, Tih-Inn:
Jernbanestasjonen 6, N-1401, Tel: 64857777

SKI, Outlet Leker AS:
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SOLA, Solo Gaver og Leker:
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Sogningen Storsenter, N-6851, Tel: 7671880

SORTLAND, Ringo Bamsse Leker:
Slitgaten, N-6400, Tel: 76113374

STAVANGER, Veslefrikke:
Svingen 12, N-4006, Tel: 51895232

STAVANGER, Outland Stavanger:
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STOKMARKNES, Stokmarknes Aktietrykkeri:
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STRØMMEN, EB Games:
Slipervien 5, 2010, Tel: 63815422

STRØMMEN, Standard Hobby og Leker:
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SURNADAL, Presongen:
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O. Langgata 47, N-3110, Tel: 92251707

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Firnans Stredet, Jernbaneg. 11, 3110, Tel: 32628180

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Munkegaten 58, 7011, Trondheim, Tel: 73520545

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TYNSET, Tynset Bokhandel:
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VADSØ, Brio Vades:
W. Andersenst. 4, N-3911, Tel: 78942229

VINJE, Ringo Vinje:
Vnje Multishop, 3890, Vinje, Tel: 35071025

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Langlands v24, Spjelkavik, N-6022, Tel: 70143770

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TORUN, Sklep Papierniczy:
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ul. Modelzewska 61, 02-679,

WARSAWA, Dom Wydawniczy Bellona:
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WARSAWA, Faber Faber SJ:
Puławska 11, 02-515, Tel: 0048228491265

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Waszyngtona 2A/8, 03-010, Tel: 0048601323209

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WARSAWA, Warsaw Model Center:
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Szwarska 07, 50-052, Tel: 0048717851957

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MINSK, Volahonovich ent:
Juki Kolas st, Exhibition center OLIMP, Tel: 8029 6388212

MINSK, Volahonovich ent:
Masharova av, b4, Palace of Sports, second floor, Tel: 8029 6548426

MOSCOW, Alegria:
Dubninskaya 45, 127 474, Tel: 09080 70954882055

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Komsomolskaya st, second floor, Dom Bytn, 127 474, Tel: 8029 6548426

NOVOSIBIRSK, Iechummers:
Krasnyy prospekt, 70,

SARATOV, Mir Detskij
Kirov av, b43, Detskij Mir, second floor, gallery, Tel: 64 5840

ST PETERSBURG, Ari-Minatures:
Sedova st, b11, third floor, trade center Evrika, 612 3321828

TAMBOV, Hobby and Igushki:
Internatsionalnaya st, b54-6, Torogevy Mir, Tel: 612 3321828

TULA, Viking:
Prospekt Lenina 70, Shopping Complex, Gostinnyy Dvor,

SERBIA AND MONTENEGRO

BELGRADE, ANET Hobbystore:
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SLOVENIA

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Mesni trg 8, 1000, Tel: 0038 514216900

LIUBLJANA, Pri Goblina:
Dolenjska Cesta 11, 1000, Tel: 00386 15153577

SOUTH AFRICA

CAPETOWN, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 8688

CAPETOWN, Wizards Warehouse:
Tel: 021-6803050

LINMEYER, Dragons Den:
Tel: 0027 082 634 4124

PRETORIA, The Smelly Troll:
Tel: 0027 0833 079107

JOHANNESBURG, Esswax Retail:
Tel: 0027 11 689119

JOHANNESBURG, Wizards Warehouse:
Eden Vale, Tel: 0027 21 683 0360

DURBAN, Wizards Warehouse:
Tel: 0027 031 3128271

DURBAN, Durban North, The Hobby Specialists:
Tel: 0027 031 564 9705

PORT ELIZABETH, Wizards Warehouse:
Tel: 0027 041 5810727

SWEDEN

GW STOCKHOLM:
Regeringsgatan 30, 111 53, Tel: 0046 8 213 840

GW GÖTEBORG:
Kungsgatan 26, 411 19, Tel: 0046 311 33 958

ÄNGELHOLM, Leksmagasinets:
Framidsгатen 1, 262 84, Tel: 043182350

ARLÖV, Hobbex:
Kronstorgsvägen 2, 232 37, Tel: 040433862

ARVKA, Perry Dala:
Köpmangatan 4, 67 131, Tel: 057010669

ASARUM, Lek & Frilid:
Granvägen 2, 374 52, Tel: 0454329906

AVESTA, Vega Video:
Kungsgatan 16, 774 30, Tel: 022680078

BOLLNÄS, Torgboden:
Västra Stationsgatan 8, 82143, Tel: 0270611304

BORÅS, Barnens Butik:
Krukenallen, 50630 Tel: 033140610

BORÅS, EB Games
Krukenallen, Skaraborgsvägen, 50630,

BORÅS, EB Games
Stora Brögratan 7, 503 30, Tel: 033126710

BORÅS, Hobbex:
Skaraborgsv 62-64, 506 30, Tel: 0331418380

BORLÄNGE, Traditlon:
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Mörby Centrum, 182 31, Tel: 0862266228

EKERÖ, Tullia/Smulttrone:
Kollröst 6, 178 39, Tel: 0856034350

ESKILSTUNA, Lassus Lekaker:
Kungsgatan 21, 632 20, Tel: 0161300335

ESKILSTUNA, Barnens Hus:
Folketsleden 40, 635 10, Tel: 016481138

FALKÖPING, MysPys:
Storgatan 22-26, 521 42, Tel: 051581150

FALUN, Ty-spelsbörzan:
Falgatan 2, 781 71, Tel: 02327775

FALUN, Spel & Hobby:
Rannvägen 2b, 781 53, Tel: 02314648

FÄRJESTADEN, Leksmagasinets:
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GAMING ROOMS

GAMES WORKSHOP WAKEFIELD

96 Kirkgate, the Ridings Centre, Tel: 01924 369431



MANAGER: Rob Cardiss



Rob Cardiss

Leadership of one of the best Hobby Centre Gaming Rooms in the UK is no problem for Rob Cardiss. Command on the tabletop, however, is another story. His losing streak continued recently with another loss for his Daemon force as he failed Leadership test after

Leadership test. "I'm right up there with the world's unluckiest dice rollers," explains Rob.

This hasn't stopped him producing more units for his 25,000 points+ Warhammer Chaos force encompassing every Chaos power. He recently completed another 2,000 points for a Tzeentch force in a blur of frenetic paintbrush action. And as a former Golden Demon winner, his models at the Gaming Room are well worth a gander, one fine example of which is his Beastlord pictured below. The other great models shown belong to staffer David West.



A variety of different battlefields and terrain await your armies.

MINIATURE SHOWCASE: BEST OF GW WAKEFIELD



A selection of the miniatures painted by former art student and talented staff member David West. Beastlord by Rob Cardiss.

Find your nearest Gaming Room on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
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Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby. You'll find everything you need to fight a great battle, paint, get advice and more.

Like a regular Hobby Centre, all Gaming Rooms provide the full range of Games Workshop services. They are larger than a normal Hobby Centre and have many tables, making them perfect for meeting fellow hobbyists.

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are opened up to all hobbyists.

Gaming Room Features

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- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 on weekdays.



Our Gaming Rooms are currently running special games of Warhammer 40,000 for our Ichar IV campaign. Repel the alien invaders or help the hive fleet to victory. Call your local Gaming Room for more details.



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda and Mordheim.



YEARS OF EXPERIENCE

When you grow weary of constant war, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



A PLACE FOR VETERANS

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Go to Gaming Room Wakefield to see more of Rob and David's great miniatures.

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Games Workshop Direct is the ultimate service for Games Workshop hobbyists. With a quick trip to our website or a chat on the phone to one of our friendly Hobby Specialists every Citadel miniature you want can be dispatched to your address. But Direct is far more than merely an ordering service...

HOBBY SPECIALISTS

Besides handling your orders for all Games Workshop merchandise, our Games Workshop Direct staff are on hand to help you get the most out of your hobby. All of our staff are Hobby Specialists, gamers like you who can't get enough of modelling, painting and gaming with our miniatures. As dedicated hobbyists they can answer all of your hobby questions and provide tips on modelling and painting techniques, such as advice on colour schemes, tackling difficult models, suggesting components for conversions or assembling more complicated kits.

They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



SPECIALIST PROFILE

Name: Miles Harry
Specialism: Themed Warhammer armies.
Armies: Witch Hunters and Lahmian Vampires.
Hobby tip: Collect the army for which the background inspires you the most, rather than rules combinations.

GAMES WORKSHOP DIRECT

• COMPONENT PART SERVICE

All hobbyists love to personalise their armies. With Direct you can order individual models from boxed sets and blisters or even individual components from multi-part kits. So if you want to create a fantastic conversion using Archaon's sword and a Griffon's head, Direct is the place to go.

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AVAILABLE THIS MONTH FROM DIRECT!

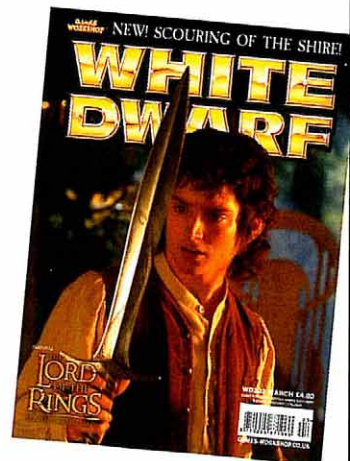
To celebrate Games Workshop's 30th birthday we're releasing two awesome special edition models. Contact GW Direct to order yours, as they're only on sale for the month of April!



Selafyn of the Annulii, High Elf Hero.



Gideon Lorr, Witch Hunter Inquisitor.



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CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

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Or the traditional way: **Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS**

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get the most from your Snotling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q. How do Tau units with Drones in them work with regards to the new majority Toughness and majority Armour save rules?

A. A combat involving a mixed Tau unit of, for example, Broadside Battlesuits and Shield Drones, works exactly as described in the rules on pages 41 and 76 of the Warhammer 40,000 rulebook.

If you see the Tau Q&A on the Games Workshop website at:

www.games-workshop.co.uk/chapterapproved/faq

you'll find it states mixed units that contain both Tau and Drones are subject to the majority Toughness and majority Armour saves as normal.



COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

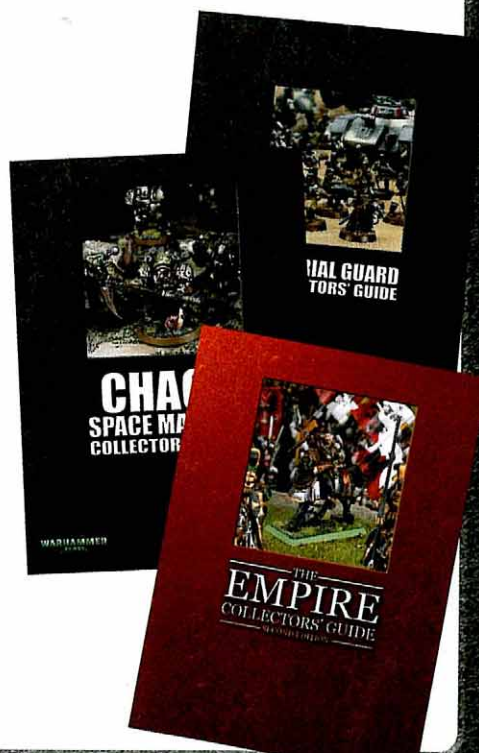
Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

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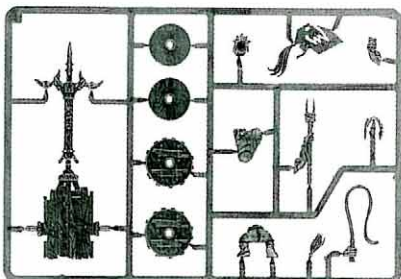
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- 2005 Catalogue



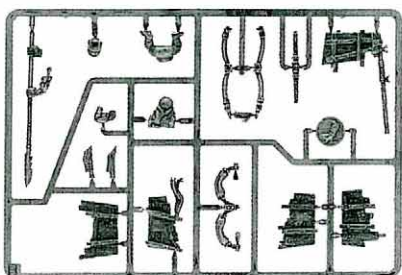
Nurgle Chariot

In this month's Tale of Four Gamers Asger paints up his weird Nurgle Chariot. All the components he used are shown below. For details of how he painted it, turn to page 100.

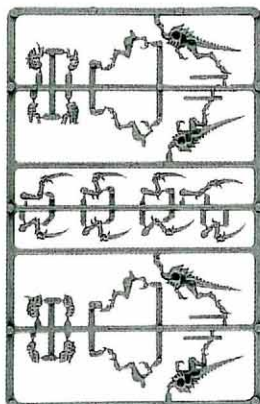
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Chapter Master

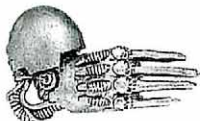
On page 64 we showcase some of the best entries for the Chapter Master competition. Below you'll find some components to help you devise your own chapter.



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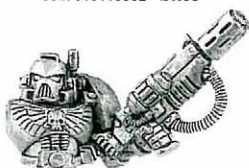
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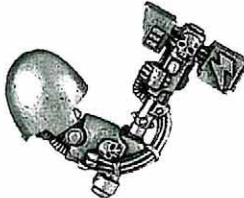
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Zealots

Maniacs, driven men, Zealots are the faithful masses called upon when need is most dire. These ragged bands aid the Sisters of Battle in smiting the enemies of the Emperor. You can find the rules for this new Warhammer 40,000 squad on page 54. Below are a variety of components with which you can make your own Zealots for your games.



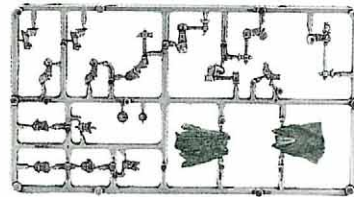
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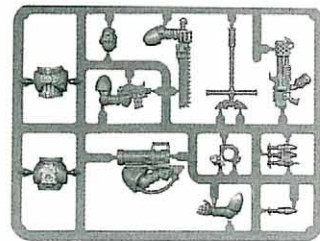
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Necromunda

If you've been inspired by our battles in the Underhive you can order all your Necromunda gangers and components by contacting Games Workshop Direct. Also, for a limited time you can get Necromunda miniatures from your local Hobby Centre.



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THEY CAME FROM THE EAST

Ogres have a brutish, violent society where only the strongest and fattest survive. Their lands are some of the most inhospitable in the entire world. High mountain crags burst from the earth like giant savage teeth and play host to many massive and deadly creatures. It is a fool indeed who ventures into the Ogre Kingdoms without good reason and the protection of the Ogres themselves. Below are a range of various components with which to convert and assemble your own brutish horde, or add a mercenary unit of Ogres to your existing army.



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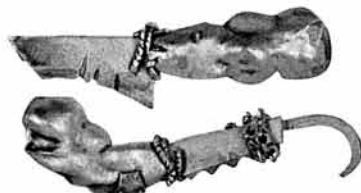
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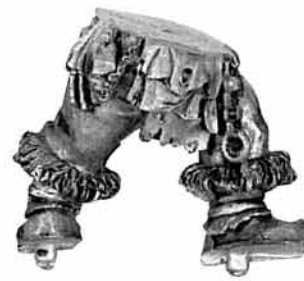
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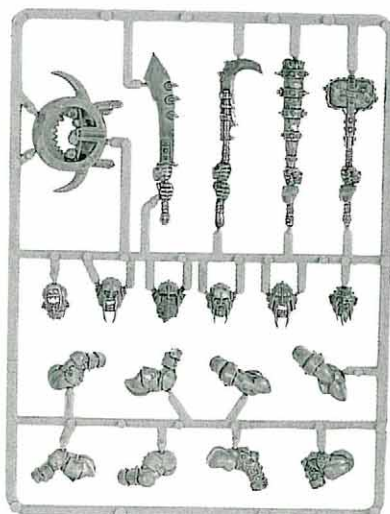
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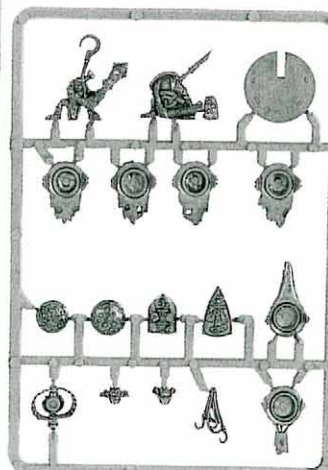
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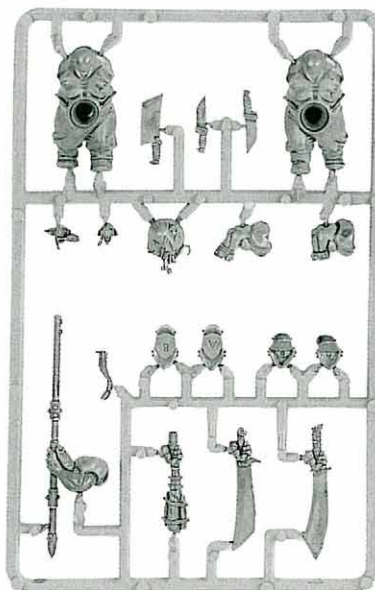
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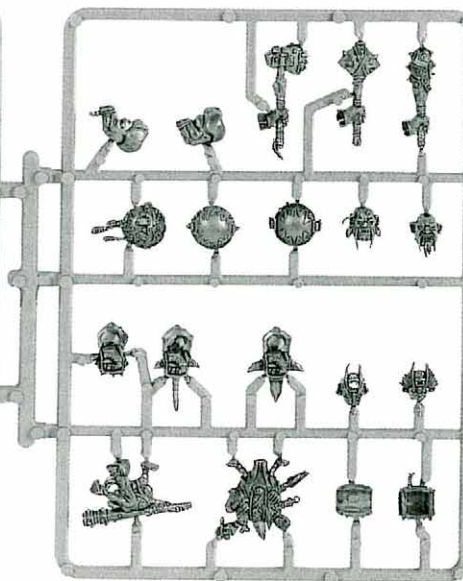
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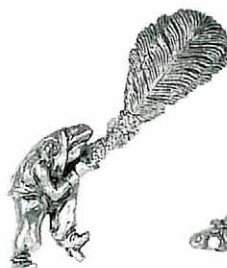
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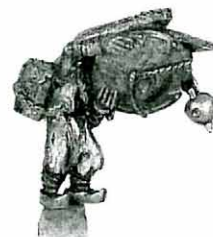
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FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

GROMBRINDAL'S PICK OF THE MONTH

Life after Games Workshop

Just finished reading your 'History of White Dwarf' article in WD300 (Wow! Who'd have thought...) Nice read, but I was a little disappointed by the implication that, since the late '80s I'd retired from the games world. Not true. So for what it's worth I thought I'd set the record straight.

The last thing you credited me with was FIST, which was the world's first (I'm pretty sure!) interactive telephone game. Between 1989 and 1992 it spawned another four games which I also wrote and directed. In 1993, Merlin Publishing (the guys who do the Premiership Sticker collections) released my Battlecards, a set of fantasy role-playing collectible trading cards. There was a scratch-off combat system – the cards fought battles with each other – and there were Quests to complete (puzzles hidden in the cards), spells to learn and treasures to be found. Battlecards actually pre-dated Magic the Gathering, though of course it didn't do nearly as well as Richard Garfield's masterwork. But it did well in the UK, and Merlin opened up a San Diego office to launch Battlecards in the US.

In 1993 at the Essen games fair I won the title of 'European Individual Champion' at the prestigious Intergame tournament. And at this time I was also running Abandon Art, the UK's first art gallery dedicated to Fantasy and Science Fiction artists, in Richmond, Surrey. John Blanche was one of AA's featured artists. In January 1995 I became The Daily Telegraph's Games Editor. They gave me a page every Saturday to write pretty much whatever I wanted about games and puzzles. I researched the origins of playing cards, spilled the beans on how Monopoly was cribbed

from an earlier game, exposed The Gathering (live RPG), even did a nice piece on Games Workshop. Plus I devised puzzles, reviewed PC games etc. Great fun, until the journalism ended in 1997.

I met Peter Molyneux and we became good friends (he is another member of the games nights Ian and I have every couple of weeks). After he left Bullfrog we (and others) founded Lionhead Studios in June 1997. Lionhead has released two games, Black & White (PC) and Fable (X-Box). It is based in Guildford and has around 230 staff. These days my involvement with Lionhead is as a Non-Executive Director of the company. Over the last couple of years I have been mainly taking care of the re-launch of the Fighting Fantasy books. They were re-published in 2002 and have been sold to nine countries (including Japan, France, Spain, and the USA). This time Ian and I own the rights so we have been licensing FF to mobile phone companies, RPG publishers, miniatures manufacturers and so forth. I've also been designing new games.

Anyway, that's what I've been doing since the 1980s. I think I'd have gone mad if I'd have actually retired after FIST!

Best Wishes,
Steve Jackson

Thanks for your letter Steve. Not only was it highly informative, but no doubt it will prove very useful to whoever writes The History of White Dwarf in issue 400. – Guy

A Tale of Two Gamers?

My name is Marc Bevan. I've been in the hobby for at least ten years and have even worked for GW in the past, my claim to fame is lasting a whopping one week on the White Dwarf team!

I was really pleased to see the return of A Tale of Four Gamers in issue 300 but have to say that two instalments in, I am a little disappointed. I want to see a classic article expand and grow with a magazine I cherish. Here's what I think, if you will indulge me.

The strength of A Tale of Four Gamers is that it is a classic premise, but it is also its fundamental weakness. Your opening line in issue 300 said it all. All the old gamers/hobbyists look back with fondness at the original

articles and as a result nothing will live up to it.

What should have been done was to expand on the original idea, not to just get four gamers to collect an army, but also to set them a challenge, like collect a tournament army within an allocated time and budget, something to hook the reader more. Let the reader see the whole hobby experience from start to finish. Army selection, collecting models, painting, hobby tips/conversions, expanding narrative and ultimately, of course, playing games.

At the moment you have Stephen Green and Dave Allen doing that but its falling down with Asger Granerud and Paul Scott focusing on the collecting and painting more than the playing. WD readers are looking

for insights and tips on how to collect a cool and effective army quickly and within a budget.

Dave Allen has shown the best balance between all the elements of the hobby with Stephen Green adding and expanding to this. I'm really looking forward to reading more about these two armies. Again Dave Allen (no I don't fancy him) is a good example of this, and showing us his Border Patrol was inspiring. If you decide to continue A Tale of Four Gamers in the future, the choice of GW staff as the hobbyists should be avoided. I know that resources and time are limited but you could use both young and old hobbyists from places like the Gaming Network, WARPS, etc, or even have a Special Guest Star, like Fat Bloke or a Games Developer. One of them playing and collecting

against regular joes would add more to the hook of the article. What kid wouldn't want to play and compete against someone they read about every month?

Good luck for the future,
Marc Bevan

Thanks for your comments Marc. Everyone approaches the hobby differently, Asger is a tournament player who likes to convert, while Paul, a Warhammer 40,000 player, is relatively new to Warhammer and is trying to get to grips with the difference in painting style and armies. Stephen likes to collect armies purely to play with, and Dave likes a bit of everything, but, as he spends time on painting, narrative, gaming and converting, he doesn't generally assemble very big armies. In our opinion that is showing the whole hobby experience, though

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e-mail guyh@games-workshop.co.uk

We reserve the right to edit all letters for space, content and style.

that doesn't mean to say we wouldn't do an article following the format you suggest. Indeed, I may just pinch that idea when we do our Warhammer 40,000 T04G. As for using outside hobbyists, I would love to, but the trouble is we expend a lot of effort trying to get everything in on time, and that task would not be made easier by dealing with someone 200 miles away, as opposed to 30 yards... Still, we do have plans to feature more hobbyists in the future. – Guy

Two model letters

I am an avid enthusiast of the Games Workshop hobby, and am most impressed by the current range of miniatures. Although I am only an occasional gamer, I enjoy reading articles in White Dwarf, especially Battle Reports.

My only concern is with the armies you show in the magazine. Most of these display collections owned by members of GW staff from various locations. May I suggest an article of one or two pages where White Dwarf readers can send in photos and a short description of their own miniatures? This would help other collectors share ideas and techniques, and would be a forum for readers to exchange ideas.

Alex Charlesworth

I am a subscriber to WD and I love it. But I was wondering why you don't showcase many of the WD team's armies in the magazine. You're always slipping in comments about them, but we readers never get to see!

Yours in gaming,
Ian Grantham

You can't please all of the people all of the time! But actually, we do feature models from both groups of people. All of us have had miniatures in the magazine, alongside those of other GW staff, while many of the models we plan to show in Dok Butcha and showcases are those of hobbyists. We're always looking for good models, so if you have some, why not contact us? Just remember, they have to be outstanding to pass Grombrindal's quality checks. – Guy

GAMES WORKSHOP UK ONLINE

LOG ON

Ha ha, the fool! Guy has asked us to have our own section to write Web stuff. Global domination of the virtual over paper must surely ensue and from within the pages of this very tome. Bwuhahaha! Ahem. Only joking. The aim of this section is to discuss all things online from the perspective of you the White Dwarf reader! Every month we'll include some or all of the following – In the Making, so you can see what we're working on; Related Links and The Inbox, so you can contact us. And don't worry, there'll be no technical super-nonsense here, just pure, unadulterated hobby.

Owen Rees
UK Web Team Leader

RELATED LINKS

The Lord of The Rings snow bases
Make sure your models have great snow bases to match the terrain in The Middle-earth in Winter (page 128) with our Snow Bases article.

www.games-workshop.co.uk/thelordoftherings/modelling/

Ogre Kingdoms sample army lists

To tie in with the Ogre Tactics (page 104) This article shows another hobbyist's views on building an Ogre's army.

www.games-workshop.co.uk/ogrekingdoms/armylist/

Battle-damaged armour

Although meticulously maintained, extended operations may prevent immediate repair to the battle damage of Space Marine armour.

www.games-workshop.co.uk/spacemarines/damage/

Witch Hunter Conversions

Witch Hunters Zealots (pg 54) provide many interesting conversion opportunities. Find out how some hobbyists converted a variety of Witch Hunter models.

www.games-workshop.co.uk/witchhunters/henchmenconversions/

IN THE MAKING

Terminator Armour

Rik Turner: No sooner do I manage to get my hands on the awesome new Space Marine Terminators, than White Dwarf does a feature on these leviathan warriors. I've been working on these boys for a while and have been quietly stunned by the new miniatures. I'm building a Blood Ravens army, which will be used for some army building articles on the website (watch out for these) as well as to take part in a campaign based upon Dawn of War. In the meantime, I doubt it'll be too long before I add a second unit of Terminators to my ranks!

www.games-workshop.co.uk/spacemarines/bloodravens/

THE INBOX

"How often do you update your army sections?"

Dave Allen: It's a tough old job trying to make sure all the armies, forces, factions and races – 36 and counting – have new articles placed online as frequently as possible. We do think it's really important. I know I am always hankering for my latest hobby fix of Tau! We try to cover every army with at least one article every few months (Crikey, what have you done, Dave! – Owen), in addition to all the usual things you expect from the website.

If you have a burning question, query or suggestion for the UK Web Team, why not email us at:

ukwebteam@games-workshop.co.uk

THE WEB TEAM

Mark Chambers Web Manager
Owen Rees Team Leader
Dave Allen Web designer
Rik Turner Web designer

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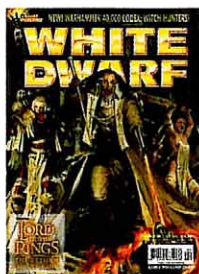
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WHISPERS FROM THE CHAOS WASTES

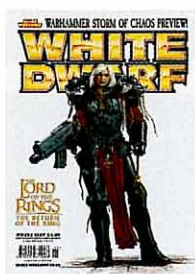
Roy Goulding... Nice story, try the Black Library. **Nathan Stonehouse...** Lots of good ideas for scenery. **Karl Stephenson...** Thanks, Karl. **Stacy Baker...** I glued my battle mat to a games table too. It's a very good way of making a board quickly. Send us some pictures of your finished terrain, and we may print them here. **Stephen Farthing...** Thanks, I'll try to fill Fat Bloke's boots well (though he has bigger feet than me!). We also enjoyed your commentary on Warhammer 40,000. **Karim Attia...** Santa Claus in Warhammer 40,000? Crazy!

White Dwarf – What have you missed?



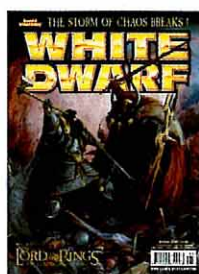
WD292

- Battle Report: Tomb Kings vs Bretonnians
- Chapter Approved: Creatures
- Warhammer Scenario Generator
- Epic: Armageddon Steel Legions
- Witch Hunters
- Designers' Notes



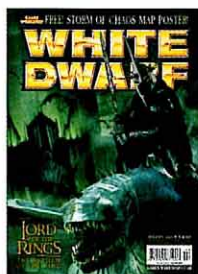
WD293

- Battle Report: Witch Hunters vs Tau
- Storm of Chaos Prelude
- Warhammer Dark Pact
- Index Malleus: Blood Pact
- Art of Warhammer: Deployment
- The Future of Epic



WD294

- Free Storm of Chaos Compilation
- Battle Report: Tyranids vs Imperial Guard
- Warhammer Storm of Chaos: The Eye of The Storm
- Warhammer 40,000: Rules of Engagement
- Art of Warhammer: Magic



WD295

- Free Storm of Chaos Map Poster
- Storm of Chaos Battle Report: Chaos vs Empire
- Storm of Chaos Tactics: Halting the Tide
- Art of Warhammer
- The Lord of The Rings Gondor Fieldoms
- Tactics: Imperial Guard



WD296

- Free Warhammer Order of Battle Booklet
- Warmaster Battle Report
- The Lord of The Rings The Battle of The Pelennor Fields
- Chapter Approved: Armoured Companies
- Deathmaster Snikch
- Cults of Slaanesh



WD297

- Free Paint Pot Lid Stickers
- Warhammer 40,000 Inaugural Battle Report and Designers' Notes
- The Lord of The Rings Battle Companies
- Battle for Middenheim
- Warmaster: Big Future
- Art of Warhammer: Army Selection



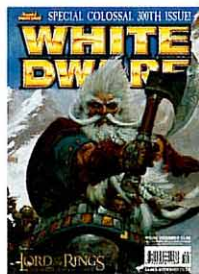
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- Codex: Space Marines preview
- Speed Freeks vs Imperial Guard Battle Report
- Bugman's Lament
- The Lord of The Rings Mûmak masterclass



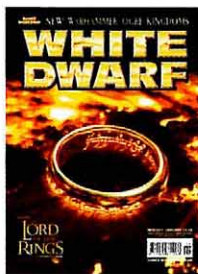
WD299

- Battle Report: Dogs of War versus Beastmen
- Bugman's Lament part two
- Codex: Space Marines Designer's notes
- Army Building: Heart of Orkness
- The Lord of The Rings Legions of the Eye
- The Emperor's Finest



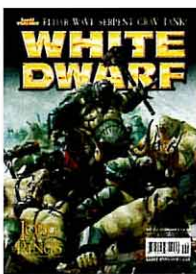
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- Two free double-sided posters plus a Warhammer 40,000 reference sheet
- Battle Report: Ultramarines versus Orks
- Battle Report: Mûmakil versus Rohan
- Bretonnia in Flames campaign



WD301

- Battle Report: Sisters of Battle versus 13th Company
- Ogre Kingdoms Designer's Notes
- Storm of Chaos Conclusion
- A Tale of Four Gamers
- Space Marine Heroes
- The Lord of The Rings Mûmak Showcase



WD302

- Battle Report: Ogre Kingdoms
- Index Xenos: Biel-tan
- Tactics: Biel-tan
- The Lord of The Rings: The War Begins
- A Tale of Four Gamers
- The Ivory Road Journal
- The final Bugman's Lament
- The Under-Empire



WD303

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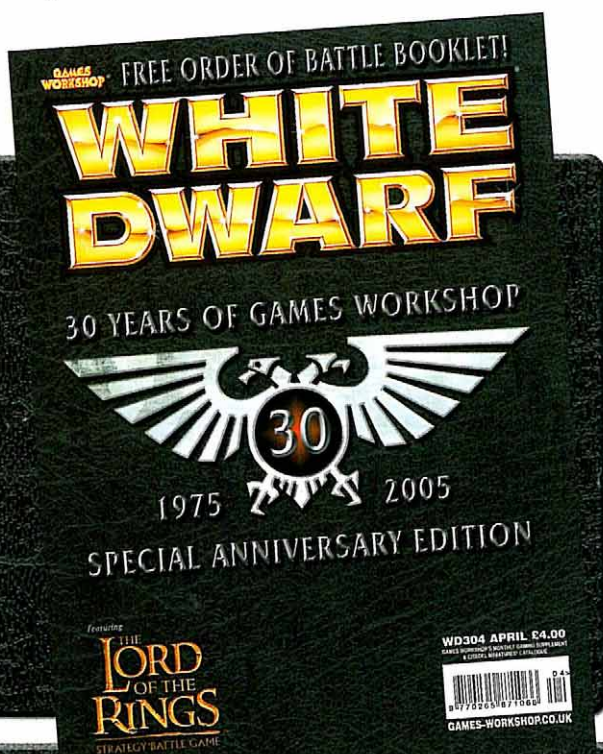
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