

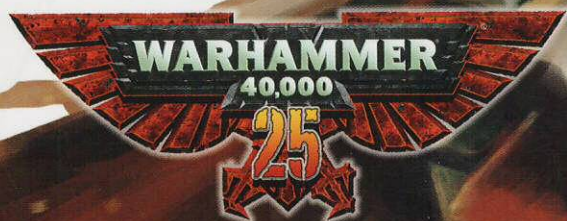
WARHAMMER
40,000

BRAND-NEW BOXED GAME UNVEILED INSIDE

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD393 September 2012



DARK VENGEANCE

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WARHAMMER
40,000

DARK VENGEANCE™







If there's one faction in Warhammer 40,000 I'd not want to cross, it'd be the Dark Angels. Those guys really bear a grudge, I tell you. The other faction who tend to let resentment simmer to unhealthy levels are the Chaos Space Marines, who have spent the past ten thousand years fuming.

So perhaps it's fitting that the two factions included within the new Warhammer 40,000 boxed game, Dark Vengeance, are two revenge-fuelled armies of Dark Angels and Chaos Space Marines. Every time we release a boxed game we up the ante and raise the bar with the plastic, push-fit miniatures even more, and the miniatures contained within Dark Vengeance are a fine example of this – mighty fine examples indeed. Everytime I look at them I find a new favourite, but currently I'm torn between the Chosen with a power fist and the mighty monstrous engine of destruction that is the Helbrute.

Of course, you'll find loads more about the boxed game throughout the issue, from a detailed showcase of the miniatures and a talk to the designers responsible, to a look at the background of the conflict, six battle reports using the contents, and loads more besides.

But that's not all, of course! This is rather a hobby-packed issue too. We've got an extended Armies on Parade feature with a great Space Wolves army, as well as a Modelling Workshop packed with the best Space Marine conversions and kit-bashes that we've found from around HQ. We've also got two new armies to show off, from army painters Duncan Rhodes and Chris Peach, featuring the Vampire Counts and Bretonnians armies from their ongoing campaign.

Andrew Kenrick, Editor

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DARK VENGEANCE

The Dark Angels Space Marines clash with their arch-rivals the Chaos Space Marines in the new Warhammer 40,000 boxed game. The set includes two complete armies and everything you need to fight exciting battles in the 41st Millennium.



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Box Contents:

- Dark Angels:
 - 1 Dark Angels Company Master
 - 1 Dark Angels Librarian
 - 5 Deathwing Terminators
 - 10 Dark Angels Tactical Marines
 - 3 Ravenwing Bikes
 - 1 Interrogator-Chaplain *

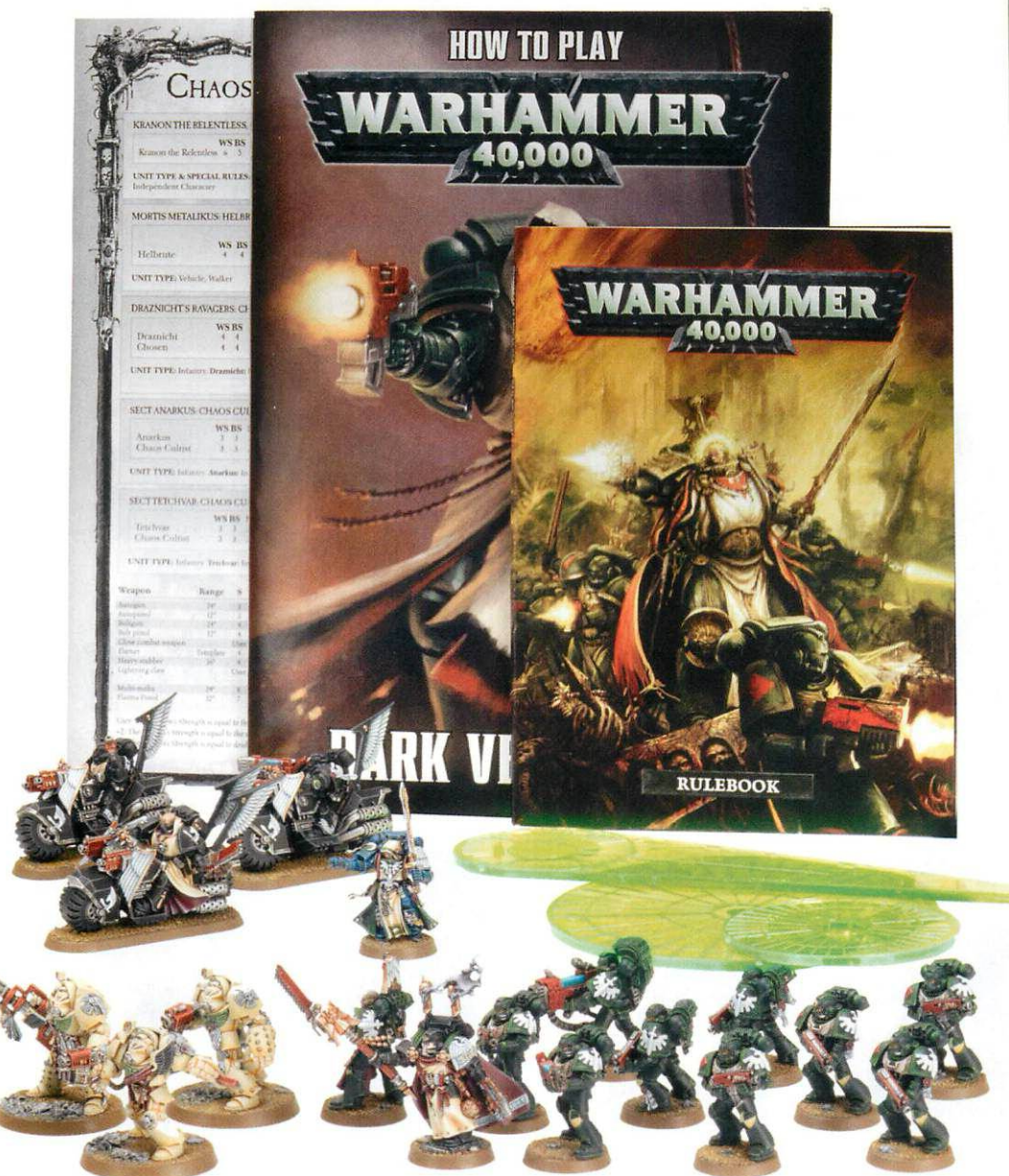
* The Interrogator Chaplain is a strictly limited edition model exclusive to the Dark Vengeance boxed game. However, this miniature will only be included while stocks last, so be sure not to miss out!

- Chaos Space Marines:
 - 1 Chaos Lord
 - 6 Chosen
 - 1 Helbrute
 - 20 Chaos Cultists

- 48-page full-colour 'How to Play' booklet
- 1 Reference sheet
- 168-page full colour pocket-sized rulebook
- 1 Flamer template
- 1 Small blast marker
- 1 Large blast marker
- 1 Dice pack
- 2 Range rulers

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DARK VENGEANCE
Product code: 60010199006

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DARK ANGELS

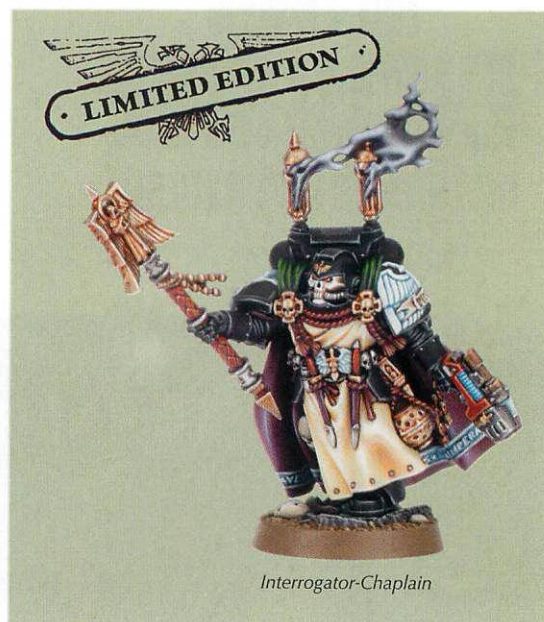
The enigmatic and secretive Dark Angels Space Marines seek absolution in battle to heal the scars of the Chapter's ancient past. They are counted amongst Mankind's greatest champions and a terror to those that have turned from the Emperor's light.



Company Master with power sword



Librarian with force sword



Interrogator-Chaplain



Space Marine with plasma gun



Space Marine with plasma cannon



Veteran Sergeant with plasma pistol



Space Marines with boltguns



Space Marines with boltguns

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Deathwing Terminator Sergeant with storm bolter and power sword



Deathwing Terminator with assault cannon and power fist



Deathwing Terminators with storm bolters and power fists



Deathwing Terminator with storm bolter and chain fist



Ravenwing Biker with plasma gun



Ravenwing Biker with bolt pistol



Ravenwing Sergeant with chainsword

CHAOS SPACE MARINES

The Chaos Space Marines once fought for the Emperor, helping to conquer the galaxy and unite the disparate worlds of Men, but they fell to the worship of terrible deities, the dread Gods of Chaos, and now burn, slay and destroy in their name.



Chaos Lord with power sword and plasma pistol



Helbrute with multi-melta and power fist



Chosen Champion with power maul



Chosen with power fist



Chosen with boltgun



Chosen with power axe



Chosen with boltgun



Chosen with lightning claws

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Chaos Cultist Champion
with shotgun



Chaos Cultists with autoguns



Chaos Cultists with autoguns



Chaos Cultist with
heavy stubber



Chaos Cultist Champion
with two close
combat weapons



Chaos Cultists with autopistols



Chaos Cultist
with flamer



Chaos Cultists with autopistols

DARK VENGEANCE CUSTOM CUT FIGURE CASE

This special edition Figure Case includes two custom cut layers of foam designed to fit every single model from the Dark Vengeance boxed game (including the Interrogator-Chaplain), and a third layer that has room for 40 more miniatures.

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WHILE STOCKS LAST



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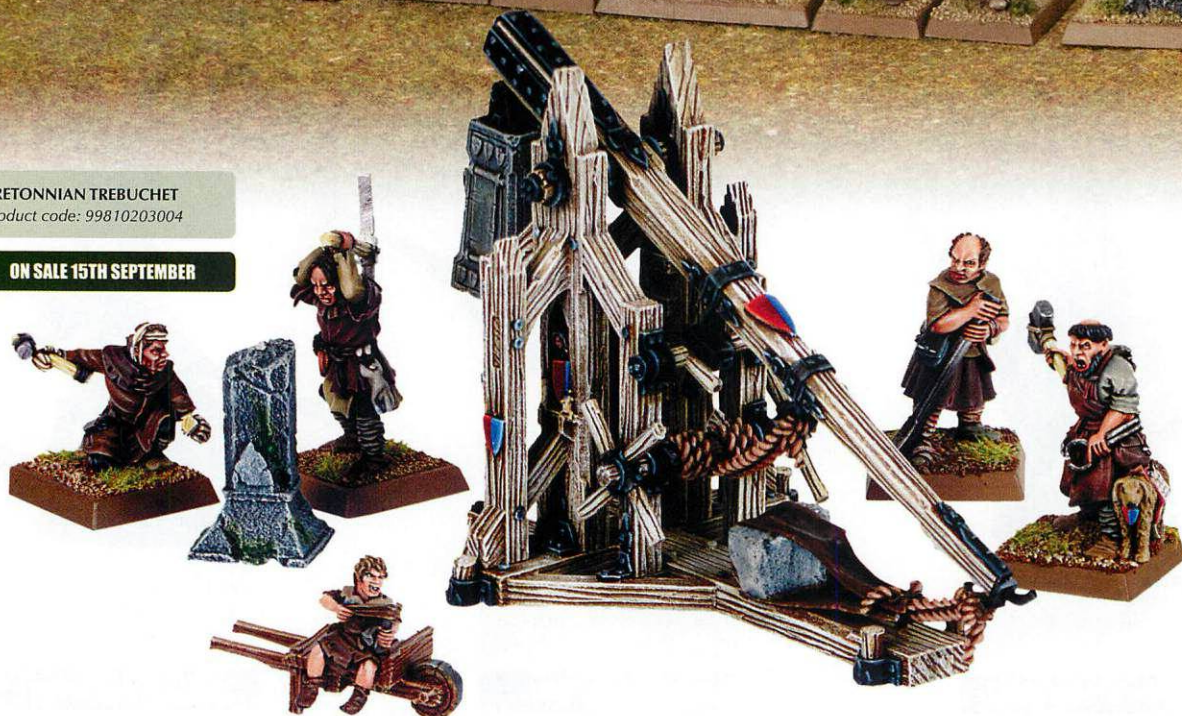
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This month, a host of the chivalrous Bretonnians are released in Citadel Finecast on our website, a selection of which are shown on this page. Go online to see the full range of Citadel Finecast miniatures available.



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More miniatures are released in Citadel Finecast each month so make sure you check our website for the latest releases. Amongst those released this month are miniatures for The Lord of the Rings, all of which can be seen here.



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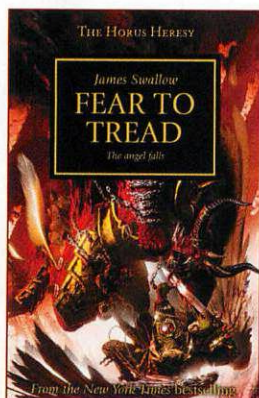
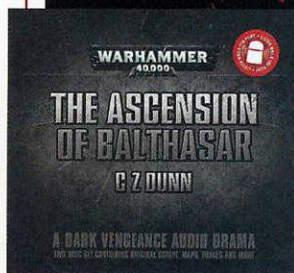
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Dark Vengeance

With the release of Warhammer 40,000 Dark Vengeance, Black Library will have two exciting new stories to tie in to the characters in this awesome new boxed game.

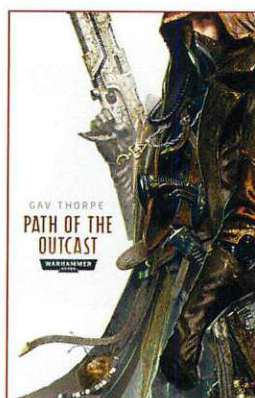
Written by author CZ Dunn (author of the Dark Angels audio Malediction), Dark Vengeance is perfect if you want to learn more about the characters in the box. And what better way to paint your awesome new collection of models, that to the sound of The Ascension of Balthazar, a gripping new Dark Angels audio drama.

Both of these products are available from you local Games Workshop, or online at blacklibrary.com



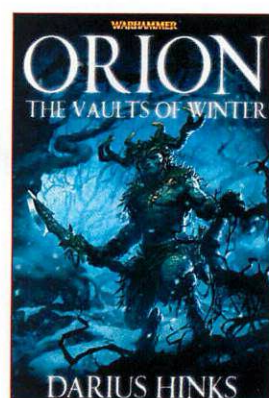
Sent on a fool's errand by his trusted brother Horus, the Primarch Sanguinius and his Blood Angels must face all the Warp-spawned armies of Chaos upon the plains of Signus Prime.

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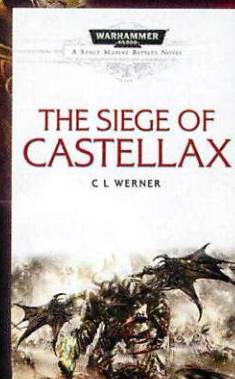
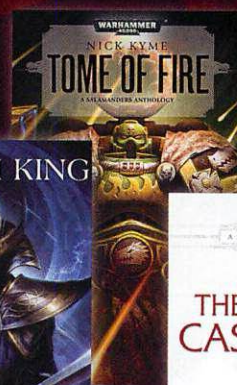
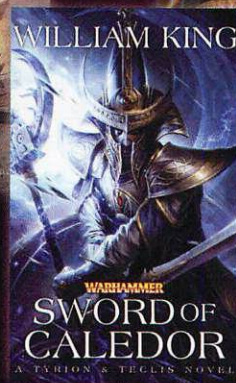
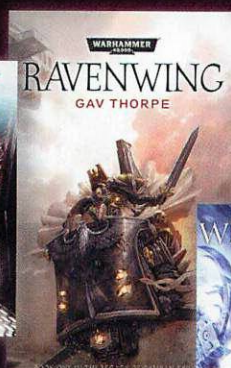
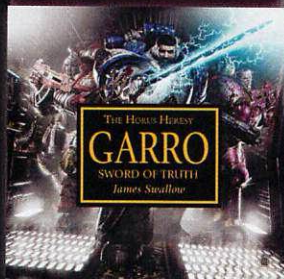
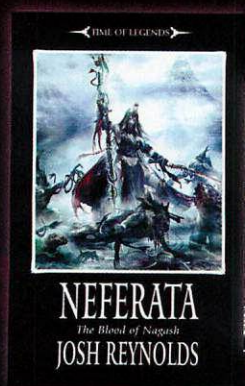
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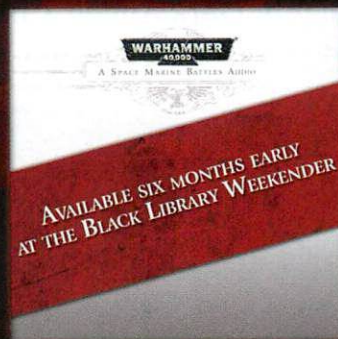
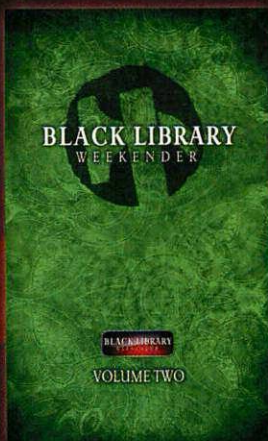
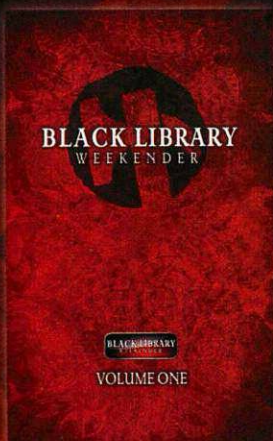
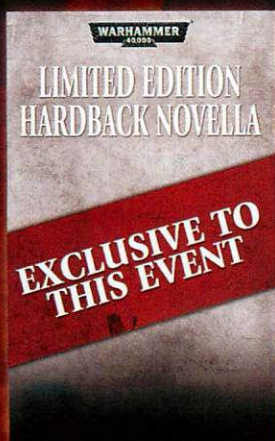
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WARHAMMER[®] 40,000 DARK VENGEANCE

The Warhammer 40,000 Dark Vengeance boxed game sees the Space Marines of the mighty Dark Angels Chapter pitted against the treacherous Chaos Space Marines known as the Crimson Slaughter. Simon Grant rifles through the box contents.





This month heralds the release of the brand-new Warhammer 40,000 boxed game. Dark Vengeance is an open doorway into the world of fighting battles set in the grim darkness of the far future. The 41st Millennium is rife with many warring factions, each fighting for conquest, glory, retribution or even just to survive. Dark Vengeance focuses on one of countless such conflicts that take place every day in the war-torn universe of Warhammer 40,000 – a clash between the secretive Dark Angels Space Marines and the Crimson Slaughter, a duplicitous host of Chaos Space Marines.

Upon opening the Dark Vengeance box, you cannot help but be overwhelmed by the visual impact of four frames packed with incredibly detailed plastic

miniatures. Squad markings, iconography, elaborate embellishments and other such details are embossed on the miniatures, yet many of the models consist of only three or four separate components. Each miniature has been ingeniously designed to fit together as easily as possible without affecting the width and dynamic stance of their individual poses. The Dark Angels Librarian is positioned to be striding forwards, unleashing a destructive psychic assault from his outstretched hand; while the Chosen appear to be wading into combat, wielding their brutal melee weapons to lay about them with savage abandon or advancing implacably, boltguns in hand.

The undisputed centrepiece to the collection of miniatures found in Dark Vengeance is the mighty Helbrute, a

Forging a Narrative

Jervis Johnson: For me, it was important that Dark Vengeance had a narrative-driven story behind it. Not only did this help to dictate the nature of the miniatures featured in the boxed game, but enabled us to bring the conflict between the two sides to life. The scenarios featured in the How to Play booklet chronicle the gathering storm of events, and the individual names we assigned to each character and squad in the Dark Vengeance set help create real heroes and villains for the story.





Even a man who has nothing can still offer his life.

Rise of the Cults

Phil Kelly: One of the things that really appeals to me about the Chaos Space Marine force in the Dark Vengeance box is the inclusion of Chaos Cultists. These guys have always been an exciting part of the Chaos Space Marines' background and imagery, representing secretive sects of mutants, traitors or malcontents just waiting for a spark to ignite open rebellion – a spark often provided by the arrival of the Chaos Space Marines to their world.

Chaos Cultists provide Chaos Space Marines players access to large hordes of models in what is otherwise a very elite army. I prefer to use mine to hold objectives so that my Chaos Space Marines are free to take the battle to the enemy and deliver a sound thrashing.

raging behemoth and hate-fuelled parody of the noble Space Marine Dreadnought. However, this mechanical monstrosity is not the only new unit to bolster the ranks of the Chaos Space Marines, as Dark Vengeance also introduces the depraved Chaos Cultists to the army. Chaos Cultists are debased and heretical zealots that represent the Imperium's enemy within – those who have forsaken the benevolent Emperor to worship the Dark Gods of Chaos. A motley crew of mutants, hive scum or disenfranchised sycophants, Chaos Cultists arm themselves with solid-slug automatic firearms, stubbers and improvised clubs or blades.

Arrayed against the forces of Chaos are the Dark Angels – valiant defenders of the Imperium, but ever haunted by an ancient betrayal that nearly tore the Chapter apart. The legendary Deathwing and Ravenwing Companies of the Dark Angels are represented, with five elite Terminators and a Bike Squadron ready to support their Battle-Brothers of the Tactical Squad. Both armies include commanders to lead them, making each force a solid foundation from which to expand with additional units.

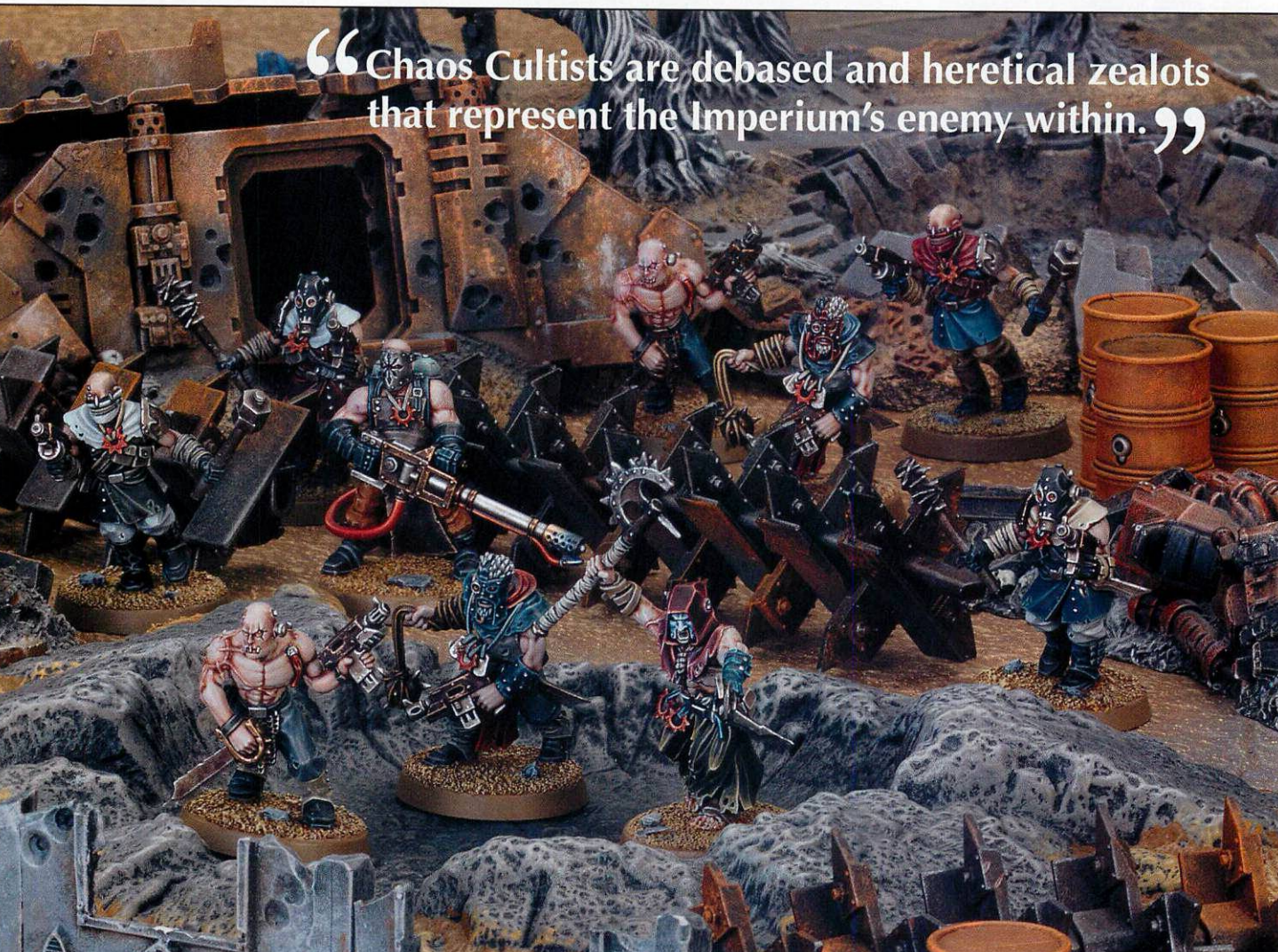
Jes Goodwin, the man responsible for much of the concept work behind the Dark Vengeance game, reveals what

inspired the look and feel of the new miniatures: 'From a very early stage, we wanted to pit an elite few against a more numerous enemy. The Dark Angels would therefore be outnumbered by the Chaos Space Marines, but had a cadre of characters and powerful units such as the Ravenwing and Deathwing to help even the odds. By contrast, we gave the Chaos Space Marines two large squads of Chaos Cultists – cheap, disposable infantry that would give the Chaos player a comfortable numerical advantage – and a brutal war machine in the form of the Helbrute.'

'The Chaos Space Marines in particular (namely the Chaos Lord, Chosen and Helbrute), were designed with a very specific aim in mind. We wanted them to look like they had dwelt in the Eye of Terror for the last ten millennia, their baroque power armour warped by the power of Chaos. Similarly, the Helbrute is no longer man or machine but a hybrid of flesh and metal with a gaping daemonic maw around the pilot's head.'

Aside from the miniatures, the Dark Vengeance set also includes a handy pocket-sized rulebook. This 156-page rulebook contains the full Rules section from the larger Warhammer 40,000 rulebook, detailing everything you need

“Chaos Cultists are debased and heretical zealots that represent the Imperium's enemy within.”





Dark Angels

- 1 Balthasar, Dark Angels Company Master
- 2 Librarian Turmiel
- 3 Interrogator-Chaplain Seraphicus
- 4 Squad Raphael: Dark Angels Tactical Squad
- 5 Squad Barachiel: Deathwing Terminator Squad
- 6 Squad Arion: Ravenwing Bike Squadron



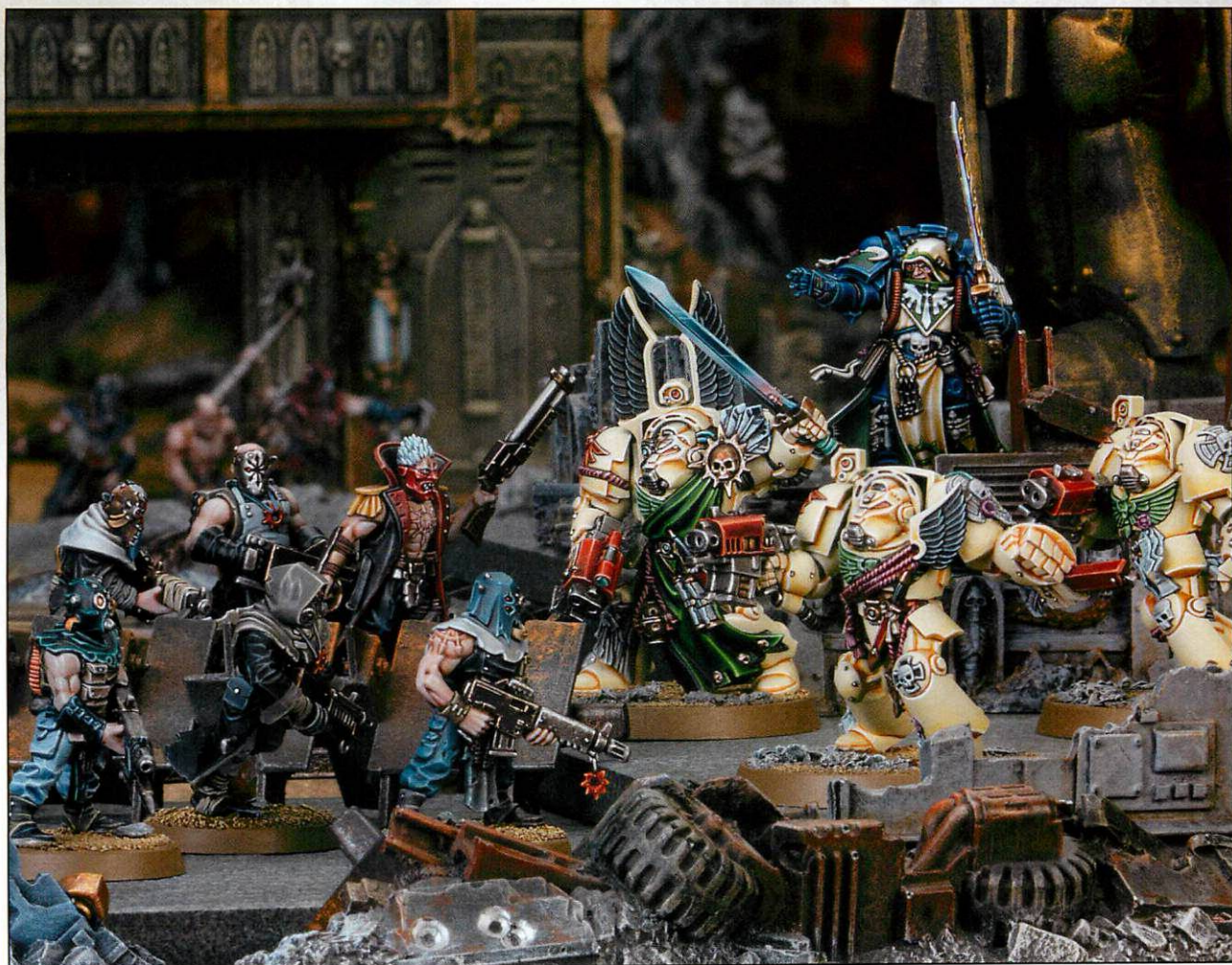


For every battle honour a thousand heroes die alone, unsung and unremembered.

Crimson Slaughter

- 1 Kranon the Relentless,
Chaos Lord
- 2 Mortis Metalikus:
Helbrute
- 3 Draznicht's Ravagers:
Chosen
- 4 Sect Anarkus:
Chaos Cultists
- 5 Sect Tetchvar:
Chaos Cultists





to know about playing the game, but condensed into a smaller format for ease of transportation to games. In addition, the Reference section at the back of the book features a comprehensive profile and weapon list for the units, vehicles and wargear of every race, as well as the full rules for using the five psychic disciplines in battle.

But for those that are new to Warhammer 40,000 and want to learn the basics first, or simply fancy engaging in a unique series of games just using the contents of the box, Dark Vengeance also includes a How to Play booklet designed specifically for that. The opening half of the booklet explains the key sequences for playing the game, breaking them down into manageable chunks in order to explain each phase in detail. This section is designed to be as similar as possible to the introductory games that Games Workshop staff run in Hobby Centres across the globe, allowing you to learn the basics of the game rules.

Having mastered the basic principles of Warhammer 40,000, you can then move on to the six Dark Vengeance campaign scenarios featured later in the booklet.

These missions gradually introduce more elements to the game as the campaign progresses. In fact, the first mission is actually a solo game, only using the Chaos Space Marines force as they try and stop the rampaging Helbrute from running amok. New units and different mission objectives are introduced as each scenario is completed, culminating in the final game where both armies in their entirety engage in open battle – the prize, the mysterious Hellfire Stone. Finally, a roster sheet summarises the profile and wargear of every model in the box, detailing their rules and enabling you to field each unit as required for each scenario.

By this stage, you should be confident enough to lead your armies to battlefields beyond your own borders – a friend's house, local gaming club or your nearest Hobby Centre – where your journey into the 41st Millennium will be well under way. However, the last two missions are especially fun to replay, as they include rules for expanding each army from the units in the boxed game, helping you to try out your burgeoning collection as you add new units, or giving more experienced players a different gaming challenge.

Elsewhere this Issue
Turn to page 30 to learn all about the insidious Crimson Slaughter and their quest to steal an ancient artefact known as the Hellfire Stone from the Imperial world of Bane's Landing.

To view a stunning 'Eavy Metal showcase of the miniatures from Dark Vengeance, turn to page 36.

Matt Hutson and Andrew Kenrick fight their way through all six Dark Vengeance scenarios in a series of battle reports, from page 40.

See what happened when the hobbyists from around the Design Studio got their hands on a few copies of Dark Vengeance on page 72.

WARHAMMER 40,000

CLAIM YOUR VENGEANCE!



IN-STORE THIS MONTH

A New War

This month, two of the most revenge-fuelled armies in Warhammer 40,000, the Dark Angels and the Chaos Space Marines collide in the latest boxed game, Dark Vengeance. The boxed set is perfect for beginners as it contains everything you need to jump straight into the action.

Don't Miss Out!

The Dark Angels and Chaos Space Marines are both fierce factions in the Warhammer 40,000 universe. Ordering your box set now to your local Hobby Centre will ensure that on 1st September 2012, you will be a part of the excitement and be able to finally claim your vengeance.

Limited Edition

A great addition to anyone's Warhammer 40,000 collection, Dark Vengeance is full of highly detailed miniatures, and there is also a limited edition miniature for you to get a hold of; no collector will want to miss out on this epic box set, so visit your Hobby Centre for more information!

Seek Vengeance

The contents within Dark Vengeance will allow you and your friends to play six action-packed campaign scenarios. Are you looking for that edge in battle, or just want to know more about Dark Angels or Chaos Space Marines? Visit the staff at your local Hobby Centre for the best information.



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THE HELLFIRE STONE

The conflict portrayed within the Dark Vengeance boxed game and the Black Library novella is known as the Battle for Bane's Landing, fought between the Crimson Slaughter and the Dark Angels. We decided to delve into the background a little more.

The Hellfire Stone

The mysterious artefact known as the Hellfire Stone is a Khornate altar that, once anointed with the blood of a Space Marine, opens a doorway to the Warp and allows a powerful Daemon through. Long believed lost or destroyed, the Hellfire Stone has been found hidden on the planet of Bane's Landing by the Chaos Marines of the Crimson Slaughter.

In the closing moments of the 41st Millennium, the Dark Angels of the 5th Company finally succeeded in bringing the Chaos Space Marines of the Crimson Slaughter to battle on the sparsely populated world of Bane's Landing.

The Crimson Slaughter – once the Space Marine Chapter called the Crimson Sabres – were renegades who had carved a bloody swathe across through the populated worlds that dotted the southern rim of the galaxy, overwhelming garrisons and slaughtering populations before vanishing into the Warp once more. Although their rebellion against the Imperium had been well documented – if subsequently suppressed – the remote nature of the planets they attacked

meant that by the time a distress call was answered, the Crimson Slaughter had long departed.

That was until the Crimson Slaughter made the mistake of engaging the Dark Angels 5th Company in battle upon the world of Stern's Remembrance, slaying many Battle-Brothers including Company Master, Zadakiel. Such an act of violence earned the undying vengeance of the Dark Angels and Company Master, Balthasar, swore to hunt down those responsible and bring their heads back to the Rock.

Relentless was the hunt, across a dozen worlds, until finally the Chaos Space Marines were tracked to Bane's Landing... or were the Dark Angels lured there instead?





AN EXTRACT FROM DARK VENGEANCE: THE NOVEL BY C.Z.DUNN

SERGEANT RAPHAEL,
TACTICAL SQUAD RAPHAEL

With combat imminent my senses augment and the world around me slows, allowing me to take in the battlefield and make the optimum decisions for my squad and I to emerge victorious. One cultist has already fallen to Turmiel's well-placed shot but nine more spring from the undergrowth and unleash a volley of fire towards us.

My Lyman's ear filters out the other battlefield noise and while the shells are still mid-air I ascertain that the cultists are using autopistols and turn my shoulder towards the shots aimed at me. All three deflect harmlessly off the armour plating and, with their positions now revealed, I return fire at the enemy, my shots both measured and aimed, the plasma pistol's heat apparent even through my armoured gauntlet. Their dark masters must be watching over them this day as only one of my shots finds its mark and a cultist falls to the ground, briefly spasming before going limp as the rest of his body realises that the right hemisphere of his brain is no longer where it should be.

More fire from the undergrowth, but sustained and accurate this time. A white-haired cultist in a storm coat is directing the fire and appears to know what he is doing.

As one, Squad Raphael sense the subtle shift in the tide of the battle and seek cover accordingly. Nine of us make it in time but Regulus goes down hard, a shotgun blast to the knee robbing him of his balance, and as he raises his head to make a retaliatory shot several well-placed autogun rounds take him through the visor of his Mark V helmet, blood gushing from the cracked lens. He relinquishes his grip on his bolter and his prone form is peppered with yet more fire from the cultists, but it is futile. His identifier rune turns from green to red on my display to indicate that Regulus is dead. Another Dark Angel fallen on the field of battle.

For the merest fraction of a second all combat activity ceases. Imperceptible to most but to a veteran Adeptus Astartes sergeant it registers as an age. 'Avenge him!' I yell, and my squad lay down a withering barrage of fire before advancing while the cultists cower behind cover, their tactics evolving in light of the apparent skill of their foe.

While no Space Marine actively seeks his own end, the very nature of what we do means that it is always at our shoulder. In the main, we are the dealers of death, our primary purpose to kill and to kill well; but this brings us into contact with others of like mind, though rarely of comparable skill, and although still rare, the demise of a Space Marine is something that occurs with alarming regularity in these dark times. All Space Marines are conditioned to accept death, be it their own or that of a battle-brother, and while Squad Raphael's reaction to the slaying of one of their own is testimony to the bond between

them, it was an unacceptable lapse during the heat of combat. Once we are back on board the *Sword of Caliban* I will have Interrogator-Chaplain Seraphicus drill them in the Litanies of Woe and Loss and remind them to channel any sense of grief into acts of violence against the foes of the Emperor.

Sensing that their position is about to be overrun, the enemy's next move is entirely unexpected. Rather than laying down covering fire and retreating, they do the exact opposite and charge towards the onrushing power-armoured figures.

Brother Heskia wheels around with his plasma cannon and sends a gout of white-hot energy in the direction of four enemy combatants, but they are too quick and all Heskia kills is a large patch of undergrowth that smoulders and crackles as the heat vitrifies the scorched earth beneath.

The cultists continue their charge, clubs and knives raised, and Brother Selaphiel opens fire with his bolter. One of them goes down, his left arm shorn off at the shoulder, the stump spurting thick crimson gore, but three of them remain standing and barrel into the Dark Angel, dragging him to the ground and setting about him with their close-combat weapons.

Selaphiel grips one about the throat and chokes the life from him as he pathetically attempts to bludgeon the felled Space Marine, and Master Balthasar disintegrates the skull of another, but the third cultist is able to jam his serrated blade into the soft seal between Selaphiel's helmet and chestplate. Selaphiel grips the cultist's hooded face and pushes his fingers through the eye-slit before penetrating the Chaos worshipper's brain cavity. In one final defiant act, the bare-chested cultist twists the knife a hundred and eighty degrees, a fountain of blood coating his naked torso.

Another identifier rune flashes from green to red.

In the half-century and more that I have served the Dark Angels as a sergeant, I have only ever lost four battle-brothers under my command and in the space of just a few seconds, I have lost half that number again.

No more.

We are Adeptus Astartes with direct lineage to the first founded Legion. We are no mere successor Chapter, nor one raised during later foundings. We are the sons of the Lion and our Chapter bears the same name as his great Legion did throughout the Great Crusade and the black days that followed. We carry his genetic legacy and with it the pride of knowing that we are the Emperor's finest, first among equals. Two Dark Angels have laid down their lives this day and that is two too many. More blood will be shed before this battle is through but it will be us doing the shedding; more lives will end here upon this distant world but we will be death's agents.

I will not rest until the enemy is slain and our mission is through, so swears Sergeant Constantin Raphael of the Dark Angels 5th Company.



Even a man who has nothing can still offer his life.



THE CRIMSON SLAUGHTER



1 Kranon the Relentless

Sevastus Kranon was once Chapter Master of the Crimson Sabres Space Marines. Under this command his Chapter won great accolades, crushing worlds in the name of the Emperor. His brutal manner, however, earned the Chapter a darker reputation too. Now reborn as Kranon the Relentless of the Crimson Slaughter, he is driven to bloodier, darker acts in an effort to silence the voices crying out in his mind. On Bane's Landing he seeks to banish the voices of his victims forever.

2 Mortis Metalikus

The hapless victim housed within the shell of this Helbrute was once Sevarion Kranon, true brother of the Chapter Master of the Crimson Sabres, Sevastus. Refusing to give in to the bloodthirst that possessed his fellow Battle-Brothers following the cleansing of Umidia, Sevarion was imprisoned by his brother and driven mad during his confinement by the thousands of voices in his head, before finally being imprisoned within the metal sarcophagus of a Helbrute, a creature consumed by rage.



The Crimson Slaughter

Formerly the Space Marine Chapter known as the Crimson Sabres, the Crimson Slaughter were declared renegade in M41 following signs of psychological instability and over-zealous prosecution of their campaigns. Their descent towards excommunication began on the planet of Umidia, where they purged the planet's entire population, believed tainted by the worship of the Dark Gods.

Subsequent interrogation of captured Crimson Sabres revealed that the cults of Umidia were in the process of summoning a Daemon of Khorne, and in revenge (or possibly reward) for the bloody annihilation of his followers, Khorne cursed the Crimson Sabres to be

haunted by the voices of all those they killed. Subsequent bloodshed could silence the voices, but only for a short time, so Chapter Master Sevastus led his followers into the Eye of Terror so they could slaughter traitors to gain a temporary peace rather than spill the blood of innocents.

Exiled in the Eye of Terror they were blessed with many gifts to further their combat prowess. Sevastus – now Kranon the Relentless – learned of the Hellfire Stone, an altar that could forever free his Chapter from its curse and silence the voices in his head once and for all.

Joining forces with more powerful Traitor Legions during a Black Crusade, Kranon and the Crimson Slaughter began their rampage across a dozen or more worlds in the southern rim in search for the Hellfire Stone.



3 Cultist Champions Anarkus and Tetchvar

Anarkus always felt he was destined for something great. When he slew the staff, students and teachers from the orphanage that raised him, the Cult of the Red Haze quickly found a use for his talents.

Once a Commissar stationed with the newly raised Procel regiment, in desperation and madness Tetchvar threw open the gates to the fortress, inviting the attackers in. He was spared, but his stormcoat was permanently stitched to his flesh as a reminder of his treachery.

4 Draznicht's Ravagers

The brutal slayer known as Draznicht was once reckoned the wisest mind of all the Crimson Sabres. In recognition of his preternatural perception, when the Chapter descended to Chaos, his mind was opened to the Warp and a baleful third eye opened upon his forehead, ever seeking new ways to unleash murder. Now Draznicht follows Kranon, not as counsellor, but as his bloody right hand, ready to unleash the murderous Ravagers on any who stand in the path of the Crimson Slaughter.



For every battle honour a thousand heroes die alone, unsung and unremembered.



DARK ANGELS 5TH COMPANY



2 Librarian Turmiel

Alloof and taciturn, Turmiel is a figure viewed even by his battle brothers of the 5th Company with a measure of distrust. Such reticence from his fellows causes him little concern, however, for under the tutelage of Chief Librarian Ezekiel he has learned that the fear and distrust of those nearby can be a shield.

Possessing remarkable psychic power both in terms of brute force and precognitive ability, Turmiel fills a crucial role in Balthasar's strikeforce.

3 Attack Squadron Arion

At the request of Company Master Balthasar, the Master of the Ravenwing has assigned one of his most trusted and promising sergeants to join the strikeforce. Sergeant Arion, leading his brethren Arias and Gethel, was a veteran of 4th Company prior to his time in the Ravenwing and is the lone survivor of the company's assault on the space hulk *Harbinger of Woe*. None can question the skill nor determination of Arion, whose battle-record truly reads like that of a living-legend.



Dark Angels 5th Company

Within the Dark Angels Chapter, the 5th Company has an illustrious and much-decorated history. Currently operating throughout the Draconis System, it is led by Company Master Balthasar fighting against the multifarious foes of the Imperium. Upon learning that the Chaos Space Marines of the Crimson Slaughter had invaded, Balthasar immediately led a small strikeforce to the Nephilim Sector in the hope to intercept them and wipe them out.

Such a mission has glorious potential, for the list of wrongs wrought by the Crimson Slaughter is both long and sinister, a catalogue of vile deeds and hateful betrayal. The motivations of the 5th Company run deeper than glory, however, for they seek vengeance.

1 Company Master Balthasar

Balthasar only recently took command of the Dark Angels 5th Company, promoted from his post as Deathwing Sergeant to succeed Company Master Zadakiel after his death at the hands of Mortis Metalikus during their bitter encounter on Stern's Remembrance.

Company Master Balthasar, though new to his rank cannot be considered inexperienced. A lifetime of war and his service in the Deathwing has moulded this crafty warrior into a cunning tactician and an able leader of men. Those who know Balthasar best do not fear for his ability to lead his men to victory, but rather harbour concerns for his ability to put aside his personal need for revenge against the killers of his predecessor.



4 Tactical Squad Raphael

When Company Master Balthasar assembled his strike force, he turned to Veteran Sergeant Constantin Raphael to stand at his side. Known as the Bulwark of Caliban by those who have witnessed his unshakeable resolve, Raphael's Tactical Squad is a veritable who's who of the 5th Company. Even the newer members of the squad, such as Brother Heskia, are warriors of an exemplary standard and it is in these doughty Dark Angels that Balthasar entrusts the safety of his mission.

5 Deathwing Squad Barachiel

Squad Barachiel is formed of the Chapter's elite, seasoned veterans who have known, and fought alongside Balthasar as Battle-Brothers for many years in the Deathwing. Their presence on the mission is a matter of honour for every Company Master is a member of the Deathwing, and thus the murder of Zadakiel at the hands of the Chaos Space Marine Helbrute is a personal matter. With storm bolter, power fist and assault cannon, these brothers seek righteous retribution.



'EAVY METAL™ DARK ANGELS

The Dark Vengeance boxed game contains a host of superbly detailed Dark Angels Space Marines. Here we present a showcase of these wonderful new miniatures painted by the 'Eavy Metal team.

INTERROGATOR-CHAPLAIN SERAPHICUS

Kornel Kozak: The challenge with painting such a detailed miniature – particularly one with black armour – was to make him stand out from the crowd. I achieved this with lighter highlights on areas such as his tabard and brighter contrasting tones.



LIBRARIAN TURMIEL



Veteran Sergeant Raphael

DEATHWING SERGEANT BARACHIEL



COMPANY MASTER BALTHASAR





DARK ANGEL TACTICAL SQUAD

Dave Holmes: The Dark Angels from Dark Vengeance hail from the 5th Company, so I painted the appropriate Company badge on the left kneepad of each Tactical Marine.



DEATHWING TERMINATORS



Terminator with storm bolter and power fist



Terminator with storm bolter and chain fist



Terminator with assault cannon and power fist

RAVENWING BIKERS



Ravenwing Biker with bolt pistol



Ravenwing Sergeant Arion



'EAVY METAL™

CHAOS SPACE MARINES

The 'Eavy Metal team painted two complete sets of the Chaos Space Marines from the Dark Vengeance box – one as the main protagonists, the Crimson Slaughter; the other to join the ranks of Abaddon the Despoiler's dread Black Legion.

MORTIS METALIKUS, HELBRUTE

Dave Heathfield: The Crimson Slaughter Chaos Space Marines were painted a vibrant red to contrast with the Dark Angels. I added a fleshy blend to the Helbrute's abdomen, as if the pilot interred within the Helbrute had begun to meld with its sarcophagus, warped by the power of Chaos.



CHAOS LORD KRANON THE RELENTLESS

Joe Tomaszewski: I wanted to reinforce the Warp-forged nature of the Chaos Lord's wargear using a light blue to stand out on his weapons and armour.



CHAOS CULTIST CHAMPION TETCHVAR



Chaos Cultist Champion Anarkus

CHAOS CULTIST CHAMPION TETCHVAR



Chaos Cultist with autopistol



Chaos Cultist with autogun



Chaos Cultist with autopistol



Chaos Cultist with autogun



Chaos Cultist with flamer



Chaos Cultist with autopistol



Chaos Cultist with autogun



Chaos Cultist with autogun

DRAZNICHT'S RAVAGERS, CHOSEN

Dave: For the Chosen, I applied gold to their baroque power armour much more liberally than I would for normal Chaos Space Marines – as favoured champions of the Chaos Gods, the Chosen needed to stand out from the crowd to reinforce their esteemed position in the army.



Chaos Cultist with autogun



Chaos Cultist with autogun



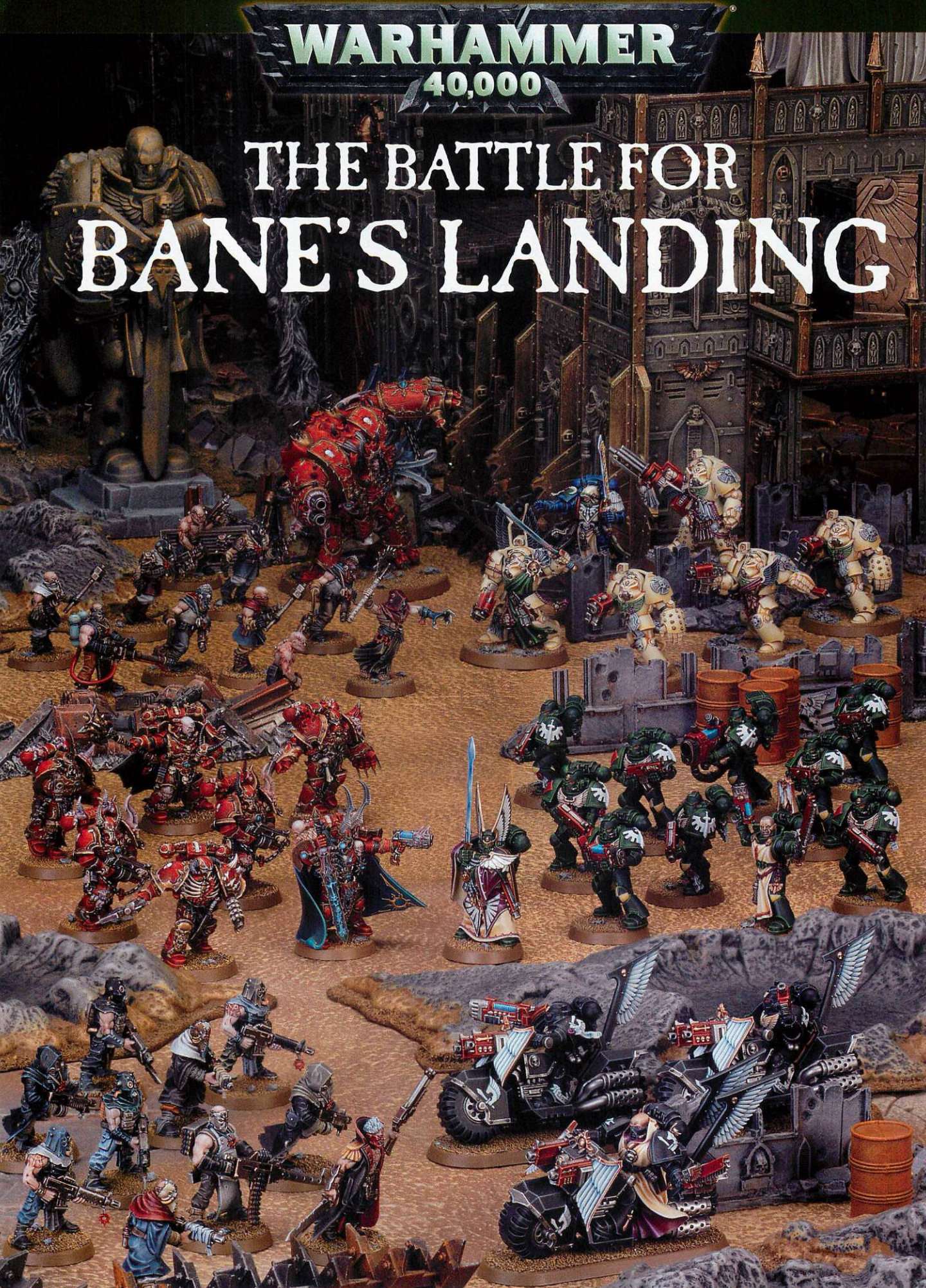
Chaos Cultist with autopistol



Chaos Cultist with heavy stubber

WARHAMMER
40,000

THE BATTLE FOR BANE'S LANDING





Included in Warhammer 40,000 Dark Vengeance is a starter booklet that includes six missions using just the contents of the boxed game. The White Dwarf team thought they looked like such fun they played through them not once, but twice!

Simon: Here in White Dwarf we like playing games of Warhammer 40,000 of all sizes, from small-scale skirmish games revolving around a narrative mission to huge, sprawling affairs involving teams of players and tens of thousands of points. So when we got hold of the Dark Vengeance boxed game and found the How to Play book contained a series of six special scenarios using the contents of the box, we were all eager to get stuck in and try them out for ourselves.

This booklet is a great way for newcomers to Warhammer 40,000 to learn how to play the basics of the game, as its step-by-step tutorials give players a good grounding in how to get started. Once you've played through these tutorials you'll have all the knowledge you'll need to tackle the introductory scenarios, which slowly ease you into playing a full game with a wide range of interesting scenarios and situations. In fact, the first two of these scenarios don't even require you to have an opponent as they're solo games – you take control of one of the forces involved whilst your enemies are assumed to follow

specific rules of engagement, enabling you to control their actions without undue bias (we've got an eye on you!).

The first few scenarios only require a fairly small gaming space (namely one or two sections of a Realm of Battle board). However, as the campaign progresses the battlefield grows larger to accommodate the gathering forces arrayed against one another, culminating in an exciting final scenario that sees both full armies from the Dark Vengeance boxed game vying for overall victory in the campaign.

When it came to finding hobbyists to play the scenarios there was no shortage of volunteers for either side. Andrew made it clear that he wanted to play with the Chaos Space Marines – who wouldn't want a Helbrute to command? – and only had to stare down a couple of challengers to win the privilege. Matt decided that he wanted to play the Dark Angels – he might not have an army of them (yet), but Matt is the expert on Space Marines no matter the Chapter (so he keeps telling us).

With that decided, we grabbed a set and headed for the gaming area.

The Rematch

Andrew: One of the things suggested in the How to Play rulebook is that, once you have fought your way through the six missions, swap sides and fight them again. Needing no excuse to spend another day playing Warhammer 40,000, this is exactly what Matt and I did once we'd finished the battle reports. Having played as the Chaos Space Marines first time around, it made a refreshing change to have the upper hand when it came to firepower with the Dark Angels. I have to admit though, Matt handled the Chaos Space Marines with far greater skill than I had managed...



How to Play

The How to Play starter booklet included in Warhammer 40,000: Dark Vengeance is a great introduction to the game. As well as a background section introducing the

grim darkness of the far future, the booklet includes step-by-step tutorials to help teach you the basics of Warhammer 40,000, culminating in a series of missions that only use the miniatures included in the box.



Cease and repent!

MISSION 1

RAMPAGE

The Helbrute known as Mortis Metalikus has gone berserk and is attacking its own comrades. They must try to deactivate the rampaging behemoth before it destroys them all!

Mission Briefing

The first mission is a solo mission, which means it's designed to be played by a single player. The player takes the Chaos Space Marines from the box, but must fight against himself – the Helbrute acts in a predetermined manner, rampaging towards the closest target each turn. The Helbrute must be whittled down to a single Hull Point and then the Chaos Lord must deactivate it in assault.

The first game was somewhat unusual, in that it was a solo mission fought by one player. Andrew took up the mantle of the Chaos Space Marines, so it fell to him to fight the mission. The Helbrute, Mortis Metalikus, was on the rampage amidst the Chaos camp and so the Chaos Lord, Kranon the Relentless, had to deactivate it. No easy task, as I'm sure you'll all agree – the Helbrute was more than capable of smashing up anything in Andrew's force, both at range and up close.

The Helbrute had to be reduced to a single Hull Point before Kranon could deactivate it, but there were only a handful of weapons that could penetrate its tough hide – Kranon's plasma pistol and the Chosen's power fist could punch a hole right through it, but the heavy stubber and

the Chosen's boltguns could only cause glancing hits from behind so had to be in the right position. Worse still, if the Helbrute slew Kranon the Relentless, the game would be a draw at best.

The Helbrute took the first turn and its programming dictated that it would always move towards the closest target. The obvious plan of attack was to distract the Helbrute with Cultists long enough for the Chosen and Chaos Lord to get into position behind it. Andrew was very careful when he deployed, precisely measuring the distance between the Helbrute and each of his units so that the recalcitrant machine didn't decide to go for his prize units – Kranon especially – by mistake. He had to be careful when attacking too, as he didn't want to wreck the Helbrute by mistake!



The Cultists are sent after the Helbrute to act as bait – squishy, squishy bait.



As the Chosen attack it from the front, Kranon the Relentless attempts to deactivate it.

As planned, the Helbrute charged towards the Cultists of Sect Anarkus, unleashing a super-hot beam of energy from its multi-melta as it did so. The heavy weapon missed its target, but this only provoked the Helbrute into a greater rage and it assaulted them. The Cultists were powerless against it, three of them torn apart by the rampaging brute before the rest thought better of it and fled the battlefield.

In attacking the unit of Cultists, the Helbrute had presented its rear armour to the Chosen, who opened fire with their boltguns. The Chosen scored a single glancing hit, reducing Mortis Metalikus to 2 Hull Points.

Kranon the Relentless, clambering down from the adjacent city ruin where he had deployed (safely out of the way of his true brother), levelled his plasma pistol at the Helbrute as well. Under normal circumstances this might have been a risky shot, as the plasma pistol was more than capable of penetrating the Helbrute, but in this mission the Don't Destroy Him! special rule meant any penetrating hits automatically counted as glancing. The searing plasma erupted as it set the pseudo-organic hull ablaze, but before the beast could turn to face its antagonist, Andrew sent the second unit of Cultists into the Helbrute's path.

The Helbrute turned to face the next closest target, Sect Tetchvar, who were

ignorant of the danger as they prepared to act as bait. Sure enough, the Helbrute lumbered towards the second unit of Cultists, blowing one apart with a blast from its multi-melta before charging into combat with them. The Helbrute slew a Cultist and then, because the unit was unable to damage it, Andrew voluntarily chose to have Sect Tetchvar fail their Morale check and run away. This time the Helbrute – surprisingly fast despite its size – caught them as they fled with a Sweeping Advance. Mortis Metalikus turned, the Chosen and Kranon in its sights.

The Helbrute now only had a single Hull Point remaining, which meant that Kranon could enter the deactivation sequence after engaging it in close combat. Andrew contemplated assaulting it with both Kranon and the Chosen, but this was risky – the Chosen would get no saving throw against its power fist, which meant it could easily kill them and win the combat if Kranon failed at his task.

So instead Andrew just charged in with Kranon the Relentless. Fortunately Kranon struck with one of his attacks, which meant that he could attempt to shut down the rampaging brute. Andrew rolled a dice, scoring a 5 – Kranon had successfully entered the deactivation sequence and the Helbrute was rendered inactive. And not a moment too soon, as Kranon was next in line to be splattered.

The Helbrute

The largest miniature included in the Dark Vengeance boxed game is the Helbrute, Mortis Metalikus. This rampaging beast – a Chaos Space Marine hard-wired into a hulking armoured shell – is a vehicle with a high armour value on both the front and the side. Only the plasma pistol wielded by the Chaos Lord and the Chosen's power fist could penetrate it from the front and side, whilst the Chosen could glance it with a krak grenade if they were lucky. The other weapons wielded by the Chosen could only glance it from behind. Meanwhile the Helbrute was more than capable of instantly killing anything in the Chaos Space Marine army, either with its multi-melta at range or its S10 power fist attacks in melee. The Helbrute must be handled with a great deal of care!



Hate begets Hate.

MISSION 2

THE LONG & WINDING ROAD

The Dark Angels arrive on Bane's Landing and send out a Ravenwing patrol. It immediately runs into detachments of Chaos Cultists and is forced to fight a series of running battles in order to survive.

Mission Briefing

The second mission is a solo mission. The player takes the Ravenwing Bike Squadron and must fight three successive waves of Chaos Cultists (called engagements). The Ravenwing must leave the board by the opposite edge to complete the engagement. Surviving bikers are then used in the subsequent engagement. At least one biker must exit the battlefield in the third engagement to win.

In the second mission Matt's Bike Squadron would have to battle through three successive waves of Cultists, making it off the opposite board edge.

For the first engagement, Matt set up the Cultists with autoguns as close to his bikers as possible, whilst the other squad were set up at the opposite end. Matt reasoned that if he could get into combat with the Cultists with the long-ranged weapons as quickly as possible, he could mitigate any damage to his squad, and then engage (or evade) the other squad on his own terms as they were only armed with pistols.

The Chaos Cultists had the first turn, shooting at the bike squadron with their autoguns – amazingly, four out of five hit, but none could wound the Ravenwing. In return the Bike Squadron hit the Cultists five

times, killing two of them. The Ravenwing then charged in, slaying all but one of the Cultists and forcing him to flee. He scabbled away as the Dark Angels gunned their engines in pursuit.

In the Cultists' turn, the lone surviving Cultist continued to flee. His other brethren rapidly closed with the Ravenwing, snapping off shots with their autopistols as they did so before charging in to assault. Matt's Overwatch was particularly accurate, however, killing three Cultists as they assaulted. Sergeant Arion then killed another in melee but the survivor refused to flee, forcing the Ravenwing to spend their own turn finishing him off before exiting the board and completing their first patrol.

At the start of the second engagement, Matt tried a different strategy, this time





placing the Cultists with autoguns far away so he could engage those armed with close combat weapons as soon as he could.

The Cultists began their turn by wounding one of the Ravenwing bikers, but Matt passed his saving throw. The Cultists then charged into melee, one dying to the overwatch from the bikes and another two to their chainswords. Frustratingly, the remaining two Cultists held, forcing Matt to slay them in his own turn.

In the Cultists' turn, their autoguns were in range and wounded one of the Ravenwing. Once more, Matt saved, before Turbo-boosting off the edge of the board.

Engagement 3 was a tougher prospect, given the sheer volume of Cultists. He wasted no time in getting stuck in, blasting away at Anarkus' squad before hurtling onwards towards the opposite edge. The Cultists then struck lucky, as a shot from an autopistol slew one of the Ravenwing!

On their turn, the Dark Angels blazed away at the Cultists, killing the flamer before riding the rest down in assault. The squad were then assaulted by Tetchvar and his Cultists, and although they wounded them three times Matt made all his saves. Sergeant Arion issued a challenge and, after a couple of rounds, managed to slay Tetchvar. The rest of the Cultists were then wiped out, Matt driving off the board to complete his final patrol.



Sergeant Arion challenges Cultist Champion Tetchvar in combat, cutting down the traitor.





Even a faithful servant may turn on its master.

MISSION 3 AMBUSH

A combat squad of Dark Angels Space Marines are in position to ambush a much larger force of Chaos Cultists. At a whispered command by Sergeant Raphael, the Dark Angels launch their surprise attack!

Mission Briefing

The third mission recreates a small-scale ambush by a handful of Dark Angels on a larger force of Chaos Cultists. Both sides win by wiping out the opposing force. As the Chaos Cultists have been ambushed they cannot declare a charge and can only fire Snap Shots in the first turn of the game. They cannot Go to Ground or fire Overwatch either in the first turn, making up for their superior numbers.

Both of Andrew's units of Chaos Cultists started the game in a specific position, staggered down the middle of the battlefield. Andrew chose to deploy Sect Anarkus (armed with close combat weapons and autopistols) furthest forwards, hoping to weather the initial fusillade from the Dark Angels and charge forwards, ready to assault the Combat Squad in Turn 2. Sect Tetchvar (armed with autoguns and a heavy stubber) deployed in the rearward position, aiming to get a few turns of shooting in whilst the Dark Angels tangled with the Cultists of Sect Anarkus.

Matt could deploy anywhere, so long as his models were more than 6" from a Chaos Cultist, but deployed in a fairly circumspect manner at the opposite end of the board, hidden within the ruins atop a fallen aquila.

The Dark Angels took the first turn and, as their weapons were all in range already, felt no need to move any closer. Andrew had expected Matt to target the closest squad first. He was proven correct as Matt picked on the unit armed with the close combat weapons rapidly closing on the Tactical Squad. The plasma cannon fired first, hitting Sect Anarkus square on and killing four, the white-hot energy obliterating them outright. The Dark Angels then fired their boltguns, killing another three, including Cultist Champion Anarkus, who had found himself the closest target after the plasma cannon's victims had been removed. Andrew attempted to make a Look Out Sir test to save Anarkus, but he only rolled a 3 and the turncoat Commissar was blasted apart in a storm of bolt shells.



Sergeant Raphael orders his Tactical Squad to take up position ready to ambush the Chaos Cultists.



The two units of Cultists scabble into cover and out of the way of the Dark Angels' withering firepower.

To their credit, despite seven of their number perishing, the Cultists' nerve held and they stayed put.

In the Chaos Cultists' turn, Sect Anarkus advanced on the Dark Angels' position, hoping to scabble into cover before the plasma cannon could target them again. As it was, they didn't quite reach the shelter of the ruins, leaving them right out in the open. Only able to fire Snap Shots this turn anyway, Sect Tetchvar scampered forwards too, similarly trying to put some cover between them and the Dark Angels.

In the Shooting phase Andrew tried to bring as many of his weapons to bear as possible, firing both autoguns and the couple of autopistols that were in range. As the Cultists were surprised in the first turn, they needed 6s to hit anything. Unsurprisingly, only one autogun hit, but he failed to wound the Dark Angel.

In Matt's second turn, he largely kept his Tactical Squad in place. Battle-Brother Heskia, armed with the plasma cannon, stood rooted to the spot as his heavy weapon spooled up, whilst his brothers moved forwards to bring their boltguns into rapid-fire range.

This turn Matt did the unexpected, and rather than fire at Sect Anarkus unleashed Combat Squad Primus at Sect Tetchvar, whose autoguns were approaching rapid fire range – they might not be accurate weapons, but they more than made up

for it in volume of shots. The plasma cannon hit about as accurately as was possible, Matt rolling a hit on the scatter dice and a double-1 on the distance, and all six Cultists caught in the blast were vaporised. Although he hit with another four bolter shots, he only wounded and killed with one. Unfortunately for the Cult of the Red Haze, the attack claimed their second leader – Cultist Champion Tetchvar followed the example of his brethren Anarkus from the previous turn and failed his Look Out Sir roll. Sect Tetchvar did not follow Sect Anarkus' lead in holding firm, however, failing their morale check and promptly turning to flee.

In Andrew's second turn, his two units of Cultists looked as though they'd seen better days, both having lost their leaders and a good number of brethren. The misery continued when Andrew rolled a double-6 to see if Sect Tetchvar would rally, and then an 11 when rolling to see how far they'd flee – straight off the board! With only a handful of Cultists from Sect Anarkus left, Andrew now found himself in the decidedly unenviable position of being outnumbered and outclassed by the Dark Angels. Deciding that he'd rather go down fighting, he charged the Cultists in. Squad Raphael's Overwatch killed one, however, and Raphael himself finished the other two off in melee. The Dark Angels' ambush had paid off, the Cultists all slain.

The Rematch

When Andrew and Matt swapped sides for a rematch, the results were very different for the Dark Angels! Andrew tried a bold strategy and, rather than holding the Chaos Cultists off at range, launched his ambush from far closer to the enemy lines. His reasoning was that the Cultists couldn't charge on the first turn anyway, and if his boltguns were in rapid fire range to start with he'd have a greater chance of wiping one of the squads out. And indeed that is what happened, as Sect Tetchvar were wiped out in a single devastating volley. Unfortunately, Sect Anarkus were in position to get into combat on Turn 2 largely unscathed, and although the Tactical Squad eventually prevailed, it was not without suffering heavy losses, including their Sergeant, Raphael.



All treachery will out.

MISSION 4

PSYCHIC STORM

Following reports from the Ravenwing, Librarian Turmiel uses his powerful psychic powers to attack the Chaos Cultists in their base. Turmiel is unaware that the Cultists have powerful allies nearby, however...

Mission Briefing

This mission pitches Librarian Turmiel against a much larger force of Chaos Cultists and whichever side can slay the other first wins. Both sides receive considerable reinforcements as the game goes on – the second unit of Chaos Cultists arrive on Turn 2, whilst the Chosen arrive on Turn 3. The Dark Angels also have potent allies, the Deathwing Terminators arriving at the start of Turn 4.

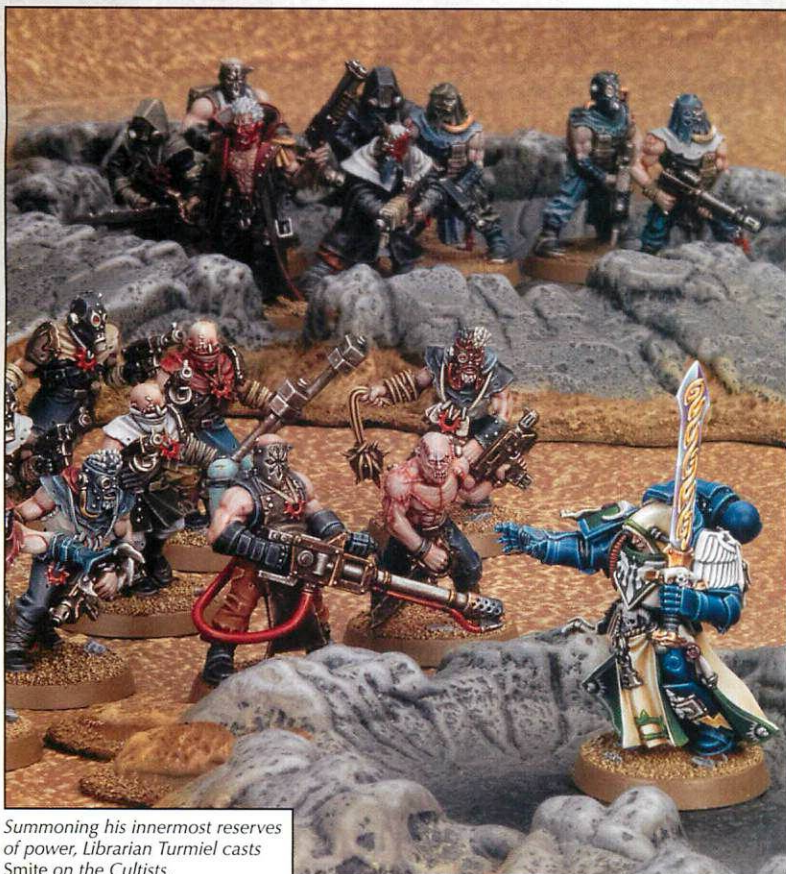
The fourth mission was radically different to what had come before – Matt's lone Librarian faced down overwhelming numbers of Cultists. With only a single model on the battlefield at the start of the game and two whole units of Chaos Cultists facing him from Turn 2, Matt would have to be canny for Librarian Turmiel to survive long enough for the Deathwing Terminators to arrive on Turn 4. Andrew had less time to wait until his reinforcements arrived, as a second unit of Chaos Cultists would arrive on the battlefield on Turn 2 and the Chosen would arrive at the start of his Turn 3.

Matt's best chance of survival was to engage the first unit of Cultists as soon as possible, hoping to kill them before their harder reinforcements arrived to

take advantage of their superior numbers. Fortunately for Matt, with a 3+ armour save Turmiel was pretty impervious to anything the Cultists might have. Unfortunately, both Turmiel's sidearm and psychic power were short range, so he'd have to close to within 12" to use them – in other words, charge distance for the Cultists. Once the Deathwing arrived, the battle would definitely turn in his favour, as they were more than a match for even the Chosen.

Andrew, in turn, needed to overwhelm Turmiel as soon as possible, really making his superior numbers count to swarm over the Librarian and slay him. With Terminator armour, the Deathwing will be a tough nut to crack, but fire enough autoguns and autopistols at them and Matt will eventually roll some 1s. The Chosen





Summoning his innermost reserves of power, Librarian Turmiel casts *Smite* on the Cultists.

have a selection of specialist weapons that they can turn to cracking the Terminators too – Draznicht's power maul allows him To Wound on a 2+, whilst the lightning claws offer a re-roll To Wound. Better yet, they'll be striking in Initiative order whilst most of the Terminators will be striking last because of their power fists. And, if nothing else, the power fist one of the Chosen is armed with will rob even a Terminator of his armour save, forcing him to rely on his 5+ invulnerable save. Matt deployed Turmiel and got the first turn, spending his entire first turn running straight towards the unit of Cultists from Sect Anarkus. Armed only with autopistols, Sect Anarkus had little option but to close on the Librarian as swiftly as possible, so duly ran forwards as well, closing the gap between them and the Dark Angel.

On his second turn, Matt advanced more cautiously, bringing Turmiel within range of the Cultists of the Red Haze. He cast *Smite*, slaying three of the Cultists and forcing Andrew to take a Morale check. Andrew failed the test, and the Cultists promptly turned tail and fled towards their board edge.

At the start of Andrew's Turn 2, the second unit of Cultists arrived from his board edge, taking up position amidst the city ruins and training their autoguns on Librarian Turmiel. Fortunately for Andrew,





And they shall know no fear.

Librarian Turmiel

This was the first game that the Dark Angels Librarian, Turmiel, was used. Librarians are Psykers, able to command potent psychic powers to obliterate the enemy or bolster the abilities of their allies. In this mission, Turmiel only has a single such power, *Smite*, but it's a good one. *Smite* only has a short range but fires four Strength 4 shots with AP2, meaning that the only thing in the Chaos Space Marine army proof against it is the Helbrute. But Turmiel is also nasty in an assault, for he has 2 Wounds and Attacks and is armed with a deadly force sword. A force sword acts as a power sword, but if he injures a character with multiple Wounds – such as Kranon the Relentless – he can channel his psychic powers into it and try to slay them instantly!

the Cultists of Sect Anarkus, heartened by the arrival of reinforcements, rallied and headed back towards their aggressor. In the Shooting phase Sect Tetchvar opened fire on Turmiel, but Andrew failed to hit with any of them.

Matt's third turn was over all too quickly, Turmiel failing his psychic test, leaving him decidedly stranded in the open as the Cultists closed in on him. Unfortunately for Andrew, fortunately for Matt, Sect Tetchvar managed to miss with their autoguns once again and Sect Anarkus, now back in range to charge once again, botched their roll as Andrew only rolled a 3 on 2D6. Draznicht's Ravagers arrived on this turn as well, accompanied by Kranon the Relentless. The elite squad moved through the ruins to close with the Librarian, whom their power weapons and power fists would easily slay up close.

At the start of the next turn, the Deathwing Terminators of Squad Barachiel arrived too by Deep Strike, Matt aiming to have them arrive right in front of the Chosen, interceding between the Chaos Space Marines and Librarian Turmiel. It was a somewhat risky deployment, as it was an area of the battlefield ringed by enemy models as well as plenty of terrain – one wrong roll on the scatter dice could see them lost to the Warp! Matt did indeed scatter, but only a short distance. The

Deathwing were, importantly, still in plenty of range of both Cultists and Chosen alike. Turmiel commenced the Shooting phase by casting *Smite* on the Cultists of Sect Anarkus, hoping to drive them off once more. Although he cast it successfully this turn, Matt missed with all four shots! The Librarian's mind was obviously elsewhere. The Deathwing were altogether more accurate, targeting the nearest unit – Sect Tetchvar. The assault cannon blasted one of the Cultists apart, and a storm bolter caught Cultist Champion Anarkus himself square in the chest, Andrew having failed a Look Out Sir roll for his character. For the second time this game, Sect Anarkus turned and fled, running straight off the table.

As he had not enjoyed much success at range, Turmiel decided to bring his force sword to bear and charged Sect Tetchvar. Misery was heaped upon misery, however, as Matt botched his charge roll and then the Cultist with a flamer wounded the Librarian with a wall of flames. In the subsequent turn, before they could even countercharge, one of the Cultists killed Librarian Turmiel with his autopistol. The Terminators were too late, but would soon have their vengeance as the Chosen failed to charge the Deathwing. To compound their failure, one of the Chosen was gunned down by the assault cannon as it spat out a hail of shells in Overwatch.

The Deathwing Terminators of Squad Barachiel arrive from reserve, Deep Striking into battle.



The Deathwing Terminators engage the Chosen in a brutally short, close-range firefight.



In the Dark Angels' turn Squad Barachiel focused all their fire on Draznicht's Chosen. Their overwhelming firepower inflicted eight wounds and Andrew failed almost all of his saving throws – only the Chosen Champion, Draznicht himself, survived thanks to a lucky Look Out Sir roll. Draznicht's nerve held, however, and he stayed put.

In Andrew's next turn, the remaining unit of Cultists charged the Deathwing, Andrew hoping to bog them down long enough to get Draznicht into the melee too. Two of the Cultists died to Overwatch from the Terminators' storm bolters. Sergeant Barachiel stepped forward to issue a challenge and was answered by Tetchvar. Barachiel found himself unlucky, however, failing to strike the Cultist Champion down before being dispatched by a lucky blow in return. The rest of the Terminators slew the surviving Cultists with their power fists and Tetchvar fled the combat.

In their turn, the Deathwing fired everything they had at Draznicht, but Andrew made all his saving throws. As the Terminators charged the lone Chosen, one of them was slain by the Champion's Overwatch. Draznicht then killed another Terminator in assault with a hefty swing from his power maul, Matt fluffing his second 2+ saving throw in a row, before the remaining power fists slew him in return.

Victory to the Dark Angels, and to Matt!

The Rematch

Matt got altogether luckier with the Chaos Space Marines in the rematch than Andrew did. It didn't help Andrew that the first time his Librarian tried to cast *Smite*, he did so with a double-1 – a successful roll, but also triggering a *Perils of the Warp* attack, reducing him to 1 Wound. Sect Anarkus were able to take advantage of this when they charged into combat, and although Turmiel didn't go down without a fight, he succumbed to the Cultists' attacks. The Deathwing's first round of shooting only succeeded in finishing off the Cultists that had killed Turmiel. Matt managed to get his Chosen into melee, Draznicht slaying Sergeant Barachiel in a challenge. Andrew managed to botch several of his saves, losing a couple of Terminators, and although the remainder managed to slay the last of the Chosen, Matt's Cultists overwhelmed the survivors.



Deathwing Terminator
Sergeant Barachiel



Chaos Chosen
Champion Draznicht



Doubt is weakness.

MISSION 5

FIREFIGHT

Following Turmiel's attack, the two sides have gathered all of their troops, and a bloody firefight ensues. Whichever side can inflict the heaviest casualties on the enemy will be victorious.



The Chaos Space Marines, under Kranon the Relentless' direction, pour out of the ruined shrine.



The Dark Angels occupy the ruined buildings, commanding lines of sight across the battlefield.

The objective of this scenario was to score more victory points than the other player, which were awarded for wiping out squads (1 victory point each) and killing characters or the Helbrute (2 victory points each), with the two Warlords (Kranon the Relentless and Company Master Balthasar) worth even more (3 victory points). The obvious route to winning is to inflict as many casualties as possible whilst sustaining many yourself, but as victory points are only awarded for wiping out whole squads the real trick would be to focus fire and make sure that enemy squads are completely destroyed before moving on to the next target. In other words, both players would have to exercise strict target priority.

This was to be the first mission to use all of the Dark Angels (Interrogator-Chaplain Seraphicus excepted, although Andrew used the Chaplain during their rematch – see later) and the Chaos Space Marines miniatures included in the boxed game, and both Matt and Andrew were looking forward to pitching their heaviest hitters against one another. Especially the Helbrute, which was by far the most powerful unit included in the box, and had made a mess of any of the Chaos Space Marines it had got its hands on during the first mission. Andrew was looking forward to seeing what it would do when set loose upon Matt's Dark Angels!

Andrew won the roll-off, so got to deploy first and have the first turn. He claimed the side of the board with the Shrine of the Aquila deployed in it, his Cultists no doubt having defiled the ruined building in the process. In fact, Andrew chose to use this single terrain piece to deploy all of his models in, as it not only gave him good lines of sight for his models but also provided a fair amount of cover for the Chaos Space Marines. Sect Anarkus deployed at the base, ready to pour through the doors and into the open, whilst Sect Tetchvar and the Chosen occupied the ramparts so as to fire at anything that moved within range.

Matt occupied the ruins on the opposite side of the board, his heavier weapons taking up good firing positions to hose down any Chaos Space Marines as they emerged from the shrine. Matt knew that the Chaos Space Marines would have to close with his own men as he had the weapons with the longer range, so he made sure his heavy weapons had good lines of sight. As the foe ran across the open ground, Matt would have plenty of time to respond with overwhelming firepower before moving his elites into position to finish up squads – or at least, that was the plan.

As the Dark Angels' weapons were of far longer range than Andrew's (Sect Tetchvar's heavy stubber aside, but that was

Mission Briefing

The fifth mission is the first opportunity for both players to use their entire forces, and it's very much a game aimed at pounding the living daylights out of one another. The player with the most victory points at the end of the battle wins the game. Victory points are gained for units that are completely destroyed or have fled the table at the end of the game. Kranon the Relentless and Company Master Balthasar are worth 3 victory points each; the Helbrute and Librarian Turmiel are worth 2 victory points each; and all the other units are worth 1 victory point each. The players would have to make sure they completely destroyed a unit to get the victory points – a unit that was mostly destroyed or was still fleeing on the board at the end of the game wouldn't count!



Kill them all!

The Warlords

This was the first opportunity for the players to use their respective Warlords – the Chaos Lord, Kranon the Relentless, and the Dark Angel's Company Master, Balthasar. These two independent characters are both formidable presences on the battlefield, each more than a match for another squad but roughly equal compared to one other, with almost identical characteristics. Both are armed with either a plasma pistol or a combi-plasma, as well as power swords, meaning that in a duel between the two, they'd have to rely on their invulnerable save. It was here that Balthasar has a slight edge, as his iron halo gives him a 4+ invulnerable save compared to the 5+ save afforded by Kranon the Relentless' Aura of Dark Majesty.

hardly going to win the game no matter how lucky it got), the Chaos Space Marines were forced to abandon the shelter of the Shrine of the Aquila and close with the Dark Angels. The open ground between the two deployment zones was largely without cover, except the scattered line of craters, so Andrew was forced to hug those as his men advanced, running as fast as they could towards the enemy lines.

Although Matt had the advantage of range, the majority of his rapid fire weapons remained out of range this turn. His assault cannon opened up on the Cultists of Sect Anarkus, hitting with all four shots and gunning down four traitors in a hail of bullets and blood. The Cultists feared Kranon the Relentless far more than death, so continued their dogged advance. The plasma cannon wielded by Battle-Brother Heskia thrummed into action, unleashing a bolt of energy at the mighty Helbrute, Mortis Metalikus, but it missed its mark by 7", exploding amidst the craters.

In the second turn, the Chaos Space Marines had little choice but to continue to push forwards towards the Dark Angels, eagerly closing the distance so that they could open fire. Pausing in its relentless advance only long enough to fire, the Helbrute blasted at the Ravenwing Bikers streaking closer, but its multi-melta missed wildly. Sect Tetchvar fired at the Deathwing,

and although one of the Cultists actually managed to hit his target, the slug pinged off the Terminator's thick armour, Matt contemptuously passing his saving throw.

In return, Squad Barachiel continued to fire at Sect Anarkus, their heavy calibre ammunition shredding the remainder of the Cultists, wiping the squad out and claiming a victory point for Matt. Tactical Squad Raphael leant their weight of firepower to the shoot-out too, focusing fire on the second unit of Cultists, Sect Tetchvar, who were slowly closing on their position. The boltguns, now in range, slew three members of the Cult of the Red Haze, whilst both the plasma cannon and the plasma gun were on target too, claiming another four Cultists. The Cultists continued to pour forwards, however, undaunted by their rapidly diminishing numbers. Finally, the Ravenwing fired their plasma gun at the Helbrute but the bolt of plasma merely sizzled off its mutating hull, Matt unable to roll greater than a 3 to penetrate.

Their numbers diminished under the fusillade of fire from Company Master Balthasar's strike force, the Chaos Space Marines continued to advance. The Helbrute closed with the Ravenwing of Squad Arion, eager to swat the black-armoured bikers that kept irritating him with their plasma gun, whilst Kranon the Relentless led the Chosen on towards





The Chaos Cultists of Sect Anarkus charge into combat with Tactical Squad Raphael.





A liberated mind is a haven for treachery.

The Ravenwing

Although Matt had been using the Ravenwing Bike Squadron since the second mission, this would be the first game where they could really bring their superior manoeuvrability to bear on the battle. Armed with both boltguns and a plasma gun, the Ravenwing were able to threaten almost anything in the Chaos Space Marine army, including the Helbrute. In fact, Matt used their speed to zoom round the back of the metal monstrosity, where all of its weapons could be fired at the weak point of its rear armour, their bolters whittling its Hull Points down to wreck it.

Their speed was to prove useful to Matt in the final game as well, as their ability to Turbo Boost afforded them both amazing speed and near invulnerability to harm.

Tactical Squad Raphael. The Helbrute fired its multi-melta at the Ravenwing, this time managing to score a hit. But Andrew was left cursing his luck as the roll To Wound came up as a 1, and the blast fizzled harmlessly from the bike's carriage.

In Matt's turn, Librarian Turmiel joined the Deathwing Terminators and together with the squad turned their punishing firepower upon Draznicht's Ravagers – the Chaos Space Marine Chosen. The heavier power armour of the Chosen unit was no more protection to them than the Cultists' lighter armour, and four of the elites were felled by the fusillade. Matt continued to focus his fire upon this one target, eager to claim another victory point, Squad Raphael firing both its plasma cannon and its plasma gun at them too, killing the Chosen Chaos Space Marine that was armed with a power axe.

Turn 4 began with the few remaining Cultists of Sect Anarkus closing with the Dark Angels Tactical Squad, whilst Kranon led the Chosen towards the respite of cover from the plasma weaponry trained on them. In the Shooting phase, the Chosen were forced to run to reach the relative shelter of a crater, at least garnering them a 5+ cover save the next time the plasma cannon fired at them. Sect Anarkus fired at Squad Raphael, slaying one of the Tactical Marines with their flamer. Andrew pondered

charging them into combat against the Space Marines too, but reasoned that if they were going to be wiped out, he'd sooner force Matt to wipe them out in his own turn rather than get a free attempt with Overwatch and in melee.

Sure enough, when it came to his turn Tactical Squad Raphael finished off the Cultists, but at least they'd been forced to do so in their own Shooting phase and not in Andrew's turn. This was scant consolation, however, as Matt still had plenty of guns spare to fire at the Chaos Space Marine Chosen. Matt started off the Shooting phase with Librarian casting *Smite* on the unit of Chosen, but Andrew rolled a 6 and successfully Denied the Witch, stopping the psychic power before it could wreak havoc – its AP of 2 would deny them their armour save as surely as a plasma cannon. The Terminator Squad then opened fire, continuing their run of deadly accurate shots by slaying the last of Draznicht's Ravagers and leaving Kranon standing on his own in the cover.

Elsewhere, the Ravenwing Bikers gunned their engines and ploughed into the dangerous terrain that were the craters, Matt attempting to angle them to get a shot at the rear armour of Mortus Metalikus. Although Matt failed one of his Dangerous Terrain tests, he passed his armour save. The Ravenwing's plasma gun missed, but a hail



Sergeant Arion and the Ravenwing Biker Squadron zoom round the back of the Helbrute.



Finding himself alone, Kranon the Relentless recklessly charges into combat with the Dark Angels.



of shells from the rest of their boltguns not only hit, but scored three glancing hits. The Helbrute was reduced to 0 Hull Points and was wrecked!

Not known as the Relentless for nothing, Kranon ploughed on into the ranks of the Dark Angels, heedless of the fact that the rest of his army had been systematically wiped out by the enemy. Levelling his pistol at Squad Raphael, Kranon the Relentless slew one of the Tactical Marines with a bolt of blazing-hot plasma, before charging into assault. Although the Tactical Squad failed to hit the Chaos Lord with their overwatch, Company Master Balthasar was altogether more accurate and wounded him before declaring a challenge.

Kranon the Relentless struck Balthasar five times, wounding him four, but Matt was as lucky as ever and successfully made all of his invulnerable saves from his iron halo. Balthasar failed to hit Kranon, and the combat was drawn. In the following turn, the Deathwing Terminators charged in. Although they could not intercede in the challenge, they could still lend their support to the challenge and grant Matt an additional re-roll to hit. Both combatants wounded the other, but both were saved and the game ended with the hated foes locked in combat.

Matt, having wiped out everyone but the Chaos Lord, had comfortably sealed his victory.

The Rematch

The rules for the scenario suggest that you can add in extra miniatures to your army if you want, simply adjusting the victory points tally if you do so. When Andrew and Matt swapped sides to play Mission 5 again, Andrew added in the one model from the boxed game that he'd not had the chance to play with yet – Interrogator-Chaplain Seraphicus, who the players agreed would be worth 2 victory points. Seraphicus proved instrumental in the battle, leading the Deathwing in a devastating charge against the Chosen. Unfortunately, both the Helbrute and Kranon the Relentless proved more than a match against the rest of Andrew's army, Matt leading them into combat with Tactical Squad Raphael, whilst Mortis Metalikus squashed both Turmiel and then slew Balthasar with his multi-melta after Andrew failed his Look Out Sir roll!



Chaos Lord
Kranon the Relentless

Interrogator-Chaplain
Seraphicus



Only a righteous man can withstand the Emperor's gaze.

MISSION 6

THE HELLFIRE STONE

The Dark Angels have discovered that the Chaos Space Marines' objective is to steal an ancient artefact called the Hellfire Stone. They must be stopped from doing this at any cost or the consequences will be unthinkable!

Mission Briefing

In the final mission, both sides are trying to capture a valuable object called the Hellfire Stone. This is represented by an objective marker in the centre of the board, which can be picked up and moved by any model that moves into contact with it. Whichever side has the objective in their control at the end of the game will win the game and seal the fate of Bane's Landing – but who will it be?

Although the mission doesn't require you to have any terrain to play it, we wanted a cool centrepiece for the final game – and what could be cooler than the towering edifice known as the Fortress of Redemption, appropriately covered in Dark Angels iconography. If this isn't the most suitable terrain piece for mine and Matt's most climactic battle, then I don't know what is! The heavy weapons mounted on it weren't active, which was fortunate for whichever side didn't start in it.

Matt and I both rolled off to see who got to deploy first. Matt won the roll-off and elected to deploy in the Fortress of Redemption, declaring it as the rightful property of the 1st Legion. For this mission, Matt split his Tactical Squad into two separate Combat Squads – Combat Squad

Primus led by Sergeant Raphael and containing the plasma gun, and Combat Squad Secundus, containing the plasma cannon. He deployed both in the Fortress of Redemption, the former ready to advance on the Hellfire Stone, the latter to provide covering fire. Deathwing Squad Barachiel deployed in the middle of the deployment zone, out of cover, their Terminator armour proof against all but the Helbrute's multi-melta (and they'd still get a 5+ invulnerable save against that). Matt also chose to deploy both Librarian Turmiel and Master Balthasar with the Deathwing, intending to advance this unit into the midst of Andrew's army and soak up all the firepower whilst the Ravenwing Bike Squadron – deployed just behind the Terminators – zoomed forwards to grab the Hellfire Stone and run.

Kranon the Relentless and his traitorous followers deploy amidst the city ruins.





The Dark Angels deploy in and around the imposing edifice of the Fortress of Redemption.

Faced with the formidable firepower of the Dark Angels army, Andrew tried his very best to deploy his army in as much cover as possible. Alongside a number of craters, there were enough city ruins to shelter the Chaos Space Marine army – at least to start with – so Andrew deployed as many of his models in here as he could fit. He hoped to claim a cover save for when Matt started firing his AP2 plasma weaponry in his direction, although knew that he'd have to venture out of cover if he was to claim the Hellfire Stone before the Dark Angels. Rather than deploy him with the Chosen, as he had up till now, Andrew chose to deploy Kranon the Relentless in with Sect Anarkus – the Chaos Cultists armed with close combat weapons and autopistols. Andrew was thinking like a Chaos Lord, fully intending to use the Cultists as a meat shield to soak up wounds long enough to get Kranon into combat with one of the Dark Angels characters, who he had a reliable chance of mincing up in an assault.

Matt took the first turn, stoically marching Squad Barachiel – along with Turmiel and Balthasar – forwards. Combat Squad Primus advanced too, leaping down from the Fortress of Redemption to bring their boltguns to bear. Rather than zoom forwards right away – where they would prove an exceptionally tempting target to the Chaos Space Marines – the Ravenwing instead hung back behind the Deathwing.

In the Shooting phase, Matt fired almost all of his plasma weaponry – except his plasma pistols, which were still out of range – at the Helbrute, as they were the only weapons that could possibly penetrate its thick armoured shell, at least from the front. Although both the Ravenwing's plasma gun and the plasma cannon hit, neither rolled high enough to glance, let alone penetrate, only succeeding in drawing the ire of the enraged beast.

The Deathwing Terminators chose to ignore the swarming Cultists and instead opened fire at the Chosen, who were deployed next to the Helbrute. The assault cannon managed to either miss or fail to wound with all its shots, but one of the Chosen was felled by an accurate shot from a storm bolter.

In the Chaos Space Marines' first turn, Andrew advanced on the flank with both his Chosen and the Helbrute, striding purposely towards Combat Squad Primus, who had just left the safety of the Fortress of Redemption. Kranon led the Cultists of Sect Anarkus surging forwards towards the centre of the battlefield, heading straight for the Hellfire Stone and the Deathwing beyond. Sect Tetchvar remained in the safety of the city ruins, their weaponry already in range.

In their Shooting phase Sect Anarkus targeted Squad Arion – the fast-moving Ravenwing Bike Squadron. Andrew was

Draznicht's Ravagers

The unit of Chaos Chosen are a formidable addition to the Chaos Space Marine army, almost the equal of the Deathwing Terminators. The Chosen are more than capable of slaying either the Ravenwing Bike Squadron or the Tactical Space Marines in melee, their selection of power weapons able to ignore the 3+ armour save of these Dark Angels units. Even against Terminators, they can pose a threat, as the unit includes a power fist that will smash straight through, and their superior Initiative allows them to strike before the cumbersome power fist-armed Dark Angels. Unfortunately in such a match up, without Terminator armour or an invulnerable save, they have to inflict wounds on the Terminators before the Terminators crush them in return with their power fists.



Who can judge what is truly sane?



Squad Barachiel

The Deathwing
Terminators of Squad Barachiel had proven themselves to be worthy of the title of elites throughout the missions so far. Their Terminator armour had – with only a couple of unfortunate rolls of a 1 – been proof against almost everything Andrew had managed to throw at them. Better still, they had dished out an eye-watering amount of firepower, obliterating Chaos Cultists by the dozen, units of Chosen and many more besides. Part of this was the fact that their storm bolters and assault cannon allowed them to advance whilst still firing at full capacity and up to 24"; and part of it was that Matt was exceptionally lucky with them, rarely missing with any of their shooting attacks and rarer still failing an armour save.

all too aware that their high speed allowed Matt to snatch the Hellfire Stone and then move flat out, keeping the objective out of reach for the rest of the game. Four of the Cultists hit and, rather more incredibly given the low Strength of their firearms, three of them wounded. Unfortunately Matt's armour held true and he made all his 3+ saving throws.

The Helbrute lifted his pulsating multi-melta and fired a shot at the Ravenwing, but missed (surprising no one, as the Helbrute had failed to kill anyone at range so far today). The Chosen were altogether more accurate, blasting away at the Bike Squadron with their boltguns. They wounded three times and one of the bikers failed his save – unfortunately for Matt, he'd manoeuvred the plasma gunner into range to shoot the Helbrute but this had made him the closest target.

In Turn 2, Matt continued his relentless advance with both the Deathwing and Squad Raphael, bringing them into close range of the Chaos Space Marines. Squad Barachiel continued to steadily chip away at Draznicht's Chosen, the assault cannon slaying one of the elite Chaos Space Marines.

Unfortunately, as Sergeant Raphael drew his plasma pistol to fire at Mortis Metalikus, his weapon overheated catastrophically, slaying the stalwart

Sergeant in a burst of overheated plasma. Continuing his run of bad luck, Matt managed to fail to wound the Chosen with any of his boltguns, and his plasma cannon was wide of the mark, its blast detonating amidst the ruins recently occupied by Sect Anarkus. Finally, as if to add insult to the injury, Company Master Balthasar fired a shot with his combi-plasma but Matt rolled yet another 1 to hit causing the unstable weapon to overheat. Once more he failed his save, but fortunately Balthasar had his full complement of wounds remaining.

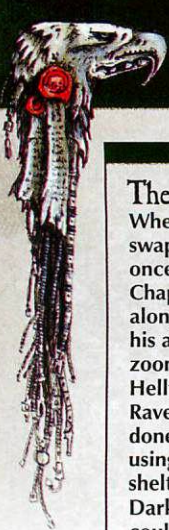
Andrew hoped to capitalise on a dismal turn for the Dark Angels, his army mostly unscathed during the last turn. The Ravenwing had begun to flank around the side of the Hellfire Stone, so Andrew moved his Chosen in position to head them off and deny them their prize. The Helbrute, Kranon and Sect Anarkus moved towards the Deathwing.

Once more the Helbrute missed with its multi-melta, but the Cultists were altogether more accurate and both an autopistol and the heavy stubber wounded, although Matt at least saved. As if to rub salt in the wound of Matt's misfortune with plasma weaponry, Kranon's plasma pistol slew Sergeant Barachiel, Matt not only failing his save but also his Look Out Sir roll.

In the Assault phase, the Chosen charged the two surviving Ravenwing, who



Kranon the Relentless leads the Cultists of Sect Anarkus into combat with the Deathwing.



Zeal is no excuse.

The Rematch

When the two players swapped sides, Andrew once again including Chaplain Seraphicus alongside the rest of his army. Rather than zoom in and seize the Hellfire Stone with his Ravenwing – as Matt had done – Andrew advanced using the Deathwing to shelter Turmiel until the Dark Angels Librarian could seize the objective. The Deathwing then created a screen whilst the Ravenwing ran rings around the Helbrute and the Cultists, Librarian Turmiel withdrawing to the Fortress of Redemption with his prize. The Deathwing Terminators then closed with the Chaos Chosen and Kranon the Relentless, Sergeant Barachiel slaying the Chaos Lord in a close-fought challenge. Victory went to Andrew in the rematch!

failed to wound any of the Chaos Space Marines with their Overwatch. Sergeant Arion then slew Draznicht in a challenge, the Chosen failing to hit in reply.

The Helbrute, Kranon and the Cultists also charged the Deathwing. Andrew was (uncharacteristically, some might say) cunning, declaring a charge with his Helbrute first to reduce the damage the Deathwing's Overwatch could inflict. The Helbrute crushed the Terminator wielding the assault cannon, whilst the Cultists wounded five times and managed to kill two of the Deathwing! In return the Deathwing could only kill two of the Cultists. Kranon and Balthasar fought a challenge, both warlords inflicting a wound on their counterpart, and the combat was a draw.

In the Dark Angels' third turn Matt went back on the offensive once again, although his ranged weapons found themselves with a dearth of targets, as many of the Chaos Space Marines were locked in combat. His plasma cannon, however, targeted Sect Tetchvar, slaying one of the Cultists.

In the Assault phase, the Tactical Squad charged into the Chosen, hoping to save the Ravenwing by killing the Chaos Space Marines first, but could only kill one. In the other combat, neither the Chaos Lord or the Company Master could wound one another, but both the Librarian and

the Terminators slew a couple of Cultists apiece. The Helbrute killed the last of the Terminators, drawing the combat again.

In the Chaos Space Marines' turn, the Tactical Marines and the Ravenwing managed to slay the last of the Chosen, freeing the bikers to grab the Hellfire Stone on their next turn. Kranon the Relentless finally killed Balthasar in the challenge and the Helbrute slew Librarian Turmiel.

In Turn 5, Sergeant Arion grabbed the Hellfire Stone and zoomed away, whilst Combat Squad Primus moved to intercept the Helbrute, throwing a krak grenade at it whilst Combat Squad Secundus blazed away at Kranon and his Cultists.

The Helbrute was not distracted by the Tactical Squad, smashing through the Fortress of Redemption's walls to head off the Ravenwing. Finally its multi-melta hit, reducing one of the bikes to molten slag. Kranon charged Combat Squad Secundus, but was slain by Overwatch and the last of the Cultists finished off in combat.

Despite the Helbrute's best efforts, Sergeant Arion still held the Hellfire Stone and zoomed away. Then, in the very last Shooting phase, the Helbrute got a bead on Arion once more and blasted him with the multi-melta. The game would be a draw unless Matt could make his jink save... which he duly did!

Matt won the final mission!



The Helbrute pursues Squad Arion as they attempt to make off with the Hellfire Stone.



CONCLUSION

Andrew: Well that was an awful lot of fun! Who'd have thought we could have six such different games with the same set of miniatures? Well, we did, twice in fact as we played through a second time once we were done.

One thing stood out from all the games, and that is, despite their overwhelming numbers, the Chaos Space Marines were seriously outgunned by the Dark Angels facing them. With 20 models, almost all armed with boltguns or some even nastier weapon, Matt was able to keep up a punishing rate of fire from across the battlefield, forcing me to come to him rather than the other way round.

That said, I certainly had plenty of things in my favour. As mentioned, I seriously outnumbered Matt in pretty much every scenario, forcing him to focus his attack on part of my army at a time or else be wiped out by sheer weight of dice. The second thing in my favour was the Helbrute – boy, that thing's not only hardy, with little in the Dark Angels army that can touch it, but it can kill things both up close and at range. The only disappointment was that it didn't kill as much as it could, no, *should* have done!

Matt: I'd like to start by saying that obviously I won by superior tactics and being an altogether more brilliant player, but I'm much too modest to write that.

I must say that it was a great deal of fun, with each of the missions very different from one another and providing a different tactical challenge. I think my favourite scenario was Mission 5: Firefight, as I not only got to use my entire force, but there were some great standout moments too. In particular, when the Ravenwing burned rubber to zoom round the back of the Helbrute and shot it in the rear armour, looking suitably awesome as they did so.

As much as I had fun playing with both armies (we swapped after we'd played through once), the Dark Angels – with three characters and serious firepower – were probably the more rounded of the two forces. The Deathwing in particular were my favourite unit – they probably killed more than anything else, and took more than their fair share of firepower in return.

The Chaos Space Marines, on the other hand, with the Helbrute and the Chosen, had some seriously fun toys to play with and I thoroughly enjoyed stomping about with them an awful lot.

The Battle Rages On
Of course, the Battle for Bane's Landing and the Dark Vengeance boxed game are really only the start of your journey into the war-torn galaxy of Warhammer 40,000. Both forces provide a great starting point for collecting a larger army of Dark Angels or Chaos Space Marines too – a few more units and you'll be well on your way to being able to field a mighty army! With a copy of the boxed game you have everything you need to carry on playing games of Warhammer 40,000, including the rules for picking an army and a selection of additional scenarios to play. If you want even more ideas for games, then make sure you pick up a copy of the Warhammer 40,000 hardback rulebook, as this has even more ways to play in it!



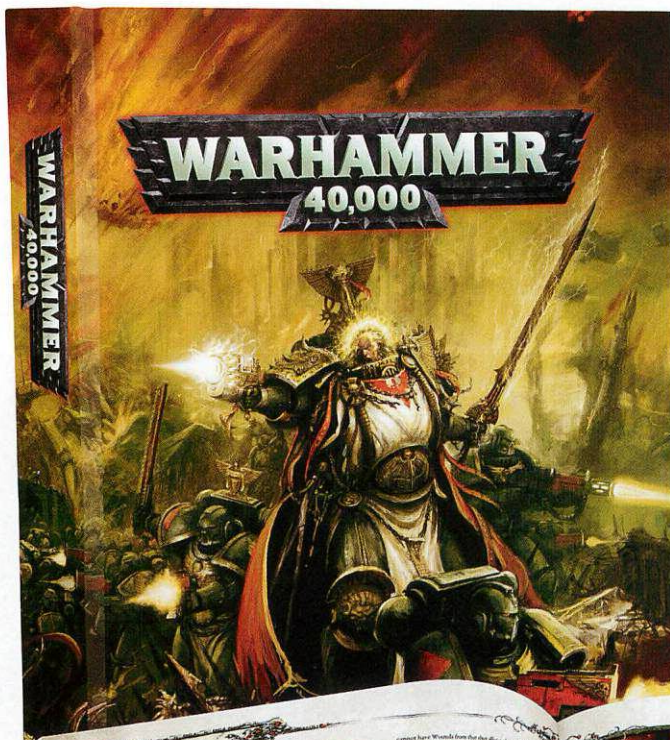
In the rematch, the Deathwing Terminators prove instrumental in capturing the objective.



WARHAMMER® 40,000

APPARATUS OF WAR

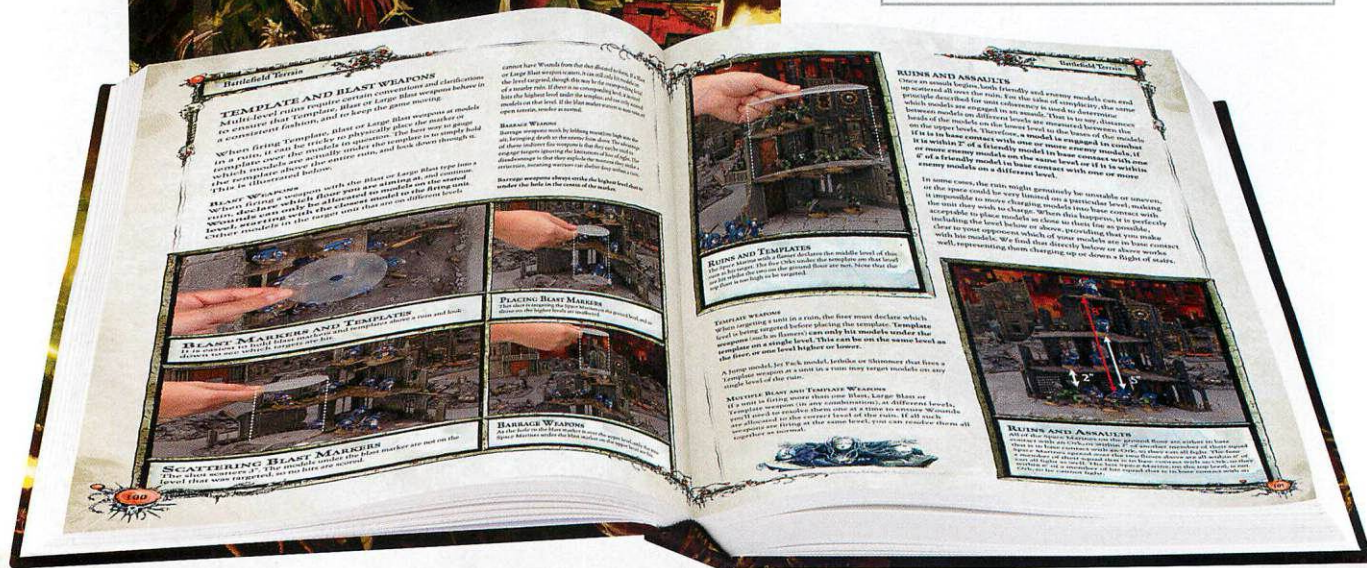
Last month saw the release of a brand-new edition of the Warhammer 40,000 rulebook alongside an assortment of handy gaming aids for use on the battlefield. We present a selection here, but check online for the full range.



The Warhammer 40,000 rulebook is a vast tome of knowledge, bound within thick hardback covers. The rulebook comprises five sections: the Rules, explaining how to fight battles set in the Warhammer 40,000 universe; the 41st Millennium, which introduces the Imperium of Man, its myriad armed forces and many enemies; an incredible miniatures showcase courtesy of the 'Eavy Metal team; the Hobby section, offering guidance on how to assemble and paint your miniatures; and finally, the Battles section, showcasing some awe-inspiring battlefields created specially for the rulebook to inspire hobbyists at home to make and play their own scenarios.

Warhammer 40,000 Rulebook
A 452-page, full-colour hardback guide introducing the 41st Millennium and explaining how to fight battles set in the grim darkness of the far future.

Product Code: 60040199026





MUNITORUM TEMPLATES

Three stylised and intricately detailed plastic templates that define the damage radius of certain battlefield weapons, ranging from hand flammers to ordnance blasts.

Product Code: 99220199047



PSYCHIC POWER CARDS

A deck of 35 large-format cards that contain all of the powers from the five psychic disciplines introduced in the Warhammer 40,000 rulebook.

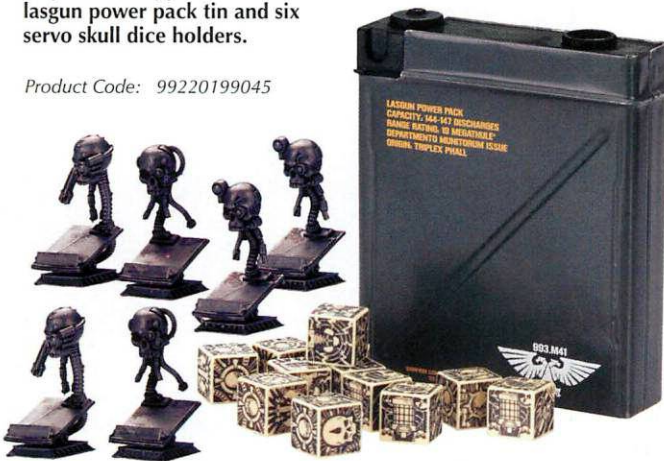
Product Code: 60220199001



MUNITORUM BATTLEFIELD OBJECTIVES

12 square-edged markers depicting a variety of Primary and Secondary Mission Objectives, supplied with a lasgun power pack tin and six servo skull dice holders.

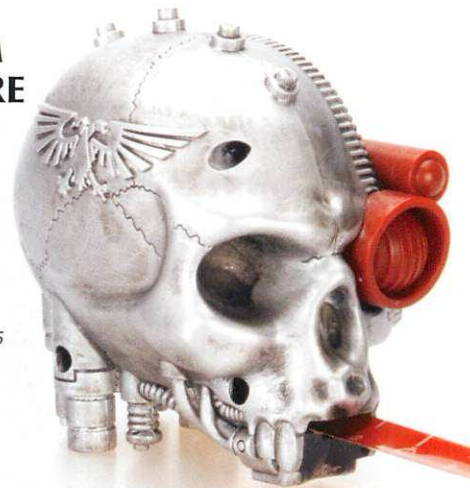
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MUNITORUM TAPE MEASURE

This device conceals a tape measure that extends from the servo skull's upper jaw. Pressing the bionic eye causes it to retract once more.

Product Code: 99230199005



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SCENERY SHOWCASE

BANE'S LANDING

The Dark Vengeance campaign takes place on the sparsely populated world of Bane's Landing. Here we showcase a number of terrain pieces that perfectly represent the sort of architecture that might be found on the planet's surface.

The war-torn battlefields of the 41st Millennium are strewn with the debris of ancient civilisations that have been lost to the passage of time or left in ruins by conflicts past. Of the million worlds that lie within the boundaries of the Imperium, the mark of Imperial architecture is an ever-present reminder of the populace's duty to Mankind and of the absolute authority of the High Lords of Terra.

Bane's Landing, the setting for the battle between the Dark Angels and the Chaos Space Marines of the Crimson Slaughter, is just such a world. However, such is the dilapidated state of Bane's Landing, its population but a fraction of most Imperial worlds, that any battlefield terrain is best represented by shattered, ruined buildings and rusted detritus.



The floor of one bunker annexe is dominated by the launch bay doors of a missile silo.



Many sections of the building show signs of wear and tear from previous conflicts.





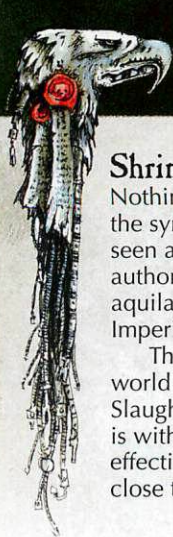
Fortress of Redemption

Proudly displaying the insignia of the Chapter that constructed the mighty edifice, the Fortress of Redemption is a favoured defensive emplacement of the Dark Angels. Not only is a Fortress of Redemption a very thematic terrain piece for the Dark Angels, but will make an awesome centrepiece for the final climactic mission.



The Fortress of Redemption houses a powerful missile silo. A large circular floor panel embossed with the insignia of the Dark Angels can be removed to reveal a launch bay loaded with seven deadly warheads.





The Martyr's grave is the keystone of the Imperium.

Shrine of the Aquila

Nothing exemplifies the majesty of the Imperium more than the symbol of the aquila. Thus is the Shrine of the Aquila seen as the manifestation of Imperial rule and a sign of its authority. Though the building may lie partly in ruins, the aquila itself remains proud and unbowed – a parody of the Imperium itself in an Age of Darkness.

That a Shrine of the Aquila would be found on the world of Bane's Landing is unsurprising; that the Crimson Slaughter should seek to defile such a symbolic building is without question. In a game, the shrine's large walls effectively block line of sight, allowing canny players to close the distance to their enemies unscathed.



Battlefield Debris

The addition of some scatter terrain can really help to break up any large expanses of open space on your battlefield. Battlefield debris such as ammunition dumps, fuel reserves and tank traps are not only suited to almost any battlefield, but provide infantry with some rudimentary cover behind which to take shelter from incoming fire. However, not only does battlefield debris provide a cover save to any models hiding behind them, but many have additional perks. For example, any model within 2" of an ammunition dump is able to re-roll failed To Hit rolls of 1 in the Shooting phase.



Sanctum Imperialis

A shattered ruin once dedicated to the Imperial Creed, the Sanctum Imperialis is a multi-level building that is a great place for the Chaos Cultists to defend and seek shelter from the withering firepower of the Dark Angels.



Battlescape

Nothing quite depicts the fallout of a previous battle better than the Battlescape terrain piece. The skull-and-crossbones sign implies that this area of terrain may be booby-trapped – perhaps an exploding mine was the cause of the wrecked Rhino chassis. To represent such hazardous terrain, why not agree with your opponent to make Dangerous Terrain tests to traverse it?



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If you're looking to start your own collection of Warhammer 40,000 scenery to bring your battles from the Dark Vengeance boxed game to life, look no further than these fantastic examples of atmospheric terrain kits.

No battlefield is complete without a variety of terrain to fight over. The kits displayed below are only available to order online, but you can pick up the terrain shown opposite in your local Hobby Centre. These pieces of scenery are perfect for depicting a contested battlefield on Bane's Landing.

Fortress of Redemption

An unyielding citadel consisting of a large tower and two bunker annexes, the Fortress of Redemption proudly displays the iconography of the Dark Angels Chapter.

Product Code: 99120101082



Moonscape

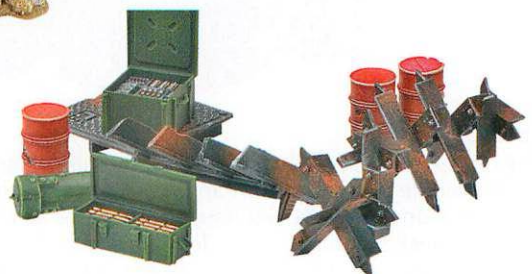
A set of five different variations of plastic craters that can be used to decorate your war-torn battlefield, representing artillery blast craters or the scars of orbital barrages.

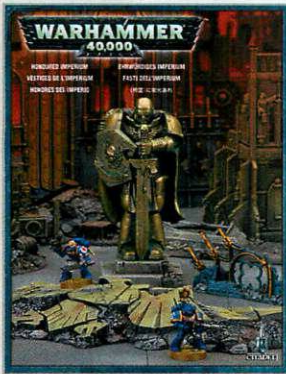
Product Code: 99220199037

Battlefield Accessories

A multi-purpose kit comprising a selection of battlefield debris such as fuel drums, tank traps and weapon crates, the Battlefield Accessories kit provides a variety of useful terrain options.

Product Code: 99229999041





Honoured Imperium
A three-piece kit containing a section of ruined Imperial architecture, a broken aquila and a statue that stands 6" tall, depicting a fallen hero of the Space Marines.

Product Code: 99120199023



Basilica Administratum
The ruins of a building that once serving as a central hub of the Imperial bureaucracy known as the Administratum, this building can be assembled in a number of different ways.

Product Code: 99120199005



Imperial Bastion
This kit makes a Bastion – a solid and reliable stronghold that can house two squads of infantry, offering them protection within its heavily armoured walls.

Product Code: 99120199018



Skysield Landing Pad
A landing pad large enough to comfortably fit an Imperial Valkyrie with plenty of room to spare. The armoured crenellations are movable and can be lowered or raised.

Product Code: 99120199016



Citadel Wood
The Citadel Wood contains three trees and a scenic base to represent the wood's boundary. A choice of 70 components means no two trees need look the same.

Product Code: 99129999002



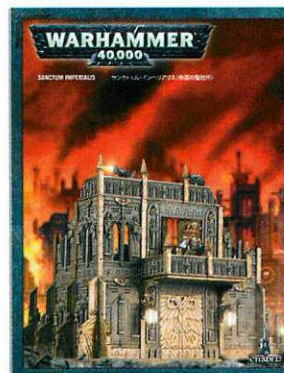
Aegis Defence Line
This kit contains four single and four double sections of armoured shieldwall with which to form your defences. A quad-gun emplacement is also included in the set.

Product Code: 99120199015



Manufactorium
The shattered remnants of a factory or warehouse, the Manufactorium kit creates a building emblazoned with the cog wheel symbol of the Adeptus Mechanicus.

Product Code: 99120199009



Sanctum Imperialis
This kit can be assembled to represent a ruined building that is replete with the baroque majesty and iconography typical of the Imperial Creed.

Product Code: 99120199008

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PAINTING SHOWCASE

DARK VENGEANCE

This month the Studio's eager hobbyists have managed to get their hands on the miniatures from the Dark Vengeance boxed game, and the results are really rather impressive. In this article we take a look at the finished results.



Andrew: As sure as the sun will rise, when a new boxed game arrives in the office the Studio's hobbyists will flock around, eager to get their hands on some of the finest miniatures around. And who are we to stand in their way?

Most of our willing volunteers painted a few miniatures to add to their armies – or, in the case of Dan Harden, to start a new army. Army painters Chris Peach and Duncan Rhodes took it one step further, painting nearly two complete sets to make an impressively large Alpha Legion army, shown below. Turn the page to see how everyone got on.





Hope is the first step on the road to disappointment.



Chris' Chaos Lord is named Alpharius in honour of the Alpha Legion's Primarch.



The fleshy parts of the Helbrute contrast with the dark blue armour.



The Chosen have been painted with blue armour, but highlighted green.



As an insurgent force, the Alpha Legion army has lots of Cultists in it.



We featured Steve Bowerman's Night Lords army back in July's issue. Well now he's busy adding the contents of Dark Vengeance to his initial force too.



Matt's Red Corsairs army includes a contingent of Night Lords, so he's painting the Chosen to match.



Andrew painted his Cultist to fit in with his Death Guard, with white robes and rusted weapons.



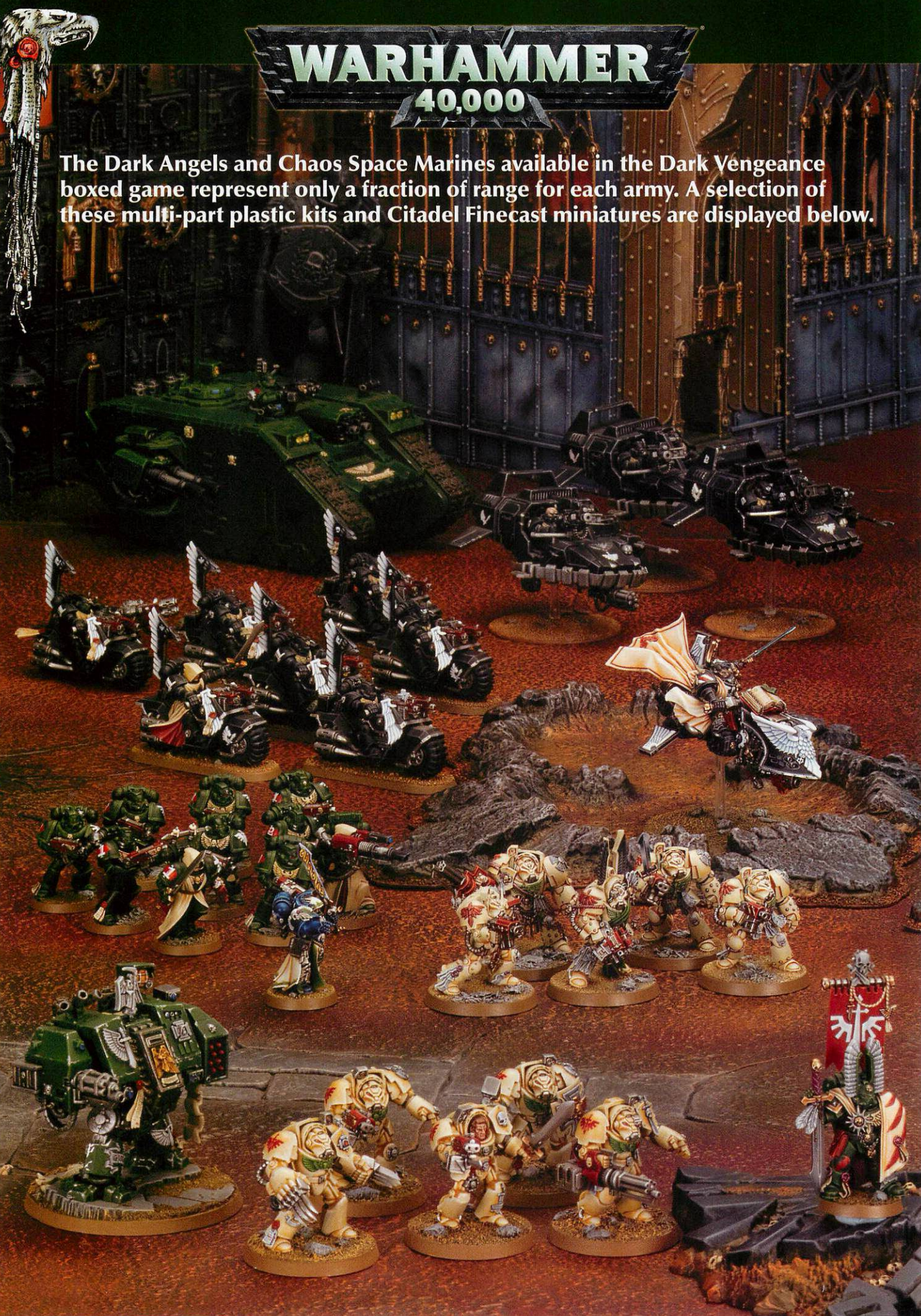
Dan Harden loved the Deathwing models so much he couldn't resist painting one himself!



Christian Byrne painted his Chaos Lord as a Word Bearer to add to his existing army.

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The Dark Angels and Chaos Space Marines available in the Dark Vengeance boxed game represent only a fraction of range for each army. A selection of these multi-part plastic kits and Citadel Finecast miniatures are displayed below.



Do not question the Will of the Emperor!



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MODELLING WORKSHOP

SPACE MARINES

Inspired by the release of the resin Space Marine Bitz pack this month, we took a look around the site at our head office in Nottingham to check out some cool examples of converted Space Marines, courtesy of our own hobbyists.

The Space Marines are blessed with an enormous range of multi-part plastic kits with myriad different legs, bodies, heads and weapon options, all of which are interchangeable – a practise known as kit-bashing. The Chapter-specific kits for the Space

Wolves, Blood Angels, Dark Angels and Black Templars make for an even greater variety of plastic components. The Space Marine Bitz packs further develop this range with shoulder pads bearing embossed Chapter or squad insignias as well as even more weapon options.



Forge World's Mark Bedford heavily kit-bashed these Blood Angels, handpicking each component to achieve a finished look that was as dynamic and visually impressive as possible on the tabletop.

Our very own Andrew Kenrick used the Flesh Tearers Shoulder Pads on every model in his army. This iconography enabled him to maintain a consistent identity throughout his entire Flesh Tearers collection.



Duncan Rhodes likes to make subtle use of select Dark Angels components on his Black Templars.

Robin Cruddace

Games developer Robin Cruddace has been collecting his army of Howling Griffons for almost ten years. His ultimate aim is to use every component from the Space Marines range somewhere in his army, from the Armour through the Ages and Iron Hands bodies, to small conversions such as drum or belt-fed boltgun modifications. Robin is a firm believer that the sign of a good conversion is when the finished result is not immediately obvious, as if the model was actually sculpted that way.



Eddie Eccles combines Tactical Space Marine parts with his Blood Angels components for variety.





Barnaby Newton used the Crimson Fists Command Pack to display his Sergeant's Chapter heraldry.



'Eavy Metal painter Chris Innes made a Legion of the Damned Space Marine from plastic kits.



When assembling these two Ultramarines, Nick Bayton incorporated a pointing arm from the Space Marine Devastator Squad kit and a grenade hand from the Space Marine Assault Squad to add a sense of action.



Rik Turner

A stalwart veteran of the UK White Dwarf team, Rik has been collecting his Blood Ravens ever since the release of the computer game, *Warhammer 40,000: Dawn of War*, in 2004. Rik used the boltguns from the Deathwatch Kill Team Conversion Kit to add a bit of variety to his Tactical Squads, and many of his models also incorporate tabards from the Black Templars Chapter Upgrade kit.

The addition of purity seals, scrolls and oaths of moment to some of his models' armour complements the script that Rik has painted onto the shoulder pads.



John Bracken made an Apothecary for his own Chapter using parts from a number of different kits.



Simon Grant used the kneeling legs from the Space Marine Command Squad kit on two of his Grey Hunters in addition to Ragnar's Company and Grey Hunters Shoulder Pads for added detail.



Yan Zacks' Salamander Space Marine incorporates a kit-bashed head and shoulder pad.



Duncan Rhodes

Hobby Team army painter Duncan assembled many of his Flesh Tearers with running legs from the Space Marine Assault Squad kit. This enabled him to create dozens of aggressive and dynamic poses throughout the army, really exemplifying the berserk ferocity for which the Flesh Tearers are infamous.

He even applied this practise to some of his models equipped with heavy weapons (see bottom right), as this gave them the look and feel of his Flesh Tearers being more concerned with closing the distance to the enemy than shooting them at range.



Matt Hutson's Imperial Fists Captain makes good use of the Crimson Fists Command Pack.

Jim Lister's Iron Hands make regular use of the bionic components in the Iron Hands Tactical Squad Upgrade Pack.

Dom Murray

Dom has been steadily adding to his Space Wolves army for over five years now. He was inspired to collect them by the sense of individualism personified by the Sons of Russ and extensively kit-bashed the models in his army to represent their fiercely independent Fenrisian nature.

Dom added pelts, wolf tails, and combat blades from the Space Wolves plastic kits and Space Wolves Accessories Frame in addition to parts from other Space Marine kits to give his miniatures a very different appearance to models made just using components from the Space Wolves kits.





Dave Andrews

Dave Andrews not only kit-bashed his Ultramarines army from a number of different Space Marine kits, but even used components from some of the Warhammer 40,000 scenery kits (such as a targeting relay from the Imperial Bastion kit) to create a unique look to his miniatures. Dave was inspired by the Gothic imagery of John Blanche's artwork, and wanted to capture an element of that archaic and baroque atmosphere through his choice of conversions.



Simon's Wolf Scout has been modelled with a melta gun from the Space Wolves Accessories Frame.



As a First Founding Chapter, the Imperial Fists have a long and glorious history. Matt wanted to represent that aspect by using the Armour through the Ages on a number of miniatures in his army.



Duncan's Assault Marine uses the bionic chainsword arm from the Space Marine Commander kit.

Carl Dafforn

Carl recently combined a Space Marine Battleforce with a Black Templars Chapter Upgrade kit to kick-start his latest collection. However, he didn't just limit himself to the components from those two kits, as the Space Wolf heads on his pair of Neophytes testifies.





WARHAMMER® 40,000

SPACE MARINES

The Space Marines are blessed with a huge range of Citadel Finecast and multi-part plastic kits, enabling hobbyists to assemble them in loads of different ways. Many such box sets are displayed here, but check the website for the full range.



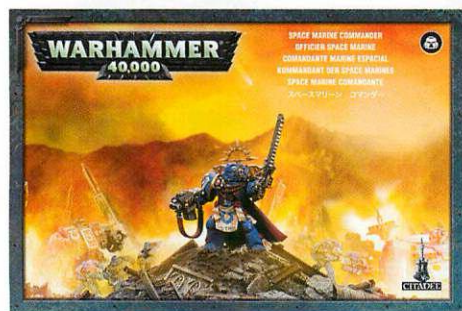
Space Marine Tactical Squad
Product Code: 99120101025



Space Marine Combat Squad
Product Code: 99120101024



Sternguard Veteran Squad
Product Code: 99810101016



Space Marine Commander
Product Code: 99120101032



Space Marine Command Squad
Product Code: 99120101028



Vanguard Veteran Squad
Product Code: 99810101017



Space Marine Devastator Squad
Product Code: 99120101053



Space Marine Assault Squad
Product Code: 99120101034



Space Marine Bike
Product Code: 99120101002



Space Marine Scouts with Sniper Rifles
Product Code: 99120101044



Space Marine Terminator Squad
Product Code: 99120101027



Terminator Close Combat Squad
Product Code: 99120101037



Space Marine Scouts
Product Code: 99120101036

Bitz Packs

There are dozens of Space Marine Bitz Packs available from the website, ranging from Chapter Transfer sheets and embossed shoulder pads to specialist wargear and conversion packs.



Flesh Tearers Shoulder Pads
Product Code: 99060101459



Crimson Fists Command Pack
Product Code: 99060101433

Space Marines Chapters

Some Space Marine Chapters even have their own multi-part plastic box sets or Chapter Upgrade packs for kit-bashing.



Blood Angels Death Company
Product Code: 99120101084



Grey Knights
Product Code: 99120107002



Space Wolves Pack
Product Code: 99120101078



Grey Knight Terminators
Product Code: 99120107001

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ARMIES ON PARADE™

JOSEPH OLIVER'S SPACE WOLVES ARMY

Joseph Oliver won Sutton Coldfield Hobby Centre's Parade Day in 2011 with this Space Wolves army on a Forge World Realm of Battle Imperial Strongpoint.

Joseph: As a big fan of Norse mythology, the appearance of the Space Wolves was an obvious draw for me. I also liked the idea that even in the far future, a bunch of heroic warriors could win the day through courage and valour in battle. It's a great image and inspired me to collect a Space Wolves army. But, as much as I planned on entering them into Armies on Parade, I still wanted to be able to play games with them too. In fact, I've already used them in a Warhammer 40,000 Throne of Skulls. As a result, my Space Wolves force is quite a balanced army with a mix of different units. I ultimately want to increase

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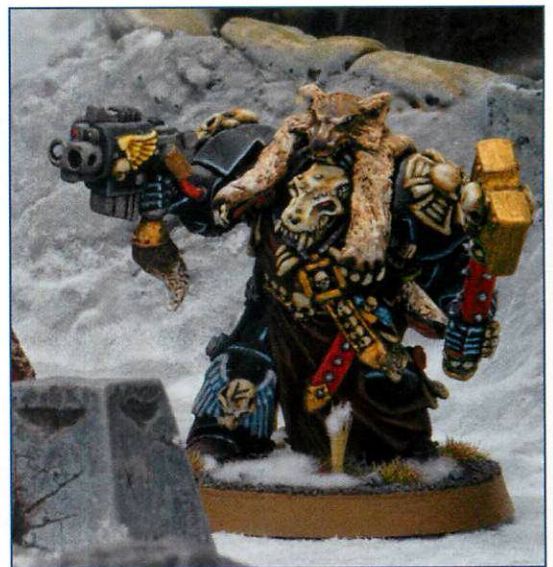
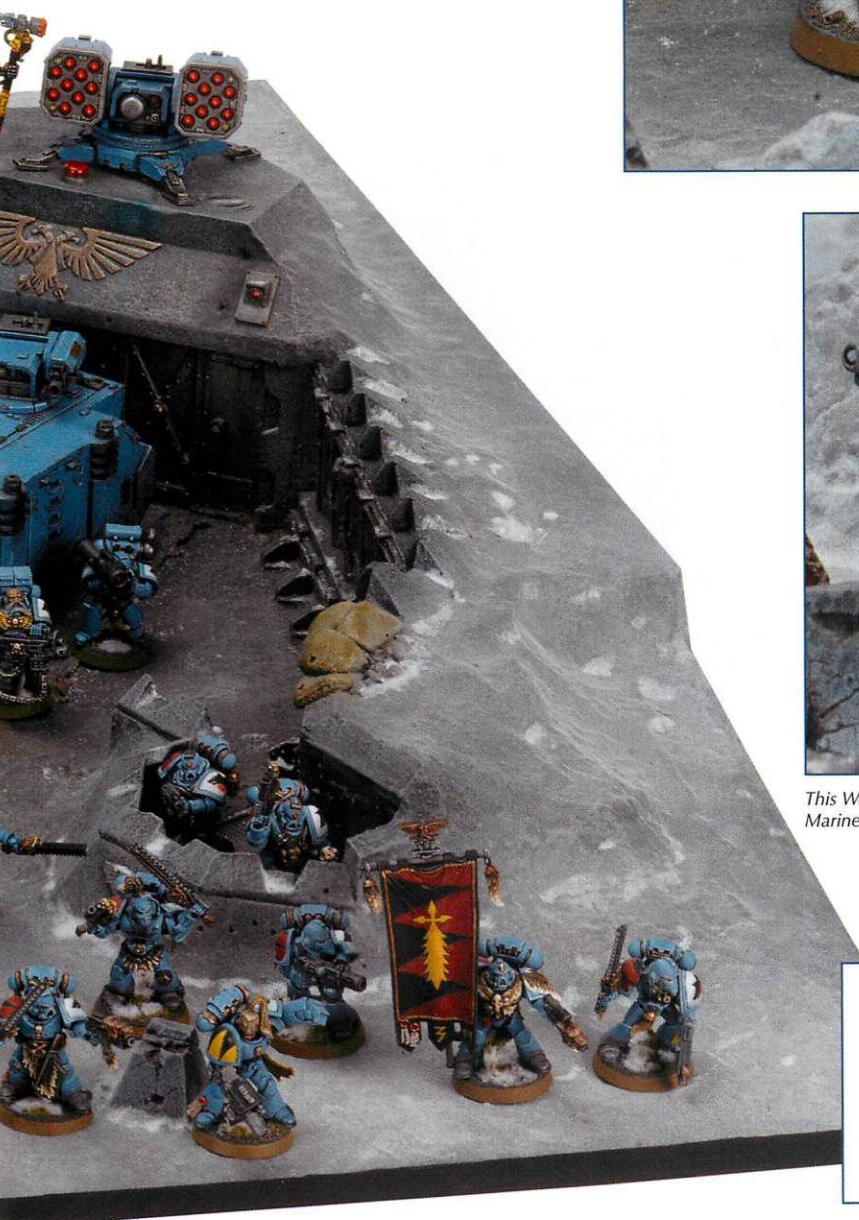




Logan Grimnar, the Great Wolf



Joseph's Contemtor Dreadnought is one of many Forge World models in his Space Wolves Collection



This Wolf Priest was converted using components from the Space Marine Terminator Captain and Ulrik the Slayer

Armies on Parade is a chance for hobbyists to paint an army, display it on a 2' x 2' board and proudly show it off at their local Hobby Centre's Parade Day. Everyone in the store gets to vote for their favourite entrant of all, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate Armies on Parade champion is crowned.

the size of the army so that it can fight in a decent-sized Apocalypse battle, so it will continue to grow in the near future, probably starting with some Thunderwolf Cavalry. In a similar manner to the army itself, the 2' x 2' board section that I entered into Armies on Parade is part of my gaming board at home. When the guys at White Dwarf invited me up to Games Workshop's head office in Nottingham, I brought along two additional Realm of Battle board sections to add on to my Armies on Parade board so that I could display my full Space Wolves collection as it stands at the moment, including my Caestus Assault Ram and fleet of dedicated transport vehicles.

As a subtle touch, I like to represent the age of my squads by painting the colour of their beards and hair

accordingly. For example, the Long Fangs and Wolf Guard have likely been around for a number of years, so I gave them grey or white hair, whilst the younger packs of Grey Hunters and Blood Claws have more vibrant hair colours. I also used snow flock on all of the bases (and sparingly on the gaming board itself), as the white nicely complements the blue-grey of the Space Wolves' armour.

I painted my army as belonging to Erik Morkai's Great Company, though I couldn't resist including Logan Grimnar too as I love the miniature. I'm a big fan of Forge World's models and conversion kits, my favourites being the Contemptor Dreadnought, Caestus Assault Ram and the Red Scorpions' Chief Librarian, Sevrin Loth, who I converted into a Space Wolves Rune Priest (see right).



Space Wolf Rune Priest conversion



Joseph's full Space Wolves collection displayed on the extension to his Armies on Parade board.

Joseph's Caestus Assault Ram is the pride and joy of his collection.





CITADEL[®] HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

SLANN MAGE-PRIEST

NOMINATED BY MATT HOLLAND



A loyal Skink scholar perches beside the Mage-Priest to interpret his master's enigmatic will.



The Mage-Priest's pair of deep-set, piercing eyes hint at its unfathomable intellect.



The Slann Mage-Priest sits atop a floating palanquin that is detailed with phonetic glyphs and carvings.



The model is bedecked with jewellery and golden tablets carved with ancient symbols of power.



Matt Holland has been a fervent hobbyist for over twenty years. His love of heavily converting miniatures soon developed into sculpting them from scratch and he has spent the last four years as a member of the Citadel Design Team. His recent sculpting credits include the hugely popular Thunderwolf Cavalry.

Matt: What I love about the Slann Mage-Priest is that a just quick glance tells you almost everything you need to know about its character. The combination of his lavishly decorated floating palanquin and Skink attendant immediately implies that the Slann is a not only a being of great power, able to levitate at will, but also affirms his status as a being of great authority and reverence. The model looks poised and meditative, as if contemplating something far beyond its immediate surroundings, its pose subtly hinting at the Mage-Priest's higher state of consciousness and mystical ken.

From a sculpting point of view, Juan has an incredible understanding of anatomy. He is well known for his female sculpts such as Arwen Evenstar and Lelith Hesperax, but his empathy with more bestial or alien designs is equally impressive. In the case of the Slann Mage-Priest, Juan conveyed a real sense of weight to the model without it looking unnaturally corpulent or obese. Getting that right is an important aspect of the model – the Mage-Priests are not overweight as such; their ample frame is part of their natural physiology. Juan also managed to capture the model's thick, reptilian skin with a realistic texture.

VENERABLE LORD KROAK

Juan was not only responsible for designing the Slann Mage-Priest, but a number of other characters for the Lizardmen range as well (see right) including the mighty Relic Priest, the Venerable Lord Kroak. Even in death, this greatly revered Mage-Priest still looks every bit the regal figure of ancient legend.



Lord Kroak can be assembled with or without his enchanted Golden Death Mask.



The embalmed Relic Priest is accompanied in death by the trusted Skink that served him in life.



DESIGNER'S RESPONSE

Juan Diaz: I have fond memories of sculpting the Slann Mage-Priest as it was one of the last models I sculpted before moving back to Spain. I designed both the Mage-Priest and Venerable Lord Kroak at the same time, sculpting the same basic throne and body before casting them up in resin. I then added detail to both, but whereas the Mage-Priest's throne is thriving with life, covered in vines, frogs and lizards, Kroak's is old and dead, as everything was mummified alongside him.



Skink Priest with feathered cloak



Skink Chief with blowpipe



Skink Chief with sword and shield



Skink Chief with scythe and shield

GAMESDAY & GOLDEN DEMON

DAEMONS GALLERY

Here we display a selection of beautifully painted Chaos Daemons that won trophies at Golden Demon competitions in 2011.

Golden Demon is the world's premier painting competition and is held every year at Games Days in seven different countries. At each event, elite painters enter their masterpieces into any of 12 categories ranging from a single miniature to a fully painted unit or even a duel. Here is a selection of our favourite Golden Demon-winning Daemons (*That was a tongue twister! – Ed*) from last year's tournaments.

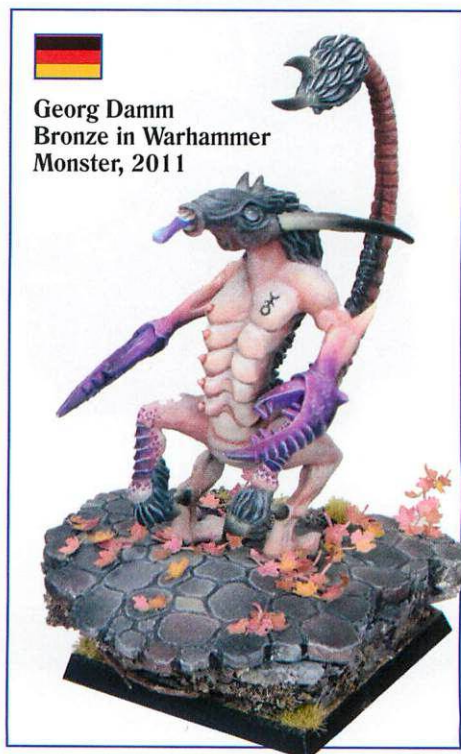
To find out the full list of Golden Demon categories and see a full gallery of previous winners across the globe, be sure to check out the website.



Angelo Di Chello
Gold in Warhammer
40,000 Single
Miniature, 2011



Michael Cho
Silver in Warhammer
40,000 Monster, 2011

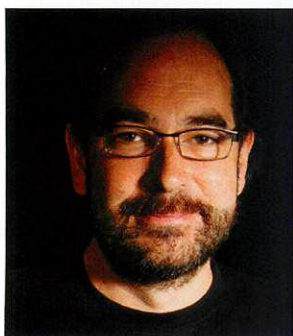


Georg Damm
Bronze in Warhammer
Monster, 2011



Julien Casses
Gold in Warhammer
Monster, 2011

STANDARD BEARER



I know, it doesn't seem a day over five, but Jervis has been writing Standard Bearer for six years now! In this month's column he looks back at some of his favourite so far.

A short while ago I received a letter that reviewed all the Standard Bearers I'd written. It was an entertaining and informative read (I hadn't realised quite how often I'd encouraged players to attend tournaments!), but it also got me thinking about my six year run on the series.

I know, I know six years! I certainly had no idea that, when I was first asked to write about the inner workings of the Studio, it would last quite so long. The idea was a simple one, like all good ideas are, and that was to have a regular column that talked about why the Studio did the things we did; in other words, to give the back story of the games and miniatures we brought out.

Because of this, those earlier Standard Bearers tend to be about something we'd just released, which was fine, if rather limiting. Because of this, every now and then, I'd manage to get permission to 'go off on one' and write a Standard Bearer about something that I'd been thinking about or had noticed about the hobby. What we found was these more personal Standard Bearers seemed to work rather better, at least judging by the comments and emails or letters I received about them. Because they were more popular, I was asked to write more articles about the hobby in general, so that Standard Bearer changed from an article about why Studio was making the things it did, to an article where I talked about some aspect of the hobby or another that interested me. In other words, it became personal, because I talked about

the things that were happening to me at the time, and had caught my eye. And it became rather introspective (in the good sense of the word), because I tended to write about my own reactions to the hobby and the things that I saw.

This makes it seem like things were carefully planned, but actually it was more like a slow evolution than a planned change. Nonetheless, within a year or so Standard Bearer had morphed into its current form. In the years since, Standard Bearer has become a part of my life; pretty much every month, come what may, at some point I sit down and write a new Standard Bearer. As a professional writer, you need to be able to fall in love with whatever you are working on, and this is the case with Standard Bearer as much as anything else I do. It's therefore hard to pick out a favourite, but if I did, I think it would have to be the Standard Bearer about 'archetypes'. I learnt a lot working on that particular column, both about how to create (what I consider to be) an interesting article, but also because this particular Standard Bearer was really a collaboration between myself and my colleague Alan Merrett. I've always been fascinated by the subject of archetypes, and I knew that Alan knew more about it than anyone else, so I grilled him on the subject and turned it into a Standard Bearer. The result was one of the best Standard Bearers we've ever done.

Sadly for myself and for you, dear reader, I usually have to come up with Standard Bearer all by myself. I've learnt



Back in January 2010, Jervis discussed how to win gracefully, ably demonstrated here by Andy.

In June 2010, Jervis largely spent Standard Bearer making ka-boom noises and talking about tanks.



that the trick is to keep the subject simple. I usually have a list of topics, each written as a single line, like this: 'Standard Bearer: Retrospective. History of SB and how I write it. Why introspection is good.'

Keeping the idea to a single line helps me keep Standard Bearer fairly concise. I always find that when you start considering what seems like a simple thing, you quickly realise it has depth and there is a lot to say. The trick is not to try and cover too many things all at once, as otherwise you run out of room to discuss them! With the theme decided, I then write the article up in a rough draft, leave it for a week or so, and go back and give it a good edit, before handing it over to White Dwarf, usually a day or two before the final deadline (but sometimes a day or two after the deadline, much to the consternation of the editors).

Another important lesson I've learnt is to write about things that interest me, but always to have something for the reader to think about as well. In other words, I try to leave you thinking about how what I've written could affect your own hobby. This is why I always ask people to write in, and why I really do read all the letters I receive. I know that my hobby is not 'the whole hobby', and over the years many of you have helped me better understand the hobby in all its breadth. So please keep on writing. It helps fill in my blind-spots, and it often gives me the subject for future Standard Bearers (just like this month!)

All of which is very nice, but by now some of you are probably wondering whether this month's Standard Bearer has anything to do with the hobby as a whole,

or if I am instead just wallowing in self-aggrandisement and nostalgia. The answer is, of course, the former (how could you have doubted me!). As hinted at in my synopsis, I find writing Standard Bearer to be quite introspective. I use it as an opportunity to mull over things about the hobby that interest me, and ponder what it is that makes them important to me. More importantly, I've found that the process of writing the article allows me to straighten out my own thinking, and helps me understand what it was that really attracted my attention to the subject in the first place. Writing Standard Bearer every month can be hard, but it's worth it because I learn more about the hobby every time I do it.

And that, I guess, is the key point for this month's Standard Bearer: introspection can be a good thing, and can help give you insights into all kinds of things, our hobby included. So, if there's something that intrigues you about the hobby, take some time to mull it over, then chat to your friends about it, and then mull it over some more. If you're anything like me, doing this will help you get to a better understanding about what draws you to the hobby, the nature of the hobby itself, and may give you insights about the future of your hobby.

And with that I'll leave you. If there is anything in this month's Standard Bearer you like to comment on, or indeed if you want to talk to me about anything to do with the hobby at all, then please write in. I can't always reply, but I do read every letter, and they always give me food for thought. Now, time for a little bit of introspection about next month's column...

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom

Forge World

With the recent release of both the Land Raider Spartan and Imperial Armour: Model Masterclass Volume Two we thought we'd catch up with Phil Stutcinkas, a designer who knows a thing or two about painting and modelling miniatures.



Red Scorpion Apothecary

Forge World designer Phil Stutcinkas is a world-famous painter as well as a miniatures designer, coming from a military modelling background before joining Forge World. His Red Scorpions army have been featured in several of Forge World's books, most recently in *Imperial Armour Model Masterclass Volume Two*.

'I didn't really have a plan when I started working on them', Phil explains. 'It was really just a case of getting hold of some models I liked, some bits and pieces for conversion work, and getting some advice on what to start with. I had a huge box of Space Marine sprues under my desk and I started playing around with the parts and I started adding some characters to the army. I enjoyed building the Command Squad in

particular, my Apothecary and Company Standard Bearer are made up of bits and pieces from across the Space Marine range.'

A careful look at Phil's army reveals loads of subtle conversion work but it's the painting that really catches the eye. 'The Red Scorpion's colour scheme is good because it's got two nice colours that allow for interesting combinations and make a great base for weathering work,' Phil says.

'Dust was the first step', Phil says. 'I used earthy colours – Steel Legion Drab, Tau Light Ochre and Lahmian Medium – airbrushed across the hull. I then mixed up a lighter shade from flesh tones and Steel Legion Drab, and a little bit of 'Ard Coat.

'The addition of varnish makes the paint much more predictable in terms of how and



where it dries, it helps the paint to cling around details. This comes in handy when painting large surfaces, but you need to add a coat of matt varnish to reduce the shine.'

Phil lightly stippled Dark Sand and Light Earth from the Forge World Weathering Powder range across the areas of each vehicle where earth would naturally collect. 'It's best to apply the powders lightly, several times, rather than heavily all in one go. I then used a stippling brush to remove some of the powders after the fixer had dried. This helps the powders to fix to the base as well. Then I drybrushed a small amount of Ironbreaker on the edges of areas such as the track plates. After that it's just a case of adding more detail until you're happy with the effect.'



Commander Culln

Phil's Commander Culln boasts some fantastically intricate freehand work. This golden filigree covers all the flat surfaces of Culln's armour and is a mix of Gehenna's Gold and Tau Light Ochre (which makes it easier to control). Phil used a very fine brush and a steady hand... not to mention loads of patience!

WARHAMMER

ANCIENT RIVALS

Every so often, we come across something so impressive that we simply have to show it off in White Dwarf. However, this month we showcase not one, but two incredible new armies courtesy of the Chris Peach and Duncan Rhodes.



Mustering the Hosts

As two of the Hobby Team's dedicated army painters, Chris and Duncan never need much of an excuse to whip out a paintbrush and churn out a new batch of miniatures. Having recently started a Warhammer campaign with a their gaming group, however, they've begun to motor through regiments like never before. The results have been nothing short of spectacular, yet Chris and Duncan claim that their new armies are still very much 'work in progress', both of them intending to expand their armies further still.

Their campaign was inspired by last year's Blood in the Badlands campaign book and the players have even modelled a huge modular map using the Mighty Empires map tiles to fight over.



Chris Peach's Vampire Counts

Chris' army is the product of two frenzied months of painting activity. Having been inspired by the newest additions to the Vampire Counts army earlier this year, Chris created an army of the Undead especially to kill Duncan's hated Bretonnians.





Duncan Rhodes' Bretonnian Army

Duncan has long been a fan of the intrepid Bretonnians, originally beginning with a 1000-point host for a Warhammer Doubles event. He's been steadily expanding his collection and claims to have only scratched the surface of his plans for the army.





CITADEL

The Citadel Paint range is supported by a number of products, including four Paint Sets, to help get you started. The Warhammer 40,000 Paint Set even features five Dark Angels to add to your Dark Vengeance boxed game.



HOBBY STARTER SET

This set contains nine Citadel paints, 1 tub of static grass, 1 tub of sand, 1 Starter Brush, a pair of Plastic Cutters, a bottle of PVA Glue and a bottle of Super Glue Thick.

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THE LORD OF THE RINGS PAINT SET

In this paint set you get 12 plastic Moria Goblins, eight Citadel paints (including five Base, one Layer, one Shade and Imperial Primer), a Starter Brush and painting guide.

Product Code: 99120101059



WARHAMMER 40,000 PAINT SET

The Warhammer 40,000 Paint Set includes five plastic Dark Angels Space Marines, a Starter Brush, a painting guide and eight Citadel paints (four Base, two Layers, one Shade and Imperial Primer).

Product Code: 99120101059



WARHAMMER PAINT SET

Within the Warhammer Paint Set you'll find five plastic High Elves, a painting guide, eight Citadel paints (two Base, four Layer, one Shade and Imperial Primer) and a Starter Brush.

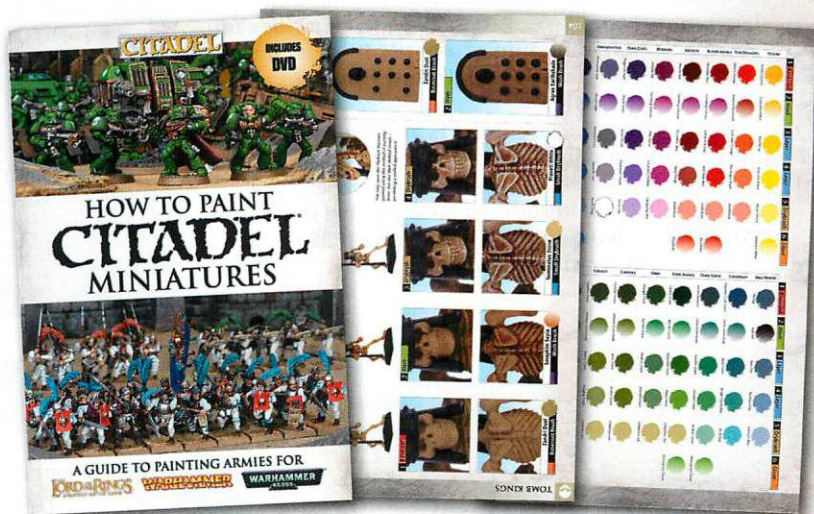
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HOW TO PAINT CITADEL[®] MINIATURES

This indispensable painting guide is a 136-page book and DVD set. The book has been designed with all the practicalities of painting while you're reading in mind. A strong ring-bound spine and a concertinaed rear cover that expands out to become a stand allows you to view the simple-to-follow guides hands-free, so as not to interrupt your painting.

Both the 90-minute DVD and book are crammed full of informative techniques, allowing you to exploit the new Citadel paint range to its full potential. The book also includes eight Army Projects, each of which is a complete guide to painting an army from start to finish. Chris and Duncan were responsible for painting any of the Army Projects; if you liked their armies shown earlier, you can see more of their work here.



A HERO'S WELCOME AWAITS YOU!



We have news from our friends at BioWare about their latest computer game Warhammer Online: Wrath of Heroes. Wrath of Heroes is completely free to play. You can jump right in to this game, try it for yourself and it won't cost you a penny.

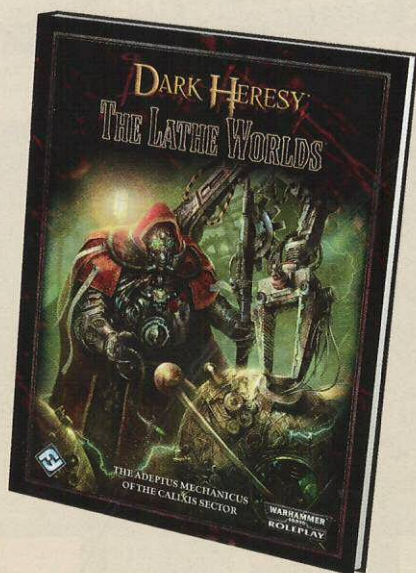
Wrath of Heroes is fast, fierce fun that delivers dynamic 3-team Player versus Player scenarios. You can even change the tide of a battle by selecting a new hero mid-game to confound your foes and dominate the battle.

BioWare Mythic are experts at player versus player game-making, and a decade of experience has been condensed into Wrath of Heroes.

Use this code to redeem an exclusive item to give you a welcome boost: UTBCGSHJP3845679. Sign up at wrathofheroes.com today.



THE LATHE WORLDS



For ten thousand years, the Tech-Priests of the Adeptus Mechanicus have led the Cult of the Omnissiah. The Lathe Worlds, a supplement for Dark Heresy, reveals the secret history of the Adeptus Mechanicus in the Calixis Sector, from their mysterious founding to their struggles against tech-heresy. What's more, players will gain access to new careers, and arm themselves with weapons and gifts of the Omnissiah.

A NEW GAMING SEASON



The release of Dark Vengeance this month makes it a great time to start a fresh army for Warhammer 40,000 in preparation for a new gaming season. The box set contains two armies, both with fantastic models ready to be built up and used on the tabletop.

As it is the start of a new school year, Dark Vengeance is a fantastic asset for any schools' gaming club, it can really help you in getting every member together and learning how to play. If you have not yet got a gaming club in your school, then see page 106-107 for details on how to start up a club.

Whatever your hobby needs are, the best place to be for guidance on anything, from the customising of your new armies to painting and modelling, is at your local Hobby Centre where the staff have a wealth of knowledge for you to tap into. So, pop into your local store today and get yourselves prepared for a new season of gaming; and you never know, there may even be a few Games Day tickets left!



THE HOBBIT

AN UNEXPECTED JOURNEY

December is fast approaching and that means the release of *The Hobbit: An Unexpected Journey* is nearly here! Keep up to date with all the movie news at the-hobbit-movie.com, and find out about Games Workshop's new releases in the months to come in White Dwarf and on our website, games-workshop.com



SETTING UP A SCHOOL CLUB



Want to set up your own gaming club? Bek Hawky is Games Workshop's Community Co-ordinator and looks after all club enquiries. If you have any questions or need advice about any club issues then give Bek a call. Bek is also a keen hobbyist of many years and has armies for all our core systems.

Contact:

Bek Hawky

Tel: 0115 900 4821 or
017826 911 555

Email: bek.hawky@gwplc.com

This month sees thousands of pupils across the country return to secondary school. We thought this would be a great time to talk to you all about school clubs and the School League.

Having a club in your school is a brilliant way to enjoy collecting, painting and playing with miniatures with your friends. A club in your school gives you the opportunity to play lots of games, share hobby knowledge and even take on other schools in the School League.

Being a part of a club that meets on a regular basis is great fun and what could be better than having time to do hobby during school? As you will have members in the club from all year groups you will be able to learn new hobby skills from each other and battle against a wide range of armies.

Your local Hobby Centres are able to help you out so make sure that you speak to your Hobby Centre Manager and let them know about your club. They run Beginners Programmes to help you learn how to play and are on hand to give you advice on any aspect of the hobby. They also can run events just for you and your club to ensure that you all have the skills you need.

Getting Started

So now you know about how great it is to be part of a club, here's the information on how you can start one up too!

Firstly you will need to find a teacher or member of staff to help you out. Your Form tutor, School librarian or Technology teacher are good places to start as each of these will be able to provide you with space to use.

Once you have found a member of staff to help you then it is time to decide when you will meet. You will need at least an hour, so the best times are after school or at lunchtime. Some schools will even have space for a club as an enrichment lesson so it is always worth talking to your teacher about this. If you meet after school then remember to get all club members to help you set up and put things away.

Running a club does not need lots of hobby knowledge so you can reassure your teacher that all they need to do is provide some space for you to play and paint, and to help you organise what time to meet.

Getting other students to join your club is easy. There will be lots of other hobbyists in your school, so all you have to do is find them! You can attract new members by putting a poster up around school, or even having a note put into each form register.

With your teacher on board, your



members and your time set, then your club is ready! All you need to do now is get your teacher to register the club with Bek Hawkby, the Community Coordinator.

Your Club

There are many aspects to enjoying your hobby and here are some ideas to run in your club.

Holding a competition to name your club can be fun and gives members a real sense of identity. A painting competition is also a great way to see who your best painters are! The easiest painting competition to run is a single miniature on foot as this means everyone can join in. Playing games is an exciting part of collecting your armies and forms a key

part of your club. Then there's the annual national School League which, using modified Army Selection rules means your games will last about forty minutes allowing you to play full games each time you meet. Having a special game once a month or writing your own scenarios is another good way to add more fun to your games.

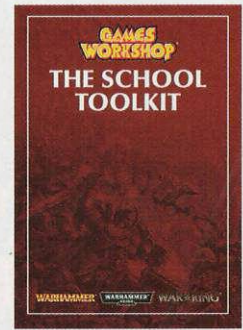
As well as playing lots of games, it is really good to have a regular painting table at each club meeting, as this gives you chance to chat with your friends whilst painting your miniatures.

There's lots more advice and support for school clubs available and it is really easy to join in. To register a club and gain access to the resources available, get your teacher to give Bek Hawkby a call!

FIVE TIPS FOR A NEW SCHOOL CLUB

1. One of best tips, (and reason to set up a club) is for everyone to have fun!
2. Get a teacher to help you organise and set up a club.
3. Join the School League and represent your school.
4. Meet regularly and keep the club active to strengthen your club members hobby skills.
5. Visit your local Games Workshop Hobby Centre often for help and advice.

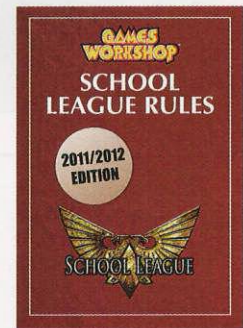
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If you are still at school and would love to be part of a club then don't despair! We have lots of support for School Clubs including The School Tool Kit which provides the information needed to get started. We even have a School League for you to participate in!

For more details get in touch with Bek Hawkby – see contacts opposite.

Alternatively, visit: www.games-workshop.com



The School League is a great way of playing games in your club that can lead you to taking part in tournaments against other schools, pitting your wits against other hobbyists and striving for mastery to become the best players in the country!

For more information and a copy of the rules get in touch with Bek Hawkby.

Alternatively, visit: www.games-workshop.com

GAMES DAY & GOLDEN DEMON 2012



On our quest to get you the latest information on Games Day 2012, we stopped by Warhammer World, our inspiring Empire castle courtyard, to talk to the Warhammer World team...

Adam Snook - The Warhammer World Events Team, Lise Ward - Warhammer World Exhibitions Manager, and Ray Dranfield - Warhammer World Scenery Manager share all that is happening in the Warhammer World area at Games Day 2012 with you.

With just a few weeks to go, we take one last wander around HQ to find out more details of what you can see and do at Games Day 2012, and we start with Warhammer world.

Warhammer World Area

Adam: This year at Games Day the Warhammer World Events Team has pulled out all the stops in bringing the Warhammer World experience to you! We will be setting up loads of feature tables from our gaming hall for you to look at and play games on, and bringing display boards to show you what is available to battle on at Warhammer World. The Events Team will also be there speaking about future events and plans for 2013.

On the Warhammer World information stand there will be an Invasion Book where you can put your name down next to your local Hobby Centre if you want them to launch an Invasion into Warhammer World. This gives you the opportunity to spend a day gaming, painting and visiting Warhammer World in our specially designed one-day event.

You will also have the chance to play a game of The Bugman's Game of Barroom Skulduggery against one of the bar staff.

Also, we have a very limited number of exclusive Games Day mission card decks that are a compilation of our Doubles Weekend missions cards from 2012 that we will be giving away to customers who come and play games on our boards (first come first served). If you want to attend one of our events this year we will have web terminals available for you to buy tickets at Games Day!

Warhammer World Exhibition

Lise: Games Day and Warhammer World are the two places where you can see the miniatures and art that inspire you up close. As part of our area we are bringing some of the best bits from our Exhibitions over 2012, including mini displays of The Empire

and Necrons. We'll be digging out classic miniatures that you have always wanted to see firsthand, fantastic new miniatures to inspire you and amazing original artwork from the books you love.

We can't mention the Games Day Art Exhibition without remembering its home: The Citadel Miniatures Hall. It would be almost impossible to take all 40+ cabinets full of armies, but we'll have a display stuffed with highlights including memorable dioramas and 'Eavy Metal miniatures for you to admire.

The Conversion Competition

Ray: For the 10th year in a row Warhammer World will be bringing the conversion competition to Games Day! We will be keeping the race against the clock again with each miniature taking a maximum of 20 minutes. The pressure will be on to create a stunning miniature that stands out from the crowd: Could you walk away with the converted Scrap Demon?

See us at the Warhammer World area to get your hobby on!

Elsewhere at Games Day, there is the Art Competition and the Quick Draw Competition for you to take part in, many gaming zones to get involved with, and some of our Licensed Partners will also be attending Games Day keeping you up to date with their very latest products!

Art Competition

Games Day is again hosting the fantastic Art Competition where you can reveal your greatest visions to thousands of hobbyists. As this year is the 25th Anniversary of Warhammer 40,000, the Art Competition will be 40K themed.

Entering the competition is free; if you are a full ticket holder, bring your entries with you on the day for submission. The maximum size for an entry is A4 so be mindful of this. The choice of medium is up to you, whether you're capturing war

stricken lands or what lies beyond the warp, the options to express your ideas are endless.

This is a fantastic opportunity to show your greatest work off to not just anyone, but the people who will really appreciate it. Bring your best work with you on the day, for a chance to become the owner of a limited edition signed framed print!

Quick Draw Competition

The Quick Draw Competition will be present at Games Day 2012, so if you love to challenge your artistry, this competition is for you.

You will only be allowed 20 minutes on the day to produce a piece of art that impresses. With a maximum size of A4 to work with, you can really get yourself focused. The choice of what to draw is extended in comparison to the main Art Competition, with both Warhammer and Warhammer 40,000 themed art accepted, and with such rich backgrounds to draw inspiration from, the choice is completely up to you.

It is never too late to start thinking about what your piece will be!

The Gaming Area

The Gaming Area is undoubtedly the biggest attraction at Games Day.

Games of varying sizes will be taking place throughout the course of the day, so whatever your preference for gaming, there will be something for you and your friends to join in with.

Every game system will also have Mega Battles, theatrical, epic encounters between massive armies. They are the biggest, weirdest and most exciting games to ever be witnessed.

All in all, there will be a lot to see and do at Games Day 2012 and we look forward to seeing you there. Don't miss out on this opportunity to celebrate your hobby and get your ticket now!



BioWARE™



DUNGEONBOWL™
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The fun doesn't stop there!

Attending this year's Games Day are some of our Licensed Partners including, BioWare Mythic with Wrath of Heroes, Dungeonbowl from Cyanide, Focus Home Interactive with Blood Bowl Chaos Edition and Fantasy Flight Games with lots of exciting products.

GAMESDAY & GOLDEN DEMON 2012

Sunday 23rd
September 2012
LG Arena, NEC
Birmingham
10am-4pm

To be retained at Games Day entrance.
Product Code: 60139999102

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Cast your vote for
Armies on Parade!
Voting will close at
2.30pm.

I vote for army
number:

**Sunday 23rd
September 2012
LG Arena, NEC
Birmingham**

£30 in advance. Admit One.
To be retained by customer.

Find out more at games-workshop.com

Tickets to this year's Games Day & Golden Demon event are now available from Customer Services on 0115 91 40000, your local Hobby Centre, and from www.games-workshop.com.

GAMES DAY TICKET £30
Product code: 60139999102
€39, 300dkr, 380skr/nkr, 330rmb, 150zl

GAMES DAY PARENT TICKET £6*
Product code: 60139999103
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* When purchased with at least one regular Games Day Ticket.

OUT NOW

GAMESDAY & GOLDEN DEMON 2012



Sunday 23rd September 2012
LG ARENA, BIRMINGHAM NEC

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from your local Hobby Centre and
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WARHAMMER

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

CITADEL

Forge World

MASTERCLASS

HIVE TYRANT

3rd November 2012,
Warhammer World Nottingham

Grab this fantastic opportunity to learn from Forge World's Mark Bedford and Phil Stutcinkas, as they reveal how they paint their Tyranids, and show you transferrable techniques that you can use across your own army.

Event information

- To find out more information about this event, visit the 'Warhammer World' section of the main website.
- You can also e-mail us at whworldevents@gwplc.com or call us on 0115 900 4994.

Ticket information

- Tickets cost £120 and are available to buy from Wednesday 1st August 2012.
- You can buy your ticket at www.games-workshop.com or call 0115 91 40000.

STORE FINDER

OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:
www.games-workshop.com

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists.

Full range of products

All our Hobby 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 our Hobby Centres also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to further customise and add character to your armies.

What's more, if you have your order sent to your local Hobby Centre, we'll send it POST FREE!

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. All you need to do is come along.

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MAIDENHEAD



www.facebook.com/GWMaidenhead

Continuing our ongoing series of store visits, this month we head to Maidenhead – the home of Rolf Harris, TV Dragon Peter Jones and, of course, Games Workshop Maidenhead.

The Maidenhead Hobby Centre is a fantastic store with a wide and varied community of hobbyists of all skill levels and experience. At the heart of this community are the two in-store gaming clubs; the *Jr. Reapers* is there for those hobbyists just beginning in the hobby, while the *Reapers* is for those more established hobbyists who enjoy coming into the store to learn new painting tips and take part in the many games and campaigns.

The Maidenhead Hobby Centre also enjoys close ties with the local GCN gaming club, *The Maidenhead Reapers* who meet every Monday night at their own venue and in the Hobby Centre on Thursday nights.

With so many talented and helpful individuals in the community, there's always plenty going on, and with regular building,

painting and gaming activities, there's always something for everyone.

The store is home to a vast wealth of incredible painters and regularly features monthly painting competitions. In fact many of the competitors are Golden Demon or Young Bloods entrants, and all are incredibly helpful, happily sharing their top tips.

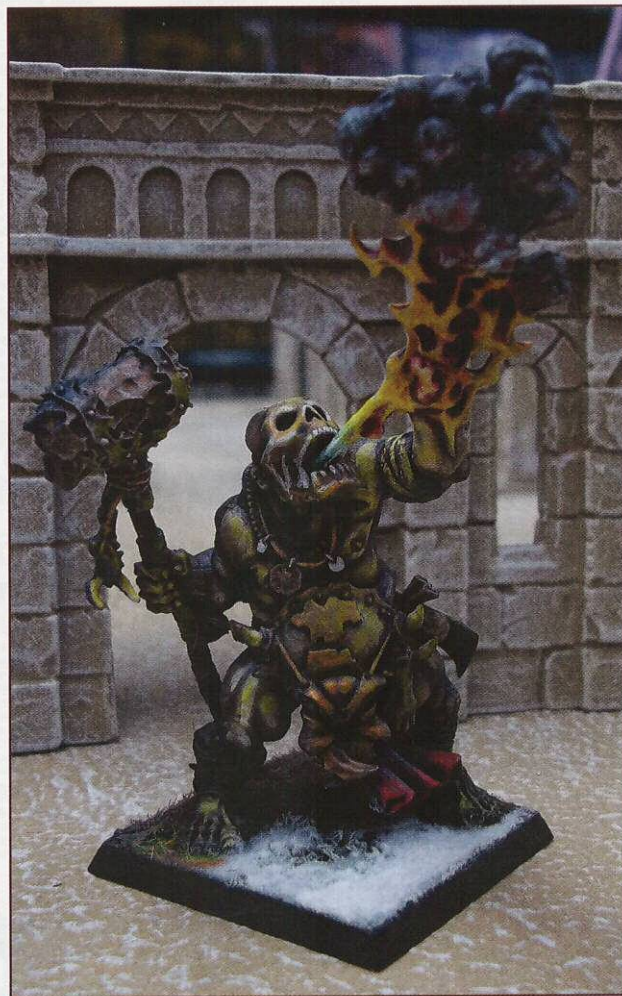
Don't miss out! This summer, make sure you pop into GW Maidenhead.



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YOUR LOCAL STORE



BRIGHTON



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Stopping just short of the English Channel, we found ourselves in Brighton where we decided to pop into the local Hobby Centre. And we were not disappointed...

Many of the shops in Brighton boast glorious window displays and, not wanting to be outdone, the staff at GW Brighton are planning their own fabulous window display, depicting an epic battle scene based on a post apocalyptic Brighton Pier!

A project of this size and scope could not be achieved easily without the help of the hobby community, and the Brighton Hobby Centre is lucky enough to host three gaming clubs, all of whom have been invited to lend a hand painting miniatures to litter the battlefield.

As well as in-store clubs for beginners and established hobbyists, GW Brighton's School League club is open to teams from local schools to attend, providing the chance for players to refine army lists and get in as

much practice, before attending the one of many national School League events.

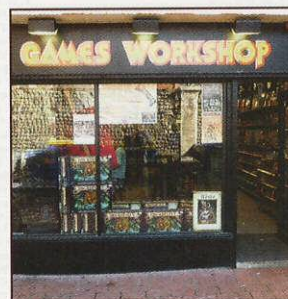
And that's not all. Together with the local GCN club, the *Brighton Warlords*, you can be sure you'll never be short of an opponent to play with.

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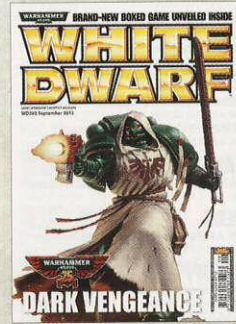
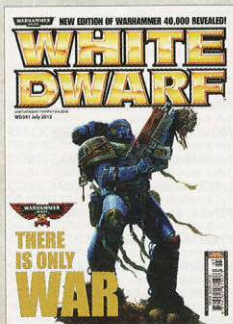
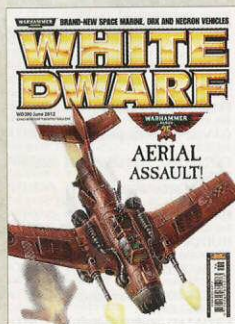
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