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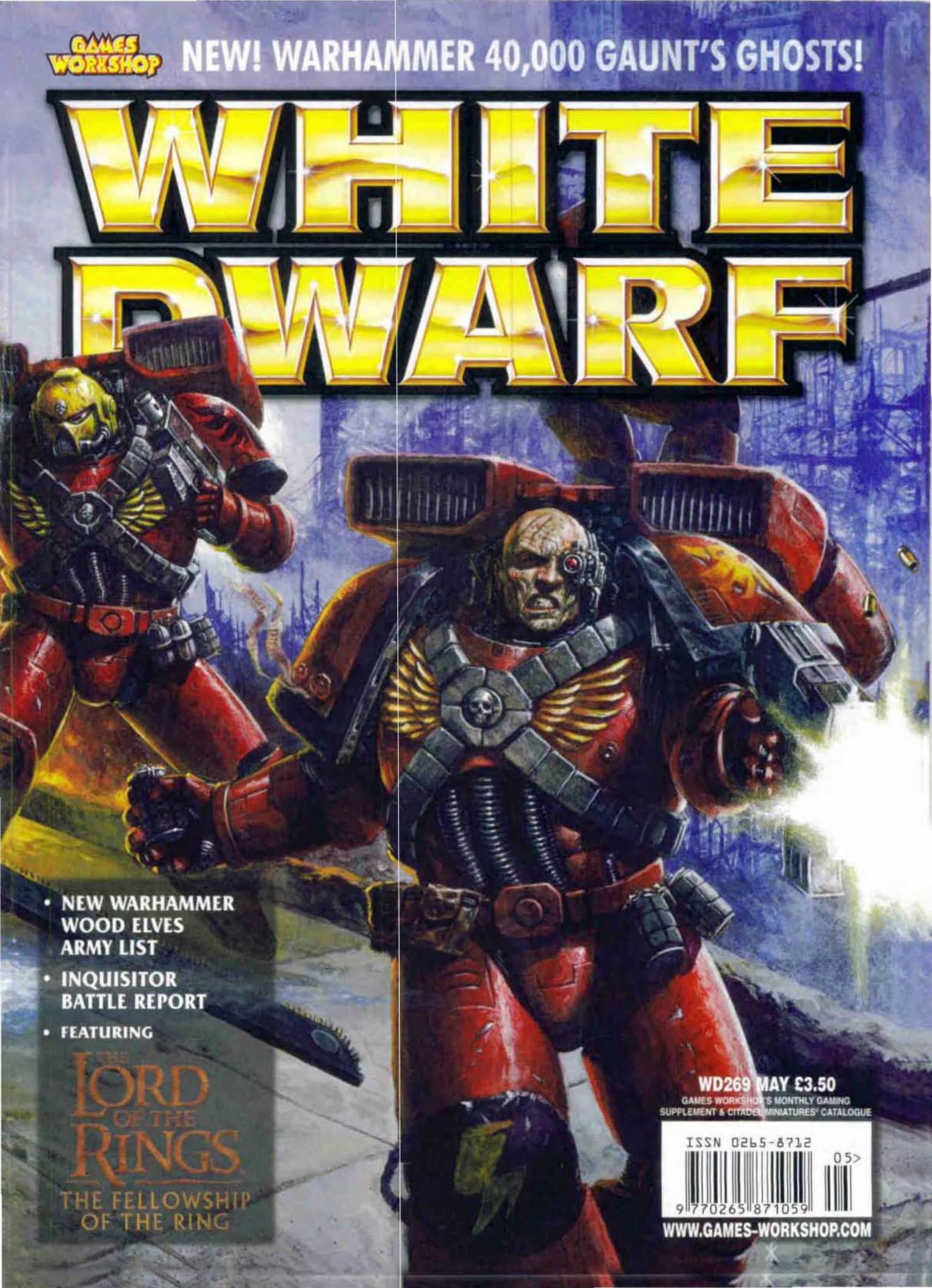
WHITE DWARF



- NEW WARHAMMER WOOD ELVES ARMY LIST
- INQUISITOR BATTLE REPORT
- FEATURING

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THE FELLOWSHIP OF THE RING

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THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

This month our The Lord of The Rings coverage kicks off on page 113.

Gimli and Legolas are covered in a painting masterclass. We also have a tactics article and two exciting new scenarios for you to play.

BATTLE REPORT

94 We have reached the final multi-player showdown in our Inquisitor battle report series.

It's high noon in Paganus Reach and four warbands have gathered to settle their differences once and for all...

EDITORIAL

NOT THE FIRST AND NOT THE ONLY...

Everyone loves to read exciting stories, whether it be for their favourite army or the game system they play most. Plenty of us love to read this material no matter who its main protagonists are – content to immerse ourselves in a good storyline. A ripping yarn is a ripping yarn after all!

Over the past few years our publishing wing, the Black Library, has published dozens of novels set in our game universes and backed these up with Warhammer Monthly, our Games Workshop comic and their short story anthology, Inferno! All of this goes a long way towards satisfying even the most voracious of literary appetites. But there is always something more to be added...

The vast majority of the Black Library's publications are based on the rich fount of material already crafted over the years in Army books and games. Adding further depth to our worlds and doing so with such aplomb, the Black Library has added an extra dimension to the Games Workshop experience.

Why am I telling you all this? Well, this month sees us cement this relationship even further as we release rules and miniatures for Gaunt's Ghosts! Having long been a favourite of mine and thousands of other readers, Colonel Commissar Ibram Gaunt and his Tanith First and Only Imperial Guard regiment (dubbed Gaunt's Ghosts) can now be used in your games of Warhammer 40,000. The new miniatures have been lovingly crafted by Alan Perry and Michael Perry, and feature such familiar characters as Colonel Colm Corbec, 'Mad' Larkin and Brin Milo, amongst others. Full rules for fielding them in games of Warhammer 40,000 can be found in this month's Chapter Approved.

This release also coincides with the publication of the latest Gaunt's Ghosts novel, *Guns of Tanith* by Dan Abnett. In this, the fifth book in the series, the Ghosts have the finger of blame pointed at them as Imperial troopers are found murdered. All this is set against the backdrop of an air assault on the Chaos held world of Phantine...

Of course, this isn't the first time we've seen this crossover from novel to the tabletop. Longtime stalwarts of Games Workshop fiction, Gotrek and Felix, already have rules and miniatures for use in Warhammer. With such a wealth of exciting material to draw upon we're looking forward to seeing more stories about the worlds you know and love, and who knows which of these characters will find their way onto the tabletop battlefield next...

See you next month!

Paul Sawyer
Editor

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NEW RELEASES THIS ISSUE

WARHAMMER

SKAVEN GUTTER RUNNERS **£6.00**

Gutter Runners are a Special unit choice, with 5 to 15 models in a unit.

The blister pack contains three Gutter Runner models.

Designed by Colin Dixon.

SKAVEN STORMVERMIN **£6.00**

SKAVEN STORMVERMIN COMMAND **£7.00**

Stormvermin regiments are a Core unit choice, with 10 or more models in a unit.

The Trooper blister pack contains three Stormvermin models. The Command blister pack contains a Champion, Standard Bearer and Musician.

Designed by Mark Bedford.
These models require assembly.

SKAVEN THROT THE UNCLEAN **£7.00**

Throt the Unclean is a special character and counts as a single Lord choice, but will use up one of your Hero choices as well.

The blister pack contains one Throt the Unclean model.

Designed by Mark Bedford.
This model requires assembly.

SKAVEN RAT SWARMS **£4.00**

Rat Swarms are a Core unit choice, with 1-5 bases in a unit.

The blister pack contains one Rat Swarm.

Designed by Colin Dixon.

AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

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A Warhammer novel by Jack Yeovil
Published by the Black Library

In Altdorf a killer nicknamed 'The Beast', stalks the streets. The disgraced watchman 'Filthy' Harald Kleindeinst is reinstated for a single assignment: to stop the Beast's reign of bloody terror and discover its true identity.

TALES FROM THE TEN-TAILED CAT £4.99

Graphic novel published by the Black Library.

This Graphic novel is a compilation of one off stories and includes the work of Gordon 'Bloodquest' Rennie, Dan 'Gaunt's Ghosts' Abnett and Karl 'Kal Jerico' Kopinski.

SKAVEN ASSASSIN £6.00

Skaven Assassins are a Hero choice.

The blister pack contains one Assassin model.

Designed by Colin Grayson.

WARRIORS OF CHAOS ARMY BOXED SET £125.00

The Warriors of Chaos army boxed set contains:

- 1 Hordes of Chaos armies book
- 5 Knights of Chaos
- 5 Marauder Horsemen
- 24 Warriors of Chaos
- 24 Marauders of Chaos
- 1 Champion of Chaos
- 1 Spawn of Chaos

These models require assembly.

INCLUDES THIS SPECIAL EDITION CHAOS ARMY BATTLE STANDARD BEARER!

Standard Bearer designed by Aly Morrison.

BATTLEGEAR

These items are available from Mail Order or the **Battlegear.co.uk** website, which also offers mouse mats, wallets, CD holders and paperweights.

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Megabadge *A1542P* £5.00
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NEW RELEASES THIS ISSUE

WARHAMMER 40,000

GAUNTS GHOST'S COMMAND PLATOON £15.00

Commissar Gaunt and the other special characters from this boxed set form a Tanith 1st Imperial Guard Command Platoon and count as an HQ choice.

This boxed set contains Commissar Gaunt, Corbec, Dorden, Milo, Larkin and one Guardsman armed with a plasma gun.

Designed by Alan Perry & Michael Perry.
These models requires assembly.

TANITH GHOSTS £6.00

Tanith Ghosts Guardsmen are a Troops choice, with one Sergeant and nine Tanith Ghosts Guardsmen in a unit.

This blister pack contains 3 Tanith Ghosts Guardsmen.

Designed by Michael Perry & Alan Perry.

INSIGNIUM ASTARTES £15.00

Published by the Black Library.

This incredibly detailed sourcebook is the most comprehensive account to date of the colours and insignia of the most famous Space Marine chapters and includes unit markings, chapter organisation and special troop types.

WARHAMMER MONTHLY 55 £2.50

Comic published by the Black Library

In this all-action issue: The Hag War reaches its height for Malus Darkblade! The horrific secrets of Vector 77 are unearthed in Titan. It's Killing Time for Kal Jerico and in the midst of a Black Crusade, Lysander risks his soul to find Leonatos.

FARSEER £5.99

The first Eldar novel by William King. Published by the Black Library.

The manipulative Eldar Farseers must find an agent, one very special human, and convince him to do their bidding as the powers of their race deteriorate.

DAEMONIFUGE: THE SCREAMING CAGE #3 £1.95

Comic published by the Black Library. Available only though Mail Order.

This three part mini-series includes an additional unpublished eight pages. It follows the story of Ephrael Stern, a Sister of Battle touched and possessed by a power beyond reckoning.

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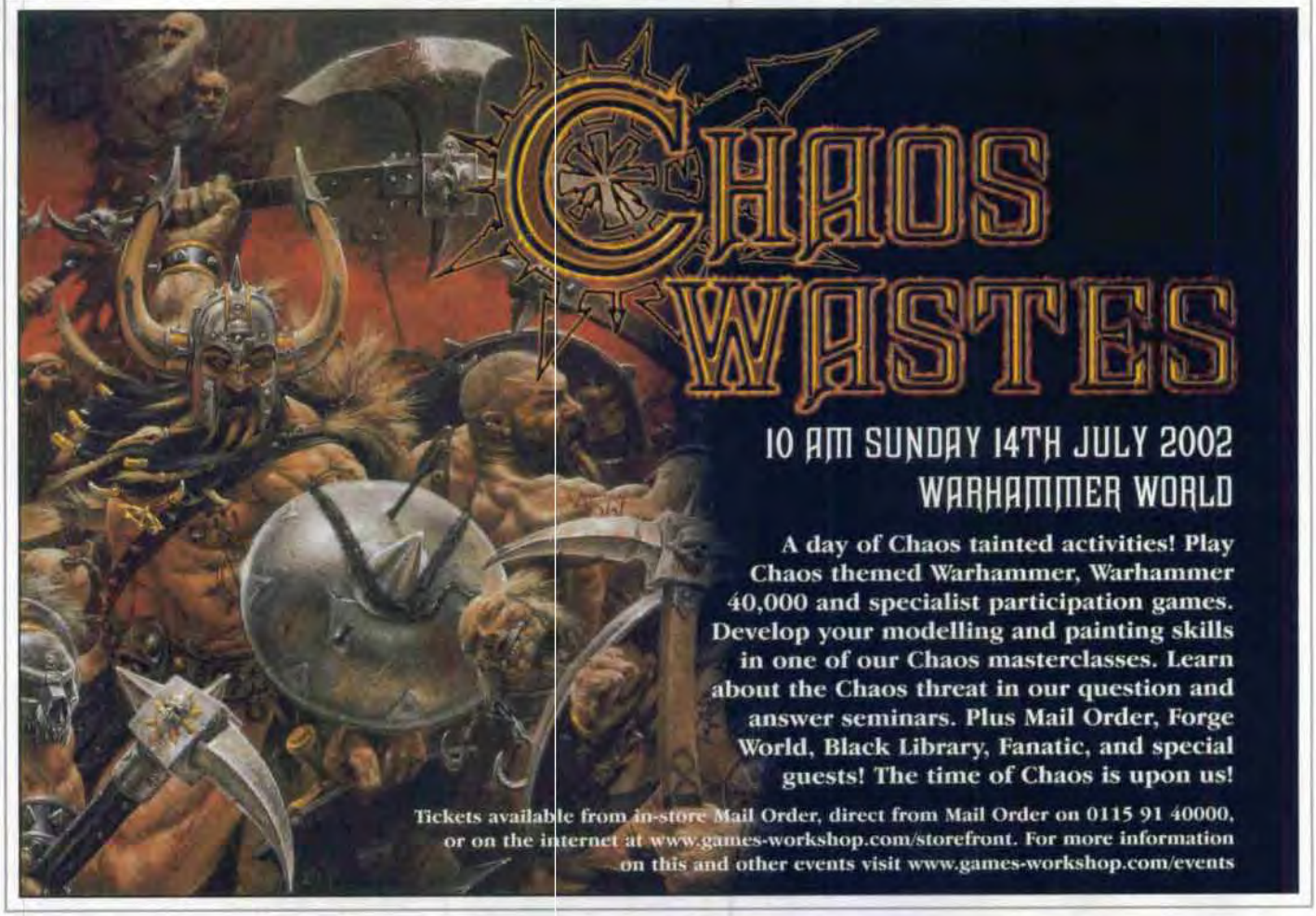

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10 AM SUNDAY 14TH JULY 2002
WARHAMMER WORLD

A day of Chaos tainted activities! Play Chaos themed Warhammer, Warhammer 40,000 and specialist participation games. Develop your modelling and painting skills in one of our Chaos masterclasses. Learn about the Chaos threat in our question and answer seminars. Plus Mail Order, Forge World, Black Library, Fanatic, and special guests! The time of Chaos is upon us!

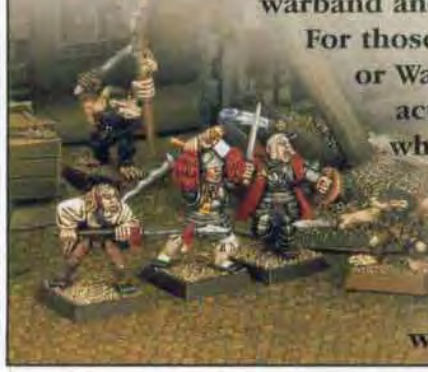
Tickets available from in-store Mail Order, direct from Mail Order on 0115 91 40000, or on the internet at www.games-workshop.com/storefront. For more information on this and other events visit www.games-workshop.com/events

Call To Arms

WARMASTER & MORDHEIM

12th May 2002 at Warhammer World, 10am to 4pm.
Tickets available from Mail Order – £10

Whether you are a seasoned veteran or a youngblood, come along to the newly re-opened Warhammer World and take part in a dedicated day of Warmaster and Mordheim gaming. Bring along your own 1,500pts painted Warmaster army or starting Mordheim warband and do battle for the fate of the Warhammer world. For those of you who don't have a Mordheim warband or Warmaster army yet, you can still join in the action with the many participation games which will be running throughout the day.



Warhammer World, Willow Road, Lenton, Nottingham NG7 2WS.
For further information log on to www.games-workshop.com/ukevents

NEW DARK ELDAR UPDATE

In next month's issue of White Dwarf we'll be bringing you an update for Codex Dark Eldar.

The Dark Eldar were the first new race to be introduced to Warhammer 40,000 for the 3rd edition of the game, and players have had almost four years now to get to grips with them. We have recently decided that the Dark Eldar should receive an update. These rules will be an official update to those found in Codex Dark Eldar.

An updated edition of the Codex will be available later this year, and will incorporate all of these new rules.

BLACK LIBRARY CLAWED BY CHAOS

The Black Library are set for some exciting new novel releases. Gav Thorpe is currently putting the finishing touches to a new trilogy called Slaves to Darkness. The first book, *The Claws of Chaos*, will soon be available in Games Workshop stores or direct from the Black Library website (www.blacklibrary.co.uk). As Gav has just put together the new Hordes of Chaos Armies book, we can expect to see some great material hinting at the future of Chaos and the Warhammer world in the novel.

Meanwhile, Kal Jerico is set to leave the confines of Necromunda and venture into space in the first of a new series of stories starting in Warhammer Monthly issue 56.

PAGES FROM THE PORTAL

CHAOS INCURSION

The Web team are very busy working on a new series of pages designed to support the forthcoming summer release of Hordes of Chaos for Warhammer. The pages will feature an interactive map of the Northern Wastes, terrain making features and a list of special characters to lead the forces of Chaos to battle.

THE NECRONS

The upcoming Necron Codex will also be receiving a great deal of attention when it is released in a couple of months. There are plans to feature a web battle report showing off this deadly new threat to the Imperium, and there will be a number of hobby pages to give helpful advice to anyone collecting and painting a Necron army.

CHAPTER APPROVED

The Web team have just unveiled a new Chapter Approved section on the website. It's opening with the extra Gaunt's Ghosts characters that we didn't have space to fit in this month's article (see page 44). Also featuring are the Tau Mercenary Auxiliaries, a new Troops choice for Codex Tau.
www.gamesworkshop.co.uk/wdmagazine/chapterapproved

PETE HAINES ON-LINE

On 11th July Pete Haines will be live on-line to answer your questions on the new Necron Codex. For the first time though, the team will be taking questions beforehand so that Pete can put together his response before he goes live on-line. Keep an eye on the website for details.

www.games-workshop.com

DARK ELDAR FLEET SIGHTED

Soon to be released will be new Dark Eldar ships for Battlefleet Gothic. The ships are sculpted by John Manders and will be the third new fleet to be released. Rumour has it that a new Ork battleship is also in production.

UK STAFF JOIN GRAND TOURNAMENTS

In response to feedback, both from our customers and employees, we are delighted to announce that the UK Grand Tournaments will now be open to all Games Workshop staff.

We asked our most avid tournament-going customers whether this would be a good idea. An overwhelming 81% said that they thought it would!

This will mean that both our staff and customers can compete for the ultimate wargaming trophies together. We see this as an important step in the development of our tournament programme.

HOW DOES THIS WORK?
Staff will be treated in the same way as all of our customers in every aspect of the UK Grand Tournaments. Most notably, staff will pay full ticket price, be responsible for arranging holiday time away from work to attend the shows, and be expected to buy Grand Tournament tickets in the same way as everyone else.

No favouritism will be shown to any competitor. To ensure this, the UK Events team will be seeking to include non-employee Referees and Judges in future Grand Tournaments. In addition, we will add extra heats to the Tournament year should we feel that the influx of staff into shows will jeopardise the ability of anyone to gain a place.

The first time Games Workshop staff will appear at a UK Grand Tournament will be Heat 2, in October and November 2002. We hope you will join with us in wishing everyone the very best of luck!

IMPORTANT NOTE
Games Workshop staff will only be able to attend UK Grand Tournaments. Our shows in other countries remain unaffected.

BULLET POINTS

- Colin Grayson is putting the finishing touches to the Khemri Tomb Guard.
- Tim Adcock is currently putting together a new vehicle for Warhammer 40,000 Chaos Space Marines. We don't have much information yet, but apparently it does have lots of legs...
- Mark Harrison has finished work on 'The Casket of Souls', a new war machine for Tomb Kings armies, which, as Warhammer Loremaster Gav Thorpe recently discovered in playtesting, can have a devastating effect on every unit on the battlefield that can see it!
- Aly Morrison has finished work on the new Thousand Sons Chaos Space Marines miniatures.
- The Studio's Warhammer campaign is hotting up with the Skaven and Chaos forces of Anthony Reynolds and Phil Kelly allying to cause devastation to the forests of Space McQuirk's Wood Elf realm.
- White Dwarf's Matt Hutson,Tom Hibberd and Graham Davey have been testing out some experimental multi-player rules for the Warhammer 40,000 CCG.

WHITE DWARF CAPTION COMPETITION

Later on in this issue you will find our Inquisitor multi-player battle report, during which this remarkable picture featuring Graham McNeill, Gav Thorpe, Space McQuirk and Graham Davey was taken. We held a caption competition in the Studio and enjoyed it so much that we've decided to let you have a go! The prize for the winning entry will be a copy of Inquisitor signed by the players.

The competition's closing date is the 18th May 2002 and all of the entries will be judged by our panel of highly impartial judges, ie, the White Dwarf team. To enter send your entries on a postcard to:

White Dwarf Caption Competition
Games Workshop, Willow Road
Lenton, Nottingham
NG7 2WS

Your winning caption could be here!

FORGE WORLD

After the popularity of the Chapter specific doors that Forge World produced for the Land Raider, the team have produced a set for the new Rhino. A selection of the most popular Chapters' icons will be produced, including Ultramarines, Space Wolves, Dark Angels and Blood Angels, to name just a few. Forge World are also working on doors for the different Chaos Legions.

Following on from the release of the Warhammer Skaven Armies book, Forge World are bringing out a Skaven Assassin for their Showcase series. It is sculpted by Sean Green and will be out later this year.

The Death Guard Legion Rhino front plate

Skaven Assassin

THE DOLGAN INVASION

Penned by Scribe Space McQuirk

The flickering orange glows of countless campfires surrounded the walls of Stravtrosgrad. Inside the wooden walls of the fort the acrid smell of burnt flesh permeated the night air. The sentries who stood atop the parapets tried in vain to ignore the screams of their captive comrades. In the darkness they could only guess at what horrors befell the unfortunate victims. Each dawn revealed a fresh row of banners lining the perimeter of the enemy camp. It was a gruesome sight; the crude standards made from the flayed skins of their people. The banners displayed all manner of menacing runes, drawn in the blood spilled from the victims of the surrounding villages.

Dimitri pulled up the collar of his thick fur-lined coat and took a deep draught from a bottle of clear spirits, before offering it to his Boyar. The Boyars were the nobles of Kislev, descended from the great families that had settled the harsh lands to the north-east of the Empire. Their forefathers had conquered trolls and other foul beasts to scrape a living from the barren frozen wastes. Life in Kislev was tough but the people had become hardy and had adapted well to the rigour of the harsh winters.

"The Domovoy warned me that I would soon be facing my peril. I should have listened to his words and left this accursed town." Dimitri stared out towards the Great Lake, the only dark patch amongst the sea of fires.

"You still put your faith in the words of spirits comrade?" Boyar Streltski shook his head at his second in command. "There is only one spirit that will give you the courage to fight this battle, my old friend." Streltski took the offered bottle and downed the contents, tossing it over the wall where it disappeared into a huge snowdrift. The drink burned as it slipped down his throat, but it warmed his insides, which was a welcome relief during the cold nights.

"These Dolgan," the Boyar cast his arm towards the enemy that besieged the small town. "Who is their leader?"

"They say his name is Gurkhan, a merciless and brutal warrior whose abhorrent form stands taller than any mortal man." Dimitri replied, his voice betraying the contempt he felt towards this enemy.

"That cannot be," Streltski's voice was raised and agitated, "Gurkhan wrested power from the Dolgan's war chief Darok near half a century ago. Even then it was said he was an old man, how can he still live?"

Dimitri placed both his hands on the enraged Boyar. "I have never lied to you, my Boyar," the warrior's voice showed the smallest hint of anger at the accusation. His Boyar had questioned his word and that was a slant

against his honour. Dimitri quelled his emotions, he knew his friend meant no offence. "The peasants say that the one called Gurkhan walks with the favour of the Gods, and that the man who once fought Darok has changed. 'Tis said he no longer resembles a man but has taken the form of a hideous beast and all the Dolgan have united with other tribes to wage brutal war under his banner." Dimitri could tell the name of Gurkhan had not fallen easily on his lord's ears. He continued, trying to draw the topic of conversation away from the Dolgan leader.

"There is still hope, my Boyar. Have you heard any word from the Tzarina Katarina yet?" Dimitri had heard that the raids of marauders were becoming frequent. If rumours were true, then the northern outposts had already fallen. The Tzarina would send her armies to where they were most needed, but in these dark times there were many places that sought their aid.

"Alas no, I fear that my messengers were captured, for it has been too long. Had she heard of our plight then a relief force would already be here." The Boyar shook his head grimly. "Tomorrow, at first light we will take the initiative, tell the lancers to have their steeds readied and prepare the war wagons. We are the Kislev and we would rather die in battle than cower behind these walls like some caged animal."

*****

As the first rays of the morning sun shone over the snow covered fields that surrounded the town, the sturdy wooden drawbridge crashed down over the frozen moat. The heavy drumming of hundreds of hooves thundered across the plains as the Winged Lancers sallied out. Great feather crests fluttered behind them sending out eerie whistles that sent a shiver of fear through the enemies' camp. The Dolgan quickly tried to gather their weapons and mount their steeds, surprised by the sudden assault.

Before any of the Dolgan warriors were ready the Winged Lancers galloped through the camp. These knights sacrificed the protection of full plate armour for speed and manoeuvrability. The skilled horsemen leapt over the few makeshift defences that had been erected at the perimeter of the marauders' camp, driving their steeds into the heart of the enemy. The deadly lances that this elite cavalry were famed for skewered dozens of Dolgans before they even realised the danger. The northmen frantically tried to control their own horses, which reared in fear. Many broke free from their tethers and bolted, further adding to the general panic that was rapidly spreading throughout the camp.

Four massive explosions sent the bodies of the savage warriors flying through the air. Behind the attack of the lancers trundled two mighty war wagons, huge carts bristling with cannons and packed with bowmen. Volleys of arrows fell amongst the barbarians, sending those few who had managed to mount their steeds tumbling to the ground. Moments later the war wagons smashed a path through the camp, the cannons sounding out deafening cracks as they blasted the Dolgans. The crew of these deadly armoured carts swapped their bows for spears, thrusting them at those enemies who had been fortunate enough to avoid being trampled beneath the hooves of the great horses that pulled the wagons. Many of the Dolgans who had escaped the horses suffered a worse fate as the huge iron clad wheels splintered their bones beneath each wagon's awesome weight.

"We have them on the run." Dimitri shouted to his troops from the platform of the leading wagon, encouraging the lancers to press home the attack. He let out a deep laugh before firing his pistol in the swarthy face of a Dolgan warrior who had climbed onto the wagon. A sudden and swift movement from above caught his attention, and as he saw the threat a chill shiver ran down his spine.

In but a few moments the clear blue of the winter sky darkened. Menacing black clouds blotted out the rays of the dawn sun and the sound of thunder trembled through the hearts of the Kislevites. A great blast of forked lightning struck the highest tower of the fort, and silhouetted against the brief flash of light descended a figure of dread. The being wore long flowing robes, topped with a great horned helm. In one hand it held a huge shield adorned with a sorcerous image, in the other a sharp pointed lance engraved with fiery glowing runes. It was mounted on a large disc that shimmered with colourful magical energy. At the sight of this being's foreboding arrival the fleeing Dolgans turned, raising their weapons high. All around the camp one name was being chanted, in the harsh accent of the barbaric invaders.

"Zharkol, Zharkol." They called as one, fresh courage flowing through their veins. With renewed strength they turned to face their attackers.

The figure on the disc glided towards the heart of the battle, bolts of scarlet lightning shooting from his fingertips. As each bolt struck the mounted lancers, the warriors were engulfed in a red inferno, the intensity of the unnatural fire fuelled by the souls of the victims. When the flames burned out, only the blackened armour and bones remained. The disc and its rider soared through the heart of the combat, the great blades surrounding the disc slicing through armour as though it were paper, ripping apart flesh and bone.

A cannon shot from the lead wagon landed yards short of the flying disc, the explosion of rock and soil unbalancing the Sorcerer for a moment. He regained his footing and now directed the disc towards this new target. Zharkol turned all of his attention towards this threat. The Champion of Tzeentch chanted a dark spell. No sooner had the last word passed his lips than a jet of blue energy issued from the tip of his lance. The magical force smashed into the war wagon immersing the armoured vehicle in a ball of bright blue fire. The tightly packed crew screamed as flesh melted from their bones, which in turn shattered into a thousand shards.

With their sorcerer's name on their lips, the Dolgan surged round the remaining lancers, swamping the brave knights and dragging them from their horses to be butchered by their cruel axes and maces.

From the battlements Streltski watched helplessly as Dimitri's wagon was in turn mobbed by the now bloodthirsty Dolgans. The enraged barbarians clambered over the armoured sides and hacked apart the brave men inside whom had no place to flee. Just as he gave the order to lift the drawbridge a welcome sound issued forth from the thick pine forest. The deep resonant blast of a horn echoed across the plains. It was the call of the Gryphon Legion, the most formidable cavalry in the realm. These knights were mounted on fully barded steeds, the helms of their full plate armour adorned with great feathered crests. Streltski looked towards the forest and a grin spread across his face. He watched with joy as the riders emerged from the dense green foliage. They were not alone, with them he could make out the huge forms of bears, lumbering behind. A huge bare chested and battle scarred warrior rode the largest of these beasts, he in many ways resembled one of the huge beasts himself. The bears charged across the snow with remarkable speed for their size, both knights and beasts smashing into the enemy flank simultaneously. Signalling for the remaining troops in the fort to sally forth, for the first time in days Streltski felt hope return to his heart. For a brief moment the dark skies that hung over the battlefield seemed to brighten.

The Dolgans found themselves under a bloody and ferocious attack. The knights of the Gryphon Legion were renown for their valiance against the forces of Chaos. Streltstki could see that the reputation was not ill-founded. Their martial prowess, combined with the ferocious and brutal strength of the bears, soon had the Dolgans fleeing for their lives once more.

Zharkol again steered his disc down into the mêlee, the blades wreaking a bloody carnage. Flames of all colours exploded around the sorcerous disc. Again it looked as though his dark sorceries would prevail, for none could withstand the fury of his power unleashed. Then, one of the bears reared up to its full height and struck the disc with its great clawed paw, smashing the sorcerer from the skies. The disc crashed into the snow, Daemonic shapes bursting into being before vanishing back to the twisted realm of their creation. Only an oozing pool of a black oily substance remained. Zharkol stood and turned in an attempt to destroy the huge creature with magic, only to have the jaws of the bear clasp around his neck before he could utter an incantation. With the demise of the powerful sorcerer, the forces of the fort joined the combat, eager to avenge the death of their comrades.

From the far edge of the lake numerous eyes watched the battle unfold. Each eye focused on a different combat, revelling in the horror filled screams. The carnage was magnificent and the gods would be pleased. Now was the

time to strike, now was the time to reveal the true splendour of Tzeentch's favoured.

The besiegers now found themselves surrounded. Dolgan warriors were tossed aside by the bears as though they were dolls, whilst the combined attacks of Streltski's force and the Gryphon Knights saw the marauders pushed back towards the great frozen lake. The snow covered fields were now a carpet of red, the blood of both Dolgans and Kislivites merging together in death. With no safe place to retreat, the invaders found themselves pushed backwards onto the icy surface of the lake. Warriors easily lost their footing, simple errors proving fatal as their opponents showed no mercy, thrusting their swords down at the fallen marauders.

Streltski blocked the swing of an axe, thrusting his sword into the guts of his opponent. His jewel-studded weapon was an ancient heirloom, handed down from father to son over many generations. Many were the foes it had slain and once again the blood of those who would threaten Kislev ran down the blade. As he pulled his sword free from the fallen warrior Streltski noticed a large shadow in the waters. It moved with great speed beneath the combat on the ice towards the rear of his force. But he had little time to dwell on the mysterious form as he concentrated on parrying the attack of an axe that was about to cleave his head from its shoulders.

Suddenly a deafening crack sounded out across the lake. For a moment the combat ceased as the fighters realised the peril of their situation. Great cracks spread across the ice sheet and a scramble to reach the safety of the shore ensued. Warriors slipped in their haste to get to the edge and the horses on the lake reared, well aware of their mortal danger. Over the shouts and whinnying of horses, a mighty roar reverberated through the heart of Streltski. The edge of the lake splintered into huge shards of ice and from the freezing waters a monstrous beast emerged. With one mighty leap it landed at the rear of the Gryphon Legion's formation, numerous limbs, some ending in great pincers, making a chitinous sound. Its great tail lashed out sending dozens of Gryphon Knights and their steeds plunging into the ice cold waters.

Once again the Dolgans shouted the name of their champion in a fierce war cry, but this time its name carried a more sinister menace.

"Gurkhan, Gurkhan." they cried. All who heard them could tell that the leader of the Dolgans had come to do battle and again the skies opened as thunder and lightning rent the heavens asunder.

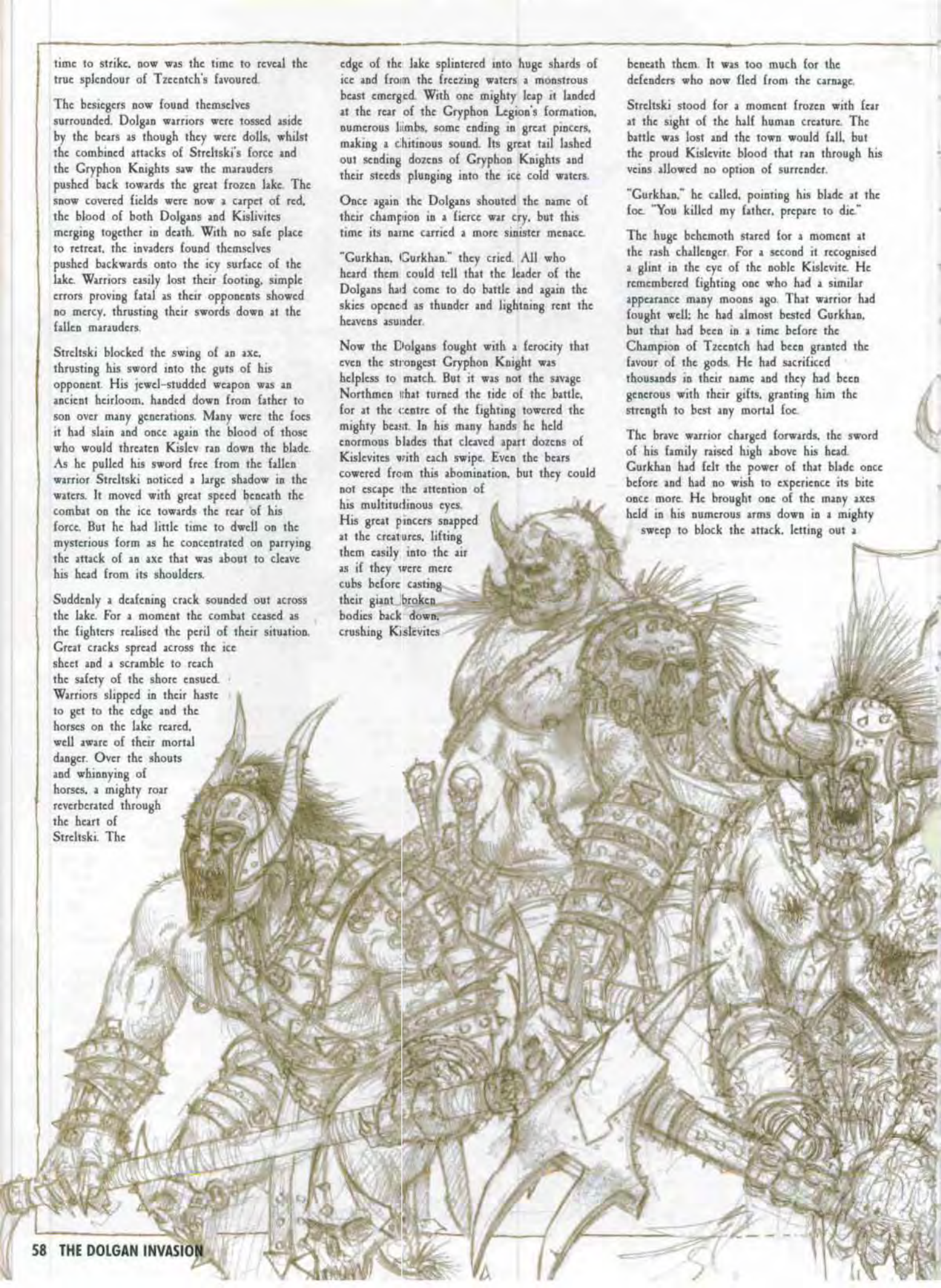
Now the Dolgans fought with a ferocity that even the strongest Gryphon Knight was helpless to match. But it was not the savage Northmen that turned the tide of the battle, for at the centre of the fighting towered the mighty beast. In his many hands he held enormous blades that cleaved apart dozens of Kislevites with each swipe. Even the bears cowered from this abomination, but they could not escape the attention of his multitudinous eyes. His great pincers snapped at the creatures, lifting them easily into the air as if they were mere cubs before casting their giant broken bodies back down, crushing Kislevites beneath them. It was too much for the defenders who now fled from the carnage.

Streltski stood for a moment frozen with fear at the sight of the half human creature. The battle was lost and the town would fall, but the proud Kislevite blood that ran through his veins allowed no option of surrender.

"Gurkhan," he called, pointing his blade at the foe. "You killed my father, prepare to die."

The huge behemoth stared for a moment at the rash challenger. For a second it recognised a glint in the eye of the noble Kislevite. He remembered fighting one who had a similar appearance many moons ago. That warrior had fought well: he had almost bested Gurkhan, but that had been in a time before the Champion of Tzeentch had been granted the favour of the gods. He had sacrificed thousands in their name and they had been generous with their gifts, granting him the strength to best any mortal foe.

The brave warrior charged forwards, the sword of his family raised high above his head. Gurkhan had felt the power of that blade once before and had no wish to experience its bite once more. He brought one of the many axes held in his numerous arms down in a mighty sweep to block the attack, letting out a



menacing laugh as his powerful weapon shattered the bright blade in two. He reached down picking up the warrior in a great claw to bring him close to his cold black eyes. Gurkhan wanted to relish the moment of death on the man's face. Slowly his pincer closed, its razor sharp edges slicing through the fur, then the armour, before cutting into Streltski's flesh. The severed torso fell onto the snow, landing beside the broken blade. Gurkhan roared. Victory had never been in doubt. Already the Dolgan warriors poured over the open drawbridge into the town. There would be many prisoners to sacrifice on the great pyre of Tzeentch. His god would again reward him well.

Bretonnia
Estalia
The Great Ocean
Tilea
Sea
Tilea

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HAMLINS: 231 High Street, Berkhamsted. Tel: 01684 591 117

K S MODELS: 19 Middle Row, Stevenage. Tel: 01438 746616

MAINLY MODELS: 66 Hermitage Road, Hitchin. Tel: 01462 422204

MARQUEE MODELS: Unit 5, The Marquee, Railway Street, Hertford. Tel: 01992 504718

TOYSHOP: 25 High Street, Royston. Tel: 01763 243270

TOYS TOYS TOYS: 47 Howard Centre, Welwyn Garden City. Tel: 01707 391319

ISLE OF WIGHT

FUN, FACT AND FANTASY: 1-3 St Johns Road, Ryde. Tel: 01983 617323

WIGHT WORLD OF WARGAMES: 14 Carisbrooke Road, Newport. Tel: 01983 530200

THE SPORTS & MODEL SHOP: 9 Union St, Ryde. Tel: 01983 862454

KENT

A.J. BLUNDELL & SON: 27 High Street, Sittingbourne. Tel: 01795 424 371

DEAL PRAMS: 30 Mill Hill, Deal. Tel: 01304 366 080

G2 COMPUTERS LTD: 28 Country Square, Ashford. Tel: 01233 663996

KIT KRAZY: 303 The Broadway, Bexley Heath. Tel: 0208 2987177

MANKLOWS: 44 Seal Road, Sevenoaks. Tel: 01732 454952

TIME & SPACE: 80 High Street, Broadstairs. Tel: 01843 866006

THE STAMP CENTRE: 45 High St, Gravesend. Tel: 01474 534166

WHITES: Stone St, Cranbrook. Tel: 01580 713298

BAZAAR 58: 58 High St, Broadstairs. Tel: 01843 862425

LANCASHIRE

A & B GAMES: 57 Chapel Street, Chorley. Tel: 01257 261833

ARTHUR BENN: 4 St James St, Burnley. Tel: 01282 422 546

HAMMICKS BOOKSHOP: 46/47 The Spindles Centre, Oldham. Tel: 0161 6205643

MERCER & SONS: 21-27 Northgate, Blackburn. Tel: 01254 52701

RICHARD LANCASTER: 35-37 Queen St, Morecambe. Tel: 01524 410 304

ROSSENDALE MODELS: 3 Bank Street, Rossendale. Tel: 01706 250007

TWIN SUNS: 125-127 Blackburn Road, Accrington. Tel: 01254 386665

WIGAN MODEL CTR: 58 Market St, Wigan. Tel: 01942 245 683

LEICESTERSHIRE

PUNCTILIO MODEL SPOT: 1-3 Waterloo Rd, Hinckley. Tel: 01455 230 952

STEVE'S MODELS: Bullens Courtyard, Mill Lane Mews, Ashby-de-la-Zouch. Tel: 01530 416827

LINCOLNSHIRE AREA

ACCESS MODELS: 16 Market Place, Grantham. Tel: 01476 592001

CASTALINE: 18-20 Upgate, Louth. Tel: 01507 602149

MASON'S MODELS: 20 New Road, Spalding. Tel: 01775 722456

WESTGATE DEPARTMENT STORE: 7 Market Place, Spalding.

MANCHESTER AREA

STEVE WEBB MODELS & HOBBIES: 80 Church Street, Frodsham, Warrington. Tel: 01928 735225

TOYMASTER: 3/5 Silk Street, Leigh. Tel: 01942 671118

MERSEYSIDE AREA

FIRESIDE MINIATURES: 206 Liscard Rd, Liscard, Wallasey. Tel: 0151 691 1683

RS MODELS: 69 Telegraph Rd, Heswall, Wirral. Tel: 0151 348 4363

MIDDLESEX

A BOVILL WRIGHT LTD: 127 High Street, Uxbridge. Tel: 01895 450 304

NORFOLK

AUTO LOCO BJ+MJ RIX: 10 Station Road, Sheringham. Tel: 01263 821777

EMPIRE: 121 Norfolk Street, Kings Lynn. Tel: 01553 765 174

HUNSTANTON MODELS: 24B High Street, Hunstanton. Tel: 01485 533324 / 834466

WESTGATE DEPARTMENT STORE: Vancouver Centre, Kings Lynn. Tel: 01553 760981

MEDLAND TOYS: 26-28 Church Street, Cromer. Tel: 01263 512177

STARLINGS -TOYMASTER: 31/33 High Street, Sheringham. Tel: 01263 822368

STARLINGS-TOYMASTER: 12 High Street, Holt. Tel: 01263 713101

TOYMASTER KINGDOM: 15 Car Street, Ipswich. Tel: 01473 253045

YOUNGSTERS WORLD: 28a High St, East Dereham. Tel: 01788 562 372

BLACKFISH GAMES: North Walsham. Tel: 01692 403 372

NORTHAMPTONSHIRE

GREEN ANGEL CARDS & GAMES: 165 Mill Road, Kettering. Tel: 01536 359 248

OSBORNE SPORTS & TOYS: 118 High Street, Rushden. Tel: 01933 312415

TOYMASTER KINGDOM: 53 Newlands, Kettering. Tel: 01536 512507

WESTGATE DEPARTMENT STORE: Elizabeth Street, Corby. Tel: 01536 203525

NORTHUMBERLAND

FAIRPLAY: 1A Pudding Mews, Hexham. Tel: 01434 606678

NOTTINGHAMSHIRE

ACCESS MODELS: 43-45 Castle Gate, Newark. Tel: 01636 673116

GREENS SUPERSTORE: 43 Stodman Street, Newark. Tel: 01636 611211

GREENS SUPERSTORE: 4/5 Spa Lane, Retford. Tel: 01777 700339

GREENS SUPERSTORE: 9 Bridge Court, Worksop. Tel: 01909 431330

GREENS SUPERSTORE: Broadmarsh Centre, Nottingham.

GREENS SUPERSTORE: The State Building, Church Street, Gainsborough. Tel: 01427 676000

ILKESTON CO-OP: 12 South St, Ilkeston. Tel: 0115 932 7777

MODEL BASE: 19 Gateford St, Worksop. Tel: 01909 501 752

MORTON'S MODELS: 12 Bridge St, Mansfield. Tel: 01623 22215

OXFORDSHIRE

DENTONS: 202 The Broadway, Didcot. Tel: 01235 816566

DENTONS: 1 High Street, Witney. Tel: 01993 704 979

TRINDER BROS: 2-4 Broad Street, Banbury. Tel: 01295 262 546

SOMERSET

BRIGHT SPARKS: 4c Kenn Road, Clevedon. Tel: 01275 341819

GRIFFINS GAMES: 9 The Centre, Weston Super-Mare. Tel: 01934 429799

G.W. HURLEY: 27 / 29 High Street, Burnham On Sea. Tel: 01278 789281

JULIANS T/AS THE TOYCUPBOARD: 1 Pier Street, Burnham On Sea. Tel: 01278 782960

JUST FOR FUN TOYMASTER: 4C Kenn Road, Clevedon. Tel: 01275 341819

KRACKERS: 5 Bath Place, Taunton. Tel: 01823 335057

THE ELLENBRAY PRESS: The Old Library, Westway, Frome. Tel: 01373 462139

WELLS MODELS: The Old Chapel Bakery, Union St, Wells. Tel: 01749 675 262

YEOVIL COLLECTORS CENTRE: 16 Hendford, Yeovil. Tel: 01935 433739

SHROPSHIRE

FUNFAYRE LTD: 30 Church Street, Oswestry.

FUNFAYRE LTD: 7 Claremont Street, Shewsbury. Tel: 01743 233647

SANDA GAMES: 4 Albert Place, Donnington, Telford. Tel: 01952 676722

QUESTING KNIGHT GAMES: 6 Old Bakery Row, The Parade, Wellington, Telford. Tel: 01952 417747

HOBBY HORSE: 62 Whitburn St, Bridgenorth. Tel: 01746 766 659

STAFFORDSHIRE

ALSAGER TOYS & MODELS: 58 Sanbach Rd South, Alsager, Stoke on Trent. Tel: 01270 882871

J. W. BAGNALL: 18-20 Salter Street, Stafford. Tel: 01785 223349

THE OLD BELL: 9 Lower Gungate, Tamworth. Tel: 01827 310 320

TOO FAT GOBLINZ: Unit 3, The Colonade, East Gate Street, Stafford. Tel: 01785 244499

THE TOYBOX: The Maltings, Uttoxeter. Tel: 01889 565 357

SUFFOLK

HALESWORTH TOY SHOP: The Thoroughfare, Halesworth. Tel: 01986 874270

MODEL JUNCTION: 10 Whiting St, Bury St Edmunds. Tel: 01284 753 456

TOY BOX: 32 New Market, Beccles. Tel: 01502 712785

TOYMASTER KINGDOM: Gaol Lane, Sudbury. Tel: 01787 372238

TOYMASTER KINGDOM: 62 Cornhill, Bury St. Edmunds. Tel: 01284 761646

TOYMASTER KINGDOM: 56 London Rd (North), Lowestoft. Tel: 01502 565688

TOYTOWN: 8 Church Street, Woodbridge. Tel: 01394 383170

WESTGATE DEPARTMENT STORE: 141 London Road, Lowerstoft. Tel: 01502 512444

WESTGATE DEPARTMENT STORE: Market Place, Diss.

SURREY

DORKING MODELS: 12-13 West Street, Dorking. Tel: 01306 881747

HAMMICKS BOOKSHOP: 12-13 Belfry Ctr, Redhill. Tel: 01737 770334

HAPPICRAFT: 144 The Centre, High Street. Tel: 0208 890 4211

NASEEM: 58 High Street, Walton on Thames. Tel: 01932 252560

TAYLORS TOYS & SPORTS: 10 Chipstead Valley Road, Coulsden. Tel: 0208 660 0710

THE TOY SHOP: 69 High Street, Reigate. Tel: 01737 245300

SUSSEX AREA

BIG KIDS TOY SHOP: 2 Clinton Place, Seaford. Tel: 01323 899099

CHICHESTER TOYS: 53 South Street, Chichester. Tel: 01243 788055

GENTLE GALLERY: 2 Shelly House, Bishopric, Horsham, West Sussex. Tel: 01403 258567

GENTLE GALLERY: 94 High Street, Steyning, West Sussex. Tel: 01903 812933

HEATH MODELS & TOYS: 25 Sussex Road, Haywards Heath. Tel: 01444 459785

IDEAL FOR KIDS: 13 Guildbourne Centre, Worthing. Tel: 01903 208203

K C'S GAMES SHOP: 31 West Buildings, Worthing. Tel: 01903 237983

TRAINS MODELS AND HOBBIES: Shop 1, Hartfield Court, High Street, Bognor Regis. Tel: 01243 864727

TYNE AND WEAR AREA

S.R. GLADSTONE & SON: 99 Bedford St, North Shields. Tel: 0191 257 0335

COATS MODELS: 44 Market Place, South Shields. Tel: 0191 427 7644

WILTSHIRE

BOURTON MODEL RAILWAY: Box Bush, High Street. Tel: 01451 820686

CYBERDYNE: 15 The Shires Centre, Trowbridge. Tel: 01225 775980

N DUCK: 11-1 High Street Martborough. Tel: 01672 512170

HOGGOSAURUS TOYSTORE: 29-30 Maryport St, Devizes. Tel: 01380 723 841

RAW MODELS: 3-5 East Street, Warminster. Tel: 01985 215418

WARWICKSHIRE

JOTO RAILWAYS & MODELS: 7 Lawrence Sheriff St, Rugby. Tel: 01788 562 372

NUNEATON BOOKSHOP: 24 Abbey Street, Nuneaton. Tel: 02476 342000

WARGAMES WAREHOUSE: Queens arcade, Nuneaton.

WORCESTERSHIRE

ELECTRONIC DUNGEON: 4a Graham Road, Great Malvern, Worcester. Tel: 01684 891619

MODEL MAYHEM: 51 Bridge St, Evesham. Tel: 01386 421431

THE STRONGHOLD: 27 Unicorn Mill, Redditch. Tel: 01527 60709

T.P ACTIVITY TOYS: Severn Road, Stourport on Severn. Tel: 01299 872800

YORKSHIRE AREA

GREENS SUPERSTORE: 6/8 Market Hill, Scunthorpe. Tel: 01724 271020

GREENS SUPERSTORE: 49 Crystal Peaks Shopping Centre, Sheffield. Tel: 0114 247 5749

GREENS SUPERSTORE: Meadowhall Shopping Centre, Sheffield. Tel: 0114 256 9979

GREENS SUPERSTORE: 16 Market Street, Huddersfield. Tel: 01484 544664

KITCRAFT: 46 Shambles St, Barnsley. Tel: 01226 206060

MAGAZINE WORLD: 2-6 Commercial Street, Halifax. Tel: 01422 330547

MAYFAIR TOYMASTER: Wednesday Market, Beverly, Hull. Tel: 0482 862777

SHERMANS MODEL SHOP: 19 Dunstall Street, Scunthorpe, South Humberside. Tel: 01724 842439

SPACE MYTH & MAGIC: 39-40 Queen Street, Scarborough. Tel: 01723 501821

WESTGATE DEPARTMENT STORE: Middleton Grange Shopping Centre, Hartlepool.

WESTGATE DEPARTMENT STORE: 17-25 High Street, Scunthorpe, South Humberside. Tel: 01724 281888

WHITEGRACE LTD T/AS KITCRAFT: 3 Kendray Street, Barnsley. Tel: 01226 206080

COMPUTER & GAMES CENTRE: 34 St Nicholas Cliff, Scarborough. Tel: 01723 500505

LONDON

FREDERICK BECK LTD: 22-26 Camden Passage, Islington. Tel: 0207 226 3403

HARRODS: Knightsbridge.

J.H. LORIMER LTD: Satchwell House, Clifford Road. Tel: 0181 656 6625

JOHN SANDERS: 77-79 High Street, Ruislip. Tel: 01895 634848

LEISURE GAMES: 91 Ballards Lane, Finchley. Tel: 0208 346 2327

N20 TOYS: 1348 High Road, Whetstone. Tel: 0208 445 7621

TOYSTOP: 377 Upper Richmond Road West, East Sheen. Tel: 0208 876 5229

WESTGATE DEPARTMENT STORE: 145 High Street, The Harlequin Centre, Watford.

ELYS: 16 St Georges Rd, Wimbledon. Tel: 0208 946 9191

ROSSIS OF LONDON: 265 Chingford Mount Rd, Chingford. Tel: 0207 529 1920

CHANNEL ISLANDS

ALADINS CAVE LTD: Les Canus Road, Capelles, Jersey. Tel: 01481 728469

CAROUSEL: 36 Commercial Arcade, St. Peters Port. Tel: 01481 721721

THE LITTLE SHOP: 12 Conway Street, St. Helier. Tel: 01534 732187

WALES

ALBATROSS: 29 Pier st, Aberystwyth, Dyfed. Tel: 01970 617836

ARTISTS CORNER: 7 Beaufort Sq, Chepstow. Tel: 01291 627 393

BRITE IDEAS: Unit 1, Bank Street, Wrexham. Tel: 01978 758451

CHARLIE'S STORES: Market St, Newtown. Tel: 01686 625 313

COMIX SHOPPE: 13 Shoppers Walk, Swansea. Tel: 01792 642097

J. CLARK TOYS & GIFTS: 13-15 High St, Brecon. Tel: 01874 622 865

SOUTH AFRICA

WIZARDS WAREHOUSE: Lower Level, Eden Mall, Van Ribeeck Avenue, Eden Vale. Tel: 0027 21 683 0360

ESSWEX RETAIL: Shop 20A, Northcliffe Corner Shopping Centre, Corner of D.F. Malan Drive & Lawley Avenue, Roosevelt Park, Johannesburg. Tel: 0027 11 8883619

MALTA

ICON LTD: 83, Triq Misrah Il-Barrieri, Msida. Tel: 00356 227999

GREECE

FANTASY SHOP:
3 Septemvriou 103, Athens 10434. Tel: 00301 8231072

UNITED ARAB EMIRATES

HOBBYLAND TRADING: PO Box 26489, Dubai. Tel: 0097 14 3493326

GAMES WORKSHOP

If you are 16 or older you can join the Games Workshop Store Club – a unique group whose members can participate in the various events and special schemes at selected Games Workshop stores.

STORE CLUB NIGHTS...

Many GW stores run Store Club nights when the doors are closed to the general public, so they can concentrate on gaming, painting or whatever other hobby activities the club members prefer. The idea is that the staff and members can relax and play games in a friendly atmosphere, or use the shop facilities for demonstrations, scenery making, painting or whatever appeals to you and the group. Overall, we aim to provide a facility for hobbyists to either paint, game or just hang-out in a friendly, informal environment.

CAN I STILL BUY STUFF ON STORE CLUB NIGHT?

Of course – though you might have to wait until the shop manager has rolled those dice and finished his round of combat! You can also order anything the store doesn't have, by means of the in-store Mail Order system. In fact, we plan to put extra staff on the Mail Order phones on Store Club nights to make sure there is always someone to take your order and answer any queries you might have about our extensive product ranges. This way you can all benefit from clubbing together and only pay the delivery charges once.

WHAT ABOUT SPECIALIST GAMES?

You can play, paint or just chat about any of Games Workshop's ranges of games, including all the Specialist games, such as Necromunda, Epic 40,000 and Blood Bowl.

Organising the activities is up to the club members, with the approval of the store staff, and there's no reason why you can't organise a Blood Bowl tournament, run a Necromunda league or demo Epic 40,000, to give just a few examples.

Maybe you enjoy the immense firefights and dramatic sweeping conflict that is Epic 40,000...

...or perhaps you prefer the fantasy football carnage that is Blood Bowl.

WHAT ELSE WILL THE STORE CLUBS BE DOING?

The truth is we have loads of ideas and keep coming up with new ones every day! But we'll take our cue from what you, the club members, want to do. We'd like to see more inter-regional tournaments for example, and it would be great to organise seminars or painting masterclasses with some of the more well known players and painters (mentioning no names... we'll see who we can tempt to join in). Another idea is to hold preview evenings when we can show you new and forthcoming products – hot off the press as it were.

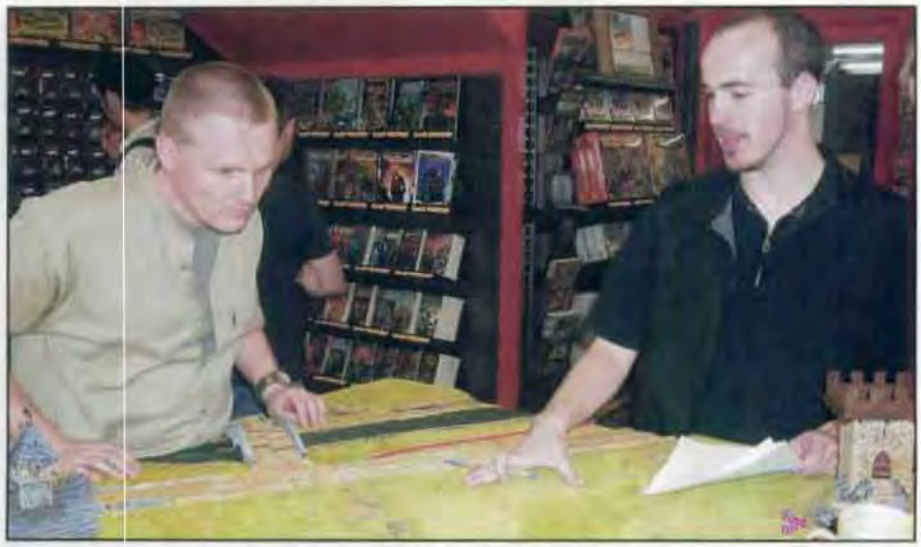
GREAT – WHERE CAN I SIGN UP?

Registration is as simple as a phone call. Calling Mail Order will allow you to sign up to the scheme within a few minutes. You can do this from home, or just use the store's phone next time you are visiting. Once you have signed up, we'll send you your personal membership card.

STORE CLUB TIPS

- Use the notice board. It's a good idea to let other gamers know what you're into or where your club is, and what activities you have planned.
- If you're leaving the area, let a member of staff know. They'll contact the nearest store to your new location.
- Welcome new members. The worst kind of club is one that no-one wants to join!
- You don't have to play a game or paint any models at a Games Workshop Store Club. Just drop in for a chat about the hobby whenever you like.
- Experiment! Use the time to explore the hobby in new ways.
- Share your own hobby skills. Run some masterclasses if you're an expert in a particular aspect of the hobby.
- Run some local events. Get in touch with other Games Workshop Store Clubs or local independent GW gaming clubs and run some events. Perhaps a regional tournament or painting competition would go down well.

Clubs Nights are a chance for staff to join in.



Plan out your own campaigns and scenarios with other gamers.

STORE CLUBS

Put your hobby knowledge to the test against other gamers.

Whatever your hobby interest, the club is a good place to meet people with similar ideas.

THE MAIDSTONE STORE CLUB IN ACTION!

The club has been operating successfully for about six months now. On average the number of guys and girls attending is about 25 members, and we have had over 30 on some occasions. Ages range from 17 to 45 years old at the moment.

Warhammer and Warhammer 40,000 are played most of the time, but Specialist games are also encouraged. Some of the games that have attracted interest are Inquisitor, Space Hulk, and Battlefleet Gothic. We currently have a Blood Bowl league running with about ten teams taking part, about half of which were purchased through the in-store Mail Order service.

Club members vary from complete novices to battle hardened veterans. We also have parents who were curious as to what the 'latest thing' is all about, then decided they quite like it too.

The club provides a friendly and relaxed environment where help and advice is shared between members on all aspects of the hobby, anything from modelling tips, painting techniques and terrain building, to making an army list or building a gaming table.

When we asked members why they came to Tuesday nights, a number of common reasons kept cropping up. They come to enjoy themselves and have fun, make new friends who share a common interest, and get tips and advice about the hobby. As for the staff, we want our club (and ultimately the store) to be successful, so we do what it takes to make it that way, and have loads of fun along the way!

Mick Clark *Games Workshop Maidstone*

Exchange painting tips, modelling advice, and gaming tactics with other like minded hobbyists.

All of our Games Workshop stores run Veteran's Nights every Tuesday evening.

If you're an experienced gamer with plenty of experience on the battlefield, then Veteran's Night will suit you perfectly.

You can play games against equally experienced opponents, share ideas about all aspects of the hobby and play whatever Games Workshop games system you like. Alternatively, just come along and chat about the hobby with like-minded individuals.

This activity is run in every Games Workshop store that opens late on Tuesdays, however some of our stores, shown here, go one step further and run the Store Clubs!

The following stores all run Store Clubs.

ABERDEEN: Unit 1, 30/40 Upper Kirkgate. Tel: 01224 621 261

BIRMINGHAM: 116 Corporation Street. Tel: 0121 236 7880

BRIGHTON: 7 Nile Street. Tel: 01273 203 333

CANTERBURY: Unit 5, Iron Bar Lane. Tel: 01227 452 880

CHELMSFORD: Unit 4C, Phase 2, The Meadows Centre. Tel: 01245 490 048

DUNDEE: 110 Commercial Street. Tel: 01382 202 382

ENFIELD: 3/5 Genotin Road. Tel: 0208 363 3238

EXETER: 12 Paris Street. Tel: 01392 490305

HEMEL HEMPSTEAD: 16 Bridge Street. Tel: 01442 249 752

KINGSTON ON THAMES: 33 Fife Road. Tel: 0208 549 5224

LEICESTER: Unit 2,16/20 Silver Street. Tel: 0116 253 0510

LIVERPOOL: 47 Lord Street. Tel: 0151 258 1404

MAIDSTONE: Unit 6, 1/9 Pudding Lane. Tel: 01622 677 435

MANCHESTER: Unit R35, Mardsen Way South, Arndale Centre. Tel: 0161 834 6871

NEWCASTLE: 63 Clayton Street. Tel: 0191 232 2418

NORWICH: 12-14 Exchange Street. Tel: 01603 767 656

NOTTINGHAM: 34a Friar Lane. Tel: 0115 948 0651

OXFORD: 1A Bush House, New Inn, Hall Street. Tel: 01865 242 182

POOLE: Unit 12 Towngate Centre, High Street. Tel: 01202 685 634

PORTSMOUTH: 34 Arundel Street. Tel: 02392 876 266

PRESTON: 15 Miller Arcade. Tel: 01772 821 855

SHEFFIELD: 16 Fitzwilliam Gate. Tel: 0114 275 0114

SOUTHEND: 12 Southchurch Road. Tel: 01702 461 251

STOCKPORT: 32 Mersey Square. Tel: 0161 474 1427

SWANSEA: 45 Princess Way. Tel: 01792 463 969

YORK: 13A Lendal. Tel: 01904 628 014

BOBBY WONG'S BLOODQUEST

US Golden Demon Awards 2001 Slayer Sword Winner

Based on the popular strip in Warhammer Monthly, Bobby Wong's incredible Bloodquest diorama won the Slayer Sword at the 2001 US Golden Demon awards. We were so impressed that we asked Bobby to the GW Studio so we could take a closer look!

LEONATOS

Bobby wanted Leonatos to be the focal point of the diorama as he is the central character in Bloodquest. Leonatos is made from approximately 85 components, but the majority of these are tiny rivets! Most of the model is made from a variety of Space Marine plastic parts, demonstrating just how versatile the kits can be. His legs are from an Assault Marine and have been repositioned, whilst the torso is from the Tactical Squad command sprue.

Bobby is a very conscientious modeller and has recorded the development of his models every step of the way. You can see his excellent website at: http://miniature-art.tripod.com

PROTEUS

In the Bloodquest comic, Proteus often runs into battle with Cloten. Bobby filed off the hair on the miniature and then added an antenna to the headset.

VETERAN BROTHER CLOTEN
Cloten is a favourite character of many Bloodquest fans and Bobby wanted to model him making a headlong charge into battle. Cloten's axe is made from plasticard, spikes from the Chaos Warriors accessory sprue and the front nozzle of a plastic Space Marine flamer.

SERGEANT TRANIO
Sergeant Tranio is often pictured directing the other Exiles into battle, so that's how Bobby chose to depict him. Bobby modelled Tranio with a receding hairline and repositioned both of his arms to give a more dramatic pose.

BROTHER PALEMON
Brother Palemon was the easiest model to convert. Bobby chose a classic shooting pose as he is often depicted giving Cloten covering fire during an assault. Palemon's head is from the Warhammer Chaos Warriors accessory sprue.

Bobby Wong, pictured receiving the Slayer Sword at the US Golden Demon Awards 2001.

GOLDEN DEMON 2002

ENTRANTS' SURVIVAL GUIDE

Each year around two thousand entries are brought to the Golden Demon painting championships, with each of the entrants hoping to win one of the Golden Demon trophies or even the coveted Slayer Sword itself. This survival guide should help this year's hopefuls to enter the Golden Demon tournament as easily as possible.

WHEN AND WHERE TO QUEUE

The Golden Demon tournament opens for entry logging at 9am, one hour before the main event opens its doors. To log in your entry you can either queue by the Golden Demon entrance (see the plan below), or enter through the main Games Day doors (after 10am). There will be signs around the arena directing you to the Golden Demon entrance but if you get lost, simply ask one of the dozens of Games Workshop staff who are bound to be milling around. It goes without saying that the earlier your miniature is on display the better, as this gives it more chance to catch the judges' eyes. The last entry must be booked in by 12pm to allow the judges to complete their first round of judging by 12.30pm.

HOW DO I BOOK IN MY ENTRY?

So you're queuing up and the row of booking-in tables are rapidly getting nearer – what do you need to have prepared? The answer is a completed entry form (see the example opposite). It is important to have a separate entry form for each entry you have. Please complete the whole form using clear block capitals. Entry forms can be

The Golden Demon entrance is at the opposite end of the N.I.A. building to the main entrance – you need to walk right round the outside.

THE TIMETABLE:

9.00 am	-	Golden Demon competition opens for entry booking in.
10.00 am	-	The Games Day event opens.
12.00 pm	-	Last entries must be submitted before 12pm.
12.30 pm	-	1st round judging will be complete.
1.00 pm	-	All miniatures that are not in the winning entries area may be collected.
2.30 pm	-	Final judging complete – all winning miniatures may now be collected.
2.45 pm	-	All category winners are asked over the arena tannoy to gather in the Golden Demon presentation area.
3.00 pm	-	Category winners are presented with their statues and Studio invitations.
3.45 pm	-	Winners assemble by the main stage for Slayer Sword presentation.

photocopied from the Golden Demon article in White Dwarf 267. Printed versions will also be handed out on the morning of the event. Obviously you should have filled in as much information as you can *before* you reach the booking-in tables.

Once you reach the booking-in table, hand over your entry form and you will receive a competitor's receipt/entry number card. A number will be printed on both parts of this card (see the example above). This number will be recorded on your entry form and the category number will be circled on all three items. Your entry card will then be carefully filed and you will be given a Golden Demon competitor's sticker.

Now your entry has been allocated a number, all that is left is to place your miniature on the appropriate category table. From the booking-in table, move through onto the balcony where you will find the individual categories designated by large, hard to miss posters!

CATEGORY TABLES

The first category you will reach is the Young Bloods, which is always the most popular. The Open Competition is situated at the far end. In between these two categories are the eleven Golden Demon categories including the new The Lord of The Rings film scene category and the winning entries area. When you reach the appropriate table, hand over your miniature and the entry number part of the card to a staff member who will display the entry on the card behind a glass screen. Make sure you keep the competitor's receipt part of the card safe as you will need this to collect your entry later (no receipt – no miniature!).

RUNNING REPAIRS

If entries become damaged, repairs can be made at the repair table which will be situated next to the booking-in area. Carrying cases or packing you may have for transporting your entries cannot be left in the Golden Demon area and must be taken away by entrants (bringing a rucksack is a good idea).

MAKING THE GRADE

The judges mark all entries that have made the first round cut by placing a small, round, green sticker on the relevant entry number card. These successful entries are then moved to the winning entries area and displayed in the appropriate category. It is from these groups of entries that the first, second and third place winners for each category are chosen.

COLLECTING YOUR ENTRIES

After 1pm all entries not in the winning area can be collected. Simply locate your miniature and present your competitor's receipt to a staff member who will check that the number on your receipt is the same as the number on the entry number card, and will hand you your entry.

AND THE WINNER IS:

By 2.45pm the names of the Golden Demon winners will be called out over the arena tannoy system and they will be asked to gather in the presentation area close to the booking-in area. At 3pm the judges will present the trophies to the winners of the 11 Golden Demon categories, the Young Bloods and the Open competition.

All the winners are invited to Nottingham where White Dwarf editor Paul Sawyer will give a tour around Games Workshop HQ, and the winning miniatures will be photographed for inclusion in a future issue of White Dwarf.

THERE CAN BE ONLY ONE

At 4pm the 1st place winners from each category will be introduced on the Games Day stage, and one of these twelve skilled painters will become the Slayer Sword winner. After a brief introduction, a GW Studio personality will open the all-important envelope and announce the winner of this year's tournament, who will then strike the traditional pose by lifting the Slayer Sword in triumph.

Good luck!

SPECIALIST GAMES RANGE

Games for the Dedicated Hobbyist

Warhammer and Warhammer 40,000 are not the only great games that Games Workshop has produced over the years. Up until now these games were only released for a limited period of time and then taken off sale. However, such has been the demand to keep these games in print, we've decided to make seven of them available permanently. We've called them the Games Workshop Specialist Games Range, and below we answer some of the more commonly asked questions about the range.

WHICH GAMES ARE IN THE SPECIALIST GAMES RANGE?

The range currently consists of Inquisitor, Warmaster, Mordheim, Battlefleet Gothic, Blood Bowl, Necromunda and Epic 40,000. If new specialist games are produced by Games Workshop then they will be added to the range as soon as they come out.

WHY ARE THEY CALLED SPECIALIST GAMES?

We've decided to use the term 'specialist games' to cover these titles as they tend to appeal to older and more experienced gamers who have 'cut there teeth' on either Warhammer or Warhammer 40,000 and are looking for something new to try out. Or, to put it another way, we see the specialist games as primarily for veteran players with specialised tastes. In addition, the specialist games tend to cover more specialised subjects than Warhammer or Warhammer 40,000. Mordheim, for example, is set in one city in the Warhammer world in a specific period of the Warhammer world's history, while Battlefleet Gothic deals with spaceship combat in the Warhammer 40,000 Galaxy, and so on.

WILL THERE BE NEW STUFF FOR THESE GAMES?

Yes there will! We'll be bringing out magazines, annuals and new miniatures

Blood Bowl: Thrud the Barbarian

Control gigantic Titan war machines or command massive armies with Epic 40,000

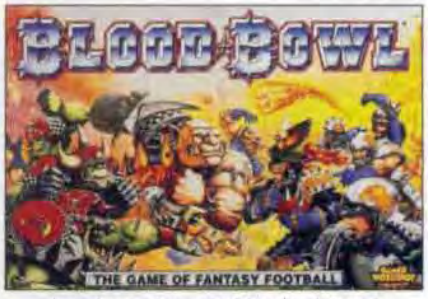
Fight vicious battles in the hives of Necromunda with this Warhammer 40,000 skirmish game.

Command huge armies and lead them to victory to prove you are the greatest general in the Warhammer world!

Take on the role of a powerful Inquisitor and do battle against rival factions in this super-detailed narrative wargame.

Lead your warband into the ruined city of Mordheim in this Warhammer skirmish game

Fight huge battles between fleets of spacecraft with Battlefleet Gothic



Lead your team to bloody victory in Blood Bowl, the game of fantasy football.

Warmaster:
Knights of the White Wolf

Battlefleet Gothic:
Retaliator Class Grand Cruiser

for all of the games in the Specialist Games Range. This is already happening – all of the miniatures pictured on these pages were released within the last few months.

WILL YOU KEEP MAKING NEW STUFF FOR THESE GAMES FOREVER?
As long as the demand is there and you're playing the games then we'll keep on supporting them and bringing out new material for them. Watch out for details of new Specialist Games Range releases in each White Dwarf.

CAN YOU TELL US MORE ABOUT THE MAGAZINES?
Each of the games in the Specialist Games Range has its own magazine. The magazines provide new rules, articles, details of new releases, news and gossip, designer's notes, a gaming contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers. In addition, White Dwarf will also publish articles about the games in the range.

WHAT ARE THE ANNUALS?
Once a year we will bring out an annual for each game in the Specialist Games Range. These annuals will contain the rules for any new models released in the previous year, as well as official errata, Q&A and new rules for the game covered. Basically, as long as you have the game and the latest annual then you will know that you are completely up to date on the game rules.

DOES THE SPECIALIST GAMES RANGE HAVE A WEBSITE?
Yes it does! You can find out about new releases and order on-line by visiting the Specialist Games Range page of the Games Workshop website at **www.specialist-games.com**. We're gradually adding community sites for each of the games in the range, which will include archives, chat rooms, links to cool fan sites and other bits and pieces.

HOW DO I GET HOLD OF THE GAMES AND MINIATURES IN THE SPECIALIST GAMES RANGE?
You should ask your local Games Workshop stockist if they carry the Specialist Games Range. If you can't get hold of the games from your local shop then the full range is carried by Games Workshop Mail Order, and can be ordered on-line from the Games Workshop website at **www.games-workshop.com**.

SO WHAT'S NEW THIS MONTH?
This month we are re-releasing one of the all-time favourites of the Specialist Games Range. That's right, Blood Bowl is back, and it's better than ever! With new rules, brand new teams, and excellent new models, the game of fantasy football has just got even more fantastic! Also making a welcome return in the near future is the Blood Bowl Magazine. Full of news, articles and new releases, the Blood Bowl Magazine is an invaluable asset to all Blood Bowl players.

Blood Bowl:
Amazon

Blood Bowl:
Lizardman Kroxigor

Blood Bowl:
Lizardman Star Player

The Specialist Games Range is available from selected stockists and Games Workshop Mail Order. Visit the Specialist Games Range website at www.specialist-games.com

BATTLEFLEET GOTHIC

DESTROY THE TOMBSHIP!

Battlefleet Gothic is one of the seven superb games in our Specialist Games Range. The game covers ship to ship combat in the Warhammer 40,000 galaxy, and allows players to command fleets of mighty spaceships. In this short battle report we see what happens when an Imperial fleet takes on a new menace – the Necrons...

A Battlefleet Gothic battle report by Jervis Johnson and Andy Hall

We've just put the finishing touches to the official rules for the Necron ship models recently released by the Fanatic design team. An early 'experimental' version of the Necron fleet rules have already been published in Fanatic's bimonthly Battlefleet Gothic Magazine, and feedback from players about these rules has allowed us to fine-tune the rules into the final version which will be published in the Battlefleet Gothic Annual later this year. As the new Codex Necrons for Warhammer 40,000 will be out soon too *(look out for a preview next month – ed)*, we thought it would be fun to do a battle report in White Dwarf which coincided with this and also ran the new Necron ship rules through their paces.

One of the things we were keen to do in this battle report was to get away from the idea that all games must be tournament style games where both players pick an army to an agreed points value and then line up and fight. Such games have their place, of course, but it's just as much fun to play games that don't use points values and have a unique scenario devised by the players specially for the game. This game was to be of the latter type.

SETTING UP

We decided to play a game based around one of the first attacks in a sector by a Necron harvester fleet. As Codex Necron will explain, Necron activity has started to increase sharply all over the Warhammer 40,000 galaxy, though the reason for this remains a mystery. All that is known for sure is that Imperial planets have started coming under attack from Necron forces, which invade a planetary system, brush aside any defending Imperial forces, and then spirit away the citizens inhabiting the planets in the system. The Necron fleet then vanish as mysteriously as they arrived, leaving a barren and uninhabited planetary system in their wake. The process has become known as harvesting, and the Necron fleets which do it have become know as Harvester fleets.

Jervis checks range to the enemy.

Although Necron activity has been increasing, attacks are still rare, and there have so far been very few major battles between Imperial and Necron fleets. This means that the majority of Imperial Navy commanders have little idea of the capabilities of Necron ships, or the best tactics to use against them. We decided to base our game on one of the first encounters between Imperial ships from a sector that had not previously been attacked by the Necrons, and a Necron Harvester fleet.

There is a particularly fine story in Codex Necrons describing the destruction of a Necron tomb complex by Deathwatch Space Marines on the planet Berien on the eastern reaches of the Ultima Segmentum. The Deathwatch become involved because of increasing numbers of Necron raids in the area, and so we decided that our game should act as a prequel to this tale, representing the first major encounter between ships of the Ultima Segmentum fleet and a force of Necron raiders.

Andy makes another 'Brace For Impact' roll.

In our scenario a Necron fleet heading towards a sparsely inhabited Imperial planet has been spotted in deep space by a small Imperial flotilla. The flotilla is heavily outnumbered by the Necrons, so instead of engaging them, they have sent out a call for reinforcements, and

IMPERIAL SHADOWING FORCE

Shield Of Jupiter
Gothic class battlecruiser, Ld 9

Patrol Group Berrin
Firestorm class frigates x 3, Ld 8

IMPERIAL REINFORCEMENTS

Hammer Of Thor
Fletribution class battleship, Ld 9 (Admiral, two re-rolls)

Lord Berrus
Mars class battlecruiser, Ld 6

Trident
Dauntless class light cruiser, Ld 8

Retarius Squadron
Firestorm class frigates x 3, Ld 7

NECRON HARVESTER FLEET

Nightacre – Tombship
Reaver – Scythe
Stalker – Scythe
Nightcrawler – Shroud
3 Dirges
2 Jackals

then shadowed while waiting for help to arrive. Fortunately a much larger Imperial fleet happened to be nearby, and it is speeding to intercept the Necron fleet while it is still in the outer reaches of the planetary system. The game starts at the point that the Imperial reinforcements turn up and attack the Necrons.

As already noted, we decided not to use points values for the two fleets, and instead simply used all of the Necron ships in the Fanatic collection against a roughly equal number of ships and escorts from Fanatic's Imperial fleet. Necron ships cost more points than similarly-sized Imperial ships, so this meant that the Necrons had more points than the Imperial side, but we reasoned that the Imperial fleet commander was not to know this and so would engage as soon as his fleet was of roughly equal size to the Necron force. After all, real-life commanders don't have the benefit of always fighting against opposing armies that they know are the same strength as their own army.

The set-up for the game was dictated by the scenario described above. First of all we set up the scenery to represent the outer reaches of the Imperial system. In our game the Necrons have just passed a massive gas giant, ignoring the Imperial monitor station that orbits it, and are about to enter the asteroid field which surrounds the system's inner planets. Next we set up the Necron fleet in the middle of the table, heading in the direction of the asteroid field. The shadowing flotilla and the Imperial reinforcements were set up on the two

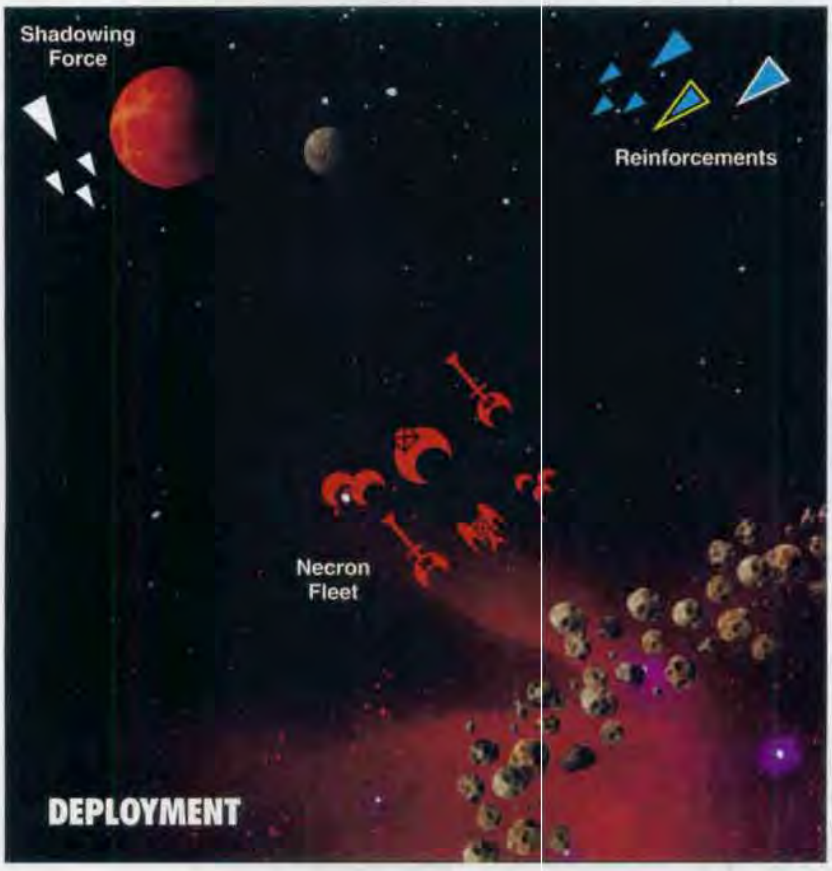


table corners behind the Necron force, as shown on the map above.

Rather than using the formal victory conditions from the Battlefleet Gothic rules, we simply gave each side a set of objectives and agreed to judge which side had done best at achieving these objectives at the end of the game. The Imperial objective was to protect the Imperial planets in the system by destroying or driving off the Necrons, while the Necrons needed to brush aside the Imperial fleet so they could carry on with their harvest. Neither fleet could afford to suffer too much damage in achieving their objectives.

And with that we were ready to play. The battle commenced...

OPENING MOVES – Turns One & Two

Jervis rolled highest to see who moved first and immediately ordered the ships of the shadowing force to go 'All Ahead Full' so they could join up with the Imperial reinforcements as quickly as possible. The reinforcements moved more slowly, so they could fire the nova cannon mounted on *Lord Berrus* and launch ordnance from both *Lord Berrus* and *Hammer of Thor*. Unfortunately the nova cannon shot fell short, but *Hammer of Thor*'s torpedoes plus two squadrons of fighters and two squadrons of bombers from *Lord Berrus* launched to streak towards the Necrons. No other weapons were in range at this point. (It's worth noting here that Jervis had never played against Necrons before, and didn't think it fitted the scenario to read up on them beforehand. This meant he was unaware that the Necrons had no fighters, so he included escorts for the bombers 'just in case'.)

Up until now the Necrons had been content to ignore the Imperial ships that were shadowing them, but they reacted quickly to the Imperial attack. One of the Necron Scythes accompanied by the Jackal escorts broke to the right, while the rest of the Necron fleet went left. The Necron ships moved incredibly quickly compared to their Imperial counterparts, and Jervis started to look a little worried. His composure was further unsettled when very long range fire by Necron particle whips destroyed two of the Firestorm escorts from Retarius Squadron. The Necron weapons ignore shields on a roll of six, and Andy rolled two sixes on three dice! Fortunately most of the Necron ships proved to be out of range, and no further serious damage was done at this stage.

Jervis decided leave the attack craft from *Lord Berrus* to tie up the main Necron force, and to concentrate the rest of the Imperial fleet against the Scythe and Jackals which had broken off to the right. If he could defeat them while they were on their own and outnumbered, then he would have a good chance against the rest of the fleet later on. To this end the Imperial fleet started to bear towards the smaller Necron force. *Hammer of Thor* reloaded its empty torpedo tubes, and *Lord Berrus* started to fuel and arm its second wave of attack craft. Unfortunately Jervis rolled a double when checking to see if *Lord Berrus* managed to rearm its attack craft, so the second wave would also be its last.

Jervis was much luckier with his shooting, however. First of all *Lord Berrus* scored a direct hit with his nova cannon on the Scythe breaking off to the right. The nova cannon proceeded to get six points of damage on the Scythe, and even though the Necrons 'Braced For Impact', giving them a 2+ save against each point of damage, two points of damage were inflicted on the Necron craft. (Most ships in Battlefleet Gothic only get a 4+ save when they Brace For Impact, but the Necrons receive a 2+ save instead.) To make matters worse for

the Necrons, further attacks from the long range weapon batteries on *Hammer of Thor* and *Lord Berrus* managed to inflict another two points of damage on the other Scythe class Necron ship!

However, despite the damage his ships had suffered, Andy was clearly undeterred. The Scythe and the Jackals closed with the ships from the Imperial Shadowing force, while the remainder of the Necron fleet started to swing round behind the Imperial reinforcements. The Jackals opened fire on Patrol Group Berrin, taking out one of the Firestorms, and fire from the rest of the Necron fleet knocked down all of the *Hammer of Thor*'s shields and inflicted two points of damage. (Although Necron ships only have a few weapon batteries compared to comparably sized Imperial ships, their weapons are much more accurate thanks to the Necrons' sophisticated sensors. This meant that Andy was typically rolling almost double the number of to hit dice that he would have done with an equal number of Imperial weapon batteries. If Jervis had been aware of this he would probably have Braced For Impact against the Necron firing on *Hammer of Thor*.)

However, not everything went the Necrons' way. In the Ordnance phase of the Necron turn the fighters and bombers from *Lord Berrus* were able to launch an attack run on the Scythe that was coming round behind the *Hammer of Thor*. The Imperial Fighter escorts were destroyed by the Scythes' defensive turrets, but the two bomber squadrons made it through and inflicted another two points of damage on the Necron ship, crippling it. This was a heavy blow to the Necrons, as Andy could not risk having the ship destroyed – so it played no further part in the battle.

THE TRAP – Turns Three & Four

At this point things were looking very good for the Imperial side. They had split the Necrons in two and the whole of the Imperial fleet was heading towards the smaller part of the Necron fleet. One Necron ship had been crippled, and although the Imperial fleet had taken some damage none of it was serious.

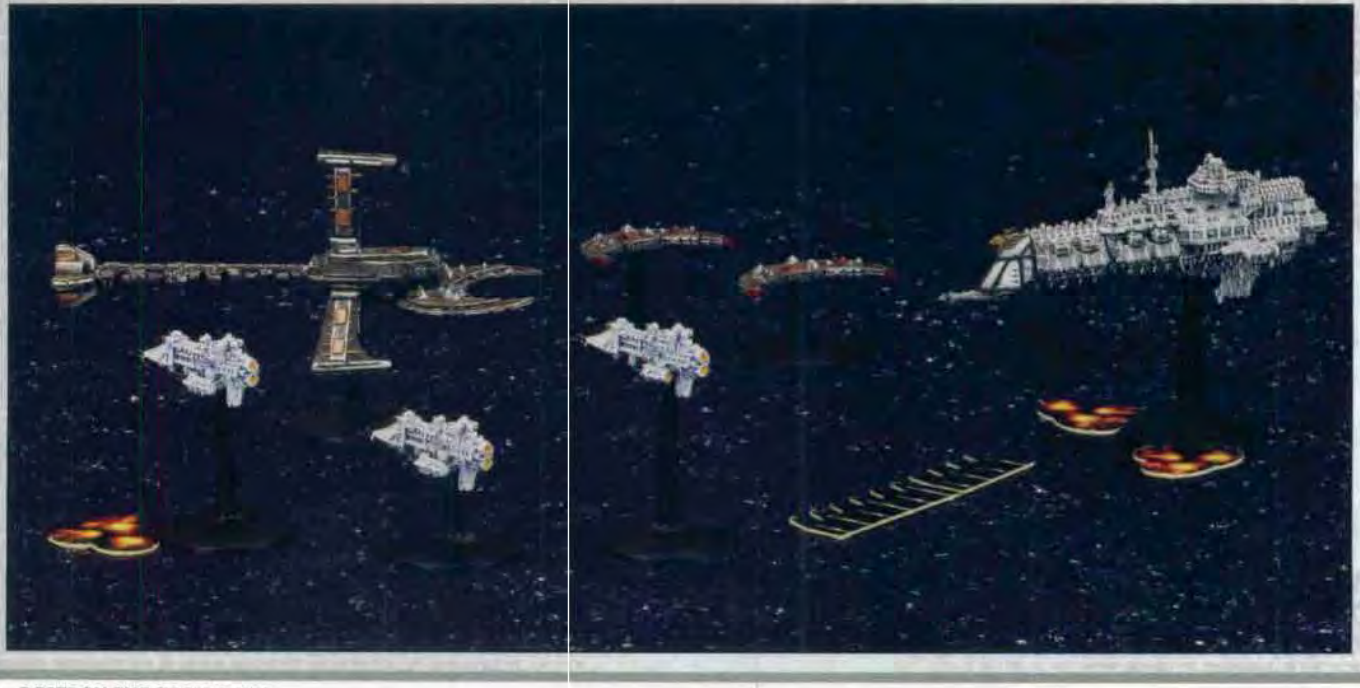
As things were going well, Jervis decided to stick to his plan. The Imperial ships kept on closing with the Scythe and the Jackals, blasting them with as much fire as they could bring to bear. Unfortunately *Hammer of Thor* and *Lord Berrus* were still too far away to provide much help, and all of the hits scored on the isolated Necron

ships bounced off the 2+ saving throws they received for being braced. Still, the Imperial ships were in a good position, closing in on an isolated part of the Necron fleet and having left the main Necron force well behind...

Or so it seemed, because just as it looked like the game was in the bag for the Imperial fleet, the Necron Tombship and its escorts suddenly made use of the Necrons' special 'inertialess drives'. Imperial ships add 4D6cm to their move when they go All Ahead Full, and they may not turn, but the inertialess drive allows Necron ships that use All Ahead Full orders to add 1D6x10cm(!) to their move and to make a turn every 20cm as they move(!!). Andy used this rule to quickly close the distance with the Imperial fleet (the Tombship moved 80cm!!!), with the result that instead of the Imperial ships having isolated part of the Necron fleet, they were now caught in a trap between the two Necron forces! The only good news for Jervis was that the Necrons shooting was disrupted by the special move they had made, and so only caused a few points of damage on the Imperial ships. Nonetheless, both battlecruisers and the *Hammer of Thor* took damage from the Necron fire. It was suddenly very clear that the Imperial fleet was being outgunned and out-manoeuvred.

Jervis knew he had one last chance to turn the tables. The Scythe which had not yet been crippled was still isolated and could be attacked by the entire Imperial fleet. If they could destroy it there was still a chance to win the battle. To this end all of the Imperial ships started to bear down on the Scythe. Those that could locked onto the vessel, and both *Hammer of Thor* and *Lord Berrus* prepared to fire torpedoes and launch fighter bombers. A veritable tornado of fire erupted against the Necron ship, but none of the fire was able to get past the 2+ saving throw it received for being braced. Finally the Berrus's bombers managed to score a single point of damage, the only damage the entire Imperial fleet was able to inflict! This was just enough to cripple the Necron ship, but this was scant reward considering how much effort had been put into the attack.

Andy now prepared to make the Imperial fleet pay dearly for the damage it had done to the Necrons.



The Tombship and the bulk of the Necron fleet opened up on the Imperial ships at close range with all of their deadly weaponry. Shields flared and went down, and at the end of the round of shooting both *Lord Berrus* and *Shield of Jupiter* were crippled, and *Hammer of Thor* was within two points of being crippled too. It was a devastating blow.

END-GAME – Turns Five & Six

Jervis knew the game was up, and that the only thing to do now was to try and disengage before he lost any of his ships. Fortunately he was in a good position to do so, and although closely pursued by the Necron escorts, the bulk of the Imperial fleet was able to get away. Both *Lord Berrus* and *Shield of Jupiter* managed to disengage almost immediately, and although *Hammer of Thor* was crippled before it got away, the mighty vessel was able to disengage too. *The Trident* managed to escape undamaged (the only Imperial capital ship to do so!), but only three of the Firestorm escort craft managed to escape, the remaining three escorts being lost covering the retreat of the main fleet.

Having driven off the Imperial fleet the Necrons proceeded on their way. The Tombship had not been damaged. The harvest would take place as planned...

CONCLUSION

It had been a thrilling and closely fought battle. Although the Imperial side had clearly been outmatched, and this told in the end, they had hung on in there for most of the game and with a bit of luck could have done a lot more damage to the Necron fleet. As it was the luck evened out, with Jervis having the luck at the start of the battle, and Andy getting the luck at the end. The result was that the Imperial fleet was forced to withdraw leaving the field to the enemy, and in these terms the battle was clearly a Necron victory

However, when playing unbalanced scenarios like this, it's not really about who won or lost the battle, but how well each side did under the circumstances. When we sat down to discuss the game with Andy Chambers and Pete Haines, we came to the conclusion that the Imperial fleet had done rather well all things considered. After all, it had taken on a superior and previously unknown enemy, and had still managed to cripple two of the enemy capital ships without actually losing any of its own. Although the Imperial fleet had been forced to retreat, it had done so only once the battle was clearly lost and after it had inflicted as much damage as possible on the enemy.

Most importantly it had disengaged without losing any of its capital ships. Because of these things we decided that the Imperial fleet had done slightly better than the Necron fleet, though in Andy's defence it must be said he is more used to playing against the Necrons than with them, and so the game had been a learning process for him as well.

However, questions of who won and lost after a game like this one are really moot. What was important was that both players had a great time and had their skills tested to the utmost, and that the battle which unfolded on the tabletop contained real drama and excitement. As long as the games you play achieve these things then everyone ends up a winner.

You can find out more about Battlefleet Gothic by visiting the Battlefleet Gothic website at

http://www.battlefleetgothic.com

The Battlefleet Gothic game and Battlefleet Gothic Magazine are available from good hobby shops everywhere, from your local Games Workshop store or our Mail Order department. If you have any questions, suggestions or comments about this battle report then the Fanatic team would love to hear from you, and can be emailed at fanatic@games-workshop.co.uk.

BATTLEFLEET GOTHIC

Battlefleet Gothic — £40 boxed set

The game of spaceship battles is set during the Gothic War in the 41st Millennium; a grim time when the Imperium of Man fights for survival in a hostile galaxy. Battlefleet Gothic lets you command fleets of warships in deadly conflict among the stars, though whether as Mankind's saviour or its destroyer is up to you!

The Battlefleet Gothic boxed game contains:

- Battlefleet Gothic rulebook with campaign rules
- 4 Imperial cruisers
- 4 Chaos cruisers
- 12 assorted dice
- Fleet Registry roster pad
- 2 plastic range rulers
- Over 100 game counters
- Two reference sheets
- Getting Started guide with exclusive comic strip

The Official Battlefleet Gothic Magazine — £2 each

Battlefleet Gothic Magazine is a 24 page bi-monthly publication that no serious Battlefleet Gothic player should be without. Each issue features new ship classes, fleet lists, new rules and hobby articles which help supplement the Battlefleet Gothic hobby. Subscriptions are available. Ring Mail Order for details or look us up on the web at ***www.specialist-games.com*** and also at ***www.battlefleetgothic.com***

Warp Storm — £12

Warp Storm is the ultimate Battlefleet Gothic compendium. It contains new rules and fleet lists for the likes of the Space Marines and the Ork Waaagh!, ship rules for the Eldar Void Stalker, and Abaddon and his Planet Killer. It also includes battle reports and tactics, so you can learn from the experts. An essential guide for all serious Battlefleet Gothic players.

For more information on Battlefleet Gothic, log on to *www.battlefleetgothic.com*
For more information on the Specialist Games Range, log on to *www.specialist-games.com*

IMPERIAL NAVY

Retribution Class Imperial Battleship £12

The pride of the Imperial Navy, the Retribution class battleship is one of the most heavily armed ships available to the Imperial fleet. Armed with multiple weapon batteries, the Retribution can reduce any foe to wreckage in mere moments.

Imperial Cruisers £8 for two

The mainstay of the Imperial Navy, the Imperial Cruiser is one of the most versatile ships in the Gothic Sector. Each of the two multi-part kits can be made into one of seven classes of cruiser.

Imperial Dauntless Class Light Cruiser £6 each

The Dauntless is a popular class of ship, as fast and manoeuvrable as a frigate but with a ferocious frontal lance armament.

NECRON RAIDERS

Cairn Class Tombship £12

The most powerful ship in the Necron fleet, this battleship epitomises the terrifying dread of the Necrons. Armed with batteries of lightning arcs, and the dread powers contained within its Necron Sepulchre, the Cairn Class Tombship sweeps through the void decimating everything in its path.

Scythe Class Harvest Ship £9

This powerful cruiser is the mainstay of the Necron raiding fleet. Bristling with technologically advanced weaponry, the Scythe is a deadly opponent, more than a match for any cruiser of its size. If upgraded to a Reaper Class Harvest ship, the cruiser carries a Necron Sepulchre, and can utilise the terrifying nightmare field to disorientate and demoralise opponents.

Dirge Class Raider £6 for four

These light escorts harass the enemy with their lightning arcs, before closing and utilising their portals to board and overrun enemy ships.

Jackal Class Raider £6 for three

These heavier escorts are armed only with upgraded lightning arcs. Hunting in packs, they are more than capable of taking down larger foes.

Available from Mail Order (0115 91 40000), www.games-workshop.com and www.specialist-games.com

(models not shown actual size)

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought out and exciting additions to the game.

If you have a good item for Warhammer Chronicles then write to:

Gav Thorpe (Warhammer Chronicles) Games Workshop Willow Road, Lenton Nottingham, NG7 2WS

Please note that any letters containing rules queries, requests for a Mercedes Benz, or cooking recipes etc. will be terminated with Extreme Prejudice. You have been warned!

Warhammer chronicles

By Gav Thorpe

Here for your scrutiny is the new Wood Elf 'work in progress' list. It replaces the one in Ravening Hordes and offers a hint of stuff to come in the future Wood Elf Armies book. Please use it in your battles and let Alessio know your impressions.

Preview Army List: Wood Elves

By Alessio Cavatore

To the Wood Elves, their forest home of Loren is a sacred place. They guard it with all their strength and cunning, leading invaders to their doom in the darkest tangles of the thickest woods.

The Wood Elves of Loren are the masters of the bow, and it is said that an Elven marksman can hit the eye of a Goblin in the dark. Many strange tales are told in the land of Bretonnia about the fey Elven Lords of Loren. Troubadours of Couronne sing of a cult of Wardancers, young Elves with lethal acrobatic abilities, as well as strange and terrible Beastmasters, Elves who live amongst the wild animals of the forests.

Tales also tell of Elves who sing to the trees and plants, shaping them to form their homes and make the paths of the forest misdirect intruders. The most fanciful tales speak of Forest Spirits, of giant trees that walk like men, but these are probably mere fables. Few ever venture to the glades of Loren, and fewer still return. When they do, they are found on the boundaries of the Loren Forest, their bodies broken and strung on the branches of the trees as warnings to trespassers. Bretonnians have learned to fear the 'Fayrie Folk', and leave their woodland kingdom alone.

So Loren rests, shrouded by mists and magic, brooding and forbidding. Be wary, traveller, and do not venture into the shadow of Loren. For even if you do not lose your life to an Elven arrow or sword, you might travel for three hundred years amongst the glades, never realising the time that has passed until you return to your home and the years take their toll on you in an eyeblink.

Wood Elves live in very few places besides Loren. The Forest of Shadows and Drakwald Forest are said to hold small Elven communities still. A man should be wary in these places, for many have died by unseen arrows when they have trespassed into the domains of Elves, without even knowing that they had passed their invisible borders.

Wood Elves Special rules

- All units in a Wood Elves army (except flyers) ignore the movement penalties for moving through woods.
- All Wood Elves' non-magical arrows are Armour Piercing at short range (see page 90 of the Warhammer rulebook).
- Wood Elves never suffer the normal -1 to hit penalty when shooting at long range.
- Wood Elf Archmages may use any lore of magic from the Warhammer rulebook and get a +1 bonus to the total rolled when casting spells from the Lore of Beasts or the Lore of Life. Wood Elf Mages may only use the Lore of Beasts and the Lore of Life.
- All Wood Elf Wizards know the Tree-Singing spell in addition to their normal spells. This spell has a casting value of 4+. It can be cast on any wood within 18" of the caster, provided that there are no enemy models inside it. It can be cast on woods containing Wood Elf units, but the entire unit must be inside the wood. If one or more of the unit's models are outside the Wood, the spell cannot be cast on it. If cast successfully, the wood can be moved D6+1" in a direction nominated by the caster before rolling. The wood must stop as soon as it comes into contact with any other unit or piece of terrain. Friendly troops which are entirely inside the woods move together with the wood, but must end their move at least 1" away from enemy models. Troops that move with the wood count as having moved for the next shooting phase. Each wood can only be moved once per Magic phase.
- Wood Elves almost invariably fight defensive battles against invaders of their hidden realms. Their armies very rarely venture out of their sylvan realm. The following rule represents this:

  In Pitched Battles (Scenario 1 on page 199 of the Warhammer rulebook), just after the roll for table side, the Wood Elf player can place one extra wood anywhere in his own half of the table (covering a maximum area roughly as large as a circle of 3" radius). They also have a +1 on all the rolls made during deployment: to choose the table side, to decide who starts deploying and who goes first (in addition to other modifiers). They also have a +1 on the roll to determine in which order scouting units are deployed.

  To counterbalance this, the enemy gets 100 Victory points for each of his units with a Unit Strength of 5 or more that ends the game completely inside the Wood Elves' deployment zone (fleeing units do not count). The enemy also gets an extra 100 Victory points (on top of the normal 100) for each of the table quarters containing the Wood Elves' deployment zone he controls at the end of the game (see page 198 of the Warhammer rulebook).

Wood Elves Magic items

You may choose magic items for your characters and units from the following list and/or the common magic items on page 154 of the Warhammer rulebook.

MAGIC WEAPONS

The Spirit Sword 75 pts
Wounds automatically. Saves are modified by the Strength of the user.

Hunting Spear 55 pts
Replaces the character's longbow. Counts as a magical hand weapon with no particular power in close combat. It can also be thrown like a javelin with a range of 18". If it hits, it counts as a bolt thrower with Strength 6. After resolving the damage, the spear will fly back into the hands of the bearer. Note that you may Stand & Shoot with this spear.

Blade of Fury 50 pts
The bearer gains +2 Attacks when fighting with this sword.

Bow of Loren 40 pts
Replaces the character's longbow. The Bow of Loren has a 36" range. It fires a number of shots equal to the bearer's Attacks at his Strength. All shots must be directed at the same target and count as magical.

Hail of Doom Arrow 25 pts
When fired, the arrow splits into 3D6 magical S4 arrows. Roll to hit for each arrow. One use only.

MAGIC ARMOUR

Shield of Ptolos 15 pts
Counts as normal shield (6+ armour save). Gives the bearer a 1+ armour save against missile attacks that cannot be improved by any means.

TALISMANS

Vambraces of Lightning 30 pts
The bearer has a 5+ Ward save.

Amber Amulet 25 pts
Bearer recovers 1 Wound at the start of each of his turns (stops working if the bearer is killed).

ENCHANTED ITEMS

The Acorn of Ages 55 pts
At the beginning of any of his Magic phases, the bearer can throw the Acorn towards a point of the table anywhere within the bearer's line of sight. Guess the range to the point you're aiming at and determine where the Acorn lands as you would for a stone thrower shot. Place a new wood (up to 3" radius) with its centre at the point where the Acorn has struck the ground. If a Misfire is rolled, the Acorn has no effect. One use only.

Healing Potion 50 pts
Can be used at the beginning of any phase. The bearer or any one friendly model within 1" of the bearer recovers all Wounds suffered to that point in the battle. One use only.

The Cloak of Mist 25 pts
The wearer can be deployed as a Scout.

ARCANE ITEMS

Wand of Jet 50 pts
Adds 1 dice to the Wood Elf army's pool of magic dice in each player's turn.

Potion of Knowledge 25 pts
Can be drunk during any Wood Elf Magic phase. Bearer may cast a single spell for free (counts as being cast at the spell's casting value). One use only.

MAGIC BANNERS

Banner of the Forest 100 pts
The bearer and all friendly units within 12" are immune to psychology.

Banner of the Lynx 40 pts
If the bearer or the unit he is with flee from a charge and are not destroyed by the charging enemy, they rally immediately and can act normally in their next turn.

Banner of the Bear 20 pts
Enemies in base contact with the bearer or the unit he is with never count the +1 outnumbering bonus when working out combat resolution.

A Green Dragon ambushes an artillery train moving through the forest.

SELECTING THE ARMY

See page 238-9 of the Warhammer rulebook with the following additions and amendments when choosing your Wood Elves army:

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-3	0
2,000-2,999	0-4	up to 1
3,000-3,999	0-6	up to 2
+1,000	+2 max	+1 max

IMPORTANT: The number of characters is the total number of characters allowed in the army including Lords. For example: a 2,500 points Wood Elves army may have up to 4 characters in total, of which 1 may be a Lord (ie, 1 Lord +3 Heroes).

An army does not have to include the maximum number of characters allowed, and can always include fewer than indicated down to a minimum of one (the General). Similarly, an army does not have to include Lords; it can include all of its characters as Heroes if you prefer.

LORDS

FOREST LORD ..... 150 points each

	M	WS	BS	S	T	W	I	A	Ld
Forest Lord	5	7	7	4	3	3	8	4	10

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+3 pts) or an additional hand weapon (+6 pts).
- May wear light armour (+3 pts) and/or carry a shield (+3 pts).
- May ride either an Elven Steed (+18 pts), a Great Eagle (+50 pts) or a Green Dragon (+320 pts, counts as an additional Hero choice).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.

ARCHMAGE ..... 200 points each

	M	WS	BS	S	T	W	I	A	Ld
Archmage	5	4	4	3	3	3	5	1	9

Weapons: Hand weapon and longbow.

Magic: An Archmage is a Level 3 Wizard. He may choose one of the eight lores described in the Warhammer rulebook.

Options:

- May ride either an Elven Steed (+18 pts), a Unicorn (+50 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 100 pts.
- May be upgraded to a Level 4 Wizard for +35 pts.

Special Rules: *Tree-Singing.*

HEROES

GLADE GUARDIAN* ..... 80 points each

	M	WS	BS	S	T	W	I	A	Ld
Glade Guardian	5	6	6	4	3	2	7	3	9

Weapons: Hand weapon and longbow.

Options:

- May choose either a spear (+2 pts) or an additional hand weapon (+4 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May ride either an Elven Steed (+12 pts) or a Great Eagle (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

0-1 BLADESINGER ..... 135 points each

	M	WS	BS	S	T	W	I	A	Ld
Bladesinger	5	7	4	4	3	2	8	3	9

Weapons: Two hand weapons.

Options:

- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.

Special Rules: See Wardancers rules. Cannot join units except Wardancers. Cannot be the army's General. Cannot choose magical missile weapons or armour.

MAGE ..... 70 points each

	M	WS	BS	S	T	W	I	A	Ld
Mage	5	4	4	3	3	2	5	1	8

Weapons: Hand weapon and longbow.

Magic: A mage is a Level 1 Wizard. He may choose spells from the Lore of Beasts or the Lore of Life.

Options:

- May ride either an Elven Steed (+12 pts) or a Unicorn (+50 pts).
- May choose magic items from the Common or Wood Elves magic items list to a maximum total value of 50 pts.
- May be upgraded to a Level 2 Wizard for +35 pts.

Special Rules: *Tree-Singing.*

Lords are severely limited in number and are quite expensive, but make the best army generals. Heroes are more numerous and cost less points, but still make potent leaders.

CHARACTERS' MOUNTS

Here are the profiles for mounts that can be ridden by Wood Elf characters.

	M	WS	BS	S	T	W	I	A	Ld
Elven Steed	9	3	0	3	3	1	4	1	5
Giant Eagle	2	5	0	4	4	3	4	2	8
Unicorn	10	5	0	4	4	1	5	2	8
Green Dragon	6	6	0	6	6	6	3	5	8

Special Rules: Fly

Special Rules: +2 Strength on the charge. Rider and unit he is with have Magic Resistance (2).

Special Rules: Large Target; Terror; Fly; Breath Weapon (Strength 2, -3 armour save). A Dragon counts as a Hero choice in addition to its rider.

*ARMY BATTLE STANDARD

One Glade Guardian in the army may carry the Battle Standard for +15 pts.

The Glade Guardian carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield or his longbow. He cannot ride a Great Eagle.

If a Glade Guardian is carrying the Battle Standard, he can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.

Glade Riders react quickly to an Undead invasion.

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of units of each type that are available to you depends upon the points value of your army. This is indicated on the chart below.

Army Value	Core	Special	Rare
< 2,000	2+	0-3	0-1
2,000-2,999	3+	0-4	0-2
3,000-3,999	4+	0-5	0-3
+1,000	+1	+1	+1

For example, if you are choosing a 2,000 points army you must take a minimum of 3 Core units and could choose to take up to 4 Special and/or up to 2 Rare units.

In addition, if an individual entry has a number limiting it, eg. 0-1, then you may only have that many in your army.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

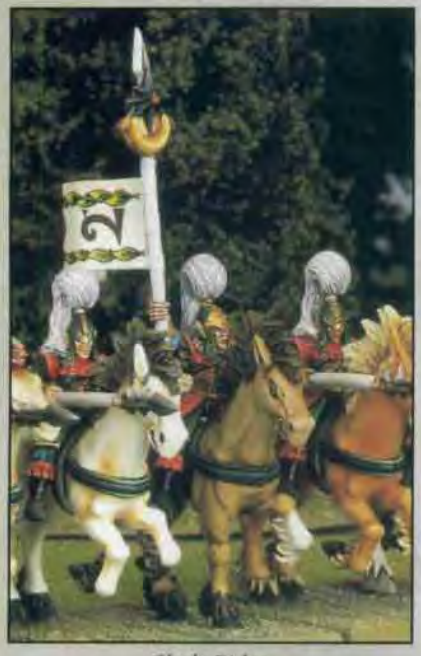
Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In some cases, units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit. The value of these items is included in the points cost.

Options. Additional or optional weapons and armour are listed here together with their extra cost.

Special Rules. Many troops have special rules which are described in this section.



Glade Riders

CORE UNITS

ARCHERS ..... 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Archer	5	4	4	3	3	1	5	1	8
Hawkeye	5	4	5	3	3	1	5	1	8

Unit Size: 5+

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Archer to a Musician for +6 pts.
- Any unit may upgrade one Archer to a Standard Bearer for +12 pts.
- Any unit may upgrade one Archer to a Hawkeye for +6 pts.

GLADE RIDERS ..... 21 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	5	1	8
Horse Master	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Hand weapon, light armour, shield and spear.

Options:

- Any unit may swap their spears and shields for longbows for +4 pts/model.
- Any unit may upgrade one Glade Rider to a Musician for +8 pts.
- Any unit may upgrade one Glade Rider to a Standard Bearer for +16 pts.
- One unit in the army may carry a magic banner worth up to 50 pts.
- Any unit may upgrade one Glade Rider to a Horse Master for +16 pts.

Special Rules: *Fast Cavalry.*

GLADE GUARD.....8 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Guard	5	4	4	3	3	1	5	1	8
Captain	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons & Armour: Hand weapon and spear.

Options:

- Any unit may be equipped with light armour for +1 pt/model and/or carry shields for +1 pt/model.
- Any unit may upgrade one Glade Guard to a Musician for +5 pts.
- Any unit may upgrade one Glade Guard to a Standard Bearer for +10 pts.
- Any unit may upgrade one Glade Guard to a Captain for +10 pts.

SPECIAL UNITS

SCOUTS ..... 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Scout	5	4	4	3	3	1	5	1	8
Pathfinder	5	4	5	3	3	1	5	1	8

Unit Size: 5-15

Weapons & Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Scout to a Pathfinder for +7 pts.

Special Rules: *Skirmish, Scout.*

GREAT EAGLE .....50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

Unit Size: 1

Weapons & Armour: None.

Special Rules: Great Eagles can *Fly*

Warbawk Riders

Special units are extremely specialized troops that appear on the battlefield less often than basic regiments.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army.

A maximum of one unit of Warbawk Riders may be present on the battlefield.

WARDANCERS ..... 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wardancer	5	5	4	3	3	1	6	1	8
First Dancer	5	5	4	3	3	1	6	2	8

Unit Size: 5+

Weapons & Armour: Two hand weapons.

Options:

- Any unit may upgrade one Wardancer to a First Dancer for +14 pts.
- Any unit may upgrade one Wardancer to a Musician for +7 pts.

Special Rules: Wardancers skirmish, are immune to psychology, and have a 6+ Ward save. They cannot be joined by characters, with the exception of a Bladesinger. Their talismanic war paint gives them Magic Resistance (1). Each turn in close combat they may choose one special wardance with the following effects: Storm of Blades (+1 Strength), Whirling Death (the unit has the *Killing Blow* special ability), The Shadows Coil (the unit is *Unbreakable*) or Woven Mist (if the Wardancers are fighting to the flank or rear of enemy units and have a Unit Strength of five or more, those units lose their rank bonus). You cannot choose the same dance in two consecutive turns of the same combat engagement.

0-1 WARHAWK RIDERS ..... 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhawk Rider	5	4	4	3	3	1	6	1	8
Wind Rider	5	4	5	3	3	1	6	1	8
Warhawk	1	4	0	3	3	1	6	1	5

Unit Size: 3-12

Weapons & Armour: Light armour and hand weapon.

Options:

- The unit must be equipped with either longbows for +7 pts/model or spears and shields for +3 pts/model.
- The unit may upgrade one Rider to a Musician for +10 pts.
- The unit may upgrade one Rider to a Standard Bearer for +20 pts.
- The unit may carry a magic banner worth up to 50 pts.
- The unit may upgrade one Rider to a Wind Rider for +10 pts.

Special Rules: *Unit of Flyers.*

DRYADS ..... 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	1	5	2	8
Forest Spirit	5	4	0	4	4	1	5	3	8

Unit Size: 5+

Weapons & Armour: None.

Options:

- Any unit may upgrade one Dryad to a Forest Spirit for +16 pts.

Special Rules: *Skirmish*, cause *fear*. Their tough skin gives them an armour save of 5+. Dryads are shapeshifters and in close combat may choose to assume either the Birch aspect (+1 A), Oak Aspect (+1 S, +1 T) or the Willow aspect (-1 A for attacking models attempting to strike the Dryad). All the models in the unit assume the same aspect and the effects only apply for the Close Combat phase. They cannot choose the same aspect in two consecutive turns of the same combat engagement.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the Wood Elf army.

RARE UNITS

TREEMAN ..... 250 points per model

	M	WS	BS	S	T	W	I	A	Ld
Treeman	6	5	0	5	6	5	2	4	10

Unit Size: 1

Weapons and Armour: None.

Special Rules: *Flammable*, cause *terror*, *immune to psychology*. Their thick bark gives them a 3+ armour save. In combat they may elect to make a single S10 attack doing D6 wounds instead of their normal attacks. If they lose a round of combat, but do not suffer any wounds that Close Combat phase, they are not required to take a Break test. Tree-Singing (this ability works like a bound spell with a power level of 4+ and casts the Tree-Singing spell).

A Wood Elf army ready to defend the sacred forest.

WAYWATCHERS ..... 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Waywatcher	5	4	5	3	3	1	5	1	8
Ranger	5	4	6	3	3	1	5	1	8

Unit Size: 5-10

Weapons and Armour: Hand weapon, longbow.

Options:

- Any unit may upgrade one Waywatcher to a Ranger for +8 pts

Special Rules: Waywatchers skirmish and are scouts. In addition, they can deploy closer than 10" to the enemy (but must still be out of sight). Waywatchers can see through 4" of the wood they are in. If a Waywatcher unit charges into close combat from a wood, the enemy can only Hold as a reaction and the Waywatchers get +1 A on the first turn of the fight (the entire unit must be inside the wood when the charge is declared).

Waywatchers

In this Masterclass we take a look at how two of the larger character models from the Tyranid range were painted – Old One Eye and The Red Terror.

'EAVY METAL MASTERCLASS

Painted by Neil Green

THE RED TERROR

ASSEMBLING THE MODEL

The arms were pinned to the model and then Green Stuff was applied to any gaps before it was given an undercoat with Chaos Black spray. Any sections that the paint had failed to reach were then covered with thinned-down Chaos Black paint.

PAINTING THE MODEL

The skin of the Red Terror was given a basecoat of Red Gore all over. The first highlight stage was made with an equal parts mix of Red Gore and Dwarf Flesh. Once this had dried, these sections were given a wash with thinned down Magenta Ink. The first highlight mix was reapplied and then successive highlights were made by adding small amounts of Dwarf Flesh to the mix.

The monster's talons were painted with a basecoat of Scorched Brown. Small amounts of Bleached Bone were then added to this for each successive highlight stage. For the final highlight stages, Skull White was added to the mix. Then the base of the talons were painted with a thinned down wash of Brown and Black Inks.

The same colour scheme used to paint the talons was also used to paint the bone and jaws of the Red Terror, except that far less Skull White was used in the final highlight stages.

A basecoat of Scorched Brown was used to paint the head and the spines of the creature. This was then highlighted with an equal parts mix of Scorched Brown and Red Gore. Small amounts of Fiery Orange were added to this mix for each successive highlight stage. For the final highlight stages, Bleached Bone was added to the mix. Once this had dried a wash of Brown Ink was applied into the recesses of these sections.

The flesh areas between the Tyranid's armoured shell were painted with a basecoat mix of equal parts Codex Grey and Chaos Black. This was then highlighted with Codex Grey on its own.

OLD ONE EYE

Painted by Martin Footit

ASSEMBLING THE MODEL

Both the arms and legs were first pinned to the body. Green Stuff was used to fill any gaps where these parts joined, especially in the section where the body meets the legs. The entire model was then given an undercoat of Chaos Black spray. Any areas which the spray had failed to cover were touched up with thinned-down Chaos Black paint.

PAINTING THE MODEL

The entire model was painted with a mix of Chaos Black and a small amount of Bleached Bone. More Bleached Bone was added to the mix for each successive highlight. To finish painting the claws of Old One Eye, a small amount of Skull White was added to the highlight mix.

Inspiration for the patterned colour scheme of Old One Eye came from pictures of beetles found in a wide range of nature books. Once a suitable scheme had been found, it was then copied onto the carapace of the model.

Firstly Bubonic Brown was painted on the carapace as a basecoat to the yellow areas of the pattern. This was then painted over with Sunburst Yellow. The edges of the patterning were then highlighted with Bad Moon Yellow. An equal amount of Bleached Bone was added to Bad Moon Yellow for the next highlight stage. Finally, a small amount of Skull White was added to the mix to finish off these highlights. The patterning was then given a glaze with Yellow Ink.

A basecoat of Scab Red was used to paint the red patterning. An equal amount of Blood Red was added to Scab Red for the first highlight stage. This was followed by a highlight of Blood Red on its own. An equal quantity of Fiery Orange was added to Blood Red for the next highlight stage, then Fiery Orange was subtly stippled onto the patterning. Finally these sections were given a glaze with Red Ink.

FINE DETAIL

The barnacles on the model were painted with a basecoat of Dark Flesh.

An equal quantity of Bleached Bone was added to this for the first highlight, followed by adding small amounts of Skull White to the mix for successive highlight stages.

To paint the hooves and claws, a basecoat of Dark Flesh was used. An equal quantity of Bubonic Brown was added to this for the first highlight stage. Small quantities of Bleached Bone were then added to the mix for successive highlights, followed by adding a small amount of Skull White to finish these sections. To paint the teeth, more Skull White was added to this same mix at the final highlight stage.

FINISHING TOUCHES

Snakebite Leather was used as the basecoat to paint the bone showing through the carapace and around the model's damaged eye. This was then highlighted with Bubonic Brown followed by adding an equal quantity of Bleached Bone to Bubonic Brown for the next highlight stage. Finally, a small amount of Skull White was added to the mix for the final highlight.

The sinew was painted with a basecoat of Scorched Brown. This was then highlighted with Dark Flesh followed by mixing a small amount of Bleached Bone with Dark Flesh for the final highlight stage.

GAMING CLUB

WARHAMMER AHOY!

By Che Webster and Space McQuirk

Tim Eagling won the Best Club Contribution award at Games Day 2001 for his game Warhammer Ahoy! We decided to visit his Essex home to find out more about this ship-based version of Warhammer.

To give Tim total credit for his award on Games Day is a little unfair. In truth Tim is part of a small gaming group based in the quiet village of Burnham-on-Crouch. The four members of the club are Tim and Heidi Eagling, and Matt and Jenny Owens-Smith. Meeting every week at home and enjoying comfortable surroundings, the group play games as their primary social activity.

For Tim and Matt, the hobby is their passion and has been for a long time. So much so that Heidi and Jenny were never quite sure when they would pry their husbands away from glue, balsa wood and impenetrable conversations about miniatures. This eventually led them to join in and the ladies are now committed gamers who enjoy painting both the miniatures and scenery that the boys produce. Warhammer Ahoy! is the result of their desire to game every week, playing Warhammer with a theme that they all enjoy.

Tim Eagling (left) storms the port with Warhammer Ahoy! at Games Day 2001.

Warhammer Ahoy!

It started when Tim decided to build a ship for Warhammer. After producing *The Unicorn*, Matt began to draft up some rules for using the ship in games. Soon scenery, rules and miniatures had been produced and so began Warhammer Ahoy!

The basic premise for the game is built upon the Skirmish system taken from the Warhammer rulebook. The team have developed it to bring in new rules for ships, boats and anything else needed to cover a water-based skirmish game.

Once a scenario and opposing forces have been written by a referee, the players are then briefed separately. As the battle unfolds the referee then aims to make sure that each player has a good time without having to worry about any of the rules. The referee also gets to use any secret and special models that the scenario might require.

The rules for ships treat the vessels as mobile scenery. This reflects the group's approach towards making sure the miniatures and scenery being represented interact meaningfully.

Ships have full notes for moving and fighting, how they are crewed, and what armaments and special rules they have. Each ship is constructed from a range of choices which are put together in a similar way to any regular Warhammer unit. For example, the powerful Dwarf steamship *The Anvil* is built by combining a hull with steam engines, naval cannons, a turret and a full crew complement.

The Anvil prepares to repel boarders.

Fierce close quarter fighting breaks out as the Siren's crew leap ashore.

Scenery Masters

The standard and quality of the Warhammer Ahoy! scenery is testament to the benefits of working together in a club. Using the skills of each of the members, the group has produced some amazing scenery and set pieces. By utilising the strengths of each member, and sharing skills between you, any club can produce exceptional scenery and terrain pieces.

Warhammer Ahoy! also suggests rules for people moving through buildings, damaging structures and climbing over anything that is on the board. Much of this material is inspired by Mordheim and Necromunda – games that Tim and Matt have championed in the past and from which they have both drawn a passion for detail.

The lads are discouraged from touching a paint brush because "the girls are so much better at it."

The scenarios all lead on from previous battles, linking all of the action into an ongoing narrative campaign. Matt writes a report for 'The Reikland Chronicle' after each game and pins it up on the wall of the games room for all to read, adding to the sense of continuity. The group remembers every battle they have fought and often refer back to them when generating new scenario ideas.

The campaign focuses on the daring and exploits of the pirate captain known as *The Wolf*. This dastardly raider is pitted against the honourable leadership of Captain Otto Blick, the commander of the Reikland River Patrol.

The main focus for the action are the ships. These are given special attention as the link that holds the campaign and scenarios together. The scenery built to bring the shores of the Reik to life make Warhammer Ahoy! a feast for the eye and helps make it a unique gaming experience.

Making the models

Warhammer Ahoy! offers Matt and Tim many opportunities to build detailed models of both ships and scenery for individual scenarios. Their efforts are then faithfully painted and finished by the combined efforts of Heidi and Jenny. The lads are discouraged from touching a paint brush because "the girls are so much better at it."

For Tim and Matt, scenery is the best part of the hobby. They insist that once hesitation is overcome, anyone can build great models for the battlefield.

Tim recommends the use of simple, everyday materials. 'Tim tries to see every object of rubbish as 'a shape that can be turned into a piece of scenery.' Once this idea is accepted he insists that anything becomes possible.

In the beginning the ships were made from card and balsa wood. Tim has also turned a set of plastic toy boats into a series of sailing vessels perfect for Warhammer Ahoy! More recently, Matt has turned to using plasticard and various bits box spares to work on his latest creation.

To give it all a home, Matt and Jenny have converted one of their smaller bedrooms into a games room. It is complete with shelving, miniatures cabinet, and spotlights focused on a spectacular gaming table.

For the future Tim is working to add more scenery to the collection and seems tempted by putting together some Chaos incursion scenarios. He's also just finishing off a Dark Elf skiff and dreaming of a High Elf catamaran. Matt is currently building Snorri Maikasson's amazing underwater sailing vessel, *The Spirit of Grimnir*.

He is also working to finish his Bretonnian army. Heidi and Jenny are, as ever, painting the stuff that the chaps create.

Want to know more?

If you like the idea of trying Warhammer Ahoy! then why not have a look at the group's website, which includes a downloadable version of the rules and loads of pictures:

http://mysite.freeserve.com/warhammerahoy

Join the Club Network

If you're already running a gaming club, but haven't got around to registering yet, here's how:

- Either log on to the Gaming Club website and fill in the on-line form
- Or drop into your local Games Workshop store and ask for a registration form.

Contact details

If you would like to send in your news and photos, ask a question, or just drop us a line, you can:

E-mail us at:

clubguy@games-workshop.co.uk

or write to:

UK Gaming Clubs,
Games Workshop HQ,
Willow Road,
Lenton,
Nottingham NG7 2WS.

The scenery is of an amazing standard, making the scenarios even more fun to play.

Hero 'Longue Jean D'Argent' under attack.

ABOMINATION

An Inquisitor battle report by Graham McNeill, Gav Thorpe, Rowland Cox, Phil Kelly & Paul Sawyer.

Graham McNeill

Graham: To round off this chapter of events on Karis Cephalon, we've decided to finish with a bang, and this game of Inquisitor, with no less than four players and FIFTEEN characters, promises to be a fitting climax. For this battle report we wanted to include not only Lichtenstein's, Kessel's and Tyrus's warbands, but also that of Kaludram the Deceiver (Paul Sawyer's Chaos warband) to add something new to the mix. These four warbands have real individual character, and setting them against one another would be the easy part. What would be more of a problem with a game of this size would be keeping it fast paced enough and exciting for all concerned.

Fifteen characters is a lot more than you would normally use in one game, so it would be challenging to make sure that nobody's turn dragged on for so long that the other players got bored waiting for their own. The Speed based turn sequence of Inquisitor should keep things moving between players, but I wanted to ensure that nobody sat on the sidelines too long before their characters' turn to act arrived. To ensure this, I decided to limit the time each player had to decide how their character would act.

Another potential fly in the ointment would be the size of the battlefield and the speed with which Inquisitor characters can get about. If a character managed to get all his actions off, he could potentially sprint almost all the way across the battlefield. To keep this in check for a while, I decided that none of the characters could move faster than a walk until they became aware of one of the other warbands. After that they could act normally. I've run and played games of Inquisitor for these players before and know that they'll be playing in the spirit of the game, inventing all manner of cool, cinematic things for their characters to do, so I'm not too worried that someone will go for the all-out-game-winning-ploy or not play in character. Now all I need is a story...

Black smoke billowed upwards in stinking pillars from the pyres of corpses as Inquisitor Kessel stealthily made his way through the devastated township. Pharaa'gueotla, the daemon released from bondage beneath the Taberna Ostium mine workings, was here; he could sense its taint. The trail of horrifically distorted bodies it had left in its wake led from Cephalon to this place, and he was not surprised at the carnage he saw. It could not be coincidence that the Healer, the psyker-girl he was seeking, was said to dwell here also. The daemon craved a host body capable of containing its essence and if this girl truly existed, she would be the perfect vessel.

Unspeakable magicks saturated the air with an actinic tang; the psychic death scream of the town's inhabitants' fiery sacrifice. Kessel squatted behind a large ore pipe and risked a hurried glance into the township's main square, catching his breath at the terrible sight confronting him.

Suspended in a swirling maelstrom of light, a young girl in the simple robes of an apothecary shrieked in terror as a nightmarish phantom spun around her, tendrils of its substance oozing wetly from its insane geometries to engulf her. Iridescent strands of the daemon's form began spreading over her face, spilling down her throat, into her nose and ears then through the scorched ruin of her eye sockets.

Her body was almost completely obscured by the shimmering light and Kessel realised that the daemon's transmogrification would soon be complete. Three figures stood enraptured at the girl's horrifying fate, a giant in baroque armour embossed with blasphemous sigils, a robed figure with a smouldering gun and a lumbering brute with hissing power claws for arms. Kessel drew his sword, the blade flaring evilly as the soul-fragment of Loa Gorg bound within the weapon reacted to the presence of another daemonic entity. Kessel spun as he heard the sound of movement from the far side of the square and caught a glimpse of Inquisitor Lichtenstein creeping toward the infernal creature manifesting before him. Kessel cursed, knowing that if Lichtenstein was here, his nemesis Tyrus would not be far behind. He opened a vox-link to his followers and issued hurried commands.

They would need to act quickly and decisively if they were to thwart the daemon and capture the girl...

PREVIOUSLY IN INQUISITOR...

Searching for the Librarium Hereticus, Inquisitor Lichtenstein followed the words of the heretic Tech-Adept Corteswain, to the world of Karis Cephalon, where he sought to question a daemon prince named Pharaa'gueotla.

Following rumours of haunted mineworkings, he discovered its prison and, after fighting off the warband of Witch Hunter Tyrus, succeeded in interrogating a fragment of its consciousness. Using his bound daemonhost, Ghaustos, Lichtenstein was able to learn the location of a warp portal that led to the Librarium, housed in a forgotten temple known as the Paraelix Configuration. Lichtenstein immediately set off, little realising that Pharaa'gueotla had lied to him and had escaped the shackles of its ancient imprisonment.

The Paraelix Configuration was in fact a dimensional plug, set in place thousands of years ago to prevent the Immaterium from pouring into realspace. Inquisitor Kessel also knew of the Paraelix Configuration and was able to prevent Lichtenstein from unleashing hell on the planet's surface. The two Inquisitors were to meet again in Cephalon and formed an uneasy alliance, despite the violent intervention of Tyrus. However, Lichtenstein was still furious at having been fooled by Pharaa'gueotla and now bends his every effort to hunting down and destroying the Daemon Prince.

▲ WD264
◀ WD257

SCENARIO: ABOMINATION

The third chapter in the dark and mysterious events on Karis Cephalon takes place in the frontier town of Paganus Reach. A mining community owned and maintained by the Ministorum, Paganus Reach nestles in the foothills of the mountains to the south of the capital city of Cephalon and is home to nearly seventy indentured workers. A hard-working community, its peace was shattered by the arrival of followers of the Daemon Prince Pharaa'gueotla.

Since its release from its aeons-long imprisonment beneath the Taberna Ostium mine workings (see 'The Dweller Beneath' WD 257) this monstrous being has travelled from the mountains to Cephalon, flitting from body to body, seeking a host strong enough to hold its chaotic essence. It has left a trail of bodies in its wake in Cephalon as each host body rebels against the pollution of the Daemon Prince and warps horrifyingly out of shape. Pharaa'gueotla's minions secure it a fresh host before each rapidly-disintegrating body finally expires. The mutilated corpse is dumped in the mutant ghettos and the search for a suitable host continues. Whispered tales told around the fires of the ghettos of a young woman with miraculous healing powers in the mining town of Paganus Reach were overheard by Kaludram the Deceiver, a Chaos Magus in the service of Pharaa'gueotla, and he realised that if the stories were true, then this woman would be the perfect host body for his infernal master.

KALUDRAM THE DECEIVER:

Together with two of his fanatical henchmen and the rapidly-deteriorating host-victim containing Pharaa'gueotla, Kaludram arrived in Paganus Reach, quickly subduing the peaceful inhabitants and capturing the woman known simply as 'the Healer'. The woman turned out to be a powerful but unprotected psyker, easily capable of containing the Daemon Prince's power. The townsfolk were sacrificed in the fires as an offering to the dark gods, their deaths providing the necessary energy for Pharaa'gueotla to overcome the woman's psychic defences and begin transferring its daemonic presence within her...

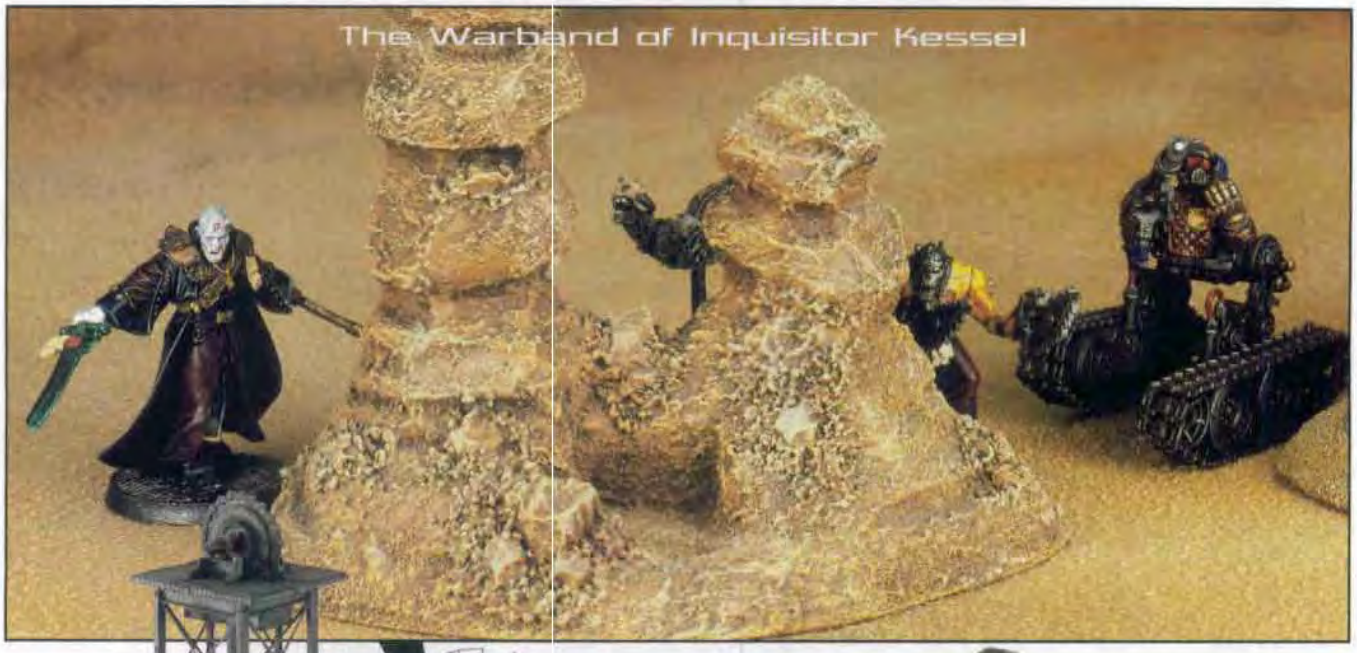
Objective: Kill anyone who would attempt to prevent Pharaa'gueotla's transference to the Healer's body and, once the transference is complete, escape.

INQUISITOR LICHTENSTEIN:

After his narrow escape from the debacle of the Paraelix Configuration and his close call with Tyrus in the streets of Cephalon, Inquisitor Lichtenstein realised his folly at trusting the words of a Daemon, even one supposedly compelled to speak the truth. Enraged at this spawn of the warp deceiving him, Lichtenstein has bent all his will to destroying the abomination. His psychic talents could sense the corruption of the Daemon Prince swirling in the ether of the planet, and his own experiences with the daemonic have led him to believe that Pharaa'gueotla is seeking a suitable host body. When horrendously disfigured corpses started turning up in the ghettos with more and more regularity and the mutant population began speaking of a curse, Lichtenstein's suspicions were confirmed.

He and Ghaustos followed the daemonic spoor of Pharaa'gueotla, tracking it to a mining community to the south of Cephalon. A surge in psychic energies alerted Lichtenstein to the fact that the daemon was in the process of possessing a new host and he prepared to wait for it to manifest before destroying its host body and banishing it back to the warp for a thousand years and a day.

Objective: Allow the Daemon Prince to manifest then utterly destroy its host body by any means, psychic or otherwise.



INQUISITOR KESSEL:

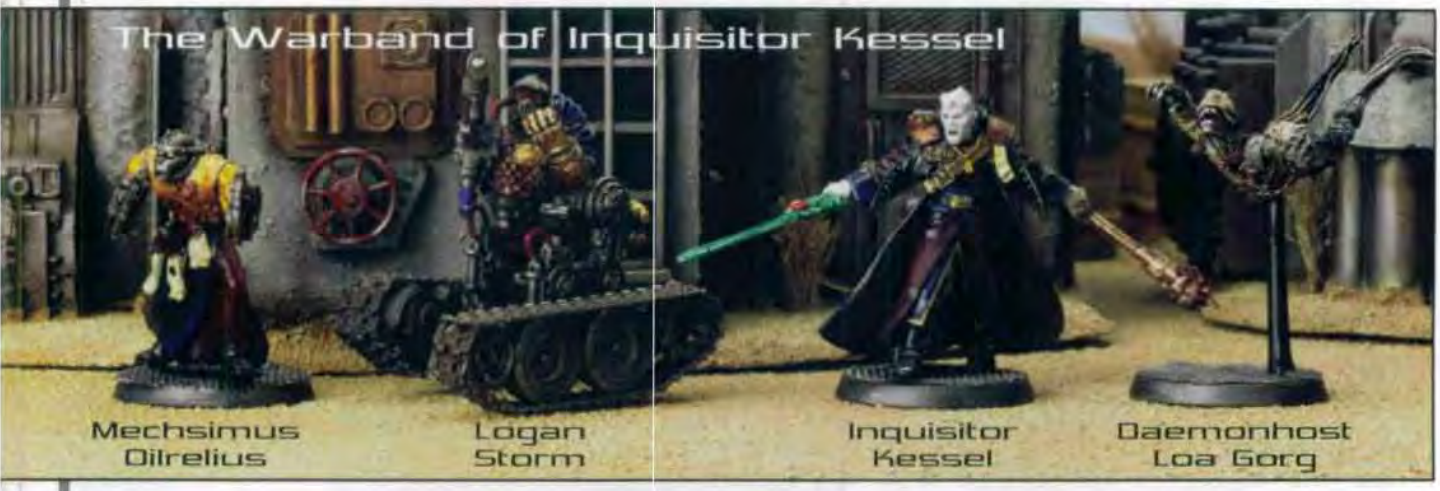
Like Lichtenstein, Kessel too was aware of the Daemon Prince Pharaa'gueotla's presence in Cephalon and had taken steps to discover its whereabouts. The tales sweeping Cephalon of a mysterious Healer had also reached him, and he was eager to study this girl should her powers prove to be as considerable as the tale-tellers made out. Kessel was quickly able to divine her whereabouts and journeyed to Pagarius Reach to find her. As he neared the township, the thick pillar of black smoke and greasy stench of cooked human meat told him that something was very wrong. Psychic emanations spoke of immense power and Kessel realised that that he had found both the Healer and the daemon prince. Should it possess the body of such a strong psyker, its power would be unthinkable and he knew he must stop the daemon creature from manifesting or finding another host body.

Objective: Destroy the Daemon Prince's host body before the transfer is complete, thus preventing its manifestation.

WITCH HUNTER TYRUS:

Having tracked the traitor Lichtenstein from Taberna Ostium to Cephalon, Tyrus was not going to let him get away again. With his warband mostly returned to health after the battle at the mineworkings, Tyrus was ready to exact his revenge on the heretic. Having tapped into Lichtenstein's vox unit, it was a simple matter to shadow his movements around the city and wait for the right moment to strike. But before that moment came, Tyrus's prey fled the city. Tyrus lost no time in following Lichtenstein onto the plains to the south of Cephalon, curious to know what manner of treachery his foe was scheming now. Tyrus's auspex indicated that Lichtenstein had halted and reached his destination; a small mining community inexplicably wreathed in black smoke... no doubt more of Lichtenstein's heretical dealings.

Objective: Capture Lichtenstein. Alive if possible, dead... just as good.



Gav: After his run-in with Lichtenstein in The Paraelix Configuration (WD 264), Kessel has been keeping a low profile, whilst trying to track the potentially cataclysmic meddling of Lichtenstein. A furtive visit to the small Adeptus Mechanicus holdings in the capital Cephalon managed to garner bionics for the hideously burnt Logan Storm, replacing his legs with the track units from a battle-servitor. After an arranged meeting with Lichtenstein to hand over Magos Dimitri (gate-crashed by Witch Hunter Tyrus) it seemed evident that Logan's autogun was no longer up to the task of providing Kessel with the required long-range firepower. Kessel called in a few favours from 'Red' Ivan Constantine, Cephalon's shady arms merchant, and acquired a multi-laser for Logan.

For this climactic encounter, the goal is clear – destroy the witch host of the daemon prince. However, the presence of the others provides a real problem. Pharaa'gueotla's worshippers would obviously defend the daemon prince until fully manifested. Lichtenstein would most likely try to subdue or otherwise capture the beast. Tyrus, oddly enough, would be intent on the same course, I suspect, but his personal hatred of Kessel and Lichtenstein makes him an unreliable ally, as likely to turn on Kessel as aid him. So, Kessel's Heroes are pretty much on their own.

My plan is to get Tyrus and Lichtenstein to draw a lot of the Chaos worshippers' fire and then move in for the kill – literally. Mechsimus and Storm will hold off the others, while Kessel and Loa Gorg try to destroy the burgeoning daemonhost. However, Kessel will be keen to take the Chaos demagogue alive, to interrogate him for more information regarding the daemonic entity he worships, although this is of course secondary to the goal of destroying Pharaa'gueotla's physical vessel – nobody wants to take on a fully manifested Daemon Prince!

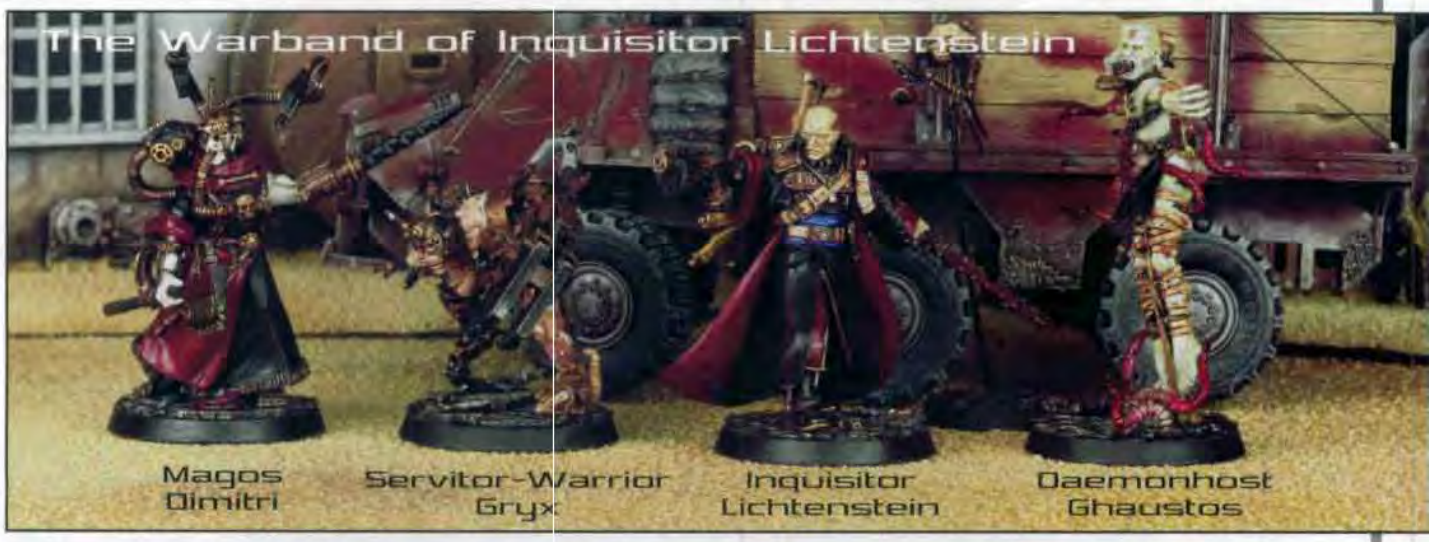
Paul: My task was to stop anyone interfering with the transfer of the Daemon to the girl's body and, once the transfer was complete, make good my escape. That all sounded very straightforward until I realised I'd be facing three Imperial Inquisitors AND be deploying out in the open in the middle of the battlefield. Not the best position to be in. Luckily they are only Imperial lapdogs and of no real substance – the will of my master shall be carried out...

Ever since Inquisitor was released I've wanted to put together a warband but not follow the mainstream route of an Inquisitorial retinue. I chose a Chaos Magus, Kaludram the Deceiver. Replete in power armour and wielding a daemon sword, he'd be a frightening opponent to face. His henchmen would fit well within the theme of a Chaotic cabal.

The Cultist Zhenkang is armed with his heavy stubber/flamer combination and a dangerous predilection for letting rip with a torrent of hot lead at anything that crosses his sights. He would provide the fire support for my assault elements and hopefully prevent my opponents from making good use of the disturbingly open terrain. Shred BD259 is a Chrono Gladiator – a living time-bomb whose life-clock is constantly ticking away and the only way to avoid its detonation is to spill more blood in combat. The model (sculpted by Aly Morrison and available from Fanatic) was so brutal it didn't need converting at all.

As for a battle plan, I was going to keep an open mind as each of us had our own secret objectives. I knew that Kessel and Lichtenstein had a history and hoped they would keep each other busy for a while, but I'd still have to keep an eye out for them. Tyrus was a more obvious worry. I'd have to deal with him before he came for me – I wouldn't be able to tackle three warbands all at once and none of these misguided fools could be counted on as allies. I reckoned I'd have three turns or so before anyone would be able to get to the girl and that might just give me enough time to deal with Tyrus.

The poor, naive fools – they know not what they face. Today shall bring their oblivion...



Phil: Well, Inquisitor Lichtenstein's got a couple of screws loose but this is verging on the ridiculous. He's about to go into the arena against power-armoured monstrosities on both sides of the law, hulking cyber-gladiators who could rip him in two, old enemies who hold deep grudges and of course a fully-fledged Daemon. Accompanying him are Gryx, a crippled servitor-warrior (whose warranty has more than expired) with one arm and a mechanical leg, Dimitri, a Tech-priest who just hasn't been the same since his brain was boiled in his skull, and Ghaustos, the duplicitous Daemonhost who got him into this mess in the first place. Excellent news.

Still, there's life in the old dog yet, and it ain't all bad: Lichtenstein himself is still on top form despite the changes wreaked upon his warband. He has the psychic power Banishment, and intends to make good use of it to cast Pharaa'gueotla back into the hell from which it came, once it manifests in the body of the psyker. Although he hasn't changed that much since his last outing, the other characters have been modified in view of what happened in the last Inquisitor battle report. Gryx, having had his leg cut off by Mechsimus Oilrelius's chainblades, now sports a dashing new bionic that I modified from a Tau Crisis Battlesuit. Dimitri now has a bionic head with an advanced bionic brain in place of his old-fashioned biological one, making him a better shot but a little less tough (green stuff ahoy!). The tremendous warp energies released by the Paraelix Configuration in the eponymous battle report have also made their mark on Lichtenstein and Ghaustos: we used the alien abilities table from Graham's Alien Bounty Hunter rules in Issue 1 of Exterminatus Magazine for the effects. I was lucky enough to roll Secondary Jaws and looked forward to Ghaustos delivering a nasty bite, Aliens style, to anyone who got too close...

Rowland: This time there would be a reckoning between Tyrus and Lichtenstein. Lichtenstein may have bested Tyrus once, but it will not happen again. Last time, Tyrus underestimated his opponent and the power of his psychic assaults. Tyrus has learnt his lesson, and now has protection in the form of hexagrammic wards. Emperor be praised! Tyrus also felt outgunned last time whilst fighting such wily and devastating opponents, and that too has been rectified; Tyrus now has the use of gun and combat servo-skulls. The combination of these articles and wards may tip the balance, and also shows that Tyrus has easy recourse to the very best Imperial equipment, as befits an Inquisitor of his standing. His strong ties with Imperial law enforcement agencies allowed Tyrus to replace the still crippled Barbaretta with another servant of the Emperor, Hunt Leader Lucretia Bravus.

My objective was to bring Lichtenstein in dead or alive, and to be honest, dead sounds pretty good to me. Yes, going in guns blazing would give Lichtenstein something to think about, curse his name. I'm hoping that Kessel will not interfere, but if he does then his demonic visage will be put before an Inquisitorial conclave; the Emperor's justice will be seen to be done. Paul Sawyer's warband is a rogue element – Tyrus will want to put the foul Magus to the sword, but will he get the chance? After all it is Lichtenstein who Tyrus wants most, Emperor willing, Tyrus will be able to use the confusion of conflict to his advantage, and bring his quarry in.

I want to keep my warband close together, so they can't easily be ganged up on, and more importantly, can support each other when trouble arrives. I had a feeling that Sergeant Stone's medi-kit was going to come in useful for a start. Hopefully Malicant won't prove to be so incompetent this time, and the frothing maniac will get the chance to prove his worth to his master.

Dodge this! Zhenkang unleashes a hail of hot lead towards Tyrus and Lucretia.

Tyrus squinted through the bright, mid-morning sun, drawing his pistol while shielding his eyes with his free hand. The small community below baked in the relentless heat, a shimmering haze lending a subtle distortion to the view. Or perhaps it was more than just the heat that caused the haze. Black smoke rose from a stinking pyre on the outskirts of the township, the air was sour with the taint of the daemonic, and behind a large building to his front, Tyrus could see a swirling, pale light of unnatural origin. Was there no end to Lichtenstein's heresy? Tyrus had no doubt that Lichtenstein and the other corrupted Inquisitor were responsible for this blasphemy against the Emperor. He gestured for Bravus, his latest Enforcer, to follow him down the rocky slope towards the township. Today would be a day long remembered in the annals of Inquisitorial justice. It would see the rogue Lichtenstein and his unholy compatriot finally brought to justice.

At the foot of the escarpment, hidden in the shadows of a covered boardwalk, Zhenkang watched Tyrus and Bravus, easing back the cocking hammer of his heavy stubber and pointing the perforated barrel in their direction. These must be the interlopers Kaludram had warned him of, the ones who would try to prevent their glorious master's birth into the world. Blood-flecked froth gathered at the corner of his mouth as he saw the woman spot him. Before she could warn the hugely armoured man who accompanied her, Zhenkang pulled the trigger, holding on for dear life as the heavy weapon bucked madly in his grip. Heavy calibre shells roared from the gun's muzzle, churning the rocky slopes to splinters and kicking up plumes of smoke and dust. He cackled insanely as he saw the woman drop, bleeding from a wound to her belly and sparks fly from a bizarre floating skull that followed the armoured man.

Hearing the roar of his minion's weapon, Kaludram tore his gaze from the unfolding majesty of his master's transmogrification, instantly alert for potential threats. He waved at Shred BD259, pointing around the far corner of the building as he slid to its corner and stared towards the hillside. A motionless dust cloud obscured whoever Zhenkang had been shooting at but, besides that, he could see a gold-masked warrior in red robes and a hugely muscled man carrying a fearsome glaive. He reached out with his psychic senses, probing for weaknesses, feathering a mind-touch on both interlopers. Sensing an opening he slid psychic tendrils of influence into his victim's mind, wrapping his power and desire around the man's individuality. He felt resistance, but exerted his powerful will, utterly dominating his victim. He closed his eyes, opening them a heartbeat later and looking out through his puppet's eyes, seeing the warrior with the glaive lying in the sand before him, taking cover behind some rocks. With shaking hands he forced his puppet to raise his own pistols...

Malicant screamed inside his head, his self-will pushed into a creaking corner of his skull as the presence of another took control of his limbs. He fought against it, sweat bursting from his pores with the effort, but the will that had swallowed him was too strong and he could only watch in horror as he took trembling aim at Sergeant Stone's exposed back. His hands shook as he fought the loathsome influence in his mind, but he could not prevent himself from pulling the triggers. Bright las-bolts blasted the rocks around Stone's head to splinters and the massive guardsman rolled aside as Malicant's shots stitched the ground where he had lain. His mouth twisted in a silent scream, Malicant jerkily advanced towards Stone.

Inquisitor Lichtenstein flinched at the bark of gunfire from the far side of the township and motioned to Dimitri on the roof of the derrick-housing as he watched Kessel emerge from behind some rocks on the other side of the square. The

Treachery! Under Kaludram's control, Malicant turns on Stone.

damnable Daemonhost that had 'slain' Dimitri outside the chamber of the Paraelix Configuration floated beside him. Lichtenstein cursed; this complicated things. There could only be one reason Kessel was here: to banish the Daemon. Lichtenstein knew that the venerable Inquisitor would be content with simply preventing its manifestation, but Lichtenstein wanted more. He had a score to settle with this creature and he would not allow Kessel to get in his way. He sprinted towards the truck parked beside a weather-beaten building and shouted, "Kessel, stay your hand! The Daemon must manifest before it can be destroyed."

"How long do we have until then?" replied Kessel, also running for the truck.

Lichtenstein felt the almost unbearable psychic build up and said, "Not long. Moments only."

Tyrus turned at the sounds of las pistol fire behind him, his fury building as he saw Malicant blazing away at Stone. What in the name of all the holy saints was the fool playing at? The wards inscribed on his armour blazed with the proximity of psychic energy and Tyrus realised that Malicant was in the thrall of another. The Witch Hunter cursed Malicant and resolved to punish him severely for his weakness of spirit. He turned to Malicant and drew his pistol as the wounded Lucretia shouted a warning to him. He spun, seeing a mutated cultist below bringing his massive gun to bear once again, holding the muzzle pointed firmly in Tyrus's direction. He raised his bolt pistol, taking careful aim, but before he could shoot, his foe's weapon erupted with fire. Tyrus felt the hammering impacts against his armour and fiery pain as the heavy bullets tore through the ceramite plates and into his flesh. He collapsed, clutching his pelvis as the fanatic's insane laughter rang in his ears. As he fell, he saw Stone leap to his feet, stumbling on a loose patch of scree as Malicant once more aimed his guns.

Lucretia saw Tyrus falling and rolled aside as his massive form crashed to the ground. She gritted her teeth and fought back the waves of nausea and pain. Her breath caught in her throat as she saw a huge, mechanical behemoth lumber around the corner of the building below her and begin marching relentlessly towards her. Massive, piston-driven power claws snapped on the end of its rusted metal arms and its face was twisted in a snarl of hatred. Lucretia felt the ground shake under the impact of its footfalls and fought to unlimber her shotgun as the terrifying beast drew closer. The trigger guard caught on the leather catch of the shotgun's scabbard. She pulled again as the cyber warrior drew ever closer, the pneumatic hiss from its arms and the crackle of energy sheathing its claws getting louder and louder. She tugged frantically at her shotgun, at last freeing the weapon and racking the slide one handed. It was almost on top of her as she rolled and fired, putting a hail of shot into its groin. With a look that was more surprise than pain, the mechanised warrior dropped to its knees, blood coating its thick, canvas trousers as Lucretia's cyber-mastiff launched itself over its fallen mistress and sank its steel fangs into the warrior's chest.

Both Kessel and Lichtenstein jumped as the truck's engine roared into life, the corroded exhausts jetting filthy blue oilsmoke. Lichtenstein felt the tang of psychic energy permeate the vehicle and turned to see Dimitri moving his hands as though behind the wheel of the truck. A

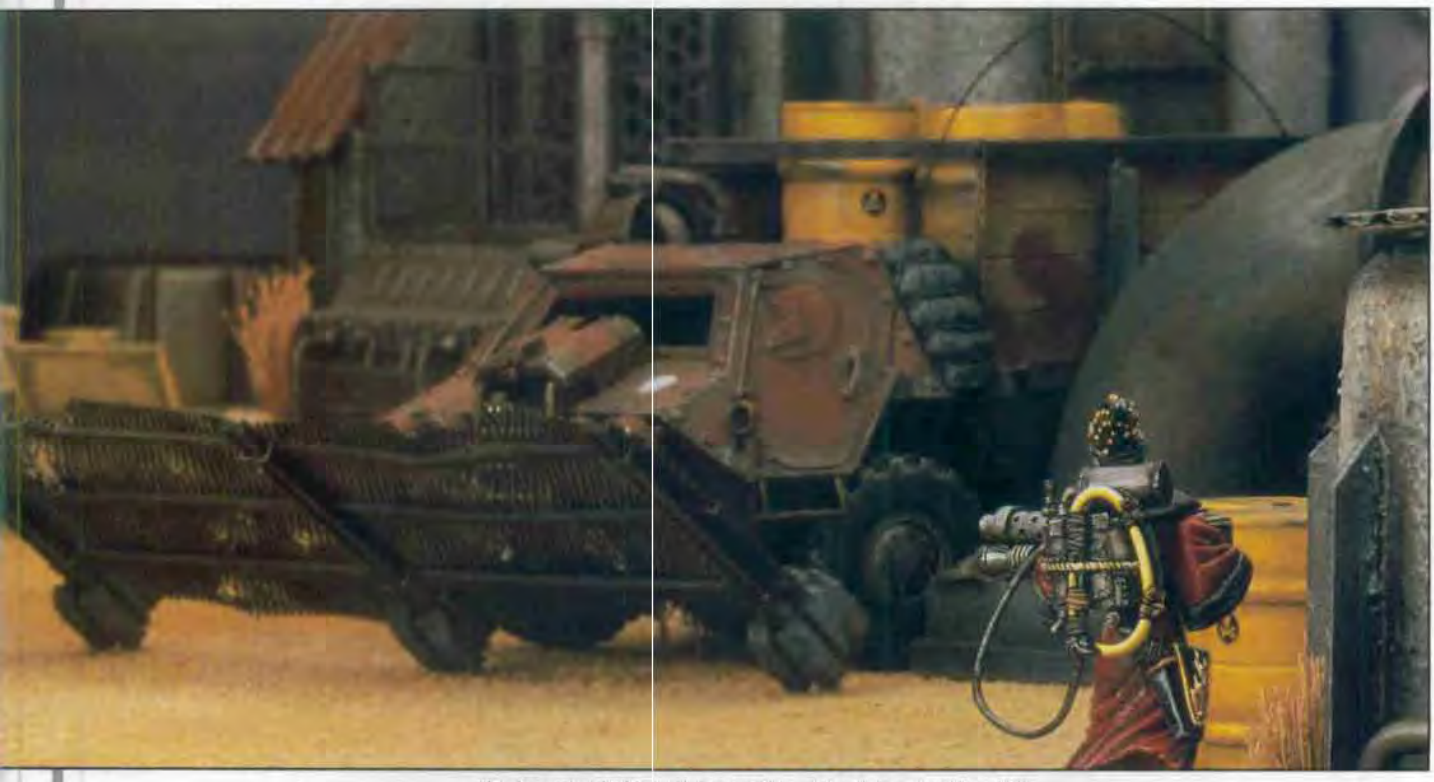
With its mistress down, the cyber-mastiff rushes to defend her.

Kessel is dragged along as the truck demolishes the barbed wire fence.

side effect of the Pharaa'gueotla's daemonic presence in the Taberna Ostium mines had been the unlocking of Dimitri's latent mecha-psychic ability and, useful though it might prove to be, Lichtenstein knew he would need to keep a close eye on the Magos, as he was without the protection that shielded sanctioned psykers from daemonic intrusion. With a shriek of tyres spitting gravel, the truck suddenly sped off towards the centre of the township. Lichtenstein attempted to keep pace with the truck as its speed increased, while Kessel recklessly leapt onto its lowered tailgate. But he had misjudged the speed of the truck and was jolted from its back, only just managing to hold onto its side panels. The truck sped off, dragging Kessel behind it and smashing through a wire fence in a shower of sparks towards the centre of the township.

Zhenkang turned at the sound of the truck smashing through the fence towards their master's chosen vessel. Shimmering light still surrounded her and it was all too clear what the driver of the truck's intention must be. He experienced a moment's confusion as he saw that there was no one driving the truck, but didn't let that stop him from swinging the heavy stubber around and pulling back the trigger. Firing at such close range and at such a large target, almost all the shells impacted on the truck, blasting great holes in the bodywork and punching through the engine block. Smoke belched from the speeding truck and the engine exploded, wreathing it in flames. Kessel screamed in pain as the fires scorched his arms, but held on regardless. He could feel the tightness in the air, the fabric of reality twisted by the abomination attempting to force itself into existence. The air reeked of its foulness and he knew that he did not have much time.

Stone slid partially down the rocky slope and saw a figure clad in blasphemous runic armour at the corner of a building below him. The grinning figure was mimicking Malicant's every movement, and Stone realised that this must be the cause of the Redemptionist's treacherous behaviour. He snapped off a quick shot, blasting a chunk of timber from beside the man. The heretic ducked back and vanished from sight as Stone crawled back to the top of the slope. He rolled onto flat ground, allowing the glands implanted in his neck to release a cocktail of combat stimms. He felt fresh strength flood his system and leapt to his feet. He turned in time to see Malicant's contorted features and the flash of gunfire from the Redemptionist's pistols. One shot scored across his leg and another slammed into his belly. He grunted in pain, reeling back and raising his own gun. But before he could pull the trigger, Malicant lowered his las pistols and the glaze of another's control dropped from his eyes. Sensing the threat from Malicant was over for now, Stone turned as he heard the sounds of battle over his shoulder and saw Lucretia's mastiff savaging an enormous warrior armed with power claws. He pointed at Malicant and growled, "This isn't over, zealot..."



Zhenkang shreds the truck from end to end with heavy calibre shells.

Lucretia used her shotgun to push herself upright, knowing that her cyber-mastiff wouldn't be able to hold the mechanised warrior for long. It bit into what little organic components remained of him, scoring deep grooves in his flesh. She unhooked a synthflesh spray from her belt and applied it to her wound, the pain fading as the quick-acting balm did its work. She pocketed the synthflesh canister and aimed her shotgun, cursing as Stone charged past her, swinging his enormous glaive at the thrashing warrior. With a shrug, she scabbarded her shotgun, unslung her shock-maul and charged after the Gland War veteran.

Lichtenstein followed the speeding truck across the buckled fencing, halting at the edge of the thick, steel pipe and watched as the lumbering form of Gryx emerged from behind the structure to his left. He shouted, "Angellus", then after a moment's pause added, "Do not attack Kessel or his companions!" The servitor warrior bellowed as his pacifier helm slid up and the injector implants grafted to the scar tissue of his left shoulder injected a flood of stimms directly into his bloodstream. Lichtenstein saw a robed fanatic ahead with a heavy stubber rapidly thumbing shells into the breech of his weapon and sent that image to his servitor-warrior with a pulse of thought. Gryx took off at a sprint, the replacement leg grafted on by Monque and Dimitri performing admirably as he hurdled crates in his frenzy to tear at his target. The fanatic pulled back the loading hammer and swung the weapon to bear, but it was too late – Gryx had him, swinging his power claw in a deadly arc at his belly. The energised blades of the claw sheared through the barrel of the heavy stubber and punched through the fanatic's belly, before smashing through the timber structure of the building behind. Gryx tore free his claw in a welter of blood as the fanatic slumped to the boardwalk, half his midsection torn away.

Gryx goes up to 4 on Zhenkang.

Graham checks to see who gets caught in the blast of the hydrogen tank's explosion.

Kessel decided enough was enough and released his grip on the truck's tailgate, rolling to his feet as the truck continued its lunatic course. His legs were bloody and torn after being dragged across the barbed wire fence. The Healer was just in front of him and Kessel could see that there was even less time left than Lichtenstein had said, Pharaa'gueotla was practically manifested. Blinding light poured from great rents in her flesh and her features twisted and ran like molten wax as the Daemon Prince warped her form to its own. Glistening wings, half formed out of the ether, flapped ghost-like from her back and a keening birth cry tore at the air. Kessel steeled himself against the Daemon Prince's corrupting presence and began to channel psychic energy into himself. As he did so, the truck smashed through a pile of barrels and crates, and an explosion mushroomed skyward, ripping through its thin underbelly and detonating the fuel in the vehicle. The blasts slammed Kessel into the ground and his grip on the psychic energy slipped, flaring from his head in a burst of power. Blood streamed from his nose and ears as the flaming wreck hurtled through the air, slamming into the tall hydrogen tank on the township's edge. The metal skin of the container buckled and sheared away, sparks shrieking and igniting the highly compressed gas in a roaring pillar of blue flame. Seconds later the entire tank exploded, showering the township in whickering fragments of burning metal and an expanding sphere of flaming gas. Kessel covered his head as fiery debris rained down around him, his mind pounding with the pain of psychic backlash. He pushed himself to his knees, wincing as he pulled a smoking shard of metal from his arm, and took advantage of the confusion caused by the explosion to take stock. Mechsimus advanced behind him, his leg bleeding and scorched from the blast, while Logan Storm rumbled towards a rocky outcrop, seeking a good firing position. Loa Gorg was close; he could sense the Daemonhost's nearness and the scratching, insistent presence at the edge of his mind as the soul-fragment bound within the sword sensed his weakness. Quickly he suppressed its hunger. To his left he could see Lichtenstein's servitor warrior, its claw awash with blood, and the Daemonhost Ghaustos, drifting from the cover of the

pipe. On the hills above the town, a furious battle was raging, though it was impossible to make out the details through the smoke. Gripping his force staff, he stood and saw the leering form of the Daemon turn its attention his way as the last vestiges of the Healer were cast aside and Pharaa'gueotla's true corruption was revealed. Cold fury gripped the Inquisitor and he realised he had to act quickly.

Loa Gorg sensed its master's wishes and charged towards the burgeoning Daemon Prince, floating within the shimmering whirlwind that still surrounded it. Loa Gorg lashed out with clawed hands at Pharaa'gueotla but the Daemon laughed at his puny efforts. Kaludram roared in fury at the impertinence of Kessel's Daemonhost in attacking the majesty of his lord and unsheathed his glittering daemonsword, charging in with a ferocious battle cry. The sword sang, but Loa Gorg dodged each lethal thrust, darting aside with preternatural speed.

Surveying the battle from his vantage point, high on the derrick housing, Dimitri watched the unfolding battle dispassionately. He no longer saw the world as before, his bionic cortex exchanging information with his senses by artificially generated electrical impulses. He saw the soon-to-manifest Daemon as a series of vari-spectral hues with proportional vectors of unmeasurable energy, its form blurry and indistinct to him. A giant figure in power armour came into view, its surface pitted with symbols that registered on Dimitri's threat files. He mechanically engaged his targeting algorithms and opened fire. Both shots kicked up spurts of dust, but failed to find their mark. Dimitri compensated for the inaccuracies and prepared to fire again.

On the other side of the township, Malicant sheathed his pistols and drew

Outnumbered, Shred BD259 finally falls to Malicant's eviscerator.

out his eviscerator, furious beyond words at the violation visited upon him by the enemies of his master. The new enforcer and her mastiff were fighting alongside Stone against an enormous mechanical fighter, only just holding it at bay. Malicant charged down the slope, raising his eviscerator high above his head and screaming in hatred. The gladiator warrior swayed aside from a thrust of Stone's glaive and batted it aside, closing and snapping his power claw at the guardsman's head. The blow was intercepted by Lucretia's shock maul, the enforcer spinning low behind the gladiator and thundering her weapon against the base of his skull. The gladiator dropped to his knees, blood pouring from his cracked head as Malicant joined the fray, slashing his shrieking chainblade across his foe's chest. Blood sprayed from the wound and the gladiator toppled backwards. Malicant leapt on top of him and drove the sword downwards through his chest with a howl of fury. The eviscerator juddered in Malicant's grip, the barbed teeth grinding against the Gladiator's ribs. Smoke boiled from the motor in the hilt as Malicant ripped the weapon clear and stood, his heart hammering against his ribs, breath hot in his throat.

Slaved to the imperative to kill, Gryx swung his lolling head in search of fresh targets. Two figures battled in the shadow of a swirling maelstrom of light, one of which was off limits, while the other was a viable target. Growling with battle-lust, the servitor warrior set off to kill again.

Kaludram heard the sound of heavy footfalls behind him and risked a glance over his shoulder in time to see a one-armed servitor warrior charging him with murder in his eyes. He turned from the nimble Daemonhost and barely managed to dodge a swipe aimed at his head. Gryx attacked again, furiously slashing his power claw at the Magus, but the man moved like quicksilver, swaying aside,

Loa Gorg avoids Kaludram's attack as Gryx charges in to deliver the coup de grace.

Man against Daemon. Kessel fights for his life against Pharaa'gueotla.

ducking, and leaping above the servitor warrior's frenzied attacks. Metre by metre, Kaludram was forced backwards, the glamour encased within his sword failing to ensnare his attacker's gaze. Another flurry of blows came at him, each one dodged by the narrowest of margins. Kaludram spun away from yet another blow, desperately backing away from the maniacal warrior. He saw an opening to break from this combat and took it, turning away from Gryx as an incandescent blast of light, like a miniature sun, exploded between them. In the confusion he stumbled away from the fight, almost tripping over the remains of the shattered hydrogen tank and into the staggering form of yet another cybernetically-augmented warrior. Who had unleashed the psychic attack, he could not tell, but obviously this warrior had not been lucky enough to avoid being blinded by it. He lashed out with his crackling power fist, catching the warrior high on the temple and almost tearing his head clean off. The warrior dropped, his legs spasming weakly, and the Magus turned back to where his master shimmered in the throes of its final transmogrification. He experienced a moment of pure horror as the servitor-warrior he had just escaped from charged from the dimming light, and this time there was no escape. The power claw slashed across his leg, the return stroke closing around his arm and ripping it from his body as easily as a man might snap a twig. Blood fountained from the wound and Kaludram collapsed, pain like nothing he had ever known flaring around his body like an electric charge. Even as consciousness slipped away he felt a surge of vindication as he felt his master ascend to this mortal plane.

With a hollow crack that pounded the air with its violence, the last remnants of the Healer's flesh exploded from the newly-birthed Daemon Prince's form. A creature older than time stood revealed in all its chaotic majesty. Iridescent wings flapped from its back and its skin glittered as though studded with diamonds. Its movements were sluggish, as though not yet used to physical form. Its eyes burned with the thirst of ages and an anger that had seen civilisations exterminated on a whim.

Lichtenstein chanted the Verses of Banishment, intoning the names of the holy saints of exorcism as he drew vast amounts of psychic power into his body. He would only get one shot at this and thought it fitting that since he had brought this monster into the world, he should be the one to send it back to the hell from whence it came. Blood ran from his nose as the accumulated warp energy threatened to spill out from his fragile human frame. He took a step towards the Daemon Prince, raised his hands above his head and yelled, "Foul beast! Back to the pit from which you were spawned!"

Bolts of pure white energy leapt from his outstretched hands, lashing the beast with coruscating energy and enveloping its

form in binding chains of power. Lichtenstein kept pouring power into his banishment, but Pharaa'gueotla merely laughed, swelling its barrel chest and splitting the bindings asunder.

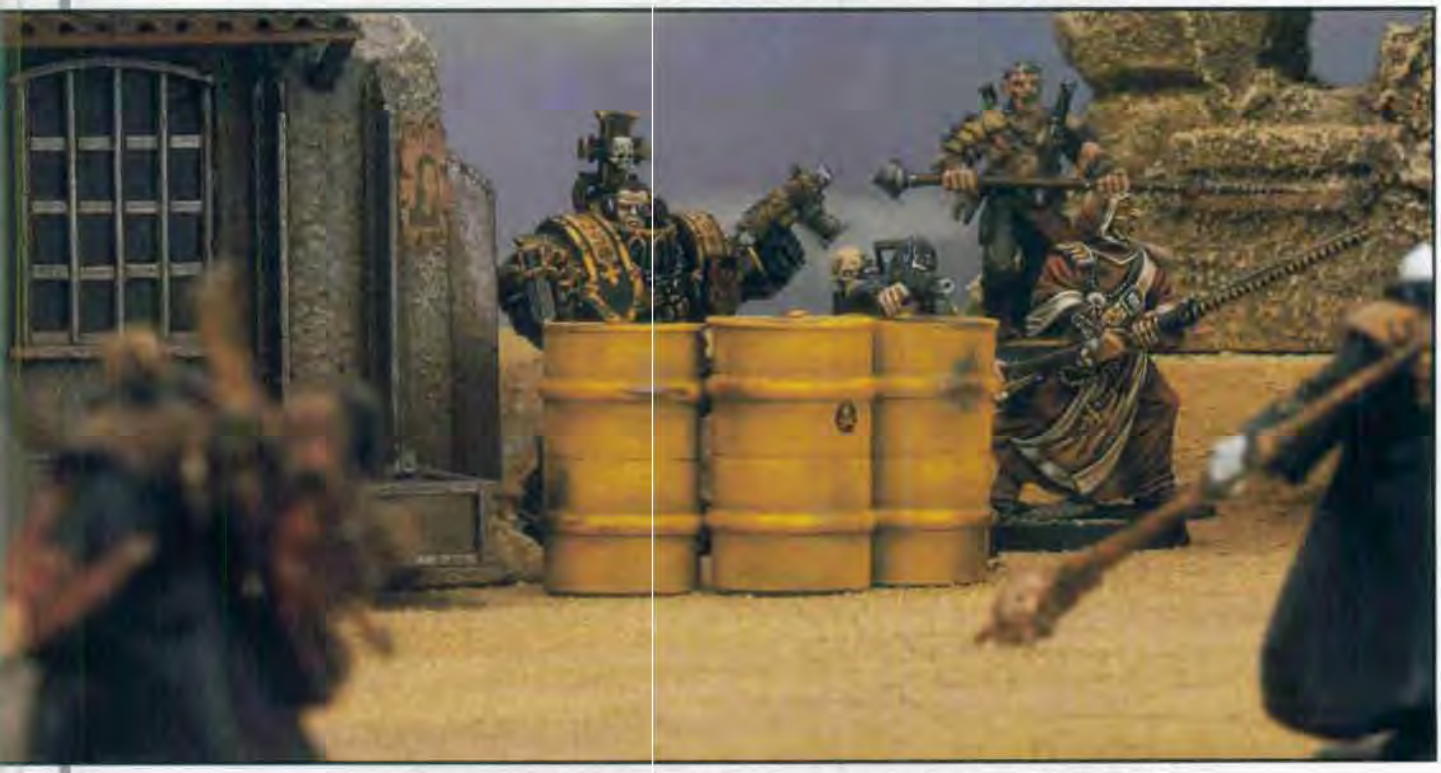
On the hillside above the township, Tyrus ran stiffly towards the exhausted members of his warband where they stood over the body of the fallen gladiator. Malicant's features shone and his huge chainblade was coated in blood. Perhaps the Redemptionist had done something right for a change. The wound in his groin pulled painfully every step he took, but Tyrus was damned if he would miss this fight. Stone's medi-kit should keep the bleeding down and minister to the pain for long enough. With a curt nod, he led his followers towards the centre of the town. Lichtenstein was there, and there was soon to be a reckoning.

Kessel groaned in frustration as he saw the Daemon Prince shrug off Lichtenstein's banishment. It was still groggy, unable yet to take advantage of its stolen physical form, and Kessel realised what he had to do. Silently he commended his soul to the Emperor and raised his force staff to his lips. The blessed saint of Ulantrix herself had touched the weapon and Kessel reverently kissed the inlaid scrollwork there. The Daemon towered above him as he charged towards it, its fanged maw leering at him malevolently. With a scream of revulsion, Kessel ducked beneath the Daemon's claws and swung his force staff in an upward arc. The skull-topped staff connected with the Daemon's midriff and Kessel channelled all his rage and disgust through the psychically attuned material of the weapon. Foul ichor spattered him as the Daemon's substance burst apart under the impact. Pharaa'gueotla shrieked in sudden pain, reeling from Kessel's blow. The Inquisitor stepped aside a sweep of the Daemon's talons, narrowly avoiding being crushed under its gnarled foot. The Daemon stepped back, closing its claws around Kessel's body, but the inquisitor stepped forward and hammered his force staff into the rippling tear in the Daemon Prince's body where he had struck before. He screamed as power he had not dreamed or dared he could tap poured through his body, along his arms and into the force weapon. Kessel's staff ripped upwards through the substance of the Daemon's body, cleaving it in two, blazing arcs of dark light vomiting from the wound. The fluid matter of the Daemon Prince disintegrated under the assault, exploding with a burst of tainted light and a shriek of tortured anguish as it was once again banished to the haunted depths of the warp. Kessel dropped to his knees, utterly drained as he saw Loa Gorg floating towards him.

Grinning with vindicated triumph, Lichtenstein staggered forward towards Kessel, his reserves of energy stretched to the limit by this encounter. Pharaa'gueotla was gone, destroyed while in physical form and cast back to the Immaterium. No matter that he had not been the one to dispatch the Daemon; the deed was done, and that was what mattered. He leaned on the pipe and called out, "Impressive, Kessel. Most impressive." He saw Gryx standing over the body of the fallen Magus and telepathically sent the shut-down command to his berserker, feeling the weight of the past few months wash from him. Kessel nodded, too weary to respond and hauled himself to his feet using his force staff. He turned to face Lichtenstein as a crack of gunfire echoed across the square and Gryx went down, twin holes blasted in his groin. Lichtenstein ducked into the cover of the pipe and drew his stubber as Kessel spun to face the new threat.

Tyrus stepped into the square beside an enforcer carrying a smoking stubber. His fanatic sprinted around the flanks while a burly soldier followed behind. Lichtenstein returned fire as Logan Storm opened up with his multi-laser, having worked his way into a covering position. The enforcer went down under the hail of fire and the square became a death-trap of bullets and laser fire. Kessel ducked and hurled another pyrotechnic burst of psychic energy into the centre of the square. He strode forward and shouted, "Cease this madness! The foe is defeated!"

Tyrus fired off a volley of bolter shells as he saw Lichtenstein sheltering behind a giant ore pipe, cursing as he saw the majority of his shots ricochet from the ironwork. The meddling fool Kessel stepped in his way, blocking his line of sight, foolishly thinking that this would prevent him from shooting. He drew a bead on Kessel and fired, putting him down with bolter fire, one shot clipping his leg, another grazing his skull. Kessel dropped, blood pouring down his face as he heard Tyrus bellow, "There is no escaping the Emperor's justice, sinners!"



Face to face again. Bitter rivals, Tyrus and Lichtenstein, square off as Kessel tries to halt the bloodshed.

Once more, Lichtenstein cursed Tyrus's name as he saw Kessel fall. In the confusion of the battle against the Daemon, he had allowed Tyrus to slip from his mind. It was time to leave this place. But not before he had exacted a measure of vengeance on Tyrus. He sent a psychic thought to Dimitri and seconds later, a Kraken penetrator bolt hammered into Tyrus' leg, pitching him to the ground. Lichtenstein ducked back as another volley of fire rang from the metal of the pipe and swiftly spun from cover to take aim at Tyrus. He squeezed the trigger and grinned as the round punched through the Witch Hunter's thigh armour, hurling him backwards. Kessel was down, but Lichtenstein owed him nothing and, as Tyrus struggled to rise, he realised he would never get a better chance than this to make his escape.

Keeping his pistol trained on Tyrus's warband, Lichtenstein and his followers left the devastated township of Paganus Reach to make their way back to Cephalon. Their work here was done.

After a deadly gun battle, Lichtenstein is the last man standing.

Tyrus fought through the pain of his wounded leg and pushed himself to his feet. Blood washed down his thigh cuissart and his every nerve screamed in pain. But he had suffered worse before this and could not show weakness before his followers. No matter that each of them had allowed their wounds to debilitate them to the extent that they were unable to fulfil their obligations to him. He would decide their punishments later, but for now he had more pressing concerns. He limped painfully to where the bleeding form of Kessel lay, a long gash torn in his temple where Tyrus had shot him. Lichtenstein had escaped him once more, but the capture of Kessel was a prize that almost made up for the renegade's escape. Kessel groaned, and even a cursory glance told Tyrus that these wounds were not mortal. The rogue Inquisitor's disfigured face was testament to the dangers of Radicalism and Tyrus shook his head at such folly. The misguided fool would soon learn through pain the error of his ways.

Tyrus waved the wounded enforcer forward. "Bravus, restrain this one. And do not touch the sword; it is corrupted. Leave that to me."

Bravus nodded and removed binders from her belt as Tyrus and Stone walked through the devastated township towards the fallen warrior in power armour. Tyrus' lip curled in contempt, recognising the blasphemous sigils engraved upon the figure's armour as Stone knelt beside the man. This was a follower of the Ruinous Powers, and Tyrus would take great pleasure in bringing agonising retribution down upon him. The heretic's arm was crudely severed just above the elbow, blood pumping steadily from the ragged stump.

"His wounds are grievous," confirmed Stone with relish. "He will die soon."

"Make sure that he does not," snapped Tyrus.

Stone rose, a puzzled look on his face. "You wish him to live?"

"I do," confirmed Tyrus. "He must be seen to be punished, so that all who see his fate shall know the price of heresy. He will die without your skills."

"So let him die," sneered Stone.

Tyrus lashed out with his fist, gripping Stone's bandolier and lifting the heavy sergeant from his feet.

The Witch Hunter hauled Stone level with his own scarred face.

"If he dies, so do you. Now do as I command."

Tyrus dropped the shocked Stone and turned away.

MORE BANG FOR YOUR BUCK

Graham McNeill

Graham: I don't think I've ever seen such a destructive game of Inquisitor, and I've run plenty of games. Setting the scenario in a mining complex was a gift for fans of explosions and destruction, and I knew that these guys weren't going to be happy unless they managed to destroy half the settlement as well as the Daemon. And they didn't disappoint. I saw this game as the climax of a movie. I could picture the truck laden with ammo careening into the hydrogen tank in slow-mo and the chain reaction of explosions that followed. Equally as vivid were the psychic pyrotechnics when Kessel destroyed the Daemon's physical vessel before it could act, and the final shoot-out between Lichtenstein and Tyrus. I was very pleased at the way things worked out and none of the worries I'd had before the game cropped up.

I remember Rowland once describing games of Inquisitor as being like the last ten minutes of an episode of Buffy the Vampire Slayer, the point in the show where everyone knows what's going on and it's time for Buffy to kick some bad guy butt. That description really struck a chord in me, and it's a feeling I've tried to carry over into my games of Inquisitor. Keeping things moving quickly and giving the players a sense of urgency is essential for an exciting game of Inquisitor, and it makes it a much more involving experience when players are getting into their roles to the extent that they're yelling, "Die evil Chaos-scum!" across the board. I was also pleased that the vehicle rules I'd written also got a try out. Though the truck was being 'remote-driven' by Dimitri, the rules worked pretty much as I had hoped and if you want to give them a try, be sure to check out issue 2 of Exterminatus magazine.

I had great fun running this scenario and it developed nicely as the game went on, with tensions escalating steadily from gunfire to explosions, to bigger explosions, to a dramatic finale with a brave Inquisitor taking on a Daemon Prince single-handed! After the game, we talked about what would happen next. The wounded Tyrus has now taken Kessel and Kaludram prisoner and is preparing them for their Trial by Ordeal. This is another of Inquisitor's great strengths, where the ending of one game naturally leads into the next. As we talked over the scenario's ending, a number of potential story arcs immediately suggested themselves. Would Loa Gorg attempt to rescue his master? What would happen if someone else were to pick up Kessel's sword containing the soul-fragment of Loa Gorg? Might Lichtenstein attempt to free Kessel from the Witch Hunter's clutches – as much to annoy Tyrus as for any altruistic motives?

There's plenty more to be told in the adventures of these Inquisitors and we're already planning their next encounter as part of our own Studio campaign. It seems that there is yet more blood to be spilt and intrigue to be had on the streets of Karis Cephalon.

BETWEEN A ROCK...

Paul: I've not had so much fun in a game in ages – Inquisitor really does allow for some superb, action-packed moments, plus many moments of hilarity. The game had everything and despite my eventual demise I had a great time. I even got time off at the end of the game for bad behaviour...

It was fairly predictable that Kaludram and his retinue would struggle against the odds arrayed against him, and so it proved. Kessel and Lichtenstein kissing and making up didn't help my cause and was my eventual downfall. As they say, 'it's a game of two halves'.

For the first part of the game Kaludram's warband totally dominated, but being outnumbered eventually counted against them. That, and not being able to actually put Tyrus's retinue out of the game. Kaludram himself started proceedings nicely by taking control of the already confused mind of Malicant. Unfortunately his deranged faculties meant that control wasn't as absolute as I'd have liked. It was also unfortunate that Malicant started with his las pistols drawn and not his deadly eviscerator, as that would have made a severe mess of Stone. In the end, some very poor shooting meant that Malicant did no damage to Stone but did tie the two of them up for a considerable period of time.

Zhenkang blazing away on full auto at the start of the game was a riot – 40 shots, of which only two hit, but imagine the hail of hot lead tearing chunks out of everything in its path (apart from Tyrus's lot sadly...). Zhenkang did very well early on but caused more fear than actual damage in the end.

Shred BD259 was an immense disappointment, but then he did take on Tyrus's whole retinue pretty much alone. His rules mean he has to move towards the nearest visible enemy each turn and I had the choice of letting him go or joining him but leaving my main objective, the Healer, unprotected. In the end, Shred charged in and, whilst he tied the Imperial lackeys up for a turn or two, did little damage himself as he was up against too many opponents – I really wanted to see what damage his power claws could do...

As the game drew on the writing was firmly on the wall, and so it proved as one-by-one the valiant defenders fell to the bullyboy tactics of the false Imperium. Kaludram alone stood against the so-called might of the Imperium, driving all before him until they turned a cheap trick and set upon him from behind, typical behaviour that shows just why they have no future in this galaxy or any other. The might of my masters will prevail.

They think they have me prisoner, debilitated with one arm ripped from this mortal coil. How terribly naive they are – I have them right where I want them...

The aftergame handshake took many minutes to untangle...

MIXED SUCCESS

Gav: As expected, this turned out to be another classic episode in the saga of Inquisitor Kessel, with plenty of gunplay, sword fights, explosions and, of course, raging daemonic entities hell-bent on subjugating the world of Karis Cephalon.

Well, the shaky alliance with Lichtenstein just about managed to hold together, despite Kessel having the feeling that Lichtenstein knows more about the Daemon Prince then he's been telling. In the end, the Chaos Magus and his nefarious followers were dealt with in pretty short order, mainly because Phil and I agreed to settle our differences and concentrate on the main objective.

Overall then, Kessel had a moment of great victory and a moment of shaming defeat. His single-handed banishment (or pummelling, to be more precise) of the Daemon Prince has to go down as one of the most heroic and downright impressive things he's ever done. Never before has a force staff served such a great purpose! Okay, it was a little lucky to destroy the Daemon's manifestation in a single turn, and it could have spelled real problems for our daemon-hunting hero if it had been given the chance to attack back, but it all turned out good in the end. Really, it was a just reward for his bravery in challenging the Daemon alone and unaided.

The real fly in the ointment is that bombastic, meddling fool Tyrus! If only he had listened to reason, much bloodshed could have been avoided. Despite Kessel's selfless attempt to resolve the dispute between the Witch Hunter and the dubious Lichtenstein, the knuckle-headed oaf simply opened fire on him and has now taken Kessel into custody. In fact, though I say it myself, I thought it was quite impressive – the blinding flash to attract attention, and the booming demand to everyone to lay down their weapons. Kessel's no stranger to Inquisitorial Conclaves, and will probably make short work of any accusations Tyrus tries to level at him. After all, he has been valiantly protecting the Emperor for several centuries now, and no upstart with a power armour complex is going to get in his way now... Oh, and yes there were some slightly iffy moments. After Kessel's Willpower was reduced by a failed psychic attack, he spent the rest of the battle staving off Loa Gorg's attempts to take him over. There'll be some chastisements for a certain Daemonhost, and probably the addition of a few more charms and wards to keep him in place when the two meet again.

Graham and Gav plot the next Inquisitor scenario.

FIRE AND BRIMSTONE

Phil: I just love blowing stuff up in Inquisitor. A game's just not the same for me unless I've caused substantial property damage and wrecked at least one terrain feature. For me, one of the highlights of the game was Dimitri's overly successful distraction tactics – the psychic commandeering of a munitions truck. His impromptu ram-raid took down a fence, blew up a couple of piles of crates, the truck itself and ultimately a hydrogen tank, causing an explosion of monumental proportions. Excellent news.

As far as my mission was concerned, perhaps the most important action I took was talking to Kessel. As far as I knew he intended to go in guns blazing and obliterate the witch before Pharaa'gueotla manifested; in no way a solution to its rampage. Because I took the time to role-play an exchange between the two Inquisitors, Gav's warband acted as my allies rather than as my enemies. Although my attempt at banishing the Daemon failed by the smallest of margins, Kessel was on hand to beat seven kinds of hell out of the manifested Daemon Prince with his force staff (who needs psychic chicanery when you've got a big old stick). Where does he get those wonderful toys...?

As for Tyrus, well, the big bully didn't even get close. Due to the intervention of Paul's warband, Rowland didn't really get off the starting blocks until the Daemon was dealt with. By then, Gryx had taken down two thirds of the Chaos warband, including snipping the arm off the Magus himself (good dog!). That meant that by the time Tyrus had hauled himself over to the town square, I was good and ready for him;

Lichtenstein's rock steady aim and the cover afforded by the pipe sealed the deal. So when it came down to the high-noon style shootout, I was able to take out Tyrus' legs (again) whilst sustaining practically no damage in return. I was very lucky that Dimitri came back online just in time to slam one of his two Kraken penetrator rounds into Tyrus's kneecap. It happened I'd stacked the rounds in his bolt pistol's magazine just right.

So the Daemon was banished back to its hell for a millennium, Lichtenstein thwarted his old enemy Tyrus yet again, and my warband came away with no more than the odd scratch. Definitely a success. I'm so chuffed at the way things panned out, I'm even considering a rescue mission to free Kessel from the self-righteous clutches of Tyrus...

BATTERED AND BLOODY

Rowland: All Tyrus had to do was shoot Lichtenstein in the head. Pretty simple? It might have helped if I'd aimed, but like Tyrus himself, I was pretty fired up by that point in the game. Barring Lucretia's man-hating shot to Gryx's groin, Lichtenstein's warband was pretty much unscathed. With his quarry so tantalisingly close, Tyrus only had to win a gunfight and his nemesis would be at his knees at last. It was not to be.

I have to say that I was feeling rather confident to start with, a sure sign of failure perhaps. Tyrus hadn't counted on fighting his way through two other warbands before coming up against Lichtenstein. Graham had endeavoured to make Tyrus's task as difficult as possible. Any initial confidence that had existed was soon blown away. Literally. A heavy stubber on full auto is a frightening thing. In all my games of Inquisitor, not once had I came up against a heavy weapon, and after that opening salvo, I wished the rules for the damn things hadn't been written. Or that I had one in my warband. Then to make matters worse, the ever-reliable Malicant suddenly didn't feel himself. One thing's for sure, you can always trust Malicant to mess everything up.

Luckily, Sergeant Stone didn't hold any grudges, until after the game, where he will pistol-whip him into unconsciousness! After such a bad start, I didn't think I could get back into the game. However after a timely groin shot, some band-aids from Stone's medi-kit, and out-of-character competence from Malicant with his eviscerator, things looked better. It's the ups and downs of fortune that makes Inquisitor so much fun to play. One minute you're doomed and the next, your warband stands triumphant! Even though Tyrus couldn't bring Lichtenstein in, some considerable solace can be taken from the capturing of Kessel and the Chaos Magus. In story terms, Tyrus will obviously put the Chaos Magus through various ordeals before sentencing him to a painful, perhaps even fiery death. As for Kessel, an Inquisitorial Conclave will have to be arranged to pass judgment on the wayward Inquisitor. Next time Tyrus meets Lichtenstein, Tyrus will have a new plan, a resourceful plan, a plan involving using Malicant as a bullet shield...

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CORE TACTICS

Tactics for The Lord of The Rings strategy battle game

Alessio Cavatore delves into some of the tricks and tactics that can be used in The Lord of The Rings strategy battle game, proving that the game is not as easy as it might first appear.

The first thing that hits you after playing a few games of The Lord of The Rings battle game is that this is most definitely not Warhammer!

The true novelty of The Lord of The Rings game is that all our main games until now have shared a common structure: player A does his entire turn, then player B completes his and then back to player A, and so on.

The Lord of The Rings game is deeply different, because first both players move their pieces, then both players shoot, and finally close-quarter combats are solved. This new structure creates a completely different gaming experience. For gaming veterans like myself who have grown up with an alternating turn system it can take some getting used to. Getting to grips with the new system meant I would make silly mistakes such as when it was my turn to move first, I placed my archers in a position where they had a clear line of sight to the enemy, thinking "this is a very good shot!" Too late I realised that before my Shoot phase, my opponent had his own Move phase, so he could move his models into cover, out of sight or even out of range of my archers!

This example leads us to the first part of this article, dealing with the first phase in the turn.

PRIORITY PHASE

Well, the only tactic I can recommend for this phase, consisting of a single roll-off, is 'roll well'. I'd just like to point out that rolling well does not necessarily mean to win the priority roll! You will soon realise that in the early turns of the game, when the models are too far away for close combat, it is actually better to lose the roll and go second, because this allows you to see what your opponent is doing and react to his moves. Later on, when the models are in charge range, going first becomes more of an advantage, allowing you to pin enemies in place before they can move, and even stopping Heroes from using their special powers!

Not as straightforward as it first seemed, is it?

MOVE PHASE

This is certainly the most interesting phase in the game, where you can show all your tactical acumen! It makes a great deal of difference whether you have the priority or not in this phase, so let us examine the two cases separately.

If you have priority, remember that the enemy will move after you, before you get to do anything else! If you want to charge, try to surround each enemy with at least three models, in order to trap them. Remember that if you charge a model and engage it in combat, it won't be able to move, cast spells or shoot, so it is often well worth getting stuck in. If you don't want to charge because you are clearly outmatched in close combat or you want to shoot and/or wait for reinforcements, keep a distance from the enemy of double the enemy's Move value if at all possible. This is because if the enemy wins priority

PRIORITY AND THE DOUBLE MOVE

1 The Good side and Evil side are more than 12" (28cm) away from each other, meaning that neither side will be able to charge this turn.

2 The Good side wins priority and elects to advance. The Evil side moves second, also deciding to advance.

3 When rolling for priority this turn, the Evil side has a better chance of winning and moving first, allowing them to charge and give themselves a better chance of winning by being able to choose who they attack.

in the next turn (and they are more likely to win it than you are) they will move again before you can do anything. You therefore need to be two moves away from them to be safe. It's important to think one turn ahead and that makes the game very interesting. Also, as you move, always remember to cast your spells, to move only half distance if you want to shoot and to position your archers so that the enemy cannot hide from them.

If you don't have priority, observe the enemy's moves and react to them. Try to charge against enemies that have ganged up on some of your models to help them out. Move your models so that there is something between them and enemy archers that are free to shoot (possibly a house!). Finally, consider that in the following turn you have more chance of getting priority, so you can place your models in a position from where they can launch an attack if they get to move first next turn.

You have probably noticed by now that for both players it's vital not to think exclusively about the current turn, but about the following one as well. This makes for a very challenging game, where you must constantly think ahead and where you are invariably punished if you let your opponent surprise you with a double move which you were not expecting.

Gimli and Boromir's high Defence value makes them very difficult to wound with Strength 2 Orc bows (to wound Gimli you need sixes followed by fives). The Hobbits make a much better target as they have low Defence values.

SHOOT PHASE

Well, one thing is very important to understand here: the enemy cannot shoot you if they are dead.

In other words, if you have priority it's normally a good idea to target enemy archers and try to take them out before they can shoot. Another good reason to aim at them is that they normally have a lower Defence value than close combat troops armed with shields, which makes it easier for you to score a wound if you hit.

In any case, always try to keep an eye on the Wound chart and pick on softer targets. This is particularly important if your bows have Strength 2 (ie, you're not an Elf!), in which case it's better not to shoot at anything with a Defence of 5 or more, because you will need to roll at least a 6 to wound.

In the battle report in White Dwarf 265 the Moria Goblins' bowfire was concentrated on Gandalf. The Moria Goblins managed to wound the wizard forcing Gandalf to use a valuable point of Fate.

Elf bows have Strength 3, which makes them far more efficient than other bows, especially when coupled with the Elves' great shooting value of 3+. Lethal!

On the other hand, even the lowliest Moria Goblin has a chance of wounding the mightiest of Heroes with his bow without risking his neck in hand-to-hand combat. It is true that your chances of scoring a wound against very high Defences are not too good, but remember that everything counts in great numbers (as the episode of the death of Boromir shows all too clearly).

One last thing – always keep in mind your objective for the scenario. Sometimes you can get a bit too carried away with your shooting, and that will slow you down long enough for the enemy to fulfil their victory conditions. If you are shooting you are moving at half speed and that might cost you dearly. Sometimes it's better just to forget your bows and rush towards your objective.

Using warriors armed with spears allows you to gain extra attacks against models fighting from defensive positions.

FIGHT PHASE

In this phase more than any other, numbers count for a great deal. If you manage to surround and trap an enemy, your chances of winning the fight and taking him out are vastly increased.

Heroes are a different problem because, having a very high Fighting value and several points of Might, they are likely to win fights even when completely surrounded by scores of lowlier enemies. Patience is the best solution here – their reserves of Might are not unlimited and once they use them all they become vulnerable, so just mob them and keep attacking: they will grow tired and then you'll be able to hit them. In the long term perseverance (some may call it stubbornness) does pay out.

ABOUT WEAPONS

Spears are brilliant because they allow you to concentrate more manpower where you need it without exposing your models to the enemy's counter-attacks. I would recommend that you always buy a spear-armed model for each of your sword and shield wielding models when you are selecting your force, and you might consider doing the same for your archers.

Two-handed weapons are trickier to use. It's true that you're more likely to kill your opponent if you hit him, but your chance of winning the fight and consequently your chance of striking your blow are greatly reduced. I would say, always use these models in conjunction with others equipped with normal weapons. With such clumsy weapons, teamwork is fundamental.

Finally, a word on shields. If you're definitely outmatched in combat and you have reinforcements on the way, it's often a good idea to 'defend by shielding' to buy some time, but I would not overuse this tactic. The fact that you cannot strike means that you cannot take advantage of those rare situations when an enemy, even a very powerful one, has a particularly bad roll offering you a precious occasion to damage him. Having 'shielded' in these cases is really frustrating, trust me!

Even Gimli can be beaten in close combat if sufficient numbers can be brought to bear. Surrounding a single model also gives you double rolls to wound if you win the combat.

ABOUT COURAGE

The most common circumstance when Courage affects a game of The Lord of The Rings is when half or more of your models have been killed. At this critical point, Good armies still have a vague chance of continuing the fight on account of their superior Courage value (especially if they are Elves!). It is more difficult to reach the breaking point for Evil players, because their forces are normally larger than the Good ones. On the other hand, if they do reach it, this is normally the moment when the game is over. The problem is that, left to his own devices when the situation becomes difficult, your average Orc will turn tail and run (only the Uruk-Hai have a decent Courage). My advice for the Evil player is to take good care of your Heroes, because their superior Courage is invaluable to keep your force going once half of it has been killed.

Moria Goblins flee from Boromir after he blows the Horn of Gondor. If a Moria Goblin Captain had been in the combat, the story could have been very different.

HEROES AND HEROICS

In The Lord of The Rings game, Heroes are very, very powerful. A Hero with a lot of Attacks, a very high Fighting value and a reserve of points of Might is nearly invincible in close quarters against normal warriors. If you can use your Might to raise your Combat score to 6, your superior Fighting will ensure that you win any fight, against any number of enemies. This reliability is decisive in many cases, allowing you to win difficult fights and get out of the most carefully laid trap. The only problem is that your reserves of Might have a limit, so you can't maintain to such a super-human level for too long (unless you're Aragorn, that is!). So, don't waste your points – use them well!

Magical powers are often very useful, but once again you cannot keep casting over and over again, because you'll soon use up your Will, leaving you both powerless and vulnerable to the magic of the enemy.

To conclude, I'll delve into one of the reasons why Heroes are so powerful in The Lord of The Rings game: the advanced rule I call 'Heroics'. By spending a point of Might, Heroes and models around them can move/shoot/fight out of sequence, snatching the initiative from the player with priority and anticipating his moves. This can sometimes prove decisive and it certainly adds a further layer to the game. Players not only have to think ahead, but must also consider what would happen if the enemy was to sacrifice his precious Might and do something Heroic. The only chance of tackling such outbursts is to commit your own Heroes and anticipate the Heroics of the enemy with yours. This can easily escalate and lead to a huge waste of Might points in order to 'out-Heroic' the enemy, and players really need to keep their nerve and be cautious about an excessive use of this powerful tactic.

Anyway, we are now bordering on the realm of quite advanced tactics and I do recommend that you begin playing The Lord of The Rings game without the advanced rules. I hope I have managed to convince you that it's not as simple at it might first appear.

Enjoy!

The 'Orcs Attack' battle report in WD263 only contained four characters, but they still played a major part in the game, eventually tipping the balance of the battle and handing the Evil side a victory.

THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

PAINTING MASTERCLASS

Heroes of The Fellowship of The Ring

To complete our painting guide for the models from the Fellowship of the Ring boxed set, this month we take a look at how the 'Eavy Metal team painted Legolas and Gimli.

LEGOLAS

Sculpted by Brian Nelson
Painted by Martin Footitt

ASSEMBLING THE MODEL

The model was given an undercoat spray with Chaos Black. Any sections where the paint had failed to catch were then covered with thinned Chaos Black paint.

PAINTING THE MODEL

To paint the face, a basecoat of Dwarf Flesh was used. This was then given a wash with Chestnut Ink, followed by a second coat of Dwarf Flesh. Small amounts of Pallid Flesh were then added to Dwarf Flesh for successive highlights.

Legolas's trousers were first painted with a basecoat mix of Chaos Black and Space Wolves Grey. Small amounts of Space Wolves Grey were then added to this for each successive highlight stage.

A basecoat of Shadow Grey was used to paint the shirt. This was highlighted by adding Space Wolves Grey. To finish, a wash of thinned Light Blue Ink was applied.

An equal parts mix of Dark Angels Green, Scorched Brown and Chaos Black mix was used as the basecoat colour for the tunic. Fortress Grey was added to this to highlight the darker sections of the tunic. These were then given a wash with thinned Black Ink.

For the lighter sections of the tunic an equal parts mix of Dark Angels Green and Scorched Brown was used as the first highlight. Fortress Grey was then added to this for successive highlights.

Legolas' hair was painted with a basecoat mix of Bestial Brown and Snakebite Leather. Snakebite Leather was used for the first highlight stage, to which small amounts of Bleached Bone was added for each successive highlight stage.

FINE DETAIL

The belt was painted with a basecoat of Scorched Brown to which Bestial Brown was added for the first highlight followed by the addition of Bleached Bone for the final highlight.

A basecoat mix of Scorched Brown and Chaos Black was used for the quiver. Scorched Brown was used on its own for the first highlight, followed by adding Vermin Brown to this for successive highlights. Finally, the quiver was given a light glaze with thinned Black Ink.

The straps of the quiver were painted with a basecoat of Dark Flesh, which was highlighted by adding Snakebite Leather. For the final highlights, Bleached Bone was added to the mix before a wash of Brown Ink was applied.

The bow was painted with a basecoat of Scorched Brown. This was then highlighted with Dark Flesh to which Vermin Brown was added for the final highlight stages.

FINISHING TOUCHES

The arrow shafts were painted with a basecoat of Scorched Brown. Bestial Brown was added to this for the highlight stages.

The feathers were painted with a basecoat of Bestial Brown, which was highlighted by first adding Snakebite Leather, then Bubonic Brown for the last highlight stage.

A basecoat mix of Chaos Black and Scorched Brown was used to paint the wrist guards and boots. Scorched Brown was used for the first highlight stage followed by adding a small amount of Bleached Bone for successive highlight stages.

All the gold sections were painted with a basecoat of Shining Gold. An equal quantity of Mithril Silver was added to Shining Gold for the first highlight stage, followed by adding more Mithril Silver to the mix for a final highlight.

Legolas prepares to fire his bow.

GIMLI

Sculpted by Brian Nelson
Painted by Neil Green

Gimli hacks his way through yet another Uruk-Hai.

PAINTING THE MODEL

The red overcoat, glove fingers and weapon shaft were painted with a basecoat mix of equal parts Scab Red and Scorched Brown. Scab Red on its own was used as the first highlight stage followed by adding a small amount of Bleached Bone to this for the final highlight stage. These sections were then given a wash with a thinned mix of equal parts Brown and Black Inks.

The chainmail coat, axe blade and metal sections of the helmet were painted with a basecoat of Boltgun Metal. This was then highlighted with Chainmail. The helmet sections were then given a wash with thinned Black Ink.

A basecoat of Scorched Brown was used to paint the boots, gauntlets, belt and helmet. Small amounts of Bleached Bone were added to this for each successive highlight stage. These parts of the model were given a wash with a thinned mix of Brown and Black Inks. The gauntlet was then re-highlighted with the original mix in a criss-cross pattern.

The inner metallic part of the axe was painted with a basecoat of Tin Bitz, which was highlighted with Beaten Copper.

A basecoat of Bestial Brown was used to paint the flesh. This was highlighted with Dwarf Flesh, then given a wash with thinned Chestnut Ink. The final highlight was an equal parts mix of Dwarf Flesh and Elf Flesh.

Gimli's beard was painted with a basecoat of Scorched Brown. This was highlighted with Dark Flesh before being given a wash with a thinned mix of Black and Brown Inks. A second highlight of Dark Flesh was applied before finishing the beard by painting a highlight mix of Dark Flesh, with a small amount of Bleached Bone added to it.

The backpack was painted with Chaos Black and highlighted by adding an equal quantity of Codex Grey to Chaos Black.

The cloth attached to the backpack was painted with a basecoat mix of equal parts Regal Blue and Chaos Black. Small amounts of Hideous Blue were added to the basecoat mix for each successive highlight stage.

ELVEN CLOAKS

Gimli and Legolas have alternative models with Elven cloaks, which can be bought in the Ambush at Amon Hen boxed set. These cloaks were painted with a basecoat of Chaos Black. An equal quantity of Bleached Bone was added to this for the first highlight stage. Small amounts of Bleached Bone were then added to the mix for each successive highlight.

BASING

Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with static grass.

THE LORD OF THE RINGS

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SERIES ONE
Figures

Gandalf the Grey
Item # 9304 12.5"H

Orc Overseer
Item # 9302 9"H

Frodo Baggins
Item # 9301 9"H

Lurtz
Item # 9303 13"H

Busts

Pippin
Item # 9402 6.5"H

Aragorn
Item # 9404 8.5"H

Gandalf
Item # 9403 9"H

Frodo
Item # 9401 6.75"H

Orc Swordsman
Item # 9405 7"H

Orc Overseer
Item # 9406 6.5"H

Helms

Orc Hide Helm
Item # 9501 5"H

Orc Crowfaced Helm
Item # 9502 5"H

Orc Trapjaw Helm
Item # 9503 5.5"H

Orc Squinter Helm
Item # 9504 5"H

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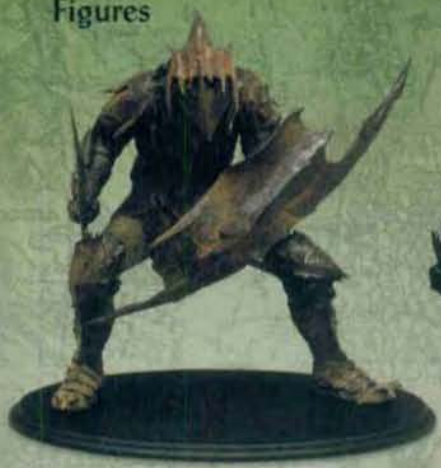
SERIES TWO

Figures



Moria Orc Swordsman
Item # 9308 9.5"H

Orc Pitmaster
Item # 9312 10.5"H

Orc Warrior
Item # 9307 9"H

Legolas Greenleaf
Item # 9306 12.5"H

Busts

Boromir,
Son of Denethor
Item # 9408 8.25"H

Uruk-hai Scout
Item # 9407 9"H

Lurtz
Uruk-hai Captain
Item # 9415 8.5"H

Samwise Gamgee
Item # 9412 6.75"H

Gimli, Son of Gloin
Item # 9409 7.5"H

Numenorean
Infantryman
Item # 9411 8.5"H

Helms

Numenorean
Infantry Helm
Item # 9508 5.5"H

High Elven
War Helm
Item # 9507 5.5"H

Orc Iron Cap
Item # 9513 5"H

Gimli's Helm
Item # 9506 5"H

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AOL Keyword: Lord of the Rings www.lordoftherings.net

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THE LORD OF THE RINGS
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WHAT IF?

Two new scenarios for The Lord of The Ring

Have you ever been reading a book or watching a movie and wondered what would have happened if a character had chosen a completely different course of action?

The Fellowship of The Rings game is perfect to try and find out answers to such "what if?" questions. The following two scenarios, by Alessio Cavatore and Dave Cross, are just examples of what you can do by combining The Lord of The Rings game rules and your imagination.

If you come up with your own scenarios, send them in to us (after very thorough playtesting, of course!) – they might even get published...

EVIL IN BREE

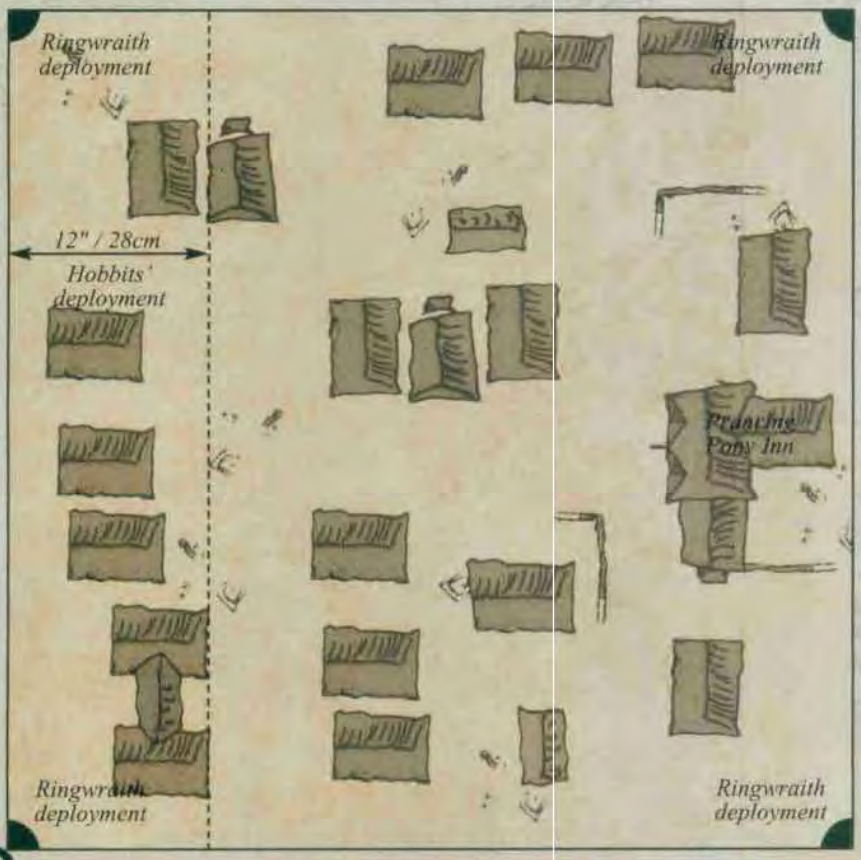
DESCRIPTION

Imagine what could have happened if the Ringwraiths had caught up with the Hobbits in Bree and attacked them before they had met up with Aragorn in the Prancing Pony.

PARTICIPANTS

On the Good side are Frodo, Sam, Merry and Pippin. They cannot choose any optional wargear. On the Evil side there are four Ringwraiths. All the Ringwraiths are on foot, having left their mounts to hunt the Ringbearer in the alleys of Bree.

The Ringwraiths succeed in compelling Frodo to put the Ring on.



POINTS MATCH

If you want to play the game with other forces, choose an equal points value for each side. The Good force must include a Hero with the Ring and the Evil force must include at least one Ringwraith.

LAYOUT

The game is played on a 48" (112cm) square table. As many houses and other pieces of urban terrain as you can lay your hands on are scattered throughout the table. Place a house at the centre of a short table edge with a door facing towards the centre of the table. This represents the Prancing Pony. The door must be no more than 6" away from the table edge.

STARTING POSITIONS

Frodo is deployed up to 12" (28cm) away from the table edge opposite the Prancing Pony. The other Hobbits are deployed anywhere within 3" (7cm) of Frodo. Each Ringwraith starts at a table corner.

OBJECTIVES

The game ends when Frodo moves off the table through the Prancing Pony's main doors (Good side victory) or when he is killed (Evil side victory). If Frodo is killed and all the Ringwraiths are banished in the same turn, the game is a draw.

AMBUSH ON THE ROAD TO RIVENDELL

DESCRIPTION

This scenario deals with what might have happened to Boromir on his long and perilous journey to Rivendell. In this scenario he travels through a wooded valley on a misty morning, and the forces of the evil Lord Sauron ambush him.

PARTICIPANTS

On the Good side there is Boromir mounted on his trusty steed.

On the Evil side there are 20 Mordor Orcs led by an Orc Captain. Three of the Orc warriors are armed with bows and the rest with a mixture of swords and shields, spears or two-handed weapons.

POINTS MATCH

If you want to fight this ambush with different forces, the Good side gets to choose a hero and the Evil side gets troops to the value of the Hero + 50% (with a maximum of 20% of the warriors armed with bows).

For example if the Good side use a Hero with a points value of 100, the Evil side gets to spend 150 points on its force.

LAYOUT

You will need an area of at least 48" (112cm) square. The area represents a road running through a lightly wooded valley (perfect ambush country). The road runs the length of the table from west to east, and the woods are on either side of the road.

STARTING POSITIONS

The Good side sets up first with the Hero starting on the road within 3" (7cm) of the board edge.

The Evil side then places its force counters (see special rules for details) anywhere on the table that is out of sight of the Good forces.

OBJECTIVES

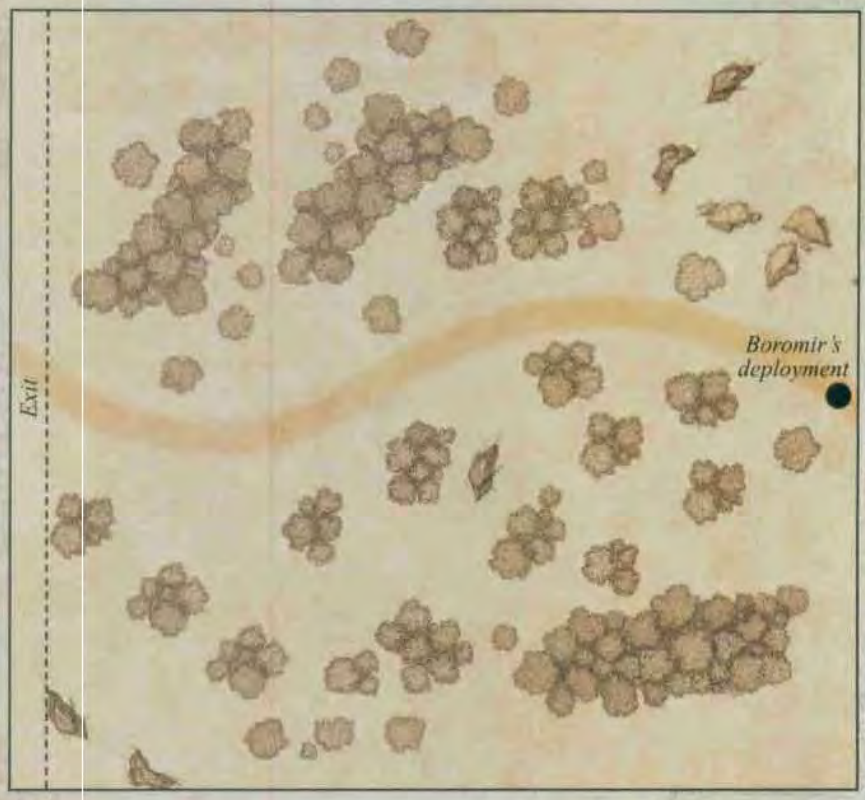
The Good side wins if the Hero escapes off the opposite edge to the one he started on.

The Evil side wins if they kill the Hero.

SPECIAL RULES

As the game is played on a misty morning, the Evil force starts the game represented by ten individually numbered counters (1-10). This represents the fact that in these conditions it would be very difficult to spot troops laying an ambush.

25mm round bases with numbers painted on them make great counters, although pieces of paper with numbers written on them will do.



Before the start of the game the Evil player makes a note of which counters hold his troops. Each counter can hold between 0 and 6 troops. He keeps this information hidden from his opponent until during the game.

The Evil player may replace a counter with its contents at any time, and from that moment on he may move and fight with those troops as normal. The new troops must be placed within 2" (5cm) of the counter.

The Good player may force the Evil player to replace the counter with the forces it represents if he moves into direct line of sight with the counter or he moves within 6" (14cm) of the counter. As soon as the Good player triggers the revealing of one of the Evil player's counters he stops. The models are placed on the board and then the Good player finishes his move.

The following is a new wargear option for Boromir, so that you can use the new mounted model in your games.

Wargear

Boromir can ride a horse at the following points cost:

Horse ..... *10 pts.*

Horse. *Rules for horses and riders are given in the main rules.*

	F	S	D	A	W	C
Horse	0	3	4	0	1	3

Boromir fights his way through the ambush.

THE LORD OF THE RINGS

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