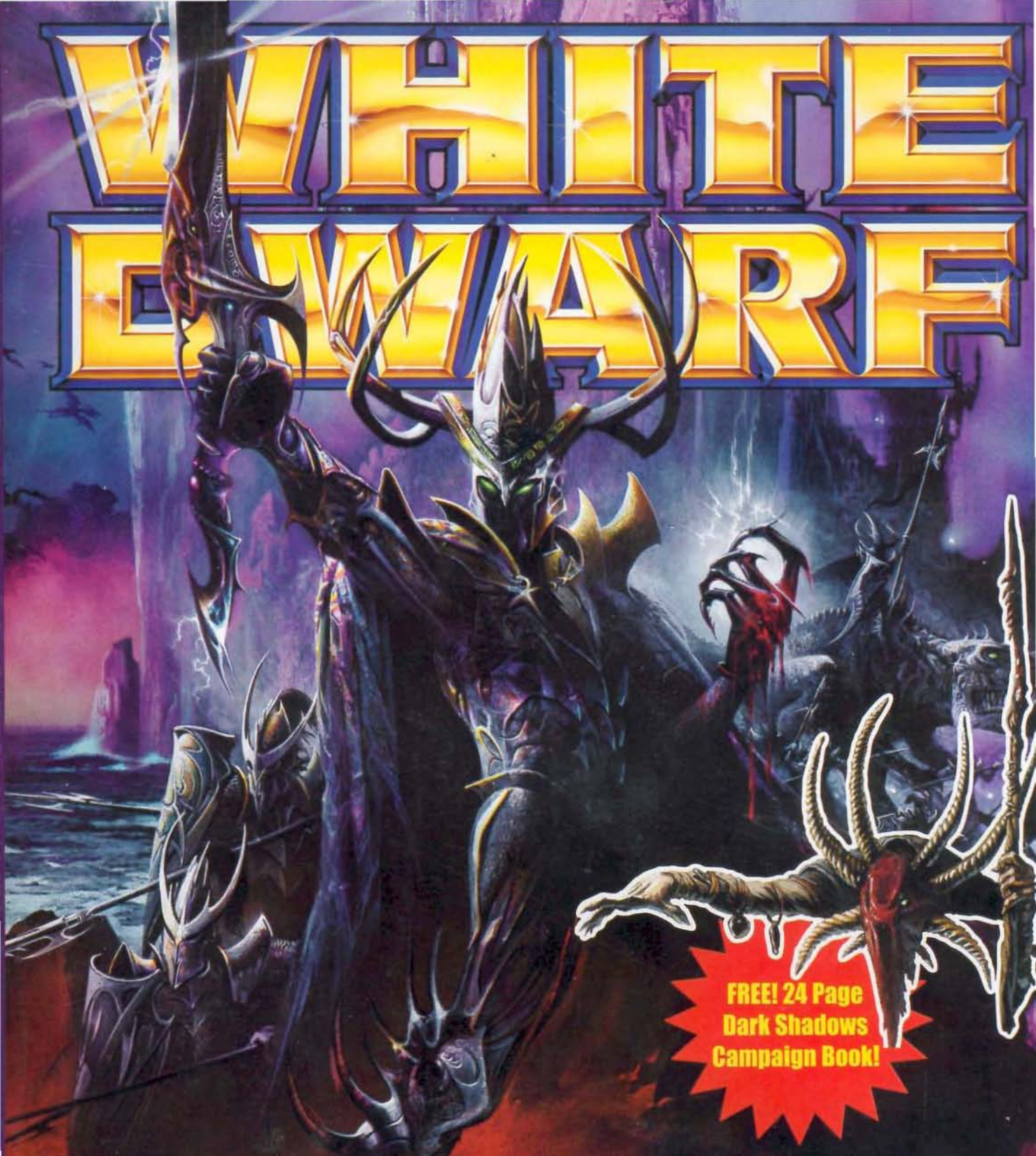
WHITE DWARF



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INSIDE SCOOP NEWS AND INFORMATION

Here it is, the month of July. (Technically, it's not quite July as I'm writing this, but I'm already looking forward to the summer, do forgive me a little artistic license.) And July usually means a couple of things around here at **Games Workshop HQ**, the aftermath and recovery from the madness of **Games Day** and the beginning of the **Summer Battle Tour**. In case you weren't around for last month's initial announcement, this summer's tour will center around the mystic isle of Albion and will give everyone who comes out to play the chance to write the next chapter in the history of the Warhammer World (and don't forget the added bonus of hunting for the legendary leader of the Space Wolves, Leman Russ in a small scale version of the Hunt for Russ table from Games Day). Check the White Dwarf for the initial list of stops to see where you can join the battle.

That brings me to the really nifty pack-in for this month's issue: the **Dark Shadows** book. Chock full of information about the fog-shrouded mysteries hidden on the island of Albion, as well as some insight as to why all of this conflict is taking place on its shores. Be sure to sift through it and find out how you can take part in this summer's worldwide campaign.

Lest we forget the ever-increasing presence of the **Grand Tournaments**. If you want to compete in the GT in the Big "D," (that would be Dallas, in case you were wondering), make sure that you get your registration information in to the proper authorities on (but not before) **July 12th**. If it's anything like the others, it will fill up mighty fast, so don't delay! Later this month, the **Canadian Grand Tournament** will once again take over Humber College in Toronto, Ontario. Check back for coverage of both of these events in upcoming issues of White Dwarf.

And on a last note from the lands north of the border, the first ever Canadian Games Day is fast approaching. I've just received word that the inaugural guest will be none other than design studio honcho **Gordon Davidson**. He'll be sure to give you the inside scoop on the latest projects that most of us don't even know about yet. Check out all of the details later in this issue to find out where you need to go, how to get your tickets and what else to expect at this landmark event.

That's about it. I have to admit, I'm still in a little bit of a haze from the frantic Games Day preparation going on around me, but I promise, I'll be back and more coherent than ever next month. (It's hard to be **less** coherent, I know.) See ya!

William "Goat-Boy" Stilwell

Feedback Card Winner - July

If you shop in a GW Retail store, place an order through GW Mail Order or take part in a Rogue Trader Tournament or Outrider event, you should come across one of our feedback cards. Be sure to fill it out and send it in. Not only will this provide us with some really good feedback as to what your opinions are, but each and every month one lucky winner will be chosen at random to receive a cool prize, in addition to having their name in print right here in the pages of White Dwarf!

Welcome to the world of Fantasy Battles with this month's prize:

A FREE Copy of Warhammer

For this month's winner:

Bobby Johnson

of Federal Way, WA

TYRANIDS BY THE HUNDRED!

One of the more interesting aspects of Tyranid Warriors is that they can be taken as multiple types of squad selections (HQ and Elites, to name a couple). **Andrew Parkhill** decided that an almost all Tyranid Warriors army (with the not-so-minor addition of a whole slew of Ripper Swarms as troop choices) was his kind of force, so he ventured to **Riptide's Cards, Comics & Collectibles** in Altus, Oklahoma and picked one up. That's right, 33 boxes, 99 Tyranid Warriors (and all those Ripper Swarms) all in one fell swoop. Here he is (on the left) with store owner Sean Lowery (and the stack of Warriors that is almost as tall as he is). Good luck assembling your army, and be sure to let us know how it fares in battle.

The Heat Rises on the Thermometer and on the Battlefield!

Games Workshop products are available all over North America at **Games Workshop Hobby Centers** and **Rogue Trader Independent Retailers**. To find your nearest store look in the Rogue Trader List, packed in with each issue of White Dwarf.

If there are no stores stocking Games Workshop products near you, then our speedy and efficient **Mail Order Service** will be more than happy to help you get what you need. Just call **1-800-394-GAME** in the United States or **1-888-GW-TROLL** in Canada for up to the minute product information and current release dates.

Also, don't forget to check out the Games Workshop website. Along with all the latest releases, news updates, and upcoming conventions you'll find our **Mail Order Online Store** where you can browse, purchase games and miniatures, individual bitz, and a whole lot more!

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By e-mail you can reach us for rules questions, at:

roolzboyz@games-workshop.com

or anything else at:

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7 YEARS & COUNTING

To celebrate seven years of gaming excitement, **The Keep** is holding an anniversary mega-event on Saturday, July 14th and Sunday, July 15th. Headquarters for the festivities will be the Brunswick, Maine location. There you'll have the opportunity to compete in a full-scale Warhammer 40,000 Rogue Trader Tournament on Sunday, but that's not all! Saturday will see a massive Warhammer King of the Hill event with players facing off all day for the chance to play against, and *possibly* even defeat, Games Workshop HQ's **John Matthews** (sneaky Warhammer general extraordinaire), who will also be judging a painting contest to accompany the even. Not to mention prizes galore!

Even if you can't make it to the Brunswick store, make sure you hit their other location in Portland, as special deals and gaming events will be taking place there all weekend as well. For more info, contact Chris Thacker from the Keep at:

Brunswick: 207-729-9255 Portland: 207-761-4224

Visit the Keep Online at: www.thekeeponline.com

Even though he may not take it very well, master Warhammer general (and GW HQ Veteran) John Matthews *can* be beaten, proven by the conquering hero shown here at Grandmaster Games in March.

TYRANID WARRIORS INVADE CANADA!

Not too long ago Games Workshop Canada held a **Tyranid Warrior Painting Contest** to celebrate the release of the long awaited **Codex: Tyranids**. Participation in this event was phenomenal! Hordes of Tyranid Warriors were picked up at local Games Workshop stores or independent retailers all across the Great White North to be painted and submitted back to the stores for judging. All the winning models were then sent to the Canadian Head Office to be photographed and featured here! But more than that, each store winner received $100 CDN in Games Workshop merchandise! Not all of the winners could be shown, as there were just too many! But here's a couple to give you an idea of just how cool some of these Tyranids looked.

THE BIG LIST OF WINNERS

Store Name	-	Winner
Danny Byer	-	GW West Edmonton
A.P. Cox	-	Hobby Shark
Maxime Croteau	-	Librarie Donjon (Quebec City)
John Crowdis	-	GW London
Galen Dafoe	-	Eyeball Soup
Damen Deleenheer	-	Great White
Jonathan Han	-	GW Scarborough
Guillaume Juneau	-	Orthanc La Fortresse
Eric LaChapelle	-	Le Griffon
Adam LaForct	-	Nexus Games and Hobbies
Justin Miller	-	GW Kingsway
Clare Mulroy	-	Game Zilla
Kyong Nahm	-	Librarie Donjon (Montreal)
Michael Olsen	-	Sanctuary Games
Karl Rinders	-	Imperial Hobbies (B.C.)
Mario Rocha	-	GW Devonshire
Joe Scafe	-	Wonderland Toy and Hobby
Chris Skala	-	North Star
Curt Spunging	-	GW West Vancouver
Vincent Thibeault	-	Librarie Donjon (Montreal)
Jusic Thurman	-	GW Burlington
Petre Tyrrel	-	Odyssey 2000
Bruce Venegelez	-	GW Eaton Centre
Rob Wilson	-	Triple Play
Jordan Wright	-	GW Nepean

John Crowdis from the London, Ontario **GW Retail Store** entered this Tyranid who has just done something hideous to one of the Emperor's Finest.

A nice paint job, coupled with some modeling inspiration made **Joe Scafe**'s entry from **Wonderland Toy and Hobby** stand out from the crowd.

More Secretive Bits from the Black Library

	Canada	U.S.
Darkblade Graphic Novel (Collected Story from Warhammer Monthly)	$15.00	$10.95
Town Cryer #14 (Fanatic - Mordheim Rules, Scenarios, and More)	$10.00	$6.95
Citadel Journal #44 (Alternate Rules, Scenarios, Conversions and More)	$10.00	$6.95
Warhammer Monthly #44 (Another Action-Packed Issue Of GW's Comic Book)	$4.25	$2.95
Lords of Valour (Warhammer 40,000 Novel from the Black Library)	$10.00	$6.95

Visit the Black Library by surfing in to our website:
www.blacklibrary.co.uk

ZillaFest 2001

Game Zilla of Moncton, New Brunswick will be holding their first annual "Zilla Fest" on July 14th and 15th, 2001. As part of this big-time event, there will be two different Rogue Trader Tournaments, one on each day.

Warhammer 40,000 - July 14
Warhammer - July 15

Both of the tournaments will be run using regular Rogue Trader Tournament guidelines and use armies of 1500 points. There will also be a scenery table being built on site by Games Workshop Canada's own J.B. and Tracy Coulter (you may remember their "Slave Raid on Melfa River" from Games Day 1999), and other special events. For more details, or to make sure you've got your spot reserved, give the gang at Game Zilla a roar at the number below.

Game Zilla
1288 Mountain Rd
Moncton, NB E1C 2T6
Phone: 506-855-7101

Games Workshop Battle Bunker

JULY'S BIG EVENTS AT THE BATTLE BUNKER

July 14th

Warhammer® Rogue Trader Tournament

The battle begins on the misty shores of Albion in this Warhammer Rogue Trader Tournament that will be part of the **Dark Shadows** campaign. Bring a 2000 point Warhammer army and do your best to fight through the fog and the magical happenings that are sure to take place on the mystic isle.

July 21st and 28th

Each of these two weeks will see a special Albion scenario take hold of the Battle Bunker. Little is known about what to expect at the moment, but details are always sketchy until the fog lifts. Call the Bunker for details (troop requirements, scenario details, etc.) and get ready!

Open Gaming ALL THE TIME!

You can swing by the Bunker any time and get into the action. That's right, no matter what GW game you play, there's a spot for you. Bring your Blood Bowl team, Mordheim gang, Gothic Battlefleet, Warhammer or 40K army and prepare for battle! Play somebody new or challenge the GW staff!

Call the Bunker for the current scoop! (410) 590-4169

INSIDE SCOOP SNEAK-PEEK:

SEVERINA & SEVORA DEVOUT

Two models, one boxed set. These models are shown at about 50% actual size to fit them in here, but that doesn't diminish the impact of these twin assassins.

Two more mysterious characters from the shadows of the 41st millennium will reveal themselves when **Severina and Sevora Devout**, twin assassins, are released in a single boxed set for Inquisitor. Here's a first look at these amazing models, sculpted by **Brian Nelson**, set for release next month.

WARHAMMER®

JULY RELEASES

		Canada	U.S.
1607	**Dark Elf Witch King on Black Dragon** (1 Special Character on Monster Boxed Set)	$65.00	$44.99
1608	**Dark Elf Cold One Knights** (Boxed Set of 4 Dark Elf Cavalry)	$50.00	$34.99
8510C	**Dark Elf Corsairs** (2 Dark Elf Warriors per Blister)	$8.00	$5.99
8510E	**Dark Elf Repeater Bolt Thrower** (1 Dark Elf War Machine per Blister)	$28.00	$19.99
8510F	**Dark Elf Corsairs Command** (3 Command Figures per Blister)	$14.00	$9.99
8511G	**Malus Darkblade** (1 Dark Elf Special Character per Blister)	$18.00	$12.99
8513A	**Dark Elf Black Guard** (2 Dark Elf Warriors per Blister)	$8.00	$5.99
8513D	**Dark Elf Black Guard Command** (3 Command Figures per Blister)	$14.00	$9.99
8597U	**Albion Truthseer** (1 Albion Character per Blister)	$12.00	$7.99
8597V	**Dark Emissary** (1 Albion Character per Blister)	$12.00	$7.99
8597W	**Fen Beast** (1 Albion Monster per Blister)	$20.00	$14.99
993132	**Dark Elf Cauldron of Blood** (Dark Elf War Machine Boxed Set)	$50.00	$34.99

Darkness abounds this month in the Warhammer World. The new releases for the **Dark Elves** include such legendary characters as **Malekith the Witch King** and **Malus Darkblade**, alongside powerful reinforcements such as the **Black Guard** and **Corsairs**, and even the frighteningly powerful **Cauldron of Blood**.

On top of all that, Dark Shadows are beginning to creep in on the fringes of the land. The huge campaign scheduled to take place over the summer has its first official models released this month in the form of the **Albion Truthseer**, the **Dark Emissary** and the hideous **Fen Beast**. For more information on these mysterious beings, be sure to check out the **Dark Shadows** campaign book included FREE with this issue of White Dwarf.

The Albion Truthseer and Dark Emissary are working on two sides of a common cause. What the cause is can only be revealed during the course of the Dark Shadows campaign.

Fen Beasts are powerful monsters that have crawled from the murky swamps of Albion.

Malus Darkblade leaps from the pages of Warhammer Monthly to the ranks of your Warhammer Dark Elves army thanks to this spectacular new character model.

Malekith, the Dark Elf Witch King, rides into battle atop a mighty Black Dragon.

Corsairs are seafaring raiders who have attained one of the most honorable positions in Dark Elf society.

Cold Ones, giant reptiles who savagely attack all warm-blooded creatures they encounter, tolerate their Dark Elf riders thanks to a strange anointment ceremony involving the poisonous secretions from the Cold Ones' scaly skin.

Dark Elf Black Guard are the personal guard of the Witch King Malekith himself. They are some of the fiercest warriors in the entire land of the Dark Elves.

More Dark Elf Releases to Come Next Month!

Dark Elf Reaper Bolt Throwers are often used on board the ships of the Dark Elf fleets to aid in boarding actions, but are just as effective in mowing down ranks of enemy soldiers on the field of battle.

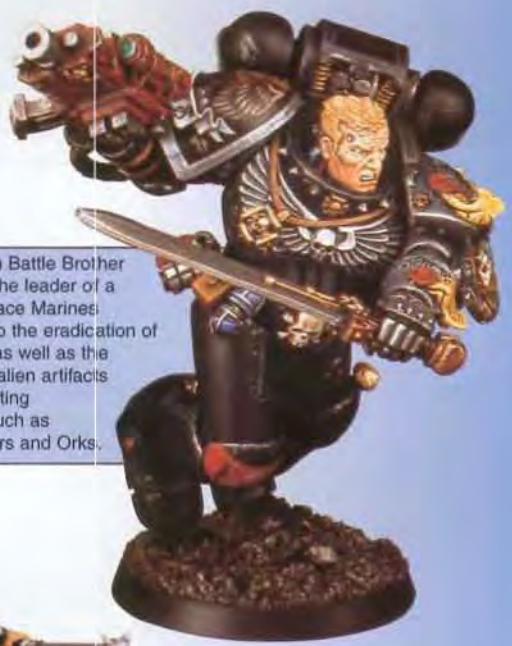
The Cauldron of Blood is an artifact unlike any other you are likely to encounter in the Warhammer World. Not only is it an intimidating monstrosity by looks alone, it also has startling effects on the troops surrounding it. Any Dark Elf regiments within 18" of it may re-roll any failed wounds in the first round of combat, and Witch Elf regiments in close proximity cannot be shaken from their frenzied state.

INQUISITOR

JULY RELEASES

		Canada	U.S.
70-06	Deathwatch Battle Brother Artemis (Space Marine Character Boxed Set)	$45.00	$29.99
70-16	Cherubael (Daemonhost Character Boxed Set)	$28.00	$19.99
70-17	Security Enforcer Barbaratta (Enforcer Character Boxed Set)	$28.00	$19.99

Three new characters hit the shelves for Inquisitor in July. The righteous Deathwatch Battle Brother Artemis, the gritty Security Enforcer Barbaretta, and the hideous Daemonhost Cherubael are all in the near future for all Inquisitor enthusiasts.



Deathwatch Battle Brother Artemis is the leader of a team of Space Marines dedicated to the eradication of alien cults as well as the retrieval of alien artifacts and eliminating menaces such as Genestealers and Orks.

Cherubael has fallen somewhat from his previous position of worshiped Daemon Prince on the planet Clanar II. Now he is a captive semi-servant of the zealous Inquisitor Eisenhorn, providing him with insight and information on the darkness of the warp and its effects on the universe.

Barbaretta has unwavering faith in the Imperium and the Inquisition. Thus, she never doubts the assignments that she is given and always gets the job done when it comes to tracking down Imperial fugitives.

DARK CLOUDS OVER NAGARYTHE

Malekith, the Witch King of Naggaroth

The Witch King, ruler of the Dark Elves, has once again turned his attention towards the mystical isle of Ulthuan. Space McQuirk has a brief look at the background history of Malekith, the Lord of Naggaroth.

Since the dawn of their creation, Malekith has ruled over the Dark Elves, casting his sinister shadow over their homeland of Naggaroth. There are many who believe that should Malekith fall then the Dark Elf race will also collapse. He is their lord and master, every Dark Elf bows before him, and even his closest advisors tremble lest he grow bored with them, casting them down from their high ranking positions into one of his terrible dungeons. The Dark Elf people are his to do with as he so chooses, and there are none who dare to defy Malekith's will.

No one can truly guess whether Malekith's heart has always been so cold. Like his father before him, the mighty Aenarion, Malekith has a mastery of the art of warfare and is one of the finest generals of his time. His mother is the infamous Morathi, a sorceress of awesome talent. She became the second wife of Aenarion, after he rescued her from a marauding Chaos war party.

The Black Dragon soared above the clouds, invisible to the world below. Massive muscular limbs beat slowly to steer it along its course. Once airborne, Dragons used their massive leather wings to glide on the thermal currents. Their immense size belied their agility; they were skilled flyers capable of the most articulate turns which they could perform with a grace that could match even the smallest and nimblest of birds. Fast, agile and powerful, the Dragon was truly the master of the skies.

A single Dragon was capable of striking terror into the hearts of entire armies. High above the oceans that surrounded the mystical isle of Ulthuan not one but five of these monsters soared in the bright blue skies. At the front of the spear-shaped formation, Malekith the Witch King, cruel master of the Dark Elves, gave the signal to dive. Peeling off in a downwards spiral, one by one the Dragons folded their immense wings and plummeted towards the ground below.

As they pierced through the lower cloud level, the isles of Ulthuan came into view, a hollow ring of massive snow-capped mountain peaks surrounded by clusters of small islands. Four to five miles from the north-east edge of the mainland, approaching the barren broken shore of Nagarythe, several immense black rocky spires protruded from the ocean. Surrounding the sinister vessels, gigantic sea beasts writhed in the waters. Each of these monsters were hundreds of feet in length but from the Dragon rider's perspectives they appeared as small dark shadows hidden deep beneath the foaming ocean surface.

The Witch King stared at the island before him. This land had once been home to Malekith, and the thought sent a bitter flash coursing through his mind. He had reveled in his time spent here as a youth, mastering swordplay and the art of war. Nagarythe had been a cruel realm to grow up in. Unlike the kingdoms that were protected by the impassable mountain ranges, Nagarythe was open to invasion. A child had to quickly learn to defend himself as a warrior or would die before reaching maturity. Many millennia had passed since those childhood days, but the hatred he felt at having been exiled from his own land had not lessened.

The Dragon continued its ferocious descent. To the Corsairs on the Black Arks it seemed as though their master was intent on a suicidal dive into the cold waters, but at the last moment the Dragon arched its horned back, opening its wings to their full extent and soared across the surface of the ocean. The tip of its wings touched upon the waves as it flew Malekith on a direct course to the shores of Ulthuan. Once more Malekith was intent on taking back his kingdom, but this time a host of Dragons would lead the assault. For over a millennia his plan had been slowly coming to fruition, and finally the time of conquest had arrived.

Malekith thought back to the day he began his scheming. Rakarth, the most skilled of his beast handlers, had been the first to report the incredible find. A clutch of over a dozen Dragon eggs had been located within the Spiteful Peaks. Instantly Malekith's twisted mind had begun to plan how he could use the find against his hated enemy. It had been many centuries since his Black Dragon Kaliphon had been slain by a lance which had pierced its dark heart. In his rage at the death of his steed, hundreds had perished. Malekith had not been able to bring himself to ride another Dragon, though many nobles had offered him theirs as gifts. Instead he had ordered the construction of a terrible scythed chariot, pulled by Cold One beasts. In his spite he had ordered that he alone could ride a chariot to battle. All others were to be destroyed.

The discovery of the eggs had brought a rare moment of pleasure to Malekith. Now he would be able to hand rear a Dragon to serve him as he saw fit. He and a select few of his finest and most favored nobles would, over the coming centuries, train these monsters to carry them into battle and wage a war upon Ulthuan like none other.

As the dark beaches of Nagarythe came into sight Malekith glanced down at his Dragon's fearsome horned head. Seraphon had been the first to hatch and, as such, Malekith had laid claim to him. The firstborn was the strongest and the ruler of the Dark Elf people would ride nothing less. It had taken many centuries for the Dragons to hatch and even longer for them to grow to maturity, but their training had begun immediately. Malekith had assigned Beastmaster Rakarth himself to the task, demanding that Seraphon be trained to the highest level.

The other nobles were commanded to remain with their beasts whilst they underwent training. The many decades of hardship as beast grew to understand its master and master learned to control beast were now about to pay off. From the saddle Malekith spied a small coastal town. Pointing towards it, each of his Dragon riders knew instantly their objective. Keeping their flight path low they veered off, still in formation, towards the unsuspecting settlement.

Malekith was brought up in the political intrigue of court life, yet he bore little interest in this aspect of noble Elven society. Instead, he preferred to prove himself on the battlefield, winning glorious victories in his father's name. Also, he had inherited some of his mother's aptitude for magic, and he became a fine mage under the tutelage of Morathi.

With the death of his father, the kingdom of Ulthuan was left without a ruler, and Malekith was the obvious heir to the throne. Unfortunately, the political intrigue which had for so long been ignored by Malekith became his undoing. Amongst the court of Lothern there were those who felt that Malekith was unsuited to rule. He was headstrong like his father and preferred to sort out disputes with violence. The High Elves were in a time of rare peace and many nobles thought that Malekith did not fit in with this new order.

Assuming that the legacy of his father would guarantee his ascension to the throne, Malekith agreed to let the council vote on whether he should rule. The council voted against him and placed Bel Shanaar in his place. Bitterly accepting the decision, Malekith was appointed Commander of the High Elf forces. He proved to be a brilliant young general, gaining power and allies with his glorious victories. But, during all this time he brooded, jealously coveting the throne for himself, and in the dark winter of -2751 he made his move to take back the crown that was rightfully his.

The whole of the High Elf court had gathered for the Feast of Purity, a religious festival celebrating the power and glory of the great phoenix. At the height of the festival, Malekith stood as if to raise a toast to the Phoenix King but instead denounced him with venomous hate. He claimed that the Phoenix King was a follower of Chaos. Bel Shanaar's guilt seemed confirmed when he took his own life, although in fact it was Malekith who had poisoned the Phoenix King's goblet. Any who defied Malekith's claims were led outside and killed by his own elite guard. None dared oppose Malekith as he stepped into the flame of Asuryan, to prove himself worthy of the title of Phoenix King. But the sacred flames would not accept his polluted body. The holy fire cast him out, searing his soul and leaving his mortal body horrendously scarred.

Malekith, Witch King of Naggaroth

Placing the shattered and burnt body of her son on her winged Pegasus, Morathi fled from the temple and went into hiding in the north. Ulthuan was torn with civil war, brother fought brother; some sided with Malekith, believing that a strong warrior was needed to lead Ulthuan; others fought for Caledor, the Council's new choice to rule as king. Whilst the war raged, Morathi cared for her son, nursing him back to health. With the aid of dark sorcerous powers he made a swift recovery, but his already embittered mind had become twisted beyond all recognition and sanity. He saw the need to lead his supporters but knew that his body was too weak to withstand the rigor of battle.

Fortune smiled upon Malekith. A renegade priest of Vaul had landed on the shores of Nagarythe, and Malekith commanded him to forge a suit of armor that would lend strength to his withered frame. The suit, still white hot from the furnace, was fused to

Seraphon is the terrifying Black Dragon which the Witch King rides to battle. After a band of Shades found a clutch of unguarded eggs, deep within the Spiteful Peak mountain range, Malekith ordered them brought back to Naggarond. There they were ritually tended by the priestesses of Khaine for almost a century until they hatched. Seraphon was the first to emerge, and before the Witch Elves could stop him, he had destroyed many of the other eggs. Malekith was impressed by the Dragon's ruthless instincts and decided that he would take the Dragon as his own mount. Now the Witch King has abandoned his chariot in favor of Seraphon.

The few remaining Dragon hatchlings were all given to Malekith's most favored generals. These nobles have spent many decades training to fight with these monstrous beasts in preparation for the Witch King's next assault on Ulthuan.

Now Malekith feels that the time is right for his people to wage war once again. Malekith and Seraphon fight at the fore of a highly trained flight of Dragons, whose surprise strike attacks have ravaged the shores of Ulthuan and the Old World.

Malekith's body. After the torment he had suffered within the flames of Asuryan, he felt little pain as the priest worked upon the glowing metal.

Malekith then sent word to all of his supporters to join him at the fortress of Anlec and on the eve of battle stood before them. Even his most loyal supporters shied in horror at the dark sorceries that sustained his terrible, scarred form, and from that day he has been known as the Witch King.

For over a decade the armies of Malekith warred against the nobles who had joined Caledor. Even though Malekith's generalship was far superior, the limited resources his army could muster meant that neither side was able to gain the upper hand, and countless numbers of Elves were slain as the war intensified.

In a bid to end the hostilities, Caledor challenged Malekith and his army to meet on the Field of Maledor. The two armies faced each other across the battlefield. Both generals were mounted on Dragons, and as the combat began they took to the air. The battle was bloody and many thousands of Elves died; neighbors who had once drunk merrily together now slew each other. As the war raged below, Malekith and Caledor fought a savage duel in the skies, and many of the warriors ceased their fighting to stare in wonder as Dragon attacked Dragon. Just as it looked as though Caledor's strength was waning, his lance pierced the heart of Kaliphon, the Witch King's mount, and the two fell tumbling from the skies.

Malekith survived the fall but was in no condition to fight on. His army, having seen their general defeated, fled the field and barricaded themselves within their fortresses. Even in defeat Malekith defied the High Elves. If he was not to sit on the throne of Ulthuan then nobody would. He sent word to each noble to instruct their sorceresses to concentrate their magical powers in order that the spells that bound the Realm of Chaos to the Northern Wastes would be undone. The sky shimmered with a thousand different hues as he and his followers struggled, but even their combined might was not strong enough.

As their powers weakened, a surge of raw magical energy hurtled back at the Witch King and his coven. Many died as the blast engulfed them. The land buckled and heaved, and the winds of magic coursed down from the mountains, unleashing their powerful forces on the realm. Earthquakes devastated the fine cities and a great tidal wave over a thousand feet high crashed down on the northern shore of Ulthuan dragging thousands out to sea to drown, and leaving most of the northern continent underwater.

The fortresses of those who followed Malekith broke from the land, but, protected by powerful spells, they floated off, away from Nagarythe. Drifting on the oceans they eventually grounded on a continent to the north-west. Each of these became the cities of the Dark Elf people. The sorceresses found themselves able to steer the smaller fortresses, which in turn became floating citadels. The sorceresses then enslaved the monsters cast up from the ocean floor by the sinking of Nagarythe and Tiranoc and even now these monsters are in the service of their dark master.

The Witch King claimed the new continent for his own, naming it Naggaroth, the Land of Chill. The fell kingdom of the Dark Elves had been born, and death and destruction were the legacy it would bring to all the races in the Warhammer World.

Malekith confronts the Vampire Zacharias and his Undead minions.

Netariah's eyes felt heavy. He had been on watch since sunrise, and his shift was nearly over. He longed to catch some sleep before joining in the village festivities, as today was the Festival of Light, and the streets of Caldor were lined with ribbons of all colors. It was a tradition for the young Elves to run free through the town, throwing small bags of colored dye at any passers-by. As a result, everybody wandered through the town with their clothes spattered in a mass of bright hues. Tonight there would be much fine wine drunk to celebrate the anniversary of the glorious defeat of the Witch King and his exile from this fair land. For the moment, Netariah was content to watch the festivities unfurl in the dusky light.

He smiled at the thought of the tales that his children would greet him with on his return. The image of their wide grins was broken by a shout from the relief watch who stood waiting at the foot of the ladder. It was the welcome signal that his shift had finished. As he turned to climb down the ladder, the sky above him darkened. An immense black shadow soared past the tower and the following blast of wind caused Netariah to lose his balance, sending him tumbling to the ground below. The Dragons flew into Caldor without the alarm having been raised.

On the ground below, Malekith spotted the unwary townsfolk gathered in the market square. The other riders had now split off from the formation, but it no longer mattered. He directed Seraphon down towards the packed festivities. Laughing as he saw the first of the people scream in horror as they spied the terrible forms above them. Seraphon let out a ferocious screech and together the townsfolk realized too late the menace that was upon them. What moments earlier was a happy scene of Elves dancing in the open turned into a frenzy of fear. Tables were upturned and Elves trampled upon each other in their desperation to flee. Hovering above the panic-stricken High Elves, Malekith whispered a command to his beast.

Seraphon drew in a deep breath, holding it momentarily before exhaling. A cloud of black gas poured from the Dragon's mouth immersing nearly the entire square. One by one the villagers fell to their knees clutching at their throats as they vainly tried to draw breath. Again the Dragon let out its deadly noxious cloud, and as it did so Malekith scanned the skies above the village roofs. The other four Dragons were coursing up and down the streets mimicking his own Dragon's actions. Within minutes the brightly decorated streets were enveloped in a deathly black mist. Those who managed to escape the gases were quickly chased down by the Dragons. A lone brave but foolish warrior thrust his long spear at one of the monsters as it hovered above him. His face was swathed in a rag in an attempt to stop himself from inhaling the poisonous acidic gas. Malekith mused to himself, the gas was the least of this fool's worries. The Dragon bit at the spear snapping it as though it were a twig. As the warrior turned to run, the long neck of the mighty beast extended and its massive jaws tore the fleeing warrior clean in two.

Seraphon remained hovering above the village for a few minutes until the mists slowly cleared. Malekith smiled at the carnage below, the bodies of hundreds of Elves lay sprawled where they had fallen. Already the corrosive acid had begun to eat away at the brightly colored clothing and flesh of the dead. Ordering his Dragon to land, Malekith looked around the square. Amongst the mayhem he could not spy a single survivor.

"Such a waste," he uttered to Seraphon, who was panting heavily after his extraordinarily long flight. "They would have made such fine slaves. Still, what are a few hundred captives here or there. Soon the whole of Ulthuan will be mine to command."

The Dark Elves are an evil race with malice-filled hearts. This month, Space McQuirk takes a look into the background of these cruel killers and explores their devotional worship of the dark god Khaine, Lord of Murder.

THE DARK COVEN

The Dark Elf Cult of Slaughter

The mere mention of Dark Elves is enough to spread a cold shiver of fear down the spine of all inhabitants of the Warhammer world. There are no realms where they cannot strike and no race safe from their malicious raids. But amongst the Dark Elves, or Druchii as they are known in their own tongue, there exists a cult that spreads fear even amongst its own people. They are the worshippers of Khaela Mensha Khaine, the god of hatred, the god of murder, the dark god of war.

Khaine, as this evil being is more commonly known, is one of the Elven pantheon of gods. Whilst all Elves know of this dark deity and respect him as a necessary evil, only the Dark Elves have formed a society that openly accepts and encourages the worship of this evil master. Khaine is the immortal brother of Morr, the God of Death. Jealous of his brother's vast underworld kingdom of the dead, he steals away all souls that have been murdered or slain in war, building his own dark realm of death.

The worship of Khaine, which is now banished from Ulthuan, began in the kingdom known as Nagarythe. Whilst this practice was largely frowned upon, it was tolerated by the Elven people as the early sacrifices to Khaine took the form of animals. It was during the many wars that were waged upon Ulthuan by raiding parties of marauding Norse warbands, that the first sacrifices of mortals began. The captive warriors were offered to the god so that he would lend the Elves of Nagarythe strength. The prisoners would be bound to great altars and sacrificed in plain view of the enemy army who knew that similar fates awaited them should they lose.

The Elves of other realms allowed this savage indulgence in the knowledge that the Elves of Nagarythe were feared and valuable fighters who had saved Ulthuan from many invasions. Aenarion himself, the first of the Phoenix Kings, wielded the sword of Khaine, a mighty weapon of the Gods which had the power to cleave even the greatest of Daemons in two. Whilst he and his people waged war against the threat of constant invasion, Khaine became an accepted part of the Elven way of life. As time passed the threat grew less, with the death of Aenarion, the sword of Khaine was laid to rest in its shrine far to the North of Ulthuan upon the Blighted Isle. Banned from each of the other Kingdoms of Ulthuan, the crazed devotees of Khaine still prospered and flourished within Nagarythe.

The temples of this dark god were maintained by a select group of warrior priestesses known as the Brides of Khaine. It was these bloodthirsty Elves who were responsible for the pre-battle sacrifices. When peace settled upon Ulthuan, the priestesses found themselves without victims for their bloody altars. Rumors spread of the strange disappearance of villagers within Nagarythe and, although the finger of suspicion pointed towards the growing cult, no proof of these foul deeds could ever be brought to bear.

Soon a new threat reared its head within Ulthuan. Once again, founded within Nagarythe, an equally sinister practice had taken root. It was the worship of Slaanesh, the Chaos God of pleasure, and Morathi, the sorceress widow of Aenarion was at its heart. Malekith, Morathi's own son, took it upon himself to denounce the cult and publicly chastise his mother. He used the followers of Khaine to hunt down those who practiced the cult of pleasure and betray them to him. But all along, this 'witch hunt' was a clever ruse.

Malekith saw a great opportunity to rid himself of those who had opposed his claim to the throne. He used agents of the temples of Khaine to plant false evidence in the homes of his enemies as proof of their fall to the lure of Slaanesh. His victims would disappear from the day to day affairs of court, supposedly serving their fate within Malekith's deepest dungeons. This again was a lie, Malekith instead would offer these prisoners to the priestesses

Witch Elves prepare to sacrifice victims at the altar of Khaine.

Suriak Blackblade strode down the deserted street. The light of the full moon cast eerie shadows down the dark alleys that branched off the road. It had been many months since he had last walked in his home city of Ghrond, but even so the streets were normally lined with Elves cavorting in all manner of twisted pleasures. A scuffling behind him broke his train of thought, and he turned to face the source of the noise. A shadow darted into an alleyway, disappearing into the darkness. Probably just a rat, Suriak thought, laughing at his own nerves. Still he was close to home now and would welcome the warmth of his house.

He had left his family to join one of the slave raids. For nine months the Ark of Damnation had sailed across the Sea of Chaos, launching strike raids at any settlements they happened upon. By all accounts it had been a most successful voyage, and Suriak's percentage of the profits would raise the status of himself and his family a great degree. Slaves fetched a high price in the city of Ghrond, and Suriak was pleased with his cut. At last he would be able to leave the lower outskirts of the city and move into one of the towers that overlooked this dangerous quarter. He would be thankful when he could escape this rough area where murder and theft were everyday occurrences. Perhaps he would even be able to purchase one of the slaves that the raids had captured.

Another sound behind him caused Suriak to turn once more. This time the noise was too loud to be mistaken for vermin. A short distance behind him he could see the silhouette of an Elf facing him. By the length of the figure's hair he guessed it must be a female. In her hands she held two wickedly curved blades, and stood motionless facing him. As Suriak glanced back over his shoulder he saw that his route had also been blocked by another woman. A sudden thought caused his heart to beat intensely. The deserted streets, a full moon, how foolish could he have been. Tonight was Death Night, when the Witch Elves emerged to revel in the shedding of blood and the slaughter of innocents.

The two Elves started to walk toward Suriak. Their movement was graceful and had they not clutched deadly blades in their hands it would have been alluring. As they drew closer, Suriak could make out their attractive, sharp features. Visages of astounding beauty, their long flowing black hair seemed to move with a life of its own. Their slim and shapely bodies were barely covered by a small amount of purple silk cloth, their long, pale legs ending in knee high, black leather boots. Had Suriak not known of their dark intent, then he would have truly been in paradise, but these were Witch Elves. If he were to stand any chance of surviving this encounter he could not let his mind become clouded by their stunning appearance. Carefully drawing his own blade he slowly backed towards a wall, using it to guard his rear. The Witch Elves now stood before him. He could see by their bloodshot eyes and dilated pupils that their minds were under the spell of the legendary potions that created a lust for blood.

"You have two choices," one of the Elves spoke to him. Even her voice was seductive.

"You can come quietly with us, experience pleasures the like of which are beyond your wildest imagination before learning the true meaning of pain, or..." the Elf ran her finger down the length of her blade, "we can offer your body in holy sacrifice to Khaine where you stand."

The Witch Elves invitation was a tempting offer, but Suriak preferred to remain alive and neither of those options gave any such allowance. He thrust his sword towards one of the Witches and prepared for battle. She parried the blow easily, bringing both her weapons in an upward thrust at his torso. He had barely dodged the attack before the second Elf was upon him swinging her blades straight for his neck. He managed to duck drawing a small dagger from his boot as he did so. Again the first Elf came at him. Anticipating her action, he quickly stepped to one side. The Witch Elf was over balanced and, as she passed him, he thrust out with the dagger, driving it deep into her rib cage. As the second assailant charged him, all he could do was kick out with his boot, but he connected with a knee and sent her stumbling to the floor for a moment.

Suriak sprinted away down the street, thanking his good luck and the combat experience gained in the previous months. His home was close by, and if he didn't get indoors he would be dead by morning. As he rounded the corner his heart sank. There before him the door to his home hung loosely from it hinges. Suriak bound into the hallway. The runes of Khaine had been traced in blood upon each wall of his small house. As he ran into his bed chamber a bloody heap in the far corner confirmed his worst fears. His wife lay dead, a sword in her hand, where she had tried to fend off the murderous intruders. In the center of the room a crib lay broken and empty. Suriak fell to his knees, dejected and broken. If only he had been here to protect them instead of seeking fortunes abroad. He did not hear the Witch Elf enter the room behind him, nor did he care as her poisoned blade cut a small scratch into his exposed back.

Suriak groggily opened his eyes. He could not move his arms or legs and his mind span with clouded visions. A musky incense filled his nostrils, and in the dim light of the candles he could see a massive statue of Khaine towering above the altar upon which he was bound.

"At last, the sleeping one wakes." He had heard the smooth and sultry voice before. The evening's events flooded back into his memory and Suriak struggled to free himself.

"It is futile to attempt escape, you are tightly bound. By struggling you will only prolong the agony. Come relax, believe me you will enjoy the experience far more if you free your mind to us." The Witch Elf leant over Suriak, her full red lips kissed his forehead as she gently caressed his long dark hair.

"Your spouse fought well, she must have been a brave warrior before she bore your child." The Witch Elf laughed as she saw Suriak resume his struggle to break from the chains at the mention of his daughter. She drew a curved ceremonial dagger and ran the cold flat steel blade across Suriak's exposed chest.

"Fear not, the infant still lives and will make a fine addition to our coven."

Witch Elves fight against their hated foe, the High Elves.

in gratitude for their services. All this time, Malekith allowed both cults to flourish, and he had the perfect tool with which to destroy the political opponents who had thwarted his right to be the King.

When he deemed his position strong enough he made his move. Accusing the Phoenix King himself of being at the heart of the cult, he poisoned him before he could retaliate and accounted for his death as suicide in shame of the discovery of his dark secret. It was too bold a move and few believed such a wild accusation, but Malekith had already dispatched some of his strongest rivals and none dared challenge him, lest they suffer a similar fate. The priestesses of Khaine seized the temple of Asuryan, brutally slaying all within and so beginning a civil war that still rages to this day. Malekith now claimed the right to the throne of Ulthuan and stepped into the Flames of Asuryan. His fate is told elsewhere, but ultimately his coup failed. War was waged upon Ulthuan and Malekith's forces were defeated. As he was forced into exile, his most powerful sorceresses cast spells upon the main cities of Nagarythe and tore them from the mainland to form mighty floating fortresses. Many of the temples had formed major landmarks within the cities, and on the long journey west they became important focal points. When the exiled Dark Elves landed on the continent of Naggaroth, these temples quickly became havens of worship. At the same time, the cult of Slaanesh, without any threat from persecution, also quickly took root. Both vied for the support of Malekith.

The Witch King knew that only one religion should dominate his new realm. He needed to unite his people quickly in order that he could make his plans to seek vengeance on the High Elves. Malekith decided against intervention in the struggle between the followers of Khaine or Slaanesh, to do so would only turn the followers of one cult against him. He strictly forbade a religious war; the civil war had already taken its toll on the Dark Elves, but he also knew that in doing so he was encouraging an underground battle of dark intrigue and evil machination. This appealed to Malekith's twisted sense of pleasure, and he let the two factions fight for control of his people's allegiance.

The temples of Khaine already had many agents who secretly stalked the streets of the newly founded cities. Over many decades they had become skilled in the art of subterfuge, and their assassins had perfected their gruesome methods as they secretly dispatched Malekith's foes in Ulthuan. Under the devious guidance of Hellebron, High Priestess of Khaine, the followers undertook a secret war against Slaanesh. Whilst Hellebron used her caustic tongue in the courts of Naggarond to undermine the support of Morathi, she positioned her servants tactically within the nobility. Morathi proved every bit the equal of her rival. Just as it seemed that Hellebron would prevail, Morathi revealed the discovery of an ancient gift from Khaine. It was a powerful cauldron which had the power to restore the youth to those who bathed in it. Rumors spread quickly through the realm of Naggaroth that Morathi was favored by Khaine. The loyalties of the Dark Elves were torn between Morathi, a sorceress who openly worshiped Slaanesh, and Hellebron their High Priestess. Because many of the Brides of Khaine now pronounced Morathi their Queen, a stalemate had been reached, and Hellebron knew that if she did not act fast she would quickly lose support.

In a move that only the head of a bloodthirsty cult such as the Witch Elves could conceive, the deadlock was broken. At the command of Hellebron, hundreds of sorcerers and nobles who supported Morathi were taken from their beds and slain on the altars of Khaine. The screams of the dying echoed into the cold night air, and it is said that even Morathi herself was forced to take flight on her Dark Pegasus to escape the murder. This night became known as Death Night and has since carved itself a permanent place within the history of the Dark Elves and indeed the whole of the Warhammer World.

The next morning, Malekith summoned Hellebron and her priestesses to his palace. As they entered the main hall a murmur grew amongst the nobles who had gathered. Hellebron had somehow constructed her own Cauldron of Blood. Hellebron led a procession of the most stunning women. Gone were the haggard wrinkles and sagging flesh, replaced by a smooth and beautiful youthful complexion. Her beauty rivaled that of even Morathi herself. All knew that Dark Magic had been wrought and from that day the priestesses became known as Witch Elves. In a desperate but cunning move, Morathi declared herself the Queen of the cult, outmaneuvering the devious ambitions of Hellebron. The enraged Hellebron was placated by Malekith who granted the cult recognition by allowing the Witch Elves to stalk the streets once each year on the anniversary of Death Night, taking prisoners wherever they should find them. Over the coming year the Witch Elves discovered their attractiveness faded and that their voluptuous appearance reverted to that of an old crone, but on Death Night they would once again be able to restore their beauty.

Since that day the devotees of Khaine have been loyal subjects to Malekith. For one night each year the Elves in the cities of Naggarond must lock their doors and shutter their windows. On

Death Night, the Witch Elves emerge from their temples. They are driven into an insatiable lust for blood by a concoction of poisonous herbs, which only the Hags, the High Priestesses of the Witch Elves, knew how to prepare to prevent them from killing the Witch Elves themselves. Anybody found out on the streets will be dragged to the altars of Khaine to suffer a long and painful death. The assassins pick the locks securing the houses of certain nobles and other high ranking Elves, then the Witch Elves will burst in to take entire families to be sacrificed. It is said that they bring their victims to the height of pleasure before they plunge them into a torment of pain and suffering the likes of which no mortal could ever envision in his worst nightmares. The screams of their victims can be heard until the sun rises and then an eerie silence is follows as each Dark Elf gives thanks to Khaine that he and his family were spared the slaughter.

The assassins employed by the temple to spy and kill the enemies of Hellebron are recognized as some of the most deadly killers in the world. They spend many decades perfecting their art which has been practiced for over three thousand years. The temples provide the assassins with an array of deadly poisons which only the Witch Elves know how to prepare safely. Extracts from plants collected by Dark Elf raids from across the world are mixed together to deadly effect. Some of these toxins work fast, killing the victim instantly as the poison enters his system. Every vein in the body turns black creating a lattice spiderweb appearance to the corpse. But many of the acolytes of Khaine prefer more subtle methods of death. Poisons such as the lethal Black Lotus can take hours to work themselves into the bloodstream. As it infuses itself into the victim's system he suffers horror-filled visions, slowly and agonizingly lapsing in and out of consciousness before death finally overcomes him.

When the Dark Elves go to war it is only on rare occasions that the Witch Elves do not accompany them. Each Black Ark has its own temple located deep within its bowels, and when it makes landing the Witch Elves emerge to seek offerings for their Lord. They will, on rare occasions, carry one of the ancient Cauldrons of Blood with them. A large and ominous sight, these are rare and sacred artifacts, gifts from their god, and the few that survive are infused with much of his malevolent energy. They are massive cauldrons brimming with the warm blood and skulls of previous sacrifices. The statue of Khaine the Bloody Handed looks down into the gruesome liquid, watching over his servants as they march to war. Again the Witch Elves have adopted the traditional custom of sacrificing enemies before the battle. With their deaths, an aura of hatred and murder emanates from the Cauldron. The vision of those Elves within the proximity of this dark shrine is overcome with a red mist of murder and hatred.

The Witch Elves also prepare special potions to take before they go to battle. The Hags mix these toxic potions into the Cauldron of Blood, and each Witch Elf sips from a ceremonial goblet handed to them by the Hag. The effect is to drive the Witch Elves into a frenzy of bloodlust. They are infused with the power of Khaine and will immediately seek out the foe to sacrifice to their god. Such is the potency of the potions that the Witch Elves care little for their own safety and will relish battle against many times their own number. It is the lust to shed blood alone that drives these crazed females.

The followers of this dark deity are not just limited to the Land of Chill. It has spread far and wide across the Warhammer World. The worship of Khaine has, with good reason, been forbidden in all of the realms of man. Still there are always those who seek to destroy civilization from within. Witch Hunters seek out and purge these underground cults, and all records of the God were burned at the orders of the Grand Theogonist Johann Helstrum. Nevertheless, many assassins and cutthroats still secretly gather to pay homage to this dark god, and the cult continues to grow in number. But it is within the realm of Naggarond that Khaine has truly found his following, and with each Dark Elf raid his kingdom of slain souls grows ever larger.

Amongst the most powerful weapons of the temple Khaine are the Assassins. Little is known of this highly secretive organization, whose identities remain hidden to even the Witch Elves themselves. Assassins are chosen from amongst the young children who are stolen by the Witch Elves on Death Night. They are trained in the art of stealth and subterfuge, and for them murder is a way of life. These children learn from an early age how to handle a blade and by the time they are ordained as an Assassin there are few who can match their martial prowess.

In battle, the Assassins will disguise themselves amongst the ranks of the normal warriors, only striking when an enemy hero is at close range and unprepared for the attack.

Although strictly speaking it is forbidden to pay for the service of Assassins, generous donations to the coffers of a temple may result in the mysterious death of the patron's foes. They are a deadly adversary and should anyone fall foul of the devotees of Khaine, they can be sure that their death will come swift and unseen.

Painting With the Average Joe

Past Golden Demon Single Fantasy Miniature Winner Joe Sleboda, Games Workshop IT Tech, fiendish Warhammer Overlord and all around painting guru, continues to guide us through the world of painting miniature soldiers. This month we're gonna charge into the fray with one of the new Dark Elf Cold One Knights and see what differences there are about painting a mounted model.

I guess last month's painting tips must have gone over okay, because the White Dwarf guys asked me back to do another article for them. *Great*, I thought. *This will give me a chance to do a Thrall to go along with Andrea, my Lahmian Vampire!* Then, as if reading my mind, our esteemed editor-in-chiefiness, Drew Will, chimed in, "This time let's go beyond just a foot model. Lets take it up a step and do some cavalry."

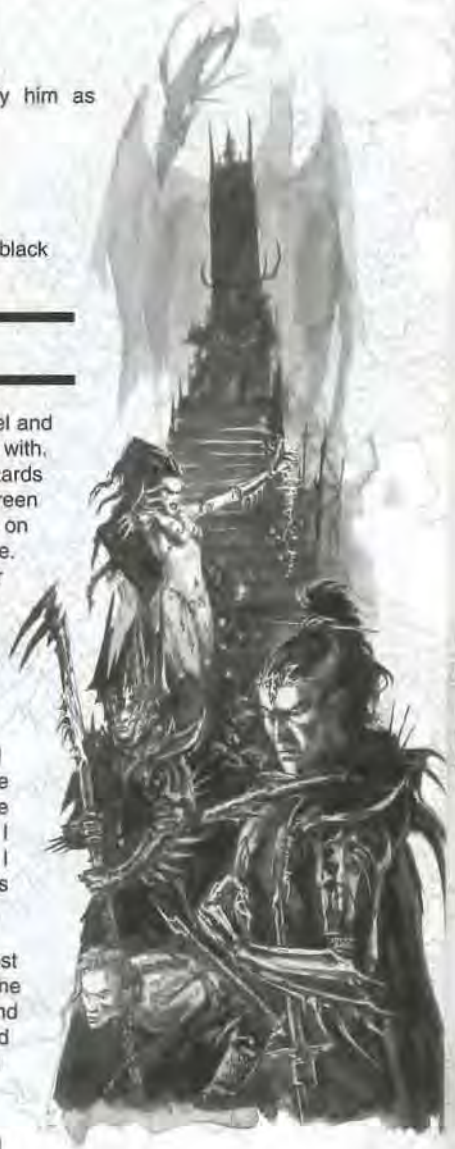
Joe's finished model from last month's article

I was just about to suggest a mounted Thrall, but of course Mr. Mindreader stopped that one cold. "I was thinking something Dark Elf," said Drew. "How about a Cold One Knight?"

Well, I started to be a little bummed until I remembered that my next army was going to be Dark Elves! Perfect! I had been sort of stymied about how to paint them once I started the army. This would be the perfect place to experiment. So, with that, I was about to embark on a journey of exploration and learning. Certainly the focus will be specifically on how to go about tackling a cavalry model, but I think the real value of this experience, for both you and me, lies in improving our painting skills by trying something new. Maybe it will work, maybe not.

The first thing I decided was that purple was out. Everybody and their brother paints Dark Elves in purple. Imagine you lost your Dark Elf on a day trip to the planetarium. You are talking to the policeman about the incident:
"I've lost my Dark Elf spearman! Have you seen him?"
"No sir, what does he look like?"
"Well, he's about yea tall, has a spear and was last seen wearing dark purple and black."
"Gee, *that* narrows it down. Any distinguishing marks? Anything at all that would identify him as *your* Dark Elf?"
"Umm, he's got a lovely white skull on his head..."
"I see, sir. We'll be in touch. Don't hold your breath."
No way was my Dark Elf going to be just another statistic.

Mind you, there is nothing wrong with purple (I imagine so many Dark Elves are done purple and black because it looks really good on them!), but I wanted to be different. On we go.



PREPARATION

This month Joe explains how he painted this Dark Elf Cold One Knight

Just like we discussed last month, I grabbed my color wheel and set about picking two basic colors to work with. This was going to be a rider on a lizard. Lizards are often green. I could paint the lizard green and bits of the rider in red, but I had used those on the Vampire last month, so I felt I had to pick something else. I briefly considered painting the lizard yellow and the rider black (like the good Pittsburgh Steelers fan that I am), but I canned that idea, as I thought a yellow lizard might be...a little much. Most of the other combos I came up with were dark and brooding. I decided that being a Dark Elf did not mean one had a dark fashion sense but rather a dark view of the world. After all, these guys were once High Elves who just got the short end of the stick. So, I decided to go with brighter colors. I did want the colors to be a bit 'off', however. Despite the ties to the past, these were not High Elves. In the end I opted for strong pastels. Yeah, I know, it's an oxymoron. You can see from the photos what I mean. I took the red out to orange and the green out toward teal. This way the color wheel gods were appeased and so was I. All that was left was to start painting the model!

This is another stage by stage guide, but there are two big differences this time around. The most obvious is the fact that my Vampire was a foot model and this is not. This model (whom I will name Dapsh, member of the Betrayers elite Cold One cavalry unit) was, in effect, two models – a rider and a mount. The other difference is that this is not a character model. The Vampire, while not painted to display standards (remember – gaming models get used and chipped), was a character and deserved a little more refinement in the painting techniques used. It is different for a model that is one of 10 in a unit. I'll point out things I did differently as we go.

I began like last time by priming white, gluing fine ballast to the base, painting the base Goblin Green, drybrushing it with Bilious Green and base coating the model. For more details, see last month's article. Unlike last month, I did not start with the darkest color, since I was going to give it an ink wash. The color used in this case was, appropriately, Scaly Green. The mouth area was painted black. The talons were given a coat of Bestial Brown.

The only thing done here is the application of an ink wash of Dark Green Ink mixed with Sky Blue Ink. Try not to slop on the ink and let it dry. If you do, you'll often end up with little puddles in which the ink will flow to the outer edges and stick to the higher sides of the pits on the model. What you get is the reverse of what you want. You want the inks to settle into the deepest areas of the pits. Instead of glopping on the ink, apply it like you would paint. Do not overload the brush. Leave no puddles. You can do a second coat if needed.

Here I did two things. I applied a fairly heavy drybrush of Scaly Green over all the scaled areas and painted on Jade Green to the flesh. When drybrushing be sure to move the brush over the surface of the model in a direction where the bumpy high points are more likely to get hit than the valley areas. On the scales along the spine, start at the tail and brush in the direction of the head, so you are more likely to hit the ridges at the top of each scale than you are to hit the low points.

The flesh areas get Jade Green simply painted on everywhere except the deepest areas like elbow joints and neck muscle delineation creases.

Now we'll start to really see the difference between painting characters and painting the troops. I added some Skull White to the Scaly Green and painted the top edge of each scale where it would catch light from our imaginary light source. There is no blending, no attempt to make this line transition smoothly into the scale. The first reason for this is that, as mentioned, this is one model of 10 in the unit. The visual effect of seeing all ten together is more important than each model in the unit. The other reason is that I wanted the scales to look a bit rough (see close up photo at left). This is a harsh beast, not an ermine.

The flesh areas are a mix of Jade and Vile Green, leaning more toward the Jade. When doing this sort of stepped painting, where blending is kept to a minimum, the first few lightening sequences should have less of the lighter color added to the base color than you'll add in later stages. This is because you are working in broader strokes on larger areas. Large jumps in shade will be very noticeable. Later on your highlights will be much smaller and will actually need more dramatic jumps to be noticed. You'll see.

I also painted the talons and teeth Snakebite Leather at this stage. The talons and the scales on the spine are getting a bit of a special job. To make both look like beetle chitin or layered resin with little ridges and rough color variance I painted their highlights in long, thin streaks. There are a few keys to doing this correctly:

1) Keep a good point on the brush. Keeping it moist will help.

2) Pull your brush as you paint. The best way to think of this is to imagine yourself at a blackboard. You are told to draw a line straight down to the bottom of the board. You would reach up with the chalk held along the line of your index finger and stroke downward in one motion. Do the same in painting. Pull the brush along the line of the paint stroke.

3) As you move toward the end of the line, where it tapers off, lessen the pressure so that the line naturally thins to a point. A brush is flexible. Use diminishing pressure on the bristles to your advantage. As you progress through lighter and lighter stages, be sure to shorten the stroke length. This will create the layered look we are going for.

I added more Skull White to the Scaly Green and highlighted again, this time with smaller strokes. The flesh areas got a pure Vile Green highlight, remembering the imaginary light source. I also painted the tongue Blood Red. The first coat of this is hard to see. The second, on the edges and the tongue tip, is brighter and more visible. Nothing fancy. The eyes are also done at this stage. Paint the entire orb black. When dry put a dot of white on either side of the center. Since this is a lizard, I made the dots bigger than normal. This made the center black line more of a slit. I then painted the white areas Sunburst Yellow. The last thing I did at this stage was the horns on his head. I did them like the teeth and talons with Snakebite Leather and Bleached Bone in successively lighter streaks. It looks rough, but I like that on horn and nail areas.

We are now coming to the end. I added some white to the Vile Green and put small thin highlights on areas like the jaw line, the skin by the talons, ankles, the light gathering areas of the tail and neck creases, and the tip of the nose. The nose is worth mentioning here. I had been painting it somewhat like the talons, with streaks that fade into the plate on his head. The only difference is that as I added lighter highlights I made sure they followed the layer beneath. These lines were not as haphazard. I think it helps make a nice transition from the hard scale to the softer nose flesh. Also, since the tail tip was also the light flesh color, this helped to frame the over all model. Be aware of your composition.

This was it. Only the highest areas got hit. Again white was added. Not every area of flesh or every scale got this last layer. Only harsh edges or spots that were on the outer edges of the model, where light would absolutely have to catch, were highlighted.

I then painted the edge of the base Goblin Green and did my happy dance of joy, though only a minor one since I still had the rider to go.

I mentioned last month black primer is the root of all evil. Naturally, one might think that Dark Elves should, therefore, be primed black. Nope. I knew this model would end up being fairly bright, so I went with white primer. Just like the Cold One I did not start darkest and work up. I painted the orange areas Blazing Orange, the armor areas Chainmail, the gold areas Shining Gold and the flesh with my favorite mix of Elf Flesh and Dark Flesh.

I thought about painting the knee skulls as actual skulls, but there were composition reasons not to (remember the 4 C's from last month?). They would have been the only bone areas on the rider and would have looked odd. I opted for gold to tie the lower portion of the model to the upper areas and to limit the number of colors used.

As you can see I put the model on a cavalry base for painting. Don't be tempted to cut off his tab right away, figuring you'll hold him directly while you work. The worst "don't" of all is this: don't glue him to the mount. It is so much easier to bend the tab on his feet and wedge him into a base temporarily. I did glue the lance arm on, but the shield is affixed to the base with the help of a little blu-tac. Actually, being American, maybe I should just call it poster putty. Whatever you call it, be sure to use enough that you can prop the shield up at an angle that allows you to paint it when you rest the cavalry base on the table.

This was a fairly direct stage. I washed the orange with Orange Ink, the silver with a mix of Black and Sky Blue Ink and the gold with my special 'Oh-dear-Sigmar-I-hope-I-never-run-out-because-I'll-never-be-able-to-duplicate-this' gold wash. The same comments about washing the Cold One apply here. No puddles, please.

I went back over all the areas of the model with the original basecoat colors and re-applied them everywhere but the cracks, creases and other such spots. One particular trouble spot to be careful with is rivets. You have to take just a little extra care when going around them so as not to ruin the effect of the wash.

Just so I could see how the model was coming together I put the shield on. I did this with the poster putty so I could take it off again for further painting.

The last thing I did here was as a result of an "Oh, drat" (or something like that) revelation. I have been used to painting Empire horses. You know, models that have saddles, bridles and other parts that you can paint in a color that links them to their rider. Well, like I said, this was my first Cold One. No saddle. No orange on the beast. No connection. Oh, drat. I had two choices to try to link the rider to the beast: 1) I could paint the silver areas of the shield Scaly Green (too much redone work for my tastes), or 2) I could paint the gem on the shield Scaly Green (much better). I went the gem route.

At some point I'll go over gems in more detail, but for now the thing to remember is to highlight them in reverse. The lowest point on the gem is where the light collects and the high area is darker (except for a single white dot of reflection).

Even though I opted for the easier option here, it must be said that, if this were a character, I would have gone back and redone the silver areas on the shield. Do not ever be afraid to experiment, but also don't stop yourself from going back and reworking something if it needs it. I will say this, though – see it through to the end first. You may be surprised at how it turns out.

At this stage it got pretty mechanical. I just started highlighting where the light source dictated. I added some Fiery Orange to the Blazing Orange, some Mithril Silver to the Chainmail and some Burnished Gold to the Shining Gold. I also began work on the face by painting the eyes black and adding more Elf Flesh to the mix for the cheeks and nose. Remember– let your imaginary light source be your guide as to where to put the highlights.

The orange is now straight Fiery. The silver is pure Mithril. The gold has had some Mithril added. Either Mithril Silver is very strong or Burnished Gold is really weak. Either way, don't add much Mithril at this point, as the gold will be overpowered.

I've also worked on the gem. I wanted sort of a deep and "bottomless pool" look to the gem, so I kept the highlights (again, on the bottom) minimal and most of the gem surface remained dark. I also put the white dot on the top. There is another picture which shows this better at left.

White has been added to the Fiery Orange and applied sparingly to the edges of the cloth behind his legs and to the tops and edges of the lance wrap. A tiny spot of pure Mithril has been added to the gold highlights, also on the edges and peaks.

I dotted the eyes with white just like the Vampire from last time. Don't be intimidated by eyes. You can always correct (4 C's!) later.

Almost there! All I had to do was add some more white (almost pure white, actually) to the orange. Then I went to areas that I had been sloppy on and cleaned them up. This helps to delineate sections of the model – from the foot armor bands to the gap between the leg and the rear chainmail. You can see it especially well in the lines between the gold and silver parts of the shield.

In this final shot you see the finished work. Not bad, I think. My goals were achieved despite some hiccups. The concern I had over there being no saddle to carry color between the two distinct parts of the model was alleviated when I put the rider on the beast. The rider's orange skirt (hey, this is an Elf, after all) sits so low on the side of the Cold One, that it acts like a saddle would in terms of composition.

If this were a character, there are things I would do differently, but its not. I would be proud to put 10 of these on the table and say "Hey, Ma! Look what I did!"

There appears to be a fairly deep line running along the length of the tail. This makes the flesh look, well, fleshy and the skin tight. While the model does have a line there, it is not as deep as the painting makes it look. This is the sort of thing you can do with your light source. By making the chasm dark and the flesh immediately below it light, you'll create the illusion of depth. Extreme contrast is the key. To create the bulbous and rounded look of the flesh both above and below the chasm, you need to take care to apply the highlights to the upper most area of the pucker and get fairly dark on the shadows of the underside of the pucker. Again, exaggerate.

That'll do it this time around. Maybe one of these days I'll get to go into the evils of toothpicks, but once again that will have to wait.

Joe Sleboda

Journey of the Dark Emissary

Local sculptor Chris FitzPatrick, master of the changing hair color, talks about the life cycle of his most recent project, the Albion Dark Emissary, from first thoughts and ideas through the entire process that created the beautiful piece we see in the Dark Shadows worldwide Warhammer campaign.

Getting Started (Day 1)

This figure is going to be based upon some concept sketches by one of the Studio artists, Dave Gallagher. Dave has put lots of ideas down, so I've got a whole lot to work with here.

All miniatures begin with an armature, a simple skeleton upon which the figure is built. The armature needs to be strong enough to hold it's shape while you are sculpting on top of it and strong enough to survive the molding process. I use a pre-cast armature, which is basically a simplified human skeleton that I twist into the pose I want. For beginners I'd suggest using brass wire to make your skeleton -- it's very strong and durable. However, you'll likely need a pair of needle-nosed pliers to get it into shape...brass is too stiff to bend with your fingers and get the proper proportions for a 28mm figure.

Day 1: Building up the mass of the figure as a base to work upon

I'll use a cork as the figure's base, available in most craft stores. This provides a nice "handle" to hold on to while you work, and it keeps you from getting your fingerprints all over the figure and ruining the work you've done.

After I've bent the armature into shape, I'll roughly block out some of the major masses of the figure to build a firm base to work from. I'll also start by sculpting their feet – once dried, the putty will help to hold the figure onto the base.

Day 2: Sculpting the robes of the figure with the Wax #5 tool

Day 2

The first step is to start working on the robes of the figure. This guy is really wide and could easily end up looking kind of stiff and clumsy. Since I usually try to get my figures to suggest movement, I'll make the folds on his robes "lean" slightly to the right, following the angle of his staff (the brass rod). This should give the feeling that he's scooting along on some mission for his dark master, leaning heavily on his staff for support. You can't really see this yet, but you have to plan ahead.

I made the "folds" in the putty with the blunt end of the Wax #5 (see WD 256, p. 57) with the raised area pulled down to the top of the cork, and cut off (while still wet) with the Spatula Tool.

Day 3

The next step is to add the next layer to the figure, a tunic with a tattered hem. I'll work directly on top of the robes, and smooth the putty out as best I can. The folds in the fabric are added now, with the round edge of the Putty Tool. Then, once the bottom edge is nice and smooth, (and while it's still wet) I'll use a sharp hobby knife to cut up into the hem to get a jagged, tattered look. The razor edge of the hobby knife will cut into the wet putty better than one of my tools. They are too blunt and will not make a sharp indentation because of the high surface tension of the Kneadatite. Then, I'll use the Spatula to 'pull' the tatters down a bit, one by one. This will help to clean up any minor mistakes I made. Now I'll use a needle tool to poke a few holes in the cloth. This helps to give the feel that the cloth is rotten and worm-eaten, a look that is all the rage with the forces of evil.

Day 3: Sculpting the tatters and holes into the hem of the tunic

After this is dried, I'll go back and use a scalpel to gently "scrape" the smooth surfaces of the tunic. This is done by holding the blade at a 90° angle and gently scraping the area a few times. If done correctly, this will shave off the very top surface, cleaning up any uneven bits that there may be. This was helpful around the tattered hem, as it looked a little messy.

The third step of the day is to build the base for his big trenchcoat. This piece of clothing is large and is going to cover most of his body, so I need to make sure I have a good foundation to work upon. So the basic shape is blocked in, and I'll worry about adding details later.

Day 4: Only the parts of the face that will be shown are detailed

Day 4

Today I'm going to start working on the head of the figure. Since only a small part of his face is going to be showing, I'm not going to bother rendering the parts that will be covered up in his overhanging shroud.

Sculpting a head is a very complicated process, so I'll just go into the basics of it here... I start out with a smooth, egg-shaped oval for the face. The first step is to cut the eye sockets in, leaving them empty. Next, I use the Spatula Tool to coax a tiny bit of putty up from the face to built the bridge of the nose (a simple raised line will do for now). Then the mouth is cut into the lower half of the face. I clean up the whole thing with my Spatula Tool, gently shaping the putty beneath the eye sockets into cheekbones, and the putty beneath the mouth into a chin. Finally, I gently pull some of the putty above the eye sockets down, giving a scowling look to the forehead. All this is done in one sitting, while the putty is still wet.

After the face dries, I go back in with a tiny bit of putty, and build the nose onto the thin bridge I built beforehand. This bridge will help to keep the shape of the nose – a nose should look firm, not soft. After this is done, I add a tiny bit of putty to the eye socket, for the eyeball itself. I'm not really worried about this guy looking too normal, so I give it a slight slant.

Day 5

It's time to start working on his coat. This will be a rather elaborate piece, and I'm going to try to get the basics all down in one sitting, so I get it all planned out beforehand. I mix up a bunch of putty and cover the whole area of the coat with a thin, smooth layer. I make the edges crisp and clean with the Spatula Tool, simply following the lines I blocked out beforehand. Gentle folds are added with the blunt end of the Wax #5. I then add a line of dots along the hem, to give it a rough-stitched leather look. Now I'm ready to start adding the detail.

Day 5: Details of the Emissary's coat adorned with spiral designs

I want this coat to look like leather, embossed with some kind of mystic, celestial charts and symbols. I cut the designs into the coat with the point of the Spatula, occasionally making a large hole in the line with the point of the Wax #5. These holes are sockets for gemstones that will represent planets and other celestial bodies – I'll add the gems after the coat has dried, and then I'll clean up here and there on the coat.

The Spiral is the symbol of the Dark Emissaries, and I'm going to incorporate this prominently into the miniature in the center of the back. Just for kicks, I'll make this out of a different kind of putty: a metallic bronze stuff called "Gas Tank Repair." I occasionally use this putty for sculpting metal, horn or stone bits, as it's easy to get a hard edge with it, and it cuts better when dry than the green Kneadatite. I make it very large and heavy-looking to assist the stooped feeling of the figure's posture.

A little bit of putty is added to the arms of the figure today, just to give me a feel for the sort of mass they are going to have. I also remove the brass rod for the staff, and I'll start working on this separately and add it later once it's finished.

Day 6: More detail applied to the coat in order to add definition

Day 6

More detail work on the coat today. After a weekend away from the figure, I come back and realize that the detail on the cloak is too subtle. After the figure is cast, it will hardly even be noticed. I have 2 choices: either cut the coat off and start it over or try to salvage what I've done with some sneaky touch-up work. I decide to try to salvage the coat and spend most of the day adding tiny bits of putty along the celestial lines to increase their definition. At this point I also add some swirls on the shoulders – these will help to gracefully accentuate the round shape of his massive shoulders.

Day 7

Now that I have the basics of his body done, it's time to start working on the cool stuff – his head and weapons. I'll be giving him a big weird staff in his left hand, but I'm not sure what to do with the right. But I'm not going to worry about it now, as I have lots of other parts to work on. To be honest, I'm not too happy with this figure currently, as it's just not really coming together like I want it to.

When finished, the head is going to be very elaborate - long twisted horns and a shroud that hangs down. I want the head

to sit in front of the shoulders, not on top of them. To do this I need to make it a separate piece, since it would not be able to be cast properly as one piece. So now I cut the head off at the neck, and glue the back of the head to a piece of plasticard so I have something to hold on to. I'll start working on this tomorrow.

Day 8

The body of the figure still needs a lot of detail – lots of magical charms and small Ogham Stones hanging from beaded ropes. I'll start with the ropes, rolling out thin lines of putty, and putting them onto the figure where I want them. I clean these up with the Spatula, and let them dry. Afterwards, I sculpt the Ogham Stones at the ends of the ropes.

Day 8: Ogham Stones adorn the Emissary's coat

Day 9

Day 9: The staff with ropes and spiky bits and the separate head with armatures for its horns

The staff started with a straight piece of wire, pushed into a cork, to give me something to hold onto. The basic shape was made by smoothing some putty onto the wire and gently twisting with my fingers. I do this because I want the staff to have an irregular, organic shape. Once I have the basic shape, I clean it up a little with the Spatula, at this point adding some knots and wood-grain, but not much. Once all this has dried, I use the scalpel to "scrape" the staff, to give parts of it a nice smooth surface. Finally, I add some further details – ropes tied around the bottom and some thorny, spiky bits at the top.

Once the head has been securely glued to a piece of plasticard, I can start working on it. The first thing I need to do is build the armature for his horns – I simply drill 3 holes through his head and glue three wires into them. I bend the wires beforehand, as it will be difficult to manipulate them once they are attached to the head.

The shroud is pretty easy to make – I simply sculpt this directly onto the plasticard. After the head is all dried, I can pop this off the card, no problem. The horns are going to be a little more tricky. I'll do these with the bronze putty. I'll shape them up with my Spatula, and once smooth, I'll add some grooves with the Putty Tool, as if the horns were twisted like a ram's or gazelle's.

Not much work on the body today, mostly just some touch-ups to the detail and beads on the ropes, hanging form his shoulders. The beads are quite simple, I just sculpt them directly on to the ropes – the trick is not to use too much putty, and just follow the lines on the ropes.

Day 10: More Ogham Stones and a skull added to the staff

Day 10

Today I finish up the detail on the body, adding the last of the beads. I'm thinking about adding a skull to the staff, so I glue a pre-made skull directly to the side. Later I'll add some putty and sculpt the ropes it will be hanging from. Finally, I finish up the horns on the head, which takes me more time than I had dared to imagine.

Day 11

Day 11: The wrappings around the arm are designed to emphasize the frailty of the Emissary's limbs

I decided this morning to take the skull off the staff. I want to stay away from 'traditional' GW imagery on the Dark Emissary... skulls, chaos symbols, etc... it's easy to overuse this stuff, anyhow.

The arms are the next step. The idea here is to make them look like they are thin, almost skeletal, but not quite undead. The wrappings are made with the sharp edge of the Spatula Tool, cutting in the lines between the wrappings. These I clean up a little with the round side of a Needle Tool to give each wrapping a gentle concave curve. I also pull the putty down a little, so that the wraps look like they are hanging from the arms. The putty should stretch a little and give a realistic hanging effect.

Day 12: Finally sculpting the hand to the Emissary's staff

Day 12

Now that the head is finished, I finally get it back together with the body. There is a little bit of trimming involved to make it fit properly, but this just takes a few minutes.

Next I start the hand, holding the staff. I make the hand a little oversized; this should help to exaggerate the thin, almost skeletal look of the arms. I just sculpt the hand and fingers first, then I'll add the thumb later once the rest of the hand has dried.

I've finally had some inspiration and decided to give the Dark Emissary a scroll in his right hand. This should work nicely – it will be easy for the moldmakers to cast, and it's appropriate to the character...walking along, carrying a message for his dark master. Making the scroll will be simple: I'll add a piece of brass wire for support and keep it close to the body.

Now that the figure is nearing completion, I'm starting to like him a little more. Looking forward to finishing him up tomorrow.

Day 13

Last day of sculpting...just the right hand and scroll to go! I start with the scroll, since I'll have to sculpt the hand on top of it. First I shape it up with the Spatula, and then I'll cut some 'swirls' into each end to suggest that the paper is rolled. Once this dries, I'll clean it up a little with bits of putty and cut into the edges to make the paper look old and tattered. After all this is dried, I'll "scrape" the surface a little to make the parchment look smooth.

Day 13: Finally sculpting the hand to the Emissary's staff

The completed Dark Emissary after being molded and cast in tin

Next up is the hand, done pretty much like the first one. After all this is done, I add some putty between the hand/scroll and the body – this area has to be filled in so that the miniature can be easily molded. After all this dries, I remove the figure from the cork and add its tab for the slotta-base.

Now that the figure is done, I'm pretty happy with the way he's turned out. This little guy has a lot of personality,and kind of reminds me of the Mystics from the movie "The Dark Crystal" (well, an evil version of one of them). This figure has been a lot of fun and a really nice departure from the Dark Elves. Now, all that remains is to send the figure overseas to the UK Studio, where it will be molded, cast, painted and shipped all over the world...hopefully in time for the Summer Battle Tour!

Just as the secrets of the Dark Emissary are unveiled, the Dark Shadows summer campaign is now in full swing! Choose to attack or defend the mystical island of Albion, get those armies out there and decide the fate of the Warhammer World.

Inside this very issue of White Dwarf you'll find the Dark Shadows campaign booklet, a 24 page guide to this summer's worldwide extravaganza, as well as a guide to setting up and running your very own campaigns.

Keep an eye on the progress of this ongoing struggle on the world wide web at:

www.games-workshop.com/albion/

See how the forces of good and the minions of evil sway back and forth across the tides of battle on Albion all summer long!

The completed and painted Albion Dark Emissary, painted by Dave "The Amazing Kid" Thomas

WARHAMMER®

This month, armies from all across the globe are descending upon the fog-enshrouded shores of the mystical isle of Albion as this year's summer campaign gets under way...

DARK SHADOWS

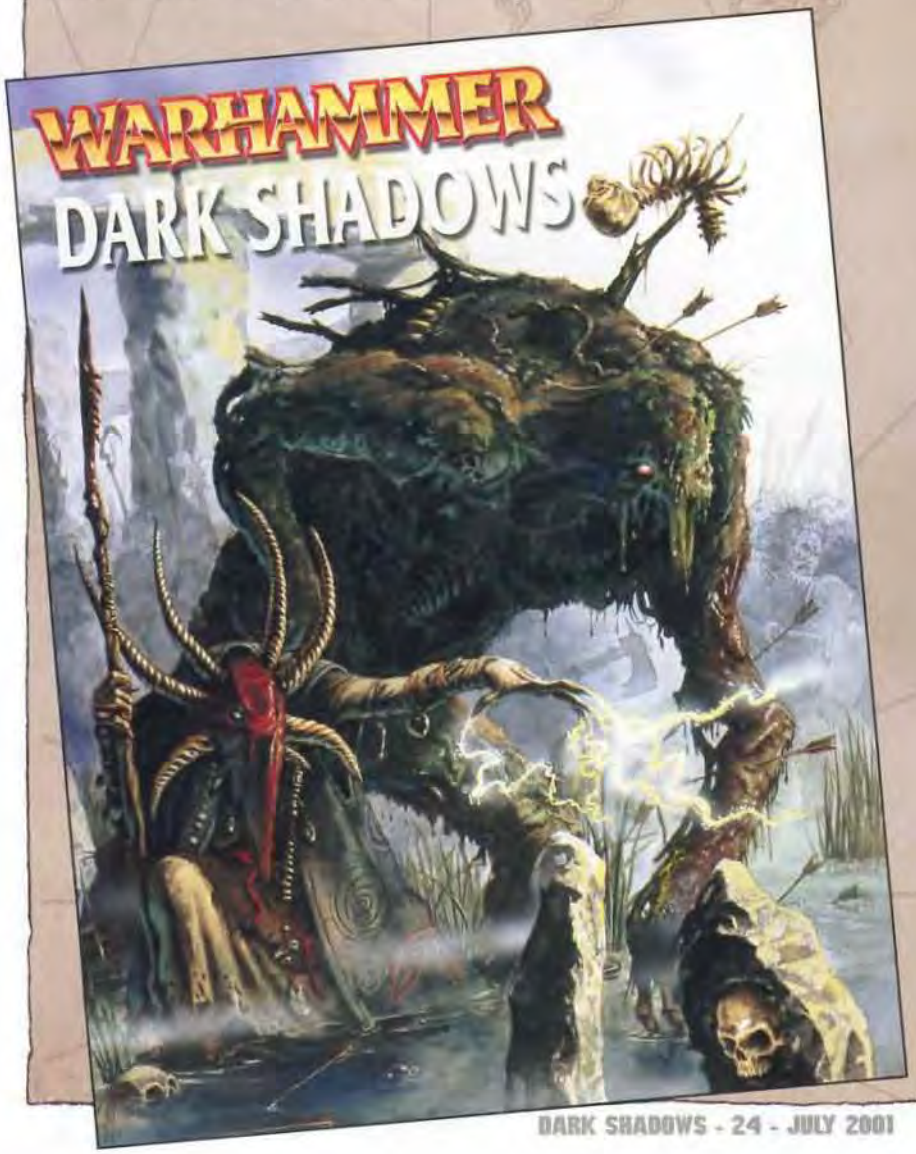
Worldwide Warhammer Campaign

For generations the legendary isle of Albion has been just that – a legend. Occasionally a weary traveller will tell an outlandish tale of terrible creatures stalking the Albion marshland or of ships lost without a trace in the swirling mists. A counterpoint to these fell stories are rumors of fabulous riches and powerful magics being brought back from an island swathed in fog. Rumors circulate that the mires and swamps of Albion house huge menhirs, standing stones that control the flow of magic across the world. It has even been suggested that should the ancient stones fall, the world itself will be torn apart by the raw forces of Chaos. The name of Albion inspires fear, greed and wonderment in equal measure.

Now it seems that an island with gleaming white cliffs has suddenly appeared to the far north of the Old World. All memories of the dangers that lurk upon the island have vanished as the thought of treasure occupies the minds of many across the Warhammer World. Whilst the coasts of Albion have once again come into view as the mists recoil, the central area of the island is still obscured by heavy fog. Landing places are few and far between, and this has been well noted by interested parties eager to explore and conquer this mythical isle.

All talk across the Warhammer World is of the riches that lie in waiting on Albion. The struggle for power and treasure awaits those who would venture into the mists, but death and desolation also await the foolhardy, for not only do the indigenous dangers pose a significant threat to the unwary, but every race from across the world is landing on Albion. Each will vie for control of the island with the other.

More than racial pride is at stake, however. A backdrop to this clamor



for power and material gain is a greater battle – between the forces of light and dark. Mysterious shamans known as Truthsayers, native to Albion, have been seen traversing the Warhammer World warning army commanders who would set out for Albion of the harsh weather conditions, hideous sea beasts that inhabit the coastal waters and the Giants who like nothing more than to hurl huge boulders at incoming ships. The Truthsayers declare themselves keepers of the knowledge and power on the inherently magical island and warn of the dangers posed by these fell adversaries.

Also told in hushed whispers are shadowy rumors of dark strangers travelling wide across the world. Speaking of the Dark Master who is to return to conquer all, they have been named Dark Emissaries. Little is known of the Dark Master bar his clarion call for his followers to join him at Albion.

The possession of the many ancient stone circles located across Albion is the key to controlling the island, but with both the Truthsayers and Dark Emissaries counselling the invading armies, such control won't be an easy task.

Hordes of Greenskins are pouring down from the World's Edge Mountains, forming a green tidal wave as they march relentlessly towards Albion. The dreaded Black Arks and flights of Black Dragons have been sighted as the Dark Elves turn their attention towards the isle. The Elves of Ulthuan have already pledged themselves to the Truthsayers' cause.

A fleet of ironclad steamships has set sail from Barak-Varr as the Dwarfs investigate the rumors of vast treasures. All manner of armies are converging on the newly sighted island.

For those who succeed, power immeasurable will be the ultimate reward. For those who fail, their decaying corpses will sink silently into the fens and moorland that cover so much of Albion. The Warhammer World is once again in great danger, for the immense power held in the isle of Albion is the prize for those who win out. The fate of the Warhammer World is in the hands of the generals, warlords and commanders of the armies which have travelled with all haste to the mist-enshrouded island. Only one race can win – battle is well and truly joined!

CHARACTER SHEET

Name: Inquisitor Kessel

	WS	BS	S	T	I	Wp	Sg	Nv	Ld	Speed
Starting:	81	76	62	68	71	88	88	91	94	5

Ranged Weapons

Weapon	Type	Range	Firing Mode	Accuracy	Damage	Shots	Reload	Weight

Close Combat Weapons

Weapon	Reach	Damage	Parry Penalty
Daemon Sword	3	2D6	-15%
Force Staff	4	D10 (+2D6 on WP test)	-10%

Special Abilities & Psychic Powers

Leader; Ambidextrous

Vampirism

Psychic powers - Firestorm
- Blinding Flash
- Terrify

Equipment, Reloads, etc

Daemon sword (WP 85) with Lashing, Mind-Stealer and Warpflame.

Force Staff

Inquisitor Kessel. Turn to page 52 to find out more about Gav's warband.

Damage

Knockback (S/10): 6

Base Injury value (T/10): 7

System Shock (T/5): 14

Consciousness (T/2): 34

Injury Total:

36-50 RIGHT ARM Armor: 2 Damage L H S A C	**81-95** CHEST Armor: 3 Damage L H S A C	**51-65** LEFT ARM Armor: 2 Damage L H S A C
Right Hand Carrying	**66-80** ABDOMEN Armor: 2 Damage L H S A C	**Left Hand Carrying**
01-15 RIGHT LEG Armor: 2 Damage L H S A C	**31-35** GROIN Armor: 2 Damage L H A C	**16-30** LEFT LEG Armor: 2 Damage L H S A C

96-100 HEAD Armor: Damage L H A C

Recovery: Successful Toughness test reduces damage by D3 (+1 for every 10 Toughness over 50).

Bleeding: 1+D3 to Injury total at end of every turn.

GW Mailbox

or... "Ask Dirty Steve!"

Have a question about when new armies are coming out? Need some advice about painting or modeling? This is the place for your inquiries and opinions! Write or email us at the addresses below!

Dear Dirty Steve,

Hi, I was wondering by reading in the Tyranid Codex...what is Green Stuff? Where can you buy it? Can you order it from Games Workshop? I would really enjoy making conversions with this.

Sincerely,
Christian Sorrell

Well, "green stuff," as we so lovingly call it, Christian, is a two part epoxy putty that is great for repairing gaps left in conversions or even for sculpting purity seals or hair onto your model. The awesome sculptors at GW use it to design all the pewter models for all of our games. And they even do it actual size! You can get it from Mail Order or a local Games Workshop or other retail hobby store.

Dear Dirty Steve,

I have been collecting a Necron army, and I wanted to know why there are so few weapons and models. Maybe you could go through a big conversion like the new Tyranids.

P. Bergdahl

Hmm... Necrons, Necrons, Necrons.... Seems like EVERYONE wants to see more of these metal heads who lumber across the battlefield and get right back up after being blasted by a bolter. It looks like it won't be TOO long till we see a little bit more about these guys. Still, I don't have any specifics, but Necrons seem always to pop up when least expected, don't they?

Dear Dirty Steve,

I'd just like to say that Warhammer 40K has never looked better. I've been playing for a while, and the rules are the easiest and simplest ever! However, I'm wondering: will there ever be any more beakie Space Marines? I don't mean these new ones in the plastic squad, I mean the old ones with the studded shoulder pads, the real Beakies from 2nd edition! They have always been my favorite Space Marine armor type that has come out. I'm just wondering if you'll ever do a limited production run or something like that.

Epsilitory

The ol' Beaksters do have a certain charm, don't they? So much, in fact, that the Mail Order Archive has TONS of them, including my fave, the rare and ever-elusive KUNG FOO MARINE! A very fly guy if I ever saw one. Give those Trolls a call, and they can book you up with more Beakies than you can shake a conversion beamer at. And tell 'em Dirty Steve sent ya. I used to work with those guys back in the good old days. They love me.

Dear Dirty Steve,

I've heard that maybe, just maybe, Games Workshop would produce a Harlequins Codex and finally make them the army they desreve to be. What is the truth in this rumor? My army is itching to wrap their technicolor dreamcoats around some foul armies of Chaos!

Thanks,
Emily Long

I've heard about as much as Marcel Marceau is willing to tell me (he's a mime...it's a joke, albeit a bad one). There have been a few whispers floating around the office, nothing really concrete, but they're not forgotten, Emily, if that's your fear. They were my first 40K army, so I'd like to see them, too!

Dear Dirty Steve,

I was wondering if you could end months of internet speculation and post whether or not Chaos Dwarfs would get a new army book or if Ravening Hordes will be their final list. Us legions of "funny hat" fans are dying to know!

Regards,
Bob W.

This topic has been hotly debated over the years, Bob. Are they gonna come back Men Without Hats, or are they gonna be the Stove Pipe Stunties we all know and love? Or are they (GASP!) gone forever? No one knows. But the more you yell, the more they'll listen!

Dear Dirty Steve,

I LOVE ELDAR! Why haven't you made a plastic Wave Serpent? I know Forge World makes one, but it would be much more convenient if you sold them in the retail stores.
P.S. Is the leader of the Incubi the same as the Father of the Scorpions?

Plastics take a LONG time to get from the drawing board to the retail shelf, so it might be a bit before they would surface in a store. On another note, there is no solid account of the fate of Arhra, the Father of Scorpions. But Chaos is under heavy suspicion....
See you next issue!

Dirty.

Unfortunately, I lack the power or (more realistically) the vast knowledge to answer rules questions, but these guys can:

roolzboyz@games-workshop.com

Want to send a letter to the Mailbox? Write us at: Games Workshop, Attn: Dirty Steve's Mailbox, 6721 Baymeadow Drive, Glen Burnie, MD 21060. Or, send us some email at WhiteD@games-workshop.com, but remember to give us permission to print your emails. We can't use them if you forget!

INQUISITOR™

Not content with merely creating, writing and overseeing our new game, Head Inquisitor Gav Thorpe has been purging heretics in the Studio campaign with his very own warband.

Gav Thorpe has been contributing to White Dwarf for as long as anyone can remember (we just haven't got the heart to get rid of him). He also presides over all things Warhammer, and is responsible for the development of Inquisitor.

KESSEL'S HEROES

GAV THORPE'S INQUISITOR WARBAND

When I first started writing Inquisitor, I made a few mock-up models (inspired by John Blanche) out of 1/32nd scale military models. These served me very well throughout the development of the game, but when we started getting some of the 'real' miniatures through I decided it was time for the old-timers to retire; some fresh blood was needed. Inquisitor Kessel and his warrior band are the result. I didn't really have an overall idea of what I wanted in my warrior band, and each of the following models was inspired by the original miniatures as they appeared from the miniatures designers. Here's what I did.

LOA GORG - DAEMONHOST

Given Kessel's dubious nature, an obvious accomplice would be a Daemonhost of some variety. I wanted something that would be completely off-the-wall and bizarre. Something we had talked about during the development of Cherubael was the fact that he is sustained by psychic energy; the power of it lifts him off the ground. I decided to take this one step further and create a character who obviously did not walk at all but floated around on a current of magical power.

I assembled Loa Gorg completely before attaching him to the base. First of all, I snipped the feet off Damien 1427's legs – a character with no feet obviously wouldn't be walking anywhere! To replace these, I fitted Damien's electro-flails onto the end of the legs, bending them beforehand to appear to be whipping around in Loa Gorg's psychic wash. I got a neat fit on each leg by clipping away where the electro-flails join the arm until a match was made that needed only a little filling.

More tricky was fitting the body to the legs. Although the waistline on both was roughly the same, to get the right angle and sweep to make Loa look as if he'd just swept down from a swooping dive and was rising again I wanted a definite curve to his back. This was where I employed the most Green Stuff, using bits to bulk out the gap and get the angle right, then waiting for that to dry fully before filling in the spaces to smooth the fit between the two parts. The face is an Arco-flagellant head which sits on top of the collar very neatly, in fact it's just a little bigger which makes it look like the collar is bolted on really tightly and is squeezing into the flesh.

To move the silhouette even further from Cherubael, I repositioned one of the arms so that it was raised. The shape of the hand fitted perfectly with a skull from my bits box, and I could imagine the skull's eyes blazing with unholy light as the Daemonhost focused its psychic energy, terrifying Kessel's foes! As a final touch I glued on an Inquisition symbol hanging from the bindings on the raised arm, just as a small reminder that this creature is one of the Emperor's servants, albeit unwillingly...

I then used a flying base stem to mount Loa Gorg on his base, hiding the join between the stand and his body behind a piece of parchment attached to his waist.

PAINTING LOA GORG

Across my warrior band I wanted some different skin tones and textures. For Loa Gorg the effect I was after was something leathery and ancient, a Daemonhost almost at the end of its life, its physical shell almost totally corrupted. Here's what I did:

1. The all-important black spray undercoat!

2. The skin was drybrushed with Skull White. Over this I applied a thinned down brown/black wash. When this was dry I used another drybrush layer, this time with a mix of Snakebite Leather lightened with Bleached Bone. Another brown wash smoothed out the colors and it was done.

3. The bindings and hood were painted with Snakebite Leather, highlighted with Bleached Bone and then Skull White. I then used Chestnut ink to add a layer of shading, and a final highlight with more Bleached Bone.

4. To tie in with Kessel (and to keep that theme of colors within the warband), the metal decorations were drybrushed with Dwarf Bronze and then given a Chestnut Ink wash.

5. The implants in the legs were painted flat Mithril Silver over the black undercoat, and then a thinned blue wash added a blue-silver sheen.

Close up of Loa Gorg's head, showing both his grisly trophy (a skull), and the join between Daemonhost body and Arco-flagellant head.

INQUISITOR KESSEL

Kessel was the first miniature that I converted in the warrior band. As Brian Nelson was sculpting the Eisenhorn figure I knew that when I could get my hands on one, I'd want to do something with it. I'd already decided that I wanted a radical Inquisitor rather than some goody-goody Puritan, and initially I thought of Quixos, the daemon-cursed Inquisitor hunted down by Eisenhorn in his early career. In the end, I opted for someone new, but with a similarly corrupted appearance.

First of all I mounted mesh on the base and assembled Eisenhorn's legs and torso, before firmly fitting them to the base, too. I snipped Eisenhorn's runestaff from the scroll cases hanging from it, which neatly left two pieces which could be stuck to either side of his hand once the sword-stick sheath was removed. Now, the staff is too thin to pin and the join is quite weak, so unfortunately it has broken off on a few occasions, but successive regluing has formed quite a bond now!

Eisenhorn's thin blade is kind of a trademark for the figure, and I definitely wanted Kessel to have something a bit heftier to be his daemonblade. Covenant's power falchion seemed perfect and it was quite easy to fit on to Eisenhorn's fist at the quillions (the crosspiece). I snipped off the skull pommel and fitted that to the back of his hand to finish it off.

Getting a head that suited took a while. I wanted something that was a bit off-the-wall and disturbing. When I saw Cherubael's face I knew that I'd found what I wanted. Now, after removing the collar, this left Kessel with no neck, so I used a small piece of spare metal (I think it was a tag) to lift the head out of the recess inside Eisenhorn's collar. Since most of it can't be seen, this worked very well. It was at this point that I decided to stop.

Part of the beauty of the Eisenhorn model is the elegant lines, and so I decided not to clutter it up with additional wargear and bits 'n' pieces.

PAINTING KESSEL

It was Kessel who established the overall colour theme for the whole warrior band. I wanted something a bit plush, regal-looking. Here's what I did (Oh, by the way I used a Detail brush for most of this – I find Fine Detail brushes too fiddly for my clumsy fingers. All the models were also spray varnished when I was done).

1. Black spray undercoat, with the recesses touched up with slightly thinned down black paint to give an even coverage.

2. I painted the red coat first – any slips could be painted over with black. I painted Red Gore over almost the entirety of the areas, leaving only the deepest creases black. I then did another coat of Red Gore over the higher areas for a first highlight. This gave a nice base for Blood Red on the highest point of the folds.

3. Over the Red Gore and Blood Red base I washed a mixture of Red Gore and Chestnut Ink, with the tiniest of drops of Brown Ink to darken it down even more.

4. With the wash dry, I used more Red Gore to reinforce the highlights that showed through. That was it, the red was done!

5. For the blue areas this was even simpler – Regal Blue over which a wash of Blue Ink and Black Ink was painted (about one part Black Ink to every five parts Blue). No additional highlighting was needed, the wash did it all for me.

6. The coppery metallic areas were painted with Dwarf Bronze for a more aged look than you get with gold. Chestnut Ink over this added a layer of shading and that was finished as well.

7. The actual black coat needed very little – I was very wary of making it too grey or too bluish with lots of highlighting. I restricted myself to a thin line of Elf Grey along the edges of the sleeves and bottom of the coat using the side of the brush bristles. I gently built up three layers of drybrushing on Kessel's trousers and when this was done, picked out the calipers and bionics with Mithril Silver and the odd part with Burnished Gold.

8. I wanted Kessel's skin to appear ghostly and inhuman, so I painted over the Black undercoat with Skull White. Onto this I painted thinned-down Elf Grey with a smidgen of Blue Wash mixed in. When this was dry I used Blood Red for the Inquisition rune on his forehead and in his eyes, and the inside of the mouth is Red Gore. With the red dried, I went over with the Skull White again, highlighting the horns, knuckles and other prominent areas, as well as tidying up a bit around the symbol and his eyes.

9. I drybrushed Skull White over the sword to highlight the edges, and worked this towards the tip so that it got lighter at that end. Over this I painted some fairly rough and ready lightning arcs crackling off the edges. To get the finished daemonsword appearance I used three or four washes of Green Ink to add an unearthly glow through which the energy patterns still show through.

10. Other details: The leather crossbelt was painted with Snakebite Leather, highlighted with a mix of that and Bleached Bone. Burnished Gold was used on the buttons, studs and trim on the inner coat. The wax on the purity seals was Red Gore (for the shoulder) and Blood Red (on the daemonsword). The parchment effect was achieved with Bleached Bone highlighted with a Skull White/Bleached Bone mix, given a thin (very thin) Chestnut Ink wash, and highlighted once more with Bleached Bone.

11. All of my bases were painted black over any earlier spillages and then drybrushed Boltgun Metal.

The runestaff has replaced Eisenhorn's sword-cane from the original model, held in place by super glue and a lot of faith!

LOGAN STORM - SKITARII VETERAN

Logan Storm was a later addition to the warband to give it some ranged firepower – I realized that not one of the characters I had already made actually carried a gun! Parts from Slick Devlan, Sergeant Stone and Preacher Josef soon began to assemble on my cutting board. Grabbing an old Titan weapons frame, a plastic gatling blaster seemed perfect for a multi-barreled autogun (not an assault cannon, that would be bigger). It was a bit plain though, but sorting through my ever increasing pile of bits, I managed to salvage the belt feed from a Space Marine Land Speeder heavy bolter which matched nicely. Rather than worry about trying to remodel some hands to grip this weapon, I went for the easy option of turning it into an implant. I chopped off the right hand of Stone and stuck the gun in place. It was as simple as that.

Above: Detail on Logan Storm's belt.

The left arm took a little more work and involved chopping off the forearm of Sergeant Stone and swapping it with Preacher Josef's armored gauntlet. Twisting this slightly allowed me to bring the arm across the body which made for a much stronger pose, than leaving it hanging free. Preacher Josef's face seemed to match the bulk of the model quite well and fitted into the neck space easily enough without any chopping. For a little added character I added the loincloth from Stone and a head with a chain which I think came from a Chaos accessory frame.

PAINTING LOGAN STORM

Most of the techniques I used on my previous models were duplicated on Logan, so here's what I did differently.

1. I used more Blood Red to highlight the demi-tabard, giving it a brighter finish than on the other characters – I thought that the deep Red Gore was okay for two of the characters but would get too repetitive if used on three out of the four.

2. The trousers were built up with successive layers of Snakebite Leather and Brown Ink wash, then Bubonic Brown mixed with Bleached Bone.

3. The skin was more Bronzed Flesh shaded with a mix of Brown and Chestnut Inks, then drybrushed with Bronzed Flesh and a final subtle highlight with Bronzed Flesh and a little bit of Skull White.

Above: Logan's gatling autogun.

The sinister Inquisitor Kessel and his fearsome retinue search an industrial complex for ancient forbidden lore.

MECHISMUS OILRELIUS - CHRONO-GLADIATOR

When we'd been devising Inquisitor characters there were various modified fighters who we lumped under the heading 'cyber-berserkers'. From these came the Arco-flagellants, but another one that I really like was the Chrono-gladiator. These are bionic pit fighters who have a built-in self-destruct mechanism that can only be forestalled by fighting, thus every second in combat is a second added to their life.

The basic inspiration for Mechismus was finding a really old frame of plastic Titan weapons (the original Adeptus Titanicus ones, for those whose memories reach back that far). The chainfists looked the perfect size – brutal and unwieldy but small enough to mount on a 54mm character's arms. By odd coincidence (not!) I had Damien 1427's arms without their electro-flails... the joins were covered with Green Stuff to create a mechanical/organic 'weld'. Using a knife, I chopped out the bottom and back of one of the plastic Titan heads to fit between he shoulders of Damien 1427. I envisioned this more of a 'brain pan' than an armored head – the brain is floating inside the armored shell, the somewhat fragile skull having been removed long ago. I then pinned the arms to the body and inserted the syringes down the spine, and that was the upper torso finished.

I looked around for some suitable legs, and finally settled on Devotee Malicant's. The bare chest combined with the kilt-like robes of Malicant worked well together. I filed off the rope on the front of the legs hanging over the demi-tabard, and covered the flat area left behind with purity seals stolen from my bits box – much easier than re-sculpting detail! So the seals didn't look too odd, I stuck on some more Inquisition symbols from the same accessory sprues, to make it look as if Mechismus has been passed from one Inquisitor to another over decades of fighting, each conflict putting off his death by a few more years.

PAINTING MECHISMUS

Here's how I painted my Chrono-gladiator:

1. Black spray undercoat

2. The red, blue and black areas, as well as the purity seals, were painted using the same methods I employed on Kessel.

3. For the skin I painted over the undercoat with Skull White, then a layer of Bronzed Flesh. For a weathered look, I washed this over with Chestnut Ink.

4. I wanted the metal areas of Mechismus to have a greased, oily feel to them. Mithril Silver formed the base coat and over this I used a mix of Blue Ink and Brown Ink, with a little Chaos Black to thicken it up. I was going to drybrush it after this, but decided I preferred the effect as it was. For the icons and symbols, I drybrushed Mithril Silver over the black undercoat, so that they stood out as slightly different. I then picked out the odd detail with Dwarf Bronze to provide another visual connection to the other warriors.

Holy artifacts adorn Mechismus Oilrelius.

So there you have it, how I assembled and painted Kessel's Heroes. Even as someone who isn't much of a modeler and converter, I found the experience immensely enjoyable and rewarding. Getting the right bits was the most useful thing to start, the actual process of converting and painting I found straightforward and not really any different from Warhammer or Warhammer 40,000 modeling. My final piece of advice would be to let your imagination guide you – don't worry about what the rules will be, you can sort those out once you have that character miniature finished!

Well, ta ta for now, you'll be seeing more of Kessel's Heroes in the future.

INQUISITOR™

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS

An evocative setting can really give your Inquisitor campaign an exciting edge. In this article, Gav Thorpe describes how he went about the creation of Karis Cephalon, the setting for the Studio Inquisitor campaign.

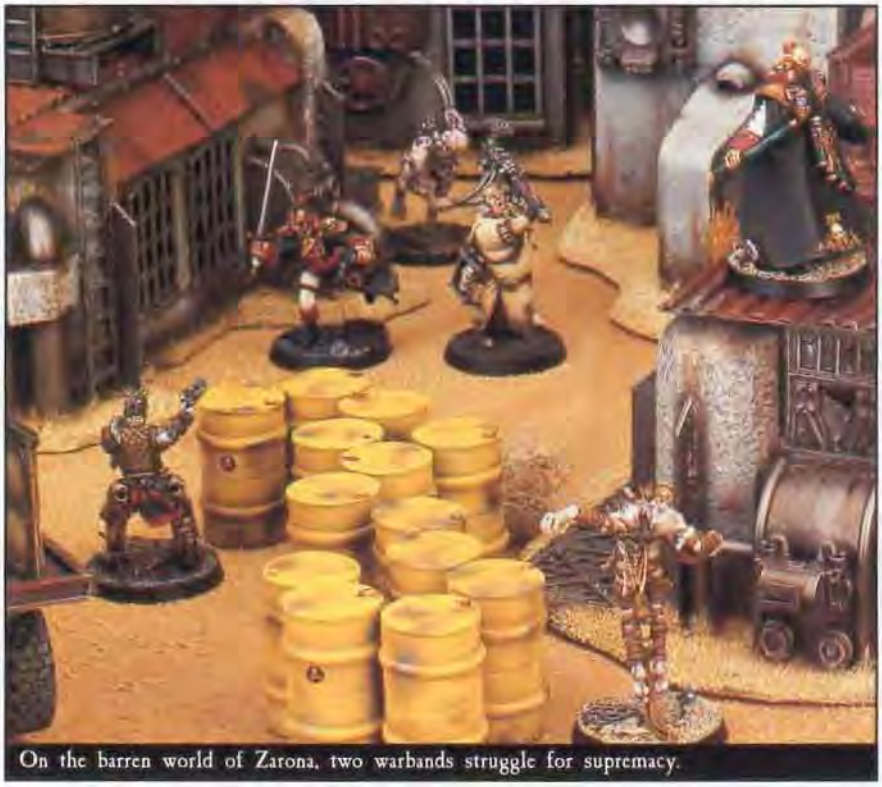
One of the things that really helps make a campaign work is having a well thought out, consistent setting which grows and changes over the course of the campaign, providing a 'real' environment in which the players' battles are set. Having done a bit of this myself, this is the first in a series of articles in which I'll be explaining how to go about doing just that – creating and running a world. To illustrate what I'm talking about, I will be developing the Imperial world of Karis Cephalon, the setting for our first Studio Inquisitor campaign.

GETTING STARTED

So, what are those basic details you'll need to know? Broadly speaking, you need to think of two things – politics and technology. In the Imperium, the two tend to be related to each other, and generally worlds are categorized by these two factors (see the box opposite for some examples of different Imperial worlds). Of course, Inquisitor being the game it is, you may even want to set your campaign on a non-Imperial world; don't forget locations such as mining colonies on asteroids, orbital space stations, aboard starships and the like.

Many of the categories listed can be mixed and matched to create more complex environments, which come under the general heading of 'civilized world'. This is what I did for Karis Cephalon – I decided to go for a mix of agriculture, mining and commerce. I didn't want a cardinal world as such, but to create some intrigue and interest I gave the world a heavy Ecclesiarchy tradition, so that while it is actually ruled by an Imperial commander, the Cardinal of Karis Cephalon has a great deal of influence.

Technologically, I went for a fairly standard mix of high-tech and low-tech equipment. I wanted to create the impression that while the citizens of Karis Cephalon had access to certain wonderful advances of science, it was by no means complete. I picture a world where steam-driven monorails criss-cross the continents on great steel constructions, but smaller combustion engines are not used. Instead, local transport is in the form of horse drawn carts and the like. It is this contradiction of different technologies which is one of the strongest themes of the Warhammer 40,000 universe, and I wanted a world which captured that theme in some very real ways.



On the barren world of Zarona, two warbands struggle for supremacy.

PUT IT SOMEWHERE!

Have a look at a map of the Imperium and decide where you want your world to be. A world's location within the Imperium has an effect on many things, including how isolated it is from Terra, how much the Imperial organizations interfere with its running, how important it is considered and so on. A world in the Segmentum Solar, close to Earth, is likely to be old, established and an important part of the Imperium. Whereas a planet on the Eastern Fringe, at the edge of the Astronomicon and far from Terra, will be more of a frontier world, isolated from authority and left to its own devices for much of the time. Its locale will have other influences, such as the proximity of threats such as the Eye of Terror, the Tyranid hive fleets and Ork domains. Also, the position of your world will have some significance when determining its history (which I'll write about in a bit) and its part in major events that have affected the Imperium. This is where a bit of research will come in really handy.

Karis Cephalon is quite close to the center of the Imperium, on the border between the Segementum Solar and Segmentum Tempestus. Its location suggests that it's quite an old world, with regular contact with the Imperium, and reasonably close (in galactic terms!) to the spiritually important worlds of Terra, Ophelia and Gathalamor, establishing a reason for the Ecclesiarchy's greater influence in the world's politics. This also places Karis Cephalon quite close to the newly arrived Tyranid hive fleet Leviathan, and the growing Ork Waaagh! centered on Armageddon.

IMPERIAL WORLD TYPES

AGRI-WORLDS

Agri-worlds are huge farms, geared towards exporting foodstuffs to hive worlds, forge worlds and other non-self sufficient places. They have a low population density and technology can range from self-managed farming with automated harvesters down to horse and plow level. Agri-worlds don't have a lot of military resource and are often vulnerable to attack. There are few large conurbations, and most of the populace lives in scattered rural communities. Slave labor is often employed in lower tech environments.

DEAD WORLDS

These worlds have minimal, even non-existent, life traces. This results from ecological catastrophe, devastating internecine war, Imperial or alien intervention or no attributable cause. Occasionally a dead world may harbor ancient technology, alien ruins and other sites of interest to the Inquisition, and some may have research stations, exploratory camps or fledgling colonies.

FORGE WORLDS

Forge worlds are the sovereign domains of the Adeptus Mechanicus. They are planet-wide factories and may also serve as a base of operations for one of the Titan Legions. Forge worlds are essential for the supply of arms and armor to the Imperium's combat forces. They are also vast repositories of knowledge, with extensive libraries and archives which would contain much of interest to an Inquisitor. The Adeptus Mechanicus guards this knowledge jealously, though, and outside interference and visitors are not encouraged.

MEDIEVAL WORLDS

These have a technical base just prior to or just after black powder state Establishment of wide surface cultural and political organizations, for example trade guilds, fiefdoms and such like. Some useful recruiting for Imperial Guard and Adeptus Astartes. As with feral worlds, these planets are vulnerable to attack as they have little central organization and very crude battlegear.

CARDINAL WORLDS

Cardinal worlds are ruled over by the Ecclesiarchy and act as centers of spiritual and physical power of the Ministorum of Terra. The Ministorum has a great deal of temporal power and resources, and cardinal worlds tend to be well-defended, with a fairly high degree of technology and standard of living. Usually they are governed by a council of Cardinals (hence the name) or perhaps a lone Cardinal acts in the role of Imperial commander.

RESEARCH STATIONS

This category contains a wide variety of locations, including orbital stations, asteroidal emplacements and other major facilities on dead worlds, death worlds or on other planets. Research stations are responsible for a wide variety of research, from animal breeding and domestication to weapons testing and gene engineering. They are also listening and watch posts for planetary and system defense of important worlds.

GARDEN WORLDS

Garden worlds are paradises, with rolling plains, deep forests, impressive mountain ranges and sweeping coastlines. These are havens for Imperial nobles and those with the resources and power as retreats, where they can go hunting, fishing, camping and other such wilderness delights. As you can imagine, these worlds are hotbeds of intrigue and heresy as decadent nobles, rogue traders, Imperial commanders and their like mix together, plotting and scheming as their kind are wont to do...

MINING WORLDS

As agri-worlds are to foodstuffs, mining worlds are to minerals. These are ore-rich planets which export unprocessed minerals and metals for manufacture on forge worlds and hive worlds. They are usually very rough and ready places, full of hardened miners and their equally hardened families. Digging under mountains often turns up strange artifacts, ancient fossilized remains and other material that would grab an Inquisitor's interest.

DEATH WORLDS

These are planets which are too dangerous to support widespread human settlement. They vary a great deal in type. Typical worlds may be world-wide jungles which harbor man-eating plants and carnivorous animals, or barren rockscapes strewn with volcanoes and wracked by nuclear storms. These worlds are near-impossible to colonize but must be properly explored, which necessitates the provision of outposts and other facilities. Some harbor rich mineral, vegetable, animal or gaseous resources.

FERAL WORLDS

Feral worlds have a technological state which is considerably pre-black powder, even pre-Bronze or Stone age in the most backward cases. Sometimes they are a good source of Imperial Guard and Adeptus Astartes recruits. The Imperial commander is often distant, in orbit usually, with infrequent surface forays to establish purges of psychic talent and mutation. Warrior cults and widespread religious heresy in general are common amongst feral worlders, and Imperial commanders of such planets are frequently under suspicion of 'going native'.

HIVE WORLDS

The bulk of a hive world's surface is generally inhospitable, even deadly, to human life after centuries of pollution. Massive urban conglomerations called Hives, many miles in height, are the principle population centers. Factory, mining and atmosphere processing are the main industries. There is a high import/export ratio, particularly of foodstuffs and fresh water incoming, with machinery and war material outgoing.

Two warbands fight it out amongst the atmosphere processors of Magnos II.

POLITICAL ORGANIZATION

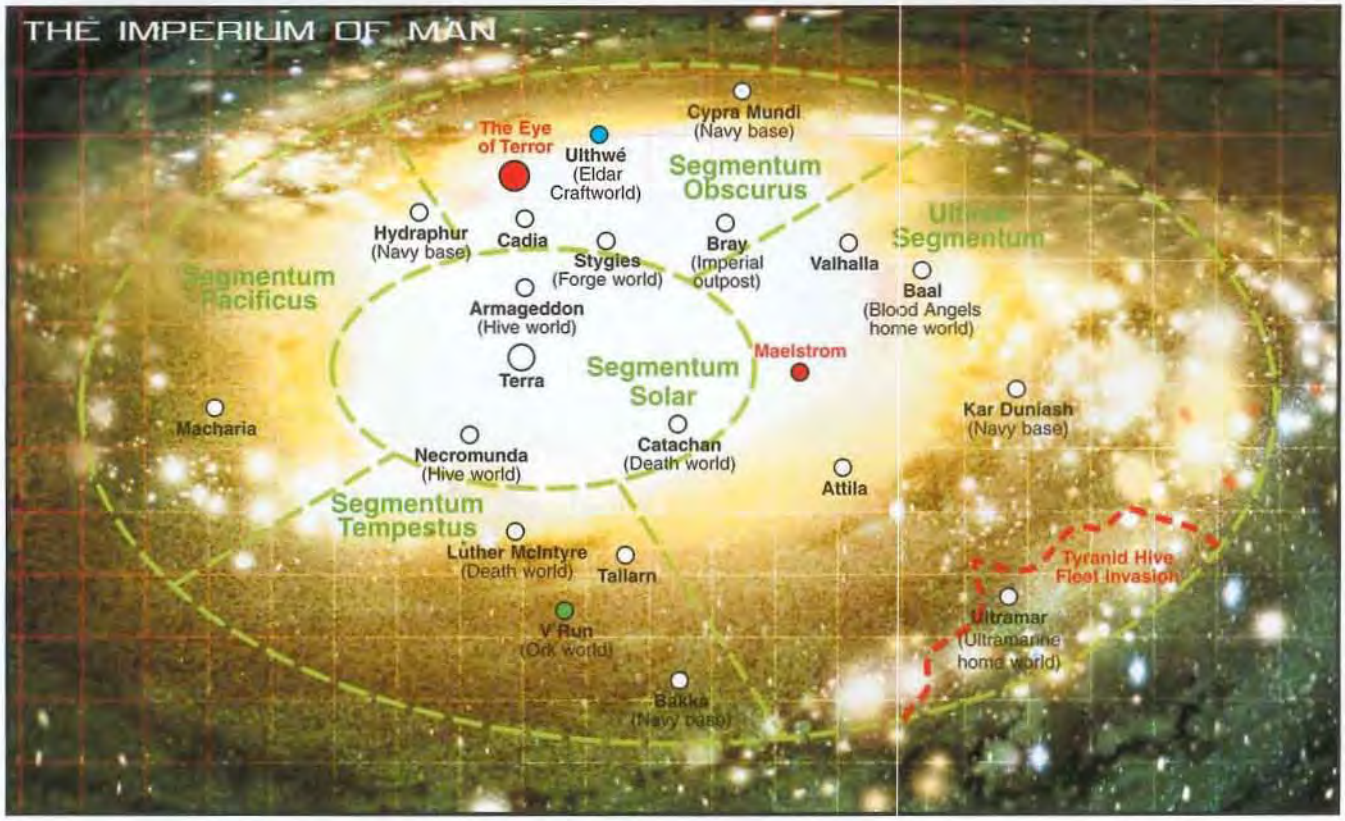
How is your world ruled? Does it have a sole Imperial commander (this is usually the case) or some kind of committee? Does the title pass by hereditary right or is there some form of election system? What other organizations have some power on the world? Examples include: trade guilds, workers unions, planetary aristocracy, slavers, manufacturing cartels, religious cults and of course Imperial organizations such as the Adeptus Mechanicus, Arbites, Sisterhood and the Adeptus Astartes.

There are not only legitimate power blocs to consider. Are there rebels on the world, who wish for a change in rulership? There may be pro- and anti-Imperial factions vying for dominance, terrorist groups who are pro-alien, or anti-mutant. There may be subversive religious sects. These underground factions can be used to aid or oppose the Inquisitors, depending on circumstances.

It is the interplay of these organizations – their politicking, backstabbing powerplay – that can generate many campaign and scenario plots as the Inquisitors try to unravel dastardly schemes and bring troublemakers to account.

What are the resources of these organizations? Do they have their own security forces, do they hire mercenaries (perhaps from off-world), is there a militia or standing army of some kind?

As I mentioned earlier, I wanted the Ecclesiarchy to play a strong part in the running of Karis Cephalon, as well as the standard planetary government. I opted to have the planetary commander as a democratically elected official, voted for by the ruling elite of the world. This electorate is formed from the farm and mine owners as those with economic influence gain political influence on Karis Cephalon. For some extra color I also



RESEARCH

It's worth spending some time reading existing material, such as Warhammer 40,000, Codexes, White Dwarf and Black Library publications. For a start, there's probably plenty of things that will inspire you for ideas, while it will also highlight areas you might want to think about when creating your world. Plus, of course, it's fun reading all that background information...

gave Karis Cephalon a slave underclass of mutants. Mutant labor is an important commodity, and would be a defining part of life on Karis Cephalon. Obviously a large mutant population would be frowned upon by certain members of the Inquisition, while the elite are built upon the use of slaves and would be very keen to protect their interests against interference. The slaves themselves are another dimension. With any forced labor, insurrection is a very real threat, and I created a mutant underground movement which engages in terrorist activities to repeal the slave laws (without much success to date, I might add!).

ECONOMY

How does the world and the population sustain themselves? Is there a free economy or a socialist distribution of wealth and resources? How does money reflect political power? Is there a feudal system of taxation, or a more centralized economy? Does the world trade with other planets, or is it self-sustaining? The interaction with other worlds can be used to kick off a campaign and draw the Inquisition's attention. For example, what if a mining world suddenly stops fulfilling its contracts to an important military factory? The Inquisitors must find out what has stopped the mines producing, or perhaps someone on the inside is feeding information to human or alien pirates so that they can ambush the convoys en route.

This can also happen internally on a world. Picture a hive world where something has happened to the water processing plants. Water is in short supply, the populace is on the verge of dehydration and rebellion, those with the correct contacts start running black market supplies, and all the while no one knows why the water has stopped flowing.

As I mentioned, Karis Cephalon has a mix of agricultural and industrial economy, and is generally self-sustaining. Individual wealth is based upon slave labor for the majority, and I figured that most of the people on Karis Cephalon were either members of or worked for one of a few merchant families that hold most of the planet's wealth. Only those of the Ecclesiarchy clergy would be outside this framework, although the Ministorum would also have its own mines and farms for generating wealth.

HISTORY

Nothing adds depth and gravitas to a setting like a bit of history. If you can make the players feel like this world has had an existence of its own before they arrived, that it's not just been constructed for them, then it becomes more real as an environment.

The detail of your history can vary. You can keep events that happened a long time ago reasonably vague, even mythical in some cases. Establishing a history isn't as difficult as it sounds, all you really need are a few key events that help to define the way the world is nowadays, or that introduce elements that may be picked up on in storylines during the campaign.

A good start is a timeline – a record of events that have occurred prior to the characters arriving. This is for your own reference more than the players, and is something which you can expand upon at a later time. The first thing to establish is how long the world has been settled. Does it pre-date the Imperium, was it settled during the Great Crusade, or has it been discovered (or rediscovered) in the last 10,000 years? This has an effect on the sort of world it will be, what customs and traditions may exist, and the kind of relationship it has with the rest of the Imperium. Generally, the older a world, the more set in its ways it will be. It may have religions that precede the Emperor and have been modified by the Ecclesiarchy, brutally stamped out, or perhaps still exist in heretical cults that are hunted down by the authorities. Over a long history, a world is likely to have been through all sorts of events, such as rebellions, alien invasion, Chaos incursions, schisms of faith, etc. Have a look at the background in Warhammer 40,000 publications and decide what was happening on your world during important ages such as the Horus Heresy, the Age of Apostasy, Macharius' Crusades and similarly

A warrior band purges a remote oil processing plant of vile heretics.

important times of upheaval and change. Was the world affected at all, involved heavily in these events or isolated from the turmoil engulfing the rest of the galaxy?

As well as the world's involvement in wider events, it's a good idea to come up with one or two pivotal moments in its own history. These should be something that have changed the course of the world's development, politics or economy in some way, such as a civil war, a natural catastrophe, or perhaps outside intervention such as an invasion. A dramatic event like that can be used to explain why things are the way they are in the 'present' day.

For Karis Cephalon, its location would suggest that it was probably around at the time of the Horus Heresy, and definitely would have been involved in the centuries-long religious schism known as the Age of Apostasy. For some local flavor, I concocted a revolution a few thousand years ago, during which an old monarchy was overthrown by popular revolt, establishing the new 'aristocracy' of plantation owners, mining families and slave traders. Perhaps there are still royalist factions on Karis Cephalon (though after several thousand years it's unlikely). It also serves to give Karis Cephalon a bit of a reputation for uprisings, and adds tension (and inspiration) to the current situation involving the mutant slave populace.

PLOT HOOKS

As well as older history, if you can come up with a few recent events, that have occurred just before the players arrive, or just after they've got there, this will add a sense of urgency and a feeling of the passage of time. Some of these should be connected to the campaign you have planned – cult activity, suspicious goings on, portents of doom – as well as unrelated occurrences which will serve to both mislead the Inquisitors and also reinforce the idea that the world doesn't solely revolve around the actions of the players.

Current affairs are a great source of plot hooks – ideas for adventures or campaigns that the players might follow up. You don't have to have plot hooks worked out in much detail, just enough that you have an idea where they will lead, and enough to excite the interest of the players without giving too much away.

Plot hooks can be characters as well as

events, such as the arrival of a certain Inquisitor or other important dignitary. Your plot hooks can be tied in with ancient history, as well, with all manner of prophecies, mystic cycles and recurring events to foreshadow troubles yet to happen.

For Karis Cephalon, I set up a plague sweeping the mutant populace, leading to an upsurge in pro-mutant violence and activity. I also decided that the portents of the warp have led many to believe that Karis Cephalon is located at the center of an astrological convergence. This will last for several years and narrow the gap between real space and warp space, allowing daemons and other entities to break through more easily. Such an event occurs very rarely and not only has it started to attract attention within the Inquisition, Adeptus Astra Telepathica and Scholastica Psykana, but also undoubtedly alien races will be drawn towards the world. If that wasn't enough, rumors are circulating that in the labyrinth of catacombs beneath the capital is an ancient weapon from the Dark Age of Technology, known only as the Angel. All three of these plot hooks can be expanded upon depending what grabs the players' attention, and maybe they are all linked in some way...

TELLING THE PLAYERS

Now that you've thought about all this, you need to find a mechanism to inform the players of some basic details. Depending on the character they are playing, this could take the form of an official briefing, gathered rumors, research in ancient tomes and the like. Present them with a document which contains information pertinent to their character, and unveil more as the campaign progresses. In fact, the quest for information may actually form a scenario to play – how about a heist on a library or archive to dig out some secrets, or perhaps the kidnapping of a local historian or archaeologist who has been digging around in places he really shouldn't be!

Opposite is an Inquisitorial report on Karis Cephalon which I would hand out to players before the campaign starts.

Well, that's just a few pointers to going about creating a world for your Inquisitor setting. In future issues I'll be looking at developing actual locations within your setting, and also scripting a campaign for your players.

REF: Inq/01159704311/BR
AUTHOR: Inquisitor Raxus
SUBJECT: Karis Cephalon: an overview
THOUGHT FOR THE DAY: "Knowledge is power, guard it well."

>>ATTACHED SYSTEM DATA DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<

Name: Cephalon
Sector: Coptis
Location: Segmentum Tempestus
Attitude: VH40/HS110
Distance from Terra: 5,300 light years
Primary type: 3M
Orbital bodies: 5; d-class; d-class; Cv-class; M-class; D-class

>>ATTACHED PLANETARY DATA DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<

Planet: Karis Cephalon
Mean Orbital Distance: 145,900,000 km
Mass: 1.02
Orbit: 1.24
Rotation: 1.45
Equa. Diam.: 10,900 km
Gravity: 1.12
Satellites: None

>>PLANETARY DATA DOWNLOAD COMPLETE<<

Founding: Karis Cephalon was originally settled during the Golden Age, and was rediscovered during the Great Crusade circa 350.M30.

Notable Historic Events: Until the late 33rd Millennium, Karis Cephalon was ruled by a Monarchy. A popular revolt, led by trade and farming leaders and aided by much of the planetary army, overthrew the ruling elite and established a semi-democratic process. The new regime was officially recognized by the Adeptus Terra in 881.M33.

Notable Features: Karis Cephalon possesses a large mutant population which forms a slave labor force for the planetary economy. Local laws segregate such slaves, and they have no legal rights. There have been several abortive slave revolts in the planet's history but none have seriously threatened the power of the ruling classes.

Karis Cephalon is the centre of the Lucid tendency, a highly puritan faction within the Ecclesiarchy. The Cardinal of Karis Cephalon has great influence at the Synod Ministra on Ophelia, and also much local authority on Karis Cephalon itself.

Past Inquisitorial Involvement: See separate sub-files on [a76h] Slave-trading; [um872] licensed mutants; [y76bg] Ministorum power blocs

Recent Investigations: None within last thirty years.

Unsubstantiated Data: The Capital of Karis Cephalon is built around the Amethyst Palace, which itself is centered on a pre-Imperial construct known locally as the Needle of Sennamis, possibly of non-human origin. Some Inquisitors have speculated that the Needle acts as a psychic conductor, and that it has a warp resonance. However, this has never been detected or measured by conventional means.

The Amethyst Palace has extensive catacombs which are believed to house numerous Dark Age technologies, including a weapon known as the Angel [ref: Codices of Alurha, vol. 5, 'The Angel of Destruction was brought forth and the light of death razed the sinful city to ruins.']

The family of the current Imperial commander has been investigated several times over the last three centuries for connections with diabolic cults, irregular practices and possession of unholy artifacts and materials. No conclusive proof was discovered in all cases.

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- Entrance into the Golden Demon Painting Competition
- Chance to register for games at the door (if available)

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mailorder@games-workshop.ca

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Ticket Choice: General Admission Ticket ☐ $11.50 CDN Package T-shirt Ticket Deal ☐ $34.50 CDN

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GAMING SESSIONS & TIME SLOTS

Gaming Sessions separate the day into even segments so everybody can get into the action. This year's breakdown is as follows:

SUNDAY GAMING SESSIONS

Session 1	11:00	to	12:30
Session 2	12:45	to	2:15
Session 3	2:30	to	4:00
Session 4	4:15	to	5:45

REGISTERED GAMES

These tables have all the scenery and miniatures ready to play on them - YOU MUST REGISTER FOR THESE GAMES!

War. 40K - City Fight - "Ambush in the Alleys"
Across the ruined city of Stalinburg, the remnants of several forces haunt the devastated buildings. They creep stealthily from ruin to ruin, trying to stay alive, while ambushing each other when the opportunity arises. You are in charge of one of these forces... will you lead your troops to victory or be gunned down in the streets?

War. 40K - Last Stand - "Defense of Outpost XIV"
On a Tyranid infested world, one garrison remains. Can the remainder of the 25th Cotelian regiment hold out against innumerable horrors in the form of a Tyranid horde? Man the walls! Open fire! And hope the evacuation ship arrives in time...

War. 40K - Armageddon - "Attack at Eagle River"
Bring a unit to fight on the Armageddon table built by Canadian staff for the 2000 Battle Tour and US Games Day 2000. Battle among the ruins and devastation wrought by the Ork assault on the Eagle River pumping station. Relive the glory days of Armageddon...

War. 40K - Retreat from Devlan Primus - "Twenty Days in Hell"
Something lurks in the outer bastion of Devlan Primus. It's killed 24 men already, now something has to be done. Lead a squad of guardsmen on a hunt for the beast. Find it, kill it. Chase the abomination through the access tunnels of the outer hive and try not to let the prey become the hunter...

War. 40K - Fighter-Bommaz! - "Rule the Skies"
Strain against the G-forces as you twist and loop, trying to get your enemy into your sights before you find yourself in his! Fight for aerial supremacy as one of the Knights of the Air, guns blazing, engines screaming as bullets fill the sky! Stick with your wingman and check your six. Maybe you can outlast your 7 minute life expectancy...

War. 40K - "Battle Amongst the Tar Pits"
In the dead of night two mighty armoured columns (one Imperial Guard and one Chaos) meet head on amongst the rocks, tar pits and ancient bones of Tharkan Prime. In the confusion and carnage that follow only one side will be victorious.

War. 40K - "Battle Through the Trenches"
The Dark Angels have been given the honour of defending the most important section of defences. On the Agrian Front they face the full force of Warlord Washnack's Ork hoard! Will the Dark Angels triumph or will the Orks break through...

War. 40K - "Swamp Fever!"
A Chaos armoured column must pass along the only stretch of road available to get to the Imperial drop zone on the planet Loki 7, surrounded on either side by impassible swamp they must run a gauntlet of the Imperial lead and use energy beams to push back the Space marine landing force.

War. 40K - "Bug Hunt"
On the hive ship code-named Bolesius, the Marines are planning a desperate raid to destroy the neural center of the ship itself and halt this tendril of the hive mind. Can the bugs stop them?

Warhammer - The Coliseum - "Last Man Standing"
From the far corners of the Old World come the greatest fighters, most exotic creatures, fastest chariots and racing beasts! All different types of events, with one thing in common: they all end with maiming and blood-spilling! Miniatures will be provided as you take part in the spectacle the entire Old World is talking about!

Warhammer - Dark Shadows - "Hordes of Hatred"
The High Elves have amassed a huge army to fight against the Dark Masters that threaten the world with Chaos. Rather than defend against the army themselves, the Dark Masters have spread word to the Dark Elves, who have in turn mustered an army of their own to thwart the plans of their most hated foes, the High Elves. On the

Plains of Blood they meet, Elf versus Elf, in a huge battle where neither side will give ground it is soaked with the blood of their kin.

Warhammer - Empire vs. Undead - "Graveheart"
The Undead have been trodden on and walked over for generations, but now a new hero arises to lead them against the oppression of the Empire nobles. William Walach spurs his unpeople on against the tyranny of the Empire and attempts to sack the city of Stirland. A huge army stands in their way. Stirred by Walach's words, the undead attack. They may take their lives (again), but they'll never take... their FREEDOM!

Warhammer - Vampire Counts vs. Khemri - "Sudden Death"
The Vampire Counts have found one of The Books of Nagash and a Tomb King wants it for himself. He will stop at nothing, sending every resource he has to get it.

Warhammer - Dwarfs vs. Orcs - "Enemy at the Gates"
The Dwarfs must defend a mountain pass against the Orcs or else all is lost. Will the Greenskins dance on the skulls of the fallen? Or will the Dwarfs succeed in holding the gates?

Warhammer - Skaven vs. Vampire Counts - "The Skaven Cliffs"
Since ancient times when Nagash himself walked the face of the Old World, the Skaven and the Undead have harbored bitter hatred for one another. Now this hatred has exploded into bloody conflict as a Skaven horde swarms the decrepit castle of a Vampire Count. Come register for this vicious struggle of reek versus rot, and watch the fur fly!

Warhammer - Orcs vs. Dwarfs - "Hall of the Mountain King"
Working secretly in the cramped depths of the World's Edge Mountains a small core of Skaven engineers has succeeded in breaching the lower depths of Karak Izor. Now a great mass of Orc and Goblin mercenaries has swarmed the dwarfen city. Grab you're axe and join the fray as the dwarves make a last ditch stand against the green tide.

Warhammer - Chaos vs. Dwarfs - "The Nautilus Attack"
Chaos pirates have been marauding up and down the coasts of the Empire for weeks. The Emperor himself has offered a huge sum of gold for the captain who puts an end to these dreaded raids. Now the brave crew of a Dwarf Nautilus has found the pirates' secret lair. Join the landing party in a quest for blood and gold. Aaaaargh!

Warmaster - The Battle of Five Armies
The Dragon Guardian is dead, killed by the Black Arrow. Now join the carnage as Elves, Dwarfs, Men, Orcs and Goblins battle at the foot of the Lonely Mountain for the ancient treasure of the Dwarfs.

Space Hulk - Scythe of the Righteous
Lost for almost a century, the ancient battle barge of the Scythes of the Emperor has been found! Now an elite force of the Emperor's finest, lead by the survivors of this shattered chapter, have returned for vengeance. It's Bugs, Bolters and Blood in the narrow corridors of this infested hulk.

Blood Bowl - Beat the Clock
The game is tied and there's two minutes left on the clock. The crowd rants and screams with excitement as they literally chuck their smaller friends into the air. Score a touchdown and you'll be a hero. Fail, and you won't make it out of the stadium alive. No pressure...

Epic Warhammer 40,000 - The Plains of Anthrand
Come join the greatest armour battle of the Third Armageddon War as the tanks of the Salamanders, Black Templars and the Steel Legion clash with the wheeled mayhem of the Blackfire tribe and the Kult of Speed. Be the Patton of the 41st millennium and drive your tanks to victory!

Mordheim - Carnage at the Convent
The Holy Convent of the Order of Merciful Sisters is bursting with wyrdstone, and everyone wants a piece of the action! Come join the Sisters of Sigmar and their allies as they defend their wyrdstone stash, or join in the bandit hordes who will stop at nothing for riches and power. Orcs and Elves fighting side by side? Wyrdstone makes strange bedfellows...

Necromunda - The Quick and the Mutated
The decadent nobles of the Spire are hosting a contest of speed and grit, and you're invited. The prize? 10,000 credits. It's high-noon ten kilometers under the hive, and only the fastest will survive.

Battlefleet Gothic - Terror of the Blackstones
The ancient creators of the Blackstone Fortresses have returned, and they are not happy. Join the battle as a fleet of Necron Raiders strikes deep into the Eye of Terror to reclaim their lost toys. It's Chaos versus the Machine at the edge of insanity.

BRING & BATTLES

Just show up and play! YOU DO NOT HAVE TO REGISTER FOR THESE GAMES BUT YOU MUST BRING YOUR OWN MINIATURES TO PLAY WITH. Troop requirements (points, restrictions, etc.) are listed with each table.

War. 40K - "Tanks for the Memories"
Join a force of rumbling war machines as they engage and destroy the enemy force while they battle for possession of the last bridge over the Tyco Gorge! Bring 500 points of vehicles, and fasten your seatbelt!

Warhammer - "The Dark Shadows Campaign"
The struggle between the Truthseers and Dark Emissaries has begun, and the fate of the Old World hangs in the balance. Powerful druidic magic courses through the ether as the forces of good and evil draw a line in the sands of Albion. Bring 500 points worth of painted miniatures following the army restrictions located in your army book or Ravening Hordes.

SPECIAL EVENTS

These aren't Proper "games" in the textbook sense, but they are a great way to spend some time between gaming sessions and get your fill of playing with some really COOL toy soldiers!

SPEED PAINTING

Always a crowd favorite, this highly contagious event allows you to paint figures (and yourself if your not careful) in record time to win prizes. Its not as easy as it sounds though, as the staff will try anything they can think of to distract you such as taunts, riddles, quizzes, blind folds and even water guns!

Bitz Box Wars 40,000
If you've seen Junk Yard Wars on T.V. then you already know what to expect. We've borrowed a huge pile of plastic sprues from... well, no names no pack drill. But! This is your chance to construct a mighty war machine to race and combat your fellow players to ultimate victory on the Bitz Box Wars Course of Doom! And if that wasn't enough, you can take it home with you when you're finished.

Tiddley Squigs
How does a hungry Squig find its way to dinner past bad tempered Trolls' (not the Mail Order ones) unscrupulous Squig Herders and perilous traps? Well... you'll just have to play to find out! Be prepared for extreme zaniness!!!

Barracks Brawl
The 2nd Catachan Rangers have been pulled from the front for some well deserved R&R. Unfortunately, the planet they've been garrisoned on is rather dull. How long will it take before the fists start a-flying? Probably not long, and guess what? You get to play the part of an out of control Guardsman running amuck with his buddies as they rearrange the furniture and each other's faces, too.

Rule The Skies!
Above the relentless Ork attack on the Hive World of Caledonia, brave Imperial pilots fly endless sorties to control the skies. Deflecting Ork Fighta-Bomma attacks in their Thunderbolts, or flying bombing missions of their own in Marauder Bombers to slow the Ork advance, there is no rest, only time to rearm and refuel. The fate of a world may depend on a handful of elite pilots. Will this be their finest hour?

Jungle Lane
Take a squad through a combat lane against bunkers, tanks and pop up targets that shoot back if you don't drop em with the first round. Navigate your way through the course in as few turns as possible racking up points with each engagement. But watch out, 'cause there may be some unwelcome visitors hanging about.

OUTRIDERS

SPECIAL EVENT TABLES

MULTI-PLAYER MEGA-EVENT

Warhammer 40,000
THE HUNT FOR RUSS
Multi-Player Mega-Event

Leman Russ, the legendary Primarch of the Space Wolves Chapter, has been on a lone journey in the wilds of Fenris and has not been in contact with his progenies for some time.

The Hive Mind has determined that their next objective should be to capture the geneseeds of the highest ranking Space Marine commanders. Their primary target is the undefended Russ. A large Tyranid force is on its way to Fenris with orders to find, capture and/or kill their quarry. His geneseed would be a most valuable prize, for it could be used to create even more deadly and ferocious bio-horrors that would no doubt make it even harder to stand in the face of the onslaught of Tyranids, bent on assimilating the entire universe.

Unbeknownst to the vile insects, the Space Wolves are not quite as unaware as anticipated. A massive force of the Sons of Russ has been assembled to locate and rescue their honored Primarch before the nefarious plans of the Hive Mind can be carried out.

THAT'S WHERE YOU COME IN!

All of the models you need to play will be provided! Big prizes for the most valiant (or sinister) players! Souvenirs, ice planet scenery, battle honors, and more! THERE'S NO EXCUSE FOR YOU NOT TO PLAY!

THE GOLDEN DEMON CATEGORIES - THE GOLDEN DEMON CATEGORIES -

1 Best Warhammer 40,000 - Single Miniature
Any single Warhammer 40,000 miniature (including Necromunda models) mounted on a 25mm or 40mm (except for vehicles on 40mm, they should enter the Vehicle or Squadron category) round slottabase. Bike-mounted characters must be entered into the vehicle category.

2 Best Warhammer 40,000 - Vehicle or Squadron
This category is for any single large or small Warhammer 40,000 vehicle, Dreadnought, walker model, or small vehicle squadron. (Battlefleet Gothic ships and Forge World Imperial Armour vehicles also fall into this category.) Any single model mounted on a bike or other cavalry base sized vehicle must be entered into this category. Any squadrons of smaller vehicles must be on a display base no bigger than 6" x 9".

3 Best Warhammer - Single Miniature
This is open to any Warhammer model on a 20mm, 25mm, or cavalry base. (Warhammer Quest, Mordheim and Blood Bowl single miniatures also fall into this category.) Mounted models, such as characters, are allowed unless they are on a large monster.

4 Best Warhammer Large Monster or War Machine
This is for all Warhammer single monsters on 40mm or 50mm square bases and beyond, or any Warhammer war machine complete with game-legal crew. This covers Dragons, Greater Daemons, Trolls, Ogres, chariots, etc. War machines must be mounted on display bases no bigger than 6" x 9".

5 Youngbloods
The Youngbloods category is reserved for painters aged 14 and under. The entry should be any single miniature from any Games Workshop game, including models on bases up to 40mm square and mounted miniatures.

6 The Open Competition
The Golden Demon Open Competition is literally an open opportunity for you to let your imagination run wild. Your entry can range from a single figure to a sweeping diorama. Anyone can enter the open competition, as this is the only category available to Games Workshop staff and previous overall Golden Demon winners!!!

Remember, no matter how wild your entry, the judges will be looking for well painted miniatures that adhere to the imagery and ethos of Games Workshop's unique gaming universe. Conversions are allowed, but should also be consistent with the atmosphere of the game world and the spirit of the miniatures. The only restriction is your entry MUST NOT be larger than 18"x18"x18". Go for it!!!

- All entries must be Citadel Miniatures. One entry per person, per category.
- All single miniatures must be mounted on the appropriate gaming slottabases, unless otherwise noted in a category's description.
- Where a category gives an overall size restriction, it MUST be adhered to (or else our Ogres will squish it down for you!).
- In the event of confusion, final category placement will be made by GW staff.
- The judges will be looking for well-painted miniatures foremost, and any painting or modelling should adhere to the spirit of Games Workshop's established imagery.
- No entries from any previous Games Day will be accepted.
- All competitors must enter their miniatures **IN PERSON** at Games Day on Sunday, August 26th, between 9am and noon. No mail-in or store entries will be accepted.
- The greatest care will be taken with every competitor's entries, but Games Workshop cannot accept any responsibility for any models that are accidentally damaged or broken.
- Entry into the competition gives Games Workshop the right to display, photograph, and publish images of any entry as they see fit.
- The Judges' decision is final, and we're sorry, but no correspondence will be entered into regarding the judging process.
- Category 5 exempt from overall Golden Demon Slayer Sword competition.
- Previous overall winners may only enter the Open Competition.
- Games Workshop Staff may only enter the Open Competition.
- We try to photograph all winning entries for future inclusion in White Dwarf magazine, and this may require us retaining your figures until well after the awards ceremony. See the Golden Demon schedule in the Games Day program (when available) for exact times. If you want to see your entry in White Dwarf, please plan on staying to the end of the day to give us time.

GAMES WORKSHOP

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FIND OUT WHAT WE'RE ALL ABOUT!

Whether you've just picked up your first issue of White Dwarf or you're a veteran hobbyist, our Games Workshop retail stores have something for you. Our stores offer demonstration games to anyone interested in getting started in the Hobby, and all you have to do is walk in the doors of the Games Workshop Hobby Center nearest you. If you've never tried one of our games before, then an introduction battle is just what you need to show you how exciting the Hobby can be. For those of you who have tried one of them out, utilize our expert staff to help you get started in the next game you wish to tackle.

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PAINTING AND SCENERY LESSONS

Games Workshop Hobby Centers aren't just about carrying the vast line of our miniatures and games. They're staffed with some of the most dedicated hobbyists we could find who exhibit a great wealth of knowledge akin to the great Techpriests of Mars. All you have to do is stop by and ask our expert team members about all your hobby needs, like painting tips or scenery-building advice. If you want it, they'll help you figure it out.

We can guide you along the path to developing the skills you need to thoroughly enjoy the Hobby. But what is there left to do once you complete painting your army? Each Hobby Center hosts Veteran Nights, where people can bring in their own painted battle forces and test their talents as a general against other hobbyists in their area. So what are you waiting for? Visit the Hobby Center nearest you today!

Be sure to stop by a Games Workshop store and take advantage of having skilled hobby professionals to assist you with all your hobby needs.

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COME AND PARTICIPATE IN THESE

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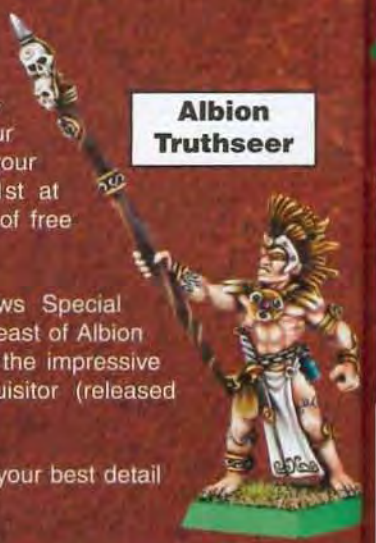
HOBBY CENTER

EVENTS!

Deathwatch Space Marine

PAINTING COMPETITIONS

If you've got an unhealthy obsession with painting Citadel Miniatures (and if you don't, there's got to be something wrong with you!) then you won't want to miss out on this massive Painting Competition at your local Games Workshop Hobby Center! Stop by with your fully painted and based models on Saturday, July 21st at 2:00 pm for judging. Winners will receive $50.00 worth of free product for each award-winning miniature!



Albion Truthseer

You have the choice of painting the special Dark Shadows Special Characters: the Truthseer, Dark Emissary or the massive Fenbeast of Albion (all released July 2nd) or you can try your hand at painting the impressive Deathwatch Space Marine, from our newest game, Inquisitor (released July 9th).

Whatever models you decide to tackle, make sure you have your best detail brush handy and get started now!

WARHAMMER®

DOUBLES TOURNAM
DOUBLES TOURNAM

TAKE PART IN THE BATTLE FOR ALBION!

Come check out all of the Dark Shadows action and decide the fate of the Old World in these fun and frantic Warhammer Doubles Tournaments. Over the month of August we will be running a massive Warhammer tournament in all of our Games Workshop Hobby Centers.

The Doubles Tournament will start on August 6th and end on September 2nd. That's right! Four whole weeks of gaming madness in the troubled Old World and the mysterious island of Albion!

Registration will take place on the 23rd through 29th of July!

Each week will feature a different scenario. For example, week one will feature the forces making a beach landing on the misty shores of Albion. The results of those who participated will be included in the Dark Shadows Campaign. Help write the history of the Warhammer World!

The entrance fee for the entire campaign will be $30 per pair.

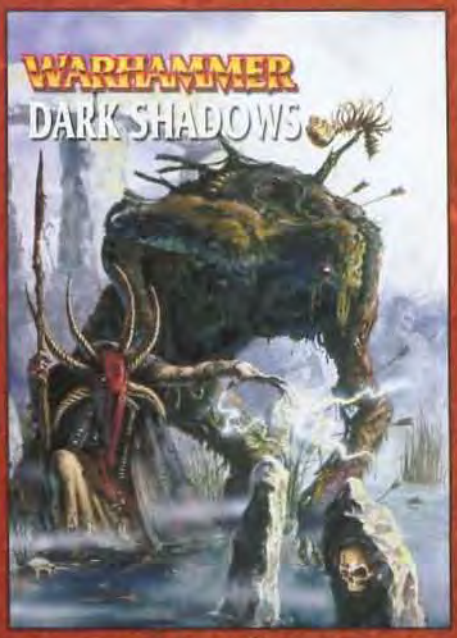
THE DARK SHADOWS WORLDWIDE CAMPAIGN!

Across the Old World and beyond, growing portents of disaster have been witnessed...

A dark shadow is spreading across the Warhammer World. An evil presence has awakened and seeks to enslave each and every race to its malicious will. Dark Emissaries stalk the land, offering their services to any who would join their cause. They whisper rewards of untold power and wealth to those who will fight for the Dark Master.

All is not lost, though, for even as the Dark Emissaries spread disorder across the face of the world, a beacon of light shines forth, calling for those who are good of heart and true to the cause of righteousness to rally together. A mystical race of warrior-wizards known only as the Truthsayers have braved the perilous crossing over the Sea of Chaos to seek out noble civilizations!

Albion Dark Emissary



The Dark Shadows Campaign allows you, the player, to decide the future of the Warhammer World by choosing whether you will fight alongside the Dark Emissaries and their Dark Master or champion the powers of good by joining the cause of the Truthsayers. Join us at our Hobby Centers, take part in all sorts of instore events that will revolve around the Dark Shadows Campaign and make sure that your army gets in on the action. There's plenty of spoils to go around!

So what are you waiting for? Get your armies painted, cross the Sea of Chaos to the mystical island of Albion and get in on all the action.

How could you miss out on all of this action? Stop by your local Games Workshop Hobby Center for more details on the Dark Shadows Worldwide Campaign and find out how you can carve yourself a chunk of the Old World!

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FIGHT FOR GLORY AND RICHES!

Each participant will need to bring a 1500 point army to a Games Workshop Hobby Center to participate in all the Dark Shadows Campaign. If an army book has been published for your particular army, you must use that rulebook. Otherwise, armies must be mustered using the rules found in the Ravening Hordes army book. No alternate army lists (those found in the back of the army books) are allowed. Army lists will be handed in at the time of registration.

Make sure you stop by your local Games Workshop Hobby Center for more details!

There will be one pair of overall national champions chosen in both the United States and Canada. The winners will each receive a $2,500 Games Workshop shopping spree in their local store! With that kind of reward, how could you not show up for this mighty campaign!

ROGUE TRADER TOURNAMENT

Taking Place At A Store Near You!

WARHAMMER 40,000

ALABAMA - USA
July 21st - Enterprise
Campaign HQ Games & Hobbies
334-347-9825

ARIZONA - USA
July 7th - Mesa
Michael's Magic
602-405-6043

July 20th & 21st - Tempe
Hexicon (Arizona Gamer)
480-456-0568

July 14th - Tuscon
Golden Axe Gameroom
520-742-2735

BRITISH COLUMBIA - CAN
July 28th - Nanimo
Upstart Comics & Games
250-741-0101

CALIFORNIA - USA
July 8th - Roseville
Big Gunz
916-789-PLAY

July 14th - Modesto
The Gauntlet
209-526-5591

July 14th - Fresno
HobbyTown USA
559-274-1907

FLORIDA - USA
July 14th - Jacksonville
Borderlands
904-720-1774

ILLINOIS - USA
July 15th - Juliette
Challenge Games
815-729-1332

July 29th - Bloomingdale
Loyal Knight Games
630-694-230

KANSAS - USA
July 7th - Lenexa
Table Top Game & Hobby
913-962-4263

KENTUCKY - USA
July 14th - Russellville
The Wizards
270-726-3030

LOUISIANA - USA
July 14th - Lake Charles
Paper Heroes
337-478-2143

MARYLAND
July 6th & 7th - Frederick
Fantek
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MASSACHUSETTS - USA
July 14th - North Dartmouth
Grandmaster
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Meta Games Unlimited
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July 21st - Nashua
Wizards Tower
603-594-0521

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July 14th - Syracuse
Altered States
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July 21st - Toledo
Glass City Games
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July 28th - Celina
J-Con
419-586-1631

ONTARIO -CAN
July 7th - Guelph
The Dragon
519-763-5544

July 14th - Belleville
Chaos Comics
613-968-9593

OREGON - USA
July 15th - Medford
Beyond Comics
541-779-8543

PRINCE EDWARD ISLAND - CAN
July 7th - Charlottetown
The Comic Hunter
902-566-2926

TEXAS - USA
July 28th - Wichita Falls
Galaxy Comics
940-761-3431

VIRGINIA - USA
July 14th - Charlotte
The End
804-975-4122

July 29th - Virginia Beach
The Dagger's Sheath
757-631-4993

WASHINGTON - USA
July 14th - Vancouver
Z Games
360-567-1684

WISCONSIN - USA
July 7th - Appleton
Pendragon Games
920-749-8890

July 28th - Madison
Misty Mountain Games & Diversions
608-441-0312

WARHAMMER

California - USA
July 21st - Sacramento
Great Escape Games
916-927-0810

July 29th - Roseville
SAWS
916-789-PLAY

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July 21st - Colorado Springs
Gamer's Haven
719-531-9863

Massachusetts - USA
July 14th - Amesbury
Toy Soldier
978-388-2512

July 22nd - West Springfield
Dragon's Lair
413-731-7237

Maryland - USA
July 14th - Eldersburg
Dugout Zone
410-552-4452

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337-427-2451

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506-855-7101

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Maplewood Hobby
973-378-3839

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Boldo's Armoury
716-271-3880

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July 14th - Oklahoma City
Grey Knight Comics & Games
405-722-6642

Rhode Island - USA
July 1st - Providence
Your Move Games
401-455-2300

Texas - USA
July 14th - Kileen
Slaughterhouse
254-554-5596

Washington - USA
July 1st - Lakewood
Game Matrix
253-583-9708

Battlefleet Gothic Rogue Trader Tournaments Coming Soon!

That's right, soon you'll be able to maneuver your fleet into the Hall of Heroes! Watch as your Fleet Admiral gains glory or crashes and burns into the nearest star.

What should you do to start getting ready? Either bring your fleet out of dry dock, or start a new one! All the fleets found in the main Battlefleet Gothic rulebook and the fleets found in the Battlefleet Gothic magazine will be in use. Specific rules will be available soon on the Rogue Trader website!

Want more Information?

For full rules and restrictions, log onto: **www.games-workshop.com** and check out the Rogue Trader Upcoming Events.

Get Rogue Trader Tournaments Hosted at a Store near You!

We receive a lot of calls from people wondering when a RTT is coming to their local store. Our advice? Ask your store manager to host one, or see if they will let you and your gaming club host one at the store. Once staff see how much fun and excitement it generates, you can be sure that the store will start hosting them regularly.

PLAYER RESOURCES

Wonder what judges look for in painting or army selection? How should you resolve a rules dispute? All this and more can be found in the new downloadable RTT Player Handbook at the Rogue Trader website!

New for you is the Rogue Trader Tournament Player's Handbook. This little tome contains tons of tips, tricks and other things you can do to make your tournament experience the best it can be.

To download your copy, point your browser to the Games Workshop website: www.games-workshop.com and head to the Rogue Trader Tournament section. You'll find the handbook in the downloads section. To view the file you'll need the Adobe Acrobat Reader - there is a free download off of their website at www.adobe.com - get it today!

On more than one occasion, Mail Order Troll and noted Conversion Master Aaron Dill has graced the pages of TROLL magazine with some uncanny and truly fantastic conversions he has done for his own armies. We decided to sneak into his secret laboratory to see what inspires him with ideas to begin striking his very own...

RUNES OF FORGING

A Mail Order Phone Troll and infamous Evil Genius, Aaron Dill has made some of the coolest conversions on the planet.

For about a year now, there has been a strange presence gathering strength in the dark recesses of the GW Mail Order Troll Cave. Bizarre mutations and fantastical constructs of metal, putty and plastic lurk beneath the tranquil facade of the Phone Trolls' workstations, waiting impatiently for the day of their reckoning when they will rise up and burst forth *en masse* to storm the headquarters in Lilliputian glory! Then again, there might just be a LOT of cool conversions on Aaron's desk. From aboriginal Orcs and reptilian Eldar to Clockwork Knights and Ash Waste Jetbikers, Aaron Dill has made a name for himself throughout the office as a Master Conversion Modeler. Aaron's been working as a Mail Order Troll for about a year and has played GW games since the Rogue Trader days! He tells us his Blood Angels army from that bygone era is still kept in good shape by a friend who lives in his hometown of Charlottesville, VA. So good, in fact, that he still battles against it every time he goes home to visit! He took a "wargaming hiatus" for about five and a half years, but he got right back in it while at college, and this is where the mastermind of modeling began to take hold.

Aaron's Ash Waste Jetbiker is a simple, great looking one cut conversion that wouldn't take very much time at all.

"Most of my current ideas," Aaron tell us, "come from work, actually. We just bounce ideas around when the phones are kinda slow, and we think, 'Ya know what would be cool...," and the other guys say, 'Yeah that would work! I'm gonna go buy those bits!' Next thing you know, these things are being built and hanging around on our desks."

This Empire Mortar scene is an elaborate and time consuming model, but the pay-offs can really be worth it! Aaron's mortar base has spaces where the crew fits into it so that they can be removed as casualties.

The rest of the movement tray is filled with blank bases and flocked over with gravel and static grass.

Each conversion, of course, takes a varied amount of time, depending a lot on what needs to be done to the model or sprues for the desired effect. Most models, he says, take about 3 or 4 hours to complete. Something like his Ash Waste Jetbiker (just a blade swap, and he uses the old Space Marine Jetbike, a Tallarn Rough Rider torso and Tallarn gunner legs) is what he calls a "one cut conversion." (see photo above) The pieces already fit well together, so the only real modeling was to put the new blade in his hand. This would take maybe a few minutes or so, but something a bit bigger and more elaborate like his Empire Mortar scene (photo at left) would take around eight or nine hours. That doesn't stop Aaron, though! As long as he and the other Mail Order Trolls can come up with cool conversion ideas, he'll still be creating the most imaginative models around!

THE GALLERY

Two samples from the Aboriginal Orc Army, including the General (fat guy at left)

Nuln General (Professor, at left) and a Clockwork Knight (above)

Three Skinks from Aaron's Mordheim Lizardman Warband

Aaron's brutal Kislevite Giants

AARON DILL'S CRAZY CONVERSION COMPETITION

DA RULES

- Rule #1: Models MUST be able to be constructed purely out of Citadel pewter, plastics or "green stuff" modeling putty.
- Rule #2: The model, upon completion, must be no bigger than 8" x 8" x 8".
- Rule #3: All entries must be sent in via U.S. Postal Service/Canadian Post to: Games Workshop Conversion Contest, Attn: White Dwarf, 6721 Baymeadow Dr., Glen Burnie, MD 21060-6401. No faxes, no emails, no carrier pigeons, no flaming messenger arrows. We have enough of those already.
- Rule #4: All entries MUST be postmarked by July 31st, 2001. How could you POSSIBLY need more than a month?!?
- Rule #5: No live animals may be used in the construction of the converted model (Llamas, however, are an exception to this rule. Very small ones.).

Good Luck!

Ever have an idea for a conversion that you thought was cool but never had the time (or the bitz!) to do it on your own? Well, let us know about it! Our resident madman Aaron is taking any and all requests for a conversion that YOU, the loyal fan, want to see come alive! Send us your wildest, wackiest and most nerve-wracking conversions for Aaron to attempt, and he'll pick the best one to throw on his table, construct and create. Then we'll photograph it for White Dwarf and send it to YOU! You'll get your very own "Mad Aaron Dill" original conversion! Wow your friends! Be the talk of the gaming club! More importantly, kick the snot out of all your opponents with such a magnificent creation!

In the grim darkness of the 41st Millennium there is only war.

WARHAMMER 40,000

Warhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modeling an army, plus exotic wargear and special characters to use in your battles. In addition, there is a wealth of background information– all in all enough to satisfy the most avid gamer!

CODEX SPACE MARINES **$14.99 US, $20.00 CDN**

The Space Marines are the finest troops in the Imperium. Their genetically engineered bodies have been honed far in advance of any human, and their battle skills are second to none. Combined with the best wargear mankind can offer and a lifespan lasting hundreds of years, these champions of the Imperium are feared and respected throughout the universe.

Each Chapter of the Space Marines has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).

You will need Codex Space Marines to use the following three Codex army books, as they further highlight an individual Space Marine Chapter.

CODEX BLOOD ANGELS **$9.99 US, $12.00 CDN**

The Blood Angels are the most bloodthirsty of all the Space Marine Chapters, unstoppable in their fury and infamous in their quest to spill blood in the name of the Emperor.

CODEX SPACE WOLVES $9.99 US, $12.00 CDN

The ferocious warriors of the Space Wolves are famous throughout the Imperium for their bravery and willingness to fight no matter the odds.

CODEX DARK ANGELS **$9.99 US, $12.00 CDN**

The Dark Angels are stubborn and relentless champions of the Imperium, faithful but with a terrible secret. This Codex reveals some of the dark history of one of the most mysterious Space Marine Chapters.

Index Astartes
First Founding

An in-depth look at the First Founding Legions of the Adeptus Astartes

EMPEROR'S FIST

The Imperial Fists Space Marine Chapter

by Pete Haines

The Imperial Fists are one of the most respected Chapters of the Adeptus Astartes. Not only is their loyalty to the Emperor acknowledged as absolute, but their standing with the institutions of the Imperium is unparalleled. Their reputation with the enemies of the Imperium is a greater source of satisfaction to them, though. They have gained battle honors against eight major alien races, been instrumental in holding the Imperium together through the darkest of times, and have the honor of being one of the Chapters to have defended the Imperial Palace in the greatest battle of the Horus Heresy.

Origins

The Great Crusade had reached the Ice Hives of Inwit when Rogal Dorn presented himself to the Emperor for the first time. He arrived at the helm of *Phalanx*, the great mobile station that was to become the Imperial Fists' fortress-monastery. The ship was his gift to the Emperor, and its like had not been seen since the Dark Age of Technology. The size of a small moon, its foredeck could dock a dozen cruisers and its superstructure was a towering forest of spires interlaced with flying buttresses. It shone like a small star, a precious treasure and a momentous portent in the days of the Crusade. The Emperor duly welcomed Dorn and appointed him to the command of the 7th Space Marine Legion – the Imperial Fists, returning *Phalanx* to serve as their Fortress-Monastery.

The 7th Legion had been formed on Terra as evidenced by its earliest battle honor 'Roma', now only discernable on a ceramite icon too precious even to be displayed in the Inner Reclusium. The 7th Legion had recruited heavily on Inwit and over 70% of its strength were aspirants. The Imperial Fists were therefore a rarity in that Battle Brothers and Primarch were united very early in their service to the Emperor and quickly formed an unbreakable bond. Born from the same gene-stock, Primarch and Legion had the same uncompromising self-discipline and total commitment to order.

The handful of Terran Battle Brothers brought a tradition of honor duels that was readily embraced by the Legion as a whole. Brothers still duel with swords following the same conventions. No man knows the true age of this form of ritual combat but it binds the brothers together, giving and receiving honor and remembering their Terran heritage even if far from their home.

The Legion's early actions were extremely successful; while the Great Crusade pushed forward, the Imperial Fists acted as the strategic reserve of the Emperor's forces. Able to deploy quickly and reliably where and when required, the Imperial Fists struck the decisive blow in many battles. Their detailed planning made them especially efficient at sieges and their resolute endurance made them superb city fighters. They remained the Emperor's Praetorians throughout the campaign and when he returned to Terra to build a capital from which to rule an Empire of a million worlds, the Emperor took Rogal Dorn with him. Dorn was charged with the task of fortifying the Imperial Palace, an honor that did not go unnoticed by the other Primarchs.

In all this time Rogal Dorn had sought no favor and exemplified the qualities of truth, courage and humility more than any other Primarch. Although some of the other Primarchs resented his closeness to the Emperor, most held him in high esteem. On Macragge, home of the Ultramarines, Dorn's statue is one of the four Primarchs that stand alongside Guilliman's in their Hall of Heroes. Jaghatai Khan is shown gifting Dorn with a dozen of his finest stallions as a gesture of eternal brotherhood shortly after the defeat of Horus in the illuminated preface of the Apocrypha of Skaros. Dorn's rivalry with Perturabo, Primarch of the Iron Warriors, was the most marked exception. One of Dorn's qualities was that he always, without fail, told the truth. On Schravann, the Iron Warriors won a great victory when they stormed the final refuge of the Badoon. They breached the defenses and held while the other Legions carried the city beyond. During the victory feast, Horus proclaimed Perturabo the greatest master of siege warfare in the Crusade. Fulgrim, Primarch of the Emperor's Children

then asked Dorn whether he thought even the defenses of the Imperial Palace could resist the Iron Warriors. Dorn considered carefully and then said that he regarded the defenses as being proof against any assault if well-manned. Perturabo flew into a rage and unleashed a torrent of vitriol at Dorn, accusations so unfounded that the onlookers were dumbstruck. After this the two rarely spoke, neither Legion serving in the same campaign again. The Imperial Fists were ever at the Emperor's side and the Iron Warriors were part of Horus' vanguard.

After the Imperial Fists won a major victory against the Orks on the ash wastes of Necromunda, the Hive Lords consented to recruits being drawn from their population in gratitude. A Fortress-Chapel was duly consecrated, but the Imperial Fists were there as esteemed guests, not masters. Rogal Dorn asked no special rights on the worlds where the Fists recruited. Some Primarchs, such as the increasingly mercurial Perturabo, took every opportunity to garrison a world and claim its tithes. Dorn is famously recorded as saying "I want recruits not vassals," and was always satisfied to keep his Legion as a military unit with none of the civil responsibilities that came with having a home world.

The Horus Heresy

When the drop site massacres on Istvaan revealed the full extent of Horus' treachery, the Emperor, accompanied by the faithful Rogal Dorn, was on Terra, determined to prevent Horus claiming the throne of the Imperium without a challenge. Along with the White Scars and the Blood Angels, the Imperial Fists put up a heroic defense of the Imperial Palace that has since passed into

CHAPTER MASTER VLADIMIR PUGH

Whilst not a particularly inspirational leader, Vladimir Pugh is as meticulous a planner as any Chapter Master in the Imperial Fists' history. In addition he excels in knowing who to promote and who to trust with critical missions – an appraising glance from Master Pugh can be bettered only by extensive probing from a Librarian. As a result when battle begins, Pugh can concentrate on commanding his Veteran reserve with absolute faith that his subordinates will not fail the Chapter.

legend. Then, when all hope seemed lost, they accompanied the Emperor in his last battle aboard Horus' battle barge. It fell to Dorn to discover the bodies of the Emperor, Horus and Sanguinius after the final drama had run its course. His grief was immense. Until that point Dorn had been true, noble and enduring, but now he became an avenging son. While the Ultramarines maintained order within the Imperium, the Imperial Fists hunted down the traitors, levelling fortress after fortress. Dorn led them, dressed in the black of mourning, his customary mercy set aside until the guilty were punished. While others shaped the new Imperium, Dorn immersed himself in implacable justice. It was rumored that he saw the Emperor's death as his personal failure and his crusade as penance. After all, were the Traitors not his brothers? Whatever the cause, Rogal Dorn was absent from the highest councils until he was summoned back to Terra when Roboute Guilliman, Primarch of the Ultramarines presented his Codex Astartes as the future of the Space Marines.

Dorn was shaken, his quest for redemption had blinded him to changing times. He could not see why humanity would not trust the Imperial Fists because of what the Traitor Legions had done. Without the fire of battle to engage them, Rogal Dorn and the Imperial Fists hovered on the brink – the Emperor was gone and now it seemed that their very brotherhood was to be sundered. At this time of uncertainty, the Iron Warriors issued a clear challenge to the Imperial Fists by building a formidable fortress and daring them to attack.

The Iron Cage

Imperial Fist Chaplains teach that Dorn found strength in meditation. For seven days he resisted the pain glove until at last he was gifted with a vision of the Emperor. The Imperial Fists had wavered in their faith, thinking the Emperor gone, but they knew that he was still watching them from the Golden Throne. The Imperial Fists could no longer serve the Emperor that had been, but they knew they must still be true to the Emperor that was. Rogal Dorn decreed that the Imperial Fists would symbolically enter the pain glove as a Legion and emerge redeemed as a Chapter. Dorn knew that many of his Battle Brothers did not wish to found new Chapters as the Ultramarines were eager to do. There would be far too many left for one of the new thousand strong Chapters. Leaving *Phalanx*, he led these die-hards against the Iron Warriors in their lair.

His doubts gone, Dorn focused on the enemy ahead. Perturabo was a master of fortification whose writings had been retained by Guilliman in his Codex. Dorn had always been his match, though, and, what was more, his honest warrior's soul was indignant. The Iron Warriors had rebelled and lost. Their master was dead and the Emperor still ruled. Yet still they dared raise their heretical banners over another Imperial world as if they had some right to be there. Dorn would not tolerate this. Without his customary caution and planning, Dorn led his men into the heart of the Iron Warrior defenses. The battle should have favored the treacherous trench-fighters, but the Imperial Fists endured. They countered every ambush and fought their way out of every trap. Rogal Dorn was a colossus who personally turned back attack after attack. Ammunition expended, Brothers fought in half-flooded trenches with combat knives, giving and expecting no quarter. Eventually it became apparent that the Iron Warriors could not finish them. For all their skill and ferocity, the Iron Warriors lacked the faith to make the ultimate sacrifice that victory demanded. While they paused, the Ultramarines intervened; Guilliman had decided that Perturabo's destruction was not worth the loss of Rogal Dorn and had brought his Chapter to drive off the Iron Warriors.

Cleansed by their sacrifice, the Imperial Fists immediately began their reorganization. For the next two decades they went into retreat, their successor Chapters taking to the field in their stead. Dorn used this time to retrain the Chapter to embrace all aspects of the Codex Astartes. When they later emerged, their adherence to the Codex was matched only by the Ultramarines.

The New Imperium

Early in their reorganization, Space Marines from the Imperial Fists departed to found the Black Templars and the Crimson Fists. The willingness of Dorn to put his initial misgivings aside and embrace the Codex Astartes reassured the High Lords of Terra. Because they were not tied to a home world and had a mobile Chapter Fortress, the Imperial Fists could be more responsive to calls for help. In particular, Rogal Dorn was more amenable to requests from other institutions for assistance than other Primarchs, and this built a valuable store of goodwill. When the Age of Apostasy engulfed the Imperium none of the protagonists were willing to risk their good relations with the Chapter, which continued to conduct a campaign against the Ebon League unaffected. Often the Imperial Fists were able to unify the rival factions to face a local threat which would have otherwise found them divided and vulnerable.

CHAPLAIN LO CHANG

The moon-faced Chaplain is marked by crater-like wounds incurred when his helmet failed him. The craters feature the duelling scars common to the Imperial Fists. When Lo Chang preaches, he is swept up in devout ecstasy wherein his passion can inspire any Imperial Fists Space Marine to strive to be a true child of Dorn.

Rogal Dorn outlived many of his brother Primarchs, and each loss saddened him greatly. Also, as fewer Primarchs remained, each began to attract unhealthy respect. With the Emperor on Terra, some distant systems began to deify the Primarchs they encountered. To Dorn, only the Emperor was worthy of this attention and he feared the consequences. However, sacrifice came easily to Dorn...

Soon after the disappearance of Corax, Primarch of the Raven Guard, the Imperial Fists were asked to help against a Black Crusade bludgeoning its way through the Cadian Gate. *Phalanx* and the majority of the Chapter were committed to shadowing the movements of Ulthwé, the Eldar craftworld, and could not be spared. Rogal Dorn managed to piece together three Companies to join the Cadian campaign, which he led himself. The Black Crusade threatened to envelop Cadia, and the Imperial Navy had failed to see the threat until it was too late. With his infallible sense of timing, Rogal Dorn, with three Strike Cruisers, surprised the heretic anchorage in the Pelenos Belt before they could strike. The Imperial Fists force struck at the center of the Black Crusade, their Thunderhawks wreaking tremendous damage on the unprotected troop ships while Imperial Fists

Space Marines teleported aboard the largest warships before they could raise their shields. Although the powerful Chaos armada was able to overwhelm the Strike Cruisers one by one, they were unable to deal with the Imperial Fists assault teams. Rampaging through the enemy vessels, the boarding parties sought out the engine rooms and succeeded in disabling many warp drives. Their tasks accomplished, the boarders would call in Thunderhawks and move on to another vessel. Some managed to use their victims' own teleporters to move on and a few even captured batteries long enough to redirect their fire against the other Chaos ships. The uneven battle could end only one way, but Rogal Dorn was determined to inflict every last grain of damage, whatever the cost. He made his final stand aboard the crippled *Sword of Sacrilege*, a Despoiler class Battleship that had been rammed by the last Imperial Fist Cruiser. The final report by the serving Chief Librarian commended their souls to the Emperor before Dorn led a desperate attack on the *Sword's* bridge.

There was no Chaos attack on Cadia. The Imperial Navy arrived in force while the Traitors were still licking their wounds. Released by the sudden disappearance of Ulthwé, *Phalanx* and the Imperial Fists led the Imperial counter-strike. They caught the Chaos fleet in the midst of repairs and routed it decisively. Even without their Primarch, the Imperial Fists were able to get to the right place at the right time. They boarded the *Sword of Sacrilege* before it could flee and recovered what remained of Rogal Dorn. His engraved skeletal hand continues to be maintained in stasis, their holiest icon, and serves as a constant reminder of the commitment expected of a Space Marine.

Gene-seed.

The Imperial Fists gene-seed is very stable and has never exhibited signs of mutation. They have, however, lost the use of some of the more minor genetic enhancements of the Space Marines. Specifically they no longer possess the sus-an membrane that allows the Space Marine to enter a state of suspended animation. Neither do they have a Betchers gland, which allows a Space Marine to spit corrosive poison at a foe.

> "Do we bemoan such losses? No! We are the Fists! We do not need to hibernate or spit venom. We crush our enemies."
>
> Teachings of Rhetoricus

With the exception of a peculiar and unexplained need to scrimshaw the bones of past Battle Brothers when off duty, they have exhibited no weaknesses. One trait that has attracted scrutiny is the practice of using a device called the pain glove to punish infractions. Named after a more ancient device, the pain glove is actually an all-encompassing tunic of electrofibres suspended in a steel gibbet. The errant Space Marine is placed entirely within the device and kept conscious while waves of pain wash through him. Through this ordeal, the miscreant learns to

focus past the pain and strengthen his link with the Primarch. However, the Chapter tends to use the sanction with unusual frequency for a unit whose discipline is legendary. Considering the circumstances of Rogal Dorn's eventual death, it is clear that the Imperial Fists have a drive for self-sacrifice that they must continually battle to overcome.

> "Pain is the wine of communion with heroes."
>
> Teachings of Rhetoricus

Combat Doctrine

Initially, the Imperial Fists were an inflexible formation; each Company had an identical organization and Company Commanders tended to be unimaginative. Overall planning was excellent, however, and this, coupled with the unshakable determination of the individual Fists, made them an excellent assault formation against static defenses. Throughout the Great Crusade, the Imperial Fists would be held in reserve waiting while other Legions pinned the enemy in position and identified the keystone of their defense. Inevitably, that position would then be shattered by the Fists. They were equally valuable when resolutely blocking, and often totally defeated enemy breakthroughs. The Legion had a willingness to fight until they won, which few opponents could match. Rogal Dorn led from the front, a tireless warrior who, having set the strategy for a battle, would unerringly place himself in the most critical engagements.

In the immediate aftermath of the Heresy, the Imperial Fists became noticeably fiercer in their approach – attacking with virtually no reconnaissance and fighting on when a tactical withdrawal would have been wiser. With their adoption of the Codex Astartes, this tendency was less evident, although their determination was undiminished. Some of the more fanatical Battle Brothers had departed to become Black Templars – a Chapter on permanent crusade. Many of the more recent initiates, less rooted in the traditions and philosophy of the Fists, had departed to found the Crimson Fists. They quickly developed a reputation and a legacy of their own which was also a source of pride for the Imperial Fists. After the carnage of the Iron Cage, what remained was a hardened, veteran force fully able to embrace the concepts of the Codex Astartes.

Alongside the Ultramarines, the Imperial Fists have become the epitome of Codex doctrine. All ranks are able to make tactical decisions and are encouraged to act on initiative. The Imperial Fists combine all arms in flexible balanced battle groups each of which can present an opponent with a diversity of threats then press their attack so swiftly that the foe is overwhelmed before he can react. They retain their traditional skills in urban and siege warfare, although they are quite willing to engage and defeat the enemy in open battle. They will use fortifications on the defensive, but only after all more aggressive options have been exhausted. Their only weakness is perhaps a reluctance to accept the possibility of defeat that sometimes blinds them to risk.

LIBRARIAN FRANZ GRENSTEIN

Dusky-skinned, Grenstein's cheeks are criss-crossed with duelling scars. He is intense and preoccupied, taking his responsibilities to keep the Imperial Fists safe from psychic or daemonic enemies very seriously. On the rare occasions an Imperial Fists Space Marine is in contact with enemies bearing the taint of Chaos, it is Grenstein who will be assigned to help them regain their mental stability and ensure they have not brought the taint with them.

Battle-cry

First pronounced by the Chaplains and then repeated by the Battle Brothers before going into action:

"Primarch – Progenitor, to your glory and the glory of Him on Earth".

USING AN IMPERIAL FISTS ARMY IN WARHAMMER 40,000

The Imperial Fists are selected using Codex Space Marines.

SPECIAL RULES

Blind to the Risk: In a mission with a variable game length, when the game ends, the Imperial Fists' opponent may choose that a single extra turn of the game is played (one player turn each).

SIEGE MASTERS

The Imperial Fists have formidable siege skills and as such count as Siege Masters. This has several effects on some scenario special rules as detailed below:

Fortifications: Siege Masters receive +1 Armor Penetration against bunkers, and their own bunkers have Armor Value 14.

Hidden Set-Up: When moving over a minefield, Siege Masters only trigger a mine on a 6+.

Obstacles: A Siege Master tank trap has an Armor Value of 12.

Preliminary Bombardment: When resolving preliminary bombardment, Siege Masters are better able to direct their supporting fire. They receive one extra roll for every 500 points being used. This can result in a single unit being hit several times. The Siege Master cannot choose to roll extra dice against a unit that has already been attacked; all the dice attacking a particular unit must be rolled together.

Stubborn Defense: When occupying fortifications in missions where they are the defenders, Siege Masters are treated as being *stubborn*. They will automatically pass any Morale checks even in situations where normally they would automatically fail. They may never use the Voluntary Fall Back optional rule but test for pinning as normal. Outside fortifications and in fortifications built by the enemy (i.e., when attacking) they get no benefit.

Warhammer 40,000 Overfiend Andy Chambers is currently basking in the light of the Chapter Approved Compilation released this month. Don't worry though – there are plenty more ideas for the game lurking under his fevered brow...

CHAPTER APPROVED

BY ANDY CHAMBERS & PETE HAINES

Greetings, citizens, and welcome to this month's Chapter Approved. Within these pages is a treatise on utilizing the full potential of the formidable Deathwatch Kill Teams and also a look at the Master of the Ravenwing, allowing him to lead his troops from the front line. Furthermore, Brother-Scrivener Haines gives us an autopsy on the twisted behemoths of the Tyranids.

USING DEATHWATCH KILL TEAMS IN WARHAMMER 40,000

Deathwatch members are volunteers from Space Marine Chapters that rigidly adhere to the Codex Astartes. Because teams are made up of Battle Brothers from several Chapters, it is essential they follow a similar doctrine. On the Eastern Fringe of the Imperium, the Inquisitorial Fortress at Talasa Prime has recruited, trained and equipped Kill Teams from the Ultramarines, Scythes of the Emperor and Lamenters Chapters for service against the Tyranids.

There are two ways that members of the Deathwatch can be incorporated into normal Warhammer 40,000 armies.

The first is to use an entire team of Deathwatch Space Marines. Up to one Kill Team can be included in any Imperium army as an HQ choice (see right for army list entry). For this purpose, an Imperium army will consist of any Space Marine army picked using only Codex Space Marines*, any Imperial Guard army (including Catachans, Steel Legion etc.) or any Sisters of Battle army.

As an alternative to fielding entire Kill Teams, you may upgrade one or more members of any Space Marine army selected using only Codex Space Marines* to members of Deathwatch. Only independent characters or members of Headquarters, Veteran or Tactical squads can be upgraded, and these **must** wear the distinctive Deathwatch shoulder pad. Deathwatch members must be armed with a bolter or a combi-weapon with a bolter component. It costs **5 points** to make a model a Deathwatch Veteran (there is no change to their profile). Each may then select one of the following ammunition types at the cost specified in the squad rules opposite.

- M.40 targeter with auto-sense link and Stalker silenced shells
- Metal storm ammunition
- Inferno bolts
- Kraken bolts

This ammunition may only be used with a bolter or the bolter component of a combi-weapon. As a reward for the service provided to the Deathwatch, the rare ammunition types they use are made available in limited numbers when the volunteer Space Marine is back in regular service with his Chapter.

Below: Keith Robertson's Deathwatch Librarian and Veteran.

**Deathwatch are, of course, recruited from all different Chapters including Space Wolves, Blood Angels etc. However, the discipline and training of such individuals is legendary amongst their own brethren, so, for the purposes of the article, we've only covered 'Codex' Deathwatch – other Chapters with their own Codexes get plenty of extras already!*

A Kill Team of Deathwatch Space Marines hunts its prey through a deserted Imperial outpost.

0-1 DEATHWATCH KILL TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	50	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	9	3+

Squad: The Deathwatch squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines.

Weapons: Bolter and close combat weapon, frag grenades, melta-bombs.

Options:

- The Captain may select items from the Space Marine Armory.
- The Captain can be upgraded to a Librarian at +15 points. As a Librarian he may use the Psychic Power 'Smite' and select Librarian only items from the Space Marine Armory.
- Any squad members can be upgraded to Veteran at +10 points.
- Up to 2 Space Marines can be armed with a special weapon from the following list in place of their bolter: Heavy bolter with Hellfire ammo and suspensors (*1) at +15 pts, M.40 targeter, bolter & ammo (*2) at +10 pts, plasma gun at +6 pts, meltagun at +10 pts, flamer at +3 pts.
- Any Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their close combat weapon: power fist at +25 pts, lightning claw at +25 pts or a pair of lightning claws at +30 pts (replaces both bolter and close combat weapon), power weapon at +15 pts.
- All models not armed with a special or veteran weapon may be issued with one of the following special ammo types: metal storm ammunition (*3) at +5 pts, inferno bolts (*4) at +5, or kraken bolts (*5) at +5 pts. Note that the same ammo must be used throughout the squad.

SPECIAL RULES

True Grit. All Deathwatch Marines have True Grit.

Bolters have a 'pistol grip' which means that they can be fired with a single hand. This takes considerable practice and skill so is not normally encouraged. Units noted as having the 'True Grit' skill, however, have learned how to use their bolters in this manner. In game terms, this means that they may count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice if they have been equipped with a second pistol or close combat weapon. However, a model using their bolter in this manner may not receive the attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy.

Transport: A Deathwatch kill team may be mounted in a Rhino at +50 pts.

Deep Strike: The Deathwatch have many ways of reaching a battlefield by surprise. Unless they are mounted in a Rhino, they may always start the game in reserve and arrive by Deep Strike. Whether this is by teleporter, termite, alien technology, drop pod or grav-chute is up to the player.

***1** The heavy Bolter is potentially a very versatile weapon – if equipped with an additional suspensor unit that provides just enough stability to allow it to be fired on the move. The effective range is seriously reduced but it gains the ability to provide suppressive fire while advancing. Because Kill Teams often operate alone, this justifies the use of the increasingly rare suspensor units.

Range: 18" **Strength: 5** **AP: 4** **Assault 3**

It is also capable of utilizing the Hellfire round. The Hellfire is a ceramic sheath which shatters on contact into thousands of needle-like shards which penetrate the hide of the target and carry mutagenic acid into the enemy's blood stream. The acid is so powerful that even the most enormous creature is vulnerable. A Hellfire round is loaded and fired singly. It always wounds on a 2+ regardless of the target's Toughness.

Range: 36" **Strength: 5** **AP: 4** **Blast, Heavy 1**

***2** A normal bolter equipped with an M.40 targeter with auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon. In this mode the bolter is a **Heavy 2** weapon which causes Pinning tests but is otherwise identical in terms of range, accuracy and strength to a normal bolter.

***3** Metal storm ammunition. A bolter loaded with metal storm ammunition may be fired from the hip with remarkable accuracy. The metal storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18" **Strength: 3** **AP: –** **Assault 2**

***4** Inferno bolts. A bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. This is achieved by filling the bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle armor penetration rolls).

Range: 24" **Strength: 4** **AP: 5** **Rapid Fire**

***5** Kraken bolts. A bolter loaded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant.

Range: 30" **Strength: 4** **AP: 4** **Rapid Fire**

MASTER OF THE RAVENWING

Whilst the Ravenwing is frequently commanded by the Master of the Ravenwing from his powerfully augmented Land Speeder, this is not always the case. At various times in their long and glorious history, a Master whose preference was to fight from a Space Marine bike has commanded the Ravenwing.

These rules enable Ravenwing armies to field the Master on a bike, either representing an earlier Master or the current Master switching mount for tactical reasons. A bike has several advantages over a Land Speeder, notably the Master can command units far more directly and make his presence really felt in an assault.

Note that the Master of the Ravenwing, if mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels.

N.B.The Master may be based on either the Grand Master or Master profile.

The Master of the Ravenwing slewed his bike past another spiked plant, his churning tires throwing up great clods of black earth. Six Ravenwing bikers followed him, swerving expertly through the jungle. A waypoint rune flashed on his visor and he pulled into a screaming, controlled skid and let out the throttle, the bike roaring. The Tyranids were near; he could practically taste their foulness.

The sharp drop he had been expecting was suddenly before him, and his bike sailed through the air. Alien heads spun to face him, hissing as he landed in their midst, the impact crushing a Termagant. Purple ichor spurted. His midnight-black sword licked out as he sped forward, beheading the largest of the beasts. Chattering bolters and flashing chain blades made short work of the remainder of the brood, and within seconds the Ravenwing were on the hunt once more.

THE MASTER OF THE RAVENWING

MASTER OF THE RAVENWING

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	140	5	5	4	4(5)	3	5	4	10	3+
Master	125	5	5	4	4(5)	2	5	4	9	3+

Note that the Master of the Ravenwing, mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels. The Master may be based on either the Grand Master or Master profile.

Options: The Master of the Ravenwing will always carry the Raven Sword, which is treated as a master-crafted power weapon, and he must be mounted on a Space Marine bike. The points costs above include these items and the revised Toughness is shown. Additional wargear can be chosen from the lists in Codex Space Marines and Codex Dark Angels, but no more than 50 points of additional wargear can be chosen.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, the Master of the Ravenwing is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Master of the Ravenwing may be accompanied by a Ravenwing Bike squadron. See the special entry on page 7 of Codex Dark Angels for details.

Ravenwing: The Master of the Ravenwing may re-roll the dice if he fails a Difficult Terrain test and may 'jink'. 'Jinking' involves weaving the bike from side to side and allows the Master of the Ravenwing a 6+ Invulnerable save against any enemy shooting attacks as long as he moved in his previous Movement phase.

Note that, unlike all other Dark Angels heroes, the Master of the Ravenwing is not *stubborn or intractable.*

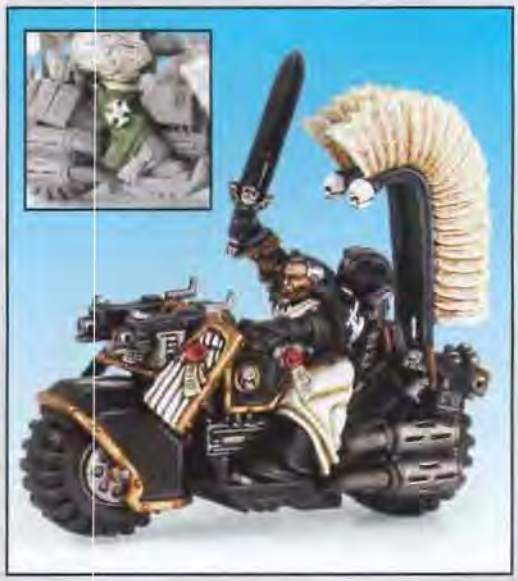
MAKING THE MASTER OF THE RAVENWING

Tammy Haye

Tammy: I started off with a Space Marine Bike, two Kislev Winged Lancer wings, the fairing from the Chaplain on Bike model, and the top half of a Biker Sergeant model.

Putting the wings in place was easy; I simply pinned them to the back of the bike, then added two little skulls on the tops. I used Blu-Tac to temporarily stick the Sergeant's body to the plastic rider's legs, so I could position the arm holding the handlebars correctly. After sticking the arm on, I just removed the Blu-Tac and superglued the body to the legs.

Next up was the sculpting. I started with the cloth on the torso by putting a layer of Green Stuff on the chest in the shape of a small triangle. Then I took some thin rolls of Green Stuff and put them on top to make the basic shape of the folds, which I then molded using a sculpting tool. Sculpting the robes around the legs was a bit trickier, because I wanted to get some volume in the robes yet still be able to take the figure off the bike to paint it. I got round this by filling in the space behind the legs with Blu-Tac, so I had a flat surface to work on and the Green Stuff wouldn't make the rider stick to the bike. I finished the sculpting the same way as with the torso. Lastly, I stuck some purity seals and equipment on the model and swapped the sword with one from the Space Wolf frame.



TYRANID MONSTROSITIES: RETURN OF THE SPAWN

By Pete Haines

Since the rules for designing Tyranid Monstrosities was originally published, players have eagerly (almost too eagerly) sent in questions and raided their local toy stores for large rubber monsters. I can do nothing about the large rubber monster problem, but I can answer the questions.

Firstly, there is the question of what exactly is the base cost and how do you modify it for Toughness/save and movement type.

A creature's base cost is 50 points per point of Mass plus 10 per wound.

This base cost is then used to calculate the cost of Toughness and armor save and then again to allow for movement type. Each is a separate calculation, and the increase in base cost is noted for each.

Example – a creature with 5 Wounds has a base cost of 50 points. It is also Toughness 5 with a 2+ save. This costs 25% of the base cost, or 12.5 points. Finally it is agile costing 25% of the base cost or another 12.5 points. The total cost to this point is therefore 75.

Decimals should be rounded up to the nearest full point at the end.

Next, there is the thorny issue of just how tough these critters can be. I have seen a rather naughty ploy in use whereby a creature is given a very high Toughness and a point of Mass. This makes for a very points-efficient design. This sort of system isn't about points efficiency though, it's about being able to use a scratch-built Dominatrix or Harridan so I'm afraid I must curtail these min-maxing activities. I did point out originally that Toughness 9 or 10 should be reserved for bio-Titans, but no one seems interested in a guideline, so…

The following table sets practical limits for Toughness based on the number of Mass points assigned to the creature. To give some guidance on the scale, a Hierophant bio-Titan would have 8+ Mass, a Dominatrix or Hierodule bio-Titan between 4 and 7.

NUMBER OF MASS POINTS	MAXIMUM TOUGHNESS
1 or less	7
2-3	8
4-6	9
7+	10

BASE COST MODIFIER TABLE

SAVE	TOUGHNESS: 5	6	7	8	9	10
4+	0	10%	25%	50%	100%	150%
3+	10%	25%	50%	100%	150%	200%
2+	25%	50%	75%	150%	200%	300%

As a brief interlude between the more intellectually challenging clarifications I will point out now that all creatures created using this system count as Heavy Support choices. Pretty obvious, really, but that's the charm of this sort of interlude. On a similar level, any references to the Terror do, of course, refer to the Horror instead.

The next point is really a follow-up to the high Toughness issue. Alas, I failed to cater for the sheer invulnerability that can come with high Toughness. The table above is a replacement for the original and makes high Toughness a tad more expensive.

One area that has caused confusion is how to deal with the type of weapon that has written into its description something along the lines of 'and will kill any enemy wounded regardless of how many wounds they have'. As you might expect there are a lot of these sort of weapons in the Warhammer 40,000 universe and the list includes (deep breath): the Dark Eldar stinger, shrieker cannon, plague sword and plague knife, force weapon, wraith cannon, fleshy curse (I'd hate to see the Chaos Spawn that appears when a Hierophant gets hit!), Drach'nyen, Rod of Torment, Dire Sword, Blades of Reason.

This list probably isn't complete and, even if it is, it won't stay that way long. That doesn't matter, though, because the resolution is a sweeping one. Mass points are not wounds, and the only way to inflict more than one point of mass damage at once is with a razor claw or a Titan close combat weapon.

Weapons that inflict multiple wounds, like those listed above will use the same table as ordnance, massive weapons and mega-weapons when deciding if a serious wound is inflicted. Weapons with special characteristics – for example, the stun effect of a thunder hammer only work if a wound is serious and a mass point damage is inflicted. Once a Gargantuan creature has no Mass left then all these weapons work normally.

That's about it, happy spawning!

CODEX TYRANIDS ADDENDA

A nasty oversight has become apparent in Codex Tyranids, specifically that a brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous hive minds.

For those of you wondering, Tyranid monstrosities created using Pete Haines' guide to spawning cannot be protected by Tyrant Guard at all – they're just too big.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, 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, frequently stolen from Codexes in progress here at the Studio. 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 (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me 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 I won't be able to send individual replies.

Andy Chambers (Chapter Approved), Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK

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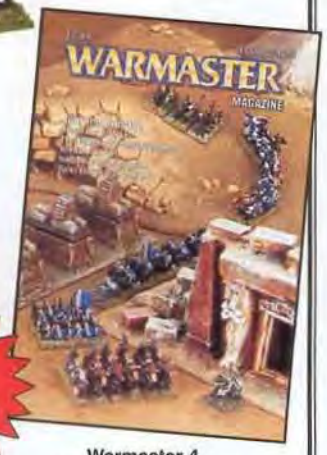

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Warmaster models are sold as 'units' which normally consist of one command sprue and five troop sprues, plus the bases needed to mount them on. Exceptions in the Bretonnian army are the Peasants and Bowmen, which consist of six troop sprues, and the character set which consists of a set of individual character models. *Note that some of the pictures above are not complete units.*

All of the Bretonnian models were sculpted by veteran Citadel designer Dave Andrews. They were painted by Agis Neugebauer – you can see more of his superb paint jobs at the following website: www.brumbaer.de.

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THE CHILL OF THE GRAVE

Phil Kelly reports on the clash of evil between the vicious Dark Elves, taken into battle by Matt Hutson, and Mark Raynor's rotting horde of Undead warriors. With both sides using special characters, it would be a bloody struggle indeed...

This month, the Dark Elves emerge from their ominous towers to stem the tide of walking dead encroaching upon the northern reaches of the Land of Chill.

With the advancing hordes of dead and diseased flowing from the Chaos Wastes, the mounted troops of the Watchtower Patrol Force ride north, guiding a formidable army of Dark Elves intent on destroying the evil forces that have the temerity to invade their lands. The image of a lightning counter-attack from Dark Riders and Cold One Knights was too cool to ignore, so we decided to play a Flank Attack with 3,000 points a side. The Vampire Counts army were to face off against the main Dark Elf force, defending the ground they had already taken, with the mounted troops of the Patrol Force crashing into the Undead flanks.

At this point, we got a bit carried away, with Matt suggesting that we pit the heavyweights of each race against each other and use no less than two special characters from their respective army books. Matt decided to take the mistress of Dark Magic, Morathi the Hag Sorceress, mounted on her Dark Pegasus, Sulephet. In a moment of true bravado, he also suggested that Mark should take the mighty Zacharias to lead his force. The Necrarch Lord Zacharias the Everliving, with his Zombie Dragon, weighs in at a hefty 1,015 points *(No, that's not a typo – Ed)*. This would mean that over a third of Mark's points would be tied up in one model!

So, after a week of frantically testing out each other's armies, Mark and Matt girded their collective loins and stepped up to the desolate tundra landscape...

Morathi licked her scarlet lips as her slim fingers trailed through the gory contents of her scrying-pool, its crimson depths containing a drop of heartblood from every sorceress in Naggarond. The surface shimmered as she dipped her delicate head, her tongue breaking the surface for a second. She fought the urge to drink deep of the sparkling vitae; to do so would be to invite uncontrollable hallucinations and wracking pain. Raising her head, she allowed the daemon-gifted prophesies to filter into her consciousness. Visions of marching troops swam across the surface of the pool. Red smoke furled above the foul waters, coalescing into a twisted, horned form, staring malevolently at her from behind a hideous parody of her own eternally beautiful face.

It was grinning.

"Speak, blood-daemon, lest I spit you back into Hell!" hissed Morathi, her perfect eyes narrowing to cruel slits.

"Mistress, your minions march to war at your command. Your pretty knights are in position, and your favored ones mouth the litanies of pain. But they do not know..."

"Hide not the truth from me, beast. What is it they do not know?"

"They meet with death incarnate, mistress."

The pool's surface flickered black for a second, a form discernable within. It was shrouded in a miasma of death, a power so formidable Morathi could hardly pierce it. She had the impression of a winged, gargantuan corpse. It bore aloft a being so potent it shone like a beacon of dark light, but its form was shrivelled and bent. It stank of antiquity, and her flawless, alabaster flesh prickled as the chill of the grave reached out from it like insidious tendrils. When she recognized what it was, she felt the cold grip of fear around her heart.

"Mistress... it is he... Lord Zacharias, the deathless one..."

Shrieking, Morathi lashed out, her thin fingers ripping into the apparition. Hot blood sprayed across the porcelain flesh of her cheeks. Bloodied and raging, she ran for the gates. At her mental command, her Dark Pegasus, Sulephet, was already darting toward her.

Without breaking her stride, Morathi vaulted onto the swooping beast. With the beating of membranous wings, the Hag Queen was borne into the darkening sky, her battle-cry echoing into the night.

A CLASH OF EVIL

Matt Hutson

Matt: When I choose an army for Warhammer I like to first pick the units that look the coolest and then build the army around them. Seeing as the best looking models are always the hardest on the tabletop, surely nothing could go wrong. With this not-so-cunning plan in mind, I set about choosing my army.

As this game would be a Flank Attack, and I was the attacker, my army would be split up into two contingents with up to a third of the army being the flanking force. Now the Studio actually has two Dark Elf armies, the main Dark Elf army and the Watchtower Patrol Force. The Patrol Force army is completely mounted, making it very mobile and hard-hitting. What better army to use as a flanking force?

Starting with this part of my army, my first choice was a unit of 9 Cold One Knights led by my Army Standard Bearer bearing aloft the deadly *Hydra Banner*. Cold One Knights have always been my favorite unit in the Dark Elf army, partly because they look brilliant and are totally unlike any other cavalry unit, but also because they are probably the hardest unit of heavy cavalry in Warhammer. Aided by the *Hydra Banner* (+1A to all models, including steeds, when the unit charges) these boys should easily be able to wipe out any unit on the turn it charges because of the outrageous amount of high Strength attacks it will have. To support this unit and make sure that they get into hand to hand combat, I have also chosen a unit of Dark Riders.

For the main force I needed an army that could survive for two turns being severely outnumbered. As already agreed, Morathi was my first choice. Offensively her magic is rock hard but, as befits a practitioner of the Dark Art, she has nothing extraordinary to counteract the enemy's magic. To support her, then, I opted for a Level 2 Sorceress equipped with two Dispel Magic scrolls. My plan for my main force was to stand back and make the Undead come to me, giving me some time to thin down their ranks with missile fire and magic while I waited for my flanking force to arrive.

To achieve this, I needed some dependable missile troops along with some solid Core regiments: two units of Crossbowmen, a unit of Spearmen and a unit of Corsairs ably supported by two Reaper Bolt Throwers would do the job. To give me some real bite in combat (as well as scratching and hair pulling), I chose a regiment of Witch Elves, as their sheer amount of attacks can often bring down even the heaviest armored foe. All I needed now was some stuff to slow the Undead down and stop them from flanking me. To achieve this I selected two units of Shades and a unit of Dark Riders, all armed with repeater crossbows. It just wouldn't be evil enough if I didn't have at least one nasty trick up my sleeve, so with just over a 100 points left I chose a Noble armed with the *Ring of Hotek* and the *Crystal of Midnight* to give Mark a nasty little surprise!

FLANK ATTACK

The Flank Attack scenario means that Matt, as the attacker, must choose one third (or less) of his troops as a Flank Attack force. At the beginning of his third turn, Matt would roll a dice: on a 4+ his entire flanking force arrived. The next turn, if they had not appeared, they would enter on a 3+, then a 2+ in subsequent turns. The flank which Matt intended to use was specified before the battle. In this case, Matt chose his left flank, able to deploy his unit of Cold One Knights and unit of Dark Riders, held in reserve, anywhere on that table edge on Mark's side of the board.

THE DEAD MARCH ON

Count Mark von Raynor

Mark: Whenever I play a game of Warhammer, my personal preference is: the bigger the game the better. There's just something about having loads of men on the tabletop, a sight that makes me eager with anticipation! Knowing that this was going to be a 3,000 point game, this was just the kind of gaming territory that I like! However, the army choice was going to be a little different in this case, as Matt and I had both decided to take a special character. Matt decided that Morathi was the girl for him. Myself, I needed something with just that little bit more – Zacharias the Everliving.

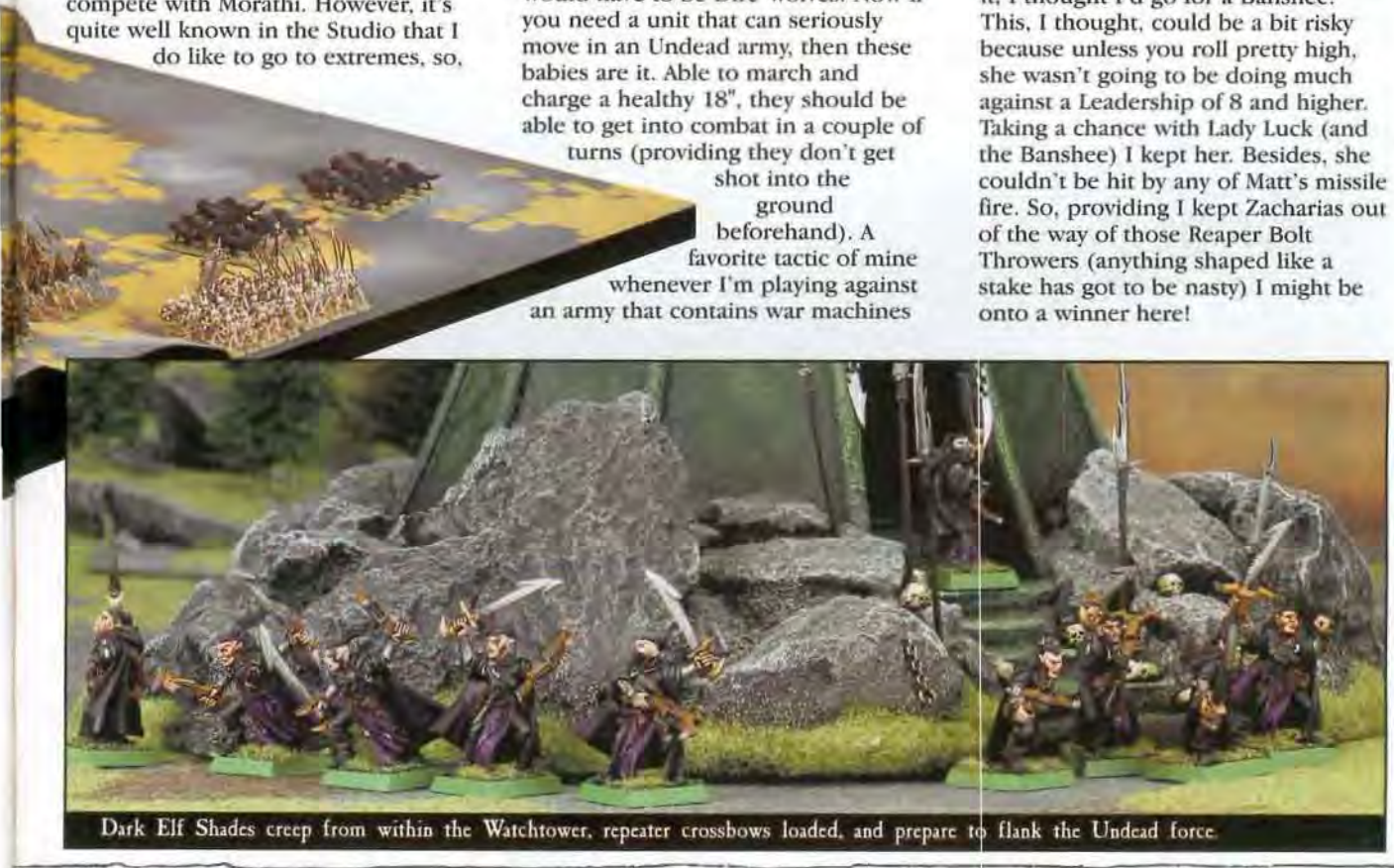
Costing a whopping 1,015 points, however, he was a serious drain from the points pool, but this boy is seriously hard! Having all six Bloodline powers, knowing all six Necromancy spells, having a Dispel Magic scroll every turn, a re-roll if things get nasty and then, the icing on the cake with a cherry on top, he's mounted on a Zombie Dragon. I knew that he was going to be a force to be reckoned with, and could easily compete with Morathi. However, it's quite well known in the Studio that I do like to go to extremes, so, just to give myself that 'comfort zone' when it comes to magic, I decided to take a Necromancer as one of my final character choices. Then on second thoughts I upgraded him to Level 2. Oh and gave him a Power Familiar as well – you can't be too careful. Top it off with a Wight Lord with a couple of magic items (*Sword of the Kings* and the *Cursed Shield of Mousillon*), put him on a barded Nightmare, and that's the heroes sorted.

The next stage was the good old-fashioned rank and file. Taking into account that Matt was the attacking force in the Flank Attack scenario, there were some considerations to be made. I knew that up to a third of Matt's army wouldn't be turning up until turn 3 at the earliest, so I decided to divide my own defending army into two. One half would be fast attacking (yes, I did say fast attacking) hoping to make full use of their march move when within 12" of the General and, with a bit of luck, taking out some of his army before the reinforcements arrived. The other half would hold back, ready for the Flank Attack cavalry charge to ensure that they didn't charge me in the flank or, heaven forbid, the rear!

For the fast units, the first choice would have to be Dire Wolves. Now if you need a unit that can seriously move in an Undead army, then these babies are it. Able to march and charge a healthy 18", they should be able to get into combat in a couple of turns (providing they don't get shot into the ground beforehand). A favorite tactic of mine whenever I'm playing against an army that contains war machines is that I take at least one unit of Fell Bats or, if I can afford it, two (just in case I lose one of the units). I topped these three units off with a unit of old faithful Black Knights (I never play a game without them), and that's the fast half of my army pretty much complete.

To provide the backbone of my remaining army, I needed something that could take a charge from some heavy cavalry. Grave Guard were the boys for me, giving them the hand weapon and shield combination that entitled them to a good armor save and, with a basic Strength of 4, they could do some damage back to the Dark Elves. I reinforced this unit with a couple of units of Skeletons (one with hand weapons and shields while the other had spears and shields – good for receiving charges). A unit of Zombies, ready to tie any unit up for a couple of turns, completed the second half of my army.

Tallying up the points cost, I realized that I had just under a hundred points left to allocate. Normally a unit of Ghouls would be useful (quite able to handle most opposing scouts and skirmishing units) but wanting to be characterful with the Necrarch army and having nothing but dead things in it, I thought I'd go for a Banshee. This, I thought, could be a bit risky because unless you roll pretty high, she wasn't going to be doing much against a Leadership of 8 and higher. Taking a chance with Lady Luck (and the Banshee) I kept her. Besides, she couldn't be hit by any of Matt's missile fire. So, providing I kept Zacharias out of the way of those Reaper Bolt Throwers (anything shaped like a stake has got to be nasty) I might be onto a winner here!


Dark Elf Shades creep from within the Watchtower, repeater crossbows loaded, and prepare to flank the Undead force.

THE HOST OF THE HAG SORCERESS

CHARACTERS

LORD: Morathi, the Hag Sorceress with *Heartrender, the Thousand and One Dark Blessings* and Dark Pegasus Sulephet. **470 pts**

HERO: Sorceress Malkeus (90) with an extra level (40), hand weapon, and two *Dispel Scrolls* (25 each). **180 pts**

HERO: Noble Korhedron (70) with sword, heavy armor (4), shield (2), Cold One mount (26), Battle Standard (25) – *Hydra Banner* (80). **207 pts**

HERO: Noble Tualarc (70) with halberd (4), heavy armor (4), *Crystal of Midnight* (25) and *Ring of Hotek* (20). **123 pts**

CORE

20 Corsairs (200) with light armor, Sea Dragon Cloak, two hand weapons, Reaver (10), Standard Bearer (10) and Musician (5). **225 pts**

20 Dark Elf Warriors (180) with light armor, shields (+20), spears, Lordling (10), Standard Bearer (10) and Musician (5). **225 pts**

11 Dark Elf Warriors (99) with repeater crossbows (+44) and light armor. **143 pts**

12 Dark Elf Warriors (108) with repeater crossbows (+48) and light armor. **156 pts**

5 Dark Riders (90) with light armor, swords, spears, repeater crossbows (+20), Herald (14), Standard Bearer (14) and Musician (7). **155 pts**

5 Dark Riders (90) with light armor, swords, spears, repeater crossbows (+20), Herald (14), Standard Bearer (14) and Musician (7). **155 pts**

SPECIAL

9 Cold One Knights (261) with lances, heavy armor, shields, hand weapons, Dread Knight (18), Standard Bearer (18) and Musician (9). **306 pts**

5 Shades with swords and repeater crossbows. **70 pts**

5 Shades with swords and repeater crossbows. **70 pts**

20 Witch Elves (260) with two poisoned hand weapons, Hag (12) with *Witchbrew* (25), Standard Bearer (12) and Musician (6). **315 pts**

RARE

2 Reaper Bolt Throwers **200 pts**

TOTAL **3,000 pts**

THE MINIONS OF ZACHARIAS

CHARACTERS

LORD: Zacharias the Everliving, mounted on a Zombie Dragon, with *Book of Nagash, Staff of Kaphamon, Scrolls of Sembtep,* and *Circlet of Rathek.* Zacharias' Bloodline powers are *Nehekhara's Noble Blood, The Awakening, Dark Acolyte, Unholy Cynosure, Master of the Black Arts, Forbidden Lore.* **1,015 pts**

HERO: Wight Lord Lachartes (60) with heavy armor (4), lance (4), Nightmare (8) with barding (4), *Sword of the Kings* (25) and *The Cursed Shield of Mousillon* (25). **130 pts**

HERO: Necromancer Chardrel (65) with extra level (35), hand weapon and *Power Familiar* (50). **150 pts**

CORE

21 Skeletons (168) with light armor (+42), hand weapons, shields, Captain (10), Standard Bearer (10) and Musician (5). **235 pts**

20 Skeletons (160) with light armor (+40), spears (+20), Captain (10), Standard Bearer (10) and Musician (5). **245 pts**

10 Dire Wolves (100) with Doom Wolf (10). **110 pts**

10 Dire Wolves (100) with Doom Wolf (10). **110 pts**

20 Zombies (120) with hand weapons, Standard Bearer (10) and Musician (5). **135 pts**

SPECIAL

25 Grave Guard (300) with heavy armor, shield (+25), hand weapons, Crypt Keeper (12), Standard Bearer (12), Musician (6). **355 pts**

9 Black Knights (207) with heavy armor, shield, hand weapons, lance, Nightmares with barding (+18), Hell Knight (16), Standard Bearer (16) and Musician (8). **265 pts**

8 Fell Bats. **160 pts**

RARE

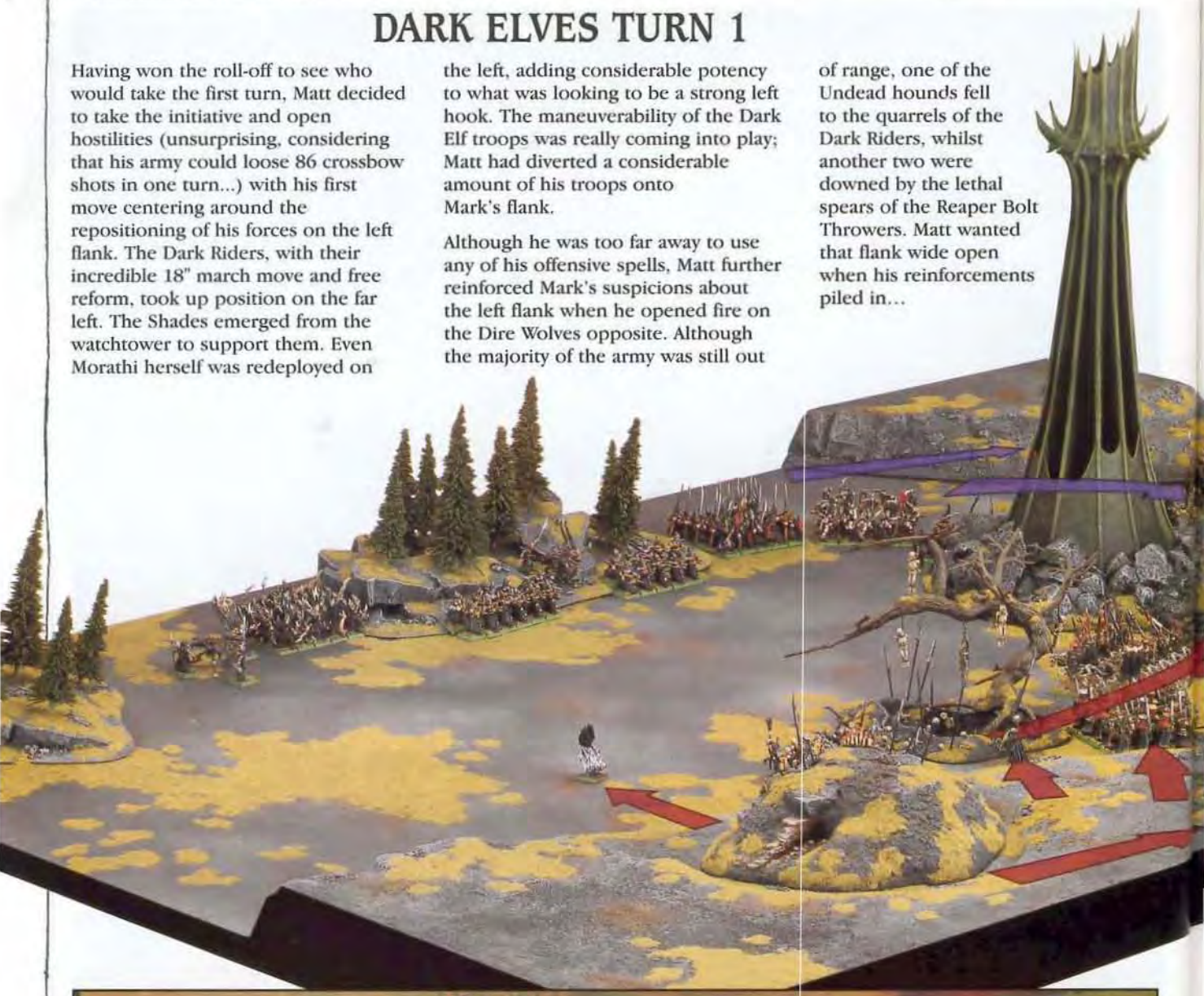
Banshee **90 pts**

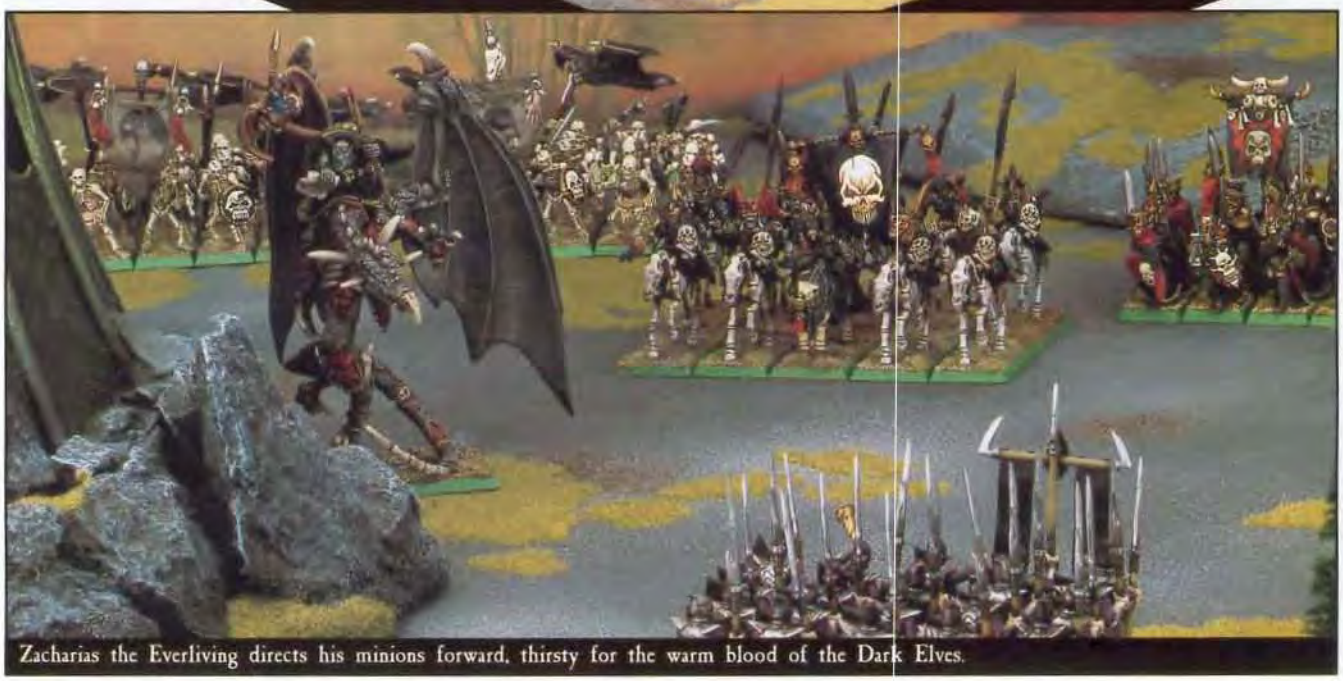
TOTAL **3,000 pts**

DARK ELVES TURN 1

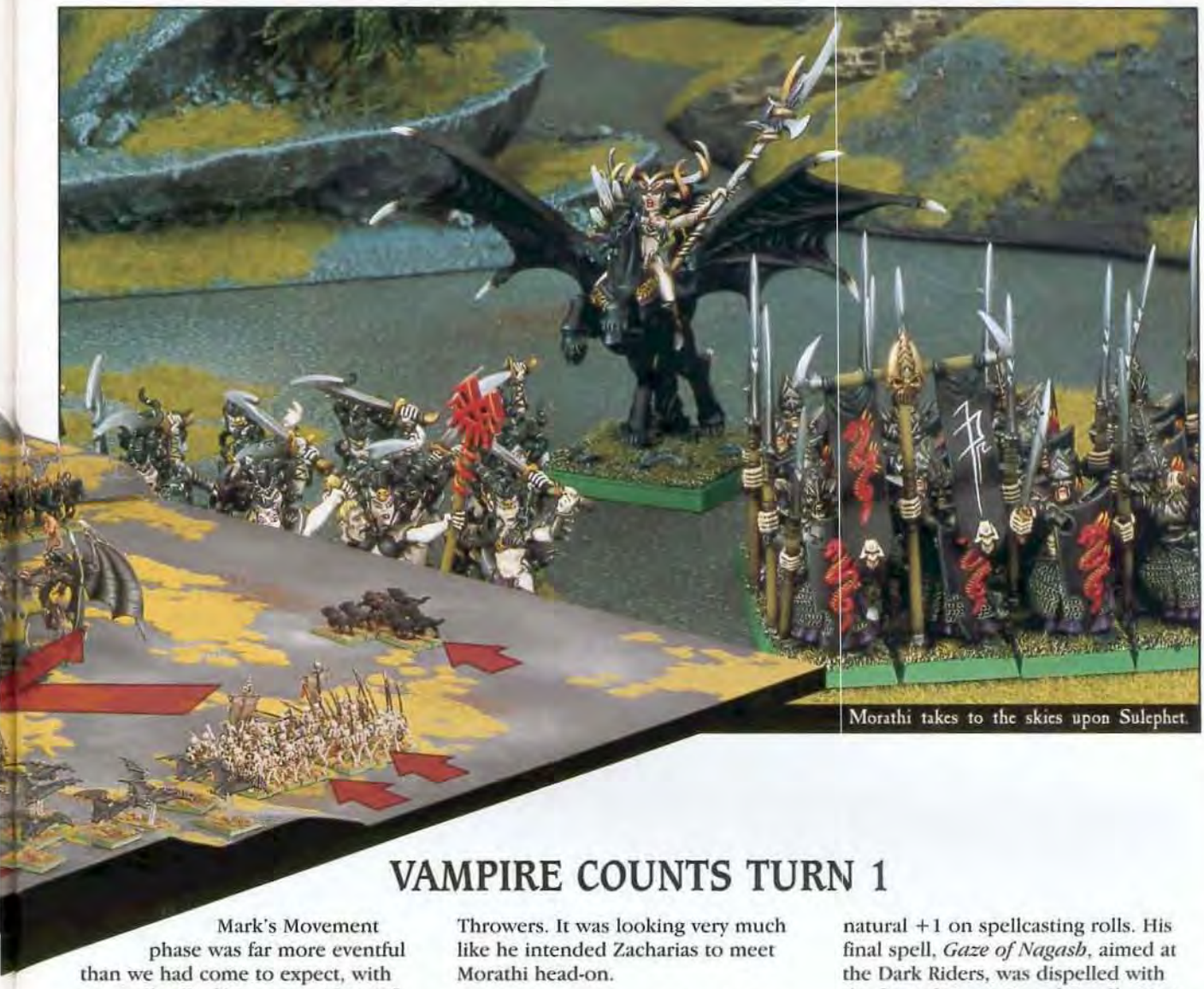
Having won the roll-off to see who would take the first turn, Matt decided to take the initiative and open hostilities (unsurprising, considering that his army could loose 86 crossbow shots in one turn...) with his first move centering around the repositioning of his forces on the left flank. The Dark Riders, with their incredible 18" march move and free reform, took up position on the far left. The Shades emerged from the watchtower to support them. Even Morathi herself was redeployed on the left, adding considerable potency to what was looking to be a strong left hook. The maneuverability of the Dark Elf troops was really coming into play; Matt had diverted a considerable amount of his troops onto Mark's flank.

Although he was too far away to use any of his offensive spells, Matt further reinforced Mark's suspicions about the left flank when he opened fire on the Dire Wolves opposite. Although the majority of the army was still out of range, one of the Undead hounds fell to the quarrels of the Dark Riders, whilst another two were downed by the lethal spears of the Reaper Bolt Throwers. Matt wanted that flank wide open when his reinforcements piled in...





Zacharias the Everliving directs his minions forward, thirsty for the warm blood of the Dark Elves.



Morathi takes to the skies upon Sulephet.

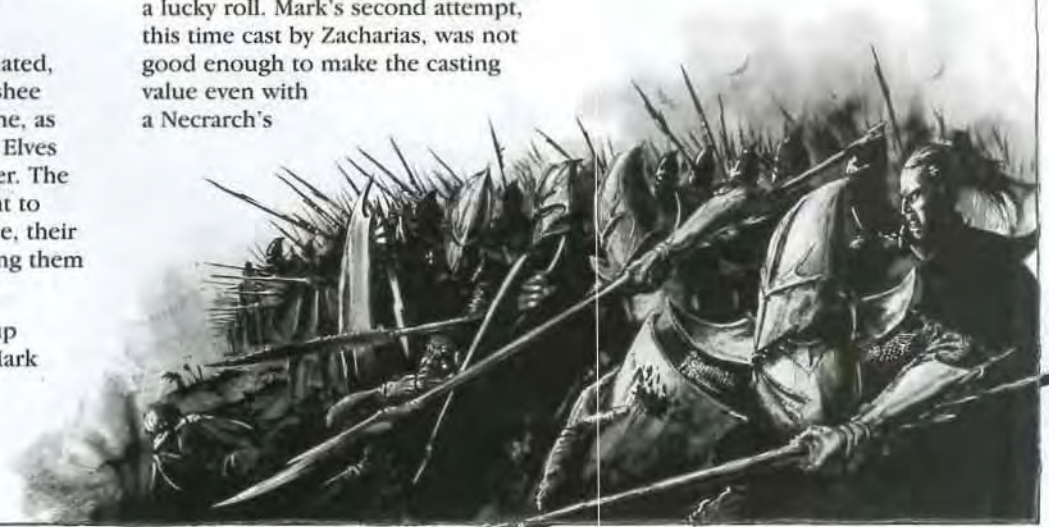
VAMPIRE COUNTS TURN 1

Mark's Movement phase was far more eventful than we had come to expect, with practically all of his army within 12" of his General, and therefore able to march move. Mark made the most of this by sending ahead a strong contingent of Undead; the Dire Wolves, Black Knights and Zombies marched up either side of the gnarled tree in the center of the battlefield.

On the right flank, the emaciated, incorporeal form of the Banshee floated before the Undead line, as the barbed darts of the Dark Elves could have no effect upon her. The Fell Bats on the hill were sent to intercept Matt's flanking force, their leathery, ragged wings carrying them into position.

Zacharias himself also took up position on the flank, with Mark taking care to interpose the looming edifice of the watchtower between his General and Matt's Bolt Throwers. It was looking very much like he intended Zacharias to meet Morathi head-on.

Gathering all the dice he could find, Mark began his potentially devastating Magic phase. His first action was to cast *Invocation of Nehek*, aiming to bring forth a unit of Skeletons right in front of the Reaper Bolt Throwers. Matt dispelled it with a lucky roll. Mark's second attempt, this time cast by Zacharias, was not good enough to make the casting value even with a Necrarch's natural +1 on spellcasting rolls. His final spell, *Gaze of Nagash*, aimed at the Dark Riders, was dispelled with the first of Matt's *Dispel Scrolls*. Matt had kept a lid on what had promised to be a very influential Magic phase. With the Banshee out of range and no combat taking place, Mark's turn ended.



DARK ELVES TURN 2

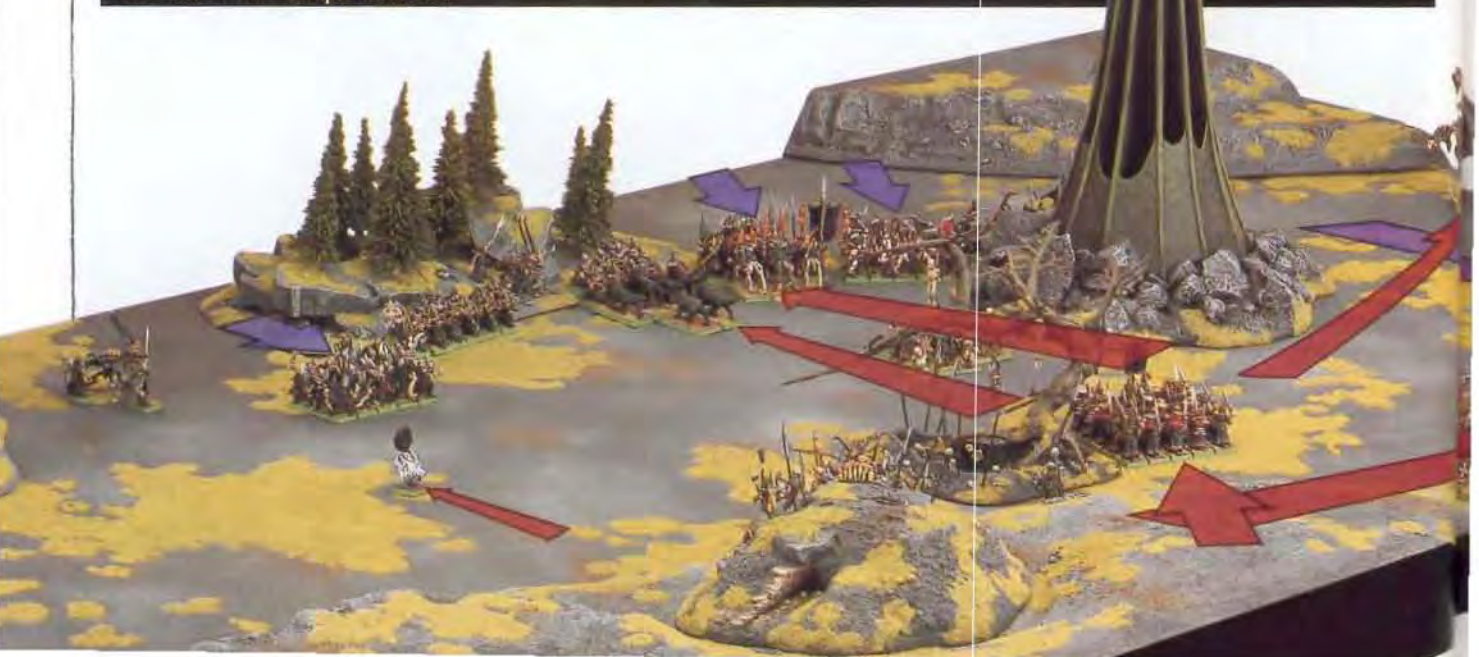
Passing their Fear test, the Dark Riders facing off against the Dire Wolves charged, spears levelled. Morathi decided that a game of chicken with Zacharias was not such a good idea, and directed her Dark Pegasus to the other side of the watchtower. Matt moved the Witch Elves up to support her, and the Spearmen, under the instruction of Noble Tualarc, followed suit. On the right flank, the Corsairs moved to intercept the approaching Zombies, Matt's Sorceress lurking beside them.

The Magic phase opened with an attempt to cast *Doombolt* at the Black Knights, with a respectable fourteen on the casting roll. Due to Morathi's mastery of the Dark Arts, her total was raised to 16 and, rather than risking it, Mark decided to use one of Zacharias' *Scrolls of Sembtep* (he may use one each turn, and they have the same effect as *Dispel Scrolls*!). Morathi's successful attempt to cast *Arnzipal's Black Horror* on the same unit was halted by a shower of dice from Mark's Dispel pool. Seeing that his opponent had used up all of his Dispel dice, Matt used his bound item: the *Crystal of Midnight*. This hellish little toy releases an evil spirit that seeks out an enemy magic user and ravages his mind. Matt's choice was, of course, Zacharias. The Necrarch had to pass a Leadership test on 3D6, or lose a spell. He failed on a spectacular three sixes, and *Hellish Vigour* was removed forever from Zacharias' repertoire.

Matt's Shooting phase turned out to be an anticlimax: he was able to fire no less than 62 shots at the approaching Undead, but chose to target the approaching Black Knights. Their high Toughness and revoltingly good saving throw protected them against the damage, however, with a hail of barbed darts clattering from bone and ragged barding. Even the Bolt Throwers were unable to penetrate their armor.

The Combat phase proved more productive as the Dark Riders skewered two Dire Wolves on their spears, their steeds trampling two more of the rotting lupines into the dust. The Dire Wolves were unable to make their mark in return, and the remainder collapsed into the dirt as the triumphant Dark Riders galloped into the distance.

The Dark Riders trample their foes.



The Black Knights, led by the Wight Lord, ride into a forest of spears as the Dire Wolves savage the Dark Elf Crossbowmen.

VAMPIRE COUNTS TURN 2

Mark was not best pleased at the loss of his Dire Wolves. In retaliation, he utilized the maneuverability of the Fell Bats by charging the Dark Riders in the flank. In the center of the battlefield, rather than standing in front of such formidable firepower, the Black Knights charged the Spearmen, backed up by the second unit of Dire Wolves as they charged the crossbow-armed warriors in the woods. This didn't seem to be a good idea when Matt's charge reaction, stand and shoot, killed four of the Dire Wolves before they hit home. On the right flank the Banshee skirted the Dark Elf line with the express intention of frightening the life out of the Corsairs in the Shooting phase.

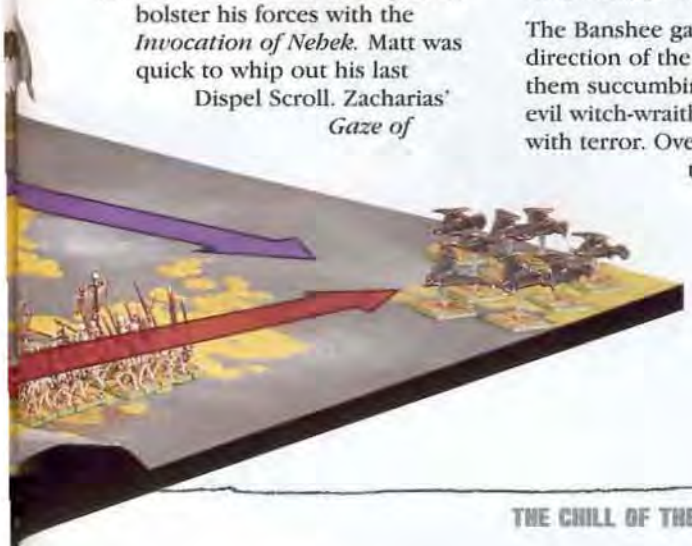
Zacharias, having flown over to the far left of the battlefield, attempted to bolster his forces with the *Invocation of Nehek*. Matt was quick to whip out his last Dispel Scroll. Zacharias' *Gaze of Nagash*, aimed squarely at Morathi, was also dispelled (as a result of her *1,001 Dark Blessings*, Morathi not only has a 4+ Ward save but also Magic Resistance 1!).

Mark finally had a bit more luck when his Necromancer, skulking behind the twisted copse, summoned a new unit of thirteen Zombies, clawing their way out of the ground in the wake of the Black Knight's charge. Matt's dispel attempt was ineffective, but worse than that he had used up all of his Dispel dice. It was now Mark's turn to play his bound spell trump card, Zacharias' *Staff of Kaphamon*, which casts *Dark Hand of Death* once per Magic phase. Mark took full advantage, scoring the maximum of six hits on the nearby Shades, leaving them drained husks lying in the dust.

The Banshee gave voice in the direction of the Corsairs, three of them succumbing to the wails of the evil witch-wraith and dropping dead with terror. Over on the other flank, the Fell Bats descended upon the Dark Riders, their unnaturally large maws tearing open two of the fast cavalry. Being both unable to attack back and outnumbered, the Dark Riders fled automatically, the bats catching them in their flight.

The charge of the Black Knights hit home against the Spearmen, who levelled their weapons ready to receive the attack. The Wight Lord lashed out, his *Sword of the Kings* tearing through the Spearman champion. The lances of the Black Knights took another Spearman from his feet, impaled through the gut, but the Dark Elves' light chainmail armor protected them from the hooves of the grave-steeds. In return, Dark Elf Noble Tualarc took two of the Wights from their saddles with his halberd, the Spearmen felling another with a well-placed thrust. Combat resolution proved that the Spearmen were the clear victors, with their kills, rank bonus and outnumbering causing another four wounds on the Wight Cavalry. Mark was not amused: his lightning charge had resulted in most of his unit collapsing.

In the wooded hill next to them, the Dire Wolves ripped open a Dark Elf Warrior, but as they were uphill the combat ended in a draw. The Undead charge had been held in check, and Matt's forces were poised for a counter-attack.



DARK ELVES TURN 3

At the start of Matt's turn, he rolled to see if his flanking force turned up, and was pleased to see a six on one of the most important rolls of the game. The Cold Ones and Dark Riders both rode onto the field in the top left of the battlefield, poised to thunder into the Undead flanks on the next turn. The Witch Elves charged the newly-raised Zombies, blades flickering and curses on their lips. The Shades moved around to support them, and on the right the Corsairs moved on, ignoring the ethereal Banshee.

It was then that Matt made a potentially disastrous move in supporting his new flanking force with Morathi herself. Although she was well out of Zacharias' charge arc, the skirmishing Fell Bats with their 360° charge arc were nearby, and had the numbers to tie her down until the hideous corpse-lord could transfer his ghastly attentions to her and her dark pegasus.

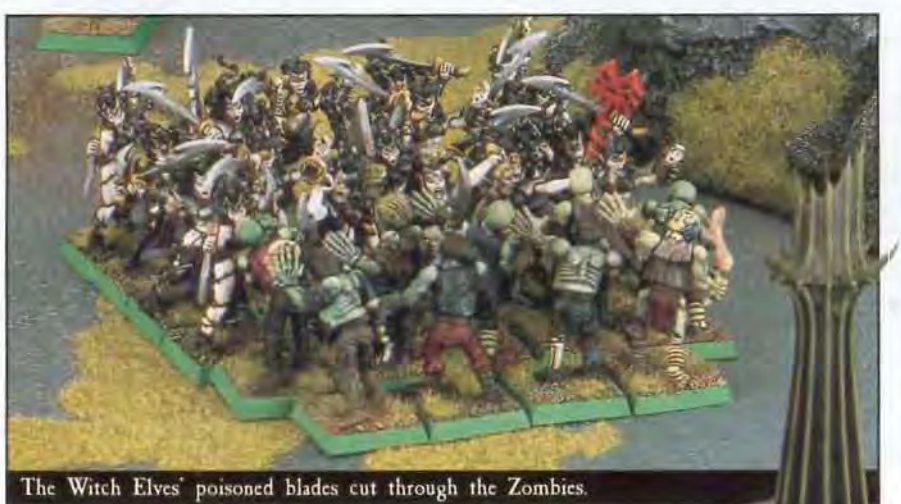
The Magic phase kicked off with the Sorceress casting *Chill Wind* on the Banshee, both cast and dispelled on a meager six. Evidently the dice were being saved for a more momentous spell, and with a show of defiance fitting for a queen, Morathi attempted to cast *Dominion* on Zacharias himself! If it was successful, she would be able to totally prohibit his movement, shooting or magic use in the next turn. Unsurprisingly, Zacharias pulled out another of his *Scrolls of Sembtep*, the powerful anti-magics dispelling the mental control Morathi was exerting. Matt's remaining two dice were used in an attempt to cast *Arnizipal's Black Horror*, but unsurprisingly the potent spell failed.

Resolute, Matt went on to his Shooting phase. The Bolt Throwers both hit home on the Grave Guard but, amazingly, the wounds inflicted were all saved by a show of sixes from Mark. Ironically, the barbed bolts of the crossbow-armed warriors next to the Reapers then felled two of the Grave Guard. On the left flank, the newly arrived Dark Riders sent a volley of bolts into the Fell Bats, wounding one before they could react.

In the central mêlée, the Noble Tualarc issued a challenge to Lachates, the Wight Lord. Although his halberd smashed down upon the Undead king, it failed to kill him. In return, the Wight Lord flicked out with the *Blade of Kings*, its vorpal edge parting the arrogant warrior's head from his shoulders (the Wight Lord's Killing Blow ability meant that this wound counted for two towards combat resolution: both of Tualarc's wounds). The Spearmen and the Black Knights accounted for one kill each, but the Spearmen's rank bonus was still enough to tip the balance, and another mounted Wight tumbled into dust.

Contrary to everyone's expectations, the Dire Wolves in the woods next to them fared brilliantly against the Dark Elf crossbowmen, killing two without sustaining a loss. They then outnumbered their foe, forcing the Dark Elves to flee, who were promptly caught and eaten by the hideous hounds.

In the shadow of the tower, Matt had more luck: the Witch Elves hit with no less than 13 of their attacks against the Zombies, three of which were sixes (poisoned) and so automatically wounded. A respectable six more wounds spelt doom for the Zombies; they had lost the combat by a staggering thirteen, and were trampled by the frothing Witch Elves as they overran 8" into the path of the Grave Guard.



The Witch Elves' poisoned blades cut through the Zombies.

The Riders of the North thunder onto the battlefield as Morathi is attacked by a dark flock of Fell Bats.

VAMPIRE COUNTS TURN 3

Mark's next move was to counter-attack; he charged the Witch Elves with the Grave Guard in the center and Morathi with the Fell Bats on the left flank. The Skeleton units both turned 90° to face the new threat of the Cold Ones, and the Banshee continued her unhindered roaming towards the Dark Elf deployment zone.

The Magic phase opened with the obligatory *Invocation of Nehek*, this time to reinforce the Zombies that had attacked the Corsairs. Ten more clawed their way from the earth, and the whole unit was propelled into combat against the Corsairs by the successful casting of *Vanhel's Danse Macabre*.

Zacharias then attempted to cast *Curse of Years* upon the Cold One Knights. He rolled a respectable 13, but Mark was not confident that this would carry the spell past Matt's dispel attempt. Using the Necrarch bloodline power *Unholy Cynosure*, Zacharias used his one re-roll to change a one on the casting dice to a three. Matt's Dispel dice vindicated this decision when he rolled thirteen to dispel the curse, and Mark was rewarded by the subsequent death of three of the Cold One Knights.

The Banshee's hateful wail was directed at the Dark Elf Sorceress Malkeus this turn, and she fell to the floor, cold as stone. The tide was beginning to turn for Mark.

In the protracted combat between the Spearmen and the Wight Lord, the Undead hero finally faltered as a spear found its mark, and he was vanquished by the overwhelming odds against him. The Spearmen, having taken relatively few casualties, were free to act once more. The many attacks of the Corsairs sliced through four Zombies, dead flesh dropping in chunks at their feet. The Zombies' frantic clawing could not penetrate the Corsairs' thick sea-dragon cloaks, and another two Zombies collapsed at combat resolution.

By the copse of twisted trees, the Grave Guard managed to fell one Witch Elf, but the flurry of attacks from their half-naked opponents accounted for two of the Wights in return. Due to the intoxicating effects of the Witch Elf champion's *Witchbrew*, the warrior-maidens were unaffected by the Grave Guard outnumbering them, and so won the combat by one. Another Wight dissipated with a distant scream.

On the flank, the Fell Bats clustered around Morathi, their fangs snapping, but her Dark Blessings protected her alabaster skin from their vile assault. In return, she speared one of the creatures on the end of *Heartrender*, plucking it out of the sky. Sulephet, her Dark Pegasus, leaped into the sky to combat the winged assailants, his hooves smashing another bat to its death. Morathi was whittling them down, but Mark doubted that she would be free of them before their loathsome lord joined the fray...

DARK ELVES TURN 4

The Dark Riders, at the harsh commands of the Hag Queen, charged the Fell Bats, as the Cold One Knights moved into position facing the Skeletons. The Crossbowmen remaining on the wooded ridge attempted to charge the Banshee, dissipating her by force of numbers alone, but were well out of charge range and so merely aligned to face the ghastly spectre. The Spearmen about-faced to receive the charge of the Dire Wolves, and the Shades moved up to support the Witch Elves. The atmosphere was tense; both players knew that the game hinged upon this turn.

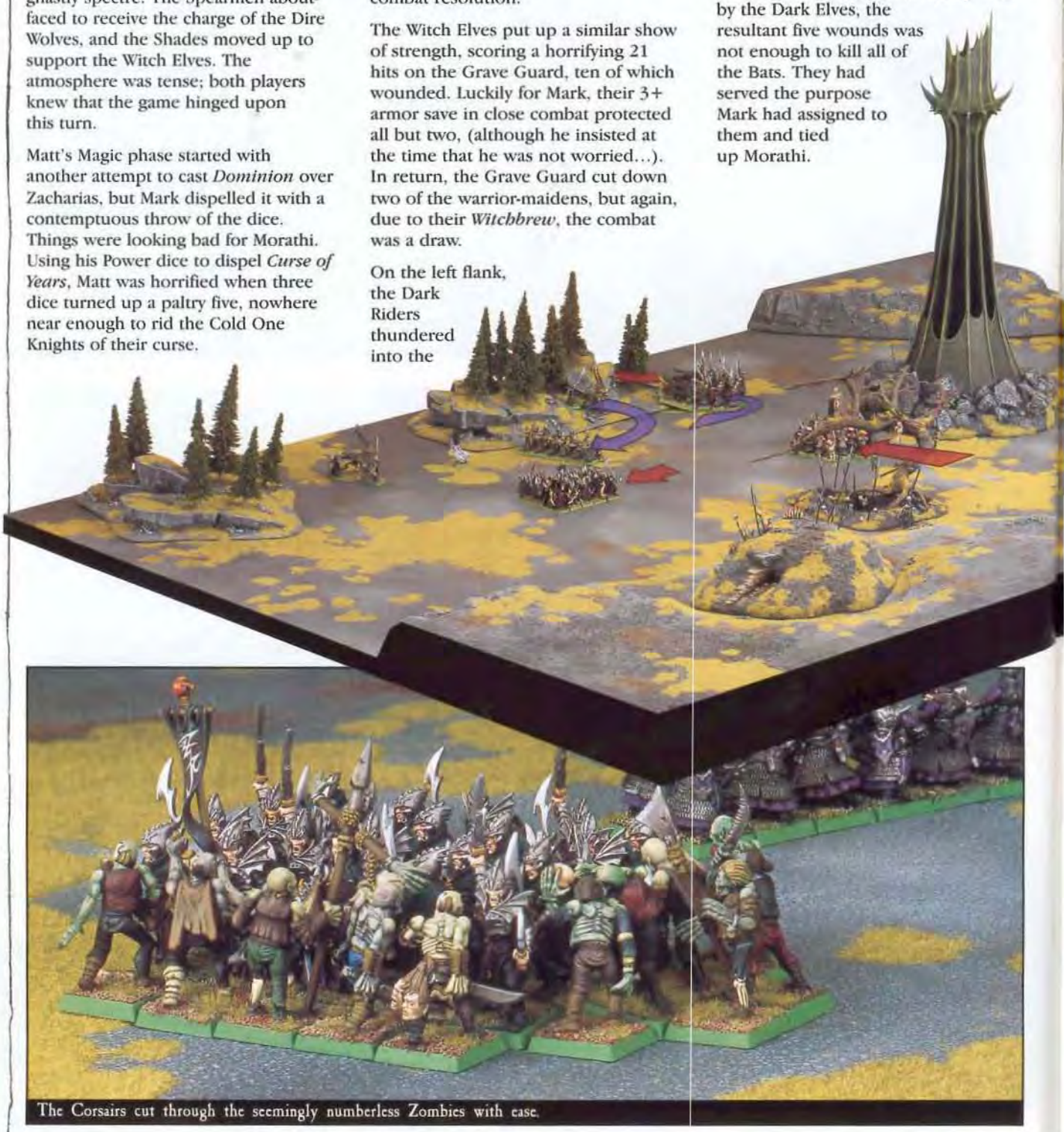
Matt's Magic phase started with another attempt to cast *Dominion* over Zacharias, but Mark dispelled it with a contemptuous throw of the dice. Things were looking bad for Morathi. Using his Power dice to dispel *Curse of Years*, Matt was horrified when three dice turned up a paltry five, nowhere near enough to rid the Cold One Knights of their curse.

The Shooting phase was a shadow of its former glory, with only the Shades and one Bolt Thrower finding a viable target, albeit in the far distance. Three Skeletons fell, shattered by the bolts of the Reaper. The Combat phase was far more violent, with the Corsairs slicing apart columns of dead flesh; eight Zombies were cut to ribbons, a further eight dying in combat resolution.

The Witch Elves put up a similar show of strength, scoring a horrifying 21 hits on the Grave Guard, ten of which wounded. Luckily for Mark, their 3+ armor save in close combat protected all but two, (although he insisted at the time that he was not worried...). In return, the Grave Guard cut down two of the warrior-maidens, but again, due to their *Witchbrew*, the combat was a draw.

On the left flank, the Dark Riders thundered into the Fell Bats, spitting one on an out-thrust spear. Morathi continued to pluck apart the evil beasts with *Heartrender*, her Dark Pegasus wounding another. The Fell Bats descended upon the Dark Riders, one draining an unlucky rider of his blood, whilst another attached itself to Sulephet like a vile lamprey, wounding the Dark Pegasus.

Although the combat was clearly won by the Dark Elves, the resultant five wounds was not enough to kill all of the Bats. They had served the purpose Mark had assigned to them and tied up Morathi.



The Corsairs cut through the seemingly numberless Zombies with ease.

With a hellish scream, the Zombie Dragon arrowed through the air at Morathi as she stabbed and sliced at the Fell Bats around her. The flapping beasts had kept her occupied for too long, and as Sulephet kicked up into the air, she turned her full attention on the Undead lord assaulting her. Zacharias the Everliving, a name only spoken of in hushed whispers, reached out a bony finger towards her. He was as hideous as she was beautiful. For a moment, their eyes locked, the air crackling with sorcerous energy. She paused, appalled by the stench of the foul king and his grave-wyrm. The Vampire grinned, taking in her ethereal beauty with an appraising glance. Then, the beast he rode struck out like a snake, its rotting jaws fixing on Sulephet's neck. With a sickening wrench, the Dragon pulled her within reach of Zacharias. She screamed a battle-cry as her lance, Heartrender, speared into its flesh, but she could not pierce its arcane corpse-wards. Zacharias struck with unholy speed, once, twice, three times, her intricate protections mocked by the sheer power of his attack. She fell from her broken steed, and saw the Necrarch turn, dismissing her before the Fell Bats descended, shrouding her in leathery, rotting wings.

Zacharias and his rotting steed plow into Morathi's exposed flank.

VAMPIRE COUNTS TURN 4

Unsurprisingly, Mark's first action was to charge Morathi with Zacharias. She passed both her Terror and Panic checks; it looked like we were in for a real clash of the titans!

Mark also recklessly charged his Dire Wolves straight into the massed ranks of waiting Spearmen. The Dark Elves failed their Fear test, however, meaning that instead of hitting on 3+ they were now hitting on sixes.

The Magic phase was dominated by the Undead even more so than normal, as Matt's Sorceress had died to the screams of the Banshee. First off, the *Curse of Years* still in play not only killed another Cold One Knight but also wounded Korhedron, the Dark Elf army standard bearer. In a classic Vampire Counts maneuver, Mark's Necromancer raised a unit of nine Zombies just next to the flank of the Corsairs and impelled them into the flank of the Dark Elf unit with *Vanhel's Danse Macabre*, forcing them to reform, and take both a Panic and Fear test!

The Combat phase started with the Corsairs' violent reply to the incursion of fresh corpses on their flanks, killing three from each of the Zombie units. After the Zombies' attacks were saved by the Corsairs' armor and the combat resolution results applied, both units of the walking dead lost a further five models, meaning that one solitary Zombie was left!

The Grave Guard once again fell prey to a staggering twelve wounds from the Witch Elves, enough to wipe out half a unit of Orcs, but against the tough armor of the Wights, only two died to their blades. Mark was getting heartily sick of this combat and so directed as many hits as he could against the Witch Elf Champion. He caused two wounds, taking the *Witchbrew* out of the equation, and the other Wights took down a further three. This time, when the combat results were tallied, the Grave Guard had won by a clear margin, and pursued and caught their foes, hacking down their unarmored flesh with wight blades. The resultant pursuit move brought them into combat with Matt's Shades; it looked like they would suffer a similar fate.

In the all-important combat escalating on the left flank, Zacharias plunged into the mêlée, his undivided attentions focused on the Hag Queen. Despite her ethereal beauty (attackers have to pass a Leadership test to even consider attacking a being of such surpassing grace) the Vampire hit and wounded with three of his Attacks, Morathi's Ward save only protecting her from one of Zacharias's blows. Worse still, the Zombie Dragon ripped into Sulephet, the Dark Pegasus, killing it outright. Morathi's well-placed counter wounded Zacharias, but his *Circlet of Rathek* protected him. Although the Dark Riders caused one wound, accounting for one Fell Bat, the beasts attacked Morathi nonetheless, a lucky blow dropping her at last. The Dark Elves had lost the combat, and even the fleeing Dark Riders were caught and destroyed by the Fell Bats. Things did not look good for Matt.

DARK ELVES TURN 5

Determined to exact a price for the loss of Morathi, Matt passed the Stupidity test for the Cold One Knights and charged them into the mass of skeletal warriors.

The Magic phase left Matt with a pathetic two Power dice; since Morathi and her apprentice Malkeus had died there was little the Dark Elves could do in the way of sorcerous harm. The two dice were used for an attempted dispel on the *Curse of Years*, but to no avail.

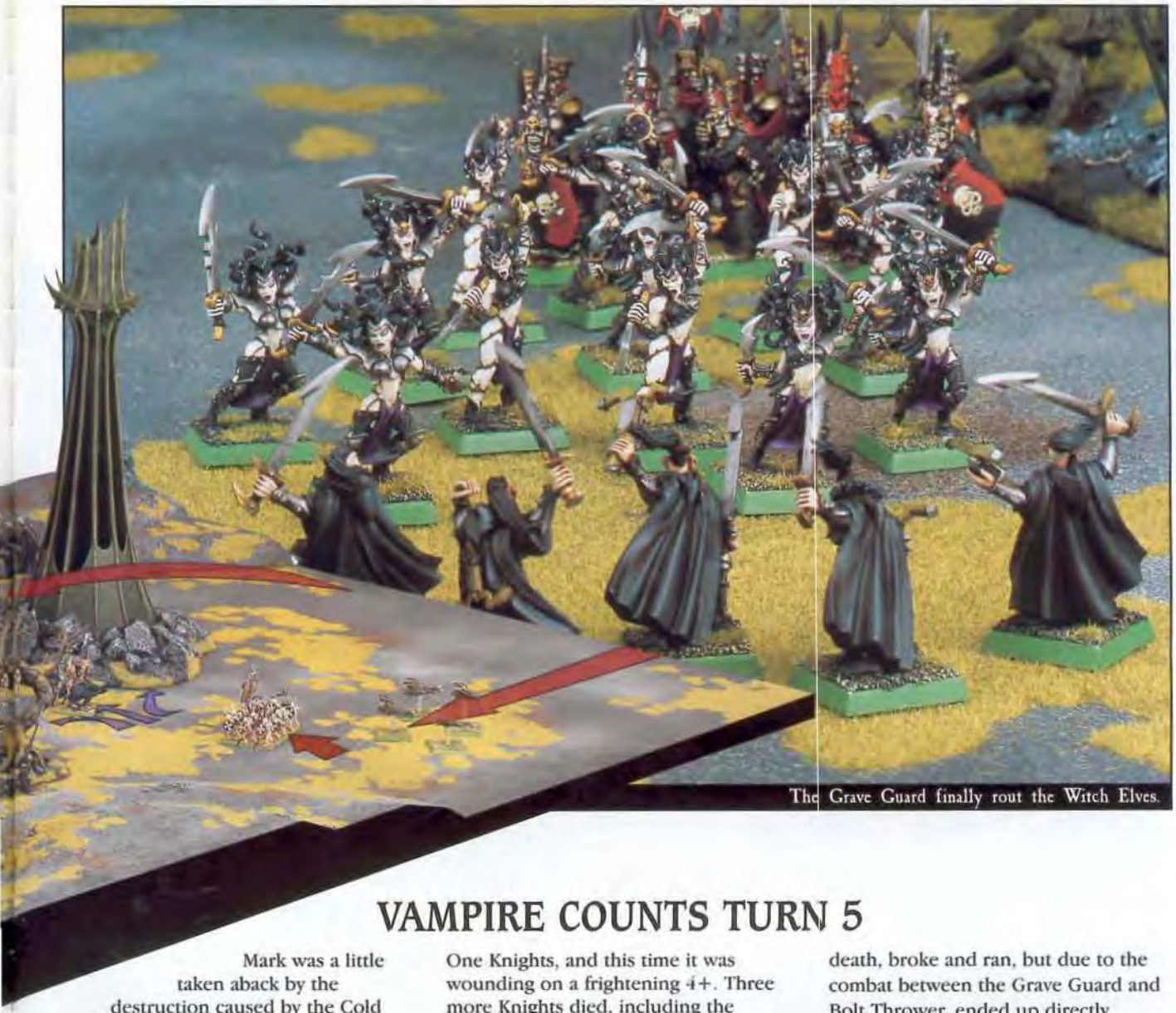
The Dark Elf Shooting phase had also been stymied. As the crossbows on the right flank turned to face the Banshee, only the Bolt Throwers were left to fire. They opened fire at the unengaged Skeletons across the other side of the battlefield, killing four in a shower of splintered bone.

In the combat phase, Mark nearly removed his lone Zombie from the combat with Matt's Corsairs before any dice were rolled: there was no way it could stand against such formidable foes. It was duly ripped apart by the skilled blows of the Corsairs. The Dire Wolves in the wooded ridge fared little better with the Spearmen, four of them dying, spitted on the thin stakes of the Dark Elves. The rest collapsed in on themselves, magic no longer animating the rotting sacks of mangy fur and brittle bone.

The Shades never really had a chance against a full unit of Grave Guard, the one wound they inflicted out of desperation was saved by the Wights' armor, one Dark Elf culled by the Wights' charge. The Shades fled, the resulting overrun cutting them down and bringing the Grave Guard alongside the Spearman unit.

The real carnage was saved for the end of the Combat phase; the Cold One Knights impacted with the Skeletons with the force of a battering ram. The *Hydra Banner*, held aloft by Noble Korhedron, spurred on the Knights and their mounts, doubling their attacks in a frenzy of destruction. Mark presumed there would at least be a few ragged Skeletons left at the end of the phase, allowing him to slam his Skeleton Spearmen into the flank in his next turn. Thirteen unsaved wounds from the lance-armed Knights and their reptilian steeds proved otherwise; the skeletons lost by eleven. The entire unit disappeared in an explosion of dry bone, and the remaining Cold Ones overran, clipping the Skeleton Spearmen's flank.

The Cold One Knights charge headlong into the ranks of the Skeleton Spearmen, smashing them apart in a shower of bone.



The Grave Guard finally rout the Witch Elves.

VAMPIRE COUNTS TURN 5

Mark was a little taken aback by the destruction caused by the Cold Ones, but knowing full well that the resilient *Curse of Years* had thinned their numbers dramatically, was not overly worried. He had a plan, although risky, and an evil one it was, too. Contrary to all expectations he charged the Bolt Thrower with the Grave Guard, rather than the Dark Elf Spearmen's flank. Eyebrows were universally raised, but Mark was undaunted, moving Zacharias around in front of the watchtower and bringing the Fell Bats back onto the table near to the combat involving his remaining Skeletons.

The Banshee casually moved out of the charge arc of the Dark Elf crossbow unit on the right, and Mark marshalled his vast magic dice pool with some real carnage in mind.

First off was resolving Zacharias' *Curse of Years* already in play on the Cold One Knights, and this time it was wounding on a frightening 4+. Three more Knights died, including the musician, even polishing off Korhedron himself as the warriors aged horrifyingly rapidly, racing to the grave. Next was Zacharias' *Gaze of Nagash* on the Spearmen unit, scoring a horrendous eleven hits and killing four. A renewed attempt to hurl the deadly *Curse of Years*, this time on the Spearmen, was cast with Irresistible Force, and accounted for another four of the unlucky Dark Elves.

The Necromancer hiding at the back of the withered copse cast *Invocation of Nehek* on the Skeletons fighting the Cold Ones, and yet more dead warriors crawled out of the earth to reinforce their unit. Finally, Zacharias attempted to cast *Dark Hand Of Death* from the *Staff of Kephamon*, but at last Matt had enough dice to dispel.

The Spearmen, under such an unrelenting bombardment of magical death, broke and ran, but due to the combat between the Grave Guard and Bolt Thrower, ended up directly behind the Reaper Crew.

In the Combat phase, the Grave Guard stormed through the Reaper Crew in short order, overunning into the Spearmen and forcing them to run off the table. Mark assures us he had this planned all along (the devious swine).

The Cold One Knights fared little better against the growing numbers of the Skeletons, and the Dark Elves' number had been so drastically reduced that they were unable even to counteract the Skeletons' rank bonus. As a result, and a general incapability for the antiquarian Dark Elves to kill more than one Skeleton, the Cold One Knights fled. Although the Skeletons could not catch them, they were below 25% of their original number, and hence could not rally.

DARK ELVES TURN 6

Unfortunately, Matt had got to that stage in the game where he had lost so many troops that he had very limited options.

Fearing a devastating flank charge from Mark's General, his Corsairs turned through 90° to face Zacharias. Matt also repositioned his Crossbowmen to face the Banshee once more. The Cold One Knights, unable to rally due to their horrendous losses, fled 14" toward the table edge, staying on the battlefield but still counting as destroyed due to the fact that they were fleeing at the end of turn six.

The Magic phase passed with little more than a ripple in the wind; Matt's magic users were long gone.

The Shooting phase heralded a last act of spite for the Dark Elves. From the Reaper Bolt Thrower that the Banshee was drifting towards, a volley of bolts arced toward Zacharias. After randomizing the hits, all present were shocked when one of the bolts actually wounded the Necrarch himself! Mark was unperturbed, it would take a lot more than that to fell the millennia-old Undead Wizard.

There was no combat anywhere across the entire battlefield, and so, with a glum expression, Matt ended his turn.

The Banshee charges, her howling chilling the blood of the Reaper crew.

VICTORY POINTS

Dark Elves:	1,340
Vampire Counts:	2,855
Difference of	1,815:

MASSACRE

Zacharias turns his attentions upon the Corsairs.

VAMPIRE COUNTS TURN 6

Relaxing in the warm glow of what was certain to be a victory, Mark charged the Banshee into the last remaining Bolt Thrower Crew. He had nothing to lose, even if she did not cause a wound, she would only lose the combat by one (this sort of cold logic comes easy to Mark...) whilst Zacharias flew across to the Corsairs, the Dragon opening its stinking gullet in preparation to cover the Dark Elves in putrescent filth. The Fell Bats flew up onto the hill once more to claim a table quarter, and for what it was worth the Grave Guard reformed to face the Corsairs.

The Magic phase held a nasty surprise for Mark: the Miscast he was long overdue resulted in his Power dice draining away, but it was too little too late for Matt.

The Shooting phase saw the Zombie Dragon cover six of the Corsairs with its pestilential breath, one succumbing immediately to the airborne plague. The Banshee, wailing as she charged, proved ineffectual against the Reaper crew, her ethereal blows failing to harm the Dark Elves. They outnumbered her and she lost a wound, but Mark knew it was a safe gamble as they could not finish her off. With precious little remaining on the battlefield and Zacharias roaming unchecked across the tundra, it looked like the Dark Elves had lost the battle. All present knew that the bloody struggle was at an end, and Jake Thornton appeared with a calculator to tally up the victory points.

MASSACRED...

Matt Hutson

Matt: It was all going so well up to turn 4. I'd stopped Mark from flanking me with the Dire Wolves, my Spearmen had taken the Black Knights charge on the chin and I'd managed to contain Zacharias in the Magic phase. So where did it all go horribly, irredeemably wrong?

The turning point came when I let Morathi get charged by the Fell Bats which, in turn, allowed Zacharias to charge and slaughter her. I was so preoccupied in positioning Morathi out of Zacharias' charge arc that I completely forgot about the Fell bats. With Morathi dead I just couldn't compete with the Undead in the Magic phase. This in turn led to the demise of my Cold One Knights but not before they managed to munch their way through a whole Skeleton regiment in one Combat phase. I think I was a bit unlucky with the Witch Elves, as Mark just wouldn't fail his armor saves. Against any other unit in his army they would have had no trouble at all. *Witchbrew* proved its worth, though, and in my book this item is a must-have for your units of Witch Elves.

The plus sides in my army were the Spearmen and Corsairs. The Spearmen did very well against the Black Knights and Dire Wolves, and show how good blocks of Spearmen are on the defensive. The Corsairs are a much more offensive unit. They easily managed to see off the Zombies despite being charged in the flank. My Dark Riders performed pretty well against the Dire Wolves and Fell Bats. Their charge of 18 inches, combined with their spears and repeater crossbows, make them a perfect unit for seeing off your opponent's light troops on the flanks and can be useful for flank charges.

Overall, I don't think I played that poorly. The main thing I didn't do was make a real effort to kill Zacharias. Apart from magic, the only tool I had to do the job were the Reaper Bolt Throwers. Mark, in his wisdom, kept his very expensive Vampire Lord out of their fire arcs for most of the game though. In hindsight, I probably should have taken four of them. Even if I couldn't get a shot on Zacharias they could have severely limited his movement around the battlefield.

Looking back at the battle it was a lot of fun to play. Mark's quite a wily opponent and a good laugh to play against. The Dark Elf army is a good all round army, it's only weak point being its lack of Toughness and armor, but hey, that's Elves for you. If it wasn't for that pesky Zacharias I would have gotten away with it!

MORE CORPSES FOR THE HORDE

Mark Raynor

Mark: Victory, such sweet music to my ears! Zacharias the Everliving proved his worth and stormed forward with his Undead horde to ravage the Dark Elf army – and I was the defender! What more could you want from a Vampire Counts special character? Alright, so I had him tucked away for the first half of the game, but I know that large targets and Reaper Bolt Throwers just don't mix. Cheering aside, how did I achieve such a stunning victory?

The secret to my success was preparation, preparation and a bit more preparation. Spending nearly two hours on an army list might seem a little drastic, but I always adapt my army to whatever foe I may be facing (this means different Bloodlines as well as different troops). This game was no exception and knowing my army in depth, as well as the Dark Elves, was what helped in choosing my troops. It's useful if you know your opponent – Matt had been taunting me about how lucky he was *(note the past tense here – Ed)*, so I'd battled him quite regularly over the previous week or so. This helped me to develop an understanding of just how Matt fights his games. To neatly wrap all this together, I formulated my battle plan. Having decided to divide my army into two, I got stuck in with one half of the army, while the other half waited for Matt's reinforcements. This happened just as anticipated and I was even able to take advantage of some of the errors that Matt presented to me on a silver platter. When he placed Morathi out in the open, it was an opportune moment that just had to be taken advantage of. Charging the Fell Bats into her was all I needed to keep Morathi there while I positioned Zacharias for the charge. It was only too fitting that the Hag Sorceress should be overpowered by the Necrarch Lord.

My real surprises of the game were the Grave Guard and the Banshee. The Grave Guard kept the Witch Elves busy for a couple of turns, and once they'd taken care of them, there was no stopping them. The Grave Guard went on to sort out three units in two turns and chased another one off the table (lovely!). I took a real chance with the Banshee as I pitted her against the Dark Elf Sorceress. The Dark Elf's high Leadership was always going to be a problem, but I still managed kill the Sorceress, which narrowed the chance of any more sneaky spells from the Dark Elves. On a different note, the Black Knights failed to achieve my expectations. Charging head on into a unit of Spearmen wasn't the wisest thing to do and I suffered the consequences. I normally charge these boys into the opposition's flanks – I suppose I should stick to what I know!

However, this battle did prove a point. Good preparation and planning always pays off, but being able to adapt your plan to the changing tides of battle means that a victory can become so much more!

Mark lets Matt off lightly with a pledge of eternal servitude.

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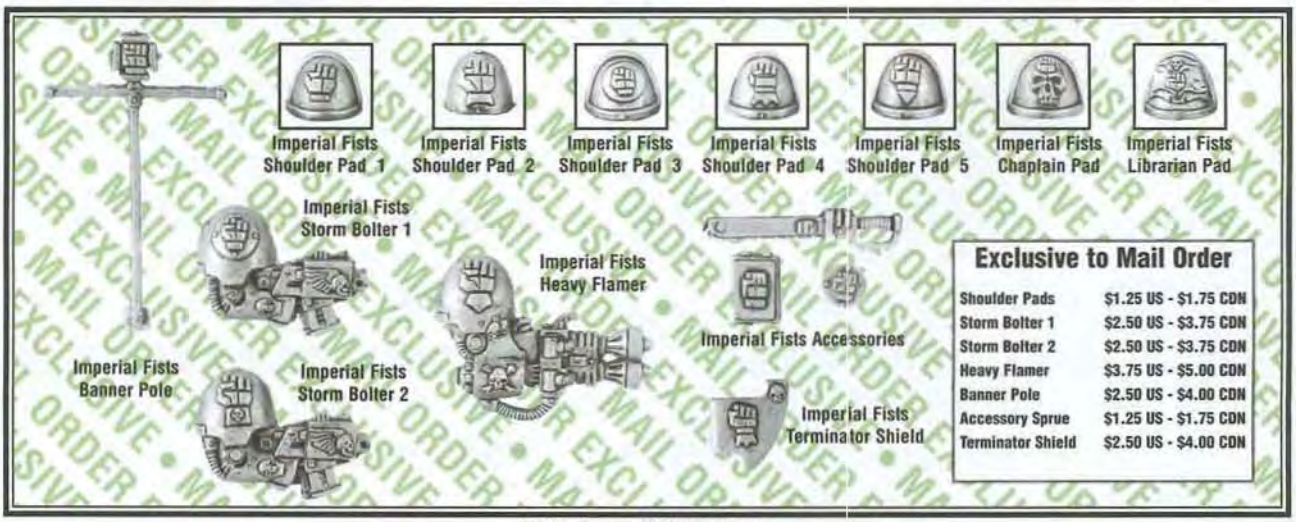

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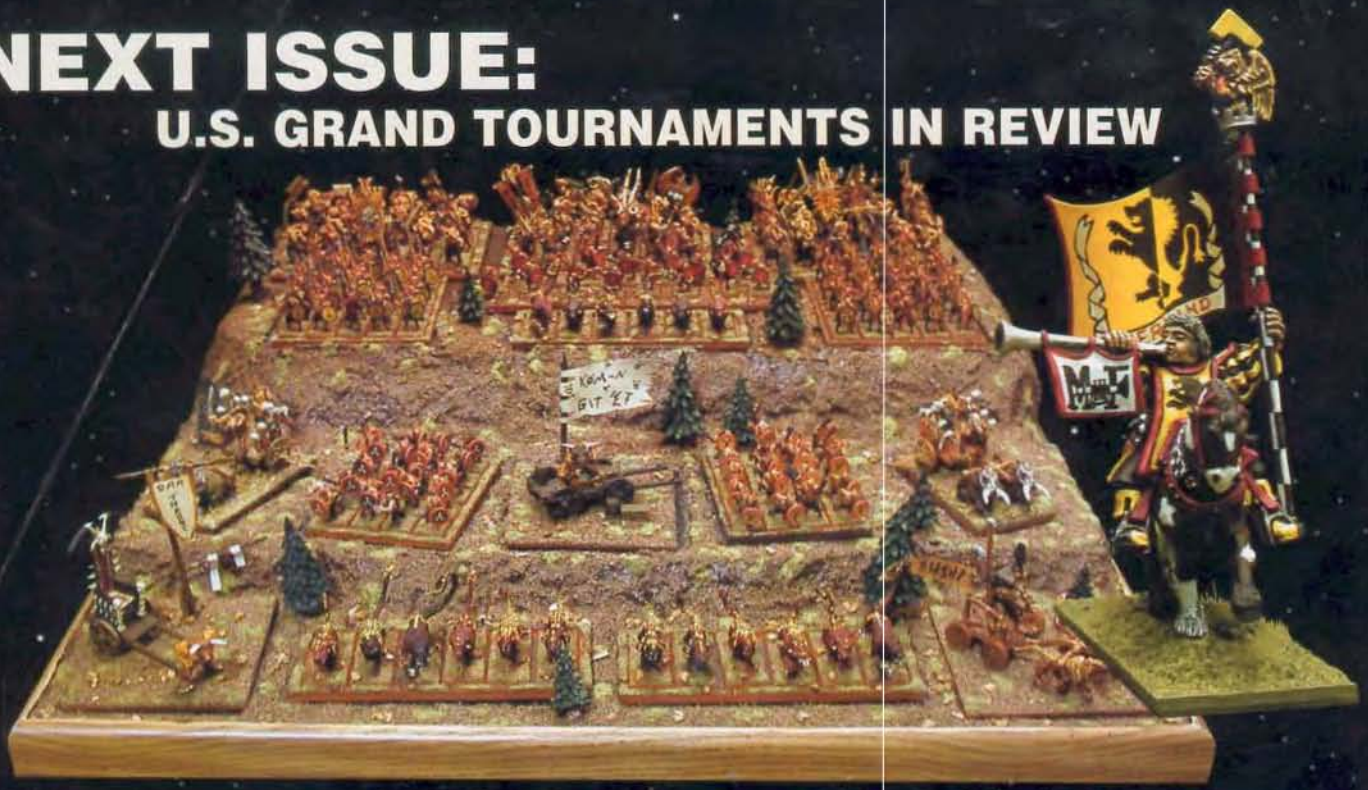

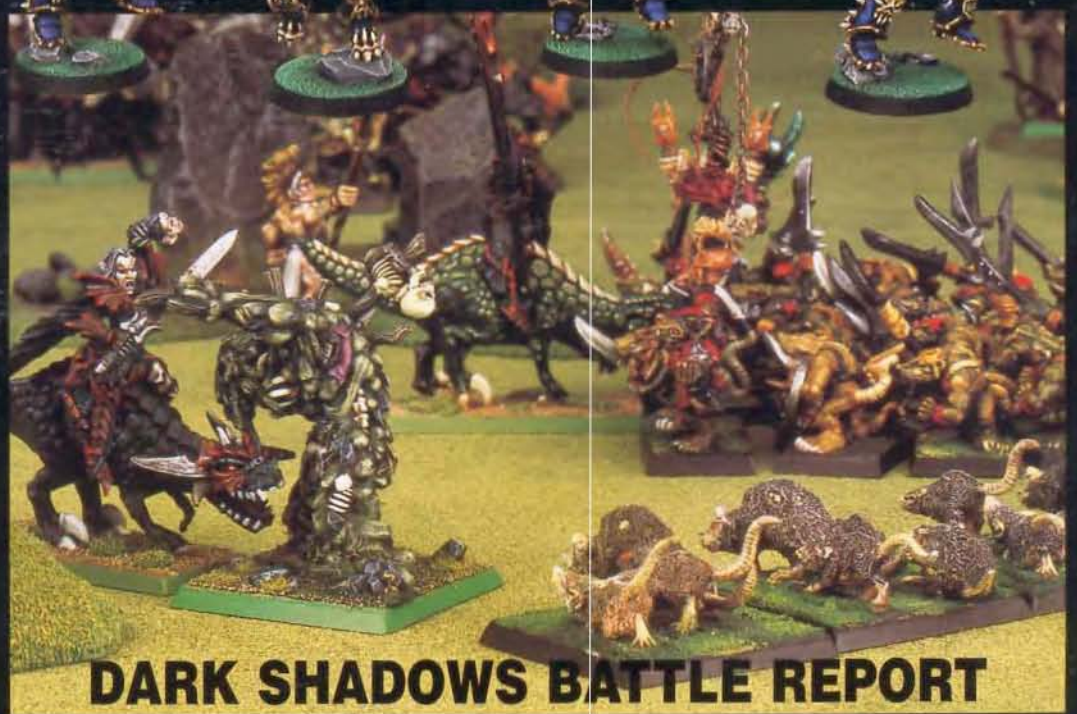

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