INSIDE All the latest miniatures, news, tactics and hobby lore!

GAMES WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE

WD333
September 2007
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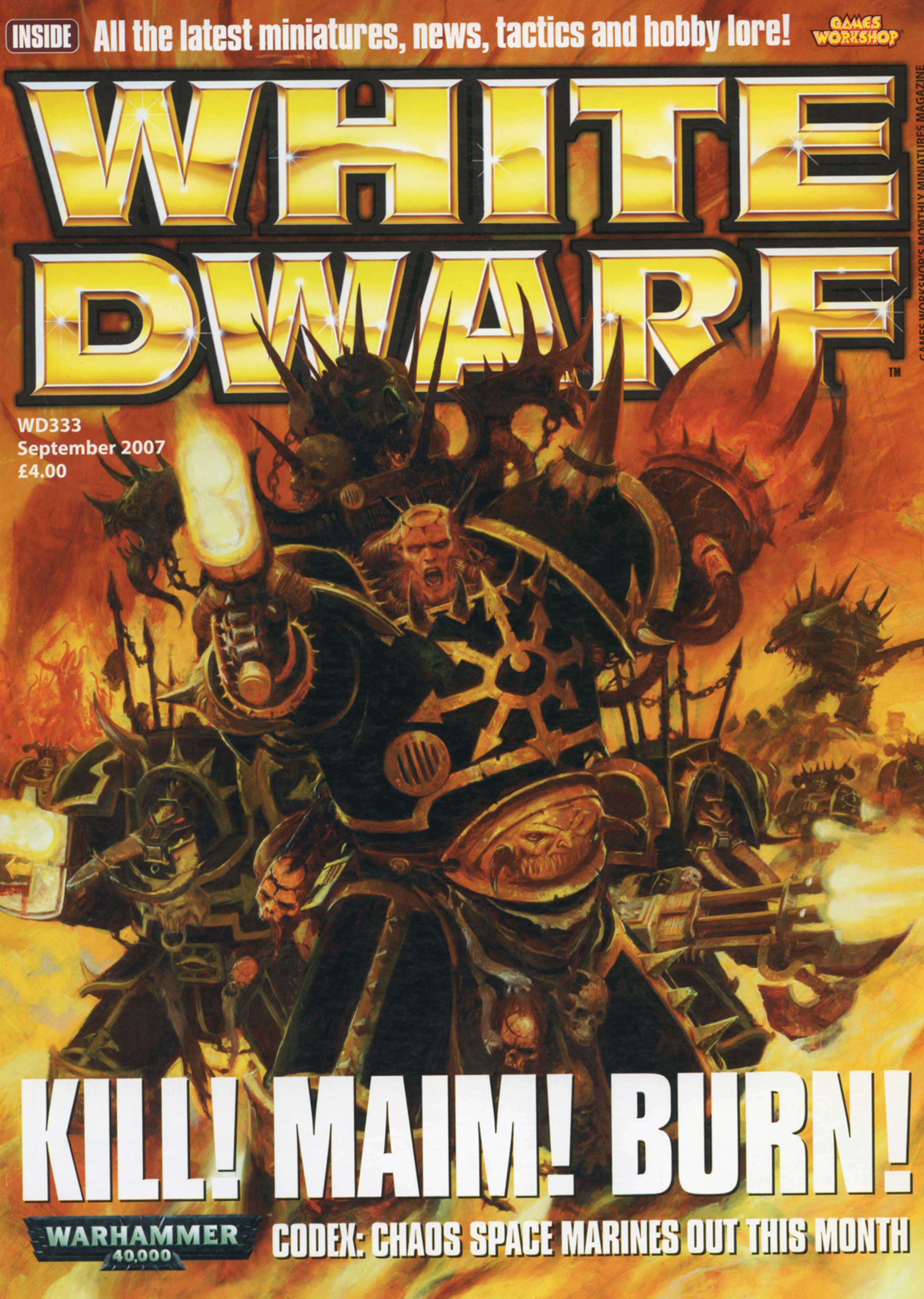
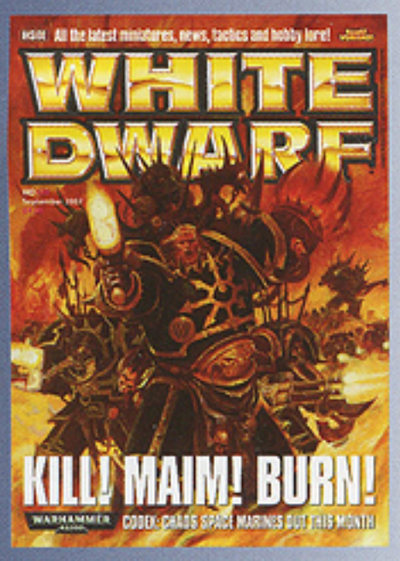


KILL! MAIM! BURN!

WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES OUT THIS MONTH



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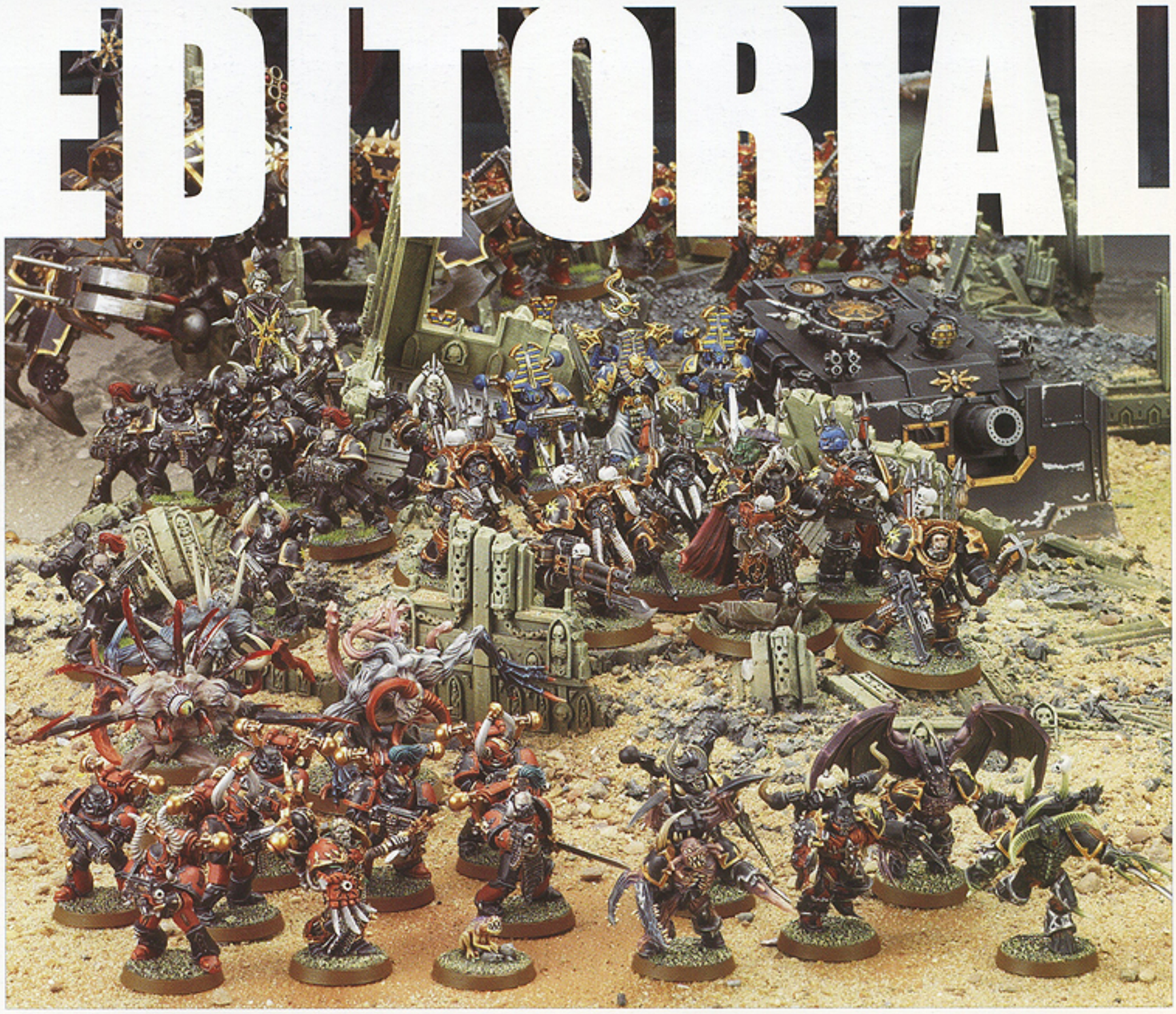
EDITORIAL





Across the void of space, foul traitors and renegades arise, their only desire to see the galaxy in flames...

For these are the strongest of the worshippers of Chaos; countless traitorous Space Marines strewn across the galaxy, united only in their hatred of all that is ordered and pure. The Chaos Space Marines are utterly corrupt, and represent the greatest threat the Imperium of Man has ever known.

This issue is packed to the gunnels with the forbidden lore of Chaos. Why, even my wizened eyes fair smarted just looking at it. The Chaos Space Marines are here in force, with new miniatures galore and a brand spanking new Codex full of background, imagery and an army list that will have the other races of the known galaxy quaking in their armoured boots. Chaos players are in for a treat, as the new plastic kits enable all manner of weird and wonderful combinations. Just turn to the Chaos Spawn feature on page 86 to see what I mean!

Elsewhere in this issue, you'll find a new set of fun rules for Mighty Empires, a Tactica on Warhammer magic from Alessio Cavatore himself, and a guide to the foul Orcs of Middle-earth. But that's not all, for we also have a preview of things to come on page 74, as we look forwards to something new. Something of apocalyptic proportions...

Grombrindal, The White Dwarf

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As renegade Space Marines rampage across an Imperial world, it falls to the Imperial Guard to stop them!





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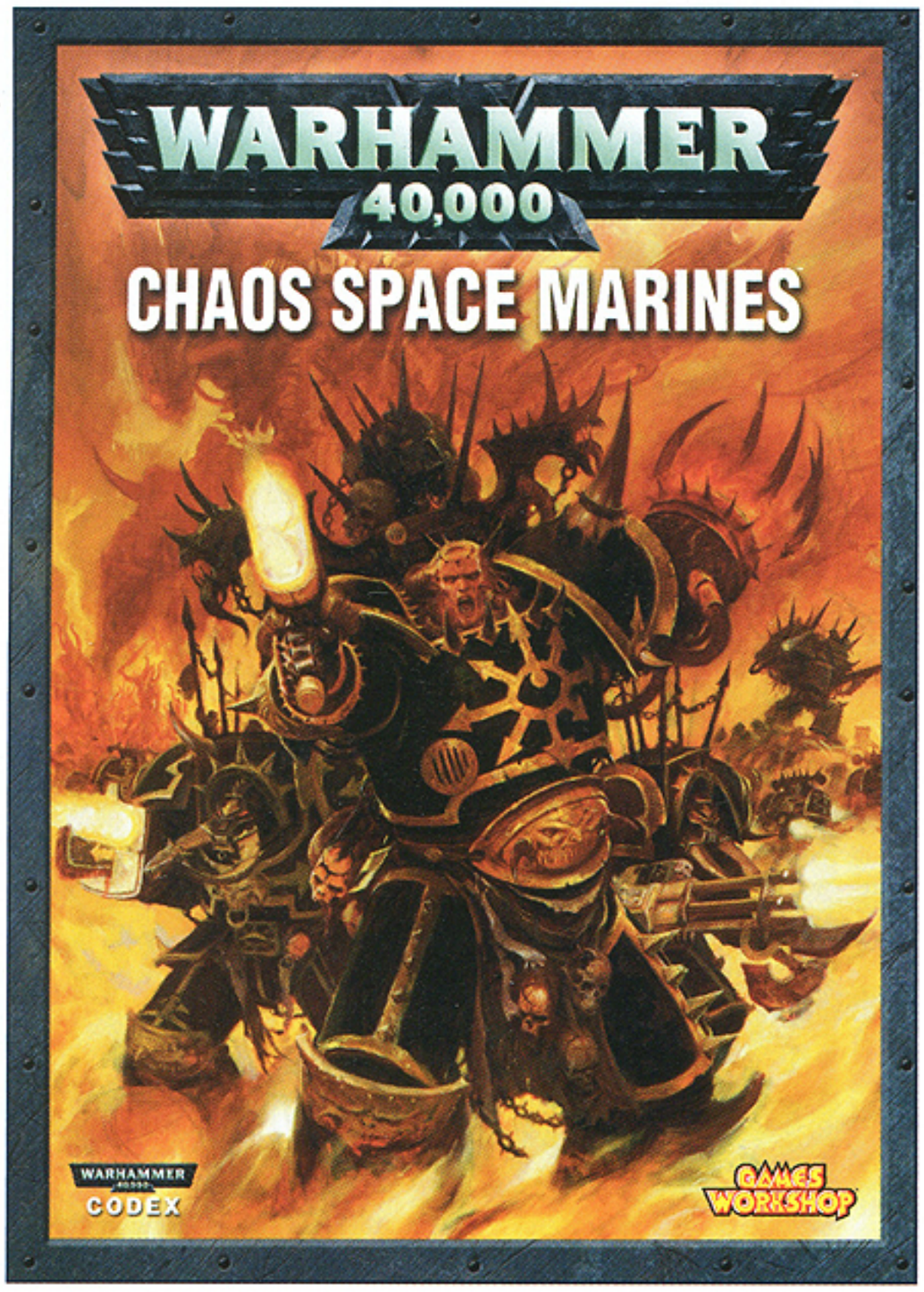
WARHAMMER 40,000™

CHAOS SPACE MARINES



BRAND NEW CODEX

The Chaos Space Marines are a foe to be greatly feared, for they possess not only the superhuman abilities and devastating weaponry of the Space Marines, but also terrifying power gained from their unholy pacts with the gods of Chaos.

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>>>TURN TO PAGE 18 FOR IN-DEPTH DESIGN NOTES

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>>>TURN TO PAGE 33 TO SEE THE CHAOS LORD IN ACTION

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ICON BEARER



CHAOS SPACE MARINE WITH HEAVY BOLTER



CHAOS SPACE MARINE WITH PLASMA GUN









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>>>TURN TO PAGE 86 TO SEE JUS SOME OF THE MANY VARIATIONS!

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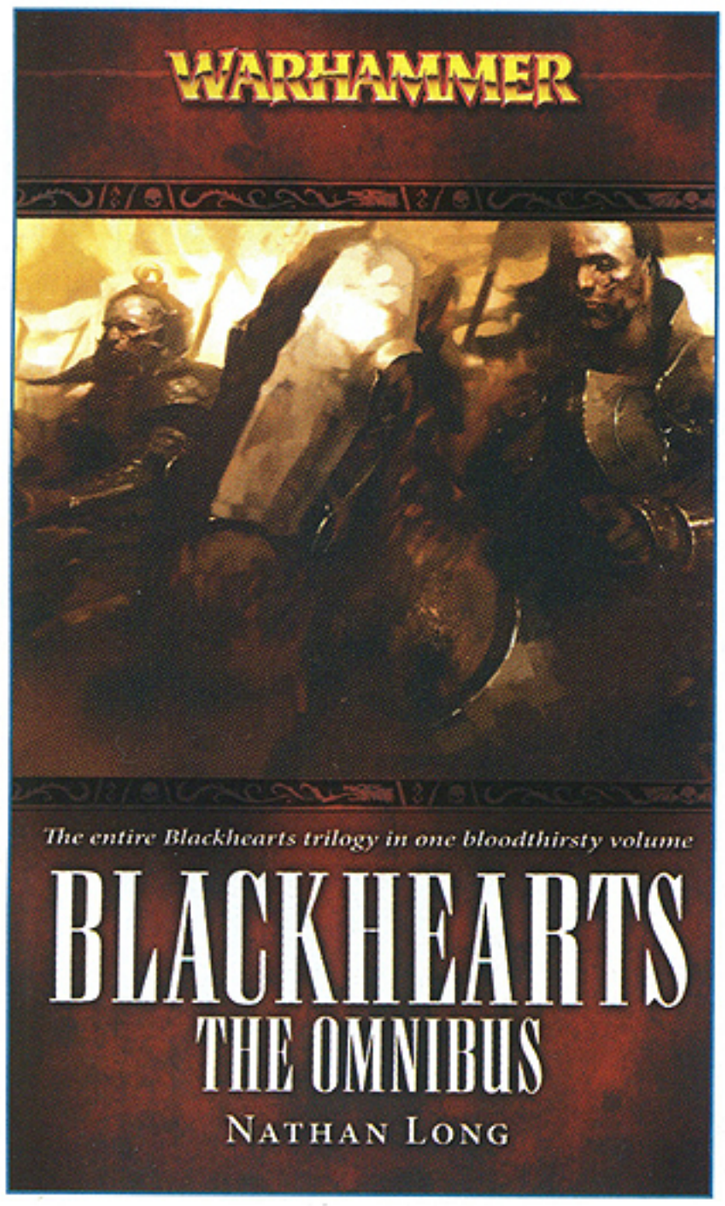





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CHAOS WARHOUND TITAN



Standing an impressive 250mm/10.5" high, this model represents a Mars Pattern Warhound Titan armed with a Vulcan Mega-bolter and Plasma Blastgun. Unfortunately for the Imperium, this once-proud machine no longer serves the Emperor and has been corrupted by Chaos.

Model designed by Will Hayes and Simon Egan.

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GUARDIANS OF

The High Elves are an ancient and proud race, who have refined their martial skills and magical prowess over many long centuries. As the primitive tribes of Man fought amongst themselves, the High Elves navigated the oceans and mapped the heavens. They have watched empires rise and fall, and repel all who seek to conquer their island homeland.

This November, the chance will arise once more to command the glittering host of the High Elves. The latest edition of the Warhammer Army Book is nigh, accompanied as always by a fantastic range of miniatures.

The new Army Book provides a complete revision of this ancient and magical race, and the rules and army list will revolutionise the way the High Elves go to war in games of Warhammer. Not only that, but the introduction of some new troop types, and the return of some favourite special characters will have High Elf players old and new salivating at the prospect of reinventing their tactics and miniatures collection.

Of the forthcoming models, there's a new chariot kit, which can be assembled to make either a White Lion Chariot or Tiranoc Chariot, plus multi-part plastic hero and wizards kits. And did we mention the beautiful new plastic Dragon? No? Well, this kit has caused some excitement in the Design Studio, and one glance at the opposite page will tell you why.

The High Elves march to war this November, and woe betide anyone who gets in their way!







The new plastic High Elf Mage kit contains enough parts to make a mighty wizard, both on foot and mounted.

ULTHUAN

WARHAMMER® ARMIES

The plastic High Elf Dragon is probably the most dynamic Citadel monster to date. The plastic frames also contain multiple rider components, allowing you to make a High Elf Mage, or Lord of Caledor, for example.



COMING IN NOVEMBER

HAPPY BIRTHDAY!

Grombrindal's 30th birthday party goes with a bang across UK







'Pass the Goblin', record breaking gaming table cakes, stores bedecked in party balloons and beards (lots of beards) in all shapes and lengths! White Dwarf's birthday had them all.

White Dwarf is 30 years old and on the weekend of the 26th and 27th May Games Workshop held a truly monumental birthday party for its favoured bearded one! The White Dwarf crew were out and about to find out what happened on this memorable weekend.

This was a birthday like no other, White Dwarf, the oracle of Games Workshop, was 30 years old. That meant only one thing really – party time! And like any good birthday there was plenty of fun to be had and a lot of cake. Hobby Centres up and down the country had all manner of different events, activities and festivities all planned out.

By the way, did we say there was a lot of cake? Every store had cakes of all shapes and sizes. Some stores had three cakes. Some had 30 candles in a cake. Then there was the frankly outrageous! Games Workshop Manchester baked a gaming table cake (pictured above). 6' by 4' of sponge and icing. They then took it to Conflict North where it was devoured by the local ripper swarms.

Party games were also the order of the day, with many firm favourites being deployed in Grombrindal's name. Such mighty classics as 'Pass the Goblin', 'Pin the Beard on the Dwarf' and 'Musical Thrones' were all present and many more hugely imaginative games beyond listing.

The White Dwarf team also found time in their busy schedule to write a scenario for the Warhammer World boys to play. Featuring Grombrindal taking on six giants, the game called 'Save the Beer!' was played over 40 times. Grombrindal and chums personally despatched over 160 giants, being bested only three times personally. Nice work boys.

With all this madness going on there was the exclusive White Dwarf birthday model available to buy, a 30% extra subscription offer *(notice a 30 theme here – Grombrindal)* and the opportunity to win a very special prize indeed, the gold plated White Dwarf miniature. Every store had just one to give away as they saw fit.

And the fun continues to this day. The birthday weekend saw the beginning of a summer of frantic hobby and it's only set to get bigger and better in-store. With Apocalypse coming up now's the time to pop into your local store and join in!

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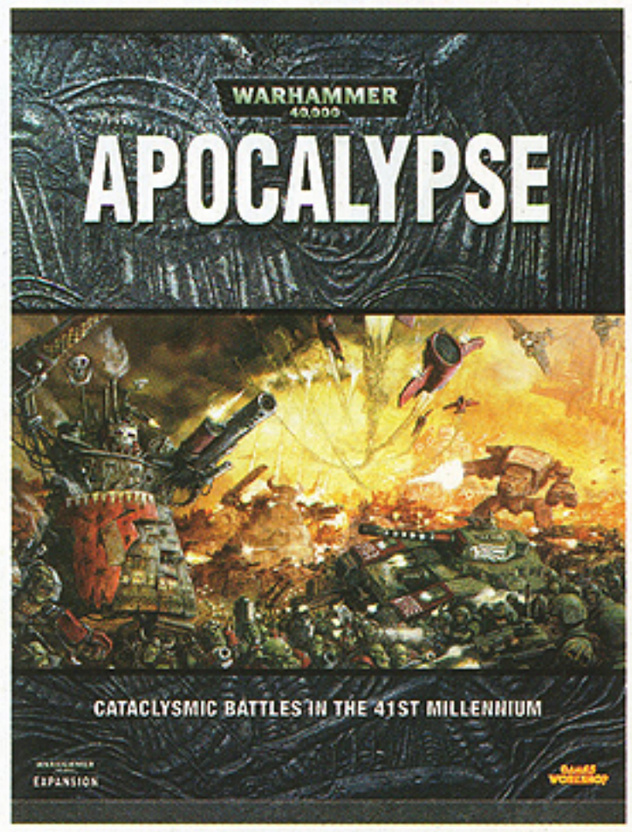

Apocalypse



Commissar



Necron Lord

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CHAOS SPACE MARINES

16 **Design Notes**
Find out all the developments to the Chaos Space Marines, straight from the horse's mouth!

26 **Painting Tips**
The Studio hobby team look at getting the most out of Chaos paint schemes.

32 **Battle Report**
We visit the war-torn planet of Karis Cephalon, during a Chaos invasion!

SLAVES TO DARKNESS

The most hated of all Humanity's enemies, Chaos Space Marines dedicate themselves to bloodshed, piracy and glorious slaughter. White Dwarf treads the path of the heretic to find out more.



Chaos is an insidious, ever-lurking presence in the galaxy. Even the most loyal of the Emperor's subjects can be tempted away from the righteous path and become thrall to the Dark Gods. However, when a mighty Space Marine renounces his oaths of loyalty to the Emperor, the Imperium feels the treachery most keenly.

We caught up with Gav Thorpe, one of the authors responsible for the heretical text known as Codex: Chaos Space Marines, to find out what's new.

"The first thing veteran players will notice," says Gav, "is that there is one list. Chaos army lists in the past tended to be complicated affairs, with caveats upon caveats. The new army list is just that: one structured, characterful and flexible list focusing on Chaos Space Marines. On a more general point, this is how we think all our Codexes should be in the future – one all-encompassing army list per book. No more appendix lists or variants, because lots of variant lists in a game system create needless confusion for players, both in friendly games and at events like tournaments. We've come to the conclusion that you should be able to create the themed army you're after using the Codex list. If the idea is strong enough, it will get a Codex in its own right in time anyway. An example of this direction is the use of Daemons in the army list. When used in a Chaos Space Marine force, they are simply known as Summoned Greater Daemons and Lesser Daemons.

"That's not to say Chaos-power-specific Daemonic troops have gone away; far from it – we're already working on a Codex especially for Daemons. To include all twenty or so Daemonic troop types would have required loads more space in a Codex that is already 104 pages in length," explains Gav. "This way we get the best of both worlds, the Chaos Space Marines list remains focussed on them, while the Daemons will get their own army."

Renegades and traitors

Reading the Codex, you'll notice that the Red Corsairs have more attention than they've had in previous books and, as you'll have seen in the new release pages and in this feature, Huron Blackheart has finally made an appearance in model form. "For a long time there's been this assumption that all the Chaos Space Marines are from the Horus Heresy. For Abaddon, his followers and the other original members of the Traitor Legions, this is certainly the case, and you'll find plenty of material in the new Codex about it. However, for ten thousand years there have been individual Space Marines, squads or entire companies and chapters turning to Chaos for their own selfish reasons," says Gav. Unlike Horus, these Chaos Space Marines have not started out with an idealistic goal to rid the galaxy of a pitiless God-Emperor. Their reasons for turning will be far more base: greed, power and wealth. "In the book we've termed these Renegades, but really they are Space Marines with their humanity back and so have drives, ambitions and weaknesses like you and me, unlike the selfless and loyal Space Marines."

List changes

As well as these directional changes, the army list itself has had a serious overhaul. "It shouldn't take the best part of a day to design a 2000-point force," quips Gav. "The list is far simpler to use, the 'invisible' rules have gone and key units have been repositioned." What does Gav mean by invisible? "An example of it was the Chaos Lord in the previous book," he explains. "Once you'd given him a certain amount of Daemonic Gifts he was actually counted as a Daemon Prince. For the other player that was nigh on impossible to know – in the new Codex when you're fighting a Daemon Prince, you'll see a Daemon Prince facing you across the table. What you see is what you get!"

Another example is the Marks of Chaos. In the previous list, they were awarded individually and even the Chaos players could forget who had what Mark. In the new list, squads purchase icons, which must be represented by the relevant icon-bearer model. "Again, the idea is for both players to know, at a glance, what rules apply to the squads. We've tried to take all the hassle out of selecting your force," says Gav.

"There's been some re-jigging of the actual list as well," he adds. "We've separated the Chosen from the Chaos Terminators, making the Chosen a power-armoured, veteran squad. Joining them in Elites is the Chaos Dreadnought – this also frees up a spot in Heavy Support for the Obliterators, who were previously competing with Chaos Terminators in the Elites section."

You'll also notice that the Chaos forces have been reinforced by a Vindicator! "That's to show that more modern vehicles, not just ten-thousand-year-old tanks, are available to Chaos as well; I'm sure Chaos players will also appreciate its inclusion just for the demolisher cannon," says Gav.



IN THE BOOK

In this 104-page codex you will find:

- **22 pages of background, including the full history of the Traitor Legions and famous Renegade chapters such as the Red Corsairs.**
- **Each character, troop type and vehicle is fully examined in the Forces section.**
- **16 colour pages featuring loads of new Chaos Space Marine colour schemes.**
- **Brand new army list.**

"The new list is far easier to use... we've tried to take all the hassle out of creating a force."

CHAOS MARINES

The new Chaos Space Marines plastic kit is packed full of extras. Here's a comprehensive breakdown of what you get in the box.

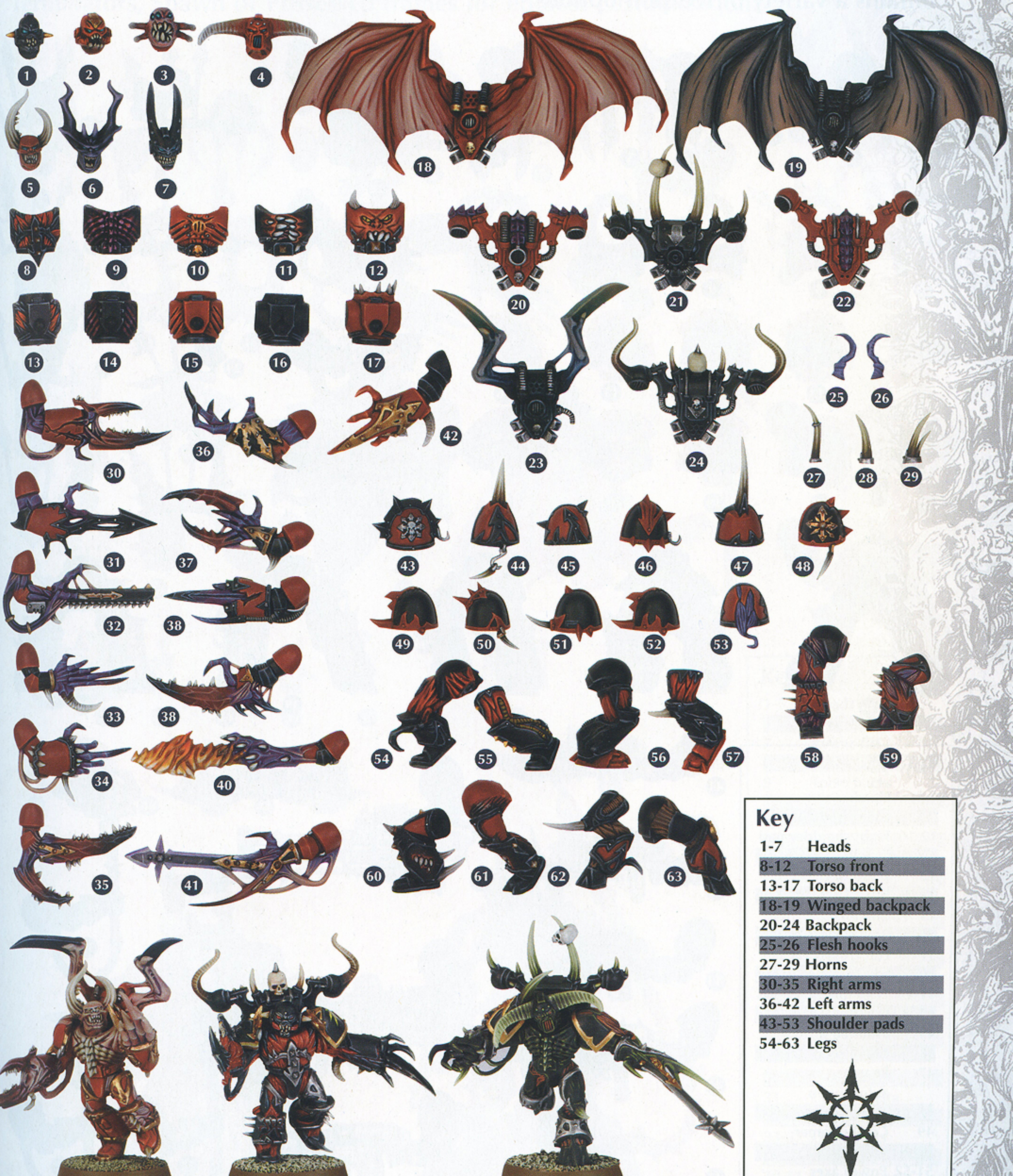


Key

1-8	Heads
9-16	Shoulder pads
17-21	Torso front
22	Torso back
23-25	Armour spikes
26-29	Chainsword arms
30-33	Bolt pistol arms
34-36	Backpacks
37-38	Combat knives
39-41	Bolters
42-44	Holsters
45-50	Bolter arms
51-54	Legs
55	Melta gun
56	Flamer
57	Power fist
58	Plasma gun
59	Power weapon arm
60-62	Heavy bolter
63-64	Plasma pistol arms
65-70	Champion heads
71-74	Armour decorations
75-79	Champion Shoulder pad
80	Champion pack
81-83	Blades and tusks
84	Champion Chest
85-89	Chaos icons
90	Icon bearer arm

POSSESSED

The Possessed frame allows for all manner of twisted combinations. It's fully compatible with the Chaos Space Marines and Chaos Spawn kits, too!



Key

1-7	Heads
8-12	Torso front
13-17	Torso back
18-19	Winged backpack
20-24	Backpack
25-26	Flesh hooks
27-29	Horns
30-35	Right arms
36-42	Left arms
43-53	Shoulder pads
54-63	Legs

TERMINATORS

The new Chaos Terminators have been long-awaited by Chaos Space Marine players. The multi-part plastic kit contains a variety of weapon options.


1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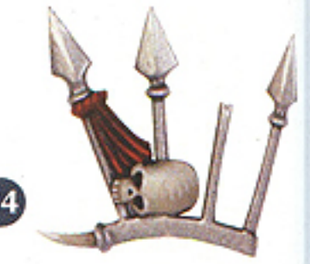
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Key

1-6	Heads
7-11	Torso fronts
12-16	Right shoulder pad
17-21	Left shoulder pad
22	Torso back
23-24	Power fist
25	Chainfist
26-30	Right trophy racks
31-35	Left trophy racks
36-40	Legs
41-43	Twin-linked bolters
44	Combi-melta
45	Mutated arm
46	Ammunition clip
47	Reaper autocannon
48	Heavy flamer
49	Combi-flamer
50	Power maul
51-52	Power axes

41

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TERMINATOR LORD

The new Chaos Lord sprue allows you to create a mighty Lord or Sorcerer Lord in Terminator armour. Ambitious players can mix in components from the Chaos Terminators, Spawn or Possessed frames for endless customisation!

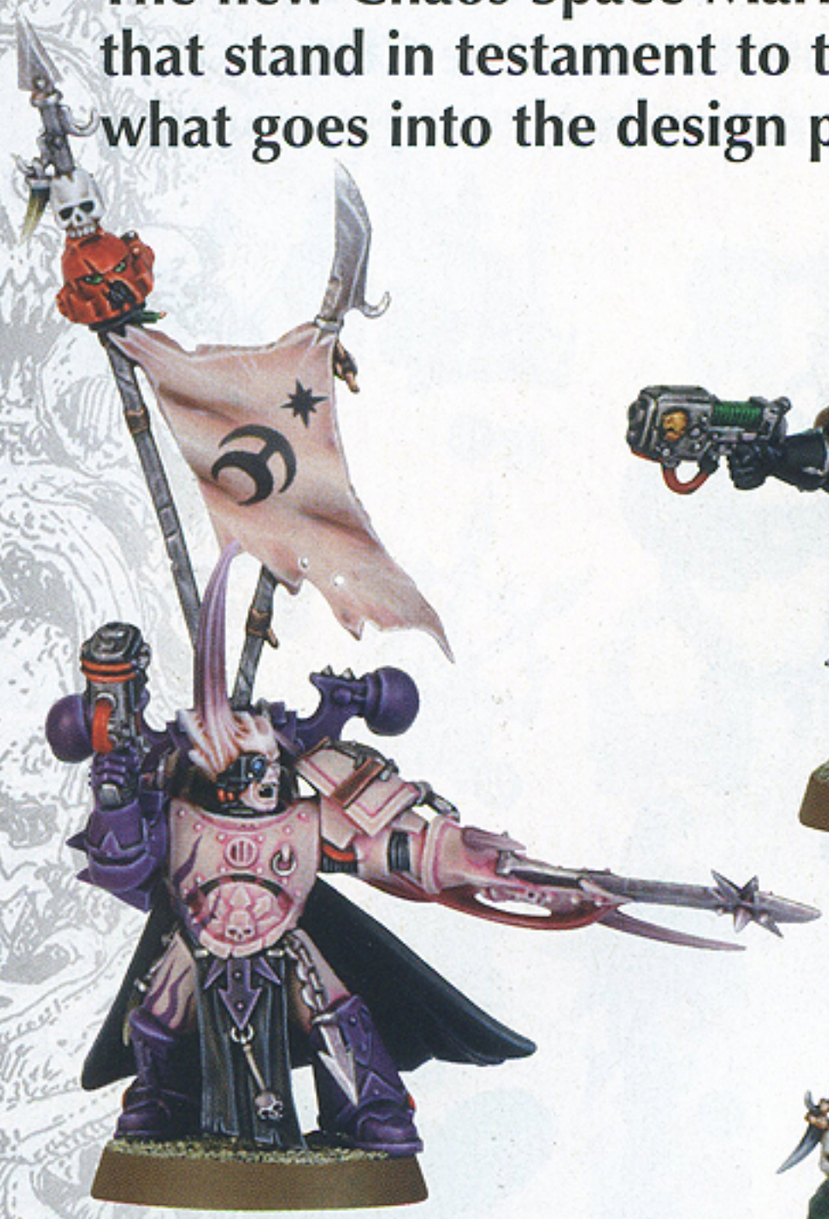


Key

1-5	Heads
6	Chainfist
7	Power fist
8	Power axe
9	Torso backs
10-11	Torso fronts
12-13	Lightning claws
14	Staff arm
15	Sorcerer' staff
16-19	Trophy racks
20	Chains
21	Loin cloths
22	Front plate
23	Tapestry
24	Hips
25-26	Lower legs
27	Lord base
28	Spike
29	Cloak
30	Combi-bolter
31	Combi-melta
32	Familiar
33-37	Ornaments
38	Tome
39-41	Shoulder pads

THE LOST AND THE DAMNED

The new Chaos Space Marine models are the latest in a line of plastic miniatures that stand in testament to the skill of the Citadel Design team. We take a look at what goes into the design process.



The Flawless Host.



Black Legion.



The Cleaved.



Beasts of Annihilation.

Alpha Legion.



Killmongers.



Word Bearers.



The Scourged.



Mark Harrison is the man behind the majority of the new models in this month's Chaos Space Marine releases. Here, we talk to him about how he put his stamp on one of Citadel's oldest and most established ranges.

Creating Chaos from order

"With the Chaos Terminators I wanted to follow closely what Jes [Goodwin] had already done," says Mark. "I wanted to expand on the themes that had already been established – make things sharper, nastier and more three-dimensional. Making a lot of the range in plastic for the first time was where I had a lot of freedom. For instance, with the Chaos Terminators I knew how they would break down and where they would go on the frame, and that I still had plenty of space to add loads of extra bits and new options such as additional heads, mutated weapons and spiky bits."

The Chaos Terminator Lord and the Possessed frames were favourite projects of Mark's because he had a very loose brief on both. "I loved doing the Chaos Lord; the first thing I wanted to add was a Chaos Knight-style helm because I think it looks very cool on Terminator armour. I also got the figure standing on a rock; we're not normally allowed to do that, but I managed to push that through; I thought the figure warranted it because it's going to be the centrepiece model in most Chaos forces," says Mark.

As well as focusing on the actual model, Mark also took the chance to bulk out the weapons options; everything on the Lord frame is fully compatible with the plastic Chaos Terminators. Despite the fantastic work on the Terminator Lord, if you ask Mark what his favourite models of this release are, he will say it's the Possessed. "I really like them. Of all the new models I think they really define the new Chaos range. We took what was quite a bland concept and turned them into their own thing. Again, I



was given a free rein, but it took several attempts to get them right. My only steer was a ban on tentacles, as they tend to make the model look weak."

Even though Mark was working full pelt on the model frames he somehow had time in his schedule to create the Chaos upgrade frame. "My plan for this frame was to try and cover all the bases," he explains. "I made sure there were parts for each Chaos power, including an icon each, as they play such an important part in the new rules. There are also special weapons – I've tried to fulfil as many weapon options as possible." There are many more bits on the frame, giving you a choice of either kitting out one or two Marines as incredibly imposing Chaos models, or spreading the components throughout the whole squad, adding a touch of Chaos here and there.

Huron Blackheart: The Tyrant of the Badab war

Huron Blackheart is an insane and power-hungry Chaos Lord. Huron was critically injured by a melta-blast near to the end of the siege of Badab. Seeing the battle lost, his faithful Chaos Space Marines fought their way past an Imperial blockade in a handful of ships, and dived into the Maelstrom to evade their pursuers. There they joined the horde of aliens, renegades and heretics that make the Maelstrom their lair. Huron's Red Corsairs have grown into a military force to be reckoned with and their raids out of the Maelstrom have become more frequent and bloody over the decades.



Huron Blackheart, sculpted by Juan Diaz.

SAMPLE ARMY

We asked veteran Chaos player and White Dwarf designer Christian Byrne to pick us a balanced force using the new list. Here's what he came up with.





One of the best ways to start a Chaos Space Marine force is to pick up the new Battle Force box set. All the models from the box are present in this army, although we've chosen to swap out the Rhino APC in favour of some elite choices. With the addition of some Spawn, Terminators and a Defiler, you can make this impressive, all-plastic force.

The sample army above represents a typical Black Legion warband with allies in the form of World Eaters Khorne Berzerkers and a Sorcerer of The Scourged Renegade chapter. The force has been designed to be an aggressive spearhead led by the Berzerkers and the Defiler, with the Possessed, Spawn and Chaos Space Marines in support. The Chaos Lord, Sorcerer and Terminators deep strike to deliver the decisive blow.

1 The Terminator Lord is a devastating close combatant. Wearing Terminator armour means he can weather most small arms fire and stand up to powerful weapons such as lascannons. The Daemon Weapon (with its +1D6 attacks and +1 Strength) can spell doom for all but the toughest opponents.

2 With the Mark of Tzeentch the Sorcerer benefits from a 4+ invunerable save. He also has the Warptime psychic power which, in conjuction with his force weapon, means he can re-roll all to hit and to wound rolls, while ignoring enemy armour saves, giving him the ability to kill enemy characters outright.

3 Formidable Chaos Terminators are capable of being armed with a variety of anti-tank and anti-personal weaponry. This unit can lay down a withering hail of fire before charging into whatever adversary might be in their way.

4 Chaos Possessed are a wild card unit – whatever power is randomly rolled will decide what role they will serve



ARMY LIST

HQ

❶ **Chaos Lord**
Terminator Armour, Daemon Weapon, personal icon.
155 points

❷ **Chaos Sorcerer**
Terminator Armour, combi-melta, Mark of Tzeentch, Warp Time, Bolt of Change.
200 points

ELITES

❸ **5 Chaos Terminators**
Powerfist, Chainfist, combi-flamer, combi-melta, Reaper Autocannon.
210 points

❹ **5 Possessed**
Aspiring Champion.
140 points

TROOPS

❺ **5 Chaos Space Marines**
Aspiring Champion, Powerfist, Plasma pistol.
130 points

❻ **10 Chaos Space Marines**
Icon of Chaos Glory, Aspiring Champion, Power weapon, Plasma pistol, Plasma gun, Heavy bolter.
230 points

❼ **8 Khorne Berzerkers**
Skull Champion, Power weapon.
198 points

❽ **2 Chaos Spawn**
80 points

HEAVY SUPPORT

❾ **Defiler**
Havoc Launcher.
155 points

Total **1497 points**

in the coming battle. It is therefore a good idea to consider each special ability beforehand and how it may best be used.

5 A small, mobile unit of Chaos Space Marines is an excellent and economical choice that complements other assault troops. The addition of the power fist will be a nasty surprise for an unwitting adversary.

6 Larger Chaos Space Marine units provide both covering fire and close combat support. Now that they are armed with a bolt pistol, bolter and close combat weapon, they always have the ability to lay down bolter fire, before shouldering their main weapon and diving into assault with 3 Attacks.

7 With Weapon Skill 5 and Furious Charge, Berzerkers outclass all but the most elite assault troops – and as they are Fearless, they will never run from a fight.

8 With two Spawn randomly moving across the battlefield, enemies must beware. Strong and hardy with a random number of attacks, they may be unpredictable, but can turn the tide of battle in an instant.

9 In the new Codex, the Defiler is a rampaging war machine capable of scuttling towards the enemy before firing a volley from its battle cannon, only then charging into assault. The mobile assault capabilities this lends a Chaos force makes it a frightening prospect to face in battle.

PAINTING RED CORSAIRS

With the release of Huron Blackheart, the Studio Chaos Space Marines army has begun to swell with Red Corsairs models. Here's how the hobby team achieve their distinctive red and black colour scheme.



Black Armour



Start by painting all of the black areas with Chaos Black.



The first highlights are mixed from Chaos Black and Codex Grey.



Pure Codex Grey is applied for the final highlight.

Details



The legion badge is a hand-painted icon, achieved with Chaos Black paint and a fine detail brush.

Red Armour



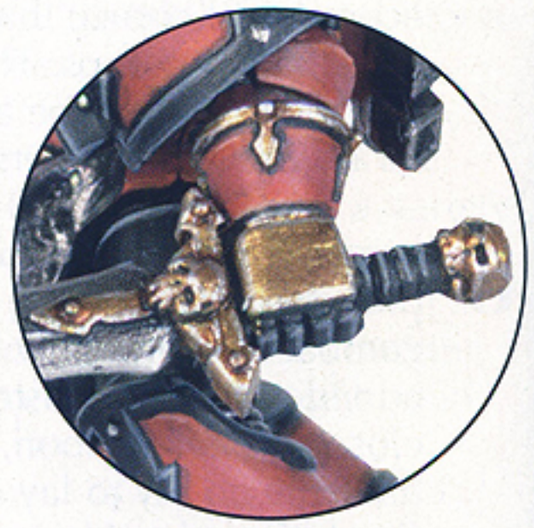
All the red areas are basecoated with Mechrite Red.



Blood Red is applied as a highlight to all the raised areas and edges.



The most pronounced edges are picked out with Blaxing Orange.



The gold is painted in exactly the same way as Huron Blackheart's decoration. See page 94.

BLACK LEGION

This ancient legion is led by Abaddon the Despoiler, and wears jet black armour in memory of their Primarch, Horus. Their insignia represents the Eye of Horus.





The black armour is offset by warm bronze trim and the bright yellow legion badge.





NIGHT LORDS

The Night Lords serve no particular Chaos god, and treat other Chaos Space Marines with the same cynicism and contempt they reserve for those loyal to the Emperor.





The painted lightning strikes represent "real" crackling energy surrounding the model.





HAKANOR'S REAVERS

The armour of these Renegade warriors burns with a magical heat, causing it to constantly crack and reform like lava. Their insignia reflects their fiery curse.





The unique character of this legion is reflected by the hand-painted details.





THE PURGE

The Purge despise life in all of its forms, and have waged war against mankind and aliens alike for 3000 years, in an attempt to exterminate all life from the galaxy.





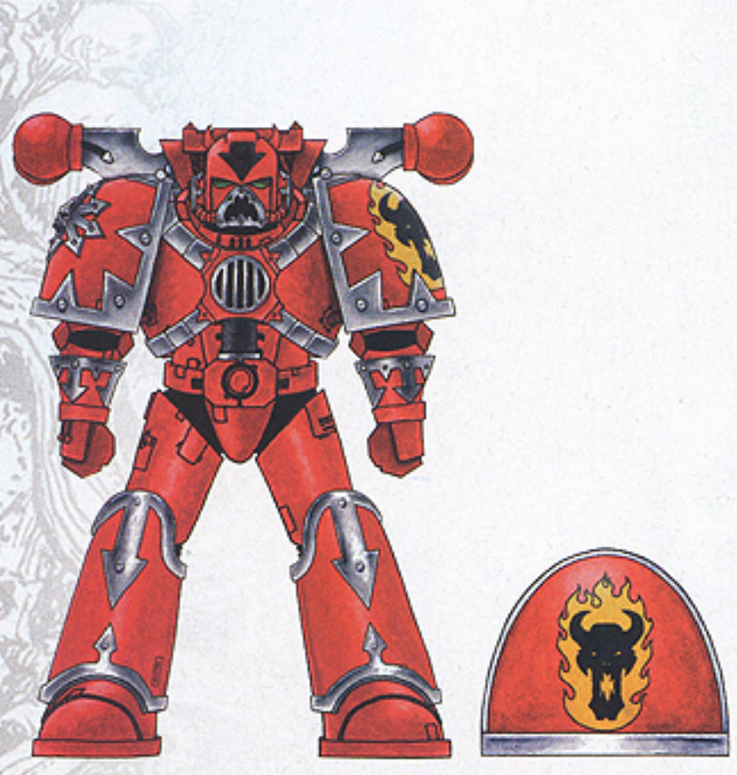
The legion icon for The Purge is a handpainted trio of flies. This is easy to achieve with black lining.



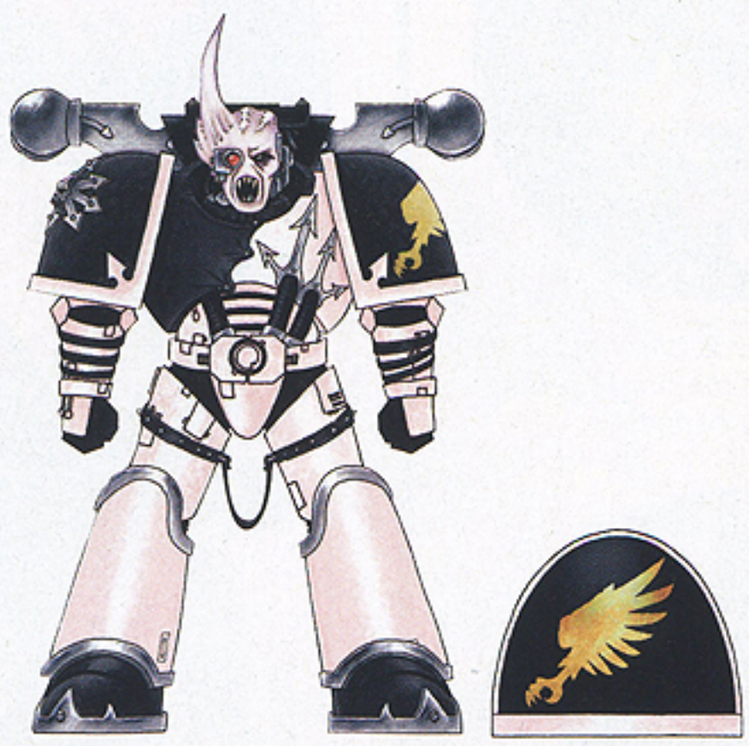


OTHER CHAOS WARBANDS

There are countless Renegade warbands and remnants of the Chaos Legions dispersed throughout the galaxy. The colour schemes on these pages are just some of the myriad that can be created.



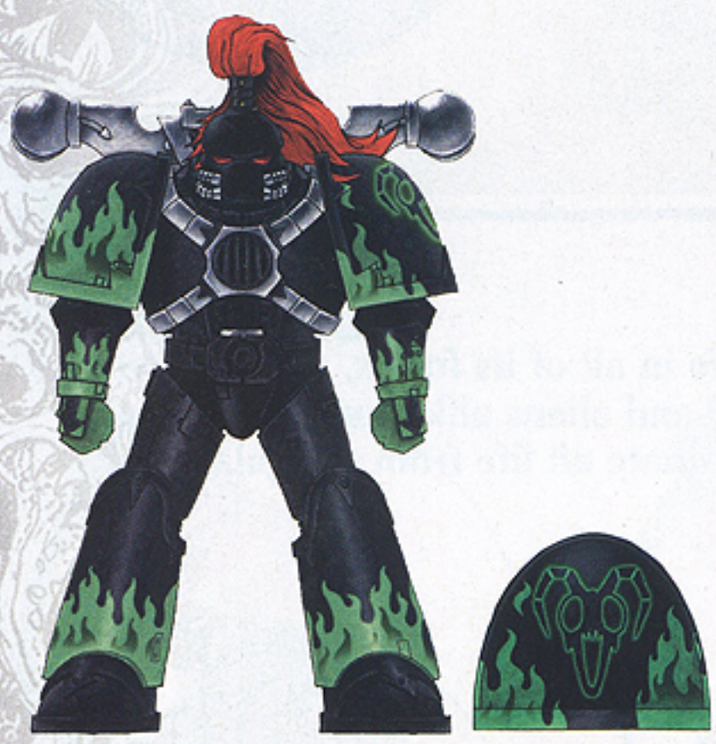
Word Bearers.



Emperor's Children.



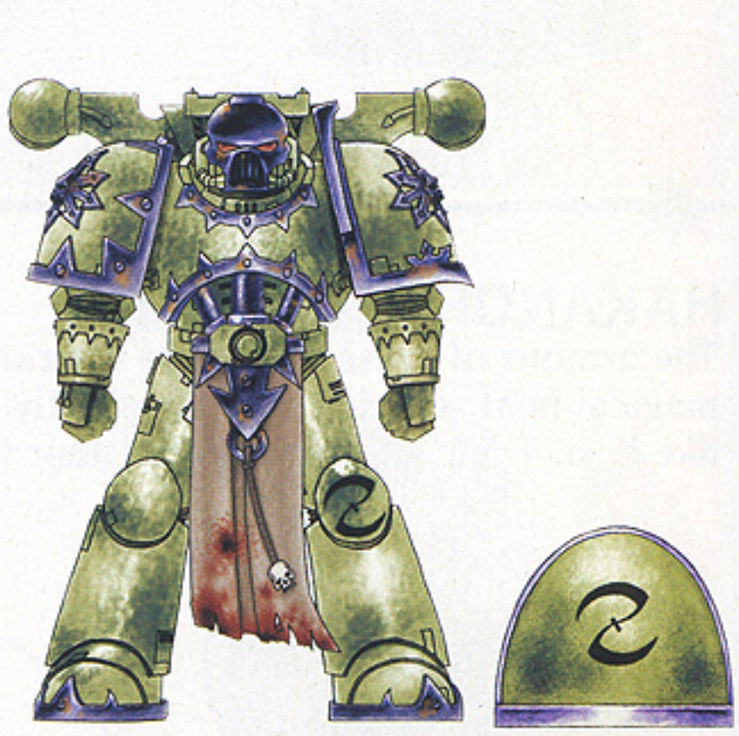
Night Lords.



Apocalypse Company.



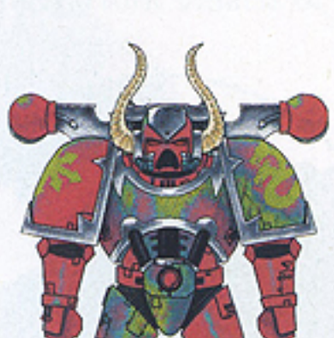
Nightkillers.



Betrayers of Pain.

Other Renegades

We've tried to show some examples of simple yet effective colour schemes above (with loads more online!). However, the sky's the limit when it comes to Renegade heraldry!



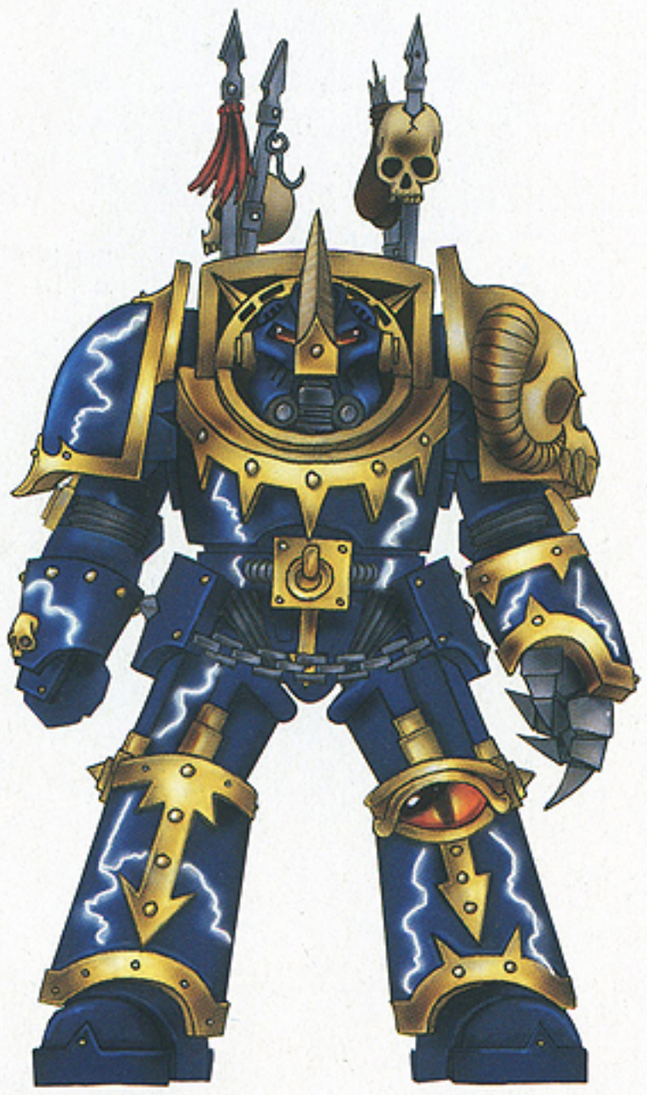
The Chaos project provided an opportunity to take a fresh look at the way the Chaos Space Marines looked, in particular the colour schemes and livery. Neil Hodgson of the Studio Hobby team was heavily involved in this part of the project.

"When we first approached the look of the Chaos Space Marines, we started in the same vein as loyal Space Marines, who have a uniform colour scheme. We soon realised that is not what Chaos Space Marines are all about – they are not just 'evil' versions of Space Marines," says Neil. "Some Traitor Marines have been around for over 10,000 years, and there are those Chaos Space Marines who will have fought in many battles, and have jumped from warband to warband, depending on where the fighting has taken them. So we tried to come up with some colour schemes that illustrated this breadth."

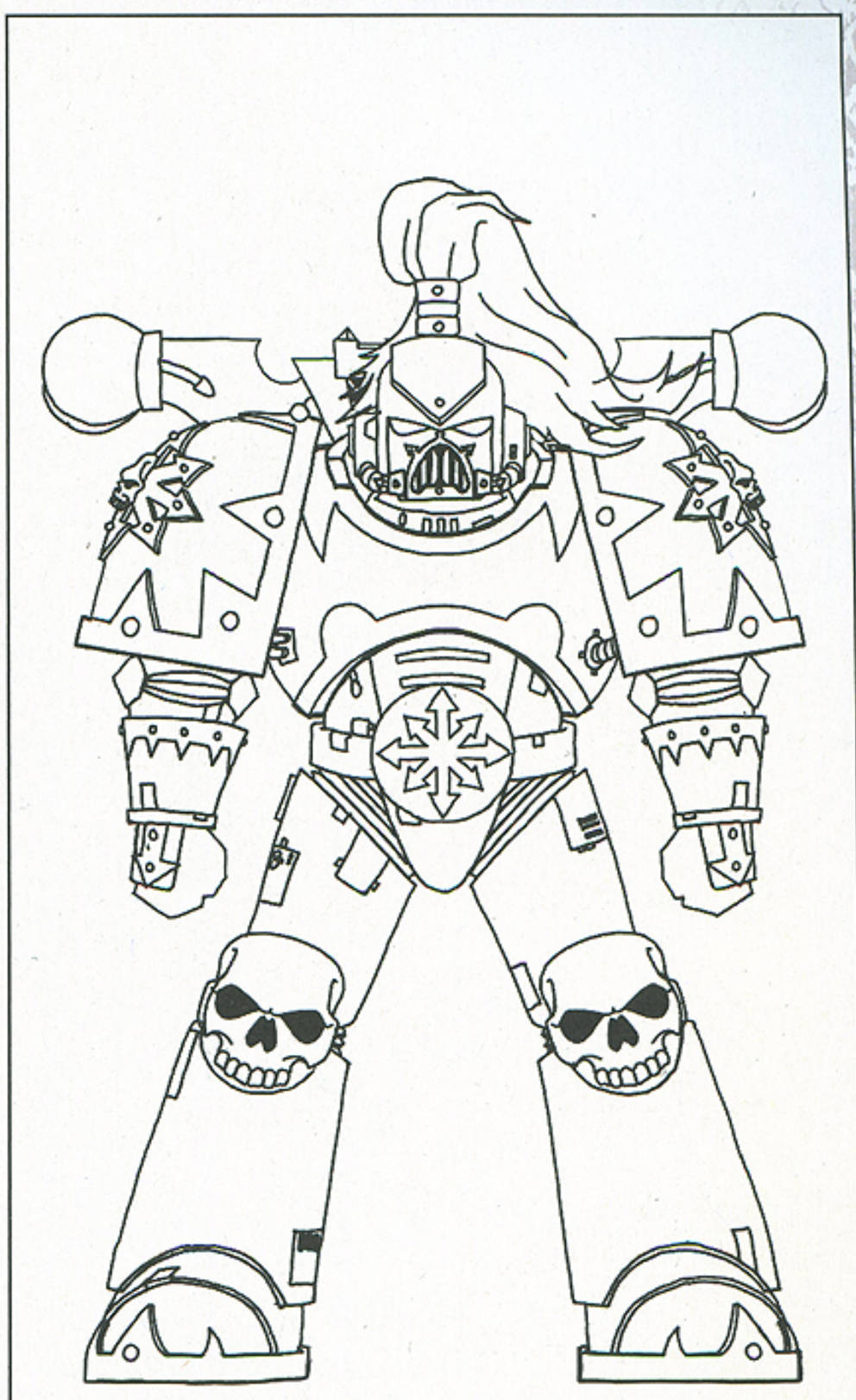
"An example I like to use," continues Neil, "is that of a burgeoning Chaos Lord about to embark on a campaign of violence and destruction. Many Chaos Space Marines will come to bolster his force, and to mark their allegiance they would have to daub a black mark over their left shoulder pad, for example; other than that there is no uniform to speak of." This way you can have all the many different elements in one Chaos force, from Khorne Berserker elites to Slaaneshi Chaos Space Marines in your Troops choices. You can have all these different colour schemes in your army and, by painting on a unique symbol or giving them all a uniformly coloured leg greave or shoulder pad, you get a cohesive force whilst still being chaotic. "Your identifying colour doesn't even have to be on the same place on all the models in a squad," says Neil. "It's

Other troop types

Just because our handy illustrations show how to apply colour schemes to standard Chaos Marines, doesn't mean that you have to do the same. Transferring your colour schemes to other troop types is just a matter of picking details or areas of a model and painting them accordingly. Here, we can see how a Night Lords colour scheme can be applied to a Terminator and a Possessed model. The same principles can be applied to the vehicles in the army, too.







You can photocopy this template to experiment with your own Chaos colour schemes.

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quite feasible that, as long as the Chaos Space Marine is bearing the warband's insignia – say something like a yellow eye symbol – then it does not matter where it appears on the armour. So you can have some with the symbol on their backpack, or a stylised version of it on one of the leg plates of a Defiler, for example – the symbol ties the army together, and the forces of Chaos would not care where it is actually displayed."

The use of textures was another thing that Neil wanted to try and illustrate in the codex. "When trying to convey a concept, a painted model or even a piece of flat artwork has some limitations. What we've tried to get across is that Chaos power armour is much more than just painted ceramite plates. For instance the lightning on the Night Lords' power armour would, in actuality, be real, crackling energy rather than a painted design. You could imagine a Renegade legion that has constantly shifting runes or leering daemonic faces that chase each other across the power armour, whilst others may be covered in living scales," explains Neil. Obviously some things are easier to portray on a model than others; be ambitious, but remember the limits of your own skills and that of the medium you are working in. Sometimes it's fine just to have a clean, two-colour painted model.

The principles Neil applied to his colour schemes are true of many aspects of the Chaos Space Marine army. The forces of Chaos are made up of individuals, and the amount of creativity you can afford with painting, modelling and gaming with them is limited only by your imagination. And, of course, how much you have succumbed to the Ruinous Powers…

Also Available

Other Chaos Space Marines box sets:

- **Chaos Landraider**
- **Chaos Rhino**
- **Chaos Predator**
- **Chaos Defiler**
- **Chaos Bikers**
- **Chaos Raptors**
- **Thousand Sons**
- **Khorne Berzerkers**
- **Deathguard**
- **Deathguard Havocs**
- **Chaos Havocs**
- **Chaos Dreadnought**



IN-STORE THIS MONTH

Chaos has arisen. Across the galaxy, the skies of Imperial worlds are rent by the coruscating maelstroms of warp engines, as thousands of twisted, eldritch star ships drop into assault orbit!

Rise of Darkness 22/09/07

The dark worlds of the Karkarodon system lie at the very rim of the Human Imperium. Their worlds lit but dimly by the ancient and dying Ghoul Stars, the hardy human promethium riggers eek out a harsh and thin existence, from their austere rocky homes. The forces of the Dark Gods, coveting the priceless fuel, unleash a horrifying orbital bombardment upon the cities and factories of the system; smashing the planetary defences ahead of a terrifying assault wave of renegade and traitor Chaos Space Marines and blasphemous engines!

All this weekend your local Games Workshop Hobby Centre will be running huge games of Warhammer 40,000. Get your Chaos Space Marine forces painted and into the store to ravage the worlds of the false Emperor! Imperial players; Muster your forces now! Only by your strength of arms will you be saved from the approaching storm!

Let the Galaxy burn!





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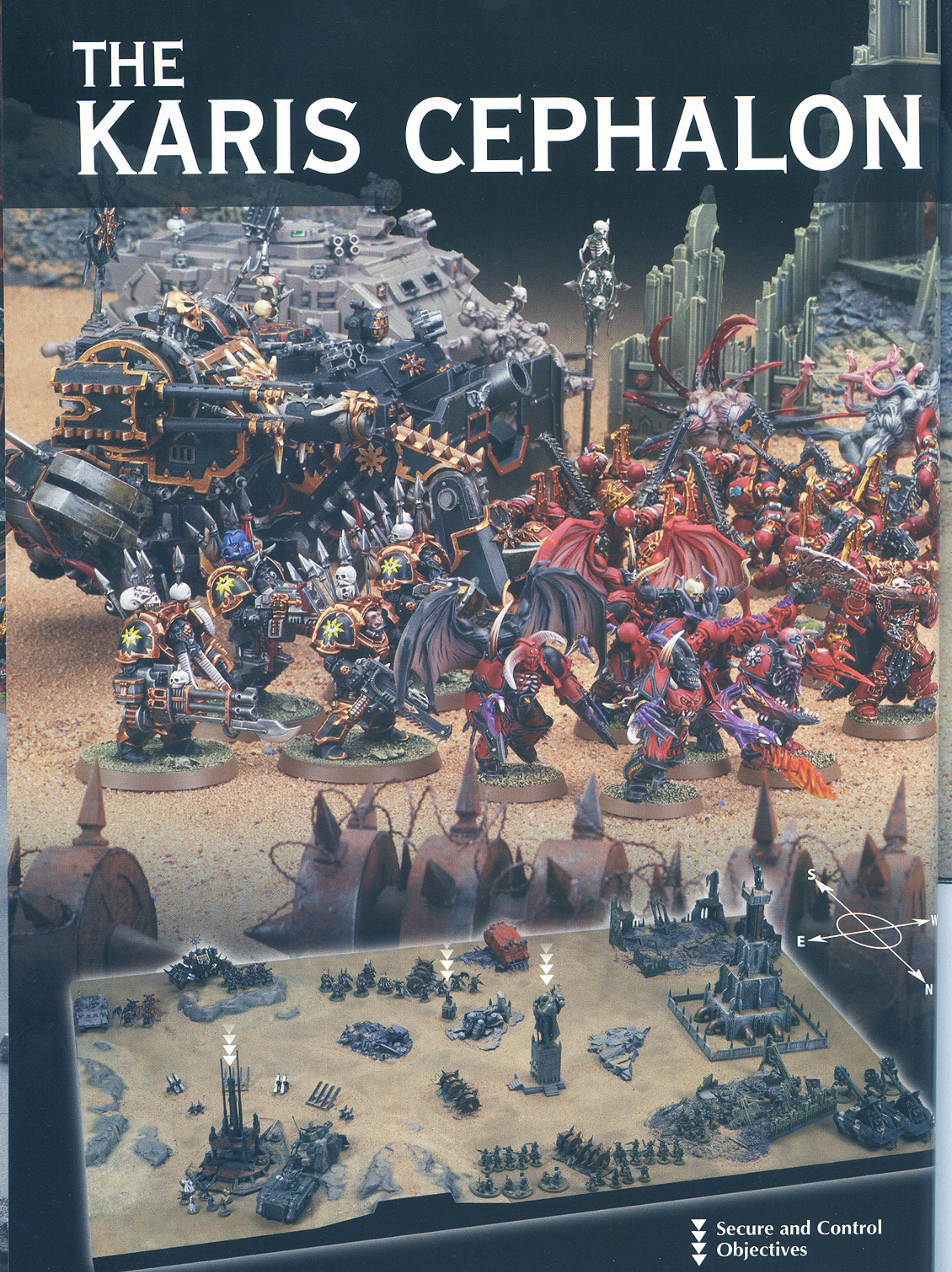
THE KARIS CEPHALON

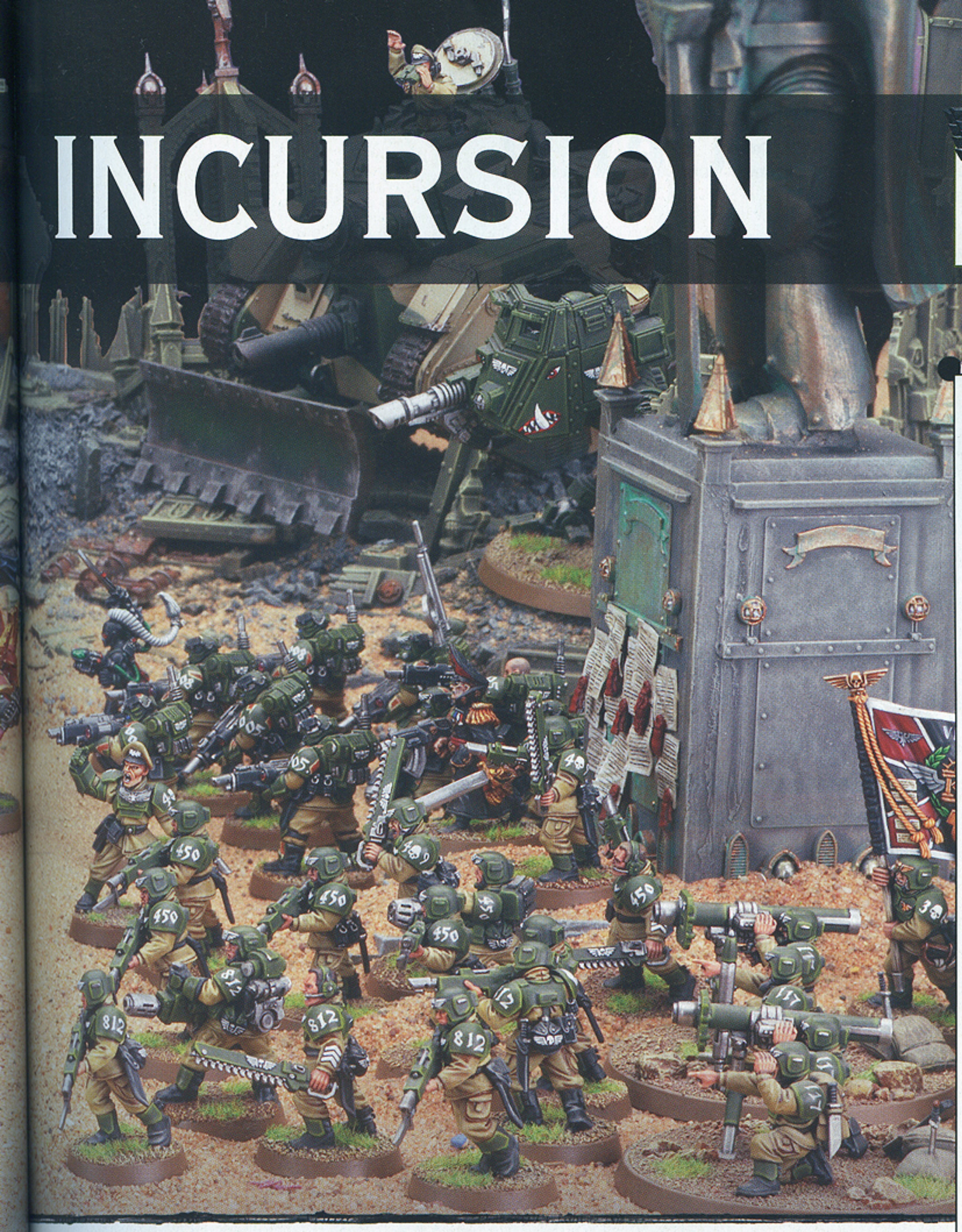


Secure and Control Objectives

INCURSION

WARHAMMER 40,000™

BATTLE REPORT



Everything in Lord Kavator's warp-twisted dreams had so far come true. Having made a night drop at the mine head, Lord Kavator's force had swiftly overwhelmed the small garrison, captured their captain for interrogation and fortified the position. The dreams that had brought Kavator to the miserable world of Karis Cephalon promised great power. The gibbering confessions of the captured Imperial Guardsman had confirmed as much. Miners had unearthed something ancient and evil in the depths of the planet, and so far three Inquisitors had disappeared while investigating the disturbances.

For the last day, Kavator and his warriors had scoured the surrounding area for some entry into the mineshafts, but had been unsuccessful. As sunlight retreated from the barren wastes, they returned to make camp at the mine head.

Only now, Kavator realised as the smoke and grumbling of tank engines filled the air, his warriors were no longer unopposed. A fourth Inquisitor had arrived. This Inquisitor – Ymerich, the captured Imperial dog had named him – had brought troops, veterans of the ongoing war on Cadia. Whatever the Inquisitor was looking for, Kavator knew it had to be valuable to take forces away from the fighting against Abaddon. He also knew that it would be his to claim come nightfall.

In this month's battle report we're pitting the Chaos Space Marine Codex authors, Gav Thorpe and Alessio Cavatore, head-to-head in a classic match-up of Imperial Guard versus Renegade and Traitor Chaos Space Marines.

Gav will take command of the Imperial Guard force, led by Colonel Montavius. Also present in this force is Inquisitor Lord Nikolai Ymerich, who has been tracking the Chaos Space Marines for some time. This allows Gav access to some Witch Hunter allies. Alessio, on the other hand, will be taking the role of not one but two Chaos Lords: one branded with the Mark of Khorne, the other a Terminator Lord of Chaos Undivided.

We decided on a Secure & Control mission, but modified the scenario at the set-up stage by selecting three objectives (rather than rolling D3+2) to represent the loot counters and placing them on the board before the players deployed. The objectives would be the mine entrance pylon, the intact Imperial statue, and the captured and bound Imperial Guard officer. The mission was Gamma level, meaning that Infiltrate, Deep Strike, Victory Points and Dusk & Dawn special rules would be in play. We rolled a 6 for Dusk and Dawn, and we were ready to play.

GAME STATS
Mission: Secure & Control.
Mission Level: Gamma.
Game Size: 2000 points.
Participants: Chaos Space Marines (Alessio Cavatore) vs. Imperial Guard and Witch Hunters (Gav Thorpe).
Location: Karis Cephalon.

IMPERIAL GUARD





Gav Thorpe is one of our senior Games Developers, and he's worked on Army Books and Codexes too numerous to mention. However, his battle report record is not great – will this be the game where he turns it around?

Gav: Knowing that the Chaos Space Marines will easily outclass my troops in assault, I need to hit them with everything possible as soon as possible. If I can do enough damage in the opening two or three turns, whatever is left will hopefully pose little threat to my army.

My army selection actually started off with Heavy Support – after all, what's the point of fielding Imperial Guard if you don't have a big gun or three? First up, I chose two Basilisks with indirect fire, which should be able to pound the renegades from the outset, no matter where they deploy. To back up the artillery, I chose a Leman Russ Demolisher. With Alessio most likely closing for the kill, the short range would be no problem, while the extra Strength and AP might prove decisive against Chaos Terminators or, maybe, some Obliterators.

It was then that a nice little scheme formed in my mind. I took a Callidus Assassin from Codex: Witch Hunters. She allows me to force the redeployment of one enemy unit. Combined with the Macharian Cross upgrade of my Imperial Guard commander (which allows me to reposition one of my units after deployment), I can choose one of Alessio's units and place it somewhere vulnerable and then move one of my units to attack it. Added to this, the AP1 neural shredder and invulnerable-save-ignoring C'tan phase sword wielded by the Callidus Assassin will make a mess of those Chaos Space Marines. With her ability to deploy anywhere and attack normally from reserve, the Assassin should hopefully ensure the destruction, or at least a nasty mauling, of another Chaos Space Marine squad. As some back-up, I took a squadron



ARMY LIST

HQ

❶ **Command Squad**
Herioc Senior Officer, master-crafted power weapon, Macharian Cross, refractor field, bionics, Medallion Crimson, melta-gun, master-vox, Standard Bearer with regimental standard, Medic.
222 points

❷ **Anti-tank Support Squad**
3 lascannons.
110 points

❸ **Anti-tank Support Squad**
3 missile launchers.
95 points

❹ **Sentinel Support Squad**
2 multilasers, 1 lascannon.
145 points

❺ **Inquisitor Lord**
Plasma pistol, psi-tracker, Scourging, Crusader, Sage, 2 Penitents, 2 Chirurgeon.
163 points

❻ **Commissar**
Bolt pistol, powerfist
61 points

❼ **Commissar**
Bolt pistol, power weapon
46 points

ELITES

❽ **Callidus Assassin**
120 points

❾ **10 Storm Troopers**
Veteran Sergeant, Honorifica Imperialis, plasma gun, meltagun, Vox-operator, Deep Strike.
166 points

TROOPS

❿ **Platoon Command**
Junior Officer, powerfist; laspistols, close combat weapons, Vox-caster.
65 points

⓫ **Infantry Squad 1**
10 Guardsmen, plasma gun.
70 points

⓬ **Infantry Squad 2**
10 Guardsmen, meltagun.
70 points

⓭ **Infantry Squad 3**
10 Guardsmen, plasma gun.
70 points

⓮ **Armoured Fist Squad**
10 Guardsmen, Veteran Sergeant, meltagun, Chimera.
161 points

HEAVY SUPPORT

⓯ **Leman Russ Demolisher**
Plasma cannons, lascannons.
185 points

⓰ **Basilisk**
Indirect Fire. *125 points*

⓱ **Basilisk**
Indirect Fire. *125 points*

Total **1999 points**

of Sentinels, whose Scout rule allows them a free move before the game. I can, if I feel the need, use the Sentinels to pour even more fire into the doomed Chaos unit.

My remaining choices had to add some bulk and manoeuvrability to the force. My cheap Infantry Platoon can be sent forward a squad at a time if necessary, delaying Alessio's units while my tanks and support squads do the damage. If I get lucky, they might even kill some enemies – when you get 30 Guardsmen rapid-firing at a unit, some of it has to stick! They will also double up as my objective-taking "snatch" squads. When the area is relatively clear of Chaos forces, I'll send these foot-sloggers out to capture the objectives. Once they've claimed it, I'll reinforce them with some heavier firepower.

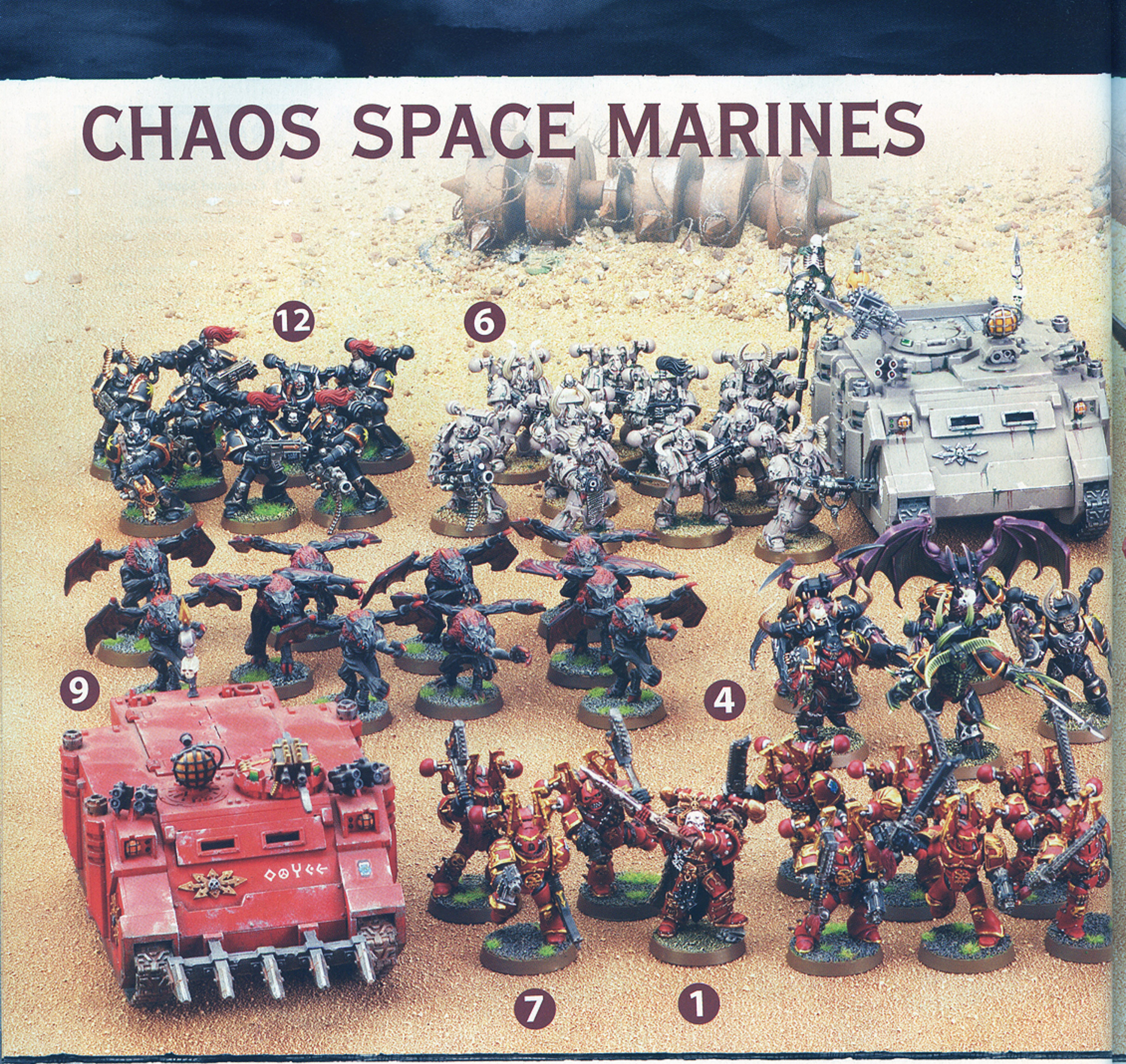
I also selected an Armoured Fist squad and a unit of deep-striking Storm Troopers to add some mobility. The Veteran Sergeant of the Storm Troopers squad also has the Honorifica Imperialis (giving him the profile of a Heroic Senior Officer) and a power weapon, and he should give Alessio a nasty surprise if he decides to assault the Storm Troopers.

My biggest concern is the chance of just a handful of Chaos Marines being more than enough to tear through my units. To forestall a complete rout should this happen, I have bolstered my Colonel's Command squad and the Infantry Platoon Command squad, by adding a Commissar to each. Now each unit has a power weapon and a power fist so that I can launch at least some kind of counter-attack against rampaging Chaos Space Marines.

Right, I now have my force selection and a basic plan.

Forward, for the Emperor!

CHAOS SPACE MARINES





Master strategist Alessio Cavatore is another senior Games Developer, who has led such high-profile projects as Warhammer 7th edition and The Lord of the Rings. He plays a mean game of Warhammer 40,000, too, as he hopes to prove today!

Alessio: I have to admit that I started picking the army by choosing a Khorne Lord with a Daemon Weapon. The idea of a potential 17 power weapon attacks on the charge was just too appealing to resist! For his "bodyguard", I picked a unit of nine Berzerkers with a Rhino, which also fulfilled the role of one of my Troops choices. I continued the "retinue" principle with a Terminator Lord and five Chaos Terminator henchmen.

I then bought a unit of Chaos Space Marines with the Mark of Nurgle and a Rhino. I expect them to advance quickly, take a lot of punishment and also unleash my Summoned Daemons from their icon deep into enemy territory (hopefully straight into combat!).

A unit of two Chaos Spawn and two units of Possessed will serve well to distract the enemy. They are both quite resilient and perfectly capable of tearing Imperial Guard squads to pieces. Hopefully they will draw some fire away from my more important units.

I'll have only one static firebase, and that will be the unit of Havocs, equipped with heavy bolters to engage the numerous infantry squads that I'm bound to face.

The rest of my firepower will be more mobile, consisting of a Defiler and the brand new Chaos Vindicator. I really love the Defiler model and I'm eager to use its new Fleet rule to get into combat a turn earlier than normal. The question is: will I be able to resist the temptation of firing its many guns en route?

The Vindicator is a welcome addition to non-Iron Warriors Chaos forces; finally, everybody can sport a Strength 10 Ordnance gun. Against Imperial Guard, I think I'll use it in a tank-hunter role, as a



ARMY LIST

HQ

❶ **Chaos Lord**
Mark of Khorne, Daemon weapon, melta bombs.
145points

❷ **Chaos Lord**
Terminator armour, Daemon weapon.
145points

ELITES

❸ **5 Chaos Terminators**
Powerfist, chainfist, combi-flamer, combi-meltagun, Reaper Autocannon.
210 points

❹ **5 Possessed**
130 points

❺ **5 Possessed**
130 points

TROOPS

❻ **10 Chaos Space Marines**
Icon of Nurgle, Aspiring Champion, power weapon, plasma pistol, melta-gun, heavy bolter; Rhino, extra armour.
315 points

❼ **9 Khorne Berzerkers**
Icon; Rhino, extra armour.
248 points

❽ **2 Chaos Spawn**
80 points

❾ **10 Lesser Daemons**
130 points

HEAVY SUPPORT

❿ **Defiler**
Havoc launcher.
155 points

⓫ **Vindicator**
Daemonic Possession
145 points

⓬ **8 Chaos Havocs**
Icon of Chaos Glory, 3 heavy bolters.
175 points

Total **2008 points**

direct hit from the Demolisher cannon has a very good chance of punching through the thickest armour that Gav can field.

Fighting against an Imperial Guard army, my best ally is going to be the terrain, and I dearly hope there will be a lot of it for my warriors to hide behind as they advance.

I certainly cannot hope to outshoot them in a firefight, but if I manage to get there I should be able to tear them to tiny little pieces.

Imperial Guard armies tend to be rather static and cannot redeploy their firepower too quickly – if you force them to move, they shoot a lot less! Also, because of their vast numbers, they tend to line up and occupy the entire width of the table, so the worst thing you can do is to line up evenly in front of them and advance. This only serves to ensure that they can use their entire firepower without much manoueving, and your army is not going to get anywhere in one piece.

Instead, I will try to amass my attack on one third of the battlefield, so that the Guard units on the opposite side will be forced to spend a few turns redeploying. Any Shooting phase they miss is going to be a boon to my close combat specialists!

Whenever you try to use this tactic, always make sure that, during deployment, you place a couple of fast-moving and/or expendable units on the flank you intend to ignore. This will make your plan less obvious at the beginning, and will allow you to either rush the fast units across to join the majority of your army, or to just create a diversion on the refused flank. Their presence there might make it harder for the enemy to simply shuffle all of their units towards the flank.

COMMENCE FIRE! TURN 1

The Chaos forces take some unwanted early casualties under the superior fire of the massed guns of the Imperial Guard.

The Imperial Guard moved first, and so Gav wasted no time in sending the Inquisitor and his retinue to capture the mine entrance objective. The Armoured Fist squad moved to the far east flank in their Chimera, just behind the Inquisitor's retinue. The rest of the Imperial Guard wisely remained stationary so as to maximise their shooting.

The Basilisks were the first to shoot, and both fired shots at the central squad of Possessed. Unfortunately for Gav, one barrage went wide and the other hit, but the invulnerable saves of the Possessed prevented any casualties. Gav had far more success with his lascannon-armed Anti-tank squad, which blew up the Khorne Rhino, and killed three Berzerkers in the process. The Anti-tank squad with missile launchers also had some success (A).

In the first Chaos turn, the majority of Alessio's army surged forward. The Vindicator moved towards the Sentinels, as did the Spawn, which slithered over the fountain (B). The Chaos Lord and surviving Khorne Berzerkers disembarked from the wreckage of the destroyed Rhino and headed north towards the centre of the board. The Chaos shooting was largely ineffective, with both the Defiler and Vindicator firing wide, although the Chaos Terminators (C) and the Havocs (D) fared much better.



Pre-game Movement

After deployment but before the game started in earnest, a few units took – or were forced to take – a few extra-curricular moves. The Sentinel Squadron scouted forward close to the fountain on the far west flank. The Possessed squad to the east gained the Scout ability and so moved forward as fast as they could. The sneakiest move of all was from Gav's Callidus Assassin, who gave errant data to the Rhino driver carrying the Khorne Lord, thus stranding it on a large piece of terrain deep in the Chaos deployment zone.



Annotations

A By firing three krak missiles into the Havoc squad on the far hill, Gav managed to kill two of the Chaos Space Marines.

B Alessio rolled high for the Spawns' random movement, and then used the Fleet rule in the Shooting phase to take them within assault range of the Sentinels. In the following Assault phase, the Spawn charged in, immobilising one of the walkers.

C The Terminators fired at the Inquisitor and his retinue, killing both of the Penitents.

D In reply to the casualties caused in the Imperial Shooting phase, the Havocs targeted the missile launcher teams and wounded three of their number. Gav wisely removed all the loaders so he could keep all three missile launchers on the table.

BATTLE REPORT



TURN 1



CHAOS SPACE MARINES

- L — Terminator Lord
- K — Khorne Lord
- 1 — Possessed Squad 1
- 2 — Possessed Squad 2
- T — Chaos Terminators
- M — Chaos Marines
- R1 — Rhino 1
- B — Khorne Berzerkers
- R2 — Rhino 2
- D — Lesser Daemons
- S — Chaos Spawn
- H — Chaos Havocs
- V — Chaos Vindicator
- DF — Defiler

IMPERIAL GUARD

- C — Colonel
- CP — Command Squad
- A1 — Support Squad 1
- A2 — Support Squad 2
- S — Sentinel Squadron
- I — Inquisitor Lord
- R — Inquisitor Retinue
- C1 — Commissar 1
- C2 — Commissar 2
- A — Callidus Assassin
- ST — Storm Troopers
- L — Lieutenant
- P — Platoon Command
- 1 — Infantry Squad 1
- 2 — Infantry Squad 2
- 3 — Infantry Squad 3
- AF — Armoured Fist Squad
- CH — Chimera
- D — Demolisher
- B1 — Basilisk 1
- B2 — Basilisk 2

ATTACK OF THE DAEMONS TURN 2

Chaos fight back with a pack of vicious Summoned Daemons and Gav reveals the presence of an insidious Imperial Assassin.

Gav began the second turn by revealing the position of the Callidus Assassin, who appeared at the side of the Possessed squad on the east flank. On the same flank, the Armoured Fist squad disembarked from their Chimera. Infantry Squad 3 advanced forward, making their way to the smashed aquila in the centre of the board.

The Basilisks aimed at the Possessed in the centre of the table once again, and this time the shells were on target (A). The Demolisher brought its battle cannon to bear and fired at the approaching Terminator squad, killing one of them and catching a Havoc in the blast. The missile launcher teams fired more krak missiles at the Havocs, wounding two more – this proved as much as the Chaos Space Marines could take, and they fled the battle. The Assassin aimed her neural shredder at the second Possessed squad, but it failed to fry any of their Daemonic brains. The Inquisitor also fired at the Possessed (B).

In the Assault phase, the Spawn and Sentinels continued to fight (C), while the Callidus Assassin spun into combat with the Possessed and killed two with her humming C'tan phase sword.

In the Chaos turn, Alessio summoned a pack of Daemons, who forced their way into existence right in front of the Armoured Fist squad close to the mine shaft. The Rhino carrying the Nurgle-marked Chaos Space Marines also powered forward. The Chaos Space Marines disembarked but ignored the Inquisitor Lord, bringing their guns to bear on the side of the Demolisher (D). The Defiler scurried down the hillside, moving close to the Assassin and Possessed.

As well as continuing to move forward, the Chaos Terminators took aim and shot at the remaining missile launcher teams, killing them all in a hail of firepower. It was then straight into assault, with the Defiler's great metal claws clamping together eagerly as it charged into the combat between the Assassin and the Possessed. The Assassin slew the remaining Possessed but was then immediately torn to pieces by the Chaos war machine. The Daemons swarmed over the Armoured Fist squad and made short work of the Guardsmen. Meanwhile, the Spawn continued to envelop and entangle the Sentinels – all three walkers were now immobilised but continued to fight, and in so doing blocked the line of sight for the Vindicator, much to Gav's amusement.



Callidus Assassin

Callidus Assassins specialise in infiltration and disguise. Using polymorphine to hide their true form, they will slowly infiltrate the target's organisation or force to get as close to the target as possible. In the field, their role is more flexible – Callidus Assassins work to disrupt and upset the enemy's battle plan. Once they have done all they can in this role, they will reveal their true identity and use their superior combat skills and devastating wargear to destroy as much of the enemy force as possible.



TURN 2



CHAOS SPACE MARINES

- L — Terminator Lord
- K — Khorne Lord
- 1 — Possessed Squad 1
- 2 — Possessed Squad 2
- T — Chaos Terminators
- M — Chaos Marines
- R1 — Rhino 1
- B — Khorne Berzerkers
- R2 — Rhino 2
- D — Lesser Daemons
- S — Chaos Spawn
- H — Chaos Havocs
- V — Chaos Vindicator
- DF — Defiler

IMPERIAL GUARD

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- C1 — Commissar 1
- C2 — Commissar 2
- A — Callidus Assassin
- ST — Storm Troopers
- L — Lieutenant
- P — Platoon Command
- 1 — Infantry Squad 1
- 2 — Infantry Squad 2
- 3 — Infantry Squad 3
- AF — Armoured Fist Squad
- CH — Chimera
- D — Demolisher
- B1 — Basilisk 1
- B2 — Basilisk 2

Annotations

A The Basilisks both hit the centrally positioned Possessed squad. The first barrage hit all three, although two survived thanks to their invulnerable saves. The second hit wiped out the rest of the squad.

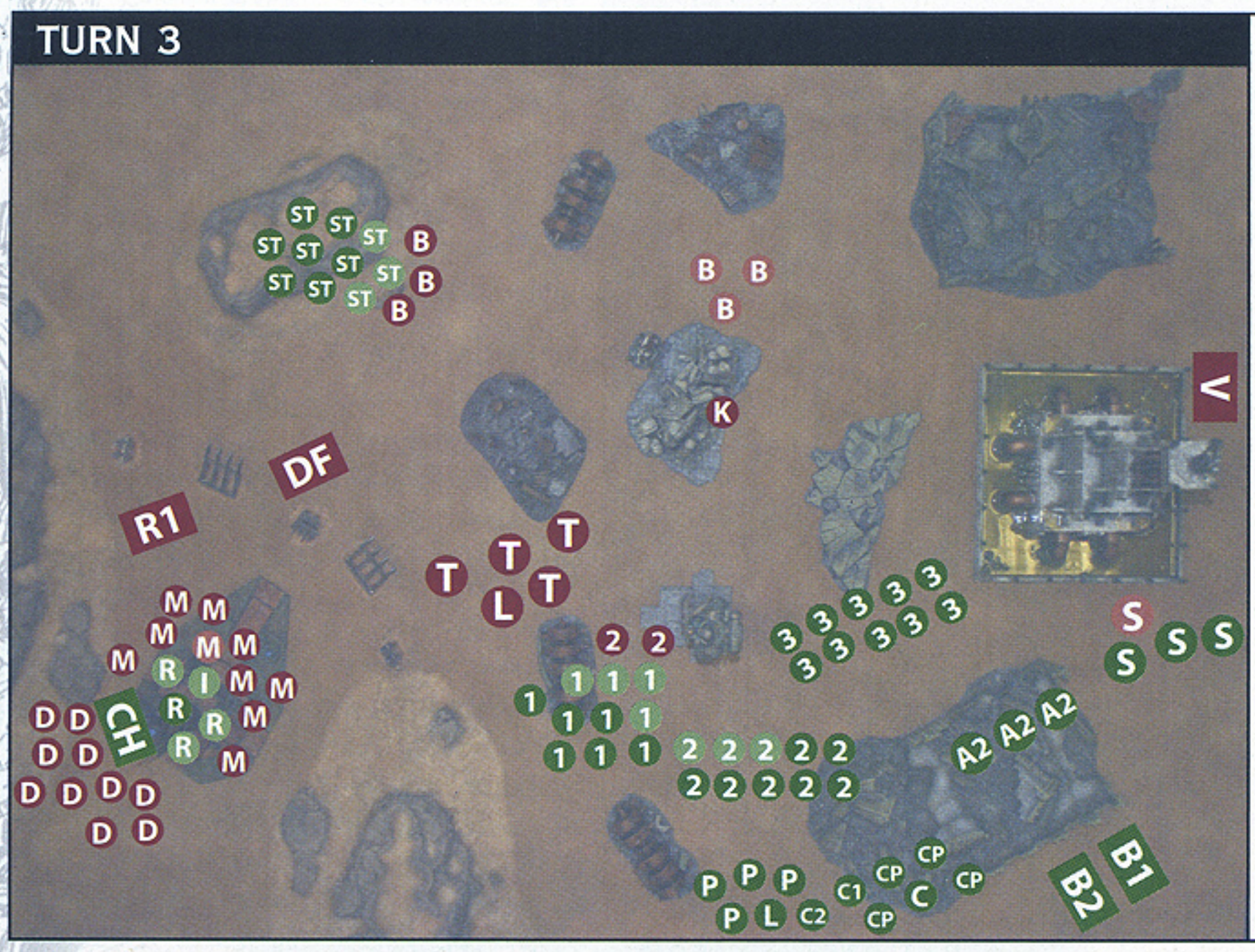
B The Inquisitor Lord spied the Possessed squad on the east flank and fired with his plasma pistol, hitting two and wounding one of the creatures.

C The Spawn and Sentinel squadron continued their combat. One of the Spawn was destroyed, but all three Sentinels were now immobilised, with two missing their main armaments.

D The only weapons in the Chaos Space Marine squad that could harm the Demolisher were the melta gun and plasma pistol. Alessio missed with the melta gun, but rolled three 6s in a row for the plasma pistol, destroying the tank and robbing Gav of a very powerful weapon!

KILL! MAIM! BURN! TURN 3

The Chaos Space Marines take the west flank, facing minimal resistance, whilst the Imperial Guard strike out for the centre ground.



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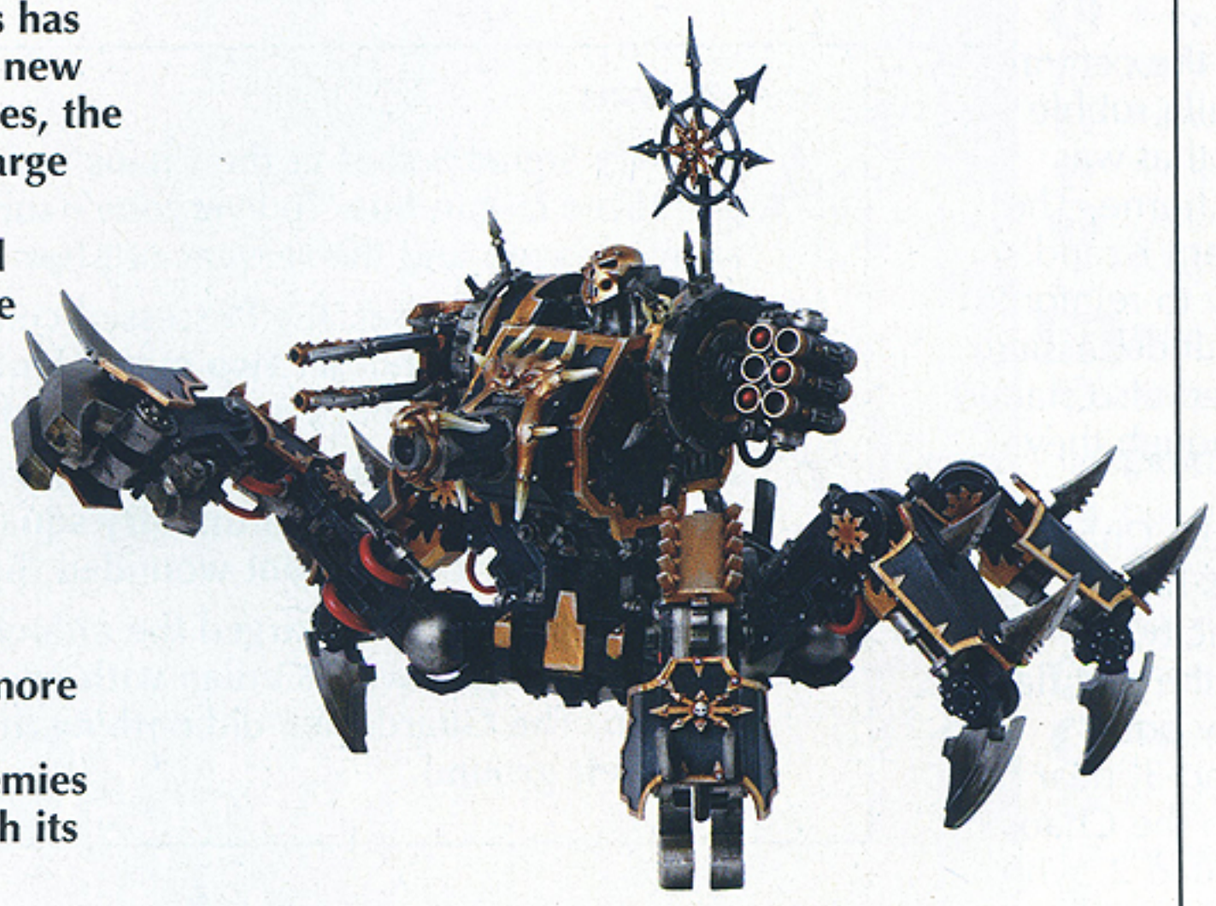
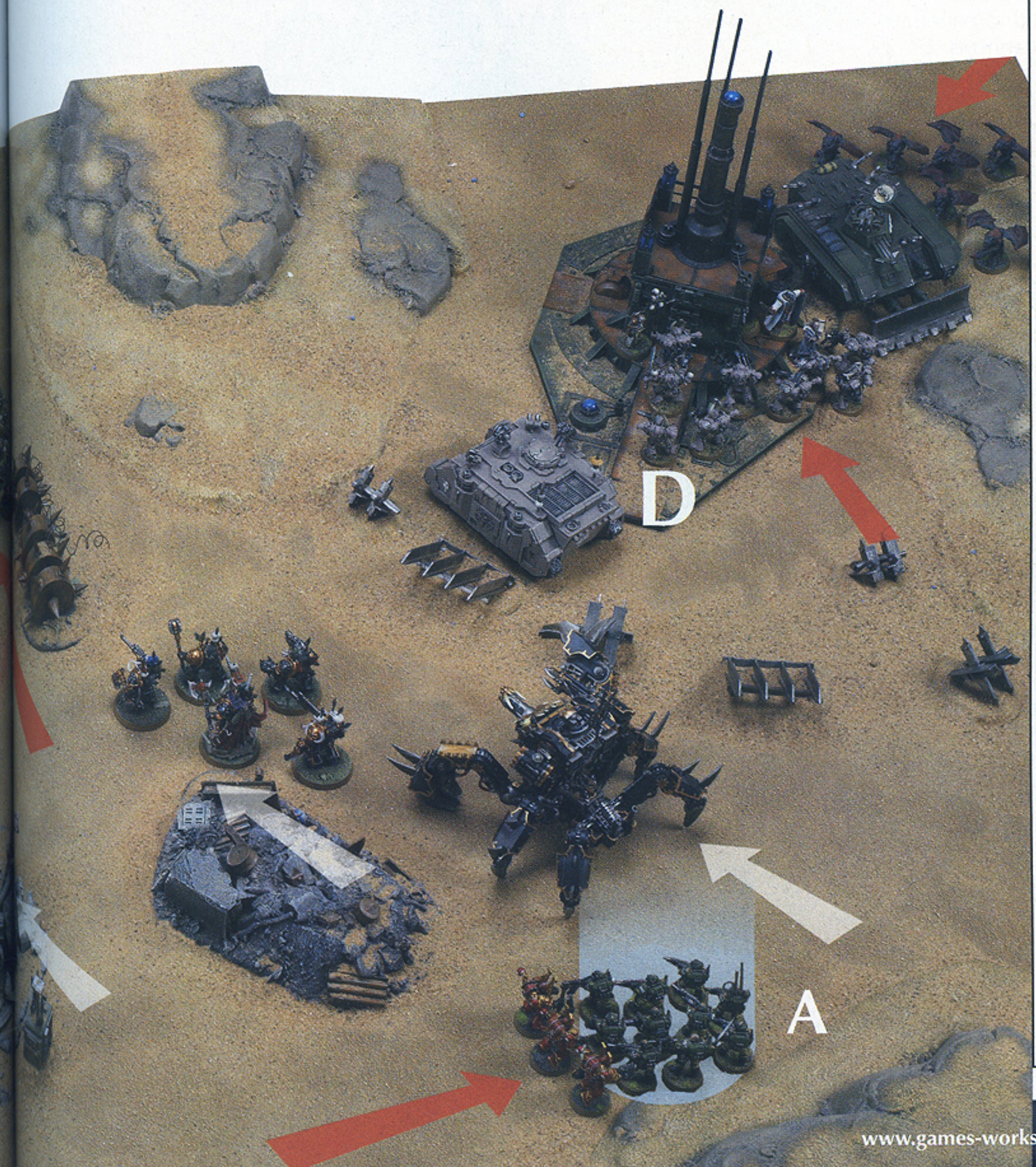
- CH — Chimera
- D — Demolisher
- B1 — Basilisk 1
- B2 — Basilisk 2

The Defiler

The way the Defiler works has drastically changed in the new Codex. In the previous rules, the Defiler was effectively a large gun on legs. It could use indirect fire, and so would often stand on the baseline acting like any other tank for most of the game. In the new Codex, the Defiler can no longer use indirect fire, but it does have the Fleet ability, which means the Defiler is now much more likely to scurry about the battlefield shooting at enemies and ripping apart foes with its great metal claws!





Annotations

A The Storm Troopers entered play by Deep Striking. In the Chaos turn they were assaulted by the three surviving Khorne Berzerkers (who had been targeted by the Basilisks in the Imperial Shooting phase). However, the Khorne Lord separated from the Berzerker unit and headed towards the Imperial Guard Officer objective.

B The Lascannon teams fired at, and immobilised, the Defiler.

C The infantry squad continued its move into the centre of the battlefield, heading towards the ruined aquila.

D The Chaos Space Marines assaulted the Inquisitor Lord, killing all in the retinue apart from the Lord and the Crusader. Close by, the Daemons assaulted the Chimera but failed to penetrate its side armour.

E The two remaining Possessed reached Infantry Squad 1 and promptly started to rip it apart, killing five Guardsmen in the first round.

F The Sentinels killed the last Spawn and remained on the table, blocking the Vindicator's path.

TURNING POINT TURN 4

The sheer brutality of the Chaos Space Marines begins to overpower the loyal Imperial forces. However, you can never count out the Imperial Guard!

Gav began Turn 4 by moving the central infantry forward, over the aquila rubble and towards the far objective that was guarded by a Chaos Lord of Khorne. The Platoon Commander, Lieutenant Kzand, and his squad made their way to reinforce the squads that were coming under assault. The Colonel's Command Squad also started to move in that direction, although they were still a few turns away.

The Basilisks took aim at the Chaos Space Marine Rhino. Gav was hoping to knock out their transport capacity, effectively stranding them on the east flank of the board, but unfortunately both barrages missed. Infantry Squad 3, near the aquila, turned their lasguns on the Chaos Lord and fired (A). Infantry Squad 2, who had moved up to secure the statue objective, took aim at the approaching Chaos Terminators but failed to penetrate their thick armour. The lascannons continued to pour fire into the immobilised Defiler but failed to damage it further.

In the Assault phase, the Lieutenant bravely led his Platoon Command into combat with the Possessed, who were already engaged by Infantry Squad 1 (B). Meanwhile, the Chaos Space Marines made short work of the Inquisitor Lord and his remaining servant. With the Inquisitor dead, the Nurgle Marines consolidated close to the Rhino, delivering the mine entrance into Chaos hands. The Daemons moved to the rear of the Chimera and then destroyed it, with Alessio rolling an unnatural number of 6s in a row! The Storm Troopers, having being mauled by the Khorne Berzerkers in the previous turn, lost two more of their number, although they did manage to kill one Khorne Space Marine through weight of numbers. Nevertheless, they fled north, moving dangerously close to the Defiler.

Alessio split the Chaos Terminator Lord from the rest of his squad; the Lord headed towards the statue objective whilst the Terminators homed in on the Imperial Guard Command squad. The Chaos Space Marines boarded the Rhino and moved the full 12" west across the table.

The Vindicator edged around the fountain. It now had Infantry Squad 3 in its sights and fired, killing three of the Imperial Guard grunts. The Defiler shot at the entrenched lascannon teams, but they proved to be dug in too well.

In combat, the Terminator squad piled into the vast melee in the centre (C), and the Lord charged the Guardsmen (D).

Annotations

A **Infantry Squad 3 shot at the Chaos Lord, scoring one plasma gun and three lasgun hits. To everyone's surprise, Alessio failed all his armour saves, and the servant of Khorne was slain!**

B **In the dense combat, the Possessed concentrated on Infantry Squad 1, killing another two men. Lieutenant Kzand charged in, killing one of the foul creatures with his powerfist.**

C **The Terminators assaulted the encompassing combat, making short work of the original Infantry squad. However, the brave Imperial Guard Lieutenant wounded the last Possessed creature.**

D **The Terminator Lord charged the unlucky Guardsmen by the statue, striking down a Cadian with one sweep of his Daemon weapon. The Guardsmen did nothing in response, but stoically held their ground.**



TURN 4



CHAOS SPACE MARINES

- L — Terminator Lord
- K — Khorne Lord
- 1 — Possessed Squad 1
- 2 — Possessed Squad 2
- T — Chaos Terminators
- M — Chaos Marines
- R1 — Rhino 1
- B — Khorne Berzerkers
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- 2 — Infantry Squad 2
- 3 — Infantry Squad 3
- AF — Armoured Fist Squad
- CH — Chimera
- D — Demolisher
- B1 — Basilisk 1
- B2 — Basilisk 2

THE END IS NIGH TURN 5

The Chaos forces press home their advantage, but the brave officers of the Imperial Guard fight on, taking down as many Chaos Space Marines as they can!



Marks of Chaos

In the previous Codex, a Chaos Space Marine sporting a Mark of Chaos would be one of the original Traitor Legions. For instance, a Mark Of Khorne would designate the warrior as a Khorne Berserker, while a Mark of Nurgle would mean he was a Plague Marine.

In the new Codex, this is not the case. Chaos Space Marines can purchase the various Marks of Chaos and gain certain abilities, but still remain part of your existing chapter or Renegade warband.

With the Lord of Khorne now dead, it was clear that Infantry Squad 3 would spend the final two turns sprinting across the battlefield to try and secure the Officer objective, and so they clambered through the aquila rubble as fast as they could. The only other Imperial movement was that of Colonel Montavius' squad approaching the Terminator-dominated combats on the north edge of the board.

The Imperial Shooting phase was sparse, with both the Basilisks trying to locate the speeding Rhino and its occupants. Unfortunately, both barrages missed, leaving the targets unscathed. The lascannon team had more marginal success by hitting the Defiler again and depriving it of its battle cannon.

In combat, the Chaos Terminator Lord wounded five Guardsmen with his screaming Daemon sword. The lone survivor understandably fled from the slaughter. The Chaos Lord then swept into the Command squad. Nearby, Lieutenant Kzand finally met his match, as the Chaos Terminators slew the brave officer and started to whittle down the rest of the squad. The squad fell back from the onslaught, the Commissar with them!

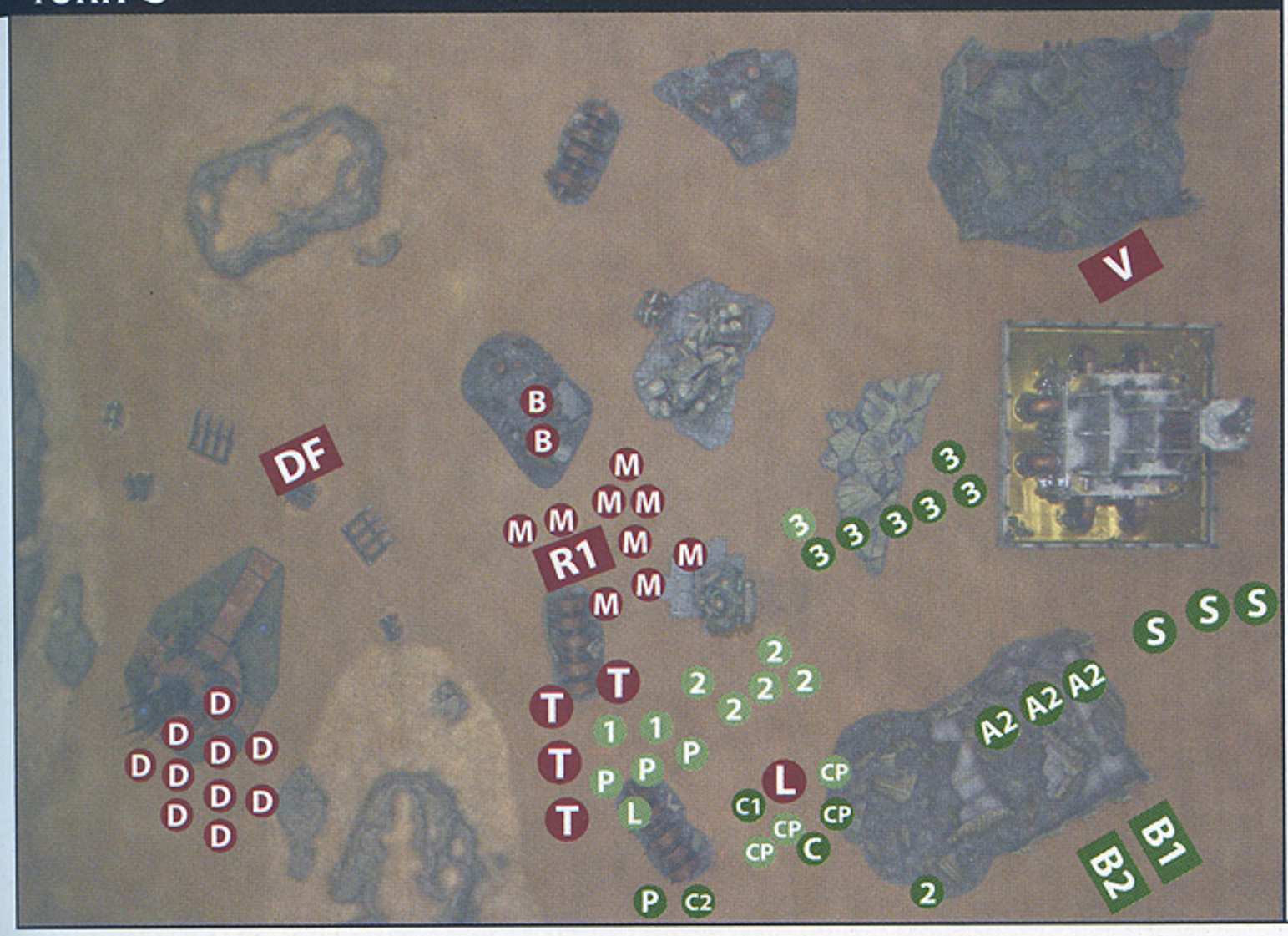
In the Chaos Movement phase, the Rhino continued its high-speed charge across the battlefield and headed towards the statue. However, as it attempted to cross the tank traps it was immobilised. Realising that the vehicle was not going anywhere, the squad inside disembarked. The Chaos Vindicator sped out from the cover of the fountain, with Infantry Squad 3 its target.

In the Shooting phase, Alessio targeted Infantry Squad 3 with the Defiler's reaper autocannons, killing a Guardsman.

Chaos Combat

The Chaos Assault phase saw the Chaos Lord face off against the Imperial Guard Colonel and his personal staff. The Chaos Lord slew four of the senior Guardsmen with a swipe of his blood-hungry Daemon sword. Gav removed three Guardsmen and took a wound on the Commissar to keep both his Heroic officers in the game. The Commissar hit back, taking a wound off the Chaos Lord.

TURN 5



CHAOS SPACE MARINES

- L — *Terminator Lord*
- K — *Khorne Lord*
- 1 — *Possessed Squad 1*
- 2 — *Possessed Squad 2*
- T — *Chaos Terminators*
- M — *Chaos Marines*
- R1 — *Rhino 1*
- B — *Khorne Berzerkers*
- R2 — *Rhino 2*
- D — *Lesser Daemons*
- S — *Chaos Spawn*
- H — *Chaos Havocs*
- V — *Chaos Vindicator*
- DF — *Defiler*

IMPERIAL GUARD

- C — *Colonel*
- CP — *Command Squad*
- A1 — *Support Squad 1*
- A2 — *Support Squad 2*
- S — *Sentinel Squadron*
- I — *Inquisitor Lord*
- R — *Inquisitor Retinue*
- C1 — *Commissar 1*
- C2 — *Commissar 2*
- A — *Callidus Assassin*
- ST — *Storm Troopers*
- L — *Lieutenant*
- P — *Platoon Command*
- 1 — *Infantry Squad 1*
- 2 — *Infantry Squad 2*
- 3 — *Infantry Squad 3*
- AF — *Armoured Fist Squad*
- CH — *Chimera*
- D — *Demolisher*
- B1 — *Basilisk 1*
- B2 — *Basilisk 2*

NIGHT FALLS TURN 6

The Imperial Guard make a last, desperate bid to claim an objective and snatch a draw from the jaws of almost certain defeat.

Dusk fell across the battlefield and the brave Guardsmen of Infantry Squad 3 ran across the open ground to secure the Officer objective. Both the Basilisks moved from behind the deep cover so as to get some direct lines of sight, although the limited shooting distance from the loss of light was a gamble for Gav. One Basilisk targeted the Vindicator, but Gav rolled low for his spot check and could not see the target. The Basilisk closest to the centre could see, and fired upon the Terminators, causing four wounds – all of which were saved. The lascannon teams targeted the Vindicator. Gav rolled high for this spot check and fired at the Chaos tank. Only one shot was on target, but it failed to breach the armour.

In combat the Chaos Lord rolled three 1s – Alessio swore in Italian to spare our blushes! The Commissar and Colonel hit back, both scoring wounds with their power weapons, and so slew the second Chaos Lord! Not holding back, they advanced into the Chaos Terminators.

In the final Movement phase of the game, the Chaos Vindicator tank-shocked Infantry Squad 3, forcing them away from the objective, although they still contested it. The Chaos Space Marines moved in and claimed the statue. To add insult to injury, the same squad then fired upon the forlorn Infantry Squad 3, killing three Guardsmen and reducing them to half strength.

In the final Assault phase, the Terminators killed the Commissar, who had already lost a wound. They surrounded the Colonel, but the officer was unfazed and, with a sweep of his power sword, killed two of the traitorous Space Marines before they could even raise their weapons.

Night fell, ending the battle. The forces of Chaos were the clear winners, although the Imperial Guard gave a good account of themselves. The battle concluded with Colonel Montavius fighting for his life against the Chaos Terminators – if help wasn't forthcoming, he was doomed!

Lord Kavator would dream no more. His warriors had been sucessful – the forces of Chaos controlled the mines once more and the smoking corpse of an Inquisitor could still been seen smouldering by the mine head. But the cost of this victory had been Lord Kavator's life. His soul had been sent spinning into the Warp.

He would dream no more, but maybe that was always his cruel masters' intent.

White Dwarf says...

Early in the game it was looking like the forces of Chaos were suffering heavily, especially with the appearence of the Callidus Assassin. However, things really started to heat up on Turn 4, when the Daemons and Chaos Space Marines rolled up the flank and the Chaos Terminators waded into the fray. From that point onwards, Chaos went from strength to strength. Had the Possessed made more of an impact, the game would certainly have been over sooner. However, if the Assassin had survived the Defiler's assault, then the Terminators may never have made it into combat at all.



TURN 6



CHAOS SPACE MARINES

- L — Terminator Lord
- K — Khorne Lord
- 1 — Possessed Squad 1
- 2 — Possessed Squad 2
- T — Chaos Terminators
- M — Chaos Marines
- R1 — Rhino 1
- B — Khorne Berzerkers
- R2 — Rhino 2
- D — Lesser Daemons
- S — Chaos Spawn
- H — Chaos Havocs
- V — Chaos Vindicator
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IMPERIAL GUARD

- C — Colonel
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- S — Sentinel Squadron
- I — Inquisitor Lord
- R — Inquisitor Retinue
- C1 — Commissar 1
- C2 — Commissar 2
- A — Callidus Assassin
- ST — Storm Troopers
- L — Lieutenant
- P — Platoon Command
- 1 — Infantry Squad 1
- 2 — Infantry Squad 2
- 3 — Infantry Squad 3
- AF — Armoured Fist Squad
- CH — Chimera
- D — Demolisher
- B1 — Basilisk 1
- B2 — Basilisk 2

Scoring Units on Objective	
✵	Summoned Lesser Daemons, Chaos Vindicator
⚜	No Scoring units

CHAOS VICTORY

SEND MORE MEN!

Our heroic leader

This was a close-run vote, with the Callidus' deployment high jinks and annihilation of a Possessed Squad putting her in good contention. However, in the end, the ballot went to Colonel Montavius. His Command squad's master vox proved useful on more than one occasion, and at the end of the battle his efforts in combat were truly inspiring.



Gav: The plan might have worked if it hadn't been for those two Possessed. They survived two direct hits from the Basilisks, and a slight misjudgement on my part allowed them to assault (by an inch!). The Possessed tied up my units, which allowed the Chaos Lord and Terminators to advance without getting shot, ultimately leading to the demise of the Infantry Platoon and any hope of victory.

Although the Basilisks and the squad with lascannons did well early on, I should have spent a turn repositioning them. Alessio had closed most of his best units within minimum range of the indirect-firing Basilisks, and the lascannons had no line of sight to the juiciest targets. If I had moved the Basilisks earlier I could have remained stationary when firing for the last two turns, and benefited from the greater accuracy of direct fire. It also meant that when one of my Basilisks couldn't see on the last turn (due to the night-fighting rules), it would have been stationary and able to fire indirectly.

I must also commend the lascannon-armed Anti-tank squad for enduring a direct hit from the Vindicator and two blasts from the Defiler's battle cannon without taking a single casualty. They must have been well dug-in under that rubble!

My Storm Troopers were also disappointing. I had high hopes for them but this was not to be thanks to those annoying Khorne Berzerkers!

The sweep from right to left along my line gave me serious problems. Overall, I should have left the mine head uncontested and made more of a fight around the other two objectives, where my units would have more mutual support.

> **"I should have left the mine head uncontested and made more of a fight around the other two objectives."**

The Inquisitor and his retinue were not used to the best of their abilities and in effect were just bait to Alessio's Nurgle Chaos Space Marines. If I had deployed the Inquisitor more centrally then he would have been a much more powerful postion, allowing him to claim and support other squads who went for the Statue and Imperial Guard Officer objectives.

In the end by covering all three objectives I simply spread my army too thinly and allowed Alessio to use his superior troops to their full advantage.

Vindicated?

Looking at Alessio's plan, he recovered well from some early setbacks. I'm of two minds whether he wasted the Vindicator trying to get around the flank and would have been better braving the lascannons of the Anti-tank squad to target my Infantry Platoon. I suppose he was right, as the Infantry Platoon was all but destroyed in the end, while the Vindicator was still fully functional!



ALL ACCORDING TO PLAN...

Alessio: It worked... but only just. The game was actually a draw in terms of casualties, as both of our armies had very little left in the end – that was some hard fighting! I was lucky in the fact that each one of my last three scoring units was sitting on one of the objectives, while Gav's scoring units were still on their baseline, shelling me from a safe distance.

I was expecting a more marked superiority for the Guard in the Shooting phase and for Chaos in the Assault phase, but that wasn't always the case. Strangely enough, my army caused some serious damage with ranged attacks and the tooled-up characters in Gav's army (and the Callidus Assassin!), cut down quite a few of my so-called combat monsters at close quarters. Admittedly, it was often to do with my impediment of rolling anything but 1s when I only needed 2+ to kill the Guardsmen in close combat, as well as Gav's complete inability to hit with his Basilisks! If he'd scored a single direct hit with a Strength 9 eartshaker shell on my Rhino full of Chaos Space Marines, the game could have gone an entirely different way!

> **"The Terminators performed very well – even shrugging off some earthshaker shells!"**

In the end it was superior mobility that won the game for me, allowing the Daemons and Spawn to charge very early in the game and some of my other units to get where they needed to be rather quickly. The Vindicator was fast enough to try and breach the left flank and then come back and eventually claim one objective.

The Rhino of the Chaos Space Marines squad was also phenomenal, allowing its passengers to effectively reach one objective, take out its defenders and then embark again, proceeding to claim another objective and at the same time gun down the enemy squad that was contesting the Vindicator's objective!

The Chaos Terminators also performed very well, advancing through one hell of a barrage and shrugging off most of it, including some earthshaker shells that would have blown most other squads to smithereens. They methodically shot up several soft targets before finally charging into combat, only to suffer horrendous casualties at the hands of the almost-superhuman Colonel Monatvius!

Still, the Emperor's weaklings were driven before me. Glory to Chaos!

Praise be to Nurgle

Best performance has to be the Aspiring Champion leading the worshippers of Nurgle. I've already described their awesome feats of arms, but the Champion was the best of the best. His power sword despatched the Inquisitor and, most importantly, his plasma pistol annihilated one of the major threats to my army: the feared Demolisher!



If I were in their shoes (well, boots)...

I would never leave home without Rough Riders! I do have a Guard army, and my most-beloved unit has to be the Rough Riders. Their lances are great – I have seen those guys charge a Terminator unit and vaporise them in a single turn of combat! Also, their speed and manoeuvrability make them perfect to quickly redeploy to plug holes in the line, or simply to sit in cover, ready to jump out and counter-charge any enemy that gets too close.



SERVANTS OF THE DARK LORD

It's time to venture into the most unwholesome places of Middle-earth and throw the spotlight on those multitudinous servants of Sauron, the Orcs. Mat Ward grabs a torch and takes a look.

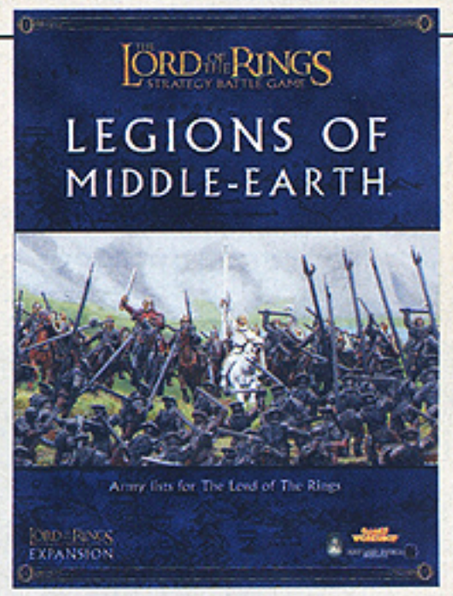


In The Lord of the Rings, Orcs are the archetypal evil minion. Every villainous wrongdoer, whether he is cackling in his blackened fortress or lurking in the deepest of caverns, seems to have a numberless horde of Orcs to call upon to further his destructive will.

Legends tell that the ancestors of the Orcs were Elven in origin, but were tortured, twisted and ruined by the Dark Powers. Whilst the Elves have remained changeless – though they have steadily diminished over the millennia that followed – the Orcs have multiplied and evolved to meet the needs of survival. Some crawled deep into the earth, adapting to the stygian gloom and confined tunnels to become Goblins, the blight of the Misty Mountains and the valleys of the Anduin. Others were twisted further by the dark magics that created them, becoming the foul beings known as Morannon Orcs, or the unstoppable Uruk-hai.

So it is that the Orcish races have ever been a plague on the realms of the Free Peoples. Orcs fought at the Battle of the Last Alliance, and in every major conflict thereafter – and perhaps even before. Rohan, Eregion, Arnor, Mirkwood, Lothlórien, Gondor – the list goes on. All live in fear of an Orc horde sweeping out of the mountains to bring fire and death. Some, the unluckiest of all, have already suffered one or more such visitations and know only too well the price of underestimating these brutal and anarchic descendants of Elves.

Regardless of their origins, race or even master, the Orcs of Middle-earth offer a wealth of collecting, gaming and modelling opportunities for an Evil general with his eye on total domination. Whatever your taste in army, the Orcs can provide. Want a horde? Then Orc Warriors are for you. Fancy fielding an elite army? Then it's time to break out the Mordor Uruk-hai or Morannon Orcs. When you add Warg Riders and a slew of elite troop types to the mix, it becomes clear that no two Orc armies need be the same!



Legions of Middle-earth contains over 40 army lists, allowing you to recreate armies from the history of The Lord of the Rings, or create your own. All of the Orc-infested realms in this article are covered in this invaluable expansion, along with 12 scenarios that let you unleash your hordes!

Orcish Hordes

Orcs can be found all across Middle-earth, ruthlessly enforcing the will of their dark masters. The number of Orcish breeds varies from stronghold to stronghold, but all of Sauron's lieutenants can call upon a horde of Orcs when war comes.

Isengard

Saruman largely disdains Orcs as untrustworthy, cowardly and inefficient – a point of view that it's difficult to quarrel with – so the legions of Isengard rely heavily on the Uruk-hai so feared in Rohan. Even so, Saruman employs a large number of Warg Riders that are amongst the most feared raiders in all of Middle-earth.

Warg Riders are the Orc version of Haradrim Raiders: good, dependable light cavalry that can prove deadly to infantry. Where Warg Riders excel over other cavalry of their points value is that they can use the formidable Strength 4 of the Warg. This can be a decisive factor when attacking heavily armoured foes, as it often doubles the chance of scoring a wound.



Angmar and Dol Guldur

Orcs subsist wherever there's a dank cave and a ruthless taskmaster to spur them on. Such is the case in Angmar and Dol Guldur, which maintain large armies of Orcs, drawn to the unfathomable evils of the Witch-king and the Necromancer with murder and malice in mind.

Orc Warriors are best described as a mainstay troop type. They have average (rather than exceptional) profiles, but are so cheap that they can be comfortably fielded in large numbers. The other advantage that the good old Orc Warriors have lies in their equipment options. They have access to all the staple weapons: shields, spears, bows and (crucially) two-handed weapons.



Cirith Ungol

There are few paths into Mordor, and all are watched by Sauron's servants. The jagged crags of Cirith Ungol do not lend themselves easily to massive fortifications, so the brute strength and fighting spirit of the Mordor Uruk-hai is relied upon to bolster the vigour of the garrison's lesser Orc Warriors.

Mordor Uruk-hai are braver, more skilled and stronger than normal Orcs. If you've a mind to, it's possible to recruit an army entirely filled with Mordor Uruk-hai. At only 8 points a model, your forces will still be numerous enough to overwhelm the enemy. More effective, however, is to take a solid core of Mordor Uruk-hai to support Orc Warriors. This ensures you'll have enough bodies (and supporting spears) to put the boot in on any enemy foolish enough to cross your path.



Barad-dûr



Almost all breeds of Orcs can be found inside Sauron's stronghold of Barad-dûr. Orc Warriors, Warg Riders and Morannon Orcs are all present in the Dark Lord's personal legions, as are the sneaky and squirrel-eyed Orc trackers.

Orc Trackers are best chosen in small numbers. They're not as hardy as other Orcs, and so don't fare well in the front lines of battle. On the other hand, they are far superior archers, and a small knot of Trackers can be relied upon to unhorse that critical cavalry charge, or snipe at enemy bowmen.



Minas Morgul



Many different breeds of Orcs are to be found in the chambers and caverns of Minas Morgul. Morgul Stalkers are unique to this corrupted stronghold. They are a particularly vicious kind of Orc that have learned to make full use of the shadows, to strike without warning.

Morgul Stalkers are elites in the truest sense. You'll rarely want an army of them, but a group spread across your force will encourage vulnerable enemies (banner bearers, wounded Heroes and the like) to choose discretion as the better part of valour.



The Black Gate

As the chief entry into Mordor, the Black Gate of the Morannon is garrisoned by the biggest and best of Sauron's Orc hordes: the Morannon Orcs. As strong as Uruk-hai and equipped with the sturdiest armour that Mordor's forges can produce, Morannon Orcs can go toe-to-toe with the best Warriors that the forces of the Free Peoples can provide.

With a points cost that falls between that of Orc Warriors and Mordor Uruk-hai, Morannon Orcs can fill the role fulfilled by either troop type: they can be the mainstay of your force or a block of elites that assist a mob of Orc Warriors. Able to reach the all-important Defence 6, and thus endure the worst that even Elven archery can sling their way, Morannon Orcs can take damage just as well as their Strength 4 allows them to dish it out.



At the Head of the Horde

Orc armies are rarely led by Heroes of their own kind. The simple fact of the matter is that Orcs are cowardly and rather averse to putting themselves into harm's way. Even so, there are a few noteworthy individuals among their ranks.

Gothmog, Lieutenant of Minas Morgul

Gothmog is at the top of the Orc food chain, and with good reason. With a Fight value of 5, 3 Attacks and 3 Wounds, he takes a great deal of stopping and will battle on in the face of all but the most powerful Good Heroes. Even so, his profile is by no means the most persuasive reason why Gothmog is a sensible choice for an Orc-heavy force; that honour goes to his Master of Battle special rule. With Gothmog in the forefront of your attack (let's face it, Orcs don't defend), you can guarantee that any enemy Heroes will think twice about calling Heroic actions, because if Gothmog's within 6"/14cm of them, he'll get to call one for free!

Works well with?
As part of the Minas Morgul list, Gothmog can be recruited into almost any Orc army. He excels at the head of a horde, where his Master of Battle rule has the opportunity to move dozens of Orcs at once, if the circumstances are right.



Gothmog, Lieutenant of Morgul **Points value: 135**

F	S	D	A	W	C	M / W / F
5/-	4	6	3	3	5	3 / 3 / 3

Sharku

Sharku is a forefront-of-battle kind of Orc, best employed where there's a knot of enemy Warriors who themselves don't have a Hero for backup. Sharku's difference from other Orcish Heroes lies in the fact that he's recruited with a Warg – always useful for battlefield transportation. Sharku essentially gives you the option of turning your Warg Rider hit-and-run force into something quite special, and all for a very reasonable cost. Yes, you could buy an Orc Captain riding a Warg instead, but you're only saving 5 points (not even the cost of an equipped Orc Warrior) and that extra Might point is such a handy thing to have.

Works well with?
Warg Riders. Lots and lots of Warg Riders. Actually, Sharku can make even a half dozen Warg Riders into a lethal proposition. Just don't be afraid to back off if the fight looks like it's going against you – a cunning countercharge is far more useful than a glorious death.



Grishnákh, Gorbag and Shagrat

You'll normally have at least one of these evil gentlemen marching in your Orc army. Which one will depend on where your army has marched from. Grishnákh is best accompanying armies from Isengard or Minas Morgul, while Gorbag and Shagrat are mostly situated in Cirith Ungol. Regardless of which one (or two, or three) you've decided to drag into your force, the modus operandi is about the same: lead from the front and cut as many Warriors to ribbons as possible. Each of these Orc Heroes has a generous 3 Might points to spend, making them ideal for generating Heroic moves without draining the reserves of your heavy hitters.



Grishnákh.



Gorbag.



Shagrat.

Works well with?
While they're capable Heroes in their own right, the Evil trio above are best employed as the combative backup to another, more expensive Hero. They're particularly good at compensating for a Ringwraith's limited combat skills.



A little in the way of insurance

If you're going down the route of an army led exclusively by Orcs, there's one thing that you want to think carefully about before you leave your foul, despoiled nest without it: a Troll. Trolls give you a high Fight value and Strength that can really make enemy Heroes reconsider their career options – something that Orc Heroes only really do through weight of numbers. All Orc armies can get access to some kind of Troll – a Mordor Troll is preferable, but a Cave Troll or Isengard Troll is just as handy.



Morgulduin Patrol



Main Force: Minas Morgul

❶ **Gothmog**
135 points

❷ **Gothmog's Lads – 25 Orc Warriors**
8 with shield
8 with spear
4 with bow
4 with two-handed axe
1 with banner
174 points

Allied Force: Cirith Ungol

❸ **Shagrat**
55 points

❹ **Shagrat's Lads – 12 Mordor Uruk-hai**
3 with two-handed mace
99 points

❺ **Gorbag**
45 points

❻ **Gorbag's Mob – 12 Orc Warriors**
5 with shield
5 with spear
2 with two-handed weapon
72 points

❼ **Orc Shaman**
50 points

❽ **Mordor Siege Bow**
Flaming Ammunition
65 points

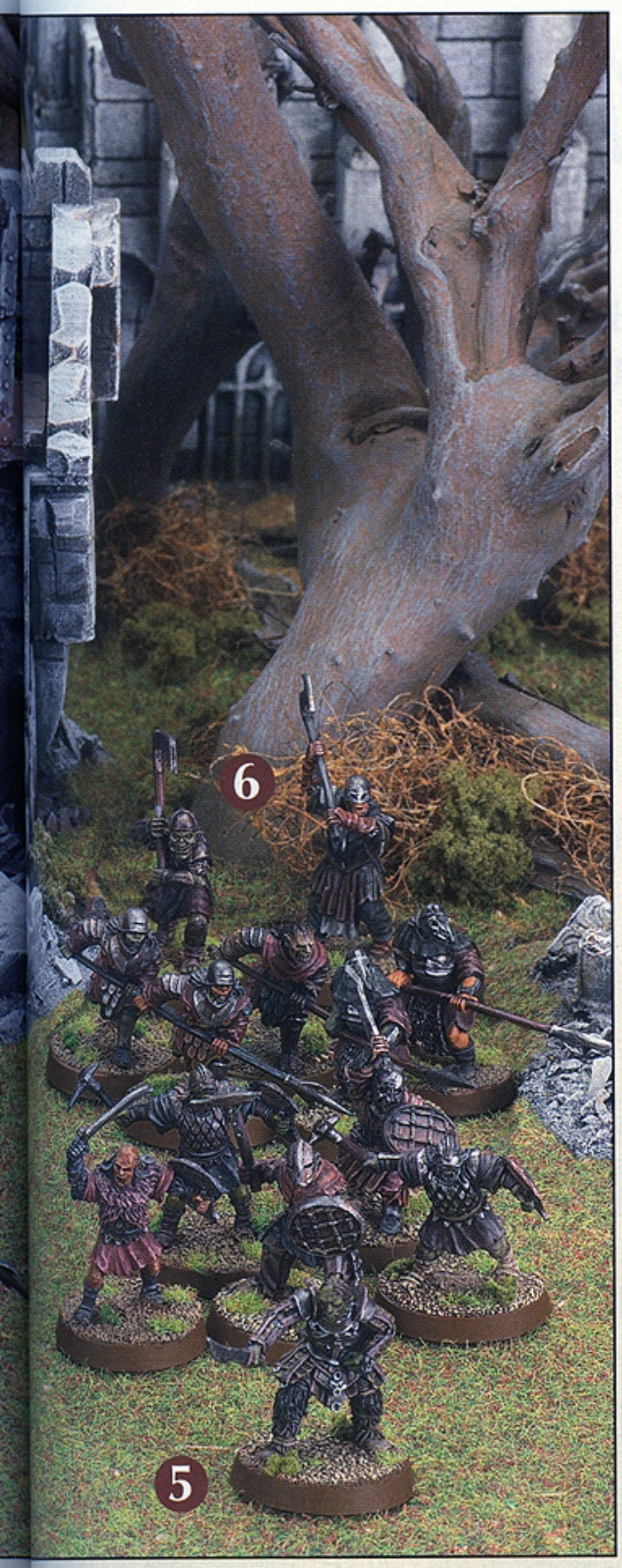
Total: 695 points

This army is based around an all-Orc theme – and you get an awful lot of them for the points you've spent. Weighing in at just under sixty models, this force has the numbers to cope with almost anything, as well as several contingencies for when numbers just aren't cutting the mustard by themselves.

Gothmog, Shagrat and Gorbag make for a solid core of Heroes who bring a healthy store of 9 Might points to the battle – to say nothing of all those potential free Heroic Actions that Gothmog can provide over the course of a game. Orcs being Orcs, your Heroes are best served by lurking amid a concentration of Warriors, so this army list provides each Hero with his own bodyguard unit. This allows the army to split into three distinct combat elements that can each prosper on its own, but are all the stronger together.

Gothmog's group is your main assault force. Against a cluster of enemies nearly its own size or greater, you'll want to back him up with one of the other mobs – this is where Gorbag comes in. Lacking the brute strength of other Heroes, Gorbag can provide excellent support, but probably can't slug it out by himself. Shagrat, on the other hand, is a tried and tested brawling machine and, backed up as he is with a dozen Uruk-hai, can happily steamroll most Mannish defences. He'll even leave a mark against Elves and Dwarves. Shagrat and his boys are therefore your firefighting unit – wherever the battle looks to be lost, send them in and turn the tide.

The first of your two contingencies is the Mordor Siege Bow. With a Shoot value of 5+, the Siege Bow is not likely to hit more than a few times in a game but is bound to leave a bloody smear when it



Painting the Morgulduin Patrol

Orc horde armies generally have poor equipment and a fairly ragtag appearance. Here are a few tips for painting this dark alliance between Minas Morgul and Cirith Ungol.

Rusted Armour



Over a Chaos Black undercoat, the armour is given a flat, even basecoat of Vermin Brown.



The armour is given a wash of Black Ink, which runs into all the recesses as shading.



Finally, the armour is drybrushed with Boltgun Metal, finishing the rusted, weather-beaten effect.



Orc banners don't have to be crude and simple. We imagine that this one was presented to the Orcs by one of Sauron's lieutenants.



The Shaman has been painted with a bright red spot colour to single him out as a spell-caster.

does. As with many things, the Siege Bow's strength is in its psychological effect. Only the most foolish of foes will advance in serried ranks when there's a continual hail of six-foot arrows lancing towards them. If the enemy spread out, it's all the easier for you to concentrate on one part of their line. If the foe stays bunched up, then each shot that hits is going to come close to paying for the Siege Bow's cost.

Your final trick lies with the Sorcerous wiles of the Orc Shaman. He's not much of a fighter but fulfils two roles in your army. The first is the provision of Fury, which over the course of the game will save a fair few Orcish lives and bring victory that much closer. The second, and arguably more important, task for a Shaman is to use a timely Transfix to nobble an enemy Hero – even Strength 3 strikes can become scary if you can't fight back.



LORDS OF MISRULE

What's the point of being Evil if you can't unleash the true nasties of Middle-earth onto your foe? Orcs have access to Heroes from the dankest corners of Middle-earth, opening up all manner of interesting opportunities to an Evil general.

The Ringwraiths



Always a popular choice, no matter the Evil army, the Nazgûl are a perfect complement to an Orc horde. With a vast array of spells designed to clobber Good Heroes, careful use of a Ringwraith or two can completely neutralise a marauding Aragorn, Gil-galad or Durin. Just remember that most Ringwraiths really aren't cut out for prolonged combat (unless mounted on a Fell Beast, anyway) and need to lurk close to a large concentration of Orcs for safety. Naturally, this has other bonuses as well – chief amongst which is the mind-numbing force of the Harbinger of Evil aura, which saps the Courage of all Good models within 12"/28cm. It may not sound like much, but it's enough to reduce those haughty Men to the level of your Orcs – and you've got more Orcs than your opponent has Men!

Works well with?
Ringwraiths are best accompanied by a couple of tough Orc Heroes (Captains will do, although some of the named Heroes are better). Beyond that, Nazgûl are an excellent addition to any Orc force.

Shades

Lurking in the Angmar army list, Shades are difficult Heroes to get to under the allying system, but they're more than worth the effort. You'll not want one leading the army, with its poor combat skills and sea-level Courage, but that's okay, because that's not what a Shade is for. All enemy models within 6"/14cm of a Shade suffer a -1 penalty when rolling to win a fight. This is just fantastic as far as your Orcs are concerned, because a mere -1 penalty is enough to make them more likely to win the fight, even if battling against Elves or Dwarves. A Shade really comes into its own when accompanied by a contingent of Orc Warriors armed with two-handed weapons and, better yet, supported by a banner bearer.

Works well with?
Shades are just amazing if you're looking to give your Orcs every chance of success, but unfortunately are limited to the Angmar and Barad-dûr (via the medium of Allies) lists, so don't leave you many options. A Shade really comes into its own when matched up with Orcs as mentioned above – and don't forget that banner!



Shelob

The spawn of Ungoliant gets an honorary mention in this section; she's fast, deadly and can even best Boromir if the circumstances are right. Note that due to her lack of Might points, Shelob really needs a Heroic minder of some kind – an Orc Captain is perfect – to make sure she gets stuck in exactly when you need her to.

Works well with?
There's no denying it: Shelob adds fantastic punch to a Warg Rider charge. Try pairing her with an Orc Captain on a Warg for maximum success.



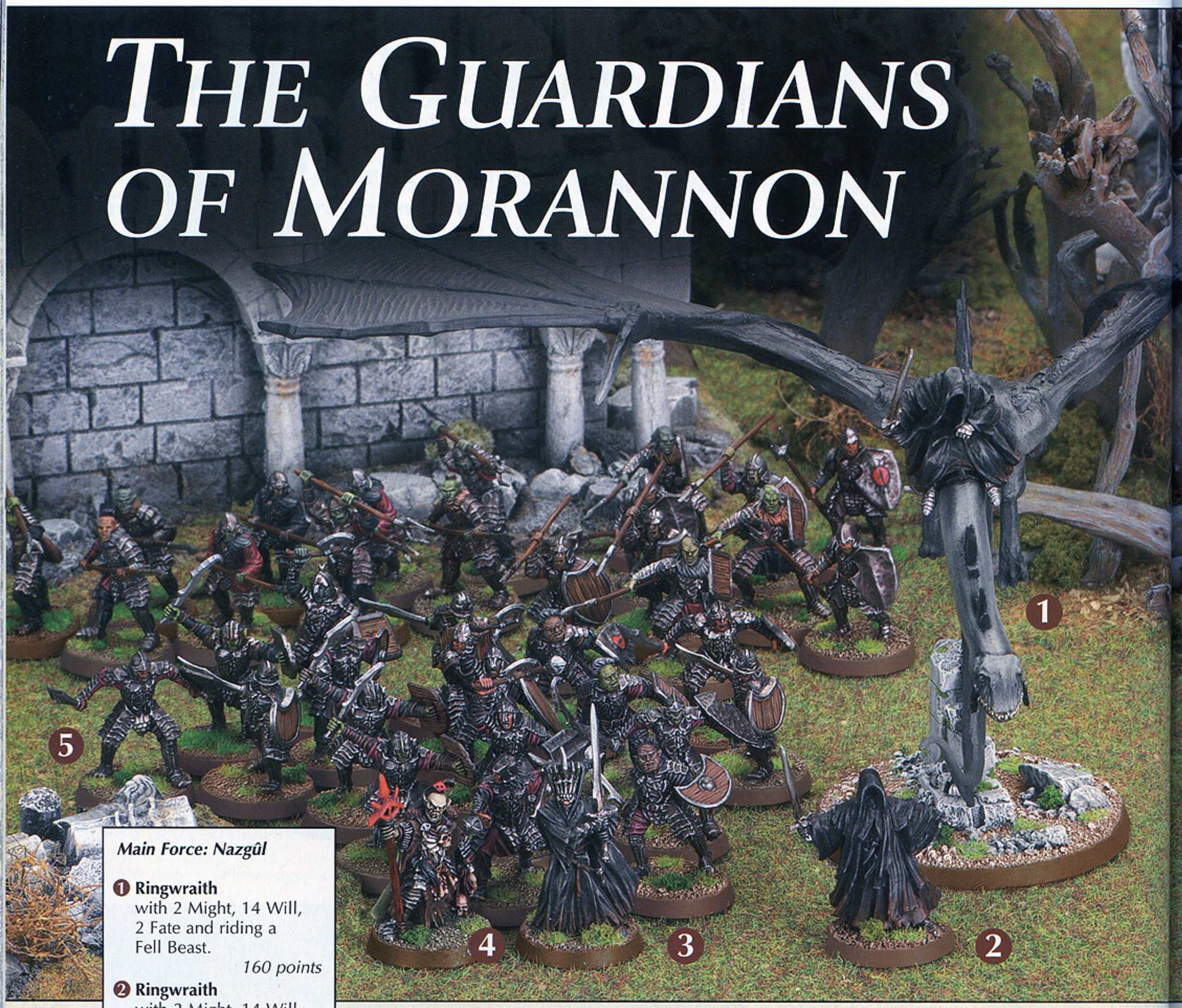
The Mouth of Sauron

Unlike the other options discussed so far, the Mouth of Sauron is a relatively inexpensive Hero who can be squeezed into even the most points-strapped of forces. This is not to say he's not worth taking. The Mouth of Sauron is that rare thing in The Lord of the Rings – what I like to call a "warlock" character. Not only can he ably and efficiently beat his foes over the head with a sword (about as well as an Orc Captain, which is not to be sniffed at), the Mouth of Sauron can also cast a satisfying range of spells. Most of the time, you'll want him in the front line, chopping away with wild abandon, protected by his Terrifying Aura. At others, you'll need him to use Transfix to shut down that Good Hero who's ready to carve up half of your army. Either way, it's hard not to get your 60 points back from this effigy of Evil.

Works well with?
The Mouth of Sauron is a good addition to most Orc hordes. Given his low points cost, when you select your first Orc Captain, ask yourself: "Is there any reason not to take the Mouth of Sauron instead?"



The Guardians of Morannon



Main Force: Nazgûl

❶ **Ringwraith**
with 2 Might, 14 Will, 2 Fate and riding a Fell Beast.
160 points

❷ **Ringwraith**
with 2 Might, 14 Will and 2 Fate points.
110 points

Allied Force: The Black Gate

❸ **Mouth of Sauron**
60 points

❹ **Orc Shaman**
50 points

❺ **Morannon Phalanx**
36 Morannon Orcs
18 with shield,
9 with spear and shield,
2 with spear.
241 points

❻ **Morannon Hunters**
15 Orc Trackers
75 points

Total: 696 points

Unlike our previous example, this army list shows that Orc armies can be elite if you want them to be – although even with a force like this you still get quite a horde. Every model in this army is a specialist, creating a potent force that should give your opponent nightmares. This highlights the fantastic blend of Orcs and other Evil Heroes. The Orcs provide the muscle, while the greater evils keep your opponent guessing.

At the heart of the army is the Morannon Phalanx: three dozen heavily armoured Morannon Orcs who are not only likely to outnumber the foe but are likely to be stronger and better armoured as well. Morannon Orcs work best in shallow formations, where their line can outflank that of the enemy – their spears will almost always make up for any lack of depth. As almost all the Morannon Orcs come with a shield, you shouldn't worry about a few being cut off behind the enemy line – the shielding rule, matched with their high Defence values, makes a Morannon Orc very difficult to kill.

The danger this army has to cope with is that of a manoeuvrable foe. Happily, a good detachment of Orc Trackers grants some comfort in this regard; the ability to pump out 12 arrows with a Shoot value of 4+ goes a long way to taking the sting out of a cavalry force – once riders start falling, the battle changes very quickly.

As with the previous list, the Orc Shaman is there to make your Morannon Orcs even tougher, though in this force his Transfix power is far less likely to be needed. Every Hero in this army can cast a spell of one form or another – in fact, everyone can Transfix if called upon to do so. The Mouth of Sauron gives a little more



hitting power, as does the Ringwraith on Fell Beast, but both can hurl spells with the best of them – it really depends what your obstacle to battlefield domination is. Just remember, never attempt to set either Hero on a powerful Good Hero unless there's no other option, or you've got a debilitating spell on your side. Most of the time you'll just want to stick to enemy Warriors.

Compared to the death-dealing evil spirit on winged monster, the Ringwraith on foot may seem like an extravagance, but in fact he has two crucial functions. The first is to cover the enemy front line with his Courage-draining miasma, thus making them all the more likely to flee when your Morannon Orcs smash their formation to powder. The second is to provide an all-important Courage 5, just in case breaking the enemy takes longer than you think.

Painting the Guardians of Morannon

As an elite force of evil, the alliance of the Nazgûl and the Black Gate benefits from tidier paint jobs and unifying colour schemes. The Studio's Morannon Orcs have a predominantly red colour scheme, which serves as a good starting point for the uniforms.





You can apply the colour scheme of your Morannon Orcs to every model in the army.

Ringwraiths' Cloaks



Begin with a basecoat of Chaos Black.



Drybrush the cloak with a mixture of equal parts Chaos Black and Codex Grey.



To finish, drybrush the edges of the cloak with Codex Grey.

Red Cloth



Apply a basecoat of Mechrite Red.

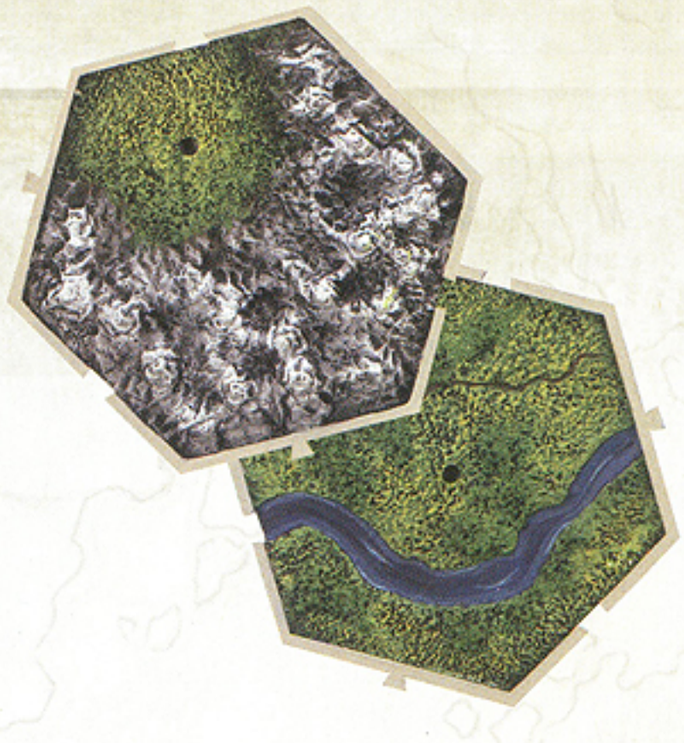


Apply a wash of Black Ink.



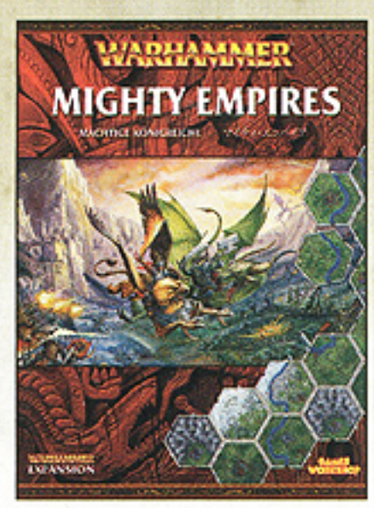
Highlight with Blood Red.

Famous Campaigns



Jervis Johnson brings us a variant set of rules for Mighty Empires, allowing players to refight famous campaigns from the history of the Warhammer world.





Mighty Empires

This Warhammer Expansion adds a new level of strategy to the game of fantasy battles. Now you and your friends can fight for territory using a fully customisable campaign map, waging war across the Warhammer world!

The Warhammer world is replete with stirring tales of heroism and warfare, which you can find throughout our range of Army Books and Black Library novels. Recreating these "historical" campaigns using Mighty Empires is easier than you might think.

Firstly, you will need to make a Mighty Empires map of the area over which the campaign was fought. During play, you will be allowed to move one or more of your armies around the map, by moving the banners that represent them from hex to hex. When an army is adjacent to an enemy army it may choose to attack it. When this happens the resulting battle is fought out as a game of Warhammer. You will need to create a scenario, listing how many armies each side has, where they start, what the victory conditions for the campaign are, and any special rules that you like. An example scenario is included after these game rules, which you can use as inspiration for your own campaigns.

Sides

For the purpose of the rules that follow it is assumed that the campaign will be fought between two players, one commanding each side. If you want to include more players you can either play as teams and split the command of the armies between the players in each team, or you can devise scenarios that include three or more sides.

Armies

The armies that took part in the campaign will be represented on the map by a banner, and you will usually have command of two or more armies at the start of the campaign. Players should specify how many armies are present in the Campaign Scenario.

All armies in the campaign start with the same basic points value, determined in advance, which will usually be between 1000 and 2000 points. The players will need to work up a roster for each army under their command, which will not

change during the campaign. To represent armies that are larger or smaller than average, players can choose a few of the forces and apply bonuses or deductions to their points values. For example, an army may receive a 250-point bonus, or a 100-point penalty. This bonus or penalty may ever exceed 250 points.

Each player must be able to field each individual army using models from their collection. Models can be used multiple times in different armies if desired, as each player will only fight with one army at a time. Units, characters and magic items with a "0-1" restriction may only be chosen for *one* of the armies being used in the campaign – Karl Franz can only be in one army, for example.

The map

Any important settlements should be marked on the campaign map using the markers from the Mighty Empires tile set. The starting locations of the armies should also be noted on the map, as well as who starts off controlling each of the settlements shown on the map. A maximum of one army is allowed per tile on the Mighty Empires map.

Victory conditions

The scenario needs a set of victory conditions, probably derived from the goals of the two sides in the historical campaign that the scenario is based upon. These victory conditions can vary widely: the objective may be for one side to capture a city within a certain number of turns, or to destroy all of the enemy's armies, for example.

Special rules

The scenario may need to have some special rules to reflect the nature of the campaign the scenario is based upon. For example, if the historical campaign was fought in the winter you may want to devise special rules to reflect the harsh weather conditions, or a certain special character may need to be used by one of the sides taking part, for example. Note that special rules are not vital, and care should be taken about using too many of them as they may bog the campaign down.

Sequence of play

With the map set up and the armies chosen, you are ready to play.

Each side rolls 2D6 – If you roll a double, then a special event takes place; refer to the special events section (pg 66).

The side that rolls highest may move a number of armies equal to the difference between theirs and the opposing side's scores. One of the armies may attack instead of moving. If both players roll the same number, resolve any special events and then roll again (which may result in additional events), and keep on rolling until one player wins the roll.

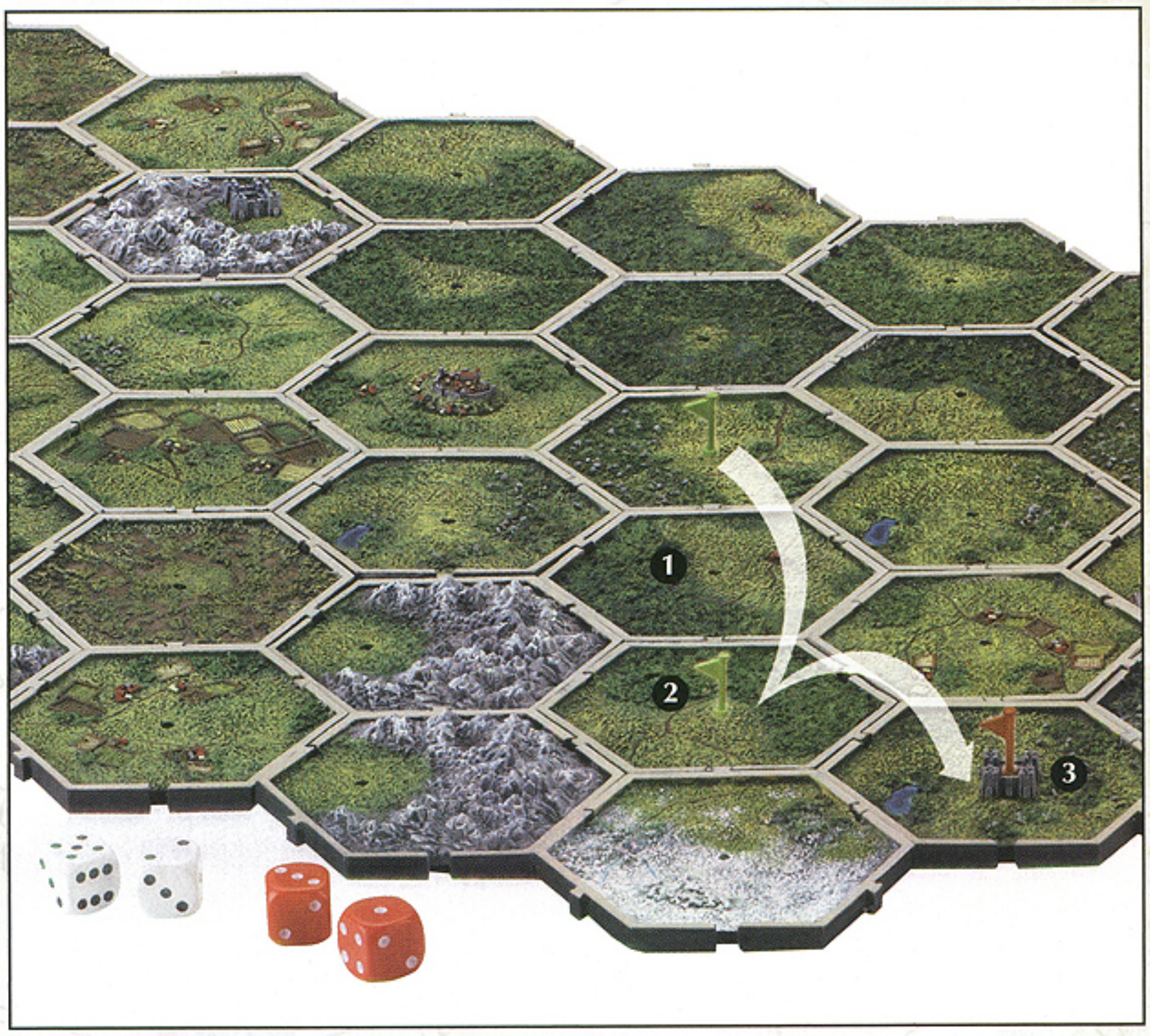
After the player who won the roll has moved and fought, the other player may move or attack with one of his armies.

Forced marches

The player that rolled higher may use their extra moves to move a single army more than once if they wish to. This is known as forced marching, and each extra move inflicts 2D6 x 10 losses on the army (see the rules for subtracting losses later). An army may use a forced march to attack rather than move, but the restriction of one attack per turn still applies. Apply any losses before fighting the battle.

More than two players

If there are more than two players taking part, then each player rolls 2D6 to see how many armies they can move. The player that rolls highest goes first, as described above. Each of the other players may then move or attack with one army, in the order determined by their dice rolls.



▲ *In this example the Orc player rolls 7 and gets to go first. Because he rolled three higher than his opponent he can move up to three armies. However, the Orc player decides to use his three points to force march one army twice, to hex (1), and then (2). He then uses his last point to attack his opponent's castle (3). Of course, he'll have to deduct 4D6 x 10 points from his army first!*

Movement and combat

Armies may either move to an adjacent tile that doesn't already have an army in it (friend or foe), or attack an enemy army in an adjacent tile, or besiege a city or castle in an adjacent tile. All moves must be made before any attacks or sieges.

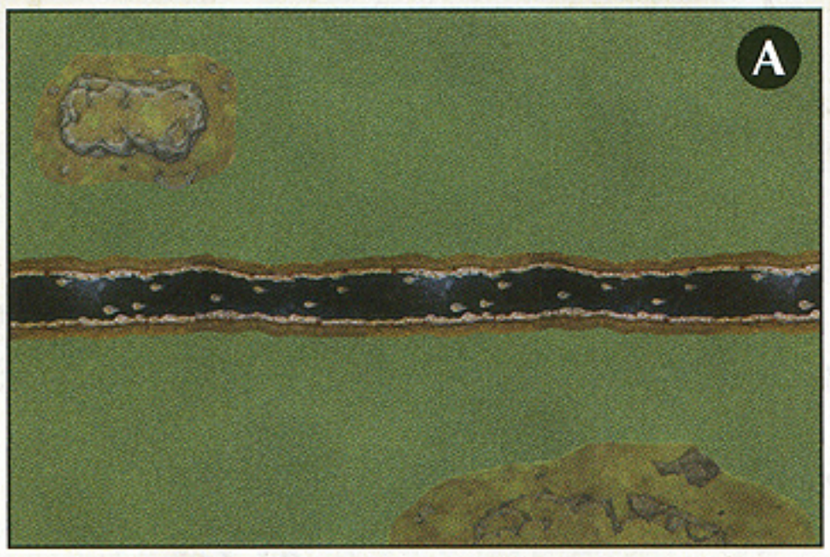
Mountains

You may never launch an attack into or out of a mountain tile; the narrow passes and difficult terrain make it impossible to fight a battle in or from such terrain.

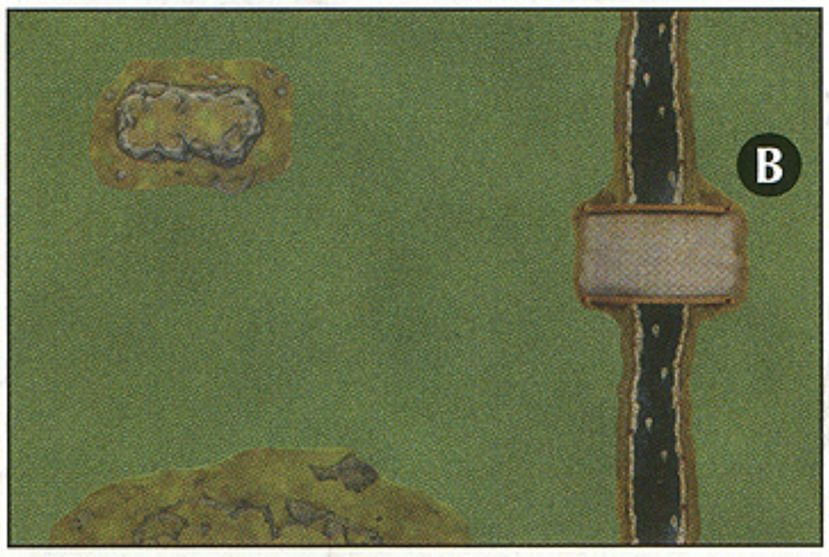
Alternative Approaches

Mighty Empires provides players the opportunity to devise their own campaign systems. The rules presented here represent only one way to play. The booklet in the Mighty Empires set has lots of suggestions to feed your imagination!

▶ *This battlefield would make for a hard-fought game, as both armies would be slowed by the river. This kind of setup could prove advantageous to a shooting-heavy army.*



▶ *This river is ideally placed to protect the flanks of both forces, which means that the bridge will become a vital objective. Whichever player controls the bridge will be able to bring flanking troops into play.*



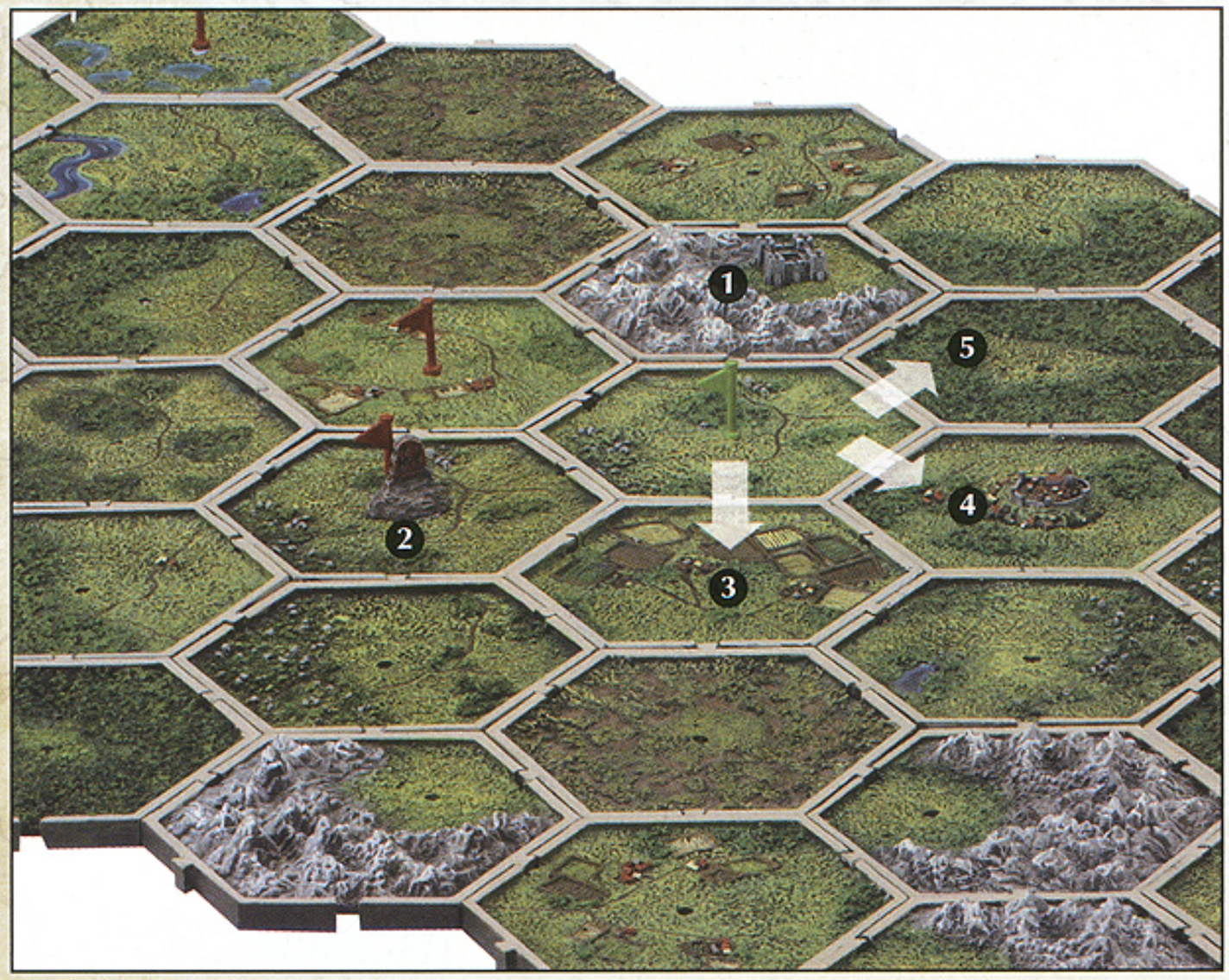
Rivers

If an army is attacked when it is located on a river tile then it may choose to do one of the following things:

Defend behind river: When setting up the battlefield, place a river that runs from one narrow edge to the other *(A)*. This river is considered to be quite shallow and can be crossed anywhere along its length, but counts as difficult terrain.

Rest flank on river: When setting up the battlefield, place a river that runs from one long edge to the other *(B)*, but is within 18" of one of the narrow edge of the table. Place one bridge anywhere along the length of the river. This river is considered to be very deep and counts as impassable terrain; it can only be crossed at the bridge.

▼ *The Orc player is forced to retreat. He cannot move his flag into the mountains (1), nor into an occupied hex (2). This leaves hexes (3), (4) and (5) as viable options.*



Settlements

Armies may move into an unoccupied friendly settlement. Remove the banner on the settlement and replace it with the army's banner to show that the army has occupied the settlement. Enemy settlements must be captured using the siege rules, on the following page. If the army leaves, replace the original banner to show who the settlement belongs to.

Settlements may confer additional bonuses to the side that controls them, or represent important objectives. This should be specified in the Campaign Scenario.

Attacks

Attacks are resolved by fighting a Warhammer battle between the two armies. The winner of the battle occupies the contested tile, and the loser must retreat one tile, just as if they were making a move. The tile the army retreats to must not be adjacent to the army that just won the battle. Armies that can't retreat for any reason are completely destroyed. In the case of a draw both armies remain in their original tiles.

A defender can always choose to retreat instead of fighting a battle, in which case the result is a Marginal Victory to the Attacker for the purposes of casualties.

Losses

Both sides that take part in a battle will suffer losses that will reduce the number of units they can use when they next fight. The losses suffered by each side depend on the result of the battle:

Losses	
Winner	**Loses 2d6 x 10 points from army (20-120 points).**
Loser	**Loses 2D6 x 50 points (100-600 points), halved for a Marginal Victory (50-300), and doubled for a Massacre (200-1200).**
Draw	**Both sides lose 2D6 x 50 points (100-600 points)**

After this battle, you must change your army roster to reflect these losses. For example, an army that had suffered 300 points worth of losses would need to remove models worth at least 300 points.

You may remove any units you like to make up the shortfall in points, including characters. You don't have to remove models you lost in the game of



Warhammer – they are considered to have recovered from their wounds and are ready to fight again.

Armies reduced to below half their starting points value by losses are simply removed from play – they are too weak to fight on. For example, an army that started out with a points total of 1500 points would be removed if it suffered losses of 750 points or more.

Reinforcements

The attacking and defending armies in a battle may call on support from friendly armies nearby. Each friendly army in an adjacent tile at the start of the battle allows the army it is supporting to ignore up to 250 points worth of losses.

Capturing enemy settlements

Settlements other than cities or castles can be captured by simply moving onto them. Unoccupied enemy cities or castles must be besieged in order to capture them. Note that a settlement that is occupied by an enemy army may not be captured or besieged until the occupiers have been forced to retreat.

Sieges

Besieging a castle or city counts as a move for the army concerned. No more than one army can besiege each enemy city or castle. If you besiege a city or castle you can either try to starve the defender out or make an assault:

Starve: Roll a D6, and on a 4+ the city or castle falls. The attacker loses 2D6 x 10 points from his army whether the settlement falls or not. Choosing to starve a city or castle out does not use up your attack for the turn.

Assault: The city or castle falls on a 2+, but the attacker loses 1D6 x 100 points from his army. Making an assault counts as your attack for the turn.

If the city or castle falls then the army moves in to occupy it, and it counts as a friendly settlement for your side from that point on.

Special events

If a player rolls a double to see if they move first or second, then they must refer to the special events table below:

▲ As the campaign progresses, battles can become more adventurous in scale – when recreating famous campaigns, the armies used and the size of those forces may be dictated by "historical" events.

Special Events

Double 6	**Mass Desertion: One army of the opponent's choice loses D6 x 50 points.**
Double 5	**Lost: One army of the opponent's choice moves 1 hex in a random direction instead of making a normal move or attack. If this takes it into an enemy occupied tile it must fight a battle instead (in addition to the battle you may normally fight this turn). If a move or attack in the direction indicated is impossible for any reason then the army may not move this turn.**
Double 4	**Rotten Food: One army of your opponent's choice loses D6 x 10 points.**
Double 3	**Ambush: Pick one enemy army that is adjacent to one of your armies and inflict D6 x 50 losses.**
Double 2	**Surprise Attack: One army of your choice may move one tile and fight a battle instead of making its normal move. The battle is in addition to your normal attack for the turn.**
Double 1	**Reinforcements: One army of your choice may reduce the losses it has suffered by 2D6 x 50 points.**

THE IDOL OF GORK

The Idol of Gork is a campaign set in the barren wilderness ruled over by the Border Princes. Here settlers from the Empire struggle to conquer new lands from the fierce Orc and Goblin tribes that infest the countryside.

The campaign is based on tales of the battles fought between the Orc Warlord Grotfang, renowned leader of the Iron Claw tribe, as he attempted to recapture his ancient tribal lands from Rutgar, son of Count Wilhelm of Wissenland, who rashly desecrated the idols of the Orc Gods! A series of battles led up to the dramatic final conflict in which Grotfang's hordes, inspired by their warlike gods Gork and Mork, made a desperate assault on Rutgar's stronghold.

In the original campaign Grotfang was (only just) defeated. Now you are in command! Will Grotfang recapture his tribal lands, or will Rutgar hold on to his new territory against impossible odds?

The sides

Idol of Gork is a two-player Mighty Empires campaign. One player commands the Orc & Goblin army of the Iron Claw tribe, and the other the Empire army of Rutgar of Wissenland.

The armies

The two players will need to create rosters for the following Empire and Orc & Goblin armies. We've included notes describing the name of the general for each army, so that the players can theme their armies appropriately should they wish to do so (you don't have to, though).

All armies should have the same basic points value to be determined by mutual agreement between the players. From 1500 to 2000 points each is ideal. Some armies will suffer a penalty or bonus to this value

In a shallow hollow between two wind-scoured hills deep in the heart of the Border Princes, a wretched tent of mangy Troll-hide barely kept out the gale-driven dust. Within, perched on an iron stool long since bent and smoothed to the shape of his nether regions, the once-mighty Orc Warboss of the Iron Claw tribe, Grotfang Skab, skulked and brooded upon the fate of his people. With a dull rustle, the tattered door-flap slapped open and his trusted henchman, the peculiar Goblin Shaman Oddgit, entered.

"What d'yer want, Oddgit, can't yer see I'm finkin'?" scowled Grotfang, poking at something caught between two of his rotten teeth with a grime-rimmed talon.

"Listen, boss," replied the Shaman with an ingratiating grin. "I bin finkin' myself, an' I reckons I got a cunning plan."

"Just wot I wuz needin', anuvver cunning plan." Grotfang grumbled, with a distinct lack of enthusiasm.

"Yeh, yeh, but lissen, dis is da one, boss, dis is it! I saw it in da bones – an' ya know dey nevver lies!" Oddgit made an arcane sign with his fingers, as if to ward off an evil influence. He was an experienced Shaman, and knew well the fickle nature of the gifts that the bones bestowed.

"If da bones sez it, I s'pose you better tell me den," Grotfang said, his interest now mildly aroused. There was something spooky about those bones, that was for sure, and no Orc chieftain could afford to ignore their messages, no matter how daft and irrelevant they seemed at the time.

"Yeh boss, you got it, sure fing. Fink back, back into the dim past. Do ya remember when da 'uman gitz with da glitzy armour, an' cannons and stuff blasted yer stronghold, an' wiped out yer Gobbos down to da very last Gobbo, an' smashed up yer…"

"Get on wiv it!" yelled Grotfang, as he gripped the shaman by the scruff of his grotty, flea-ridden rags, shaking him so hard that several different species of beetle fell from hidden crannies and scuttled into dark corners of the tent.

"Okay, okay boss, don' hit me boss, I was just remindin' yer, boss, dat dey nevver found da fingy wot is hid down dere. It must still be dere!"

"Wot 'fingy?" Grotfang panted, depositing the Shaman back down on the ground without too much of a thump.

"Yeh, yeh, lissen to dis. It's da Crown of Gork boss, da awesome Crown of Gork wot wuz buried under da great stone tribal idols since dem times immem… immumi… ummimem… since flippin' ages ago!"

"Nevver 'eard of it, yer scumbag!" Grotfang quipped. "Yer better not be windin' me up or I'll 'ave yer wotnotz fer knucklebones!"

"Would I do a fing like dat, boss, I mean, would I!" the Shaman spluttered with a smile a crocodile would have been proud of, as he hastened to soothe the warboss before he did something typically violent. "Nar, lissen, da awesome Crown of Gork is a relic wot dem ol' shamanz put under da Idol just in case it wuz needed fer savin' da tribe. If yer go an' get it, yer can use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more!"

The proverbial gold piece finally dropped into the cavernous void of Grotfang's brain. Batting the Shaman aside and ignoring the subsequent yelp, he rubbed his jaw with a gnarled and craggy hand. "Y'know, I just bet dat if I could get me mitts on dat Crown, I could use all dat wild an' crazy magic wot's stored up in it to stick it to dem 'umanz and make da tribe dead powerful once more! Dat's it!" He grabbed the cowering shaman by the throat and raised him to eyeball height. "Right, I wants it! I needz it! I gotz to 'av it!" bellowed Grotfang. "NOW!"

Orc Armies

1 Oddgit's Night Goblin Raiders.
Oddgit's army is smaller than average. Deduct a 250-point penalty from the total number of starting points allowed for the army.

2 Snagga's Orc & Goblin War Pack.
Snagga's army is smaller than average. Deduct a 250-point penalty from the total number of starting points allowed for the army.

3 Uzguz's Itchy Skab Orc Boyz.

4 Grotfang's Iron Claw Tribe.
Grotfangs army is large. Add a 250-point bonus to the total number of starting points allowed for the army.

Empire Armies

1 Manfred Von Bock's Foot Guards.
The Foot Guards army is smaller than average. Deduct a 150-point penalty from the total number of starting points allowed for the army.

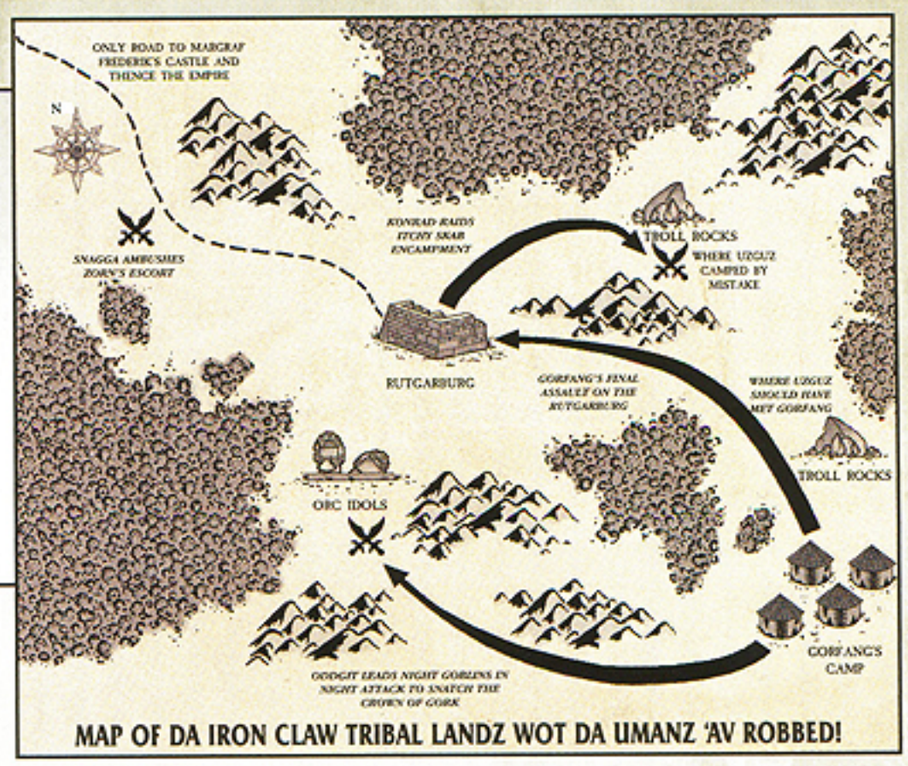
2 Konrad's Mounted Raiders.
The Raiders are a small force. Deduct a 250-point penalty from the total number of starting points allowed for the army.

3 Zorn's Retinue.

4 Rutgar's Army.
Rutgar's army is large. Add a 250-point bonus to the total number of starting points allowed for the army.

Campaign maps

When recreating a famous campaign like this one, it's well worth foregoing the map-building rules from the Mighty Empires set. Instead, the players can agree to set up the map in advance, basing it on a campaign map from one of our supplements. The example shown here is from the Idol of Gork campaign, and the setup below shows how we represented the campaign map in three-dimensional hex form.



MAP OF DA IRON CLAW TRIBAL LANDZ WOT DA UMANZ 'AV ROBBED!



as described in the chart opposite. For example, if you set the basic points value at 2000 points for both sides, then Oddgit's and Snagga's armies would be 1750 points each, Uzguz's army would be 2000 points, and Grotfangs army would be 2250 points.

Settlements

There are three settlements on the Idol of Gork map:

Rutgarburg: Represented by a city marker.

The Orc Idols: Represented by the Orc Idol that was given away free with White Dwarf 331.

Gorfang's Camp: Represented by a castle marker.

At the start of the campaign, Rutgarburg and the Orc Idols are controlled by the Empire, and Gorfang's Camp by the Orcs.

Victory conditions

The objecives for the two sides are:

Orcs: Defeat Rutgar's army in battle at least once and capture Rutgarburg.

Empire: Defeat Gorfang's Iron Claw Tribe in battle at least once and capture Gorfang's Camp.

The first player to achieve both of their victory conditions immediately wins the campaign.

Special rules

The following special rules apply to the campaign:

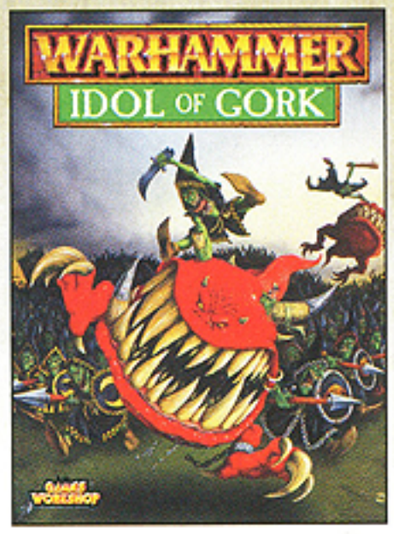
Orc Idols: If the Orcs capture this tile then they receive the Armour of Gork magic item for free. The armour may be given to any character allowed to wear it from the army that captured the tile. As an optional extra, players may want to include the Idols as a special terrain feature for any battles that take place in the Idol's tile.

Sneaky Gitz: If Oddgit's Raiders and Snagga's War Pack occupy a forest tile they may use the "Sneaky Schemes" ability that can normally only be used by Skarsnik (see page 38 of the Orc & Goblin army book).

Konrad's Raiders: The Raiders are a fast-moving force. They may move one tile and attack. The attack still counts as their side's attack for the turn.

Awaiting Reinforcements: Neither Grotfang nor Rutgar are willing to move their armies until reinforcements have arrived. Grotfang will not move or attack until the the Itchy Skab Orcs arrive in an adjacent tile, and Rutgar will not move or attack until Zor's Retinue arrives in an adjacent tile. Once the condition has been met, the army in question can move or attack in the usual manner for the rest of the campaign.

The Idol of Gork



Veteran players may recognise the background for our sample campaign from this classic expansion pack. Try creating a Mighty Empires scenario based on your favourite stories of yesteryear!



STANDARD BEARER

Having narrowly escaped a nasty fate after last month's scrape with the Ruinous Powers, Jervis Johnson is plunged once more into the abyss, as he is forced to muse on war on a massive scale. The 41st Millennium is a nightmarish time, where there's no respite, no forgiveness and, sadly for Jervis, no cups of tea!

By now most of you will have heard something about Apocalypse. You'll have seen pictures of the Baneblade tank, and heard about the new battle formations you can use in Apocalyptic games, like the Vindicator Line Breaker formation, or a Space Marine Battle Company. You'll probably be rather excited by these new things, just as we were in the Studio when we started work on Apocalypse. After all, what's not to like about big tanks!

However, we discovered very quickly that Apocalypse is about much more than just big tanks and powerful battle formations, exciting though those things are. Once you start playing the game you will find it allows you to do three things that will enhance your hobby in ways you might not expect, but which will probably mean just as much to you as the tanks and the battle formations in the long run. It's these three things that I want to explore in this month's Standard Bearer...

Liberating your collection

The first two things that Apocalypse allows you to do are very closely linked, even though they offer the serious hobbyist quite different opportunities. First of all, Apocalypse allows you to use your entire collection in a battle, if you wish to do so. Secondly, it takes off the shackles on what you can choose to collect.

At present the most common way to play Warhammer 40,000 is to fight a battle using an army selected from the army lists in the Codexes we publish. These army lists are designed to give a balanced game between two armies with equal points values. What's more they are designed for use in "pick-up games", where the two players taking part may never have met before. In order to achieve this they use force organization charts to limit what models you can use.

Apocalypse is quite a different sort of game. For a start the sheer size of the battles being fought makes it unsuitable for "pick-up games", where you simply turn up with an army and play. An Apocalypse battle needs to be organized in advance, as it will take the best part of a day to fight a battle of this size, and will almost always be fought between players who know each other well. These things mean that some of the constraints imposed on normal Warhammer 40,000 battles can be lifted. Apocalypse achieves this by the simple expedient of removing all of the force organisation charts and army list restrictions on what you can choose. What's more, you can take things from two or more army lists if you wish. In fact, the only restriction is that you can only do these things as part of a 3000-points-a-side Apocalypse battle. Want to take more than one of a unit with a 0-1 army list limit? You can in an Apocalypse battle. Want to take six Heavy Support choices (or a dozen, or two dozen)? You can in an Apocalypse battle. Want to take all of the Eldar Phoenix Lords? You can in an Apocalypse battle. Want to take some Leman Russ tanks to



If there was ever a place to field special characters such as Yriel, then it's on an Apocalypse battlefield!



support your Space Marine army? You can in Apocalypse battles. I know, crazy isn't it! But rather exciting too, once you start to think about it...

These changes have a tremendously liberating effect. For a start, it's just great to know that you can use whatever you have in your collection. Models that have long been resigned to the darker recesses of your figure cabinet can be dusted off and will at least get to see the light of day! But it also means that you can freely add any models you like to your collection, safe in the knowledge that you can use them. For my friend and colleague Dave Cross, this was just the excuse he needed to add some of the Space Marine Terminator units and a Forge World Warhound Titan(!) to his Imperial Guard army, while games developer Mat Ward has become rather excited about the prospect of being able to add a selection of Imperial Assassins to his collection without the need to start a whole new army in order to use them. You get the idea, I'm sure.

Of course the freedom offered by Apocalypse allows power-gamers full reign, too, but to be honest, we haven't found this to be much of a problem in games of this size. Sure, you can make an army that consists entirely of Land Speeder Tornadoes with assault cannons, but in a big, multi-player game of Apocalypse they just seem to fit right in, and they die pretty easily when Dave's Baneblade and Warhound Titan turn their big guns on them! More importantly, Apocalypse is designed to be played by a group of friends as a large, all-day multi-player game, and this format makes power-gaming pretty pointless.

"Once you've experienced a full-on Apocalypse battle, you'll desperately want to be invited back for the next one!"

Apart from anything else, doing it will quickly lead to the culprit never being invited back. And trust me, once you've experienced a full-on Apocalypse battle, you'll desperately want to be invited back for the next one!

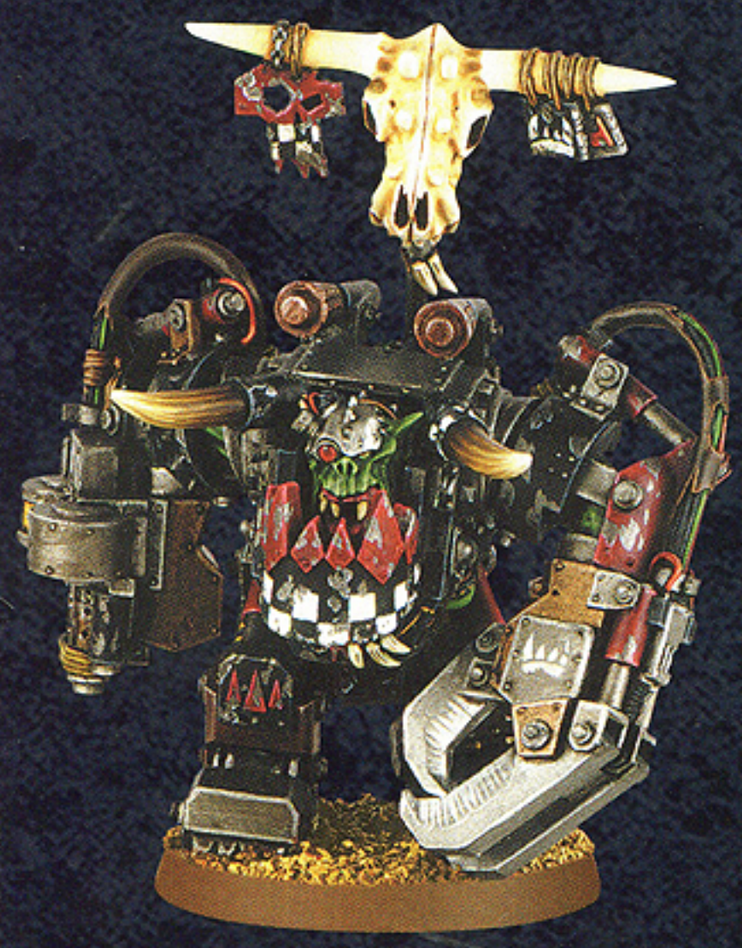
Bringing back the madness

By now you're probably thinking something like "Well, if this is all so wonderful, why can't I have the same freedom in any game of Warhammer 40,000?" This is a really good question, and an important one too, because it goes right to the heart of what makes Apocalypse a really ground-breaking





Commander Dante makes an impressive figurehead for an Apocalyptic-scale Space Marine force.



Now you don't need to focus on small sections of Ghazghkull's Waaagh! – you can play the whole thing!

supplement. But to answer the question properly I will need to step back quite a few years, to the days when the hobby was still very young...

Back in the day, there were very few restrictions on what you could take and use in a game of Warhammer or Warhammer 40,000. We used to collect our armies in a fairly eclectic fashion, and battles were often fought between all of the models that could be brought to the table. We used what we wanted, either because it looked good, or because we thought it was powerful enough to win a game for us, or for a combination of these two factors. Those of you that worry about "Nid-Zilla" or "Tau-Mech" armies nowadays just wouldn't believe what players could do back then. To further muddy the waters, new rules appeared not only in rulebooks but also in White Dwarf magazine, and these were often supplemented by home-grown "house rules", with the result that most groups played their own slight variation of the game. Organising tournaments or even a games club was quite hard, as everybody had to agree what version of the game they wanted to play first of all! It was pretty mad, I'll tell you!

But over time things slowly changed. Our army lists became increasingly more balanced and sophisticated, making it very difficult to "min-max" the hell out of an army like we'd been able to in the old days *(Enough with the jargon, Johnson! – Grombrindal).* Meanwhile, we managed to fill in the gaps in our rulebooks and army lists, providing players with a single, universal set of rules. And, eventually, it came to be accepted that around 1500 to 2000 points was the standard size for an army (perhaps because these were the points used in our Grand Tournaments). All of these changes were for the good, creating a game that is balanced and fun to play, and creating a globally accepted format for the game that allows people from anywhere in the world to meet up and play.

But, and it's a very big "but", those old battles we fought back in the day could be great fun. Although mad, anarchic, and prone to abuse by power-gamers, the freedom they offered gave the opportunity to create some really fantastic gaming experiences, especially between players who were friends and on the same wave-length about what they wanted to achieve. So for quite a while now, a few of the old lags in the Studio (like me!) have wanted to find a way to get some of that madness back, but this time in a way that wouldn't break the core Warhammer 40,000 game in the process.

This, then, is what Apocalypse offered us – a chance to have our cake and eat it as it were. It takes all of the elements that made those early games great, and allows you to use them, but in a way that leaves the core Warhammer 40,000 rules and army lists unchanged. So, for example, we've formatted the new legendary units and battle formations in the Apocalypse rulebook in such a way that we can add new units to the game any time we want to – in White Dwarf magazine, for example, or on our website, or wherever.

One unexpected but rewarding aspect of this has been the way that the legendary units and battle formations have allowed us to explore the background for Warhammer 40,000. For a start, they allow us to make models for things like the Baneblade super-heavy tank, that would simply be too powerful in a normal game. But they've also allowed us to make rules for things that are discussed in the background but were unsuited to small pick-up games. Things like squadrons or companies of tanks, for example, or entire Battle Companies of Space Marines, and slightly smaller things like daemonic Warp Rifts. Just as importantly, Apocalypse gives you the chance to collect Citadel miniatures as you see fit, and explore the background in the way you theme your collection. Dave's Imperial army that I mentioned earlier is one example of this kind of thing.

"Apocalypse offers the opportunity and freedom to explore the broader hobby that lies beyond."

The Baneblade is grand

And that's why I think Apocalypse is such an important supplement. Don't get me wrong, I know that the majority of games will remain 1500-points-a-side pick-up games, and quite right, too; those games are great fun! But what Apocalypse offers is the opportunity and the freedom to explore the broader hobby that lies beyond just those types of game. The fact that it's also allowed us to make a simply awesome plastic kit of a Baneblade super-heavy tank, well that's just grand...

As ever, please get in touch and let me know your thoughts on this month's Standard Bearer. Are you excited about Apocalypse? What stuff is there in your collection that you've being dying to use but not had the chance to recently? What kind of things would you like to see as new battle formations? And what ideas does it give you for theming your collection and adding new stuff to it? Make sure you write to me care of the White Dwarf team and let me know what you think.

Write to Jervis at:

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CITADEL® TOOLBOX

Citadel Modelling Sand



£5 Each

This month we take another look at basing, this time using that ever-reliable modelling staple: sand.

Making your own textured paint

There are many ways of basing your models, the simplest being to sprinkle sand onto the base over a layer of PVA. An alternative method is to create your own textured paint. This has the advantage of going straight onto the base and is very useful for batch painting and getting a consistent base texture over an entire unit or even force.

To create your textured basing paint, mix equal parts Citadel Modelling Sand, PVA Glue and water, adding a small amount of the Citadel paint of your choice (1). Using an old brush, dab the mix onto the base (2).

The choice of colour will depend on the game and your existing army, although this method works best in various shades of brown.





Scorched Brown
A very dark, earthy colour that is easy to highlight.



Bestial Brown
Provides a good mid-tone, giving a neutral colour to work from.



Tausept Ochre
An excellent basecoat for basing your models on desert or very arid areas.

1

2



Finishing off your bases

Once your bases are dry you, just need to add your finishing touches. Citadel produces a range of basing scatter to enhance your models – simply dab on some PVA and sprinkle the scatter of your choice onto the base. Leave it to dry and then shake off any residue. You can choose from Snow scatter, Modelling Flock, or one of three varieties of Static Grass.



◀This Wood Elf has been painted in a winter colour scheme, and is based using Citadel Snow scatter.



Snow Scatter



Scorched Grass

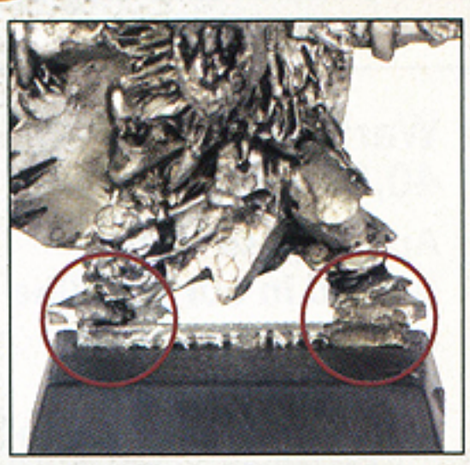


Static Grass



Glade Grass

Top Tip



When basing metal figures, use the tab to make your model stand 1mm proud above the base. When applying the textured paint, use your brush to push the sand underneath the model, level with the tab. This way, the figure looks like it's standing on top of the sand, rather than sinking.

PREPARE FOR



Warhammer 40,000 Expansions

Apocalypse is the second in our new line of expansions for Warhammer 40,000, which are designed to add brand new elements to the core game. The first, Cities of Death, introduced battles in the war-torn urban landscapes of the 41st millennium. Apocalypse, on the other hand, is all about playing really big games!

As you'll see from this month's Standard Bearer, Apocalypse means many things to Warhammer 40,000 gamers. It's a chance to use entire collections of miniatures that may never have otherwise seen the light of day; it's also the place to include gigantic vehicles and monsters, vast battle formations and powerful special characters. Essentially, Apocalypse takes games of Warhammer 40,000 to a previously unseen scale, creating a spectacle that will leave all participants eagerly awaiting their next Apocalyptic battle.

Gathering the troops

To play a game with hundreds (or even thousands) of models on each side, you'll need an Apocalypse-ready army. Apocalypse battles can be played cooperatively with a group of friends, or independently by a single player with a huge collection of models. The recommended starting point for a single force in Apocalypse is 3000 points. As many Warhammer 40,000 players regularly use between 1000 and 2000 points of troops, this leaves several options open. First, if you have several armies in your miniatures collection, you could combine them together – there really are no limits. Secondly, you can start building the next part of the army to make it ready for Apocalypse. And this is where the fun starts, as you can include anything you like in an Apocalypse force, with no restrictions! What's more, the Apocalypse book contains several datasheets, which detail the rules for battle formations. These battle formations are at the very heart of Apocalypse, and allow players to collect a set of models that, individually, are just

APOCALYPSE!

Next month sees the launch of the biggest expansion ever released for Warhammer 40,000. We take a look ahead at what Apocalypse will mean for your armies.

WARHAMMER 40,000™

regular Warhammer 40,000 troop types, but collectively are very powerful indeed. An Eldar Windrider Host or a Space Marine Battle Company is much more than the sum of its parts!

Of course, there's more to Apocalypse than just collecting armies, but that's all still to come. Have a look at Standard Bearer on page 70 to see what Jervis has to say about the expansion.

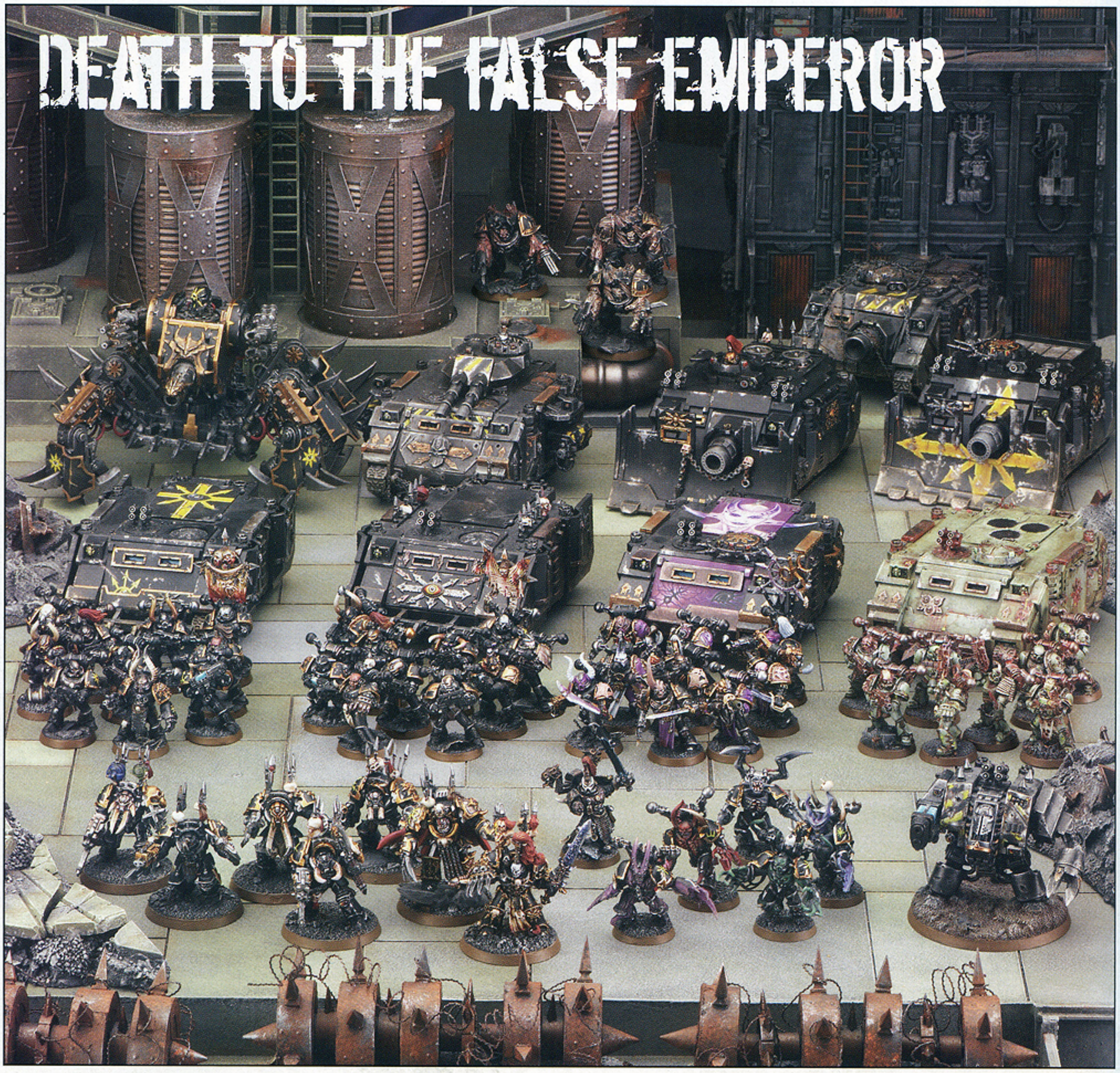
An Apocalyptic challenge

To illustrate the various ways that players can build an Apocalypse-ready force, we scoured the Studio for bold volunteers to take up the White Dwarf challenge: expand or build an army ready for Apocalypse games to feature in these hallowed pages. We were looking for armies worthy of featuring in our upcoming brace of battle reports – one next month and another at Christmas. Our challenge was met by three intrepid gamers: Ian Strickland of the book production team, and White Dwarf's own Matt Hutson and Christian Byrne. The deadline was tight,

> **"Apocalypse takes games of Warhammer 40,000 to a previously unseen scale..."**

but one must never underestimate the motivational properties of a big box of plastic frames fresh from the Games Workshop warehouse. And so it was that the challenge was accepted – read on to see how the intrepid trio approached it.

DEATH TO THE FALSE EMPEROR





Christian Byrne is one of White Dwarf's graphic designers and a devoted follower of the Ruinous Powers. He's taken his Chaos Space Marine armies to war in many a Grand Tournament.

Christian Byrne was a natural choice for the Apocalypse challenge, as not only is he a fanatical collector and painter of Warhammer 40,000 miniatures, but he already has two sizeable Chaos Space Marine armies – Black Legion and Iron Warriors – giving him almost 5000 points of themed models to start with!

We decided that, as he has such a head start on the other gamers, we'd add an extra stumbling block: Christian was selected to play in next month's Apocalypse battle report, giving him just six weeks to finish his army! We're planning something truly eye-popping for this game, so Christian will need to bring at least another 2500 points of troops to the table – no small task! Even then, the Chaos side will be joined by several other players, so expect something huge next month.

Although Christian could have chosen any models he wanted for this extra contingent, he decided to stick with his Chaos Legions theme and set about looking at some of the preview Datasheets we provided him for some inspiration. He soon plumped for a Chaos Vindicator Line Breaker formation, which comprises three Vindicators, and a Warp Rift formation, which allows him to field all of his Daemons! In addition to these battle formations, Christian has got hold of a whole bunch of Terminators, Spawn and Possessed models to start the ball rolling, and a new Chaos Lord kit. Christian plans to field Abaddon the Despoiler, and at least three other Chaos Lords.

At the time of writing, Christian has been eyeing up a Baneblade and some Forge World kits – let's hope he has time to finish this ambitious force!

SONS OF SANGUINIUS



When we asked Matt to gather an army for Apocalypse, we half expected him to take the same approach as Christian and add to an existing army. After all, Matt already has large collections of Black Templars and Ultramarines, not to mention his fledgling Eldar army. So when he decided to start a brand new army from scratch, we were somewhat surprised.

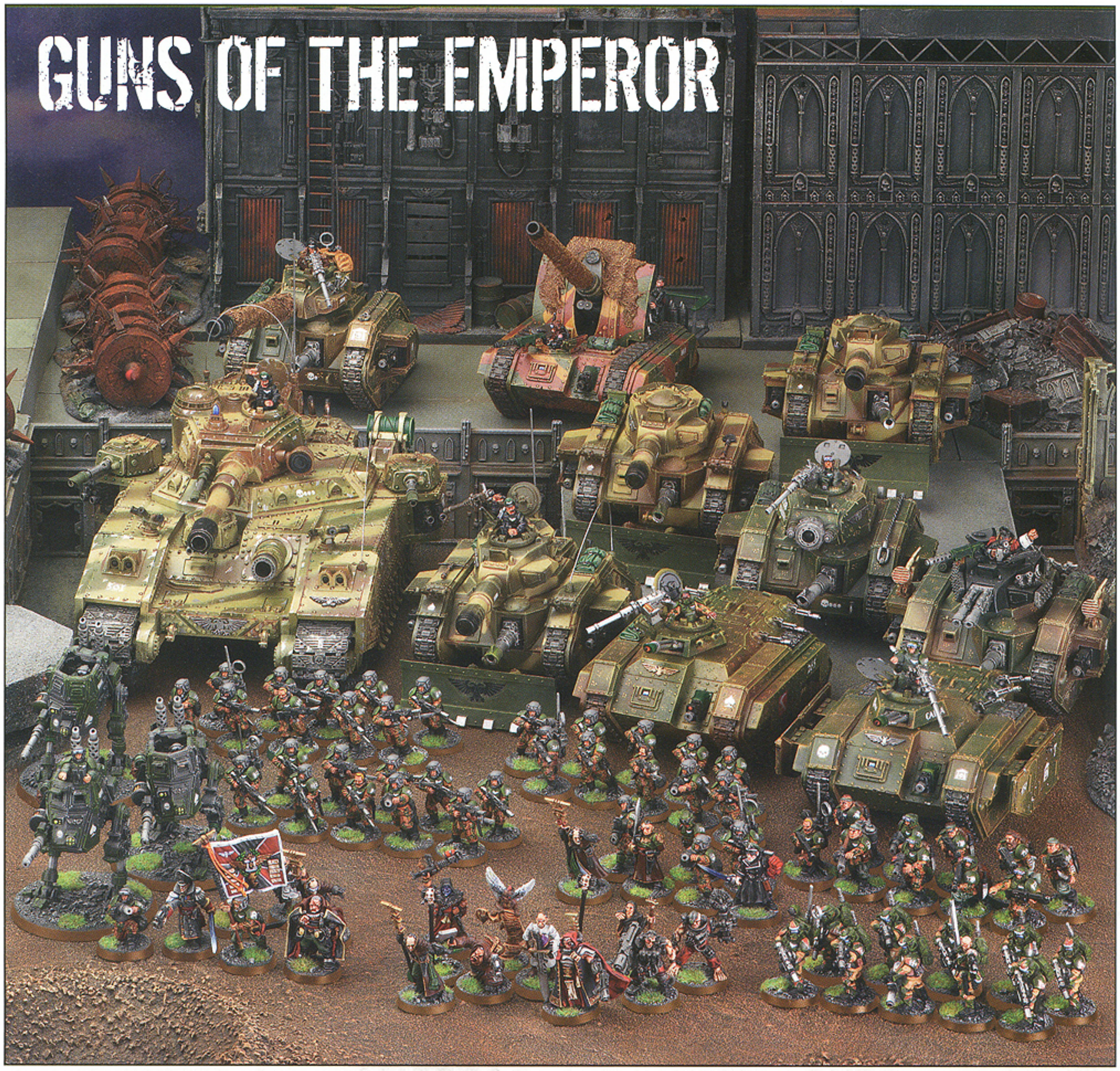
Inspired not only by the opportunities opened up in the Apocalypse expansion, but also by the Blood Angels Codex printed a couple of months ago in White Dwarf, Matt decided to start a Blood Angels Space Marines army. However, when he looked through the sample Datasheets his mind was made up, for among them was nothing less than a Space Marine Battle Company. Matt was determined to complete an entire company of 100 Space Marines in time for the Apocalypse release, complete with transports and command staff!

Luckily, many of the battle formations in the Apocalypse rulebook are supported by boxed bundle sets, which will be available next month. We managed to get hold of one of these early to help Matt's cause. There was a great buzz of excitement as the White Dwarf team turned up for work one morning to find a Space Marine Company in a box waiting for them! Of course, the Blood Angels, though organised like any other Codex chapter, has a few quirks – Matt still had to buy his Death Company models, and he decided to substitute his Company Captain with Blood Angels special character Captain Tycho. This then, would be the famous Third Company of the Blood Angels, at full strength.



Matt Hutson is White Dwarf's longest-serving graphic designer, and is renowned as a prolific army painter. Though he's dabbled with several armies, he's a Space Marine man at heart.

GUNS OF THE EMPEROR





Ian Strickland is one of the chaps responsible for laying out Games Workshop's many books. He's become accustomed to tight deadlines and the accusing glare of impatient editors.

Ian Strickland's Cadians are no stranger to the pages of White Dwarf, but it's been a while since they were last featured. Ian has been busy phasing out some of his older miniatures and replacing them with newer ones, and he now has around 2000 points of Imperial Guard, which also includes an allied Inquisitor.

Ian knew that he only had to add 1000 points to his force to make an Apocalypse-ready army. A quick flick through the datasheets at hand threw up an obvious choice: a pair of Baneblades!

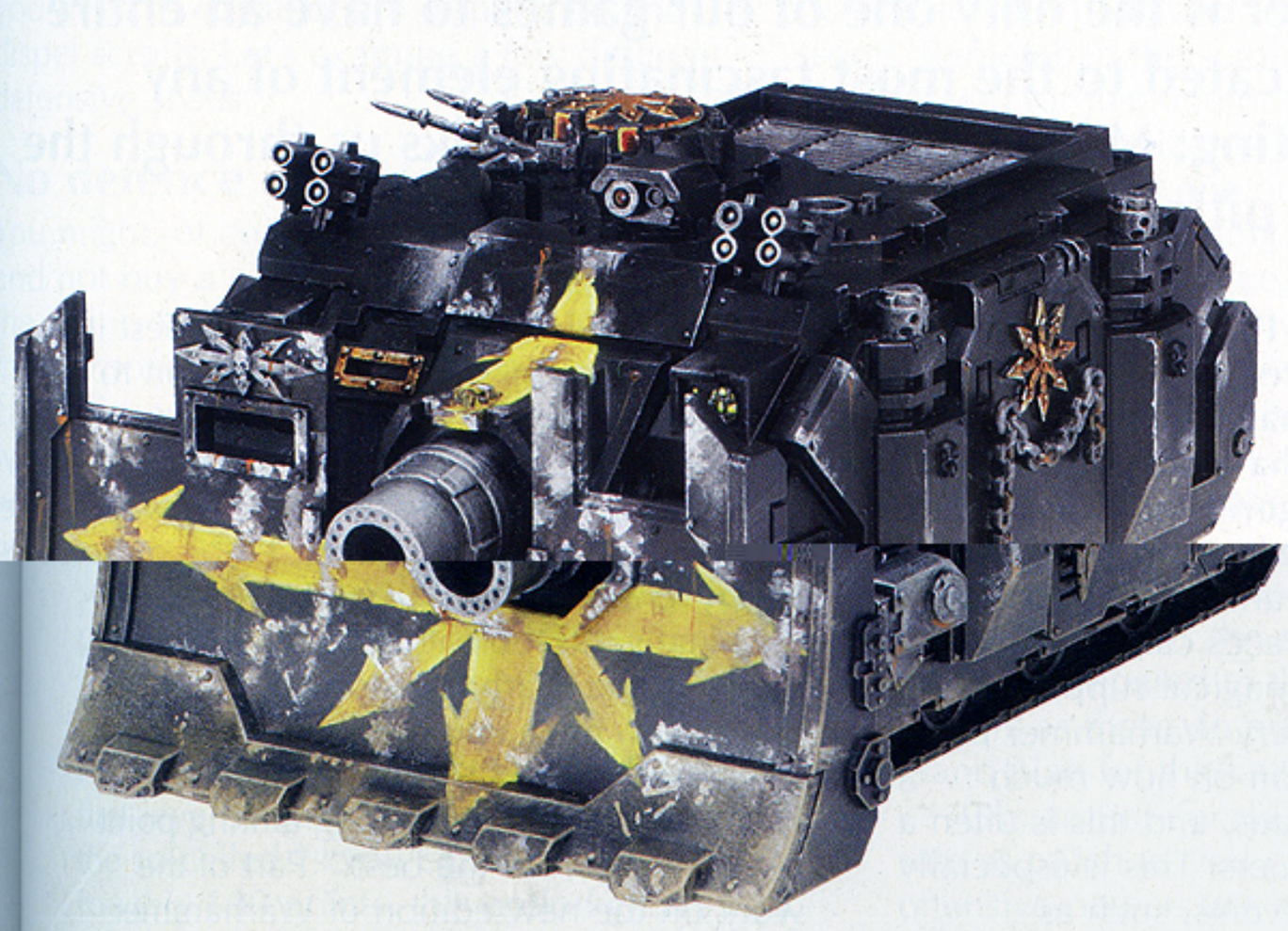
The Baneblade super-heavy tank is the biggest multi-part plastic kit we've ever produced, and one of the most powerful vehicles in Warhammer 40,000. As Baneblades weigh in at in at a mighty 500 points, Ian decided to get two of them to make up the shortfall in his army! However, this decision was fraught with challenges. The production schedule of such a gargantuan model makes it difficult for even the Design Studio to get hold of them so far ahead of time, and requesting two makes it doubly difficult! By the time Grombrindal had called in a few favours with the miniatures designers and the mould room, this issue's deadline was fast approaching, and the other two players had already made a significant start in the Apocalypse challenge. Not only that, but assembling and painting two huge kits like this takes time – something that was quickly running out for Ian.

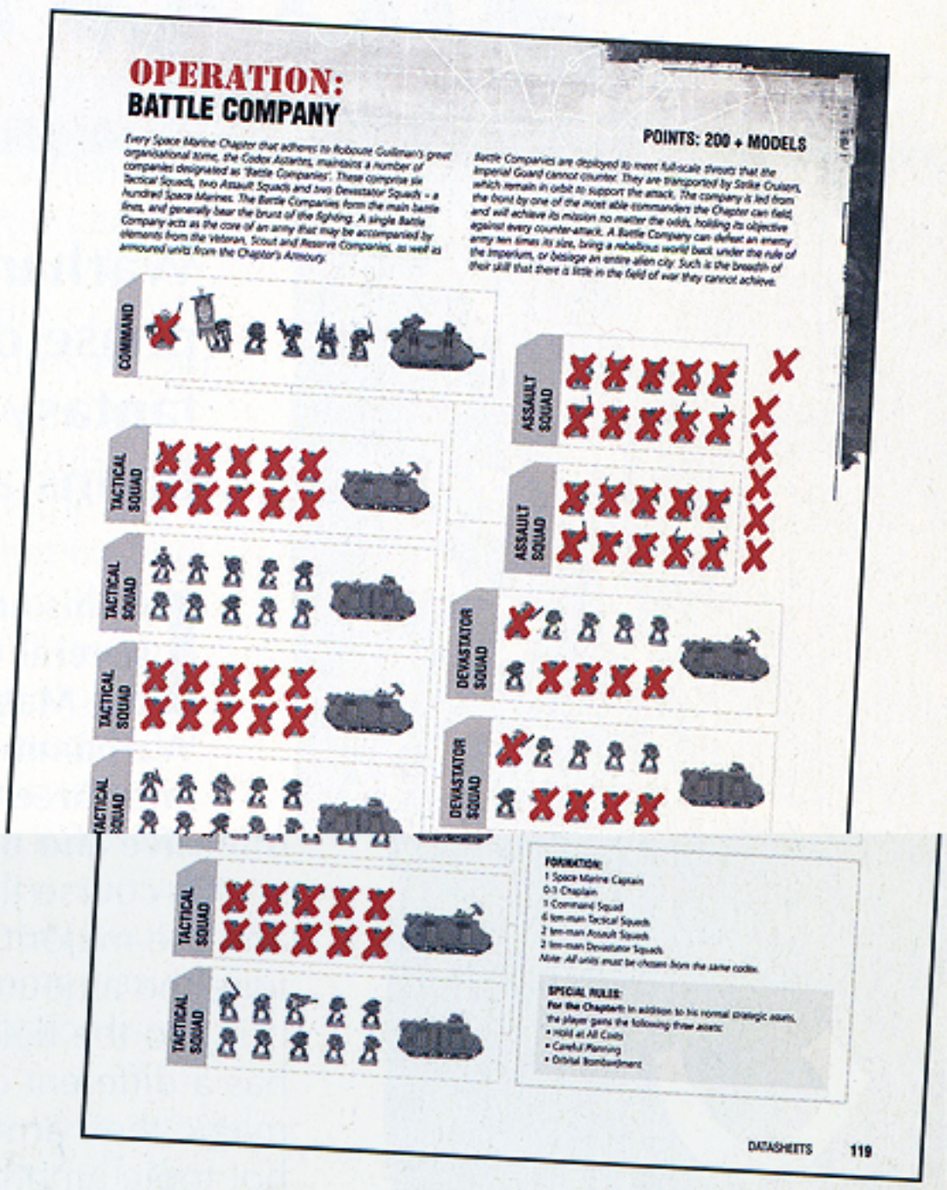
However, at the time of writing Ian has just completed one of his super-heavy tanks (see facing page), leaving him just one more to complete the challenge and have a battle-ready force for next month's Apocalypse launch. We'll be seeing more of this army in a future issue.

COMING SOON

Will Christian be ready for next month's battle report? Can Matt and Ian meet their deadlines? Find out next month.

Christian's painting continues apace, with one of his three Vindicators already out of the way, and the bulk of his foot troops almost complete. If he has time to spare at the end, he's already muttering about adding a Baneblade to his army!





Matt's Blood Angels are coming along nicely, although the sheer amount of Mechrite Red paint expended so far is frightening. He's been painting to a tight schedule, organised by crossing off the Space Marines on the datasheet as he paints them!

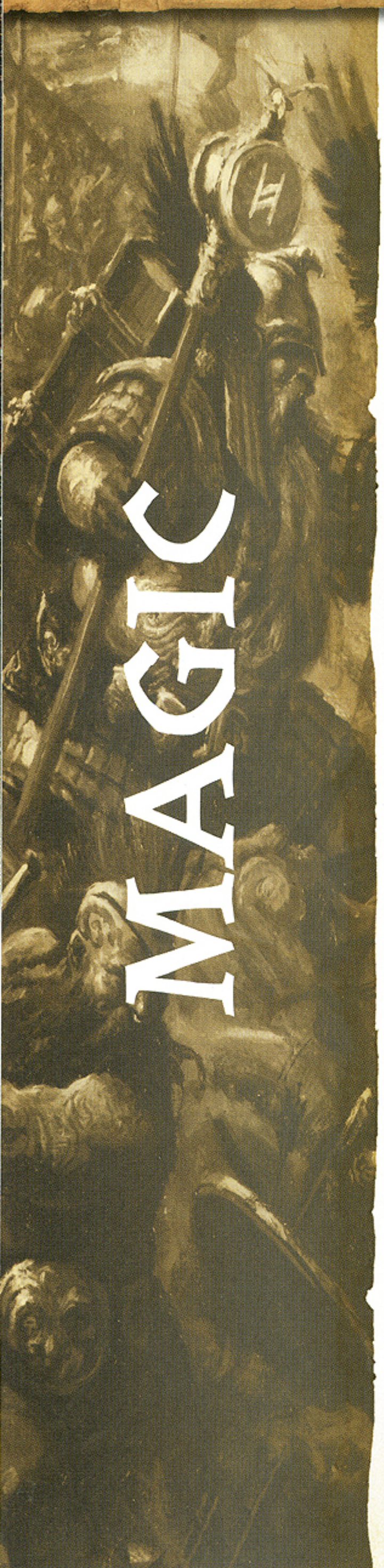
Ian may be right at home under the pressure of deadlines, but he's got a lot still to do. With one Baneblade completed, can he finish his army in time for the launch?



WARHAMMER®

Tactica





Warhammer is the only one of our games to have an entire phase dedicated to the most fascinating element of any fantasy setting: Magic! Alessio Cavatore talks us through the boons and pitfalls of this most risky game phase.

In this article I'll guide you through several different ways of approaching the Magic phase during your games of Warhammer. I have roughly divided them into three categories or styles: defensive, offensive and balanced.

Of course this is an artificial division, and the majority of races can very finely tune the amount of magical support they bring to the field. Every Warhammer player has a different opinion on how much magic their army needs, and this is often a hot topic among gamers. This is especially true at competitive events, such as tournaments, where hobbyists try to maximise the effectiveness of their forces.

Everybody agrees, however, that some armies are better than others at using magic, but which army has the most powerful (or the weakest) magic is always a fun discussion to have, a bit like arguing about which super-hero is the best in a super-group. I'll lend my opinion to this debate here (about magic, not super-heroes), even though I'm sure that quite a few of you will disagree. If we meet at the next Grand Tournament, I'll be more than happy to discuss this further!

Finally, I'll look at the eight Lores of magic in the Warhammer rulebook. Many Wizards in the game have a choice of selecting their spells from one of these lists, and another interesting talking point is "Which Lore is the best?" Part of the work on the new edition of Warhammer was directed specifically at making these lists more balanced and, if we've done our work right, there should be no straightforward answer. The desired result is that the choice of which Lore to use should depend on the type of army you built, and the enemy you are facing.



Defensive Magic

If you think magic to be fickle, risky and in general not worth bothering with, and you are not a Dwarf or Champion of Khorne, a defensive magic configuration is for you.

Basically, if you want to spend as few points as possible on wizards, so that you can concentrate on "fighty" or "shooty" characters, the most important elements you need to consider are dispel dice and dispel scrolls. Let's examine a few different defensive styles.

No defence

You might, of course, want to be radical and not buy a single wizard, hoping that the points you save will allow you to buy more troops and compensate for the casualties you suffer to enemy magic. I would advise against this choice. It might work if you meet an opponent with little magical offense, but if you end up facing a seriously heavy spell barrage, you'll probably face utter annihilation!

Single defence

I think it's a great idea to buy at least one first-level wizard with two dispel scrolls; the so-called "scroll caddie" tactic. At roughly 100 points, this option grants you one extra dispel dice on top of the two you get by default. This third dice is very important, as it offers you the chance of dispelling a powerful spell cast with a lot of dice, which achieved a total casting result of more than 11. If you only have the basic two dice, only a double six can help you in these dire straits – not a situation you want to be in!

Remember, there is no need to upgrade the wizard to level 2, as this does not make him any better at dispelling.

On the other hand, it is vital to give him two dispel scrolls, allowing you to be sure to cancel two enemy spells when it really matters. The worst thing you can do is to lose your head and use the scrolls too soon. Remember, the scroll caddie can protect you for just one or two turns if your enemy has many wizards, so every time your opponent zaps one of your units, think hard before deciding to use the scrolls (or your dispel dice, for that matter). You must learn the nerve-wracking skill of letting some of the enemy spells through. Always ask yourself – "Is it worth stopping the fireball that could kill a few models in this unit? How vital are these guys to my plan? Are they likely to pass a possible Panic test?" More importantly, consider what other spells the opponent could cast next. Be prepared to take some casualties, as long as these do not compromise the grand plan for the battle.

Oh, and of course, keep your wizard safe as much as you can. After all, his offensive powers are often not even worth bothering with, especially if using them would expose him to an early death.

Armies that suit this kind of tactic are fast-moving, hard-hitting forces like Bretonnians. They rely on the cover of the little wizard for the first one or maybe two turns of the game, and then charge in. With these armies, it is always best to try to eliminate the enemy wizards early in the game, otherwise you risk suffering greatly in the second half of the game, when your defences are down.

Best Defensive Magic Award

High Elves and Khorne armies score pretty high in the magical defence category, but in my opinion the race that stands head and shoulders over anybody else, ironically enough, is the Dwarfs. This is because Dwarfs get more of both core elements of magical protection: dispel dice and dispel scrolls (or runes). A Dwarf army with a single Runesmith has five dispel dice, and can have the equivalent of three dispel scrolls. This will cost you more than a scroll caddie, but gives you a character that can protect the army against evil sorceries and is able to hold his own in a fight against most enemy rank-and-file. A must!



Dwarf Runesmith.



Of course you could go for the "double caddie" and get another first-level wizard and two more scrolls. This makes your defence twice as strong, but it also starts to seriously cut into your character allowance. A hard choice indeed.

Best Offensive Magic Award

This is a difficult one to call. Lizardmen score pretty high, with their second generation Slann being probably the best wizards in the game. I have to say, however, that there is another race which I fear even more in the Magic phase, and that I will choose as the one with the most powerful offensive magic: The Tomb Kings of Khemri. An army heavy on Liche Priests, with a Casket of Souls and all of their nasty magic items that work in the magic phase, will unleash a relentless and awfully reliable sequence of spells in each of their magic phases. Even though they are not as destructive as other Lores, Khemri Incantations can be lethal in the hands of a clever player. And after a couple of turns, there is nothing you can do to stop them!



Offensive Magic

If you decide to field an army where the strongest offensive element is magic, then you must try to cast as many spells as possible in each Magic phase, leaving the enemy in ruin!

Wizards

In a magic-heavy army, you must invest your points in three separate categories: wizards, items or units that can cast bound spells, and items or units that boost your magic. As far as wizards are concerned, the simple solution is to buy a fourth-level wizard Lord and three second-level wizards. This grants you ten magic levels, but of course it means giving up on harder-hitting heroes. If you go for this extreme solution, you really need to protect your wizards and/or make sure you use your spells to incinerate any enemy unit that gets too close.

Bound Spells

Next, you'll want to equip your characters with as many bound spell items as you can. These are precious tools, because they are reliable and will be a drain on dispel dice from your opponent's pool. If a unit has a special rule that allows it to use a bound spell (like Horrors or Treemen), or can carry a banner or other item that does the same, make sure you include those too. The more spells you can cast, the faster the enemy defences will crumble.

Boosting items and units

The simplest form of help your wizards will need is more power dice. Anything that adds dice to your pool is very useful, allowing your mages to cast more spells or more powerful ones. However, the humble power stone is always excellent for springing surprises on the enemy, who may have naively concluded that your spell barrage was over for the turn because you run out of power dice!

Another vital kind of magical trinkets are those that protect the caster from the effects of Miscasts, such as the Bretonnian Potion Sacre. If you have one such item in your arsenal, make sure your Wizard Lord does not leave home without it, as rolling a double 1 on the miscast chart for your 400 points master conjurer might jeopardise your tactic just a trifle.

Another good trick is to give your Lord a good steed, which allows him to move to the best position to use his spells and get him out of harm's way quickly if the enemy is after him. The only drawback of this tactic is that, against missile-heavy enemies, you'll have to be careful not to expose your Wizard Lord too much.



The unit of Chariots has moved to threaten the flank of the Orc Boyz, and will charge them in the Magic phase, cancelling their rank bonus!



It is a good idea to deploy your Wizards with your war machines, giving them 360 degrees line of sight and a good position overlooking most of the battlefield.

How to attack?

There are many different ways of using your magic-heavy army, and often this is strongly influenced by what race you are playing. Some races are better at zapping the enemy to ashes (Tzeentch, Dark Elves, Skaven), while others have more subtle forms of magic, that tend to waylay and disrupt their foes or boost their own troops instead (Wood Elves, Ogres, Khemri).

The more aggressive, magic missile types of spell often go well with a missile-heavy army, with the idea of destroying the enemy at a distance with a double bombardment of ranged weapons and spells. The tricksy, unit-enhancing type of magic is better with close combat-oriented armies, allowing you to set up traps and get your troops in a position to charge the exposed flanks of the confused enemy.

One piece of advice, however, is true regardless of what magic you are employing: Try to establish complete magical superiority as early as possible. Concentrate your attacks on the enemy wizards – If you manage to eliminate them in the early stages of the game, possibly before they even have a chance of using their dispel scrolls to confound you, the end game will see your sorcerers squash the enemy almost completely unopposed. Cue evil laughter...

Most Balanced Magic Award

The concept of a "Most Balanced" army is perhaps a contradiction in terms, but if I had to choose I'd probably assign it to the High Elves, because each one of their Mages can choose any of the Magic Lores from the Rulebook, plus their own (very good) High Magic list. Unbeatable!

Balanced Magic

An army with a balanced amount of magic is going to look like something in between the two extremes discussed earlier, and is the most commonly encountered type of army.

Taking four levels of magic in a force is a good idea, either as a single Wizard Lord or as two second-level wizards.

I believe the latter option to be the best, as it spreads the risk instead of putting all of your eggs in one basket. Also, Wizard Lords normally have a worse Leadership than other characters of the same rank, and therefore make worse army generals.

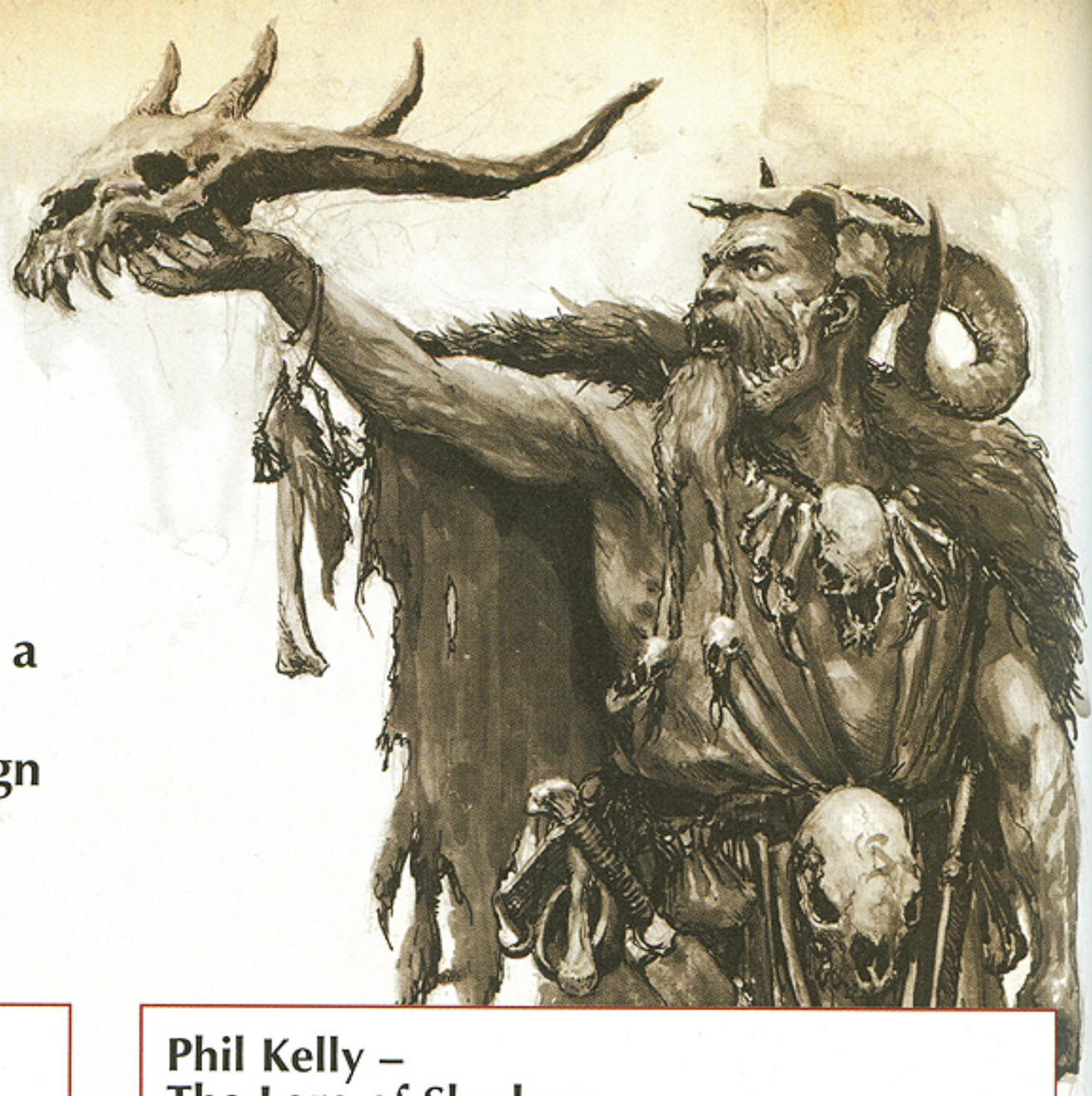
If you equip both of your second-level mages with a dispel scroll and an offensive magic item (either a bound spell or a magic booster, as discussed before), they will offer you decent defensive capabilities, and four levels of offensive magic. All this will probably set you back less than 300 points, and will leave you free to field a solid warrior as your general, with points to spare.

Of course, there as many variations on the theme of balanced magic as there are players out there, and you must experiment to find which amount of magic works for you and your army. Some people like to play with a single second-level wizard. Others prefer six levels, and so on, in any of the possible combinations offered by a 2000-point Warhammer army.

The benefit of balanced magic is in its flexibility, allowing you, on the one hand, to put up a good fight against magically superior enemies, while on the other hand enabling you to do a considerable amount of damage to unprepared foes. And if you meet another army that has more or less the same amount of magical firepower, the Magic phase will result in an interesting, delicate equilibrium.



The Lores of Magic



For some races, choosing the right magical Lore for the job is integral to a successful battle plan. Several Warhammer players around the Design Studio offer their thoughts on their favourite Lore.

Mat Ward – The Lore of Death.

The Lore of Death is split 'twixt two roles: "zap" and "dismay". On the zap side, you've got two magic missiles, one caster-based area of effect spell and another pseudo-magic missile that has no targeting restrictions. For dismay, you can make one of your units cause fear or apply a whopping great -3 Leadership to an enemy unit. The best thing about the Lore of Death is that it's easy to cast – its top end spell is only a 10+!



Empire Amethyst Wizard.

Phil Kelly – The Lore of Shadow

The Lore of Shadow has two movement spells, and canny movement is the key to winning games of Warhammer. A particular favourite of mine is Steed of Shadows, allowing a high-strength character to fly into combat with an enemy war machine, chariot or exposed hero, or getting your wizard into position to unleash the Crown of Taidron. The real peach is Unseen Lurker – clever use of this spell allows a unit to slam into the opponent's battle line and maybe even carry the game.



Empire Grey Wizard.

Pete Foley – The Lore of Metal.

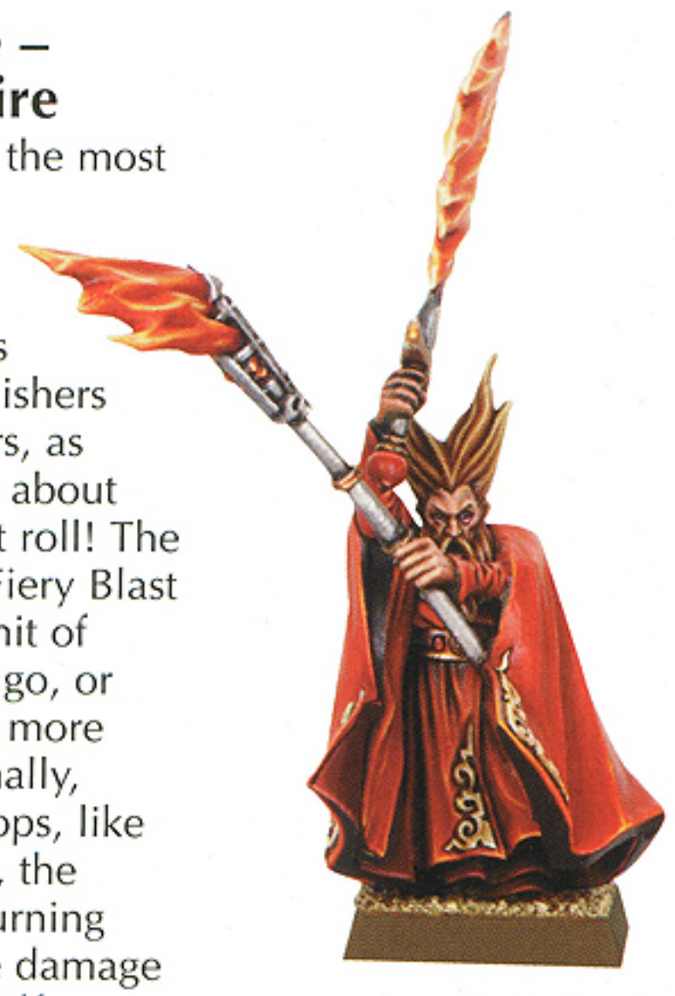
The Lore of Metal is my first choice when it comes to selecting spells for my Empire Battle Wizards. The Rule of Burning Iron is one of the most potent level 1 spells, ideal for picking out enemy characters, while Transmutation of Lead significantly hampers your opponent's close combat abilities, making the versatility of this Lore its big selling point. Against armies that have a lot of heavily armoured troops, you will find that wizards of this Order are worth their weight in... well, Gold!



Empire Gold Wizard.

Gavin Thorpe – The Lore of Fire

The Lore of Fire is the most straightforward lore to use – it's all about causing damage! Fireball is great against skirmishers and lone characters, as wizards don't care about modifiers to the hit roll! The more devastating Fiery Blast can annihilate a unit of skirmishers in one go, or strip a rank from a more numerous unit. Finally, against low-Ld troops, like Goblins or Skaven, the Panic tests from Burning Head can do more damage than the missile itself.



Empire Bright Wizard.

Jervis Johnson – The Lore of Heavens

A Heavens wizard has two functions. With re-rolls on offer from Portent of Far and Second Sign of Amul, the first role is to support other units, giving them better chances of hitting or using Celestial Shield to protect them against enemy missile fire. The second role is more offensive – Comet of Casandora is awesome against armies that like to stand and shoot. There's nothing like an approaching comet to make handgunners and crossbowmen miss a turn of firing while they move out of the way!



Empire Celestial Wizard.

Mark Latham – The Lore of Beasts

This lore contains my all-time favourite spell: The Bear's Anger, which requires only a 4+ to cast, yet can transform even the lowliest Level 1 wizard into a combat monster. However, the great joy of this Lore is not in its combat-boosting capability, but in its variety. It contains two potent Magic Missiles, a spell that allows one of your units to automatically rally, one that makes your cavalry go faster, and one that makes the enemy's cavalry freeze in fear – truly the Lore for all seasons!



Wood Elf Spellweaver.

Adam Troke - The Lore of Life

From the destructive power of Master of Stone to the disruption capabilities of Mistress of the Marsh it is extremely rare to roll up spells from this Lore which you can't use during a game. Life magic is perfect to complement your army's strengths. Keeping your infantry alive as they charge across the battlefield by calling the Howler Wind, or rescuing a wounded hero with the Gift of Life are just two of the many ways that the elements can help you to victory.



Bretonnian Damsel of the Lady.

Christian Byrne – The Lore of Light

Light magic encompasses spells from the obligatory magic missile, to sorceries that support the army as a whole. For instance, Healing Energy can restore a lost wound to a friendly model, including the wizard himself. Dazzling Brightness reduces the weapon skill of enemy models to 1, giving basic troops such as Empire Militia a fighting chance against elite opponents. Finally, Guardian Light makes all units within 12" immune to psychology – invaluable when charged by fear-causing troops.



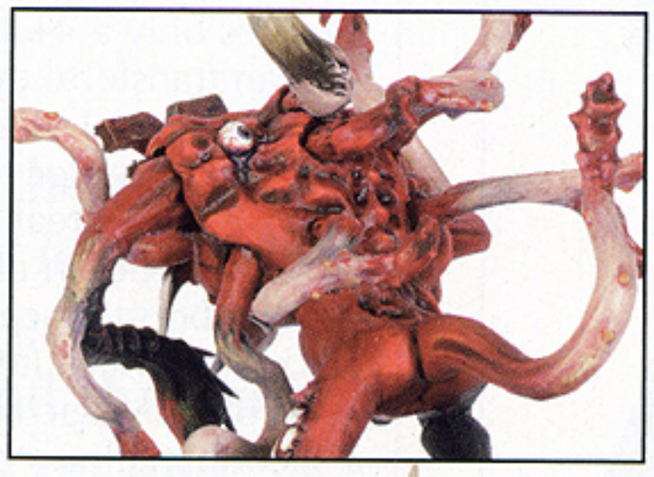
Empire Light Wizard.



MODELLING WORKSHOP

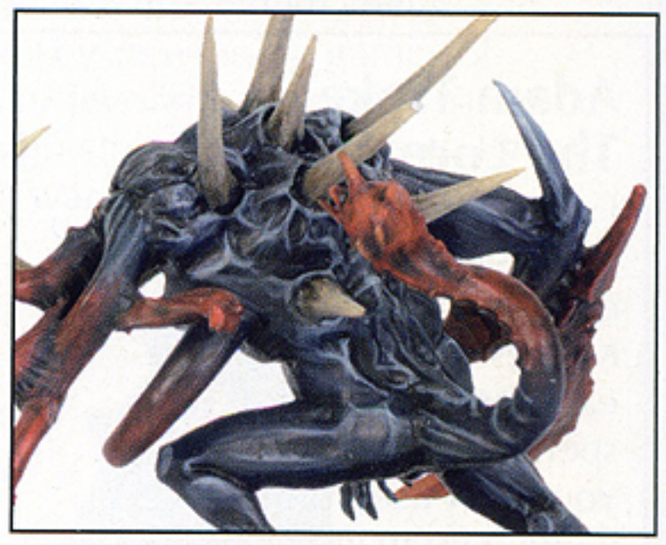
CHAOS SPAWN

A Chaos Champion has three fates: Daemonhood, death in battle or, most dreaded of all, to become a mindless Spawn. The new Spawn kit allows you to create the latter option.

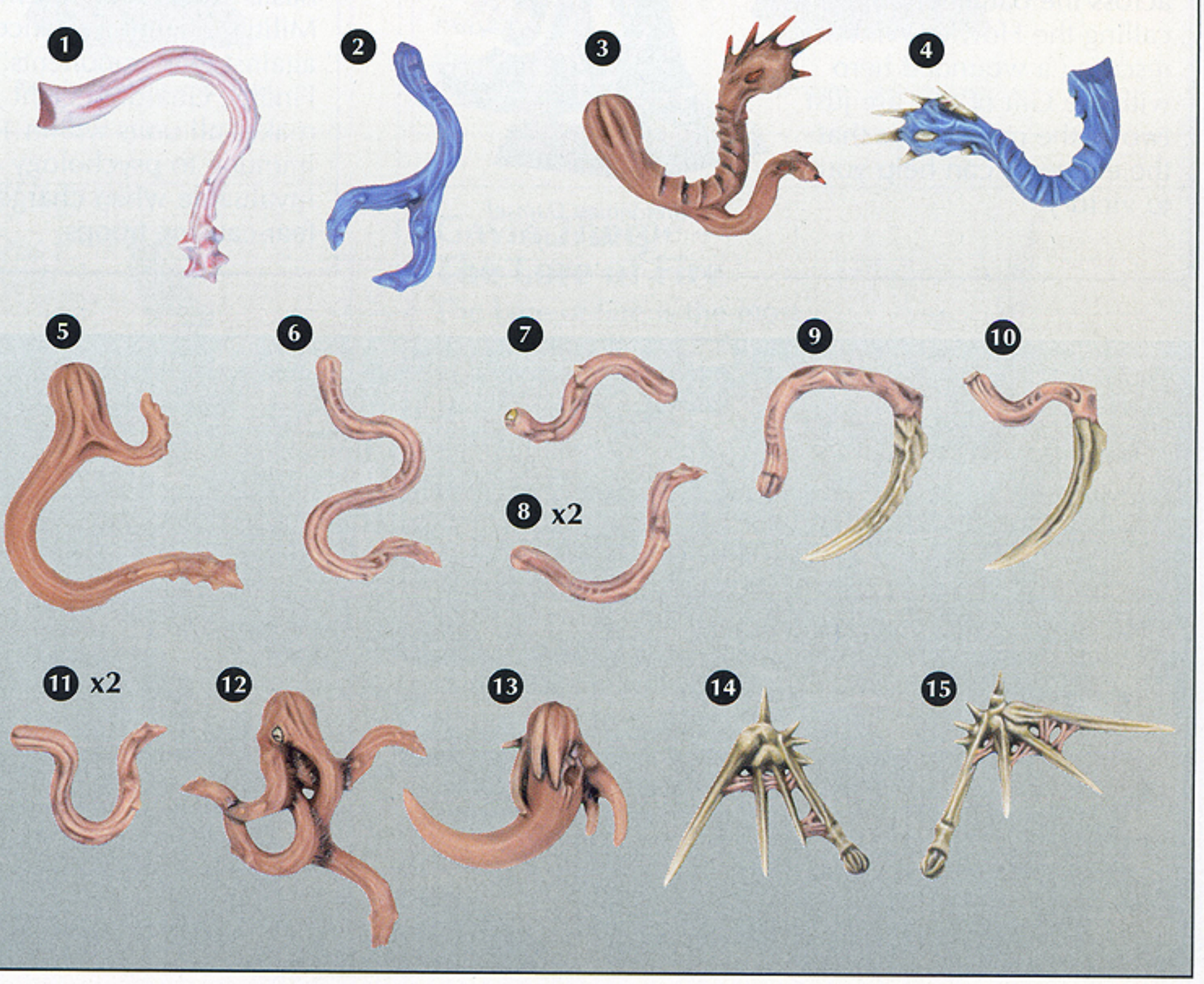








Chaos Spawn Components



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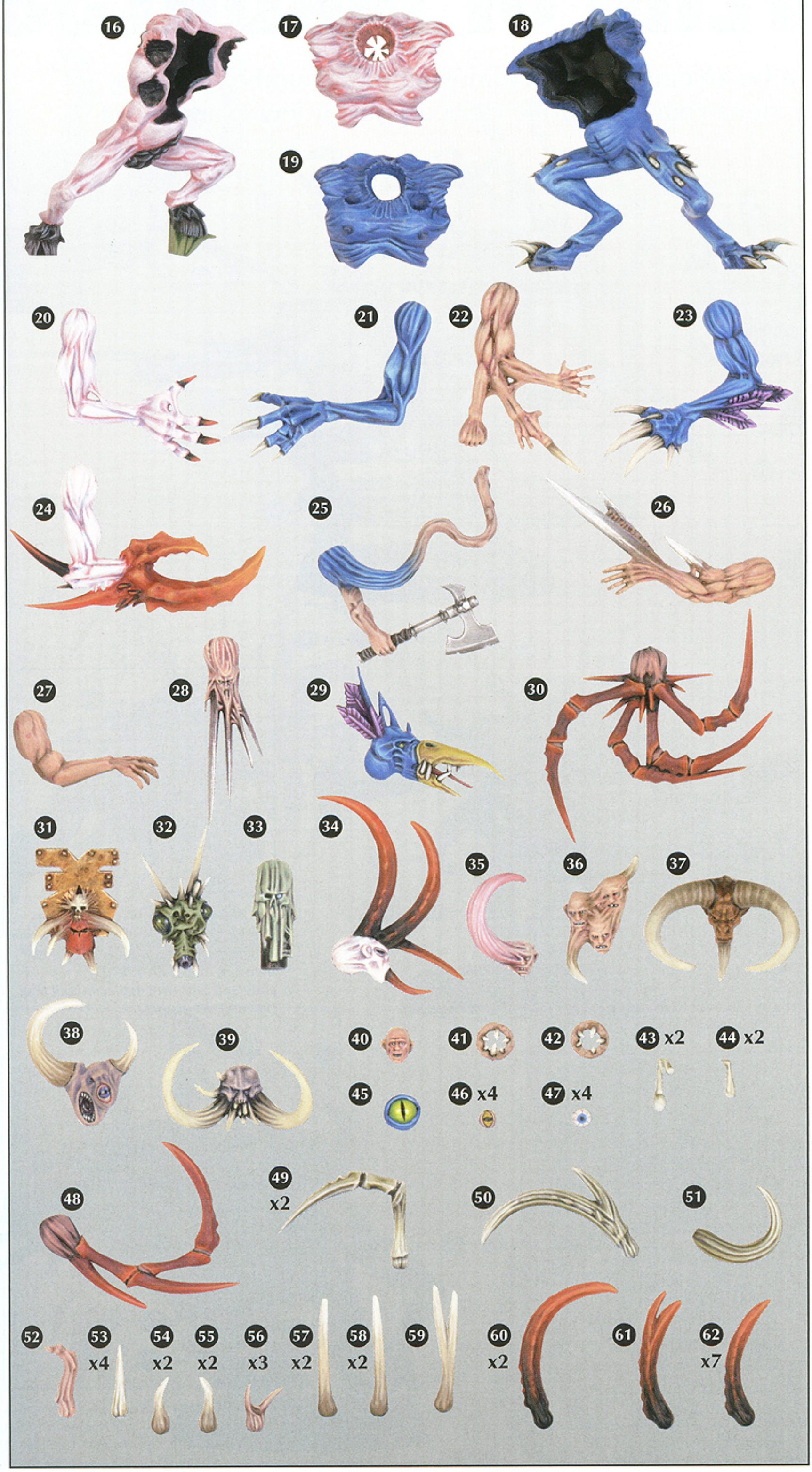
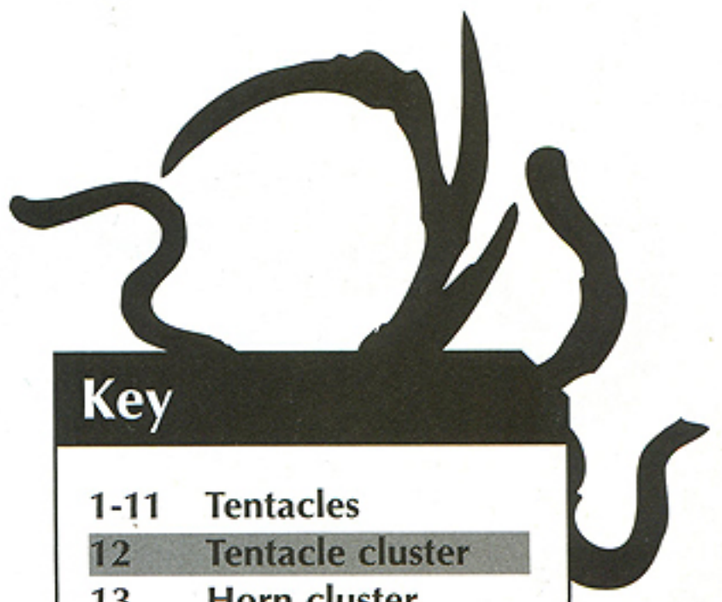
As you can't have failed to notice by the tentacles, beaks. eyes and other appendages adorning these pages, there's a new Chaos Spawn kit out. In this month's Modelling Workshop we take a closer look.

Chaos Spawn Components (continued)





Key

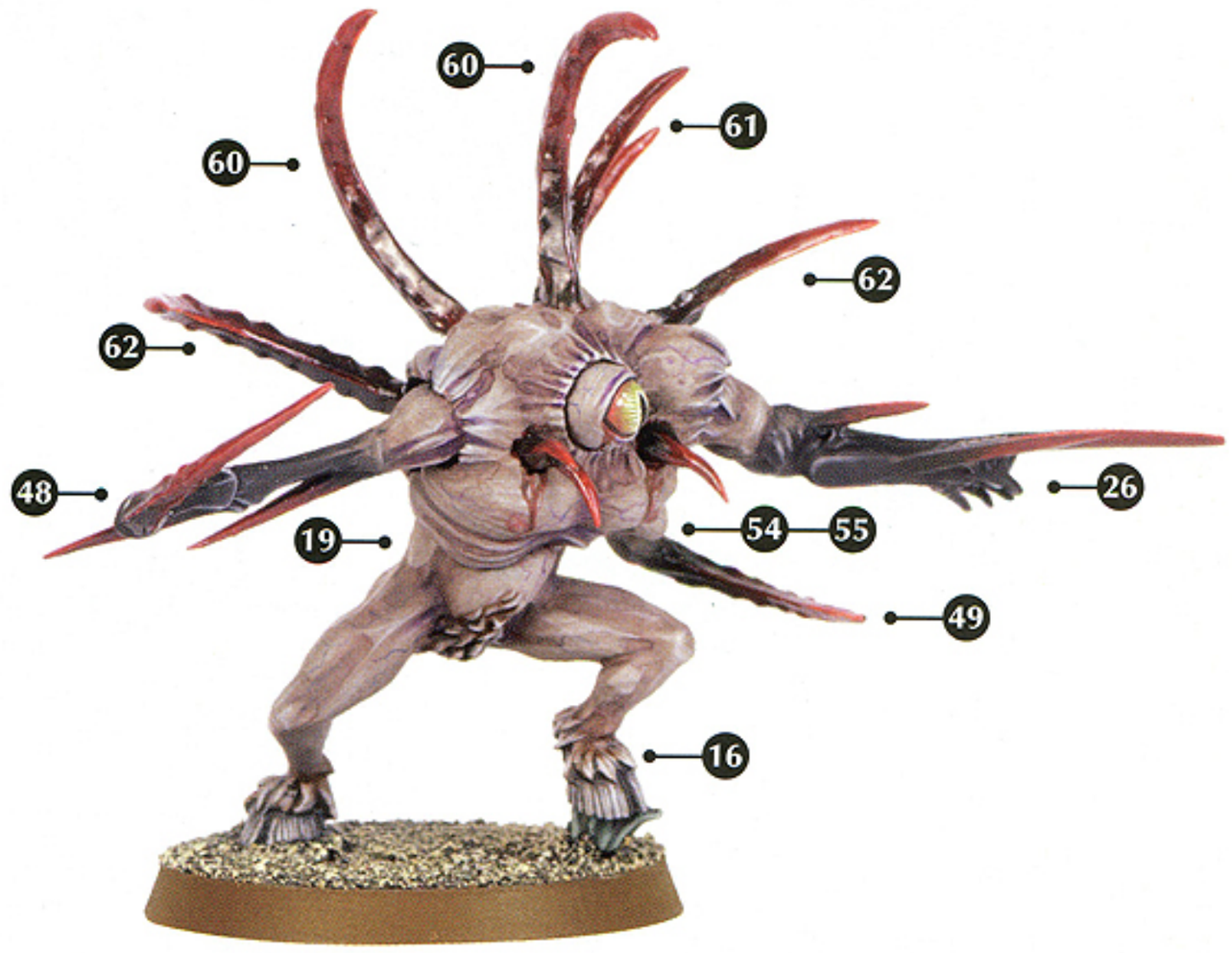
1-11	Tentacles
12	Tentacle cluster
13	Horn cluster
14-15	Spiny wings
16-19	Spawn bodies
20-21	Large arms
22	Triple arms
23	Feathered arm
24	Claw arm
25	Tentacle hybrid
26	Bladed arm
27	Humanoid arm
28	Bladed head
29	Bird head
30	Arachnid legs
31	Khorne head
32	Fly head
33	Elongated face
34	Spined head
35	Horned head
36	Triple head
37	Beast head
38	Freakish head
39	Tusked head
40	Human head
41-42	Fanged maws
43-44	Venom droplets
45	Large eyeball
46	Eyeball with eyelid
47	Eyeball
48	Large mandible
49-50	Mandible
51	Horn
52-62	Spines

MONSTERS OF MADNESS

The new Spawn kit can be assembled in an almost endless number of ways, creating some unique, monstrous creatures. Here are just a few examples of what you can achieve.



▲▶ *This beast has many razor-sharp spines erupting from its back. It spies out its victims with a single, bulbous eye.*



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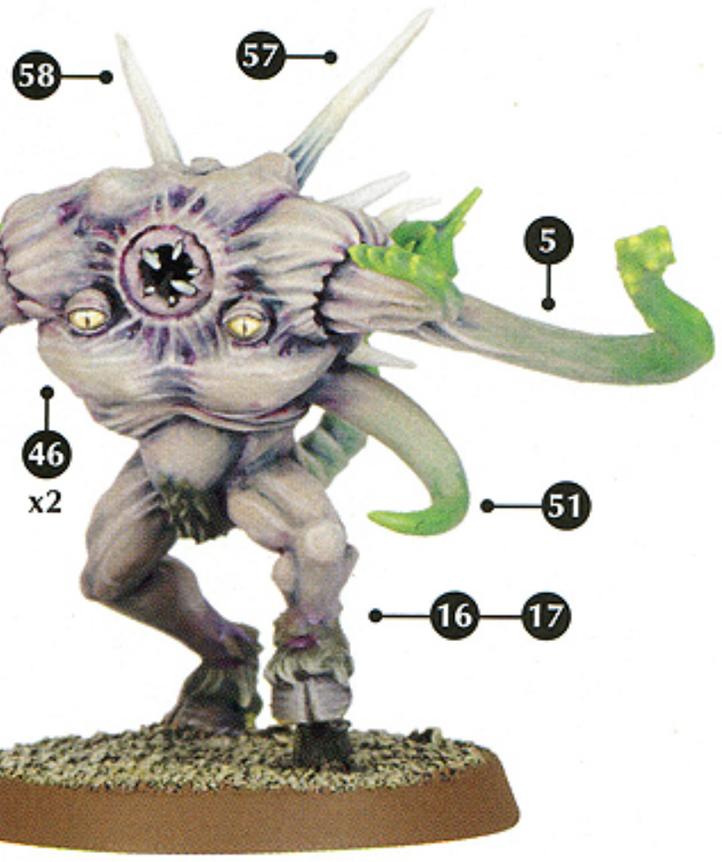
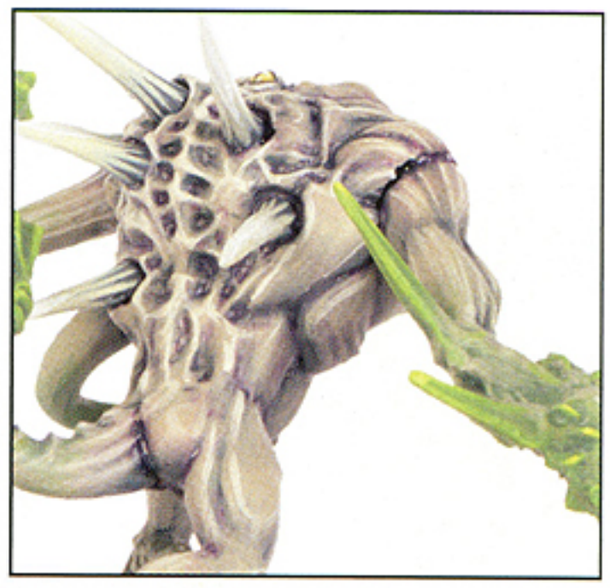
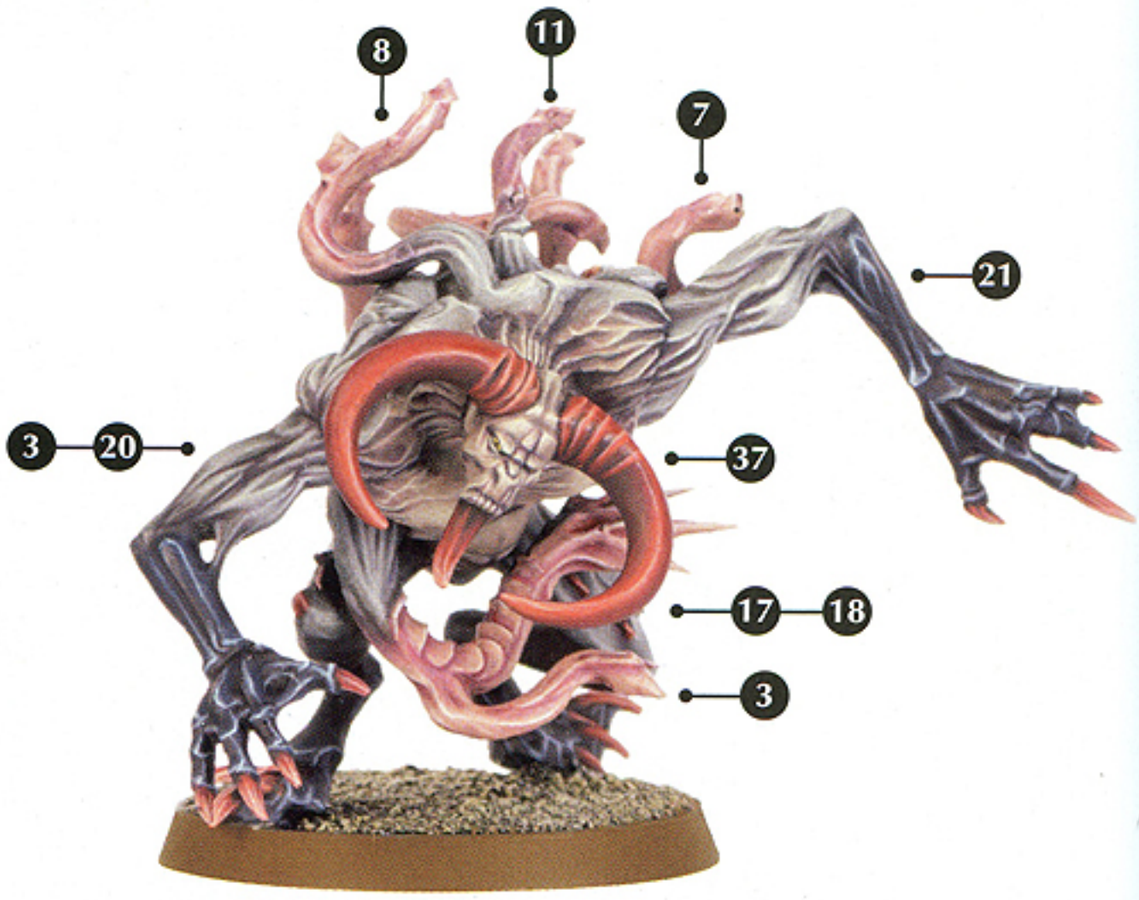




◀▲ *The spine-encrusted beast shown here is armed with a deadly, crab-like claw and withering tentacles that drag prey into its gaping maw.*



▲▶ *You cannot sneak up on this tentacled monstrosity, as it has eyes in its back! The bestial head gores its victims, while the massive arms club the unfortunate foe to death.*

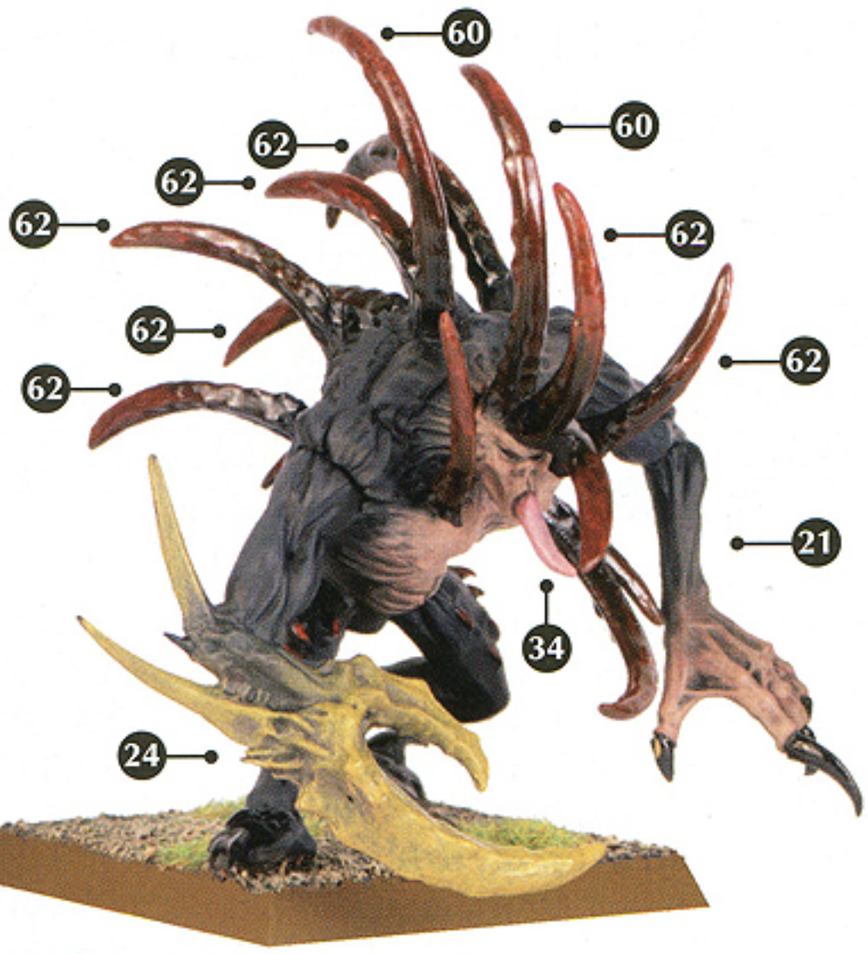


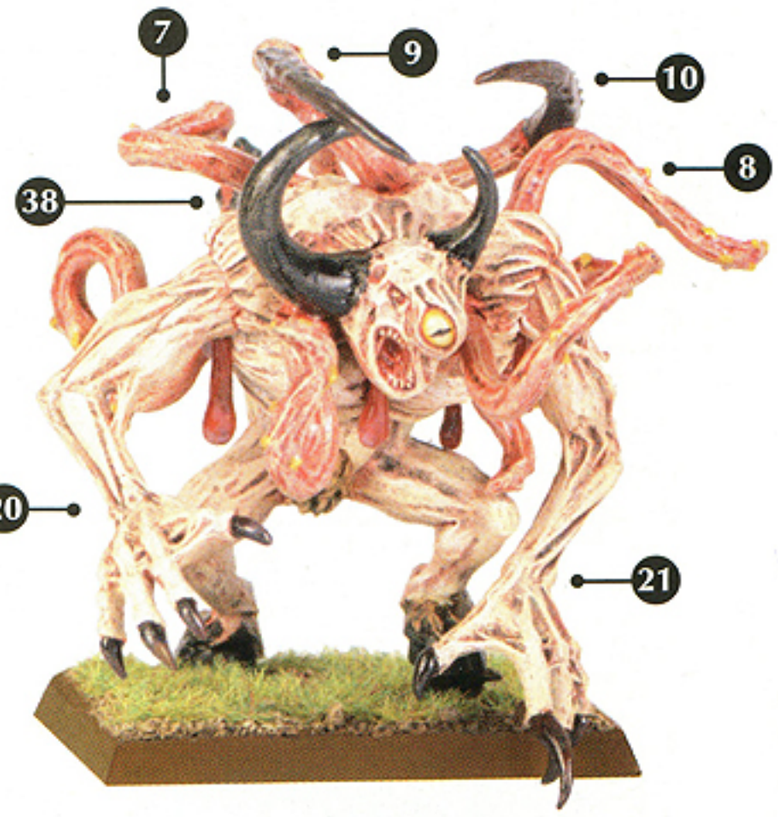


▶▲ *This Chaos Spawn makes use of all the large spines from the kit, creating a deadly, barbed appearance.*

▶ *This pallid, sickly creature is covered in venom sacs, serving to imbue its numerous claws and tentacles with virulent poison.*













▲ *This red, insectoid Spawn is covered in many limbs, claws and mandibles. On its back are two superfluous, atrophied wings.*

CHAOS SPAWN TACTICS

There's nothing better than a reliably gribbly monster that won't stop chomping your opponent's troops until it's dead as a doornail. Phil Kelly and Gav Thorpe look at how to use these hideous brutes in your games.

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TOP 5
Chaos Spawn Targets

1 Lone Wizards

Low Toughness, lightly armoured, expensive; and they taste great!

2 Big units of cheap infantry

Night Goblins, Empire State Troops, Skaven Clanrats, Gnoblars.

3 Lightly armoured troop units

Slayers, Orc Boyz, Witch Elves.

4 Fear-causing Undead

Zombies, Skeletons, Spirit Hosts, Dire Wolves.

5 War Machines and their crew

Cannons, Mortars, Bolt Throwers, Hellstorm Rocket batteries.

Phil Kelly: **Unbreakable troops are invaluable in Warhammer. It doesn't matter one jot to a Chaos Spawn whether it is fighting two adversaries or two hundred – that weirdly pulsating hunk of Chaos nastiness will keep on fighting just the same.**

Go get 'em

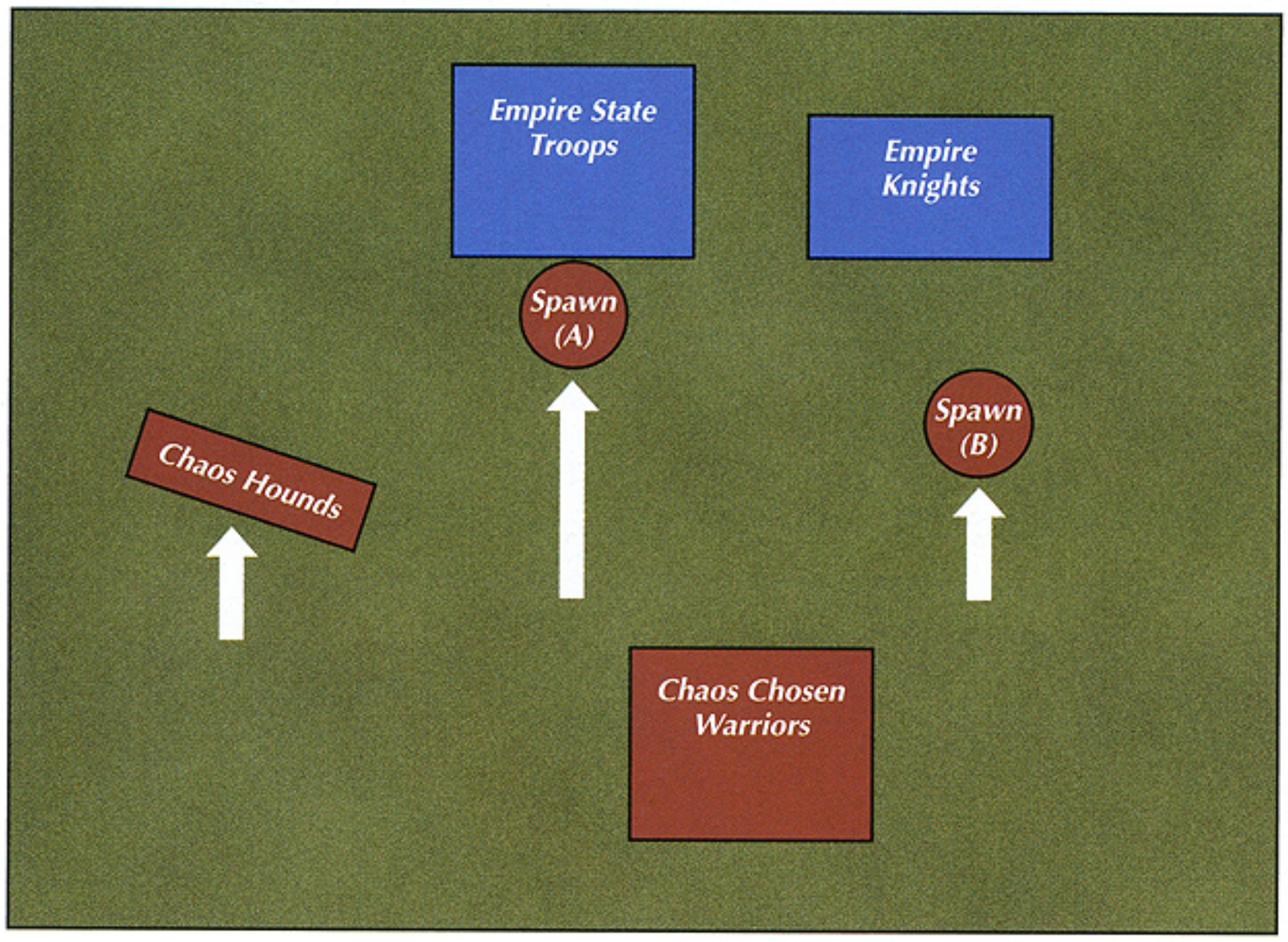
Unbreakability is the key to using Spawn effectively. Though they move randomly, try to deploy them so they are opposite an enemy unit that you wish to tie up in close combat – they'll get there in the end. Though Spawn pack one hell of a statline they are, in essence, fantastic "nuisance troops". By this I mean they are a great way to tie up, smack down, redirect, and generally annoy your opponent's prize unit whilst the rest of your force picks and chooses its fights. Lots of Chaos players like to use their Spawn to secure a flank, throwing their hideous pets forward with abandon safe in the knowledge that the Spawn will never fail a panic test, run from a Terror-causing enemy or back down from a fight. In the meantime they can send in their Chaos Warriors and Knights, safe in the knowledge that Mr. Gribbly is protecting them from being flanked by the enemy's more numerous units.

Fetch!

Another way to use Spawn is to give them a mission, such as "eat that fella in the big hat", and send them on their way. Wizards are a great target for Spawn, though with a bit of luck a Spawn can chomp down pretty much any type of character. Their mighty D6+1 S4 (S5 for Bloodbeasts) Attacks are more than enough to deal with weakling wizards, up to and including Wizard Lords, and magic-users make great targets because they are rubbish at fighting back. Spawn cannot be Challenged, so the Spawn get to attack pretty much whoever they like. The best thing is that even if the Spawn doesn't manage to eat his magical main course he won't be running anywhere, so will get another go next turn. And the turn after that...

More where that came from

Having a betentacled nightmare slopping and shambling its way towards your characters and war machines is enough to give any player the willies. As a result, Spawn tend to attract a fair bit of fire, and may even be shot down in their prime before they even reach the foe. Believe it or not, this is a good thing! Whilst the enemy is obsessing about killing that Spawn he cannot afford to ignore, your elite troops are advancing in relative safety.



◀*The Chaos player has used his Spawn to stop his expensive Chosen Warriors being charged by the enemy. Spawn (A) has shambled forward making it into combat with the State Troops unit. Spawn (B) has not rolled high enough to make it into combat with the Empire Knights, but they have to kill the Spawn on the turn it charges, or else be counter-charged by the Chosen Warriors next turn. Whilst the enemy is locked in place, the Chaos player can outflank the Empire force with his Chaos Hounds.*

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Gav Thorpe: **Their unique attributes lend Chaos Spawn well to certain roles that nicely complement your Chaos Space Marines. Their low points costs in comparison to most other units in your army gives you an expendable model that can be used in a number of different ways.**

Deployment

Terrain is not really an issue for Chaos Spawn (see Movement, below), so you should deploy them in or behind cover to protect them from enemy fire. It is important to do this because Spawn are not so tough that they can walk through a hail of bolter rounds or lasgun fire. Of course, if you want your Spawn to attract the enemy's attention, you should place them somewhere a bit more obvious and threatening! Remember that Spawn aren't scoring units in missions such as Take and Hold and Cleanse; they have to get into close combat to score victory points.

Movement Phase

Spawn always count as moving through difficult terrain. This means there is no downside to actually moving though difficult terrain, so make use of cover as much as possible. Each unit of Spawn moves towards the nearest visible enemy – you can use an interposing unit (Rhinos work well for this) to ensure that your Spawn move towards the enemy you want.

Shooting Phase

In the Shooting phase don't forget that Chaos Spawn move D6 inches towards the enemy. Like their normal movement, this is unaffected by terrain and is made towards the closest visible enemy. As far as shooting is concerned, Chaos Spawn are best used as targets for the enemy. Firstly, they can be the closest target to the enemy, forcing them to pass a Leadership test before they can fire at other units in your army. Secondly, the threat of Chaos Spawn attacking can persuade your opponent to direct fire at them. Faced with multiple targets, all of which are potentially dangerous, the slightly more vulnerable Spawn often gets the enemy's vote!

Assault Phase

As beasts, Chaos Spawn double their assault distance, and so can potentially charge 12" into the enemy. This can be used to catch fast-moving units, light vehicles or squads lurking close to the table edge. Each Spawn has a random number of attacks – this makes units of three Spawn the most dangerous, as you reduce your chances of a bad roll. 3D6 Strength 5 Attacks are nothing to be sniffed at, even by power-armoured troops.

"We are talking about a monster that is S5, T5, Fearless and, most importantly, capable of moving 24" in a single turn!"

Alessio, the Spawn-pusher



◀*The Rhino prevents the Spawn from moving towards the Striking Scorpions, forcing it to scuttle towards the D-cannon battery instead.*

TOP 5 Chaos Spawn Targets

1 Heavy Support batteries

Eldar Support Weapons, Imperial Guard anti-tank squads, Ork Big Guns.

2 Lone Independent Characters

3 Fast but lightly armoured/ low Toughness units

Tyranid Gargoyles, Vespid Stingwings, Imperial Guard Rough Riders.

4 Light vehicle squadrons

Ork Warbuggies, Imperial Guard Sentinels, Tau Piranhas.

5 Basic infantry

Imperial Guard squads, Tau Fire Warriors, Eldar Guardians.

DESIGNER'S NOTES

Aly Morrison is one of the Citadel Design team's veterans, and was given the task of creating the new Spawn kit.



Aly has been sculpting Citadel miniatures for more years than he (or we) can remember. Other notable Aly models include the recent White Dwarf miniature.

Chaos Spawn models are notoriously difficult to create, but Aly had a plan...

"Our Chaos Spawn models in the past have either been set in one position, so you have to make the same model every time, or they have been a collection of bits lacking any kind of cohesion," says Aly. "What I wanted to achieve with this kit was loads of variety, while making sure that each model still had a sense of unity rather than just being a mass of random components."

Of course, the new kit is so diverse that if you want to go completely nuts then there is nothing stopping you. One of the great advantages of the kit is that there are so many components that you will always have some left over. These can be put to great use in other parts of your Chaos army.

> **"On Chaos Spawn, a leering face can appear anywhere."**
>
> **Aly, the Spawn-lord**

Aly's design brief was that the model had to look active and dynamic as though it was charging forward. This is why both lower bodies on the frame are bipedal. "I did start thinking about doing a three-legged component, but the legs and the torsos had to be interchangeable. Also, the three-legged mock-up looked a bit slow, and I wanted to keep the models dynamically posed."

Once Aly had a rough design for the bodies he mocked up loads of Chaos Spawn type appendages and put them in a tub by his desk with some adhesive putty.

Aly then conducted his own little market research experiment. "When people came by I got them to make up a Spawn with the bits. I took note of any recurring design themes," says Aly. This led him in the direction of using lots of spikes and blades. "I was heavily influenced by creations that people built by my desk – the trend seemed to be using lots of the same thing. So, lots of spikes on one model and lots of claws on another."

After working on and then spending many hours making different Chaos Spawn, some of which can be seen on this very page, what tips does Aly have? "Well, the most important thing is to find a theme. Don't let your model turn into a morass of components. So make a 'claw monster', an insectoid creature, or a many-tentacled blob – give it a subject."



How to make a monster

These three models are Aly's own warped creations.

1 This model is made up using various claws and insectoid parts. All the limbs are curved the same way, to give the model a sense of direction. It also lacks a head!

2 Spawn bits have been added to a plastic Chaos Terminator to make a bespoke Nurgle Champion.

3 The creature's head has been placed in the shoulder socket to give it a rather unsettling profile.





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WARHAMMER 40,000™

The new Huron Blackheart model has long been awaited by Chaos Space Marine players everywhere. We asked 'Eavy Metal's Fil Dunn to show us how he painted the tyrant.

HURON BLACKHEART

Huron Blackheart is the master of the Red Corsairs, the Tyrant of Badab, and one of the most fearsome scourges of the known galaxy. This mighty warrior leads his piratical followers in lightning raids from the anomalous area of space known as the Maelstrom.

The Red Corsairs' attacks are swift and well-orchestrated, though usually confined to stragglers or weak targets. When Huron himself leads a raid, the Red Corsairs are much more brazen. They have been known to attack well-protected convoys, relying on speed and overwhelming force to take their prizes before the attendant escorts can respond. By these means, the strength of the Red Corsairs grows, and the name of Huron Blackheart is whispered fearfully across a score of sectors.

This is the first time that Huron Blackheart has been represented by a dedicated miniature, and it is sure to become a centrepiece in many Chaos Space Marine armies. Fil Dunn of the Studio's 'Eavy Metal team takes up the challenge of painting this villain...

Preparing the Model

After cleaning up all the parts of the miniature with a hobby knife and a set of files, Fil prepared the three sub-assemblies for painting: the body, backpack and the Hamadrya. You might find it useful to attach the pieces to temporary bases while painting them to stop your fingers from coming into contact with the fresh paint job. Fil then undercoated all of the components with Chaos Black spray paint.





HURON



THE TYRANT'S CLAW



HAMADRYA

Black and Silver

Fil decided to begin with the black and metallic areas, using the principle of painting models "inside out". By painting all the recessed areas first, Fil could ensure that neatness was maintained throughout the painting process, and that the messy parts of the model were done before any other areas were started.

Step 1



Step 2



Step 3



Black Armour



Basecoat. *Fil doesn't start highlighting the black undercoat, but instead applies a very dark grey basecoat.*



Shade. *A very thin, 1:1 wash of Black and Brown Inks adds shading and warmth to an otherwise cold area.*



Highlight. *Codex Grey is used as an edging highlight, which also enhances the chipped and damaged armour plates.*



Final Highlight. *The dramatic Fortress Grey highlight will seem less extreme when the rest of the model is finished.*

The Tyrant's Claw



Basecoat. *The Chaos star is a distinctive feature of the model, so neatness is essential to preserve its form. If you go wrong, black out the area with thinned-down Chaos Black.*



Shade. *The Black Ink wash may darken the colour too much. If so, "reset" the base colour by painting thinned-down Mechrite Red over the raised areas.*



Highlight. *Once a strong Blood Red mid-tone is achieved (see right), paint the first highlights on the edges of the detail. This needs to be quite extreme, so use a fine brush!*

Final Highlights. *The finest highlights are actually built up in layers, adding increasing amounts of Elf Flesh to Blazing Orange, then finishing off with pure Elf Flesh.*

Painting Red

The distinctive red power armour helped earn Huron's Astral Claws Chaos Space Marines their Red Corsairs moniker. Painting a rich red can often prove tricky; this is Fil's favoured method.

Step 1

Red Armour
Basecoat of Mechrite Red.



▶ The red basecoat is painted on very carefully, avoiding the metal details in the recesses.





Step 2

Red Armour
Shaded with watered-down Black Ink.



▶ The very thin wash is applied all over the red areas, darkening the overall colour.





Step 3

Red Armour
Paint up to Blood Red with thinned layers of Blood Red.

▶ Fil finds it best to build up a strong colour by applying several thin coats of Blood Red rather than one thick coat.



Red Armour Highlight
Lines of Blazing Orange are added around edges of the armour.

Step 4

Red Armour Highlight
Increasing amounts of Elf Flesh were added to Blazing Orange for the final highlights.



▶ *Elf Flesh is a great colour to use for highlighting red, as it provides a natural tone without being too pink.*



Painting Gold

The classic contrast to red armour on a Chaos Space Marine is gold, and Huron's armour is no exception. Fil likes to make clever use of colour theory and non-metallic colours when painting gold; little extra touches that really lift the finish of a model.

Step 1

Gold
Basecoat of 2:3 mix of Scorched Brown and Shining Gold.

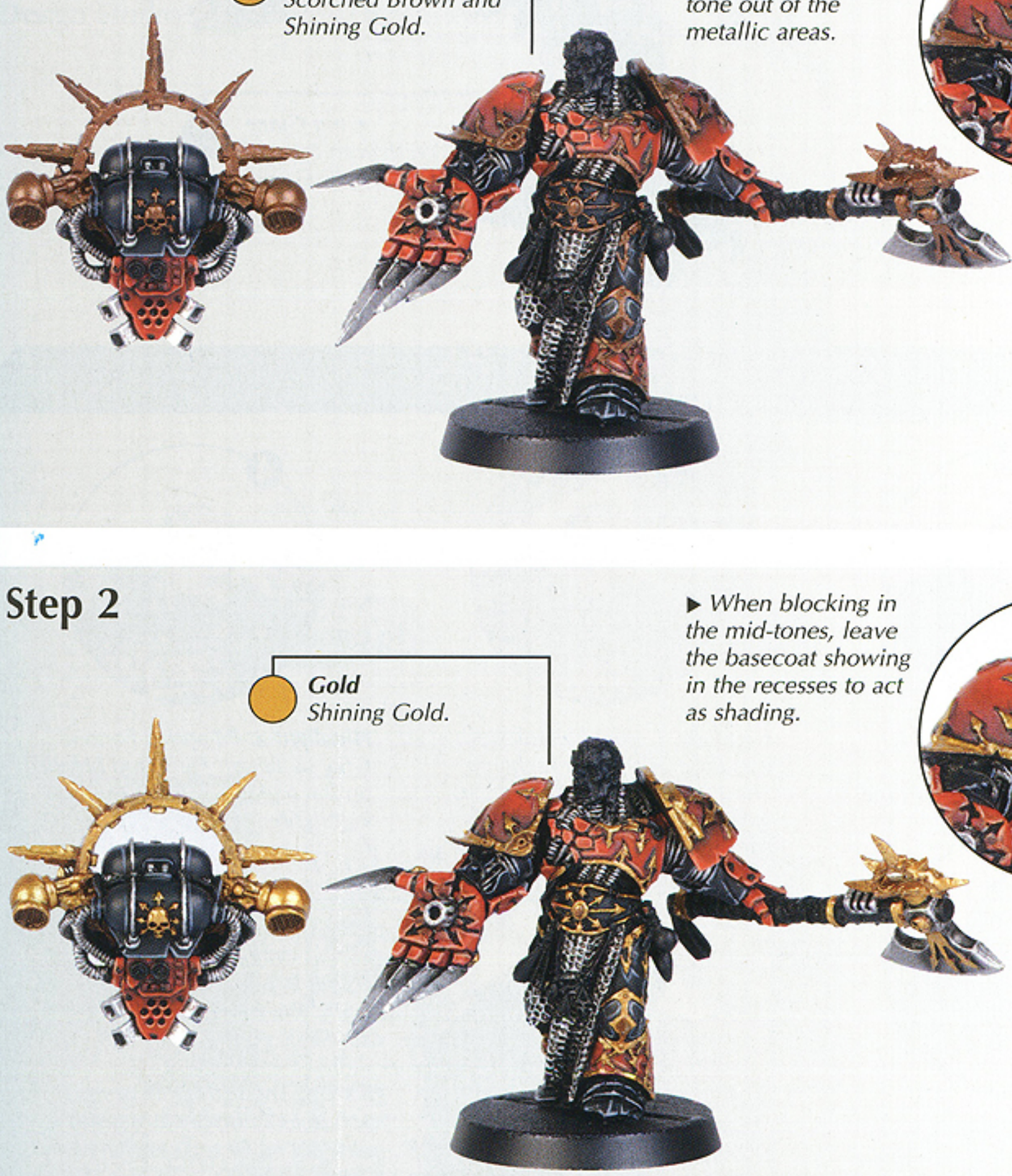


▶ *Mixing Scorched Brown into the gold basecoat takes some of the bright yellow tone out of the metallic areas.*



Step 2

Gold
Shining Gold.



▶ *When blocking in the mid-tones, leave the basecoat showing in the recesses to act as shading.*



Continued over the page ▶▶

Gold Decoration



Basecoat. *Fil painted the gold decoration with a flat coat of Shining Gold mixed with Scorched Brown.*



Shade. *Shining Gold was applied over most of the decorative areas.*



Highlight. *A controlled shading wash of Brown Ink was applied to the recesses. Fil also washed selective parts with Purple Ink.*



Final Highlights. *Fil mixed a small amount of Mithril Silver into Shining Gold for the first highlights, dinks and scratches.*



Final Details. *Fil used pure Mithril Silver to highlight the sharpest edges. Finally, he applied a glaze of Dark Angels Green to mute the tone.*

Top Tip

Framing

When painting Huron, Fil concentrated on one area at a time, finishing each completely before moving onto the next. Using the "inside out" method, Fil should technically have started with the face, but he chose not to.

When painting faces onto a black-undercoated model, the surrounding contrast is very dark, making it harder to judge how light the face should be. A black frame gives the illusion that the flesh tones are lighter than they actually are.

Fil therefore waited until he had painted the brighter reds and golds – framing the face – before beginning this important part of the model. The result is a lighter finish than he would otherwise have achieved.



Step 3

Gold Shade
Shade with Brown Ink.



▶ *Paint the ink wash into the deepest recesses rather than washing the entire gold area.*



Step 4

Gold Highlight
Add increasing amounts of Mithril Silver to Shining Gold.



▶ *With a fine brush and a steady hand, apply a silver/gold mix to the sharpest edges of the gold trim.*



Gold Glaze
Wash with thinned Dark Angels Green.

Huron's Face



Basecoat. *Fil started with a smooth, even basecoat of Scorched Brown.*



Mid-tone. *Fil then used a 4:1 mix of Tallarn Flesh and Scorched Brown as a mid-tone.*



Highlight 1. *Pure Tallarn Flesh was used as the first highlight. The exposed skull was painted with a 1:4 mix of Graveyard Earth and Skull White.*



Highlight 2. *Fil added Fortress Grey to Tallarn Flesh and blended up the highlights. The skull was highlighted with Skull White.*



Shade 1. *The skull was given a thin wash mixed from Brown Ink and Chestnut Ink.*



Shade 2. *The deepest recesses were washed with a 3:2 mix of Regal Blue and Purple Ink.*



◀ ***Details.*** *The bionic eye was painted Goblin Green. The other eye was dotted in using a 2:1 mix of Skull White and Bronzed Flesh. Finally, the teeth were picked out with Skull White.*

Fil's Tip: *The highlights weren't applied as smoothly as usual, representing Huron's withered and scarred visage.*

Painting the Hamadrya



Basecoat. *Fil painted the skin of the Hamadrya with a flat coat of Tausept Ochre.*



Shade. *A wash mixed from equal parts Magenta and Purple Inks was applied to the recesses.*



Highlight 1. *The first highlights were made by adding Bleached Bone to Tausept Ochre.*



Highlight 2. *Fil added Fortress Grey to the previous highlight mix and layered it on.*



Highlight 3. *The final highlights were created by adding a little Skull White to the mix.*



Spots Basecoat. *The spot pattern was painted along the spine in Liche Purple.*



Details. *Fil painted the teeth with Bleached Bone, and the eyes with Warlock Purple.*



Final Details

The Huron model is tremendously detailed, covered in vials, gems and bionics. Fil picked out these details last of all, before assembling the model and basing it to match the Design Studio's Chaos Space Marine army.





▲ *The faces of the dials were painted Skull White, with a small section of Blood Red.*



▲ *Fil mixed a little Skull White to Mithril Silver for the edge of the blade, and the dinks and scratches.*



▲ *The striped pipes were painted Iyanden Darksun, before Chaos Black bandings were applied.*



▲ *The rocks were basecoated Codex Grey. The sharp edges of the facets were highlighted with Fortress Grey.*

Potion Vials



Basecoat. *The lower portion of each vial was painted Orkhide Flesh, terminating in a straight line.*



Highlight 1. *Goblin Green was added to Orkhide Flesh to make a blended highlight. The "liquid" is lightest at the top.*



Highlight 2. *Fil applied "blink points" (reflective highlights) with Skull White, before giving the vials a coat of 'Ardcoat.*

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Sunday 23rd September 2007

National Exhibition Centre (NEC), Birmingham



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DIRECTORY

Everything you need to get involved in the Games Workshop hobby community!

FRONTLINE

The Events Diary 102-105

Events Calendar
Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Club Information
Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information 106-113

Games Workshop Hobby Centres
Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

Store Listings
All the Games Workshop stockists in your area listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Club Listings
The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Store and Club Focus
Find out exactly what's going on in your area. This month we look at Games Workshop Livingston who will be celebrating their Official Opening soon!



Direct Sales Orders
Due to popular demand we will not be removing the "collect while you wait" Direct Sales service offer from the Warhammer World store. This was originally noted in White Dwarf 331 news.

We apologise for any confusion caused.

Ordering Direct 114-119

Games Workshop Direct
The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

Chaos Space Marines Miniatures
This month's releases for the Chaos Space Marines are just the tip of the iceberg. Check out the other great models in the range.

Advance Orders
Order the newest miniatures now – so new they're not even out yet! Order next month's models today, and have them dispatched as soon as they are available.

THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.



Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

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

- 1st November WD338 (Feb)
- 1st December WD339 (Mar)
- 1st January WD340 (Apr)

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organised by Games Workshop PLC.

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

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Event Profile: Dark Stars

On May 19th and 20th, 113 Warhammer 40,000 players arrived at Warhammer World to take part in this year's Dark Stars campaign: Where Angels Lie. James Milne was there to see it all happen.

Dark Stars is Warhammer World's annual story-driven campaign weekend for Warhammer 40,000 which provides an alternative to the high-stakes gameplay of Grand Tournaments by focusing on developing a great story instead of finding a champion.

And it shows. Wandering around the hall as the players set up their armies for the opening Border Patrol skirmish of the weekend I notice at once the different approach to army-building that campaign weekends encourage. Far from the custom-built powerhouse armies you expect to see at a tournament, many of these armies look like they've come straight from the battle lines on a kitchen table, and there are plenty of oddities on display, such as old plastic Goff Orks, that speak volumes about the players and their bits boxes. They haven't gathered here to win gaming awards or painting trophies, they've come to have fun, and so far they seem to be having success in this regard.

The opening battles quickly reach their bloody conclusions, and the players head to Bugman's bar for some quick refreshment while the volounteer storytellers prepare to brief the army commanders on the coming conflict. I manage to infiltrate the Dark Angels briefing, and learn that they have located one of the Fallen on the planet. The players gather together, and in true Space Marine fashion, take stock of their available forces, and decide how best to divide their strength in order to achieve their objectives. Their search for the Fallen brings them into conflict with the Imperial Guard, but it is an acceptable loss as far as the Dark Angels are concerned, and the players head over to the gaming tables to find hapless Guard victims to play against. It's up to the players to decide who plays against who, making for a more free-form event than the Grand Tournaments.

Managing the Dark Angels storyline is Mark Warple, a veteran gamer and volunteer from the Sad Muppets GCN club. 'It's important to develop a feeling of being part of a story – that's what this event is all about', he says, '(Events Organiser) Brian will quite often call on guys from the GCN to help out, and we're always happy to do it, we've enjoyed these events in the past, and it's good to be able to give something back'. Looking around, I can see that Mark is right, everyone at the event, from organisers to volunteers, to the players themselves, is contributing to the emerging storyline, which is written as the campaign progresses, and to the atmosphere and enjoyment of the event as a whole.

Campaign weekends are regular, Games Workshop organised events. The next campaign weekend, Dark Stars for Warhammer 40,000, is on 17th-18th May at Warhammer World.



Online Resource

The campaign pack for this season's Dark Stars event, Where Angels Lie, is still available to download from the Games Workshop website.

Useful for future reference, you can even use this pack to help plan your own campaign events that you can then play with friends, in Hobby Centres or with your local gaming club.

http://uk.games-workshop.com/campaignweekends/assets/where-angels-lie-pack.pdf

Council of War

Between games, players learn from their appointed storytellers how the campaign has unfolded thus far and plan their next assaults accordingly.



www.games-workshop.co.uk/events

Event Calendar

What's on, when and where: All the events for the next two months are listed here.



WARHAMMER
GRAND TOURNAMENT

HEAT 1
- 6th-7th October 2007

HEAT 2
- 3th-4th November 2007

HEAT 3
- 17th-18th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

www.games-workshop.co.uk/events



THE LORD OF THE RINGS STRATEGY BATTLE GAME
GRAND TOURNAMENT
coming January 2008...

This Month

1st The Second Tyrannic War

Date: 1st-2nd September
Venue: Warhammer World, Nottingham
Details: Before the Imperium could fully recover from the first terrible war against the dreaded Tyranids a new, more terrible hive fleet, codenamed *Kraken* by the Ordo Xenos, swept across the eastern fringe of the galaxy, attacking Imperial settlements and the Iyanden Craftworld.

You will need a 1,500 points Imperial, Eldar or Tyranid army and a 750 point Combat Patrol or Boarding Party (see campaign pack for details).
Tickets are £45 and include six games over the weekend as well as lunch and dinner on the Saturday and a Sunday lunch.
Contact: events@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk

1st Forgotten Heroes

Date: 1st-2nd September
Venue: 11 Hillside Crescent, Edinburgh
Details: The Edinburgh League of Gamers proudly present their inaugural 1,999 point tournament. Contact the Edinburgh League of Gamers for accommodation details.
Tickets: £15 and includes lunch on both days
Contact: leagueofgamers-owner@yahoogroups.co.uk
Website: http://www.black-lion.co.uk/societies/elg

9th The Lord of the Rings 500 Tournament

Date: 9th September
Venue: Wakefield Hobby Centre
Details: Take part in a The Lord of the Rings 500 Tournament and compete in four battles to find the champion of Middle-earth. You will need a 500 point War Party using Legions of Middle-earth. Tickets cost £10.
Contact: Wakefield Store – 01924 369431

13th Gobstyks 10th Anniversary

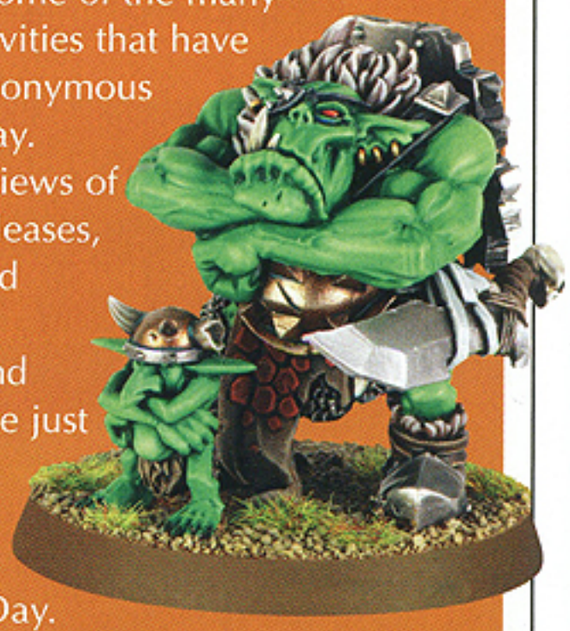
Date: Thursday 13th September
Venue: Gobstyk's Gaming Club, Lincoln
Details: Running from 6pm-10pm, Gobstyk's would love to hear from past members who have moved on. Full details on the website.
Website: www.gobstyks.co.uk

EVENT SPOTLIGHT

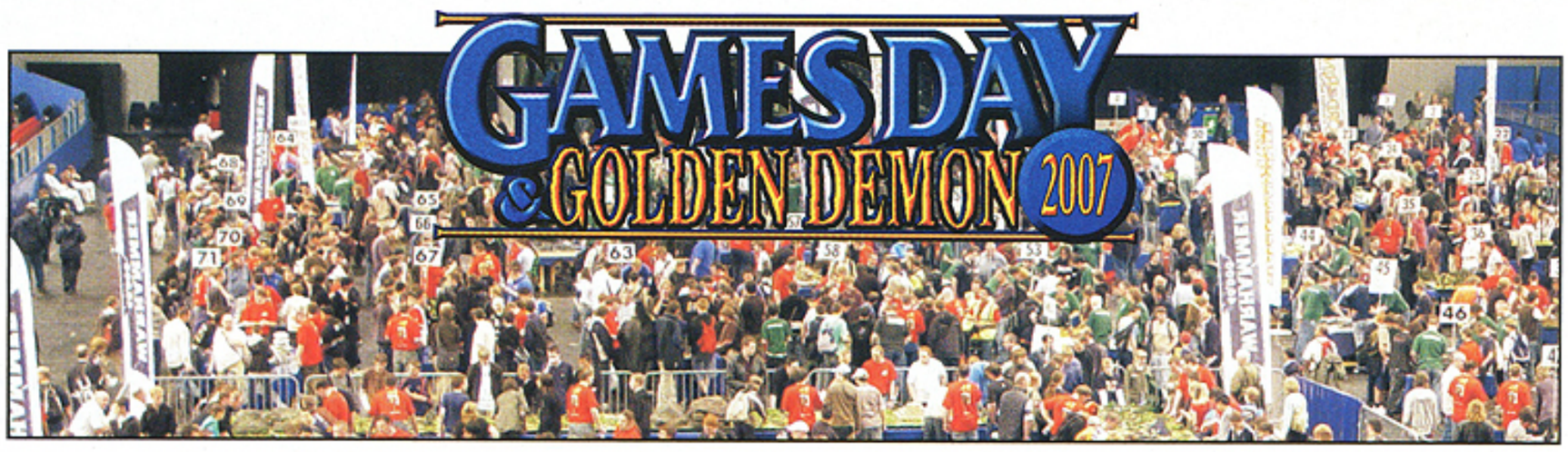
23rd Games Day 2007

Date: Sunday 23rd September, 2007
Time: 10am to 4pm
Venue: Birmingham National Exhibition Centre NEC
Details: Games Day is Games Workshop's premier event in the world. It is our largest promotion and a day designed to highlight the size, splendour and excitement that is our hobby. Each year, excited hobbyists from across the world attend this one-day event in their thousands, eager to come together in celebration of the hobby and participate in some of the many games and activities that have all become synonymous with Games Day.

Sneak previews of forthcoming releases, guest studio and Black Library personalities and mega-battles are just some of the many activities on offer at this year's Games Day.



Tickets: £25 (£32 with exclusive Games Day miniature).
Contact: Direct – 0115 91 40000
Website: www.games-workshop.co.uk/gamesday



Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Next Month

6th HEAT 1 Warhammer Grand Tournament

Date: 6th-7th October
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

13th HEAT 1 Warhammer 40,000 Grand Tournament

Date: 13th-14th October
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

19th Warhammer Teams Tournament

Date: 19th October
Venue: Wakefield Hobby Centre
Details: Team up with your friends to overcome all challenges. You must use your skill and judgement to not only win your battle but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? To take part you will need a 1,500 point army.
Tickets: £30 for a team of 4.
Contact: Wakefield Store – 01924 369431

21st Warhammer Doubles

Date: 21st October
Venue: King and Queen Pub, Brighton
Details: Hosted by the Brighton Warlords gaming club, this Warhammer Doubles Tournament is limited to just 48 places so book early to avoid disappointment. If you are interested and wish to attend please contact the orgainsers direct.
Contact: Peter Cooke – 07974 094240
peter.cooke423@yahoo.com
d_purkiss2000@yahoo.com



GRAND TOURNAMENT

HEAT 1
- 13th-14th October 2007

HEAT 2
- 10th-11th November 2007

HEAT 3
- 25th-26th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

www.games-workshop.co.uk/events

This November

3rd HEAT 2 Warhammer Grand Tournament

Date: 3rd-4th November
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events

4th Cry of War

Date: 4th November
Venue: Hassocks Hotel, West Sussex
Details: Brighton and Clayton Warlords would like to present Cry of War. Please check the website for more information.
Contact: Roger Smith
roger_gs_smith@hotmail.com
Website: www.brightonandclaytonwarlords.com

10th HEAT 2 Warhammer 40,000 Grand Tournament

Date: 10th-11th November
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.
Contact: Hobby Specialists – 0115 91 40000
Website: www.games-workshop.co.uk/events



DOUBLES TOURNAMENT

www.games-workshop.co.uk/events

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All the Games Workshop stores, stockists and clubs at your fingertips



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Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

You can find your local store online with our Store Finder:

www.games-workshop.co.uk/storefinder

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

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 have a Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

Free painting & 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!

Free gaming & tactics advice

All our staff are experienced gamers (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 beginners programme

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, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

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Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

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Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244655

BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
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LUTON, Ottakers:
Tel: 01582 486999

CRANFIELD, Wargames Workshop:
Tel: 01234 757878

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Tel: 0118 959 8693

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Tel: 01372 751881
GW GUILDFORD:
Unit 1, 9/12 Tunsgate, GU1 3QT
Tel: 0148 345 1793
GW WOKING:
Unit 3 Cleary Court, GU21 6HJ
Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 685160
CATERHAM, Modeller's Loft:
Tel: 01883 341 818
COULSDEN, Taylors Toys and Sports:
Tel: 0208 666 00710
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
EPSOM, Ottakers:
Tel: 01372 742 533
EPSOM, Treehouse Toys:
Tel: 01932 252 272
FARNHAM, Darkstar:
6Tel: 01252 820 324
OXTED, JH Lorimer Ltd:
Tel: 0208 656 6625
PURLEY, JH Lorimer Ltd:
Tel: 0181 660 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123
REIGATE, The Toy Shop:
Tel: 01737 245 300
WALTON ON THAMES, Treehouse Toys:
Tel: 01932 252 272

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions, BN1 1HW
Tel: 0127 320 3333
GW CRAWLEY:
11 Broadway, RH10 1DX
Tel: 0129 355 2072
GW EASTBOURNE:
13 Terminus Road, BN21 3QL
Tel: 0132 364 1423
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727
BURGESS HILL, Kid's Stuff:
6Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
EASTBOURNE, Phantasia:
Tel: 01323 723 388
EAST GRINSTEAD, Martells of Sutton
Tel: 01342 321303
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Gentle Gallery:
Tel: 01403 258 567
HORSHAM, Ottakers:
Tel: 01403 268 088
SEAFORD, Big Kids Toy Shop:
Tel: 01323 899 099
ST LEONARDS ON SEA, Silverhill Models and Toys
Tel: 01424 431 133
STEYNING, Gentle Gallery:
Tel: 01903 812 933
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398
WORTHING, KC's Games Shop:
Tel: 01903 237 983

TYNE AND WEAR AREA

• GW NEWCASTLE (Central):
Unit 6A, Newgate Shopping Centre, NE1 5RE
Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade (near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950
GATESHEAD: HobbyCraft
Tel: 0191 482 7410
GOSFORTH, Kid
Tel: 0191 285 8877
NEWCASTLE, Fenwick Ltd:
Tel: 0191 232 5100
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196
WHITLEY BAY, Alan's Model Shop:
Tel: 0191 253 3682
WHITLEY BAY, T&G Allan:
Tel: 01912 531 564

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, CV1 1LL
Tel: 0247 622 7311
GW LEAMINGTON SPA:
32 Regent Street, CV32 5EG
Tel: 01926 435771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850

WILTSHIRE

GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
CALNE, SPS Stationery:
Tel: 01249 813 560
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SWINDON, HobbyCraft:
Tel: 0845 051 6551
SWINDON, Spot On Models:
Tel: 01793 522 098
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415

WORCESTERSHIRE

• GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza, WR1 2QS
Tel: 0190 561 6707
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
EVESHAM, Battle Honours UK:
Tel: 0138 645 875
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 092
STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872 800

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW
Tel: 0127 473 9430
GW DONCASTER:
26 High Street, Doncaster, DN1 3EG
Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade, HG1 1TT
Tel: 0142 356 4310
GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834
GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall (next to entrance near Boots), S9 1EN
Tel: 0114 256 9836
• GW WAKEFIELD:
96 Kirkgate, the Ridings Centre, WF1 1TB
Tel: 0192 436 9431
GW YORK:
13A Lendal, YO1 8AQ
Tel: 0190 462 8014
BARNSLEY, Janco Toys:
Tel: 01226 208654
BEVERLEY, Mayfair Toymaster:
Tel: 01482 862 777
BRIDLINGTON, Croppers:
Tel: 01262 677 727
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HALIFAX, Magazine World:
Tel: 01422 330 547
HUDDERSFIELD, Games Emporium:
Tel: 01484 532 838
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
KEIGHLEY, Conways Toymaster
LEEDS, Hobbycraft:
Tel: 0113 389 3020
NEWCASTLE UPON TYNE, Alan's Model Shop:
Tel: 0191 253 3682
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
OTLEY, Conways Toymaster:
Tel: 01943 462 065
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
SCARBOROUGH, Games Centre 2:
Tel: 01723 369444
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, A1 Sports and Toys:
Tel: 01757 705 115
SHEFFIELD, Wargames Emporium:
Tel: 01142 754 826
SHEFFIELD, Wargames Emporium Gaming Centre:
Tel: 01142 560487
WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213
WHITBY, Models and Movie Props Ltd:
Tel: 07973 540382
YORK, Fenwicks:
Tel: 01904 643322

WALES

GW CARDIFF:
31 High Street, CF10 1PU
Tel: 0292 064 4917
• GW NEWPORT:
25 Skinner Street, NP20 1HB
Tel: 0163 325 6295
GW SWANSEA:
53 Kingsway, SA1 5HQ
Tel: 0179 246 3969
CARDIGAN, Helm's Deep:
Tel: 01239 621 621
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 617 836
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
BRIDGEND, Joust for Fun:
Tel: 01656 767 680
CARMARTHEN, Good News:
Tel: 01267 237 789
CARMARTHEN, Hardings:
Tel: 01267 237 774
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
DOLGELLAU, Waterloo:
Tel: 01341 423 407
LLANDRINDOD WELLS, Corven Arts:
Tel: 08700 664 904
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118
MILFORD HAVEN, Foster Powell Ltd:
Tel: 01646 697 111
NEWPORT, HobbyCraft:
Tel: 0845 051 6540
PORTHCAWL, Game ltd:
Tel: 01656 784 428
PEMBROKE, Dragon Alley:
Tel: 01646 621 456
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
SWANSEA, West Coast Games Ltd:
Tel: 01792 533 464
TENBY, Clarice Toys:
Tel: 01834 843 493

SCOTLAND

• GW ABERDEEN:
Unit 1, 12-14 Upper Kirkgate, AB10 1BA
Tel: 0122 464 9779
GW AYR:
10 Arran Mall, KA7 1SQ
Tel: 0129 261 0673
GW BRAEHEAD:
115 Braehead Shopping Centre, Kings Inch Road, G51 4BN
Tel: 0141 885 9440
GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
• GW GLASGOW:
81 Union Street, G1 3QS
Tel: 0141 221 1673
GW LIVINGSTON:
26 Almondvale Centre, EH54 6NB
Tel: 01506 443256
ARBROATH, Haqs:
Tel: 01241 872195
BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586
BRECHIN, Gardiners:
Tel: 01356 622 265
CRIEFF, Happy Craft Company:
Tel: 01764 653706
CUPAR, The Nappy Pin:
Tel: 01334 653 160
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 731 116
DUMFRIES, Toytown:
Tel: 01387 264884
EAST KILBRIDE, DTS Models:
Tel: 01355 238 988

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EDINBURGH, Marionville Models:
Tel: 01313 177 010
ELGIN, Junner's Toymaster:
Tel: 0143 542 492
FORFAR, Haqs:
Tel: 01307 463263
FORT WILLIAM, The Granite House:
Tel: 01397 703 651
FRASERBURGH, Stevens Toymaster:
Tel: 01358 724059
GALASHIELS, Books Pluis:
Tel: 01896 752843
GLASGOW, Static Games:
Tel: 0141 552 9785
HADDINGTON, Model Mania:
Tel: 0620 825931
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
ISLE OF LEWIS, A D MacDonald and Son:
Tel: 0851 705 650
KILMARNOCK, Scotch Corner:
Tel: 01563 520 262
KINROSS, The Hope Chest:
Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
NORTH BERWICK, Laws Cycles:
Tel: 01620 890 643
ORKNEY, Mclennan-Toymaster:
Tel: 01856 877 788
PERTH, Millars Models:
Tel: 0173 856 1835
PETERHEAD, George Donald Ltd:
Tel: 01779 474 737
SHETLAND, Harrys Dept Store:
Tel: 01595 693 097
THURSO, Durrans:
Tel: 01847 893 169
TURRIFF, E Rae and Son:
Tel: 01888 562 610
WHITEHILLS, Kraft Kabin:
Tel: 01261 861155

NORTHERN IRELAND

GW BELFAST:
20A Castle Court, BT1 1DD (towards the back of the centre)
Tel: 0289 0233684
BALLYMENA, Camerons:
23 Broughshane St, Co Antrim
Tel: 028-25648821
BANBRDGE, Toymaster Banbridge:
Tel: 028-40622225
BANGOR, Replay Games:
97 High St, Co Down
Tel: 028-91452210
COLERAINE, Toymaster Coleraine:
7-11 Church Street
Tel: 028-70344444
ENNISKILLEN, Modellers Corner:
22 Darling St
Tel: 028-66322367
LISBURN, World of Wonder:
Riverside Ct./Young St.
Tel: 028-92669996
PORTADOWN, Toymaster Portadown:
8 Mandeville St
Tel: 028-35350889

INTERNATIONAL

ACCOUNTS

BULGARIA

SOFIA, Magic Worlds
1000, Slaveikov sqr.9
SOFIA, Moria
1303, Sredna Gora Str.133

CHINA

SHANGHAI, Zhanchui Store
Guangfu RD. 777
Tel: 86 21 52360900
SHANGHAI, Zark
427, DaNing The Life Hub, No. 2008

Croatia

OSIJEK, Land of Magic
31000, Merkator Centar, Gacka 10
Tel: 385 31 275 794
OSIJEK, Land of Magic
Pejaceviceva 5, 31000
Tel: 385 31 368 412
RIJEKA, Game Master
Krizaniceva 1c
Tel: 385 51 371 308
SPLIT, Land of Magic
Kralja Zvonimira 15, 21000
Tel: 385 21482249
VARAZDIN, Land of Magic
Kaciceva 5, 42000
Tel: 385 42200161
ZAGREB, Land of Magic
10000, Frankopanska 22
Tel: 385 14870077
ZAGREB, Land of Magic
10000, Radiceva 13
Tel: 38514923917

CYPRUS

NICOSIA, ANT Comics
Stoa Papadopoulou (Faneromenis) 181
Tel: 00 357 22 660384
NICOSIA, Megaland
8 Diagoras Av
Tel: 00 35 7224 56622
PAPHOS, Cyprus Crusade
Shop no 50, W Park Limnaria Village
Tel: 00 357 97649072

CZECH-REPUBLIC

BRNO, Cerny Rytír
Chládkova 1219/3, 61800, Brno
Tel: +420541214860
CESKE BUDEJOVICE, Chaotit
Tel: +420602489158
HARADEC KRALOVE, Knihkupectví Valhalla
Nákupní centrum Jitrenka, Karla IV 430, 50002, Hradec Králové
Tel: +420495522009
KOPRIVNICE, Magic
Stefánikova 1154,7422, Koprivnice
Tel: +420495522009
LIBEREC, Battle Games- Obchodní Pavilion
Prazská 10/11, 46001, Liberec I
Tel: +420777526154
OSTRAVA, Matrix (knihkupectví)
Hollarova 6, 70200, Ostrava - Moravská Ostrava x)
Tel: +420774 404 024
PRAHA, Ogrí Doupe
Mikulandská 4/122, Praha 1, 11000
Tel: +420224934811
PRAHA, Cerny Rytír
Za Porícskou Branou 21, 18000, Praha 8
Tel: +420222312461
PRAHA, Cerny Rytír
Za Porícskou Branou 21, 18000, Praha 8
Tel: +420222312461
VSETIN, Atlantis
Príkrá 42, 75501, Vsetín
Tel: +420571411697

FALKLANDS

STANLEY, Falkland Collectibles
The General Store,
Tel: 0050021174



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Greece

ATHENS, Action Hobbies
Cholargos
Tel: 0030 210 6564515

ATHENS, Fantasy Shop: Peristeri
Themistokleous 52 & Theokritou
Tel: 0030 210 5774344

ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6
Tel: 0030 210 6897396

ATHENS, Fantasy Shop
3 Septemvriou 65
Tel: 0030 210 8231072

ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannou 24B
Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Pagrati
Kononos 32-34
Tel: 0030 210 7560780

ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kryiakou 16
Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peiraias
Ypsilantou 116
Tel: 0030 210 4135757

ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45
Tel: 0030 210 3828877

ATHENS, Kaissa Amarousiou
Kondili 7
Tel: 0030 210 6141675

ATHENS, Kaissa Glyfadas
Xorikon 4
Tel: 0030 210 8982 057

ATHENS, Kaissa Halandriou
Doukisis Plakentias
Tel: 0030 210 6898485

ATHENS, Kaissa Kallidromiou
Kallidromiou8 & Ippohrtous 114 72,
Tel: 0030 210 366488

ATHENS, Kaissa Monokeros
Tritis Septemvriou
Tel: 0030 210 8813 990

ATHENS, Kaissa Neas Filadelfias
Dekelias 116a, 14341. N.Filadelfia
Tel: 00 30 210 9817944

ATHENS, Kaissa Neas Smirnis
El. Venizelou10, 17121
Tel: 00 30 210 9817944

ATHENS, Kaissa Pagratiou
116 34, Pl. Messologiou 2-4, Pagrati
Tel: 00 30 210 7218 318

ATHENS, Strategy Hall
Ipsiladous 116, Piraeus, 18532
Tel: 00 302104135757

CHANIA, Kaissa Chanion
73 100, 109 Kydonias St.
Tel: 0030 2821088996

CRETE, Fantasy Shop: Herakleion
Idomenes 2
Tel: 0030 2810 301312

HALKIDA, CD Corner
Miaouli 24
Tel: 0030 2221 087315

KALLITHEA, Fantasy Shop Kallithea
Irakleous 110a
Tel: 0030 210 959 2922

LARISA, Kaissa Larisas
Koumoundourou 22
Tel: 0030 2410 538555

MAROUSI, Battle Bunker
Diony sou 9
Tel: 0030 2102528738

NAFPLIO, Miniature Shop
21100, Andrea Flouda 9
Tel: 00 30 2752024884

PATRA, Fantasy Shop: Patra
Pantanassis 75
Tel: 0030 2610 221014

PATRAS, Kaissa Patras
Gounari & Sisini 24
Tel: 0030 2610625632

PERISTERIO, Kaissa Peristeriou
Ethnikis Antistaseos 85a, 121 35 Peristeri
Tel: 0030 2105786707

PIREUS, Dragons Eye Store
Fleming 42, Keratsini
Tel: 00302 106929169

THESSALONIKI, Kaissa Thessalonikis
546 22, Skra 4
Tel: 00 30 2310 257 397

THESSALONIKI, Underworld
Navarinou square 2 & Dimitri Gounari
Tel: 0030 2310 2401 93

VOLOS, Fantasy Shop
Glavani 98-100 & Galias
Tel: 0030 24210 28782

HONG KONG

HONG KONG, Fun Atelier
Shop 321, 3rd Floor, Hopewell Centre
Tel: 00 11 852 9162 8078

HUNGARY

BUDAPEST, Silverland
1036, Lajos u.40
Tel: 0036 12 504157

BUDAPEST, Trollbarlang
1065, Nagymezo u.29
Tel: 00 36 1 3213279

BUDAPEST, Trollbarlang Buda
1025, Torokvesz ut 87-91
Tel: 00 36 1 345 8469

MISKOLC, Deron
3530, Arany J. u. 11-13
Tel: 0036 46 411528

SZEKESFEHERVAR, Legendak Csarnoka
8000 Károly J. u. 7
Tel: 0036 70 3857926

SZEGED, Csillagveg
6722, Gogol u. 15
Tel: 0036 20 3571501

ICELAND

REYKJAVIK, Nexus
HVERFISGATA 1P03 125
Tel: 552 9011

INDONESIA

JAKARTA BARAT, Comics N Games
Mall Taman Anggrek lt3 no 329a
Tel: 021 5696-3855

JAKARTA SELATAN, Fantasy N Games
Jl Sultan Iskandar Muda No.7

SURABAYA, Fantasy N Games
97 Perack Barat Street
Tel: 031-600-50343

SURABAYA, Fantasy N Games
Taman Gapura Raya block A 12
Tel: 031-740-2475

ISRAEL

HAIFA, Kitaro
Haifa grand mall
Tel: 00972 48503232

HERZLIA, Freak
Sokolov 29
Tel: 00972 99589077

RAMAT HASHARON, Tapuah
OSISHKIN 33
Tel: 00972 35404713

RAMAT HASHARON, Tapuah Fantasy
Sokolov 30

TEL AVIV, Freak
Even Gevirol 60
Tel: 00972 36961826

TEL AVIV, Kitaro
Merkaz baalei Hamelacha 12a
Tel: 00972 36299320

MALAYSIA

KOTA KINABALU, Sabah, Just Wargame
1,Kg Inobong,Jalan Tambunan
Tel: 6013 - 865 5269

KUALA LUMPUR, Comics Mart
MidValley Megamall
Tel: 03 - 2287 0626

KUALA LUMPUR, MySciFiFan Outpost
2nd Flr, Cineleisure, Mutiara Damansara,
Tel: (6) 016 - 982 1506

PENANAG, Comics Mart
Neo Mart 03-06A Plaza Gurney
Tel: 04 - 226 2588

PETALING JAYA, Wolf's Game Shop
T1 L2 16, Amcorp Mall
Tel: 012 2599952

PETALING JAYA Selangor, The Games Circle
8 B , Jalan SS 22 / 25, Damansara Jaya
Tel: 6 016 - 451 0940

SHAH ALAM, SELANGOR, Dakka Dakka Games
31,Jalan Krystal L7/ LSeksyen 7
Tel: 6 017 -292 0525

MALTA

MALTA, Forbidden Power
83 Triq Misrah Il-Barrieri, Msida
Tel: 00356 21 227999

MALTA, K Hobbies Ltd
Mpesch Road, Fgura Pla 13
Tel: 00356 21 895423

PHILLIPINES

QUEZON CITY, Neutral Grounds
123 Tolentino Street
Tel: 00 11 63 2634 8982

POLAND

BIALYSTOK, Department Gier
ul. Legionowa 9/1, lok,.153, 15 - 281
Tel: 0048 857443360

BIELSKO BIALA, Gnom
ul. Szkolna 15, 43 - 300
Tel: 0048 33 8124686

BYDGOSZCZ, Empik DTC
ul. Gdanska 15

BYDGOSZCZ, Empik Galeria
ul. Fordonska 135

GDANSK, Empik Alfa
ul. Kolobrzeska 41B (CH Alfa),

GDANSK, Iskra
ul. Miszewskiego 16, 80 - 239
Tel: 0048 58 5201952

GDANSK, Spider Games
ul. Dywizjonu 303 nr.2, 80 - 462
Tel: 0048 58 551 93 33

GDYNIA, Empik Centrum
ul. Swietojanska 68, 85-055

GDYNIA, Futurex
ul. Waleriana Szefki 2d/b8, 81 - 572
Tel: 0048 58 7811180

JELENIA, Empik Góra
ul. 1-Go Maja 16-18, 85-739

GLIWICE, Game Station
ul. Boh, Getta Warzawskiego 12, 44-100
Tel: 0048 504 255 194

KATOWICE, Bard Centrum Gier
ul. Kosciuszki 8, 40 - 049
Tel: 0048 32 2571817

KIELCE, Sklep RPG Gracz
ul. Mala 12 (w bramie), 25 - 300
Tel: 0048 507013387

KRAKOW, Bard Centrum Gier
ul. Batorego 20/17, 31 - 135
Tel: 0048 12 6320735

KRAKOW, Empik Galeria
ul. Pawia 5 (CH-U Galeria Krakowska), 80-391

KRAKOW, FHU Smok
ul. Rozrywka 22/64, 31-419
Tel: +48 694514851

LODZ, 'Aik' Firma Ksiegarska
ul. Nawrot 8. 90-060
Tel: 0048 42 6398301

LODZ, Empik Manufaktura Empik Mega
ul. Karskiego 5 lokal M013M206, 58-500

LODZ, Gamelord
ul. Piotrkowska 101, 90 - 425
Tel: 0048 42 6311161

LUBIN, Balrog
ul. Grottgera 9, 59 - 300
Tel: 0048 602714813

LUBIN, Empik DTC
ul. Krakowskie Przedmiescie 40, 81-393

LUBIN, Krzys
ul. Kapucynska 6, 20 - 009
Tel: 0048 81 5322986

NOWY SACZ, Hobbit
ul. Jagiellonska 50a, 33 - 100
Tel: 0048 60 4133612

OPOLE, Hms II Computers
ul. Krakowska 26, 45 - 075
Tel: 0048 77 4547413

PILCHOWICE, Imperator FF
ul. Sadow 7, 44-145
Tel: +48 322356684

POZNAN, Bard Centrum Gier
ul. Sw. Marcina 41, 61-806
Tel: 0048 61 8538277

POZNAN, Empik Mega
ul. Ratajczaka 44, 31-154

POZNAN, Dom Gier
ul. Sw Trojcy 2, 61-477, Golf & Country Club
Tel: 00 48 616658300

POZNAN, Sklep Wilczek
ul. Zielona 1
Tel: 0048 61 503 652 888

PRUSZCZ GDANSKI, Fenris
ul. Orkana 1, 83 000
Tel: 0048 600 980 005

RZESZOW, Empik Plaza
ul. Rejtana 65 (CH Plaza), 35-959

SWIEBODZIN, Czempioni
Os. Poludniowe 39, 66 - 200
Tel: 48606229457

SZCZECIN, Empik Galaxy
Os. Wyzwolenia 18, 70-554

TORUN, Empik Copernicus
ul. Zolkiewskiego 15, (Galeria Copernicus), 87-100

TORUN, Sklep Papierniczy
ul. Szeroka 46, 87 - 100
Tel: 0048 56 6522593

WARSZAWA, Cytadela
Al. Komisji Edukacji Narodowej 98, 02 - 777
Tel: 0048 22 8552700

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Livingston Opening Party

Our new Livingston store is having an Official Opening Party on the 15th September! Coinciding with the release of the eagerly awaited Codex: Chaos Space Marines, there will be plenty of activities themed around these deadly servants of the Ruinous Powers including signings, Q&A sessions and painting competitions to keep you entertained.

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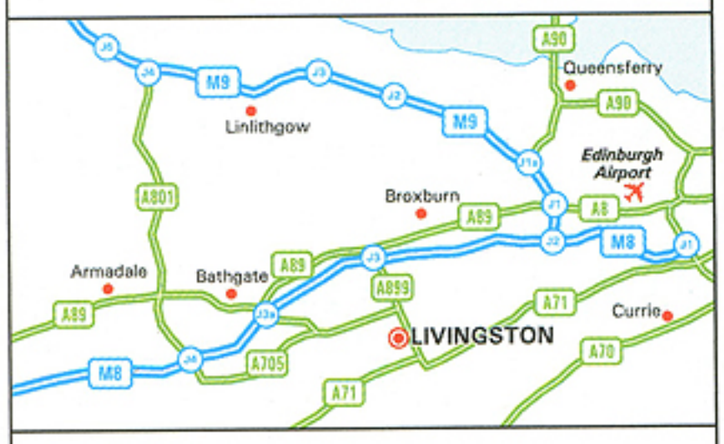

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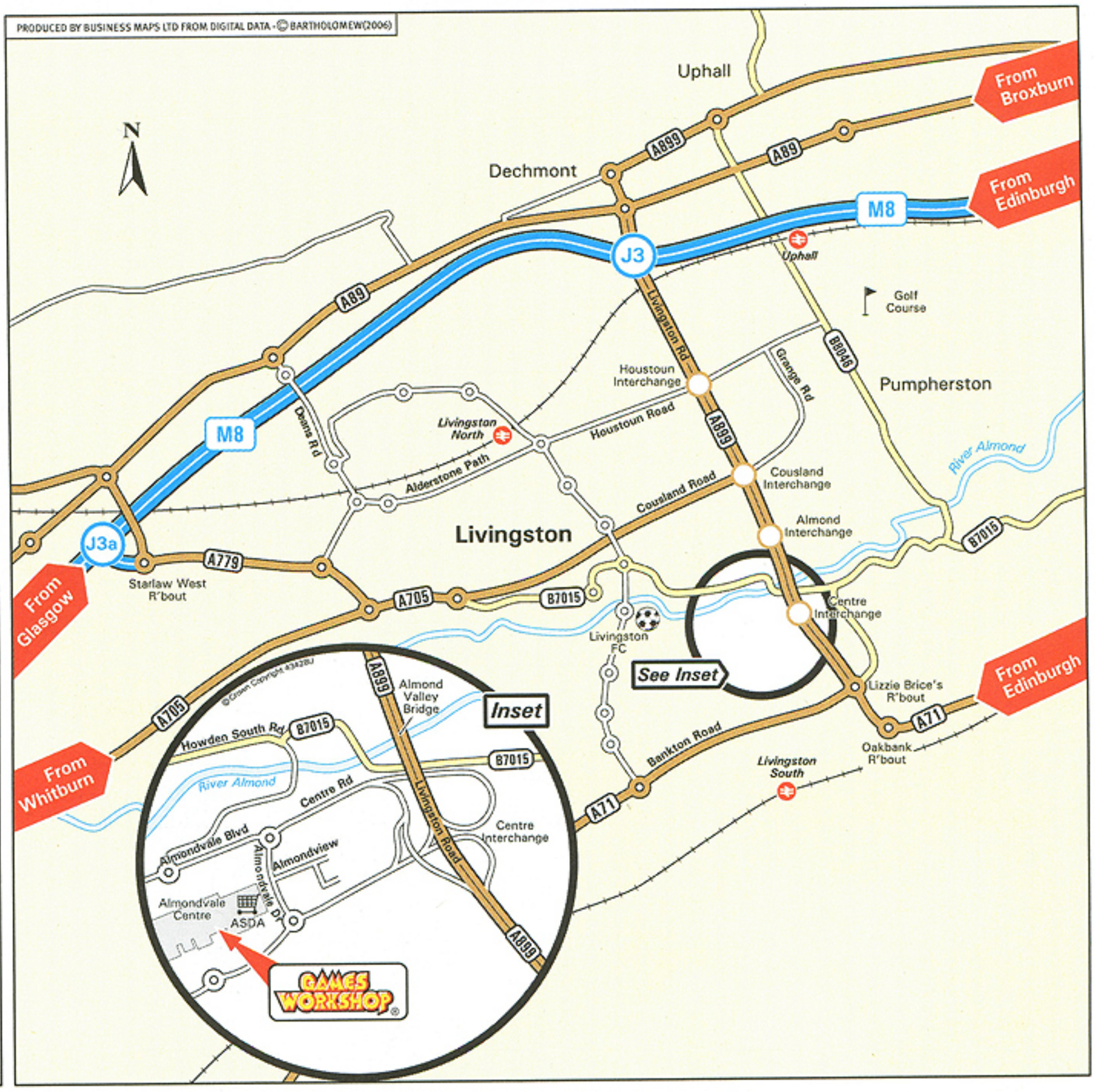

As well as many in-store activities, Livingston will play host to special guest personalities Gav Thorpe, author of the new codex, and Black Library author, Graham McNeill.

Gav Thorpe has been an unstoppable creative force in the halls of Games Workshop HQ since he began working there way back in 1993. As lead writer of the new Codex: Chaos Space Marines he is well placed to answer all your questions about these chaotic Astartes.

Graham McNeill narrowly escaped a career in surveying to join Games Workshop, where he was a games developer for six years. As a Black Library novelist, Graham has written several works involving the dark forces of Chaos, most notably False Gods, the second installment of the Horus Heresy series. The fifth book in the series, Fulgrim, has just been released. Graham has an in depth knowledge of the ways of Chaos, happily talking at length about the Ruinous Powers.



Gav Thorpe



Graham McNeill



CALL 01506 443256 for more information

Club Directory

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

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Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you!

THE GAMES WORKSHOP CONNECTION

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workhop hobby! Use the club listing to find a GCN gaming club near you and get involved!

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

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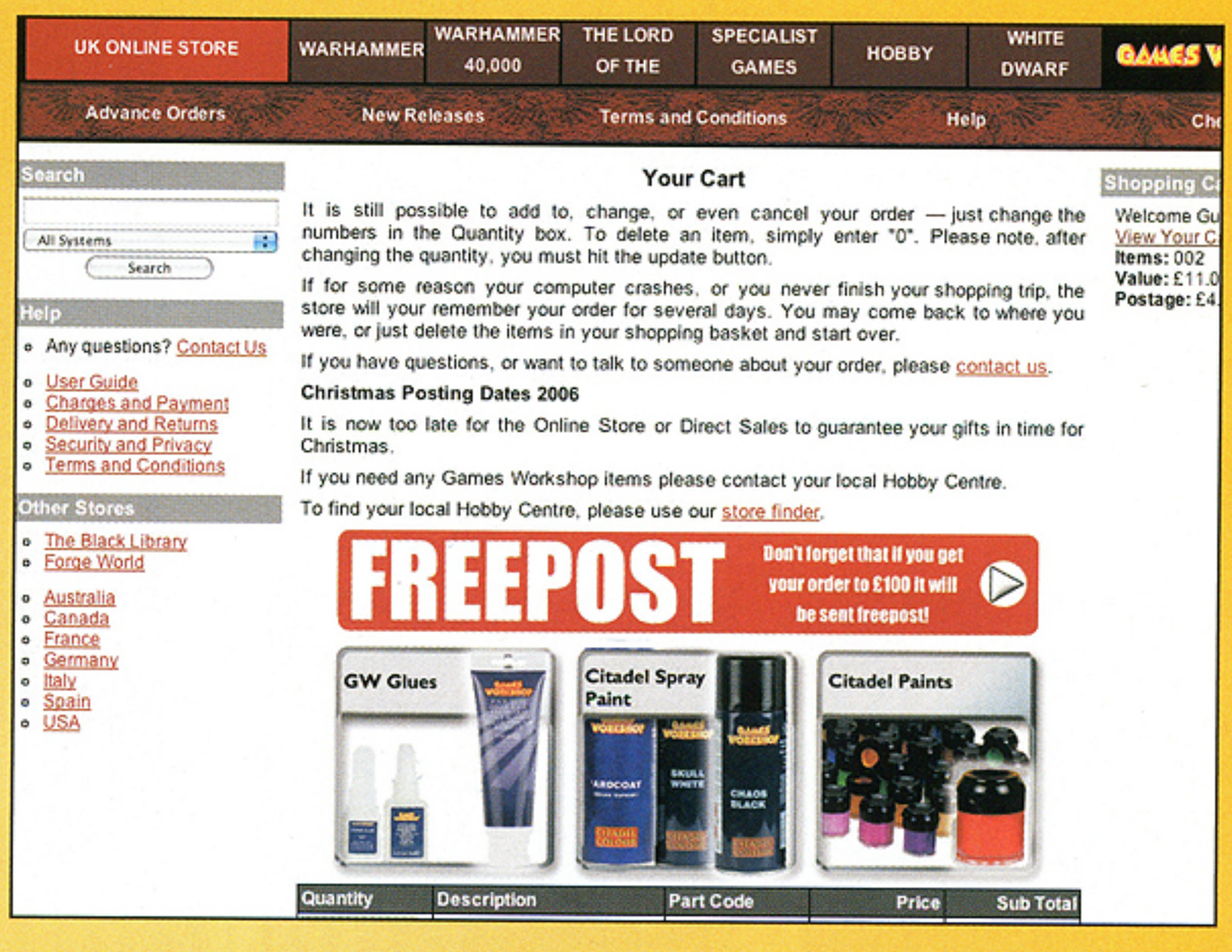

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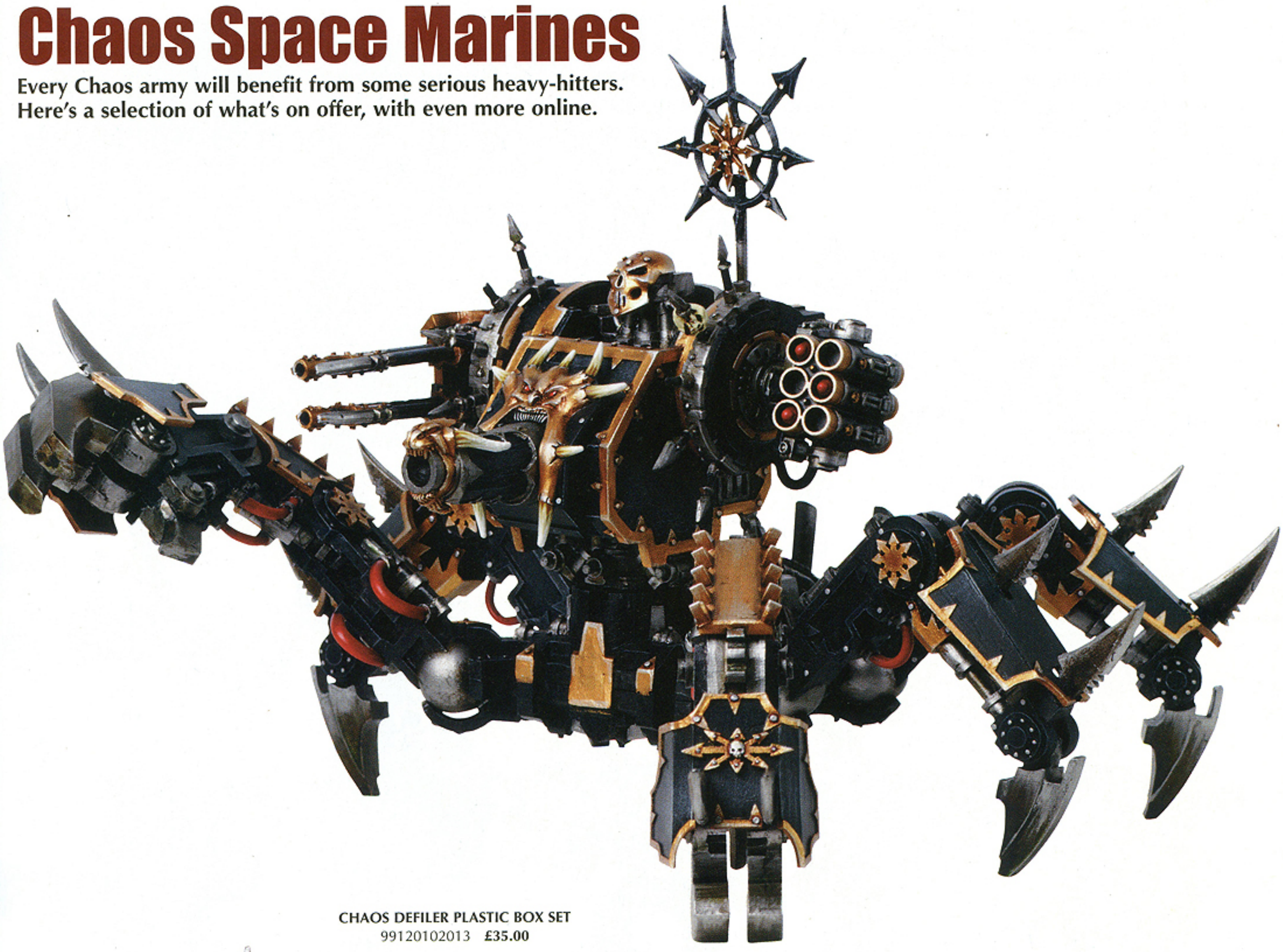

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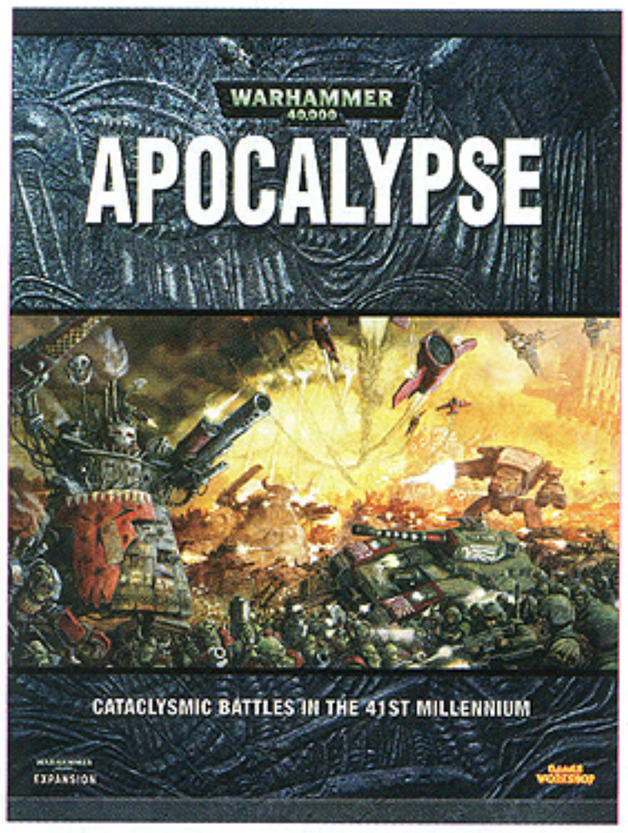

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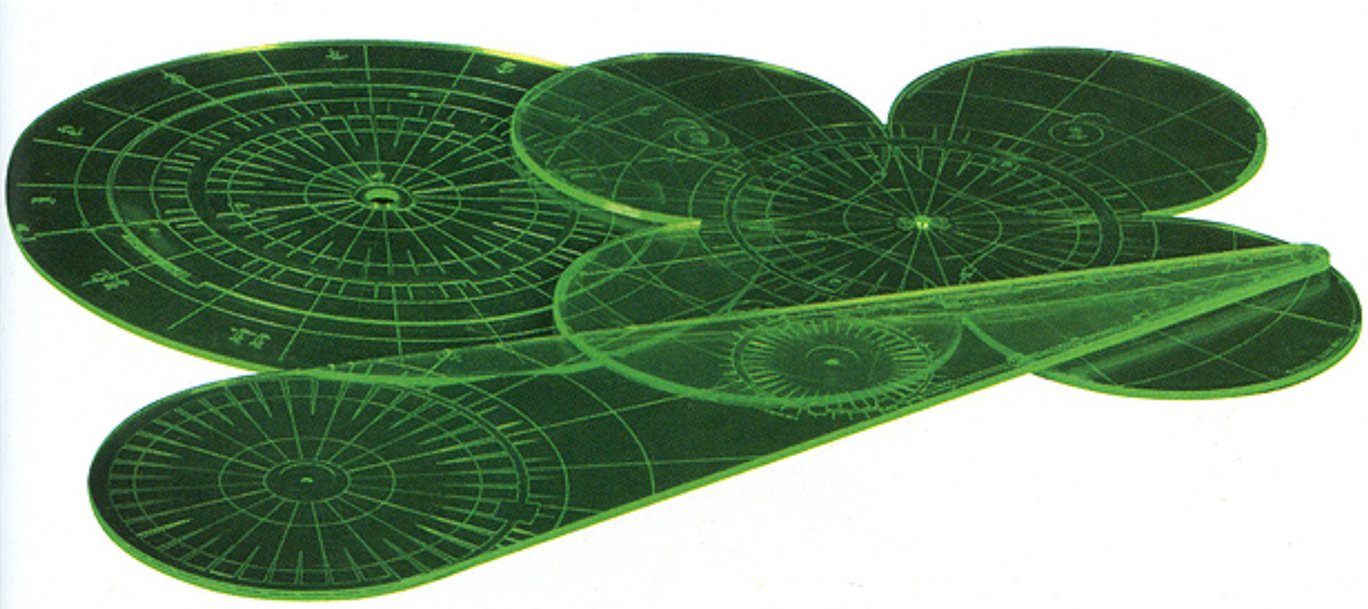

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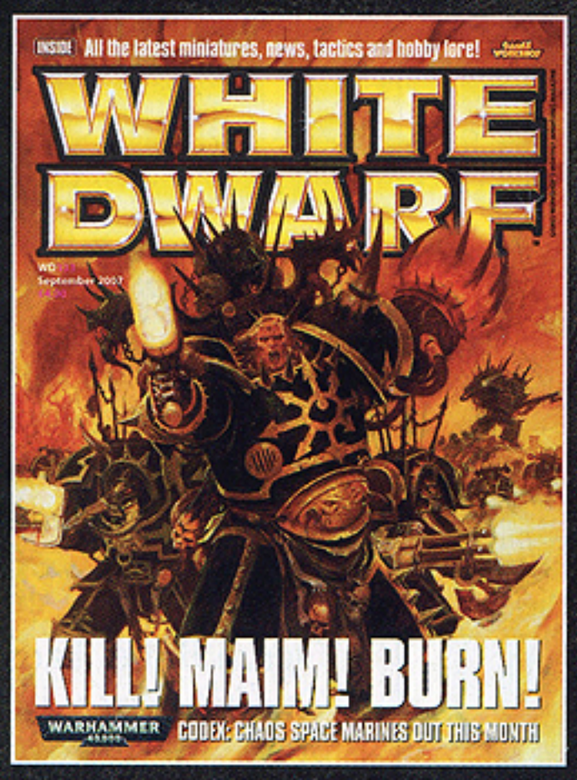

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