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& CITADEL MINIATURES' CATALOGUE



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THEY CAME FROM OUTER SPACE!

In the cold depths of space a reborn threat approaches. Hive Fleet Leviathan stirs, untold numbers of xenos creatures intent on devouring the worlds of Man. Even now, they make ready to invade the Imperium. Your homes are not safe. Flee now in terror, escape while you can!

Imperial citizens start your screaming: the Tyranids are coming and they have a brand new codex. To get the low-down, we got our flesh hooks into author Phil Kelly. "In this version of the codex we've engineered it to cover a wider spectrum of Tyranid army," he tells White Dwarf.

The sheer variety of the Tyranid race was meant to be captured by the previous incarnation of the book, but it didn't entirely work out to Phil's liking. Now players will be able to field themed armies that Phil divides into, "lightweights, middleweights and heavyweights." Though we're not talking boxing champions going toe-to-toe with a Carnifex!

The lightweights are the critters of the army, Gaunts, Swarms and the like. "These gribblyies will benefit from a new rule, 'Without Number' which allows them to re-spawn after they've been destroyed and re-enter the battle," Phil explains. "This has the effect of making the

army seem like an endless tide of ravening creatures."

The heavyweight army is made up of Carnifexes and Hive Tyrants. It's now possible to field up to eight big beasties, as low-cost Carnifexes (ie, without upgrades) can be taken as Elites as well as Heavy Support. This monstrous army is slow and ponderous but scares the life out of its opponents, Phil explains. "There's nothing quite like eight monsters chewing up the battlefield." Indeed. "If they can run the gauntlet of fire and get to the enemy they'll cause a lot of serious damage."

Then there are the middleweights, the Synapse creatures like the Tyranid Warriors and Zoanthropes. There are now tougher, being immune to Instant Death.

"With a relatively low Toughness of 4, it was too easy for Synapse creatures to be picked off by krak missiles, multi-meltas and power fists," Phil explains, "The Hive

Mind has evolved to counteract this. It has the power to control such creatures even when they are practically dead."

A GALAXY IN PERIL

The book will also boast a huge background section which covers first contact with the Tyranids to the present. There's a greater sense of threat in the narrative than in previous versions of the codex, of innumerable alien swarms waiting in the cold, dark depths of space to descend upon the Imperium en masse.

"We've tried to get a lot more doom in this book, to get the feeling that the whole galaxy is doomed," Phil explains.

"It's important to realise that unlike a lot of races and institutions of the Warhammer 40,000 universe, the story here is simply black and white. The Tyranids are 100% pure alien horror, there are no grey areas whatsoever."

AN ARRAY OF ALIENS

To coincide with the book's release a whole new range of models will be unleashed. And we know we work here, but these are some of the most amazing models the White Dwarf team have ever seen.

"Over half of the existing range has been revisited," Phil says. (He's excited too, we tell ya). A good portion of these are fantastic new plastic models. These include an incredible Carnifex and some impressive multi-part Genestealers designed by Jes Goodwin, but this is by no means all. As usual, all of the plastics have a wide range – actually, in this case let's make that HUGE range – of additional components to represent the various biomorphs available to you to customise each genus, including some new and deadly upgrades like Feeder Tendrils and Toxic Miasma. This sheer amount of choice in gene-tweaking your army also hails a new direction to the codex's mechanics.

"To make it easy for players to navigate the list, all the relevant biomorph enhancements for each creature are given as a kind of mini-wargear list below the army list entry," says Phil. The result of which it is now much easier to put together any type of Tyranid force, full of personalised gribblyies, without endless page flicking. "Our goal with the new Codex was to provide variety and balance and I'm pleased to say after a lot of play testing, the most effective list is a combined force."

So beware! The Tyranids are coming and they're nastier than ever. There is no escape from the Great Devourer. There is no hope. Keep watching the skies...



Genestealers are the vanguard of the Tyranid force, their appearance often heralding an imminent invasion. The Genestealer kit allows you to create 'standard' Genestealers (we argue there's no such thing!) or upgrade your models with biomorph enhancements like Extended Carapace, Feeder Tendrils or Scything Talons.

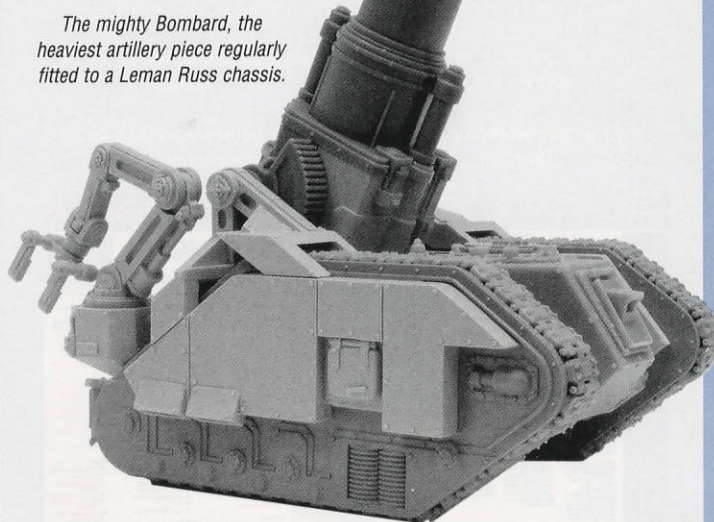
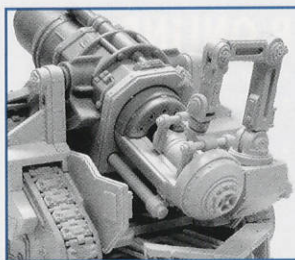
BOMBS AWAY!

The mighty machines of Forge World grind on, this month turning out the powerful Bombard. This heavy siege engine is capable of launching a crushing bombardment into static targets like an enemy fortress or rebel-held city. Such punishing salvos, delivered at range, are enough to weaken and splinter the resolve of even the hardest of adversaries.

The master model of the Imperial Bombard was made by Daren Parwood. It is a complete resin and plastic kit, which has a fully detailed interior and features a sliding breech and a crane to load the massive shells.

For experimental rules for the Bombard and more details of other Forge World vehicles, scenery and more check out:

www.forgeworld.co.uk



The mighty Bombard, the heaviest artillery piece regularly fitted to a Leman Russ chassis.

ADVANCE NOTICE

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

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

GETTING SHIRTY

The Black Library's online store is crammed with cool goodies this month as a range of new merchandise is released. Amongst this range are a bundle of Ciaphas Cain products including a t-shirt, poster and diorama, Ravenor goodies and a huge Inquisitor's map. Check them out at:

www.blacklibrary.com

GOODIES FROM THE WARP

Necrons fans rejoice, for there are two new releases from Warp Artefacts this month. First up, there's an osprey style Necron art print (astute readers will recognise it from the Warhammer 40,000 rulebook). And secondly there's a detailed Necron Pendant.



For more details of these products and full ordering information, check out:

www.warpartefacts.com

PLAGUE BRINGERS

The Skaven of Clan Pestilens, harbingers of disease and contagion, are soon to get a real shot in the arm with the release of a new plastic Plague Monks boxed set, as their sculptor Colin Grayson reveals to White Dwarf.

One of the first things Colin did was to gather reference material from books, miniatures and concept sketches. "A lot of the imagery was already there," he says, "so it was just a case of extracting all the bits we wanted."

"Although Plague Monks have an established look, the new models are slumped over and skulking to make them more Skaven-esque," says Colin. In a departure from the other Skaven plastics box sets, the tails are attached to the body. "The idea was to make the figure easier to glue together and it would also get around the problem of tails falling off," Colin explains.

The new sprues come with a variety of additional components including censers, scrolls and even plague rats to personalise your units. But one of the biggest

considerations when sculpting the models was that they rank up easily.

"Technically we must get this right," Colin says, "We had to design the tails so they were short of the rank behind so the models would fit together easily. We also have to consider metal models, both present and future, so when designing a kit like this we have to think about the whole range rather than just one boxed set."

The new regiment has a great feel to it and is compatible with a range of other kits, so the capacity for conversions is great, something that Colin appreciates. "Whenever a plastic unit comes back after it has been sculpted, I always try to convert the components on the sprue. Basically, it's just a kit of parts that is open to interpretation. The more kits you have the more diverse your models can be."

Look out for a whole range of other new plastic kits for a variety of Warhammer races coming soon.



Ratmen! Two of the new Skaven Plague Monks.

GAMES WORKSHOP ONLINE

Every month we place dozens of hobby articles on the Games Workshop website. Below is a selection of some of the great content being added for March.

THE LORD OF THE RINGS

In the run up to the War of the Ring campaign we present a number of useful The Lord of The Rings gaming articles describing how to use additional troops in your forces:

- Legions of The Eye – the myriad forms that Sauron's Orcs can take
- Mirkwood Elves
- The Beacons are lit! – The fiefdoms of Gondor

With the upcoming release of The Scouring of The Shire we have put together a new section for The Lord of The Rings website detailing this fantastic new supplement! The following articles are included.

- Miniature Gallery
- What is the Scouring of the Shire?
- Designer's Notes

www.games-workshop.co.uk/mordor

www.games-workshop.co.uk/elves

www.games-workshop.co.uk/gondor

www.games-workshop.co.uk/thescouringoftheshire

WARHAMMER

We are now transferring over the Warhammer Skirmish section from our previous website onto the new. A true treasure trove for Warhammer generals, with over a hundred scenarios to try out!

www.games-workshop.co.uk/skirmish

WARHAMMER 40,000

Loads more great Tactics are referenced this month:

- Tactics Space Marine Tanks
- Tactics Speed Frenks

www.games-workshop.co.uk/spacemarines

www.games-workshop.co.uk/orks

UPDATED REGULARLY

There's always something new online for hobbyists, with weekly updates of News, Sneak Peeks, New Releases, Events and the infamous Poll of The Week. To get all this (and the odd subscriber-only treat) sign up to the Inquisitor Newsletter!

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MORE UNDERHIVE SKULDUGGERY

Issue 9 of Fanatic magazine introduces the Scavvies to the Underhive in all their glorious repugnancy! Also featuring the first ever Battle of Five Armies Battle Report; can gaming guru Rick Priestley and the Evil alliance defeat the might of Ken South's Good forces?

Also in this issue:

- Necron fleet tactics in Battlefleet Gothic.
- The Elfheim Eagles take to the pitch in Blood Bowl.
- Painting the mysterious Eldar in Epic scale.
- An examination of the wealth of resources available to an Inquisitor.
- Tales and deeds of Stirland for Mordheim.
- Build your ships for Warmaster.



THE GOLDEN GATE

Byzantium: Beyond the Golden Gate is the latest release from Warhammer Historical. Set during the period of 500 – 1100AD the book charts the rise and fall of the Byzantine Empire and takes up the story of the Roman Empire from where "Fall of the West" left off. The supplement contains 9 army lists including Byzantine armies, the Rus, Sassanid Persians, Arab Conquest and the Early Caliphates.

The book is due for release at the end of March, and will retail for £18.

For more information on Warhammer Historical, or to buy tickets for the forthcoming Campaign Weekend (see the Events Diary page 118), check out:

www.warhammer-historical.com



IMAGERY OF THE DARK MILLENNIUM

Check out the latest John Blanche concept prints detailing four of the Imperium's greatest Primarchs: Leman Russ, Mortarion, Magnus the Red (pictured left to right) and Sanguinius.

John Blanche's beautiful artwork has been the inspiration for many of the cool models and images you are familiar with in the Games Workshop universes.

Each of these hand-signed prints is mounted and limited to just 50 copies of each. Costing £50 per print, these limited editions are exclusively available online from Warp Artefacts.

www.warpartefacts.com



IT'S NEARLY HERE!

The wait is almost over. Black Industries are releasing the first three products in their new line of roleplaying game products at the end of March.

The hardback, full-colour Warhammer Fantasy Roleplay core rulebook is out first along with a character pack and hardback scenario pack.

Future releases include an Empire Bestiary, Games Master's Pack, Arms and Armour Supplement and more.

For more information about Warhammer Fantasy Roleplay, check out:

www.blackindustries.com

TAKE THE LEGENDS HOME

To celebrate the second anniversary of the release of WarCry, Sabertooth have produced a Legends of WarCry boxed set. The set contains 6 all-new cards for WarCry depicting some of the legendary characters from the Warhammer universe such as Asavar Kul, Magnus the Pious and even Snorri Whitebeard!

Displayed in an attractive collector's box, Legends of WarCry will allow players to develop all-new decks, providing new tactics and themes for new and veteran players alike.

Together, White Dwarf and Sabertooth offer you, the readers the chance to win one of these Legends of WarCry sets. All you need to do is answer the following three questions correctly and then send them into us here at Lenton:

- 1) How long has WarCry been available?
- 2) Archaon currently holds this title, and before him Asavar Kul held it. What is the title?
- 3) Who is Snorri Whitebeard rumoured to be now?

TIEBREAKER

We'd also like you to come up with the name of a new expansion deck for WarCry. In the event of a tie, the name that is deemed the best by the White Dwarf team will win the prize. To enter, send your answers and contact details to:

'Legends of WarCry Competition',
White Dwarf,
Games Workshop Limited,
Willow Road, Lenton,
Nottingham, NG7 2WS

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2. Entries are limited to one per household.
3. The start date for the competition is 27th February 2005. Eligible entries must be received no later than the closing date of the competition, 30th March 2005.
4. Send postal entries, to 'Take the Legends Home Competition', White Dwarf, Games Workshop Limited, Willow Road, Lenton Nottingham, NG7 2WS. The Promoter cannot, and will not, accept responsibility for, or consider as eligible, late, lost, unreadable, incomplete, or misdirected entries.
5. The winner will be the eligible entry that correctly answers the question(s) asked. In the event of a tie-break the winner will be chosen, in the judges' sole discretion, on the skill of the entrant in providing the best answer to the tie-break question in accordance with any stated criteria.
6. The prize consists of the items listed as being 'The Prize' on this page. No cash alternatives will be offered.
7. The Winner will be notified by post or email on or before 4th April 2005. The Winner must confirm receipt of the prize notification and provide all reasonable details requested by the Promoter by 11th April 2005, failing which the Promoter reserves the right to select an alternative winner.
8. By entering the competition and accepting the prize, the winner explicitly consents to the Promoter using their name and likeness for advertising and promotional purposes.
9. The judges' decision is final and no correspondence will be entered into.
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Entry indicates acceptance of the rules as final and legally binding.

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EDITORIAL



Guy Haley

Guy: I remember my 30th Birthday. It wasn't so long ago, really. Only 21 months back (Counting, me? No). It's a big milestone, and the day was accompanied with the attendant fretting you might expect (though to be honest, 29 was the worse for me in terms of wailing about getting old).

However, when a company reaches the venerable age of 30, it's not about how much hair you can comfortably call your own, nor how much time you have left on this great big ball of joy we call planet Earth, but just how damn top the aforesaid institution must be to have lasted so long, as not many do.

Guy knocked this out over Chrimbo.



Even fewer still that were started by a couple of blokes in a flat, and virtually none of those go on to be huge companies with masses and masses of dedicated hobbyists. That's right. Games Workshop is three decades old this year. You might have thought White Dwarf's 300 was it regarding celebratory issues for a while, but you'd be wrong there. Next month sees a whole host of exciting events taking place in our Hobby Centres and another, yes, *another*, bumper-sized issue of your favourite hobby-supplement. Weighing in at a whopping 168 pages, and accompanied by a free The Lord of the Rings Order of Battle booklet, WD 304 promises to be special.

SNOW

I'm writing this just after Christmas, (the White Dwarf likes to work way ahead). What fun that was, and a good opportunity to get in a few games and see some of my oldest opponents. As always there was plenty to talk about, like, just how long does it take exactly to paint a Forge World Hierodule, eh? I played my dad too, another battle in our ongoing WAB campaign. I have to say, the much-mocked Haley dice luck is a hereditary, never has a game seen so many 1's rolled. The only downer was having to abandon my car in the snow on Christmas Day. The long trek across the vasty landscape of the Yorkshire moors, transformed for a while into a howling, inhospitable frigid wilderness not entirely dissimilar to the wilds of Kislev, was not lots of fun. All in all I'd have preferred to have been at home painting Goblins.

Guy Haley
Managing Editor



THE WHITE DWARF TEAM



Nick Kyme

Nick: Much like Captain Caveman, I'm in need of bath and no, it's not because I smell like him (although, who knows what he smells like, he's a cartoon!). It's to wash away the foul stench of defeat. I've been chomping down a large portion of whupass this month from Lord Byron (aka Christian Byrne) and Paul 'The Scorpion of Harad' Rudge in our The Lord of The Rings Battle Companies games. Despite the losses I'm really enjoying building and painting up my force.

The Lord of The Rings is not a game I played that much to begin with (being a staunch Warhammer fan), although it's a great game and whenever I did play it, I really enjoyed it. But this Battle Companies series has got me very enthusiastic about collecting a Gondor force and it's also got me thinking that ways of playing our games like Battle Companies, are a great method of building up a force in a slow and manageable fashion. Each month I only have to add three or four

models (that's down to getting beat that is) to my force, but after each game I have a slightly bigger force. Even if my models die in the Battle Companies games, I still have them for my future army. I seriously urge anyone who is trying to raise a The Lord of The Rings force to try out Battle Companies and paint your models as they are recruited. I found this to be a great way of gathering a significant army. (*Um, I haven't, but then I'm rubbish - Guy*).

Going back to the future, things are looking a bit rosey for the Enforcers in the Necromunda Iron Lords campaign. I've not played as many games as I'd like but let's just say that my posse of Enforcers are more like a mix of TJ Hooker and Quincy than Judge Dredd and the Punisher. They'll be barricading the doors and windows of the precinct house any day now. Seriously though, I'm really enjoying playing and Games Mastering the campaign and I'm managing to get a pretty nifty Patrol team painted too, one of which you can see below. Well, it's probably time I got back to the precinct house, anyone know where I can buy some six inch nails and lengths of wood?



Greg MacGregor

Greg: Before Christmas my Battle Company received some early presents as it dispatched Guy's force all too easily (there's one turkey that was given a proper stuffing). This winning trend was continued with a couple of narrow victories over a good friend's Tau over the festive period (his pulse rifles pulverised my Guardians but my Howling Banshees swept through them in close combat). Hopefully my luck will continue into the new year as I seek a few new souls to cleanse with the Eldar of the Elthréth Ulthwé.

Although I didn't receive many Games Workshop goodies from Santa, one gift I have promised myself is one of the new plastic Eldar Wave Serpents. Roll on the end of the month when it's released!



Christian Byrne This month hasn't left me with much time to paint my Emperor Space Marines. The Red Corsairs had to be finished and I had a lot of outside events to attend (and computer games on top of that), which consumed entire weekends. But in the last few days I have managed to finish my Commander and one of my Tactical squads (shown below). Also pictured with them is my finished Veterans' Sergeant too, who also a part of the Command squad. That particular squad's Sergeant is armed with a combi-melta.

But that aside I have begun to look closer at how the Imperators will wage war. So I have taken my cues from the United States armed forces and decided that they will be an all cavalry army. Their small number and specialised roles means that the

entire force will be mounted in Razorbacks, with lots of armoured support in the form of Land Speeders and Dreadnoughts. I am not sure exactly how many Razorbacks I can squeeze into 2,000 points but I'm trying for about seven, one for the commander, three Tactical squads and two Devastator. I am keen to add in two Dreadnoughts and three Land Speeder Tornadoes on top of that. This should see me kept busy for the next few months. I'll keep you all updated.

But enough of Space Marines, for Warhammer I have begun the long task of a universal upgrade for my High Elf army. They're pushing two years old now and needed updating. So I decided to do a universal repaint of all the Elven Steeds (from black to brown), and paint all the plumes and trims bright white. On the red sections I have begun to add a brighter highlight of Blood Red. Then it's just a case of tidying up the sloppier parts of the models. Hopefully this won't take too long...



Paul Rudge It's all about luck this month! As you probably know I'm playing in both a Battle Companies campaign and a Necromunda campaign simultaneously and I've begun to notice a whole host of strange displays of one of our favourite subjects – LUCK! It seems some people have it and are generally classed as jammy; Mark Chambers who is also taking part in the Necromunda campaign is a right strawberry jam-meister and can roll 6 after 6. Then you have Guy Haley who is notorious for the lack of the sweet sticky stuff. I'm sure he'll agree having suffered badly in our Battle Companies campaign (you can read more about Guy's bad luck on page 36). The great thing about taking part in two

campaigns is that it has forced me to play a host of different opponents over the last two months but I've been amazed at the different and varying displays of dice karma, ritual dice rolling and lucky (or loaded!) dice. I even thought I had one as I rolled 6 after 6 and then someone else touched the blessed dice and it was 1's from that point.

Dice rolling, it's a funny old game!

Rudgie's latest conversion – a Haradrim chieftain with lance.



SUBMISSION GUIDELINES

If you would like to write an article for White Dwarf, why don't you try? Many of our articles are about or by hobbyists, and we're looking for more. We want your ideas!

In time, we'll be putting full guidelines on:
www.games-workshop.co.uk/whitedwarf

However, until then, follow these general pointers:

- When submitting an article to us, you need to provide a synopsis of no more than 400 words.

- We'll also need a sample of your writing of around 300 words.
- Remember to tell us if anything else will be needed, eg. photography, models and so forth.
- Most photography we prefer to do ourselves. You may have to make several versions of a model and be prepared to travel to Lenton.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- We are looking mainly for Tactics-type articles and exceptional models.

- If you wish to have your models in the magazine then we will need digital pictures so we may assess them.
- Make sure your work is neatly presented. If you post it, it must be typed. If you e-mail it, please send it in Microsoft Word.
- Before sending anything, make sure you read it through at least once.
- Do not send army lists or ideas for new races. NO FICTION! Contact the Black Library for that.
- Do not submit entire articles, only synopses and samples.

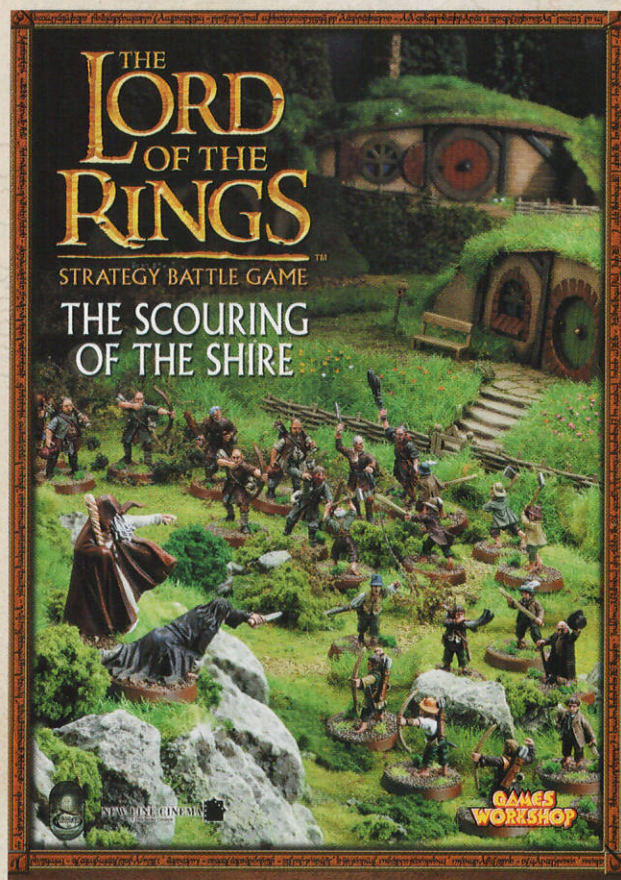
Please send any submissions or letters to Guy Haley at our postal address: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

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

If we are interested in your idea, we will contact you, if not then I'm afraid you will not hear from us. All material submitted becomes the property of Games Workshop. Please go to the following for our terms of use:

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

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



The Scouring of the Shire

This supplement is an invaluable guide to collecting, modelling and gaming with Games Workshop's detailed The Lord of The Rings miniatures. Within its 64 colourfully illustrated pages you will find full rules for new Good and Evil forces, including new Hobbit Warriors and Heroes, Sharkey and his band of Ruffians, and Golfimbul and the dreaded White Wargs.

THE SCOURING OF THE SHIRE.....£10.00

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



The Scouring of the Shire

Sculpted by Alan Perry and Michael Perry. This boxed set contains Frodo Baggins, Samwise Gamgee, Peregrin Took and Meriadoc Brandybuck (mounted), and Sharkey and Worm.

Models require assembly.

THE SCOURING OF THE SHIRE.....£20.00

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



Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

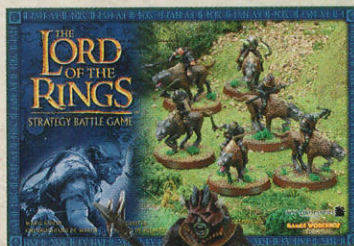
Warg Riders

Sculpted by Alan Perry and Michael Perry. This boxed set contains 6 Orcs mounted on Wargs.

Models require assembly.

WARG RIDERS.....£12.00

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



Hobbit Archers

Sculpted by Alan Perry and Michael Perry. This blister pack contains 4 Hobbit Archers.

HOBBIT ARCHERS.....£6.00

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



Farmer Maggot & Hounds

Sculpted by Alan Perry and Michael Perry. This blister pack contains Farmer Maggot and 3 dogs.

FARMER MAGGOT.....£6.00

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



Golfimbul

Sculpted by Gary Morley. This blister pack contains Golfimbul on foot and mounted on a Warg.

Models require assembly.

GOLFIMBUL.....£9.00

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



Hobbit Militia

Sculpted by Alan Perry and Michael Perry. This blister pack contains 4 Hobbit Militia.

HOBBIT MILITIA.....£6.00

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



NEW RELEASES

THE BATTLE OF FIVE ARMIES

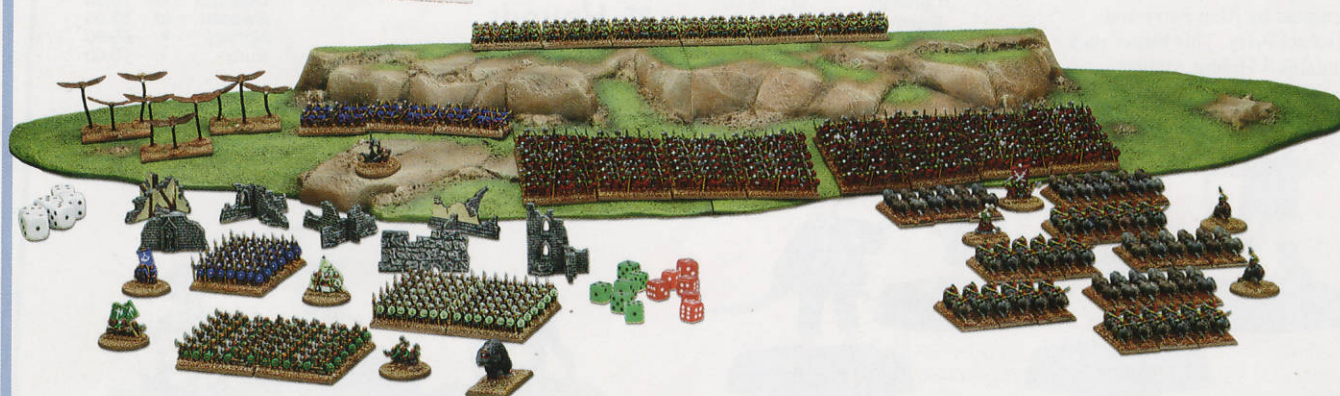
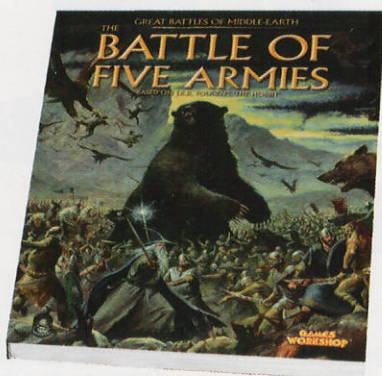
Released this month is The Battle Of Five Armies game. The game contains all that you see here, including over 150 plastic pieces that make up 24 distinct 10mm regiments of troops, plus a flock of Eagles and extra pieces to represent your characters. The boxed set also includes a full colour 96-page rules manual, two of the specially made plastic hill sections, a ruin sprue and some dice.

Also available this month as part of the expanded range is Smaug (note that this model is sold separately). See page 112 for more details.*

THE BATTLE OF FIVE ARMIES£50.00

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

*Only available while stocks last.



The Battle Of Five Armies range of models was sculpted by Mark Harrison and Trish Morrison.



Gandalf



Thorin



Beorn



Elvenking



Bolg



Dwarf Warriors



Goblin Warriors



Human Archers



Elven Archers



Bard the Bowman



Goblin Shaman



HILL TROLLS £6.00

Sculpted by Mark Harrison. This blister pack contains 3 Hill Troll stands.



GOBLIN KING AND HIS GUARD £6.00

Sculpted by Mark Harrison. This blister pack contains 3 Goblin King Bodyguard stands.



GIGANTIC BATS £5.00

Sculpted by Mark Harrison. This blister pack contains 3 Gigantic Bat stands.



STORM GIANT £5.00

Sculpted by Mark Harrison. This blister pack contains 1 Storm Giant.



SMAUG £9.00

Sculpted by Mark Harrison. This blister pack contains 1 Smaug.



SPIDERS OF MIRKWOOD £6.00

Sculpted by Mark Harrison. This blister pack contains 3 Spiders of Mirkwood stands.



DWARVES WITH BOWS £6.00

Sculpted by Mark Harrison. This blister pack contains 3 Dwarfes with bows stands.



ELVEN CAVALRY £6.00

Sculpted by Mark Harrison. This blister pack contains 3 Elven Cavalry stands.

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

NEW RELEASES

SPACE MARINE BATTLEFORCE

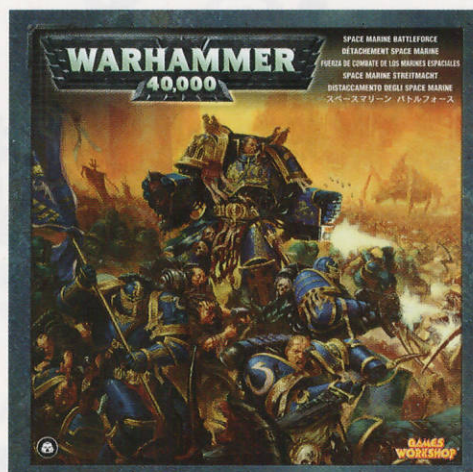
Upon arriving at the warzone the Space Marines have a number of tactics they can use to deliver the decisive blow to their enemy. When the theatre of operations offers the room, Space Marine forces can drop or infiltrate behind the front lines and launch a series of daring raids. The enemy reels from dozens of perfectly placed blows, clumsily lashing out only to miss and be attacked again. There comes a point when, exhausted and crippled, even the mightiest army collapses, whereupon the Space Marines fall on them, like wolves upon the fold, to deliver the killing stroke.

This battleforce set contains 1 Space Marine Command squad, 2 Space Marine Tactical squads and 1 Space Marine Razorback, sculpted by Jes Goodwin, Tim Adcock, Dave Thomas & Mark Harrison.

These model requires assembly.

SPACE MARINE BATTLEFORCE£50.00

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



OGRE KINGDOMS: SKRAG THE SLAUGHTERER

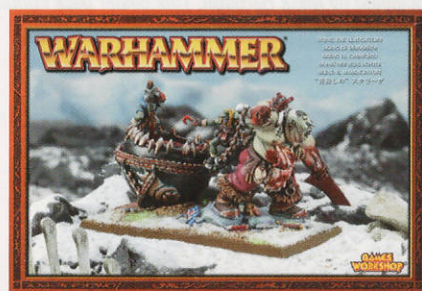
Skrag is the legendary Prophet of the Great Maw, also known as the Gore-Harvester and the Maw-that-Walks. Dragging his massive meat-pot behind him – attached to his back with a series of painful, tearing hooks and chains – Skrag hacks and rips at his enemies in a glorious blood-fuelled orgy of violence, dedicating his victims to the Great Maw.

This multi-part boxed set contains 1 Skrag the Slaughterer, sculpted by Steve Saleh.

This model requires assembly.

SKRAG THE SLAUGHTER£20.00

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



Only available in Hobby Stores for a limited period.



OGRE KINGDOMS OGRE MANEATERS

Ogre Maneaters are veterans of many campaigns that have travelled the length and breadth of the world. Mercenaries beyond peer, they have spent decades accruing scars, tall tales, wealth and exotic wargear before travelling back to the tribe from which they came.

This blister pack contains 1 Ogre Kingdoms Ogre Maneater, sculpted by Alex Hedström and Steve Saleh.
This model requires assembly.



OGRE MANEATERS£9.00

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

FANATIC

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



SCAVVY CHAMPION BOOSTER..... £7.00

Sculpted by Mark Harrison. This blister pack contains 1 Scavvy Boss and 1 Scavvy.



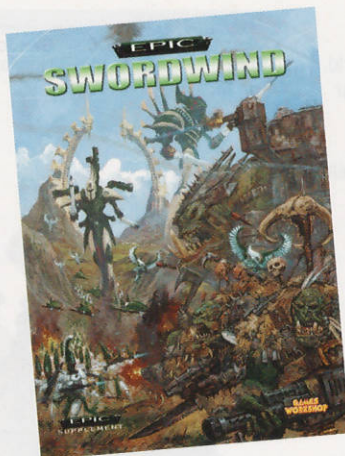
SCAVVY GANG £20.00

Sculpted by Mark Harrison. Boxed set includes 1 Scavvy Boss, 1 Scavvy and 6 Scavvies.

SCAVVY GANGER BOOSTER £7.00

Sculpted by Mark Harrison. This blister pack contains 3 Scavvies.

NEW RELEASES



EPIC: SWORDWIND £8.00

Set at the time of the Baran war, this supplement includes rules for using the Biel-tan craftworld Eldar, as well as two new army lists, The Baran Siegemasters Imperial Guard regiment and the Feral Orks.



ELDAR COURT OF THE YOUNG KING £8.00

Sculpted by Mark Bedford. This blister pack contains 1 Court of the Young King and 1 Wraithgate.



ELDAR COURT FIREPRISMS £8.00

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



ELDAR VAMPIRE RAIDER £9.00

Sculpted by Tim Adcock. This blister pack contains 1 Eldar Vampire Raider.



ELDAR SHINING SPEARS £8.00

Sculpted by Mark Bedford. This blister pack contains 6 Eldar Shining Spears stands.



ELDAR PHANTOM TITAN £18.00

Sculpted by Jes Goodwin. This blister pack contains 1 Eldar Phantom Titan.



ELDAR WRAITHLORDS £8.00

Sculpted by Tim Adcock and Michael Anderson. This blister pack contains 6 Eldar Wraithlords.



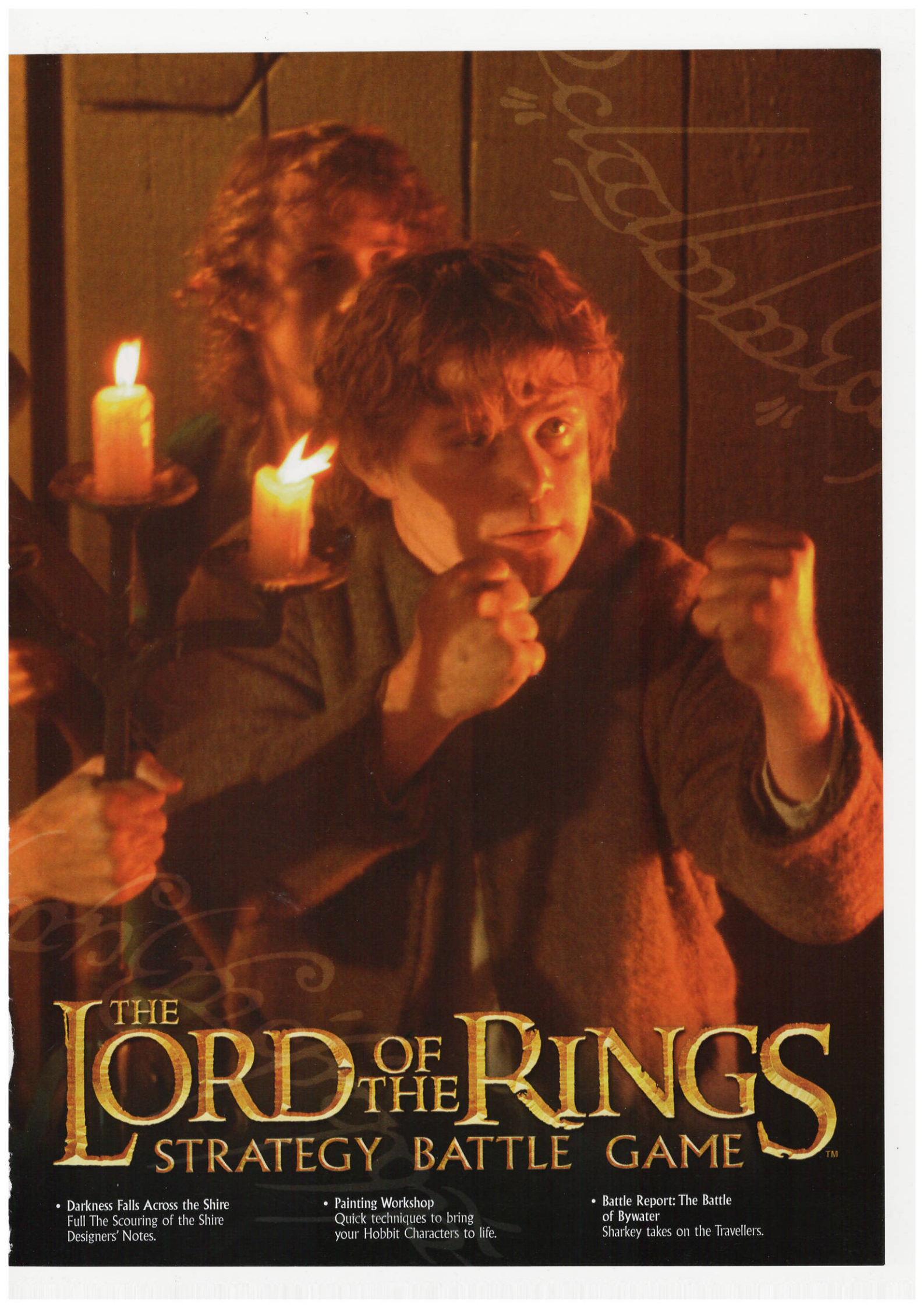
SAVAGE ORCS £6.00

Sculpted by Steve Salah. This blister pack contains 3 Savage Orc stands.



SAVAGE ORC BOAR BOYZ £6.00

Sculpted by Steve Salah. This blister pack contains 3 Savage Orc Boar Boy stands.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- **Darkness Falls Across the Shire**
Full The Scouring of the Shire
Designers' Notes.

- **Painting Workshop**
Quick techniques to bring
your Hobbit Characters to life.

- **Battle Report: The Battle
of Bywater**
Sharkey takes on the Travellers.

DARKNESS FALLS

Adam Troke and Mat Ward have been buried in Hobbits for weeks. Emerging from their burrows in the Studio, they are keen to shed light on the process that has brought us the Scouring of the Shire.

Adam Troke: Unless you've been living in a hole for the past few months, you'll know that the fourth supplement to accompany our The Lord of The Rings Strategy Battle Game is The Scouring of the Shire. Based on the penultimate chapter of Tolkien's masterwork, The Scouring of the Shire sees the Hobbit Travellers return to the Shire only to find it under Saruman's control.

Embittered by the destruction of his army at Helm's Deep and with his power broken at Isengard, Saruman the White became a vicious shadow of his former self. Under false pretences he progressively infiltrated the Shire with his agents, unkempt villains from the lands around Isengard. These rogues gradually began to seize control, so that by the time the White Wizard's staff was broken at Orthanc, the Shire was almost entirely under his dominion, with only the Tooks resisting his rule. Calling himself Sharkey, the fallen wizard now seeks to tighten his grip on the Shire as his final act of petty revenge for his downfall.

Hobbits really are amazing creatures! You can learn all that there is to know about their ways in a month, and yet after a hundred years, they can still surprise you.

— Gandalf to Frodo, *The Fellowship of The Ring*

When the travellers finally rode back into the Shire, they were so shocked by what had come to pass that they immediately set about overthrowing the oppressors and restoring the Shire to how it should be. What followed was the greatest battle ever to be fought within the bounds of the Shire and the last recorded engagement of The War of The Ring.

What we wanted to do when writing this supplement was really strip the game down to its basics, with exciting scenarios involving relatively few models, just like it was in *The Fellowship of The Ring*. The Scouring of the Shire itself involves participants that lack the heroic abilities of the Heroes in previous supplements. Shadow & Flame had Balin and Durburz, Siege of Gondor had Boromir and Gothmog, while the Pelennor Fields had a multitude of powerful Heroes and a cast of thousands! In contrast The Scouring of the Shire has Hobbits, a fallen Wizard and some Ruffians! The smaller scale of the

events in the Shire gives us games where, in the absence of all-powerful Heroes and battle hardened warriors, players have to treat each model carefully, since throwing away just one or two models carelessly could cost you the entire game.

Essentially the supplement is divided in two, with the main (and slightly larger portion) being dedicated to the events surrounding Sharkey's occupation and the Scouring of the Shire. Included in this is a brief history of the Shire and some information concerning Hobbits themselves, giving the uninitiated some idea of who and what they are fighting for. Along with a gorgeously illuminated map drawn by Nuala Kinrade, these excerpts help to set the tone for the six scenarios that make up the Scouring of the Shire campaign. These can be played independently as stand-alone games, or as a linked campaign where success or failure in one scenario can have significant effects on future games.



ACROSS THE SHIRE



Sharkey directs his minions to wreak havoc.



Mat Ward: The first and most important thing to occur to me when we began work on this book was that we keep the character of the Hobbits true to Tolkien's vision. Like 'em or loathe 'em the personality of the Shire's finest is very distinct, and not a little amusing. They aren't warriors, except in a pinch, and though they may do ridiculous things from time to time, so do we all. This in itself does not make them laughable, it's all in the presentation. In this we were helped by the fact that Tolkien is incredibly clear upon their behaviour – something I wouldn't have changed for the world. After all, if you're going to write a book about Hobbits, that's exactly what you should do. Not write a book about things that look like Hobbits and fight like crazed Vikings.

Characteristics, Special Rules and Heroes

Adam: One of the biggest challenges that we encountered with the Scouring of the Shire was making sure that the rules for the Hobbits reflected their genuine abilities. We scoured the books for any references of Hobbits fighting or skills they have that would be useful in battle. In the end came to a few conclusions. Firstly, that all Hobbits should have the Throw Stones skill. Tolkien himself writes in *The Fellowship of The Ring*: "If any Hobbit stooped for a stone, it was well to get quickly under cover, as all trespassing beasts knew very well." From this we decided that the Throw Stones special rule should apply to all Hobbits. Our next problem was establishing the 'basic' profile



Above: The book contains a wealth of scenarios and modelling ideas to help you bring the Shire to life.

for a Hobbit Militia. In the end we settled for a very low statline. Our rationale for this was that the Hobbit Militia represent those Shirelings that simply have had no formal training in fighting and spend the most part of their life eating cakes and dozing under trees. Hobbit Archers and Shirriffs are each a little better at fending for themselves, and this is reflected in their Fight value and weaponry.

Heroes were a harder thing to handle, since the Heroes of the Shire are, by all accounts, quite weak when compared to warriors of other lands. Consider Paladin Took, a Hobbit well advanced in years, and Fatty Bolger, who never even leaves the Shire. Neither of these are Hobbits of any particular martial prowess.

When creating the profiles for the Hobbit Heroes we took care to ensure that the returning travellers (Frodo, Sam, Merry and Pippin) were not overshadowed by those Hobbits that had remained in the Shire. The end result of this process is a clutch of Hobbit Heroes who are beyond question the weakest Heroes created so far, but within the confines of the Scouring of the Shire scenarios, they are impressive.

The same is true of Sharkey, who has only a fraction of Saruman's former power. He has less spells at his disposal, less Might, Will and Fate and yet, despite this, he is still an awesome power in the Scouring of the Shire scenarios, capable of bringing down any Shire-dweller in short order. But that is not to say that he is all-powerful.



Sharkey and his Ruffians bring their violence to the Brockenborings.

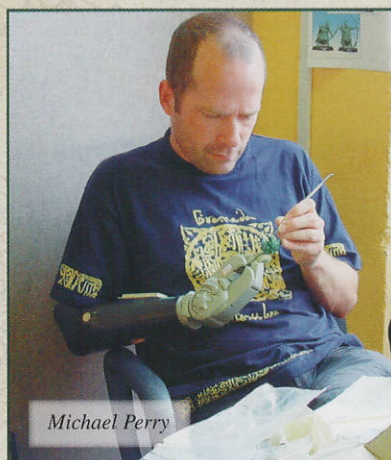
The Sculpting of the Shire

Alan and Michael Perry designed all the Hobbits and Ruffians that feature in the Scouring of the Shire. From the very beginning of the design process both were heavily involved, providing literally dozens of detailed concept sketches and ideas for the models that would accompany the range.

Michael Perry: The prospect of designing and sculpting a range for the Scouring of the Shire filled us with great glee! We spent a number of weeks working with Dave Gallagher to come up with ideas and sketches. Obviously the Hobbits needed to tie in with the characters in the films and references from the book. Tolkien seems to have based their look on early nineteenth century agricultural workers, as does the film, so we followed the same trend – trousers with braces, waistcoats, coats and hats. Weapons were to be farm implements and anything else that came to hand for the Militia, the Shirriffs are mentioned carrying staves and wearing feathers in their hats.

The Hobbit characters needed more thought, some were obvious but others played a bigger part in the book than the films and so needed designing. Paladin Took, although a venerable old Hobbit, we thought should be elegantly dressed in a long coat and a 'topper'. We also gave long coats and better quality hats to a couple of higher ranking Shirriffs. Fredegar Bolger had to be plump (to fit in with his nickname) and innocent looking, while the addition of a quiff just seemed to set him off. The Bullroarer, the only Hobbit tall enough to ride a horse, is sculpted stripped to his shirt sleeves, ready for a fight and wearing a more dated hat. We considered designing Farmer Maggot in a farmer's smock and broad brimmed hat, but then decided to go with the film image – he's the one who points Hobbiton out to the Ringwraith – we thought the actor might appreciate it!

The Ruffians needed to look like debased, dishevelled, drunken thugs. So shaved heads, scalp locks or long greasy hair with clothing tattered and ripped was the order of the day. Tolkien describes their weaponry pretty thoroughly; clubs, bows,

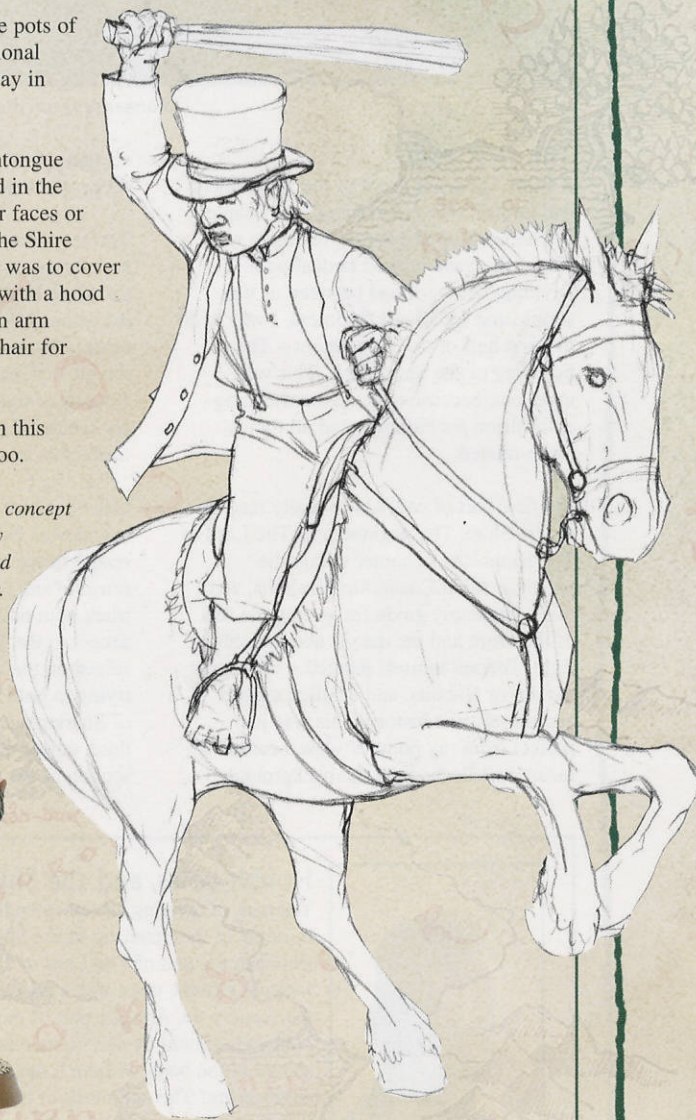


long knives and whips. Some pots of beer, shackles and the occasional bunch of keys goes a long way in visualising these low lifes!

Because Saruman and Wormtongue don't make it out of Isengard in the film, we couldn't depict their faces or clothing in the Scouring of the Shire models. So the cunning plan was to cover most of their facial features with a hood in the case of Sharkey and an arm clutching a dagger and long hair for Worm.

We had great fun working on this range, and hope you like it too.

Below and right: The original concept for Bandobras Took, drawn by Michael Perry, and the finished model, sculpted by Alan Perry.





Farmer Maggott and his dogs take the fight to the Ruffians.

The First Half

Adam: The main focus of the supplement had to deal with the events of the chapter in *The Lord of the Rings*, but there was plenty more we wished to deal with. Dividing the workload between us was simple and (relatively) painless. I was to do the first half of the supplement – The Scouring of the Shire itself. This was excellent, because of my overwhelming enthusiasm for Hobbits, and all things Shire-related.

My first port of call was to really read up on the Shire. The beginning of *The Lord of the Rings* has a chapter within the prologue titled *Concerning Hobbits*, and this became my guide for getting the feel of the Shire and the details about Hobbits right. Tolkien himself painted a very vivid picture of Hobbits, and detailed a good amount of their history. This was just perfect from my point of view, because it meant as I fleshed out the background

sections, and wrote the introductions to the scenarios that I had plenty to work with.

The scenarios in the first part of the supplement tell the story of the Scouring of the Shire in six parts, starting with the first intrusions of the Ruffians into the Shire, examining their cruelty and culminating in the greatest battle ever fought within the Bounds of the Shire. I was able to create six scenarios to give an insight into the characters involved and what went on.

One character that emerged as I studied the events was Paladin Took. Although we the reader never meet him, it is clear that this sensible and forthright Hobbit has little truck with bullies, and denies the Ruffians access to the Tookish lands. Immediately I seized on the idea of the Took's bravely trying to hold out against the depredations of Sharkey and his rogues, something I think comes across well in the campaign section of the supplement.

The History of the Shire

Mat Ward: Writing the second half of the book was something of a challenge. Why? Simply because of all the factions Tolkien describes in *The Lord of the Rings*, the Hobbits are the only pacifists. When the remarkable thing about a people is the fact that they have only fought on less than a handful of recorded occasions, it becomes inappropriate, to say the least, to wilfully create events for the sake of it.

Of the two recorded battles involving Hobbits prior to the events of the Scouring of the Shire, one – the Battle of Fornost – was considered early in the process, but without suitable models in the range to create all manner of undead nastiness to form the core of Angmar's army, it



Hobbit-holes, and the Shire in general

The task of creating all the splendid scenery that is featured throughout the Scouring of the Shire fell to Mark Jones. Between the text of *The Lord of the Rings* and Peter Jackson's films, there was a wealth of material to base the scenery on. A major part of the task was that hobbyists should be able to recreate the scenery shown in the book without a degree in miniature engineering! The end result of his labours is a terrain set that sympathetically recreates the Shire, and allows gamers to play thrilling games across it.



reluctantly had to fall by the wayside (though it is coming, I promise).

The second, the Battle of Greenfields, was far easier and, in a way, more characterful. After all, only a score of Hobbits were at Fornost but at Greenfields the Shire was fighting for its existence against an incoming horde of Warg Riders – cue the famous battle between Bandobras the Bullroarer and the Orc Chieftain Golfimbul – so we made this into a scenario.

Following close on the heels of that came the White Wolf invasion. Though not recorded as a battle as such, it seems highly unlikely that the inhabitants of the Shire sat back and let the wolves drag them away. I also wilfully added Gandalf to this scenario, simply because I like Gandalf and it would have been very much in character for him to be present at this time. We don't, of course, know where else he was, so it was a very minor fiddle on my part.

For the other scenarios, they all had to occur before records were reliably kept – The Founding of the Shire, or be such terrible and dangerous journeys that all who went on them simply disappeared – Whatever Happened to Halfast Bracegirdle?. We also put a slightly different spins on accepted events, like in The Road to Rivendell. The final scenario in the second half of the book, Odovacar Bolger's Promenade, is possibly one of the oddest I've ever written (but then it does have Tom Bombadil in it, so you

can probably blame Alessio for that). While each of these scenarios takes a certain amount of liberty with 'grey' areas, there's nothing here to make anything but the most puritanical fan blush. Or reach for a torch and pitchfork, for that matter.

Overall, I've tried to make sure that each scenario is not only compact and fun to play, but also has its own character. Some of this has been achieved by ensuring each episode has different foes in it, but a lot of it has been to do with hiding some-not-so-obvious tactics in amongst the less subtle ones. I've found that there's plenty of replay value in all of these scenarios, because there really are lots of different tactical options to explore.

Fear, Fire, Foes!

So there it is, The Scouring of the Shire, the definitive guide to playing The Lord of The Rings Strategy Battle Game within the setting of the lands of the Hobbits and recreating the exciting events where the Travellers reclaim their home. It's been a labour of love, and several long months in the making, we just hope you enjoy playing it half as much as we did making it!



Adam Troke: *If he were a Hobbit, Adam would like to be Paladin, as the old boy achieved a lot in his life, but didn't stray too far from the cake table.*



Mat Ward: *Mat would prefer not to be a Hobbit at all. In fact, he says if he had to go to the Shire he'd prefer to be Sharkey (best not to ask why).*



The Battle of Bywater

Finish third lunch and put down your pipe – the fight for the Shire begins...

As Hobbiton and its surrounding lands lie in ruins, the future of the Shire hangs in the balance. Adam Troke pits his Hobbits against Pete Haines' Ruffians in a bid to thwart Sharkey's plans.

"Awake! Awake! Fear, fire, foes! Awake!" The rallying cry of the Bucklanders and the courage of the Travellers has spurred the Hobbits of the Shire into action against the Ruffians once and for all. Throughout the night Hobbits flock to the bonfire that the Travellers set ablaze, and in the morning Pippin leads a contingent of Tookish archers to the village, determined to end the violence in the Shire and see the Ruffians off. Like an army, the Hobbits set out from Bywater to fight one of the greatest battles in Shire history.

Forces

Good
Frodo
Sam
Merry
Pippin
4 Hobbit Shirriffs
8 Hobbit Archers
12 Hobbit Militia

Evil

Sharkey and Worm
9 Ruffians with whip
6 Ruffians with bow

Layout

The scenario is played on a board 24"/56cm long and 36"/84cm wide. The board in this scenario represents the Bywater road. Bywater is close to the heart of Sharkey's evil scheme and the buildings, Hobbit-holes and lands around it are utterly

ruined, resembling a spoiled wasteland more than the beautiful place it once was. A 6"/14cm wide road runs across the centre of the board from one edge to another. On either side of the road are hedges. These run parallel to the road the length of the board, and be 3"/8cm from the road itself. A makeshift barricade has been built across the width of the road, 6"/14cm from the Bywater board edge (see map). The remainder of the board should be scattered with blackened trees, ruined Hobbit-holes and other appropriate scenery.

Starting positions

The Evil player deploys all of the Ruffians on the road within 6"/14cm of the Hobbiton board edge. The Good player then deploys Frodo and Sam in base contact on the road behind the barricade. Merry is deployed at the centre of the north board edge, he may be up to 6"/14cm in



Four members of the Fellowship fight in earnest against Sharkey and his ruffians.

from the edge of the board. Pippin is deployed at the centre of the south board edge. He may be up to 6"/14cm in from the edge of the board. The remaining Hobbit models are divided into three groups of eight and deployed within 6"/14cm of Frodo, Merry and Pippin (see map).

Objectives

The Hobbits are determined to drive off the Ruffians and overthrow the 'Chief'. The Ruffians, spurred on by their master, attempt to quell the Hobbit uprising using whatever force necessary. The Good player wins if Sharkey is slain. The Evil player wins if all four of the Travellers (Frodo, Sam, Merry and Pippin) are slain.

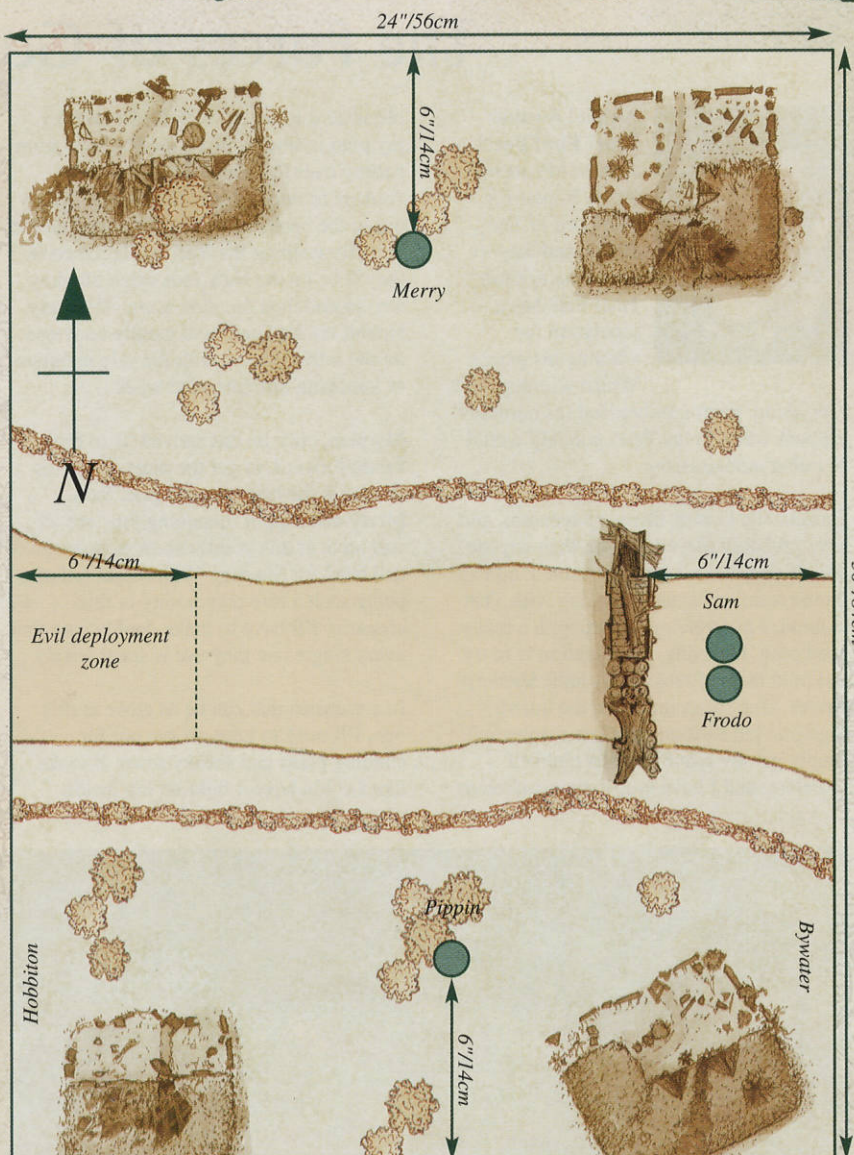
Special Rules

Ambush. Merry has laid his trap well, and has the Ruffians surrounded. Before the first turn begins, all Hobbit Archers may shoot once.

The Travellers. Frodo, Sam, Merry and Pippin have roused the Hobbitry and brought them to arms. Now they must lead them in battle against their oppressors. When a Hobbit is slain, the Good player may put it aside to use it as reinforcements. At the end of each of the Good player's Move phases, he may roll a D6 for each of the Travellers (Frodo, Sam, Merry and Pippin) still in play. For each roll of a 6, one model from those set aside may move onto the board from any table edge. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

The mob. The Ruffians came trampling down the Bywater Road like a great mob, and though some were cowed by the Hobbits' show of arms, the majority were undaunted and fought violently against the Shirelings. When a Ruffian is slain, the Evil player may put him aside to use it as reinforcements. At the end of each of the Evil player's Move phases, the Evil player may move D3 of the Ruffians put aside in this manner back onto the board on the Hobbiton table edge, along the road. Newly arrived models may not charge in the turn that they arrive, but may otherwise act normally.

Sharkey. Sharkey is now the master of Bag End, and there makes his last stand. However, there is a chance that, drawn by the defiance of the Shirelings, he will arrive and lend his weight to the Battle of Bywater. On turn 5, after moving new Ruffians onto the board, the Evil player should roll a D6. On the score of a 4+, Sharkey has arrived – move him and Worm onto the board along the road. Sharkey and Worm may not charge in the turn that they arrive, but may otherwise act normally.



Points Match

This scenario recreates the desperate final battle fought in the Shire. If you wish to play this scenario with different forces, both players should select forces of roughly equal points. The Good player must have four Heroes, none costing

more than 70 points. These take the role of the Travellers. The Evil player must select at least one Hero. The most expensive Hero on the Evil side takes the role of Sharkey. Note that only Warriors may return to play as reinforcements.



The Forces of Good



**Awake! Awake!
Fear! Fire! Foes!**

Adam: My second Battle Report for The Lord of The Rings, and they've pitted me against Pete! Pete has a reputation for winning his games.

Whilst winning isn't

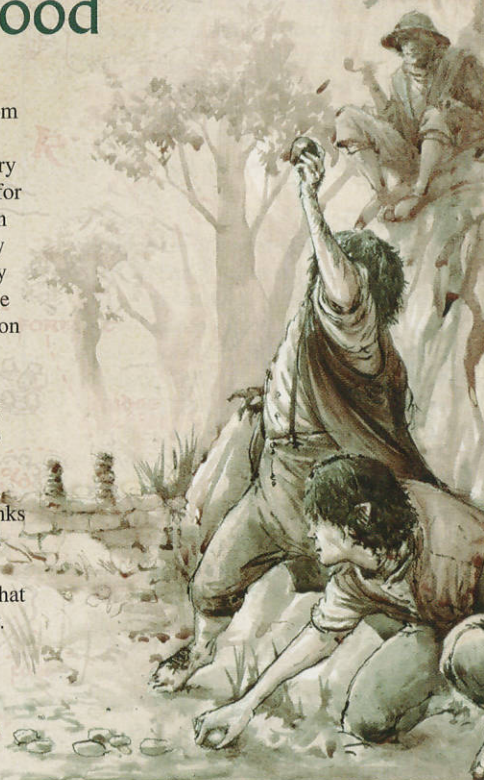
everything, getting pulverised (as normally happens when I play Pete) publicly would be rather embarrassing.

Fortunately, I wrote this very scenario, and have probably played it more than anyone else. If that doesn't give me some kind of 'home team' advantage, nothing will. That in mind, I had better come up with a really good plan. Basically, my intention is to try and hold the Ruffians at bay until Sharkey arrives. Until he comes onto the board, engaging the Ruffians in close combat will simply get my brave Hobbits clubbed senseless, and I have to kill the treacherous

old wizard to secure victory. So initially my plan is simple: Keep the Ruffians from getting over the hedge, and allow my Archers to do their job. That's what Merry did in the book, and it certainly worked for him! By keeping the Ruffians hemmed in they'll be on the back foot when Sharkey arrives and then the gloves are off! Every Hobbit on the board will simply converge on the fallen wizard with the sole intention of knocking him into next week.

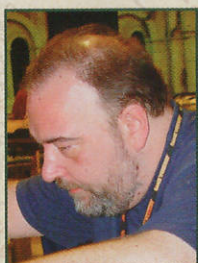
My plan, once he has arrived, is to bring Frodo forward, to get the most out of his 'Home is the hero' special rule. Sam, Merry and Pippin (assuming they are all still alive at this point) can then close ranks and head for Sharkey. With Might points being such a rare commodity in this scenario, I'll have to make doubly sure that every single one they use is spent wisely.

In a scenario that can be as close as this one, I'll need to keep an eye out for cunning plans and sneaky ruses. It looks like I could have a fight on my hands.





The Forces of Evil



Sharkey and the Ruffians – On the road to Bywater

Pete: There are a number of ways of looking at this Battle Report. First and foremost I am delighted to see that I am playing what can only be

described as a win-win scenario. If I lose then all that has happened is that I have got a gang of unmilitary rogues massacred in an ambush. No real pressure there. On the other side of the equation, with a bit of luck I may be able to slaughter literally dozens of Hobbits. I don't really see a downside here!

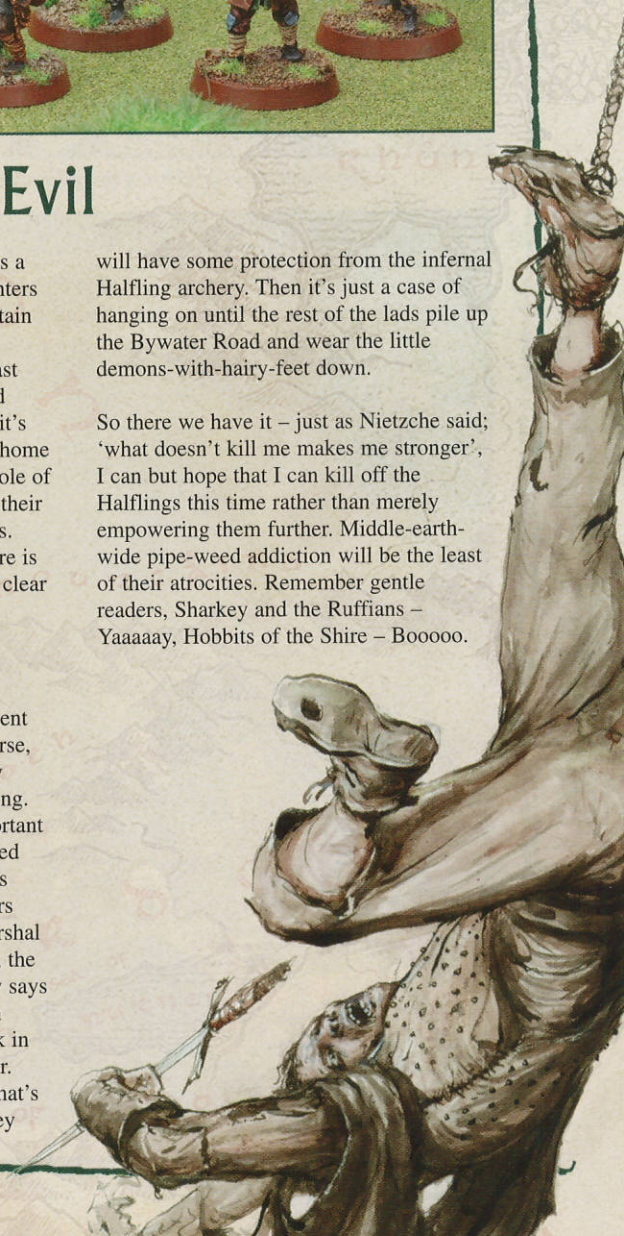
Secondly it is clear to me that this report gives me an opportunity to vindicate the wisdom of Saruman/Sharkey in invading the Shire. Poor old Saruman. For years he pondered what Gandalf saw in the Hobbits without realising the terrible danger they represent to the world beyond the Shire. Think about it people, these Hobbits come over as jovial, peaceful folk of limited ambition and even more limited horizons. But the truth is that they are unspeakably destructive, venomous little monsters. Just four of them got out of the Shire – just four

– and look what happens: one becomes a Captain of Rohan and viciously slaughters the Lord of the Nazgûl, another a Captain of Gondor, while another defeats the ancient evil that was Shelob and the last one thwarts the plans of the Dark Lord himself. These Hobbits are dynamite, it's just as well that they normally stay at home otherwise I am absolutely sure the whole of Middle-earth would be brought under their vile reign of terror and endless lunches. Clearly Saruman's invasion of the Shire is a last, noble attempt by an old man to clear his name by eliminating this most insidious threat.

Thirdly there is the tactical challenge. There are a lot of Hobbits in an excellent position and they shoot very well. Worse, my brave bravos have overconfidently wandered into a trap of fiendish cunning. When one is ambushed the most important thing is not to mill around in a confused fashion. Immediate and direct action is called for to try and turn the ambushers into the ambushees. I think it was Marshal Suvarov who said 'the bullet is a fool, the bayonet is wise'. In this case, Sharkey says 'the arrow is a fool, the gnarled oaken cudgel is wise'. The sooner I get stuck in and start busting some heads the better. My rogues are bigger, stronger and what's more, when they are at hand grips, they

will have some protection from the infernal Halfling archery. Then it's just a case of hanging on until the rest of the lads pile up the Bywater Road and wear the little demons-with-hairy-feet down.

So there we have it – just as Nietzsche said; 'what doesn't kill me makes me stronger', I can but hope that I can kill off the Halflings this time rather than merely empowering them further. Middle-earth-wide pipe-weed addiction will be the least of their atrocities. Remember gentle readers, Sharkey and the Ruffians – Yaaaaay, Hobbits of the Shire – Boooooo.





Merry and the inhabitants of the Shire take the fight to the Ruffians.

Deployment

With the starting positions of Frodo, Sam, Merry and Pippin determined by the scenario rules, Adam divided up his remaining Hobbits carefully. Four Hobbit Archers and four Hobbit Militia were placed with Frodo and Sam by the barricade. Five Hobbit Militia, two Shirriffs and an Archer accompanied Pippin, with the remaining three Archers, two Shirriffs and three Hobbit Militia deploying with Merry. Pete placed his Ruffians on the road as instructed, keeping them tightly packed in one great crowd.

Before the first turn the Hobbits, thanks to Merry's careful planning, are allowed a free shot. But they only managed to kill one Ruffian with this opening salvo, an unfortunate bully armed with a bow.

Turn One

The Good side start this scenario with priority, so Adam made a few manoeuvres. The Hobbits, with Pippin on the right side of the road, all moved closer to the hedgerow, except for the single Archer on the roof of the Hobbit-hole, who held his position in the hope that the Ruffians would advance into range. The Hobbit warriors and Shirriffs with Merry did likewise, closing on the hedge in the hope of stopping the Ruffians crossing, while the



Hobbit Militia and Shirriffs try in earnest to protect the Shire, whilst Merry's frightened steed draws him away from the battle.

Archers chose better positions to fire on the men. Frodo, Sam and their group remained safe behind the barricade.

In the Evil Move phase, Pete began his diabolical plan. The Ruffians surged towards the left hedgerow. One Ruffian cleared the hedge, and charged a shocked Shirriff, cracking his whip as he did so. Two more Ruffians managed to clamber over after him, ready to support their comrade. The bow-armed Ruffians formed into a firing squad of sorts, giving themselves clear lines of fire at Adam's Archers. Lastly Pete moved the one Ruffian casualty from the opening volley back onto the board.

In the Shoot phase Adam's Hobbit Archers loosed their arrows into the Ruffians with deadly accuracy, felling three on the road and another who had crossed the hedge. The Ruffians picked out Merry and fired three arrows at him. Fortunately for the heroic Hobbit none of the shots were true, with the only hit bouncing from his armour. One of the Ruffians used his whip, hitting the Shirriff but failing to wound.

In the Fight phase, the Shirriff and Ruffian clashed stave and club together. The Shirriff won out but failed to wound the burly man, despite his best efforts.

Turn Two

Pete won the roll for priority, allowing Evil models to seize the initiative. The Ruffians with bows on the road moved against the hedge, giving themselves some cover. Those already over the hedgerow engaged nearby Hobbits, while another Ruffian cleared it, ready for action next turn.

The remaining Ruffians positioned themselves to clamber over the hedge in turn three. At the end of the Evil Move phase, two more Ruffians with bows entered play, moving quickly down the road to support their fellows.

Once Pete was finished, Adam made a few moves with his Hobbits. Merry, warned off by the arrows that came his way last turn, rode his pony down from the Hobbit-hole and took cover near the hedge. One of the Hobbit Militia moved into combat to help his friend, and the Hobbits on the other side of the board with Pippin adopted better positions at the hedge, hoping some of the Ruffians would stray towards them.

In the Shoot phase the Ruffians turned their bows on the Hobbit Archers on top of the Hobbit-hole. Despite scoring three hits, none wounded. Adam had similar bad luck; with only one Archer managing to fell his foe, despite the numbers of shots he made.

The two Hobbit Militia fighting the Ruffian managed to club him to the ground with their weapons, while the Shirriff again bested the Ruffian he took on last turn, but was once more unable to wound him.

Turn Three

Pete won the roll for priority again this turn, and immediately began to capitalise on the chance to move the Evil models first. With a terrible shout, the Ruffians with clubs and whips clambered over the fence and threw themselves into combat. Despite their impressive display, none of them managed to cow their targets with their whips alone, Pete's dice rolls proving decidedly poor. Two Ruffians with whips re-entered play along the road, signalling the end of Pete's Move phase.

Adam, sensing (at last) that Pete was going to totally refuse his right flank began to

One advantage that Ruffians have is their menacing whips, and lengths of rope and chain. Ruffians armed with whips count as being armed with throwing weapons with a Strength of 1 and a range of 2"/4cm. While most warriors would simply laugh off such an attack, whips are a serious danger to Hobbits!





Sharkey controls his men from a distance as Pippin charges into battle.

move across some of the Hobbit Militia from the barricade towards the hedge, ready to reinforce Merry and his beleaguered warriors. The lone Archer with Pippin's contingent clambered down the front of the Hobbit-hole he had been waiting on, having finally realised that the Ruffians weren't going to come to him!

This turn Pete's shooting was considerably better, the Ruffians with bows killing two of Adam's Archers. Adam's return fire was no less deadly, killing two of the Ruffians on the road with well-placed shots.

The Fight phase was the most violent yet, with the Ruffians bludgeoning two poor Hobbit Militia to the floor, and one even felling a Shirriff. Although one of the Shirriffs managed to defeat and kill his opponent, things had definitely started looking better for Pete.

Turn Four

For the third turn in a row Pete won priority, and began to move his Ruffians onward. The Ruffians with whips swarmed into Adam's Hobbits, all failing to wound with their vicious weapons as they charged. Those with bows pressed forward hoping for more shots of opportunity, two of them sneaking around the side of the Hobbit-hole, taking aim on the last remaining Archer on top of it. A Ruffian with a whip rushed onto the board, along the road, ready and eager to reinforce his friends.

As Adam began his Move phase disaster nearly struck! Merry, putting his spurs to his pony, decided to charge into combat.

Startled by the noise and violence of battle the pony panicked, however, and fled from the Ruffian that Merry had singled out. Fortunately for Adam the edge of the board was slightly more than 8"/20cm away, otherwise Merry would have fled for good! The Militia moving from the barricade began the laborious process of scrambling over the hedge. Lastly, Adam managed to roll a 6, and brought on a much-needed new Hobbit Archer.

The Shoot phase was short for both sides this turn, with not one casualty inflicted despite the number of whips and arrows that were used, thanks mainly to the careful use of cover and some unlucky dice rolling.

Strangely the Fight phase was just as uneventful, a Hobbit Shirriff fending off two Ruffians but scoring no wounds, and a Ruffian pushing back the Militia he was fighting but also failing to injure him.

Turn Five

At last Adam won back priority for a turn, and immediately set about taking the fight to the Ruffians. Merry rode forward and dismounted, ready to charge next turn. Behind him the Hobbit Militia, led by Sam, crossed the hedge ready to support him. Finally, Adam moved a new Shirriff onto the board, having rolled a single 6 for his reinforcements.

Pete, seizing the chance to charge, swarmed the Shirriff who had been holding out against the Ruffians and advanced with the rest of his force, the bow-armed thugs keeping close to the hedgerow as they did

so. Because it was turn five, Pete needed to start rolling to see if Sharkey would arrive on the board – he scored a 5, which meant that Sharkey and Worm both arrived, and he moved them on via the road, getting Sharkey across the hedge as quickly as he could. Two Ruffians also entered play.

In the Shoot phase, the Hobbit Archers opened fire on the Ruffians once more. Thanks to some intervening terrain, and some poor dice rolls, they were spared any casualties. One Archer, however, lurking in a vegetable patch spied the newly arrived Sharkey and loosed an arrow straight at him. His aim was true, and the villainous Chief took a wound. Pete rolled a 2 for his Fate roll, so even with his Might point he couldn't prevent the wound. Suddenly Adam seemed much happier about things. Pete's return fire was typically unlucky, with no Ruffians causing wounds.

In the Fight phase the only casualty was the Shirriff, who was brutally beaten into submission by the two Ruffians.

Turn Six

Adam won priority again this turn and set about forming a temporary battle line with his Hobbits, charging Merry, Sam (still on his pony) and two Hobbit Militia into combat. Elsewhere Hobbits moved into better positions, with Frodo leaping the hedge to get closer to the battle and Pippin climbing the other hedgerow and moving onto the road. Because he had wounded Sharkey last turn, Adam also gained control of Worm. Without wasting any time, Worm leapt over the hedge, eager to get to Sharkey. Adam didn't manage to score any 6's on his rolls for reinforcements, despite pleading with the dice.

In his Move phase, Pete attempted to Effortlessly Immobilise Merry, casting the spell on the unfortunate roll of a 2. Adam decided to use Merry's Will to resist and easily avoided the spell's effects. Elsewhere, Pete moved his bow-armed Ruffians into new positions, and charged one Ruffian into combat, although his whip failed to cause a wound. Lastly, Pete moved Sharkey behind two of his men and charged a Ruffian at Worm who, to Adam's chagrin, killed him outright with his whip.

Adam began the Shooting phase by killing one of the Ruffians sheltering Sharkey, and another two on the road. Pete fired several shots in return, but to no effect.

There were several combats in the Fight phase this turn, although all but one of them ended without casualties. Even Sam failed to kill his opponent, despite being armed with Sting. The only fatality was a single Hobbit, who was clubbed senseless.

Turn Seven

Adam won priority again, and began by making a series of charges. Attempting to keep the Ruffians from enfolding his leftmost flank, Adam charged Merry and the Hobbit Militia into combat before placing a Shirriff so his control zone would prevent them being encircled.

Adam also tried to charge Sam up against a lone Ruffian. However, he failed the Courage check that his pony forced him to take, so Sam fled, finally reigning in his startled horse barely an inch from the board's edge! Frodo moved forwards to lend emotional support to the Hobbits, whilst Pippin galloped across the road.

Pete continued to take the fight to the Hobbits, swarming forward with his Ruffians. Sharkey sneaked away from combat, hiding near the door of the Hobbit hole, making sure no Hobbit Archers could draw line of sight to him, but not before attempting to Effortlessly Immobilise Merry in base contact with a Ruffian.

Although it was a perfect opportunity to leave Merry at the mercy of the Ruffians, luck wasn't with Pete, and the roll failed. Three new Ruffians entered play, drawn by the sounds of fighting, all keeping out of the range of Adam's Hobbit Archers.

Adam's shooting was impressive to say the least, with his Archers killing two of the Ruffians trying to flank his force, and another Ruffian out on the road. Pete's return fire was likewise deadly, felling the Hobbit on the road by the hedge, and killing the pony from under Pippin.

The Fight phase saw Merry slay the Ruffian he was fighting, his flashing blade laying the unkempt brigand low. The two Ruffians fighting the Shirriff easily overwhelmed him, beating him senseless with fierce blows from their clubs. In stark contrast the two Hobbit Militia, encouraged by the presence of Frodo, managed to pull him down, subduing their opponent with their improvised weapons. Another Hobbit was slain the other side of Merry, no match for the Ruffian he was fighting.

Turn Eight

Lady Luck appeared to be siding firmly with Adam in the Priority phase, as once again he won the roll. As the Hobbits were now few and far between, he made efforts to engage as many Ruffians as possible, keeping Frodo central to the combats so that he could provide inspiration. Sam, bringing his pony into check, took a leaf out of Merry's book and rode forwards before dismounting into combat, drawing Sting and confronting the oafish bully before him. Lastly Adam moved the Hobbits that were still cowering behind the other hedgerow onto the road, realising perhaps too late that the weight of numbers

Frodo of the Nine Fingers is now a changed Hobbit. The trauma of his adventures has left him frail and unwilling to fight. However, the inspiration that he provides those around him is so significant, that in game terms all Hobbits within 3"/8cm count as though they are within range of a banner.

was starting to tell against him where the fighting was. Pete moved Evil models into combat where he could, and brought Sharkey forward, again attempting to cast Effortlessly Immobilise on Merry. This time the fallen Wizard managed to summon the will required, and the Hobbit Hero was stricken by the spell. Another Ruffian with bow re-entered play, moving onto the road.

The Shooting phase was poor for both the sides, whilst Adam's Archers felled only one of the Ruffians on the road, while all Pete's return fire stuck into the barricade.

With the number of combats that were taking place, it was surprising that not a single model was slain. Even Merry, who was immobilised by Sharkey's power, was able to shrug off the attacks of the Ruffians, with no models managing to score the necessary dice rolls to wound.

Turns Nine, Ten and Eleven

These turns saw the battle of attrition being fought on the left side of the board grind onward. While Pete's Ruffians continued to kill off the Hobbit warriors surrounding the Travellers, the Heroes themselves managed to hold their own well enough, thanks largely to Frodo's inspiring presence.

Managing to get a few reinforcements, Adam began trying to harass Sharkey, hoping to pick his extra wound off with a well-placed arrow.

On turn eleven things took a turn for the worse for the Hobbits, as Sam was hurt, and had to spend two Fate points to prevent a wound being scored on him.



Frodo watches the frantic fighting with dismay.

Turn Twelve

The Evil side won priority in turn twelve, allowing Pete to pile the pressure onto the Hobbits. Sharkey came forward to lead his Ruffians into battle (and avoid any further sneaky attempts on his life from the roving Archers that Adam brought onto the board as reinforcements) as the evil Men charged into combat, whips cracking. For his remaining moves, Adam rushed whatever Hobbits were not involved in the fight towards it, those on the road trying to leap the hedge. Adam even pressed the Archers forward, aware every Hobbit would count if things continued in the same manner.

Though the Shoot phase was of no consequence – not a single kill was scored by either side, the Fight phase, however, bore witness to a tragedy, as the Ruffians fighting Pippin bested him, even after re-rolling thanks to Frodo's presence, inflicting a wound that his Fate roll could not prevent. A Shirriff who had entered the board from reserve was also slain, felled by a club-wielding villain.

Turns Thirteen and Fourteen

Throughout turns thirteen and fourteen, Pete continued to press his advantage. Sharkey joined the fight, wielding his staff with both hands. More of Adam's Hobbit Militia were gradually pulled down and killed by the Ruffians. Samwise suffered two more wounds, this time at the hands of Sharkey himself and two of his Ruffian accomplices. Thankfully his final Fate point prevented one of them, allowing him to fight on – things would be tough for Sam from now onward. The following turn Merry moved into touch with Sharkey, hoping to end the Battle of Bywater once and for all. Sharkey and his Ruffian lackey defeated the Shireling, and inflicted two

wounds. Adam was lucky to pass both of his Fate rolls, but Sam and Merry, the two most capable fighters on the Good side, were looking decidedly unhealthy.

Turn Fifteen

This turn looked like it might be the last, with Adam's Hobbit force reduced to just ten models, while the Ruffians had significantly more to call upon. Despite winning the roll for priority, there was little Adam could do but engage the Ruffians in such a way as to prevent them lapping around his flanks and trapping his models. Despite his predicament, Adam declared he still had a plan, and moved Merry into base contact with Sharkey. Pete's response was to swarm in with the remainder of his force, and advance the rear elements of his Ruffian band down the road.

Again the Shoot phase had no effect, and again the Fight phase was decisive. The Hobbit Archer, who only one turn ago had entered play, was beaten down and killed by the Ruffian that Sharkey had sent to kill him. In the main fight around Frodo the Ruffians defeated four more Archers, easily overwhelming the desperate Hobbits, clubbing and whipping them into submission. On the right of the fight a lone Shirriff managed to best his opponent, knocking him senseless with his wooden stave. However, in the centre of the line tragedy struck. Fighting against a sweating brute, Samwise Gamgee was slain.

In one Fight phase, Pete's force had put an end to six Hobbits, including Sam! The game looked more or less over, as Frodo, Merry and a lone Shirriff were all that remained against seven Ruffians and the fallen wizard Saruman – and Adam still claimed to have a plan!

Turn Sixteen

"If I can just win priority, I might win!" Adam said, perhaps a tad optimistically, as he and Pete rolled their dice for priority. Lady Luck, it seems, was on his side as once again the Good side won! Nervously, Adam moved Merry into combat against Sharkey and one of his henchmen, and charged the Shirriff into combat against two more of the Ruffians. By placing Frodo carefully behind the combat, Adam ensured that Merry couldn't be encircled by too many Ruffians. Pete's Move phase was short and to the point. All the remaining Ruffians were moved closer to Frodo and Merry. If there was another turn, the Hobbits were going to find themselves totally swamped.

In the Shoot phase, Adam's remaining Hobbit Archer loosed an arrow, and was fired on in return, and though both bowmen found their mark, neither inflicted wounds on their opponent.

With that over, all eyes turned to the coming combat. First the Shirriff fighting against two Ruffians was beaten and killed, leaving just Frodo and Merry still alive. Realising that if Frodo was slain, Merry wouldn't benefit from his special rule, Adam chose to resolve the fight between Sharkey and Merry first. Pete and Adam rolled their dice, with Pete originally winning out. Thanks, however, to the re-roll afforded by Frodo, Merry was able to win the combat. Directing his attack at Sharkey, Adam only managed to roll a 4 to wound. Fortunately Merry had not yet spent his Might point, and so Sharkey was slain! The Ruffians fighting Frodo managed to beat him and wound him once, but it was not enough to prevent a victory for the Good side!



Outnumbered and surrounded, Merry nonetheless manages to slay Sharkey.

The Forces of Good



By the seat of my pants!

Adam: If it gets closer than that, I simply don't know how! Sam bludgeoned to the floor by raging Ruffians, Pippin smashed asunder by man-sized bullies

and Merry and Frodo desperately hanging on till the very end! It had action, it had tension and it had Hobbits fighting against

insurmountable odds! What more could a man ask for in a game?

I have to confess by about turn four I was feeling inordinate amounts of confidence. Sharkey's rogues were taking a stern flogging from my Archers, and things were going well. Maybe that's why I didn't stick to my battle plan! I engaged the Ruffians in combat, I allowed them a decent foothold amongst my forces, and generally commanded a debacle. Pete, in true fashion swarmed over my ill-prepared Hobbits, and thrashed them for my error. Granted, my

luck was hardly impressive, but even so, it was the execution of my plan that really let me down. If Pete had kept Sharkey hidden away (a somewhat nefarious and unsporting ploy) then I wouldn't have had a chance.

The moral of that story is, I suppose, always stick to the plan! I might have won, but look at the cost. Pippin (my favourite Hobbit) was slain, along with Sam and almost every other Hobbit that turned up to help. Thank goodness Merry was a better captain than me!

The Forces of Evil



And then there were two...

Pete: Ooooooh it was close. If I could only have won priority on any one of the last couple of turns I could have got Sharkey out of the fight and patiently waited for

the Ruffians to drag down the remaining Hobbits. Sadly it wasn't to be and with a last, desperately spent, point of Might I was brought down.

The game pretty much went to plan until then. I got my lads off the road and into the hedgerows as quickly as possible, leaving my Archers to the rear to provide covering fire. Although the Hobbits fought pluckily, the attrition finally began to tell. The ability of the Ruffians to attack with their whips as they moved into combat was very

useful, but sadly I did not have priority often enough to really make it count. Even so it makes Ruffians a good bit more effective than their profile indicates. The whips are also handy when trying to fight your way across an obstacle as they can attack the defenders from a distance. I would have used the tactic more in this game but it is of less value against Hobbits who will simply throw stones in response.

Impatience was my problem. Once the Travellers were in combat I found it difficult to kill any of them. So as Sharkey's spells weren't really doing anything I thought it would be a good idea to get him into combat, well-supported by Ruffians, to finish them off. It was actually working for a while as the Hobbit line of resistance was inexorably turned into a last stand. And all this despite the fact that a lucky shot just after Sharkey arrived inflicted a wound, used up his Fate point and provided Wormtongue with the

incentive to change sides. Fortunately there was a Ruffian at hand to deal with the weasel once and for all.

All in all it was an enjoyable game. It also made a refreshing change – normally we battle it out with the mightiest heroes, so playing a low intensity fight where a few well-aimed rocks make all the difference was a great change of pace.



Painting Hobbit Characters

Painting Workshop for the vertically challenged by Dominic Murray

Knowing your Fatty Bolgers from your Farmer Maggots is all part of Hobbit life but, despite the differences between such characters, there are some simple painting techniques that you can use on all manner of Hobbit folk. Over the following four pages we will show you how to paint your very own Hobbits using some of the characters from the new Scouring of the Shire supplement.



Fatty Bolger

As one of the largest Hobbit characters, Fatty can stand out with a few simple techniques. Almost all Hobbits wear jackets and trousers so it's well worth practising how to paint these items of clothing.

Jacket



- 1 Fatty's jacket is highlighted with two parts Chaos Black to one part Scorched Brown.

Trousers



- 1 First paint Fatty's trousers a basecoat of Scorched Brown. Add a small quantity of Bleached Bone to highlight the edges of the trousers.



- 2 Then add a final amount of Bleached Bone to highlight the edges and raised areas of Fatty's trousers.



- 3 To finish off, paint the buttons with Chainmail.



- 2 Add Fortress Grey to the mix and paint the creases and edges of the jacket.



- 3 To finish the cloth add more Fortress Grey and pick out the edges of the jacket.



- 4 Finally, paint the buttons with Chainmail.



Skin



1 Basecoat Bandobras' face with Dwarf flesh.



2 Then layer Elf Flesh over the basecoat.



3 To pick out the hair on the feet, apply a thinned down wash of Brown Ink.

Bandobras Took

As a larger Hobbit, Bandobras provides an excellent opportunity to show how to paint skin. As he doesn't wear a coat either we can look at painting shirt cloth. He's on horseback, so you'll also need to know how to paint the horse's skin, mane and tail.

Shirt



1 Paint Bandobras' shirt with a basecoat of Codex Grey.



2 Highlight the raised areas of the cloth with Fortress Grey.



3 Add final highlights of Skull White to the raised areas, leaving Codex Grey in the recesses.

Horse



1 Give the skin of Bandobras' horse a basecoat of Bestial Brown.



2 Mix an equal amount of Graveyard Earth with Bestial Brown and layer it onto the raised areas of skin.



3 Add Bleached Bone to the mix to pick out the edges of the horse's muscles.



4 Highlight the very edge of the horse's muscles by adding more Bleached Bone to your mix.

Mane & Tail



1 Basecoat the mane and tail with an equal mix of Bestial Brown, Graveyard Earth and Bleached Bone.



2 Add some Fortress Grey to the mix and pick out the raised areas of hair with it.



3 Finally, add a small amount of Skull White to the mix and use this to highlight the hair.



4 The finished horse's head and mane.



Farmer Maggott

Maggot has a more rustic look than many Hobbits. Paint his smock as here for a simple way of getting a natural fabric effect, while the haft of his scythe gives us a good example of how to create a wood-grain effect.

Grip, Fang and Wolf give you an opportunity to use different styles of painting. By using two different skin colours, it's possible to create individual models. Simple techniques can be used highlighting areas like the ears and feet, that will make your models stand out.

Grip & Fang



- 1 To highlight the skin of Grip and Fang, mix equal parts Chaos Black and Vomit Brown and paint the raised areas.



- 2 Paint the ankles and ears Scorched Brown.



- 3 Paint Vermin Brown on top, leaving some of the Scorched Brown showing.



- 4 Finish off the legs and ears with a final highlight of Vomit Brown.

Wolf



- 1 To start Wolf, paint Scorched Brown as a basecoat.



- 2 Using a 1:1 mix of Vermin Brown and Scorched Brown highlight the skin.



- 3 This is followed by an equal parts mix of Vermin Brown and Vomit Brown.



- 4 Finally, paint the feet and ears, adding Bleached Bone to the mix.

Scythe



- 1 Paint Farmer Maggot's scythe handle Scorched Brown.



- 2 Now pick out fine lines of wood grain with Bestial Brown.



- 3 Paint a fine highlight of Vomit Brown on top of the Bestial Brown.

Smock



- 1 Basecoat the smock Graveyard Earth.



- 2 Layer Desert Yellow on, leaving Graveyard Earth showing through the recesses. Follow this with layered Kommando Khaki.



- 3 Pick out the edges of the cloth with a mix of Kommando Khaki and Skull White.



Lobelia Sackville-Baggins

With her apron and hair, Lobelia provides an opportunity to demonstrate how just a few highlights can create a colour scheme that looks more detailed than it actually is.

Apron



1 To start Lobelia's apron, basecoat it Bestial Brown.



2 Add an equal part of Snakebite Leather and highlight the raised areas of the apron.



3 A final highlight is achieved by mixing a small amount of Bleached Bone and painting this onto the edges.

Hair



1 Basecoat Lobelia's hair Snakebite Leather.



2 Add a small amount of Bleached Bone and layer this onto the basecoat.



3 To finish off, add Skull White to the mix and paint the edges of Lobelia's hair.

Coat



Paladin Took

Paladin is an old Hobbit and should be painted in a way that reflects this. Adding some simple drybrushing to his long coat creates a suitably worn appearance.



1 To highlight Paladin's coat mix one part Bleached Bone to two parts Chaos Black and highlight the raised areas.



2 Add a small amount of Bleached Bone and paint a fine highlight on the edges of the coat.



3 To obtain a weathered appearance drybrush the bottom of the coat Scorched Brown.



4 Drybrush Bestial Brown on the coat, leaving some Scorched Brown showing.



5 Drybrush Vomit Brown on the bottom of the coat, leaving some of the Bestial Brown showing.



6 Finally drybrush Bleached Bone onto the bottom of the coat.

Simple painting techniques can really make your models stand out. Not only that, they also help you to paint armies to a high standard in a short amount of time. Now that you have tried some of these different examples you will be able to put them to use on the rest of your Hobbits.

The War Begins

Conflict approaches Middle-earth. It is time to gather your forces!

Month two of the White Dwarf campaign sees much activity round the gaming table. Though it's more activity for some players than others, with Rudgie having to make at least fifteen trips to and from his desk just to transport his rapidly growing army to the field of battle.

Harad triumphs

No-one wants to play Rudgie...

Rudgie: Last month I mentioned how this campaign forces you to paint an army, but lets you do it in small, manageable chunks. Believe me, it's true. Or at least, it was. My force grew from 10 to 15 models over the course of my first two games and now includes a dangerous four cavalry models. You can see the warband as it stood at the beginning of this month to the right. However, it didn't stay at 15 for very long! The huge size of my force, coupled with the sheer number of poisoned arrow shots they can get out in a turn mean that I am unbeaten. I've played another two games and it has grown again. Those small manageable chunks are looking like a thing of the past now, I'm actually painting an army all at once!



Hobby Tip: painting riders

When painting cavalry, Rudgie gets a paper clip and bends it into a little stand. He then drills a hole in the rider and attaches the clip to him, making the model easier to paint.

GAME 3 (Gondor): As myself and Nick had the highest warband ratings we played a special mission, the prize for the winner – a banner bearer. Nick used cover well, but my archers are now numerous enough to use Volley Fire. Amazed at my luck, I managed to pick off two Warriors and a Ranger. The remainder of my force moved across the ford and met the forces of Gondor in mortal combat. One of my Raiders fell to the ground, but so did another Ranger. With that, Nick's warband legged it!

• **Post Battle:** After the game my warband's size was increased by two warriors with bow and a warrior holding aloft a banner. I kept one Influence dice to hire an assassin.

GAME 4 (Dol Amroth): The next opponent to cross my path was Greg, the mission – Recovery. Before we began, I let loose my Hâsharin and a warrior of Dol Amroth fell to his poisoned blade. In the game, Greg found the Objective almost immediately, but its discoverer was mounted and he was not going to give up his one good cavalry model to carry the item. Instead he left it for his companions to pick up. I again used Volley fire to target his men but needing 6's to both hit and wound I only managed to skewer one. As both armies were heading for the objective, combat was bloody. Two of my raiders accounted for seven of Greg's warband but not before my leader and a Spearman fell. But while the battle raged my bowman stole away the item. Victory was mine.

• **Post Battle:** My leader received a leg wound, one of my Raiders and an archer were promoted to Heroes. I received two more Raiders, leaving me one Influence dice. (*Most Battle Companies may only number 15. As Rudgie has 20, he rotates his models – Guy.*)



Rudgie's 'Battle Company'. We prefer the term 'Army'.

Orcs die more

Poor Orcs. Pity them.

Guy: As I have fewer models than when I started, I've concentrated on mounting a fresh Gorbag model on a new plastic Warg instead of painting. You can see my hamfisted attempt to make him sit naturally to the right. It's not finished yet, as he needs tidying up. He'll look fine. Honest.

GAME 3 (Isengard): Before you could say "Looks like meat's back on the menu!" my Orcs got slaughtered by Christian in the Rescue scenario.

• **Post Battle:** Four 1's, four deaths! Yikes. My hero also now has a bad chest to go with his gammy leg. Woe! One more game to play, but later...



Swanning about Dol Amroth Knights out on a limb.

Greg: In the last battle my Knight of Dol Amroth lost an arm. So this month his left arm has vacated the premises. He now has a horse but as I can't buy him a lance I've given him Prince Imrahil's right arm.

GAME 3 (Haradrim): And so it was that Rudgie's harem met the Dol Amroth roadshow. He duly crushed me utilising his cavalry and Volley Fire.

• **Post Battle:** Rolling for injuries I lost a Bowman and Spearman but gained a Bowman (hurrah) and bought another horse. One Warrior misses a game.



The War of the Ring™

It's your turn to decide whether or not Middle-earth will fall in our online summer campaign! Starting at the beginning of June, the campaign enables you to play with any of the models and armies we have thus far produced in a field of conflict that ranges right the way across Middle-earth. On the web will be a host of scenarios for you to play and special rules for fighting in all of Middle-earth's lands. Secret areas will also open up for a brief time as the Fellowship progress towards their ultimate goal.

How it works

- Choose an area to fight in.
- Check out the website for special rules and background.
- Play the game!
- Input your result.
- Check out how your side is doing.

There's more!

- More articles in White Dwarf, plus a free Order of Battle booklet and map coming in WD's 304 and 305 respectively.
- UK Web articles. Scenery building, modelling scenarios and more!
- Events and games at your local club and Hobby centre – results posted in your club or hobby centre count for more!
- GW Roadshow – The Wrath of Umbar.

With the website open in just a few months, it's time to get painting.

WWW.THEWAROFTHERING.CO.UK

The website opens for registration in May.
The Campaign begins 1st June.

New Scenario: Battle Standard

The enemy are trying to outflank the army, so your general has sent you and your company out to gain a foothold in enemy territory in order to draw them off. You must reach the ford in the river, cross over with two-thirds of your army and get off the table on the opposite bank.

Layout: Both armies deploy 6"/14cm from their table edge. The lowest rated army has priority for the first turn. The ford is four bases wide, and is the only crossing point on the table. The rest of the river is too fast to swim or wade through.

Starting Positions: The table should be covered with as much scenery as possible. At the end of the turn when one or both

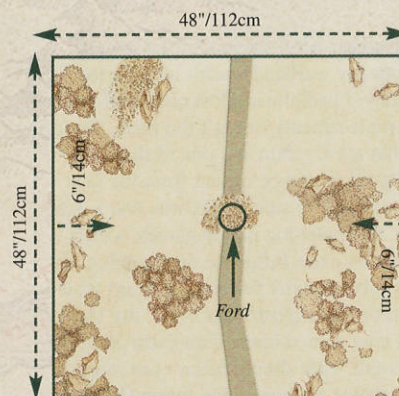
armies are reduced less than two-thirds of their force the game ends.

Draw: If both armies are reduced to two-thirds in the same turn, the game is a draw.

Victory: The winner of this scenario gains the usual experience and Influence points. In addition, the general sends the winner a standard bearer for his Battle Company. The figure and standard do not cost you an Influence dice, are of a basic warrior type, and may not gain any experience or advance to hero.

If your standard is lost in future battles, go to the Recovery scenario, if you lose, the standard is captured by the opposing force and may not be used again.

Thanks to the Chelmsford Bunker club, who play lots of The Lord of the Rings, for this scenario! Their details are on page 119.



For Gondor!

Nick proves he's the worth of any Numenoréan of old.



Nick gathers the men of the South about him to repel the armies of Sauron.

Nick: Dark days indeed have befallen Gondor. I played two games this month, but alas I didn't show my quality at all.

On the bright side though I've got a cool new Hero for my force. He's converted from Isildur and a mounted Faramir model. I also added a shield from a Captain of Minas Tirith to complete the piece. To the company I've added Rangers and a Guard of the Fountain Court. The Rangers were perhaps the biggest departure as they're painted green, but it makes a nice change from painting black and silver.

GAME ONE (Harad) We played The Battle Standard scenario. This was short and painful. After being pin-cushioned for a few turns the Ichthilien Guard was sorely defeated. I blame it all on Volley Fire, I really do.

• **Post Battle:** The Rangers were out for the next game but I gained two Knights of Minas Tirith and an additional bowman, so it wasn't all bad.

GAME TWO (Isengard) With hope in our hearts, the Ichthilien Guard made ready for battle. I'd hoped to whittle down the Uruk's numbers with bow-fire, but this was ineffective. After the Uruk's bows felled my Knights it was pretty much over. Bah!

• **Post battle:** I lost one Spearman and two Warriors of Minas Tirith were out of the next game. Luckily, my Knights made a full recovery. I gained another Guard of the Fountain Court, a replacement Spearman and a Warrior with sword and shield.

You shall taste manflesh!

Christian tosses another Gondorian on the barbie.



Favoured by the White Wizard, Christian's band of Uruk-hai continues to grow.

Christian: After the end of the last two games my warband wasn't looking too healthy. I had already lost one Uruk-hai and my replacements weren't too flash. On top of that my Captain and one of the other Uruk-hai would be absent from the next game. The flip side to this was that I was now the underdog in any games, which meant an extra Influence dice coming my way. My scrawny force of Isengard would soon be looking stronger. Also, my Hero had now earned himself an extra point of Strength. That should mean even more experience for him in the future (I hope) as he can kill enemy troops more easily now.

GAME 1 (Orcs): My little warband squared off against the numerically superior forces of Guy's Orcs. We played the Rescue scenario. To cut a long story short, the Orcs received a beating and my warband ended up being a bit larger than before. Guy rolled lots of 1's for his recovery rolls. He wasn't happy.

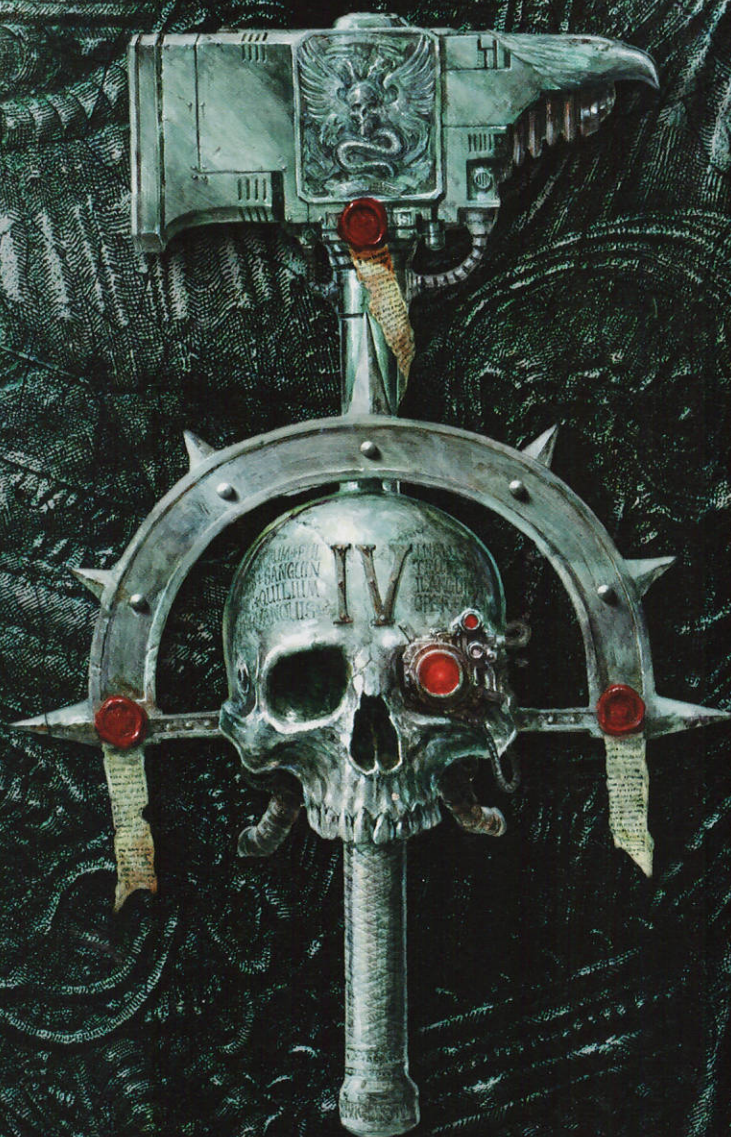
• **Post Battle:** My Warg Rider now has a shield. For reinforcements I got one Orc with a spear, two Wildmen of Dunlending and three Uruk-hai with shields!.

GAME 1 (Gondor): This game against Nick was a tougher one than the last, up until the point the Uruk-hai got into close combat, then they started doing some real damage and I pulled off another win. One Dunlending didn't make it though. Oh well, plenty of Uruk-hai to fill in for him!

• **Post Battle:** My reinforcements were another Orc with a spear, one more Uruk-hai with shield, and two Mordor Uruk-hai – a big improvement on last month.

WARHAMMER[®]

40,000



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Chapter Approved



ABHUMANS

BY ANDY HOARE

WHAT IS CHAPTER APPROVED?

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

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Chapter Approved
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

Welcome once more to the column the Emperor reads upon his Golden Throne. This month, the noted heretic and suspected mutant, Scrivener Hoare, brings us details of the many and varied types of Abhuman to be found throughout the Imperium. Be warned though, read his scrawlings at your own peril, for the Ordo Hereticus have eyes everywhere!

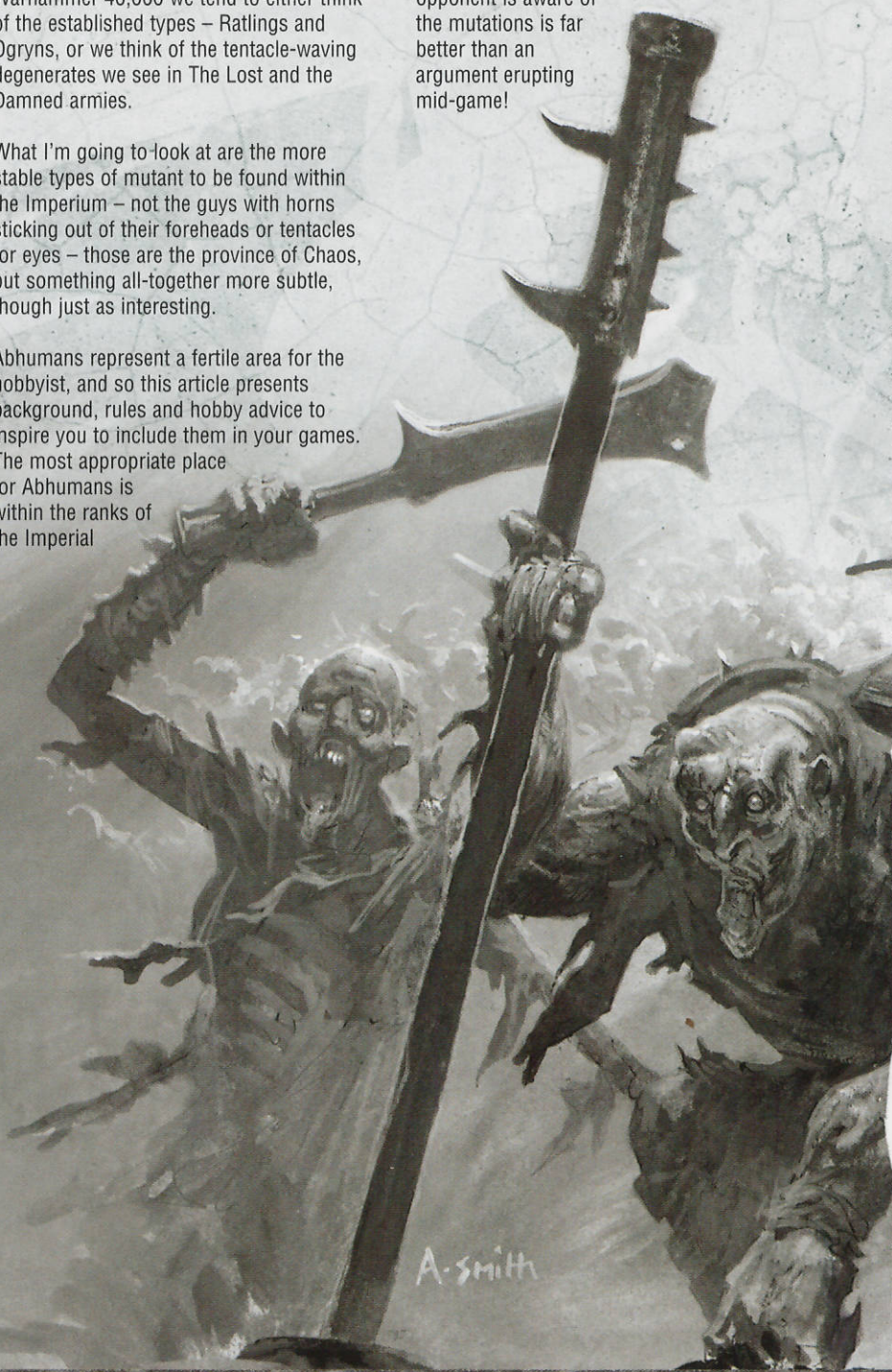
The purpose of this Chapter Approved is to explore an area of the Warhammer 40,000 background that has been around since the earliest days of the Rogue Trader game, and has been touched upon in several places, but hasn't really been explored in recent editions – that of Abhumans. Now, when we think about mutants and such in Warhammer 40,000 we tend to either think of the established types – Ratlings and Ogryns, or we think of the tentacle-waving degenerates we see in The Lost and the Damned armies.

What I'm going to look at are the more stable types of mutant to be found within the Imperium – not the guys with horns sticking out of their foreheads or tentacles for eyes – those are the province of Chaos, but something all-together more subtle, though just as interesting.

Abhumans represent a fertile area for the hobbyist, and so this article presents background, rules and hobby advice to inspire you to include them in your games. The most appropriate place for Abhumans is within the ranks of the Imperial

Guard, and the Regimental Doctrines system presents an ideal way of adding them into your armies.

When playing these new units, keep in mind that whatever conversions you come up with, it should be clear to your opponents just what each represents. A moment spent before the game begins making sure your opponent is aware of the mutations is far better than an argument erupting mid-game!



MUTATION IN THE IMPERIUM

Since the colonisation of space began human populations have been exposed to all manner of extreme environmental conditions. Most long-established human worlds have populations with distinctive physical traits, such as a dominant hair colour, body shape or height. Extreme cases of physical adaptation have produced mutant populations that are no longer human. Some are so heinously corrupt in mind and soul that the Inquisition considers them too dangerous to live, and ruthlessly purges whole worlds.

The position of mutants varies within the Imperium from world to world. On many primitive worlds they are slain as soon as they are born. On more technically advanced worlds they may be permitted to live, but rarely enjoy the rights of the world's other subjects. On many worlds they are segregated from the normal population, outlawed, or forbidden to live in certain areas. Generally speaking, they form a huge downtrodden portion of the Imperium. Their

dissatisfaction occasionally erupts as rebellion and revolts allow the mutants to take control of planets or even groups of planets for a short period. Usually, however, retaliation is swift and merciless.

Mutation is widely regarded as a mark of deviance that should be suppressed. However, some mutations are not immediately apparent, and in such cases a mutant may rise to a position of social or military prominence. When this happens individuals may be powerful enough to maintain their position despite a generally known or widely rumoured mutation.

ABHUMANS

Abhumans are creatures evolved from human stock, but changed or mutated to a greater or lesser degree. They differ from ordinary mutants in that they conform to a recognisable physical standard, breed true and are no more prone than normal humans to further mutation. There are many millions of these creatures living within the Imperium, and they are tolerated or exploited by the authorities very much like the rest of the population. It is rare for Abhumans to reach positions of power within the Imperium's hierarchy, and many forms are subject to popular derision, fear or prejudice. They are recruited into armies, fleets and other services (although not the Space Marines). In the Imperial Guard they are often placed within distinct formations, and segregated from human warriors.

USING ABHUMAN DOCTRINES

In order to use any of these Doctrines, you must first use a single Doctrine Point to gain access to them. This Doctrine is called 'Restricted Troops: Abhumans'. You may then spend any number of Doctrine Points on further Doctrines, including as many Abhuman Doctrines as you like, subject to the restrictions listed in each. The fact that you must first take Abhumans as Restricted Troops is intended to ensure that your force is heavily themed in that direction.



ALTERNATE REGIMENTAL ORGANISATION DOCTRINE: FERAL OGRYNS

Many high-gravity worlds within the Imperium are home to Abhumans known as Ogryns and these have provided front line troops for the armies of the Imperial Guard for millennia. The populations of some worlds, however, are so debased and primitive as to be of no other use than as vicious assault troops, the planet having little else to offer the Imperium. Ogryns native to these worlds have been left to develop their own warlike society that many view as little better than that of the Orks that plague the galaxy. In times of crisis, Imperial landing craft will descend upon these feral worlds and capture several tribes, taking the Ogryns

to fight upon battlefields many light years away from their homes. In combat, feral Ogryns are a terrible sight to behold. Very few Imperial Guard officers will even try to teach them the relatively complex operation of a Ripper gun. Instead, crude but deadly close combat weapons are hastily

manufactured for newly raised regiments, thus allowing the Ogryns to perform in combat as they know best. Once in battle, the Ogryns are almost completely uncontrollable and so they are used sparingly, with just one or two squads being assigned to any one action alongside existing forces.

Feral world Ogryns form the bulk of this regiment, with regular Imperial Guard troopers acting as provosts and as long-range support upon the battlefield. At a cost of +5 points per Feral Ogryn model, Ogryns may be taken as Troops in the army. These Ogryn squads replace their standard armament with an additional close combat weapon and do not have access to a Bonehead or a transport vehicle.

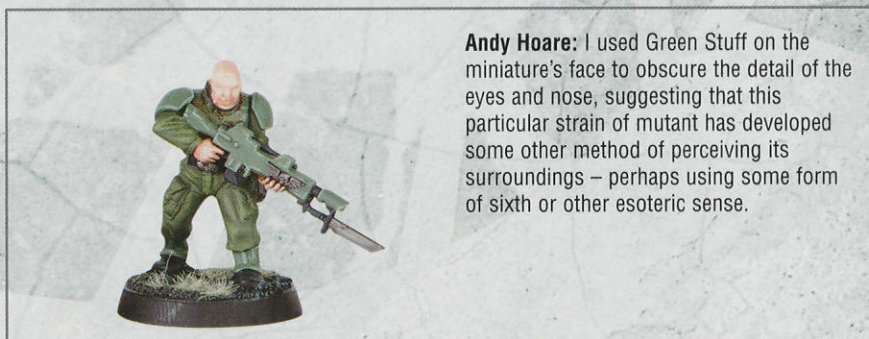
Gabrio Tolentino: My Ogryns are based on the new Warhammer Ogres, so the first detail that had to be converted was the belly plate. Looking through my bits box I found the best and most obvious thing that would cover up the hole – tank hatches.

I left the standard hand weapons as specified on the list, but I wanted the models to have a more futuristic look. The helmet for one of them was therefore an obvious choice, to do this I painstakingly dug out a Terminator shoulder pad (the new plastic Terminators with detachable shoulder pads make this much easier!), and stuck it on the head. On the second one I made a shield out of another tank hatch, simply sticking it on one arm. Finally, I took great care in scarring and riddling the metal with bullet holes. The last detail was two or three plastic purity seals each taken from the Space Marine sprue.



NEW SKILLS AND DRILLS DOCTRINE: NIGHTSIDERS

The populations of many worlds within the Imperium live out their lives in near, or sometimes complete darkness. Some planets are only inhabitable on their night side – the opposite surface being exposed to the full force of the system's star. Other populations exist underground, the surface of their world being uninhabitable. Throughout the millennia, technology may have regressed due to ignorance, isolation or natural disaster, and the population may have altered, either by design, through unsanctioned genetic manipulation, or by accident of nature. Such populations are considered mutants by many, for they may sport bulbous eyes adapted to the dimmest conditions, or they may have only vestigial eyes, other senses entirely compensating for near or total blindness.



Andy Hoare: I used Green Stuff on the miniature's face to obscure the detail of the eyes and nose, suggesting that this particular strain of mutant has developed some other method of perceiving its surroundings – perhaps using some form of sixth or other esoteric sense.

Guard Infantry units may be taken as Nightsiders for a cost of 10 points per unit. Nightsiders have the Acute Senses special rule (see the Universal Special Rules section of the Warhammer 40,000 rulebook).

NEW SKILLS AND DRILLS DOCTRINE: SLAVE LEVIES

Many worlds harbour an oppressed underclass of mutant workers, beings whose continued existence is only justified in the eyes of the Imperium by their ceaseless toil. Whatever quirk of genetics gave rise to such mutants will have been exacerbated by generations of backbreaking labour, exposure to hazardous environments and filthy living conditions. The result is a malformed creature, deemed entirely impure by the authorities of the Imperium, and fit only to serve as a slave. But a certain level of natural selection is often at work, meaning that, though misshapen, the mutants are tremendously tough and resilient.

It is not unknown for such mutants to be levied by the Munitorum, to fight for the Imperium that hates them so. This is normally an act bordering on desperation on the part of the Imperium, for the teachings of the Ecclesiarchy hold that it is the right and responsibility of the pure to fight the foes of Mankind, and this certainly does not apply to the mutants. Such a force will often be accompanied by a great many Preachers, extolling them to acts of sacrifice in order to atone for their sin of imperfection and attain a measure of the Emperor's forgiveness.

Andy Hoare: Slave Levies should appear misshapen and mutated, but not to the extent of a follower of Chaos, so for this conversion I turned to Adrian Smith's illustration of the character Quovandius from the Inquisitor game. This character has a stooping, hunchbacked gait that I hoped to replicate.

The parts I used came from three plastic sets, and using these you should be able to make a fair number of levies, bearing in mind that, as mutants, they don't need to be identical or use the exact same parts each time. I used a torso from the Ork Boyz sprue, arms from the Catachan Jungle Fighters sprue, and legs from the Cadian

Heavy Weapons sprue. The kneeling legs helped to accentuate the hunchbacked Ork torso, and it took just the addition of a Catachan head, with some Green Stuff around the jaw, and a roughly sculpted hood to finish the model off.



The regiment consists of slave-troops levied from the industrial slave foundries of a manufactory world, or from the world farms of an agri-world. Imperial Guard Infantry squads (not any other types of squad) may be taken as slave levies for a cost of 20 points per unit. Slave levies are subject to the **Feel No Pain** and **Slow and Purposeful** special rules (see the Warhammer 40,000 Universal-Special Rules section).

☠ Units taken as Slave Levies may not take any other Doctrines.

NEW SKILLS AND DRILLS DOCTRINE: AFRIEL STRAIN

Andy Hoare: Representing Afriels is more a matter of deciding on an appropriate paint scheme than undertaking conversion work, but there are a few elements that I wanted to include with this model. Firstly I needed to represent that fact that the Afriels are all albino, meaning that the model would benefit from exposed flesh and hair. To this end I used the arms from the Catachan sprue. However, when it came to the head, I wanted one that looked a little more 'techy', to represent the fact that the Afriels are provided with the best equipment. A head that had this feel, as well as hair, is the sergeant's head on the Cadian sprue. I

used the standing legs from the Imperial Guard Vehicle Accessory sprue, a Catachan torso, and a backpack from the Cadian Heavy Weapons sprue for the rest.



Little is known of the soldiers created during a shadowy experiment process referred to as the Afriel Strain, except that it was an attempt to use genetic material from a number of the Imperium's greatest heroes to capitalise on the characteristics that made such men and women great. It is rumoured that the legendary Macharius was the greatest of the men who was replicated in this manner, though, in common with all such instances, details of the warriors created are suppressed by the highest order.

Though the Afriel Strain is, or was, an attempt to create the perfect soldier, it has invariably failed. For no reason that their creators can ascertain, the Afriels appear to attract the animosity of other warriors, and suffer from the most appalling bad luck. In each case the Afriel Strain has been fielded, it has met with a period of success, for its soldiers are undoubtedly superior, followed by a rapid decline and the destruction of the regiment. Nonetheless, whoever the creators of the Afriel Strain may be, they continue to experiment, fielding their 'perfect soldiers' across the war zones of the Imperium.

Afriels are universally albino, with pale hair, alabaster skin and colourless eyes, something which only provokes the dislike of others.

The regiment represents a rare example of the Afriel Strain, its warriors genetically engineered from the DNA of one of the Imperium's great heroes. Any Guard Infantry unit may be upgraded at a cost of 5 points per unit, and will benefit from the **And They Shall Know No Fear** Universal Special Rule. However, these warriors inspire a particular loathing in other beings, and so all enemies count them as Preferred Enemy.

- ☠ Afriels may not take any other Abhuman Doctrines.
- ☠ May not be combined with Die-hards, Iron Discipline or Chem-inhaler.
- ☠ A force containing Afriel Strain Abhumans may not take Priests, or any allies drawn from Codex: Daemonhunters, Codex: Witch Hunters (especially!) or from Codex: Alien Hunters (when it is written).

NEW SKILLS AND DRILLS DOCTRINE: HOMO SAPIENS VARIATUS

Many terms are used to describe mutations of the human stock which combine the appearances of humans with something altogether more bestial; degens, beasts, and twists being common names used to describe a large range of mutations. All types of Beasts do not necessarily look alike and different traits can manifest themselves, but apart from this they are genetically fairly stable, and are considered to be a form of Abhuman rather than an unpredictable mutation. In temperament, as well as appearance, they are often bestial, having a reputation for aggression and indiscipline. Units of Beasts in the Imperial Guard are regarded as useful fighters, and are ideal for suicidal assaults where brawn rather than brains is required. Other warriors dislike them as they are rowdy and unsanitary.

Many Beasts serving in the Imperial Guard are forced to proclaim their loyalties by the conspicuous wearing of purity seals and devotional scripts, to avoid being taken as servants of the Ruinous Powers. It is known that the more extreme of mutants in the service of the Great Enemy tend towards gross physical mutation, sometimes displaying horns, cloven feet and even the faces of goats. Such mutants are considered unacceptable and destroyed on sight.

Andy Hoare: This conversion of a 'beast' is very simple, and uses components from only two plastic sprues – Catachan Jungle Fighters and Beastmen. One thing to bear in mind when converting Beasts is that they are not 'Beastmen'. The guys with the horns and cloven feet fight for Chaos, and the Imperium tends not to be too tolerant of that sort of thing in its armies. So I only used the Ungor head on a Catachan Jungle Fighter's body, with a few other Beastmen accoutrements. However, it would be perfectly appropriate to use a few more of the Beastmen components, so long as you don't go over the top with it. The most important thing is to avoid cloven hooves!

When it came to painting the model, I deliberately kept the colours to those

normally associated with Imperial Guardsmen's uniforms, again to downplay the whole Beastman thing. This is a matter of personal preference and balancing off the conversion with the paint job – a less extremely converted model could handle a more adventurous colour scheme, and vice versa.



The regiment has attached to it a number of bestial mutants of the Homo Sapiens Variatus strain. These are gathered into a large group (often referred to derisively as a 'herd' by normal Guardsmen), and pointed at the enemy and let loose. This Doctrine is applied to Conscript Infantry Platoons (so you'll need the Conscripts doctrine also), at a cost of +30 points per Conscript Platoon, and it grants the members +1 WS, as well as the Furious Charge ability (see the Warhammer 40,000 Universal Special Rules section).

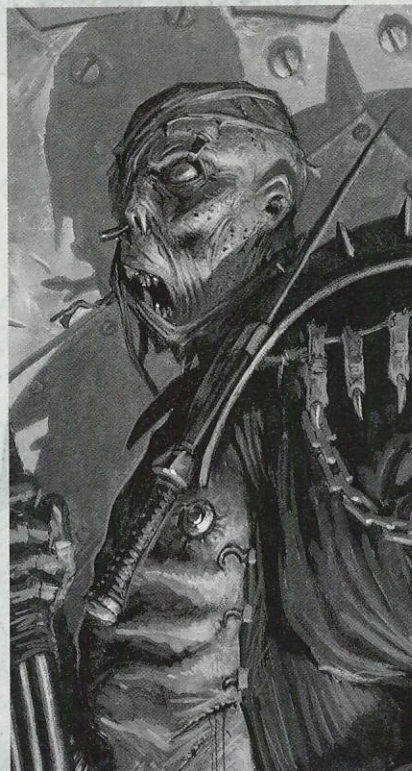
NEW SKILLS AND DRILLS DOCTRINE: SUBS

There are mutants at large within the Imperium that, although of stable genetic stock, are so physically abhorrent that they are forced to live entirely separate from mainstream society and to hide their swollen faces behind filthy shrouds. These creatures form an underclass, often forced to live in the unpopulated wilds, and are frequently the subject of brutal pogroms by zealous preachers. Such mutants are often forced into criminality, and become easy prey for those who would whisper the lies of the Ruinous Powers. Though rare, the Imperium has on occasion utilised such creatures as soldiers, treating them as expendable and caring nothing for their survival past their first engagement. Little wonder then that such beings turn to Chaos, for Humanity has rejected them entirely.

Andy Hoare: This simple conversion was made to suggest the mutant was ugly without showing the face. I achieved this using a Steel Legion miniature, snipping off the top of the helmet and covering the head with a cloth made from Green Stuff.



Subs may be applied to Conscript Platoons (you will need the doctrine that allows access to this troop type), at a points cost of +30 per unit. Shooting enemy units may always choose to ignore the Subs if they are closer than an intended non-vehicle target, but if the enemy trace a line of fire through the Subs, the target receives a 5+ Cover Save. In addition, so fearful are the Subs of the wrath of their masters should they flee that they will never fall back as a result of failing a Morale check from Shooting casualties – instead they become Pinned. While they are Pinned, other units receive no Cover Save.



NEW SKILLS AND DRILLS DOCTRINE: GLAND WARRIORS

When the forge world of Dantis III was invaded by Tyranids, Imperial Guard regiments from the nearby world of Lostok were drafted in to combat the menace. The surface of Dantis III was heavily polluted and the infestation of Tyranid organisms made fighting outside the factory-complexes almost impossible. A few companies of the Lostok 23rd were modified by the Techpriests to fight in the hellish war zone, incorporating many organs and drug-secreting glands that enabled them to survive unprotected, as well as boosting their combat abilities. Only a handful of Gland Warriors are believed to have survived the conflict, which saw the Tyranid swarm repulsed from Dantis III.

The processes by which the companies of the Lostok 23rd became Gland Warriors are understood by only a few Techpriests, and are rarely utilised, for the Inquisition invariably take an interest in the use of such technologies. Nonetheless, a number of regiments have been subjected to the process, and can be found across the galaxy.

Various units within the regiment have been altered by the bio-genetors of the Adeptus Mechanicus, turning them into Gland Warriors. These troopers have a wide range of artificial organs implanted into them, including glands that secrete a potent cocktail of combat drugs such as frenzon and 'Slaughter into the warrior's system, enhancing his capabilities, though often at a price. Guard Infantry units may be upgraded to Gland Warriors at a cost of +15 points per unit. Gland Warriors benefit from the Universal Special Rules Fleet rule. However, should the result of the Fleet roll be a '6', one model is removed as a casualty from the unit as his system is overcome with the drugs dispensed by his artificial glands.

VETERANS OF THE LOSTOK 23RD

If you wish to field an army that represents the Gland War Veterans of the Lostok 23rd, then use the following Doctrines. Be sure to model your warriors to give some clue that they are Gland Warriors (see box right).

- Preferred special weapon: Flamer
- Preferred heavy weapon: Heavy bolter
- Restricted troops: Abhumans
- Gland Warriors
- Hardened Fighters
- Xeno-fighters (Tyranids)
- Veterans
- Warrior Weapons

Gareth Harvey: I took inspiration for these two conversions from Karl Kopinski's and John Blanche's illustrations from the Inquisitor rulebook, which depicts the Sergeant Stone character and a female Imperial Guard veteran. The male is based on a Catachan Jungle Fighters officer – a miniature that I chose because it has both the bionic enhancements and the multitudes of pockets and pouches you see in the Karl Kopinski piece. The only conversion work this figure needed was to replace his right arm with one holding a stave, which I got from the Warhammer mounted Slaanesh Lord miniature.

For the second miniature, I used Rocket Girl from the Shaeffer's Last Chancers set, replacing her rocket launcher with an Imperial Assassin's sword arm giving the model a martial pose.

Both miniatures are painted in a combination of greens, mixing Camo Green, Catachan Green and Kommando Khaki for a fairly rough-and-ready look I felt was appropriate to the unit. This was a quick and easy job, so easy in fact that I've

decided to work up an entire army of Gland War Veterans, and I've promised Andy a game in a couple of months.



Fire and Iron

In this month's Battle Report we get to see how Christian's 'Will of Iron' Iron Warriors fare. Holed up in a well-fortified bunker complex, Vathek's small force of Iron Warriors defies the will of the Emperor of Mankind. A valiant force of Space Marine Salamanders has been tasked with ridding the taint of Chaos from this position and cleansing it utterly. Will Fire win against Iron or will the forces of Chaos endure?



BUNKER ASSAULT

The defenders have established a fortified defensive line of bunkers, trenches and pillboxes. The attacker must assault the strong points and capture or destroy them.

SET-UP

1 Both players roll a dice, the player that scores highest chooses which long edge he will deploy on.

2 The defender's deployment zone is up to 18" onto the board. He may set up fortifications anywhere in this zone and must include at least one bunker. Bunkers must be placed at least 6" from any table edge.

3 The defender deploys any of his Troops and HQ units in his deployment zone. He does not have to deploy all, but must deploy at least one. All bunkers must be manned. Any units not deployed are in reserve.

4 The attacker deploys his entire army up to 12" onto the tabletop from his own board edge.

5 The attacker resolves his preliminary bombardment.

6 Roll a D6. Highest score may choose whether to go first or second.

Reserves: The defender's reserves move on from his table edge.

Game Length: Six turns

MISSION OBJECTIVE

Victory is determined by Victory Points. Extra Victory Points are earned by control of the bunkers placed on table. Each bunker is worth Victory Points equal to the points limit of the game divided by the number of bunkers in play (so in a 1,500 point game with three bunkers, each bunker is worth 500 points). A bunker is held if it is occupied by at least one scoring Infantry unit and there are no scoring enemy infantry within 6" of it.

At the end of the game, add up Victory Points. The highest score wins.

SCENARIO SPECIAL RULES

Deep Strike, Fortifications, Infiltrate, Preliminary Bombardment, Reserves, Victory Points.

THIS MONTH'S ARMIES

Two armies whose strengths are not entirely dissimilar. Both are Space Marines of a sort, and both have access to some serious firepower.

Salamander Strengths

- Able to take two special weapons.
- Space Marines in general can equip with Multi-meltas, capable of easily levelling bunkers within 12".
- 'And they shall know no fear' special rule.
- Have the option of an extra turn on 4+.

Salamander Weaknesses

- Limited Numbers
- Reliant on Transports
- The extra turn can be taken by opponent if the Salamanders don't want it.

THE WHITE DWARF SAYS...

The Salamanders are going to have to move rapidly in the first few turns before the Iron Warrior armour arrives. If the Rhinos are destroyed too quickly the Space Marines will be stranded in no man's land. The Iron Warriors need to weather the first few turns until reinforcements arrive, then it's down to the dice rolls...

Iron Warrior Strengths

- Able to take 1 extra Heavy Support slot.
- Can take a Basilisk and a Vindicator.
- Multiple Obliterators.
- Siege Specialists veteran skill make them fearless in any fortification, plus they add one to Penetration rolls versus bunkers.

Iron Warrior Weaknesses.

- Limited numbers.
- No Daemons.
- Don't rally like Imperial Space Marines.

The Iron Warriors defend against the Salamanders' assault

SALAMANDERS



Mike: The Iron Warriors have always given me a sense of dread as they can easily out-shoot me – not a good thing for an army that relies on firepower. So, imagine my annoyance when I was informed that I'd be fighting my arch-nemesis, that they'd be in fortifications and the scenario was Bunker Assault. Gulp!

However, upon consultation of the rules for Salamanders in the new Codex: Space Marines and the Bunker Assault scenario, things began to look a little less bleak. Although Chris' Iron Warriors are Fearless when stationed in fortifications, my Salamanders now have an improved Initiative of 4, I get loads of melta weapons and I could make use of the assault cannon's exciting new Rending special rule.

For this mission I needed firepower to breach the bunkers and some fast moving troops to go in with bayonets. Alas, my army doesn't include any Fast Attack choices (I was wishing I had them). Instead I took one Tactical squad led by a Veteran Sergeant in a Rhino and armed for close assault with two meltaguns, which I took as part of the Cleanse and Purify trait. Accompanying them was a Devastator squad in a Rhino armed with two multi-meltas. If I could get them in close range, they would breach the bunkers.

Supporting fire came from two small Tactical squads, each with a lascannon and a Predator Destructor. Lumbering slowly toward the enemy was a Venerable Dreadnought with assault cannon. My secret weapon was a unit of Terminators. I planned to Deep Strike these Elites using the Teleport Homers carried by Sergeant Rhoecus and Captain Ultor.

In Bunker Assault Christian could only deploy his Troops and HQ choices on the table and every bunker had to be manned. The rest of his force would arrive as Reserves. Therein lay my best chance of success.

I would lay down a withering hail of suppressive fire that would breach the bunkers. In doing so, I hoped there would be little resistance left by the time my Tactical squad arrived. Then Devastator squad Tullius, Tactical squad Rhoecus and Venerable Dreadnought Chiron would hunker down in the rubble and defend their position vigorously against Christian's inevitable counter-attack. The covering units would use their 48" range to snipe at Christian's reserves as they arrived. Hopefully Terminator Squad Barak would arrive in time to bolster my forces where it was most needed.



THE FURY OF THE SALAMANDERS

The Space Marines of the Salamander's chapter excel at close-range warfare versus heavily armoured targets. For this reason they are ideal for taking out the Iron Warriors' bunkers.

SALAMANDERS SPECIAL RULES

- **Cleanse and Purify** – allows one member of a Tactical squad to replace their missile launcher with a flamer or their lascannon with a plasma gun or meltagun.
- **Never Despair** – the Salamanders may request an extra turn which will come into effect if the player can roll a 4+ on a D6.
- **Eye to Eye** – may only take a 0-1 selection in total from the following list: Land Speeder Squadron, Attack Bike Squadron, Bike Squadron.
- **'And They Shall Know No Fear...'** – as they are Space Marines, whenever the Salamanders are forced to Fall Back they will automatically regroup at the end of that move or if they reach the edge of the table.

SECRET WEAPON: TERMINATORS

Squad Barak comprises of 5 Terminators, tooled up to take on the heavy vehicles that will no doubt make up the bulk of the Iron Warriors' arsenal. They are all armed with power fists which give them a hefty Strength of 8, making them capable of destroying even Armour 14 tanks. They are also Tank Hunters which adds +1 to their Armour Penetration rolls.

Venerable Dreadnought 'Chiron'

Tactical Squad Alexis

Tactical Squad Rhoecus

Devastator Squad Tullius (with Captain Ultor)

HQ
Captain Ultor 'The Avenger' (60).....93pts

Power weapon (+15), Storm Bolter (+5), Teleport Homer (+5), Frag Grenades (+1), Krak Grenades (+2), Melta Bombs (+5)

ELITES
5 Terminators 'Squad Barak' (200)245pts

Power fists, 2 Storm Bolters, 1 Assault Cannon (+20), 1 Heavy Flamer (+10), Tank Hunters (+15)

Sergeant Barak
Storm Bolter and Power Weapon

Venerable Dreadnought 'Chiron' (105)143pts
Assault Cannon, Heavy Flamer (+10), Venerable (+20), Extra Armour (+5), Smoke Launchers (+3)

TROOPS

5 Space Marines 'Tactical Squad Nestor' (75)90pts
Bolters, Lascannon (+15)

5 Space Marines 'Tactical Squad Alexis' (75)90pts
Bolters, Lascannon (+15)

7 Space Marines 'Tactical Squad Rhoecus' (105)260pts
Bolters, 2 Meltaguns (+25), Frag Grenades (+6)

Veteran Sergeant Rhoecus

Terminator Honours (+5), Bolt pistol, Master-crafted Thunder Hammer (+45), Teleport Homer (+5), Frag Grenades (+1)

Rhino (50)

Extra Armour (+5), Smoke Launchers (+3)

HEAVY SUPPORT

7 Devastators 'Squad Tullius' (105)170pts
Bolters, 2 Multi-Meltas (+40)

Rhino (50)

Extra Armour (+5), Smoke Launchers (+3)

'Vulcan's Enforcer', Predator Destructor (100)125pts
Turret Autocannon, Lascannon side sponsons (+25)

TOTAL:1,249pts



Squad Andrus

The Iron Hammer

Dakroth

Squad Kheldoth

Warsmith Vathek

HQ	
Warsmith Vathek, Chaos Lord (60)	177pts
Mark of Chaos Undivided (+5), Bolt Pistol (+1), Master Crafted Power Sword (+30), Bionics (+5), Frag Grenades (+1), Spiky Bits (+10), Servo-Arm (+30), Daemonic Aura (+15), Daemonic Strength (+10), Daemonic Resilience (+10)	
ELITES	
1 Obliterator	70pts
1 Obliterator	70pts
TROOPS	
7 Chaos Space Marines 'Squad Kheldoth' (98)	145pts
Mark of Chaos Undivided (+7), Bolt Pistols, Close Combat Weapons and Frag Grenades (+7)	
-Kheldoth, Aspiring Champion (+13)	
Bionics (+5), Power Fist (+15), Bolt Pistol	
7 Chaos Space Marines 'Squad Andrus' (98)	168pts
Mark of Chaos Undivided (+7), Bolters, Close Combat Weapons and 2 Plasma Guns (+20)	
-Andrus, Aspiring Champion (+13)	
Bionics (+5), Kai Gun (+25)	
HEAVY SUPPORT	
5 Chaos Havocs (70)	170pts
Mark of Chaos Undivided (+5), Tank Hunters (+15), Bolters and Close Combat Weapons, 2 Autocannons (+40), 2 Missile Launchers (+40)	
The Iron Hammer, Chaos Vindicator(125)	198pts
Demolisher Cannon, Daemonic Possession (+20), Parasitic Possession (+20), Mutated Hull (+30), Smoke Launchers (+3)	
Dakroth, Chaos Dreadnought (75)	123pts
Plasma Cannon (+40), Extra Armour (+5), Smoke Launchers (+3)	
Chaos Basilisk (100)	130pts
Indirect Fire (+25), Extra Armour (+5)	
TOTAL:	1,251pts

IRON WARRIORS



Christian: It seems like an age since I started painting this army. In fact I thought that the Iron Hammer (featured in issue 301), would be the last time they would grace the pages of White Dwarf.

However Guy thought it would be a good idea if they participated in a Battle Report. The only problem was that the Iron Warriors were still a bit undermanned. So it was time to add some Obliterators, two should help the cause nicely. If anyone has read the Will of Iron series detailing the army's creation then what follows won't be anything new. The scenario did call for a few tweaks to my selection though.

First up was Vathek, my Lord. I kitted him out to be a real bruiser in close combat, but as there are three bunkers up for grabs he would be alone for most of the game. He is however quite capable of dealing with one of Mike's Space Marine Squads or maybe even his Terminators. That's a bit risky though, as he is worth a lot of Victory Points, so I'd use him to pick on squads that he can butcher easily. My troop selection consists of an assault-orientated squad led by aspiring champion Kheldoth (armed with a powerfist), they usually accompany Vathek, but not in this fight. The second unit is led by another champion, Andrus, carrying the Marine-mauling Kai Gun. The squad also carries two plasma guns. These guys will be a serious headache, potentially able to take out the Rhinos, leaving the Salamanders in the open and far from their objective.

The rest of the army are made of Heavy Support and Elite options. The Elites being the two newest additions to the army, Obliterators. I usually take a full squad of them in my Black Legion army, so I have a good idea of what they can do – a lot. With The Iron Warriors having the 0-1 restriction on them removed, I can split them into two units to maximise their nuisance factor. My four Heavy Support choices consist of the Basilisk (which would hide in plenty of cover), some Havocs, which would have a diminished role in this game, as they would be most effective in taking down vehicles, in particular transports, early in the game. Having the Tank Hunter skill makes Autocannons a threat to most light and medium vehicles. My Dreadnought Dakroth can provide some massed Marine killing power with his Plasma Cannon and then there is the other recent addition, the Iron Hammer, which can literally turn the game around should things get desperate. One bonus is that in a bunker all the Iron Warriors become Fearless. Wouldn't want them running away now, would we.

Chaos Basilisk

Havocs

Obliterator 1

Obliterator 2

THE WILL OF THE IRON WARRIORS

The Iron Warriors are adept at siege warfare. They are highly proficient when attacking fortifications and bunkers or when defending them, so they'll be tough to crack.

Iron Warriors Special Rules

- **Siege Specialists** – the Iron Warriors gain +1 to their Armour Penetration rolls against bunkers. More importantly in this scenario, they are regarded as Fearless whilst occupying a bunker.
- **Obliterators** – they make extensive use of Obliterators, so the normal 0-1 unit limitation does not apply to the Iron Warriors.
- **Heavy Support** – may take one extra Heavy Support option in exchange for two Fast Attack choices.
- **Artillery** – are allowed to include 0-1 Basilisk and 0-1 Vindicator as Heavy Support choices.
- **Mark of Chaos Undivided** – allows all Iron Warriors to re-roll all failed Morale checks.

KILLER COMBO: WARSMITH VATHEK

Vathek is terrifying in close combat. With an extra close combat weapon he has 4 Attacks (5 on the charge). The Spiky Bits and Master Crafted Power Sword allow him to re-roll two of these Attacks. He also has Daemonic Strength, so he has Strength 5 and he also has an extra Attack from a Servo-arm which hits at Strength 8 on a 4+.

SALAMANDERS

Three bunkers! That meant that both Christian's Chaos Space Marine squads and his Chaos Space Marine Lord would have to occupy a bunker each. With each awarding 417 Victory Points they were worth fighting for and I was sure that Christian would do everything he could to stop me getting near them.

Sticking to my plan, deployment was reasonably easy. Space Marine Tactical squads Nestor and Alexis took up positions in the cover of the woods opposite the enemy fortifications, where they could both see each of the forward bunkers. Predator Destructor Vulcan's Enforcer assumed a hull down position to the right of the central wood, with a bead on the central bunker. The Venerable Dreadnought Chiron deployed behind the overgrown ruins. Tactical squad Rhoecus sat patiently in their Rhino, ready to sweep around the ruins and approach the bunker from the right. In the centre of the field Devastator squad Tullius sat in their Rhino, behind the cover of the wood.

I felt sure that Christian would reinforce his defensive positions with the two Obliterators, Havocs and Dreadnought. I reckoned his Basilisk would arrive behind the bunker complex and I thought he would bring on the indestructible Vindicator, with the big scary gun, in the open on his left in order to catch me in a crossfire as I advanced.

So, first priority for me was to fire everything at the central bunker. The Chaos Space Marines in there had two plasma guns and a Kai Gun. These would hurt and so had to be removed, and quick. The options were to shoot at the troops allowing them a 3+ Cover Save OR shoot my heavy weapons at the bunker itself in the hope of breaching it and reducing that save to 4+. Whatever happened I had to get moving forward and take that central bunker before Christian's reserves started to arrive.

There were just two things left to do. My preliminary bombardment couldn't target Christian's reserves nor the occupants of bunkers. I had to settle on trying to destroy the tank traps in the centre of the table but spectacularly failed to even hit them. I did leave a cinematic cloud of smoke for the heroic Team Vortex to advance through though. Christian and I shook hands and rolled the iron dice of war that would decide who was to go first.

It was me. It was a sign, and it was good.

DEPLOYMENT



BUNKER PROTECTION

Squad Andrus occupying the lone bunker are in a well-protected position. Bunkers themselves have an Armour value of 14 and grant a 3+ Invulnerable save to troops that occupy it. Christian's Marines already have a 3+ save, so the bunker save is only really useful against the seriously tasty weapons like lascannons and melta weapons but nonetheless, it is an important advantage.



THE IMPORTANCE OF THE IRON WARRIORS' RESERVES

In missions like this one, the arrival of reserves can be imperative. It becomes even more so for armies that rely less on troop selections and more on Heavy Support, Fast Attack and Elites choices. In this instance the arrival of these reinforcements has been factored into the overall game plan of the Iron Warriors. There is only one unit starting in the bunkers that is able to halt the advance of the Salamander Rhinos – Squad Andrus. They will have to do an exceptional job of keeping the Salamanders at bay until reinforcements arrive.



TACTICAL SQUAD NESTOR TAKE COVER

With their lascannon, the role of Tactical Squad Nestor was to target the bunkers themselves. This heavy weapon with its Strength of 9 is perfectly suited for this purpose. Weapons that inflict a glancing or penetrating hit on a bunker or inflict a casualty on a unit inside a bunker with a Strength of 8 or higher will breach it. Once breached a bunker can then be assaulted and the Cover save it offers is reduced to 4+. By hammering continually with his lascannons, Michael could breach the bunkers and weaken Christian's defences against the onrush of his Rhino-borne units. This plan means that Squad Nestor would have to remain stationary for much of the battle. By taking up a position in the trees they would at least gain a Cover save themselves of 6+, to reduce the amount of casualties they could take from the Iron Warriors' tanks and heavy weapons.

IRON WARRIORS

There was little more for me to do than select which units would sit in which bunker. The squad with the Kai Gun would hold the central bunker. From that vantage point they could pop open those Rhinos and make the Salamanders slog it on foot. Mike knows that so he'll give them hell in the first two turns. If they can hold that position until the reserves arrive I will be a happy man.

The assault squad held the bunker on the far right, protecting it and being protected by it. Vathek sat in the rear bunker ready to charge out and bash things to prevent it becoming contested. At this point my plans for this bunker revolve on the Havocs turning up on turn 2. They can move to secure it before unleashing a storm of heavy weapons fire on any enemy units that control the first bunker. Meanwhile Vathek can move across to join Kheldoth's Squad in the right bunker. Go those dice rolls...

I decided to deep strike the Obliterators in places that would give Mike the biggest headache. That would more than likely be near anything with a lascannon. They can also be a hell of a distraction as you can't really ignore them. I plan to bring the Dreadnought on to distract units that get too close, theoretically the best place would be around the central bunker, protecting it and raining plasma onto the enemy (preferably Terminators – they could become a real problem if they showed up near the bunkers). I had a similar plan for the Iron Hammer – roll onto the table and chuck a Strength 10 ordnance template on anything in sight. The Basilisk I wanted to bring on in the right corner where it would be very well covered and out of the way of enemy fire. I'd then shell the Space Marines in the trees for some extra Victory Points (and rid myself of those lascannons), before turning its cannon on other targets. A good plan, though everything needed to turn up early.

PRELIMINARY BOMBARDMENT

Downloading...

A preliminary bombardment represents a barrage of heavy fire from the attacker to soften up the enemy before a major offensive. It is also designed to rid the attacker of fixed defences, like tank traps and razor wire to clear the way for an attack.

Roll a D6 for every enemy unit, section of razor wire or tank trap on the table-top. On a 6 a unit takes D6 hits, causing 1 wound each from the shelling (take Armour saves as normal) and must roll a Leadership test or be pinned in their first turn. A section of razor wire or tank trap hit is automatically destroyed and removed from the table.

BUNKERS: Chaos: 2, Salamanders: 0, Contested: 0

SALAMANDERS

Smoke from the preliminary barrage still hung over the battlefield as Devastator Squad Tullius' Rhino lurched towards the central bunker. After travelling at maximum speed they deployed smoke and I had to decide whether to dismount or stay in the Rhino. A difficult decision. If the Vindicator arrived and shot at the Rhino it could easily destroy it, the Devastator Squad and Captain Ultor with one shot. On the other hand, if the Devastators got out it would delay their arrival at the bunker where I really needed them. I decided to stay put.

On my extreme right, Squad Rhoecus' Rhino raced around the ruins, but kept the small woods between it and the enemy deployment zone in case anything nasty arrived next turn. Alongside, Venerable Dreadnought Chiron stomped to the edge of the ruins where it could shoot at the central bunker.

Squad Nestor on my left fired first aiming its lascannon at the central bunker. A hit – a bunker counts as a vehicle with armour 14. I rolled a 6, a penetrating hit enough to breach it. From now on the occupants would only get a 4+ Cover save. But wait, there's more. Troops riding in a vehicle that is destroyed are entangled. We discussed whether this should also apply to Troops occupying a bunker. It seemed perfectly reasonable that a bunker collapsing around them would inhibit the Chaos Space Marines and so agreed they'd become entangled (*bunkers count as stationary vehicles anyway – Guy*). They were still Fearless, but that didn't help. Entangled is not the same as being pinned, although the effect is the same – no shooting next turn. Not bad for the first shot of the game.

Space Marine Squad Alexis opened up on the Chaos Space Marines hitting three times and causing three wounds, but only one Chaos dog failed his Armour Save. Vulcan's Enforcer pumped two lascannon shots and two autocannon rounds in the same direction, wounding twice, but Christian's troops made their saves. Now I could use the Venerable Dreadnought's assault cannon. With a deafening roar a cascade of shells hit three times, one 6 causing an instant wound. Another Chaos Space Marine, too slow to dive behind the cover of the rubble, was brought down when he failed his save.



TURN 1



SHIELDED FROM THE KAI GUN SQUAD

Michael's Rhinos were an integral part of his battle plan, for it was the units within that would be able to contest the bunkers.

It was therefore imperative they reach them more or less intact. This was a turning point of the battle. If Christian could keep his unit alive long enough to take out the Rhinos and strand their Space Marine cargo in an effective no-man's land without the protection of their Rhinos, then his Kai Gun and plasma guns would rip into them without mercy and thus seriously damage Michael's chances of getting to the bunkers and taking them. This was something that Michael couldn't afford to happen, so he threw everything he had at Squad Andrus with the Kai Gun and eventually blatted it. With the destruction of Squad Andrus the battle's opening moments shifted in the favour of the Salamanders.



DANGERS OF BUNKER OCCUPATION

Although bunkers are heavily fortified, well-protected positions, there are some inherent dangers associated with them. In the updated rules a bunker counts as an immobile vehicle, therefore any hits which breach it will entangle the troops inside. Despite the fact that Squad Andrus were Fearless they can still be entangled, and as such would be unable to shoot next turn, therefore giving the Salamanders an extra turn in which to try and destroy them without reply.



IRON WARRIORS

Well that was an interesting first turn, and for me a really short one. Entangling Squad Andrus in the wreckage of the bunker was going to prevent them from being much more than targets for next round. It also meant that the two Rhinos were going to get to where they needed to be with no opposition. On the plus side, Andrus held up really well in the face of some serious firepower, and although it was unlikely they would be so lucky next turn, if they could draw most of Mike's shooting next turn it would mean that they would have effectively used up a third of Mike's firepower for the game.

The next turn could very well define the rest of the game. If the Terminators turned up next round Mike could likely waltz into either the ruined bunker or the bunker on the right (I really hope he doesn't do this as they will completely outclass Kheldoth's squad). Either way, I was forced to concede Mike that ruined bunker and concentrate on defending the other two. I just hoped my reserve rolls would go well.



CASUALTY REPORT

Downloading...

BUNKER COMPROMISED!

Iron Warriors

• Squad Andrus 2 killed

TURN 1

BUNKERS : Chaos: 2, Salamanders: 0, Contested: 0

SALAMANDERS

My second turn kicked off with rolling for my own reserves. I would've preferred Terminator Squad Barak not to arrive so early, but arrive they did on a roll of 4+. I decided to use the Teleport Homer with Captain Ultor and placed the Terminator squad in a tight bunch just in front of Devastator Squad Tullius' Rhino, which only moved 6" forward. I should have moved 12" but for some reason I didn't. I think I commented to Christian that the Terminators and the Rhino next to each other made a great target for the Vindicator. Me and my big mouth!

On my right Sergeant Rhoecus' Rhino moved forward to take cover behind a small wood, and Venerable Dreadnought Chiron smashed 4" through the undergrowth on his way forward. Everything else in the army readied itself for another salvo at the Chaos Space Marines in the central bunker.

Team Vortex unleashed every weapon they could, Vulcan's Enforcer, which had clearly loaded rubber shells last turn, pounded away with its heavy guns, and Terminator Squad Barak lit up the rubble with a hail of raucous storm bolter and assault cannon fire. After the furious salvo five dead Chaos Space Marines lay upon the scorched earth, the squad wiped out to a man! Christian and I looked at each other in a moment of stunned silence before he remembered his Aspiring Champion had Bionics. He might not be dead after all and he had a Kai Gun! The die rolled across the table, he needed a 6+...



CASUALTY REPORT

TURN 2

Downloading...

Iron Warriors

*Squad AndrusAnnihilated

TURN 2



THE IRON HAMMER PREPARES TO DRAW FIRST BLOOD

The arrival of the Iron Hammer as a reserve could have spelled disaster for the Terminators.

As the Marines had just arrived via Deep Strike they could all be hit by an accurate Vindicator shot, probably destroying the majority of them. Michael took a gamble here, deploying the Terminators in this way, hoping that none of Christian's heavy support ordnance would arrive. This didn't pay off but luckily for Michael the shot went wide. This was another turning point in the battle as the loss of the Terminators could have seriously damaged the Salamander's offensive.

DEADLY ASSAULT CANNONS

In the new version of Codex: Space Marines, assault cannons are a lot more deadly. They are now Heavy 4 but more importantly use the Rending rule, which means any shots which hit on a 6 will wound automatically with no Armour Save allowed. Michael had two of these weapons in his arsenal, one on the Dreadnought and the other with the Terminators, which made an absolute mockery of the Chaos Space Marines' power armour.

IRON WARRIORS

I didn't roll a six, to be honest when it comes to Bionics I have never rolled a six for this army (a fact that some uncaring members of the White Dwarf team are all too keen to point out). But despite the fact that they were wiped out to a man and never even got a shot off is fair enough. They managed to hang in there just long enough to allow the reinforcements to arrive.

With that behind me, it was time to start rolling for reserves. The two most important for me were the Basilisk and the dreaded Iron Hammer (I could tell by this point that Mike was really looking forward to it turning up, considering that his newly arrived Terminators were in a tight, ordnance friendly huddle). Heh heh heh (that's Vathek laughing, not me). As for the Basilisk, its early arrival would allow me to start shelling the Salamanders in turn 3. So away I rolled.

The Iron Hammer was arriving, but that was the only Heavy Support option. The other arrivals were the Obliterators. Now for a little surprise for Mike... The first Obliterator teleported next to his Predator, close enough to use a twin linked melta shot, which hit but failed to do anything. The second I teleported between the far right bunker and the Terminators. I did this for two reasons, the first was to slam a lascannon shot into the side of the commander's Rhino and then engage the Terminators. The second was to give those two Space Marine squads in the trees something other than a bunker to shoot at. So he rocks up morphs a lascannon and... misses. Okay, so things do not seem to be going fantastically well so far, but I still had to unleash the most devastating weapon in my arsenal – the awesome Iron Hammer.

This couldn't have been a more dramatic moment, five clumped Terminators and me with my Demolisher Cannon. So I picked up the dice, cast them, getting a 6" scatter away from everything breakable. Clang! (That was the sound of Vathek banging his head in frustration against the Bunker wall). Oh well, there are still three turns to go.

DEEP STRIKE

Downloading...

Troops that can Deep Strike arrive on the table from reserve and may be placed anywhere on the battlefield. Place one model from the unit. Once the model is placed, the player rolls 2D6 and a Scatter dice. A 'hit' means the model stays in place. If an arrow is rolled, the model moves the number of inches rolled on the 2D6 in that direction. The rest of models are then deployed round the first.



ONE OF THE OBLITERATORS OUTFLANKS THE TERMINATORS

Christian's deployment of the Obliterators using Deep Strike caught Michael unawares. It was a fairly unusual gambit as Christian would've been expected to deploy them from his table edge to reinforce his bunker occupying troops. However, by Deep Striking them into the heart of the Salamander's lines they were much more problematic and had to be dealt with immediately by Michael and so would distract him from his principal objective of taking the bunkers. In two positions, threatening the Terminators and the Predator they could also cause some serious damage to two of Michael's most powerful units.

BUNKERS: Chaos: 1, Salamanders: 0, Contested: 0

SALAMANDERS

I was caught flat-footed by Christian's tactics in the second turn but I had got away with it... or so I thought. It never crossed my mind that he might Deep Strike the Obliterators and they were now causing me some concern. The arrival of the Vindicator could have been terminal. If he'd have hit my Terminators they would probably have been killed and a hit on the nearby Rhino would have been just as bad. I had been lucky!

Now it was time to wreak bloody vengeance against the impertinent Obliterators. Vulcan's Enforcer, alert to the presence of the Obliterator behind it by the hiss of twin linked meltaguns against its hull, quickly brought its full arsenal to bear. This should be easy I thought. Both lascannons... err... missed... Snake-eyes. Suddenly, it was looking dicey. Both autocannon shells slammed home but Chris made both his saves. The Predator crew braced themselves; this was going to be bad!

Meanwhile, Venerable Dreadnought Chiron and Sergeant Rheucus' Rhino moved at maximum pace towards the rubble of the central bunker, the Rhino popping smoke. In the centre Terminator squad Barak moved towards the second Obliterator and Devastator squad Tullius parked its Rhino to block the Vindicator, while the squad disembarked under cover of their transport.

I now had awesome amounts of firepower to shoot at the second Obliterator in the centre of the table. Both Space Marine Tactical squads and the Terminators let rip. Despite the staggering firepower only one rending wound from the Terminator's assault cannon managed to have any effect. With two Obliterators still active and too close for comfort, and a Vindicator lobbing Strength 10 shells at me, I was distinctly nervous. I also expected more enemy reinforcements to arrive and I was nowhere near my objective of taking the bunkers.



CASUALTY REPORT

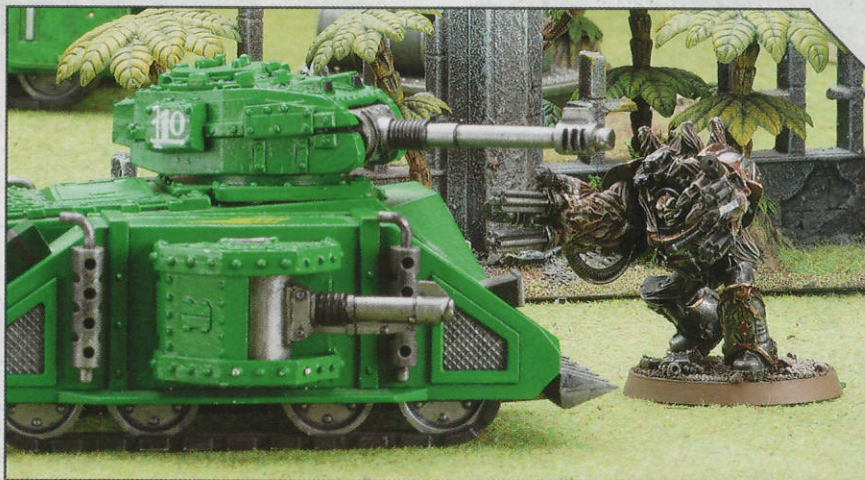
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Salamanders

- Devastator Squad Tullius 1 killed
- Rhino Armament Destroyed/Crew Stunned
- Predator 'Vulcan's Enforcer' Destroyed

TURN 3

TURN 3



VERSATILE OBLITERATORS

Christian's Deep Strike move with the Obliterators demonstrates how versatile these monsters are and resulted in the eventual destruction of the Predator. Though this attack against the tank was not without risk. By failing to penetrate the Predator's armour with its considerable long-range firepower, the Obliterator had to weather a turn of shooting from the Predator's heavy weapons. By surviving this barrage Christian was able to shoot at the tank again, stunning it, but could then assault by way of a back-up plan, morphing the Obliterator's weapons into power fists and finally destroying the tank. The Deep Strike move shows how dangerous Obliterators can be when they are close-up and marauding around your lines.



DAKROTH MOVES TO HOLD THE LEFT FLANK

There were two options with the positioning of Dakroth when he came on from reserve – the left flank or the centre. Christian had to risk that Dakroth could destroy the Salamander's Rhino and prevent it and its passengers from reaching the bunkers, once again to deny them occupation. Once out of their transport the Space Marines within would be fairly easy pickings for the Dreadnought's plasma cannon. This was risky though as if the Rhino survived the troops aboard could get up close with their meltaguns. A central position would allow Dakroth to take a more active role in the battle, taking on the Rhino to clear the way for the Vindicator or taking on the troops aboard or the Terminators.



DEVASTATOR SQUAD TULLIUS DISEMBARK

Michael is cunning in his positioning of Squad Tullius's transport vehicle. By blocking the line of sight of the Vindicator it is effectively denied a direct shot against the units beyond and this is in general a useful tactic to employ with transports that have disgorged their contents. This strategy could potentially backfire, as Christian could still target the Rhino and if his shot missed then it could scatter onto the unit, who without the protection of their Rhino would be vulnerable. It was a risk worth taking, however, for Michael as he needed to get his troops out of their transport so they could get into a position to be able to occupy the ruined bunker.

IRON WARRIORS

The luck around Warhammer World must be contagious. I really expected those Obliterators to go the way of Squad Andrus, but then I also expected to kill at least one Terminator the turn before (that's one of the great things about Warhammer 40,000, nothing is certain, you just have to have a contingency plan in place).

Now for those reserve rolls. I really wanted the Basilisk and the Havocs. It was a clever move parking that Rhino to block the Vindicator, but it could also work to the advantage of the Havocs should they arrive this turn. The Rhino would give them relatively safe passage to the central bunker (so Mike would have to go for that one next), bringing his Space Marines closer to the Iron Hammer and Dakroth (who would come on in support here, should the plan work out). That also meant that Vathek could begin to move away from his bunker to join the assault squad in the right bunker, providing much-needed muscle to that squad, should the Terminators go for it. So I rolled again and on came the Basilisk and Dakroth.

Except for the Predator, most of Mike's forces had free reign on the left flank. If I bought Dakroth on near the left end of the Bunkers he could serve in a support role in the centre. He could also take a shot at that Rhino on the left and try mauling the enemy Dreadnought. As Squad Rhoeus was the one with two meltaguns and a thunder hammer, I wouldn't be too upset if they had to walk for the rest of the game. The only risk would be that he could bring the squad with the meltaguns close enough to finish the Dreadnought off, but there was a fair chance that they might just be out of 6" inch pain range. I was going for it.

The rest of the turn once again belonged to the Obliterators and the Vindicator. The Obliterator on the right let loose a stream of plasma at the Terminators, wounding one, which made its Invulnerable Save. The other took a shot at the Predator scoring a penetrating hit and stunning the crew. The Iron Hammer fired one of its siege shells into the side of the Rhino, blocking its path with the result of destroying its armament and stunning the crew. At least I was hitting things, hopefully next round the wounding would commence. In the Assault phase the Obliterator charged the Predator, scoring a penetrating hit, resulting in its complete destruction. Hooray! I killed something. Now if only I could do it again.

BUNKERS: Chaos: 1, Salamanders: 0, Contested: 0

SALAMANDERS

Despite the destruction of Vulcan's Enforcer when the Obliterator pushed its power fist through the frontal armour, most of the rest of my forces were still unscathed. Everything was still on track if I could only get those pesky Obliterators out of the way. After suffering from the Vindicator's wrath last turn, Devastator squad Tullius sprinted into the rubble of the bunker. Sergeant Rhoecus's Rhino floored the accelerator and headed straight for the newly arrived Dreadnought. It debussed its Space Marine cargo, who immediately levelled two meltaguns at the two-legged mechanical beast. In the centre I sidled Terminator squad Barak past the limping Obliterator with a view to heading toward the bunker on the left but leaving the option open to assault the Obliterator if I needed to. Finally Venerable Dreadnought Chiron had a change of heart and turned around to take on the Obliterator that was taking pot shots at my troops from the rear.

I really had to get rid of the Obliterator in the centre of the battlefield. I targeted it with Tactical squad Nestor, hitting it with two bolter rounds, but it easily passed its saving rolls. Terminator squad Barak had had enough and threw a heap of dice from the heavy flamer, storm bolters and assault cannon finally dropping the monster to the ground. Those things take some killing.

Space Marine Tactical squad Rhoecus hit the Chaos Dreadnought at close range with two melta guns, exploding it into tiny fragments. Tactical squad Alexis aimed at the assault armed Chaos Space Marine squad hiding in the bunker on the left. I chose to target the squad and not the bunker. One Chaos Space Marine looking through the vision slit at just the wrong time was sent to meet his fickle gods.

Next turn I planned to re-embark Sergeant Rhoecus and head towards the Vindicator, melta guns blazing! I'd leave Venerable Dreadnought Chiron to deal with the remaining Obliterator whilst Terminator squad Barak stomped directly towards the two remaining bunkers. Things were looking up.

CASUALTY REPORT

TURN 4

Downloading...

Iron Warriors

- Obliterator 1 Annihilated
- Dreadnought 'Dakroth' Destroyed
- Squad Kheldoth 1 killed

Salamanders

- Tactical Squad Rhoecus 3 killed
- Rhino Destroyed
- Rhino Crew Stunned

TURN 4



SQUAD TULLIUS MOVE IN

Through the diligent efforts of the Salamander's long-range guns breaching the bunker and destroying Squad Andrus who occupied it, the Rhino bearing Squad Tullius just had to get its Marine passengers as close to the bunker as possible. Christian's tactic of trying to take out the transports was a good one, dogged by bad luck, as the Rhino with Squad Tullius was able to advance unscathed at speed and could get close to the bunker unopposed with its next move.



IRON WARRIORS

The Dreadnought idea didn't work too well but it did leave the meltagun squad in range for the Iron Hammer. One Obliterator down (he did draw a lot of fire away from the bunkers) and the other strolling around behind Mike's army unscathed. My main concern now was that he was moving those Terminators towards the right bunker, trying to level it with the lascannons hidden in the trees. Onto reserves.

After spending half the game sipping tea in their Dreadclaw landing craft, the Havocs finally decided to turn up. By this stage of the game trying to get them into that central bunker would have been suicidal. The Devastator squad would chew through them. So I opted to bring them on on the left, placing them in good positions to fire on the Salamanders in the bunker as well as the ones that had recently destroyed the Dreadnought. I moved the Iron Hammer and fired on the recently disembarked Space Marines, destroying the Rhino and killing three of the Marines.

The Basilisk had spent turn three preparing its first payload which I unleashed onto the Tactical squad hiding in the trees. True to my luck so far it detonated somewhere in northern Canada. (The rest of the Iron Warriors must really be nervous about that clanging sound coming from the central bunker). I moved the Obliterator a bit further out to get a clear shot at the Rhino blocking the path between the two bunkers, that might help me score more Victory Points but may bring it too close to the Dreadnought. There was a small chance that the Obliterator could take the Dreadnought in Close Combat. It scored a glancing hit on the Rhino getting a crew shaken result – I wish my Rhinos were this resilient. We were racing towards the last turns of the struggle and so far I had failed to kill enough. Those bunkers were in real danger of being overrun. Now all I could do was pray.



MELTA WEAPONS

Downloading...

Melta weapons are highly effective at close-range and designed to burn through heavy armour with ease. The meltagun has a Strength of 8 and has a range of 12". The multi-melta is even deadlier with a longer range of 24" as if either of these weapons are within half range of their target they do 2D6+8 for Armour Penetration, rather than the normal D6.

DAKROTH GETS TORCHED

With Dakroth's failure to take down the Rhino, Christian's fears of the squad who occupied it with their meltaguns was realised. At close range, the Dreadnought's armour was little better than paper and Squad Rhoecus destroyed it easily. With the benefit of hindsight, Christian's second option for the Dreadnought occupying a central position would have been better as although the Vindicator would have been threatened by the meltaguns it could have retreated and shot its Ordnance at the Salamanders instead. The former option meant that ultimately Dakroth had been wasted.

BUNKERS: Chaos: 1, Salamanders: 1, Contested: 0

SALAMANDERS

Leading the remnants of his squad, Sergeant Rhoecus rushed towards the Chaos Vindicator. Terminator squad Barak stomped towards the bunker on my left and the shaken Rhino positioned itself between the Terminators and any fire from the newly arrived Havocs. Way back at my deployment line the Venerable Dreadnought Chiron girded its mechanical loins to take on the remaining Obliterator.

Tactical squad Rhoecus' melta guns blew the Demolisher cannon completely off the Chaos Vindicator. Score one for the good guys! Venerable Dreadnought Chiron's assault cannon failed to destroy the Obliterator. I'd have to deal with this the old fashioned way. Tactical squad Nestor's fire at the bunker on the left was ineffective and while Tactical squad Alexis hit the same bunker and inflicted three wounds they were all saved. Unfortunately for the Chaos Space Marines in that bunker it wasn't over yet. Terminator squad Barak hosed it down with storm bolter and assault cannon rounds. The clearing smoke revealed that two Chaos Space Marines lay dead. So end all heretics!

With little else to do, Devastator squad Tullius fired at the rearmost bunker where the chicken livered, yellow-bellied Chaos Lord had been hiding all game! The multi-melta was more than 12" away but I managed a glancing hit. This was good and bad! Good because it breached the bunker. Bad because a glancing hit does not entangle the occupants AND they can then rush out in any direction they wish, not having to use the door! Suddenly, Both squad Tullius and squad Rhoecus were potentially within charge range of a very nasty Chaos Lord.

Meanwhile Sergeant Rhoecus charged the damaged Vindicator, hoping to punch a hole in it with his thunder hammer. He bravely smote its hull three times but could not damage the evil thing. Not to worry I thought. Vehicles hit by a thunder hammer suffer an automatic crew shaken. Wrong! The thing had Parasitic Possession and ignored the result! (I've played against Christian's Iron Hammer, it took me six turns to kill it. It's rock hard – Guy).

It now all depended on what Chris did with his Lord. But even so, I was supremely confident that I could hold the central bunker – that's 417 points in the bag – and I was sure I was already ahead.

TURN 5

SCORING POINTS

With the battle starting to reach a crucial stage, both players needed to score as many Victory Points as possible. Christian bravely decided to try and goad the Dreadnought into halting its advance, using the Obliterator as bait. If he had been lucky he might have destroyed it, thus scoring vital Victory Points to offset the loss of the bunker. At the very least it served as a distraction, preventing the Dreadnought from joining the main battle while it dealt with the Obliterator. This proved to be a fairly one-sided contest and the Obliterator was smashed aside by the venerable machine. The sacrifice could still have proven useful if its absence meant Christian could turn the tide of the main battle.



INVULNERABLE VINDICATOR

Christian's Vindicator has a terrific combo for resisting the Salamander's attacks. Parasitic Possession and Daemonic Possession means not only is the Iron Hammer immune to 'crew shaken' and 'crew stunned' results, it can also regenerate from an 'immobilised' and 'weapon destroyed' result. Michael learned this to his peril when the thunder hammer attacks of Sergeant Rhoecus proved ineffective and the Vindicator 'grew back' its cannon after it was destroyed by the squad's meltaguns!



IRON WARRIORS

Oh boy, it was starting to look grim. I slammed the Iron Hammer into reverse and backed it away from the nasty squad. I had recklessly thrown away that Obliterator to keep that Dreadnought busy. The Chaos Marines in the right bunker had taken a bit of hammering and those Terminators had made their intentions towards them quite clear. Vathek was lucky, so far my resilience had proven to my biggest ally in this game. But it wasn't going to hold.

It was time to cut my losses and conserve those precious Victory Points by making a break for it. The Chaos Marines in the right bunker made a run for it, rolling a 2 on their Difficult Terrain test (not good – more of a stumble). I wanted them over the edge and in total cover. This would deny Mike points for the casualties, if I lost one more he would get half of what they were worth. Vathek also began to make a discreet exit running behind the left bunker to engage the squad that had shot at the Vindicator.

It was time to lay down some fire to cover my retreat. First the Basilisk. This time I was going for that Dreadnought (a much needed scalp at this late stage), and yet again it scattered into the Canadian wilderness. It was now time for the Havocs to join the fray. I targeted the Marines who had shot at the Iron Hammer and brought down three of them. Vathek, newly emerged from the bunker brought down the last. That threat had at least been dealt with. But I fear it was too late for me.

Before the turn ended, however, I had to roll for the Iron Hammer's Parasitic Possession (such a good upgrade. I love it). On a roll of 4+ the Iron Hammer's Demolisher Cannon would be operational again. And a 4 it was. Just in time for one more round of shooting at Salamanders.



THE BASILISK LURKS

Behind the bunker the Iron Warriors' Basilisk was in a very safe position. As it was upgraded with Indirect Fire, it could happily lob shells at the enemy from distance without the need for line of sight. But this was actually a hindrance to the tank too as it could not fire at targets closer than 36" to it. As the Basilisk arrived relatively late in the game, it meant that a lot of the Salamander's forces that were driving on to take the bunkers would be within this 36" 'safe zone' and so couldn't be targeted. Had the Basilisk arrived earlier, or if Christian had placed it where it could also fire directly, it could have done more to damage the Salamander's advance and been a much greater threat to Michael's plans.

CASUALTY REPORT

TURN 5

Downloading...

BUNKER COMPROMISED!

Iron Warriors

- Squad Kheldoth 2 killed
- Obliterator 2 Annihilated
- Vindicator Armament Destroyed

Salamanders

- Tactical Squad Rheocus Annihilated

BUNKERS: Chaos: 0, Salamanders: 1, Contested: 0

SALAMANDERS

I knew that the Chaos Lord would be trouble but I hadn't expected him to finish off Sergeant Rhoecus with a bolt pistol shot. I was surprised Christian evacuated the bunker but delighted he did so. All I needed to do was to occupy it for some more lovely Victory Points.

I rushed the Rhino back to block the Vindicator and parked it right in front. Devastator squad Tullius moved deeper into the bunker to stay away from the Chaos Warsmith and Terminator squad Barak rolled 4 on their Difficult Terrain test in order to scale the fortifications. It was clear I would not get to the bunker but I would get a final shot at the retreating Chaos Space Marines.

As planned, Terminator squad Barak laid low another Chaos Space Marine and Captain Ultor managed to target the enemy Havoc squad with his storm bolter, gratified to see another Chaos traitor fall to his knees dead.

Nothing was in assault range so my game had ended, or had it? We Salamanders have the 'Never Despair' trait. On a roll of 4+ I would get another turn if I wanted it. Still I'd have to see what Christian's last turn brought. He still had an awful lot of firepower.

Casualty Report

Turn 6

Downloading...

Iron Warriors

- Squad Kheldoth.....1 killed
- Havoc Squad1 killed

Salamanders

- Devastator Squad Tullius.....2 killed

TURN 6

THE HAVOCS TRY TO TAKE DOWN SQUAD TULLIUS

This was a pivotal moment of the battle. The Havocs who had arrived from reserve in the previous turn could now shoot. By targeting Squad Tullius, who controlled the only occupied bunker, they could effectively regain 417 Victory Points by denying them to the Salamanders. This could only be achieved by reducing Squad Tullius to below half strength so they would no longer count as a scoring unit (only infantry units of at least 50 per cent of original strength may hold bunkers). Christian came very close, needing to inflict one more casualty in order to effect this result. If he'd achieved this goal it could have had a dramatic effect upon the battle, not only giving Christian half the Victory Points for the unit but also denying Michael the Victory Points for the bunker.



SQUAD KELDOTH RETREAT

Faced with the might of Terminator Squad Barak, Squad Keldoth were wise to retreat. There was little chance that this squad, as debilitated as it was, could take on and win against Tactical Dreadnought Armour. This is another example of trying to save Victory Points, in this case preventing the destruction of the unit. Ultimately though there was very little that could have impeded the Terminator's advance save for Warsmith Vathek but due to the fact that he was stranded in the rearmost bunker for much of the battle he was unable to realise his full potential. Had he been with Squad Keldoth the story might well have been very different.

IRON WARRIORS

The loss of a Space Marine from my Assault squad gave Mike a few more much needed Victory Points. The rest managed to get over the wall to safety. The option for an extra turn would probably have benefited me more than Mike as the extra shooting meant a greater chance of massive damage to one of his units, as well as bringing that squad in the bunker under half strength, effectively ending his control of it and denying him 416 Victory Points.

Vathek was safely away as were the Chaos Marines, so all I had to do was kill stuff. The Havocs levelled their weapons at the Space Marines hidden in the ruins of the bunker. I only had to kill three to reduce that squad to below 50 per cent and deny him the bunker. However I only managed to slay two and as the Basilisk was too close to fire indirectly he had won that bunker.

Now for my final two ordnance shots. First was the Basilisk; I could almost imagine the Earthshaker round screaming through the air (in slow motion for more dramatic effect of course) searching for its target (that Dreadnought again). It finally hit. Rolling two dice on the Ordnance table I only managed to stun it. Nothing there. Finally, the Iron Hammer, with Demolisher cannon freshly sewn back on, inched around the corner to line up that damn Rhino in its sights. I didn't even care that there was a chance for the Demolisher round to scatter back onto the Vindicator. It's only a Rhino – they're easy to destroy! The Iron Hammer only managed to stun it, even after a direct hit. Vathek decided the day was lost. He ordered a general retreat of his surviving forces. Mike rolled for another turn, and failed. The game ended with the Salamanders firmly in command of the field.



NEVER DESPAIR

Downloading...

At the end of the game the Space Marine player can request an extra turn be played. Roll a D6; on a 4+ an extra game turn is played. Games that end when a particular action is achieved are not affected if the action is performed, but can be affected by allowing an extra turn for the action to take place. If the Space Marine player does not exercise this option then his opponent may do so. If both armies have this option then an extra turn must always be played.

THE VINDICATOR GAINS SOME CHEAP VICTORY POINTS

Cheap Victory Points are those that are relatively easy to obtain but are unlikely to have a dramatic bearing on the battle in isolation. In this case the Vindicator took down the Rhino for some cheap Victory Points. The amount of Victory Points the Rhino yielded was of little consequence by itself but in the final reckoning of the game, a few Victory Points here and there can become crucial in deciding the outcome of the battle.

This type of game play tends to be characteristic of a Victory Points battle. Unlike a number of the other scenarios where a specific objective must be attained in order to secure the game, in a scenario where Victory Points decide the winner then every kill counts and the sacrifices made earlier in the battle can be felt hard. This is an important thing to keep in mind, particularly in the closing couple of turns.

BUNKERS: Chaos: 0, Salamanders: 1, Contested: 0



no weapon better than AP4 the sheer amount of dice they throw has a startling effect and there was always the chance of a Rending hit with the assault cannon.

For me the best things about the game were the cinematic moments. The efforts of the doomed Tactical squad Rhoecus was typical of the events that keep me playing Warhammer 40,000. They despatched the enemy Dreadnought with close range meltagun fire and then received terrible casualties from the Vindicator. Rallying his battered and bloody troops, Sergeant Rhoecus charges the Vindicator damaging it, but failing to destroy it. Before he can take cover, his squad are cut down by heavy weapons fire from behind and Rhoecus himself is seriously injured. Even as he hears his Captain on the comm-link relaying the success of the mission, the Chaos Lord looms before him, bolt pistol raised...

That's what Warhammer 40,000 is all about. I really enjoyed the game and would urge anyone to look to the alternative scenarios if they want to inject new life into old armies.

Long live the Salamanders!



CONCLUSION



Mike: It's really quite amazing how different the game feels when you use a familiar army in an unfamiliar scenario. I never use the Salamanders to attack and yet they managed to perform admirably. It has

given a whole new lease of life to an army that was beginning to get a bit jaded. Secondly, it was clear that I would have to get to the bunkers to win the game and so I had to take some transports. Many players I know have dropped Rhinos under the updated rules, but I can tell you that without them I would have lost this scenario and they both did their job well.

Christian was a great opponent and his army is beautiful. I think it needed some more Chaos Space Marines with plasma guns to occupy the bunkers in the first place, which would have split my fire and given him some more options. Still, we all have to use what we have and not what we would like to have.

As far as my plan goes everything went very well. The small Tactical squads provided covering fire and from turn one when the first shot levelled the central bunker, I knew that I was on the right track. The Deep Striking Obliterators caught me by surprise and I think if Christian had supported the one in the centre with an attack by the Chaos Space Marines from the left hand bunker, perhaps

with the Chaos Lord, the result might have been different.

I was surprised at how effective shooting at bunkers can be. Space Marines get the same 3+ save from their power armour, so there is only a real benefit against heavy weapons with a low AP. I suspect that fortifications and bunkers are a lot more useful for low save troops such as Imperial Guardsmen who suddenly get a 3+ save! Terminator squad Barak was indestructible! Although they have



Christian exacts revenge by crushing Mike's dice hand.

CONCLUSION



Christian: Well then, what can I say. That game highlighted everything I love about playing Warhammer 40,000, a friendly, sporting opponent and a scenario that makes you rethink the way you play. Not to

mention the luck (or lack thereof) of the dice rolls. Honestly though, if you were able to influence the outcome based purely on the destructive potential of some units, then it would fast become stagnant and boring to play. Then nobody would play at all.

As far as the army goes Mike is bang on the money when it comes to needing more Chaos Marines at the beginning of the game. The problem with that is the time it takes to paint one of the basic Iron Warriors. It takes a long time to do a complete a squad of them and as far as I am concerned the army is complete for the time being, plus I have moved onto new, less time-consuming projects. The army was also designed with a single gameplan in mind, one that depends on all of my units starting on the table on turn 1.

In saying that, not having a unit in play does prevent it being destroyed early on. It also lets you place the unit in a more

advantageous position. It's a credit to the Games Designers that the scenario was as forgiving to me as it was. More guns earlier would have helped.

As far as tactics go, I thought I did well considering my role was reversed (much like Mike's). Usually my army of choice is the Black Legion, which is far more versatile than the Iron Warriors. Yes, you don't get the big guns, but you can still benefit from Defilers and Obliterators, plus I usually try to take more foot troops as well as daemons, especially Greater Daemons. Playing a defensive game was a refreshing change for me, hopefully as much as going on the attack was for Mike.

I believe had I hit and damaged a bit more of the Salamander army I could have pulled out a draw, especially if one more of those Salamanders had fallen to the Havocs' gun fire. I also think that last Obliterator was wasted, if I had moved it backwards I might have had another shot at the Dreadnought.

When you start speculating on these things, you begin to see dozens of points in the game where things could have gone differently. But that's the benefit of hindsight.

I look forward to playing against Mike the next time he comes down, as I strongly believe a good opponent is one of the best things about wargaming. It's supposed to be fun, after all

THE FINAL ANALYSIS

Michael's plan was simple and proved to be very effective. Despite the fact that he had no Fast Attack units in his force, he competently used his Rhinos as a substitute. The long-range firepower of the lascannons was perfect for taking down Squad Andrus. Like Christian he recognised the significance of the central bunker. With his Tactical squads lying so deep in the battle line, the Terminators a fairly unknown quantity with regards to their arrival, and the rest of his force unable to control the bunkers, it was up to the Space Marines in the Rhinos to get the job done. If their transports had been destroyed earlier and they had been forced to slog the length of the battlefield then the Iron Warriors would have had much more time to effect a counter attack and reduce them to below scoring unit status. As it was they made it to the bunkers unscathed. Together with the Terminators, they were able to strike fast and hard at the Iron Warriors' positions. This was a difficult situation for Christian to come back from and ultimately he didn't.

For the Iron Warriors the failure to stop or slow the Rhinos proved costly as did the late arrival of the much needed heavy support. Christian prefers to use the forces he has available when fighting any battle. In this situation though it is a pity he didn't have more troops painted as when it came to occupying bunkers he was lacking men. This meant that his most effective close combat fighter, Vathek was wasted in rearmost bunker. On paper the Iron Warriors would appear to have had the advantage but late reserves and bad luck at the wrong time can be punishing, especially when your opponent is executing a simple and aggressive plan.



Index Astartes

ROGUE SONS

Renegade Space Marine Chapters

by Andy Hoare

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

Many miles beneath the Emperor's Palace on ancient Terra can be found repositories of knowledge so potentially damaging to the Imperium that they are sealed behind armoured portals capable of withstanding the most determined of attacks, and hexagrammic wards able to resist the strongest of psychic probes. One such library, accessible only to senior Inquisitors and the High Lords of Terra, contains proof of the most terrible of crimes: treachery amongst the Emperor's trusted Space Marines.

ORIGINS

The First Founding is an event of mythic proportions, shrouded in 10,000 years of legend, supposition and mystery, and even the details of the Second Founding are obscured by millennia of hearsay. Over the course of the long and bloody history of the Imperium as many as 1,000 Space Marine chapters have been created, perhaps many more. No one person or administrative body has any means of determining the exact number, as the Imperium has suffered periods of great turmoil, during which reliable records have been purged, revised, rescinded, destroyed in cataclysmic destruction or simply lost. In many cases, the only source of information regarding the Foundings, and many other aspects of the history of the Imperium, is to be found in myth and legend, which are taken, even by the most highly placed and informed men in the Imperium, as canon.

What is known, and whispered only in the safest of company, is that far more Space Marine chapters have been created than are extant today. Many of these missing chapters can be accounted for as having been lost in the Warp or having sustained irrecoverable losses in combat. Others still have vanished without trace.

The Ordo Malleus is responsible for maintaining the records regarding those Legions who turned traitor during the Horus Heresy, but the archives of the Ordo Hereticus contain details of chapters other than those turned to Chaos with Horus, Space Marines who have turned renegade in the millennia since the Great Heresy ended.

The number of chapters who have turned traitor can only be estimated. Why they do so is difficult to say, though some circumstances of such a rebellion can be theorised.

Every world in the Imperium is home to a culture unique to itself, and the people of each world worship the Emperor in a manner informed by its own characteristics. For the Helio-Cultists of Limnus Epsilon, for example, the Emperor resides in their sun, his warriors coming every century to claim the best of the world's youth to fight at his side within the fiery heart of their star. To the Apocalites of the worlds bordering the Hell-Stars of the Garon Nebula, he is the bringer of merciful

death, deliverance from the evil that stalks their worlds by night. To the feral natives of Miral, the Emperor was the great beast that stalked the dark places of their forests, and to the acid miners of Mordant he is the guiding spirit-light that keeps the all-encompassing darkness at bay.

Even within the ranks of the galaxy-spanning institution of the Adeptus Ministorum, no two clerics drawn from two different worlds share the same view of the nature of the god they worship. Theosophical debates rage between men divided in their understanding of the Emperor's divinity, yet utterly united in their worship of him, though even here, debate on occasion turns to division, and division to outright aggression.

As each world expresses its devotion to the Emperor in a unique manner, so too does each Space Marine chapter revere him and his Primarchs in a manner unique to themselves. Many adore him not as a god, but as the founder and patron of the Space Marine legions, while the beliefs of other chapters may diverge yet further.

These deviations have on occasion led to friction and even open conflict between the Adeptus Astartes chapters and the Adeptus Ministorum. Such a conflict is unlikely to arise from a simple difference of opinion, however, for no matter how abhorrent a member of the Ecclesiarchy may find the beliefs of a Space Marine chapter, there is no denying that the Space Marines are the living embodiment of the Emperor's divine wrath, and their mandate is granted by the Emperor himself. Open conflict is more likely to arise from the actions of clerics overstepping the bounds of their authority, and it can only be assumed that insanity, treachery or worse – perhaps daemonic or alien intervention – would in most cases lie at the heart of the matter.

On occasion, it may be an Inquisitor who moves against a chapter. Such action would only be considered in the most extreme of circumstances, as an entire chapter of Space Marines is a foe that few armies could hope to challenge.

Upon declaring such a chapter Excommunicatus, an Inquisitor will attempt to determine the root cause of the rebellion in order to gauge the potential obstacles to neutralising it. Should he suspect that Chaos

as the reason for the chapter's fall from grace, the Grey Knights may be mobilised. Should doctrinal heresy prove the immediate cause then the elite of the Adepta Sororitas may be the only force considered capable of prosecuting a War of Faith against the wayward chapter. On rare occasions, alien intervention may be suspected, and the highly skilled servants of the Ordo Xenos brought in to investigate. Such an event is of such import as to attract the attention of the High Lords of Terra themselves, and no Inquisitor would bring such accusations without very convincing evidence indeed.

On other occasions, it may be sufficient for an Inquisitor to approach the Masters of other chapters. To a Space Marine the very notion of a brother exceeding his Emperor-given mandate is anathema, it is to disobey the direct word of the Emperor himself, and so a simple word in the ear of a Chapter Master may bring about the censure or outright subjugation of the chapter in question. Space Marine Chapter Masters and Inquisitors are individuals well placed to appreciate the devastating consequence of galaxy-wide sedition and rebellion, and have on many occasions worked in concert to quell such threats before any other authorities become aware of them.

Actually conducting an investigation and gaining evidence against a suspect chapter is in most cases next to impossible. Even the most loyal of chapters will be far from open with what they regard as prying outsiders. In the extremely rare instance of a chapter actually reneging on its vows to the Golden Throne, no investigation will be necessary or possible – the evidence will be clearly visible and damning in the extreme.

It is not recorded exactly how many chapters have been purged in this way, as all record of their existence will be expunged upon their defeat. It can be estimated however, that as many as a dozen chapters may have been completely destroyed and subsequently deleted from the records, while a small number of others have been declared Excommunicatus, but are still at large somewhere in the galaxy.

The Badab Uprising demonstrated that there can in fact exist degrees of rebellion. Aside from the Astral Claws, three other chapters rebelled against the rule of the Imperium during that conflict – the Lamenters, Executioners and the Mantis Legion. These chapters simply found themselves on the wrong side of the conflict, and it would seem that hubris, rather than heresy, kept them fighting for over a decade. Many notable chapters have found themselves under investigation or engaged in open conflict against other factions – in an area as large as the Imperium grievances and misunderstandings are seen to be



unavoidable from time to time. The chapters that sided with the Astral Claws at Badab were investigated after the war was resolved, and found to be free from treachery. Their homeworlds were forfeited to the loyalist chapters who fought against them, and the rebels sent on penitent crusades as punishments for their crimes.

Often, the progress of the fall of a chapter goes unseen until the dramatic moment at which it is judged to have crossed the line and turned renegade. Even the term 'renegade' is only relevant to outsiders, a matter of judgement rather than objectivity. For example, a Space Marine chapter may subjugate a rebel world and be welcomed by the surviving populace as saviours and

begged to rule over them. Such a situation is not without precedent, for the Ultramarines rule an entire realm, but this is most definitely outside of the mandate of a Space Marine chapter, and so the sin of pride may lead a chapter down the road to ruin.

HOMEWORLDS

The original homeworld of a renegade chapter will in many cases bear the brunt of Imperial retribution should the rebels choose to remain ensconced there. In the case of the Astral Claws (later renamed the Red Corsairs) the rebel chapter attempted to consolidate its position at the heart of its power base, turning their homeworld, and the entire

Badab system, into an impenetrable fortress. Each world bristled with orbital defence stations and ground-based weapon silos. The high orbits were seeded with mines capable of seeking out invading vessels and crippling them beyond any hope of salvation.

The Astral Claws held off the Imperium's reprisal for 11 years, three of which loyal forces spent prosecuting gruelling sieges to break the rebels' hold on their home system.

However, few such traitor chapters attempt to defend their homeworld, often choosing instead to flee to regions where the Imperium's retribution can be avoided. As the Traitor Legions fled to the Eye of Terror after their defeat at Terra, so too have other rebels sought to establish themselves in areas of the galaxy where the Imperium may not easily follow. The Sons of Malice are such a chapter. They were founded in order to guard the western marches of the Eye of Terror and fled into the Eye itself after an Inquisitor of the Ordo Hereticus unveiled their gruesome heresy. After the battle at the Palace of Thorns, which saw the Astral Claws finally ousted from Badab, the survivors made for the Maelstrom, an area of space riven with naturally-occurring warp storms.

It is known that some renegades have established bases upon worlds hostile to human life, worlds on which only a Space Marine, with his enhanced physiology, could hope to survive. The Steel Cobras – a chapter whose worship of the Emperor as an animal-totem prompted a puritanical crusade against them led by a particularly bombastic Cardinal – are known to have established a base of operations deep beneath the ammonia seas of Tukaroe VII. Although the Imperium is aware of the renegade's existence, nothing short of an invasion by an entire Space Marine chapter is considered likely to dislodge them from their fortified seabed bunkers. The only other option is Exterminatus, a fate that may still befall Tukaroe VII should the Adeptus Astartes refuse to assault their wayward kin. Other renegades choose a nomadic existence, plying forgotten space lanes aboard their battle barges and strike cruisers, far from Imperial Navy patrols. They survive by raiding, attacking shipping and backwater worlds in order to sustain their outcast existence and to satisfy their craving for bloodshed and revenge. Of the fate of a renegade chapter's original homeworld, one thing is certain. Those left behind after the rebels are dislodged will be made to pay for

the crimes of their masters. Inquisitors have it within their power to quarantine entire planetary populations, and any suspected of sharing their masters' heresies are executed in very public displays of retribution. On occasion, entire worlds have been put to death, so deeply runs the taint of treachery.

In the case of the Sons of Malice, the grisly tendencies that caused their excommunication was found to be rooted in the barbaric practices of the native, feral world population of the chapter's homeworld of Scelus. The native tribes were almost entirely eradicated by the Cadian 331st in a planet-wide campaign of genocide. Scelus was declared Perdita and stands to this day a stark example to any who would test the tolerance of the duly appointed representatives of the Holy Orders of the Emperor's Inquisition.

COMBAT DOCTRINES

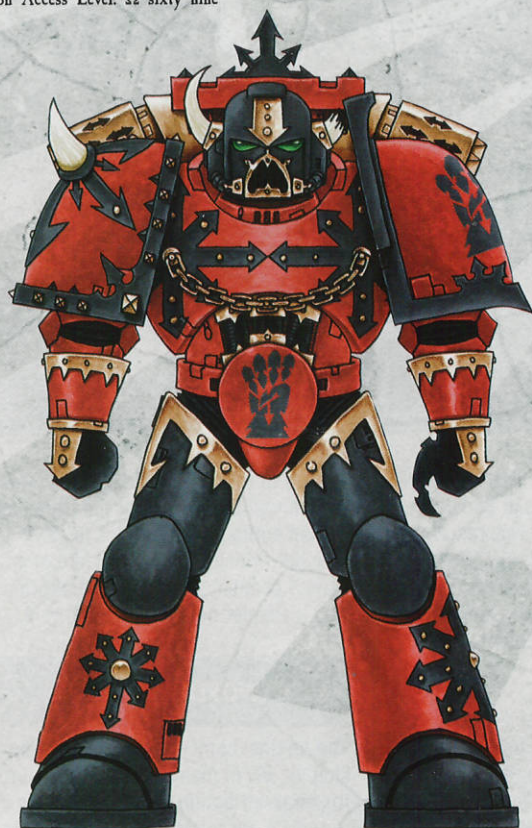
How and why those few chapters who have rebelled fight depends on the character of the individual chapter, and they have no more or less in common with each other than loyal chapters do.

The Red Corsairs fight primarily as an expression of their twisted faith. As the rebel chapter fled from the aftermath of the Siege of Badab, the hideously wounded chapter Master Luftg Huron made a terrible pact with the Ruinous Powers, pledging eternal service in return for the blessings and patronage of Chaos. Huron sold his soul and the Astral Claws to Chaos, renaming himself Huron Blackheart and his chapter the Red Corsairs in the process.

Though piratical in the extreme, the renegade master leads the Red Corsairs on savage attacks on Imperial shipping and outposts not because they have any overriding need for plunder, but because the very act of looting the regions he was previously sworn to protect pleases Huron as much as it does his diabolic patrons.

Of the motivations of renegade chapters, many observations and theories have been presented. Most have a need to replenish depleted arsenals, and those that have turned completely to Chaos raid in order to capture slaves to be sacrificed in whatever dark rituals they observe. Whether any renegades are actively seeking to replace fallen Brethren is a matter of debate, but it is known that some recruit or band together with human raiders. Another great source of concern to the Imperium's authorities is that rebel chapters may find a way of replenishing their diminished gene-seed stocks. Without new gene-seed they would perish, so the acquisition of more could conceivably make the renegades a threat for centuries to come.

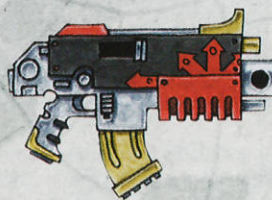
Inquisition Access Level: Ω sixty nine



Red Corsairs colour scheme (formally the Astral Claws chapter)



Shoulder plate. Corrupted Red Corsairs marking



Corrupted Godwyn pattern bolter



Corrupted Astral Claws chapter icon

Thought for the day: You are either for the Emperor or you are his bitter foe

THE BADAB UPRISING

Badab is a system of worlds close to the galactic core. While well positioned to protect the Imperium from the unlikely event of alien invasion, it is actually occupied by Imperial Space Marines because of its proximity to a giant permanent warp storm called the Maelstrom.

The Maelstrom is marked in the material universe by a huge cloud of gas and dust, and it has long been supposed that an area of warp/real space overlap causes the nebula and storm to co-exist in this way. The difficulties of patrolling or even navigating the Maelstrom mean it has become a refuge for deviants and heretics of all kinds. It is estimated that over 20 Ork empires and pirate kingdoms lurk within its sickly pall.

The Astral Claws Space Marine chapter had been stationed at Badab for over three centuries, keeping the south and western fringes of the Maelstrom secure. In 901M41, the Master of the Astral Claws and Lord of Badab, Lufgt Huron, ordered the destruction of an Imperial investigation fleet as it entered orbit around Badab. Over 23,000 loyal servants of the Imperium were killed in the one-sided battle which followed. Gripped by an apparent fit of insanity, Huron declared himself ruler of Badab and announced the system's secession from the Imperium.

Inquisitors quickly uncovered plentiful evidence of why Huron had attacked the fleet sent to Badab. The Adeptus Mechanicus had filed numerous complaints about the tardiness of the Astral Claws in submitting gene-seed for routine purity checks, the chapter had amassed a huge debt of planetary tithes stretching back over a century and a half, and Huron's own evaluation reports betrayed ambition and a lust for power singularly inappropriate in the Master of a Space Marine chapter. Worst of all, he illustrated a lack of the absolute devotion to Mankind necessary in a lord of the Imperium.

The Tyrant of Badab, as Huron became known in Imperial history, staved off two punitive expeditionary forces in 902 and 903. After the second attack three other chapters, the Mantis Warriors, Executioners and Lamenters, pledged their support to the Astral Claws and the rebellion escalated drastically. Imperial shipping, always at risk in the pirate-infested systems around the Maelstrom, came under attack and communication was lost with outlying worlds. In 904 a ship belonging to the Fire Hawks was attacked and captured by the Mantis Warriors. The Fire Hawks

retaliated immediately and soon five whole chapters were involved in the fighting. The Marines Errant were recalled from the Eastern Fringes but they quickly found themselves fully occupied protecting Imperial ships in transit.

By 906 more loyal Space Marine chapters had been brought in to stabilise the situation and the threat to Imperial shipping was more or less quashed. Ork incursions in the Ultima Segmentum in 907 necessitated the recall of several of the loyalist chapters but these were replaced by additional naval squadrons from Segmentum Solar which continued to protect the shipping routes. Imperial forces began the task of besieging the heavily fortified worlds of Badab while additional Space Marine chapters were brought in to investigate worlds occupied by the Executioners and the Mantis Warriors.

The bulk of the Lamenters chapter was caught in an ambush in 908 and surrendered after bloody ship to ship fighting. The loss of the Lamenters was a great blow to the Tyrant and the rest of the war devolved into a succession of close sieges as one renegade stronghold after another was battered into submission. The uprising came to an end in 912 with the fall of Badab and the final defeat of the Astral Claws.

With the rebellion over the Inquisition made an extensive investigation into the renegade Space Marine chapters. They found slight evidence of heresy in the chapter cults but these were not considered irredeemable. The Lamenters, the Mantis Legion and the Executioners were granted the Emperor's forgiveness subject to undertaking a hundred year crusade. The homeworlds of the Executioners and the Mantis Legion were forfeited to the victorious loyalist chapters, along with the salvage rights to spacecraft damaged in the conflict and a proportion of the stolen cargoes which were recovered.

The Astral Claws were reported to have been all but destroyed. A contingent of around 200 fought their way through the Imperial blockade and escaped into the Maelstrom. The most corrupt elements from the other chapters which had joined forces with the Tyrant of Badab soon followed after them. Nothing more was heard of these renegade Space Marines for many years afterwards. Of the fate of Imperial commander Lufgt Huron, Master of the Astral Claws and Tyrant of Badab, nothing is known.

ORGANISATION

Most renegades retain the structure they maintained prior to their fall from grace, at least until such time as circumstances dictate a change. A recently rebelled force may resemble a loyalist one in almost every detail, although certain ranks may be absent. For example, most rebels will not have any Chaplains, as these stalwart defenders of the faith will have resisted the chapters' fall to the last. In some cases, however, the Chaplains' unorthodox doctrines may in fact be the source of the rebellion. Others will not consider themselves rebels at all, as was the case when the Executioners sided with the Astral Claws, and so adhere to a more traditional Codex organisation, with every rank and position in attendance.

Chapters that have trodden the path to damnation for longer may well have degenerated further, deviating substantially from the dictates of the Codex Astartes. Some may resemble the Traitor Legions, fighting alongside hideous creatures summoned from the Warp, or utilising Chaos cultists in their never-ending quest for revenge against the Imperium that they have abandoned. Most rebels will have suffered considerable losses at the hands of loyal forces, and in fact represent only the small number of survivors who escaped the Imperium's retribution. These forces form small warbands rather than company (or chapter) sized formations, and may find themselves fighting alongside other Chaos forces. The Damned Company of Lord Caustos is such a force, which, having been declared Traitor by an Inquisitor of the Ordo

Hereticus, based on somewhat flimsy and circumstantial evidence, only later turned to the service of Chaos in order to survive in a galaxy ultimately hostile to them. Lord Caustos and his followers now sell their services to any force that will provide them with the equipment they need to continue their very existence.

The Red Corsairs are organised into a large fleet, able to deploy small, elite forces of renegade Space Marines supported by larger groups of human reavers. The Space Marines amongst the force are supremely proficient at the boarding actions favoured by the chapter whose ship-to-ship fighting prowess is infamous. Huron Blackheart maintains a substantial fleet consisting of vessels captured over numerous engagements, ranging from a single Adeptus Astartes battle

KATHAL, ANARCH OF THE SONS OF MALICE

The Captain of the 1st Company of the Sons of Malice, Kathal was instrumental in the chapter's fall from the Emperor's grace. Kathal and his company had successfully concluded the Cilix 225 campaign, in which three sub-oceanic hives in the rebellious Cilix system were scoured of the heretics who were threatening to depressurise them as an expression of their misguided devotion. The company's prolonged victory celebrations, led by the murderous Kathal, were observed by Inquisitor Pietas, a senior member of the Ordo Hereticus, who was revolted at what she saw as practices verging on the cannibalistic. Pietas mobilised a strike force of Adepta Sororitas Celestians, who deployed from orbit aboard their drop pods, making planetfall in the midst of the company at the height of the celebrations. The strike force found Kathal and his company, a horde of fevered maniacs, having worked themselves into a state of animalistic barbarity over the course of their celebrations. Kathal's armour was splattered in gore, and blood ran from his mouth as he presided over the ceremony. Kathal and his brethren fell upon the strike force with a savagery the Inquisitor was utterly unprepared for.

The Celestians fought bravely, but their numbers were too few, and their faith, though strong, could not overcome the sheer fury of Kathal and his men. By the light of burning torches, Kathal cornered the Inquisitor, dragging her before his altar where she was ritually sacrificed. This heinous deed earned the Sons of Malice excommunication, and to this day they reside within the Eye of Terror, where they wage a hate-fuelled war against any they encounter, be they servants of the Imperium, or indeed, other followers of Chaos.

barge, a number of strike cruisers, many and varied escorts and a huge number of classes of interceptors and bombers. It is claimed that the vessel used now as Huron's command ship was salvaged after having been found drifting on the edge of the Maelstrom. Some claim the ship is a vessel formerly of the Word Bearers Traitor Legion, but few give such claims any credence.

BELIEFS

The heart of a chapter's fall is often to be found in the basis of its faith. Each Space Marine chapter lives by its own dogma, and every aspect of its existence is informed by a combination of the Imperial Creed, Great Crusade lore, ever-evolving chapter legend and native belief.

If a chapter recruits exclusively from one specific culture, then a great many of the beliefs and traditions of that culture often find their way into chapter doctrine. Dozens of chapters recruit from feral world populations, where the native warrior lifestyle and naked aggression provide the most promising Neophytes, and often these primitive beliefs will mingle with the Imperial Creed.

Over time, a chapter's body of beliefs may change significantly, isolated as they are from the practices of other bodies. Were a subject of the Imperium to witness the initiation rituals or victory celebrations of any number of perfectly loyal, steadfast chapters, he might recoil in horror, taking the brethren for heretics. It is equally true that what may appear perfectly normal practices on one world would be viewed with outright disgust on another, and both would undoubtedly have

their place within the great church that is the worship of the God-Emperor of Mankind. And so, for one such as an Inquisitor to openly decry the religious practices of a chapter as heretical, such practices must surely have gone way beyond the pale.

The Inquisitors of the Ordo Hereticus are undaunted, however, by the cloak of secrecy behind which many chapters worship, and have on several occasions attempted to investigate those they suspect of transgression. Often the mere suggestion of heresy is enough to force a chapter to defend itself, and many an Inquisitorial investigation fleet has found itself fired upon before it even begins its enquiry. Most such incidents are covered up, or simply go unreported, but others lead to greater conflict. A very small number may lead to the excommunication of the chapter.

It is believed that all such renegades will, in time, turn to the service of the Ruinous Powers, though few have ever been found to be worshipping Chaos while still maintaining the pretence of loyalty to the rule of Terra. It has been posited that some weakness, predisposition or perhaps basic fallibility has instead made the chapter liable to the temptations of Chaos, and it is only after this tendency has been revealed that the self-fulfilling prophecy is realised. This is a curse that the Inquisition must bear, for to identify the seed of treachery is to cultivate it, and thus nothing less than the complete destruction of the suspect chapter will eradicate the taint of heresy.

But the cause of a chapter's fall may not always be the fault of its spiritual beliefs. Other factors may lead the chapter into

conflict with other bodies. On occasion, dangerous individuals have gained positions of power and responsibility within a chapter, individuals who perhaps should never have even been recruited, let alone attained rank.

Such men may suffer from flaws common to Humanity: pride, vanity or anger for example. Instead of being led by a Chapter Master whose only consideration is service to Mankind, the Emperor and the Adeptus Astartes, the chapter finds itself under the sway of a megalomaniac or an egotist who wields his power according only to the vagaries of his own ambition.

These men have caused deep schisms within their chapters throughout the long history of the Imperium. Some have been thwarted by the actions of men nobler than themselves, and knowledge of the matter kept within the walls of the fortress-monastery. Others have led their chapter into direct conflict with other bodies, and have paid the ultimate price for their folly.

When a chapter fights and defeats the forces of Chaos, those brethren who witnessed the blasphemies of the Ruinous Powers are invariably affected in some way by what they have seen. When called upon to fight Traitor Marines, a loyal brother is compelled to see himself reflected in the dark mirror of his former brethren's sin. The experience is one that can cause deep spiritual turmoil, and the Space Marine may spend many long nights in solitary vigil, praying to the Emperor for deliverance from the evil that befell the original Traitor Legions.

The chapter's Chaplains are always diligent in the aftermath of any battle fought against the minions of the Dark Gods, but still some taint may escape the rituals of purification and ablution. Should the stain of Chaos spread within the chapter, drastic measures may be required in order to avoid the slow corruption of the entire force.

The same is true of those fighting against aliens. The spore of the Xenos is a threat taken extremely seriously by a chapter's Apothecaries, who must monitor the physiology of their charges throughout their exposure to alien environments and creatures. Countless alien species exist within the galaxy, despite the measures taken by the Imperium to cleanse the stars of their presence, and each has a biology unique to itself. Natural defences, poisons, native bacteria and viruses all threaten human dominion of the Emperor's domains. Some races have unique methods of attack or reproduction that may threaten the spiritual and physical integrity of a chapter, such as psychic or genetic domination of a battle brother exposed to the aliens. Such instances can prove as dangerous as daemonic possession, and cause the tainted chapter to

pursue goals utterly inimical to its duties to the Imperium.

Such an incident was uncovered by the Ordo Xenos, when the Subjugators chapter fought a protracted campaign against the alien cell-kin of the Technetium Belt. The unique reproductive cycle of the species made their complete eradication very difficult to achieve. The cell-kin reproduced by viral dissemination, their DNA infecting the body of another creature where it would literally reshape the host in its own image. The Space Marines' enhanced genetic make-up proved largely resilient to this threat, but 20 of the brethren of the 3rd Company were lost in the early stages of the campaign as they were slowly mutated into new, hideous forms. The chapter's Apothecaries identified the threat, but too late to save those Battle Brothers affected by the cell-kins' infection. The infected Brethren that survived the conflict escaped, and are assumed to be at large in the galaxy to this day.

GENE-SEED

Every year, each Space Marine chapter is required to surrender a portion of its gene-seed stocks to the Adeptus Mechanicus. Here it is held in trust and maintained on behalf of the High Lords of Terra, and, therefore, for the Emperor. There are only two locations in the Imperium considered secure enough to hold the gene-seed. These would represent the most priceless of targets should the Traitor Legions learn of them. There are very few obligations enforceable against the Adeptus Astartes, but this requirement is absolute. The reasons for this insistence upon regular examination and purity testing is rooted in the events of the Horus Heresy, and were borne out by the circumstances leading up to the Badab Uprising, one of the catalysts for which was Lufgt Huron's refusal to submit the Astral Claw's gene-seed for routine purity testing.

The gene-seed of a renegade chapter may remain pure, particularly if the cause of the rebellion is doctrinal. Where Chaos or alien influence lies at the heart of the matter then mutation may set in, debasing the chapter's gene pool more and more as time goes on. A chapter serving Chaos may begin to manifest the same mutations as the Traitor Legions: limbs become distended tentacle-like appendages, hands become talons and other, more random transformations take hold. The Chaos Powers may bequeath their dubious 'gifts' upon their champions as they progress toward spawndom or Daemonhood, and entire squads of possessed take to the field.

Alien intervention may also lead to the degradation of a chapter's gene-seed, as was the case with the Subjugators during the Technetium Belt campaign, leading to

metamorphosis, random mutation or more subtle, but equally damaging, changes.

It is also the case that the processes utilised by the Adeptus Mechanicus to store and to cultivate tithed gene-seed from the Adeptus Astartes may become corrupted and imperfect. Though the particulars of a new Founding are shrouded in secrecy and arcane ritual, it is known that all of a new chapter's genetic make-up is not always drawn from the seed of one donor chapter. Instead, a new chapter may represent a genetic cocktail of the gene-seed of others, and although purity testing is rigorous in the extreme, it is perfectly possible that these disparate elements may react with one another at a later date, in ways quite unforeseeable by their creators, and so the seed of a disastrous mutation or character flaw is sown.

Whatever the effect, the servants of the High Lords are always vigilant against the signs of mutation, and the Inquisition is keen to punish any such signs of deviancy. This puts them into conflict with a great many loyal chapters, not least among them the Blood Angels and Space Wolves chapters whose gene-seed is known to be as flawed in some respects as it is undoubtedly superior in others. The long and proud history of these and other ancient chapters has to date shielded them from the attentions of the Ordo Hereticus, but other, less renowned chapters are not so immune to the Inquisition's scrutiny, and they may find themselves under investigation should an Inquisitor suspect serious heresy.

BATTLECRY

The battle cries of renegades often go unrecorded, due in part to the fact that so many accounts are suppressed and the actual witnesses silenced.

The Red Corsairs are known to transmit a tirade of expletives and threats across all vox-caster frequencies as they ambush enemy ships and settlements. This is clearly intended to intimidate the target and put them at a psychological disadvantage from the moment the Corsairs launch their attack. The Sons of Malice reportedly fight in utter silence, and those who have fought against them cite this as the prime source of the deeply disturbing aura surrounding them.

Other renegades may retain their original chapter battle cries, seeing no reason to alter them, reasoning that it is the Imperium who is wrong. Thus many of the catechisms of Space Marine dogma may still be heard from the mouths of traitors; a source of great chagrin and sadness to the loyalists who must bear arms against their former brethren.



Andy Hoare: Andy recently wrote the massive 13th Black Crusade sourcebook for the Black Library. For more on this mighty tome concerning Abaddon's invasion, see: www.blacklibrary.com

USING RENEGADE SPACE MARINES IN WARHAMMER 40,000

There are several ways in which you can field an army representative of a renegade Space Marine force, depending on your own tastes and the background of your army. If your Space Marines have only recently turned, then it is perfectly appropriate to use Codex: Space Marines, making use of the Chapter Traits system, with such drawbacks as Flesh Over Steel and We Stand Alone in play. If your force is of a more radical bent, or has been renegade for longer, then Codex: Chaos Space Marines may be more appropriate. If you decide to field a force such as the Red Corsairs, who make use of human reavers and pirates as allies, then you may consider using the rules for the Alpha Legion, with cultists representing such troops, or you could use the Lost and the Damned army list found in Codex: Eye of Terror, with all manner of Mutants and Traitors in attendance.



The Damned Company
of Lord Caustos



Red Corsairs



Sons of Malice

Unwelcome Guests



My Red Corsair boarding party, armed for close-quarter fighting, with a melta gun to crack open bulkheads and a flamer to clear out confined spaces.

As the Red Corsairs pirate a lot of shipping, Christian thought it would be characterful to make a Red Corsair boarding party. Here's how he did it.



Christian: After painting all those Iron Warriors (maybe I should have painted more – see why on page 46) and having before that painted a vast army of Black Legion, I find myself painting yet another lot of traitors and

heretics. But as I've done so many before, I decided to do these faster than I have ever painted Chaos Space Marines. Here are some simple yet effective techniques for getting a unit of these warriors onto the table quickly.



RED CORSAIR ASPIRING CHAMPION

I used a set of Khorne Berzerker arms and the champion components from the Emperor's Children boxed set on a basic Chaos Space Marine to create this piratical champion (no eye patch though).



PAINTING ARMOUR

I started by batch painting all the models with Scab Red, applying multiple coats until they had an even coat. Next I drybrushed them Red Gore. When that was dry, I washed Brown Ink over the armour, highlighting it quickly with Blood Red and tidying up the black areas.



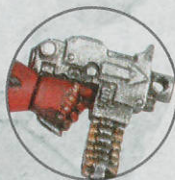
PAINTING METAL

All of the metal areas were painted with Chainmail. Then the areas that were going to be gold were painted Shining Gold. The Chainmail areas then got a wash of Black Ink. The Gold areas got a watered down coat of Chestnut Ink. When dry, this was highlighted with Burnished Gold.



EYE LENSES

I painted the eyes with Goblin Green, then, with a 1:1 mix of Goblin Green and Skull White, painted around the lower rim of the lenses. The outer corners got a dab of Black Ink. When that was dry I painted a dot of Skull White carefully over the black.



WEAPONRY

This I did in almost the same way as the other metallic parts of the models, the difference being that I actually painted the Black Ink into the recesses of the weapons rather than washing it on. When the ink was dry, I roughly drybrushed the weapon Chainmail.



LEATHER GLOVES AND BELTS

First I painted the area Graveyard Earth. I followed this with a heavy wash of Brown Ink. Then I went back over the raised areas with Graveyard Earth. If you want to go a bit further, mix some of the base colour with Bleached Bone and pick the most raised areas out again.



COMMANDER'S SKIN

To reflect the Corsairs unhealthy treachery I painted all their flesh tones with a Graveyard Earth basecoat, working it up with Elf Flesh through to Skull White. The Tongue here was painted with Elf Flesh mixed with some Red Gore. This head is from the Deathwatch sprue.



CRESTS

I wanted all the crests to be light and stand out from the main colour scheme, so I chose to basecoat it Kommando Khaki (applying a couple of coats to cover the black) followed by several layers of drybrushing with Skull White.



CHAPTER SYMBOL

This bit requires a good fine detail brush and some patience. These symbols – painted with thinned Chaos Black – are not designed to be perfect, but it's nice if people can make out what it's supposed to be! Painting around the claws with Blood Red helps make it stand out.

SHIP DECKING

It would have looked a bit strange if this boarding crew had been based like most models are. Spaceships don't have grass growing in them as a rule, so I thought a metallic base would be best. Using wire mesh seemed to be the easiest way. You could use squares of plasti-card or textured plasti-card, which you can get from better model shops, instead.



1 I took the bases and covered them completely with superglue before leaving them resting on the mesh sheet. It's best to balance the mesh over an empty space, like an upturned box, so it doesn't stick to the table! Once dry cut around the bases with clippers.



2 Once the superglue was thoroughly dry – superglue ruins brushes – I mixed up equal parts of Chainmail, Tin Bitz and Black ink and painted the base, making sure to get into the recesses. If it's slightly patchy don't worry, this helps it look dirty and worn.



3 I drybrushed over the base with Chainmail to lift the mesh out. I then drilled some holes and superglued the models into place. This is very important, as the models will not stick to the mesh securely without pinning.

SCULPTING PELTS AND HAIR

What do you do if you can't sculpt? Answer: get your mates to teach you how. So I asked George Dellapina. Remember, it's a good idea to wash the Green Stuff off your hands when you're done, George!



Stage 1: George removes evidence of all previous sculpting attempts, as well as purity seals.

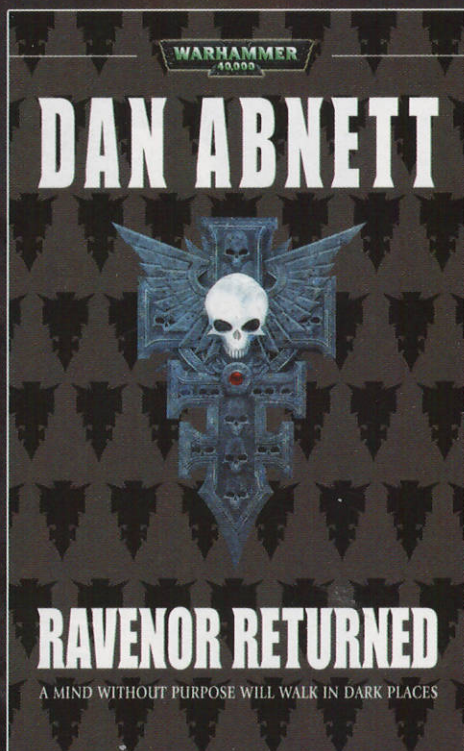


Stage 2: Then he applies the Green Stuff and moves it into shape (wet tools help this process), then he leaves it for 30 minutes to let it cure.



Stage 3: After it has had a chance to dry a bit George begins the hair. This takes some time and is accomplished by first scoring the surface and then lifting small strands of Green Stuff over one another, thus creating little waves that move irregularly down the pelt.

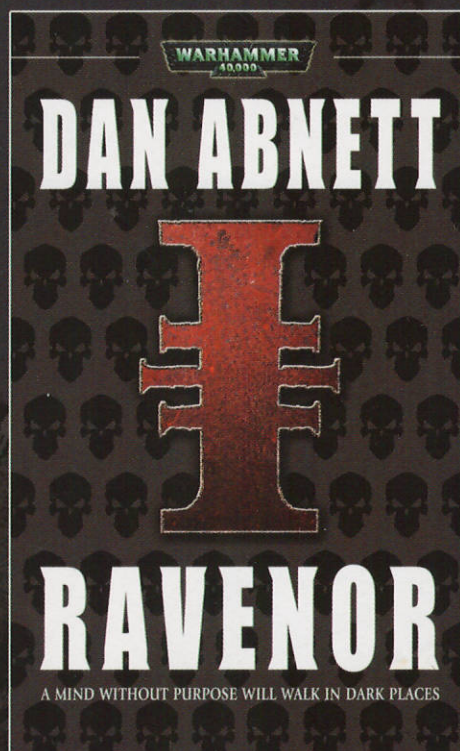
Simple ways to paint Chaos reavers



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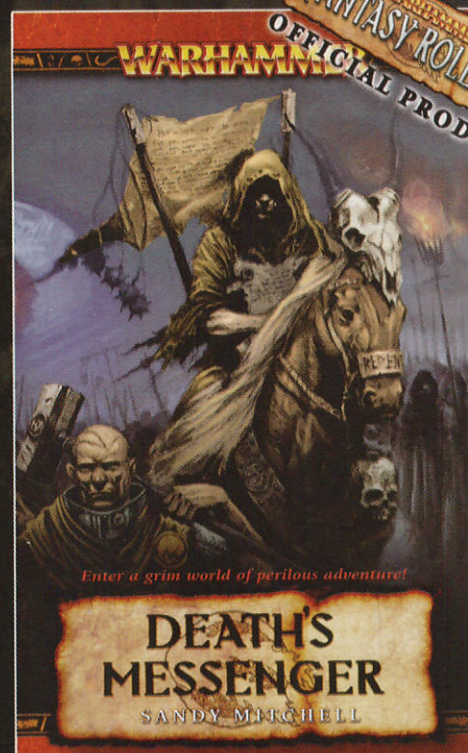
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NECROMUNDA

THE IRON LORDS

Dare you brave the depths of the Underhive? Grab your autogun and follow Nick Kyme into the Ironyard as our gangers continue their quest for glory. This month we head towards the stinking Chem Wells and the dreaded Junkyard.

THE IRON LORDS CAMPAIGN

The Iron Lords is a Games Mastered campaign for Necromunda set in the bleak industrial landscape of the Ironyard. This previously shut-off domain was once the home of the mighty Iron Lords, hulking machines that roared with mechanical thunder and belched smoke into the polluted sky until a hive quake closed the entrance to the Ironyard, leaving it to lie undisturbed for years. Recently a freak storm briefly reactivated the Iron Lords. Their massive motions shifted the barriers of scrap and detritus, opening the way for ambitious gangers to explore and plunder.

We head into our second month of campaigning with a great many battles having been fought already, alliances forged and broken, grudges harboured and scalps taken. Eight gangs fight in the campaign with the Enforcers acting as an additional Games Master run gang to try and keep the peace.

ZONES OF CONFLICT

As the gangs explore the Ironyard they must battle through six Zones of Conflict in total to reach an archeotech-filled dome situated at the centre of the Ironyards. They don't get to explore all of the zones at once however. The campaign is being played out over nine weeks and as such is broken down into three, three-week 'phases'. During each of these phases gangs explore two Zones of Conflict and must choose one of these zones to effectively start in. This is an important choice to make as only gangs in the same zone may fight each other, although it is possible to move from zone to zone during each phase of the campaign, either by choice – if you win a game, or being forced – by losing a game. The gang that has the most wins in a given zone at the end of the phase claims that territory, and gains special bonuses from it for the duration of the next phase of the campaign.

Last time the players entered the outer regions of the Ironyard and explored the Labyrinth and Slum Town. Now that the initial phase of the campaign is over these Zones of Conflict are closed and players may no longer explore them.

THE CAMPAIGN SO FAR

Three weeks of hard fought battles in the first phase of the campaign saw the fate of the first two zones decided. After a fairly steady

start the Van Saar cyborgs of HiveNet emerged as the eventual owners of Slum Town. This victory for the cyborgs means they will now be able to take a free Hired Gun of their choice before each battle during phase two of the campaign. Playing more games than anyone else, HiveNet have emerged as a real force to be reckoned with in the campaign and have even taken down the Enforcers on one occasion. Can nothing stop these automated aberrations?

The battle for the Labyrinth was a little more one-sided. After an initial slip up against the Dead-Marsh Defilers, the Phantoms cruised to victory. Only Raygorn's Roughnecks provided any opposition and had the two gangs met to decide ultimate tagging rights over this area, then maybe the story would have been different. The Phantoms will now benefit from the Labyrinth's tunnels and vents, allowing them to get the drop on their enemies in phase two of the campaign.

On the receiving end of HiveNet's and the Phantom's success, The Unwashed Brotherhood have taken some serious hidings, although remain contenders. Far and away the biggest whipping boys (or girls in actual fact) were the Scarlet Reavers. So badly were they pummelled in a losing streak of nine games that the Reavers were forced to disband and a new gang, Jade Lotus, sprang up in their place.



Lazenby's Spectres get up close and personal with Raygorn's Roughnecks in the Junkyard.

CHALLENGES AND ALLIANCES

In the Ironyard campaign there are special rules that govern alliances and challenges.

Alliances: Up to two players in the same zone may ally with each other to take on another gang in that zone. Such alliances must be communicated to the GM.

Challenge: Any player may call out another in the same zone for a gang. To do this, inform the GM who will pass on the challenge. A player must accept the challenge or their leader will suffer a -1 Ld penalty in the next game as his gang starts to lose faith in him. If accepted the challenge game counts as a 'grudge match' and both sides gain double experience. The losing gang will also hate the winners for the rest of the campaign.

In the first phase of the campaign there were a glut of alliances and even more challenges as grudges came bubbling to the surface. It seems an Underhive-wide bounty has been put out for the heads of HiveNet. These robotic freaks have been terrorising the other gangs, intimidating them with their sheer numbers. It took an alliance between the Enforcers and the Unwashed Brotherhood to finally give them the fat lips they so richly deserved.

Numerous other rivalries have emerged. The Phantoms and HiveNet have had many clashes, whilst the Unwashed Brotherhood have declared all out war on the Dead-Marsh Defilers but keep failing to turn up for battles! Looks like Smelly Bob is all mouth and no trousers without the Enforcers at his side.

PHASE TWO BEGINS

The Junkyard and The Chem Wells: The battles for the Labyrinth and Slum Town have been fought and the fate of these two zones decided. Now the gangers tread warily onward, deeper into the Ironyard. This graveyard is full of collapsed structures and haunted by the tremors of near-dead machines. One such area is the Junkyard, a massive plain of ramshackle scaffolds and twisted girders that stick up out of the ground like broken teeth. Then there are the great, stinking pits of the Chem Wells, where vats of foul mixture fill the atmosphere with clouds of foetid smoke.

Chem Wells: *The gases that rise from the vast Chem Wells create an ugly green pall over this sector of the Ironyard. It is here that the iron and other metals were treated and finished but now the vast pits are frequented by scumbags and low-lives who procure illicit substances from them. The Chem Wells can be harvested by those with the care and knowledge to do so. Anyone in possession of the Chem Wells is in a position to use the chemicals of the Underhive to enhance their gang fighters.*

The gang that controls the Chem Wells may generate D3+1 doses of either 'Slaughter or Spur from the Outlaws Trading Post. You may choose to take a mixture of both instead of just one. Instead the gang may mix up a batch of D3 medicinal chemicals that act as a one-use medi-kit.

Because of the good marketability of the products of the Chem Wells, it yields 3D6x10 credits to any gang that controls it, following all the normal rules. However, if you roll two or three 1's whilst collecting income there has been a chemical explosion or a poisonous gas incident, and the ganger who was collecting from the Chem Wells must miss the next game while he recovers.

(Note: the rules for 'Slaughter and Spur can be found in Fanatic Magazine 5 on pages 58-59 as part of the Outlaw Trading Post).

Junkyard: *Past the Iron Lords lies the Junkyard, a forbidding place, cluttered with technological debris where metal structures loom high over a sea of broken girders and decaying gantries. Rumour has it that there are treasures to be found down in the wreckage, lost during the first hive quakes to rock this sector in ages past. Although only the most determined treasure seekers stand a chance of ever finding anything, if a gang can control the area perhaps they could reap something from it...*

After a game the gang that controls the Junkyard may send up to three gangers to search the ruins instead of collecting income or visiting the trading post. Roll a D6 each time you search the Junkyard, adding +1 for each gang fighter above one that is searching.

If you score a 4-6 you find a single rare item still in working order, hidden deep in the scrap. This item is generated on the rare items chart as normal and added to the gang's roster. If you score a 7+ you find one rare item as above but you may add or subtract + or - 10 from the D66 roll.

The scrap metal in the Junkyard is highly valuable and can be sold to merchants that dwell on the extremities of the Ironyard. It yields 2D6x10 credits, following all of the normal rules.

HAZARDS OF THE IRONYARD

The Ironyard is a vast and dangerous region. All of the derelict buildings, defunct machines and piles of rusted metal make it difficult to navigate. As such it is fraught with various hazards.

Every few weeks the Games Master posts a hazardous event to all of the players that takes effect for a pre-determined amount of time (usually a week). These have a variety of effects on the game, but all are designed to force the players to come up with strategies to defeat their adversaries under adverse conditions.

Below are the hazards that hamper the gangs during the second phase of the campaign in the Ironyard.

High Winds: *In this sector of the Ironyard a foul wind blasts its way through the multitude of scrap and junk piles. It sings an unearthly chorus as it whistles through pipes and across steel girders. But it's upon the highest towers and the lofty gantries that this zephyr is at its most deadly, where it builds up into a powerful tumult strong enough to throw men off their high perches and into the waiting abyss below.*

Until the winds abate all models who are on a building, tower or gantry that is 6" or higher must pass a Strength test in their recovery phase or will be blown D6" in a random direction determined by a scatter dice. If this takes them within 1" of the edge they must pass an Initiative test or fall. If it takes them off the edge they automatically fall.

Out of Ammo: *Supplies of ammunition have become scarce. Here in the wilds of the Ironyard it's not easy to find a trader capable of replenishing a gang's depleted stockpiles. Furthermore, the radiation emitted by a number of the great machines has rendered many of the munitions carried by the gangs dangerous to their user. Use your ammo sparingly and learn to rely on your knife if you want to survive...*

Until notified otherwise you must take an Ammo check every time you score a hit with a ranged weapon, not just when you roll a 6 to hit. In addition, if any fighter scores a 1 to hit roll a further D6. If you roll another 1 the weapon explodes as described in the Necromunda rulebook. The Enforcers are immune to these rules as their weapon and ammo supplies are far superior to those of the Underhivers.

THE IRON MEN ADVANCE

The gangs fight on at the behest of this band of scrofulous ne'er-do-wells.



Rob Mactaggart

RAYGORN'S ROUGHNECKS

The Roughnecks have seen their fair share of the action over the last month. One of the best things for me about Necromunda is how everything is always changing. During a campaign you never fight against the same gang, come to think of it, you never fight with the same gang either.

Deaths are always a hard thing to take in a campaign, the loss of the equipment and experience can take your Gang Rating right down, and all you can do is hope that you have what is needed to replace the fallen man. Luckily for me, my Juves have proven their worth. Throwing them into the most difficult situations has boosted their experience and produced some fully fledged Gangers to replace my losses.

Experience is crucial to a gang's progression and, ultimately, their survival. I'm doing okay on this front, Raygorn's Roughnecks now boasts two Gang Champions; the infamous Rock 'Manstopper' Margin and the frankly violent Cosh Ironhart. With experience comes new skills and though my first choice was always Muscle skills (they are Goliaths, after all), now I've decided to try Techno and Combat for a little variety and flexibility.

In the second phase of the Iron Lords campaign the advantage is starting to go to those gangs which have the best skills and stat increases – those pesky Van Saar are learning how to shoot a bit too well! But though with all this shooting going on the odds seem to be stacked against my close-quarter gang, I have recently decided against taking a Hired Gun – I know the Goliaths have the muscle to make it to the top on their own.



Pinyo Gulashart

JADE LOTUS

At the end of last month my Scarlet Reavers had received a thorough thrashing in almost every game, until finally they were disbanded. As shocking as this was, it gave me the chance to start afresh with a brand new gang.

My new girls on the block are Jade Lotus. With the experience I had gained from my previous gang, I was optimistic that I could do better. Unfortunately, I lost my first game, but due to the difference in gang ratings my girls gained some hefty experience points, and none of them died after the fight. However, I needed victories if my gang were to survive longer than the Reavers did and I needed them fast.

It was only after my next defeat with the new gang that I finally got what I craved. I won my first battle – woo hoo! It was a real clash for bottom place against Andy Hobday's (who claims to be a Necromunda veteran) Unwashed Brotherhood. Neither of us had had any victories, add to that it was a grudge match (so, double experience) and there was a lot to play for, so the game, a Gang Fight, was hard fought and very close, but due to Andy's poor Bottle test roll I was able to snatch victory! During the post-battle sequence I captured one of his Juves, much to Andy's chagrin and the win lifted me off the bottom of the league table, a huge relief after last month's disappointing performance.

The next game came soon after as Andy wanted to get his Juve back, so he called me out for a Rescue mission. Cunningly, I had hired a Bounty Hunter and a couple of Scum after my last game to reinforce my gang.

These bad boys were supposed to hold Andy's Unwashed Brotherhood up until the rest of Jade Lotus arrived for the coup de grace. Alas, they all got shot up just as my gangers arrived. To make things worse Andy snatched his Juve back and was close to getting him off the table. In desperation I threw everything I had at his gang, downing the required 25% for a Bottle test. With predictable bad luck, Andy failed the test and I earned another well-deserved win. It seems not only am I on a winning streak but I'm also Andy's nemesis!





Andy Holmes

LAZENBY'S SPECTRES

After a poor defence in a Rescue scenario against HiveNet last month my gang started this phase of the campaign disheartened and somewhat mauled. HiveNet re-took gang member 3DO with ease and it didn't help that a stray shot put down one of my own sentries!

I decided to get revenge by instigating a Raid to strike at Paul's Gambling Den. If I succeeded, there was a chance I could destroy the territory entirely and hopefully curb HiveNet's advancement and profligate spending.

Bright yellow skin suits are not ideally suited to stealth missions however, and the HiveNet sentries spotted my raiders as we got within

range of the Den. After a brief exchange of fire in which 'Doc' Kananga spent most of his time pinned on the floor, Aristotle, my gang leader, managed to work himself into a position to open fire with his meltagun and waste the objective with a single shot!

All of my Juvies have now gained enough experience to become fully fledged Gangers. As I have good access to basic weapons, I have added new models to the gang and swapped some of the weapons amongst them to better fit their skills and characteristics.

I plan to add a second Heavy to the gang once I have enough spare creds in my stash and I already have a model converted to represent him. Equipped with a flamer, this new recruit should dissuade close-combat gangs from getting too near to my snipers. Hopefully a game against Pinyo will provide the funds!



Paul Foulkes

HIVENET

I guess I've been the most active player in this campaign over the last two months, with a gang rating triple most of the other players and my total games well into double figures.

By playing all these games, HiveNet are not out to win the campaign, instead we want TOTAL HIVE DOMINATION! What did you think I was going to say? 'The enjoyment of playing'. My guys don't want to just take over a measly part of the Ironyard, they want EVERYTHING! And don't the Enforcers know it! They've gone to serious lengths to lay the smack down on HiveNet, even taking a full ten-man patrol team allied with the Unwashed Brotherhood to do it. Luckily, HiveNet didn't fare too badly, but now I really want some payback from those Enforcers and Smelly Bob.

So far injuries have been mercifully light – a few old battle wounds and a head wound. It makes the games all the more interesting when you've got a Ganger with two chainswords who's *stupid* or *frenzied*! Sadly there's been two deaths, luckily both juves. That's what they're there for! Both were slain in games against the other Scottish gang, 'The Phantoms'. The first Juve was drilled in a Shoot-Out, my first game of the campaign. The most recent fatality was in my last game.

One luckless Juve got in HiveNet ganger VIC20's shooting arc, and took a hit and went out of action after VIC rolled two 1's. Whoops. He got multiple injuries after the game, so I decided to use one of HiveNet's many Medics (*shouldn't that be technicians? – Guy*) to better the result, but that only ensured his suffering wouldn't last!

I've got some good shooting skills throughout my gang, as it should be with Van Saar. Ganger 1200 who is armed with a lasgun is now a BS5 Marksman with a hotshot power pack, fortuitously created by a botching 3DO when he was a Juve. This makes him very effective at long-range firefights, much to the annoyance of the Enforcers.

I said when I started my gang that I'd probably convert one or two models, but as is the case with gaming, I've got carried away and now I can't have a gang member without chopping and greening him up a bit first. A prime example are my plasma guns, all three have the same body (a classic Van Saar with bolter) but look completely different.

My plans for the future, besides total hive domination, definitely include getting some revenge on Smelly Bob for ganging up with the Enforcers against me. And without a doubt I need to buy an auto cannon or plasma cannon – those babies go through carapace armour like a monkey through peanuts. The models are converted and ready, all I need now are the creds!





Andy Hobday

THE UNWASHED BROTHERHOOD

A word of advice: never have a week off on holiday at the start of a Necromunda campaign. By the time I got back from mine, my gang was the only one which

had no experience. I was at the bottom of the league table.

To remedy this I arranged three games in quick succession against opponents with much higher ratings to get experience fast. I lost all three quite spectacularly, my gang suffering from a total of eight assorted injuries; missing eyes, chest wounds, arm wounds... The list was long. With a ganger killed and a Juve captured by the Scavvies, who then ate him for lunch, things weren't going well.

Time for plan B. I allied myself with the Enforcers for some retribution against HiveNet. A big win here allowed me to restructure my gang after the early losses. I rolled the Specialist skill so moved my flamer around and bought another stubber for some serious firepower. A quick conversion of the Cawdor heavy bolter using a stubber barrel 'borrowed' from Rudgie and I had a new heavy.

Looking at my recent form, it was time for a team talk with Smelly Bob. So far he had failed every Bottle test and I needed to make him realise if he didn't start to stand his ground then his number was up, and if he wanted to actually fire his gun in a game that would be good too.

It seemed to do the trick as I have now won three out of four of my last games in the Chem Wells, losing only a rescue mission trying to save a Juve. Sorry Noel.



Mark Chambers

THE DEAD-MARSH DEFILERS

My losing streak is finally at an end! Though hings started shakily as 'Uncle' Jo was unceremoniously captured, put in a sack and given over to the Enforcers, thank

goodness my gang loved their 'Uncle' so much that they rescued him! I got some real early luck with some tasty Skill rolls, allowing me to tool up a Specialist, Infiltrating, flamer clutching, No-Nosed Scavvy and then proceeded to get the first turn for the next FOUR games – I love the smell of promethium in the morning. Also my Zombies are moving less like those in *Dawn of the Dead* and more like the fiends in *28 Days Later* – rolls of 10, 11 and 12 have seen my enemies pumping literally thousands of rounds into them to no effect and no less than three enemy gangers have contracted the Zombie Plague!

The last few weeks have been a lot of fun, with rivalries (Smelly Bob still fails to meet me at the table), lots of cheering and groaning, many an e-mail battle report and some new mutations I'll tell you about later.



Paul Rudge

TRENCHCOAT COWBOYS

My basic plan this month has been to play the gangs with highest gang ratings I can find and then hopefully choose a scenario where I can sneak a victory – well, I am a

cunning Delaque player after all. But luck is a fickle thing and I seem to be destined to lose all my games of Necromunda! When I do get to pick a scenario (I've even hired a Ratskin so I can modify the roll that determines which we play), most of my gang fails to turn up, the alarm sounds on Turn 2 or I get the very worst random table edge.

The worst blow though was the death of my leader Diesel when I took on the Unwashed Brotherhood. (One of my Juves became a Medic straight after – the irony!). My new leader has fared little better, getting captured by HiveNet despite the re-roll from my Medic.

On a more positive note, my gang is finally learning some Stealth skills. Now, several gangers can Sneak Up and Infiltrate. My leader Gucci can even dodge bullets with the Evade skill. I just wish he'd roll Escape Artist!



Andy Smile

THE PHANTOMS

The thing I like most about Necromunda, other than whooping like a monkey when I capture my opponent's leader, is the extra tactical options afforded by the different scenarios. If you can't

take someone in a straight Gang Fight then Gunfight and Raid will limit the amount of Gangers you face. Similarly, in Ambush you can take out a small portion of a large gang and then head for the sewers. If facing overwhelming odds, then Bottling out early will ensure your gang survives relatively intact. You'll quickly gain experience this way and get much-needed advances.

Bottle tests are the key to Necromunda, most games are won or lost on them. So I've starting recruiting lots of Juves. I want 21 gang members, so I'll only take a test when six guys are down, a fairly tall order.

My next game is against HiveNet, I'll need to use all my tactical skills to my advantage if I'm to beat that behemoth of a gang. Just to be on the safe side though, I think I'll hire me 'The Three Mariachis' (ie, Scummers).



Klint 'No-nose' – a Specialist, Infiltrating, flamer-clutching Scavvy.



Cerruti, Rudgie's fairly ineffective Medic, needs to work on his stitching skills.



The heavy stubbers of the Phantoms are deadly in an Ambush scenario.

"Run for it ya filthy ingrates!" cried Smelly Bob.

Behind them a pack of slaving zombies gave chase. Bob swung around to face them, squeezing off a few rounds with his bolter. He missed. Bob flashed an annoyed glance at Fintan Fay, who shot the zombie in the head with his autopistol first time, the thing's cranium erupting in a cloud of wasted brain matter and congealed blood.

The Dead-Marsh Defilers had defeated them again, clawing back the turf that Bob knew was his. Ducking an errant las round, he recalled the speech he gave to his gangers before the battle, the same speech he gave before every battle.

"We are Cawdor, we fight to purge the unclean from our turf. We are zealous, we are fearless and they flee before our might. Now, let's make 'em 'ave it!"

Twenty minutes later and Bob lost his bottle and they were off once again, dodging bullets and holding their tails between their legs. But there was a faint silver lining to this latest embarrassment. They'd come back with Crilly, the Juve they'd thought dead. Admittedly, he looked pretty rough and a little green, but he couldn't afford to be picky. Green was his favourite colour anyway.

The remnants of the Unwashed Brotherhood, Crilly being dragged along

by the heavies Byrne and Brennan, headed into a shallow sump tunnel. Stinking effluent splashed beneath their feet as they scrambled inside, occasional shots from the Defilers blasting away chips of plascrete. The stench was entirely bearable. From day one Bob had insisted that by remaining unclean they could actually blend into the Underhive and better serve the house of Cawdor. Of course, he had another agenda, but wasn't about to tell the Brotherhood that.

Halfway down the tunnel, they stopped. It was dark and silence crushed all sound to nothing.

"I think they've given up," hissed Doyle, clutching his autogun and squinting in the gloom with his one good eye.

"Boss," came two voices in alarmed unison.

It was Brennan and Byrne.

"Quiet fools!" Smelly Bob snarled, his moon-shaped visage a dire silhouette against a vent above.

"But Boss, it's Crilly," Byrne protested, edging away from a shadowy figure that Bob assumed was his lost Juve. Brennan too, had backed off and was reaching for his autogun.

"Crilly," Bob said, "Crilly, are you all right?"

He was answered by a low moan that resonated around the cramped confines of the tunnel.

"Crilly..." Now Bob was backing away and aimed a wavering bolter at the shadow that was Crilly as it shuffled forward into the light cast by the vent.

The Crilly that Bob knew was no more. His eyes were bloodshot and misted over, teeth black nubs. His arms hung limply at his sides and his shuffling gait could mean only one thing. Crilly confirmed it as he spoke.

"Braaiinnss."

"Holy Feth!" Bob cried, squeezing the trigger of his bolter but missing Crilly completely, despite the fact he was three feet from him.

"Maguire," he rasped urgently, "Frag him!"

Maguire lowered his flamer and burned Crilly down as he launched himself at his former brothers.

As the fire and smoke dissipated, Bob looked down at the scorched remains of his Juve. He put two bolter rounds in his head to be sure, but even one of those was a little wide of the mark, before turning to his brothers.

"Those scavies have nailed us for the last time. I've heard they fester around some sump pond licking their filthy wounds."

"So what we gonna do, boss?" Doyle asked.

"We're gonna raid it and hit 'em where it hurts," he said, "right in the sump."



Nick Kyme

CUSTODIANS

I have to admit the Custodians have been pretty lax in their patrolling duties. Perhaps that explains the unfettered chaos reigning in the Ironyards at the

moment. Sergeant Bastion and his team have instigated some police brutality though, mainly against the robo-gangers of HiveNet. Currently it's one game each as a narrow loss in our first encounter was followed by a righteous smack down in the following game. Admittedly, I did get some help in the form of the Unwashed Brotherhood but Paul Foulkes and his posse had to go down – they were chewing up all comers.

Despite the fact I've only managed a few games, I'm pleased with the way the Custodians are developing. My close combat armed Enforcers are getting beefed up with Weapon skill and Toughness upgrades and my Sergeant is now a plasma pistol marksman, which gives him a 27" range – very tasty.

My role in the campaign is that of arbitrator and Games Master so it's not imperative that I play as many games as the other gangers in the Ironyards. My role, as I see it, is to intervene when gangs become too powerful or come to the aid of the weaker gangs when they're getting a constant kicking. So far this approach has worked well and it's good advice for any Games Master who's playing in a campaign. Try to stay behind the scenes and duck in and out of the action sparingly. Remember, it's about the players in the campaign, not the Games Master. He's really the silent partner who only surfaces when he needs to.



NECROMUNDA NOVELS

You can read about battles for survival against the terrors of the Underhive in a new series of novels from the Black Library.

Salvation – Zefer Tyranus, espionage agent, discovers the existence of an artefact that may link his family with the founding fathers of Necromunda. As he quests into the Underhive, fame and prestige await him. He only has to survive long enough to claim it!

Survival Instinct – D'onne 'Mad Donna' Ulandi is a loose cannon, an unhinged maniac with a vicious streak a mile wide. Yet, unknown to many, she began her life as the daughter of a noble. Approached by a guildier with secrets of her past, Donna is thrust into a fight for survival where treachery, deceit and murder are the least of the ex-lady's troubles!



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NECROMUNDA TRIBUNE

25 creds

UNWASHED BROTHERHOOD CLEAN UP ACT

SMELLY BOB'S POSSE JOINS FORCES WITH THE ENFORCERS

IN A BID TO BRING THE CHAOS OF THE IRONYARD UNDER CONTROL, THE ENFORCERS HAVE DEPUTISED THE GANGERS OF THE UNWASHED BROTHERHOOD. THIS ALLIANCE WAS FORMED TO TAKE DOWN THE INFAMOUS HIVENET GANG WHO ARE BENT ON TOTAL HIVE DOMINATION. TO QUOTE 'UNCLE' JOE OF THE DEAD-MARSH DEFILERS, THE 'FRICKIN' ROBOT ASSASSINS' WERE SEVERELY OUT-GUNNED. AFTER A DAZZLING DISPLAY OF GUNFIRE AND BRUTAL HAND-TO-HAND FIGHTING WHICH RESULTED IN THE ENFORCER'S CYBER-MASTIFF, 'BAD DOG' BEING SENT TO THE REPAIR SHOP ONCE AGAIN, HIVENET QUIT THE FIELD NURSING AN OILY NOSE, THEIR SERVOS BETWEEN THEIR LEGS. OUR SOURCES REVEAL THAT DESPITE THIS DEFEAT, HIVENET ARE STILL VERY MUCH ONLINE AND POSE AN ENORMOUS THREAT TO THE UNDERHIVE AT LARGE. SO KEEP THOSE SHOTGUNS HANDY, FOLKS.

HIGH WINDS CAUSE CHAOS

YOU WOULDN'T KNOW IT, BUT THE JUNKYARD AND CHEM WELLS DISTRICTS OF THE IRONYARD LIE IN RUINS AFTER FREAK WIND STORMS WREAK HAVOC. EXPERTS ESTIMATE THAT NEARLY 4 CREDITS OF DAMAGE WAS DONE TO HIGH-RISE STRUCTURES IN THESE AREAS AND SEVERAL CITIZENS WERE CARRIED OFF INTO THE GRIM DARKNESS, NEVER TO BE SEEN AGAIN. HIVE CITY OFFICIALS ISSUED THIS STATEMENT, "THE GOOD NEWS IS THIS LITTLE DISASTER HAS SAVED US BILLIONS IN DEMOLITION FEES. IN FACT I CAN'T SEE A DOWNSIDE. OH, YEAH THE CITIZENS. TERRIBLE, JUST TERRIBLE."

BACKING THE DARK HORSE

LAZENBY'S SPECTRES HAVE RISEN AS THE NEW KINGS OF THE UNDERHIVE. SURREPTITIOUSLY AT FIRST, THE SPECTRES HAVE CLAIMED SCALP AFTER SCALP AND CURRENTLY REIGN AS THE IRONYARD SUPREMOS. LITTLE IS KNOWN ABOUT THESE YELLOW-SPANDEX DESPERADOS AND THEIR SECRET RISE TO POWER IS INCREDIBLE GIVEN THE HUE OF THEIR ATTIRE. WHEN ASKED ABOUT THE CURRENT POWER SHIFT, SERGEANT BASTION OF THE CUSTODIANS HAD THIS TO SAY, "I REFUTE ANY SUPPOSITIONS THAT THESE SPECTRES POSE ANY THREAT TO THE IRONYARD. HIVENET ARE THE ENEMY HERE. THEY MUST BE STOPPED. WE WILL HAVE ORDER. WE WILL RAM THEIR SERVOS RIGHT WHERE THE..."

WANTED — DEAD, JUST DEAD!

THE FUGITIVE KNOWN AS 'FOULKSEY', BELIEVED TO BE THE UNDERHIVE BOSS FUNDING THE ILLEGAL ACTIVITIES OF HIVENET. FOR CRIMES TOO NUMEROUS TO MENTION OR SUBSTANTIATE.



REWARD: 1,000,000 CREDITS



One of the Unwashed Brotherhood takes it in the chest from a 'Robot Assassin' of HiveNet.

SITUATION VACANT

OPPORTUNITY OF A LIFETIME FOR HARD WORKING JUVES WHO WANT TO SEE THE GLORIOUS SIGHTS OF THE IRONYARD AND EARN MORE CREDITS THAN THERE'S SUMP IN THE UNDERHIVE.

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IN WITH A BULLET

- THE RC BANDITS, ALSO KNOWN AS THE TRENCHCOAT COWBOYS, ARE THE NEW WHIPPING BOYS AS THE SCARLET REAVERS BOW OUT.
- 'UNCLE' JOE ON THE WARPAT AS HE TRIES TO SNIFF OUT THE UNWASHED BROTHERHOOD.
- RAIDS ON THE INCREASE. HIVENET, THE DEAD-MARSH DEFILERS AND RAYGORN'S ROUGHNECKS FALL VICTIM.
- DISAPPEARANCE OF RAYGORN'S ROUGHNECKS CAUSES SPECULATION OF FREAK WEIGHT LIFTING ACCIDENT.
- WELL KNOWN DEVIANT 'RATTY' THE RATSKIN AT LARGE IN IRONYARD.
- ARMS AND AMMO TRADER FINKLE 'FAULTY' MCGIRK SETS UP SHOP IN IRONYARD.
- CONTRACTS PUT OUT ON FINKLE 'FAULTY' MCGIRK AS AMMO SUPPLIES GO BOOM!
- HAB PRICES AROUND SLUM TOWN PLUMMET AS 'ROBOT-ASSASSINS' TAKE OVER AREA.

GHOSTS LURK AROUND JUNKYARD AS THE UNWASHED STINK UP CHEM WELLS

THE FOLKS OF SLUM TOWN AND THE SCUM BAGS LIVING IN THE TUNNELS OF THE LABYRINTH EXHALED A SIGH OF RELIEF AS THE GANGS EXPLORING THE IRONYARD MOVED ON TO MURKIER PASTURES.

EYE WITNESS REPORTS TELL US THAT THE DREADED PHANTOMS HAVE SET UP SHOP IN THE JUNKYARD AND MEAN TO STAY BUT THE ROBO-ASSASSINS OF HIVENET MIGHT HAVE SOMETHING TO SAY ABOUT THAT. WE GOT THIS EXCLUSIVE STATEMENT, "010100100010001100."

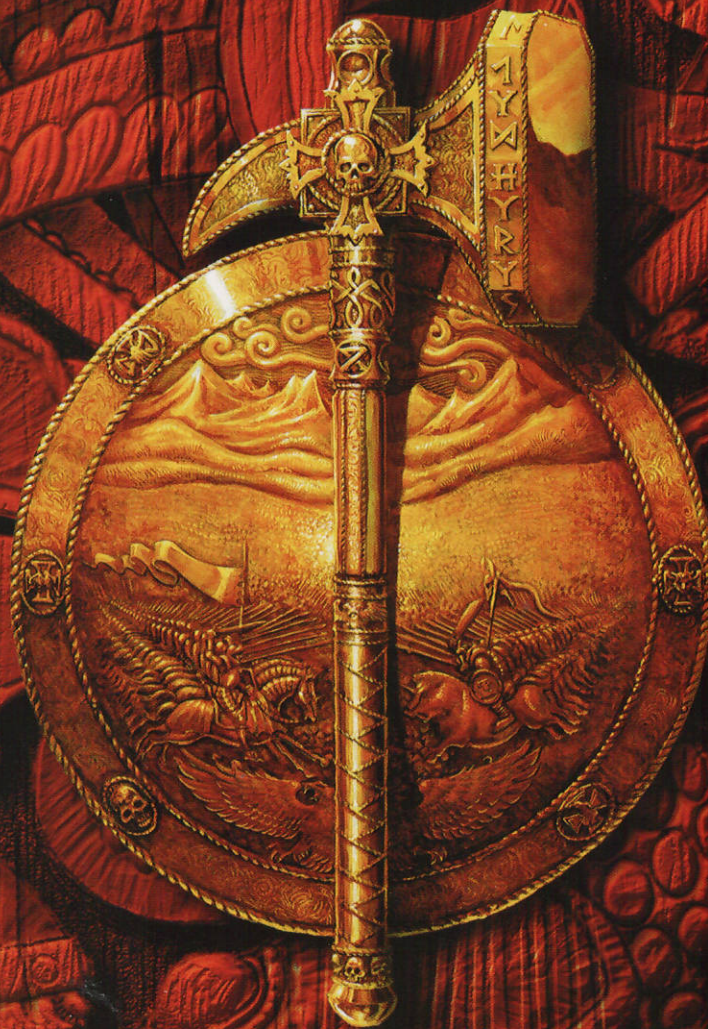
OUR CYBERNETICS EXPERTS INFORM US THIS IS PROBABLY A THREAT.


THE VAPOURS OF THE CHEM WELLS ARE BEING OVERPOWERED BY THE ROTTING BODIES OF THE DEAD-MARSH DEFILERS AND THE UNWASHED BROTHERHOOD WHO ARE VYING FOR THE TERRITORY. WE SPOKE TO OLD MAN CRADDOCK, A FORMER RESIDENT OF THE AREA. "I'M NOT WHAT I'D CALL A CLEAN MAN, BUT THERE WAS NO WAY I COULD STAY IN THE WELLS. THOSE BOYS STINK BAD!"

OBITUARIES


+++ NOEL OF THE UNWASHED BROTHERHOOD — MISSING, PRESUMED DEAD + UNIDENTIFIED MEMBER OF JADE LOTUS — LOST A FINGER, BLED TO DEATH + LYNX OF HIVENET — OFFLINE AFTER CONNECTING WITH AN INDUSTRIAL MAGNET + DIESEL OF THE TRENCHCOAT COWBOYS — SHOT IN THE HEAD. ALLEGEDLY +++


WARHAMMER



 **Ivory Road Journal**
The continuing
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THE IVORY ROAD

Perilous adventure in the wild lands of the Ogre Kingdoms

Ogre Kingdoms writer Phil Kelly presents the second instalment of the journals of noted Empire cartographer Reuben Kyte, in whose destiny the Ogres loom even larger than usual. Scenarios by Mat Ward.

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

Sommerzeit 21st, in the year of our Lord Sigmar 2502.

Good Sigmar's breeches, that was a close run thing. Those Hill Goblins can be vicious as cornered rats when they gather in numbers, especially if there are shiny things around and no Ogres in the vicinity. Like now, for instance. I take a very dim view of mercenary guards who disappear to beat each other round the heads in primitive rituals every time they have a disagreement amongst themselves. We have lost good men as a result. The problem is voicing that displeasure to a towering thug, who is quite capable of finding alternative employment in the region, without having one's head caved in. On reflection I shall hold my peace.

The ground around us is littered with dead and mangled Gnobblars, for at twilight the Ogres we had employed to guard our caravan marched down the side of the mountain to solve some trivial dispute. Almost immediately after this, a good three-score Gnobblars crept out of the nooks and crannies of the mountains with the intention of robbing our trading caravan and making off with some choice items with which to fuel their barter economy.

I would say that the coincidental nature of these events was highly suspicious, but even the relatively intelligent Ogre mercenaries would struggle to coordinate a plan with a bunch of Goblins of any stripe. So we were ambushed.

Luckily the caravan is not without comparatively reliable human guards, and Frederick and his men mounted a sterling defence. Most of the Gnobblars attacked in a great wave, clawing, biting and laying about themselves with improvised weaponry, only to fall back as soon as they took a few casualties. As it turned out, this was purely a distraction so that their brothers could creep up from the other side of the caravan and pilfer as much loot as possible whilst their friends capered and stabbed. I knew that if any of them got into the quartermaster's caravan they would not fare well, for that is where Ergo was stationed and it is a really bad idea to attempt to steal food from a Halfling. For my part, I would have unchained our Ogres' Sabretusk if I had been certain that it would not simply have pounced on me instead, so I stayed on top of the caravan and took the odd pot-shot with my flintlock.

Ultimately a Gnoblar is no match for an Imperial swordsman, and we saw them off. That said, several of our number are nursing sore heads, having been wounded or even knocked unconscious by the near-constant hail of sharp projectiles hurled into our ranks during the raid. These keep coming up; within the last five minutes we have found a cat skull with a rock inside it, a sharpened horseshoe, and a fleur-de-lys paperweight that, as I could judge from the engraving upon it, once belonged to a Bretonnian ambassador.

Speaking of junk projectiles, the most surprising element of the raid was the appearance of one of those gigantic beasts of burden; a Rhinox, towing a wooden contraption that looked like it would fall apart at any moment. With a great twang, part of the machine whipped forward, sending a host of projectiles sailing through the air towards us. As they landed I realised the projectiles were weapons, swords, spears and lances! They fell short of us, but once the strange contraption had found its range we were likely to be under a downpour of rusted blades! I for one did not fancy this, and ordered the cannon disengaged from its housing

in short order. Most of the guards were busy repelling our light-fingered assailants, but the cannon was prepared nonetheless. And not a moment too soon.

Another rain of rusted blades descended upon us, and this time it was on target. I saw one sword blade slice through the canvas roof of the caravan I was sitting upon, embedding itself in a cheese, and another stick straight through Josiah as he stooped over to slit a Gnoblar's throat. I saw a half-spear thud straight through Carssen's helmet and into his skull. I saw the back of a hatchet knock Tobias from his feet – if it had landed the other way round it would have split his head like a cooking apple! The rest of the weapons bounced from the rock of the pass with a sound like an earthquake in a smithy. But by this time the cannon was loaded.

Thank goodness for Olfric's eye; if his uncanny guesswork had not been so accurate we might have had to endure another rain of rusted steel. As it was, the cannonball thundered out, scaring off most of the Gnobblars on my side of the caravan, smashing into the Rhinox-drawn contraption, sending spars of timber flying in all directions. At the demise of their beloved war machine, the Gnobblars made their escape. I feel sure our Ogres, upon their return, will treat the whole situation as if it is beneath their notice. After all, what real damage can a gaggle of larcenous Hill Goblins cause?

Carssen and Josiah know the answer to this, I fear.

Sommerzeit 22nd

This mountain is too damned steep. The air is too damned cold. The food is too damned scarce. The wildlife is too damned dangerous. And our Ogres are too damned thick in the head to care.

I'm going to bed, before my fingers freeze and break off.

Sommerzeit 27th

Ye gods, this is hard going. All the goods in our caravans keep sliding to the back



into a great disorganised pile, such is the incline of these passes. My only consolation on this cold morning is that we found the broken body of a Gnoblar stowaway, presumably left over from their little raid two days ago. It had been crushed by the weight of a chest full of gold (and gilded lead coins – we explorers have our tricks too) that it was trying to prise open. The rewards of greed were ever thus.

I feel like the air itself is my enemy. Every breath is like a draught of freezing water, and yet it seems to contain a good deal less nourishment for the lungs than good, honest Empire air. Even Ergo agrees with me on this, which is worthy of note itself. He misses the Moot dearly, poor chap.

The one consolation is the view. It is nothing short of spectacular. We can see right down into the valleys, where a cold band of blue snakes between the kingdoms of the Angry Fist tribe (through which we now travel) and the Ironskin tribe, who apparently have a fearsome reputation. Their Tyrant (the leader of an Ogre tribe – a highly appropriate name) rides to war upon a great mechanical beast, if that is to be believed. I find it hard to see how an Ogre would possess the artifice to construct such a wonder.

Sommerzeit 28th

We were treated to a rare sight today. For the last couple of days we have been trudging through light drifts of snow, and have had to stop the caravan on a tiresome number of occasions in order to dig out a wheel or move a boulder. Luckily our Ogre mercenaries seem adept at dealing with such obstacles.



However, the last of these obstacles seemed to be outside the mouth of a fissure. Crusted with great icicles, the cave had rather a lot of bones strewn outside it, and given the fact that it had snowed only hours ago I was quite keen to leave the vicinity at speed. But the obstacle in question seemed almost like it had been fashioned; a great wall of boulders and snow that was taking Thrug and his boys a long time to clear. One of them roared in exertion as he pitched a particularly large boulder down the side of the mountain, and his roar was answered from within the cave. It was a much, much bigger roar.

My heart nearly gave out when something that resembles a bear, in much the same way a wolf resembles a poodle, came out of the fissure. It ran towards us, pounding the snow with massive, clawed paws. Its jaws were open wide, and thick ropes of saliva came out of the bear's mouth. We were trapped, with an almost sheer drop behind us, and the caravans neatly barricading any retreat from the fissure.

It took me a while to realise it was not us who were trapped. Thrug released our straining Sabretusk, and the thing bolted towards the cave bear like a tawny-furred streak of lightning. The bear reared up, levelling a blow that would have torn the 'tusk in two if it had landed, but it did not. The Sabretusk ripped upward with its tusks into the bear's belly, and was rewarded with a burst of gore. The bear jumped back with surprising agility for something so huge. The Sabretusk ran up the thing's back, leaving great claw marks in its flanks, and clasped its jaws around the beast's neck as if it were trying to bring down something the size of a horse. It did not work. The bear swung its head violently, flinging the Sabretusk into the snow, and reared up, its jaws open wide.

There was a brief twang, and a barbed spear burst through the cave bear's head, sticking grotesquely out of its upper jaw. The harpoon was tied to a thick rope, and its owner, a black shape on the slope above the fissure, yanked hard. Combined with the backward momentum of the bear rearing up, this was enough to pull the beast onto its back! It writhed for a second before a flint-tipped spear the width of a small oak tree thudded down into its soft belly. A second passed, and another plunged down into its chest. Slowly, ever so slowly, the bear got up. For a second,

I thought it would survive against the odds, and renew its horrible assault. But its chest heaved; it gave a great cough, spattering blood across the snow, and it slumped down, dead.

The figure that had slain the bear, a monstrous warrior clad in furs, slid down the side of the mountain, dropping the last 20 feet to land with a heavy thump. The icicles nearest him snapped and fell at the impact. Thrug roared a great challenge, and stomped forward toward the battle-scarred newcomer. I grabbed my hip flask in anticipation of a front seat at another clash of the titans. But as he grew closer, Thrug threw his arms wide, and the two headbutted each other in some kind of greeting ritual. They were friends! The Sabretusk ran up to the Hunter and started to lick his hand. As it turned out the beast belonged to the Hunter all along. He had been hunting the great bear for the last week, and had used us as his bait. That took the shine off the incident for me, I can tell you.

Sommerzeit 29th

Our new acquaintance, who it turns out is called Jhared (not his original name, he chose it after some Hunter of old), told us that we were straying too far into the territory of the Angry Fist tribe. He was a very taciturn fellow, and completely ignored me even when I asked him the most direct of questions. The cheek! Well, one doesn't travel with Ogres expecting good conversation, I suppose.

Oh well, no turning back now.

Sommerzeit 30th

I had to bury many brave souls today. We were ambushed, this time by Ogres. Believe me when I tell you that it is a world apart from being ambushed by mere Gnoblars. Initially, we saw a good dozen Ogres walking down the slope ahead of us, and we were heartened, for Thrug had sent one of the Hunter's gaggle of Gnoblars ahead to let the tribe know we were passing through their lands. At first we assumed that this posse of Ogres was a welcoming party, or at least that they came to trade with us. We could not have been more wrong.

As they walked towards us, Thrug cried out a greeting, sounding to me like a great barking shout. He was lighting some sort of foul-smelling cigar, presumably in celebration. But his call was not answered. As the Ogres approached us, calmly and surely, we began to feel the cold a little more keenly. They were not replying. They just kept on marching towards us. They



really were awfully large, especially the obese brute at their centre, all folds of flab and muscle, who wore a chainmail veil over his armoured head. As he came closer I could make out the two rough eye-slits cut into the veil. There was something about his walk that did not sit well with me, not well at all.

I threw caution to the wind, calling the alarm and marshalling the soldiery we had left to our defence. The cannon was unshackled, but by this time the approaching Ogres were breaking into a run. They closed ranks, virtually treading on each other's toes as they picked up pace, a wall of muscle and steel that would surely hit us with the force of a steam tank. I fired my flintlock at one of the oncoming brutes, scoring a hit, but I feel I may have only made him angry.

With my heart in my mouth, I waited till the last second and launched myself from the buckboard over the Ogres' heads, somehow clearing them. Perhaps fear lent me wings. I don't feel any shame in telling you I was petrified. A noise like a battery of cannon discharging announced the death of the caravan, and as I hit the ground our own Ogre mercenaries counter-attacked, and the scene erupted into chaos.

I tried to scamper out of harm's way, praying that I didn't get trodden on or, worse still, noticed. I saw a scarred, barrel-chested brute bring a two-handed scimitar the length of a rowboat down into the quartermaster's carriage, breaking it apart and sending planks of wood in all directions. I saw one Ogre bringing a petrified, whinnying horse

down onto poor Getsev and Ilfric.

Another barged past me, chasing after a screaming Ergo, only to receive Thrug's ironfist right in the throat. The blow was so powerful it took him off his feet.

I remember Ulisse, the Tilean duellist who had fought with Frederico for years, nimbly climbing up the wreckage of a caravan to thrust his rapier into one of the ambushing Ogre's ears, to no noticeable effect. Releasing his sword, the Tilean kicked its hilt with all his might, and it was only when the blade came out of the Ogre's other ear that the brute slowly toppled over and fell to the floor.

The battle raged on, and soon there was as much red snow on the road as there was white. To my shame, I confess I



The Ogres emerge from their mountain kingdoms.

tried to make myself hidden, even trying to burrow into the snow, for the carnage was incredible. Not only that, but our own Ogres were badly outnumbered. One of them was laying about himself with a great slashing sword far too finely crafted to be Ogre-made, but Ogre-sized nonetheless. He was keeping three of the ambushers at bay. But the veiled brute that led our assailants was like a force of nature.

Disarmed by a lucky blow, I watched him wrench the metal-banded axle from an upturned caravan – he just ripped it clean out, one-handed – and start laying about himself with it, knocking two of our mercenaries onto their backs before

kicking a third in the kneecaps so hard the iron-shod boot nearly took his leg off. I cried out – it looked like Thrug's lieutenant, Grutsk, was ransacking the caravan rather than defending what was left of our expedition.

Then suddenly Grutsk wrenched something free, a great metal barrel, and threw it hard at Thrug. Thrug caught it easily, and there was a moment's incomprehension as Thrug spun it round and pointed it at the obese brute smashing his way through the fight towards him. I realised that what Thrug had in his mouth was not a cigar after all, but a taper. He dipped his burn-scarred head, bringing the taper to the

touchhole of his blackened cannon, and with a tremendous explosion it fired. The enemy leader's own head burst apart in a spray of blood, fragments of thick bone scything out in all directions. His headless body swayed, standing free for a second before its knees gave, and with them the resolve of the ambushing Ogres. They loped off into the snow, the jeers of our proud Maneaters ringing in their ears.

A victory of sorts. But without a caravan, without provisions and without any real way to control these brutes, I have to ask myself – how long can we survive out here? The future is looking decidedly bleak.

HALL OF THE MOUNTAIN KING

Save the Caravan from an Ogre ambush

Some days after the fateful encounter on the slopes of Bear Mountain, Reuben Kyte's caravan finally approached its destination for that leg of the journey. Tyrant Oleg Kineater, whose hall the caravan was making for, holds sway over that long stretch of the Ivory Road. The bellicose Tyrant has a veritable horde of Ogres at his command, and has dominated the Angry Fist's network of caravan protection for many long years.

Kineater's status and wealth is a source of great envy for many lesser Tyrants, but his fighting prowess has not diminished with the weight of years – any Bull foolish enough to challenge him invariably ends up eaten. Even so, Kineater's right-hand Ogre, Brulugh Thundergut, has concocted a plan to overthrow his master.

By ambushing caravans protected by Kineater's hand-picked warriors, Thundergut hopes to discredit the Tyrant and win enough support to fuel a bid for the mountain-throne. It is for this reason that, as Kyte's caravan lurches up the road to Kineater's hall, a tide of brutal Ogres break cover from amongst the snowy rocks and launch their attack.

Overview

The attacker has sprung a daring ambush upon a travelling caravan, hoping to seize its riches for his own. The defender, understandably, does not want this to happen – if only because it will almost certainly spell death for all who travel with it.

Armies

Both armies are chosen from the relevant Warhammer army list as normal, but with the following exception: the attacker may choose only a single war machine, the defender may have none – there just isn't time to assemble them.

Battlefield

The caravan, represented by three or more wagons, is travelling along a winding road. Either side of the road is scattered with a jumble of snow-covered trees, rocky outcrops, chasms and generally torn and broken landscape – there should still be enough space to manoeuvre between the terrain features.

Deployment

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

The defender splits his force into two groups. Both groups must contain at least a third of the total cost of the defender's army.

The attacker deploys any scouts (including tunnelling teams, etc) in his deployment zone.

The attacker chooses one group of the defender's army. The defender deploys this group in the defender's deployment zone.

The attacker deploys the rest of his army in the attacker's deployment zone.

Who goes first?

The attacker goes first.

Length of Game

Six turns.

Victory Conditions

Both players score Victory Points as normal (see page 198 of the Warhammer rulebook). However, each of the defender's units that end up in the attacker's deployment zone award their own Victory Points as a bonus to the defender's total. Any unit at half its starting unit strength or below counts half its value as a bonus.

Special Rules

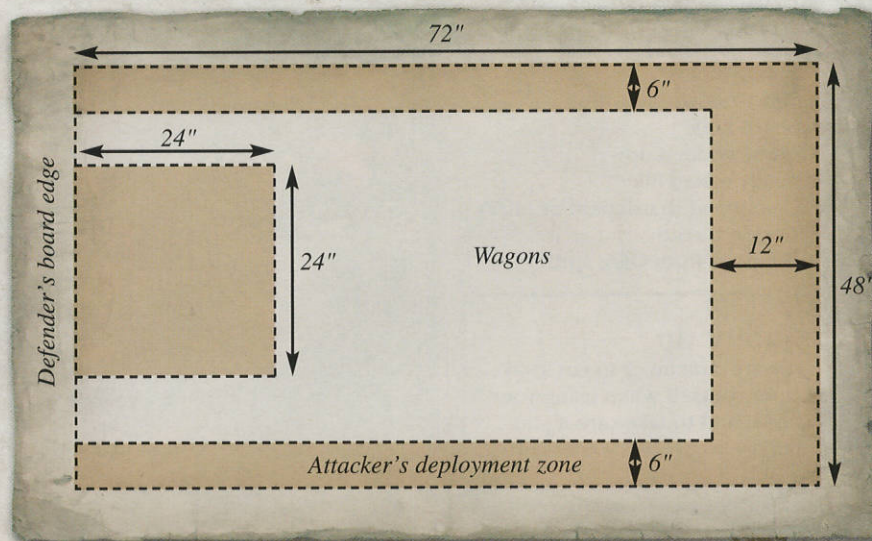
Only part of the defender's force deploys at the start of the game – this represents the first part of the caravan's guards entering the ambush zone. At the start of the defender's second turn, they start to roll to see if the rest of the column has caught up. Roll for each unit not deployed at the start of the game. On the roll of 4+ the unit has arrived. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll for each roll after the first (they turn up on the roll of a 3+ in the third turn, and so on). Units that arrive in this way move onto the board anywhere on the defender's board edge, as if it were moving on to the board, after pursuing an enemy unit off the table (see map).

To represent the difficulty of organising a successful ambush, any attacking units receive a -1 penalty to their Leadership unless there is a friendly character within 6".



Phil Kelly

Phil once worked as a handyman in an all-girls school. Now he earns a crust by writing such esteemed publications as the upcoming Codex: Tyranids, due for release later this year.



HOBBY MASTERCLASS

Build an Ogre Kingdoms fighting-pit. It's not hard. Promise.

Add some Ogre-themed scenery to your battlefield to give it some Maw flavouring. Over the following pages Steve Cumiskey reveals how to make the kind of fighting pit Ogres use in their barbaric social rituals.

Wherever you find Ogres, whether it's the highest peaks of their mountain homes or the forests of the Empire, you're also sure to find a fighting pit. Built to resemble the shape of the ever-hungry maw, it's in pits like these that Ogres can challenge rivals and destroy hated enemies in single combats or even indulge in a spot of gut-barging. It's also easy to imagine

them storing prisoners in the pit to await a grim fate.

An Ogre Maw-pit is a good example of how to take a simple and familiar piece of terrain (in this case, a hill) and turn it into something personal for your army. If you don't have Ogres, you can use the techniques here to make similar pieces, like a quarry or Skaven lair entrance.



Tools & Materials

- Polystyrene
- PVA woodworking glue
- Sharp knife
- 6mm wooden dowel
- Ready mixed filler
- Thin wood (hardboard or MDF)
- Cotton thread
- Weapons from Ogre sprue

Safety tip

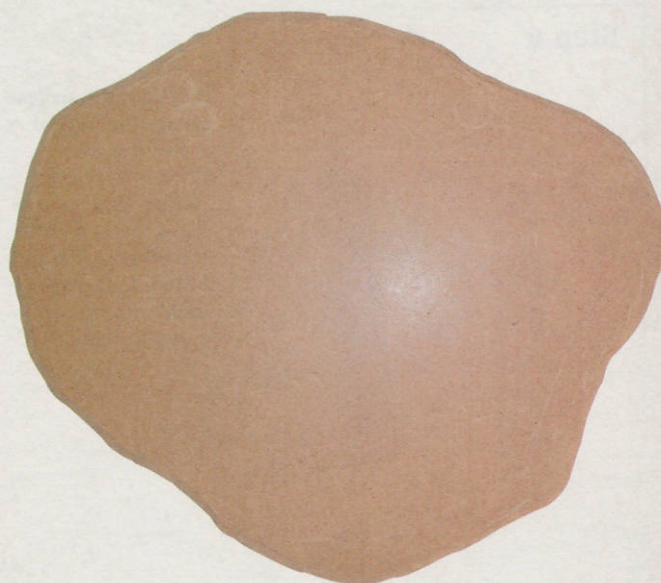
Always remember to cut away from yourself when using your knife, and to take care if you choose to use a hot wire cutter.

MAKING THE PIT

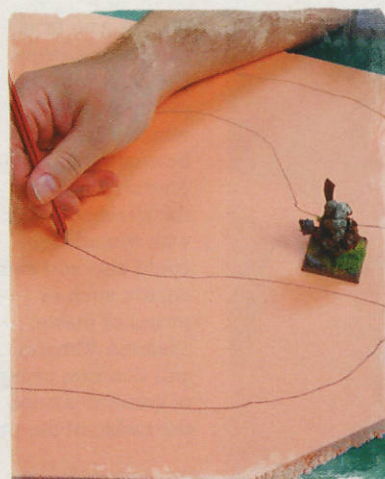
Step 1



Cut out an irregular base from thin wood, roughly 12" to 14" across, and then bevel the edges. Use a strong knife, and be careful.

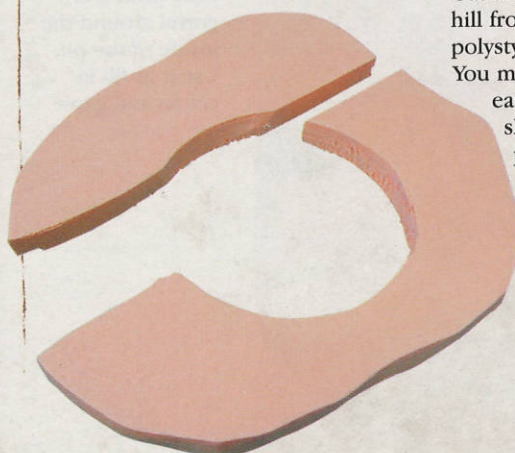


Step 2



Take the base you've just made and trace the shape onto a sheet of polystyrene. Draw the shape of the pit, roughly 6" across (you'll find a compass useful for this) in the middle of this. Also draw its entrance, making sure that there's enough room for an Ogre's base to pass through.

Step 3



Cut the shape of the hill from the polystyrene sheet. You may find it easier to cut the shape of the pit if you cut it in to two sections.

Step 4



Glue the polystyrene to the base, and begin to shape it with your knife. Make sure the surface is irregular to create the effect of rugged rocks and rough ground.

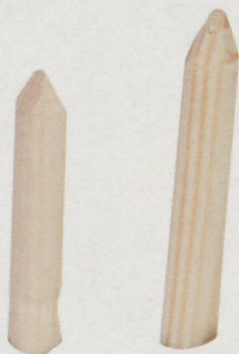
Step 5



Build up a second layer of polystyrene (you can use offcuts for this), and shape it in the same way as the first.

DETAILING THE PIT

Step 6



To make the stakes shave the ends of some wooden dowels to create points. Take care to leave the ends of the dowels slightly blunted, to prevent accidents when using the model.

Step 7



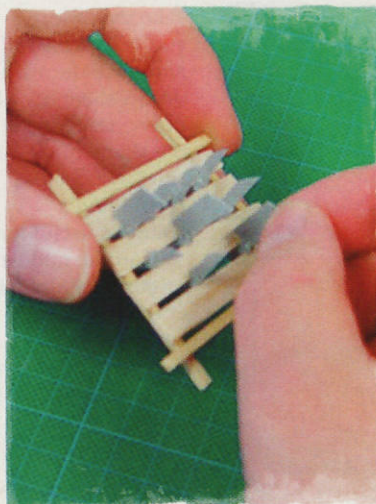
Take a sharp pencil and create holes for the stakes on the upper surface of the pit, facing in at a slight angle (you still want to be able to reach models inside the pit). Push the stakes into the holes. Glue in two vertical dowels to act as gateposts, and then fill in any gaps in the polystyrene with ready mixed filler.

Step 8



Glue sand and gravel around the inside of the pit. Use it to fill in cracks and gaps.

Step 9



Make a gate from balsa wood strips. Decorate it by gluing plastic weapon blades between the slats on the gate, tying the frame together with thread. You could also add extra details, such as pieces of plastic Skeleton Warriors and Zombies or bits of armour, around the inside of the pit.



Mark Jones' Fighting pit

The fighting pit made by Mark Jones for the Studio Ogre army was built in a slightly different way to the one shown on these pages. The most significant differences are the ruined brickwork on the inside of the pit and the tusks surrounding it. The brickwork was bought as a single block from a modelling shop, cut to size and bent into a curve. The tusks come from an old toy.

PAINTING THE MODEL

Preparation

Paint the model with textured paint, taking care not to paint the wooden parts or blades. We used exterior masonry paint as our textured paint, which also gave us a grey basecoat, but you can mix sand and watered-down PVA woodwork glue to get a similar effect and paint or spray it afterwards.



Earth

Paint the earth to suit your gaming table. For our model the earth was painted Scorched Brown, and drybrushed Bestial Brown and Bleached Bone. After this we dabbed patches of Dark Flesh onto the finished earth to represent areas of dried blood.



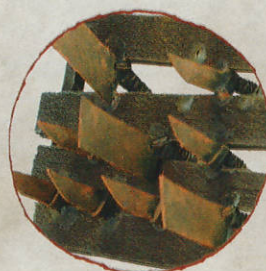
Stakes and Gate

The wooden stakes and the planks of the gate are treated in more or less the same way. Paint them both with Scorched Brown, then drybrush with Snakebite Leather and Rotting Flesh. Concentrate more Rotting Flesh on the sharpened parts of the stakes.



Rock

The rocks were painted to fit in with the rest of the terrain on our gaming tables. We painted them Codex Grey and drybrushed them with Bleached Bone.



Blades

To paint the knife blades, start by painting them with Scorched Brown. Then stipple them with Vermin Brown, followed by Fiery Orange.



Finishing touches

Add flock or static grass to suit the surface of your table. In our case, we mixed brown and green flock to get a varied, natural tone.



The War-Herd Of Kuh' Tathor

Joseph Wilshire marches to battle with the true children of Chaos

Joseph Wilshire's army is the envy of his peers, attracting admiring glances at the many tournaments he attends. Stunningly painted and well-themed, it has a profusion of awesome beasts. Nick Kyme learns how a strong narrative helped Joseph create this truly unique army.

"I wanted to do a pure Beastman and creatures of Chaos army," Joseph says of his heavily converted force, "It's also an army devoted to Slaanesh and for this reason I used splatterings of colour on some of my units as well as a predominance of gemstones to hint at the decadent nature of the Prince of Pleasure."

Joseph chose a Greek theme for his army as classical myth is replete with references to man-beasts. This led to him to choose an unusual paint scheme.

"Beastmen armies are usually quite brooding, with lots of black and brown, but, adhering to the Greek influence, I added more colour. This is evident in particular with the Dragon Ogres and the use of white in the shields and cloth – a stark contrast to the browns." With white being something of a signature colour in Joseph's force, he has a tried and tested technique for painting it without making it look too clean. "I don't go up to pure white," he explains, "I start with a Codex Grey base, then move up to Fortress Grey and finish off with two highlights of a Fortress Grey and Skull White mix."

"As I worked on my theme, I really wanted to have an army that used monsters that fell outside of the remit of the Beasts of Chaos book, with flying beasts, spawn and other large creatures to pull my chariots. This means I've had to convert the bulk of the models."

Joseph already has an awesome force at his disposal, only some of which we have shown here (don't worry, you'll get to see the lot soon) and he has even more planned for the future.

continued overleaf...



Kuh' Tathor: Great Bray Shaman

"My army general is based on Morghur, but the bottom half I remodelled as I didn't want him to be mutated. I also resculpted the skulls as gems and coins, as this is in keeping with the decadence of Slaanesh. As you can see, he has the same staff haft as all my characters."

Shaman

"This is the borned Sorcerer of Chaos with a Beastman head. I covered the leering Chaos face on the back of the head with a shield from the mounted Slaaneshi Lord. The basis for the characters' staffs come from the Balbasar Gelt model. Here I added a Wood Elf standard top."



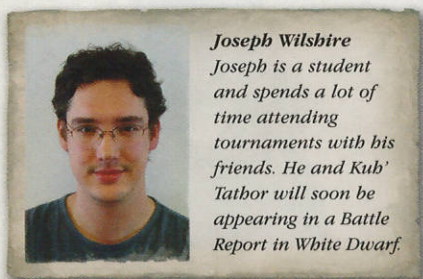
Wargor

"I based the model upon the Beastlord with two hand weapons. I cut off the right hand and repositioned it, so the axe hung down. I then cut off the second axe and stuck on the shield to get the pose I wanted. Finally, I sculpted fur over the model's legs to make them look bulkier."

Beast Herd

"I use warpaint to distinguish between my different herds. The white one follows on from my Grecian colour scheme, while the purple one emphasises the Slaaneshi roots of my warband. A lot of my Beastmen are metal models, but I plan to add more plastics like these."

"I think I might swap my Minotaurs for Ogres because they're more resilient," Joseph tells us. "I'll convert them to carry the shield carried by the Barbaretta model for Inquisitor." That's a BIG shield Joseph. Can't see much getting through that! "I'd also like to update my Gor and Ungor to the new plastics and perhaps use the Mordheim Beastmen models for a unit of Slaangor. I also plan to do a unit of Centigors, although they are a little unpredictable. I want to sculpt some beer barrels and wine bottles some of which are smashed, that the Centigors will carry or will make up part of their bases, to reflect the Drunken special rule. I've got the idea that they're nomadic, travelling through the woods, so I want to convert them with packs and baggage too."



Joseph Wiltshire
Joseph is a student and spends a lot of time attending tournaments with his friends. He and Kub' Tathor will soon be appearing in a Battle Report in White Dwarf.



Battle Standard Bearer

"I used the Bestigor Standard Bearer for this model with the metal Ogre banner top. The poorly flayed pelts, which I sculpted myself, on the Battle Standard represent the various leaders that have fought in the force. They are also there as trophies of the current leader's victories, and reflect the horde's savage nature."



CHARIOTS

"The chariots are inspired by a chariot I saw being pulled by a Krootox. This was made by John Dale and was part of an avian Beasts of Chaos army which is primarily made up Kroot-Beastmen conversions and won the Player's Choice and Best Army awards at the 2003 Baltimore Grand Tournament," says Joseph. "Looking at John's chariot I realised that I could use another beast to pull it, and this fitted in perfectly with the idea I had for the horde. I used the second generation Scylla model, the old Chaos character, as the basis of the creature."

Joseph drybrushed the fur, an unusual thing for him. Although it is the staple technique of many gamers, Joseph seldom drybrushes anything. In fact, even though the chariot is predominantly wood textured, he used staged highlights to paint it. "I find I get a better finish if I paint it this way," he tells us.

Joseph only has one crewman in each chariot. This isn't a mistake; he just reasons that the beast drawing the chariot will contribute an extra attack. In game terms it follows the rules for a normal chariot, but it's a good example of how with a little thought you can make some unusual conversions and use them in a battle without the need for house rules. The shields work similarly. "I attached shields from a variety of races to the chariot. These have been stolen by the Beastmen on their raids and act as a kind of extra armour." Because of the Tuskhors, Beastmen chariots have a greater Armour save than some, but as his model isn't actually drawn by Tuskhors, Joseph felt the shields would help to represent their better save. And, as usual, Joseph sculpted on the gems his Slaaneshi Gors love so much.



"I used really old archive Beastmen for the chariot crews. They were quite difficult to track down – I had to go on e-bay!"



Though the chariot creature's body is that of Scylla, the daemonic head comes from the Bloodletter champion.

Furies

"I wanted my Furies to look really bestial, to fit in with the ethos of the army, but also be beautiful too." Cue nervous laughter from Joseph. "You know, because my army worships Slaanesh." Sure, sure Joseph, how'd you convert them? "I based them on the fifth edition Chaos Harpy model, but used Ungor beads and the wings from Eldar Swooping Hawks. I cut off the vents on the wings and they were perfect." Cool. "I decided to chop off the claws, and used tentacles and Daemonette claws instead from the current Chaos range. I devised a narrative to explain this, that the Furies were once Ungors who had been given the boon of flight, but as with most Chaos gifts, it held a curse too, that they lost their hands." This is another good example of how a strong narrative can work with the actual building of your force.



SPAWN

"As my spawn were Slaaneshi, I wanted them to look faster than your average Chaos beast. So I made them appear bird-like. From a narrative point of view, I imagine the Beastmen capturing a creature and feeding it a root potion for the bird-like metamorphosis to take place. Both spawn are based upon the Winged Nightmare, except one has a Winged Nightmare head and the other has a head from an Orc Wyvern. To make it look like the beasts were undergoing constant mutation, I modelled on spikes and one of the arms I reduced to a bloodied, bandaged stump with a scythe, from a Hive Tyrant, poking out."

A Tale of Four Gamers

Once again, the Four Gamers get to grips with their paintbrushes. Remember folks, each one has their own approach to the hobby. Feel free to try any of their tricks and techniques at home, though we wouldn't recommend any of their more... personal habits. Or their diet.

ASGER'S BIG CRAB THINGY

Asger has a new pet! Looks horrible, stinks, answers to the name of 'Cuddles'.



Asger Granerud

I've been doing some more experiments using Green Stuff and Miliput. I am still getting a lot of help from my mate Tue, and even though I still can't claim to be good at sculpting yet, I definitely feel that I am improving. That is obviously the important part.

This month I've been painting more Plaguebearers, but I also thought I'd start on my chariot, the pieces for which I've only just bought. I wanted to make a truly disgusting Beast of Nurgle to pull it, and have ended up making a big, fat, crab, snail, thing. I'm not quite sure what to describe it as, but people don't seem to like it, which is good.

I used a Hormagaunt sprue to make the 'legs'. The idea is that it whacks the claws into the earth and drags itself forward. I used a piece of sprue frame as a base to provide something solid to work around. I stuck a lump of Green Stuff at the end, and attached six Gaunt legs to that. The two remaining arms had their claws removed, and were attached upside down to take the role of eyes on stalks. We then stuck two Gaunt legs underneath the model.

This was then left to dry, and since I hung about to watch Tue play Dawn of War, I had to borrow cash to get a cab home because I missed the bus.

I left the whole thing at Tue's place, since transporting it would just break it before it had dried properly. Therefore I had to wait until Tuesday



Asger's finished Circus Nurglings, ready to take up their positions as musicians.

to continue the project. He brought it out to GW Headquarters, and at half five we continued the work. We now had to create the fleshy parts, so we made a mix of Miliput and Green Stuff. First, we tidied up the front of the model, and added extra layers of fat. The back part was supposed to be big and bloated, much like a spider or ant queen. To heighten this effect the junction between front and back was tied in with belts. This also meant that the flesh around the belts would pour around them and down the body. After doing the middle we added the back part.

I wanted to create the creature to look big and flabby, so we tried to create the impression that the flesh was hanging down near the ground, and therefore stretching on the top. We added a few more belts here, with more oozing fat, along with the last details.

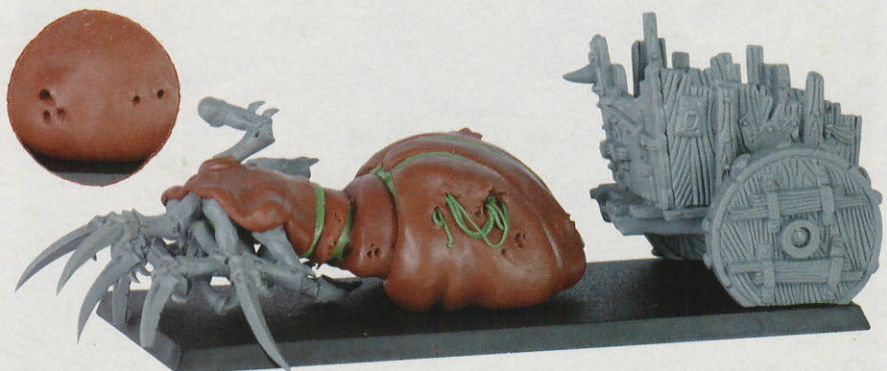
The Chariot was glued together and pinned on the base. I've added one Daemon for now (*not pictured! – Guy*). I might try to see if I can fit in an extra model on the chariot in the future.

Now I will wish you all a very merry Christmas, even though you'll be reading this in March.

THIS MONTH

£26 to spend (+£1 left over)

PURCHASED	COST
1 Hormagaunt sprue.....	£5
1 Boar Chariot sprue A.....	£6
1 Boar Chariot sprue B.....	£6
3 Plaguebearers.....	£6
TOTAL:	£23
Remainder:	£2



What has eyes on stalks, eight legs and pulls a cart? Asger's Beast of Nurgle Chariot of course.

WHAT HO, GRIMGOR!

Dave worships at the foot of Gork.



Dave Allen

Having put together a regiment of plastic Orcs last time I was keen to get back to doing something weightier. Mindful of how I had suffered in my

Border Patrol games against opponents with armies who could beat the Orcs in close combat, I thought it was high time I invested in some missile troops. Always keeping in mind that the theme of my army is Grimgor and his closest cronies I thought it apt to hire the services of Ruglud's Armoured Orcs. Not only are crossbows some of the nastiest missile weapons in the game, but with Ruglud in the front rank the regiment could cause some serious harm in close combat as well. Another bonus is that I think these are some of the best Orc models we make.

I'm painting all my Orcs in a variety of shades of green, as I think it helps reinforce their already motley

THIS MONTH

£27 to spend (+£2 left over)

PURCHASED	COST
Ruglud's Armoured Orcs.....	£25
TOTAL.....	£25
Remainder:	£2



Dave's two Idols of Gork.

appearance. This could lead to the army looking inconsistent and rag-tag but as long as I maintain a uniform look to things like metal areas, teeth and horns I think I'll be able to create an effect that is varied yet coherent. I'm also sticking to various shades of dark olive green for the boyz, as hard Orcs are darker, using colours mixed up from either Camo Green or Cataphan Green.

I said I'd do an Effigy this month and to be fair I did two. They're both alright but I'm sure I can do better so I've got hold of some more high density polystyrene and over the next month I'll have another go, maybe with an eye to producing one of those thrilling step by step guides you see in White Dwarf every now and then. I want to get more Black Orcs for the army as they're easier to paint than regular Boyz. And perhaps it's now time to get Grimgor himself.

Greenskin War!

Guy's really unlucky, I'll play him.

Guy and I have another game. The army I take included Borgut leading a group of Big 'Uns with two hand weapons, Taugrek with Gork's War Banner leading some Black Orcs, Ruglud's Armoured Orcs, three Stone Trolls and a Shaman. Guy fields an Orc Big Boss, a Goblin Shaman, two big units of Goblins, some Wolf Riders, some Boar Boyz, a Spear Chukka and a Giant.

Guy gets first turn and rottenly deprives me of the chance to shoot my crossbows by charging into Ruglud's lads with a unit of Wolf Riders assisted by The Hand of Gork. The smug look on his weasely face is soon erased as Ruglud rends apart the canine cavalry with his bare hands, causing the survivors to turn tail and flee. Ruglud and his boyz chase down and despatch the remnants of the unit with a terrible disregard for animal welfare.

Things aren't so rosey for me on the other flank though. Borgut quails before the sight of Guy's Giant and the resulting Panic tests see both Big 'Uns and Trolls lope back towards my table edge. Borgut brings his boys back into line but the Trolls flee so far they can no longer use his Leadership for tests. Miraculously they rally but *stupidity* means they will no longer play a useful role in the battle.

Things also look grim for Taugrek and the Black Orcs at this juncture, as they are charged by Goblin Spearmen to the front and Boar Boyz to the side.

continued overleaf ...



Dave's Orcs are spoiling for a fight. "CHEW WUN SAM?"

Whilst the Black Orcs acquit themselves admirably in combat Guy's manoeuvre reaps him a massive resolution bonus. Taugrek and the Black Orcs are cut down to an Orc.

However, the position his Goblin unit is subsequently left in allows the newly rallied Big 'Uns to charge it in the flank. Borgut spies the enemy general in the melee and yells "CHEW WUN SAM?!! CHEW ZOGGIN WUN SAM?!!!" before smashing his face into bits and proceeding to take him apart in a graphic display of violence so shocking it would have Hannibal Lector coughing up his own guts in disgust. The Goblins that haven't fainted at the gruesome sight attempt to leg it, but the Big 'Uns are upon them in a trice and hack them all up as well. This combat saw me net Guy's General, Shaman and 30 strong Goblin Spearmen regiment – nice work.

Guy's Giant then saunters up and jumps all over Borgut and his Big 'Uns, effectively winning him the game. Grimgor will be less than pleased.

The morning after Guy tries to tell me off for cheating. "You've got an illegal army list there, Dave," he says. "Taugrek, he's two Hero choices, and Borgut, he is as well."

"Not in a Grimgor's 'Ardboyz army they aren't!" I gleefully inform him before going on to point out that during the game his level 2 Shaman used Dangly Wotnots and 2 Dispel Scrolls, 75 points of magic items, which is 25 points more than he is allowed. I was going to let it slide but seeing as he dared think I would try and bamboozle him I'll happily tell his readership that he is a cheater and I would have won the game if it hadn't been for that second Dispel Scroll. *(Pot! Kettle! It makes a change for me to have an illegal army. I advise all readers not to take on Dave's Border Patrol force, which is commanded by Tzeentch's right hand man. Now that's cheating – Guy).*



POLEARM POSITION

Paul's being quite positive this month.



Paul Scott

So far through collecting this army, I have had nothing but grief trying to paint in a new way, (well painting frills and pleats, anyway). This month I have actually been able to

paint a unit that that has armour (although only a little amount).

The models in question are Empire Halberdiers, not just any Empire Halberdiers though. These troops are going to form the Stirland Halberdiers, a very famous, proud and hopefully deadly unit. As befits a unit like this I made plans to convert them.

This has been very, very simple. Not all conversions have to be creations of massed armour, mutated bits, wire and kitchen utensils. They can be as simple as swapping heads or mixing parts. And swapping bits is exactly what I have done.

I managed to get 30 of the Spearmen from the Empire Detachments boxed set, some I bought, others I swapped for the Handgunners from the box. I then set about changing their weapons. All that I have done is clip the spear heads from their weapons and replace them with the halberd head from the bits I had left out of the

Empire soldiers boxed set I made Heinrich's Bulls from. Now this may not seem much but it is very simple and I think looks good.

It gives them a long heavy halberd, very dangerous looking just as I imagine these crack troops would have. Very good for dealing horrendous damage to their foes.

The spearmen models have heavy looking breastplates. This is ideal for Halberdiers who have difficulty using shields whilst wielding such awkward weapons.

After letting non-peasant units creep into my ragtag army, I think it is time to add some more irregular and ragged units. The elite 1st Stirland river patrol may return from their long range missions to bolster my force. And it just may be that Old Matilda, the antique family Mortar of Heinrich's is finally ready to be wheeled out. These small units will give me plenty of interesting little conversions to do. Much more fun than rank and file.

THIS MONTH

PURCHASED	COST
Empire Militia boxed set.....	£15
Empire Cannon boxed set	£10
TOTAL:	£25



Paul's latest band of merry men – Empire Halberdiers.

THE LEGION RISES

Stephen gives us an insight into his skeleton painting process.



Stephen Green

With the completion of my Screaming Skull Catapult and Liche Priest I now have enough to field a 1,500 points army. As soon as I had got them done I

challenged my boss Dave Holmes to a rematch.

Unbeknownst to Dave I had been receiving secret tutoring from White Dwarf's Tomb Kings expert Pete Scholey but as I am a bit pushed for time this month (I'm doing more accountancy exams) I'll do a full run down of his Tomb Kings top tips later in the series.

The game went very differently to my previous encounter with the Dwarfs. The Dwarf set-up was very similar with massed infantry and war machines taking a central position and waiting for the undead assault.

However, this packed formation proved to work to my advantage as I now had a Screaming Skull catapult, useful in this target-rich environment. With the extra Liche Priest giving me much better chances of casting incantations I was forcing Dave to use all his dispel attempts to stop the catapult firing twice a turn.

The thing that truly won the game for me was the Tomb Scorpion. It came up smack in the middle of the war machines and monstered everything in sight, this took Dave's attention from the advancing hordes of undead and gave me a chance to get the Tomb Prince stuck in.

To get your Tomb Princes working well you have to coordinate and use plenty of magic, which I did, so I won!

THIS MONTH

£26 to spend (+£1 left over)

PURCHASED	COST
1 Screaming Skull Catapult.....	£20
Liche Priest (from Direct)	£5.50
TOTAL:	£25.50
Remainder:	£0.50



Never ever play Warhammer against your boss. It's a lose/lose situation!

PAINTING THE SOLDIERS OF KHEMRI

How to do bone like Stephen does bone.



After applying a Skull White undercoat, apply a wash of Brown Ink then let it dry. Then drybrush the model with a couple of coats of Skull White mixed with Bleached Bone.



Paint Chaos Black over any parts that will be metallic and paint the bow Scorched Brown. Then paint Brazen Brass over the black areas. Finally, glue sand to the base, paint it with Vermin Brown and drybrush with Vomit Brown.

NEXT ISSUE: We show you the full armies our intrepid gamers have collected thus far!



FIX IT'S CONVERSION KLINIC

Ello. Da dok's away fer a bit, so I fought I'd introdoos meself. Fixit's the name, an' 'fixin' it's da game. D'ya geddit? See, dead clever me. Much cleveverer dan dat Dok. He finks he knows it all, but he'd be nuffink wivart old Fixit. Da Dok asked me to show yer sumfink, so here's some hairy little men wiv akses made by Paul Evans. He works in Manchester, where he's da big boss. Ya can go and see him and talk to him about his stunties if yer want. Dey're cool, even if dey ain't green like proper boyz.

DWARF SLAYERS

by Paul Evans

Paul manages our central Manchester Hobby Centre and is a talented sculptor. He has been putting together his Dwarf Slayer army since the Storm of Chaos began but, being a busy man and attempting an insane number of conversions, hasn't quite got it finished yet.

A great number of his conversions are to be found in his Slayer Pirate and Brotherhood of Grimmir units, though many more can be found in others. Even though he isn't finished the Dwarfs pictured here are only a few of the models Paul has already made.

Paul and his Slayers can be found at the Manchester store. See page 124 for contact details, or call: 0161 834 6871



The Brotherhood of Grimmir have had helmets sculpted onto them. These are similar to Ungrim Ironfist's to help tie the army together.



Even Ungrim Ironfist is not immune to Green Stuff. His helmet has an added medallion to link him into the Brotherhood (he's just got to be a paying member, he's the king!).



Paul has a lot of pirates, and has converted several to add a bit of variety to the regiment.



The army includes a wide variety of models from across the Dwarf range. The one in the centre in the third row down is somehow very familiar...

In Pursuit of a Traitor

A tale of that most gallant Questing Knight, Sir Tristan the Troubadour

Tristan the Troubadour is one of the most renowned heroes in all of Bretonnia, a mighty warrior blessed with a near-magical voice. Here Matt Ward details the occasion Tristan and his companion Jules the Jester hunted down the traitor Sir Artrenic of Fandramanc.

The presence of Tristan the Troubadour at the battle of Montfort was due solely to a vision he received from the Lady of the Lake. She came to him and told him of Sir Artrenic of Fandramanc, a treacherous knight who had sold his loyalty to the spymasters of the neighbouring Sigmarite Empire. In his possession Artrenic had certain documents that could be used to sow great division amongst the noble houses of Bretonnia and weaken the realm for years to come. The blessed lady directed the knight to find Artrenic near to the town of Montfort, where the Duke of Montfort would soon be forced to muster his men to repel an attack by the Imperial general Magnus Von Abresicht.

So it was that Tristan and his ever-present shadow, Jules the Jester arrived at the height of the battle, an epic struggle still in the balance where either side could claim victory, halfway between dawn and noon. Atop a shallow hill Empire cannon pounded at the knights and peasants of the Bretonnian lines, carving great furrows through horse, man and soil with every shot. In the centre of the field knightly warriors of both realms clashed, whilst yeomen and peasants vied with the huntsmen and free companies about their flanks. A thousand men or more had already been lost to death's icy embrace, Von Abresicht amongst them, and yet the fire of battle still burnt strongly, seeking to consume all.

Joining with a dozen of his fellow Questing Knights, the Troubadour fought like a man possessed that day, for Sir Artrenic could clearly be seen fighting in the ranks of the foe, and Tristan was determined to reach him. No enemy – whether militiaman, engineer, or knight – could prevail against the burning, righteous fury that consumed Tristan. By noon he could sing no more, for his voice was made weary by his efforts. His lance and sword were slicked in blood, whilst his horse's

caparison was heavy with it. He himself was wounded in a dozen places, yet still he rode on to fresh opponents. Alas, each time he came close to Artrenic, the tide of battle conspired to carry Tristan away from his quarry once again, for Artrenic fought like a mad man, and perhaps he was.

So the battle continued for many long hours, both sides drawing upon reserves of energy and courage whose existence few men would credit. By the time dusk fell, the ground about Montfort was choked with blood and the screams of the wounded threatened to eclipse the last sounds of the dying battle. Only when reinforcements from Parravon arrived, the Duke himself riding at the head of his household knights, did the conflict finally find resolution. The remaining Imperial forces, hard-pressed by the foes they had fought all day, could not contain these new arrivals and began a weary retreat into Axe Bite Pass.

As the Empire lines crumbled, Sir Artrenic left with the retreating army. Tristan was furious, for not only had his foe escaped, but he had lost his own steed and knew that he would lose further precious hours trying to replace it. Knowing he would need help to

Tristan arrives at the battle, preparing to exact retribution on Sir Artrenic of Fandramanc.

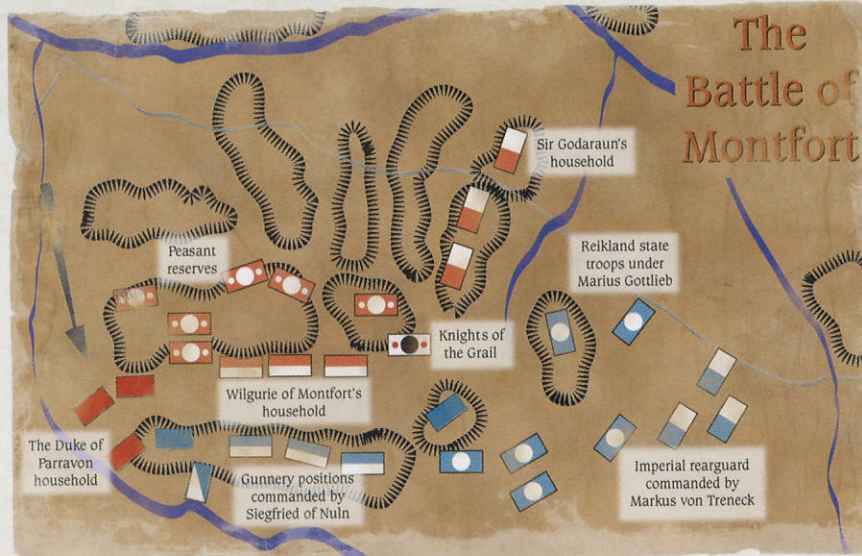


avoid falling prey to the rearguard of the Imperial army, Tristan sought to petition the Duke of Montfort, but the nobleman had been wounded early in the battle and was hovering between life and death. The Duke of Parravon was nowhere to be found and his retainers would not act without word from him. Fortunately, as Tristan recounted his tale, several of the knights who had fought at his side volunteered to accompany his pursuit. Forcefully dragging a disappointed Jules away from the corpses he was busy looting, Tristan set off once more in search of the traitorous knight.

For two days Tristan and his fellows rode deep into Axe Bite Pass. Despite their exhaustion, they halted only when their steeds could travel no further, for they could little afford for their quarry to increase his lead. All about them as they rode were the discarded weapons of the army that had passed that way, halberds, arquebuses and even cannons abandoned as the shattered Empire army wound its way back across the pass. At the foot of Mount Bestanroc the route was choked with corpses and awash with the blood of Bretonnian and Reiklander alike, evidence of a vicious battle between Von Abresicht's rearguard and the pursuing Yeomen and Knights Errant. In all this time no sign was to be seen of Artrenic, and even Tristan's high spirits began to fail.

At noon on the third day, just as Tristan and his fellows were on the brink of abandoning their pursuit, Jules, perched behind Tristan, caught sight of the renegade knight they pursued. Moments later he vanished out of sight once more, concealed by a rise in the terrain. Their hope renewed, the Questing Knights spurred forward with fresh vigour, for Artrenic was no more than two or three miles ahead, and his steed could have been no less tired than those of his pursuers. As they crested the rise, their hope was quashed once more. In front of them, between the shoulders of the mountains that bracketed the path, nestled the rearguard of Von Abresicht's army, formed for battle with the traitor knight secure within their ranks. It seemed that Tristan's quest was over, for against the scores of handgunners and halberdiers that awaited them a dozen of Bretonnia's finest warriors could not hope to emerge victorious.

It was in that moment that fate capriciously changed direction once more – or possibly the Lady of the Lake, taking pity on Tristan's plight, intervened – for coming back down the pass, from the direction of the



Reiklands, rode a troop of Knights Errant who had somehow found themselves between the rearguard and their destination. Curious though this occurrence was, it did nothing to assuage Tristan's sense of failure. Even with these new arrivals to aid them, Tristan's knights could not hope to defeat the Reiklanders and cut their way to Artrenic. No sooner had these thoughts touched his mind when a great cry went up from the Knights Errant. Without apparent regard for the odds against them, the unblooded knights spurred forwards toward their foe. Possibly they knew not the futility of their cause, though it was equally possible that they did not care, so frustrated were they by the long days of pursuit. Whatever the cause, honour dictated that Tristan and his companions could not stand idly by, even though the charge of the foolhardy Knights Errant was almost certainly a doomed one. Without a single word spoken, the Questing Knights lowered their helmets and headed towards the foe.

What followed next is now celebrated in song and tale across the length and breadth of Bretonnia. Scarce two-score knights, riding against four times their number, Tristan and his companions should have been slaughtered to a man. It is true that many did fall, plucked from their saddles by lead shot from pistols and arquebuses as they charged home, and others were trampled in the death throes of their own steeds. Yet as the blades and lances of the knights bit into the enemy line, the bristling tips of halberds and spears were cast to the ground and the enemy began to run, fearful of the howling madmen who seemingly cared not for rashness of their attack. In an eye-blink, Tristan's charge was transformed from an act of

desperate hope to a shattering victory; a fact not lost on his quarry, Artrenic, who now turned to flee.

Seeing Tristan fighting his way towards him, Artrenic abandoned his efforts to force his way through the press of fleeing men. Whether he did so because some last vestigial stirrings of honour in his heart convinced him to meet Tristan in fair contest, or simply because he thought he would be free of pursuit with Tristan's death, will never be known. In truth Artrenic never had much hope against Tristan, for the blessing of the Lady was on the troubadour and, despite the long and tiring ride, he wielded his sword with the inevitability of justice whose time had at last come. With Tristan's fourth blow, Artrenic's helm and skull were split in twain.

As the other knights harried and pursued the fleeing foemen, Tristan retrieved the documents he had travelled so far to find from Artrenic's corpse and burnt them to ashes without ever glancing at their contents. Artrenic himself he then cut into a dozen pieces that he cast to the carrion birds who were already feasting well upon the day's carnage. Tristan's duty was done, and his quest could now continue.



Mat Ward

Mat has written much for White Dwarf, and helped produce *The Return of The King* rules, *the Siege of Gondor* and *The Battle of The Pelennor Fields* supplements.

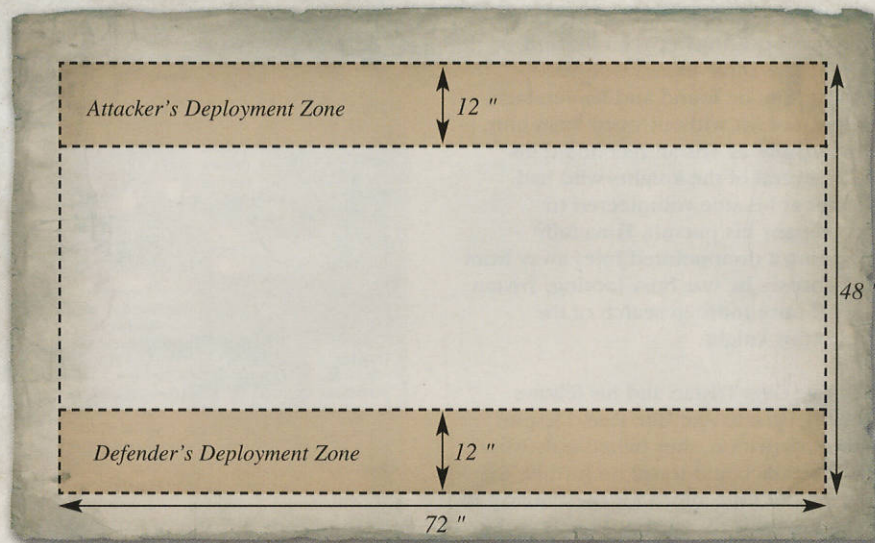
SCENARIO 1: THE BATTLE OF MONTFORT

Quite why Von Abresicht chose to sally out of the Reikland and assail the Bretonnia fortress-town of Montfort is a question that has been debated by scholars for many years. Surely he had some great purpose worthy of hiring to him all the sell-swords that money could buy and raising the militia regiments over which he had authority? Alas, since an exploding field cannon killed Von Abresicht in the early moments of the battle, and the Imperial court have been less than forthcoming about his motivations, the cause will likely remain forever unknown.

However it came about, the Battle of Montfort was the single bloodiest confrontation to occur between the Bretonnian crown and the armies of the Sigmarite Empire for several decades. More than six thousand men lay dead on the field at its conclusion, and only the last minute intervention of the Duke of Parravon prevented the Imperial troops from carrying the day.

Overview

Both armies are prepared and accoutred for battle – this will be a bloody fight to the death.



Armies

The attacker chooses a 3,000 points army from the Empire army book – he may not choose a Lord level character (Von Abresicht having been slain before the game begins). He may also include a single Paladin chosen from the Bretonnian army book to represent the treacherous Sir Artrenic of Fandramanc who has sold his loyalty to the Empire.

The defender chooses a 3,000 points army from the Bretonnian army book – he must include two Bretonnian Lords (one to represent the Duke of Montfort, one to represent the Duke of Parravon) and the special character Tristan the Troubadour. The Bretonnian army may not have more units of knights than it has units with the Peasant's Duty special rule, but must take at least two.

Battlefield

The battlefield has little to recommend it tactically – a substantial hill lies within the attacker's deployment zone and a series of smaller rises undulate across the battlefield.

Deployment

- 1 The defender deploys his army in his deployment zone, save for one of his Lords and two units of knights (the Duke of Parravon and his entourage).
- 2 The attacker deploys his army in his deployment zone.
- 3 The defender deploys his scouts following the normal rules.
- 4 The attacker deploys his scouts following the normal rules.

Length of Game

Six turns. The attacker goes first.

Victory Conditions

Both players score Victory Points as normal (see page 198 in the Warhammer rules manual).

Special Rules

The long and difficult journey through Axe Bite Pass has not been kind to the Imperial gunnery train and its crew – a poor combination for any general relying upon his artillery. Whenever an Artillery dice is rolled by the Empire player, the Bretonnian may request that it is re-rolled.

The Duke of Parravon does not deploy at the start of the game, but will arrive as the battle goes on. At the start of the second turn, the Bretonnian player rolls a D6 – on a roll of a 4+, the units set aside arrive and may enter the board from either of the short table edges, exactly as if they had pursued a unit off the table. If the reinforcements do not arrive, the Bretonnian player may roll again at the start of each subsequent turn, adding 1 to the dice roll each turn (ie, they will arrive on a 3+ in Turn 3, 2+ in Turn 4 etc).

SCENARIO 2: THE IMPOSSIBLE VICTORY

Following the battle of Montfort, the Imperial army is in full retreat. With them rides the treacherous knight Sir Artrenic of Fandramanc, who carries documents that could well bring chaos to the realm of Bretonnia should he succeed in bringing them to his Imperial paymasters. Such were the casualties inflicted upon the Bretonnian army that only a few scattered Yeoman and Knights Errant are despatched to harry the Empire army, but they are not the only Bretonnians in the pass.

Tristan has also ridden into Axe Bite Pass in pursuit of Sir Artrenic. Only a handful of Questing Knights ride at his side and, when he finally reaches the traitor, it seems that his quest has failed. Just as Tristan is about to lose all hope, several Knights Errant appear, set their lances, and charge.

Overview

The attacker has launched a seemingly suicidal charge against a prepared defender – only strength of arms can save him now.

Armies

The defender chooses a 2,000 points army from the Empire army book. He may not choose a Lord level character, Flagellants, war machines or cavalry. He must include a single Paladin chosen from the Bretonnian army book to represent the treacherous Sir Artrenic.

The attacker chooses a 1,000 points army from the Bretonnian army book – he must include Tristan the Troubadour (Jules is too busy holding onto Tristan's horse and plays no part) and may not choose units with the Peasant's Duty.

Battlefield

Set in the heart of Axe Bite Pass, the battlefield is relatively confined, with sheer sides mercilessly funnelling the combatants to their foes. Ironically, however, the terrain is perfect for a cavalry charge, with firm and open ground running the length of the battlefield.

Deployment

- 1 The defender deploys his army (including any scouts) in his deployment zone at the centre of the board.
- 2 The attacker deploys his army in his deployment zones at either end of the board – at least one unit must be deployed in each zone.
- 3 The defender deploys his scouts following the normal rules.

Length of Game

Six turns. The attacker goes first.

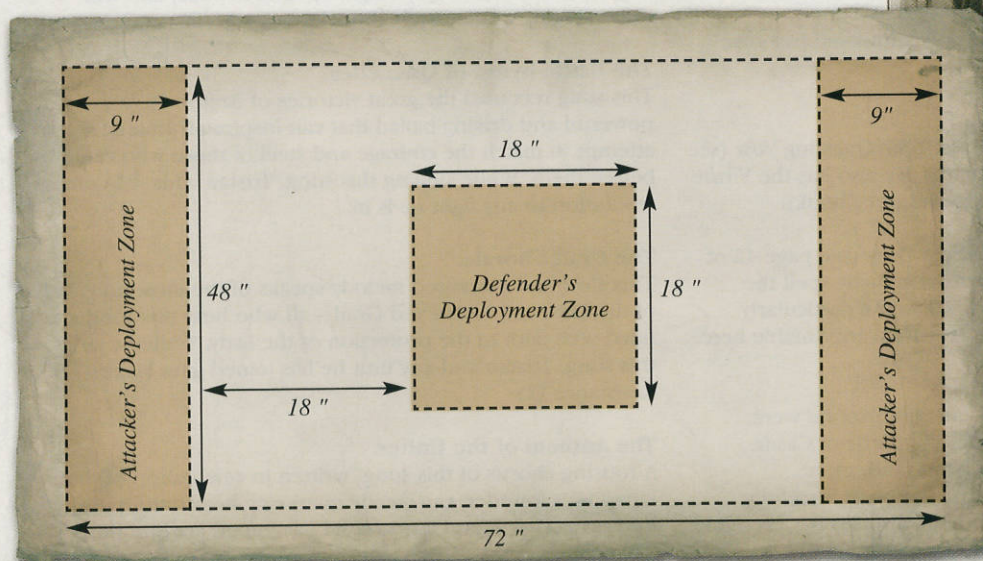
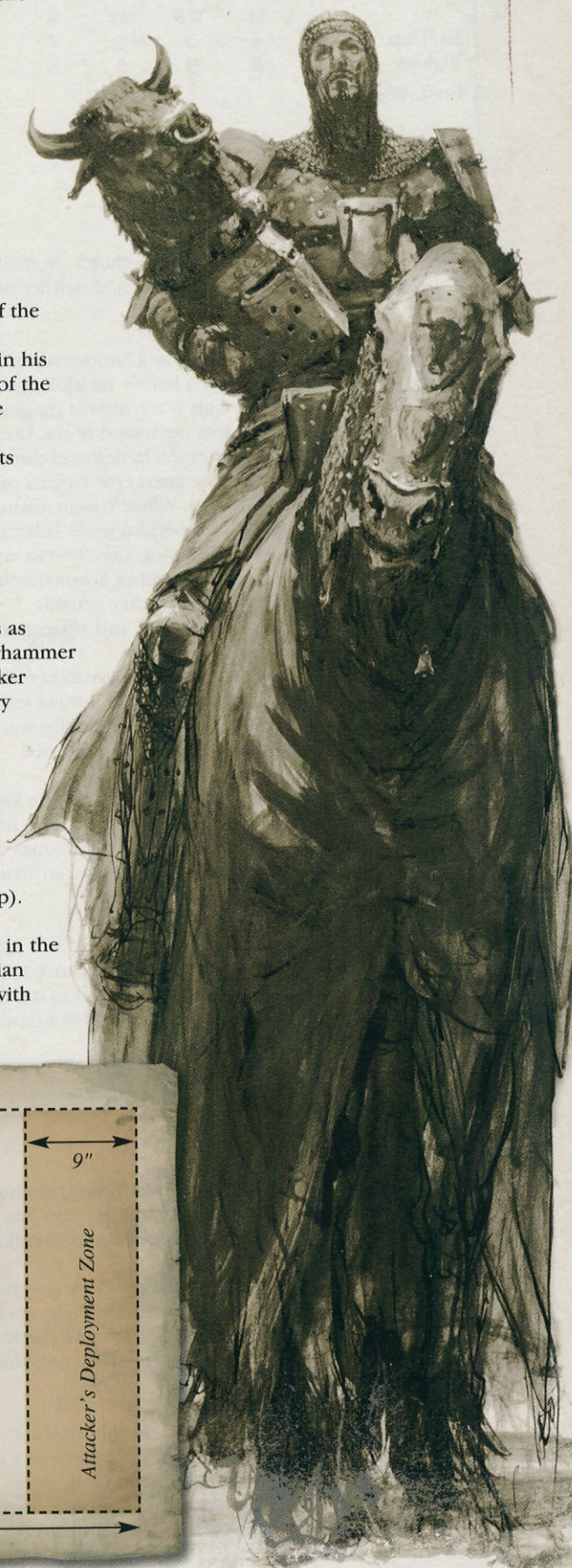
Victory Conditions

Both players score Victory Points as normal (see page 198 in the Warhammer rulebook). In addition, the attacker receives an additional 200 Victory Points if Artrenic is slain.

Special Rules

The Imperial rearguard is demoralised from its recent defeat at Montfort. All Empire Leadership values are halved for this battle (rounding fractions up).

Tristan and his companions ride in the cause of the Lady – the Bretonnian army therefore starts the game with the Blessing of the Lady.



SIR TRISTAN THE TROUBADOUR & JULES THE JESTER

	M	WS	BS	S	T	W	I	A	Ld
Sir Tristan	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Cost: 204 points.

	M	WS	BS	S	T	W	I	A	Ld
Jules the Jester	4	2	2	3	3	1	3	1	7

Cost: 65 points.

Tristan and Jules count as one Hero choice. Neither one can ever be the army's general. They must be fielded exactly as presented here, and neither may be given additional weapons or equipment.

Sir Tristan of Bordeleaux was a famous name in the courts of Bretonnia long before he took up his Grail quest. All who heard his pure, almost magical, voice were in no doubt that he was possessed of the Lady's blessing. As a result, he was much in demand throughout the dukedoms, begged to sing the great epic ballads of Bretonnia in the highest halls of the land. When Tristan abandoned this life to quest for the Grail – his faithful jester Jules at his side – his fame, if anything, increased. Together Tristan and his companion roam Bretonnia, accepting hospitality in the castles of dukes and barons where they provide entertainment in return for lodgings and sustenance.

Over the years of Tristan's quest the mismatched duo have seen many strange things and battled countless terrible foes, ranging from the diminutive yet vicious Goblin warlord Gawbuj to the mighty beastlord Brax the Horned.

From time to time, driven by dreams sent by the Lady of the Lake, Tristan will be drawn to a battlefield where his inimitable talents are most welcome, for his songs can raise the spirits of those with which he fights and so snatch victory from the brink of despair.

Weapons and armour

Tristan has a sword, lance (he believes his lance to be blessed by the Lady, so has not forsaken it in favour of a great weapon), heavy armour and shield and rides a barded Bretonnian warhorse.

Jules is unarmoured and is armed only with a hobby horse (counts as a hand weapon).

Vows and Virtues

As a Questing Knight, Tristan has taken the Questing Vow (see page 43 of the Bretonnian army book). He also has the Virtue of Purity (see page 59 of the Bretonnian army book).

As a commoner, Jules has the Peasant's Duty (see page 42 of the Bretonnian army book) and cannot actually spell the word 'Virtue'. He does, however, know some particularly memorable oaths and curses, unfortunately unprintable here.

Once trampled, twice shy.

Jules used to march alongside Tristan wherever he went. However, an unfortunate incident at the Battle of Castle Reunart that left Jules bruised and sore (and, more importantly, found Sir Laudyracus of Couronne forcefully unhorsed and nearly impaled by a hobby horse) has brought this to an end.

Jules must deploy within 6" of Tristan at the start of the game but may move freely after this. He may join units with the Peasant's Duty, but may not join any unit with a Knightly Vow of any kind.

Acrobatic.

Seemingly incapable of abandoning his capering, even for a moment, Jules is incredibly difficult to hit. Jules has a 2+ Ward Save against all non-magical attacks.

I will taunt you viciously a second time.

When in battle, Jules hurls a constant stream of abuse, taunts and (for a peasant) witty comments at the enemy. When all else fails, he even throws small stones and other, unmentionable things. This constant bombardment can distract even the most determined (or undead) of foes. All enemy models unfortunate enough to be within 6" of Jules suffer a -1 penalty to their 'to hit' rolls in close combat.

Valourous Ballads

Tristan has a repertoire of heroic ballads and songs capable of emboldening the hearts of those about him and exhorting them to greater effort and valour. At the start of each turn, you may declare which song Tristan is singing. The effects of that song last until the start of your next turn – you may then have Tristan continue singing the same song, or choose another. Tristan can only sing one song at once, and will cease singing immediately if he flees or is slain.

The Battle-hymn of Quenelles.

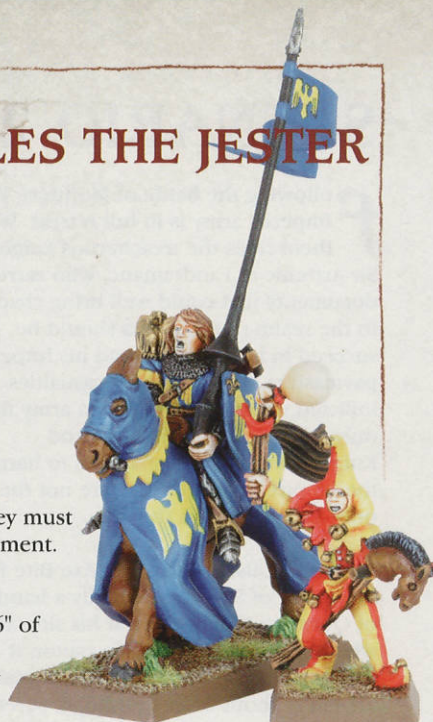
This song recounts the great victories of Bretonnia, a powerful and driving ballad that can inspire all who hear it to attempt to match the courage and steel of those who came before them. While singing this song, Tristan adds +1 combat resolution to any fight he is in.

The Grail Chorale.

This slow and measured melody speaks of the most holy Lady of the Lake and her sacred Grail – all who hear this song are filled with faith in the protection of the Lady. While he sings this song, Tristan and any unit he has joined gain Magic Resistance (2).

The Anthem of the Uniter.

A rousing chorus of this song, written in celebration of the kingdom's founder, can steady quavering hearts and put fire into eyes. Tristan and any unit he has joined are Stubborn while he sings this ballad.

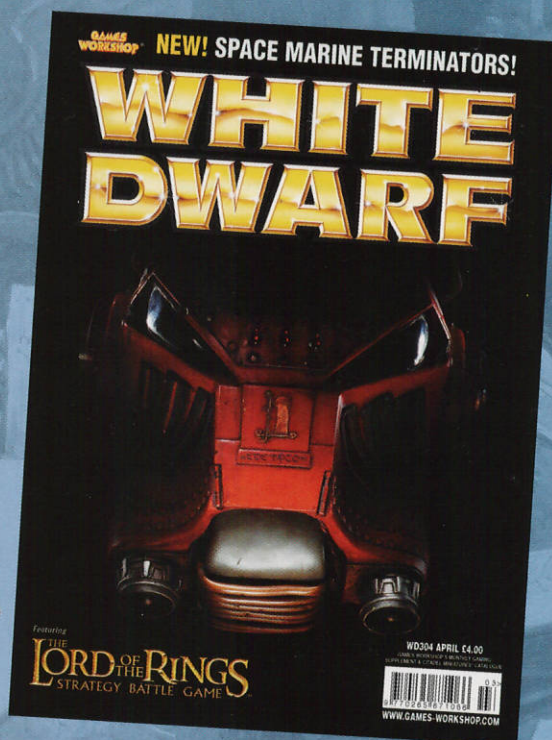


GAMES WORKSHOP'S 30TH ANNIVERSARY!

Next month sees the 30th Birthday celebrations of Games Workshop, and do we have a party planned! Join us in another bumper-sized edition of White Dwarf for a variety of celebratory articles, including a History of Games Workshop, and two new, specially-created special characters for Warhammer 40,000 and Warhammer!



FREE NEXT MONTH! The Lord of The Rings Order of Battle Booklet and Gaming Rooms Guide



WARHAMMER 40,000

- **Index Astartes: Deep Strike** – An in-depth look at the history of Tactical Dreadnaught Armour begins our Terminator special!
- **Battle Report: The Long Night** – The new Terminators fight the evil Necrons for victory in this scenario-based battle.
- **Chapter Approved: Zealots** – The Emperor's light burns brighter in some, especially in these religious nutters.



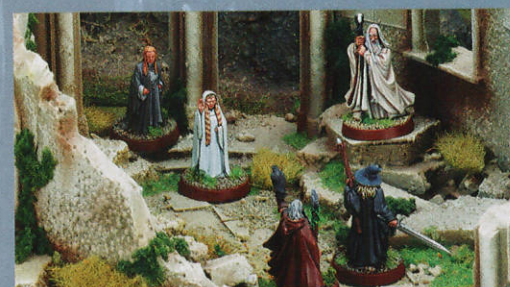
WARHAMMER

- **Welcome to the Jungle** – A preview of the forthcoming Warhammer Realms supplement, Lustria.
- **The Sigmarites and The Enemy Within** – An examination of the holy templars of Sigmar and their quarry.
- **Tactica: Ogre Kingdoms**: How to use these big, smelly bruisers to best effect.



THE LORD OF THE RINGS

- **The Fell Winter** – A new scenario, scenery building and a painting guide for refighting the White Wargs' invasion of the Shire.
- **Chronicles of Middle-earth: Saruman the White** – Rules and modelling tips for using Saruman before he turned bad.
- **Lands of the Shire** – Modelling the lands of the Hobbits for use in your games.



All information correct at time of going to press.

DON'T MISS OUR SPECIAL ISSUE: ON SALE 25TH MARCH

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

THE **BATTLE OF FIVE ARMIES**
BASED ON J.R.R. TOLKIEN'S 'THE HOBBIT'

Rick Priestley introduces Games Workshop's new 10mm tabletop game, *The Battle of Five Armies*.

Followers of our tabletop battle games will by now be very familiar with The Lord of The Rings game based on Peter Jackson's fabulous triple-decker movie. I guess too, that most players know that the scope of our game has broadened over the last few years to incorporate elements from the books as well as the movies. This is all thanks to a licensing deal struck with the folks at Tolkien Enterprises in San Francisco. As a part of that deal Games Workshop also acquired the rights to produce games based on *The Hobbit*, the story that predates The Lord of The Rings and which introduces pivotal characters that appear in the later trilogy, such as Bilbo Baggins, Gollum and Gandalf the Grey.

IT'S A BATTLE IN A BOX

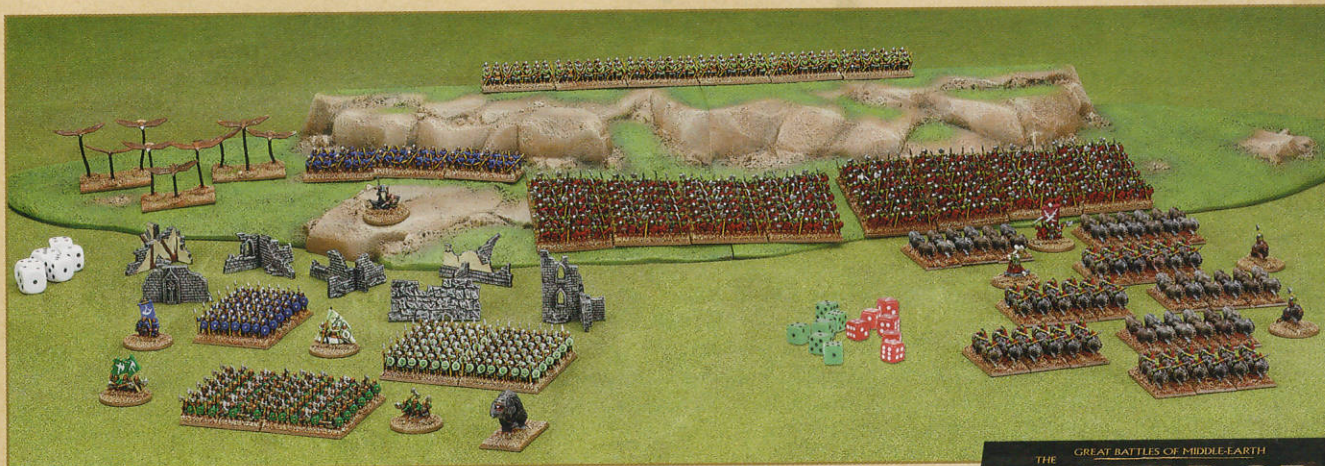
Our new game is based upon the famous battle at the end of *The Hobbit* between Men, Elves and Dwarves on the one side, and Goblins and Wargs on the other. It's one of those classic battles from fiction – it swings one way and then the other as various participants turn up only to be countered by opposing reinforcements. It has all the feel and drama of a huge battle – but one where personal courage and the intervention of great heroes also play a vital part. In other words, perfect material for a self-contained battle game – and that's what The Battle of Five Armies is.

The phrase; 'Battle in a box' begs some explanation. I mean, no one expects to open up the box and find a fully equipped games room, an eager opponent and a well-stocked fridge inside do they? The Battle of Five Armies doesn't quite accomplish that, but it does manage to squeeze the complete forces

for both sides, a rulebook, dice and terrain into the one box. Admittedly that still leaves it up to you to find a tabletop, a measuring tape and a willing friend, but none of that should prove too difficult.

Let's take a closer look at the contents before we delve into the game itself. First, and most importantly, the models are all in 10mm scale rather than the larger 28mm scale that most gamers are familiar with. This enables us to deploy entire regiments of troops on the tabletop battlefield – and make no mistake 'regiments' is what you get – over 150 plastic pieces that make up 24 distinct regiments of troops plus a flock of Eagles as well as character pieces. The individual Men and Elves are about 10mm tall, the Goblins are a little shorter, while the Dwarves are shorter still. The troops are moulded in strips stood shoulder-to-shoulder, ready for battle. The models were sculpted by the talented Mark Harrison and

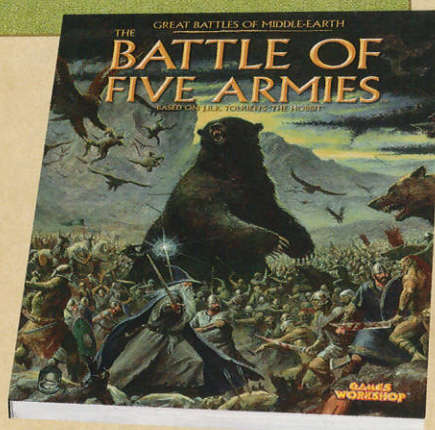




moulded in plastic using some clever, brand-new machines capable of rendering more detail than ever before. The troops from each side come in differently coloured plastic so the game can be played using the unpainted pieces if you wish, and all the models come with convenient pegs on their bases meaning that they can simply be clipped together. The strips are assembled by snap-fitting the pegs under the warriors into the holes in the bases to make up the basic fighting pieces (which are called 'stands'), three of which make up a regiment. You don't need to glue, paint or model the bases, though they certainly paint

up nicely. The clip-together, pre-coloured nature of the pieces is simply to allow you to get playing quickly – you'll find the quality of the plastics every bit the equal of all the other fine kits in Games Workshop's range.

The terrain includes card river sections as well as plastic Citadel ruins that can represent the town of Dale, and two Citadel hill sections that fit into the corner of the table and can be used to represent portions of the Lonely Mountain, where the Dwarves, Elves and Men deploy to meet the Goblin onslaught. These are moulded in rigid



plastic. In The Battle of Five Armies scenario the sections fit into the corners of the table and are therefore used separately, but they have been designed so that they join together to make a long ridge or broad bluff.

The ruins comprise a single frame of wall sections that fit together to make up ruined walls and broken down buildings. These can be used to represent the extent of the former town of Dale that lies under the shadow of the Lonely Mountain. One stretch of wall stands in for Thorin's improvised fortification across the tunnel entrance to the underground realm of the Lonely Mountain. This piece even has a tiny culvert at the base for the spring water to flow into the River Running. The river itself is modelled with sections of die-cut card decorated with appropriate artwork, sufficient length is provided to represent the pool by Thorin's gate, the ford, and the length of the river as shown on the game plan, providing for a 150cm/5ft length table.

The rulebook comes in at 96 pages and is illustrated throughout. The rules cover movement, magic and combat between the various forces, while The Battle of Five Armies scenario explains the rules for fighting that battle. Further force lists and points values are provided to enable players to vary the forces involved.

THE GAME

The rules of the game have been designed to reflect the scale of the models and are altogether unlike The Lord of The Rings strategy battle game, for example, which is more about the actions of individual combatants. The Battle of Five Armies rules are concerned with controlling and directing entire formations of troops rather than single warriors. Experienced players of games focussed on huge conflicts between large formations, such as Epic or Warmaster, will find most of the concepts and many of the processes familiar – or at least familiar enough to make learning the new game relatively easy. Players more used to literal 'what you see is what you get' types of game play based on individual models may find the rules conceptually unfamiliar, but the game is explained clearly by numerous illustrations and examples.

The basic principle that underlies the game is that of 'ordered movement'. To move a unit of troops, a general or hero has to give the unit an order – no order and the unit doesn't move. However, if a unit is given an order and moved, a further order can be issued and the unit moved again, and again, and so on. A dice test is

made to issue each order and each successive order becomes increasingly unlikely as penalties accumulate. If an order is failed then the unit cannot move further that turn and the hero cannot give any further orders. This takes some getting used to if you are accustomed to games where the player moves each piece a set distance each turn in a predictable fashion, but it is more in keeping with how large battles evolve as a result of decisive action and reaction – very much how The Battle of Five Armies is described in *The Hobbit*. The system allows you to attempt complex manoeuvres, to engage many units against an outnumbered enemy, to march units long distances when required – but it also demands that the player blends ambition with caution to avoid scattering units all over the battlefield.

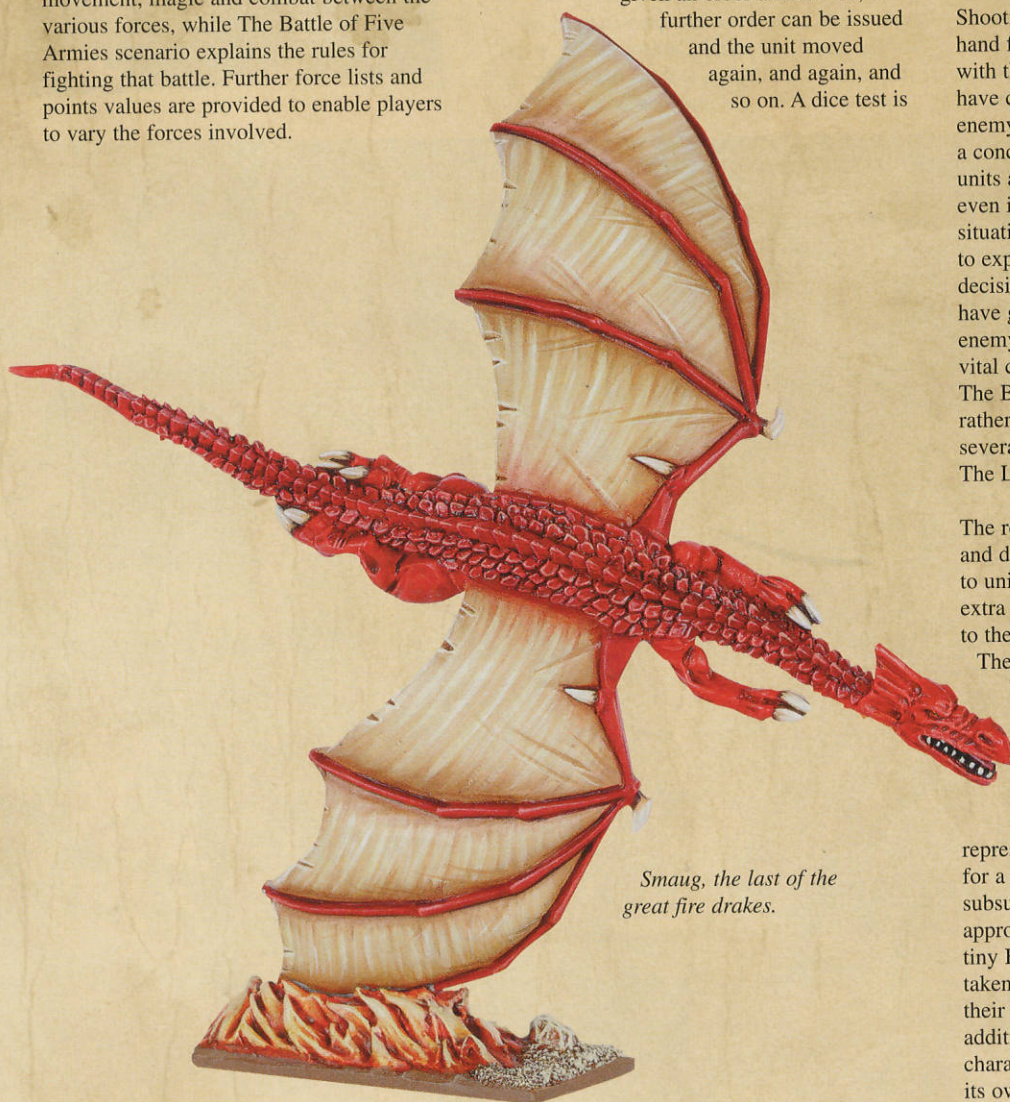


Goblin Warriors

Shooting with missile weapons and hand-to-hand fighting are also resolved with dice – with the advantage going to the units that have charged that turn or pursued their enemy. Hand-to-hand combats are fought to a conclusion within the turn, and victorious units are allowed to reposition themselves or even initiate further combats in some situations. This gives players the opportunity to exploit a breakthrough and achieve a decisive result, assuming of course that they have gathered sufficient forces and that their enemy has not positioned himself for the vital counter-attack. All in all, each turn in The Battle of Five Armies encapsulates rather a lot of action – equivalent to perhaps several turns of other battle games such as The Lord of The Rings or Warhammer.

The role of magic and of heroes is to support and direct troops. Heroes can also be joined to units to encourage them to fight with extra determination – adding bonus attacks to the unit either from shooting or combat.

There is no shortage of heroes in The Battle of Five Armies – for the Good side at least – and characters like Thorin are especially powerful in a fight. In such a large battle a single warrior doesn't necessarily count for much, so the pieces that represent individual heroes really stand in for a small group of individuals and subsume minor characters where appropriate. The Gandalf piece includes a tiny Bilbo, for example, whilst Thorin is taken to represent his companions as well as their irascible leader, and the piece includes additional characters to show this. Each character piece is really a mini-diorama in its own right.



Smaug, the last of the great fire drakes.



The Elves from Mirkwood attack the Goblins.

FIGHTING THE BATTLE

The battle itself begins with rival Dwarf, Elf and Lakemen contingents making a hasty peace before combining to meet the Goblin army led by the Goblin Chief Bolg, son of Azog. As described in *The Hobbit* the largest contingent consists of the Elves – their four units start the game on one of the mountain spurs. The Dwarves and Men together take the opposite spur – two units of each. Between them is the entrance to the subterranean realm of the Lonely Mountain – blocked by Thorin's improvised wall and the river, which the Dwarves have dammed to create a pool. Thorin begins the battle stuck behind the wall he originally constructed to keep the Elves and Men out.

The Goblin player's forces are divided into two. The first comprises the Wargs and Goblin Warg Riders – the cavalry of the army. This portion of the Evil army is ranging ahead of the main force and enters along the eastern edge of the table on the same side as the Men and Dwarves. At this stage the Goblin player can try to take control of the ford – or he can launch an

attack on the Men and Dwarves – either approach can be successful. Attacking the Dwarves on the spur will result in almost certain defeat for the Evil units involved – but it can be worth sacrificing the odd unit to draw the Dwarves onto the flat ground where they are much more vulnerable. The Evil side can also take advantage of massed missile fire to rain arrows down on the Dwarves and attempt to confuse them (confused troops are unable to move in their turn and suffer penalties in combat).

For their part the Good forces can react to the approaching Wargs and Goblin Warg Riders in two ways. They can either sit it out, relying upon the extra combat bonuses they receive from being on the spurs, or they can try and move across the ford to present a united front. In general it is the Elves that will try and take the ford – they have the best commanders and are more likely to move, and if they fail they will not be as immediately vulnerable as the Dwarves and Men. If the Elves can take the ford before the Wargs and Warg Riders then the Evil side will have a hard time shifting them.

The remainder of the Goblin army enters from the southern edge on the same side of the river as the Elves. Units are positioned according to a dice roll – so exactly how quickly the entire army arrives is a matter of luck, though things will tend to even out over a few turns. These are the Goblin infantry units and there are lots of them –



Gandalf the Grey and Bilbo Baggins



Beorn

eight in total, as many as the Elves, Men and Dwarves put together. This means it isn't necessary to worry about getting the whole army together – it can prove more effective to push ahead as fast as you can to try and catch the good army whilst its forces are divided. Once again the ford is critical as this is the only means of crossing from one flank to the other – so the Goblins will probably head straight for it. The Good side can counter this by capturing the ford first, or by advancing away from the spurs to cover the ford if the Goblins prove a little slow. This is a risky gambit though; if the Wargs and Warg Riders can keep the Dwarves and Men pinned down then a fast deployment of the Goblin infantry can swamp the Elves on level ground.

In the description in *The Hobbit*, the fortunes of war turn one way and then the other – these key turning points are represented in the game too. The first of these occurs when Goblins scale the heights above the Good army and start to pelt the troops below with missiles and rocks. In the game this happens as soon as the Evil army is entirely deployed. The Goblin ambushers are not represented on the table – but the Evil side is allowed to drop missiles onto Good troops positioned on the spurs. This can cause casualties and confusion, but it can also drive the units from the spurs onto the low ground where they can be attacked more easily by the Evil forces. This is especially effective when combined with missile fire from the Goblin Warg Riders.

The remaining turning points favour the Good guys and until at least one of these things happens the Evil side will have the advantage – assuming their commander is able to make good use of his larger numbers. The most easily accomplished of these occurs when Thorin and his companions break down the wall and join the battle. Thorin is a mighty warrior and his presence in a fight can certainly make the difference, but the Good side is already well equipped with heroes so this additional piece isn't necessarily going to win the game all on its own. To join the battle all Thorin has to do is break down the wall – which is done on a dice test – and it will be an unlucky player that has to wait too long.

The second turning point occurs when the Eagles arrive and the third when Beorn joins the battle. In the game these events happen



Thorin



Goblin Chief Bolg

one at a time on a dice test and the player is allowed to choose which event takes place first, thus Beorn can arrive before the Eagles if you want, it's all down to timing. In most situations it is the Eagles that will be favoured as they are one of the most powerful units in the game. Also, as soon as the Eagles appear the Goblin ambushers on the mountain heights flee away, ending their special attack. The Eagles can fly great distances at a time and easily engage enemies from the sides or rear, a great advantage especially if the foe is also fighting to his front. If the Eagles arrive very early in the battle the Evil side will have a hard job winning. The presence of these flying creatures will severely hamper the movement of Bolg's forces whilst damaged units can be picked off easily as they make their way to the rear. Beorn is also a dangerous opponent, but he is slower than the Eagles and so is less likely to make his presence felt until the end of the battle. Beorn can turn the tide if the battle is very evenly balanced. Once Beorn and the Eagles are both on the table the Evil army will quickly crumble away.

To win, all you have to do is destroy half the other side's army – or slay his commander as happens in *The Hobbit* when Beorn kills Bolg in the battle's final moments precipitating a general rout of the Evil forces. As the Good side has only eight units in total (Eagles and Beorn don't count), this means the Evil side has only to destroy four units to win. On the other hand, the Good side has to destroy an entire eight units of the Evil side. This is made more difficult for the Good side because its units have their backs to the mountain, so there is no place for damaged or vulnerable units to hide. The Evil side can afford to sacrifice some units just to erode the Good units or draw them into vulnerable positions. Damaged Evil units can also be retreated out of the way so they don't lose their last stand and count as a casualty, though once the Eagles arrive these loose stands are quickly mopped up.

Don't worry about which side you command as overall the battle is evenly balanced, though the Good side will benefit hugely if the player is lucky enough to bring the Eagles on before the Goblin army is fully engaged. Most players find that the Good side has a slight edge, which is what you'd expect given that's how it pans out in the book, but if the Good side is unlucky and fails to bring either Eagles or Beorn into play, the weight of numbers and the Goblins throwing rocks from the mountaintops favours the Evil side. When we were creating the game we took it in turns playing each side, and that's how we'd recommend the game is played – if you can win as the Good guys and then as the Evil guys then you know you've mastered *The Battle of Five Armies*.



Trolls and a Storm Giant attack the Elves.

BEYOND THE BATTLE OF FIVE ARMIES

The rules manual covers a variety of troops based upon descriptions in *The Hobbit*, including some that don't actually appear at *The Battle of Five Armies* itself – for example Smaug the Dragon, Trolls and Storm Giants. The inclusion of additional rules allows players to fight other conflicts between characters from *The Hobbit* should they wish to do so (effectively meaning that *The Battle of Five Armies* is actually the game of *The Hobbit* in its entirety, should you so wish to take it further). A small range of metal models has been made to represent these extra individuals and troops. This is mainly because I insisted that we go the whole hog and make the extra pieces to cover the entire book (I had already compromised on the fridge and gaming table remember... you can't call me an unreasonable man). Also, let's be honest, we couldn't 'not' make Smaug now could we? So, though it is a stand-alone game,

you can add a little bit more to broaden the scope of the game should you want. All of these extra miniatures are being released simultaneously with the boxed set this month.

As a final note on the subject, you'll also notice the phrase 'Great Battles of Middle-earth' on the box of *The Battle of Five Armies* game, and this is the term we use to refer to the boxed game and the additional units. Basically, *The Battle of Five Armies* is just one 'Great Battle of Middle-earth' so you can, of course, use the rules, miniatures, scenery and so on to fight out many more if you want. Check out the Fanatic website, which will be running a variety of articles focusing on the Great Battles of Middle-earth.



Trolls



Storm Giant



THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



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Seen a model? Liked a model? Buy the model!

Store Finder

Every store in GW's UK and Northern European territories!

Events Diary

Excellent events and tournaments in your area.

Subscriptions

You NEED White Dwarf! Never miss an issue.

 THOUGHT FOR THE DAY, THE EMPEROR FORGIVES NOTHING 

WARHAMMER WORLD



THE CENTRE OF THE GAMES WORKSHOP HOBBY

Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 Universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, Lord of The Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Hobby tutorials for all areas of the hobby and all levels of expertise.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- The Warhammer World Exhibition
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

RING 0115 9168410 FOR MORE DETAILS

TUTORIALS

Expand your Hobby Skills in a one-on-one tutorial with one of Warhammer World's hobby heroes. These tutorials can cover any aspect of the hobby, just give us a call to book some time:

Phone: 0115 9168410

Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

YOUR OWN EVENTS

Warhammer World is the perfect place to hold your own gaming events. Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World contact us on the phone number to the left or by e-mail for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See page 120-121 for more!

**Warhammer 40,000
Grand Tournament Final**
5th-6th March

**Rise of Kingdoms: A
Fool's Gold**
19th-20th March

**The Lord of The Rings
Grand Tournament**
2nd-3rd April

**Fury of Champions
(Specialist Games)**
23rd-24th April

WAKEFIELD GAMING ROOM

Wakefield has the country's largest Gaming room, and there is always something special going on there.

- Twenty 6ft x 4ft gaming tables
- Eight individually lit paint stations.
- Tea and coffee facilities.
- A busy timetable of events, tournaments, campaign days, and more.
- A great fun day in the biggest and best gaming facility in Yorkshire!

The all-new Wakefield store is big, boasting the largest Gaming Room in the whole of the UK!

We do our best to cater for every taste, with most weekends having some sort of event. Modelling, painting and terrain-building skills all feature in our workshops, and we run campaigns and tournaments for our three core and many of our specialist games systems.

We have our gaming timetable planned right up to the end of December 2005, so if you are wanting to play a particular system or type of event give us a call.

If you are interested in running an event – maybe you're a club searching a venue or a store wanting to challenge another store or club in the Yorkshire area – The Wakefield Hobby Centre is available as a venue. Contact us for more information.

Manager: Rob Cardiss
Telephone: 01924 369431

COMING SOON

Some of our great events.

Conflict Leeds 5th and 6th March

Take part in Warhammer Heats 1 and 2 at the Wakefield Gaming Room.

The Yorkshire Rosebowl 20th March

Win the first Yorkshire Blood Bowl Tournament! Bring along a starting team with printed official rules to take part. No Star Players.

Conflict Finals 15th-16th March

Warhammer and Warhammer 40,000 finals – the very best generals compete for Conflict champion status.

The Lord of The Rings Open Day – 24th April

Features army building and painting tutorials, as well as a special Balin's Tomb scenario. Showcasing the Scouring of the Shire.

Conflict The Lord of The Rings – 24th April
Achieve Middle-earth glory.



THE GAMING CLUB NETWORK (GCN) IS AN INDEPENDENT ORGANISATION FOR CLUBS, RUN BY AND FOR GAMERS.

- The GCN is made up of independent clubs who meet in hired venues and are largely comprised of adult Hobbyists.
- GCN clubs offer any hobbyist a permanent home venue to enjoy painting, modelling and gaming in a place run by fellow gamers.
- The GCN is run by volunteers who want to set a new standard for clubs.
- All GCN clubs have a Child Protection Policy, a committee to manage club affairs and clear club rules.
- The GCN is independent of Games Workshop.

THE GCN ROLL OF HONOUR
A complete list of all current GCN clubs:

Adgamers (Maidenhead)
Contact: Dennis Jackman
Phone: 01628 540398
Email: DENIS_JACKMAN@hotmail.com

Gatekeepers Wargames Club (Shrewsbury)
Contact: James Sherry
Phone: 01743 369605 or 07792469648
Email: n.sherry@btpenworld.com

The Badger Corps (Nottingham)
Contact: Che Webster
Phone: 01158 766928
Email: chayw@games-workshop.co.uk

Leeds Night Owls
Contact: Steve Nolan
Phone: 07793 198516
Email: stephennolan@wbsonline.net

Spiky Club (Reading)
Contact: Sean Curtis
Phone: 07798 825696
Email: ookthelibrarian@hotmail.com

Tanelorn (London)
Contact: Martin Turner
Phone: 07879 445922
Email: Martin.Turner@Hess.com

Chelmsford Bunker
Contact: Gareth Williams
Phone: 01245 348542
Email: cdgareth@fsmail.net

Nuneaton Model and Gaming Club
Contact: Ken Huxtable
Phone: 07870 477315
Email: k.huxtable@ntlworld.com

Newmarket Dwarf Wargames Society
Contact: Chris Peachey
Phone: 01638 602418

Yeovil Games
Contact: Chris Lowe
Phone: 07811 843747

Walburton Wargamers
Contact: Mike Roddham
Email: walbertonwargamers@yahoo.co.uk

Sad Muppet Society (Basingstoke)
Contact: Richard Kerry
Phone: 0118 982 1512

Middlesbrough Wargames Club
Contact: Shaun Atherton
Phone: 01642 272021
Email: shaunatherton@netscape.net

1st Company Veterans (Nottingham)
Contact: Chris Taylor
Email: cjtaylor_uk@yahoo.co.uk

Colchester Games Club
Contact: James Godfrey
Phone: 07813 394217

Bridgend YMCA Games Club
Contact: Matt Churchill
Phone: 01656 668298
Email: velvetfiend@yahoo.co.uk

Dursley Games Club (Cambridge)
Contact: Dan Bishop
Phone: 01453 549377

Gobstys (Lincoln)
Contact: Will Platten
Phone: 01522 803310
Email: info@gobstys.co.uk

Oxford Gaming Club
Contact: Mike Sharp
Phone: 07802 764143
Email: Mike.sharp4@btpenworld.com

If you would like to know more about the GCN, contact Sean Curtis.

Email: contact@gcnm.org.uk
Post: Gaming Club Network
PO Box 8019
Reading
RG30 3WZ

For information on GW's support of the GCN, contact Bek Iggleden.

Phone: 0115 916 8380
Email: clubguy@games-workshop.co.uk
Post: UK Community Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS

Information correct at time of press.

SCHOOL LEAGUE

Due to the success of the first championship we have decided to extend the School League country-wide. There are leagues for The Lord of The Rings and for Warhammer 40,000 starting now, so if you want your club to take part, contact us at the address below. Regional finals will be held at Easter and the national final is in the summer.

The School League is not a one-off gaming session, but a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Both newly set-up clubs or ones that have been running for a while can benefit as a result. The league not only strengthens relations between clubs but also gives you the opportunity to meet with other schools and hang out with loads of your fellow Hobbyists!

JOIN THE LEAGUE

The League is a great reason to play loads of games, to paint armies and spend more time together talking hobby. It's also a good excuse to go out on a trip and meet a club in a school near you, and you can always organise the games in a Games Workshop Gaming Room store (there are about 15 of these currently in the UK able to host an event) if you can't find a big enough venue.

To join the league you need gamers in your club (obviously!), gaming tables and scenery and 250 points of LOTR and/or 400 points of Warhammer 40,000 armies built using the format given in the School League Pack.

To get a School League pack, or simply if you want further information, contact us on:
**communityhobbymanagers@
games-workshop.co.uk**

State which league you are interested in joining and our Community Hobby Managers will get in touch with you.

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at: eventsdiary@games-workshop.co.uk

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

14 March for **WD306** (June issue)
11 April for **WD307** (July issue)
13 May for **WD308** (August issue)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB Warhammer Ancient Battles
WPS Warhammer Players' Society
WECW Warhammer English Civil War
Epic Epic Armageddon
LOTR The Lord of The Rings
GW Games Workshop
GT Grand Tournament

MARCH

NECROMUNDA: REBELLION

Date: March, 2005

Venue: GW Plaza.

Details: Hive world Zhanum has been overrun by a cult, preaching about the return of the fallen Emperor. Are they what they seem, or are they hiding a great secret? This is a Necromunda campaign running throughout March with starting gangs and no Hired Guns.

Contact:

GW Plaza - 02074 360839 (ask for Scott)

Website:

www.games-workshop.co.uk/events

WINTER WAR 2/FANATIC BERGEN

Date: 5th and 6th March, 2005

Venue: Bergen, Katedral skolen.

Details: Tournaments featured:

WFB - swiss (six round). One army list of 2,000pts.

40K - swiss (six round). You need two army-lists. One 1,500 pts, one 400pts (Combat Patrol). These armies will not be used together, but have to be from the same codex.

LOTR swiss (six round) 1,000pts. Must include both Good and Evil lists - see core rulebook.

Painting competition and demo gaming available too, as well as a social event on the Saturday. Entrance fee: 300kr

Contact:

Chris@avalon.no

Website:

www.bba.no

RHEINDAHLEN WARGAMES CLUB PRESENTS: ACTION 2005

Date: 11th, 12th and 13th March, 2005

Venue: Rheindahlen Wargames Club, Joint Headquarters, Monchengladbach.

Details: One of the biggest wargaming events in Europe. Featuring free entry, European traders, 40K competition, participation games, painting competition, bring and buy, food and refreshments, free parking.

Contact:

Nickparsons8891@yahoo.co.uk

Website:

www.rheindahlen-wargames.com

EPIC TOURNAMENT - RETURN TO ARMAGEDDON

Date: 12th March, 2005

Venue: GW Maidenhead Gaming Room.

Details: This is a 2,700pts Epic tournament for all lists published in the main rulebook and on the Fanatic website (www.specialist-games.com). Do you have what it takes to be victorious in any theatre of war?

Contact:

GW Maidenhead - 01628 631747

Website:

www.games-workshop.co.uk/events

LANCASHIRE OPEN WAR TOURNAMENT

Date: 12th March, 2005

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: Warhammer 2,000 points Swiss Pairings. Tournament runs from 10.30am-5.30pm. All armies must be painted. Only 20 places available, entry is £10.

There are prizes for 1st place, Best Painted Army and Most Sporting Player.

Contact:

info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:

www.wargamesworld.com/events.htm

FANATIC TURKU

Date: 12th-13th March, 2005

Venue: Youth Center Palatsi Eerikinkatu 7, 20100 Turku, Finland.

Details: Take part in this Scandinavian competition. Warhammer tournament on the Saturday; Warhammer 40K tournament on the Sunday.

Contact: Fantasiapelit Turku - 02-23328413

Website: www.palatsi.com

GW PRESENTS: CONFLICT EDINBURGH

Date: 13th March, 2005

Venue: Corn Exchange, Edinburgh.

Details: Edinburgh Conflict is more than a tournament! It offers a wide variety of hobby activity, from painting and modelling tips and participation games to a full one-day tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings.

If you are thinking of entering tournament for the first time, or you just want to play some cool games, this is for you. See if you have what it takes to be victorious on the battlefield.

Tickets cost £25 for the Tournament and £6 for an Open Pass.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

KING OF THE SPIRE

Enter the Spire and build a gang to win the ultimate turf-war. During Easter 2005 (from 1st March to 31st March) every Hobby Centre in the UK will be running games of Necromunda. For those of you with a good memory, you might remember the campaign as the very first event that was run for Necromunda way back on its first release.

- Check out great gangs, showcased in every Hobby Centre's mini-cabinets.
- All the gaming equipment you need to play games of Necromunda will be available.
- Join in games on Veterans' nights, and find a wily opponent or fellow beginner.
- Demo-games and intro games available.
- The King of the Spire mini-campaign.

In every Hobby Centre there will be a 'King of the Spire' side-view map of the Necromunda spire showing where battles will be taking place. There will also be two battle zone sets of scenery, built to help recreate the ghostly industrial landscape.

The aim is to see which Necromunda house dominates at the end of a massive gang war. All the gang ratings from each house will be added up and the end and at the end of March whoever is at the top is the winning house. Simple. Brittle alliances, thirst for revenge and devious plots are sure to play their own part too.



THE CHARRONE SHIELD

Date: 15th March, 2005

Venue: GW Worcester.

Details: A one-day Blood Bowl tournament for the Charrone Shield. Contact the store for further details.

Contact:
GW Worcester – 01905 616707

Website:
www.games-workshop.co.uk/events

THE TITHES OF MARCH

Date: 19th March, 2005

Venue: GW Burton, Coventry, Leamington Spa, Leicester, Macclesfield, Northampton, Peterborough and Stoke.

Details: With his coffers worryingly empty, Greasus Goldtooth needs a new source of income. His great plan will solve all his problems: The March Tithe. Every warrior who marches across the Northern Wastes will be tithed an amount equal to their prowess in battle. His first 'client' is the mighty horde of Archagon, Dread Champion of Chaos. Come down and play in any of the above Hobby Centres.

Contact:
See page 122 for Hobby Centre contact details.

Website:
www.games-workshop.co.uk/events

PAINTING MASTERCLASS

Date: 19th March, 2005

Venue: GW Plaza.

Details: Come and learn how to paint all manner of skin tones with Plaza's very own Hobby Specialists.

Contact:
GW Plaza – 0207 436 0839

Website:
www.games-workshop.co.uk/events

GW PRESENTS: RISE OF KINGDOMS: A FOOL'S GOLD

Date: 19th and 20th March, 2005.

Venue: Warhammer World, Nottingham.

Details: Between the Old World and the mysterious lands of Cathay lie lands rife with danger. Marauding bands of Ogres, Orcs and fouler things stalk the unnamed hills and lands along the Ivory Road, the only so-called safe route to the riches and wonder of the Cathayan Empire. A Fool's Gold gives you the chance to race along the Ivory Road, as a merchant or mercenary general, for a share in the profits.

To take part you will need a fully-painted 2,000pts Warhammer army. Some armies cannot take part in the campaign, so ask the staff when you purchase your ticket. Only available to those aged 16 years and over.

Tickets cost £40, and are available from Direct Sales on 0115 91 40 000.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.co.uk/gt

RAGE OF THE BEAST

Date: 26th March, 2005

Venue: GW Sutton.

Details: The battle for Ultramar rages across the system. Marneus Calgar and his Ultramarines are trapped and doomed to a slow and eventual death. Can Marneus break through the

THE IVORY ROAD ROADSHOW

The Ivory Road is the only safe route from the kingdoms of the Old World to Grand Cathay. Duke Casstillion the Red of Bretonnia seeks to travel this road and open trade for the riches of the east. Gathering a vast army and many wagons of rare fabrics and artifacts from all of Bretonnia, Casstillion leads this mighty caravan east into dark and unknown lands. After many weeks journey the road enters the first great pass through the mountains of Mourn. Unknown to the Duke death and torture are ahead, as a large Ogre army lies hidden in the cold winter mists, waiting in ambush.

All gamers are invited to take part in this huge roadshow event. All the figures are provided, all you need to do is decide who you wish to fight alongside – the brave Duke and his men or the bloodthirsty Ogres. Once you have chosen, ring any of the stores and book a place.

Contact details:

GW Middlesbrough - 01642 254091

GW Darlington - 01325 382463

GW Durham - 0191 3741062

GW Metro - 0191 4610950

GW Carlisle - 01228 598216

GW Newcastle - 0191 2322418



Dates and Venue:

GW Middlesbrough 5th March

GW Darlington 12th March

GW Durham 19th March

GW Metro 26th March

GW Carlisle 2nd April

GW Newcastle 10th April

Tyrannids and reach the nearest evacuation point?

Contact:
GW Sutton – 0208 7709454

Website:
www.games-workshop.co.uk/gt

COMPULSION

Date: 26th and 27th March, 2005

Venue: Tevioe Student Union, Bristol Square, Edinburgh.

Details: Swiss-style Blood Bowl tournament, participation battles on both days, GW artists and games developers will also be present.

Catch an early glimpse of the new Warhammer Fantasy Roleplay too. Prebooked tickets are £7 for one day or £10 for two. Otherwise it will cost £8 for one day and £12 for two on the day.

Contact:
info@compulsion.org or GW Edinburgh – 01312 206540

Website:
www.compulsion.org

BATTLEFLEET GOTHIC TOURNAMENT

Date: 27th March, 2005

Venue: GW Glasgow Gaming Room.

Details: On routine patrols through a distant sub-sector, your quiet day is suddenly interrupted by a distress call from a remote outpost. As you near the outpost, your scanners show other ships in the vicinity. Prepare for battle. This event lasts for one day and is run over three games. Each player has a 2,000 point fleet and the event runs from 10am to 6pm.

Contact:
GW Glasgow – 0141 221 1673

Website:
www.games-workshop.co.uk/events

THE ORCIDAS SLAUGHTER BOWL

Date: 27th March, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Join in the fun of a day of Blood Bowl. Coach your team to the top. All approved teams welcome, 16 places available.

Contact:

GW Middlesbrough – 01642 254091

Website:
www.games-workshop.co.uk/events

APRIL

EUROPEAN GET TOGETHER 11

Date: 1st, 2nd and 3rd April, 2005

Venue: Ostend, Belgium.

Details: The Euro GT is set up by gamers for an interactive weekend of gaming in a non-tournament environment. Gamers will be grouped into teams of Mordheim, Warmaster and Warhammer players in a campaign-driven story. Previous events have involved up to 60 players from all different nationalities. The location is situated 20m from the beach with easy access to both the city, station and airport. Anyone interested can go to the website to enter the event.

The event will be held at: Hotel 'De Kinkhoorn', Zeedijk 330, 8400 Oostende, Belgium

Contact:
Christof.simons@thebrassman.org or Lex Van Rooy at: lex.van.rooy@gmail.com
Website: www.eurogt.org

BLOOD BOWL CUP

Date: 2nd April, 2005

Venue: GW Middlesbrough Gaming Room.

Details: Kick off the season in style as 10 Blood Bowl coaches go head to head to show off their coaching skills.

Contact:
GW Middlesbrough – 01642 254091

Website:
www.games-workshop.co.uk/events

MIGHTY EMPIRES WEEKEND

Date: 2nd and 3rd April, 2005

Venue: GW Carlisle.

Details: Muster your forces and gather your supplies – war has begun! Using cunning, experience and strength, expand your borders and increase the might of your Warhammer army.

Contact:

GW Carlisle – 01228 598216

Website:
www.games-workshop.co.uk/events

RUMBLE IN THE JUNGLE

Date: 3rd April, 2005

Venue: GW Plaza.

Details: Welcome all sports fans! It's that time of year again, Rumble in Jungle. This is a Lustria-based Blood Bowl league played on Thursdays and Sundays throughout April and May. Starting teams, no star players.

Contact:
GW Plaza – 02074 360839 (ask for Andy)

Website:
www.games-workshop.co.uk/events

LANCASHIRE OPEN WARHAMMER ANCIENTS TOURNAMENT

Date: 9th April, 2005

Venue: Wargames World, 22 Cooper Street, St Helens.

Details: This is a Warhammer Ancients 2,000 points Swiss Pairings, Tournament running from 10.30am-5.30pm. All Armies must be painted. Only 20 Places Available.

The cost of entry is £10. There are prizes for 1st place, Best Painted Army and Most Sporting Player.

Contact:
info@wargamesworld.com or send a large SAE to: Wargames World, 50-52 Skipton Road, Ilkley, West Yorkshire, LS29 9EP.

Website:
www.wargamesworld.com/events.htm

THE WAR OF THE BEARD IV

Date: 23rd April, 2005

Venue: Ekeren, Belgium

Details: A WH 2,000 points tournament.

Contact:
dirk.bruylants@skynet.be

Website:
www.tsoa.be

STORE FINDER



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda and Mordheim.



YEARS OF EXPERIENCE

When you grow weary of constant war, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other Hobbyists.



A PLACE FOR VETERANS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.

GAMING ROOMS

Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby.

Like a regular Hobby Centre, all Gaming Rooms provide the full range of Games Workshop services. They are larger than a normal Hobby Centre and have many tables, making them perfect for meeting fellow hobbyists.

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are opened up to all hobbyists.

Gaming Room Features

- Varied scenery and table set ups for Warhammer, Warhammer40,000 and The Lord of The Rings and all the Specialist Games.
- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 during weekdays.



Our gaming Rooms are currently running special games of Necromunda. Call your local Gaming Room for more details. See page 118 for Necromunda GW events.

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- GW Bath01225 334044
- GW Bromley02084 660678
- GW Burton01283 535865
- GW Cambridge01223 313350
- GW Carlisle01228 598216
- GW Chester01244 311967
- GW Dumfries01387 249702
- GW Durham01913 741062
- GW Exeter01392 490305
- GW Glasgow01412 211673
- GW Ipswich01473 210031

- GW Liverpool01517 030963
- GW Macclesfield01625 619020
- GW Maidenhead01628 631747
- GW Middlesbrough01642 254091
- GW Newcastle01912 322418
- GW Newport01633 256295
- GW Poole01202 685634
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HOBBY CENTRES & INDEPENDENT STOCKISTS

Workshops open seven days a week and late for gaming evenings. Hobby Centres have something for Hobbyists of all ages.

Games Workshop products are also sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, most of Europe, South Africa and the UAE. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, call Games Workshop Direct on 0115 91 40000.

In the following list, Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. Hobby centres marked with a cross (x) have Gaming Room facilities.

Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000

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13 Broadweir, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2528
BRISTOL, Area 51:
Tel: 0117 9244695
PORTISHEAD, Makit:
Tel: 01275 844 751
YATE, Hoggosaurus Toystore:
Tel: 01454 326566

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 01234 273 663
LEIGHTON BUZZARD, Cuddlers:
Tel: 01525 217415
LUTON, Ottakers:
Tel: 01582 486999
LUTON, Final Fantasy

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 01628 631 747
GW READING:
111 Broad Street Mall, Tel: 0118 959 8693
GW SLOUGH:
101 High Street, Tel: 01753 575 675
BRACKNELL, Ottakers:
Tel: 01344 488124
NEWBURY, Miniature Merchants:
Tel: 01635 528176
NEWBURY, Swampys:
Tel: 01635 36555
SANDHURST, Toyworld:
Tel: 01252 873590
WINDSOR, W.J. Daniels:
Tel: 01753 862106

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GW BIRMINGHAM:
116 Corporation Street, Tel: 0121 236 7880
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 01384 481 818
GW SOLIHULL:
890 Warwick Road, Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 01213 543174
GW WOLVERHAMPTON:
Unit 98, Mander Centre, Tel: 01902 310 466
GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 01922 725 207
ACOCKS GREEN, Jeff's Games and Workshop:
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GREAT BARR, Gaming Crypt:
Tel: 0121 359 5290
EDGECASTON, Wayland's Forge:
Tel: 0121 687 01105
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
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Shopping Centre, Tel: 01908 690 477
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Tel: 01223 507330
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112 Foregate Street, Tel: 01244 311 987
GW MACCLESFIELD:
Unit 38, Chestergate Mall, Grosvenor Centre,
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GW LEICESTER:
Unit 2,16/20 Silver Street. Tel: 0116 253 0510

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SCUNTHORPE, Toymaster:
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SKEGNESS, The Model Shop:
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Lynby Storcenter 54, 2800, Tel: 45870445

LYNGBY, EB Games:
Løjsevej 2750, 2800, Tel: 45870509

MARIBO, Legekæden:
Østergade 9, 4930, Tel: 54782521

NÆSTVED, Bog & idé Axeltorv:
Næstved Axeltorv 10, 4700, Tel: 55 72 20 24

NÆSTVED, Holsted Bog & idé:
Næstved Storcenter 16, 4700, Tel: 55734241

NÆSTVED, Longes Bog & idé:
Torvetstræde 13, 4700, Tel: 55 72 01 16

NAKSØV, Tusind Ting:
Søndergade 12, 4900, Tel: 54922697

NYKØBING F, Nykøbing F. Bog & idé:
Jernbanegade 8, 4800, Tel: 54 85 23 73

NYKØBING M, Morse Boghandel:
Nygade 1, 7930, Tel: 97720700

NYKØBING SJ, Nykøbing Bog & idé:
Algade 32, 4500, Tel: 59 91 00 06

ODDER, Legekæden:
Rønsens Gade 32, 8300, Tel: 86544276

ODENSE C, EB Games:
Kongensgade 43, 5200, Tel: 66129929

ODENSE C, Dragons Lair:
Kongensgade 71, st., 5000, Tel: 65919701

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ODENSE SD, Bog & idé Odense:
Røssengårdscentret 63 Gul Gågade, 5220, Tel: 66 15 99 28

ODENSE SD, EB Games:
Ørbskovvej 75, 5220, Tel: 63950070

RANDERS, Byrge Sørensen Hobby:
Rådhusvej 4, 8900, Tel: 86426114

RANDERS, Randers Hobby Import:
Adelgade 13, 8900, Tel: 86433923

RINGE, Fjords Bog & idé, Ringe:
Kirkepladsen 2, 5750, Tel: 62 62 11 25

RINGKØBING, Buddy Legetøj:
Algade 4, 6950, Tel: 97336900

RISIKOV, Vejby-Risikov Bog & idé:
Vest Centret Frijsenborgvej 5, 8240, Tel: 86 21 53 29

RODovre, BO Bøger:
Rødovre Centrum 116, 2610, Tel: 36410485

RODovre, MR Games:
Rødovre Stationscentret 2610, Tel: 36720255

RØNNE, Dørth's Hobbytusen:
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RØNNE, William Dam Bog & idé:
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ROSKILDE, EB Games:
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ROSKILDE, Fantale:
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ROSKILDE, Flensborg Bog & idé:
Stændertorvet 4, 4000, Tel: 46 35 00 08

ROSKILDE, Ønskeleg:
Algade 28C, 4000, Tel: 46 323453

SKJERN, Bog & idé Skjern:
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SILKEBORG, Bog & idé:
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SILKEBORG, Byens Hobby & Fritid:
Borggade 49-51, 8600, Tel: 86815815

SKAGEN, Legekæden:
Sti, Lauritsen 40, 6900, Tel: 98445455

SKANDERBORG, Hobbymergeren:
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SKANDERBORG, Schmidt Bog & idé:
Skanderborg Adelgade 82, 8660, Tel: 86520027

SKIBBY, Skibby Bog & idé:
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SKIVE, JydsK Boghandel:
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SLAGELSE, EB Games:
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SLAGELSE, Fantale:
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SLAGELSE, Uldtøtten:
Nygade 2, 4200, Tel: 58535035

SØNDERBORG, Bogcentret:
Partegade 77, 6400, Tel: 74422071

SØNDERBORG, Sønderborg Bog & idé:
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Lejrstiftvej 19, 4660, Tel: 56508610

STENLØSE, Snurretoppen:
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STRUER, Hanne Madsen Bog & idé:
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SVENDBORG, BO Bøger:
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SVENDBORG, Farve & Hobby Hjernet:
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THISTED, Buddy Legetøj:
Vestergade 4, 7700, Tel: 97921933

TØNDER, Jensen Bog & idé:
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TORSHAVN, P/F Thomas Dam Wholesale:
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VEDBÆK, Trøred Bog & idé:
Trøred Torv Trøredvej 70, 2950, Tel: 45 89 13 26

VEJLE, BO Bøger:
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Viborg St. Mathias Marked 202, 8800, Tel: 86 62 77 62

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TURKU, Sinooperi Turku:
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VALKEAKOSKI, Valkeakostenkirja:
Kauppakatu 3, 37600

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VANTAA, Sinooperi:
Martinkatu 41, 01720, Tel: +358 9 3484466

VANTAA, Sinooperi Myrmorini:
Isokatu 301, 01020, Tel: +358 9 3487 0222

VANTAA, Sinooperi Varisto:
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ATHENS, Fantasy Shop:
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ATHENS, Fantasy Shop:
Thessalonikeus 43-45, Tel: 0030 210 9828877

ATHENS, Kaisa Amaroulou:
Kondili 7, Tel: 0030 210 6141675

ATHENS, Kaisa Chess & Games:
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ATHENS, Kaisa Glyfadas:
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Titis Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaisa Pagratlou:
Timothou 8, Tel: 0030 210 7985435

ATHENS, Kaisa Peirala:
Ipsallitou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaisa Pigasos:
Dilou 22, Tel: 0030 210 5786707

ATHENS, Dragons Eye Store:
Karosini 42, Tel: 0030 210 4328273

CRETE, Fantasy Shop:
Harekleion, Tel: 0030 2810 311312

CRETE, Kaisa Hania:
Kydonias 107, Tel: 0030 28210 88996

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Mikou 24, Tel: 0030 221 087315

LARISAS, Kaisa Larissas:
Koumoundourou 22, Tel: 0030 2410 537337

PATRA, Fantasy Shop:
Pantassias 75, Tel: 0030 2610 221014

PATRA, Kaisa Patras:
Gounai & Sini 24, Tel: 0030 2610 625632

PIREUS, Dragon's Eye Store:
Keratsini 42, Tel: 0030 2106929169

THESSALONIKI, Fantasy Shop:
Skra 3, Tel: 0030 2310 240193

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Patriarch Loukian 8, Tel: 0030 2310 257397

VOLOS, Fantasy Shop:
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HERZLIA, Freack:
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RAMAT, Tapuah:
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GW HAARLEM:
Gierstraat 23, 2011 GA, tel: 0031 23 551 7677

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Hoofstraat 68-68, 2406 CH, Tel: 0172 472254

AMERSFOORT, Spellenwinkel:
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AMSTELVEEN, Het ganzenbord:
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AMSTERDAM, Grote Beer Speelgoed:
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ARNHEM, Spelkwartier Arnhem:
Nieuwstraat 34/36, 6811 BL, Tel: 026 3702028

ASSEN, Ploek:
Stationstraat 1, 8401 KV, Tel: 059 2313292

BERGEN OP ZOOM, Big Boys Toys:
Lievevrouwstraat 4, 3517 JJ, Tel: 0164 250948

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De Geus, Bosstraat 4, 4811 NC, Tel: 0164 247462

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BREDA, Modelbouw Bliks:
Boechstraat 23, 4811 GA, Tel: 076 5218596

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Nobelsstraat 3-5, 3231 BA, Tel: 0181 414294

BUSSUM, Boks Modeltreinen:
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CULEMBORG, Dreckennest:
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DELFT, Top 1 Toys Speldraden:
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DEN BOSCH, Atomik Den Bosch:
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DEN HAAG, Intertoys Theresiastraat:
Theresiastraat 280-284, 2593 AX, Tel: 070 3473120

DEN HAAG, Spellenhuis:
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EINDHOVEN, Gamesworld:
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ENSCHDE, Pipelines:
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GEELEN, Tactica:
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GOES, Fantus Fantasy Store:
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GORINCHEM, Netten Modelbouw:
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GUUDA, De Movie Store:
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GRONINGEN, Wirwar:
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HOBBY SUPPLIES

Games Workshop's new Roughcoat spray paint has been specially made to help you create authentic looking textures. It is especially good for stone and metal, and works both on terrain and models.

Roughcoat is a spray paint like no other. Though you point it and spray like any can, the finish you get is very different. Roughcoat spray has been specially developed to give a fine textured finish to models and terrain pieces, a finish that cleverly emulates the look of stone or rough metal and gives you an ideal surface to drybrush over. Its two main uses are as a sealant and texturing agent on terrain and as a way of detailing tanks. Here are some examples of it in action.



POLYSTYRENE



Roughcoat seals polystyrene and gives a textured surface suitable for drybrushing.

One of the materials best suited to building terrain is polystyrene. It is available in all sorts of shapes and densities and is extremely versatile.

The problem of undercoating it with spray paint is that the propellant can damage the polystyrene's surface. In the past we'd recommend using



Always spray well back. You may encounter damage to the material if you spray it too closely.

textured masonry paint to seal it first. But now you can undercoat polystyrene with Roughcoat without causing the surface to dissolve. It even seals the polystyrene against the effects of spray paint applied afterwards, allowing you to spray it whichever colour you desire, significantly speeding terrain construction up.

Below: Textured spray is useful if you want to undercoat a large terrain piece quickly as the surface dries faster than if you paint it. The finished texture is also much finer than DIY textured paints or paint with sand in it. This makes Roughcoat ideal for terrain pieces with small details, such as windows and doors, modelled onto them.



ESSENTIAL HOBBY TOOLS AND TIPS

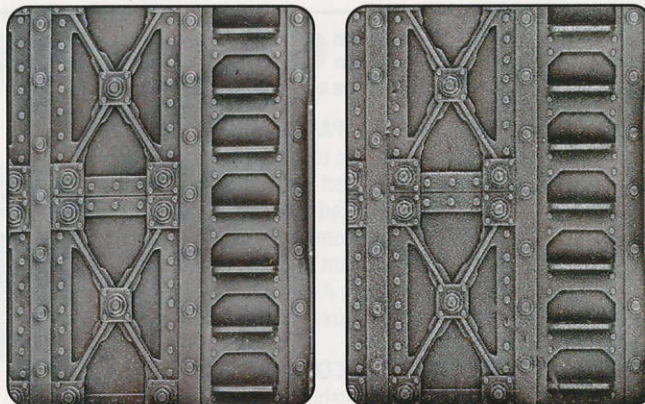
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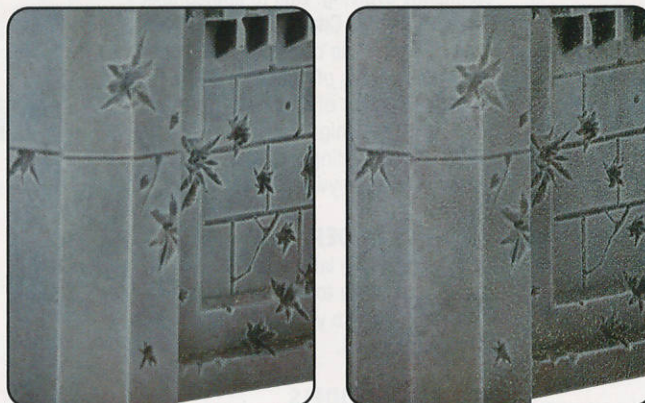
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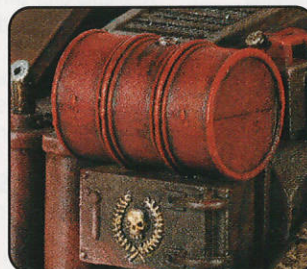
Right: Compare this pair of bulkheads; the one on the left has been drybrushed without the textured spray, the one on the right after a coat has been applied. Roughcoat creates a surface keyed perfectly for drybrushing and creates the impression that the bulkheads are made of rough metal.



Right: Here you can see the same effects applied to a pair of walls. The wall section on the far right has been sprayed with Roughcoat. Again, the texture helps to bring the piece alive.



Below: Tanks look particularly effective when drybrushed after a coat of textured spray paint.



RoughCoat 400ml Spray Can £8

400ml cans (above).

Denmarkkr 75.00
Norwaykr 85.00
Swedenkr 85.00
Euro£ 10.00



Varnish 400ml Spray Can £6

400ml cans (above) available in Ardcoat (gloss) and Purity Seal (satin).

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They can also provide assistance with making an army list, from devising a starting force to expanding an existing one. They're also available to give helpful advice on how various units work on the tabletop, discussing any special rules and tactics for using them in a battle and assessing their relative strengths and weaknesses.

Our Hobby Specialists are also a great source of gaming knowledge. If you have any rules queries they are happy to help and suggest solutions to ensure you get the best out of your gaming.



SPECIALIST PROFILE

Name: Stuart White

Specialism: The Lord of The Rings.

Armies: Uruk-hai and Iron Warriors.

Hobby tip: When choosing a The Lord of The Rings force, focus on picking Warriors rather than Heroes.

GAMES WORKSHOP DIRECT

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COLLECTORS' GUIDES

Collectors' guides are an amazing resource for gamers and collectors alike. Each book focusses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Now available from your local Games Workshop Hobby Centre:

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- Chaos Space Marines
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Catalogues

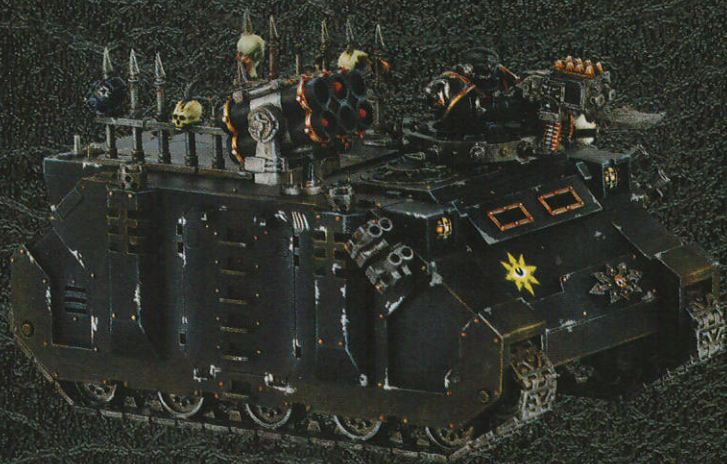
- The Specialist Games Catalogue
- 2005 Catalogue

QUESTION OF THE MONTH

Every month the Hobby Specialists deal with hundreds of hobby-related queries. Whether it's how to get the most from your Snotling Pump Wagon, suggesting a fitting colour scheme for your new regiment of the Knights of the Blazing Sun or finding out the Strength of a Railgun, the Hobby Specialists have all the answers. Here's a recent question that keeps cropping up.

Q. If I attack a vehicle with an armour value of 10 with a weapon of Strength 10 or AP 1 that would automatically cause a Penetrating hit, is the attack affected by the target being in cover?

A. Yes, the Obscured rule takes effect in both of these cases (even AP 1 weapons, see page 66 of the Warhammer 40,000 rulebook), downgrading a Penetrating hit to a Glancing hit on a D6 roll of a 4+.



Dwarf Slayers

From the temple of Grimnir come the death-seeking Dwarf Slayers. It's a veritable Slayer fest in the workshop of Dok Butcha this month as we showcase Paul Evans' Slayer throng on page 104.



UNGRIM IRONFIST'S BODY
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TROLLSLAYER STANDARD
BEARER BODY
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DWARF TREASURE HUNTERS SLAYER
9947110500203 £3.00

Tristan the Troubadour

Gallant Questing Knight, Tristan the Troubadour and his companion Jules are given a revamp by Mat Ward on page 110. Below are all the components you need to assemble this hero for your own games.

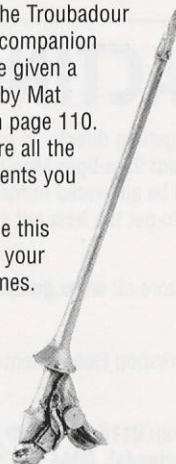
Sprues shown at 35% actual size



TRISTAN THE TROUBADOUR'S LUTE
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TRISTAN THE TROUBADOUR'S SHIELD
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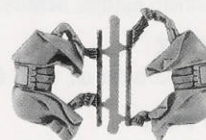
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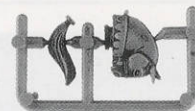
TRISTAN THE
TROUBADOUR'S BODY
9947020304201 £4.00



JULES JONGLEUR
9947020304205 £2.50



CLASSIC BRETONNIAN HORSE
BODY SPRUE
99389999004 (random) £1



CLASSIC BRETONNIAN HORSE
HEAD SPRUE
99389999014 (random) £1.00

Abhumans

The Imperial Guard has many different races of men in its ranks, not all of which are entirely human. In Chapter Approved this month Andy Hoare provides rules and background for the tolerated mutants in your Imperial Guard armies. Below are a sample of different Abhumans and components to make some of the specific species given on page 40.



RATLING SNIPER 2
9947010501205 £2.00



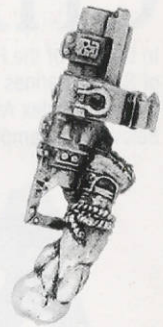
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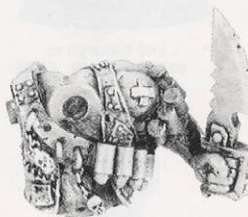
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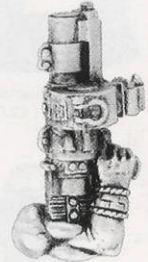
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Gland War Veterans

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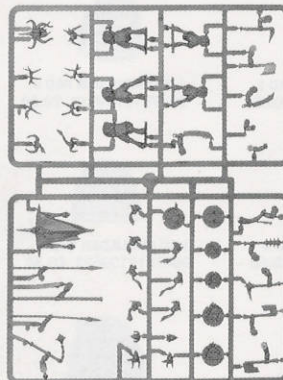
Necromunda

If you've been inspired by our battles in the Underhive this month you can order all your Necromunda gangers and components by contacting Games Workshop Direct. Also, for a limited time you'll can get Necromunda miniatures from your local Hobby Centre too.

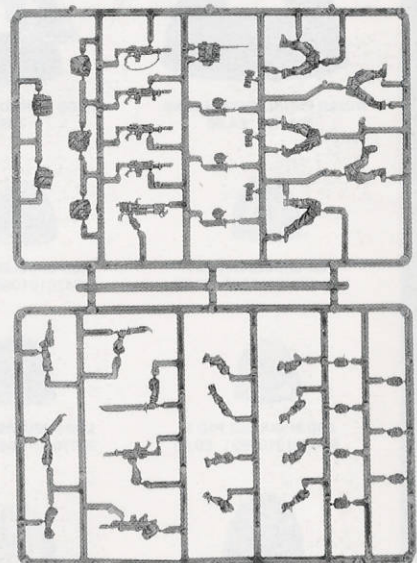


Homo Sapiens Variatus

The sprues can be used to make Homo Sapiens Variatus. Shown at 30%.



BEASTMEN REGIMENT SPRUE
99380201013 £6.00



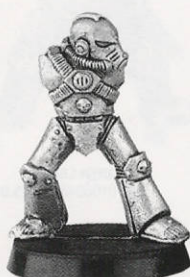
CATACHAN JUNGLE FIGHTERS SPRUE
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CHAOS RENEGADES

In the age of the Horus Heresy a great many Space Marine chapters turned from the Emperor's light and embraced Chaos. Since then the majority of Space Marines have fought valiantly for mankind, however, a few have turned from the Emperor's light during the millennia after the time of Horus. In Index Astartes this month on page 68, we delve into the sinister doctrines and battle strategies of these more recent traitor marines. Below are a sample of components with which you can construct your own renegade chapter.



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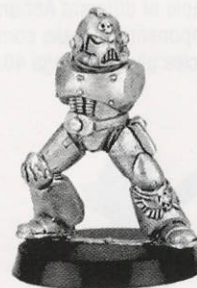
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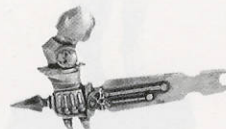
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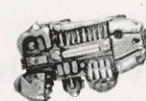
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Red Corsairs

The malevolent Red Corsairs are featured in this month's Index Astartes. Christian Byrne explains how he converted them on page 74.

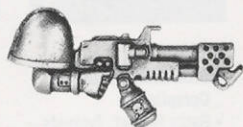
Sprues shown at 30%



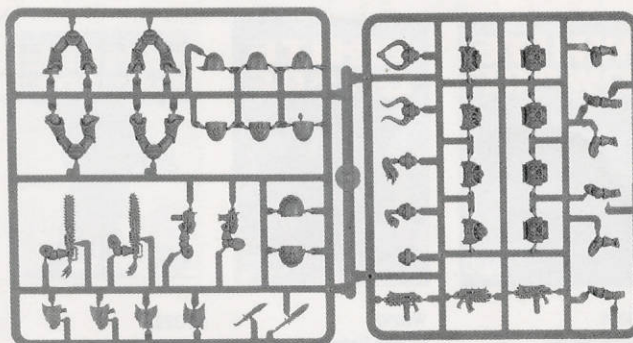
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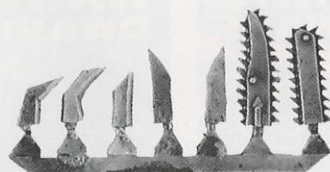
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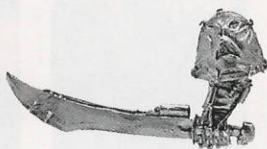
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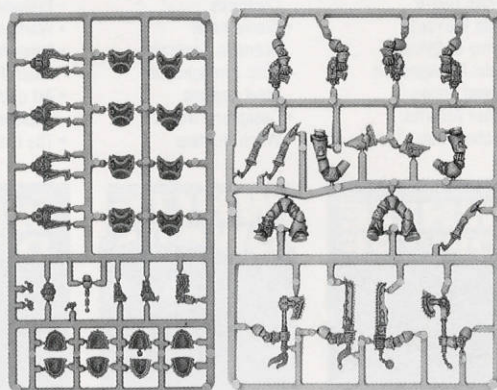
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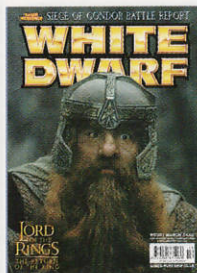


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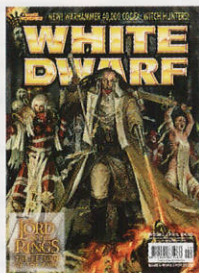
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White Dwarf – What have you missed?



WD291

- Battle Report: Necrons vs Chaos Space Marines
- Tactics: Death Guard
- Olde Weirde's Army of Sylvania
- Epic: Armageddon Speed Freeks
- Index Astartes: Techmarines



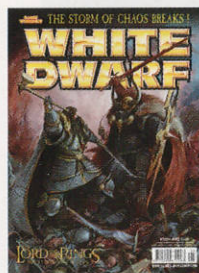
WD292

- Battle Report: Tomb Kings vs Bretonnians
- Chapter Approved: Creatures
- Warhammer Scenario Generator
- Epic: Armageddon Steel Legions
- Designers' Notes: Witch Hunters



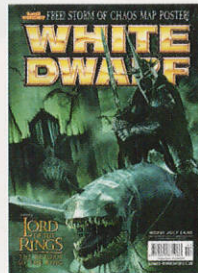
WD293

- Battle Report: Witch Hunters vs Tau
- Storm of Chaos Prelude
- Warhammer Dark Pact
- Index Malleus: Blood Pact
- Art of Warhammer: Deployment
- The Future of Epic



WD294

- Free Storm of Chaos Compilation
- Battle Report: Tyranids vs Imperial Guard
- Warhammer Storm of Chaos: The Eye of The Storm
- Warhammer 40,000: Rules of Engagement
- Art of Warhammer: Magic



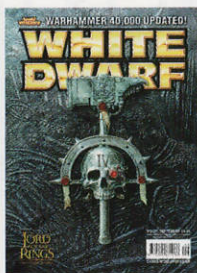
WD295

- Free Storm of Chaos Map Poster
- Storm of Chaos Battle Report: Chaos vs Empire
- Storm of Chaos Tactics: Halting the Tide
- Art of Warhammer
- The Lord of The Rings Gondor Fiefdoms
- Tactics: Imperial Guard



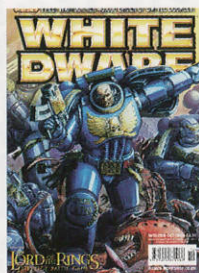
WD296

- Free Warhammer Order of Battle Booklet
- Warmaster Battle Report
- The Lord of The Rings The Battle of The Pelennor Fields
- Chapter Approved: Armoured Companies
- Deathmaster Snikch
- Cults of Slaanesh



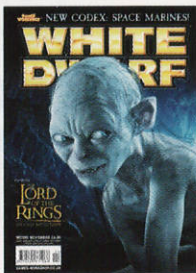
WD297

- Free Paint Pot Lid Stickers
- Warhammer 40,000 Inaugural Battle Report and Designers' Notes
- The Lord of The Rings Battle Companies
- Battle for Middenheim
- Warmaster: Big Future
- Art of Warhammer: Army Selection



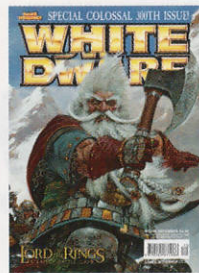
WD298

- Free Warhammer 40,000 Order of Battle Booklet
- Codex: Space Marines preview
- Speed Freeks vs Imperial Guard Battle Report
- Bugman's Lament
- The Lord of The Rings Mûmak masterclass



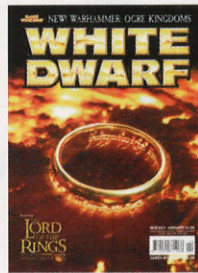
WD299

- Battle Report: Dogs of War versus Beastmen
- Bugman's Lament part two
- Codex: Space Marines Designer's notes
- Army Building: Heart of Orkness
- The Lord of The Rings Legions of the Eye
- The Emperor's Finest



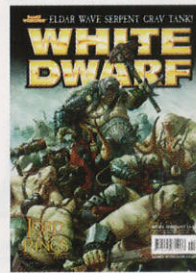
WD300

- Two free double-sided posters plus a Warhammer 40,000 reference sheet
- Battle Report: Ultramarines versus Orks
- Battle Report: Mûmakil versus Rohan
- Bretonnia in Flames campaign



WD301

- Battle Report: Sisters of Battle versus 13th Company
- Ogre Kingdoms Designer's Notes
- Storm of Chaos Conclusion
- A Tale of Four Gamers
- Space Marine Heroes
- The Lord of The Rings Mûmak Showcase



WD302

- Battle Report: Ogre Kingdoms
- Index Xenos: Biel-tan
- Tactics: Biel-tan
- The Lord of The Rings The War Begins
- A Tale of Four Gamers
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- The final Bugman's Lament
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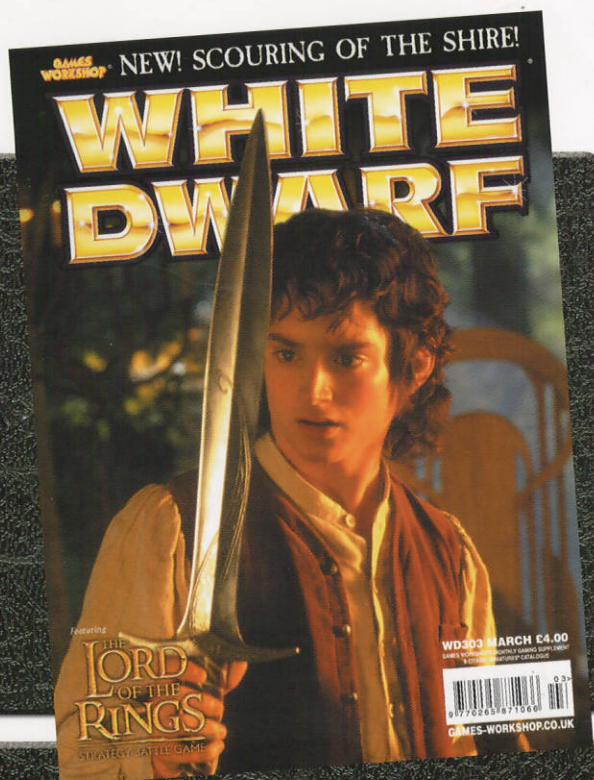
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