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WHITE DWARF

271 August 2002

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Please mark your envelope clearly with the name of the game you are

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writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

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Hey, how do you like the new look? We thought it was time for a little facelift here in news page land. Hopefully it'll be a little easier on the eyes, and make it a little bit easier to keep track of everything Games Workshop puts out in any given month.

There was a slight mix-up in the release schedules for the last couple of issues. If you haven't already encountered it, all of the troop types that were listed as being sold in blister packs were actually packaged in regiment-sized boxed sets. Unfortunately, the decision came through after those two issues had gone to print. Sorry for any inconvenience or confusion I may have inadvertently caused. D'OH!

Now let's me see what's going on around here at the moment.

It seems there's just no stopping the growth spurt juggernaut that is the **Games Workshop US Web Team**. As I'm writing this, we're just getting over the acclimation period following the arrival of former Mail Order maven **Gideon Siner**, and new (what does he do) **Adam Bjornholm**, when lo and behold, it's time to welcome a new member to the gang, **Dave Noyle**. He'll be making sure that the Canadian content of the Games Workshop

official website and webstore are all in order, among other great things. As with most of the web team, it's practically inevitable that all three of these guys paths will lead them to pitch in on the pages of White Dwarf, so I figured I'd at least give you the heads up on their arrival (if you didn't already know).

Speaking of arrivals, it seems they've decided to loosen the restrictions on who can and can't leave the island continent of Australia, because none other than **Dave Taylor** (former high general muckety-muck at **GW Australia**) has joined the **US Promotions Office** as the **Special Projects Manager**. He'll have his hands in things (ewww!) all over the place, including being the main hatcher of the plan for the **LOTR Last Alliance** events this summer. You'll be more than likely to see Dave's "interesting looking" mug all over the place in the near future (including a battle report in this very issue), so don't say I didn't warn you!

Anyway, that about sums up all of the office updates, and unfortunately, leads me to being pretty much out of space. See you next month!

William "Goat-Boy" Stilwell

THINGS TO DO IN AUGUST

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<input type="checkbox"/> Check out any potential Rogue Trader Tournaments in your area	40
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<input type="checkbox"/> Dust off any neglected Battlefleet Gothic Models to get ready for the big fleet re-assembly and launch	96
<input type="checkbox"/> Find out about the NEW "Regiments of Renown" Club Program	97

Let Slip the Dogs of Wargaming in the Dog Days of Summer!

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

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

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

If you find any problems with your product please email us at: custserv@games-workshop.com. Or, if you have a rules question please email us at: roolzboyz@games-workshop.com.

What's New on The Web?

<http://www.games-workshop.com/news/n>

THIS MONTH ON THE WEB...

More and more Chaos invades the Games Workshop website this month. In addition, there's full coverage of Games Day Canada, as well as the complete rundown of what went down at the first Philadelphia Grand Tournament. And to top it all off, the ongoing coverage of The Last Alliance campaign will keep you up to date on what's happening in Middle-earth. Surf by today!

Internet zone

Encounter the Epitome of Evil

The Epitome of Evil Summer Tour continues on this month. The Battle Wagon schedule below gives you all of the stops that the tour will be hitting in the month of August (including a bonus listing for the final stop on the 1st of September).

As a reminder, in case you forgot from last month, the Epitome of Evil tour will feature 3 gigantic "Bring and Battle" games with the Necrons in 40K, Chaos in Warhammer, and the Dark Lord Sauron in The Lord of The Rings: The Fellowship of the Ring each posing a dire threat to the worlds they inhabit. It's up to you and your forces of good to take up the call and quell the evil with up to 500 points of "good guys."

For all of the details, including prizes, a special shirt, and even the special miniature on sale only at tour stops, see the store nearest you that will be threatened by the Epitome of Evil.

Battlefleet Gothic Re-Launches

All of you with aspirations of becoming admirals in the 41st millennium, take heart! Newcomers and grizzled veterans alike should be pleased to hear that the game of space combat is coming back and not in a small way!

This fall, Battlefleet Gothic will be making a return to game store shelves everywhere, with the complete accompanying line of familiar spacecraft, as well as plenty of new surprises in store. Check out the ad later in this issue, and future issues of White Dwarf, as well as the official Games Workshop website for the details.

Be a Primarch!

Well, not quite literally, but you do have the chance to etch your names in the halls of the Imperium's archives by creating your very own Space Marines Chapter! That's right, Games Workshop is giving you (along with anyone else who has an idea) the opportunity to throw their creative hat into the ring and create your own unique group of the Emperor's Finest (color scheme, background and history, the whole works). Be sure to see the ad later in this issue for the complete initial lowdown on how and when you can enter this incredible contest, as well as what rewards await you!

Regiments Of Renown Clubs

Last month, we told you about the new official "Regiments of Renown" club support program. This month, we just wanted to make sure you knew all of the details by checking out the ad later in this issue, or by visiting the website at:

<http://usclubs.games-workshop.com>

Open Season!

A new season of Rogue Trader Tournaments is well underway! This year you'll find new scenarios, a streamlined Selection scoring system, and super-fast updating in the illustrious Hall of Heroes! All your stats will be tracked this year using your Games Workshop ID number. How do you get your

number? Register yourself on the Games Workshop website! There, under your profile you'll find the number. Give this number to the tournament organizer and they'll use it to enter your results into the Hall of Heroes. Since it pulls the information that you've entered into your online profile, your name, city and state will be right every time! So don't delay, jump on into a tourney today!

Canadian HQ Gets New Digs

The Games Workshop Canada HQ offices have taken up root and moved from their home in Mississauga, Ontario. In case you're wondering, they can now be contacted at:

2679 Bristol Circle Units 2 & 3
Oakville, ON L6H 6Z8

Noteworthy Store Events

The Battle In Seattle - As a last minute reminder (depending on when you get this magazine), the Battle In Seattle is two full days of gaming in Grand Tournament style on July 20th & 21st. There will be six games each for Fantasy and 40K with exciting new scenarios. Catered lunch will be provided on Saturday, and all players will get t-shirts. Challenge some of the best players from all over the Pacific Northwest! The huge Rogue Trader Tournament event is sponsored by 7 game stores from across Washington and has space for 200 players. The cost is only \$75.00 per player. For more information and applications, go to the Washington Game Store Alliance website at:

washingtongamestorealliance.com.

Odyssey 2000 - Odyssey 2000 is hosting it's annual mega-painting competition. Entries must be Citadel Miniatures and registered by August 30th. The five categories are as follows: Best of Show, Best 40K Figure, Best Fantasy Figure, The Open Category (Vehicles and Monsters), and the Youngblood Category (for entrants 14 and under). Visit Odyssey 2000 at 6407 Quinpool Road; Halifax, Nova Scotia; B3I 1A7. And call them for details at (902) 429-6477.

Crossroads Gaming - On August 2nd, 2002, Crossroad Games is hosting a Warhammer 40,000 Gladiator Tournament. This event will begin at 9:00pm and is set to continue through the night. It promises to be an exciting event, and for more info, as well as registration details, contact Crossroads Gaming at 15 Forthill Rd.; Standish, ME 23005, or call them at (207) 642-2612.

The Lord of the End Times Hits New England - Rogue Trader Stores in the New England area will be participating in a regional painting competition focusing on the mighty Archaon model (released this month). Purchase an Archaon model and paint it up as you see fit, then bring it back to the store on September 1st for judging. Store winners will move on to the regional finals. Each store winner receives one boxed set of his/her choice, while the overall winner will receive a dark reward in the form of one of every Chaos release for Warhammer!

Catch Up With The GAMES WORKSHOP BATTLE WAGON

This month, the Epitome of Evil tour rolls on with sinister force. The Battle Wagon will be along for the ride at every stop, carrying tons of decidedly evil bits and more in its hold. Watch for it when it hits any of these stores!

Aug 1 ...Little Wars - Fairfax - VA
Aug 2 ...One Eyed Jaques - Richmond, VA
Aug 3 ...Comic World - Stafford, VA
Aug 4 ...Comic Store West - York, PA
Aug 7 ...Dragon's Den - Poughkeepsie, NY
Aug 8 ...Hobby Bunker - Malden, MA
Aug 9 ...Wizard's Tower - Nashua, NH
Aug 10 ...Dakka Dakka - Manchester, NH
Aug 11 ...Grandmasters - North Dartmouth, MA
Aug 14 ...Games Workshop - Springfield, VA
Aug 15 ...Adventurer's Guild - Harrisburg, PA
Aug 16 ...Jester's Playhouse - Northfield, NJ

Aug 17 ...Superior Comics - Dover, DE
Aug 18 ...Dream Wizards - Rockville, MD
Aug 21 ...Hobbytown USA - West Chester, PA
Aug 23 ...Games Workshop - Cheektowaga, NY
Aug 24 ...Millennium Games - Rochester, NY
Aug 25 ...Altered States - Syracuse, NY
Aug 27 ...Dragon's Lair - West Springfield, MA
Aug 28 ...Danger Planet - Waltham, MA
Aug 29 ...The Game Castle - Londonderry, NH
Aug 31 ...The Dugout Zone - Eldersburg, MD
Sep 1 ...Games Workshop - Glen Burnie, MD

STAND AND SHOOT



For the love of God, whatever you do, don't leave your children unattended around Ernie Diez!



Outrider Mike Holt demonstrates just how exciting it is to work behind the scenes at a GW Grand Tournament.



We can't tell if the look of bewilderment is from what's on the computer screen or that Go-Go's about to lose his precious cookie.



This isn't necessarily funny, but we thought you'd like to see it.

TAKE YOUR BEST SHOT!

Think you have a picture that belongs here? Send it along!

If you've got a printed photograph, send it to:

Stand and Shoot
c/o White Dwarf
6721 Baymeadow Drive
Glen Burnie, MD 21060 USA

If you prefer to go digital, e-mail your pic to:

standandshoot@games-workshop.com

Be sure to include your name, the names of everybody in the photo, and a description of just what's actually going on in your picture. If it strikes us just the right way, it could make it into print for everybody to see! Or, you could win a prize! (We'll be in touch with you about this.)

WARHAMMER 40,000

This month's Warhammer 40,000 releases bring even more horrors without measure to join the ranks of the Necrons. The new Destroyer Lord and the hulking Monolith roar onto the scene to help give the Necrontyr more firepower to destroy their mortal adversaries.



The Necron Monolith is no mere transport. While it carries Necron Warriors into battle, it decimates its fair share of the opposition as well. And although it's a skimmer, which carries inherent benefits, when it's immobilized it isn't destroyed like other skimmers. It merely stops where it is, and continues to fire upon the enemy, raining death and destruction on foes.



AUGUST RELEASES

		USD	GBP
0474	Necron Destroyer Lord (Boxed Set Containing 1 Necron HQ Model)	\$28.00	\$19.99
3064	Necron Monolith (Boxed Set Containing 1 Necron Heavy Support Model)	\$65.00	\$44.99

All the benefits of being a Necron Lord are coupled with the enhancements of a Destroyer to create a near-ultimate killing machine.



CHAOS

Minions of both the Lord of Decay, Nurgle, and the Dark Prince, Slaanesh, are front and center in this month's daemoniac Chaos releases. All of these foul beings are suitable for use in games of Warhammer AND Warhammer 40,000. Both types of bases are included, where applicable, to make sure you can rank them up properly for each game.

There is no pleasant way to describe Plaguebearers. They are, quite literally, walking embodiments of pestilence and decay. They are constantly decomposing and are always looking to force others to do the same. This boxed set contains the minimum regiment requirement of 10 assorted models.

AUGUST RELEASES

		SCDN	\$US
0543	Great Unclean One (Boxed Set Containing 1 Greater Daemon of Nurgle)	\$65.00	\$44.99
1528	Keeper of Secrets (Boxed Set Containing 1 Greater Daemon of Slaanesh)	\$65.00	\$44.99
1635	Plaguebearers of Nurgle (Boxed Set of 10 Nurgle Daemons)	\$60.00	\$39.99
1637	Chaos Furies (Boxed Set of 10 Daemons of Chaos Undivided)	\$60.00	\$39.99
1936	Daemonettes of Slaanesh (Boxed Set of 10 Daemoniac Servants of Slaanesh)	\$60.00	\$39.99
8536B	Nurglings (1 Full Base of Nurglings per Blister)	\$10.00	\$6.99



The tremendous (and tremendously vile) Greater Daemon of Nurgle, the Great Unclean One, is brought to the battlefield in this new model that's sure to revolt, as well as inspire awe.



Nurglings are less individual beasts than they are massed hordes of filth spawned from the rotting flesh of Nurgle himself. They attack in swarms and are deceptively effective in battle as a result of their numbers.





Manifestations of Chaos Undivided, these nightmarish beasts are the weakest of the daemonic creatures in the hordes of Chaos. However, they are still a frightening opponent when pitted against mere mortals. Their winged frame allows them to swoop down and overwhelm their prey. This boxed set contains the minimum regiment requirement of 10 assorted models.



Beguiling their opponents with their unnatural beauty, Daemonettes of Slaanesh tempt unsuspecting victims with misbegotten thoughts of pleasure, only to unleash furious pain instead. This boxed set contains the minimum regiment requirement of 10 assorted models.

The embodiment of Slaanesh, the Feaster of Pain, the mighty Keeper of Secrets prowls the battlefield creating confusion amongst the ranks of those with the resolve to actually face the monstrous creature in combat.

SPECIALIST GAMES RANGE

This month's Specialist Games range releases consist of a complete line-up of all new issues of familiar publications designed to broaden the horizons of some of your favorite Games Workshop games. Battlefleet Gothic, Epic, Warmaster, and Inquisitor take center stage this month. Be sure to keep your eyes focused on this very spot for monthly info on the latest in publications and new models to round out the rough edges of these gaming worlds.

AUGUST RELEASES

	SCDN	SUS
Battlefleet Gothic Magazine #10	\$6.00	\$3.99
Epic Magazine #10	\$6.00	\$3.99
Exterminatus Magazine #3 (Inquisitor)	\$10.00	\$6.95
Warmaster Magazine #12	\$10.00	\$6.95

Black Library

For more info on all of these and other Black Library publications, check out their advertisement later in this issue, and be sure to visit www.blacklibrary.co.uk.

AUGUST RELEASES

	SCDN	SUS
Plague Daemon	\$10.00	\$6.95
Brian Craig pens this tale of the infestation of Nurgle in the Warhammer world		
Redeemer #2	\$4.25	\$2.95
Second issue of the full-color reprint.		
Storm of Iron	\$10.00	\$6.95
The Iron Warriors are the focus of this new novel from Graham McNeill		
Warhammer Monthly #57	\$4.25	\$2.95
Another issue of GW's action-packed comic book		

WARHAMMER

Mortals of the Warhammer world quake in fear, for the time of Chaos is surely upon us all! This month sees the arrival of Archaon, the new mounted Chaos Sorcerer, and two Nurgle character models.

AUGUST RELEASES

		SCDN	SUS
1623	Lord of Nurgle (Boxed Set Containing 1 Nurgle Character Model)	\$32.00	\$24.99
1625	Archaon: Lord of the End Times (Chaos Special Character Boxed Set)	\$45.00	\$29.99
8520P	Chaos Champion of Nurgle (1 Chaos Character Model per Blister)	\$14.00	\$9.99
8524B	Mounted Sorcerer of Chaos (1 Chaos Mounted Sorcerer per Blister)	\$14.00	\$9.99

Archaon, Lord of the End Times arrives in the Warhammer world this month. His destiny is to unite the forces of Chaos as one and blanket the earth in their name. The model representing this imposing figure is a sight to behold.



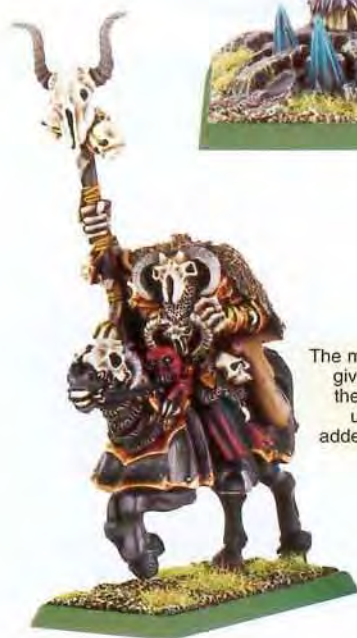
No conversions necessary for leaders to take your plague-infested troops into battle as the Nurgle Champion hits shelves this month.



The daemonic mount of the new Chaos Lord of Nurgle is more than befitting a being so in tune with the Lord of decay. This new model is set to lead your entire Nurgle army to glory.



The mounted Chaos Sorcerer gives you the option to mix the power of sorcery into a unit of Chaos Knights for added protection and power.



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

AUGUST RELEASE

		SCDN	SUS
05-79	Mounted Arwen with Frodo (Arwen on horseback carrying a wounded Frodo)	\$13.00	\$8.99

Arwen carries Frodo from mortal danger to Rivendell just ahead of pursuing Ring Wraiths. This model helps bring that very scene to life on your tabletop.



FEYTOR'S DECAYED ONES

THE STUDIO NURGLE ARMY

This month Space McQuirk takes a look at the Studio's Nurgle Chaos army. Of all the armies in the Studio cabinets this one boasts the most conversions. Anthony Reynolds provides the army's history:

FOOT TROOPS

The first element that struck the 'Eavy Metal team when work commenced on the Nurgle army was its great potential for characterful conversion. As with each of the other powers they started with the Chaos Warriors, but figure painter Tammy Hays wanted them to stand out from the other Chaos Warriors in Archon's force. When assembling the models she selected parts from the mutation frame that were especially suited to a Nurgle theme. These included warriors with horns sprouting from their heads and tentacle arms. Rather than having bright, smooth metallic armor Tammy wanted to create something more suited to Nurgle's theme of pestilence and corruption. This was achieved by mixing static grass with PVA glue and small amounts of Polyfilla (plaster-like filler), which she applied to the armor with an old drybrush before giving it an undercoat.

A dark color scheme of browns and greens was chosen to give the Warriors an earthy feel of disease

and pestilence. The weapons, armor and shields were made to look soiled, rusted and tarnished. To do this a basecoat of Tin Bitz was highlighted with Brazen Brass. Mithril Silver was then added to this before washes of thinned Green, Brown and Black Ink were applied. To finish the Warriors off and truly give them a feel of total putridness, Tammy decided to theme the bases. Beads bought from a craft shop were placed in small holes that had been drilled in the bases before being painted to look like methane welling up from stagnant mud pools. This was done by painting the bead and the surrounding areas brown then applying glazes of Brown Ink

and a gloss varnish finish. The static grass was then applied and drybrushed to appear dead. To tie the bases in with the rest of the Chaos force the sand and edges of the base were painted with the same color scheme as the other bases in the army.

Having read the army book, Tammy decided she wanted to design the banner of the unit to represent the Plague Banner magic item. Taking a Nurgle icon from the Warhammer 40,000 range she then painted on a number of magical-looking symbols and painted the cloth of the banner so as to appear dirty and tattered. This color scheme and icon is not repeated elsewhere in the army, giving it the feel of a unique magical artifact.

With the Chaos Warriors being heavily converted Tammy decided to continue the theme onto the Marauders. She wanted to give them the same level of conversion but without having to repeat the armor effect or use the mutations frame. Using the heads from the Zombie frame Tammy was able to create the appearance of decay and disease. This meant that some conversion work with Green Stuff was needed on the torsos and arms, otherwise the models would have decayed heads but healthy bodies. A few of the heads were sculpted with three eyes in the likeness of the symbol of Nurgle. The skin tone was painted in the same manner as the other units but, when it came to the

Nurgle Chaos Marauders.



Chaos Warriors of Nurgle

final highlight stages, Tammy used Rotting Flesh to give the skin a sickly pallor. To tie the unit to the rest of the Nurgle army, the same color scheme of greens, browns and tarnished metal was applied and the same basing technique was used. The banner of the unit was painted to look as though it had been daubed on by bare hands. This gave the feel that the Marauders were little more than barbaric savages.

DAEMONS

The Nurgle Daemons and Nurglings were painted using the same basecoats of browns and greens that had been applied to the Warriors and Marauders. To highlight these, small amounts of Dwarf Flesh, followed by Rotting Flesh were then added to the mixes for successive highlight stages. Washes of Chestnut Ink and Brown Ink were then applied to create patches of different colors. Once this had dried, gloss varnish was then painted over them to give the models a wet and slimy appearance.

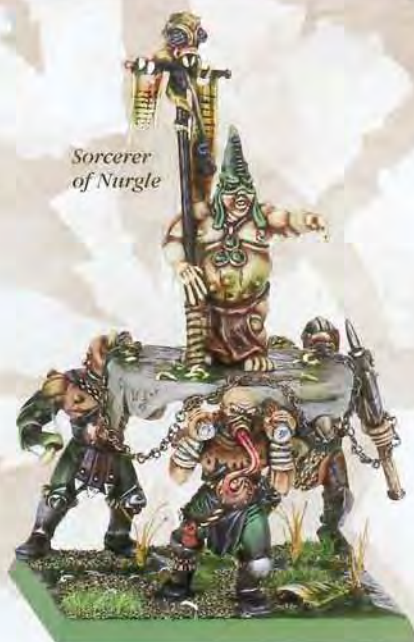
ADDING CHARACTER

The Champions of Nurgle were painted with the same color scheme that had been used on the Chaos Warriors. To make the models stand out from the rest of the army, extra highlight stages were added when painting the armor and cloth.

Army standard bearer



Sorcerer of Nurgle



Having finished the bulk of the army Tammy wanted to create a Sorcerer and decided to sculpt one herself. Taking her inspiration from a Warhammer 40,000 picture featured in the original Realms of Chaos book, she sculpted the model on a palanquin. Having decided that the power of a Chaos Sorcerer would

further mutate the warriors close to him, the models carrying the palanquin were heavily converted with all manner of mutations. She also chose to use only three models to carry the Lord and placed them so that they formed the symbol of Nurgle. The banner was designed to appear decayed and rotten and maggots were sculpted onto the model. Again Tammy used the same basing technique to tie the piece to the rest of the Nurgle force.



Feytor's Decayed Ones.



Asmith.



Feytor's Decayed Ones bring death and disease to the Empire.

The name Feytor the Tainted is spoken in whispers around the campfires of the hardy people dwelling in the northern icelands of Norsca. The name is greatly feared, for it is said that Plague and Pestilence stalk at his side. Fanatically devoted to Nurgle, Feytor has lived far longer than his allotted human lifespan. Leading his powerful warband, the Decayed Ones, Feytor continues to impress his god, who in turn blesses him with the power necessary to overcome his foes.

Born into a poor farming family in a small rural community in the northwest of the Empire, Feytor was the eldest son of his widowed mother. The general day to day running of the farm fell to him, despite being not yet out of his teenage years. Life was hard for the family, and when a particularly harsh winter struck, they were left near starving. Snow had lain on the ground for nearly six months, and countless people had perished in the freezing conditions. Entire villages and towns starved to death, for food was scarce. The previous year's crop had been poor, and the people relied on food supplies coming from other areas of the Empire, but often the way was blocked by the poor weather conditions. When the caravans did get through, the food was often spoiled, and there was never enough to go around. Banditry

became increasingly common, as people became desperate for food and warmth. Tribes of savages from the north descended on the hapless villages, burning, killing and looting. In this time of extreme hardship, a new terror struck the already disheartened people; plague.

This plague was fast acting and deadly, and it consumed entire village populations in days. They died in agonizing torment; their bodies bloating out of all proportion and great welts and boils bursting all over their flesh. So fearful were the people of this contagion that, when one of Feytor's younger siblings began to show the early symptoms, all the neighboring families immediately abandoned their lands and began the long trek to Wolfenburg, where they hoped to find solace. Refusing to leave their family land, Feytor and his family cared for the sick child as best they could, resigned to the fact that the foul seed of plague was already within them.

Feytor prayed devoutly for deliverance from the terrible disease, his pleas directed towards any deity who would listen. To the astonishment of the family, his prayers seemed to be heard, for the boy did not perish. Feytor's brother soon recovered enough to be able to walk, though his skin was still bloated and discolored. Feytor also bore the mark of his first taste of disease,

for his hair had begun to fall out in chunks, his skin became a sickly pallid color, and dark circles surrounded his eyes. Nevertheless, the family lived, and they said silent words of thanks to whichever deity had come to their aid.

However, the family soon came under the scrutiny of the local people who had begun to move back to their lands. Seeing Feytor's sickly appearance, the ignorant farmers scorned the family, whispering darkly about him and his kin and refusing to conduct trade with them for fear of catching disease. Quickly, the family were desperate with hunger and cold and were forced to leave their home. On the road, travelers steered clear of them, and Feytor's frustration and anger increased as he watched his family grow weaker. Nobody gave him a chance to explain that they were not plague carriers, that their sickness was not in any way debilitating. Indeed, Feytor had found that his sickly flesh was now increasingly resistant to cold and pain.

After being run out of countless villages and towns unsympathetic to their plight, Feytor eventually led his family to a cave at the base of the Grey Mountains to the west of the Empire. Game was plentiful, providing Feytor and his family with food and furs. For a time, the family was happy, though a deep seed of resentment had been

planted in Feytor. At dusk one day after hunting, Feytor was returning to the cave with his kill over his shoulder only to find hoof prints in the snow. Dropping the deer in the snow, he raced after the tracks, which led directly to his family. With horror, he raced into the clearing before the cave entrance to find the burnt husks of his brothers, sisters and mother tied to blackened stakes. Smoking ash was all that was left of what must have been a mighty pile of wood spread at the base of the stakes. A group of men stood watching the grisly scene, scarves tied over their faces. Blind with rage, Feytor raced into the midst of them, striking out with his large hunting knife, plunging it deep into the neck of the first man. The others turned in surprise, their eyes filled with horror. One of them barked an order to kill the plague-carrier. Fury coursing through his veins, Feytor laid around him with his meaty fists, ignoring the blows of the swords that tore at his flesh. One by one, he struck the men down, killing the final one by pummeling his head into a rock. Tears blurred his vision as his anger wore off, and he sank into the snow, burying his head in his hands.

When he came to his senses, he felt drained, as if some force of energy that he had been temporarily granted was wearing off. He surveyed the bloody scene, with his burnt family surrounded by the bodies of their murderers – soldiers of the Empire wearing the yellow and crimson tabard of Ostermark. Their bodies were bloated and open sores had burst over their skin, though Feytor took no notice of this. He felt like there was nothing to live for now, and he knew that he would be hunted as long as he lived. Nevertheless, he rose to his feet and set off to the north, for no better reason than it seemed the right thing to do. Soldiers dogged his tracks, but after almost a month of pursuit they lost his trail. They never returned to their homeland. Feytor disappeared from the Empire history books, living on only as a story told around the fireplace on cold and dark nights.

In the sagas of the northern barbarian tribes of the Norse, however, they tell of a sickly man coming into their land, pursued by many of the weak southerners. Intrigued, the Norsemen drew off the pursuit, leaving the sickly one alone. Unsure as to what his coming meant, but having seen it in a vision gifted by the gods, the Chieftain of

the Wolf Brothers tribe watched the stranger. They followed him as he entered their tribal lands, and as he took up residence in a rough cave. The stranger had shrugged off terrible wounds inflicted by those who had pursued him, and the Wolf Brothers were impressed with his resilience. After several weeks, the tribe decided to approach him. The Norse recount the meeting of the Wolf Brothers and the stranger in their histories, for this meeting had a considerable impact on these hardy people. After his coming, many of their people turned towards the worship of Father Nurgle, and a number of mighty Champions of Nurgle rose, bringing glory and pride to the Wolf Brothers.

The Wolf Brothers eventually embraced Feytor after he bested one of their strongest in bare-fist fighting, and he then joined their tribe. It was through the guidance of the tribe's Shaman that Feytor came to realize that it was indeed Nurgle himself who had protected him and his family from the plague, and it was this same divine being who had filled him with the strength with which to avenge his family's killers. Learning all that he could of his patron deity, Feytor began to worship his protective god in earnest.



The Savage Orcs and Goblins race to save their Shaman.

Several years after being welcomed by the Wolf Brothers, Feytor began to push for the tribe to begin to expand, so that it would be strong enough to begin raiding the northern Empire and lands of Kislev. Their chieftain, Svolos Wolf, rejected his wishes, and the rotten seed of resentment began to grow within Feytor. Eventually he challenged Svolos, and the two met in unarmed combat. Svolos was a tall, broad shouldered veteran warrior who had fought off many others who had tried to take his position. He struck Feytor with mighty blows that sent his head reeling backwards, but Feytor merely grinned and waded through the heavy punches. Ignoring blows that would have incapacitated a lesser man, he bore Svolos to the ground, and rained a flurry of blows into the warrior as the Wolf Brothers watched on in silence. Fists bloody, Feytor eventually rose from the now motionless body and claimed leadership over the tribe.

Feytor began to approach the neighboring tribes, proclaiming to them that he carried the word of Nurgle, and that they must join him. When the tribes refused to swear allegiance to him, disease and pestilence began to appear within the tribesmen, striking down strong warriors and children

with equal ferocity. Again Feytor approached the tribesmen, telling them to forsake the worship of their own gods for the benevolent love of Nurgle, and the tribe would be saved. In this manner, Feytor's warband grew quickly as more and more neighboring tribes swore kinship to him.

The following decade saw Feytor rapidly grow in power and influence. His body became increasingly strong, and he was now almost immune to pain. The devotion of his followers, most of whom had taken Feytor's lead and begun to worship the Lord of Decay, ensured that they, too, became a fearsome force, terrifying their foes with their deathly appearance and unholy resilience. A sickly cloud of yellow fog and the buzzing of flies followed their advance, and few could stand against them without fear filling their hearts. Feeling in his now twisted soul that the time of ultimate vengeance against the Empire would soon come, Feytor continued to expand his realm and spread the good word of Father Nurgle.

Those who encountered them knew Feytor's followers as the Decayed Ones, and they embraced the name, forsaking the name of

Wolf Brothers. Their reputation was grim, and they thrived off the fear that they instilled in their enemies. Many of the original members of Feytor's Decayed Ones lived still, though their wolf pelts and leather were replaced with powerful and heavy armor that molded to their festering bodies. They spread dread in their opponents' hearts, ignoring dire wounds and advancing relentlessly. They sought out the most fearsome warbands roaming the Chaos Wastes and met them in battle under the roiling skies. Always, the Decayed Ones left a single survivor, hideously infected with disease, their legacy, who would spread the word of plague in his own manner.

Seeing the mighty twin-tailed comet pass through the sky above, a waking vision came over Feytor. Many had been the times when Father Nurgle had thrust such visions into Feytor's head, and the advice given had always ensured mighty victories and glory for Feytor. This vision directed him to travel to the mountains, where he would meet the great Uniter, Archagon, and join him. Excitement filled Feytor, for he knew that the time of his vengeance on the Empire had come...



GRANDFATHER NURGLE

NURGLE LORD OF DECAY



THE CORRUPTION OF LUTHERSBURG

Flies buzzed around the ears and eyes of the Empire swordsmen, and a sickly yellow fog rolled over them, filling their lungs. A towering figure stalked from the haze, his heavy armor pitted and seeping foul fluids, with a horde of decaying warriors marching at his side. Milky and stigmatized eyes, sunk deep within his dead, grey face, stared out at the men of the Empire. Stepping towards the soldiers he swung his immense flail. Three cruelly spiked balls of corroded metal smashed a shield aside and crushed the face of the closest soldier, felling him instantly. As his comrades watched in horror, his flesh bloated and turned black in patches. Large boils appeared on his skin before bursting, spurting nauseating secretions. Other decaying warriors slaughtered their way through the front ranks of the swordsmen, hacking men down with chipped and rusted weapons. The dead eyes of the powerful champion of Nurgle watched as the enemy broke ranks and fled, some of them falling to their knees as waves of sickness and disease washed over them. As they fell back in fear, the rotting warrior began to chuckle, liquid and phlegm rasping deeply in his throat.

Known also as Nurglitch, Onogal, Neiglen and by many other titles, Nurgle is the Lord of Decay. It is he who unleashes famines and pestilence upon the world, and so it is to Nurgle that mortals turn when they wish protection from the ravages of disease, age and the inevitable decline brought by the passing years. When the crops are spoilt, when a child falls feverish and when wounds begin to fester on the field of battle, supplications are offered to Nurgle for him to stay his hand.

To his followers, Nurgle appears as a massively bloated creature, festering with boils, poxes and surrounded by a dark cloud of flies, each of which carries the symbol of the god upon its carapace. His skin is rent and torn, and from his exposed guts spill the

Nurglings, the spiteful mites of Nurgle. Nurgle is said to delight in every new pox, every unique rash and blister, and of all the gods he takes the most interest in the plight and achievements of his mortal followers.

Nurgle is portrayed as a kindly, almost jovial, god known often as Father or Grandfather Nurgle. While foolish non-believers may moan, gnash their teeth and pull their hair when plague sweeps the lands, and villages and towns tumble into ruins, those dedicated to Nurgle laugh to see the great works of their master. They have accepted the futility of defying Nurgle and the inescapable dilapidation that he brings, and instead embrace the delights of decay and disease, the pleasures of entropy and ruin.

He bestows his gifts of pestilence and decay with a generous spirit. Nurgle's champions, ravaged by disease, are themselves protected from such plagues, for they become inured to the pain and discomfort and, while their bodies may corrupt, the spirit of Nurgle sustains them when lesser mortals would die. Thus the champions of Nurgle can endure wounds and afflictions that would cripple others, and yet still fight on in his name. They are horrific to look upon, more so even than other champions of Chaos, for their peeling flesh, stomachs bloated with corpse-gases and charnel stench is a reminder of the fate that awaits all living creatures.



PAINTING MASTERCLASS

BLOODTHIRSTER

Painted by Neil Green



We continue our series of Painting Masterclass by looking at two of the Chaos Greater Daemons, the Bloodthirster and the Great Unclean One.

ASSEMBLING THE MODEL

The model was first assembled as a dry run assembly. The body was pinned to the legs before pinning the arms and head onto it. Finally, with the head glued in place, any gaps were filled with green stuff.



The Bloodthirster was given an undercoat spray in Chaos Black and any areas where

the spray had failed to catch were then covered with slightly thinned Chaos Black paint.

PAINTING THE MODEL

The skin of the Bloodthirster was given a basecoat of an equal parts mix of



Chaos Black and Red Gore. This was then highlighted with Red Gore on its own, followed by a wash with Red Ink. Once this had dried, it was given a second highlight with Red Gore. Small amounts of Dwarf Flesh were then added to the Red Gore for each successive highlight, using Dwarf Flesh on its



own for the final stage. The skin was then given a wash with an equal parts mix of thinned Red and Purple inks. Once this had dried, a thinned wash of Red Ink was applied.

The skin was

again highlighted with Dwarf Flesh before applying further coats of Red Ink to achieve the desired effects.

The horns, skulls and bone sections of the model were painted with a basecoat mix of one part Red Gore and one part Chaos Black to two parts Bestial Brown.



Small amounts of Bleached Bone were then added to this for each successive highlight stage.



Bleached Bone alone was used as the next highlight stage. These sections were then

given a wash with a thinned mix of equal parts Red and Brown inks. Once this had dried, Bleached Bone was then re-applied as the final highlight.



A basecoat of Tin Bitz, with a small amount of Chaos Black mixed in, was used to paint the armor. This was first highlighted with Tin Bitz on its own, followed by a highlight stage with Beaten Copper. Dwarf Bronze was applied for the next



highlight followed by a wash with a thinned mix of equal parts Red, Black and Brown inks.



The armor trim and the weapon head had a basecoat of equal parts Chaos Black and Boltgun Metal applied. The first highlight with Boltgun Metal was followed by a further highlight with Chainmail. These sections were then given a wash with Black and Brown inks.



To paint the whip, a basecoat of Bestial Brown was given a wash with an equal parts mix of thinned Brown and Black Inks. A second coat of Bestial Brown was then applied before the whip was highlighted with Snakebite Leather, followed by Bleached Bone for the final highlight.



A basecoat of Chaos Black with a little Red Gore added was used on the wing membranes, which were then highlighted by lightly

drybrushing with Red Gore. To finish, a light drybrush of Blood Red was applied.

FINISHING TOUCHES

To finish the model, sand was glued to the base using PVA glue. This was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of Static Grass were applied.



THE GREAT UNCLEAN ONE

Painted by Keith Robertson



ASSEMBLING THE MODEL

The two main body sections were glued together, and once this had set, the hands were pinned to the arms and the chain sections were pinned to the body. Any gaps were filled with green stuff. The Great Unclean One was given an undercoat with Chaos Black spray and any areas of poor coverage were then painted over with slightly thinned Chaos Black paint.

PAINTING THE MODEL

As there is a large surface area to paint, most of the model was done in separate



sections, starting with the legs, and highlighting up to the desired finish before moving onto the stomach.



A large quantity of a basecoat mix of equal parts Dark Angels Green, Vomit Brown and Chaos Black, was mixed in a spare pot

and then applied to the skin sections. Bleached Bone was then added to this mix for each successive highlight stage.



The pustules on the model were painted at the same time as the skin, except that they were further highlighted by adding more Bleached Bone to the mix.



The face was also highlighted further to make it stand out more against the dark tones of the flesh.



The intestines and gaping flesh were painted with an equal parts mix of Chaos Black and Bubonic Brown.



These were highlighted by adding Bleached Bone to the mix followed by a wash of Brown Ink.



A basecoat mix of two parts Chaos Black to one part Bubonic Brown was used to paint the Daemon's vertebrae and talons. Bleached Bone was then added to this for successive highlight stages, finishing off with Bleached Bone on its own.



The maggots were painted with Bubonic Brown. Bleached Bone was mixed with this for the

highlight stage finishing with a highlight of pure Bleached Bone.



Chaos Black was the basecoat for the tongue. Codex Grey was added to this for each successive highlight stage,

before the tongue was given a wash with Magenta Ink.



The skulls on the sword and chains were given a basecoat of Bestial Brown. Bubonic Brown was used for the initial highlight stage followed, by Bleached Bone.



Boltgun Metal was applied as the basecoat of the Daemon's sword. Chainmail was used for the first highlight stage, followed by Mithril Silver. Once this had dried, the whole blade was given washes of firstly Green, then Brown and Purple inks.

The hilt of the sword was painted with a basecoat of Dwarf Bronze, finished by adding Mithril Silver to the basecoat for successive highlights.



To complete the model, the recesses on the Daemon's skin were given several glazes with Purple, Green and Brown inks. Bleached

Bone was then applied to make it appear as though pus was oozing from the cuts, scabs and gaping wounds.

FINISHING TOUCHES

The model was completed by gluing sand to the base. This was then washed down with Black Ink and drybrushed with Bubonic Brown. Finally, patches of Static Grass were added.



A while back we published the Warhammer Annual, containing all of the Q&As and official amendments for Warhammer. However, since going to print, more Army books have been released and the mailbag has been bringing us new questions, so here's an update.

The following questions and answers are official amendments to the Warhammer rules. They replace any you may have seen before and you should check them again as a couple of answers may have been changed (to protect the innocent!).

MOVEMENT

Q. Can a unit redirect a charge against an enemy unit that it could have originally charged?

A. No. You can only redirect a charge against a unit if you could not have declared a charge against them, but can now do so due to the enemy fleeing.

Warhammer chronicles

Warhammer rules clarifications

MAGIC

Q. Can Irresistible Force ever be dispelled? The rules say no Dispel roll may be attempted, and certain items such as Dispel Scrolls mention Irresistible Force. However, other items like the High Elf Sigil of Asuryan make no mention of it.

A. Unless specifically written in the description of an item or ability, Irresistible Force can never be dispelled. Note that some items, such as Sizzla's Shiny Baubles, may have an effect on Irresistible Force, but these are generally not normal dispels.

MAGIC ITEMS

Q. Can magic weapons and armor be combined with mundane weapons and shields and still receive a bonus Armor save in close combat?

A. No, magic weapons and shields do not grant the bonus Armor save in any combination.

Q. How do you work out close combat attacks that do multiple wounds against units with multi-wounds creatures (such as Ogres or Fellbats)?

A. When fighting rank and file troops with more than one wound, use the same procedure you would for normal troops. Roll to hit, roll to wound, make saves. After this, roll for each wounding hit to see how many actual wounds are inflicted by the weapon. The maximum



The Duke looks to Sigmar for protection as both ranks of Dark Elves take aim.

MONSTERS AND HANDLERS

There have been several questions regarding how mixed units of monsters and handlers work (Lizardmen Salamanders and Dark Elf War Hydras, for example) so here are some clarifications:

- These units do not count as skirmishers, though the models are not ranked up.
- When determining what the unit can charge, or for the purposes of flank/rear charges by enemy units, use 90° arcs centered on the monster itself.
- When the unit is in close combat, it forms up following the rules for skirmishers – i.e., those in range get into base-to-base contact, those out of range form up behind.
- The models in the unit move at their own movement value as long as they remain within 1" of each other.

Also note any character allowed to join the unit counts as 'riding' the monster for the purposes of any special rules they may have. For example, if a Dark Elf Beastmaster joins a War Hydra unit, then it does get to ignore Monster Reaction tests if all the 'crew' are wiped out.

number of wounds per hit is the number of Wounds the enemy models have. For example, if you have a sword that does D3 wounds and are fighting Fellbats (which have 2 Wounds each), you would count results of 3 as 2 wounds inflicted. Once the total number of wounds have been worked out, add them all up and remove whole models as normal. To continue the previous example, if you rolled 1, 2 and 3 wounds from three hits, this would cause only 5 wounds and so you would remove two Fellbats while one Fellbat has a single wound remaining.

Q. Exactly what magic items can a character take? Do they have to have the option of a mundane version of the item (like shields) in order to take a magical version?

A. A character who may not take normal armor (i.e., has no option for normal armor in their army list entry) may not wear magic armor. A Battle Standard Bearer who cannot have a normal shield cannot take a magical shield. Similarly, a Battle Standard Bearer is not allowed to take magical weapons that require two hands. However, note that these last two are specific restrictions for Battle Standard Bearers – a character who does not normally have the option for a great weapon could still take a magic weapon that requires two hands to use, for example. The same goes for ranged magic weapons – you don't necessarily need a mundane missile weapon option to take one. Only Wizards can take Arcane items. Some characters (such as Lizardmen Slann Mage-Priests or Dwarf Daemon Slayers) may have additional restrictions or allowances.

Q. How does the Dark Elf Ring of Hotek (all Wizards within 6" Miscast on a double), work with the High Elf Arcane Item, the Book of Hoeth (all the mage's spells are cast with irresistible force on doubles)?

A. Any doubles rolled will be cast with Irresistible Force and then the Miscast occurs, as described for normal Irresistible Force in the rules for the Ring of Hotek.

SHOOTING

Q. Can models behind the first rank see large targets and shoot at them?
A. Yes they can.

CHARACTERS

Q. Do Champions count as rank and file in counting the five models for the 'Look Out, Sir!' and/or the 'Shooting at Independent Characters' rules?

A. Apart from the exceptions noted, a Champion is treated as a rank and file model.

CHARACTERS IN UNITS

We've had a few questions concerning whether a character's mount affects which units they can join, and what effect it has on things like ranks and targeting. So, to clarify:

- Unless otherwise forbidden by the rules, a character can always join a unit, regardless of their mount.
- A unit always moves at the speed of its slowest model, so if a character on foot joins a cavalry unit, they would move at the character's Movement rate.
- A character only gains 'Look out, Sir!' if part of a unit of 'similar sized models' (Warhammer, page 100). The same applies to targeting characters within 5" of a unit. This does not change, whether they are actually within the unit or not. So, a character on a horse can still be picked out if they join a unit of infantry, for example. For these purposes, a character on a monster base (40mm or larger) counts as being bigger than normal cavalry.
- A character in a chariot cannot join a unit unless it is a chariot unit, and only a character in a chariot may join with another chariot or chariot unit.
- A character takes up the space of an equivalent number of rank and file models as their base fills. For example, a cavalry model would take up one space in the first rank and one space in the second rank of an infantry unit. These ranks still count as complete if four 'spaces' wide or more, whether that space is filled with a rank and file model or a character. See the diagrams to the right for examples.



The mounted Empire Battle Standard Bearer within this unit of Greatswords gives the unit two complete extra ranks.



Archon also counts as giving this unit of Knights of Chaos an extra full rank.



However, this unit of Phoenix Guard which has been joined by Tyrion has no rank bonus.

Q. Can Champions be moved into a fighting position in the same way a character can (Page 97 "Moving characters within engaged units")?

A. No, they remain part of the command group at the center of the front rank.

Q. If a character is in a unit with only one rank, can they refuse a challenge as there are no rear ranks for them to be moved in to?

A. If there is space in the single rank for him to be positioned where he cannot fight, he may refuse the challenge. If the entire rank is engaged, he may not avoid the challenge, just as if he were on his own (basically the enemy character hunts him down like the cowardly dog he is!).

WAR MACHINES

Q. Do destroyed war machines cause Panic tests?

A. Yes.

Q. Can I move over a war machine if there is no crew? Is the war machine considered an obstacle or do we treat it as if it is not there?

A. An abandoned war machine has no effect on movement.

STEAM TANK

Q. What effect does an Earthshaker Cannon have on a Steam Tank?

A. It will move at half normal rate, and must first roll a 4+ before firing each weapon.

Q. Are the Trainee Engineers on a fighting platform vulnerable to poison?

A. Any poisoned missile attacks that hit by rolling a 6 need to be randomized separately. If they are randomized against the crew they wound them automatically, but if they are randomized against the Steam Tank they still need to roll to damage with their Strength.

In close combat there is no problem, since the enemy can choose to attack either the Steam Tank or the Engineers.

Q. Do Pikemen get +1 Strength when charged by a Steam Tank?

A. Yes, they do.

Q. Does the use of a Steam Tank have to be agreed upon by both players?

A. No.

Q. Would firing from a hill down at the Steam Tank count as an above hit or is this just for attacks that lob their shot?

A. The 'hit from above' rule is limited to war machine attacks like mortars, stone throwers, etc. (i.e., those that use the Scatter dice) and spells such as the Comet of Casandora, Forked Lightning etc. It does not apply to normal missile fire, magic missiles, cannons and other machines that do not use the Scatter dice, or any close combat attacks (even by Giants...).

Q. Can a model 'rebound' Wounds onto a Steam Tank (the Black Amulet, for example)?

A. No – see the corrections section below.

Q. What about the Toughness of the tank? Several things use the opponent's Toughness to decide the Strength of the attack (Eg., Rune of Might, Slayers, Sword of Heroes).

A. They don't give any advantage to models fighting the Steam Tank as it has no Toughness value. This applies to any attack which uses a characteristic of the Steam Tank (except Initiative as noted in the rules).

Q. If the Steam Tank is charging and its intended target 'Flees!' can it redirect the charge?

A. Of course, if the new target has been revealed by the first one fleeing (in other words, if the Steam Tank would not have been able to charge it before the flight of the original target).

Q. How does a Helblaster shot work against the Steam Tank? Do you count the total number of hits and roll separately for each one with S5 (or 4) or do you consider one Artillery dice as one hit and the number it rolled as a wound modifier?

A. The first solution is correct. The same applies to other multiple shot weapons like repeater weapons.

WARHAMMER ARMIES – SKAVEN

Q. Are you really allowed to have the same model as your General and your Battle Standard Bearer?

A. No, the usual paragraph preventing this was omitted by mistake.

WARHAMMER ARMIES – HORDES OF CHAOS

Q. What happens if a unit of Tzeentch Screammers 'swoops' on a unit that does automatic hits, like a Night Goblin Fanatic?

A. Both units inflict and take damage. In this example, the Screammers take D6 S5 hits and simultaneously each do a S3 hit on the Fanatic.

BRETONNIANS

Q. Do models with the Knight's Virtue panic from shooting – 'The model is Immune to Panic caused by units that are not Knights.' Is 'knight' here referring only to friendly Knights?

A. Yes. It means that fleeing Commoner units will not cause them to take a Panic test. This also applies to units of Commoners who are destroyed or break from combat.

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from work in-progress 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:

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Any rules queries, etc., will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Mail Order, and not to Warhammer Chronicles. You can also speak to the Roolzboyz directly using the contacts listed below.

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CORRECTIONS

The corrections printed here are designed to replace the relevant section in the Warhammer rulebook and the relevant Armies books. You have permission to photocopy these pages so you can cut out the corrections and paste them directly into your books. This will save you from having to cross-reference between this book and other publications.

WARHAMMER ARMIES – SKAVEN

Page 39 (Stormbanner) – Replace entry with:

STORM BANNER

One use only

This ancient and tattered banner has the power to wrack the sky with storms, tearing the heavens apart with its fury.

The banner can be activated at the beginning of any player's turn. No flying movement is allowed and all missile fire is at 2 to hit. All war machines and other ranged attacks that do not use BS may only fire if the player first rolls a ++ on a D6 (roll for each model). Magic missiles and other ranged spells are not affected. Roll a D6 at the beginning of each player's subsequent turns – on a roll of 1 or 2, the power of the banner is exhausted and it no longer has any effect for the remainder of the battle.

75 points

WARHAMMER ANNUAL 2002

Page 51 (Magic Against the Steam Tank)

Replace second paragraph with:

No spells or magic items which attack or otherwise target the Steam Tank, friend's or enemy's, have any effect against it, except those that cause hits with a known Strength (all magic missiles and a few others such as the Comet of Casandora). These spells are treated as normal shooting, with the ones hitting from above automatically hitting Soft. Spells that deliver a hit with a known Strength and have a secondary effect as well (such as the Pit of Shades) work partially on the Tank. Apply only the hits caused and disregard the secondary effects.

War Crown of Saphery
The War Crown is an ancient symbol of the magical realm of Saphery, seldom seen outside the walls of the White Tower unless in times of peril. It was gifted to Teclis by the former High Loremaster on the eve of the young mage's departure on the quest for his brother, Tyrion.

Any spell which is normally limited to a specific range in inches is now of unlimited range. Spells that only affect the caster, all units within a certain range of the caster or may already be cast anywhere are not altered. Note that this does not mean that he can cast spells at targets that are out of sight if the spell normally requires line of sight.

WARHAMMER ARMIES – HIGH ELVES

◀ Page 73 (War Crown of Saphery) – Replace entry.

Page 15 (Swordmaster) – Replace entry with:

SWORDMASTER 40 points – Characters on foot only
Trained by the adepts at the tower of Hoeth, the lethal skills of this warrior are justly famed.

The character is equipped with a great weapon and may not take a magic weapon. Instead of striking last in any turn he does not charge, the character will strike in initiative order, as explained on page 68 of the Warhammer rules. The character also has the killing blow special rule.

Page 117 (SHOOTING AND MOVING) – replace entire paragraph with:

SHOOTING AND MOVING
Fast cavalry armed with missile weapons are expert at shooting from horseback (or wolfback!) and can therefore shoot even when marching or reforming. The normal -1 penalty for moving applies.

Page 239 (Selecting characters) – replace paragraph under chart with:

So, in this case, a 1,500 point army could include a maximum of three characters, of which up to all three could be Heroes and none can be a Lord. In a 3,500 points army there can be a maximum of six characters with up to two Lords. The army doesn't have to include the maximum number of characters and doesn't have to include Lords at all.

WARHAMMER RULEBOOK

Page 118 (SHOOTING AT WAR MACHINES) – replace second paragraph with:

When shooting at a war machine, it is treated exactly as any normal unit with regards to modifiers to hit. A war machine and its crew don't count as skirmishing, and so don't benefit from the -1 to hit penalty. Some war machines may be classed as large targets (this will be noted in the war machine's specific rules).

Page 122 (Grapeshot) – Replace paragraph with:

GRAPESHOT

Instead of firing a normal shot, cannon crew can opt to fire grapeshot instead. Normal targeting rules apply. Grapeshot has a range of 8". If in range, the target suffers a number of hits equal to the roll of an Artillery dice, resolved at Strength 4, with a -2 Armor save modifier. Misfires may occur as described below.

Page 71 (Results) – replace first two paragraphs with:

RESULTS

For each separate combat you must determine which side has won. Do this once all the units engaged in the combat have fought. Obviously if one side is completely wiped out, the other side as won with no need for a Break test.

Begin by adding up all the wounds caused by each side in the combat. It doesn't matter which particular units suffered the wounds, just add them all up. Don't forget to add the wounds taken by big creatures that haven't been removed as casualties. Do NOT count wounds saved by Armor or Ward saves.

Page 119 (Attacking a machine) – Replace with:

A war machine cannot be attacked in close combat while it still has crew. A war machine that has had its crew wiped out or broken in close combat is assumed to be spiked or otherwise disabled by the attackers, on the condition that they don't pursue or overrun.

If a war machine is already abandoned when charged, it is destroyed, but no combat results are worked out, no Panic tests required, no overrun can be made, etc.

Page 135 (Casting Spells) – replace both paragraphs with:

CASTING SPELLS

In a player's Magic phase, which follows the Movement phase, each of his Wizards can attempt to cast each of his spells only once. Spell casting is determined by rolling dice, and the number of dice available to roll limits the number of spells that can be attempted. Fleeing or dead Wizards, or those wearing any type of armor, cannot attempt to cast spells. Wizards cannot cast spells at units in close combat, unless the spell only affects themselves or otherwise says so in its description.

Page 146 (Steed of Shadows) – replace first paragraph with:

STEED OF SHADOWS Cast on 4+

This spell may be cast upon the Wizard himself or any single friendly independent character model within 12" of him – the spell can only be cast on a model with a Unit Strength of 1 (it won't work on a mounted model or a model riding in a chariot, for example).

PAINING WORKSHOP

NURGLE PLAGUEBEARERS

Games Development's Anthony Reynolds has been collecting this Chaos army since joining the Studio and was part of the team which put together the new Hordes of Chaos armies book. As soon as he caught a glimpse of the new Plaguebearers, sculpted by Aly Morrison, he knew he had to paint at least one unit for his army. We asked him to show us how he went about it.



Time can be saved by painting 4 or 5 Plaguebearers at once; while one is drying, the next ones can be being painted.

First, the Plaguebearers were undercoated with Skull White, and the models were then painted with Bleached Bone. Next, a Black Ink wash was applied over them.

After the Black Ink was dry, the models were given a Dark Green Ink wash.

Using Bleached Bone, the models were highlighted fairly roughly, painting the raised and flat areas and spending a little extra time detailing the face.



models were made to look like they had streaks on areas such as the belly, using watered-down Chestnut Ink and Brown Ink to make them look dirty and diseased.



Some watered-down Red Ink was used to paint red splashes over the various warts and skin diseases on the models. Once this was done, a little Skull White was used to highlight some areas, such as the cheekbones and facial features, to give the faces more definition, and also the edges of the wounds to make them stand out more. Skull White was also used to dot in the pustules and warts on the Plaguebearers.

The mouths, eyes and weapons were painted Chaos Black, Skull White was

Next, Brown and Chestnut inks were applied to selected parts of the models, generally the darker recessed areas. The

The open wounds were painted with Snakebite Leather. When this was dry, a couple of Red Ink washes were applied. There is no need to be too careful with this ink; it doesn't matter if some of it goes onto the body – in fact, it looks better if some does! Finally, the raised areas of guts and bone were touched up with Bleached Bone as highlighting.

Some watered-down Red Ink was used to paint red splashes over the various warts and skin diseases on the models. Once this was done, a little Skull White was used to

applied to the eyes to define their shape, before painting them with Blood Red. When this was dry they were painted Skull White again, leaving red around the edge. A pupil of Chaos Black was dotted in the center of each eye. The tongue was treated in the same way as the wounds.



The swords were highlighted with streaks of Boltgun Metal and then washed with Brown Ink.

The models were given an all-over coat of Gloss Varnish to make them look wet and slimy. Finally, sand was added to the Plaguebearers' bases using PVA glue, and when this was dry, it was lightly drybrushed with Bleached Bone. Small patches of static flock were then glued on, and these too were drybrushed with Bleached Bone. Some blobs of PVA glue were finally added to the bases to make little pools of slime. Lovely!



COLOR PALETTE

	Blood Red		Dark Green Ink
	Boltgun Metal		Black Ink
	Chaos Black		Brown Ink
	Bleached Bone		Chestnut Ink
	Skull White		Snakebite Leather
	Red Ink		Varnish

DESPOILERS OF THE NORTH

ANTHONY REYNOLD'S CHAOS ARMY

Anthony used Jes Goodwin's new Champion of Chaos model as the basis for his Chaos Lord conversion (below). The axe blade in the right hand was snipped off, and a pair of Dark Elf blades were attached to create a rather unusual great weapon. The hand and axe on the left arm were removed and replaced with a hand taken from a Necron Flayed One, positioned to make the model look like it was beckoning his enemies forwards menacingly.



One of the reasons why Anthony was drawn to collect a Horde of Chaos was because of the fact that it can be a real modeler's army; a modeling project that encourages conversions and allows you to create whatever your warped imagination can think of.

Anthony: "I tried to make my army appear to be a coherent force on the battlefield by painting it mainly with a black and bone color scheme. Although the Plaguebearers were treated differently, by using the same basing technique they still look unified."



Anthony's Warrior unit uses the 'hairy heads' from the Knights of the White Wolf kit.



Led by their lord, the Despoilers of the North prepare for battle.

It's been a while since we last heard reports on the war that rages in Ulthuan. Space McQuirk, sage of all things Elven, tells us more about this conflict between the Dark Elves and High Elves on the enchanted isle.

STORM CLOUDS OVER ULTHUAN

Malekith and Malus strike at the High Elf homeland

The latest war in Ulthuan has been raging for over a year now. To the long-lived Elves it is but a fleeting moment, but one that has taken a dire toll. Every Elf that falls on the field of battle is a sorrow-filled loss to their kind. Over the last millennia their numbers have slowly dwindled and they know they are a doomed race, but this war is costing them dearly. The tragedy is made worse by the fact that it is Elf killing Elf. In this war the only victors are the vile scavengers that feed upon the bones of their once great civilization.

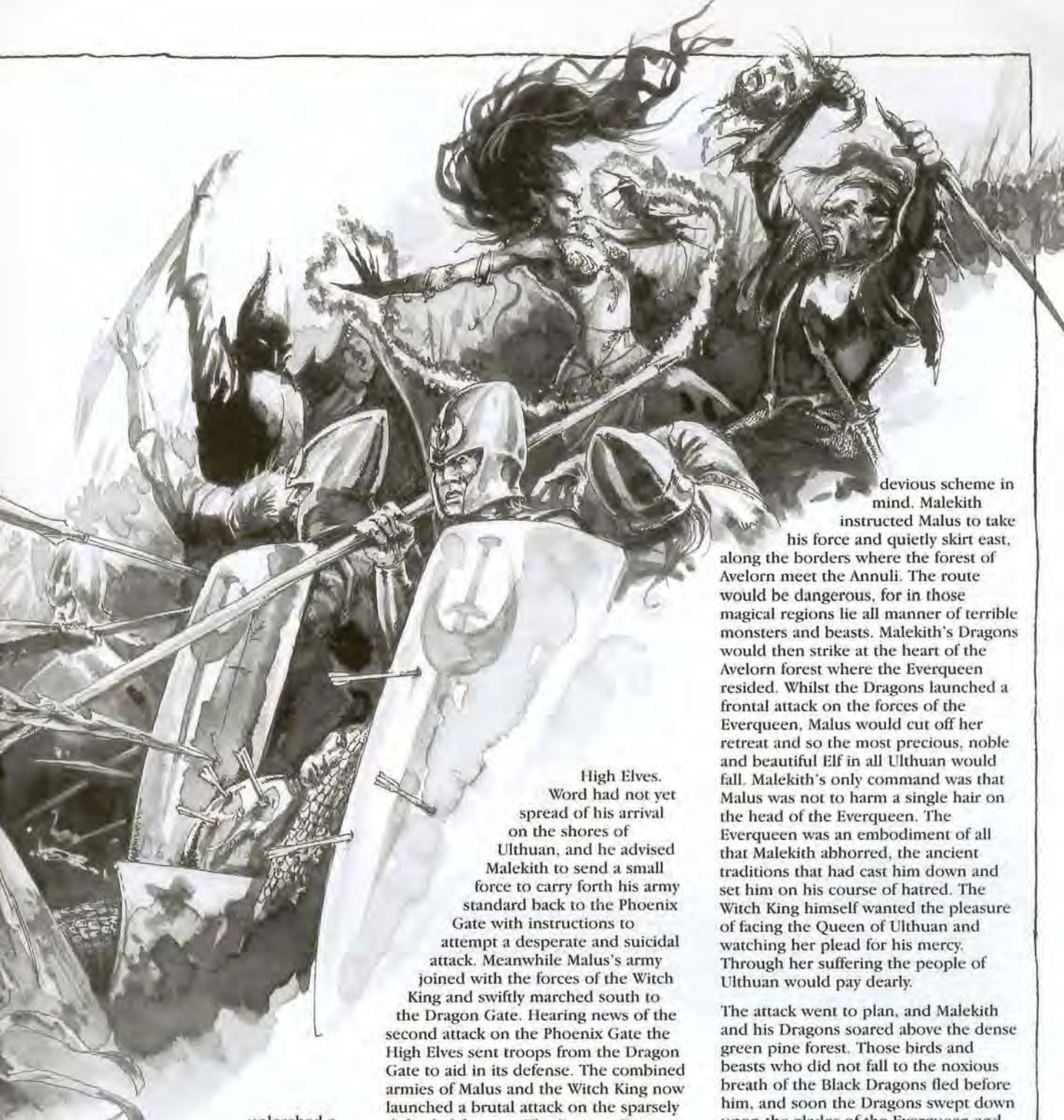
Malekith has not relented in the ferocity of his attacks. He has now secured a foothold on the isle of Ulthuan and each month more of his troops arrive. Over the summer the attacks on the fair isle abated as Malekith diverted his armies to exploit the lifting mists of Albion. The High Elves knew the fate of the stones in Albion were deeply entwined with those on Ulthuan, and, to protect these sacred places, they were forced to fight a war on two fronts. The fleets to the north did their utmost to prevent the flights of Black Dragons from taking hold of the stone circles. Whilst Malekith could direct his armies where he chose, the High Elves were forced to leave a defense force on the isle of Ulthuan. Ultimately this cost the High Elves dearly and the Dark

Elves secured a fragile, but nonetheless important, grasp on Albion.

Malekith beached several Black Arks on the northern shores of Albion, knowing this would force the High Elves to spread their forces thinly. With a secure foothold he could now order many of his troops, and some of his finest generals, back to the war on Ulthuan. Perhaps the most noteworthy general to return was Malus Darkblade. Malekith had been greatly impressed by the exploits of this infamous hero, and after the death of Kouran, his most trusted general, he appointed Malus to be commander of his armies. Malekith knows all too well of the ruthless ambition and desire for power of this twisted Elf, but also knows that for these very same reasons he will make a formidable leader.

Having already proven himself on Albion, Malus's first battle on Ulthuan was a glorious victory. Shortly after landing at Chrace he faced strong opposition from the High Elf defense forces but feigned retreat, using himself as bait. The High Elf forces pursued, seeking to capture Malekith's favorite, but Malus had planned an ambush. Reaper Bolt Throwers positioned in the crags of the steep Annuli passes waited until Malus's force had passed, then





unleashed a hail of death upon their enemies. The High Elves realized the trap too late and fled the pass. Malus, however, had blocked the path of retreat with a regiment of Executioners whose menacing blades saw to it that not one High Elf survived.

Malus was now able to march freely along the coast, and within days he had met up with his lord and master Malekith. Malekith was still stinging from his defeat at the Phoenix Gate at the hands of Tyrion. Malus suggested a cunning and devious plan to fool the

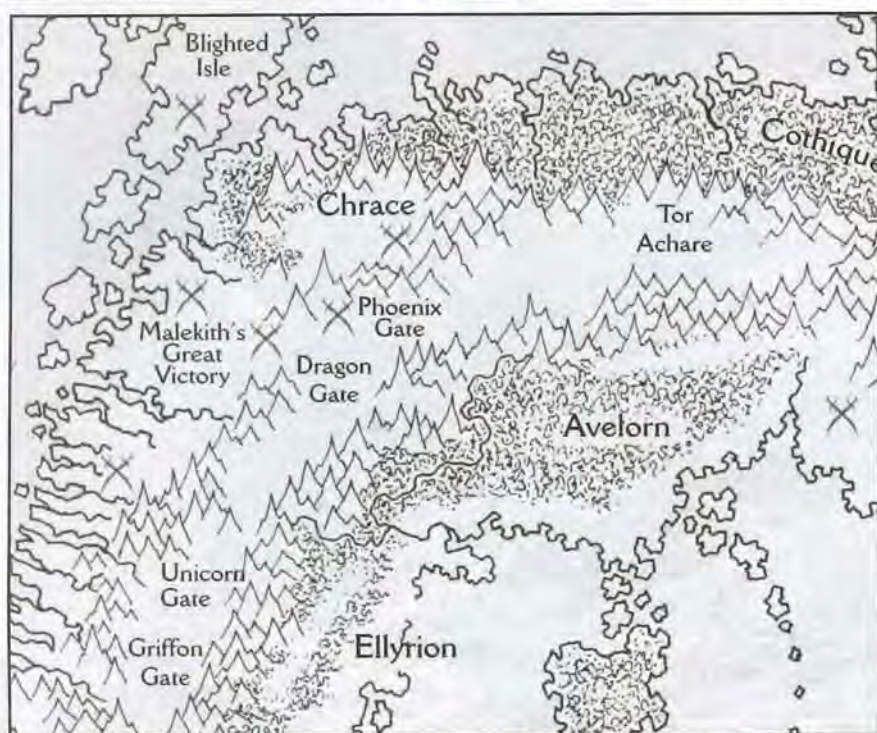
High Elves. Word had not yet spread of his arrival on the shores of Ulthuan, and he advised Malekith to send a small force to carry forth his army standard back to the Phoenix Gate with instructions to attempt a desperate and suicidal attack. Meanwhile Malus's army joined with the forces of the Witch King and swiftly marched south to the Dragon Gate. Hearing news of the second attack on the Phoenix Gate the High Elves sent troops from the Dragon Gate to aid in its defense. The combined armies of Malus and the Witch King now launched a brutal attack on the sparsely defended fortress. The Dragon Gate was soon overwhelmed and, for the first time in millennia, Malekith was free to march his armies through the passes of the Annuli and into the Inner Realm.

Malekith set up a base camp inside the towers of the Dragon Gate to discuss the army's next move. Malus was all for marching south to take Tor Elyr. Here they would be able to set up a permanent fortress within the Inner Realm from where Lothorn would be in easy reach. Whilst Malekith saw the wisdom in Malus's plan, the Witch King knew more about the politics that rule Ulthuan and had a far more evil and

devious scheme in mind. Malekith instructed Malus to take his force and quietly skirt east, along the borders where the forest of Avelorn meet the Annuli. The route would be dangerous, for in those magical regions lie all manner of terrible monsters and beasts. Malekith's Dragons would then strike at the heart of the Avelorn forest where the Everqueen resided. Whilst the Dragons launched a frontal attack on the forces of the Everqueen, Malus would cut off her retreat and so the most precious, noble and beautiful Elf in all Ulthuan would fall. Malekith's only command was that Malus was not to harm a single hair on the head of the Everqueen. The Everqueen was an embodiment of all that Malekith abhorred, the ancient traditions that had cast him down and set him on his course of hatred. The Witch King himself wanted the pleasure of facing the Queen of Ulthuan and watching her plead for his mercy. Through her suffering the people of Ulthuan would pay dearly.

The attack went to plan, and Malekith and his Dragons soared above the dense green pine forest. Those birds and beasts who did not fall to the noxious breath of the Black Dragons fled before him, and soon the Dragons swept down upon the glades of the Everqueen and her Handmaidens. However, the Phoenix King had foreseen the threat to the radiant gem of Ulthuan and had sent his loyal and trusted Swordmasters to protect her. Eltharion himself had been given the honor of defending the Everqueen. No sooner had the flight been sighted than Eltharion gathered his warriors to lead his Queen to safety. It was at this moment he heard word that Malekith himself led the attack.

His heart told him of his duty to protect his Queen, yet at the same time the bitterness and hatred towards the Elf who had tortured him and taken his



sight stirred deep within his soul. The heart of an Elf is noble and true but when it is in discord with the spirit, an internal war rages. So did Eltharion fight against his emotions but, as the

Loremaster Belannaer had predicted, he was unable to master them. Thinking that if he could defeat Malekith the war would be ended, Eltharion stayed his retreat and so placed the Everqueen and the whole of Ulthuan in the gravest peril it had yet faced. The flight of Dragons dived down and attacked the combined forces of the Swordmasters and the Handmaidens.

The Everqueen used her magic to blunt the attack of the Dragons, but many of her brave fighters fell before this terrible assault. Eltharion realized his error as he saw the finest warriors fall to the horrendous talons, claws and Dragon breath. Finally he ordered the retreat but it was too late. His desire for vengeance had given Malus Darkblade all the time he needed to position his army to block off any escape.

His heart heavier than ever, Eltharion fought with bitter fury. Leaping and twisting

through the air he struck down scores of Dark Elves, whilst the Everqueen and her Handmaidens fought off the attack of Malus's force. Though the small High Elf force fought with great skill, killing four or five Dark Elves for every one of their own, they knew that all was lost. The forces of the Witch King and Malus had trapped the small group of Elves, and soon they would tire and fall to the overwhelming numbers.

Eltharion fought at the side of the Everqueen, honor-bound to give his life to protect her. His keen senses detected the Witch King and his Dragon Seraphon close by, for Malekith's evil scent had become ingrained on his mind. As Malekith brought his sword Destroyer down to strike at the Queen, Eltharion leapt to her defense.

Using the skills he had learned from the great master Belannaer during his recovery in the White Tower, he somersaulted over his opponents to parry the attack. Malekith had bested and broken him before and knew that Eltharion was no match for the Lord of the Dark Elves and his Dragon. In his pride he had not reckoned on Eltharion's new skills and, after months of training with Belannaer, the heroic Swordmaster found himself an able match against Malekith.

Malus saw that Eltharion had left the Everqueen unprotected and now concentrated his attack. Leading a charge of Cold Ones he broke through the defenses and soon found himself facing Alarielle, Queen of the Elves. Even Malus was struck by her beauty, but knew she must die. By killing the Everqueen he would undermine the power of Malekith and gain political support from those who secretly opposed Malekith's despotic rule. Alarielle cast spells to protect herself and ward off her would-be assassin, but Malus drank his magical potion to unleash the power of the Tz'Arkan. The Daemon trapped within Malus's dark, cold soul cared nothing for her beauty and easily broke through her magical barriers. The Everqueen fell under the terrible attack and Malus, a murderous rage coursing through his body, raised his blade to strike.

At that moment a horn sounded across the battlefield. All who heard it recognized the sound of a charge of the Dragon Princes. Word had spread of the fall of the gate and the High Mage Teclis had correctly divined the actions of the Witch King. He had bidden Tyrion, his twin brother, to ride full speed to protect Alarielle. His arrival could not have been timelier. Having



seen Malus working his way towards his Queen, Tyrion had spurred his great Elven Steed Malhandir to gallop faster than it had ever done before. The Dark Elf spearmen formed a defensive line to prevent the High Elf hero from saving the Queen, but Malhandir, without losing a stride, leapt over the wall of Elves. As Malus's sword descended to murder the Everqueen and kill the hope of Ulthuan, Tyrion's blade Sunfang blocked the attack. Reaching down he clasped his hand around that of the Everqueen and pulled her into his saddle, racing off into the depths of the forest.

The charge of the Dragon Princes took the Dark Elf forces by surprise and smashed into their unprotected flanks. With renewed hope the remaining Swordmasters and Handmaidens now counter-attacked heroically. Their Queen had been saved and hope had been restored to their hearts. Even the superior numbers of the Dark Elves were no match against an army fighting with hope and valor. The skilled Swordmasters' blades cut down the Druchii with frightening speed, whilst the spears of the Handmaidens thrust at the vulnerable undersides of the Black Dragons.

Every nerve in Eltharion's body flared into life. A shiver ran down the length of his spine as he sensed the presence of the Elf that had caused him so much pain. Malekith the Witch King was very close. He heard a slight rush of wind and knew that a blade was being directed at the one he had sworn to protect. Twisting his body sharply away from his opponent he thrust himself into a forward dive, pushing his muscles to their limits. The sharp clash of metal on metal was a relief to his ears, as he blocked a thrust that was about to kill the Everqueen.

Leaping to his feet, he swung his blade deftly to his side to parry a powerful swipe from a massive claw, before leaping skyward to avoid the deadly jaws of the Dragon that was about to sever his torso in two.

As he fell back to the ground his blade danced with a flurry of blows, each directed at his acemesis. Most were deflected by the Witch King's dark weapon, but a single strike broke through, only to scratch across the enchanted armor.

"I see you have practiced since our last encounter. Can you not see you are still outclassed?" Malekith's tone was filled with mock pity. "I forget you are blind, excuse my ignorance."

He slashed out with his blade again but where the Swordmaster had once been there was only thin air.

Eltharion now saw that he had not led Ulthuan to its demise and even his bitter heart was momentarily lifted. His blade cut and thrust past the Witch King's defenses and broke through the armor of Malekith. For the first time in his life Malekith felt the touch of cold steel pierce his flesh. Shocked at his own mortality he flew from the battle and, with the loss of their lord, the Dark Elves knew they had been defeated. Malus quickly ordered the retreat, and as the Witch King's Dragons flew to the skies, the Dark Elves fled into the forest.

Most of the army were caught and destroyed by the Dragon Princes, while those that avoided this fate had to spend many days creeping through the dangerous forest of Averlorn. Only a few managed to make it back to the Dragon Gate where they found the High Elf garrison had reclaimed their fortress. Fewer still escaped the inner realm.

On his throne in Anlec the Witch King nurses his wound, but it is the defeat when victory was in his grasp that pains him more than the slight cut to his flesh. His army has suffered a devastating

Eltharion again launched a combination of sword thrusts at the Dark Elf Lord. Once more the blows were deflected by Malekith's sword and his fine suit of armor, but each time Eltharion caught the Witch King off guard, he found a weakness in his defense. A weakness he would remember for the next attack.

"Come, can you not do better?" Malekith hissed at Eltharion. "Unleash your anger; your hatred will guide you through this darkness that blinds you."

Eltharion could feel a surge of hatred towards his opponent rising. The Witch King mocked him and tormented him. Everything he had once cherished had been destroyed by this one being's evil.

Again he directed his attacks towards the weak points in Malekith's armor. The ring of steel on steel was drowned out by the familiar sound of a trumpet reverberating across the battlefield. Eltharion recognized the call as the order for the Dragon Princes to charge. His fine senses could also pick out the light thudding of hooves ahead of the main cavalry formation. This horse's gallop was faster and stronger than any he had heard before; it could only be Malhandir, which meant Tyrion had arrived. Hope filled his heart; the Everqueen would be saved.

Slowly his hatred dissipated as he focused on his objective. His mind cleared and for that moment he was one with the world

blow. To make matters worse his mother Morathi, who rules over Naggaroth in his absence, has informed him that the Watch Towers to the North have come under increasing attacks from the hordes of Chaos. His defeat has only served to fuel his hatred even deeper, and now he swears he will not cease the war until he is seated on the throne in Lothorn.

The High Elves have now started a new offensive to push the Dark Elves from their isle. For some time no news of Tyrion and the Everqueen was heard, but when they emerged from the forest all rejoiced and the Phoenix King himself knelt before the brave Elf hero in gratitude. As he did so a chorus of whispers broke the silence of the palace chambers. Many of those in the palace were shocked at what they saw as Tyrion's impudence.

Even more shocking is the news that Eltharion has proposed he lead a second expedition to Naggaroth, taking the war to their dark kindred. Most oppose his aggressive action, but there is no staying him, and even the Phoenix King knows he must let Eltharion fight his own war.

around him. Blocking a powerful strike, he arched his body backward to duck under Destroyer's deadly blade. From this position he flicked his sword upwards, the sharp edges of his weapon slicing through the leather bindings of the saddle. For a moment the Witch King lost his balance. It was all the time Eltharion needed. In that fraction of a second the contempt, anger and bitterness all passed from his mind. Focused with pure clarity he remembered every strike of his blade on Malekith's armor.

"I am only blinded by light!" he spoke as he deftly thrust his sword forwards with blinding speed, piercing a small join in the plate armor and sinking the weapon into Malekith's flesh.

A shrill cry escaped the Dark Elf, and in that moment Eltharion felt elation like never before. A rush of passion flooded his mind, and the need to finish his opponent now became his only goal. He pulled out his blade and rolled his wrists to bring it arcing towards Malekith's head. Malekith blocked the attack with his armored gauntlet and quickly urged his Dragon airborne. Seconds later the Swordmaster stood alone. He had achieved what no High Elf had ever done before. Now only one path lay before him, one ambition filled his heart, and such was the fury with which it burned, no words could steer him until he fulfilled his desire. He would finish the task. Eltharion would seek out and kill the Witch King.

LURE OF THE GODS

FIRST STEPS ON THE PATH TO GLORY



Paul Sawyer

And so I find myself at the beginning of the road to a new Chaos army. I've collected several armies over the years and always wanted to do a Chaos one, but something else always grabbed my attention instead. This time is different, very different.

I'd been pawing through the Hordes of Chaos book and drooling over the new miniatures for days before I had the ill-fated conversation with Warhammer Loremaster Gav Thorpe. The conversation, ironically, was about me and my plans to finally collect the long overdue Chaos army, and this led into all manner of discussions about army collecting.

As is so often the case we, as experienced gamers, took for granted many aspects of collecting a new army. As luck would have it we also stumbled across the long-held misconception that you need a large, painted army to start playing Warhammer. This is patently untrue, but we're more often than not guilty of showing huge, fully painted

and converted armies and games with 2,000+ points a side.

Most people will recognize Warhammer as a game of many units, banners unfurled, maneuvering across the battlefield, magic wreaking its eldritch doom as armored knights crash into the enemy lines. Some will even think of games of Warhammer Siege – beleaguered defenders valiantly trying to stave off the attack of stone thrower, siege tower, and battering ram. Many, however, won't think of playing skirmish games of Warhammer. A handful of models on each side with a set objective can be immense fun – each model can become a hero and win the battle and the whole game takes on a much more personal feel. Yes, yes, all very evocative, but what's all this got to do with me collecting a new Chaos army?

Well, as we pointed out last issue when I started this project, I don't have a lot of spare time to paint my army due to family life. My painting and converting will be done during my lunch hour at work (and maybe the odd weekend session if the kids can be forced upon unknowing relatives or sold to medical science...) and hopefully this will also show that it's not necessary to paint models constantly to be able to play Warhammer (or, indeed, any of our games).

Even though I have a limited painting time I'm not going to rush things. A new army is something to be savored, something to immerse yourself in. I intend to take my time and enjoy all aspects of this project. I love painting – its probably the thing I enjoy most of all – and I also take a lot of pleasure from converting my models. The Chaos army is made for converting – the very nature of Chaos leads one to mutations, gifts of the dark gods, and all manner of spiky madness. Once I've a unit or two on the tabletop, I'll start to explore what I can do conversion-wise. For now, though, I'm going to concentrate on putting my first models onto that same tabletop.

A CHANGE OF PLAN

I was going to make this series a look at how I collect my Chaos army with no restrictions – just going with whatever I wanted, as so many other gamers do across the world. However, from spending a little time on the Warhammer Players Society forums (www.players-society.com) it became obvious that a previous army collecting series had been an absolute favorite with almost all concerned.

'A Tale of Four Gamers' was run in WD218-223 and featured four Warhammer players as they collected their armies, month by month, with \$25 (\$37 US) a month to spend once an



PAUL'S PAINTING AREA

1. Unfinished White Scars Bikes
2. Metallics
3. PVA (white) glue
4. Water for cleaning brushes
5. Sprays and varnishes
6. Bits box
7. Paints
8. Rapidoliner technical pen
9. Tweezers
10. Brushes, needle files and brass rod
11. Poly cement
12. Inks
13. In progress Chaos Marauders
14. Mixing Area



Paul's Chaos army after one month.

initial £50 (\$74 US) had been spent. I can honestly say it was a lot of fun to take part in and it also seems like it was a very popular read too.

No one can say I don't listen to White Dwarf readers – I'm going to slightly revise this series to become very similar to 'A Tale of Four Gamers'. Last month I spent £37 (\$55 US) on two regiment sets and a Champion of Chaos blister pack. That falls well within the initial £50 (\$74 US) I would have had in my 'first month' and leaves me £13 (\$19 US) to play with in coming months. I'll be adding that to my £30 (\$44 US) this month (the original was run four years ago so we've upped the monthly price slightly to take inflation into account) for a total of £43 (\$63 US) left to spend.

FROM LITTLE ACORNS

Of my initial purchases, the first took little brainpower – which Chaos Lord wouldn't take at least one regiment of the awesome Chaos Warriors? Rock hard and packing a mean punch, they would be a great start to my army. Next up was a regiment of the new Marauders, partially because they gave me some cheaper troops (certainly in comparison to the Chaos Warriors!), but also because I wanted to use one of the heads for the musician in the Warriors unit. Two regiment sets yield an amazing amount of spare parts for your bits box. I was shocked at how much stuff I wasn't using – it'll certainly come in handy as my army grows and needs converting! I also picked up Jes Goodwin's superb new Champion of Chaos, as every army should have a leader, even in its fledgling stages.

So, how did I get on this month?

Firstly, I've finished painting my Chaos Warriors and the Champion of Chaos

who initially will serve as an Aspiring Champion of Chaos, Vradchuk. His title will grow as he performs deeds in honor of his patrons on the battlefield. All that is known of Vradchuk, who has led his small band of Chaos Warriors from the northern reaches of Norsca south towards the Empire of Man, is that he has been blessed by his gods with a suit of Chaos armor, a living shell of writhing metal that confers great protection in battle.

Sadly, I've not managed to complete my Marauder regiment. I'm not far off finishing them but they aren't ready to take to the battlefield just yet.

With so few models finished, and with all my time taken actually painting them, I've not had time to play any games this month. That will change next month, though, as I already have a few skirmish games lined up with various opponents. My fledgling army will mean that I don't have much flexibility in what I take, but that's half the fun – making the most of what you've got. It'll also give me even more of an incentive to finish the Marauders.

FIRST STEPS

Over the coming weeks, Vradchuk's warband will take to the battlefield and, through blood and sacrifice, pay homage to his dark patrons. As his list of fell deeds grows so will his history and his army. Maybe he will become a truly mighty Champion of Chaos. Maybe his small warband will join forces with another of the Chaos warbands heading out from the Chaos Wastes and Norsca. Or maybe he will be consumed by his quest for power. We'll find out next issue...

NEW ADDITIONS

With the Marauders still left to finish, I didn't want to go hell for leather and stack up lots more models to paint. Rather, I bought six blister packs of the new Warhounds of Chaos. This cost me £36 and gives me twelve fast creatures that will initially be two smaller packs of six Warhounds, used to harry the flanks of my opponent. As the army grows, these are more likely to be fielded as one large unit and may yet be added to for further rank bonus. One thing to bear in mind, for army legality's sake (not something to particularly worry about in friendly games but a sure fire embarrassment to forget in tournament play) is that Warhounds don't count as taking up a Core choice.

So that leaves me with a grand total of £7 with which to add to my army next month. I have my eyes on a regiment of eight Chaos Knights, so this extra cash will help towards that, although I could also use a unit or two of Marauder Horsemen. Fast cavalry is very useful and these are most likely to be my choice next issue.

CHAOS WARRIORS

Here's how I went about painting my first regiment for this army. I chose black as a main color predominantly because it's synonymous with evil. I wanted a very limited palette, so I opted to make all the metal trim a warm gold. The two colors complement each other well and, once the steel color of the weapons was added, it would give a strong martial feel – ideal for a Chaos army.

With the Aspiring Champion, I added two further colors to this palette – a deep blood red for cloaks, loincloths,

The models were spray primed black and thinned down Chaos Black was used to paint over any areas that the spray didn't catch.



A mix of two parts Chaos Black to one of Skull White was carefully painted onto all raised edges. This would provide the only highlight to the black armor.



The 'gold' areas were painted with Dwarf Bronze. Chestnut Ink was added to rivets and areas such as between fingers on gauntlets. Shining Gold was added to any flat areas, leaving some of the Dwarf Bronze base colour showing at the edges. A mix of two parts Mithril Silver to one part Shining Gold, was added to the rivets and to the gold edges as a final highlight.



Steel areas, such as the halberd blades, were first painted Boltgun Metal and then given a wash of a one part Black Ink to one part water mix. Once the ink was dry, the blade edge was painted Mithril Silver. Using the flat of the brush rather than the tip, all other edges were painted with Mithril Silver.



The Halberd poles were given a basecoat of Scorched Brown. Using a mix of three parts Scorched Brown to one part Skull White, a highlight line was painted down one side of the pole (it's important to make sure that all the weapons have the highlight line in the same place or the unit will look messy). Adding a little more white to the mix, a final, thinner highlight was applied.



banners, etc, and white for the furs that adorn the Marauders, Knights etc. I opted for white furs to give the impression that the warband had come from the tundra. These would provide spot colors to the main gold and black theme. Here's how it went in detail:

TROUBLE IN THE RANKS

The first thing I did was commit a cardinal error. I simply wasn't prepared for the bulk of the models and even though they have 25mm bases as opposed to the 20mm that most armies have to use, they still gave me problems. This is less to do with the plastic kit and more to do with my own way of painting regiments.

As I said earlier, I like painting and converting and so put a little more into that element of the hobby. Consequently I tend to paint my models in pieces. This way I can get to all the details that may otherwise be obscured by a weapon, arm or standard. For instance, the Warriors' legs were glued to the base and a torso glued to the legs. The heads were to be added next but both arms were left separate and the shields were left on the sprues for easier painting.

So, getting back to my point about ranking up, the fact that I neither ranked them up in a dry run first, nor glued them together then painted them in a more conventional manner, led to all sorts of problems when the models were finally glued together. If I had any hair left, it would have been pulled out as I struggled to make them rank up as a regiment. I managed it in the end but it was a painful lesson to learn nonetheless.

CONVERSIONS

There wasn't much I wanted to do conversion-wise at this stage - I was more concerned with getting a few

units onto the tabletop. Still, a Chaos army is made for converting so I couldn't entirely resist...



The unit Champion was given a head and arm from the Mutation sprue. I also added spikes from the Chaos Warriors sprue to both shoulders, and a further one to the base of his halberd. These extra elements would mark him out as one that the dark gods had noticed.



Having fallen in love with Brian Nelson's new Chaos Knights, I wanted to keep that theme throughout my army if I could. So I clipped off the horns from some of the Chaos Warrior heads and smoothed them down to mimic the Knights' helms.

These aren't big conversions but do lend a little extra character to the army, and I often think the subtle conversions are the best. With these done it was time to get painting...



Chaos Black was painted over the rivets on the halberd poles and these were then painted with Mithril Silver.



The straps on the back of the Warriors' breastplates were given a Scorched

Brown basecoat and highlighted with a mix of one part Scorched Brown and one part Skull White. The buckle was first painted with Chaos Black and then given a coat of Shining Gold.



Horns on the Warriors' helmets were given a basecoat of Bestial Brown. Leaving a little of the basecoat showing near the helm, Bubonic Brown was applied. Again leaving a little of the previous coat showing nearest the helm, Bubonic Brown, with an increasing amount



of white with each coat, was applied until the end of the horn was reached.



Skulls were given a basecoat of Bubonic Brown to which a mix of two parts water to one part Flesh Wash was added. Once dry, the skulls were highlighted with a mix of equal parts Bubonic Brown and Skull White. Skull White was used to give a final highlight to the teeth and upper eye sockets.



The gems in the shoulder pads were painted in the traditional manner: a Skull White undercoat followed by a Blood Red basecoat. A mix of two parts Blood Red to one part Scorched Brown was painted around the top left edge of the gem. The bottom right edge was painted with a mix of two parts Blood Red to one part Skull White. Finally, a small dot of Skull White was added onto the top left area.

SPECIAL FEATURES

The Champion of Chaos's cloak started with a Scab Red basecoat. A mix of one part Scorched Brown to two parts Scab Red was painted into the deeper folds of

the cloak to provide shading. The cloak was highlighted with a mix of two part Scab Red and one part Red Gore. To this mix, a



small amount of Skull White (less than 1/10th of a part) was added as a highlight. The edges of the cloak and around the tears in the fabric were painted with one part Skull White and one part Scab Red. Once this was dry, a coat of Red Ink was applied to tone down the chalky look of the highlights and to give the rich bloody look that will become a unifying colour throughout the army.



Painting the fur on the Champion's cloak was simple – a basecoat of Codex Grey with a drybrush of

Skull White. It helps provide a good contrast to the Blood Red cloak and the black armor.



The claw mutation was a simple matter of adding a tiny amount of Goblin Green to Bronzed Flesh and applying it to the claw area.

By adding a little more Goblin Green to each coat, and starting further down the arm, it gradually blends together.

The claw itself was painted with a basecoat of Chaos Black. Once dry, Scab Red was applied over the tip of the claw to about two thirds of the way down and a coat of Blood Red was added to the tip as a final highlight.

BACK TO BLACK

'Blacklining' is a technique that has been around for many years. Simply put, it's where an area of black is left between two colors where they join and it gives a greater sense of depth to models. Some painters leave this black line showing through as they carefully paint each colour onto their models. Not me – I'm too impatient and messy when I paint. I'd much rather go back and touch up any areas I've accidentally covered with the wrong colour. To get a black line effect, I use a Rapidoliner graphics pen and draw the lines in after the model has been painted. Nibs for these pens vary in size, but I tend to use 0.25 or if I want really thin lines 0.18.



BASE PRINCIPLES

The bases were painted Goblin Green. Once dry, the top of the base was given a liberal coating of PVA glue.



The model was then dipped into a box full of modeling sand.



The sand was scooped over the top of the base and firmly but carefully pressed

down to ensure maximum coverage of the base.



When the glue had dried, it was given a coat of Flesh Wash.



This was given a drybrush of Vomit Brown, followed by a light drybrush of Bleached Bone.



Small patches of PVA glue were applied onto the base and then a small clump of static grass was firmly pressed into the glue.



The model was then left to dry before removing the excess grass with a clean, dry brush. The grass was given a light drybrush of Bleached Bone to give it more of a 'blasted heath' look which would be in keeping with the army's character.

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Please Print Legibly! Also, please make sure that if you move after you register to call us so we can update your information. We really need to be able to contact you if there are any problems! You can check your registration status on the web starting August 16th. Log onto: www.games-workshop.com. Online registration for the Los Angeles Grand Tournament begins on August 1st, 12pm EDT.

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To enter, simply design a banner for a Space Marine chapter and bring it into any of our GW stores on **Saturday, August 10th at 2pm**. The banner should be no larger than 8 inches by 11 inches and be handmade - that means we will not accept any that have been designed on computers and printed out! Hand colored and/or painted is the best way to go. If you like, you may submit a miniature carrying a banner in place of a drawing. The best banner in each store will win \$100 worth of free product!

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Categories:

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DESIGN A SPACE MARINE TANK COMPETITION

Design a Space Marine tank and bring it to your local GW store at **2pm on Saturday, August 24th**! You may bring in concept drawings, artwork, written descriptions and stats, a converted model which must be painted, or any combination of these, as well as anything else you think appropriate! The best design in each store will receive 2 Space Marine Tank kits of their choice plus their winning design will be sent to our HQ to be entered into a National Competition. The national winner will have his or her design appear in White Dwarf and receive a fantastic prize!

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Build a Space Marine Bunker and bring it into your local GW store at **2pm on Saturday, August 31st** for judging. Your bunker must be mounted on a base which is no larger than 12 inches by 12 inches. The best bunker in each store will receive \$50 worth of gift vouchers and an entry ticket into a national drawing for a Forge World 40K Warhound Titan!





NIGHTBRINGER CAMPAIGN

SUNDAY THE 11TH, 18TH & 25TH OF AUGUST
AND SUNDAY SEPTEMBER 1ST

Bring in your favorite unit and take part in a four week long campaign of mega-battles featuring scenarios from the *Nightbringer* novel! Starting on Sunday, August 11th, one scenario will take place every Sunday for four weeks where you will have a chance to win cool prizes by performing heroic deeds with your troops! See your local store for more details.

ARCHAON PAINTING COMPETITION

SATURDAY, AUGUST 17TH

On Monday, August 5th, we are releasing the new figure for the Chaos Lord Archon! Buy one of these incredible miniatures, get it painted and bring it into your local store for judging at 1pm on Saturday, August 17th. This is your chance to use your painting skills on an amazing Chaos model to win more great GW product! The best painted miniatures of both categories in each store will win \$50 worth of gift vouchers! Good Luck!

The categories are:

- **Marauders - Age 16 and under**
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ROGUE TRADER

ROGUE TRADER NEWS:

Welcome Gamers!! We are having an awesome season thus far and we're counting on you to make it even better. What's that you say? You haven't played in a Rogue Trader Tournament yet? What are you waiting for? Get your army painted and get down to your hobby or gaming store and play today!

Got your ID number? In the new season your information will be tracked using your ID number. It's vital that you give it to the tournament organizer when you register, otherwise they can't update your Hall of Heroes stats after the tournament! To get your ID number you must register on the Games Workshop website. When you register, you will see your ID number on your User Profile. You can access this anytime! Enter in all your information carefully as this is where your full name, city and state are pulled from and shown in the Hall of Heroes. Speaking of Hall of Heroes, your information will get posted faster than ever now that the same guys that run the tournament will have the access they need to update all your statistics at their fingertips (just make sure they have your ID number)! This means that no longer will there be huge piles of Bloody Aftermath cards clogging up the system back here at headquarters! In the meantime we're just about caught up after bringing on some extra staff to help enter in the thousands of gamers and hundreds of tournaments that took place this spring. If you don't see all your tournaments for last season up yet, don't panic. We have a few more to go.



GEN-CON ROGUE TRADER TOURNAMENT:

Don't forget! If you're in the Milwaukee area and want to do some serious gaming come on down to Gen-Con! We'll be there running a tournament August 9th and 10th, so stop down and see us!

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For full Rogue Trader rules and restrictions, log onto: www.games-workshop.com and check out the Rogue Trader Upcoming Events. There you will be able to find the complete rules breakdown for each event, contact information, entry fees, and any other special information you will need to know.

GRAND TOURNAMENT

DALLAS 2002 NOVEMBER 2ND & 3RD

**At the Hyatt Regency DFW International Parkway
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We've gathered all the excitement of the Grand Tournaments across the country and are bringing it to the Lone Star State! Prepare yourself for the ultimate tournament experience as new scenarios, tables and challenges will make their way to the city of Dallas! Come see what new armies will show up to compete, but remember, it's all about the fun!

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Grand Tournaments can only handle a limited number of players, so you need to register as soon as it opens! This year, Dallas' Registration will be done by mail and online, so hurry and get your form filled out and ready by September 9th when mail registration for Dallas begins! Keep in mind that your entry fee pays for a Saturday night stay, but if you'd like to stay longer, you can add up to *two* extra nights!

RULES AND RESTRICTIONS

All Dallas Grand Tournament rules can be found in White Dwarf #265 on page 56 in the Grand Tournament article and on our website. **A rules packet will only be mailed to you upon request.**



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6721 Baymeadow Drive
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DALLAS 2002 GRAND TOURNAMENT REGISTRATION

Registrations must be mailed in using the U.S. Postal Service, UPS, FedEx, or other mail services. We won't accept registrations by fax, email, or phone. Dallas registration begins Sept. 9th. Any registrations we receive postmarked before Sept. 9th will not be accepted!

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Work Phone: _____ Home Phone: _____

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- ☐ Check Here to be added to the Grand Tournament Email Update Group. (must have an email address)
- ☐ **GT Packet.** You must check this box in order to have a packet mailed to you. Packets will be mailed one month prior to the tournament. All Grand Tournament information and rules can be found online at <http://us.games-workshop.com/news/us/events/GT-2002/Dallas-2002/Dallas-2002.htm>.

Please Print Legibly! Also, please make sure that if you move after you register to call us so we can update your information. We really need to be able to contact you if there are any problems! You can check your registration status on the web starting September 20th. Log onto: www.games-workshop.com. Online registration for the Dallas Grand Tournament begins on September 6th, 12pm EDT.

Please circle the Dallas Grand Tournament Game System you are registering for. You can choose only one.



120 Players Max
\$199.00



160 Players Max
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Army you are entering: _____

T-Shirt Size: (circle one) L, XL, 2XL, 3XL, 4XL Add 1 Nights Stay: (at \$110 per night, please circle your choices) Friday / Sunday

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*Please note that any checks or credit cards that do not clear will result in the forfeiture of your spot at the Grand Tournament. If the Grand Tournament is filled, your spot will be replaced with a person on the waiting list. If you wish to then re-register for the tournament we will place your name on the waiting list. So make sure nothin' bounces!!!

If for some reason you need to cancel your registration, you must call 1-800-394-4263. Refunds are subject to the following conditions:

- If you cancel 3 weeks **prior** to the tournament, you will receive a full refund minus a \$50 administration fee.
- If you cancel **within** 3 weeks of the tournament, then you will receive a full refund minus a \$100 administration and hotel room fee.
- If you do not show up and fail to contact us prior to the tournament, then no refund will be issued at all.

I declare that the information given above is correct. I have enclosed payment of \$199.00 per Grand Tournament to enter the 2002 Dallas Grand Tournament. I agree to abide by the decisions of the judges and the rules laid down for the 2002 Season of Grand Tournaments and to conduct myself in a manner that will NOT bring our hobby into disrepute.

Signed: _____ Date: _____

Parent Signature (if under the age of 18): _____ Date: _____

Unfortunately we can't allow players younger than 16 to take part in the Grand Tournament. Applicants under the age of 18 years must have their parents' or legal guardian's signature on this application. Tickets are non-transferable. In other words, you cannot sell or give your spot to another person. There is an official waiting list for the Grand Tournaments which is used for filling the spots of people that must withdraw. Games Workshop reserves the right to adjust the number of players in each tournament accordingly. This form is for Dallas Grand Tournament Registrations only. It cannot be used as a registration form for a different Grand Tournament. So don't even try it, mister! Feel free to photocopy this form. Please do not post this form on the internet. Only 1 person may register on an entry form.

GAMESDAY CANADA

THIS IS IT!

August 17th, Mississauga, Ontario

Don't put off getting your tickets any longer! Canadian Games Day is right around the corner, and there isn't much time left! Gather your models and put the finishing touches on your Golden Demon entries as gaming fanatics from all over North America come together to play for a day! Our second Games Day will once again be held at the International Centre, Hall 1, in Mississauga, Ontario, on Saturday, August 17th, from 10am until 6pm. If you decide to just show up, you may pick up your tickets at the door of the event starting at 8am.

Meet special guests Jes Goodwin, Gav Thorpe, Karl Kopinski, Tony Cottrell and others! Take part in the huge Multi-Player Mega-Events, The Sleeper Awakens and The Lord of the Rings: The Fellowship of the Ring - The Last Alliance! And don't forget about the workshops, big displays, registered games, bitz box wars and GOLDEN DEMON!!! There will be plenty of other events and guests at Games Day Canada 2002, so don't be left out of the fun this year!

► Forge World will be on hand selling a mind-boggling assortment of fantastic resin kits, and we will have Tony Cottrell on hand to talk to you about what new projects are in the works!

► Only at Games Day will you be able to get this spectacular Undivided Chaos Champion Citadel Miniature sculpted by Gary Morley. The only way to get the Games Day model is with your ticket so you must attend Games Day to get your Games Day Limited Edition Figure!



SPECIAL GUEST UPDATE: Mark Jones will be taking Chris Smart's place this year. But don't worry - the painting workshops will go on! Mark Jones himself will be sharing some top secret 'Eavy Metal painting tips during the workshops!





FIRST FOUNDING

DESIGN YOUR OWN SPACE MARINE CHAPTER COMPETITION

So you think you've got what it takes to found a Space Marine Chapter? You think your paint scheme is better than the "Eavy Metal" Team? Think you can write circles around our Design Studio Staff? Well here's your chance to prove it!

REQUIREMENTS:

1. Paint up 1 Space Marine or more (up to a squad) in your Chapter's colors.
2. Write up a Chapter "History", detailing your Chapter's achievements, battles won, significant engagements, progenitor Chapter (if any), founding, heroes, paint scheme; minimum one page typewritten.
3. Short bio of person entering the competition. May include photographs but Games Workshop is not going to be able to return any material we receive.
4. Send all of the above to the address below.
5. All models and materials become property of Games Workshop (due to the logistical nightmare of the number of anticipated entries, we aren't going to be able to handle returns). This is your entry fee.

REWARDS:

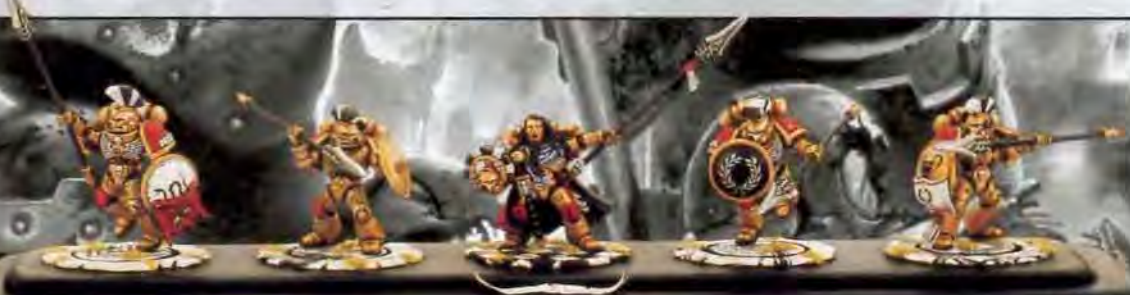
1. The top 10 entries (along with names and bios of the winners) will be posted up on our website for the entire month of October.
2. The top 3 entries (along with names and bios of the winners) will be immortalized in the US *White Dwarf Magazine* in our January 2003 edition.
3. The top 10 entries will be returned to their Chapter Masters along with a certificate of Purity from the Inquisition and signed by members of the High Lords of Terra.

SEND ENTRIES TO:

Games Workshop
Attention: Design A Space Marine Chapter Competition
6721 Baymeadow Drive
Glen Burnie, MD 21060-6401



This competition is open to all residents of the USA and Canada, excluding current Games Workshop employees. Chapter histories must be in legible paper format, no computer disks will be accepted without accompanying hard copies. Entries must be received no later than September 20, 2002. The Certificate of Purity is in no way acknowledgement by Games Workshop that said Chapters are "Official" in any way. Special rules invented by participants pertaining to said chapters may not be used without your opponent's permission.



Models shown at 50% actual size

Design A Space Marine Contest Rules and Regulations

This Design A Space Marine Contest (the "Contest") is sponsored by Games Workshop America, Inc. ("Games Workshop"). The Contest begins on June 1, 2002 and ends on September 20, 2002 (the "Contest Period").

1. How To Enter. To enter, send the following items to Games Workshop, Design A Space Marine Contest, 6721 Baymeadow Drive, Glen Burnie, Maryland, 21060-6401: (i) one or more Space Marines painted in your Chapter's colors, (ii) a Chapter history detailing your Chapter's achievements, battles, significant engagements, founders, heroes, paint scheme, etc. (must be at least one type-written page, hard copies only), and (iii) a short biography. All materials must be received no later than end of the Contest Period. On or about September 30th, 2002, a panel of judges will meet and select the top ten entries and the top three entries. The winners shall be determined based solely on the discretion of the panel.

2. Winners. The top ten winners will have a picture of their painted Space Marine along with their name and biography posted at www.games-workshop.com for the entire month of October. The top three winners will also receive a certificate acknowledging their achievement. In addition, the top three winners will have a picture of their painted Space Marine along with their name and biography included in the January 2003 edition of *White Dwarf Magazine*.

3. Eligibility. The Contest is open to legal residents of the USA and Canada. Participants under the age of 18 must provide parental consent to enter the Contest. Void where prohibited or restricted. Employees of Games Workshop or its affiliates, manufacturers, sales reps, subsidiaries or parent companies, advertising/promotional agencies, judging organizations and the immediate families of each are not eligible. Entry materials become the property of Games Workshop and will not be acknowledged or returned. Games Workshop is not responsible for lost, late, damaged, misdirected or illegible entry forms or unsuccessful attempts to notify the winner. Games Workshop reserves the right to require the winners to execute a Publicity Release. The paint scheme design submitted must be the participant's own original work. This design may not contain any unauthorized use of the trademarks, logos, copyrighted works or intellectual property of any third parties. Each participant, by virtue of his or her participation in this Contest, grants to Games Workshop the absolute and irrevocable right to use and/or publish in its entirety or any part or parts of the submitted design in any form or medium chosen by Games Workshop.

4. Conditions. All Federal, state and local laws and regulations apply. Games Workshop is not responsible for any expenses incurred by participants in connection with participation in the Contest. By submitting an entry, each participant agrees to be bound by these Contest rules, and the decisions of Games Workshop are final. Each participant agrees to release and hold Games Workshop, its employees, officers, directors, shareholders, agents, representatives and its subsidiaries, parent companies or other affiliated companies harmless from any and all damages, losses, claims and/or liabilities arising out of their participation in the Contest or resulting from being named a winner. Games Workshop reserves the right, in its sole discretion, to terminate, suspend or otherwise cancel the Contest at any time. Entry into the Contest constitutes permission (except where prohibited by law) to use the winner's name, likeness, biographical information and any statements or remarks made about winning or participating in the Contest for advertising and promotional purposes without additional compensation.

5. Winner's List. To obtain a list of winners send a self-addressed, stamped envelope to Games Workshop, Design A Space Marine Contest Winner's List, 6721 Baymeadow Drive, Glen Burnie, Maryland, 21060-6401.



MONOLITH



The Monolith combines the properties of transport craft, armored destroyer and Necron power icon. Its ponderous form floats across the battlefield, its crystal core pulsing with sickly energy, powerful beams of gauss lightning whipping from its weapon mounts. The frontal section is capable of opening a dark portal and transporting Necrons to the battlefield to cause fresh havoc.

Here in all its glory is the new Necron Monolith, released this issue. It comes complete with a host of exciting features such as sliding doors and rotating weapons.

It has taken us well over a year to bring the Monolith into production what with Tim Adcock first starting work on the project in early May of last year. The Monolith is the largest plastic kit that we have ever made, and it stands just under a whopping 22cm tall (and that's without the flying stand). We'll be running through making one of these next issue.

LIVING METAL!

The new Necron Monolith teleports in



MONOLITH

	Points	Front Armor	Side Armor	Rear Armor	BS
Monolith	235	14	14	14	4

Type: Tank, Skimmer.

Crew: None.

Weapons: Gauss flux arc (see below).

Transport: Special.

SPECIAL RULES

Living Metal: The Monolith is made of living Necron metal which is not only self-repairing but is capable of adapting its structure to resist incoming attacks. Attacks which count the target's Armor Value as being less than it really is (such as bright lances and blasters) do not do so against the Monolith. Similarly, weapons that get additional Armor Penetration dice (such as chainfists, monstrous creatures or melta weapons) do not get the extra dice against the Monolith. Ordnance weapons still roll 2D6 for Armor Penetration and select the highest score.

Ponderous: The Monolith is a skimmer which can move up to 6" a turn and can, if it wishes, remain totally stationary. It will not drift if stunned or shaken and, if immobilized, will not crash like other skimmers, but will sink slowly to the ground and continue to fight from there.

Deep Strike: A Necron attack is often started by Monoliths teleporting to the surface to act as bridges for the invading forces. A Monolith may therefore be deployed by Deep Strike if the special rules for the mission being played include it. Because of the sheer mass of the Monolith, it is not destroyed if there are enemy within 1" when it arrives. Instead, move any models that are in the way the minimum distance necessary to make space for the Monolith.

Gauss Flux Arc Projectors: The Flux Arc projectors will fire D6 shots at every enemy unit with a model within 12" of the Monolith. Each 'weapon destroyed' result inflicted on the Monolith reduces the number of shots at each target by -1.

Power Matrix: The Necron Monolith is capable of focusing incredible, unearthly energies. The power matrix cannot be disabled by a 'weapon destroyed' result and may be used even if the Monolith moves or is shaken or stunned.

The Monolith may use its matrix in one of the following ways each Necron turn:

1. In the Shooting phase it may discharge the matrix's energy as a particle whip.

or

2. In the Movement phase it may use its portal to allow entire Necron units (specifically Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths and any Necron Lord that has joined such a unit) to phase out (even if in close combat) and re-enter play by emerging from the Monolith portal as if they were disembarking from an access point on a stationary transport vehicle (even if the Monolith moved). The access point is the portal at the front of the model.

The Portal is used in the Necron Movement phase as follows:

- If a unit of Necron Warriors is eligible to enter play from reserve (see the Necron Warriors entry) then they must emerge from the portal even if you would prefer to fire the particle whip. Only one unit of Warriors can enter play from each Monolith in a single turn. The Necron player can decide which.

- If there are no eligible reserves, and a Necron unit (specifically Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths and any Necron Lord that has joined such a unit) is at least partially within 18" of the Monolith, they may phase out and re-emerge from the portal. Any models in the unit that, although eligible to self-repair, failed their 'We'll be back' roll at the start of the turn and were removed, may re-roll once as they emerge from the portal. If you intend to use the portal in this way during a turn, then leave models that failed to self-repair on their sides until the end of the Movement phase.



This month's TACTICA looks at the armored forces of the Adeptus Astartes. Pete Haines from the Warhammer 40,000 Games Development team takes us through the tactics that a Space Marine Commander can employ.



Pete: As if consummately skilled, two-meter tall supermen in impervious armor with lethal weaponry wasn't enough to scare the wits out of the Emperor's enemies, the Adeptus

Astartes can also call upon a wide range of powerful war machines to supplement their firepower. Working out what tanks to include in your Space Marine army, and how to use them, isn't always that easy though, so we figured that it was time to look at the options and give a few helpful hints and tips.

All Warhammer 40,000 armies have to fit in with the Force Organization chart, and the Space Marines are no exception. This means you will be limited to three Heavy Support choices. As tanks tend to be Heavy Support this theoretically limits you to only three, but this isn't the complete story. Land Raiders, Razorbacks and Rhinos can all be selected as transport options for your Space Marine squads, so it is possible to include a lot of armored support in even a 1,500 point army.

The most important thing to remember about using tanks in a Space Marine army is that they are there to support the Space Marines themselves. Armies which manage to integrate infantry and tanks together will be more successful than those that don't. Because of this, it will generally be a good idea to consider exactly how you want your Space Marines to fight and allocate points for them and their equipment first before being lured into spending all your points on tanks. At the very least, you will need two Troops choices and a HQ, and in all probability quite a bit more besides.

To illustrate this point let's consider three types of Space Marine armies. First, one optimized for assault, say Blood Angels or Black Templars. Second, a specialized firepower army such as the Salamanders or Dark Angels. Third, a balanced army able to shoot or fight as the need dictates, such as Space Wolves. Codex Space Marine armies can, of course, be built to fit any of these categories. Assault armies will obviously include powerful characters in their HQ selections, as well as several squads

TACTICA

SPACE MARINE TANKS

MAKING THE MOST OF SPACE MARINE ARMOR

armed for close combat, Scouts to outflank the enemy and so forth. Firepower armies may include several Tactical squads to absorb any enemy attack and protect their valuable Devastator squads. Balanced armies will inevitably do a bit of both. Having decided on the approach you plan to take, it is a lot easier to work out exactly what tanks you will need to support your other troops.

It may help if we look at the logic first from the perspective of an assault-orientated army and then from the perspective of a firepower-intensive army.

RAPID ASSAULT

If you plan to assault the enemy you will need Rhinos to transport your squads quickly across the table. Razorbacks will be unable to travel at full speed whilst firing and cannot carry as many men, so Rhinos will normally be the preference. If you still crave some additional firepower (and let's be frank, who doesn't?), then you can reach for vehicle upgrades. A hunter-killer missile and/or a pintle-mounted storm bolter will make your Rhino more formidable. The missile can be fired before you commence your rush towards the enemy and, with two storm bolters, a Rhino can continue to be a serious nuisance long after its passengers have disembarked. While on the subject of vehicle upgrades, assault armies will find that extra armor and smoke launchers are vital if they are to survive long enough to reach the enemy lines. Don't hesitate to use the smoke launchers immediately; they will ensure that any hits are only glancing and so will vastly increase your survival chances. Extra armor gives you an opportunity to personalize your models with spaced or reinforced armor and means that any stunned results are reduced to shaken. I know this doesn't sound too significant but, as experienced players know, the difference between not being able to move or shoot and simply not being able to shoot is enormous when you plan to assault.

Land Raiders are also a good choice for an assault army. Not only do they provide heavy firepower support but can transport Terminator squads into the heart of the

enemy position. There are two main Land Raider variants – the standard pattern Land Raider, which has a pair of awesome twin-linked godhammer lascannons to augment its twin-linked heavy bolters, and the Crusader variant armed with a multi-melta, a twin-linked assault cannon and two batteries of hurricane bolters. Both variants have distinct uses in an assaulting army.

The standard Land Raider can advance at 6" a turn, engaging heavily armored targets with its Godhammers and potentially drawing a lot of enemy fire away from the rest of the army. Remember that the Land Raider isn't there to win the battle itself, but to help the Space Marines win the battle, so any shots directed at its Armor 14 hull



increase the chances of the Armor 11 Rhinos getting across the battlefield enormously. Using its Machine Spirit (see page 78 of the Chapter Approved Annual 2002) it can engage two enemy tanks each turn so, as well as absorbing the enemy firepower, it can significantly reduce it as well!

The Crusader variant has a greater transport capacity, which is itself very useful, and has immense anti-personnel firepower. Whilst the multi-melta gives it some anti-tank capability it is less useful against enemy tanks but still far from defenseless. Where it excels is as an assault transport, moving 12" and firing its hurricane bolters as it goes, making it very unlikely to be stopped. You do need to be careful about enemy meltaguns at close range, but by then you are close enough to press the attack on foot if it is halted anyway. No vehicle upgrades are really required for either Land Raider variant. Although, if you have the points, smoke launchers will probably be worth the investment, particularly against Eldar armies with Bright or Dark Lances that unsportingly count your Armor value as being 12 rather than 14.

Predators are a major asset to assault armies. You can either equip them with sponsons and sit back providing long range fire support or just use a single turret weapon and advance, firing on the

move. Personally, I would always take the heavy bolter sponsons as, at the very least, you can fight on if you suffer a 'weapon destroyed' result. An advancing Predator has the virtue of being able to block enemy lines of fire to your other advancing troops. Its Armor value of 13 is a much tougher proposition than a Rhino's and it is reasonable to expect it to absorb quite a few shots before it is disabled. You can use this tactic in a number of ways. Driving straight at an enemy unit will cut their lines of fire considerably and leave them with little choice but to fire at the well-protected Predator. Similarly, Space Marines with jump packs can leap forward using the Predator for cover. Either way, the ability to move your own cover forward with you is a major bonus and when that 'cover' halts and lets rip with three heavy weapons, your chances of mounting a successful assault will always seem much rosier.

The choice between the Predator Annihilator and the Predator Destructor is really down to your assessment of likely opponents. Against a tank or power armor heavy opponent, the Annihilator's lascannons will be preferable, whilst against a lightly equipped army, the Destructor's autocannon may be a better choice. The decision on which primary weapon to use can be supplemented by the

choice of sponson weapon, however, so a Destructor with sponson lascannons is clearly well-suited for fighting tanks whereas an Annihilator with heavy bolters can always supplement its main guns with additional firepower if the target merits it. In many ways the Predator is the most flexible tank in Warhammer 40,000. It can be configured to be just what is needed against virtually any opponent and will always represent points well spent.

When assaulting don't forget about tank-shock, but don't expect miracles from it either. Driving straight at a unit with good morale and dangerous anti-tank weapons will rarely be a good move, but low morale units with light weapons, such as Grots or Gaunts out of synapse range, can be chased off very easily.

The Whirlwind and Vindicator are tanks with very specialized roles that are not entirely suited to all-out assault Space Marine armies. Neither can move and fire, so they cannot easily support the advance. That said, the Whirlwind can weaken an enemy defensive position prior to your assault going in, especially if the enemy are numerous and tightly packed. It is unlikely to draw fire back though, and it is my experience that when attacking it is best to give the enemy a confusing choice of targets as this tends to encourage them to divide



A Blood Angels Predator Destructor provides covering fire as the assault force rushes towards the Ork lines.

their fire and achieve nothing as a consequence. The Vindicator is almost the opposite. You know it will draw fire as no one (and I mean no one) wants to be engaged by the Strength 10 Ordnance template of doom that is the demolisher cannon. Sadly, though, it is short-ranged, and will have to move at least once to bring the enemy within range. This can be done under the cover of smoke launchers or by equipping your Vindicator with a dozer blade and advancing through woods. This will ensure that the enemy will probably have to shoot at it a lot in order to stop it, and the prospect of that gun actually firing will play on their minds. Once in position it will be static, though, which means that its shooting opportunities will be reduced by friends passing ahead of it and engaging the enemy, giving you only one or two shots to get some value from it. If you play on tables with a high terrain density, both of these vehicles will be far more useful to an assault force. In the case of the Whirlwind, the benefit lies in it's indirect fire capability which enables you to hit enemy reserves behind cover, waiting to counter-attack. In the case of the Vindicator, it is

because targets on a cramped battlefield are far more likely to be in range when they come into sight.

SUSTAINED FIRE

Space Marines are well-equipped to engage in a dueling firefight and the infamous 'shooty army' can easily be deployed by them. As an overall tactic it has an advantage over the assault army insofar that it doesn't need transport, and can therefore spend even more points on bigger and better guns or more men. Needless to say though, the army is more inhibited by terrain and the need to accommodate mission objectives. For example, trying to conduct a Blitz mission without an assault option is virtually impossible. Also, although you will have more fighting equipment, an assault army will be able to pick the point of attack so you might end up being outnumbered and beaten in one section of the battlefield. Good deployment is essential as is the effective use of reserves. The ability of tanks to move and fire can be used to shift your firepower to where it is most needed and adds a mobile element to

your defense.

Rhinos, however, are not as useful to defensive Space Marine armies as the Razorback. Being armed with twin-linked weaponry it tends to hit what it aims at, and with the options of having a pair of lascannons or a pair of heavy bolters (amongst others) it can be configured for any enemy. The beauty of these tanks on the defensive is that they can be deployed separated from their passengers, whilst staying close enough to rescue them if they look like being over run. They can then stay out of sight behind hills and woods ready to emerge in your turn and pick off key targets. Firepower armies are always operating against the clock – they have to bring their guns to bear and do critical damage before the enemy can fully develop their own game plan. In this role both hunter-killer missiles and pintle-mounted storm bolters are useful upgrades for a Razorback. If lascannon armed, a hunter-killer is the best option; if heavy bolter armed, then the pintle-mounted storm bolter is the best option. Dozer blades are also useful, as they mean that you can deploy behind



Andy Hoare

Andy: My main army is Chaos Marines, specifically the Iron Warriors. I find the best way to deal with enemy Space Marine tanks is to spread my anti-tank capabilities throughout my

army, rather than to rely on one unit which is specifically designated as 'tank hunters'.

The first thing I do is to make sure that every squad has some form of anti-tank weaponry. In the case of Chaos Marine squads this often takes the form of an

THE ENEMY'S PERSPECTIVE

Aspiring Champion with melta bombs and probably a squad member carrying a meltagun if I know I'm going to be facing a fair few tanks.

My Chaos Lord is more often than not accompanied by a retinue of Chaos Terminators. These guys never leave home without at least one chainfist in the squad, as well as a combi-melta, carried by different squad members of course, so a single kill can't wipe out the entire retinue's ability to deal with enemy armor.

If I know my opponent has a serious fixation with armor, as is often the case

with Imperial Guard players, I will occasionally invest in a single, dedicated anti-tank squad. Depending on the mission and enemy this will either take the form of a Havoc squad with three lascannons or missile launchers (depending on the points limit and quality of enemy armor), or it will be a Raptor squad tooled up with meltaguns, plasma pistols and with an Aspiring Champion sporting melta bombs. Obviously, both of these squads are expensive, so I only take them if they have a good chance of earning their points back, and even then only in larger games.





Although assuming a defensive posture, this Dark Angels force has units in reserve ready for a counter-attack.

woods, drive into them without too much fear of being immobilized and fire from there.

In defense, Land Raiders are less useful than when attacking. Their transport capacity is less likely to be utilized and their sheer cost in points will reduce your numbers a lot. Against an advancing enemy, the sheer number of guns is often more important than the armor of the firers, as a moving enemy will not have so many units firing back. The Land Raider does make for a very impressive mobile bunker that is hard to kill. I'm sure Land Raider fans will find uses for them, but it will take an experienced hand to get the full benefit.

Predators, however, are even better on the defensive than on the offensive (and they are pretty good there). There is no downside to spending points on sponson weapons, as you are far more likely to be stationary. The range of options from a Destructor armed with a turret autocannon and sponson heavy bolters, to an Annihilator armed with twin-linked lascannons in the turret and sponson lascannons, guarantees that every opponent will fear its firepower.

When deploying, hull-down positions should be selected wherever possible. Because movement will reduce the number of weapons fired, you ideally need to position the Predator somewhere where it will have plenty of targets throughout the game. To do this, take a moment to work out the most likely approaches the enemy will use and, if several possibilities exist, take a position from which the Predator can

race to whichever location is seriously attacked. When considering vehicle upgrades, the same logic detailed for the Razorback applies, so dozer blades, hunter-killer missiles and pintle-mounted storm bolters all have their uses.

Vindicators and Whirlwinds are both great defensive weapons. The Whirlwind can deploy safely out of sight and give an attacker a really good reason not to mass together or use a particular piece of dead ground as a staging post. Similarly, the Vindicator is happiest when the enemy come to it. It can be deployed like the Predator, although a tactic I have seen employed to great effect is to position it so that terrain blocks the enemy's line of sight from their deployment zone but leaves the Vindicator covering their main line of advance. It takes a bold player to advance into the sights of a Vindicator.

BALANCING IT UP

Finally there is the balanced approach. As will be evident from my previous musings on tactics in Warhammer 40,000, I am a keen advocate of balanced army selections. They allow you to use the same composition against all manner of opponents, which in turn builds up your experience at handling the army that much quicker. Just as significantly, it is harder for an opponent to catch you out. I have seen Tyranid players get very nervous when facing a World Eater army that runs straight at them, and Imperial Guard armies panic when they find themselves out-shot by a Space Marine army. If your army does one thing and an opponent

does it better then what do you do? With a balanced army there is normally a plan B that you can resort to. Balanced Space Marine armies will inevitably use a mixture of the tactics described previously for their tanks. A squad in a Razorback can still be used to assault effectively if the Razorback is equipped with smoke launchers and extra armor. A Predator with sponson lascannons can still roar forward on the attack firing its turret weapon – the sponsons may not be firing but the loss of firepower should be made up for by the fact that you are advancing where the opponent is most vulnerable.

The main thing to bear in mind is that the tanks and Space Marines are a team – simply fielding lots of tanks is no guarantee of success. A single shot can take out a tank whereas a full size Devastator squad needs to suffer ten casualties before it stops fighting! However, if the mission calls for you to get somewhere on the table then the Devastators' heavy weapons are useless whereas a tank's aren't. It's all down to making sure that you have the correct unit for the job that needs doing.

Tactical finesse aside, there is something pleasing about fielding tanks. Always remember that, despite the occasional sneering look, it's perfectly OK to make engine noises as you move them and slowly rotating the turret to point at your target can be quite cathartic. If you find yourself doing either, don't be ashamed, it just means that you are a bit of a treadhead, and fortunately that's still legal!

The Warhammer 40,000 Overfiend and his downtrodden minions have recently been conducting dark and dangerous research concerning the nature of Daemons! Our crack team of White Dwarf Commandos has managed to sneak into Games Development and convince them to release this most blasphemous of texts.



CHAPTER APPROVED

BY ANDY CHAMBERS, PETE HAINES & ANDY HOARE

Greetings citizens and welcome to another Chapter Approved. This month we have a special preview of the rules for Daemons from the forthcoming Codex Chaos Space Marines, and also the Tau Vehicle Design Rules.

WARHAMMER 40,000 DAEMON RULES PREVIEW

The End Times are nigh and as a foretaste of the horror to come, Pete Haines and Andy Hoare present the revised rules for Daemons in Warhammer 40,000, as they will appear in the forthcoming Codex Chaos Space Marines.

Some minor changes have been made to make the rules usable with the current Codex, but don't worry too much, these rules will only become official with the release of the

Codex proper. The idea is just to give a few clues as to which way the Winds of Chaos will blow.

THE NATURE OF DAEMONS

Daemons are not true flesh and blood; they are formed from the substance of Chaos itself. Whilst this grants them considerable power, it also means that they struggle to maintain their presence in the real universe. They need to be summoned from the Warp in order to take part in battles and, unless they are

conjured onto a world where there is an adequate degree of belief in the Chaos gods, their physical forms will eventually become unstable and will disintegrate, returning the Daemon to the Warp.

CHAOS ICONS

Chaos Space Marines march to battle under the Icons of their Gods. Summoned Daemons may only break into the real universe in proximity to a unit carrying an Icon. Any unit including a model that bears a Mark of Chaos



Matt Hutson's Word Bearers summon Khornate Daemons to assault Tom Hibberd's Crimson Fists.

may have a basic Icon at no additional points cost. Any Lord's retinue or unit of Veterans or Terminators can select a special Icon from the Armory list at the points cost indicated.

Any Chaos Space Marine model in the unit may carry its Icon, which should be shown on the model. If not carried by the unit Champion, treat unit Icon bearers as heavy weapon troopers for casualty removal purposes.

DAEMON SUMMONING

Apart from Daemon Princes, Possessed Chaos Space Marines and Nurglings, all Daemons must be summoned onto the battlefield. The Daemon units will start in Reserve irrespective of whether the Reserves special rule is used in the mission being played.

Starting with the second game turn roll a D6 for each Daemonic unit at the start of the Chaos turn. If you roll equal to or greater than the number shown the unit becomes available.

Turn	2	3	4+
D6	4+	3+	2+

When a Daemon unit becomes available, place the large Ordnance blast marker in contact with a model carrying a Chaos Icon. Roll the Scatter dice; do not move the template if a 'HIT'

is rolled, otherwise move it 2D6" in the direction of the arrow. The Daemons are then deployed on the area covered by the marker. Daemons will only manifest next to an Icon of Chaos Undivided or an Icon belonging to a squad containing a model with the same Mark as the Daemons themselves. Thus a unit of Bloodletters of Khorne could only appear next to an Icon-bearing unit with a model bearing the Mark of Chaos Undivided or the Mark of Khorne. Once they have arrived, the Daemons can move and assault as normal. When placing Daemons on the Ordnance template, models which cannot be placed on the table or more than 1" from an enemy model are destroyed.

DAEMONIC INSTABILITY

Daemons are summoned from the Warp and in extremis will return there. In any circumstance where a Daemon unit (not including Greater Daemons, Daemon Princes or Possessed Chaos Marines) should take a Morale check they instead take an Instability test. This is performed exactly like a Morale check, however, if it is failed the Daemons do not flee but instead suffer one wound (with no saving throw possible) for each point they failed the Instability test by. For example, a unit of Plaguebearers (Ld 8)

loses a round of close combat and is outnumbered (-1 Ld modifier). They roll a 9 and take two wounds.

GREATER DAEMONS AND POSSESSION

An alternative means of entering the real universe requires that the Daemon takes possession of a living body.

The preparation required to summon a Greater Daemon is considerable, so if it is to be effective the ritual must be performed before battle. A single Aspiring Champion model in the army will be acting as the vessel for the Daemon (known as the Daemonvessel or sometimes Daemonhost). The exact model should be noted down before the game – there is no requirement to identify it to your opponent. A Greater Daemon may only possess a model bearing the Mark of Chaos Undivided or the Mark of its own patron god. A Bloodthirster could only possess a model with the Mark of Chaos Undivided or the Mark of Khorne, for example.

Until the Daemon manifests, the host will fight with the Strength characteristic of the Greater Daemon itself (note that whatever wargear the model may have, its effective Strength can never go above 10).

At the start of each turn after the first that the Daemon's Host is on the battlefield, the owning player chooses either to resist the possession or invite it. Roll a D6; if the choice was to resist then the Daemon only takes possession of the vessel on a roll of 6. If the choice was to invite possession then the Daemon possesses the vessel on a roll of 4 or more. When this occurs replace the vessel model with the Greater Daemon model. If possession occurs while the vessel is inside a transport vehicle or bunker it is assumed the host staggers out screaming before the nightmarish transformation occurs. The Aspiring Champion it has replaced is treated as a casualty.

If the enemy kills the host before possession occurs, the Daemon will automatically take possession of the vessel's body at the end of the player turn in which its host is killed. Place the Daemon model on the position occupied by the late vessel, in contact with the same enemy models (if any).

The possessed flesh of a dead Chaos Space Marine will not sustain a Greater Daemon forever, so at the end of each Chaos turn that the Greater Daemon has started on the battlefield after possessing a dead host, roll a special Instability test for the Daemon using 3D6 added together. If the sum of the three dice is greater than the Daemon's unmodified Leadership it suffers the difference in wounds with no save possible. A Daemon that is lost this way is considered to be dead for victory point purposes.





Eldar Guardians face the awesome power of a Great Unclean One.

DAEMONIC ABILITIES

Daemonic Aura: The model has a 5+ Invulnerable saving throw, which it may use when its armor save is disregarded.

Daemonic Fire: The model may project powerful warp flame from its hands, eyes or mouth. The attack is used in the Shooting phase instead of firing a weapon, using the following profile:

Range 12" Str 4 AP 6 Assault 2

Daemonic Flight: The model is able to fly on mighty daemonic wings. It moves as if it has a Jump Pack (see main rulebook, page 92).

The model does not have to fly and may always choose to move as infantry in any Movement or Assault phase. Because of the bulk of its wings a model with daemonic flight may not be transported aboard a vehicle.

Daemonic Talons: The model has unnaturally sharp talons and horns. It may use no other weapons but will always count as having an additional close combat weapon. Any rolls to hit of 6 will inflict an automatic wound with no armor save possible.

If a creature with Daemonic Talons rolls a 6 for its Armor Penetration dice roll against a vehicle, it rolls another D6 and adds the result to the total Armor

Penetration score.

Daemon Venom: The model has been gifted with a mutation that makes its attacks venomous. The model may have no other weapons but counts as having a pair of close combat weapons representing raking claws and fangs. When rolling to wound, the model will never require more than 4+ irrespective of relative Strength and Toughness.

Daemonic Visage: The model is terrifying to look upon and fills his enemies with preternatural dread. If a unit has to take a Morale check after losing a close combat and the enemy includes models with Daemonic Visage the morale test is at -1 Leadership. If all of a unit's opponents have the ability, or one of them is a Greater Daemon then the test is at -2 Leadership instead.

VETERAN SKILLS

Furious Charge: During an Assault phase in which the unit charges, all models will be at +1 Initiative and +1 Strength.

CHAOS GIFTS

Nurgling Infestation: Champions of Nurgle are frequently accompanied by swarms of Nurglings eager to feed off the flakes of dead and diseased flesh they trail behind them. If their host is in close combat, the Nurglings will attack

fiercely providing their host with an extra D6 Strength 3 attacks at Initiative 3 against enemies in base contact. The Nurglings should be modeled on the host's base and person.

Nurgle's Rot: At the end of the Chaos Shooting phase, any model that is within 6" of at least one model with Nurgle's Rot may be affected by the miasma of disease and pestilence exuding from them. Roll a D6 for each affected model, and on a roll of a 6 it takes a wound. Armor and Invulnerable saves may be taken, but not cover saves. Models with the Mark of Nurgle and all Daemons of Nurgle are immune.

Warp Scream: Peculiar to the followers of Slaanesh, they can emit a piercing scream which blurs the barriers between real space and the warp. This has a disorientating effect on their enemies whose Initiative is reduced by 1 (to a minimum of 1) in any turn in which they are attempting to attack a model with this ability in close combat.

Khornate Daemon: Khornate Daemons live for combat and must spill blood at every opportunity – Khorne Daemons must charge if there is a target within reach and must Sweeping Advance if they have the option.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster	205	9	0	8	6	4	4	5	10	3+/4+
Great Unclean One	150	5	3	7	6	6	2	3	10	-/4+
Lord of Change	160	8	4	6	6	4	6	3	10	-/4+
Keeper of Secrets	160	7	3	7	6	4	4	5	10	-/4+

Number/squad: 1

Weapons: Although they may carry weapons, the effectiveness of Greater Daemons is exactly as shown on the profile above.

Options: Greater Daemons may not select from the Chaos Army.

Character: Each Greater Daemon is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook except those relating to being shot at. Because of their sheer size it is always possible to fire at a Greater Daemon even if it has joined a unit or is within 6" of another viable target.

Transport: A Greater Daemon may not ride in a transport vehicle.

SPECIAL RULES

Possession: A Greater Daemon must possess another model to enter the battlefield. See the Daemon special rules for more details.

Fearsome: Greater Daemons have the Daemonic Visage Daemonic ability.

Fearless: Greater Daemons never take Morale checks, never fall back and cannot be pinned.

Khornate Daemon: A Bloodthirster is a Khornate Daemon and subject to the Khornate Daemon chaos gift.

Monstrous Creature: Greater Daemons are huge and powerful opponents. They roll 2D6 for Armor Penetration and ignore their opponent's armor saves in close combat.

Invulnerable: Greater Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They may therefore make a 4+ Invulnerable save against all wounds they take, even those that would normally permit no save.

Bloodthirsters are martial daemons clad in the brass armor of Khorne. They, of all the Greater Daemons, receive a 3+ armor save as well as a 4+ Invulnerable save and may choose which to use against any attack.

Daemonic Gifts: A Keeper of Secrets has the Warp Scream ability. A Great Unclean One has the Nurgling Infestation and Nurgle's Rot abilities. The Bloodthirster and the Lord of Change have wings. This allows them to move as if they had the Daemonic Flight ability. Because of their strength and power, a winged Greater Daemon does not have to take Difficult Terrain tests if it lands in difficult terrain.

Sorcerers: All Greater Daemons, except the Bloodthirster, have psychic powers. Each may select any one psychic power at no cost. They may have additional Minor Psychic Abilities at the normal points cost.

- A Lord of Change may select a power available to sorcerers with the Mark of Tzeentch
- A Great Unclean One may select a power available to sorcerers with the Mark of Nurgle
- A Keeper of Secrets may select a power available to sorcerers with the Mark of Slaanesh

A Lord of Change does not have to pass a Leadership test to use a psychic power.

Living Icons: Greater Daemons are all aligned to one of the Chaos Gods; Bloodthirsters serve Khorne, Great Unclean Ones serve Nurgle, Keepers of Secrets serve Slaanesh and Lords of Change serve Tzeentch. Such is the power of Greater Daemons that each counts as an Icon of the deity they serve so lesser Daemons can be summoned adjacent to them.

0-1 GREATER DAEMON

LORD OF CHANGE

To face a Lord of Change in battle is to stand against a master of fate itself. It unravels and deciphers what will come to pass and uses the knowledge to confound its enemy's plans. The ultimate master of the medium of the Warp, the Lord of Change is second only to Tzeentch itself in mystic power. Its appearance reflects its capricious nature; the Lord of Change is a bizarre creature of multihued skin, massive feathered pinions and a bird-like face with eyes that shine with the ruinous light of the very depths of the Warp.

KEEPER OF SECRETS

To look upon a Keeper of Secrets is to surrender every last shred of self-will. It knows the most secret desires of every mortal being and will use this horrific knowledge to gain power over its foes, seducing them with promises none can resist. But the Keeper of Secrets is not just a master of the psyche; on the field of battle it is a lithe and dextrous killer, gifting all with the most delicate of killing strokes and the most deadly of caresses.

BLOODTHIRSTER

Of all those who shed blood in the name of Khorne, the Bloodthirster is the most terrifying, the most proficient and the most utterly savage. Wearing archaic armor forged at the base of the Blood God's throne and bearing a whip of hell-fire and an axe larger than a man, the Bloodthirster throws itself into battle upon wings that block out the light of the sun. None, save the Primarchs of old, were truly its equal in power.

GREAT UNCLEAN ONE

Wreathed in swarms of giggling Nurglings, the Great Unclean One shambles across the battlefield spreading disease and pestilence wherever it passes. To the mortal eye it is the foulest servant of the Ruinous Powers, appearing as a malformed being of weeping pustules and exposed, diseased organs; few men have the stomach, let alone the ability, to oppose such a being.



TROOPS

DAEMON PACKS

There is no limit to the number of rapacious warp entities eager to feast on the flesh and souls of the living. They have infinite different forms and equally infinite malice. Each of the Chaos Gods has their own favorite servants, however, and it is these who fill the ranks of their Daemon armies, waging eternal war for the glory of the infernal masters and their own vindictive satisfaction.



NURGLINGS

Nurglings are the creations of the Chaos God Nurgle. They caper across the battlefield in a putrescent tide, highlighted by a babbling cacophony of shrieks, seeking to drag larger opponents down with their infection-riddled claws and venomous bites.



	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bloodletter	26	4	0	5	4	1	4	2	10	3/5+
Plaguebearer	16	4	0	4	4(5)	1	4	2	8	-/5+
Horror	17	2	3	4	3	2	2	1	8	-/5+
Daemonette	15	4	0	4	3	1	4	2	8	-/5+

Number/squad: Daemon Packs consist of five to fifteen Daemons of the same type.

Weapons: Each type of Daemon has a range of daemonic abilities. Some of these are innate; others are conferred by the weapons they carry.

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Bloodletters of Khorne fight with great warp-forged Hellblades, which function as power weapons. They are clad in the Brass Armor of Khorne and receive a 3+ armor save. They are Khornate Daemons and subject to the Khornate Daemon chaos gift.

Horrors of Tzeentch use the Daemonic Fire ability to hurl sorcerous flames at their enemies. Any number of Horrors may be upgraded to Flamers of Tzeentch at +6 points per model. Flamers have the same profile but additionally have the ability to use Doombolt with no Psychic test required.

Daemonettes of Slaanesh can use the Warp Scream chaos gift and have Daemonic Talons (note that the extra attack is already included in their profile above).

Plaguebearers of Nurgle have the Nurgle's Rot chaos gift and have the Daemonic Venom ability representing the virulent slime that seeps from their knives and talons (note that the extra attack is already included in their profile above).

Summoned: Daemon packs are always summoned to the battlefield. See the Summoning special rule for more details.

Invulnerable: Daemons are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save in addition to any normal armor save shown on their profile.

Instability: Daemon packs are subject to Daemonic Instability.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Nurglings	10	3	0	3	3	3	3	3	7	5+

Number/squad: Between three to ten Nurgling bases makes up a swarm.

Weapons: Claws and teeth

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Invulnerable: Nurglings are unnatural creatures, made from the very stuff of Chaos itself and are therefore very difficult to destroy. The saving throw on their profile is therefore Invulnerable.

Vulnerable to blasts: Template, Ordnance and Blast marker weapons inflict two wounds instead of one on Nurglings. A weapon of Strength 6 or higher will, of course, kill a Nurgling base outright, assuming they fail their Invulnerable save, in accordance with the Instant Death rule.

Small Target: Being extremely hard to hit in cover, Nurglings' cover save is at +1. Note this doesn't give them a cover save if they wouldn't normally get one. Because of their diminutive size they do not block line of sight to anything behind or with them other than more Nurglings.

Children of Father Nurgle: Nurglings tend to follow in the shadow of the Champions of Nurgle and consequently an army may only include one unit of Nurglings for each Independent Character or Unit with the Mark of Nurgle.

Mischievous: A unit of Nurglings cannot be trusted to hold an objective as they will inevitably wander off or try to damage it. Consequently they may never hold table quarters or objectives.

Instability: Daemon packs are subject to Daemonic Instability.



A Storm Trooper patrol meets with some pestilent opposition.

FAST ATTACK

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Flesh Hound	21	4	0	5	4	1	5	2	8	-/5+
Screamers	15	4	0	4	4	1	5	1	8	-/5+
Furies	15	4	0	5	4	1	5	2	7	-/5+

Pack: Daemon Beast packs consist of between five and ten Beasts of the same type.

Weapons: Claws and Fangs.

Options: n/a

Character: n/a

Transport: n/a

SPECIAL RULES

Flesh Hounds of Khorne: Flesh Hounds wear Collars of Khorne (see Book of Khorne), move as Cavalry and are subject to the Khornate Daemon chaos gift.

Screamers of Tzeentch: Because they rely on a single swift pass to claim their prey they have the Furious Charge Veteran skill. Additionally, they have the Daemonic Flight ability.

At the end of a round of close combat a unit of Screamers must break off if it, and at least some of its close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate.

Furies: Alone among the commoner varieties of Daemonkind, Furies are aligned to Chaos Undivided. They have the Daemonic Flight ability.

Summoned: Daemonic Beasts are summoned onto the battlefield. See the Summoning special rule for more details.

Invulnerable: Daemons are unnatural creatures formed from the very stuff of Chaos itself and are very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save.

Instability: Daemon packs are subject to Daemonic Instability.

DAEMONIC BEASTS

Many of the more primal Daemonic entities are used as hunting beasts by the Traitor Legions. Whilst they lack the calculating evil of their anthropomorphic kin they combine feral cunning and bestial power in the most terrifying way.



TAU VEHICLE DESIGN RULES

As we have covered everything from the unstable creations of Ork Mekboyz to the bio-Titans of the Tyranids in the Chapter Approved Compilation, we thought we'd better give the Tau the same treatment. Messrs Haines and Kelly put their heads together, tweaked a few of the existing vehicle design rules, and voila, Tau commanders have the opportunity to build their own bizarre and inspired vehicles to support their hunter cadres.

The Tau Vehicle Design Rules follow the existing Vehicle Design Rules with the following exceptions:

- Only Small Tau vehicles may be Fast.
- Vehicles with a Transport capacity may only carry Drones (of all types), Fire Warriors or Pathfinders.
- All Tau vehicles are BS 3 (before upgrades). If the Targeting Array upgrade is taken, adjust the cost as shown on the table opposite.
- All Tau vehicles may take any Vehicle Upgrade from Codex Tau.
- Tau vehicles may only take the Orbital Lander, Skimmer, Transport and Tau Fields (as Imperial Fields) Special Options, and may take any of the Special Options listed below.
- Tau vehicles may never take a close combat option and cannot fight in close combat under any circumstances; even Tau walkers are treated as normal vehicles in close combat and therefore do not have Weapon Skill, Strength etc.

NEW VEHICLE SPECIAL OPTIONS

Landing Gear* (Skimmers only) 5 pts

Many alien skimmers have retractable landing gear that can swing down from the hull of the vehicle, enabling them to set down upon a level surface, either to disembark their passengers or to maximize the use of cover.

Vehicles with Landing Gear may opt to set down at the beginning of their Movement phase, although they must remain stationary that turn. They no longer count as Skimmers and therefore ignore all the Skimmer special rules (they are no longer destroyed on an immobilized damage result, they can be hit as a normal vehicle in close combat, etc.) until the beginning of their next Movement phase. Vehicles with Landing Gear may not land in difficult or impassable terrain.

* NOTE: The Hammerhead and Devilfish both have this upgrade for free. This is an amendment to the existing rules published in Codex Tau.

Escape Pods (Tau Flyers only) 20 pts

The Air caste are so valuable to the Tau race that almost all of their airborne vehicles have a self-contained cockpit that can be ejected intact when the machine suffers irreparable damage. The pilots fly down to earth under the pod's own gravitic mobility.

If the Tau Flyer is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that is off-table it is counted as being destroyed. If not, place 2 Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth zero Victory Points on their own, but their vehicle counts only as being damaged for Victory Points purposes whilst either of the crew is still alive or if they reach the table edge for any reason.

Drone Rack (Tau Flyers only) 10 pts + 12 per Gun Drone

Many Tau flyers are fitted with specialized Drone Racks, to deploy a cloud of artificially intelligent Gun Drones whilst still in flight. The Drones then drift down into the enemy lines, sowing mayhem with their pulse carbines.

TAU WEAPON COSTS

WEAPONS	BS4	BS3
Flamer	+10	+10
Burst Cannon	+10	+5
Missile Pod	+35	+30
Plasma Rifle	+20	+15
Fusion Blaster	+15	+10
Railgun (with Submunitions)	+55	+45
Railgun (without Submunitions)	+45	+35
Smart Missiles	+25	+20
Pulse Rifle	+7	+7
Pulse Carbine	+7	+7
Ion Cannon	+40	+35

A Tau flyer can carry one squadron of Gun Drones in its Drone Rack. For each structure point the flyer has, it may carry an additional drone rack. This is in addition to any transport capacity purchased. The Drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they Deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn.





A Tau Swordfish makes an attack run on a Space Wolves Leman Russ.

VEHICLE DATAFAX

Name	Points/Model	Front Armor	Side Armor	Rear Armor	BS
Swordfish	260	13	12	10	4

Type:
Tank, Skimmer

Size:
Normal

Speed:
Normal

Weapons:
1 Twin-linked Railgun (with submunitions), 1 twin-linked Missile Pod, 1 Burst Cannon.

Special Options:
Skimmer, Landing Gear

Vehicle Category:
Heavy Support

Structure points:

TAU SWORDFISH

Stephane Langlois is the creator of the Swordfish. He liked the high-tech look of the Tau and so decided to convert a new heavier type of Tau tank. The idea was to have a vehicle that could mount two big guns, making it look more dangerous and menacing on the battlefield.

Stephane sawed off the front wings to give it a more slender shape. He then used green stuff to fill the resulting gap. This was the trickiest part of the conversion. The frame for the turret was constructed using plasticard and then it was covered in sculpted green stuff to give a more suitable Tau look. The wings between the hull and the engines were two rocket launchers from an old kit, which represent the missile pods. Stephane then used plastic tubing to link the boosters to the hull. Green stuff was again used to cover the changes.



This month's battle report has us returning to the planet of Armageddon. A new threat to the Imperial forces has been detected, and a Dark Angels strike force has been sent to investigate.

There are times when everything comes together. Happily, this Warhammer 40,000 battle report is one of them. Pitting the stoic Dark Angels Space Marines against the emotionless Necrons in a Cleanse mission is always going to be a winner, but a few elements to this particular battle report make it even more pleasing than usual...

- Remarkably this is the first battle report to feature the Dark Angels in this edition of Warhammer 40,000 (the closest thing was the battle report in WD233 where the Ravenwing took to the battlefield). When we were deciding who to pit

LURKING EVIL

A WARHAMMER 40,000 BATTLE REPORT

against the Necrons we came across this astounding fact and decided, given that the Dark Angels have recently had a substantial upgrade to their army list, it couldn't be anyone else.

- We also have a very capable Dark Angels player in our web team. Having played the army for many years, Owen Rees has a great looking army, and so we needed to look no further than our northern friend...
- This may not be the inaugural Necron battle report, but it is certainly the first to feature the massive new Monolith. This thing not only looks imposing on the

battlefield, but it is also very capable of dishing out a lot of damage to the opposition. Games Development new boy Andy Hoare will be commanding the Necrons, an army he's had plenty of practice with recently.

- The battle would take place in that old favorite stomping ground, Armageddon. We have a few plans for this stricken planet in the future, so watch this space...

All in all this game is shaping up to be a better. Will the Dark Angels repulse the metallic monstrosities? Will the Necrons eradicate the defense of the Imperium's finest warriors? Read on...



Subject: Xeno Artifact XE3-36
Author: Inquisitor Lichtenstein

Location: Armageddon, Equatorial Jungle,
Explorator Camp XE3-36

Thought for the Day: Purge the taint wherever
it is to be found.

872.998.M41 I have been monitoring this anomaly for some time and, were it not for the potential significance of such an artifact, I doubt that I would even dignify this war-torn hellhole with my presence. But it is plainly of Necrontyr origin, and Magos Dmitri has informed me that it has been embedded in the surface of Armageddon for over six hundred millennia. His consistently thorough investigations have been stymied by the nature of the artifact. Neither Dmitri nor the Imperial Explorator teams able to snatch periods of research here have been able to take a sample of the pyramid's constituents. It is impervious even to Dmitri's implant breacher. Most definitely of Necron construction.

873.998.M41 The Feral Orks shun this place, and it is easy to see why. Even the native fauna gives it a wide berth. Although I deplore such sentiments as finding reassurance from the presence of mere creatures, this in itself tells us something about the nature of the site. I believe some alien equivalent of hypersonic sound is emitted from the mighty pyramid's crest, inducing feelings of unease in those around it. It puzzles me still that a world such as Armageddon, fecund and populous even in its war-torn state, should harbor a Necron artifact. I was convinced the spoor of the Necrontyr was only to be found on worlds bereft of all life. With luck this pyramid holds the answers to this new enigma.

874.998.M41 I am beginning to abhor this damn xenos structure. It gives none of its secrets away. Translation work on the runic inscription is infuriatingly slow; even Dmitri's hypercogitator is incapable of unraveling the hieroglyphics. Ghaustos saw fit to inform me that the artifact has no psychic signature. If anything it has the opposite. I confess my own psychic abilities seem to flow far less readily in its presence. This may explain the nature of the deterrent affected by the artifact, and the superstitious avoidance which the Orks practice. I am not a patient man, and with each day I commit to this mystery the likelihood of my discovery increases. If not for the Orkoid invasion here I feel my studies would have already met a premature and unsavory end. Tyrus cannot be far behind. Haste is of the essence.

875.998.M41 Still no noticeable progress. I am weakened due to those hellspawned dogleeches that feasted upon me during my rest period. I grow sick of this unholy place and am preparing to leave. It is bitter news indeed that my once infallible intuition has proven false.

876.998.M41 I witnessed an exhibition of power today the like of which I have not seen since Karis Cephalon. Peculiarly, the Necrontyr pyramid may have proven to be my reprieve, and it has yielded its secrets at last, although at great cost. A platoon of Armageddon Ork

Hunters had encircled the clearing in which the pyramid stood, no doubt intent on investigating both me and my expedition. It is a testament to their stealth in this vile, densely packed jungle that none of my sentries detected their presence, although in retrospect their smell alone should have alerted me.

It may have been a routine patrol, but frankly I doubt it. It is far more likely that one of the Explorators had managed to penetrate the masquerade I had adopted since my arrival here and reported his suspicions to Cerbera base.

The first notion I had of the presence of the Armageddon Ork Hunters was when their leader padded towards me through the thick moss and undergrowth, issuing a challenge with his lasgun pointed straight at my back. He used the bare minimum of speech, if his grunting, monosyllabic dialect can be described as such. I turned slowly to face him as his platoon emerged from the cover of the jungle, but he was no longer looking at me.

Lines of red light were reflected in the brute's mirrored goggles, and his unshaven jaw fell slack as he stared up at the pyramid. I felt warmth on the back of my neck and turned slowly to see the pyramid's impenetrable facade splitting apart, long cracks in its surface spewing a violent red light into the twilight. As I watched, sheets of meter-thick metal seemed to melt and slough off, exposing a segmented architecture of glowing green lines beneath the featureless surface. Within was a war machine of unimaginable power.

I recovered from my shock far quicker than my half-witted would-be captors, and it was this that was my salvation. I sprinted for the treeline, my companions and I barely making it to the shelter of a fallen ironwood trunk before the effigy contained within the pyramid rose from the melting wreckage of its aeons-old shell. From my vantage point, I watched the vast monolith climb into the air, arcs of electricity playing across its segmented surfaces. The Ork Hunters were opening fire upon the infernal machine, but their stubborn refusal to fall back was their downfall. Two of the bizarre weapon-protrusions adorning the apices of the xenos monolith pivoted towards them, discharging bolts of violent energy into the torso of each of the Guardsmen. The bolts seemed to seek them out, crackling into the jungle, carthing on targets hidden amongst the trees. The hideous effects of the alien weaponry will stay with me to my grave. Each of the monolith's victims were lifted off their feet as their bodies were stripped apart, lungs, veins and intestines rupturing as they writhed and fell apart. Either my faith or my lack of proximity to its sensors saved me from a similar fate, I know not which.

Without warning, a beam of searing white light ripped through the forest, smashing into the monolith. An Ork Hunters Sentinel stalked through the undergrowth, its distinctive outline completely camouflaged by foliage. Its lascannon spat another blinding beam of energy at the xenos behemoth. I saw the alien metal buckle and melt for a second before growing whole once more, its metallic sheen not even scorched.

I was not surprised in the least. The hair on the back of my arms stood up as the crystalline structure atop the monolith began to pulse, the air charging with static. An ear-splitting crack echoed around the clearing as the monolith discharged the immense energies in its crystal heart, a whip-like cord of energy arcing through the air and detonating upon the Sentinel with such force that it was annihilated completely. The stench of ozone and burning vegetation filled the humid air.

When I looked back at the monolith, the crystal was still pulsing, but now the war machine had set down upon the earth, a portal opening in the face nearest my hiding place. From within this glowing gateway emerged a Necron, its hunched and malevolent appearance confirming my worst fears. More followed suit, the lastire of the Ork Hunters doing little more than discoloring the ancient metal of their carapaces. Soon a full unit of the xenos warriors stood in the clearing, and yet more stepped from within the infernal machine. The first unit stalked toward the position the Ork Hunters had fallen back to at the side of the clearing and raised their flayer-rifles in concert, discharging a volley that burrowed through the thick vegetation and into the unarmored bodies of the guardsmen. Thankfully, the results were mostly hidden from sight, and I was spared the gruesome spectacle of their death as they were whittled down to their constituent atoms in a few short seconds. Still, I could not tear my eyes away from the scene; there was much to be learnt from this encounter.

The Necron warriors, their ranks bolstered by the continual stream of xenos constructs filing from the mouth of the inviolable pyramid, dispatched the remaining Ork Hunters with contemptuous ease. Outclassed, outnumbered and with no real idea of how to combat their foe, the Ork Hunters were slaughtered to a man. To my knowledge, none escaped, and it was this fact that may have damned me to discovery on this Emperor-forsaken planet. But I had no choice. Frankly, the implication that one of these dormant monoliths could function as a staging post for a Necron invasion fills me with trepidation.

877.998.M41 It was well into the night before I was able to effect my escape from that cursed clearing. The alien warriors have established a perimeter, and the pyramid still hums ominously, emitting the occasional fizzing crack as a particularly large native insect nears its power crystal. The Necron forces, now numbering around fifty, seemed to be in a dormant state. Who or what they were waiting for, I dearly wish to discover, but I could not tolerate the taint of these blasphemies against the Emperor's will for much longer. The path, as I saw it, was clear. I only pray the Dark Angels of the Adeptus Astartes that I managed to contact recognize the encryption code as belonging to the Inquisition, for I must take my leave of this scene before their arrival. I have also taken the precaution of commending their souls to the Emperor, as such a display of power as I have witnessed these last few hours will surely try even the warriors of the Adeptus Astartes...

ARMAGEDDON NOW



Andy Hoare

years and is a more than competent Grand Master.

Knowing that the mission to be played was a straight Cleanse, and that we were to use a fair amount of jungle terrain (as the battle was to be set in the heart of Armageddon's equatorial jungles), I set about choosing my force. The Monolith, released this month, accounted for a fair chunk of my points limit, so I had to ensure I had a large core of models designated 'Necrons' in order to minimize the risk of phasing out, should they be reduced to 25% of their original number. If I lost 75% of my force in a Cleanse mission I wouldn't have much hope of scraping a victory anyway, so the Warrior units would have to remain near the Lord and the Monolith, and be supported by Tomb Spyders in order to maximize their survivability. Four units of ten Necron Warriors would form my central force, supported by two Tomb Spyders.

Whilst putting the force together a theme began to suggest itself to me, which I continued with my next few choices. I reasoned that the Necron tomb on Armageddon probably did not house a C'tan (at present, at least), and so I themed the army to represent a more traditional Necron raider force which would not contain the more exotic troop types such as Pariahs. This meant that my Necron Lord could be accompanied by the imposing Immortals, an Elites pick that I knew could remain mobile whilst laying down a storm of gauss blaster fire, and would also give the Dark Angels something to think about in close combat.

Andy: Well then, a battle to the death between the ancient terror of the Necrons and the enigmatic and stubborn Dark Angels. Hearing Owen was to take the Dark Angels I knew there would be trouble, as he's been playing them for

Fast Attack elements were taken care of with a unit of three Wraiths and two units of Scarabs. The Wraiths are excellent at sudden flank attacks, and their 3+ Invulnerable save means they are very survivable so long as you take advantage of their ability to pass through terrain unaffected, as they can attract a lot of fire. The Scarabs are best used tying up your opponent's fire support units, and I'd expect them to last a couple of turns in close combat against a squad of five Space Marine Devastators, which is a couple of turns they wouldn't be firing their lascannons at my Monolith. Fitting disruption fields to the Scarab swarms meant they would prove a threat to Owen's vehicles as well as his infantry. We'd agreed before the game that Owen would take a Land Raider, in order to pit the Monolith against an equal foe. I also figured that Owen would include his new Predator, so my Scarab swarms would be faced by what you might call a 'target rich environment'...

As we had agreed to play to 1,750 points, this left me with almost 200 points to spend on the HQ. The Resurrection Orb is essential kit for a Necron Lord. This is especially true if he is to accompany a unit such as Immortals, as it allows them to make their 'I'll Be Back' rolls even if killed by weapons that would not allow the roll to be made. Equally important is a Phase Shifter, giving him a 4+ Invulnerable save – essential if he's loaded up with expensive wargear, and it gives him that extra survivability in an assault against even the most fearsome of enemies.

So, what tactic would work best in this scenario? The key to victory would be mutual support and movement. During the playtesting of Codex: Necrons, we developed the phalanx deployment.

This allows the Necron army to deploy and advance en masse, built around a core of warriors and supported by mobile firepower such as Destroyers and Immortals. The more agile units, such as Scarabs and Wraiths, could attack ahead of, or make rapid counter-attacks or flanking moves from the main formation. This should be ideal for this scenario, where I could deploy the Monolith in the center of my lines, with the Warriors to either side, each flank supported by a Tomb Spyder. Deploying initially behind the Monolith would be the Necron Lord and his bodyguard of Immortals, with the Wraiths and Scarabs behind the formation ready to dart out and engage targets of opportunity. My plan was simple: to move the entire phalanx forward, using the firepower of the Immortals and the Monolith to engage the most threatening targets, until I was within gauss flayer range where, hopefully, the firepower of the entire army could be brought to bear against the Dark Angels. Assuming this works, I would then have the last couple of turns to maneuver units out of the phalanx to capture table quarters.

With my army list complete and the basis of a plan formulated, I just had to wait and see what Owen would throw at me. I expected a fair amount of lascannons and guessed that these would be pointing at the Monolith for the majority of the battle. Hopefully this would work to my favor and its ability to keep firing despite Crew Shaken and Crew Stunned vehicle damage results, coupled with Armor 14 all round, would keep it in the game long enough to really ruin the Dark Angels' afternoon. And if not, at least the Dark Angels' firepower won't be pointing at the core of my force – the Necron Lord and his mates.



IN THE COMPANY OF ANGELS



Owen Rees

Owen: I was hoping that this would be an excellent report since the only army that can truly match the tenacity of the Dark Angels are the Necrons. Not only that but Games Developer Andy Hoare would be playing, and he was the very person who had updated the rules for the Dark Angels. I would need a very cunning plan, indeed...

After playing against the Necrons a couple of times in the Studio Cityfight campaign, I knew that their main weakness was close combat, especially against troops armed with power weapons. With this in mind I split my army into two groups, an assault element and a support element.

I wanted my support element to keep hold of my deployment quarter of the board, lend supporting fire to my assault element, and be the anchor for my army. My assault element was given the task of nipping around a flank and destroying the Necron threat in that area in close quarters fighting. This would give me two table quarters and if I could simply contest a third quarter at the end of the game I'd win the battle.

My support element included three six-man Tactical squads, a six-man Scout squad, the new Predator Annihilator and a Land Raider. I took a Land Raider because I knew that Andy would be taking a Monolith, so I thought it would be a cool idea to have a 'clash of the titans' and see how they fared against each other. Besides, it would draw firepower away from my more important squads.

Two of the Tactical squads were armed, predictably, with plasma cannons and a third had a Deathwing Veteran Sergeant and a plasma gun to add gaming options during the battle. Although not the best Necron killers, the plasma weapons would give me the templates to really cause some damage to Andy's Warrior units.

The Scouts were also heavily laden and had quite a ranged punch. They could happily sit at the back and pick on any monstrous creatures, such as Tomb Spyzers. The final unit was the Predator Annihilator – I'd just finished converting and painting one, so there was no way I was going to leave it out! The Necrons won't be coming back from three lascannons.

My assault element contained a Deathwing squad with a Grand Master leading it, a Librarian with a seven man Command squad in a Rhino, a Dreadnought and a Ravenwing Land Speeder.

The Deathwing were a deliberate choice, fulfilling all possible roles a battlefield unit could hope to achieve with their storm bolters and power fists. Add a couple of

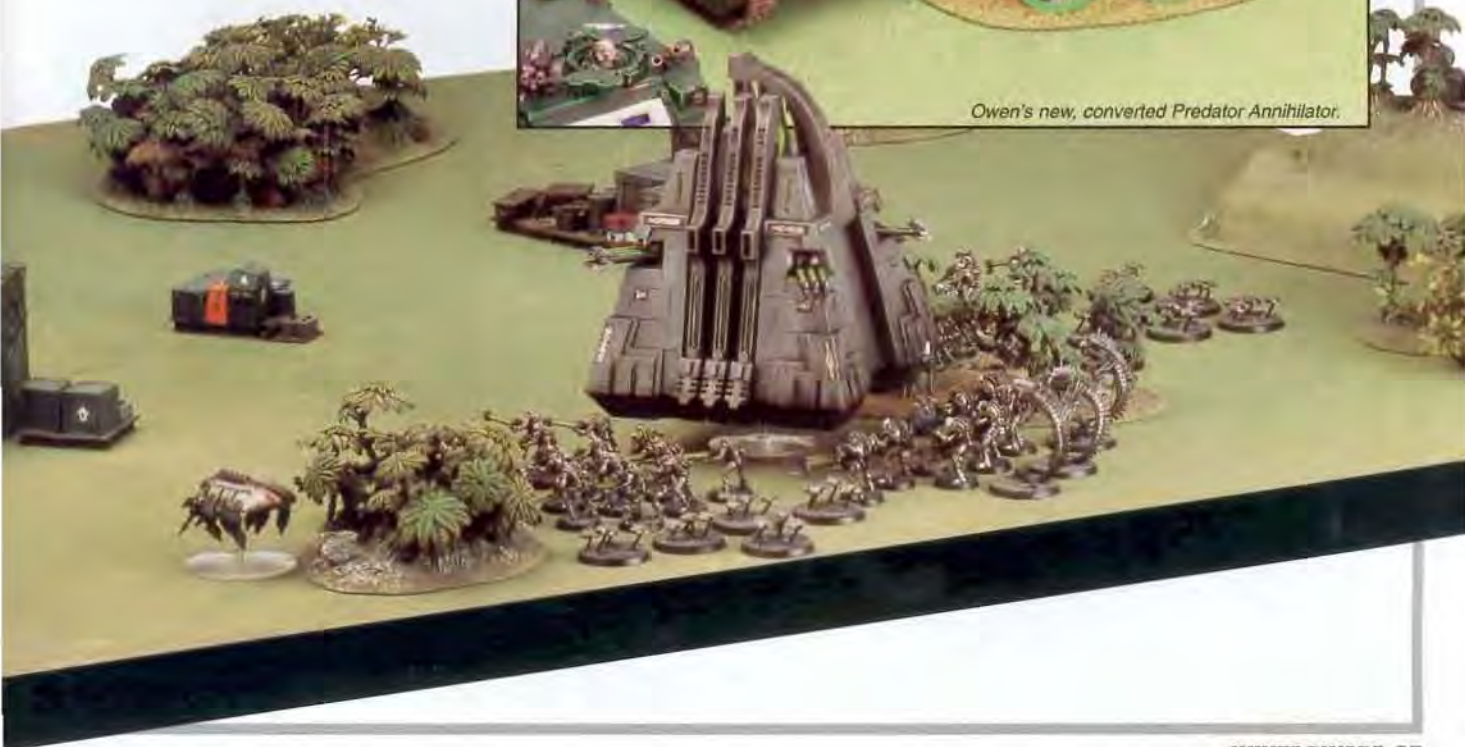
cyclones and a Grand Master, and an amazing unit is created. The Librarian with his Command squad were also dark horses. I had given the unit the Banner of Fortitude (once per battle the banner allows a unit that moved in the Movement phase to fire as if they remained stationary) so they could unleash hell on any unit as they piled out of their Rhino. Hopefully they would be able to follow this up by forcing the enemy back with *Weaken Resolve*, or just plain assault them.

The Dreadnought and the Ravenwing Land Speeder were there to back up these other two units and exploit any errors which Andy made. The Dreadnought is a good all-round unit which I always take with my Dark Angels army. The Land Speeder could help out where things looked a little tough, and it could also cheekily contest a board quarter right at the end.

And that's my plan. As any good commander knows, a plan rarely survives contact with the enemy. Keeping it simple was essential – hold one quarter, attack another and stick together. All that was left to do was to get my can opener!




Owen's new, converted Predator Annihilator.




NECRON TOMB GUARD


HQ
Necron Lord
 Warscythe, Resurrection Orb and
 Phase Shifter. 190 pts


Elites


 **7 Immortals**
 Gauss blaster. 196 pts

Troops


 **10 Necron Warriors**
 Gauss flayer. 180 pts


 **10 Necron Warriors**
 Gauss flayer. 180 pts


 **10 Necron Warriors**
 Gauss flayer. 180 pts


 **10 Necron Warriors**
 Gauss flayer. 180 pts

Fast Attack
3 Necron Wraiths
 Claws and barbed tail. 123 pts

 **6 Scarab Swarms**
 Disruption fields. 96 pts

 **5 Scarab Swarms**
 Disruption fields. 80 pts

 **Heavy Support**
2 Tomb Spyders
 Particle projectors. 110 pts

 **1 Monolith**
 Gauss flux arc. 235 pts

Total 1,750 pts





STRIKE FORCE RESOLUTION

HQ

Grand Master Gabriel with Terminator armor, storm bolter and a master-crafted lightning claw. **135 pts**

Librarian Ezra with a power sword and a bolt pistol. **96 pts**



Command Squad Ezra
7 Space Marines one with a plasma gun and a Standard Bearer with the Standard of Fortitude. **141 pts**



Rhino with a storm bolter, extra armor and smoke launchers. **58 pts**



Elites

Veteran Squad Retribution
5 Deathwing Terminators two with cyclone missile launchers. **275 pts**



Dreadnought Emarziel with twin-linked lascannons, heavy flamer and extra armor. **140 pts**



Troops

Squad Revenge
6 Tactical Space Marines one with a plasma cannon. **105 pts**



Squad Reprisal
6 Tactical Space Marines one with a plasma cannon. **105 pts**



Squad Resolve
1 Deathwing Veteran Sergeant with a plasma pistol.
5 Tactical Space Marines one with a plasma gun. **131 pts**



Squad Vengeance
6 Space Marines Scouts one with a heavy bolter and four with sniper rifles. **113 pts**



Fast Attack
1 Ravenwing Land Speeder
Heavy bolter. **55 pts**



Heavy Support
1 Space Marine Predator Annihilator
Turret-mounted twin-linked lascannons and sponson-mounted lascannons. **145 pts**



Space Marine Land Raider Redeptor
Hull-mounted twin-linked heavy bolters and sponson-mounted twin-linked lascannons. **250 pts**

Total 1,749 pts

NECRON TURN 1

Andy: I won the roll-off for choosing table quarters, and went for the quarter that would allow me to deploy in a wide phalanx without the formation being broken up too much by terrain. Owen then deployed his Land Raider as far forward as possible, and I positioned the Monolith 18" from that, reasoning that the terrain in the center of the table would mean that any lascannon hits scored against it would count as 'hull down'. I deployed the rest of my army around the Monolith, so that it could teleport any nearby units that got into trouble and provide a strong anchor for the advance.

With the lascannons of the Land Raider, Predator and Dreadnought all able to see the Monolith, I hoped I would win the roll-off for first turn, and luckily I did. I advanced the entire phalanx forward, the warriors borrowing a Space Marine tactic with each unit leap-frogging the one in

front, allowing the rear unit to fire up to 24" while the forward unit moves ahead, firing up to 12". This kept the formation moving at the same speed as the Monolith while still being able to fire. The downside of this tactic is that it can result in your units becoming somewhat entangled and render them vulnerable to area effect weapons. Owen had several plasma cannons in his tactical squads, which could take advantage of this, so I just had to hope my 'I'll Be Back' rolls didn't let me down.

In the Shooting phase, the Monolith fired at the Land Raider, scoring a hit and smothering it in a swathe of actinic energy, but failing to cause any damage. Necron Warrior squad 1 added the weight of their fire to that of the Monolith, but again the mighty war machine's ceramite armor held out. It was down to Necron Warrior squad 2 to demonstrate how it's done, and seven hits resulted in a single damage roll of '6' – an automatic glancing hit regardless of

Armor value. The result was 'Weapon Destroyed' and the left-hand twin-linked lascannon was stripped from its mounting by the horrific gauss flyer effect. With my Shooting phase concluded, the Tomb Spyder on the left flank used the Artificer special rule to create a Scarab swarm. Tomb Spydres can use this rule in their Assault phase so long as they are not engaged in an assault, and you roll a D6 each time it is used. If the result is a '1' then the Spyder takes a wound, so it's not always a good idea. In this case, however, the Tomb Spyder was undamaged so I risked it, producing a swarm with no ill effect.

So, at the end of my first turn I had pruned a twin-linked lascannon from the Land Raider, and advanced towards the center of the board with my formation intact. The Land Raider was obviously set up for a right good scrap with the Monolith, and I was happy to oblige in this, as Owen's main reason for taking the beast along was so the two could lock horns. That both vehicles might be best utilized elsewhere was secondary to the idea of them knocking seven flavors of the Warp out of each other while their armies clashed around them.

Of more concern to me were the Terminators and the Command squad in their Rhino on my left. These would be causing me grief in no time, but perhaps the Scarab swarms would slow them down long enough for the remainder of my force to bring their firepower to bear.



DARK ANGELS TURN 1

Owen: As Andy had won the roll-off for table quarters I got to place a unit first. The Land Raider was swiftly deployed, denying Andy a large part of the battlefield and giving me some depth to deploy properly. I set up my support element in good, strong firing positions in cover, and my assault troops were set up to go for Andy's left flank.

It was a bit of a blow losing the first turn, but in a Cleanse mission this could make all the difference, as I could capture those important board quarters right at the end. Andy's army was looking decidedly threatening after his turn, his entire phalanx had just stepped forward and the thought of five more turns like those left me feeling funny. Losing one of my twin-linked lascannons on my Land Raider was a shocker, but then I guess it was soaking up the firepower nicely.

It was time to start moving my army into position. First off the mark was Tactical Squad Resolve in the woods, which moved forwards to get a better line of sight. Squad Reprisal then moved behind them, the woods being of no hindrance, occupying their position and beginning to train their plasma cannon on the advancing foe.

My assault element now advanced, intent on engaging the Necrons; the Terminators moved to the side of the explora-tor building with the Rhino not far behind popping its smoke launchers. The Dreadnought and the Ravenwing Land Speeder

advanced as well, behind the leading troops, with the guns of Tactical Squad Revenge covering their advance.

The Shooting phase commenced with a salvo of lascannon rounds from my Predator and the Land Raider pounding into the advancing Tomb Spyder. The Land Raider was obviously misaligned from being struck point blank by the Monolith last turn and caused no damage, though the turret lascannon of the Predator did scour a deep gouge in the Spyder. Tactical Squad Revenge joined the barrage with its plasma cannon, but the ancient weapon overheated, although not fatally for the bearer. Scout Squad Vengeance fired next, training their deadly sniper rifles on the Tomb Spyder, finally finding its weak spot and destroying the creature.

On the other flank I targeted the Deathwing firepower at the other Tomb Spyder right in front of them. Their centuries of experience were obviously well spent as storm bolter rounds and krak missiles tore down the fearsome creature. The Ravenwing Land Speeder also ripped off heavy bolter rounds and damaged the Scarab swarm which the deceased Spyder had created.

All in all, not a bad turn I thought. Long term, those Spyders could have been really annoying, making Necron Warriors stand up and carving through Space Marine power armor like a proverbial hot knife through butter. My assault troops were on their way and all my supporting units were set up. I just had to survive the return fire...



Silent and deadly, the Necron force advances.

NECRON TURN 2

Andy: Owen really doesn't like Tomb Spyderys, does he? I wonder if it's anything to do with their Strength 5, AP3, Assault 3 ranged weaponry, or perhaps their three Strength 6, no save, close combat attacks? Either way, it meant that only one lascannon was fired at the Monolith, which failed to hurt it. I'd much rather two 55 points Tomb Spyderys tie up all the Dark Angels' firepower for a turn than lose the 235 points war machine.

With the left flank looking decidedly threatened, that side of the phalanx maneuvered to fire against the incoming Terminators. The left-hand Scarab swarm had the choice of setting up an assault on either the Command squad or the Dreadnought next turn, or against the Terminators this turn. I chose to put my

faith in the Necron Warriors and the Monolith being able to weaken the Terminators with their shooting and so moved the Scarabs to the jungle, where they would benefit from a 4+ cover save (Scarabs add +1 to their cover saves) and be able to move and assault next turn.

The Monolith continued its inexorable advance through the settlement, with the Immortals positioning themselves in its wake where they could use their devastating assault weaponry to target the Dark Angels beyond. The Necron Warrior units on the right repeated their leap-frogging trick so they could give the Land Raider a good hosing with their gauss flayers. The Scarab swarm on the left skittered forward to a position from which it could assault the Land Raider, making use of a huge number of disruption field attacks. To conclude my Movement phase I advanced the Wraiths forward, ready to assault next turn, but also to present the Terminator squad with more separate targets than they could deal with in one go.

The Shooting phase kicked off with me rolling a D6 to see how many flux arc shots the Monolith would fire at the Terminators. The result was a mildly disappointing 2, and the Terminators shrugged off these attacks with ease. Next up was the Monolith's particle whip, which was targeted at the Terminators – Necrons and Terminators really don't mix so I wanted them dealt with. The crystal atop the hulking war machine pulsed with sickly green light once more, and the Terminators were engulfed by the ensuing blast. As the witch-fire cleared, all six of the Terminators

were revealed unharmed, and the Necron player did curse mightily.

Necron Warrior squad 1 added the weight of their fire against the hated Deathwing Terminators, who merely shrugged nonchalantly as they made their saving throws.

Necron Warrior squad 2 unleashed their gauss flayers at the Land Raider, and I rolled a single '6' for an automatic glancing hit. The result was 'Crew Shaken', which would reduce the vehicle's effectiveness next turn if it survived the Scarab swarm assault that was heading its way.

The Assault phase saw the single expendable Scarab swarm charge into the Terminators and get ground beneath the foot of the first one it came into contact with; not exactly surprising but worth a go at holding them up for a turn.

The Scarab swarm on the right was far more effective, assaulting the Land Raider and causing two glancing hits with their disruption fields. These resulted in 'Crew Shaken' and 'Weapon Destroyed' results, and the vehicle's remaining twin-linked lascannon was reduced to its constituent atoms beneath a tide of scratching, metallic insects.

In all, not too bad. My left flank was under threat, but then I was threatening theirs as well. Admittedly, I was worried about the Terminators and their total inability to fail Armor saves, but I knew that if I could keep up my advance whilst covering my flank, the battleplan would be underway.

DARK ANGELS TURN 2

Owen: Well, well, well! My assault force had survived the bombardment of most of the Necron army, not to mention the Monolith. They were also a little closer after the last Assault phase after a consolidation move courtesy of Andy's suicidal Scarab swarm. I promptly moved the Terminators forward to within striking distance of Andy's Necron Warriors.

Next up was the Command Rhino, spilling its cargo of robed warriors in front of the Wraiths. I hoped to give them a good volley and then charge them. The Dreadnought also moved up behind the Rhino as support, as did the Land Speeder following its hulking brethren. With the rest of my army sighting their heavy weapons, it was time for the Shooting phase.

After its pummeling last turn, the Land Raider crew were shaken, but the ancient machine's spirit was still able to blast the Scarabs with its twin-linked heavy bolter. Not that it did much though, as the little blighters dodged every bullet. It looked like the Land Raider was scrap metal next turn, but I was pleased it had lasted this long.

The Monolith was looking very imposing in the middle of the battlefield, and I was getting pretty worried about what it could do. I fired all of the Predator Annihilator's lascannons at the monstrosity, but could not find a single chink in its living armor. The Dreadnought fared better. Despite the Monolith being behind a building, it was still



Scarabs swarm over the mighty Land Raider – stripping away its weapons.



The Predator Annihilator trains its lascannons on the fearsome Monolith.

visible, and the twin-linked lascannon slammed into the side, immobilizing it. Were it any other skimmer this would destroy it, but the Monolith simply floated to the ground and settled there. Well, at least I'd stopped it. Not content with this, I also fired the Terminators' Cyclones at the Monolith, but the puny krak missiles were deflected off the side.

Now I fired the Command squad at the Wraiths. The Standard Bearer unleashed the power of the Banner of Fortitude which meant they could rapid fire even if they moved. All of the Wraiths were gunned down in a blaze of bolter fire.

Tactical Squad Resolve concentrated its firepower on the Scarab swarm around the Land Raider, gunning down two of the swarms. It was not without mishap though, as the plasma gun in the squad overheated, killing its bearer.

The rest of the support element concentrated its fire on Necron Warrior squad 2. Two plasma cannons, four sniper rifles and a heavy bolter downed seven of the squad in one go. Any other army in the galaxy would balk at such losses, but I had no doubt that the Necrons could recover from this.

It was on to the Assault phase. The Command squad tried to charge the Scarab swarm in the nearby woods, needing to roll a paltry four for their Difficult

Terrain test but failed with a 1 and a 2. They looked awfully packed together now with a Monolith towering over them! The Deathwing Terminators charged the Necron Warrior squad to their fore. Lightning claws flashed, power fists pounded, and Necrons went down. Half the squad was toppled compared to no Terminators lost, but the power of the Necron Lord's Resurrection Orb nearby saved them from individually phasing out. My Librarian, Ezra, was within 12", and I used his *Weaken Resolve* so Andy would be taking his Morale checks on 3D6; but he easily made the test with a respectable 7. The super-armored warriors closed in for the kill...





Andy again unleashes the vast firepower of the Monolith in an attempt to destroy the Dark Angels.

NECRON TURN 3

Andy: Those Wraiths didn't last long – they never really got the chance to move out of the phalanx and cause any trouble. Their 3+ Invulnerable saves weren't any help against the enormous amount of bolter shots the Command squad fired, using their Banner of Fortitude to effectively double their shooting.

I'd lost a few Necron Warriors in Owen's Shooting phase, but over half of them passed the 4+ 'I'll Be Back' roll and stood back up again. You can't rely on this happening, despite the odds telling you that on average half of your casualties will come back, but when it happens it can be really demoralizing for your opponent, which is a useful weapon in itself. Even

better, the Warriors who had been killed by the Terminators had a chance to return, and all but two did. It was the proximity of the Necron Lord with his Resurrection Orb that allowed the Warriors to make the roll despite being both instantly killed and killed by power weapons, and I had a plan that would hopefully rescue the unit and recover the last two Warriors.

After making the 'I'll Be Back' rolls I declared that the Monolith would use its portal instead of its particle whip this turn. The portal allows you to move a Necron unit that is within 18" of the Monolith and reposition it as if it had just disembarked from the Monolith, even if the unit is engaged in an assault. The unit also gets to re-roll any failed 'I'll Be Back' rolls, and this is exactly what happened as Necron Warrior squad 1 teleported out of close combat with the Terminators. In effect, the unit had survived an assault by a Grand Master in Terminator armor and his Deathwing mates without losing a single model. I was feeling pretty pleased with myself.

The Movement phase proper started with both Scarab swarms leaping forward to set up for assaults. Swarm 1 on the right launched itself from the hull of the Land Raider in order to swoop upon the Predator that had been sniping at my forces from the rear of the Dark Angels' lines. Swarm 2 on the left set up for a charge against the Dreadnought. It was a pretty sure thing that the Initiative 2 swarm would lose a couple of bases to the Initiative 4 Dreadnought before hitting it, but the Scarabs' disruption fields had a reasonable chance of doing some damage. Also, with the Dreadnought threatened by the critters, the Command squad might be tempted to counter-charge in order to help him out. At least that would

keep them away from my flank for a while longer, hopefully buying me time to deal with, or at least contain, the Terminators.

The Necron Lord and his entourage of Immortals pulled back in order to get a turn of shooting against the Dark Angels' flanking force before counter-charging next turn. I kept Necron Warrior squad 4 in place in order to unleash a full twenty gauss flyer shots at point blank range at the Terminators.

The Monolith was immobilized and so couldn't move, but the two Necron Warrior squads on my right continued their leap-frogging, (they were getting quite good at it by now) in order to target the Dark Angels' Tactical squads lurking in and around the jungles.

And so on to the Shooting phase. Warrior squad 2 opened up on the Land Raider, causing yet another glancing hit and flaying the heavy bolter in an explosion of green sparks, leaving the Land Raider weaponless.

Necron Warrior squad 1 on my right flank targeted Tactical Squad Resolve on the Dark Angels' left, killing one Dark Angel. Warrior squad 3, having no other target in range, attempted to finish off the Land Raider, scoring a glancing hit that resulted in a 'Crew Shaken' result.

The Monolith found itself with three enemy squads in range of its lightning arc, which resulted in one saved wound against the Terminators, two dead Space Marines from the Command squad and a 'Crew Shaken' result against the rear armor of the Command squad's Rhino.

Necron Warrior squad 4, set up to fire twenty shots at the Terminators, unleashed a fearsome broadside, but once again, all of the Terminators made their saving throws. I was really starting to dislike those guys, and so it fell to the Necron Lord and the Immortals to inflict as much damage as possible before the Deathwing hit Warrior squad 4. The result of their combined fire was one Terminator flayed gruesomely before his Brothers' eyes, and a wound against the Grand Master himself. At last, I had finally managed to hurt the Deathwing, although it had taken a horrendous amount of firepower just to kill one of them.

In the Assault phase, Scarab Swarm 1 assaulted the Predator, causing six Glancing Hits. Four of these resulted in 'Vehicle Destroyed', and the tank was reduced to a smoking wreck. The Scarabs turned their emotionless eyes upon the Scout squad nearby.

The combat between Scarab swarm 2 and the Dreadnought went well enough, with one base falling to the Dreadnought's Strength 10 close combat weapon. In return, they brought their disruption fields to bear, inflicting a 'Crew Stunned' result.

Obviously all of the 6s I had failed to roll against the Land Raider had just come up, and I felt that with the Predator out of the picture, and the Land Raider without weapons, things were beginning to swing my way.



DARK ANGELS TURN 3

Owen: Curses! I thought Andy would have continued to assault the Land Raider with his Scarabs, but it was not to be and now the Predator lay ruined. Not only that but the Scarabs would tie up my firepower in my support units, and an almost fresh Necron unit stood in front of the Monolith.

I knew this would be a very serious turn, and if it went wrong here, it could all go to pot. It was as I contemplated what to do that the answer unfolded before me. If I moved my Ravenwing Land Speeder behind the Warrior squad that had just emerged from the portal, then tank shocked them using my Land Raider's machine spirit (since it was stunned), and then use my Librarian's *Weaken Resolve* power I could wipe out the entire unit instantly! I went ahead and moved the models, and passed my Psychic test for the power. Andy now had to roll his Leadership on 3D6 added together; if he failed, he would be crossfired. It was a tense moment as Andy rolled the dice. If he passed, I had just exposed my Land Speeder to fire and blocked all his Warrior units to any shooting from my support base.

The dice rolled and added up to 13! Off went ten Necrons! The rest of my Movement phase consisted of my Command squad moving in to help the Dreadnought and my Deathwing moving in on Necron Warrior squad 4.

The Shooting phase was pretty tame. Nearly my entire firebase fired at the Scarab swarm about to tie them up, successfully wiping them out in plasma and



bolter death. Tactical Squad Reprisal had a line of sight to one of the Necron Warrior units poking their shiny noses out from behind the battered Land Raider, resulting in three of them being brought down. The Deathwing also fired at the Immortals but, despite their massed salvo, only brought one of the sinister killing machines down. I imagined he would rise to fight again, though.

Next was the Assault phase, which saw the Deathwing charge Necron Warrior squad 4 and the Command squad reinforce the Dreadnought. The Deathwing tore into Necron Warrior squad 4, smashing four of them to the ground. The Necron Lord wasn't nearby this time, so those Necrons wouldn't be coming back. The Warriors could do little in return because of the

inches thick Tactical Dreadnought armor, but held their ground nonetheless. The combatants closed ranks.

The Command squad charged the Scarabs, resulting in two stands of the little critters dying, with the Dreadnought adding another two. This left a single stand, which could not find a chink in the Dreadnought's rear armor. It looked like the Scarabs had had their day.

After this fantastic turn I felt I was now in a good position. I just had to consolidate my victory by pushing forward and keeping Andy on the back foot, while securing my table quarters. If Andy had a good fourth turn though, things could still be quite in the balance – but not while my Terminators were rampaging around in his back line.



The Necron warriors turn and flee, as the Land Raider's machine spirit aims to run them down.



NECRON TURN 4

Andy: Well, I didn't see that coming! That was a masterful, if somewhat painful, lesson in the effectiveness of using the Dark Angels Librarian's *Weaken Resolve* power to force a crossfire.

Well, it looked like Owen had played the card that would swing the game decidedly in his favor, as losing over a quarter of my main force in one fell swoop, with no chance of them using their 'I'll Be Back' special rule, would render me incapable of capturing enough table quarters whilst holding off the Dark Angels' flank attack at the same time.

Necron Warrior squad 4 were about to get chewed, and any hope of repeating the teleportation tactic had gone, as Owen had (inadvertently, I think) parked his Land Speeder across the entrance of the



Monolith's portal. The squad was in for a kicking, and they would just have to take it.

With the Land Raider in my lines, I was faced with the ominous threat that it might well repeat the Tank Shock trick again. I moved Necron Warrior squads 1 and 3 to a position that would allow them to shoot at it, and would also set them up to claim or contest two table quarters.

The Necron Lord and his Immortals were in range to move and assault the Grand Master and his Deathwing bodyguard, but I felt that, given their ongoing luck with saving throws, they needed a bit more softening up before I could assault them with the odds in my favor. To this end, I moved the Lord and his retinue back, hoping their powerful gauss blasters could inflict a couple of kills.

The arcane crystal atop the Monolith pulsed with sickly power once more, projecting a stream of particle whip energy at Tactical Squad Reprisal.

The shot was slightly off target, but still caught three Dark Angels in its deadly area of effect, killing them outright. Sickened at the horrific sight of their Brothers' deaths, the remainder of the squad failed their Morale check and

became Intractable. Being Dark Angels and therefore subject to this special rule, rather than fall back they stood firm, grimly resolved to hold their position come what may.

The Dark Angel's Intractable rule means that should they fail a Morale check as the result of taking 25% or more casualties in the enemy Shooting phase, they will not actually fall back as a normal Space Marine squad would. Instead, the sons of el'Jonson brace themselves against the enemy fire, refusing to give up the ground they have taken. They are unable to move or assault in their next turn, but they may continue to shoot as normal.

The Monolith's lightning arc was in range of both the Land Speeder, which it failed to damage, and the Command squad's Rhino, against which it scored a 'Weapon Destroyed' and an 'Immobilized' result.

Warrior squads 1 and 3 turned their expressionless gaze upon the Land Raider bearing down on them, though whether they felt any fear at the prospect of a repeat of their comrades' deaths none can say. However, I certainly did fear a repetition of the Tank Shock incident, and so both squads opened fire on it. Between them they inflicted three glancing hits, resulting in two 'Crew Shaken' and one





The Dreadnought deals the Monolith a fatal blow.

'Weapon Destroyed' results. I suspected this vehicle might have been blessed by Lion el'Jonson himself, as the number of glancing hits it survived was uncanny.

The Immortals were now faced with the stark choice of firing at the Land Raider or the Deathwing. Given that it was quite possible that the Land Raider could Tank Shock three entire squads in its next turn, I decided to target it once more, in the belief that its luck could not hold. The Immortals caused two glancing hits, resulting in another 'Weapon Destroyed' and a 'Crew Shaken'. Its luck was holding.

In the Assault phase, the Grand Master and his Deathwing bodyguard wiped out Necron Warrior squad 4, who were now out of range of the Necron Lord with his Resurrection Orb and so would not be back. The Command squad and the Dreadnought easily finished off the Scarab swarm, the Dreadnought's powerfist pounding them into the ground.

With my turn over I surveyed the damage. Owen's Tank Shock had really messed with my plans, and the threat of it happening again meant things looked decidedly shaky for the Necrons.

DARK ANGELS TURN 4

Owen: Well, Andy's turn had seen him concentrate yet more firepower on the blessed Land Raider. The thing had more holes in it than a sieve now, but still it kept

going! I considered tank shocking with it again, but I had a nasty feeling it wouldn't survive any 'Death or Glories' from three squads of Necron Warriors. Instead, I moved it to my left and sat it in the board quarter there quite firmly. This also meant I could fire with full effect at Andy's squads from my support element.

The rest of my force moved in for the kill. The Deathwing moved menacingly towards the Necron Lord and his retinue. I felt an apocalyptic battle approaching between Gabriel and the Necron Lord with his evil warscythe. He might die, but it would be a cool end to the game!

The Command squad moved around the immobilized Rhino, and the Dreadnought looked like it might just have enough movement to assault the Monolith too, after I had moved it around the explorer building. The Ravenwing Land Speeder, having done its grim work, flew at full speed back towards the woods and out of sight of the Necrons, its job now to simply hold a table quarter.

The Shooting phase commenced with the Deathwing firing at the Necron Lord. Because he was the closest model and within 12" I could fire at him. My firing was pretty poor though, the Necron Lord's Phase Shifter saving him from the majority of fire. Still, I did inflict a solitary wound, which might be useful later...

Next, Tactical Squads Reprisal and

Revenge plus Scout Squad Vengeance all fired at Necron Warrior unit 3. The staccato sound of barking bolter fire and gushing plasma filled the air as the Astartes planted their feet and gave them everything they had. After the smoke had cleared, only three Necrons remained, falling back. This took the Warriors further than 6" from those models I had knocked down, meaning they could not return. Suddenly my predilection for destroying Tomb Spydres early in the game was justified.

Tactical Squad Resolve was not in range of anything, so I fired my only remaining lascannon from the Dreadnought at the Monolith. Still, its armor held. Would nothing rid me of this troublesome vehicle?!

As if to answer my pleas the Dreadnought was just in range in the Assault phase. It charged and slammed its three Strength 10 hits straight to where it hurts and I finally destroyed the biggest threat to my army! The blast from the destroyed vehicle reached far, torching my Deathwing unit. I was a bit worried I might have killed a couple of my own troops inadvertently, but they simply walked unscathed out of the flames. Truly Terminators are good troops.

So, with the Monolith destroyed (and my vision cleared in the middle of the battlefield) and another squad down, it was looking like the final straw for Andy. The question was, could he heroically slay my Grand Master with his Necron Lord?

NECRON TURN 5

Andy: After Owen's turn, it was looking distinctly like we might be seeing a demonstration of the Phase Out rule, as I was getting dangerously close to having only 25% of the original number of models designated 'Necrons' left on the table. My Phase Out limit was twelve models, and should my forces drop below this point the entire force would simply disappear providing an automatic victory for Owen.

As there really wasn't an awful lot I could do to either capture table quarters or to prevent the Phase Out, I resolved to end the battle in as spectacular a fashion as possible.

The Necron Lord and his bodyguard of Immortals moved in towards the Grand Master and his Deathwing Terminators, the cold glint of vengeance gleaming in their soulless eyes. Necron Warrior squad 1 moved towards the Terminators, taking advantage of the cover afforded by the crates in the center of the settlement.

My last remaining squad was falling back, but at least this would allow them a parting shot against that accursed Land Raider.

Squad 1 and the Immortals all opened up on the Terminators, whose armor by this stage in the battle was surely stripped and eroded by the constant barrage of flyer attacks. Eight wounds were caused, but once again the steadfast Tactical Dreadnought armor of the Deathwing held firm.

The Land Raider proved impervious to the shots of the Necrons falling back past it, and so what was clearly the last turn of the game would come down to the assault

between the Necron Lord and his Immortals against the Grand Master and his Terminators.

The Grand Master got the first attack of the assault, his lightning claws lashing out at the Necron Lord as he bore down on the Dark Angels. The claws gauged a furrow across the Lord's ornate chest plate, his Phase Shifter failing to deflect the damage. Stepping inside the Grand Master's guard, the Lord swung his warscythe. The warscythe, being a relic of C'tan manufacture, allows no saving throws against its attacks, even invulnerable ones, and so if the Grand Master was wounded only twice he would fall, and the Lord would gain a small victory in the midst of ignominious defeat.

Two attacks hit home, and a silence surrounded the table as I rolled to wound, needing 4 or more on each dice to finish the Grand Master off. Fortune was not smiling on the Necrons this day, and only one wound was caused.

The remainder of the assault saw a mass of attacks hitting both sides of the combat, but every single one either failed to wound or was saved, meaning the Necron Lord's one wound against the Grand Master had won the assault. As the Deathwing are Stubborn and are therefore automatically assumed to pass all Morale checks, the

combat was counted a draw and would continue into Owen's turn.

I was only a handful of Necrons away from Phasing Out at this point; I just hoped that my forces could hold off long enough to finish the close combat between the Lord and the Grand Master. Regardless of the eventual result, the combat would be the perfect climax to a hard fought and entertaining battle.

DARK ANGELS TURN 5

Owen: The game was pretty much sewn up now. I controlled two table quarters and contested both the other two. Somehow the Land Raider had survived another turn of Necron shooting, and this behemoth was contesting one of the quarters because it was still mobile – unbelievable! I decided that it had earned its keep and left it where it was.

My movement was fairly limited overall. The Command squad had no one to assault so they stayed firm, as did the best part of my support force. The Deathwing were locked in combat, and so it was only really my Dreadnought which moved, heading towards the last remaining whole Necron unit – Warrior squad 1.

The Shooting phase saw the Dreadnought drench the Warriors in heavy flamer fuel,



The Deathwings' Grand Master Gabriel hunts down the dark lord of the Necron army.

bringing one of the metallic fiends down. A twin-linked lascannon, shot from point blank range, saw another Necron spread to the four corners of the battlefield. At this point the rest of my support element joined in. The fire from the Tactical squads Revenge, Reprisal and Resolve resulted in only one Necron being brought down. The Scouts fared better and sniped two Warriors. Seeing this exemplary marksmanship the Command squad also brought another two crashing down, with their bolters and plasma gun. This left the unit with only two remaining Necrons – still enough for the others to rejoin the battle. Of course, they would have to survive the Dreadnought first.

The Dreadnought came crashing into Necron Warrior squad 1 in the Assault phase. His three Attacks gained him two hits and resulted in two very flat Necrons. Nothing was left of Warrior squad 1. Now none of these Necrons would be able to come back, having no models within 6" of the same type. In Andy's turn he would not be able to recover enough models to keep his head above the 25% mark and so he would automatically 'Phase Out'. So I had won, but not just yet. There was still a small matter of honor between the Necron Lord and Gabriel, my Grand Master.

We rolled to see what the basic Immortals did first. They caused four wounds but failed to bring any of the bone white warriors down. In return the deadly powerfists came into play, smashing one of the Immortals down. The Deathwing Sergeant missed altogether. Now it was down to the main combatants. Gabriel was going first; if he messed it up, he would surely fall victim to the wicked warscythe. Nominating all my attacks against the Necron Lord, I got a mere two hits and rolled one wound from this. Andy rolled for his 4+ Phase Shifter invulnerable save and failed! I had knocked the Lord from his feet in the very last round. It was a good job Andy was 'Phasing Out' because the Necron Lord had the Resurrection Orb, meaning he would probably return to finally finish me off in turn 6. But that was where the game ended, and the Dark Angels had carried the day.

WE'LL BE BACK!

Andy: Well, what looked like an evenly matched game turned into a complete roll-over half way through! Owen's Tank Shock move was inspired, and totally threw me off balance. I never actually recovered from it, and in the face of the strong flank attack being made by the Deathwing, I just couldn't bring enough firepower to bear to neutralize his attack or capture table quarters.

Looking back on the battle, what actually lost me the game was my preoccupation with the Land Raider which, bearing in mind what it did to the poor, crossfired Warrior squad felt justified at the time. So then, the fog of war and all that. However, the game was immense fun and has really

given me a taste for Necrons. I was perfectly happy with my army selection and feel it could be honed into a highly effective force. The end result of the game is that I have been inspired to collect this very army and see whether I can refine its tactics to the deadly force it has the potential to be.

The gaming tables of the Studio are soon to see an upsurge of Necron armies, and I've seen the excellent Destroyer-themed force Paul Rudge is putting together. It looks like the ancient threat of the Necrontyr has truly returned, and its thirst for vengeance against the young races knows no bounds.

NO RETREAT, NO SURRENDER

Owen: Hurrah, what a game! Man of the Match goes to the Land Raider. This behemoth pretty much took the entire Necron shooting for the whole game, which in turn aided the rest of my army. Although totally devoid of any weapons, it still crushed an entire squad of Necron warriors beneath its adamantium tracks – awesome!

The Terminators and Gabriel also fared extremely well. They seemed blessed with their saving throws. Even when hit by the Monolith's ordnance particle whip, gauss flux arc, and thirty plus rapid-firing gauss weapons I only lost two! Next time I fight the insidious Necrons I will definitely be taking a squad of Terminators – they truly are their bane!

The rest of my army did their job with gusto too. My firebase of Space Marines admirably stalled the left flank of Andy's phalanx and supported my assault element. The Predator Annihilator tried its best against the Necrons, but it just couldn't penetrate the immensely thick armor of the Monolith. It did help to nobble one of the Tomb Spyderys though, which was a great help. The Dreadnought also paid for itself by fending off a Scarab

swarm and putting the final nail in the coffin of the Monolith (pun intended)!

Although on the face of things it looked like a one-way street throughout the whole game, there were many points where my forces could have been viciously repelled. I think the game was really close until the critical turning point in turn three. Looking back, Andy should have shot my closely-grouped Command squad with his particle whip, instead of teleporting his Warrior squad out of danger. Its AP of 3 and Strength of 9 would have annihilated the entire squad with ease, including my precious Librarian. The Necron Lord standing nearby with the Resurrection Orb could have tied up the Terminators for the whole game and things would suddenly be looking up for the Necrons. With their ability to resist death, contesting board quarters would have been easy and the game potentially won. Ah, the benefit of hindsight.

Overall though, an exciting and fun game which proves that Necrons can be beaten and that the Dark Angels are once again truly a force to be reckoned with.

For more information on Owen's Dark Angels army visit www.games-workshop.com/wdmagazine/darkangels

Subject: Xeno Artefact XE3-36
Author: Grand Master Gabriel

Location: Armageddon, Equatorial Jungle
Explorator Camp XE3-36

878998.M41 By the Emperor's grace, the Inquisitor's signal reached us mere minutes after it was sent. The Necrons numbered over fifty and were far better organized than the constructs my battle brothers have engaged on previous occasions. As I had feared, once we had disabled or destroyed all major threats, the entire Necron force disappeared without trace. One thing is certain about the xenos creatures: their weaponry is incredibly powerful, both in ranged capability and close combat. Unbelievably, even my armor was sliced open by the Necron leader's bizarre weapon as if it afforded no more protection than a simple robe.

But it was the presence of a Necron war machine that renders this encounter of true value to Imperial scholars.

The xenos Monolith was truly huge, dwarfing even Redeptor, our strike force's most holy Land Raider. It had a method of propulsion that carried it above the ground on a cushion of air, and was armed with triple-barreled versions of the gauss weaponry we have encountered before. Its primary weapon system, however, was not a conventional gun but a crystal that could discharge cords of immensely potent energy. I commanded every heavy weapons system at my disposal to open fire upon the blasphemous pyramid, to no effect. It ceased to move at one point, but whether that was due to our firepower or some other, more inscrutable reason, I cannot say. However, the

revered Dreadnought Emarziel's power fist finally ruptured the monolith before it disappeared along with the rest of the Necron force. I can only conclude that shots expended upon this war machine are better spent elsewhere, and that it should be tackled in close assault as quickly as possible.

No doubt this war machine was the reason for one of the Emperor's holy Inquisition being present in the first instance. The fact that the signal we received was anonymous puzzles me greatly; I cannot see any reason for this unless the Inquisitor in question has been declared Excommunicate Traitoris.

It seems to me that the true prize of this encounter is knowledge. A full report will be submitted to the Ordo Xenos by the end of the cycle. May the Emperor guide your hand.

MODELING MASTERCLASS

MATT PARKES' CHAOS DIORAMA

Matt Parkes is a regular to the pages of *White Dwarf* and with two UK Slayer Swords hung on his wall at home you'd expect him to be. Recently he has been working with the 'Eavy Metal team on projects for the new *Hordes of Chaos Warhammer Armies* book. We took this opportunity to ask him about his latest diorama.

As a freelance figure painter I get the chance to work on all manner of different projects, but by far my favorite is working on dioramas. They require a slightly different approach to painting both single miniatures and armies. The

easiest way to tackle any project is to break it down into manageable chunks. As with most of the dioramas I make, my latest one was split into three separate stages: planning, construction and painting.

Whatever the inspiration behind your diorama, the first instinct of every modeler is to race down to the local Games Workshop store and buy a handful of appropriate figures. Try to repress this natural desire for a while. It may sound obvious, but by forming a well constructed plan you will save yourself both money and time in the long run. My own bitz box is filled with a large number of built and undercoated or half-constructed pieces that never got used because I rushed off and bought them without a plan.

The first and most important part of the plan is to decide which races will be the focus of the diorama.

This will help you decide the setting and general theme for your piece. With the release of the new *Hordes of Chaos* book, and the fine range of new figures, my decision was already half made. I simply had to choose an enemy for my Chaos force to fight. The Empire make for great opposition for nearly every race and having explored or conquered nearly all corners of the Warhammer world, they allow the modeler a wide scope. They are also a great basis for judging scale as everybody can compare the size of an Empire soldier to the rest of the diorama.

There are a number of different themes upon which you can base any diorama. The most obvious is a combat scene but others include chases, campsites and flying. I knew I wanted to add an element of dynamism and movement into the piece and so decided to theme the diorama around a charge scene.



I tend to avoid combat scenes as to position two models to appear in the midst of combat is actually very difficult to pull off.

By this point in the planning stage I also knew that I wanted to include a water feature, which then led me to think about adding a bridge, too. At the same time I wanted some architecture in the model. With those few basic principles in mind I began to draw some basic sketches. By putting together my plans I ended up with a storyboard. This is one of the most useful tools to help you with a project. Because the modeling process is one that gradually builds up section by section, the storyboard serves as a reference sheet and helps keep you focused on your original plan.

The next stage in the planning is to decide upon the size of the baseboard. By now you should have some idea of how many models and the amount of scenery you want to use. Remember the size of the base will restrict the amount of miniatures and scenery you can use. You should also bear in mind that even a small base can hold a great deal of detail. My base is just 20cm x 15cm and as you can see I have managed to fit a huge amount of scenery and miniatures onto even this.



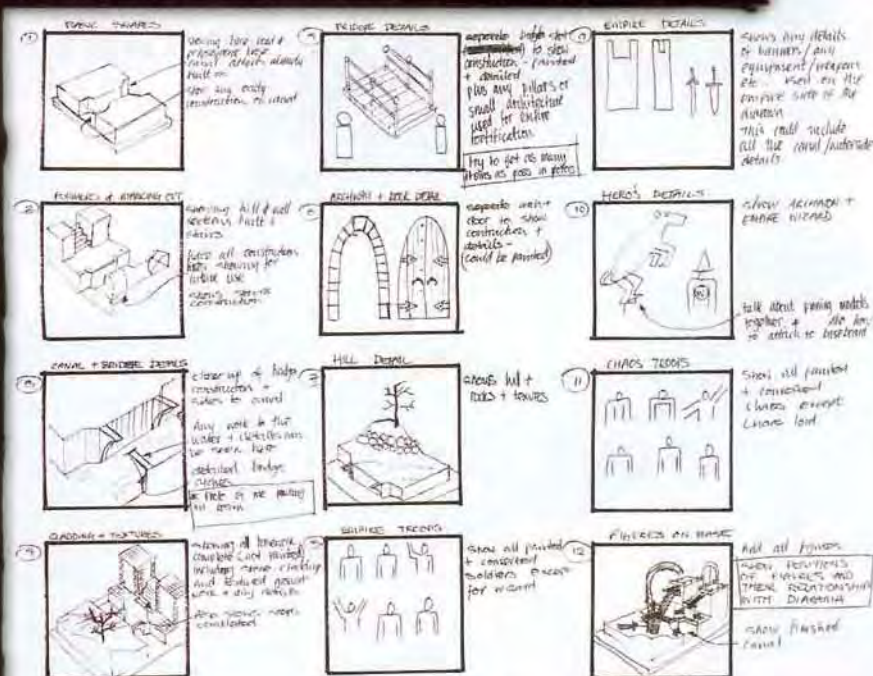
Matt's diorama at an early stage. You can clearly see the different materials that went into its construction.

Now I was almost finished in terms of planning. With the storyboard complete I had a good idea of what the finished piece would look like. The final stage before getting hold of all the necessary components was to make a simple mock-up. This was made from cut-offs of polystyrene and foamboard and this again serves the same purpose as the storyboard, by acting as a three dimensional reference.

Once this was finished, I could begin to place the miniatures onto the mock-up

and check out the relationship between each of the figures. It is crucial to make sure that each miniature on the diorama has a purpose within the narrative. So at this stage any figures that I deemed were taking up unnecessary space were put aside. When sorting out the placement of models I try to stick to a very realistic approach. Because of the fantasy images in the Warhammer world it can be too easy to stray from the confines of reality. Always try to give each of the models on the board a purpose for being there to add realism to their actions. The mock-

Matt's storyboard; he used this as a reference sheet to keep the project on track.



The Chaos Knights from the diorama, showing the pins used to attach them.



up will also give you an indication of the scenery you will require. The same realistic approach adopted with the miniatures should be taken with the scenery, making sure you place the right types of scenery in suitable locations.

Finally, using the mock-up to give me an indication of dimensions, I made a technical drawing. This would be useful when the construction work began as I

would be able to cut the scenery to exact measurements.

One of the most important aspects of a diorama is the choice of materials used. I can regularly be found perusing toy fairs and local model shops in search of unusual and useful materials. For example, the textured plasticard flooring is model railway scenery. Stones, dried plants and old roots are ideal, and it is

incredible the results that can be achieved by just exploring your garden. Variety and ingenuity are key factors to helping make any diorama stand out.

Now the fun part of building the diorama can begin. I always start by constructing the base and working upwards from it, and a thick sheet of plasticard is ideal for this. I used it to build up the basic framework for the

The diorama before the Empire and Chaos figures were added.



model, and the texture and detail could then be added at a later stage. Once the basic shapes had been cut and glued into place they were then filled with Polyfilla and textured paint was applied.

To create the canal I first painted the furniture and glued it into place. The water effect was made with two part epoxy adhesive to which a small amount of Fortress Grey and Goblin Green had been added. Placing tape over the edges to prevent the mix from spilling out, I then poured it into the canal section. The canal serves as a natural divide on the diorama, separating the man-made walls from the rocks and grass. This fitted in well with my placement of figures as I wanted the disciplined Empire soldiers to be positioned on the walls whilst the barbaric, feral looking Chaos Knights would appear on the rugged side of the piece. Once I had finished making the base of the diorama I then painted the scenery. The basecoat for the ground was Scorched Brown and Fortress Grey to which I added Bleached Bone and Bestial Brown painted in a patchwork fashion to create a more realistic look. The wall was painted using a basecoat of Chaos Black and Codex Grey, again adding a number of different shades of grey for the highlights across the face of the wall.

I wanted to keep the conversion work to a minimum but nonetheless I like to add a sense of movement to my pieces. I knew I wanted the Chaos Warriors to look like a column of charging steel. This was achieved by modeling the horses with just two feet in contact with the ground and adding some Orc hair from the plastic Orc frame for a sense of movement. The addition of the torch added to the color of the Knights and also continued the theme of barbarian invaders.

When I designed the Empire force I wanted them to appear unready for combat and surprised by the sudden attack. I posed them so that they were running to defend the walls and altered the pose of one of them to give the appearance of him pulling up the drawbridge. This adds a sense of tension and time to the model, further adding to the feel of movement and interaction between the miniatures on the diorama.

Finally, I wanted the two different types of terrain to be reflected in the color schemes of the miniatures. The Chaos Knights were on the rugged, wild half of the base, so I painted them with browns and blacks, keeping their armor a simple silver metallic color scheme. To contrast this, I painted the Empire soldiers with vivid uniforms using bright yellows and magenta.

MATT'S SWORD-WINNING DIORAMAS



Matt receiving the Slayer Sword at the UK Golden Demon Awards 2000.



Matt won his first UK Slayer Sword in 1995 with this diorama of 'Outpost Numba 7'. You can find it in White Dwarf 193.



At the UK Golden Demon awards 2000, Matt won his second Slayer Sword with his Chariot Race diorama.



Matt's most recent success was at UK Golden Demon 2001, where he won the Open competition with this diorama of Orion.



The Studio's recent Cityfight campaign was a hard fought affair. Alliances were forged and then broken; bitter enemies met in mortal combat, and shattered vehicles littered the streets of Vogen.

When the new Cityfight book arrived in the Design Studio, it was only a matter of time before a Warhammer 40,000 campaign got going. After the Warhammer frenzy that was Albion, the task of running the Cityfight campaign fell to Graham McNeill and Phil Kelly, two of Games Development's Warhammer 40,000 team. In this article, we'll show you how they did it, and next month we'll be revealing some of the highlights from the campaign.

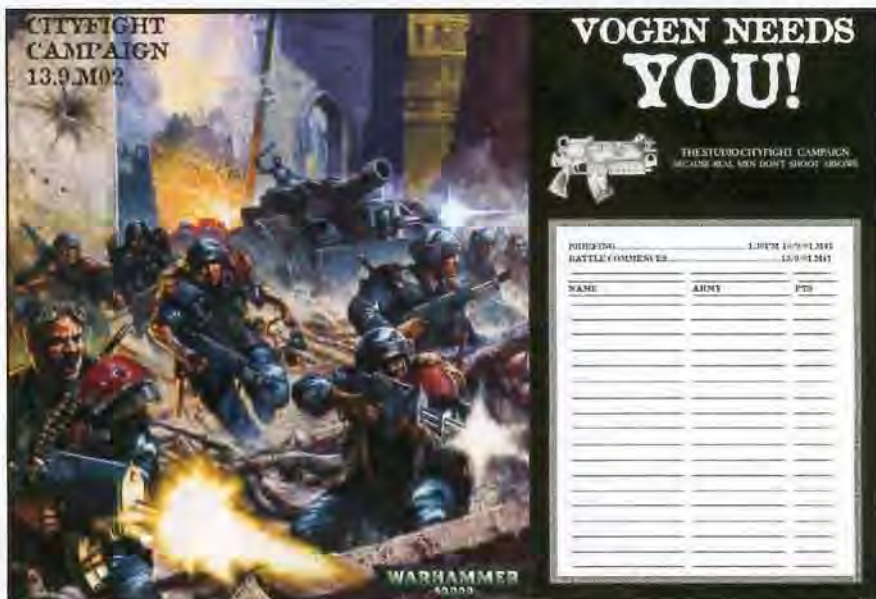
Graham: In the Warhammer 40,000 side of Games Development, we were pretty psyched about playing Cityfight, having recently watched the double whammy of Saving Private Ryan and Enemy at the Gates again. There's something cool and visceral about the idea of soldiers battling in the nightmare canyons of a city, where every window could contain a sniper and each building a squad of enemy soldiers waiting to spring an ambush. Cityfight really captures that claustrophobic atmosphere of urban warfare, and the idea of playing loads of games on the scenery which the members of the Studio had put together on hobby nights was too good an opportunity to pass up (after a flurry of hobby nights in the Studio, we had enough Cityfight terrain to completely fill four tables).

Phil and I had run campaigns in the Studio before and set about this one by sitting down and thrashing out how we wanted it to run. Having recently finished running an Inquisitor campaign, with its multi-level plots, intrigues and narrative play, we decided we wanted something much simpler as it would lead to more games being played and keep the amount of record keeping and work we had to do to a minimum. The first decision we made was that the campaign was to be map-based. This is a great visual element for people to gather around and plot their next moves and makes things more interesting from the start. The Cityfight book has, as a watermark, the plan of a city designed by Nuala Kennedy and Stefan Kopinski, and we knew that we could use this as a basis for our map.

I took a printout of the map and divided it up into various locations, based on the text which Jervis Johnson and

THE VOGEN CAMPAIGN

THE GAMES WORKSHOP STUDIO CITYFIGHT CAMPAIGN



The original campaign sign-up poster.

Pete Haines had written in the Battle for Vogen section at the back of the book and some ideas I'd had myself. I then wrote a short piece of descriptive text for each location, and pretty soon we had a good idea of what the city looked like and what had happened to it in the weeks following the initial rebellion. Using my rough notes, Phil adapted the map so that we could use it for the campaign, with all the various locations clearly marked. Once he'd finished the map, we then enlarged it on a photocopier so that we could pin it up on the Studio notice board. The web team used the material we'd produced to create the interactive map of Vogen which you may have seen on the Games Workshop website. If you haven't, I thoroughly recommend that you take a look at it, because it's rather spiffy.

To see the interactive map go to:

www.gamesworkshop.com/wdmagazine/cityfight/

With the map and locations in place, we sat down and discussed how the campaign would actually work. It had to be simple, because the larger the campaign, the greater the scope for things cropping up which we hadn't counted on. We decided upon a simple

system of Victory Points, with each location worth a certain number of points based on its importance and proximity to the center of the city. At the heart of the city was the Palace of Peace, the seat of government of Vogen and ultimate prize of the campaign. Worth a whopping 10 Victory Points, whoever held it at the end of the campaign would probably be the winner. As well as Victory Points, we wanted some locations to have special rules or scenarios to represent what had happened after the rebellion. Phil produced a rules pack detailing how the campaign would work, together with some special rules for certain locations. For example, the High Ground mission was always played in Building 235, and in the center of Angel Square there was an imposing statue of Sanguinius, the Blood Angels Primarch, and we decided that should it fall into Chaos hands then every Imperial player in the campaign would suffer a -1 to their Leadership for the following battle. Other locations had mysterious gold pins already in place and these represented unknown forces that had taken root within the city and gave Phil and I the chance to play some games if a player ever attacked one of them. Phil took his Tyranids; I used the new Necron army list that we were playtesting at the time (which also saw

the first outing of the C'tan) and Craig 'bodycount' Bodycote took his Blood Angels. What force each pin represented wouldn't be revealed until a player attacked it, and it could change from game to game so other players couldn't make use of someone else's bravery.

We allocated each player a location on the map as their home base and, once a week, they would place a colored pin in a location adjacent to one they had control of. In this way each player's territory would expand and offer them more potential routes towards the centre of the city and the Palace of Peace. If players opted to place a pin in an occupied location then those two players would fight a battle using one of the scenarios within the Cityfight book, and whoever won would control the location and win the Victory Points. If a player ever found himself in the unfortunate position of having no territories left then he was defeated and unceremoniously removed from the campaign. But because we didn't want to deny anyone the chance of a game, we allowed them to play as one of the armies represented by the gold pins. Thus as the campaign progressed and more people got knocked out, there would be a greater

pool of armies and players for us to draw upon to play these games.

With the rules pretty much sorted out, all we needed now was some players. We produced a sign-up sheet for the campaign and within a day or two we had over twenty players clamoring for a game. Of course, with such a large number of people playing, it would be inevitable that due to their busy schedules, some players might not be able to make a move every week. To allow for this, we allowed players the option to fortify one of their locations instead of moving a pin. Each time a player fortified, it allowed them to put a 'dot' of fortifications on a particular location, with each dot representing a hundred points that could be spent on defender's fortifications should another player attack them there. If you fancy having a go at running your own Cityfight campaign using these rules, you can find the rules pack, including the descriptions and special rules for each location in the city, by visiting:

www.gamesworkshop.com/wdmagazine/cityfight/

After distributing a copy of the rules and background to each of the players, we

revealed where each player's starting location was and stepped back to watch the intrigue and plotting begin. The first few moves were tentative, with most players electing to consolidate their positions with expansions into small value locations so as to avoid getting knocked out embarrassingly early in the campaign. That wasn't bold enough for a couple of players who kicked off their offensive by launching an all-out attack, though in some cases this was to have mixed results...

THE VOGEN CAMPAIGN: CORE RULES

"We thought it was over. We couldn't have been more wrong. Turns out the Night Lords left us a little present during the first war. The presence of so much death, confusion and panic lit up like a firecracker in the warp. Chaos was irresistibly drawn back to Vogen, hoping to feast on our pain. As it turns out, so was everybody else - right now just about every other heretic, alien and scumbag in the sector is fighting for a piece, either for or against Chaos. They want our city bad.

But they ain't getting it."

Veteran Sgt. Hessel, 122nd Cadian Regiment



Placing the battle map next to the Studio kettle turned out to be a master stroke of military planning.



Every lunchtime, hard-fought battles raged across the Studio.



VOGEN VERIDICAL

VOGEN ERUPTS IN A STORM OF BLOODY CARNAGE

From the front, Marc Tardiff looks on as his men from the Imperial Guard of Vogen, where life is a constant state of war, are killed in a battle that will see every warrior take a great big bloody thing.

The first in the long line of the Imperial Guard, under the protection of the Imperial Guard, looking on as the Imperial Guard of Vogen, where life is a constant state of war, are killed in a battle that will see every warrior take a great big bloody thing. The first in the long line of the Imperial Guard, under the protection of the Imperial Guard, looking on as the Imperial Guard of Vogen, where life is a constant state of war, are killed in a battle that will see every warrior take a great big bloody thing.

palace. Realizing the tactical significance of Angel Square to our people, Guard forces under the command of Colonel Beach have recently been ordered to hold this part of our beloved city from the invaders. Unfortunately they have been hunted back in disarray every time and it is only a matter of time until the Imperial Guard will be forced to concede this part of our city to the invaders. Losses are acute: while, failure is not.

Further north, the cursed forces of the Iron Warriors thought defeated long ago, turn out to have been consolidating their position within the city walls, effectively cutting the Iron Warriors off from the Imperial Guard. The Iron Warriors now move with vengeance, bunkers and tank traps and the task of recapturing the city is sure to be a bloody affair, as it is rumored that the forces of the Iron Warriors are commanded by none other than Warlord Haines, also known as



The first campaign newsletter.



The first campaign newsletter.

The Vogen Campaign was based on the Imperial city of Vogen on the planet of Khai-Zhan, predominantly because a lot of detail had already been sorted out for



The first campaign newsletter.

RESULTS FROM THE FRONT:

Paul Sawyer	9 Victory Points
Graham Davicy	7 Victory Points
Rowland Cpe	5 Victory Points
Paul Rudge	5 Victory Points
Andy Chambers	4 Victory Points
Mark Owen	4 Victory Points
Nelson	4 Victory Points
Pete Haines	3 Victory Points
Gareth Roach	3 Victory Points
Tom Hibberd	2 Victory Points
Alex Boyd	2 Victory Points
Matt Hutson	2 Victory Points
Ian Vincent	2 Victory Points
Simon Smith	2 Victory Points
Alexis Cavetore	1 Victory Point
Adrian Wood	1 Victory Point
Gay Thorpe	0 Victory Points
Nigel Colinton	0 Victory Points

depending on which army the user plays, green for Orks, blue for Eldar, gold drawing pins for NPCs, etc.

II. Each player starts with one pin at a random location on the map's edge, the

place where your forces have breached the walls, their HQ, etc. This will be determined by the campaign organizers in the first week of the campaign. A square with one of your pins in it is occupied by your forces.

III. At regular intervals during the campaign (every week or so), each player may place another pin in a square next to one of their existing pins, even if the border between them is very small.

IV. If two pins of different colors are in the same map square, play a game of Warhammer 40,000 with the owner of the other pin. The loser removes his pin altogether, and the winner claims that square by leaving his in place. If there are already two pins of different colors in a square, you may not move into it (no three- or four-player games unless the campaign organizers specifically say so...).

V. If you lose all your pins, you're out of the campaign!

VI. Games are of any agreed points value and use a randomly determined Cityfight mission, unless specified otherwise in the location information (See Vogen Locations on the website at www.gamesworkshop.com/wdmagazine/cityfight/).

VII. If your pin occupies a location with a Victory Points value and there are no opposing pins in that location, you can claim those points to add to your total.

VIII. If you wish, your troops can gain experience points as outlined in Warhammer 40,000 and Codex Cityfight. It is up to you to keep track of these - they will affect play as time goes on and the campaign organizers can't be expected to monitor every squad!

IX. At the end of the campaign (decided by the campaign organizers), the player with the most Victory Points in total is the winner.

That's the basic premise. This ensures everybody fights over locations of strategic importance. However, not everybody is available whenever someone else feels like having a scrap, so these rules are adjusted as follows.

ADVANCED RULES

I. Instead of adding another pin, you may FORTIFY one existing pin. Add a dot (• clearly marked) to the pin you have fortified. When fighting a game in this location, you have an extra 100 pts to spend on equipment from the Defender's Armory in Codex Cityfight (page 21). This may be done more than once, adding 100 pts per fortification and another dot to the pin, but no more than three times in any one location. Some of the locations already have fortifications, e.g., (•••) would mean someone

SPACEPORT COMPLEX

The reason for Vogen's continued dominance of planetary affairs, the sole spaceport on the planet, is where all Vogen's imports and exports arrive and depart. The landing fields and warehouse complexes stretched far to the north of the city and Imperial forces were forced onto the defensive as traitor units attempted to wrest control of the facilities. Units of the Cadian 122nd stationed outside the city walls were able to lend their strength to the defense of the spaceport, but were annihilated when

Thunderhawks carrying debased warriors of the Night Lords Chaos Space Marines dropped from orbit and struck within the defensive perimeter. Reinforcements from the north, in the shape of fresh regiments of Cadians, retook the spaceport several days later, but it was only to find the landing platforms and runways cratered and booby-trapped. Engineers from the Departmento Munitorum worked non-stop for days to repair the sabotage and soon fresh troops were able to be brought in from off-world.

0 VICTORY POINTS: Any forces with a pin in the Spaceport Complex may place their new pins in any unnamed location on the map (it does not need to be adjacent to a square occupied by that player). They may not place a pin in a named location. They may also Deep Strike any units they wish to keep in reserve if the scenario uses the Reserves rules.

Imperial Space House (H)

SPACEPORT COMPLEX (H)

IMPERIAL HILLS (H)

Imperial Space House (H)

SPACEPORT COMPLEX (H)

IMPERIAL HILLS (H)

Imperial Space House (H)

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Imperial Space House (H)

SPACEPORT COMPLEX (H)

IMPERIAL HILLS (H)

Imperial Space House (H)

SPACEPORT COMPLEX (H)

IMPERIAL HILLS (H)



The full Vogen campaign map.

defending that square may spend 300 extra points on equipment from the Defender's Army.

This can be used as an alternative to aggressive tactics if you're simply too busy to play.

II. If someone is contesting a square with you but you cannot play them for any reason (holiday, illness, etc.), simply arrange for them to fight someone else who is on the same team as you (the same color peg). It is assumed that your allies have stepped in to defend your line.

III. Certain critical areas of the map have certain special rules and scenarios (a cathedral may give Sisters of Battle players more Faith points per battle, a Gun Tower automatically means the High Ground scenario is played, etc.). These are listed on the separate document detailing Vogen's important locations (see the website address above).

IV. No assassins may be used unless specified in the location brief.

V. If you are not present for a while, tell the campaign organizers and they will fortify one of your squares every

GUN TOWERS AND SNIPER'S ALLEY

These heavily armored gun towers changed hands many times over the course of the war, their strategic location overlooking the Basilica and law courts making them ideal vantage points for forward artillery observers and snipers. Indeed, these were among the few structures that survived the war relatively intact, despite attempts by both sides to reduce them to rubble. Chentelle Street, the long road that led from Harikon's Bastion on the south wall to the gates of the Palace of Peace, became known as Sniper's Alley and, before long, it was a brave soldier who dared try to cross from the east side of the city to the west.

2 VICTORY POINTS per gun tower location: Each of the gun towers has both lascannon and heavy bolter sentry guns, set on point defense mode. They are elevated 8". Once the location is claimed, they will fire upon the nearest enemy target every turn.

High Ground is always played in these locations, with the gun towers themselves as the objective.

2 VICTORY POINTS for Sniper's Alley South, 4 VICTORY POINTS for Sniper's Alley North:

A Vindicare Assassin is operating in Sniper's Alley North and may be used by Imperial players in any game played here at no additional points cost.

The Gauntlet is always played in these locations.



campaign phase. If you just can't be bothered, forget to make a move or to tell the organizers, you miss out, as you cannot have a backlog of turns and do them all at once.

VI. If two or more of your pins end up in the territory of the same enemy, all of these contested squares can be resolved by the same battle. This allows you to push forward in the surrounding zone if you are doing well in a protracted battle; the game is representative of a larger struggle. If a game is already in play in an unfortified square, fortifications in other squares resolved by the ongoing game are ignored (forces have broken through the weak point in the line).

FOR EXAMPLE: Adi and Graham are playing against each other. Due to the fact they cannot play often, the game runs on into the next campaign turn. Normally, another pin would be placed in this time, but the players are anxious not to take on any more opponents just yet. Adi is doing well in the game, therefore, he decides to put a pin in another, different square occupied by Graham's forces (this must be next to Adi's uncontested territory). Graham, playing defensively, decides to fortify () a nearby square.*

The game they are already playing decides the fate of ALL contested squares between Graham and Adi.



Phil defends the Palace of Peace, the most valuable location, against Paul Sawyer's White Scars.

VII. You may not attack members of your own team unless you play Chaos or unless it is the last week of the campaign (every man for himself...). Feel free to make alliances with nearby forces, for instance if you need to unite against a common foe. Use your common sense here, although some

guidelines are laid out below on the table. The Dark Eldar may do exactly as they please, but backstabbing is to be encouraged. Kroot Mercenaries may ally with any force. Tyranids and Necrons may only ally with armies of the same type.

Graham: So there you have it. Hopefully this has given you a taste of how easy it is to run a campaign like this, so why not get stuck in and give it a go. The full rules pack and descriptions of all the locations, together with their special rules, are on the Games Workshop website, so if you have access to the internet, get them downloaded and get playing. The future of Vogen is in your hands!

Everyone around the Studio really threw themselves into the spirit of the campaign very early on, with factions forming, shaky alliances being offered and outright threats being hurled about with wanton abandon. The Imperial Guard had begun with a strong position on the south-eastern quarter of the city, based in their HQ building, but nearby forces of Chaos and Eldar looked set to give them a run for their money towards the center of the city. Meanwhile, to the north, Paul Sawyer's White Scars were set to go head to head with the Orks and the Iron Warriors, who were casting their eyes towards the spaceport complex and the very, very big guns atop Gibbet Hill.

In next month's article, we'll take a look at some more of the seventy plus games (yes, you read that right) that were played as part of the Studio Cityfight campaign. We'll continue Pete's 'Diary of a Warsmith' and bring you highlights of some of the biggest games that were played here in the Studio.

VOGEN CAMPAIGN ALLIANCE TABLE

Allies with	Chaos	Orks	Imperials	Eldar	Tau
Chaos	X	Yes	No	No	No
Orks	Yes	X	No	No	No
Imperials	No	No	X	Yes	Yes
Eldar	No	No	Yes	X	Yes
Tau	No	No	Yes	Yes	X



GIBBET HILL

Situated on an exposed and windswept rocky island to the northeast of the city walls, Gibbet Hill has always had associations with death. Convicted murderers were once hung by the neck until dead here, but now it is a fortified gun emplacement. When public executions were moved to the more sheltered location of Execution Square by popular demand, the hill was fortified and defense laser silos constructed atop the old detention complex. Gibbet Hill was the scene of fierce fighting due to its

elevation above the city. Though less than fifteen meters above sea level, it provides a vantage point from which the Imperial palace can be bombarded. The fortress changed hands many times during the fighting, until there was virtually nothing left of the original buildings.

5 VICTORY POINTS: If you control the arsenal of laser silos on Gibbet Hill you may use preliminary bombardment in every game you play. You may also destroy one 'dot' of fortifications in any square or location per week.

DIARY OF A WARSMITH



Pete Haines: The following notes were originally memos that I generated while playing in the studio Cityfight campaign. I wanted to try to stay in character through the campaign

and figured that jotting down events from the perspective of the commander of my Iron Warriors army, Murchad Kite, would be a good way of doing it. The entries that follow skip over the odd move where nothing worth noting happened but provide a good overview of campaign events as they affected the Iron Warriors.

UPON RECEIVING THE CAMPAIGN PACK

Clearly Vogen will be virtually impossible to capture intact. I lack the numbers to defeat all the other factions simultaneously so must concentrate on either a decisive strike or a slow strangulation. It is possible I might ferment an alliance, but allies often develop delusions of independence that can be irritating. Whether decisive blow or constriction is my tactic depends on where I can actually gain access to the city.

I have prepared my company for action in the city. I cannot rely on my Predators in the cramped city streets and my Rhinos will be of far more limited use than normal. I may unleash my Dreadnoughts although their madness makes them unpredictable and I am sure my operations will require careful timing. Instead I intend to base my tactics on strong infantry squads, well-equipped with heavy weapons and flamers. My Veterans and Terminators will be in close support. It is with Iron Warriors I will seize Vogen plus, of course, a lot of very big guns.

AFTER FINDING OUT ABOUT MY STARTING POSITION

The tactic will be constriction. I can gain access to the city in the north-east corner within easy striking distance of both the starport and the orbital defenses at Gibbet Hill. If I can achieve these objectives I can cut Vogen off from external interference as thoroughly as with any siege lines. Once established, I can move for other areas as I wish. No one will stop me this time.

CAMPAIGN TURN ONE

My company has penetrated the city perimeter with ease. Anarchy rules in Vogen - we are at home here.

CAMPAIGN TURN TWO

I have pressed on, into the city to widen my foothold.

I am told the area in which we have set up our base was a mercantile and pleasure district. There is little to indicate it: we have found few civilians and the wretches we have discovered are half-starved skeletons who make poor labor slaves.

The nearest other factions I have identified are Orks, although most critically the starport is in the hands of the Crimson Fists. How ironic that after all these centuries it is the descendants of Rogal Dorn that stand between the Iron Warriors and victory. Still, when they are sent reeling before me they will have nowhere to go and the only forces that might challenge me are the Orks who, though formidable, lack strategic vision.

CAMPAIGN TURN THREE

My initial move has been to advance towards the obvious objectives at the center of the city. This will hopefully help to encourage the other factions to look inwards as well and away from my real objectives. The central regions of the city are rumored to be infested with Tyranids. I see no benefit in challenging them; whilst the Palace is a useful medium from which to administer the city, it is the starport and defense lasers that control it.

Ordered some routine fortification of my position. If possible I would like to see some of the other factions fight before taking an active hand myself. In any event, my warriors prefer looking at the enemy over minifields and razorwire, and I do not wish to be ejected because of a couple of unfavorable engagements. After ten thousand years, one learns patience.

CAMPAIGN TURN FOUR

Having secured my base I moved on the starport before the Crimson Fists could dig themselves in too heavily.

The engagement was a running battle through the streets around the starport. Accompanied by my own retinue, I defeated a strong force of the Crimson Fists although their leader, a Chaplain, was slow to enter the battle and was careful to stay out of my reach. I was displeased with my troops; they badly need more action. I was forced to charge the last Fist Devastator squad alone. I have felt krak missiles before and doubtless will again, but I do not like it. Still it was good to blood my talons on Dorn's whelps. I remember the Iron Cage, I saw Rogal Dorn tear through one of our squads like an angry god. I hope his soul felt their pain today.

CAMPAIGN TURN FIVE

I have constructed basic fortification of the starport. It appears the Crimson Fists have

used some of the grav freighters to establish an enclave in a different part of the city. It reminded me of the great siege of the Emperor's Palace except this time the Fists were escaping by air and not coming to their Emperor's aid.

CAMPAIGN TURN SIX

I see no reason to seize Gibbet Hill as yet. No one can get to the position except through me and now that I have completed my fortifications that would be a pointless gesture.

I have therefore continued to move towards the Palace. It is vital that this pretense is maintained; although my positions are secure, I prefer to present weaker positions to attract attack.

The wisdom of this was proven when a major Ork force roamed into my sector. I repelled them by bringing in reserves direct from the starport who established a good position from which to cut down the hordes with heavy bolter and autocannon fire. Ultimately my Lieutenant, Shadrack Mandeus, and the Sorcerer Balom Morne defeated the Ork leaders in a desperate hand-to-hand contest. Clearly the Orks are very dangerous in the ruins, where they are guaranteed close quarter fighting and cannot be discouraged at range.

My scouts tell me that Gibbet Hill is infested by even more Orks. These however are primitive by comparison to the others in Vogen. I cannot chance that they take common cause against me though, and will crush them one at a time.

Barachus Kase's Havoc Squad - Veteran honors - Stealthy

Wulf Lazar's Squad - Veteran honors - Sewer Rats

CAMPAIGN TURN SEVEN

The Feral Orks occupying the defense laser silos at Gibbet Hill were easily surprised. Mandeus was able to surround most of them in a single building. He brought up his heavy weapons and led in his assault troops under heavy covering fire. The opposition melted before them and the objective was secured. Now I have the power to bombard the city into submission using its own weapons and strike anywhere I please using the starport's freighters and haulers. I am ahead of schedule, and this allows me to test my warriors in battle to weed out the unworthy; an indulgence, but one that pleases me.

Zen Ferrus' Squad - Veteran Honors - Tank Hunters

'Warsmith Haines's campaign diary concludes in next month's White Dwarf.'



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You have been told that the Emperor's Inquisition is united in its ceaseless purge of the wicked and the unclean, that their sacred purpose remains unsullied by personal vendettas or internal politicking. These are lies of the worst kind. Graham McNeill and Phil Kelly look at the schisms and splits that divide the Inquisition.

GUARDIANS OF MANKIND

FACTIONS OF THE INQUISITION

It is said that a man could spend a lifetime in the Library Sanctus on Terra and still never know the full extent of the differing philosophies within the Holy Orders of the Emperor's Inquisition. Since the days of legend when the Emperor was first interred within the life-preserving mechanism of the Golden Throne, his divine will has been subject to the all too fallible interpretations

of his mortal servants. Throughout the centuries, differing interpretations of the Emperor's word have grown in prominence or fallen out of favor. As is common with people of shared philosophies, factions have formed to espouse their beliefs and members of the Inquisition are as prone to this as any other group. Such division would, under normal circumstances, be frowned upon, but the men and women of the Inquisition are trained from the very beginning to always question, and it is this very nature that gives them the skills and strength to achieve the tasks before them.

The belief structures of the various factions have broadly polarized into two main camps. The first of these it is convenient to name Puritans, and they enforce the letter of the Lore, and are perceived by the majority of Imperial citizens as the ultimate protectors of Mankind. In almost direct opposition to the Puritans are inquisitors known as

Radicals, who view their exalted position within the Imperium as license to employ methods that most Imperial organizations would view as heretical. The Radicals believe that the means they employ to achieve their goals are secondary to its achievement. In some cases this can even mean the use of Chaos tainted knowledge and artifacts, or reprehensible methods that skirt dangerously close to outright treachery. Even within these broad definitions there are many and varied splits, differences and tenets, though this document shall confine itself to those factions which enjoy the favor of powerful supporters and are currently in the ascendancy.

PURITAN FACTIONS

THORIANS

"The rewards more than outweigh the risks should we succeed. Imagine it! The Emperor reborn and walking amongst his people as a living god. Who can say such a thing is wrong?"

Inquisitor Crescere. From Inquisitorial Report TH/21/36: 'The Incunabla Incident'

The Thorian faction of the Inquisition takes its name from Saint Sebastian Thor, the hero who overthrew Goge Vandire, the tyrannical High Lord of Terra who plunged the Imperium into the Age of Apostasy in the 36th Millennium. The Thorians believe that Thor was divinely inspired and that he moved with the Emperor's light burning within him. To many inquisitors of the day, it was obvious that Thor was imbued with a measure of the Emperor's will and charisma. They believed that it was not the first time that the Emperor had acted in such a way, citing such figures as St. Capilene and the hero Josmane as previous vessels of the Emperor walking amongst his people.

The Thorians believe that the Emperor's near-death at the hands of Horus allowed him to break the final bonds between the crude matter of corporeality and ascend to assume his true nature as a deity. His spirit wanders the void, traveling as a whisper in the warp, flitting from place to place and perhaps even through time. Thorian dogma tells that the Emperor has manifested his spirit through his chosen vessels many times when his people needed him, but that these bodies were able to contain only the barest fraction of his power and soon withered and died. They await the day that He shall be reborn and lead his people onwards in continuation of the Great Crusade.

To this end, the Thorians closely study the interaction of consciousness, energy and the warp, believing that if they can manipulate these energies correctly they can channel the Emperor's spirit into a suitable vessel and effectively resurrect the Master of Mankind. There have been many attempts to create a body suitable for such an important ritual, including the disastrous events on Incunabla, but so far none have succeeded. Followers of the

Thorian philosophies constantly scour



the galaxy for beings they term 'Avatars', individuals of such power that they may prove able to contain the Emperor's soul once more – or be turned to evil by the Ruinous Powers.

Many Thorian inquisitors are found within the Ordo Malleus, where their greater understanding of the Immaterium grants them an insight into how the rebirth of the Emperor could be achieved. Others may be found among the Ordo Hereticus, though there are few within the Ordo Xenos, save those who believe manipulation of alien psychic-engineering, such as that of the Eldar, may provide valuable insights. Inquisitors of all orders foster the growth of resurrectionist cults throughout the Imperium, as they provide useful foot-soldiers for an inquisitor when he must raise an army to achieve his ends.

Opponents of the Thorians claim that were the Emperor to be reborn it would cause a schism and civil war more deadly than that begun by Horus. Believers and unbelievers would fight to the death and the galaxy would be consumed in an apocalyptic holy war. They cite the Thorian's naivete, claiming that they cannot know what would come back, that the Emperor himself might be changed, altered by his long absence from the flesh. And, more importantly, what of the Astronomican? The Imperium would surely collapse without the Emperor's guiding light to steer ships through the Epyrean. The risks inherent in what the Thorians propose are too great for many to contemplate but, despite this, the Thorians are determined upon their course.

MONODOMINANTS

"You ask why we must cleanse the xenos. I will tell you. The filth of the alien and the witch must be exterminated to preserve the purity of the Human race, lest we degenerate into abomination."

Witch Hunter Tyrus at the Conclave of Vena

In the 33rd Millennium, Inquisitor Goldo penned his seminal text 'Monodomination – the Right of Man to rule the Galaxy in the Emperor's Holy Name'. This multi-volume epic drew upon the venerable inquisitor's vast experience of dealing with aliens and came to the conclusion that the only way that Mankind could rule would be if every alien race was exterminated, leaving humans as the sole inheritors of the galaxy. At the time it did not receive a great deal of support – its overly pessimistic view was seen as the last, bitter words of a devout, but aging inquisitor. It was not until Inquisitor Jeriminus of Paelutia brought the work of Goldo to light, several centuries later, that



Inquisitors Tyrus and Covenant discuss a difference of opinion.

the philosophy finally found a growing body of supporters among the new breed of young, hot-headed inquisitors.

The goal of the Monodominants is a simple one: the complete and total destruction of every alien, heretic, witch and non-believer in the galaxy. They have absolutely no tolerance for any form of aberrant behavior and will resort to drastic military solutions in order to enforce their will. No other faction of inquisitors will resort to the use of Exterminatus so readily, destroying entire worlds in their quest for Human supremacy of the galaxy. As would be expected of such a militant group, the Monodominants are one of the few factions who are open with their beliefs, spreading xenophobia and intolerance before them, inciting whole populations to rise and purge themselves of their wickedness. Inquisitors who follow this path are ruthless and unforgiving and frequently leave untold devastation and slaughter in their wake.

Witch Hunter Tyrus is perhaps the best known among the Monodominants, having purged countless worlds in the name of the Emperor. By the time Tyrus had completed his investigations into the royal family of Epsilon Regalis, tens of thousands had been burned at the stake and many times that number imprisoned. Many within the Inquisition see the Monodominants as incredibly narrow-minded and frequently doing more harm than good, but it is a brave inquisitor who would openly voice such an opinion

AMALATHIANS

"Who are you to second-guess the will of the Emperor? His plans are for Him and Him alone to know. It is enough for us to know that his grand designs for the galaxy unfold as he has foreseen, and the colossal arrogance displayed by those who claim to act in his name is both dangerous and tantamount to heresy."

Inquisitor Barzano, following the Armageddon Schism

The first days of the 41st Millennium were days of optimism and promise, a time of great spiritual and physical rebuilding. It was decreed that there would be a conclave held at Mount Amalath on the world of Gathalamor, where military, religious and political dignitaries would gather to once again swear their oaths of loyalty to the Emperor. It is said that eight hundred Chapter Masters of the Adeptus Astartes journeyed from the far corners of the galaxy to join in this renewal of faith. After swearing his oath of loyalty, Lord Solar Macharius took it upon himself to launch a crusade in the Emperor's name, leading his forces into the galactic west and beginning the campaign that saw over a thousand worlds claimed for the Master of Mankind.

Within the ranks of the Inquisition there was a growing feeling that things were once again proceeding to the Emperor's plans, and that the pervading sense of doom that had spread through the Imperium during the Plague of Unbelief and Reign of Blood was over. Many inquisitors were swayed by the numerous impassioned speakers on Gathalamor, and vowed that none should threaten the strength which the Imperium was slowly



Eisenhorn corners Malicant in his quest for information.

regaining. This body of inquisitors became known as Amalathians and decreed that they would forever strive to maintain the current order and destroy those who would seek to destabilize the Imperium. Less concerned with the traditional heresies of witchcraft and mutation, except where they were being manipulated by their enemies, the Amalathians sought to keep infighting and politicking within Imperial organizations to a minimum, holding to the Inquisition's original mantra of strength through unity.

Throughout the Imperium, the Amalathians seek to calm volatile situations and prevent rapid change, should change even be necessary at all. They claim events are unfolding as the Emperor has foreseen and to force change in his name is a supreme arrogance. Who can truly claim to know the will of the Emperor? It is their sacred duty to protect the Imperium from those who seek to plunge it into anarchy, and allow the Emperor's sacred plan to unfold at its ordained time. To achieve their goals, the Amalathians must often work closely with agents from other organizations, and its members have good relations with bodies such as the Adeptus

Arbites, Order Famulous and the Space Marines. On Pylades III in the eastern fringes, Inquisitor Barzano worked with no less than three precincts of the Adeptus Arbites, two orders of the Adeptus Sororitas and a Battle Company of Imperial Fists in his investigations and eventual destruction of the Cult of the Devoured.

Many vocal proponents of change within the Imperium accuse the Amalathians of burying their heads in the sand, trusting events to unfold as fate dictates rather than taking a proactive stance in the defense of the Imperium. However, the Amalathians know that the Emperor is infallible and to second guess his divine plan for Humanity is to know the will of a god. And what mortal would dare claim such knowledge?

RADICAL FACTIONS

XANTHITES

"Eradicate Chaos? Hah! One might as well try to exterminate one's own shadow. Do not presume to enforce a simpleton's philosophy upon the Emperor's Inquisition. Bury your head if you must, but my eyes are open yet."

Excerpt from the sixth trial of Inquisitor Lichtenstein

The principles governing the Xanthite philosophy could be described as heretical in themselves, for they advocate the use of Chaos in furthering the goals of the Imperium. To know the enemy is valuable indeed, but the Xanthites believe in taking this one step further. Inquisitors from this faction use the powers of the warp whenever they can, fervently believing that although Chaos can never truly be beaten, it can be harnessed.

Xanthism was introduced to the Inquisitorial ranks long before some of the more puritan factions had begun to coalesce, and has the support of some of the most senior and powerful members of the Inquisition. For this reason, it is highly unusual for the militant factions that oppose them to try the Xanthites for heresy, though many would dearly like to do so. The most notable exception is Inquisitor-Master Zaranchek Xanthus himself, the founder of the faction, who fiercely protested his innocence to a jury of fellow inquisitors before he was eventually burnt at the stake.

Interestingly, one of his most talented pupils, Inquisitor Lethrai, famously withstood a six-week series of gruelling trials by his Monodominant interrogators without showing a single sign of guilt.

Xanthites by no means advocate the furthering of Chaos and its dark works, but see it as a tool that is already in use by the Imperium, not yet realized to its full potential. Warp travel, astropaths, sanctioned psykers, Navigators, Space Marine Librarians, abhumans in the ranks of the Imperial forces; all these bear the mark of Chaos, but nevertheless further the goals of the God-Emperor; himself one of the most powerful psykers to ever have existed. The Xanthites cite these as examples that there is no question as to whether Chaos can serve Humanity, it is just a matter of to what degree. As a result, inquisitors of this faction often use daemon-weapons, Chaos-tainted artifacts, psyker-retainers, daemonhosts and forbidden grimoires in their quest to understand and exploit the boundless power of the warp. Many have achieved mastery over the psychic discipline they have trained in, and it is unusual to find a Xanthite with no psychic ability whatsoever. One of the more notorious contemporary advocates of the Xanthian philosophy, Inquisitor Lichtenstein, has incurred the wrath of none other than Witch Hunter Tyrus in his obsessive search for a hidden library of arcane grimoires that can only be reached through the warp. The enmity between these two inquisitors exemplifies the relationship between the Xanthites and the Monodominants. However, an interesting exception exists to the

Radical/Puritan divide. The Horusians, a sub-sect of the Xanthites, wish to create a new leader for Humanity much like the puritan Thorians. Both factions strive for a powerful, god-like figurehead to lead the Imperium into a new age. But these extreme radicals view the might of Horus as a wasted opportunity; believing that should the limitless power of Chaos be harnessed and bound into a great leader of men, Humanity could once more become united and crush all before it. Needless to say, even open-minded members of the Inquisition view the Horusians as dangerous in the extreme.

RECONGREGATORS

"Look around you! We must tear down the rusty and ancient cage that we have built for ourselves and replace it with a shining tower that can once more touch the stars. Without evolution, we are shorn of our greatest strength."

Inquisitor Laschia at the Oulan Symposium

To the Recongregators, the Imperium is a waning, decaying thing, riddled with corruption, and many of its galaxy-spanning organizations are rotten to the core. Inquisitors of this faction believe that for the Imperium to return to its former glory the shackles of the present must be broken apart. Once they lie in pieces, the Imperium can be forged anew, stronger and purer than ever before.

Bureaucracy, politicking and stagnation are the enemies these inquisitors aim to fight, pulling down established governments and replacing them with free-thinking radicals.

Although wary of causing too much unnecessary destruction, the Recongregators' methods have led them to sponsoring uprisings, stirring up civil unrest, sowing anarchy, causing riots and advocating political upheaval wherever they go. It is believed that Recongregator inquisitors had a hand in the Gobi Insurrections, the deposition of Arch-Cardinal Greig on Hsiros VI, the Sol Ridge Rebellions and even the assassination of Luthus Dareo, Tetrarch of Syllanis, whose stable and moderate rule had lasted for five generations. Although preferring to remain anonymous and manipulate events from the shadows, the Recongregators are not above extreme action and will involve themselves in covert operations should the necessity arise.

Recongregators are often found in the ranks of the Ordo Hereticus, though rather than seeking to unmask and destroy underground leaders, these inquisitors actively aid these individuals for

their own ends. They work to depose corrupt or conservative figures and replace them with those dynamic and open-minded leaders capable of departing from the status quo. Obviously, this is in direct conflict with the Amalathian faction, who consider some Recongregators no better than the demagogues of the Alpha Legion. Unbeknownst to those incumbent upon their thrones, many a dynasty has been upheld by an Amalathian whilst a Recongregator works to tear it down.

ISTVAANIANS

"Would you have Mankind grow old and withered, running to fat on the fruits of remembered glory whilst its enemies tear at its frail extremities? I think not. With each trial, we become stronger. My brethren and I will provide."

Attributed to Inquisitor Vechorte

The Istvaanians see Humanity's evolution as having slowed to a crawl, degenerating and growing soft, and they fear that it will ultimately fall to its innumerable enemies. As a result, they spread strife, hatred and confrontation wherever they go. They believe the Imperium will become stronger through conflict, with only the toughest and most worthy surviving.

The Istvaanians take their name from the massacre which began the most terrible conflict to have engulfed Humanity, the Horus Heresy, initiated by the traitor Warmaster's virus bombing of Istvaan III. What most Imperial historians view as the worst disaster to ever befall the Imperium, the Istvaanians champion as the catalyst for many of its greatest accomplishments. Despite their extreme stance and drastic methods, history seems to vindicate their beliefs, as from the greatest periods of upheaval have stemmed the most profound developments within the Imperium. With an objectivity borne of hindsight, they claim that the Heresy weeded out the weak-willed and traitorous from the ranks of the Adeptus Astartes, and ultimately caused the Emperor's ascension, allowing the Master of Mankind to ascend to godhood. They point to the Age of Apostasy, when the Imperium was devoured by a fever of blasphemy, as the cause of the Ecclesiarchy's reformation and the coming of Sebastian Thor. Great advances and leaps of faith are undeniably possible when Humanity is tested to its limit, and it is for this reason that the Istvaanians actively cultivate war. The modus operandi of the warmongering Istvaanians is sometimes so extreme that many of its most militant exponents have surpassed even the uncompromising Monodominants. For instance, the discovery of a hereditary blemish on the princess of Moia, a once-beautiful planet that had previously enjoyed six centuries without conflict, was enough

for Inquisitor Vechorte to incite a pogrom of world-wide witch-hunts that eventually erupted into a vengeful crusade. In defense of the Istvaanians' methods, however, the Moian 3rd have since gone on to garner a fearsome reputation in the Imperial Guard.

Interestingly, several well-respected members of the Inquisition have recently come out in favor of the Kiniel Proposal, a motion proposed by the infamous Istvaanian Inquisitor Gastus Kiniel. The proposal seeks to enforce military service upon all members of Imperial society fit for conscription. Given the current abundance of threats to the Imperium's future, this may well be considered by the High Lords of Terra, and has already gained considerable support within the ranks of the Inquisition. It is a testament to the manipulative skills of Kiniel that he has secured the support of a great many Monodominant inquisitors with the fire and passion of his xenophobic sentiments. Needless to say, this militarization of untold billions of Imperial citizens would be a great victory for the Istvaanians, and possibly even Humanity as a whole.



Miniatures designer Mark Bedford gives modelers a few tips on using Fanatic's new Inquisitor 'booster packs'. If you like what you see here then check out Mark's regular modeling column in *Exterminatus* magazine, GW's quarterly publication for Inquisitor fanatics.



CONVERTING THE MASSES

'BOOSTER PACKS' FOR INQUISITOR MODELS

Over the last few months the first Inquisitor 'booster packs' have been released. These packs include metal pieces that allow expert modelers to convert existing Inquisitor models into their own completely unique creations. So far seven booster packs have been

released: the Alien booster pack, Servo-Skull booster pack, Imperial Guard webbing pack, Imperial Guard conversion pack, Valhallan Guardsman conversion pack, Imperial model booster pack, and the Scenic base pack.

Before I start, however, one word

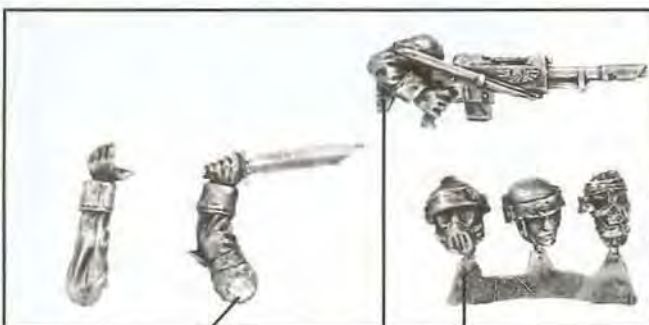
of warning: don't attempt to use the booster packs unless you are already an experienced modeler. All the booster packs require the use of advanced techniques, and are best not used unless you have some experience of converting models already.

Sergeant Black Conversion

Inquisitor Scenic Bases
A pack of four different bases

Imperial Guard Conversion Pack
Five components

Imperial Guard Webbing Pack
Three components



Tip: When placing equipment/webbing on figures be aware of its function, ie, in combat could a Guardsman reach his ammo, etc, or would he have to grope around for it. I use photos of modern 20th/21st Century soldiers for reference.



Sergeant Black before



After: Front view



Above: The weapon holster does not have to be placed on the waist. Here I have put it on the chest.



Above: Detail of frag grenade



After: Rear view

Alien Bounty Hunter Conversion

Tip: A conversion does not have to be a project of epic proportions. Just a head swap can change a figure drastically and it also leaves you lots of spare parts for future projects.



Krashrak before*

After

In the first issue of Exterminatus magazine we have included rules for using alien bounty hunters in your games.

Alien Bounty Hunter Booster Pack

Eight components



*Note that the Krashrak model shown previously in White Dwarf is the conversion, not the basic model.

Covenant Conversion

Tip: When putting together an Inquisitor scale figure, try to test fit the parts before gluing them in place. I use blu-tac as it allows me to move the model's pose in front of a mirror to see if it is possible to stand in the way I want my figure to. Just moving the head into a different position can change the mood of the model.



Covenant before

After

Covenant Booster Pack

Eight components



Pictured here is sneak preview of a sprue of 'mutant heads' that I've made for an upcoming booster pack.



Also in the pipeline are more alternative head sprues, and more weapon sprues so that you can start to use some of the other weapons from the Inquisitor weapon lists.



Hopefully this article has whetted your appetite for using the new Inquisitor booster packs. If it has then you can order them from GW Mail Order, or at the on-line store on our website. They can also tell you how to order the Exterminatus magazine.

Last but by no means least, you can e-mail your own suggestions for useful booster packs to me at fanatic@games-workshop.co.uk. I'd love to hear from you...

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THE BATTLE FOR SURVIVAL TAKES OFF NEXT MONTH AS SPACESHIP COMBAT RETURNS...

GAMES WORKSHOP

REGIMENTS OF RENOWN GAMING CLUBS



WHAT IS IT?

Games Workshop has just started a new program designed to help support gaming clubs in the USA! Our goal is to help establish and support gaming clubs throughout North America, help promote more gaming, recruit new fans, retain veteran players, and further expand the Games Workshop hobby.

The GW website now has a Club Support section, found in the Community section:

<http://usclubs.games-workshop.com>

WHAT WILL IT DO FOR ME?

You'll find information about registering your club, locating clubs in your area, downloads to help club gaming, and more. Right now our big goal is to get clubs signed up via our online clubs registration program. This will give your club two big things:

1) Free publicity to other fans, so they know who & where you are and what you do. Fellow gamers will be able to find your club via our online Club Locator as well as see occasional club features in

White Dwarf magazine. This should help you recruit new members and promote your activities!

2) A structured program for your club to join allowing you access to free downloads on club and hobby tips and more. We want to get more Club activities at our Games Day events too, so expect special invitations, challenges, playing areas and seminars. Plus a monthly Newsletter of events, new releases, club activities, new clubs joining and other cool stuff.

HOW MUCH WILL IT COST ME?

It's all free!

WHAT ELSE?

We also want to set up Club Waaaghs and Tournaments where we have club vs. club activities and gaming, big club gatherings and possibly annual events. An Annual Clubs Magazine, as well, is planned, showcasing the best of club activities and events for the year. And more neat things that we think up or you suggest - the sky's the limit!

WHERE DO I SIGN?

You can register your club online and use the Club Locator to find other clubs anywhere in the USA. All of the Downloads and Newsletters will also be there. We're just getting started, and more cool stuff is planned like:

- Special Clubs-only items.
- Upcoming New Releases information and advance samples!
- Club Toolkits of support materials.
- Packets and/or posters for campaign events like Armageddon and The War of the Beard.
- Clubs-only online discussion for clubs to talk to each other and share ideas and information!
- League Play tips and guidelines.

WHAT DO I DO NOW?

For more information, head to <http://usclubs.games-workshop.com>

You can also email us later at clubsupport@games-workshop.com or call us at 410-590-1400 with any questions, ideas or suggestions.



How do you tell if you have a club or not? Easy! Here is what we think defines a club for our club program:

- A Minimum number of members (3)
 - Scheduled meetings (at least 1 per month)
 - Identifiable Hero/Heroine of the Empire for us to work with.
- That's all! You may already be part of a club without knowing it. If you're not and are interested in starting one, we'll have assistance for you there.

GW Mailbox



or... "Ask Dirty Steve!"

Have a question about when new armies are coming out? Need some advice about painting or modeling?

This is the place for your inquiries and opinions!

Write or email me at the addresses below!

Dear Dirty,

I am an aspiring miniature photographer, and I would like some advice on taking pictures of GW models. What kind of light should I use, what kind of camera, lens, etc.? Since you are one heck-of-a Mini Picture Taker, what would you suggest?

Thanks in advance for your wisdom and uncanny wit!

Jason Holliday
Lakeland, FL

Cool, Jason! I can certainly help you out with that! Taking pictures of tabletop miniatures (or stamps or coins or other small subjects) is a type of photography called macro-photography. The most important thing you need to be conscious of with this kind of shot is light. You wanna whole truckload of it, especially the closer you place the camera to the model. For those out there without a spiffy professional lighting set-up, I'll give you some ideas about how to rig up something in a pinch:

With a digital camera (and anyone should either have one or access to one by now...), most of them have a function called white balance. Set this to fluorescent. Next, and very important, is that it ALWAYS helps to have a tripod. You don't want to use a flash, and you'll prolly need a shutter speed of 1/4 second or so. No tripod? Set it on a flat surface and use the timer function.

For your lights, you could use two or three fluorescent desk lamps, one right above the model (maybe about 6 to 18 inches above) and one on each side of it at about a 45° angle. This way, you'll have a good amount of light from all directions. Then make sure you have a backdrop that is a bland, non-reflective neutral color.

Grey would be ideal. And there you have it! Try experimenting with different angles for the camera and stuff, and you should be able to crank out great shots of your own models in no time!

Dear Dirty Steve,

I field Wood Elves in Fantasy and Sisters of Battle in 40K, mainly. Now, these armies do not get as much attention as other long used armies. As you can understand, this can get frustrating at times for players, because everyone wants a current army book or codex for their army. I write to compliment Games Workshop on publishing both the Sisters of Battle Chapter Approved army list and the Wood Elves army list in White Dwarf #268. This is the kind of thinking that I like to see. It is clear that army books for these are a little bit off in the future, but the time was taken to give some attention to them. Players have something to work with until the army books are due out. Please continue this trend, for I feel that it is good for both GW and the players.

Thank you again.
Robert Thomas

And thanks to you, Rob, for your continued support! We get a lot of flak about when this or that army list is gonna be out, so it's a bit of a treat to hear from someone who understands the time it takes to get an army book or codex together! Hopefully it won't be long until the Wood Elves have their new army book and can once again use my Clanrats as quick and furry pin cushions! Wait a minute....



Check out this awesome scratch-built Thunderbolt by Nate Krote!

Dear Dirty Steve,

Are there any plans to bring back the Doomwheel, or should I just convert it into the new Warp Lightning Cannon? Also, will the Vermin Lord come back or will he have to become a Rat Ogre?

Zachary Milroy

Abb, a fellow Clan Warlord! Well, my chattering friend, it seems that the Citadel Journal #49 has everything you need! This issue includes rules for the Vermin Lord, the Doomwheel, and some Special Characters for 6th edition Warhammer. But remember, be sure to get your opponent's okay before including them in your army.

See you next month!

DIRTY

Remember... rules questions are not for me, but for these guys:
roolzboyz@games-workshop.com
Don't make me send out Clan Eshin's finest to hunt you down...
So don't even try it, meester!

Want to send a letter to the Mailbox?

Write me at: Games Workshop, Attn: Dirty Steve's Mailbox, 6721 Baymeadow Drive, Glen Burnie, MD 21060.

Or, send me some email at WhiteD@games-workshop.com, but remember to give me permission to print your emails. I can't use them if you forget!

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

In This Issue:

- Modeling & Painting the Cave Troll
- Building a Lothlorien Gaming Board
- Lothlorien Battle Report
- Building Your Heroes

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

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

There will be six different series of products released over an 8 month period. Look for the upcoming editions in the next issue of White Dwarf or visit our web site. Series One is scheduled to be available to the public in September.

This month sees the release of the fantastic new Cave Troll with spear. White Dwarf's Paul Rudge uses this model to share with us some hints and tips on putting together large, multi-part, metal miniatures.

MODELING MASTERCLASS

How to assemble multi-part miniatures

THE CASTING PROCESS

All miniatures, whether they are metal or plastic, are cast in molds. Metal miniatures are cast in rubber molds. Where the two halves of the molds meet, a thin line may be left all the way around the miniature. In extreme cases this forms into a small ridge. Metal models also have thin spikes of metal attached to the casting. These are vent holes that have been cut into the mold to allow air to escape. All of this excess material on miniatures is called 'flash'. The flash needs to be removed from the miniature before any painting can be carried out.

WHAT YOU'LL NEED

There are a few tools that are needed for cleaning the flash off miniatures. These are a craft knife with a sharp blade (blunt blades are dangerous, as far more force is required to make a cut) and a selection of needle files. Two other tools that are very useful to have at hand are a pair of clippers, for snipping off any tags from the casting, and a pin vice and drill bits, essential when dealing with large multi-part models. All of these tools (available at all GW stores) are equally useful on metal or plastic miniatures, and the techniques that you'll use are basically the same. Safety is a very important consideration when undertaking modeling work of any kind. All of these tools are potentially dangerous and need to be used with care.

1. Using a pair of clippers, the tabs are carefully removed from all the component parts.



2. The next stage is to smooth the surface down with a needle file and remove any rough edges that usually occur whenever metal or plastic is cut.



3. The Cave Troll comes supplied with a 40mm round base and, if it is attached correctly, this will provide a stable platform. The underside of the base has a set of specially located holes; by turning the base upside down the legs were positioned until a suitable hole was found which matched the Cave Troll's stance. Once located, a small guide hole was drilled directly through its center, using a pin vice.



4. To make a hole large enough for the peg to fit in the top of the base, the point of a craft knife was used. Using the drilled hole as a guide, the base was held firmly and the knife was twisted gently until it eventually bored through the plastic.



Once the construction was complete, Paul used the Cave Troll Painting Masterclass article featured in White Dwarf 263 as a guide to painting this impressive model.

PREPARING THE MODEL

The first stage of modeling with any miniature is the basic preparation. But before any modeling project can be started, a largish flat area is needed. Normally, when using the kitchen or dining room table, a couple of layers of newspaper will protect against spillage. However, any heavy cutting will require something more substantial to protect the table's surface, such as a piece of wood or a cutting board (available from most craft stores).



5. The legs were then attached to the base using superglue.



PINNING

Sometimes the weight of the separate parts of a miniature may mean they are fragile if simply attached with glue alone. It is a good idea to pin such pieces together. This is recommended for models with large wings, such as the Balrog, because pinning the different pieces together gives a much better fit and the model is less likely to break due to handling during a game. Pinning is a very simple process; two joining parts of a model have a matching hole drilled into them into which a small metal rod is glued, adding strength to the joint.

1. Two holes were drilled into the base of the upper torso, approximately 5mm deep.



2. To find where the matching holes should be drilled into the legs, a short length of wire was inserted into each of the holes and a small blob of paint applied to the end of each.



3. Whilst the paint was still wet the two parts were carefully aligned and pressed together. When the two parts were separated the paint had left two marks where matching holes needed to be made. Once they were drilled, slightly longer pieces of wire were glued into the upper torso, which was then glued to the legs.



4. The head was simply glued to the body, and the pinning process was repeated again for both the arms.



5. To give the joint holding the spear in place more strength, this was also pinned. Once this was done the model was complete.



DETAILING BASES

Larger models naturally have larger bases that can be quite bland if simply treated in the same way as ordinary troops. One solution is to add some scenic decoration such as a small rock, plants or bushes. If you are going to attempt this, be careful not to overdo it and bury the miniature up to its knees in shrubbery! One or two well-placed areas of detail will work far better.

1. A small pebble was first glued to the base using superglue. Once dry, the remaining surface of the base was painted with PVA glue.



2. The base was then dipped in sand and, once the glue had dried, it was ready for painting.



LARGER CREATURES

Bodies such as the Balrog's quite often come in two halves. When the master for the model is made, the parts fit perfectly but, due to the way the casting process works, each individual casting always varies slightly from the next, and a small amount of distortion is inevitable. To ensure a good join between the two pieces, you may need to file them down a little or fill in any tiny gaps.

A thin layer of black paint was applied to the rim of one of the body halves, and when the paint was dry the two halves were pressed firmly together and given a very slight twist.



When the two halves are pulled apart, paint has worn away where the pieces need to be filed down. Small areas of metal are filed away and then the whole process repeated until a good fit is achieved.



FILLING GAPS

When the model is assembled, some joins will still remain visible and need to be filled. The best way to do this is by smoothing a little modeling putty (green stuff) into any small gaps in the surface. Some putty is rolled into a long sausage and laid along the line of the join. The round end of the sculpting tool is dipped into a small pot of water and used to smooth the putty into the surface.



Some models, such as the Balrog, have details such as scales or fur which require a little modeling work to blend the modeling putty so that it matches the detail. Using the sharp end of the sculpting tool, the pattern and lines of the model are followed as closely as possible.



This month we take a look at one of the scenarios from The Lord of The Rings rules manual and show you how to make a table that recreates that same scene from the movie.

FLIGHT TO LOTHLORIEN

The making of a Lothlorien gaming table



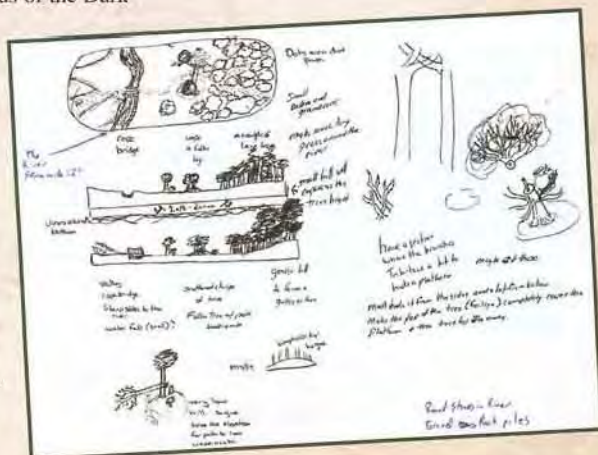
In Scenario 5 – Flight to Lothlorien, Frodo, Sam and the rest of The Fellowship are chased across the battlefield as Moria Goblins pursue them over the river Silverlode and towards the haven of the Elven forest. And just when it looks like there's no escaping the evil horde, Haldir and his Elven archers spring their trap and give the Fellowship a helping hand (or an arrow, in this case!). But, when the dice are rolling, is it enough to save the Ringbearer and his companions from certain doom at the hands of the Dark One's minions?

Having a set scenario with its rules and victory conditions to go by, it was pretty easy to determine how large our table should be. Actually, Scenario 5 could have fitted onto a smaller 48"/112cm x 48"/112cm table, but we decided that we should

This is Da Cunnin' Plan. When making a table with this much important detail, it's good to plan ahead!

expand the length of the table a bit to allow future games using this scenario to be modified and see "what would happen if...". Besides, it's such a cool table, we might want to play other scenarios on it!

With a little brainstorming (okay, more like a light drizzle...) we came up with Da Cunnin' Plan. It's always good to have a plan, especially when power tools and a bunch of Trolls are involved....



MOVABLE OR FIXED?

In the planning stage of this table, one of the first decisions we had to make was whether to make the scenery on this board movable or fixed. In other words, did we want all the features like the rocks, trees and river to actually be a part of the table, rather than be mobile terrain pieces that we

placed down at the beginning of the game? After much debate, we decided to have a little of both!

We cut some MDF board, or hardboard, and some insulation board to match, to make our tree bases. Then we mounted

pewter trees, sprinkled some gravel at their bases, and covered the hardboard with a grass mat. Some foliage, a pot of paint and a brush later, and we had some movable terrain trees!



DEATH TO THE GOBLINS!

Part of this scenario revolves around a deadly ambush that Haldir springs upon the pursuing Goblins of Moria. You can use anything at all as the counters to randomly determine which of the six designated trees the Wood Elf Captain and his company of archers will drop from. We, being the crafty souls that we are, decided that each counter should be a dead Goblin, riddled with arrows. The first Goblin would have one arrow piercing him, the second Goblin two arrows, and so on.

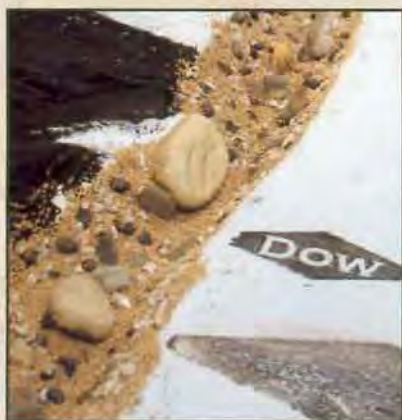
First of all, we had to position each Goblin to look like it had died a horrible death, as being riddled with arrows isn't a very pleasant affair. We cut apart different joints on the plastic Goblin model and reattached them with Green Stuff to give the

appearance of lying prone. Then we drilled holes into the body and inserted brass wire to represent the shafts of the arrows. For the arrows' fletching, we cut out pieces of plasticard into little diamond shapes and carefully glued them to the tops of the brass wire. It's a bit tricky, using such small pieces, so it's a good idea to use a pair of Games Workshop tweezers to ensure that you don't glue your fingers to anything!

Next we primed the model black and started painting! The fletching was basecoated with Shadow Grey, then lines were painted in with Space Wolves Grey and Skull White to give it a feathered effect. Finally, we based the Goblins with the same grass matting that we'll use later on the table to tie it all together.



THE SILVERLODE



The Silverlode, called Celebrant by the Elves, is a fair, swift-flowing river marking the western boundary of Lothlorien. In our scenario there are only a few choice spots for the Goblins to cross and hunt down our heroes, as the rest of the river is too deep and fast (luckily for the good guys!).

In order to recreate this stream, we decided that it had to be deep. To make this fixed



feature, we dug out a trench along its course and filled the riverbed with small smooth stones and sand to show that the current had been eroding these rocks over time. Then a couple of fords were made where the Goblins could cross. The entire riverbed was painted in Chaos Black and drybrushed with both Codex Grey and Fortress Grey.



After that, it was time to add the water! Using an epoxy resin (this stuff can be nasty so use it in a well-ventilated area!) with some Blue Ink added, we poured our 'water' into the painted riverbed in two layers to make sure it was nice and even. Then we created the ripple effect with a tricky third layer. Now that it's dry, we can flee across it!

THE CANOPY OF LOTHLORIEN

Our heroes flee into the lush Elven forest of Lothlorien, a magical, primeval wood offering protection from the clutches of Sauron and his evil minions.

To recreate the thick, wooded forest of Lothlorien we decided to construct a dense canopy to represent the safety of the trees. We thought that the canopy should be removable, so that the players would have better access to their models as they run and fight throughout the beautiful Elven forest.

In order to do this we made five hollow tree trunks by covering a cut length of brass tubing with modeling putty, available at most art supply stores. This stuff comes in big blocks and is really easy to work with but, unfortunately, you have to bake it in an oven to dry it. For this reason, we decided that plastic tubing wasn't the best thing to use for the trunks....

After we baked the putty-covered tubes, we painted them with brown paints. Then we started on the upper trunks and the canopy itself. The upper halves were created in much the same way though, along with brass tubing, we used wooden dowels that would fit into the tubing of the trunks. For the branches we used wire (as seen on page 98 of *The Lord of The Rings* rules manual) to make a skeleton on which to apply the modeling putty.

After we painted all of our tree trunks, we attached the foliage (available at most hobby stores) to the tree canopies and made sure that each top half fitted into its respective bottom half. Now that the canopy could be removed in five different places, we had enough room to send our heroes through the safety of the Elven forest! Another daring escape for the Fellowship and another brilliant *The Lord of The Rings* table for our Studio!



TIME TO PLAY

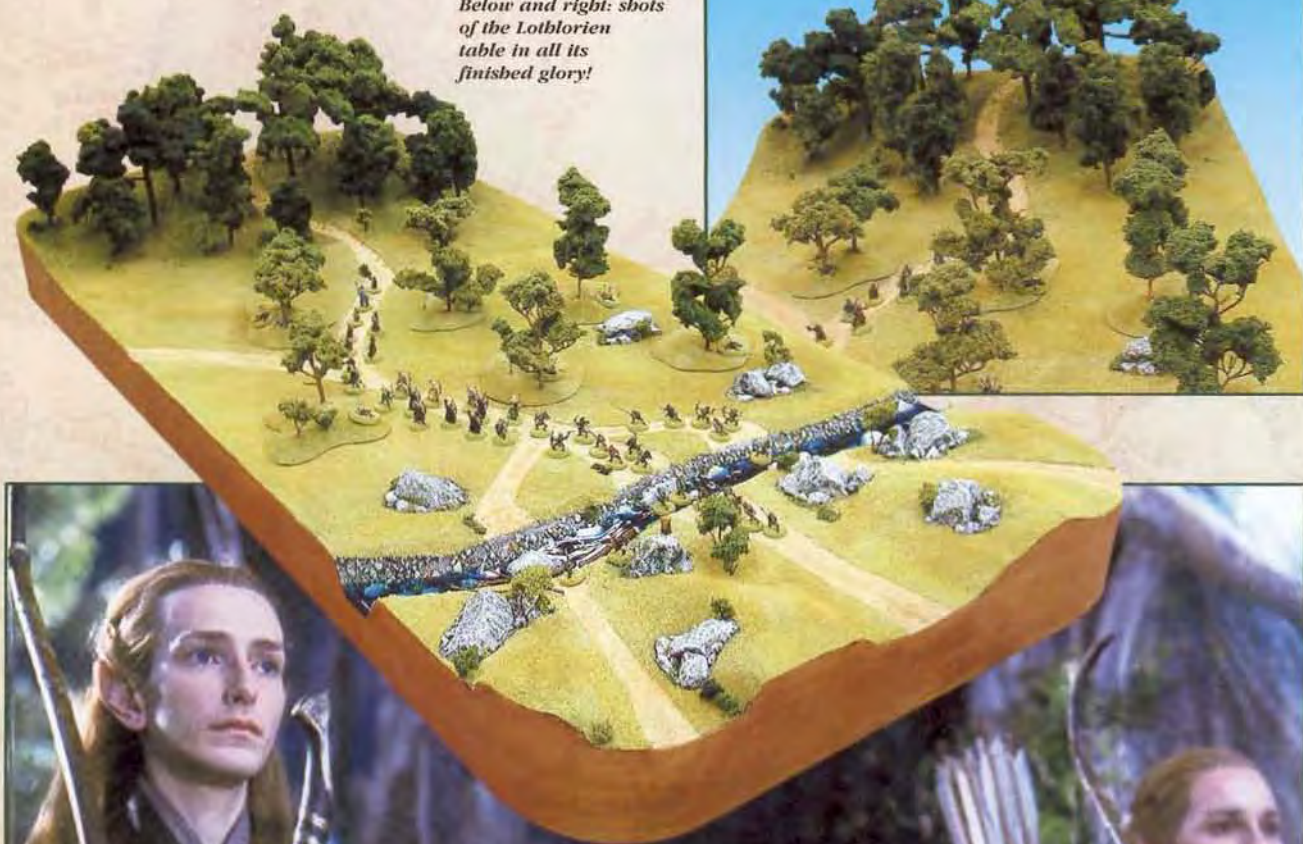
Now that we have our beautifully scenic table, all we have left to do is play! Scenario 5 – Flight to Lothlorien – is really a lot of fun, especially when you can have the pride of playing on a table that you've created entirely yourself!

Of course, you don't have to make your table just like ours. Try striking out on your own and coming up with new ideas for your (or your gaming club's) scenery collection. Most importantly, have fun playing The Lord of The Rings!



Above: Haldir's Wood Elves help the heroes escape into the forest.

Below and right: shots of the Lothlorien table in all its finished glory!



Having made a superb battlefield to represent part of Lothlorien, we just had to ask the chaps at White Dwarf US to fight a battle report over it. Here's what happened...

This latest The Lord of The Rings battle report is a little different from those usually published in White Dwarf as it's been fought out on the other side of the pond. With the chaps in GW US making such a splendid job of their Lothlorien gaming table it would have been unthinkable for them not to have fought a battle over it. So, with there being just one scenario based in Lothlorien (Flight to Lothlorien on page

72-73 of the rules manual) there was only one course of action.

Of course, you don't have to have a wonderfully modeled battlefield like this to enjoy the game. There are many ways to represent this battlefield, be it a green cloth draped over a few books and boxes, or modeled hills and trees on a flat board. The main thing is that you should enjoy the game and immerse yourself in the emotion of the film.

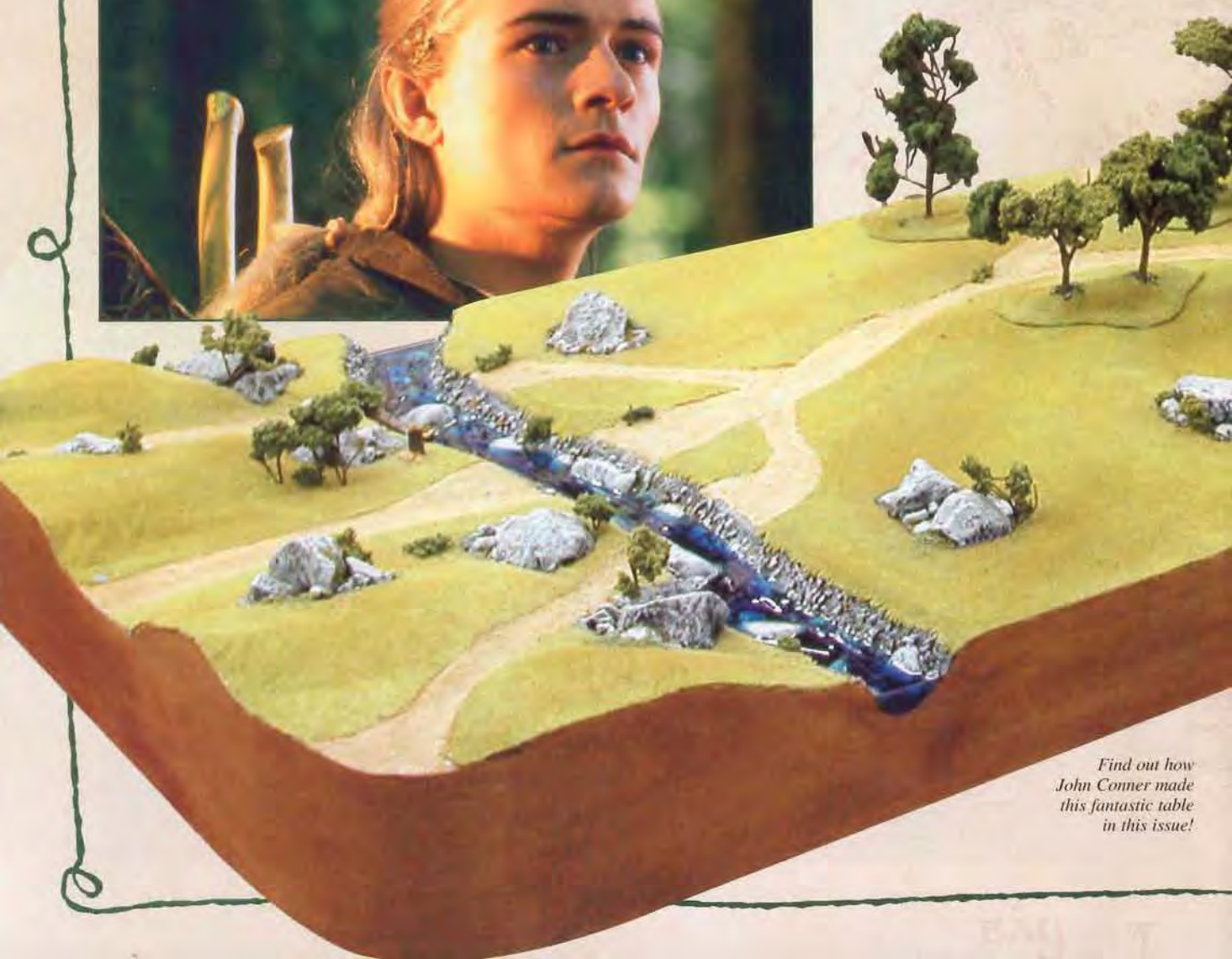
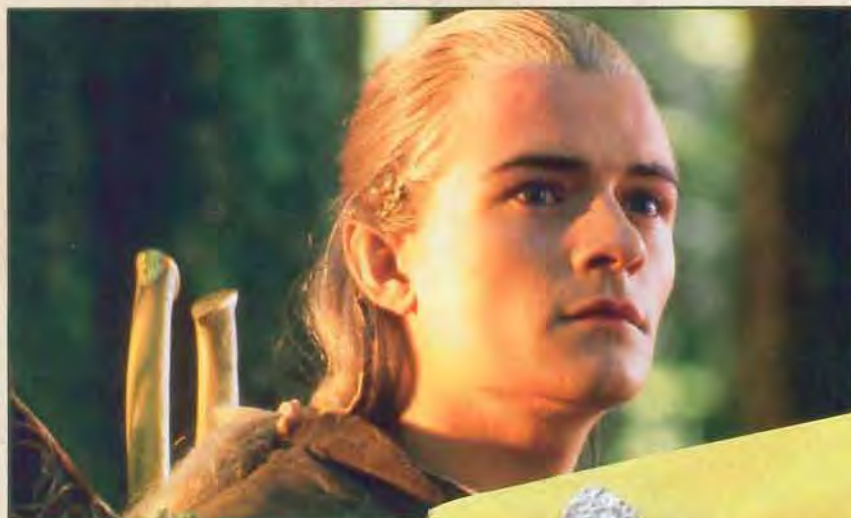
CROSS THE SILVERLODE

The Fellowship of The Ring flees from the Mines of Moria

The objectives are simple – with the aid of Haldir and his Wood Elves, the Fellowship must get more than half of their number to the finish line. The evil side wins if it can slay Frodo or kill enough of the Fellowship to prevent them fulfilling their objective.

Rather than use the published force, the two players decided to use the points match rule and pick a different force make-up for the evil side. This looks like being bad news for the good side, who'll be facing off against not one but two Cave Trolls!

The scene is set for a tense clash...



*Find out how
John Conner made
this fantastic table
in this issue!*

Scenario description

The remnants of the Fellowship flee from Moria as hordes of Goblins pour from the mountains in pursuit. They seek refuge in the mysterious land of Lothlorien, the realm of the Wood Elves. The exhausted heroes cross the Silverlode, followed by the advance Goblin forces. Fortunately help is at hand in the form of Haldir and his company of Elven archers.

This is essentially the fifth scenario from the rules manual, with a few minor changes.

The first difference is the change to the Evil forces. We've removed 27 Moria Goblins, including 1 Captain, and replaced them with 2 Cave Trolls, including one armed with a spear.

The second difference is the starting positions for both sides. The Fellowship begins the game on the wrong side of the Silverlode (the Moria side), and the Forces of Moria are deployed on the table edge.

PLAYERS' INTRODUCTIONS



Dave Taylor – The Forces of Moria:

I usually play the 'good guys', but I just couldn't pass up the chance to take two Cave Trolls against the Fellowship!

I expected John to race his Hobbits as quickly towards the forest as their legs could carry them. If he could get them off the board and fight his way through with Aragorn or Legolas, he would win the scenario. I figured that if I could paste Legolas, Boromir and Gimli in combat, while shooting down one or two of the Hobbits (preferably Merry and Pippin), I could kill the four Fellowship members required to win the scenario!



John Shaffer – The Fellowship:

Going into this battle I had two primary concerns, the first being the terribly slow movement rate of the Hobbits (which

regrettably made up half of my force), and the second being the disheartening presence of not one, but two menacing Cave Trolls! Needless to say, the combination of these two factors would surely spell doom for the Fellowship unless I could slow down the Trolls (and all those Goblins, for that matter) long enough to ensure safe passage for Frodo and his other companions. I planned on accomplishing this task by sending a hearty combat-ready group of Aragorn, Gimli and Boromir to hold back the hordes, while running the Hobbits as fast as their little legs could carry them towards the forest.

My 'ace in the hole' would be Legolas, who would run along one flank providing both a diversion and fire support, whilst also falling back and filling the required five models quota (Legolas plus the four Hobbits) that needed to escape to the forest and ensure victory. With this in mind, I deployed my force and prepared for the oncoming foot race towards the safety of Lothlorien.



Moria Goblins – vile and pitiless creatures.



The Fellowship began with their backs to the Silverlode, worried about the oncoming Moria Goblins, and TWO Cave Trolls.

TURN ONE

The Fellowship moved first, with Aragorn, Gimli, Boromir and the Hobbits wading across the fast flowing Silverlode. John left Legolas on the dangerous side of the river, hoping to take down a few Moria Goblins or even slow down the Cave Troll bearing down on him! Dave advanced the forces of Moria as rapidly as he could after the fleeing Fellowship. Legolas was now well placed to take a few shots at the nearest Cave Troll. All three of his shots hit, but Legolas needed to use a point of Might to cause a wound on the beast.

TURN TWO

The Fellowship won the first Priority roll with a score of 2. Dave's groan said it all. Legolas moved across the river without any trouble and the Fellowship continued to move as fast as possible away from the evil forces. Dave moved the Moria Goblins and Cave Trolls to the edge of the river, ready to cross in the next turn.

The bow-armed Goblins had only moved at half rate, so they were able to fire upon the Fellowship. Three Moria Goblins drew a bead on Legolas and fired. Two hits were scored, one wounded, and John tried to use one of Legolas's Fate points to save the wound but failed. The four remaining Goblins fired at Merry scoring two hits but, unfortunately for Dave, no wounds.

THE EVIL STRATEGY

Dave: I knew that I had a limited number of turns where the Fellowship would be in range of my bowfire (18" for Goblin bows), so I wanted to concentrate on the members of the Fellowship with lower Defense values. Legolas and the Hobbits would flee under the constant rain of arrows I would try to set up.

TURN THREE

The Fellowship won Priority again, but this time with a very respectable 6. Gimli and the Hobbits continued to move towards the forest. Aragorn and Boromir began to hold back, readying themselves for the inevitable onslaught of the Goblins and Cave Trolls. Legolas slowed and turned in order to fire a few more shots at the Cave Troll.

The Moria Goblins scampered across the Silverlode without any problems, but the Cave Trolls had to roll to cross. Both players looked on intently as Dave rolled for the first Troll that was headed for Legolas. The result was a 1, the Cave Troll would stay on the wrong side of the water for another turn. John's cries of joy soon turned to dismay as Dave rolled a 6 for the spear-armed Cave Troll, who advanced his full 6" across the river, heading directly for Frodo.

"Don't worry," said Dave. "It's just a Cave Troll."

Legolas was once more on target, but again John was forced to use another Might to cause a wound on the stranded Cave Troll. The bow-armed Moria Goblins that had not crossed the river tried to gain a measure of revenge, but the five shots at Legolas all missed and the two shots at Pippin also went astray.



John moves the Fellowship across the river.



Legolas keeps firing at the Cave Troll.



In Turn Four, the Cave Troll crosses the river and begins closing in on Legolas.

TURN FOUR

Finally the forces of Moria won the Priority roll, but before they could start to close the gap, John called a heroic move with Frodo (using one Might point). Frodo and the other Hobbits all moved forward at full pace, while Aragorn and Gimli held back. The Moria Goblins continued to advance, and the spear-armed Cave Troll was breathing down Frodo's neck. On the left flank, the other Cave Troll waded across the river and headed directly for Legolas, the cause of all its pain. Two of the Goblin bowmen crossed the river while the other five lined up their shots. Boromir strode into a small group of Goblins but only faced off against one, while Legolas edged back cautiously around a rocky outcrop.

Two Moria Goblins could still see Legolas, and they fired at him. Two more misses. Dave then took advantage of the rule that allows Evil models to fire into combat. Three Goblins fired at Boromir, only one hit wounding him, and miraculously no Moria Goblins were hurt. Legolas was worried by the Cave Troll and lost his nerve as the one shot that did hit failed to wound.

In the first combat of the game, Boromir quickly dispatched the Moria Goblin in front of him.

TURN FIVE

Both John and Dave rolled 5 for their Priority roll but, as Dave had gone first last turn, John had the honor this turn.

Before the Fellowship could move, Dave called a heroic move with his Goblin Captain. John swiftly countered with a Heroic Move from Frodo. As John had priority, he moved his Hobbits another 4" closer to the forest, allowing Aragorn to move in against the Cave Troll. Gimli waded into two Goblins. The Evil models within 6" of the Goblin Captain then moved, one attacking Gimli, three attacking Aragorn, one pinning Legolas and two pinning Boromir. As no more of the Fellowship could move (all pinned in combat) the forces of Moria made their

HEROIC ACTIONS

During the Move, Shoot or Fight phase, any individual Hero can override the normal sequence by giving up 1 point of Might to make a 'heroic action'.

With the Hobbits running directly away from the Moria Goblins and Cave Trolls, it was only a matter of time before the forces of evil caught them. John's well-timed usage of the heroic action rule certainly made for an exciting chase.



Aragorn fights off a Cave Troll, while Gimli defends himself.

remaining moves, including the Cave Troll finally catching up with Legolas.

Once again, two of the Moria Goblins fired on the fleeing Merry, but his Hobbit luck saved him – no hits.

In one of the fiercest rounds of combat, the stage was set for a desperate race to the finish. In the fight between Legolas and the Cave Troll both sides rolled a 6. Both sides had a Fight of 6, so a D6 was rolled to determine the winner. A result of 1-3 would mean that the forces of Evil won, a result of 4-6 that Good was victorious. John fell to his knees as the die came up with a 3. The Troll's chain failed to earn it an extra attack but his three attacks were enough to finish off Legolas. The Elf's remaining Fate point was not able to save him against the two wounds caused. Boromir won his combat and killed another Goblin. Gimli won his combat, but even the strength of his two-handed axe was not enough to kill a single Moria Goblin. Aragorn also won his combat, but was forced to expend two Might points to cause two wounds on the Cave Troll.

Both Cave Trolls now had only one wound remaining. With Legolas dead, Dave was only three Fellowship models away from victory.

TURN SIX

The Fellowship won Priority again, much to Dave's dismay. Once again, he was forced to call a heroic move with his Captain (expending his final point of Might). Again, John countered with a Heroic Move of his own and Sam led the Hobbits into the forest of Lothlorien. John immediately rolled for the location of Haldir and his Elves. Rolling a 6 meant that they were close, but not too close to worry Dave just yet. Moria Goblins swarmed around Gimli, one Goblin moved in against Aragorn, the Cave Troll that had killed Legolas charged Boromir, and the spear-armed Troll chased after Frodo and the Hobbits.

The appearance of the Wood Elves on the board meant a massive increase to John's firepower. Seven Elves fired at a cluster of five Goblin bowmen and killed all but one. Dave was now worried by the Wood Elves. With his few remaining shots he became more determined to take out Merry. Poor rolling saved the Hobbit again.

Aragorn spent a Might point to call a heroic combat, defeated the Goblin before him (after expending another point of Might to wound it) and strode into combat with the Moria Goblin Captain and another Goblin. Dave was very lucky as the Goblins managed to push Aragorn back, but unlucky not to wound the mighty hero. Gimli lost his combat, but his tough armor deflected all the blows.

Boromir found himself surrounded and outnumbered, so he decided to blow his horn. Dave rolled a 9 for his Courage roll and added 3 to the score which meant that he had passed. In an action replay of the Legolas/Cave Troll combat, Dave and John tied the combat and went to a dice roll off. The result was a 1, victory for the forces of Moria. Boromir was surrounded so each attack was doubled, just enough to kill the heroic warrior.

Two down, two to go!



The hammer falls on Boromir!

TURN SEVEN

For only the second time in the game, the forces of Moria won Priority, and, as Dave expected, John called another heroic move with Frodo (expending his final Might point) to keep the Hobbits mere inches ahead of the enraged Cave Troll. Aragorn was attacked by the Goblin Captain and another Goblin, Gimli was again surrounded, and the rampaging Cave Troll raced towards Aragorn. The Wood Elves edged forward and began to set up a defensive screen that the Hobbits would be able to flee through next turn.

The Moria Goblin bowmen again targeted Merry, but once again went without a single wound! The Wood Elves showed their keen-eyed expertise when four of the sylvan bowmen fired at the hammer-wielding Cave Troll and finally brought an end to its reign of terror. Another five Elves fired at the Cave Troll chasing Frodo, but the Troll's heavy skin shrugged off the few arrows that found their mark. This dangerous foe was plunging too far into Lothlorien for John's comfort!

Aragorn fought well and won his combat but only caused a single wound on the daring Captain. Surrounded, things looked bad for Gimli as he lost combat, but the Dwarf's high Defense value meant that he was wounded only once. John used one of Gimli's Fate points to avoid any damage.

TURN EIGHT

With no Might points remaining amongst the Hobbits and a Cave Troll within charge distance, this turn's Priority roll was perhaps the most important of the game. Dave rolled a 4 and the room fell silent as John's die rolled across the table. Dave dropped to the floor as a 5 came up. Priority to the Fellowship AGAIN!

The weary Hobbits scampered away from the Cave Troll, and the Elves began to form their screen. Aragorn moved as close



The wounded Cave Troll pursues the fleeing Hobbits.

as he could towards the forest before he was swarmed by five Moria Goblins. Gimli was still pinned in combat, surrounded by six Goblins hungry for Dwarf flesh.

Seven of the Wood Elves fired at the enormous Cave Troll and, fortunately for John, it was enough to take the final wound from the beast. The Troll slumped dead in the middle of the clearing. John danced around as his last major threat was removed. The remaining Elven archers killed another Goblin. One lone Moria Goblin archer fired at the Wood Elves and missed.

John knew that Aragorn had to make it off the board to achieve the objective, and he started in that direction now. Winning the combat, Aragorn slew the Moria Goblin Captain and the Goblin blocking his escape route. In the other combat, despite the overwhelming numbers he faced, Gimli won and killed another Goblin.

TURN NINE

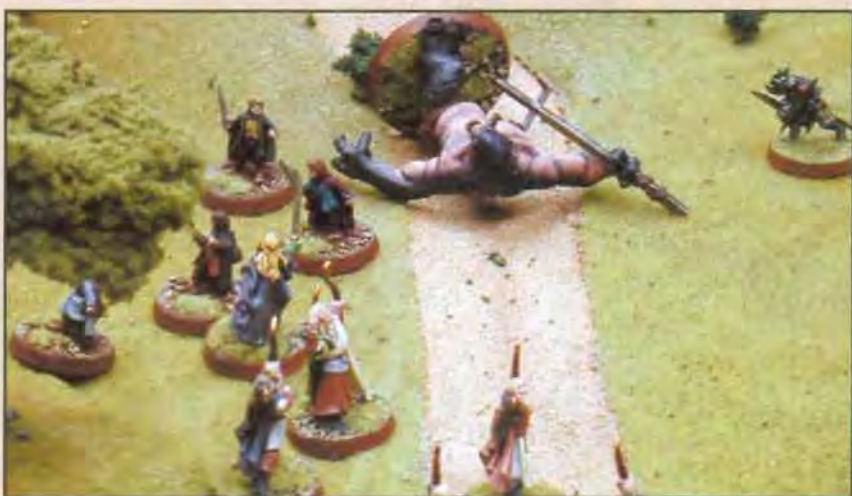
This turn the Evil forces caught a break and won priority, but the sneaky Aragorn called another heroic move to race after the Hobbits. John was heckled by the onlookers for leaving Gimli behind, surrounded by Moria Goblins. Haldir also called a heroic move to shepherd the Hobbits towards the depths of Lothlorien. A few Goblins tried to intercept Aragorn, but fell short of their goal. The Wood Elves moved forward to eliminate the Goblin threat once and for all.

Surprisingly enough, the Wood Elves shooting was ineffectual this turn, so there were no missile fire casualties for either side.

The only combat saw Gimli lose to the swarm of Goblins. As he was surrounded, Gimli had to suffer the wrath of twelve attacks. Much to Dave's dismay (and John's enjoyment) not a single wound was caused!



John observes Dave's strategy.



A wall of Wood Elf archers finally brings down the Cave Troll.

TURN TEN

With very few chances left, Dave needed to win Priority but luck was again with Aragorn and the Hobbits, who moved deeper into the forest. Things looked grim for the forces of Moria, so Dave decided to take down as many of the Wood Elves as he could. Gimli was still surrounded.

The Wood Elves able to shoot took down another Goblin. The lone Goblin Bowman failed to hit anything.

In the Combat Phase, Dave gained a bit of satisfaction as one Wood Elf was killed and another forced back by mere Goblins. John groaned as Gimli lost combat again and suffered a wound this time. Using his last Fate point he failed to prevent the wound. Another groan from John.

TURN ELEVEN

John was in a pretty comfortable position as the Fellowship took Priority for the eighth time. Aragorn and the Hobbits continued moving towards their goal. The Wood Elves closed in on the Moria Goblins, and Gimli remained trapped amidst a clatter of rusted weapons and screeching Goblins.

The Wood Elves managed to kill three Goblins but lost two of their number doing so. Gimli lost combat again (this time rolling double ones). Six turns of constant combat was to prove too much for the hearty Dwarf, as twelve attacks finally killed him.



The Wood Elves underestimated the ferocity of cornered Goblins, but by then it was too late for the forces of Moria.

TURN TWELVE

It was all over as John won Priority again and five members of the Fellowship crossed the line into Lothlorien.

Victory to the Fellowship!

HIGH DEFENSE VALUES

Cave Trolls are tough! When the Wood Elves were shooting at the Cave Troll, every hit required a roll of 6 to cause a wound. No wonder then that the spear-armed Troll made it so far into Lothlorien.

Gimli is even tougher! The Moria Goblins that had him surrounded from Turn Five needed to roll a 6 followed by a second roll of 4+. On average, twelve attacks will only cause one wound. The really scary thing about Gimli's Defense value of 8 is that even the mighty Cave Troll would need to roll a 5 to wound him!



The incredibly tough Gimli survived six turns in combat against hordes of Moria Goblins.

PLAYERS' CONCLUSIONS

Victory... barely!

John: My cunning plan to use Legolas as a diversion was a tad too effective and Dave took full advantage of my risky decision to deploy Legolas all by his lonesome.

When Boromir fell to the savage might of a Cave Troll and two more of the Fellowship were tied up in combat, I really started to worry about my chances of success. Luckily, Gimli was as stalwart as ever and refused to succumb to the sheer weight of numbers until the very end of the game, and Aragorn once again proved that when all else fails, he will assuredly save the day.

Haldir and his Wood Elves coming out of hiding marked a turning point for me in the game, and their superior bowmanship really made a difference in the outcome. While all of the aforementioned heroes contributed to the victory, the real game winner for me was not a character but rather an ability.

The use of the Heroic Move rule was a crucial tactic in this battle enabling the Hobbits to keep out of charge range of the enemy even when Dave had priority for the turn. Without it, the Hobbits would have surely been caught by the Troll and the game would have been as good as over. In the end the battle was full of tension and excitement, and Dave proved himself to be a very cunning and skilled adversary.

Curses!

Dave: When Legolas held back to put a few arrows into the Cave Troll I thought that John was going to hand this game to me on a plate.

John was a great opponent who played the game pretty much as I expected, and I'm glad I managed to keep the pressure on him until the final turns.

Cave Trolls are awesome! My Cave Troll with the hammer and troll chain took two wounds from Legolas's bowfire before making it into combat with the pesky Elf. With some help from a few Goblins, he smashed the hero into pulp. The Troll then took on Boromir and some more Moria Goblins helped by surrounding the mighty fighter. A few lucky rolls later and Boromir was also paste. 195 points of Fellowship fell to 75 points of Cave Troll (and a few Goblins). I like that result.

The other Cave Troll survived combat against Aragorn (just) and chased the Hobbits so far into Lothlorien it was almost an embarrassment to Haldir and his Wood Elves.

I think the only thing that was missing in this fantastic game was another Moria Goblin Captain or two. Well-used Might points can make all the difference. I'm definitely going to include at least two Captains in the Gondorian force I'm building now!

BUILDING YOUR HEROES

Looking for a few ideas on how to create some great Captains and Standard Bearers for your Orcs or Elves? Read on, Middle-earth general and learn how.

Converting Captains and Standard Bearers

CAPTAINS

Captains and Heroes are a very important part of gaming with your forces, and creating unique models is an exciting part of your modeling and painting. Here are a few ideas (some simple, some complicated) to get you started. Keep an eye out on our website for some additional examples.

Most of these conversions involve head, arm, or weapon swaps, some of the easier conversions to attempt.

To transpose a head, hand, arm or other body part you will need a modeling saw. The blade of a modeling saw is very thin so as to remove as little material as possible. It is important to cut slowly and carefully to avoid breaking the delicate blade of the saw.

Transposed pieces may hold in place if

This simple Captain conversion made use of a sword cut from the Mounted Boromir model.

simply glued so long as there is sufficient anchorage. If not – and with hand transplants this is usually the case – it will be necessary to ‘pin’ the pieces together, and possibly fill some gaps with a two-part epoxy putty. For more information on the best way to do this take a look at the *Modeling Masterclass* article on page 102 of this issue.

MATERIALS REQUIRED:

- Clippers
- Modeling saw
- Pin-vice drill
- Rod for pinning (paper clips etc.)
- Brass rod (for banner poles)
- Epoxy putty (for filling gaps)



Left: A modeling saw
Right: An Elven Spearman head on Elrond's body.



Above: A simple representation of the pinning process
Below: A pin vice drill



This mounted Captain of Gondor uses Elendil's head and a plastic Gondor shield.



This Moria Goblin was originally shooting a bow. This has been replaced with a sword and a shield.



This Elven Captain includes pieces from Elven Spearmen, Swordsmen, Archers, and Haldir.



Mordor Orcs are ripe for conversions, like the spear-wielding Captain to the left. However, the wide variety of models means that the Orc to the right could be designated as a Captain.





This cool Mordor Orc Standard Bearer was based on the footage shown in the trailers for The Lord of the Rings: The Fellowship of the Ring movie (left).



STANDARD BEARERS

The banners here (left) can also be found on the Games Workshop website, in the Lord of the Rings hobby section. Feel free to download the PDFs and go to town converting and painting.



One of the most impressive sights you can imagine on a battlefield is rank upon rank of hardy warriors advancing to engage their enemy, a disorderly mob that is charging towards them at full-pace.

The thing that adds most to an impressive sight like this is a huge number of banners and pennants snapping in the wind.

Converting your Standard Bearers can be very easy. A pin vice drill, a length of brass rod (available from most good hobby stores), and a pair of clippers can be all that's needed.

Once converted you can paint a simple (or even complicated) paper banner to add to the pole.



The most effective Standard Bearers are often made from spearmen models. Simply extending the spear shafts with brass rod and adding a really cool hand-painted banner.



For the Gondorian Standard Bearer shown here we used the same "spear extension" technique as for the Elven Standard Bearer and added one of the banner designs from the Games Workshop website.



This model was converted from the Mounted Boromir model

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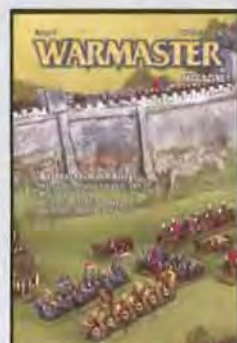
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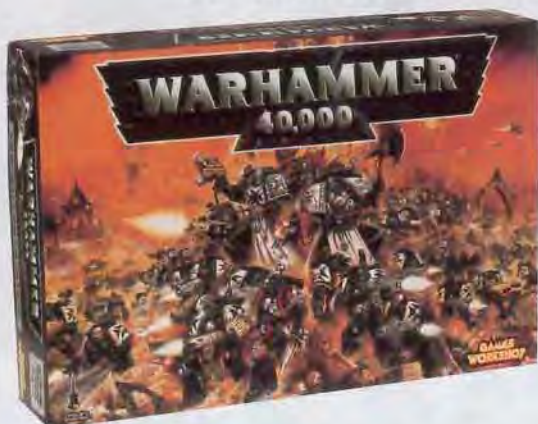
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WARHAMMER

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Models on this page not shown at actual size

INQUISITOR



Inquisitor Rulebook

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This rulebook contains all the rules you need to play Inquisitor.

(Models shown at 60% of actual size)



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Krieger 'Krash' Thrax
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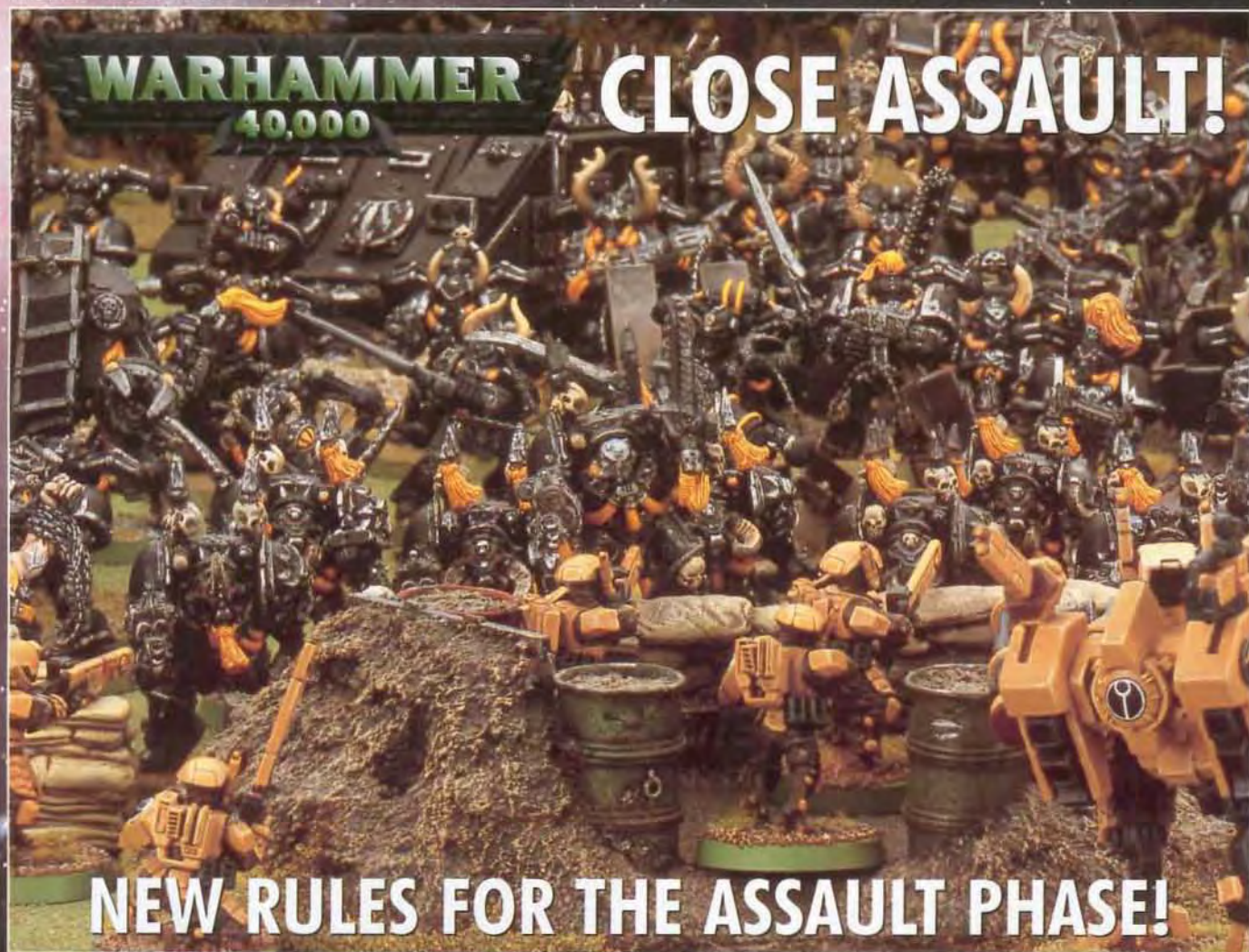
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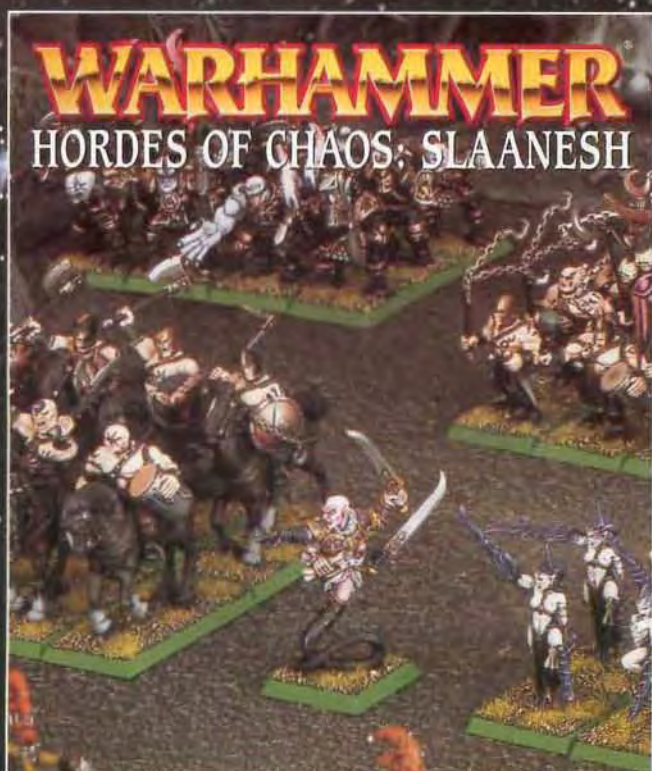


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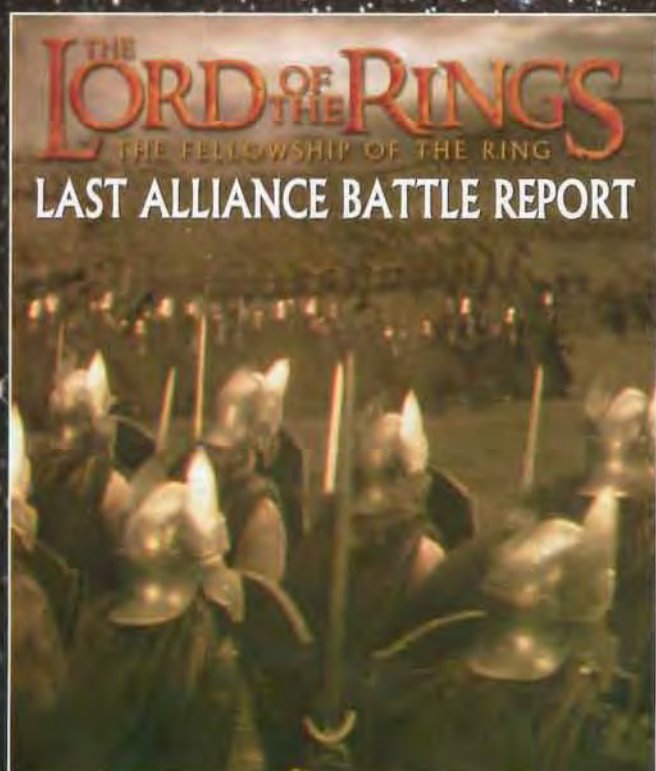
NEW RULES FOR THE ASSAULT PHASE!

This image shows a dense and detailed miniature battle scene from Warhammer 40,000. In the foreground, a large pile of brown, textured material, possibly representing a trench or a mound of earth, is prominent. To the right, a large, orange and black Imperial Guard vehicle, likely a Rhino or a similar transport, is visible. The background is filled with a massive number of miniature figures, including Orkney (dark, heavily armored) and Imperial Guard units (orange and black). The scene is set on a battlefield with various terrain features like sandbags and debris.



WARHAMMER
HORDES OF CHAOS: SLAANESH

This image displays a collection of miniature units from the Warhammer Hordes of Chaos: Slaanesh set. The units are shown on green bases, which are placed on a dark, textured surface. The units include various types of Chaos Marines, some on foot and some on horseback, all equipped with elaborate armor and weapons. The background is a dark, textured surface, possibly representing a battlefield or a cave.



THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING
LAST ALLIANCE BATTLE REPORT

This image is a promotional graphic for a battle report from The Lord of the Rings: The Fellowship of the Ring. It features a close-up of a large, white, multi-petaled flower in the foreground, with a blurred background showing a large, dark, and ominous structure, possibly a fortress or a city, under a dark sky. The text "THE LORD OF THE RINGS" is prominently displayed at the top in a stylized font, followed by "THE FELLOWSHIP OF THE RING" and "LAST ALLIANCE BATTLE REPORT".