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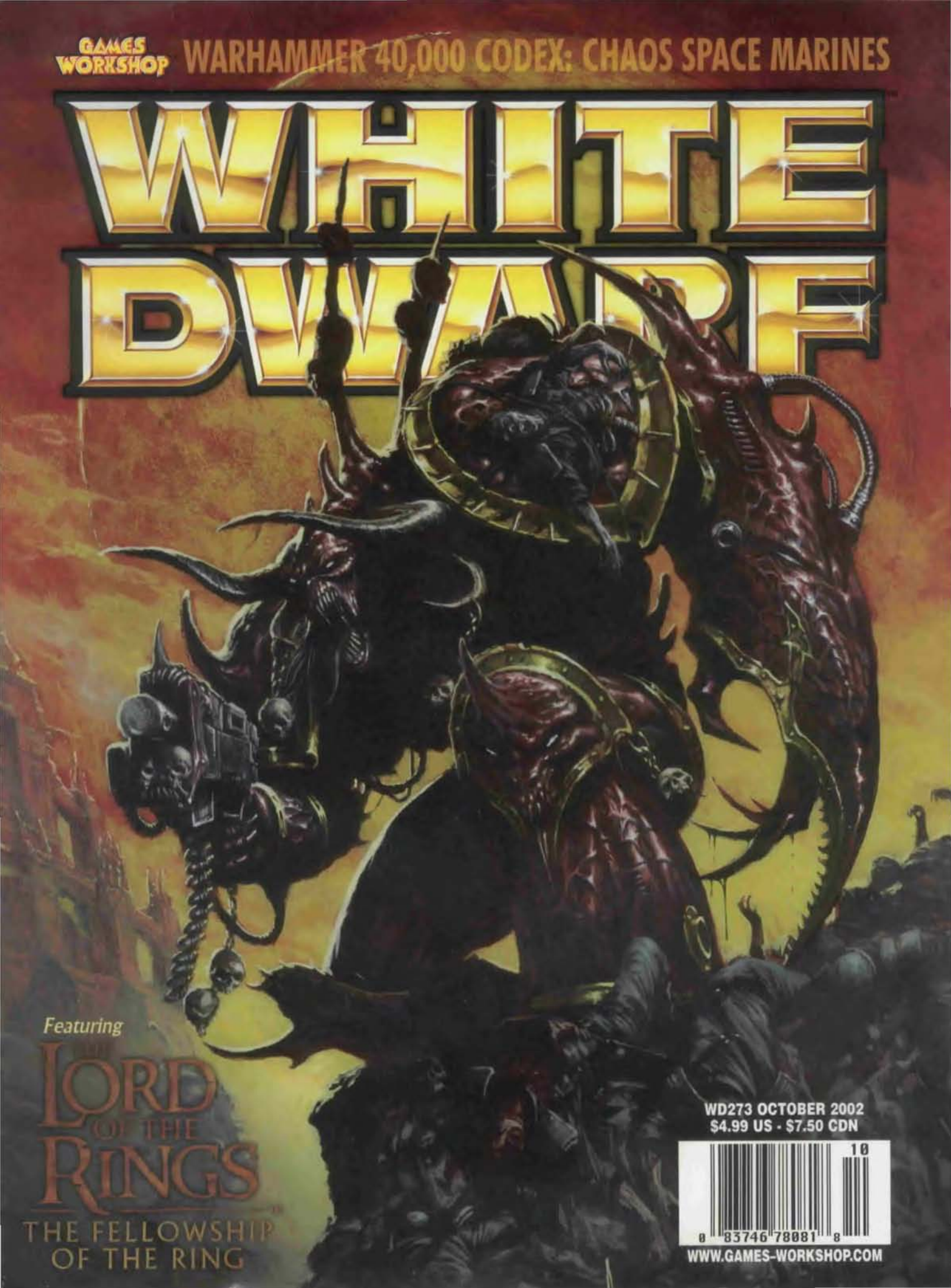

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WHITE DWARF™

273 October 2002

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TURN 1

News & New Releases from the Games Workshop World of Hobby Games

Every month, it seems like there's more and more stuff going on and getting ready to be released, yet every month, it seems like there's more and more of it that I'm not allowed to tell you about.

One thing I may or may not be able to tell you is that there's a very special event coming to the Games Workshop Battle Bunker in Glen Burnie. The second annual observation of Bilbo's Birthday will take place here on November 5. If you remember last year's event, you know it's a grand old time. Those of you that didn't make it, well, let me assure you that it's a grand old time. Either way, keep your eyes on this space as well as our web site to get the full scoop.

Speaking of *The Lord of The Rings: The Fellowship of The Ring*, there was no shortage of excitement over the release of the DVD about a month ago. The salivating hordes (myself included) couldn't wait to get our hands on that pristine digital masterpiece. Needless to say, the flow of GW staffers in and out of the local electronics mega-store was rather brisk. Now, we only have to wait until November to grab the huge five-disc set (complete with the mega-cool Pillars of Argonath figures).

For some reason, thinking of salivating hordes reminds me that the Games Workshop Evil Sunz softball team is once again preparing to take the field against any and all local challengers (well, challengers that are already registered in our league and on the schedule, anyway). If you think that a bunch of people that work with games all day long can't transform themselves into a group of well oiled athletic machines, well, you're right. Sure, we may not have the best team around (as the scores of the games might indicate), but we have the best time out of any of the teams that take the field. S-U-N-Z! SUNZ! SUNZ! SUNZ!

(Wish us luck. We need it!)

Barring any severe sports-related injuries (which would be amazing, considering that I'll most likely be the scorekeeper and not on the field), I should be back next month with some new information for you to digest. (Like, say, the earliest opportunity for you to get your hands on the new LOTR game or something along those lines.)

See you next month!

William "Goat-Boy" Stilwell

THINGS TO DO IN OCTOBER

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❑ Visit the brand spanking new Battle Bunker and Headquarters Store at the new Canadian HQ Location in Oakville, Ontario	3
❑ Take a picture or two for the "Stand and Shoot" Column in White Dwarf	3
❑ Visit any or all of the new United States Games Workshop stores	54
❑ Gander at all of the winning entries from Golden Demon Baltimore	66
❑ Soak up all of the information available about the new The Lord of The Rings: The Two Towers tabletop strategy game	134
❑ Take a look at all of the new Warmaster armies in their glory	145

Trick Or Treat, Smell My Feet, Give Me Games Workshop Stuff!

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, inserted into 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 web site. 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, miniatures, and individual bitz, and a whole lot more!

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

Games Day in the Windy City

Thanks to all of the over 1,500 people who made Games Day Chicago an unexpectedly huge success. The gaming was fast and furious all weekend long, and the Golden Demon Competition featured some of the finest painted miniatures we have ever seen and saw the awarding of the first ever Slayer Axe! Look for expanded coverage next month, including all of the winning entries from Golden Demon.

Jennifer Haley, the winner of the Golden Demon Painting Competition at Games Day Chicago, holds the first Golden Demon Slayer Axe.

Primarch Search

The entry deadline for the Design Your Own Space Marine Chapter competition (see *WD 271* for full details) is September 20. If you sent in an entry, best of luck. If not, get on your horse and hop to it - time's running out. The top 10 should be announced at www.games-workshop.com very shortly, and the three grand prize winners will appear in the January 2003 issue of *White Dwarf*.

The Invasion Continues

Battlefleet Gothic: Invasion should be on shelves in stores all over the place as you're reading this. It's full of a whole batch of new Battlefleet Gothic scenarios as well as modeling and scenery ideas. The coolest thing about it, though, is the way you can now link your Battlefleet Gothic games to Warhammer 40,000 through in-depth boarding actions that add a new dimension to the games. Pick up your copy today!

Mathematical Mix Up in Baltimore

Rick Jarvis originally won Best Sportsman at the Baltimore Games Day 2002 Rogue Trader Tournament. After a recalculation of army composition points, it turned out that Rick came out a few points ahead of Dean. Accordingly, we are rectifying this mistake by awarding Rick the Overall placing as well (making for Co-Overall Champions). Being the Best Sportsman, Rick took it all in stride and will be receiving his trophy shortly in the mail along with our sincerest apologies.

En Vogen

The hardcore gaming crowd was so enthused after reading all about the Warhammer 40,000 Cityfight campaign in the last few issues of *White Dwarf* that they decided to go ahead and tear up their own version of Vogen. With 15 battle-hardened competitors, there's no shortage of territorial struggle in the office (moreso than the recent spat of cubicle civil wars, even). At press time, the foul minions of Chaos held the slightest of margins over the Imperium, with the Xenos forces in a relatively woeful third place. We should have updates as they become available.

Warcon Hits Winnipeg

Warcon X is coming to Winnipeg this fall! This will be a gigantic two-day, two-game Rogue Trader Tournament event. On Friday, November 16, you can battle it out in the Old World in the Warhammer tournament. Then on Saturday, November 17, you can bring your Warhammer 40,000 forces to blast it out in the 41st millennium. There will be tons of prizes given out each day, with a special prize for the player who has the highest combined score in both tournaments. The cost of the event is $50 Canadian for both days. For more information, log on to www.warcon.ca.

Dip Your Spoon into Eyeball Soup

"The Brawl in the Hall" will take place on Saturday, October 19 and will feature two Rogue Trader Tournaments (one Warhammer, one Warhammer 40,000) with room for up to 100 participants in each game! If you're looking to be part of one of Canada's biggest RTT events, contact Chris or Jonah at Eyeball Soup at (705) 743-4984.

More Than Just an Office

The new Canadian HQ is up and running like clockwork. But that's not all that's new about the new digs in Oakville, Ontario. The all new, incredibly sharp looking Battle Bunker and HQ Store are up and running as well. That's right. Come on in and stake your claim to a piece of the battlefield by becoming a Battle Bunker Member or call (905) 829-9829 to do so over the phone. Oh, and did we mention that the Canadian HQ Store carries the full line of Forge World products? Well it does, so come on in Monday through Friday 12:00 p.m. to 9:00 p.m., Saturday 11:00 a.m. to 6:00 p.m., and Sunday 12:00 p.m. to 6:00 p.m.

The Dust Never Settles

The sweeping dunes of the desert in the Warhammer world are shifting as the Khemri get closer and closer. They're scheduled for release in December with a brand new Warhammer Armies book and plenty of new, very well done miniatures (as many of the dropped jaws at both Baltimore and Chicago Games Days will attest to). Not to mention that the Tomb Kings will be fielding their own Blood Bowl team around that same time as well (courtesy of the fine folks in Games Workshop's Specialist Games Division).

STAND AND SHOOT

Apparently, the power of the WAAAGH! fuels the "trukks" in Olive Hill, Kentucky!

Sometimes, it IS the size of your dice and not how you use them.

Does this picture really need any kind of explanation?

When all the seats are full, there's only one place left to go, the cargo area! That's just where Victor Badger spent nearly the entire trip across PA (in blazing heat) to make it to his not-so-local Epitome of Evil battle tour stop with five friends.

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:

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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! C'mon, send it in!

All pictures submitted become the property of Games Workshop North America. Sorry, but photos sent via electronic mail cannot be returned. There are no prizes associated with this whatsoever. All entries can possibly receive is merely the pride (or shame, depending on the photo) of having your picture in the pages of *White Dwarf*. All decisions are completely subjective and based solely on the opinions of *White Dwarf* US staff.

Catch Up With The GAMES WORKSHOP BATTLE WAGON

This month, the Battle Wagon should resume its regular roaming of the countryside. Look for the schedule on www.games-workshop.com!

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**.

OCTOBER RELEASES	$CDN	$US
Hellbrandt Grimm	$10.00	$6.95
The blood-soaked adventures of the Empire's most vicious mercenary		
Silver Nails	$10.00	$6.95
A collection of stories featuring the vampire Genevieve by Jack Yeovil		
Warhammer Monthly 59	$4.25	$2.95
Another issue of GW's action-packed comic		
Soul Drinker	$10.00	$6.95
Ben Counter tells of the corruption of the Soul Drinkers Space Marines		

WARHAMMER 40,000

OCTOBER RELEASES		$CDN	$US
0204	**Codex: Chaos Space Marines** (Warhammer 40,000 Army Book)	$28.00	$20.00
0477	**Thousand Sons** (Boxed Set Containing a Squad of 9 Chaos Space Marines)	$50.00	$30.00
1531	**Chaos Space Marine Raptors** (Boxed Set Containing a Squad of 5 Chaos Space Marine Raptors)	$55.00	$30.00
1937	**Chaos Space Marines Army Deal** (Complete Chaos Space Marines Army in a Box)	$340.00	$225.00
3027	**Chaos Marine Battleforce** (Chaos Space Marines Starter Army)	$130.00	$90.00
3036	**Chaos Space Marines Land Raider** (Boxed Set Containing 1 Complete Chaos Space Marines Tank)	$70.00	$45.00
8012V	**Chaos Space Marine Raptor** (1 Chaos Space Marine Assault Troop per Blister)	$12.00	$7.00
8012W	**Raptor With Assault Weapon** (1 Chaos Space Marine With Assault Weapon per Blister)	$12.00	$7.00
8012Z	**Chaos Space Marine Lord** (1 Chaos Space Marine Character Model per Blister)	$14.00	$10.00

80 pages of chaotic background information, special rules, army list, hobby and army building tips, and tactics await you between the covers of the new *Codex: Chaos Space Marines*.

The new Chaos Space Marines Lord is ready to lead your troops in battle against the "False Emperor."

The strength of the Lord of Change is yours to command with the new Thousand Sons Chaos Space Marines Squad. The box contains eight multi-part Chaos Space Marines and one Champion of Tzeentch.

All Poses are correct at press time.

Chaos Raptors are available in this five-man boxed squad with the champion or separately in blister packs for reinforcements.

Chaos Land Raiders are very similar to the Land Raiders used by the Imperium. However, the Possessing Spirit that drives all Chaos Land Raiders gives it extra powers, like the ability to continue plowing forward even if the crew is stunned.

All Photos are correct at press time

CHAOS SPACE MARINES BATTLE FORCE

The Chaos Space Marines Battle Force boxed set contains:

- 8 Chaos Space Marines
- 12 Khorne Berzerkers
- 1 Chaos Space Marine Rhino
- 3 Chaos Space Marine Bikes

This boxed set is a quick and easy way to get your Chaos Space Marines army started.

CHAOS SPACE MARINES ARMY BOX

The Chaos Space Marines Army boxed set contains:

- Codex: Chaos Space Marines
- 1 Chaos Space Marine Lord
- 8 Chaos Space Marines
- 12 Khorne Berzerkers
- 1 Chaos Space Marine Rhino
- 3 Chaos Obliterators
- 6 Chaos Raptors
- 5 Chaos Havocs
- **PLUS:** This Special Edition Chaos Space Marine Aspiring Champion! ▶

This boxed set is the ONLY way to get this special edition Chaos Space Marine Aspiring Champion miniature!

All Prices are correct at press time

BATTLEFLEET GOTHIC

The first of the all-new fleet of Tyranid ships head up this month's Battlefleet Gothic releases. Along with them comes the rest of the Imperial and Chaos fleets (including attack ships), the Eldar ships, and plenty of other intergalactic goodies.

Tyranid Razorfiend Cruiser

Tyranid Stalker Droneships

Tyranid Prowler Droneships

OCTOBER RELEASES

		$CDN	$US
1539	Imperial Retribution Class Battleship (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
1540	Chaos Desolator Battleship (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
1541	Blackstone Fortress (Boxed Set Containing 1 Complete Fortress)	$45.00	$30.00
1542	Imperial Emperor Class Battleship (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
1543	Chaos Despoiler Battleship (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
1565	Chaos Planet Killer (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
1573	Eldar Void Stalker (Boxed Set Containing 1 Complete Ship)	$45.00	$30.00
BG13	Tyranid Razorfiend Cruiser (1 Complete Tyranid Ship per Blister)	$20.00	$15.00
BG12	Tyranid Stalker Droneships (3 Tyranid Ships per Blister)	$13.00	$9.00
BG14	Tyranid Prowler Droneships (3 Tyranid Ships per Blister)	$13.00	$9.00
BG22	Shark Assault Boats (Imperial Attack Ships)	$14.00	$10.00
BG23	Starhawk Bombers (Imperial Attack Ships)	$14.00	$10.00
BG24	Fury Interceptors (Imperial Attack Ships)	$14.00	$10.00
BG30	Doomfire Bombers (Chaos Attack Ships)	$14.00	$10.00
BG31	Swiftdeath Fighters (Chaos Attack Ships)	$14.00	$10.00
BG93	Defense Monitors (1 Complete Defense Control Ship per Blister)	$13.00	$9.00
BG94	Orbital Defense Platform (1 Complete Platform with Multiple Weapons per Blister)	$13.00	$9.00
8210D	Chaos Repulsive Grand Cruiser (1 Complete Ship per Blister)	$28.00	$20.00
8290A	Torpedoes (1 Base of Torpedoes per Blister)	$13.00	$9.00
8290D	Mines (1 Base of Mines per Blister)	$13.00	$9.00
8240A	Space Marine Strike Cruiser (1 Space Marine Ship per Blister)	$14.00	$10.00

SPECIALIST GAMES RANGE

October will be a very special month for North American fans of Games Workshop's Specialist Games Range. This month sees the widespread release of a whole batch of new miniatures for Warmaster and Inquisitor. For Inquisitor, the Kroot Mercenary and Eldar Ranger (along with their respective conversion packs) arrive on the scene. Warmaster sees the release of no less than six completely new armies in the form of Bretonnians, Chaos, Dark Elves, Kislevites, Lizardmen, and Vampire Counts. All of these new releases will be available at better Rogue Trader stores nationwide (remember, if they don't have them, ask about them) as well as through GW Mail Order.

OCTOBER RELEASES

	$CDN	$US
Battlefleet Gothic Magazine 11	$6.00	$3.99
Epic Magazine 11	$6.00	$3.99
Exterminatus 4	$10.00	$6.95
Warmaster Annual	$22.00	$14.95
Warmaster 13	$10.00	$6.95
The Entire Range of Warmaster New Releases		
New Inquisitor Models and Conversion Blister Packs		

Look for an expanded feature on the new Warmaster Dark Elves in next month's issue of White Dwarf!

TWO-HEADED MONSTROSITY

GALRAUCH, FIRST OF THE CHAOS DRAGONS

At the time when the Elves fought their great wars under the mighty Aenarion against the tides of Chaos, Dragons were at the side of the forces of Ulthuan. These great wyrms were the nemeses of the Dark Gods and dove from the skies upon the evil warriors to crush and incinerate them in their thousands. The strength of the Dragons could be matched only by the greatest of the Daemons, living incarnations of their god's power. The epic clashes between these mighty creatures were events of such magnitude that the mortal warriors could only witness them in awe, later turning them into the songs and legends that have survived from that distant time. The most renowned of these duels was the one that decided the battle for the Isle of the Dead, where Lord Aenarion and his Dragon Indraugnir fought against four Greater Daemons, one sent by each of the Dark Gods.

As the Elven hero battled high in the clouds to save the fate of his people, the valiant Dragon Prince Learfin and his mount, Galrauch the Gold Drake, led the left flank of the Elven host against a vast force of Daemons of Tzeentch on the war-ravaged isle below. Galrauch's glimmering scales clearly marked him as a sibling of the great Indraugnir, the most powerful of the Dragons, and indeed Galrauch's strength was second only to that of Lord Aenarion's legendary mount.

Great was the slaughter on both sides that day, and eventually Galrauch and Learfin came upon the Lord of Change that was at the head of the Daemons. The creature wielded the magic of Chaos with unmatched mastery. Colorful blasts of deadly magic smashed onto the defenses of the Dragon Prince and, though Learfin was a mighty warrior, his fine armor and skill with a blade were no defense against the powerful spells of the terrible Daemon. A fiery blast broke through the Prince's guard and consumed the noble Elf in a sorcerous inferno. Mad with grief, Galrauch, determined to exact revenge even at the cost of his own life, fell upon the Daemon. Surprisingly, the great form of the Lord of Change offered no resistance, and the huge jaws of the Dragon snapped shut around its bird-like head and ripped it clean off. The broken body of the Greater Daemon instantly dissolved into a multi-colored mist that enveloped the raging dragon and then disappeared.

A Dwarf Dragon Slayer confronts Galrauch.

Galrauch was victorious, and all the Elves around him raised cries of victory. But their voices died out when the Dragon's body was suddenly wracked by violent convulsions. Finally, the mighty drake froze, and an evil, iridescent light appeared in its eyes.

The Dragon turned his fiery breath against the astonished Elves and the flames that erupted from his mouth were now blue and green and other supernatural colors. The flames did not burn, but their touch brought mutation and madness amongst the ranks of the Elves. The skin of the mighty wyrm started to flow like water, and in it, evil faces formed, cackling maniacally and singing the praise of the Grand Mutator. Foul tentacles and wicked spikes emerged from the Dragon's flesh, and finally, the once-noble head of Galrauch split in two all the way down to his neck, so that the Dragon was turned into a two-headed monstrosity.

The two heads were governed by the same will at first, but soon they started to tear at each other with hatred, a sure sign that the spirit of the great Dragon had not been destroyed completely. The mind of the Lord of Change eventually managed to wrest control of the powerful body, but with the defeat of the Chaos horde brought about by Aenarion's sacrifice, the Daemon had to flee the vengeful anger of the Elves and the Dragons.

Galrauch, first of the Chaos Dragons

Galrauch hid and slept for centuries but emerged from his slumber many times throughout history to wreak havoc on the lands of Elves, Dwarfs, and Men. Legends have it that he was the first of the Dragons of Chaos and that many were the evil creatures born of his blood and of his evil sorcery. It is said that he is the forefather of the two-headed Dragons of Chaos, of the Chimeras, and of many other twisted monsters that afflict the world.

For many centuries, he had lain dormant, sleeping in a deep cavern within the Worlds Edge Mountains. To the short-lived Men, Galrauch existed only in tales told to frighten children, but other races had far better memories of this terrible creature. The Dwarfs of Karak-Vlag had long been mining deeper and deeper towards the heart of the world. It was Dwarfs from the clan of King Thurgrim Rockarm who stumbled upon his treasure-filled lair. The King was summoned and instantly recognized the great Dragon from tales that had been passed down through his ancestors. Alas, such is the Dwarf's fondness for gold that greed overcame all reason, and the Dwarfs stole away with as much treasure as they could carry.

Before Galrauch had lapsed into his deep slumber, he had placed a curse on his precious hoard, and no sooner had the first Dwarf left the cavern than the gold flared into a bright hue of rainbow colors. Galrauch woke. At first, his mind was confused as the two consciousnesses that existed within him battled against each other. Then anger overcame reason as he saw the Dwarfs stealing his treasure. Seeing the Dragon wake, the Dwarfs fled for their lives, but Galrauch was upon the small party in an instant and devoured them whole. The King and a small bodyguard, saved only by the brave sacrifice of their fellow clansmen, managed to escape the carnage. He quickly made his way back to his great hall, where he instructed the guards to sound the great horn that alerted the clans in the hold of approaching danger. The Dwarfs made ready to fight the Dragon. Dwarf holds are built to keep attackers out, but Galrauch was already inside the mountain stronghold and was able to snake his way through the tunnels and finely carved passageways into the heart of the Karak.

Now that he had been awakened, Galrauch's twisted daemon mind was eager to wreak carnage upon the world once more. With hunger from centuries of slumber gnawing at his stomach and a strong desire for vengeance against the plunderers who had disturbed his rest, Galrauch attacked the Dwarfs of the hold. The Dwarf warriors were brave, and many of the older warriors still clung to distant memories of fighting Dragons in days long since past. However, the Dwarfs were not prepared for the devastation the ancient Chaos Dragon was about to unleash. Galrauch was well versed in the art of magic. He had not practiced his dark art for centuries and relished unleashing his ancient powers. Sorcerous blasts flew at the

gathered Dwarfs, and even the magical runes of protection that had been carved onto the walls of the hold were unable to protect them from the barrage of attacks. For many days, the Dwarfs battled the Dragon, but even their most ancient Runesmiths were unable to save Karak-Vlag from Galrauch's magic. The few Dwarfs who survived the fall of the hold speak of it being so saturated in magical energy that it now no longer truly exists in the material realm. Instead, the hold phases between the Old World and the Realm of Chaos, and now hordes of Daemons fill the great halls where once the Dwarf kings ruled.

Having fed upon both the bodies and the souls of the Dwarfs he had destroyed, Galrauch was full of vigor. He took to the skies and sought to discover how the world had changed whilst he had slept. He saw how the kingdoms of Man had spread across the face of the land and how, where once were forests, towns and cities had now sprung up like a pox. Whilst flying over the lands of Bretonnia, he caught the scent of one of his children far below. Eager to test the strengths and powers of his kindred, he swooped down low to discover that not only had his twisted offspring been killed but that the Bretonnians had proudly mounted the Chaos Dragon's skulls over the gates that led into the well fortified city.

Enraged, the ancient Chaos Dragon landed in the castle courtyard, an ear-piercing howl reverberating around the thick stone walls, as both heads sounded their fury. Duke de Lac, who had slain Galrauch's offspring, rode out on his bright white charger to meet the Dragon. With his enchanted armor gleaming in the sun, the Duke lowered his lance and prepared to dispatch this foe as he had done the other Dragon. Spying the Duke, Galrauch belched forth a thick noxious cloud of gas from one of his mouths. Black mist billowed into the courtyard, blotting out the sun. Horrifying inhuman screams filled the courtyard, and when the mist slowly vanished, all that remained of the courageous Duke and his steed was a fallen pile of twisted armor and barding, a black oily substance oozing around it. The Dragon tore down the city's tall towers and sent tons of rubble crashing down on those who sought to hide within its walls. Those knights who summoned the courage to fight against him were torn apart by his fearsome talons, Galrauch's deadly claws ripping apart their fine plate armor as though it were paper.

All that remains of the once-proud city are the ruins of the gate which the huge skulls of Galrauch's kin still adorn – a fitting testimony to the fate of those who would slay a Chaos Dragon.

Many tales are now spreading across the land of the passing of this terrible foe. His menacing silhouette has been spied in every corner of the Old World. Tribes of Orcs in the Badlands run from the sight of the dread creature. Even as far as Naggaroth, his form has been sighted, and all those who see it are filled with dread. Perhaps even more worrying is the waking of the other creatures of Chaos upon his passing. The Chaos Dragons and all manner of dark monstrous beasts are rumored to be emerging from desolate mountain caverns and dark forest glades. There is wide debate amongst the scholars and philosophers of the Empire: many believe that Galrauch is the herald of a new age of terror. They say that the prophecies point to a time when once again the beasts of Chaos will rise and reclaim the land. Others think that these monsters have been all but slain and pushed to the brink of extinction by the superior technologies of Men. One thing they all agree upon though is that Galrauch is indeed a real threat to the Empire, and as yet, none have any ideas as to how to deal with this deadly behemoth.

USING GALRAUCH IN WARHAMMER

Galrauch can be taken in any Chaos army. Taking Galrauch counts as taking a Lord, a Hero, and a Rare choice. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. Galrauch may not be the army general.

	M	WS	BS	S	T	W	I	A	Ld
Galrauch	6	6	0	6	6	6	6	6	10

Cost: 696 points.

Armor: 3+ (scaly skin).

SPECIAL RULES

Galrauch causes *Terror*, can fly, is a large target, has scaly skin (3+ armor save), and has a *Daemonic Aura* (5+ Ward save against non-magical attacks). All the rules for characters apply to Galrauch.

He is a Level 4 Wizard (Lore of Change).

Daemonic Gifts: Tzeentch's Will, Spell Destroyer, Master of Sorcery.

Breath Attacks: His heads can use either of the normal Chaos Dragon breath attacks (see the rules on p. 28 of *Warhammer Armies: Hordes of Chaos*). Once per battle, one of his heads can also use the Breath of Change (the other head cannot use breath weapons at all in that Shooting phase). Models hit by the Breath of Change must pass a Toughness test or be overwhelmed by horrible mutations and die with no saves of any kind allowed.

Spirit of Galrauch: At the beginning of each turn of the controlling player, Galrauch must take a Leadership test. If the test is passed, Galrauch will be controlled as normal, but if the test is failed, the ancient spirit of the Dragon will surface again for an instant.

The test failed by rolling an 11 (or less, if any modifier applies): Struggle.

The Dragon will not move, cast spells, or use his breath weapons. In the Close Combat phase, he will direct half of his attacks against himself. If the Dragon is already engaged in close combat, the remaining half of his attacks are carried out as normal, as decided by the controlling player. The wounds caused by the Dragon against himself are added to the enemy's score when working out combat resolution.

Test failed by rolling a natural 12 (i.e., double 6, regardless of modifiers): Revenge!

The Dragon will not move, cast spells, or use his breath weapons. In the Close Combat phase, he will not attack at all.

In his opponent's turn, the Dragon will be controlled by his opponent exactly as if it were his own. If the Dragon is already engaged in close combat with his opponent's troops, he can be moved out of combat freely.

The Dragon cannot use the Breath of Change when controlled by an opponent in this way.

At the start of the Chaos player's turn, the Dragon must take another Leadership test as normal, and he will return to the original owner's control if he passes.

WARRIORS OF CHANGE

THE STUDIO TZEENTCH ARMY

This month, we continue our features on the background and painting of the Studio's Chaos army and focus on the Tzeentch force led by the Champion Melekh the Changer with a background story by Space McQuirk.

Tzeentch Knights of Chaos

Before work on the Tzeentch army started, the 'Eavy Metal team decided upon a number of features that would help distinguish the army as a Tzeentch force. The greatest challenge was to mix vivid bright colors with the grim and sinister nature of a Chaos army. The traditional imagery of Tzeentch is founded on a variety of colors, based around the spectrum of the rainbow. Tzeentch also suits a very opulent and extravagant appearance with plenty of gold and silver combined with strong, bright tones.

As with each of the other Chaos powers, the first models to be painted in the Tzeentch force were the Chaos Warriors. The same color scheme was then used to a greater or lesser degree on the Knights, as well as the armor of the characters. The Warriors of Chaos were assembled only with heads that were fully enclosed in helmets. This gives them a faceless, mystical feel. Also, to contrast with the highly mutated, gifted nature of the character models, the Warriors were not given any mutations from the conversion sprue.

The armor on these models was painted with a basecoat of Chainmail to which a small amount of Enchanted Blue had been added. The armor was then given a glaze with thinned Blue Ink. The trim of the armor and the shields were painted with Shining Gold, giving them a richer depth. By making the Chaos Warriors quite bright and metallic, the unit has a more unnatural, magical feel than the greens and browns of the Studio's Nurgle force or the black used on the Warriors of Chaos Undivided.

The Knights of Chaos were painted in a style similar to that of the Chaos Warriors. A touch more color was added to the unit by painting the standard with Chaos Black mixed with Liche Purple. A starkly contrasting symbol of Tzeentch was then painted onto the banner to identify the unit's patron god.

The armor of the Champion on Disc was painted in the same way as the armor of the Warriors and Knights. The model's robes provide an ideal opportunity to include a more extravagant and lavish color scheme in the army, and for this, we chose a mix of cold blues and deeper purples.

Discs of Tzeentch are partly daemonic and partly constructed. To tie these two ideas together, the bulk of the Disc is painted in metallic tones similar to those of the mortal units. However, the jutting blades have been given a much more organic feel, with subtly blended colors giving them the appearance of strangely colored bone. The use of gloss varnish completed the effect.

Continuing the use of the colors of the rainbow, we gave the Champion's staff a metallic basecoat, over which a variety of ink washes of different colors were painted, each color merging with the next, along the length of the staff. The idea is that these colors are not static, but are constantly shifting, coalescing, and changing.

The same colors and techniques were used on the Champion of Tzeentch model on foot. The few areas of his skin that show through his armor and robes are paler versions of the other colors used, giving him an unnatural, half-daemonic appearance.

With the mortals complete, it was time to move on to the daemonic

Melekh the Changer leads his force on the attack.

Tzeentch Flamer

Tzeentch "Blue" Horror

Tzeentch "Pink" Horror

creatures. It was decided that as much color should be used here as possible to make a striking contrast with the Knights and Warriors, with the characters providing a link between the two parts of the force.

In the past, Horrors have come in two varieties: blue and pink. Our Horrors are painted in keeping with this tradition with muted pinks and blues so that they do not appear garish and out of scale. On the models that are actually in the process of splitting, a small amount of Red Ink was added at the join to create the effect of a gory separation. The Screamers and Flamers were painted with the same hues used on the Horrors; both colors combined on each Daemon. Furthermore, on the Flamer models, the blue was blended up to pure white at the base, giving them the same appearance as a searing hot flame.

***Below:** Kirsten Mickelburgh created this display diorama for the Champion of Tzeentch on foot.*

Six treasures shall be his mark. Forged from the other world, six treasures shall he possess.

Upon his head the crown shall see all, and open eye will prove woe to mortal kind.

Then shall he ride unto the world. Here will four be united unto one.

And five shall be the armies of doom. Then will the world know that the last war has begun.

With the coming of doom will march a lowly boy. Anger shall be his nourishment and blood his wine.

And from the land tamed will rise a champion. Disease shall be his downfall and savior divine.

A king's son shall be the chosen. In power will he thrive and glory is his name.

And with the coming of the end of times, the old will fall by the hand of the new.

The Prophecy of Fate.

Taken from The Celestine Book of Divination by Necromundo the Insane

The story of Melekh the Changer's rise to power began on a storm-filled night in Norsca. Lightning bolts arced from the skies and crashed down onto the ground below while the deep rumble of thunder briefly drowned out the pounding of torrential rain on the huts of the Aesling village. Melekh was the son of the tribe's blacksmith, and his woman Keyla was heavy with child. It was on this abysmal night that the babe chose to enter the world. Alas, there were complications with the birth, and the old wives were reluctantly forced to call upon the tribe's shaman for help. Gaerkkol was a strong warrior, gifted with powerful magic and second only to the tribe's chieftain.

Whilst Melekh's partner screamed in agony, Gaerkkol cast spells to soothe the mother's pain and encourage the child to enter the world. Unfortunately, the effects of alcohol and the other narcotic substances Gaerkkol used to induce his trances marred the drunken shaman's concentration. What should have been a simple ritual went horribly wrong. Keyla's body arched with pain as colorful magic energies flowed around her. Gaerkkol tried in vain to stop the arcane power that shot from his fingertips, but he could do nothing. As a mighty blast of light enveloped Keyla, the child burst from its mother's womb. Gaerkkol was helpless to save her, and with the babe held in his arms, Melekh watched her life ebb away before his eyes.

When Melekh cast his eyes upon the child, a deep sense of sickening horror filled his soul. The babe was malformed. Instead of the innocent head of a newborn child, the infant bore the visage of a bird. Screaming to one side of the bird's head was a twisted image of a child's face, but it was the soulless, black eyes of the bird that stared at its father. Melekh was sure the chieftain would insist the child be cast from the village, but instead he saw the babe as a good omen for his people. The child was named Cyspeth, and the chieftain announced to the entire village that their daemonic patron god Zarechgor had clearly blessed Melekh and his son. A great funeral was held for the mother followed by a feast held in honor of the new arrival. As the joyous revelry began, none saw the scowling look of disapproval that fell across the face of the shaman.

At the height of the festivity, the chieftain announced that the Daemon Zarechgor had spoken to him in a dream the previous night. He had instructed him to hold a contest of might. The strongest warriors of the tribe would all fight for the honored position of becoming Gaerkkol's new apprentice. At the announcement, a look of horror crossed the shaman's face, and he slunk away from the hall back to his hut. There, he searched through his scrolls and tomes until he found a book bound in human flesh. Inside the book was a small piece of text. It was a prophecy written by the Sorcerer Necromundo the Insane that spoke of the arrival of a mighty warrior who would unite and lead the tribes to great victories. Slicing his sacrificial blade through the exposed belly of a small rabbit that he kept caged, Gaerkkol sat for many hours reading the signs that the poor beast's entrails foretold. Everything pointed to the fact that the time of the prophecy's fulfillment was upon them.

The day of combat began, and Melekh was amongst the first to fight. Armed with a mighty halberd and encased in the finely forged armor of the tribe, he proved to be a great warrior, besting any foe that faced him. His mastery of the blade was great, and soon only he and Dered, his childhood friend, remained. Before the two warriors faced off, Melekh was alarmed to see the shaman present his opponent with a talisman that would ward off harm and bring good fortune in battle. Melekh cleared his mind and focused on the fight. For over an hour, the two warriors fought. Neither was able to best the other, but as they both tired, Melekh's opponent tripped. The amulet he wore around his neck broke and scattered on the ground. Melekh seized upon the opportunity. Bringing his blade down in a powerful arc, he severed the head of his opponent. Triumphantly raising his sword above his head, the crowd cheered as they all hailed Melekh the new champion of their tribe.

The aging shaman was desperate to prevent the prophecy from coming true and began to plot. Every champion of the tribe would serve under the shaman to learn his art. As Melekh's new master, Gaerkkol could send his apprentice on a quest to prove his worth in front of the gods. All apprentices would undertake such quests, which usually involved bringing back the head of a dangerous monster or the recovery of an ancient magical artifact. The following morning, Gaerkkol commanded that Melekh bring himself and his newborn son to his hut. When Melekh arrived, Gaerkkol was already waiting outside, ready to set his pupil his chosen task. He snatched the child from Melekh's arms and with a wicked smile on his face, Gaerkkol announced that Melekh was to go forth and find the true daemonic name of their patron demigod Zarechgor.

Melekh felt his knees go weak, and his head swam at the thought. In order to discover a Daemon's true name, he would have to best the Daemon, and that meant traveling into the Realm of Chaos. With a child favored by the gods as his ward, the shaman would have even more power and influence on the tribe, and Melekh was helpless to prevent this terrible fate. Determined to complete his quest and save his son from the dark influence of the shaman, Melekh immediately headed north. After a month of constant fighting and hardship, he spied a great gateway made from the skulls of men. Beyond the portal, the air shimmered and crackled with energy. Tendrils shot out from the thick mists searching for prey, and Melekh could hear the cackling howls of the creatures that lived within the other world. Standing before the gateway to this realm, Melekh's heart pounded, heavy with fear. To step into this other world would be certain death, but he would never see his tribe or

his son again if he did not. Summoning all his courage, Melekh forced himself onward, and as he slowly stepped forward, the mists dragged him into the Realm of Chaos.

At first, Melekh could see nothing before him but a thick pink veil that shifted in color, turning a deeper shade of red before his eyes. The air he breathed was thick and suffocating, and Melekh felt as though his lungs were exploding within his chest. Inhuman screams sent his heart racing, but he was unable to locate the source of the noise. As he stared into the dense, shifting fog, which had now turned a deep shade of blue, Melekh could make out shadows of strange creatures. Fear began to creep into his being, and as it did, the mist thickened around him. The now purple fog coalesced in front of his eyes a few yards away, and Melekh stared at the swirling images before his eyes. The smoky strands of air gathered and began to solidify into the form of a man. Melekh suddenly realized that he was staring at a mirror image of himself. He could see his own face, formed from the magical clouds, staring back at him. He watched horrified as the dark silhouettes he had spied moments before surrounded his image and began feeding off it. Talons formed from fog ripped apart his shadowy form, and Melekh felt as though he was witnessing a vision of his own death. The shadowy Daemons started to become more solid as fear took hold of the mortal champion. Then, from the mists, a foul creature emerged. It possessed multiple elongated arms and a gaping mouth filled with menacing rows of sharp teeth. Melekh drew his sword and hacked the beast in two, but the Daemon did not die, instead splitting into two separate Daemons that gibbered and bared savage claws and fangs. More and more of the horrific Daemons appeared, each one tearing itself apart to form two more, and Melekh knew his fate was sealed.

Melekh's horrified mind told him he was doomed, but as an Aesling warrior, he would not die cowering like a beast. He took a deep breath and sought to master his fear. As he took control of his emotions, he watched the Daemons howl and hiss, slowly backing away. It suddenly crossed his mind that these Daemons were perhaps feeding off his fear, and so Melekh advanced towards them. The Daemons no longer sought to attack him now that he was prepared to face them, and so Melekh concentrated in an attempt to master his emotions. The Daemons bowed at his passing, and soon he found he was able to summon more to his will. Within moments, a small army of hideous creatures were bound to his will, fighting off other Daemons who had gathered around him like moths to a flame, trying to steal away with his soul.

Lost in the mists of Chaos, Melekh's small army battled against all manner of foul Daemons. Plague-ridden, bloated monsters fell under his blade. Savage, huge beasts with great horns and mighty axes cut down the Horrors he had summoned but were, in turn, destroyed by the manta-like creatures that Melekh called down from above. Melekh discovered he was able to manipulate the substance of the air around him, solidifying and forging it into material form. He fashioned a great disc upon which he rode to battle at the head of his army, cutting down the enemy with deadly blades fixed on the sides of his flying creation. He had no idea of how long he fought in the mists; hours, days, even weeks may have passed. The Realm of Chaos was a never-ceasing battle against the entities within that sought to feed from him. Melekh's mortal soul was like a flaming beacon attracting the Daemons of Chaos to him. He constantly called out

challenges to Zarechgor, his patron god, but was met only by hordes of slavering fiends. Suddenly, when Melekh was beginning to lose all hope, the mists started to swirl in a powerful vortex. He was blown off his disc, and the small army he had gathered was scattered in all directions by the power of this unworldly storm. When the swirling winds finally abated, Melekh watched with terror as a massive creature stepped from the ethereal shadows. It was lithe with clawed feet and long robed arms ending in elongated taloned hands that grasped a huge, ornate staff. The Daemon's bird-like head craned down from the end of a long neck to stare at Melekh.

The Greater Daemon demanded to know who called upon him, a chorus of familiar voices from Melekh's past resonating through his entire body. Melekh stood quaking before his god. Raising his blade, Melekh stepped forward and spoke. He shouted his name and bade the Daemon to tell him its true name. The Daemon knew that telling this mortal his true name would give Melekh power over him and laughed at the human's impudence.

Zarechgor pointed his staff at Melekh, and a blast of red fire enveloped the Aesling warrior. Melekh fell under the magical onslaught, and his soul writhed in torment as the red flames engulfed him.

He tried to stand and fight the Daemon, but a second blast of fire, this one vivid green in color, burst from the staff and sent Melekh flying backwards. His body was crushed and broken. Lying on the ground, he stared at the Daemon who towered above him. Melekh whispered and, unable to hear his victim's dying words, the Daemon stooped closer to listen. Melekh once more asked the Daemon for his true name. Again the Daemon laughed, but as the question filled the Daemon's mind, his conscious thought began to solidify as an answer in the mist. An image formed, and from far away Melekh could hear his army of Horrors chanting an unrecognizable language. As Melekh's question had filled the Daemon's thoughts, they had for a moment become corporeal. The Horrors that had been bound to Melekh now chanted them over and over.

With his last breath, Melekh repeated his minion's words and heard the Daemon howl in anger as he realized that he had been tricked. The strength of the Greater Daemon began to flow through Melekh. He had bound the might of his god to his will, and the power of a Greater Daemon was his to command. The Daemon's knowledge filled his mind, and arcane wisdom flooded into his consciousness. Melekh collapsed, his mind overwhelmed by the experience, and Zarechgor watched over his new master, bound to protect him. When Melekh awoke, Zarechgor told him of the prophecy. The Greater Daemon had been impressed by the cunning of Melekh and bestowed an enchanted blade upon him. The Daemon's final gift to Melekh was to cast a spell that opened a portal from the Realm of Chaos back to the material world. The black star-filled doorway sprung open before Melekh, and he prepared to return triumphant.

Melekh called his Daemon horde around him, and from beneath his feet, the disc rose from the mists. The small army flew towards the open portal and out into the material realm. The army appeared in the

Melekh returns from the Realm of Chaos, unknowingly fulfilling the prophecy of fate.

mountains close to the Aesling village. Gaerkkol, who was now the tribe's chieftain, had foreseen Melekh's coming and had prepared an army of warriors to face him. At Gaerkkol's side stood Melekh's son Cyspeth. What Melekh could not have foreseen was that, in the few months that he thought he had been away, twenty years had passed. Cyspeth was now a grown man and had been apprenticed to the shaman. Daemons and men stood facing each other ready to do battle. The horde of Daemons was eager to wage war and shed the blood of mortals, but Melekh knew that Gaerkkol's powers should not be underestimated. He also knew that his son had been blessed by Tzeentch, and with Gaerkkol as his master, he could prove to be a deadly foe.

The skies suddenly darkened, and lightning crashed to the ground as it had on the night of Cyspeth's birth. A great lightning blast struck the earth between the two armies, and a massive explosion sent rocks and soil soaring up to the heavens. From the fiery crater that the blast had created rode a mighty figure on a huge fearsome steed. He towered taller than any mortal, and his mount's eyes glowed red with the fires of hell. It was Archaon, the Lord of the End Times. At his coming, the howling of the Daemons ceased, and an eerie silence fell upon the battlefield. He rode his horse to a high ridge over-looking the open field on which the armies had gathered, then spoke. His voice echoed across the land and all who heard it knew his power.

"And with the coming of the End Times, the old will fall by the hand of the new."

At Archaon's signal, the two armies charged. Daemons spewing forth magic that enveloped the warriors and warped their mortal bodies into horrible mutations. Those who survived hacked apart the fragile Daemons, and in the midst of it all, Melekh met Gaerkkol. At the shaman's side stood Cyspeth, his magical blasts destroying the Screamers that flew overhead. Neither Gaerkkol with his ancient knowledge nor Melekh with his new-found power could best the other. Then, with a powerful thrust, Gaerkkol hit the flying disc; Melekh was momentarily caught off balance and stumbled from his platform. Gaerkkol stood over him ready to deliver the fatal blow. Manic laughter overcame the shaman. He had outwitted the prophecies of the gods and even thought he could destroy Archaon and seize command of the armies of Chaos.

As Gaerkkol raised his sword to bring it down and sever the head of Melekh, a look of surprise and horror spread across his face. Melekh waited for the deathly blow but instead Gaerkkol slumped to the ground. Behind him stood Cyspeth with a bloodied dagger held in his hand. The dark eyes of the mutant child looked at the father as they had when he had been born. By the hand of the new, the old had been slain. Melekh commanded the fighting to cease, and as he did so, Archaon rode down from the ridge. His Daemon Steed reared before the father and son, and both knew they were to follow the Lord of Chaos. Archaon's army was now complete, and with his all-conquering force, the Old World would fall.

THE GREAT SCHEMER
TZEENTCH, CHANGER OF WAYS

The horde of gibbering Daemons closed in on the neatly arrayed Elven formations. In contrast to the ordered ranks of the High Elves, their mithril weapons glistening in the bright sunlight, the Daemons were a gamboling mass of color. Arms and tentacles flayed as the Horrors scampered and leapt towards their enemy. A volley of white-feathered arrows descended into the advancing horde. Repulsed, Feynuir watched with fascination as the wounded Horrors split apart, exploded into balls of flame, shattered into iridescent shards of energy, or sprouted new limbs to replace ones they had lost. Behind them, strange manta-like creatures with fangs, horns, and spurs glided through the skies. The monstrosities turned in a wide arc towards his regiment. Soaring down from above, they dived towards the tightly packed formation. The Elves bravely held their ground as the ear-piercing shriek of the strange beasts grew louder. Long, whip-like tails and vicious barbs ripped bloodily into the Elves, and a number of Feynuir's kindred fell. He watched helpless as the Elf in front of him collapsed, blood spurting from an open gash on his neck. Another Elf fell shrieking and clutching the stump of his arm. Feynuir stepped forward to take his place.

The Horrors were almost upon the Elves, and Feynuir lowered his spear to prepare for the charge. The air before him shimmered and grew thick, and Feynuir could feel the very substance of reality change. More Elves fell, their bodies writhing and mutating in their death throes. Suddenly Feynuir spied a swift movement in the skies above him. Mounted on a huge spiked disc that left a fiery wake as it passed, a mighty warrior descended. The last sensation that Feynuir experienced was the dreaded Champion of Tzeentch thrusting his flaming halberd through the Elf's fine mithril plates, crushing his fragile bones.

Tzeentch is the Changer of the Ways, and change is the essence of Chaos itself as well as of the ever-mutating energy that is known to mortals as magic. Also known as Tchar among the barbarians of the north, Chen in the exotic east, and Shunch in the steaming jungles of the south, his name is always a byword for change. He is the Great Schemer, a subtle manipulator with an all-encompassing knowledge. His plans are inevitably convoluted and vast, spanning across untold aeons, inexplicable and contradictory to all mortal minds. He is the Puppet Master, pulling the strings of fate and controlling the destiny of his followers and enemies alike. Tzeentch does not have a single form and normally manifests himself as a cloud of light that constantly changes color. His symbol is often a representation of the writhing serpent of change, and his Daemons and Champions are frequently gifted with eerie bird-like beaks, claws, and multi-colored feathers. Their skin and armor are in constant flow, changing shape and color and forming grotesque cackling faces that mock their opponents and always repeat their words with new and disturbing nuances.

Tzeentch gifts those who honor him with superior magical powers that they craftily use to bend reality to their will. Among the northern tribes, shamans pray to him, asking for predominance over the warrior-chieftains and fortune in all their magical endeavors. Ultimately, Tzeentch's Champions receive the gift of mutation far beyond others, and when that time comes, they accept this physical manifestation of change with ecstatic abandon. In the Empire and the other kingdoms of Man, worshippers of Tzeentch gather in secret covens by which they use every means to increase their own personal standing and to expand the influence of their patron. The ones who are most vulnerable to the lure of the Great Mutator are wizards, scholars, and other educated individuals who thirst for more knowledge and ultimately for power. These sects are normally led by a Magister, the most powerful sorcerer among the members, and are divided into many different levels of affiliation. They are so secretive and complex that the only one who knows the identity of all the cultists is the Magister himself.

Few of the followers of Tzeentch can reach the end of the long road that leads to the title of Champion, but those few become the most awesome of all Champions of the Dark Gods. They are blessed with both exceptional warrior skills and the mighty magical powers of the Lord of Magic. This deadly combination makes them very dangerous foes – cunning leaders and awesome warriors who command their armies with unerring prescience. How is it possible to defeat an opponent who knows your every move in advance?

PAINTING MASTERCLASS

KEEPER OF SECRETS

We continue our Painting Masterclass series by looking at the Greater Daemons of Slaanesh and Tzeentch, the Keeper of Secrets and the Lord of Change.

ASSEMBLING THE MODEL

After a dry run assembly, the arms and head were pinned to the main body. Any other parts were then glued together, and the gaps were filled with green stuff. The entire model was given an undercoat spray of Chaos Black. Any areas the spray failed to catch were painted with thinned Chaos Black paint.

PAINTING THE MODEL

The skin was given a basecoat of Dwarf Flesh. An equal quantity of Elf Flesh was added to this for the first highlight followed by Elf Flesh on its own. Equal parts of Skull White were then added to the mix before a final highlight of Skull White on its own was applied. Shading was added by using Blue Ink that had been thinned with three parts water to one part ink and by applying it in the deeper recesses of the model, such as between the ribs and around the base of the neck.

The claws and horns were given a basecoat mix of four parts Liche Purple to one part Chaos Black. The first highlight stage was Liche Purple on its own, followed by adding increasing amounts of Skull White to the Liche Purple for each successive highlight stage. These sections were then given a wash with Purple Ink.

FINE DETAIL

The black endoskeleton, talons, and straps were painted with a basecoat of Chaos Black and then highlighted with Codex Grey.

A basecoat of Red Gore was used to paint the loincloth and handle of the sword. This was highlighted by adding one part Skull White to one part of the basecoat and followed by a wash with Black Ink that had been thinned with three parts water to one part ink.

The blade of the sword was painted with Boltgun Metal, with Chainmail as the first highlight stage. Mithril Silver was then applied in straight line highlights down the edges of the sword, and in swirling patterns on the flat of the blade.

FINISHING TOUCHES

The gold areas were painted with a basecoat of Dwarf Bronze. This was highlighted with Shining Gold, and equal parts of Mithril Silver were added to this for edging highlights.

The tongue was painted with a basecoat of Shadow Grey, which was then highlighted by adding a small quantity of Dwarf Flesh.

Tattoos were then painted onto the model with Chaos Black.

The skull on the base was first basecoated with Bronzed Flesh and then given a wash of Brown Ink that had been thinned with three parts water. Once dry, it was highlighted with a mix of Bronzed Flesh and Bleached Bone. To finish, a final highlight of Skull White was applied.

To complete the model, sand was glued to the base with white glue. The sand was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of static grass were applied.

LORD OF CHANGE

ASSEMBLING THE MODEL

Every section of the model was pinned, and green stuff was used to fill any gaps. The green stuff was sculpted to resemble feathers on the appropriate areas. The whole model was then given an undercoat spray with Chaos Black, and any areas of poor coverage were covered with thinned Chaos Black paint.

PAINTING THE MODEL

The skin was painted with a basecoat mix of Imperial Purple to which a small amount of Chaos Black had been added. A small quantity of Dwarf Flesh was then added to this for the next highlight stage. Additional Dwarf Flesh was added to the highlight mix for three to four stages until the mix was equal parts basecoat mix and Dwarf Flesh.

More Dwarf Flesh was then added to highlight the palms, knees, and face.

To paint the wings and feathered sections on the skin, a basecoat mix of Regal Blue to which a small amount of Chaos Black had been added was used. Space Wolf Grey was then added to the mix, and this was drybrushed over the feathers. This process was repeated several times. The tips of the wings were painted with Space Wolf Grey on its own, with a final highlight of Skull White.

The eyes and the mouth were glazed down with a mix of Red Ink to which three parts water had been added along with a minute amount of Purple Ink.

A basecoat of Ice Blue was used to paint the robes. Skull White was then added to this for the highlight stages, and Skull White on its own was used for the final highlight.

FINE DETAIL

Bestial Brown was used as the basecoat to paint the nails, teeth and bones. This was highlighted with Bubonic Brown, then Bleached Bone, and finally Skull White.

The Gold sections of the model were painted with a basecoat of Brazen Brass. Shining Gold was used as the first highlight stage, and Mithril Silver was then added to this for successive highlights. Finally these areas were given a wash with Flesh Wash.

The staff was painted with a basecoat of Dark Angels Green. This was applied roughly onto the Chaos Black undercoat, and some areas were left black. Jade Green was then added to the Dark Angels Green and applied to the green areas of the staff. Once again, this was done in a rough mottled fashion. More Jade Green was added to the mix, and the process was repeated in an irregular manner. The lighter green areas were then highlighted with Jade Green lines to create a marble effect. These lines were then highlighted with a mix of Jade Green and Skull White. To finish, the whole staff was given a wash with Green Ink, and once dry, a Gloss Varnish was applied.

FINISHING TOUCHES

A basecoat of Snakebite Leather was used to paint the tassles. This was highlighted with Bubonic Brown followed by Bleached Bone. Finally, the tassles were given a wash with a thinned mix of Flesh Wash and Yellow Ink.

The gemstones were basecoated in Red Gore, which was then highlighted with Blood Red. The gems were then highlighted further with a mix of Blood Red and Bronzed Flesh and finally finished with Bronzed Flesh.

The yellow colored parts of the necklace were painted with a basecoat of Fiery Orange, which was highlighted with Sunburst Yellow. Skull White was then added to the Sunburst Yellow for each successive highlight stage.

To complete the model, sand was glued to the base with white glue. The sand was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of static grass were applied.

against a good charge from the flying Daemons.

Without the Sorceress, it fell to the missile fire of the Shades and Dark Riders to counter this aerial threat, but in the end, the Screamers' skirmish formation, above average Toughness, and *Daemonic* aura save prevented a single wound being inflicted from the barrage of shots fired.

Things went further downhill at the other end of the deployment zone. The numerous attacks of the City Guard had no effect against the tough and well armored Chaos Warriors with shields, and three of my Dark Elves died from the return blows. Despite losing by only one point of combat resolution, I rolled poorly on the Break test, and the City Guard fled. They were outpaced and destroyed by the pursuing Chaos Warriors. If that wasn't bad enough, the other City Guard unit failed its Panic test and fled a whopping 11"; enough to take them off the battlefield.

The battle was getting very "bitty" now, with lots of little scraps all over the battlefield. This wasn't good for me, because, one-on-one, the Chaos units would likely beat my fragile regiments to a pulp. In particular, the surviving Cold One Knights were looking decidedly isolated. However, the bulk of Anthony's forces were badly positioned to attack my units that were actually in the deployment zone, and it looked like it would come down to how well the remaining Cold One Knights fared against the Chaos Knights.

CHAOS TURN 7

Anthony: Right. Now we are talking! It suddenly looked like I might still be in this fight. If I could kill the Shades and the Dark Riders with the Screamers, then I might just be able to pull out a victory! With this in mind, I charged all the Screamers into the Dark Riders. If I could break them, I could deal with the Shades next turn.

I decided it was time to use the Scepter of Domination to cast the Slaanesh Spell Delectable Torture on Gav's Noble. If cast successfully, the Dark Elf would attack his own unit, which would be amusing. This item can be very useful if used at the right time (when your opponent has already used his dispel dice to counter your spells) – and this really wasn't the right time. Nevertheless, it was worth a shot. Gav promptly dispelled the attempt.

Gauging the distance between my Knights and Gav's Cold Ones, I knew that it was a close call to declare a charge. Well, I would have a go at it anyway and hope to be just in range. I didn't really have an option, because for the scenario, I really had to get rid of those Cold Ones. If I failed the charge, then Gav would be charging in his turn – not a good option really for me, but it would at least pull him out of the Garrison force deployment zone. Measuring the distance carefully, my Chosen were just out – so they cantered forwards, failed their charge, and waited for the resultant counter-charge. Gav laughed an evil chuckle, but I tried to ignore that and think of happy things. Maybe this time Gav would fail a Stupidity test – he hadn't failed one yet (which I pointed out to him just before he rolled the dice at the start of his following turn...)

The Screamers managed to kill just a single Dark Rider while losing one of their own, making them lose the fight. Curses! One of the Daemons popped out of existence. Maybe I'd get them back next turn.

DARK ELF TURN 7

Gav: The Dark Riders had fared better than I had hoped against the Screamers' charge, and the Chaos Knights being just out of charge range was a blessing from Khaine himself. Time was running out for Anthony to finish me off, and the longer the combats lasted, the more things would swing in my favor. Another good round with the Dark Riders would hopefully shore up that side of the battlefield, while a resounding charge by the Cold One Knights would hopefully give me more of an advantage in subsequent combats.

The Cold Ones had been well behaved for the whole battle, passing their Stupidity tests with ease, and so it was only natural that they chose this moment to prove truculent. Yes, I failed their Stupidity test and they ambled towards the Chaos Knights like lambs to the slaughter...

With my Sorceress dead, we skipped the Magic phase, and with the Chaos Knights out of range of the Shades, it quickly came to the Combat phase and the battle between the Screamers and Dark Riders. Being considerably quicker than the Tzeentchian sky-sharks, Duke Morithan struck out with his sword and managed to wound one of the Screamers. Much to my and Anthony's surprise, the Dark Riders and their steeds fared much better, inflicting three more wounds, which Anthony

failed to save, and wiping out the unit. It didn't really matter now how the Cold One Knights fared; there was little chance that the Chaos Knights could do anything to my skirmishers and Fast Cavalry on the other side of the battlefield.

CHAOS TURN 8

Anthony: OK, with the Screamers having nipped back to the Realms of Chaos, this game was all but over. However, with Gav very amusingly failing his Stupidity test at the most opportune moment (for me), I decided I'd at least give these poncey Elves a good kicking (though admittedly they are impressively evil, and yes, I've now degenerated into name-calling).

With no challenges issued from either side, my Exalted Champion set to work with his great weapon. Hmm, no hits at all. Never mind, I've still got my Knights, thought I! Oh, no wounds there either. Faithful steeds? Nope. Dice – why have you forsaken me?

One of my Chosen fell to the blade of the Dark Elf Noble, making me lose the combat. Thankfully, I passed the Break test, ending what was, basically, a horrible turn!

DARK ELF TURN 8

Gav: Well, it was all over, barring the shouting – I had just managed to hold out. The question still remained concerning just how many of my brave defenders would be left to hold the tower when the dust settled. Also, for my own pride, I wanted to give the Chaos army as much of a bloody nose as possible – I wanted a proper KO, not a win on points, so to speak!

To help out, the scent of death hanging heavily over Blood Pass attracted another four Harpies. There was little they could do (they couldn't charge), so I had them flock to the pile of bodies littering the valley around the watchtower. The Dark Riders moved up to fire a hopeful volley of bolts at the few surviving Chaos Warriors. I say hopeful, because there wasn't much likelihood of them inflicting serious injury. The Shooting phase proved even these modest hopes to be overly optimistic when not a single hit wounded the enemy...

Though I had won the scenario, I wasn't holding out much hope for the survival chances of Lord Kelebet and his Cold One Knights. The Dark Elf Noble with his Blade of Ruin was my best chance for winning the combat, and he succeeded in felling the Chaos Knights' Champion. The other Knights tried their best to bring down the remaining Chaos Knights but with no success. One of my Knights tried to attack the Exalted Champion and then failed the Leadership test forced on him by the Crimson Armor of Dargan, rendering him unable to attack this turn.

Fortunately for me, the Chaos Knights fared no better with their return attacks and were unable to kill a single Knight. The Exalted Champion urged his Chaos Steed forward, his great weapon glinting menacingly in the setting sun. A flurry of below par dice rolling by Anthony then followed, resulting in no losses for me! Phew... The mounts of the two units did no better, and the Dark Elves ended the combat winning by a single point. The battle seemed to have petered to a bit of a stalemate, until Anthony rolled his Leadership test for the losing Knights and failed. Seeing that there was no chance of victory left to them, the Exalted Champion and his Knights broke from combat and raced off, only to be run down by the vengeful Dark Elves pursuing them!

Huzzah! Blood Pass had been held!

The screeching of Harpies resounded up and down the valley, as the last of the twisted northmen slunk into the gloom of the coming night. Lord Kelebet saw them begin to flock from their caves high in the mountainous valley walls and blot out what little light remained. The Harpies swooped down to snatch up the bodies of the fallen, of which there were many, and Kelebet could hear the cries of the enemy survivors as the vicious creatures picked on their scattered groups.

Kelebet dismounted, handing the reins of his Cold One to his second-in-command, Morithan. The Duke sat astride his magnificent Dark Steed, his scaled cloak pulled tightly around his thin frame to ward away the bitter north wind that had heralded the Chaos attack, his expression pinched and sullen.

Nothing remained of the Watchtower garrison; to the last Druchii, they had sold their lives defending their unwelcome home and bought enough time for Kelebet and his force to arrive and hold the pass. It was just as well they had, for the Dark Elf's keen senses could detect a change in the wind. He could feel the hint of magic and Chaos that hung in the air. He knew from his forays into the wastes that the shadow of Chaos was spreading further again, and that this was just one of many assaults that would come this way.

"The Witch King is traveling to Ghrond!" Lord Kelebet told Morithan. "Send your best rider to him to tell of what has passed here today. We will also need another Sorceress to revitalize the flames of the beacon."

"I shall go myself," Morithan replied quickly, looking as though he would leave then and there.

"No!" Kelebet snapped, startling his lieutenant, who could not hide his disappointment at losing his chance of leaving this forsaken region. "You must remain here to command the Watchtower. I shall go north and see what the barbarian tribes are up to. If I do not return by the end of the moon cycle, report my heroic death to great Malekith."

Turning away, Kelebet looked along the pass and then stopped in his tracks. He had never understood how Blood Pass had got its name, but now he did. As the setting sun bathed the valley in a ruddy glow, the Harpies feasted on the dead of both Elf and foe. The blood of their banquet ran down the hundreds of natural gullies and culverts that riddled the cliff walls and coated the harsh stone in a glistening crimson sheen.

PRAISE TO KHAINE

Gav: Although at the end, it looked like a comfortable victory for the Dark Elves, it was by no means certain until the final couple of turns. Overall, I think it was my deployment of the Garrison force that won the game. Anthony committed everything he had to breaking through and destroying them, which left me half of the deployment zone to occupy freely once my reinforcements arrived.

The fact that the City Guard held out so well multiplied Ant's problems and bogged down the Chaos forces in one part of the battlefield. I think he would have been better leaving his mounted Marauders as a reserve to be deployed when and where needed, rather than committing them to the attack from the outset. Similarly, the mix up between the Chaos Knights and Warhounds effectively took out one of his other mobile units, giving my fast-moving Relief force free rein. The intervention of the Screamers (some were bound to turn up during the battle) could have made things more difficult for me.

It was fortunate, then, that I had made a bit of a blunder that turned out to my benefit. Rather than rushing my Dark Riders into the open space beside the Shades, I would have been better off using them to provide support to the Cold One Knights. As I said in my intro, Dark Elf units work best when used in coordination, and I sort of fumbled the ball on this one. With an 18" charge and Duke Morithan for some hitting power, a flank attack from the Dark Riders could have proved decisive against the Chaos Knights. As it was, my own Knights ended up isolated from each other and the rest of the army, and it was a bit of bad luck on Anthony's part (some might say balanced out by the failure of the Stupidity test during that important charge) that he did not kill all of my Cold One riders. As it was, when the three Screamers did turn up, the Dark Riders proved to be more of an obstacle than the Shades on their own would have been. It must have been some kind of unconscious prescience granted by Khaine, I guess.

I would like to claim some great tactical finesse in the latter stages of the battle. However, my tactics were more a matter of just trying to stay out of trouble and not presenting Anthony with a golden opportunity for victory.

The scenario itself was immensely enjoyable. Choosing two small forces with two very different objectives in mind was challenging. The absence of that one Lord choice you get at 2,000 points can make such a difference to the way you plan your army and tactics, not least because of the lower Leadership across the whole force. Even when my City Guard units were holding out so well, there was never a time when I thought I had the battle completely won, as the panicking unit that fled off the table was to show.

So you think Elves are poncey, do you, Ant?

GRRRRRRRRRRRRRRRrrrrrrr!

Anthony: That's all I have to say about that!

I always hate to hear the loser whining about how the dice deserted him, and to be honest, it wasn't just the fault of the dice... I did make a few really irritating mistakes that I really shouldn't have done, though a couple of times I managed to get away with them.

I would have been much happier had Gav split his initial defense force and had part of it on each side of the tower – that way I would have put some units happily to each side of the tower and had at least something there to defend against the Dark Elves. But no, Gav had to be cunning (and rightly so), which immediately put me on the back foot – after some scratching of my head, I decided to put my entire force opposite his. If I could smash it quickly enough, I would have time for my Knights to wrap around the tower and thwart the Dark Elf relief force as it rode up in support, I thought. Surely, my elite Warriors and Chosen Knights wouldn't have much trouble with dealing with those City Guard units - could they?

Well, all credit to Gav and his pointy-eared mongrels. They put up a more stalwart defense than I had possibly imagined. They proved to be as good at hitting and hurting things as my Chaos Warriors and were aided by a particularly handy Irresistible Force. As for my own Heroes – they were hitting with great weapons that had all the power of a handful of wet tissues. Well, to be fair, they did have their moments of brilliance, but they also let me down a few times when I really could have done with them doing well. Such is the fickle nature of Chaos, I suppose!

In retrospect, I probably should have deployed at least the mounted Marauders around the other side of the Tower, even if just to threaten anything trying to sneak in there. I really thought that I'd smash through the Dark Elves much quicker than I actually did, and that really made a mess of my plans (particularly as that was the essence of my plan – to take them out quickly). Grumble grumble grumble grumble!

Next time, Gav.

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All you need do to is pick up a Dragon at your local Games Workshop store and enter the competition. Bring your painted model to the store for judging on Saturday, October 12 at 2 p.m. The best miniature in each category will win a fabulous prize! The categories are:

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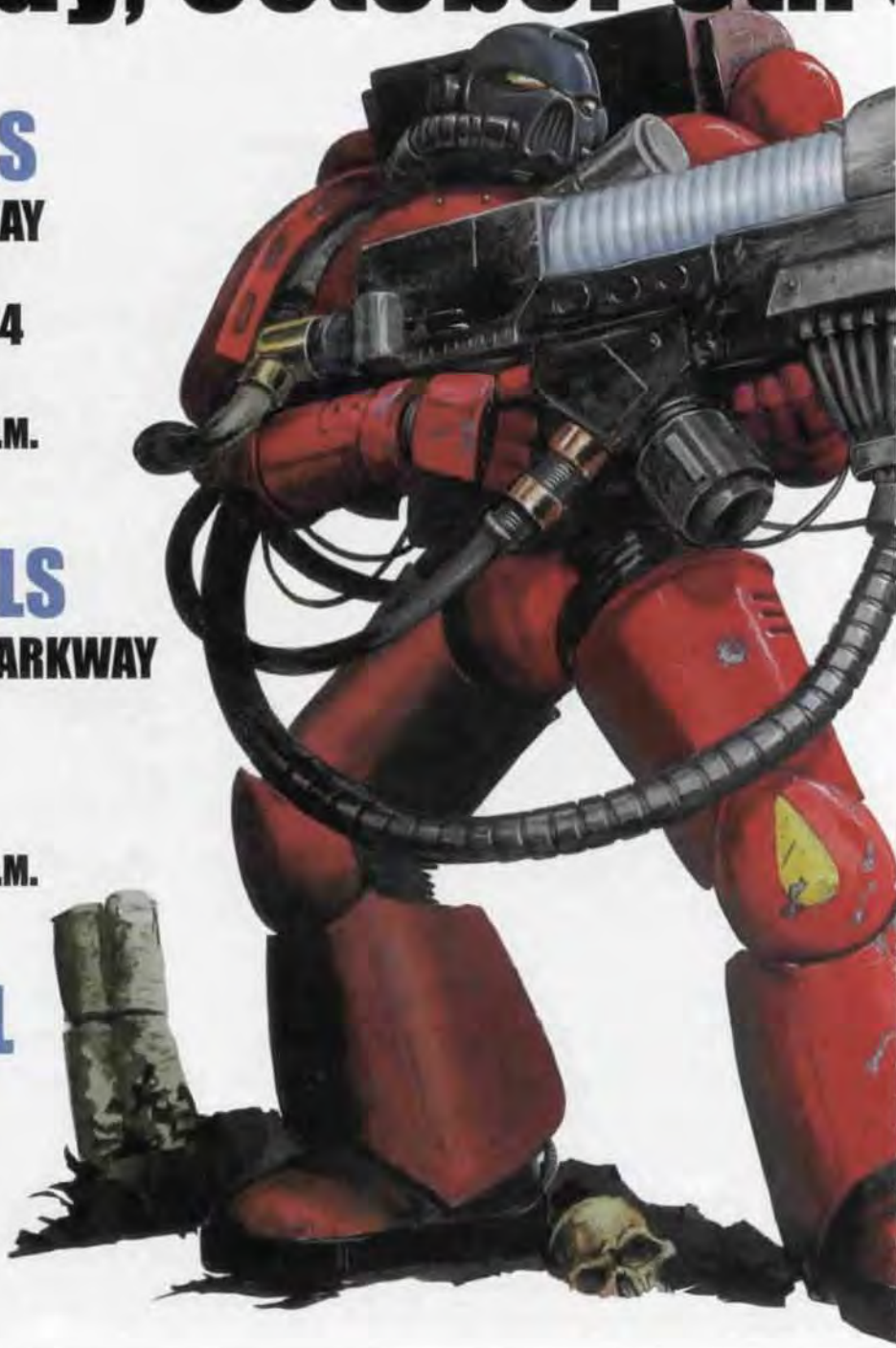
GRAND O

Saturday, October 5th



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ROGUE TRADER NEWS

Hello Gamers!
Now that Battlefleet Gothic has re-launched, and I'm sure you all have new fleets painted up and ready to go, you should be looking to play in some tournaments. What? There aren't any? Well, host one yourself. As long as you can wrangle up 12 players, (along with the tables, terrain, and space to play), you've got yourself a tournament. Just log onto the web and register with us. You don't have to manage a store to do it. If you want to host one in your basement, you can (you may need a bigger basement though). Then, if you register your tournament in time, you get to see your name in *White Dwarf*. "Jimmy's Basement Brawl" sounds nice, doesn't it? So, stop reading this article (just for the moment), call your friends or your local store, and tell them, "We need to have a Rogue Trader Tournament!"

Games Workshop Clubs
Looking for new opponents to play? Want to organize all of the Games Workshop fanatics in your area? Want your club to become world-famous on the Games Workshop Web Site? Then you should get involved with Games Workshop Gaming Clubs!

Games Workshop Clubs Qualifications
Qualifying to register on the Games Workshop Clubs Web Site is easy, and many gaming groups probably qualify already. There are just four simple rules. A Games Workshop Club:

- Must consist of at least three members. In this case, three is company.
- Must play at least one Games Workshop game. From Talisman to Chaos Marauders to Warhammer 40,000 - any game will do.
- Must meet regularly and at least once per month.
- Must select one Club Champion to be the liaison with Games Workshop when registering for the Club listings and search engine.

If your club meets these conditions and you've elected your Club Champion, have him visit our web site to register on our Club search engine.

http://www.games-workshop.com/Community/Clubs/us/clubs.us

Don't Throw away That Old Miniature!
That's right. We still love your old miniatures. Do not abandon them to the whims of the Warp. You can use **ANY** Citadel Miniature in Rogue Trader Tournaments no matter how old it is! Do you have a whole Space Marine army in Mark VI armor with the "beaky" helmets that you think you can't use? Think again! As long as you use an army list from the current rules and you follow the WYSIWYG (what you see is what you get) concept, you can take that pre-Heresy army and show them whipper-snappers who's boss!

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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. You can even register to host a tournament or even check on your player ID and see how you compare with other gamers.

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GAMES DAY BALTIMORE

Each year, games day gets bigger and bigger, yet the coverage in the magazine gets squeezed into the same number of pages. Games Day 2002 in Baltimore marked the 10th time that Charm City has felt the impact of gamers. The only way to make sure you see all there is to see at Games Day is to make it there yourself! If you're not fortunate enough to have the time or the wherewithal to make it in person, then these pages (and the coverage on www.games-workshop.com) are your next best alternative. Look on, and soak in the memories of Games Day.

The crowd gets bigger and meaner each and every year, as Games Day takes over a larger portion of the Baltimore Convention Center. This year, we took over the largest hall we've ever had, and we needed it, with over 3,500 people taking part in the weekend of madness that makes Games Day the spectacle that it is.

From the waiting horde in the lobby before the hall opened to the crowds of people around each and every gaming table, not a square inch was left uncovered.

Games Workshop Guests were busy all weekend long, answering questions, conducting seminars, showing off previews of upcoming releases, selling their wares in the Games Day Store, and even giving visitors their first up-close look at the Warhammer Online PC game. (Somehow they even managed to judge the Golden Demon Competition.)

Here's a big shocker - everywhere you turned, there was gaming afoot! Registered or otherwise, it was all about gaming.

In the Games Day store, customers could grab items that aren't normally available throughout the United States, such as the complete line of Bulldog Buckle and Forge World products.

The third season of Rogue Trader Tournaments kicked off at Baltimore Games Day. When the dust settled, the winners stood as follows (pictured, L-R).

Nathan Bishop Best Army	Rick Jarvis Co-Overall/ Best Sports.	Bill Morales Best Appearance	Darryl Dean Co-Overall Winner
Alexander White Best Army	John Meis Best Appearance	Matthew York Overall Winner	Mark Gregory Best Sportsman

Penni Keifer
Third Place

Robby Laney
First Place

Jay Guzman
Second Place

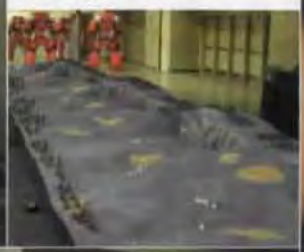
For the first time at Games Day, Sabertooth Games held a Warhammer 40,000 CCG Tournament. In addition to the tournament, a whole batch of new players had their first taste of the card game. (In fact, everyone who attended Games Day received a free starter deck!) The winners are shown here.

"The Sleeper Awakens" was this year's Warhammer 40,000 Multi-Player Mega-Event. The Necrons have been awakened, and the Ultramarines have been dispatched to quell the threat. The game took place over a seemingly endless stretch of tables and allowed hundreds of gamers to get in on the action before it was over.

GW Scenery gurus Chad Mierzwa, Jake Landis, and Jason Buyaki were on hand to dispense some tips on terrain building to any brave enough to approach them.

Another year of Speed Painting went off with only two or three sore throats by the end of the weekend. The non-stop painting mill churned out one hastily-painted creation after another as the heckling was relentless, save for the brief rest periods in between sessions.

The forces of Good faced off against the forces of Evil at the foot of a giant, smoking Mount Doom all weekend long in *The Last Alliance* multi-player event. The battle tilted back and forth, but in the end, the forces of the Dark Lord Sauron were narrowly defeated!



Game clubs from around North America were invited to set up gaming tables and share their enthusiasm with everyone who attended Games Day. Some of the highlights included one of the densest Mordheim tables you're likely to see and a GIANT 4-way Warmaster table packed with troops.

The Golden Demon Painting Competition in Baltimore featured some really fantastic entries, and while they may not have been as plentiful as in years past, there was certainly no lack of quality among the field. For a closer look at this year's winning entries (including Slayer Sword winner Victor Hardy's entry), have a look at the next 12 pages.

Once again we'd like to thank the over 3,500 people who made this the biggest Games Day in Baltimore, and we hope to see all of you (and more) next year when we do it all over again!

·GOLDEN DEMON·™ 2002

The first of two Golden Demon painting competitions in the US was as fierce as ever! In the end, there was only room for three winners in each category, and of course, only one Slayer Sword! Here, for your perusal, are the winners of the 2002 Baltimore Games Day Golden Demon!

WARHAMMER 40,000 SINGLE MINIATURE

Victor's painting and freehand artwork are what caught the judges' eyes and made him the 2002 Slayer Sword Winner!

1ST **VICTOR HARDY**
Chaos Terminator Lord

SLAYER SWORD WINNER!

Victor Hardy's Chaos Terminator Lord was the best entry the judges saw this year in Baltimore and made him the first person in North America to win two Slayer Swords! Congratulations Victor!

WARHAMMER 40,000 SINGLE MINIATURE

2ND ANNE FOERSTER
Alpha Legion Chaos Lord

3RD JAKUB TRACZ
Anghor Prok, Kroot Master Shaper

WARHAMMER SINGLE MINIATURE

1ST BOBBY WONG
Prince Tyrion

2ND BRYAN SHAW
Bretonnian Lord

3RD DANIEL O'TOOLE
Wilhelm, the Witch Hunter

WARHAMMER 40,000 SQUAD

1ST BRETT DEWALD
Void Reaper Tactical Squad

2ND JEFF WILHELM
Bad Moon Ork
Warboss With Retinue

3RD MIKE SMITH
Feral Ork Cold One Riders

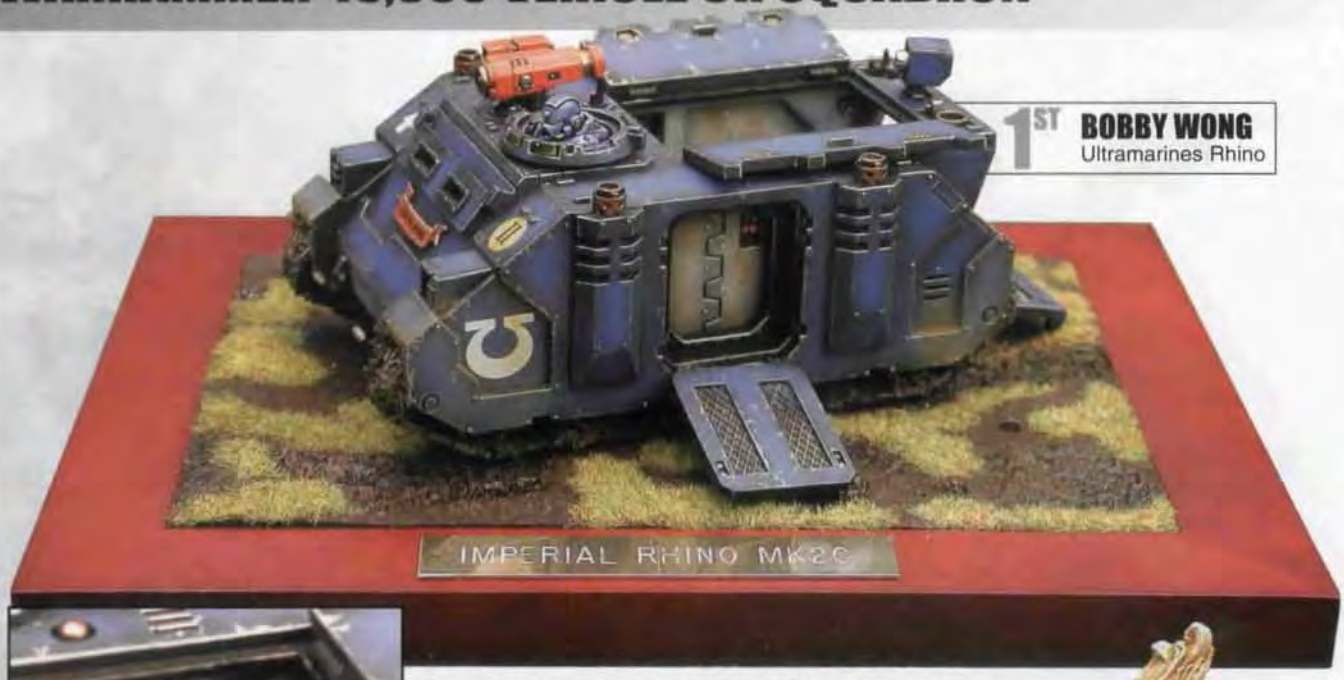
WARHAMMER REGIMENT

1ST JAKUB TRACZ
Stone Trolls

2ND JAMES S. MACKAY
Mordheim
Orc Warband

3RD JEFF CROSBY
Grail Knights Charging out of the Gate

WARHAMMER 40,000 VEHICLE OR SQUADRON



1ST BOBBY WONG
Ultramarines Rhino

Bobby is no stranger to the Golden Demon Competition! This year, he took home two First Place trophies after winning last year's Slayer Sword!

2ND BRETT DEWALD
Void Reapers Dreadnought

3RD BRYAN SHAW
Nuadhu "Fireheart"

WARHAMMER LARGE MONSTER OR WAR MACHINE

1ST JAKUB TRACZ
Ugruk - Orc Lord on Chariot

3RD JUAN CARLOS SOTO
Orc Champion on Wyvern

2ND JAMES S. MACKAY
Zacharius the Everliving on Zombie Dragon

WARHAMMER 40,000 LARGE MONSTER

1ST JASON RICHARDS
Great Unclean One

2ND JAKUB TRACZ
Ghazghkull Thraka

3RD JUSTIN KNUTESON
Bloodthirster

BEST BATTLE SCENE

1ST BRYAN SHAW
Family Honor

For a closer look at Bryan Shaw's amazing "Family Honor" battle scene, visit our web site at www.games-workshop.com.

2ND BRETT DEWALD
Trial of a Young Dragon Prince

3RD RANDY STEWART
Last Act of Defiance

LARGE SCALE MODELS

2ND JAKUB TRACZ
White Wolf -
The Witch Hunt

1ST JASON MOSES
Space Ork Bust

3RD DAN EDDINGTON
Orc Forge World Bust

If you haven't noticed, Jakub Tracz's name appears many, many times throughout these pages. He won the most Golden Demon trophies ever in 1 year in North America! His Inquisitor-scale Space Wolf above shows his fabulous attention to detail! He's been a painting machine this year, and we're sure to see more great things from him in the future. Good job Jakub!

THE LORD OF THE RINGS: SINGLE MODEL

1ST DANIEL O'TOOLE
High Elf Spearman

2ND JASON PHILLIPS
Elrond

3RD ADAM CATT
Bilbo Baggins

THE LORD OF THE RINGS: COMPLETE FELLOWSHIP

1ST JAKUB TRACZ

2ND JASON PHILLIPS

3RD DAVID COX

BEST DUEL

1ST THOMAS SCHADLE
Marshal Augustine and the Wraith

2ND JAKUB TRACZ
Gotrek vs. Boneripper

3RD DAVID HUSSER
Orc vs. Wood Elf

YOUNGBLOODS

1ST TOM KELLY, JR.
Grimgor Ironhide

2ND JAKE AUGUNAS
Avatar

3RD ZAKE OLSON
Logan Grimnar

OPEN COMPETITION

1ST JEFF WILSON
Orc Warboss on Wyvern

3RD BRYAN SHAW
Wolf Lord

2ND JASON MOSES
Dark Emissary

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WARHAMMER 40,000

HULL BREACH!

The following article is an excerpt from the *Battlefleet Gothic: Invasion* booklet produced by the GW US Promotions Team. It contains loads of fantastic new content to add more depth and excitement to both your Warhammer 40,000 and Battlefleet Gothic games.

The many boarding actions that are fought during a fleet engagement provide evocative and exciting opportunities to incorporate Battlefleet Gothic and Warhammer 40,000. Imagine ferocious combats played out in the sweaty, claustrophobic corridors and vital chambers of millennia-old ships. Boarding parties cut through bulkheads with las-cutters and chainfists, only to be met by fierce, determined resistance and close-quarters fighting.

With the wide variety of races that populate the 40K universe (and their associated armies and fleets), boarding action motives, objectives, and methods can be many and varied. Very quickly, we realized this and thought we'd be better off presenting you with a few suggestions and recommended guidelines, rather than a series of hard-and-fast rules. So here goes...

The key thing when creating your own boarding action scenario is to use your forces and battlefield to create a fun, fast-paced environment in which to do battle. Remember that scenarios are easy to generate, and they do not always have to be balanced (what do you mean I only get 10 Grots against 8 Terminators?). However, you do need to address three main points when designing a boarding action scenario: Objective, Battlezone, and Forces.

Objective

Your boarding action will generally be more exciting if it is scenario-driven. Try to provide some motivation for the Attackers and Defenders. What do they want to destroy? Who do they want to rescue? Will they be returning, or is this a suicide mission? The more thought you put into the mission objective, the more enjoyment you will get out of the game. If you regularly play with the same group of gamers, you will no doubt already have an axe to grind and a dozen unique motives for boarding actions. Here are a few examples.

- Disable Weapons/Shields/Engines - This type of scenario is probably the most typical type of boarding action. The Attackers must enter the ship and destroy some crucial objective: a weapons battery, a shield generator, an engine room, or the like. The Attackers win a major victory if they destroy the objective and escape off the board and a minor victory if they destroy the objective but fail to escape. The Defenders win a minor victory if they successfully defend the objective and a major victory if they successfully defend the object and wipe out all the Attackers.
- Set Fires - The Attackers deploy near the main ventilation system for the entire ship. They must fight their way forward to the main vents to set incendiary devices that will spread fires through several decks. The Attackers win a major victory if they can set incendiaries and escape off the board and a minor victory if they set the incendiaries but fail to escape. The Defenders win a minor victory if the Attackers fail to set incendiaries and a major victory if the Attackers fail to set incendiaries and are wiped out.

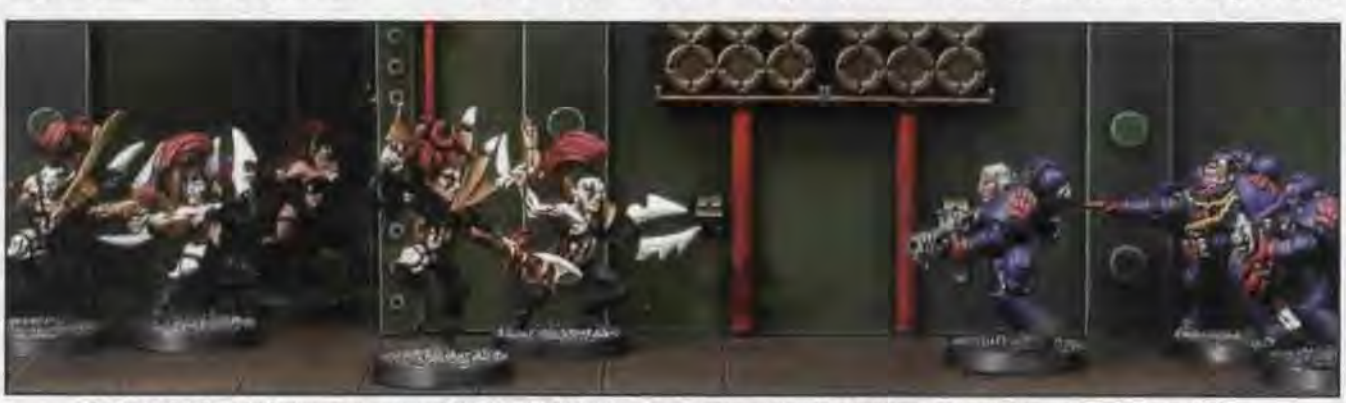
As you can see, we've linked the Victory Conditions to each objective, which helps to make the scenario more story-driven. You needn't worry about calculating Victory Points necessarily; winners and losers can be determined simply by whether or not objectives were achieved. Alternatively, objectives can provide Victory Point bonuses/penalties to complement normal Victory Point rules.

Battlezone

Generally, two things will determine the size and layout of the Battlezone: the objective you're fighting for and the scale of the conflict. For example, rescuing an officer from the brig of an enemy escort ship can be fought through five or six rooms over a 4' x 4' board, while an attempt to destroy the plasma reactor on a battleship may take place in the engine room that covers a 4' x 8' gaming area. Remember that Battlefleet Gothic ships are huge (Battleships can be up to 8 kilometers long) - so there's really no limit to the size of your gaming table. Just remember that ship interiors are crowded with ducts, conduits, bulkheads, and ancient technology. As such, you'll need a lot of terrain to cover your board.

In the photos scattered throughout the *Battlefleet Gothic: Invasion* booklet and this article, you can see a few of the individual rooms we've built: bridges, throne rooms, shield generator relays, torture chambers, and repair bays. The list of opportunities is endless. For some great inspiration, browse through the fantastic artwork in the Battlefleet Gothic rulebook. Building five or six of these rooms can give you a variety of exciting gaming possibilities as you change the layout to suit new missions.

Another method is to use a flat gaming board covered in a cool flooring texture (sheets of plasticard or something similar from Home Depot) and a set of adjustable walls. You can move these walls around to create new rooms and corridors. Combine this flexibility with loose objective markers, and you've just



Crimson Fist Space Marines converge to defend their Battle Barge against the onslaught of ruthless and lightning-quick Dark Eldar Wyches.

Imperial Guard Stormtroopers blast their way through the door and come across the horrors of a Chaos Despoiler's torture room.

made the ultimate boarding action gaming table. Of course, if all this goes a bit further than you'd like, why not fight your boarding actions over close urban terrain on a small board? The important thing is to recreate the close confines of shipboard fighting.

Here are a few rules of thumb for setting up terrain for boarding actions:

- There should be no direct path between the Attackers' deployment zone and the objective.
- There should be more than one path (however, these paths may/should be circuitous) from the Attackers' deployment zone to the objective.
- When in doubt, more terrain is preferable to less.
- Try to set up distinct rooms or chambers. Most spaceships are divided into modular units that can be sealed off in the event of fire, loss of atmosphere, or other emergencies. These rooms can provide interesting theaters of engagement for your boarding action.

Forces

The forces you use in boarding actions can vary dramatically in size and ability. For a more "standard" boarding action, use the normal troops from your 40K army. We have found that Elite options make the most sense for the Attackers. Boarding parties consist of hard troops specifically selected and equipped for close-quarters fighting. Terminators, Khorne Berzerkers, Imperial Guard Storm Troopers, Striking Scorpions, and 'Ard Boyz all fit the bill. Defending troops, however, are organized hastily to counter the enemy attack. Thus, basic Troops choices make the most sense. Curiously enough, this pattern fits in well with the Force Organization charts for Breakthrough Missions - the Attacker must take one Elites choice and one Troops choice, while the Defender has two compulsory Troops choices. Most 40K armies contain these elements already and thus can be used immediately in a Boarding Action scenario.

You can also try less standard troop types for boarding actions, exotic troops that make up the crew that you wouldn't find in most 40K ground-based armies. Imperial Navy Ratings, Servitors, and Engineers are generally the first into the breach in defense or attack. Chaos ships would be manned by hordes of crazed cultists. Flayed Ones would mysteriously appear on enemy ships threatening a Necron fleet. Don't be afraid to create some house rules for any exciting new boarding party.

As for the size of the battle, you can use however many models you'd like. We've found boarding actions on escorts and cruisers work well at 150-500 points, whereas larger missions against battleships may require up to 750 points. While these games may be smaller than you are used to, they certainly make for quick, tense skirmishes that are really enjoyable.

A few general rules of thumb for selecting your forces:

- No vehicles (e.g., Tanks, Bikes, Land Speeders, Trukks, Falcons, Dreadnoughts, etc.) may be selected.
- When in doubt, use the Force Organization charts for Breakthrough Missions to organize your forces for boarding actions.

Special Rules

Special rules can be used to embellish your scenarios. Have fun but try not to go overboard. Where appropriate, you can use some of the Special Scenario Rules from the Warhammer 40,000 rulebook. Some simple suggestions include:

- Close Confines - Use most (or all) of the Cityfight rules. Models always count as being inside buildings. This will affect how coherency works!
- "Don't shoot! He's near the wall!" - No weapons of Strength 7 or higher can be fired in rooms near the hull (especially lascannons and multi-meltas).
- Environmental Hazards - As the battle rages on, life support and similar systems can go off line. Experiment with rules for gas leaks, zero gravity environments, vacuums, and the like, e.g., Leaking Gas - Steam vents and leaking exhaust fumes make it difficult to see opponents. Models gain +1 to their cover saves (models in the open gain a 6+ cover save).
- Well Briefed - Models do not have to remain in squad coherency, or squad coherency is looser (i.e., models must remain within 4-6" rather than 2").
- Deep Strike - The Attacker begins with all but one of his squads on the board. On the third turn, he may deploy his final squad per the Deep Strike rules.
- Hidden Set up - The Defenders have detected where the Attackers will cut through the hull. The Defenders may use the Hidden Set up rules.
- Night Fighting - Battle damage has knocked out the lights in some areas of the ship. Use the Night Fighting rules.

Eldar Warriors make it through to the repair chamber on a Necron Tombship, only to find reinforcements waiting within.

40K Boarding Actions & Battlefleet Gothic

All of this talk about creating scenarios and fighting boarding actions is all well and good, but how can these 40K games tie into your Battlefleet Gothic games? Easily! The simplest way is to choose one key boarding action that you fight during a Battlefleet Gothic game and fight out the small 40K game to determine the winner. Once the 40K boarding action is resolved, continue on with the Battlefleet Gothic game. Play out the 40K boarding action only once per battle, as too many might interrupt the flow of your game. Below are some suggestions of how to apply the results of the 40K scenario to the Battlefleet Gothic game.

- Basic - Add up the Boarding Modifiers as you usually would (see Battlefleet Gothic rulebook p. 34) adding an additional +3 bonus to the total of the winner of the 40K scenario.
- Basic with a Twist - If you are using standard Victory Points for the 40K scenario, you may determine the results of the boarding action as follows. Subtract the loser's Victory Points from the winner's Victory Points and divide by 75 (rounding off normally). The result is the number of points by which the losing ship lost (see the Results Table on p. 34 of the Battlefleet Gothic rulebook).
- Objective Disabled - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, the objective is disabled per the Critical Hits Table on p. 24 of the Battlefleet Gothic rulebook (e.g., if you were playing a Destroy the Prow Armament scenario, you would apply result 4, "Prow Armament Damaged," from the Critical Hits Table). If the Defenders win, they are able to inflict more damage to the Attacking vessel, which suffers an additional hit from the boarding action.
- Fire Set - Add up the Boarding Modifiers as you usually would and apply the results as normal. In addition, if the Attackers win, a fire is set per result 7 on the Critical Hits Table (p. 24 of the Battlefleet Gothic rulebook). If the Defenders win, they are able to inflict more damage to the Attacking vessel, which suffers an additional hit from the boarding action.

Black Templar Terminators are swamped by a greenskin horde after teleporting onto an Ork Kroozer.

A second method is to play the games as paired scenarios. In paired scenarios, you might fight the 40K game before, during, or after the game of BFG. A few such scenarios can be found in *Battlefleet Gothic: Invasion*, and a few more will appear on our web site over the coming months.

Although we've just presented you with a series of guidelines and suggestions, Andy Chambers has already started working on a more structured set of rules. One of the most important things Andy suggested when we first talked about boarding actions was that, if you're playing a game of Battlefleet Gothic, there is no need to play all of your boarding actions as 40K games, just the most important one.

We've had a lot of fun modeling and painting our shipboard rooms and fighting in them. We hope you will too. So drag out the las-cutters and combat shotguns; it's time to board!

For more scenarios and modeling projects, see our web site at www.games-workshop.com/rdr/bfg.htm.

INQUISITOR SHOWCASE

ROY MORRIS'S INQUISITOR MODELS

When we first saw the photos of this model, our first impressions were of a really nice Warhammer 40,000 Space Marine Bike conversion, until we realized that Artemis was sitting on top!

Roy Morris is known as a bit of a conversion nut in his local store (GW Metro, UK). When Artemis was released, the staff challenged him to build a bike for the huge Space Marine Captain, and this project was born.

Inquisitor models are twice the size of those in Warhammer 40,000, so Roy set to work scaling up the bike. Some of the parts came from existing kits, for example, the boltguns are heavy bolters from the Land Speeder kit, and the engine and headlights are from a model car kit. The rest of the bike, however, has been made from plasticard and green stuff.

Bedrolls, icons, and devotional books have all been added to make it look like the Space Marine lives on the bike and is at home in the saddle. We can't wait to see what Roy creates next.

Along with his Ravenwing Space Marine Bike, Roy also brought in his recently finished Inquisitor-scale Dark Eldar Wych.

Roy filed down an Inquisitor Devout Sister model to create an armature onto which he was then able to sculpt the detail with green stuff. The hands are from a normal Warhammer 40,000 Wych.

Other donor parts are the spikes on the back, which come from the Wych falchion sword blades, and the hair, which Roy has extended by blending in green stuff extensions!

BATTLEFLEET GOTHIC SHOWCASE CHAOS

Chad Mierzwa

I guess I have a one-track mind; I just can't get away from the undead. My goal in creating my Chaos fleet was to broaden the scope of my Warhammer 40,000 army, which essentially revolves around a Chaos Sorcerer Lord, his Acolytes, and the re-animated Chaos Space Marines he uses to exact his revenge upon the Imperium. Although I like the look of the Chaos fleet, I like the Imperial ships even more, and the thought of my Sorcerer Lord turning the Emperor's own ships against him seems all the more sinister. Basically, as ships become lost in the warp, my Sorcerer Lord and his daemonic horde fall upon them, enslave the souls of the crews, and bind them to their posts for eternity - a ghost fleet!

▲ *Chad's Traitor Retribution Class Battleship*

The idea behind the fleet's organization was simple - have the most firepower at the longest range and pack a few nasty surprises. For my flagship, I chose the Retribution Class Battleship. In addition, I chose a Mars Class Battlecruiser and refitted the launch bays to accommodate mines rather than the typical ordnance. The bulk of the fleet consists of a Dominator and a Gothic Class Cruiser, both escorted by two Dauntless Class Light Cruisers. A small group of four Sword Class Frigates would be accompanied by two groups of three Cobra Class Destroyers. Last, but certainly not least, was the choice to include four Fireships capable of delivering the final blow to any ships that make it past my line of defense.

▲ *A Traitor Dauntless Class Light Cruiser*

With the exception of my flagship, the conversion and painting of my fleet was fairly simple yet effective. The Imperator Titan sprue (from the Epic 40,000 Archive range) has proved invaluable to me in my conversion madness. Its uses are endless! The Emperor Titan head fit perfectly, so it replaced the prow of the larger ships. Smaller Chaos Titan heads proved equally effective for my escorts. Small towers and the rams from the prows were added to the command decks. I wanted a dark, ominous paint scheme, so I used Shadow Grey lightly highlighted with Ghostly Grey. The prow heads were painted Red Gore with a Blood Red midtone and highlighted with Fiery Orange.

Finally, as a centerpiece for my fleet, I constructed a space station with pieces from the Imperator Titan sprue mounted on a volcanic planet (perhaps Prospero?). Tzeentch is pleased.

▲ *Chad's Space Station*

Ty Finocchiaro

When I started thinking about Battlefleet Gothic again, Chaos continually clouded my mind. Though my Imperial fleet had vanquished many filthy traitor vessels in the name of the Emperor, something continually whispered in my ear. Maybe it was the cold I'd just recovered from or the moldy loaf of bread I found in the fridge, but it seemed that Nurgle was calling to me. I didn't even bother to resist. So, after being labeled *excommunicatus*, I set out to build a fleet Father Nurgle would be proud of.

After checking out the fleet list I decided upon a 1,500-point force that would be capable of striking hard and fast and still be able to adapt to the opposition, just like a nasty virus does. So three Slaughter Class Cruisers were in order with a Devastation Class Cruiser in a support role. The flagship of the fleet for the repugnant Warmaster Festerpuss Spewtari simply had to be a Repulsive Class Grand Cruiser. I think the model is awesome, plus it's dead hard ta boot! Toss in a heapin' helpin' of Iconoclasts, as well as a pair of Infidels and I was ready to cause some pain.

Ship assembly was pretty standard with the exception of my Slaughter Class Cruisers. To these vessels, I added a pair of extra fin bits from the Repulsive Cruiser model. It made them all look like bloated flies or bugs, which I was sure would please Nurgle to no end.

When I set about modeling the fleet I attempted to achieve a really gritty and rusted feel for most of the ships. This was done quite simply by spreading superglue around random areas and dipping the whole ship into a bowl of fine sand. When it comes time to paint the ship, the sand picks up color and looks great with little to no effort. Once the texture basics were out of the way I went about applying my fledgling sculpting skills to various cruisers and escorts with two-part epoxy putty. Utilizing repetitive patterns and strange, squibbly shapes, along with a few plastic Skaven tails for use as tentacles, I managed to defile the vessels pretty nicely to reflect Nurgle's unholy touch upon the machines.

Painting the fleet was surprisingly not a big production. Using a Tank Brush, I progressively drybrushed the ships with a series of browns. The diseased areas of the ships were carefully drybrushed with greens and purples. In all, it honestly took about 4 hours to paint - from Chaos Black undercoat spray to the last tentacle. Now, all that's left to do is raid some Imperial worlds and spread the blighted embrace of Nurgle!

▲ *An Infidel and two Iconoclasts, gruesome parts of Ty's escort fleet.*

◀ *A disturbing, writhing Slaughter Class Cruiser*

▲ *Ty's bloated Repulsive Class Heavy Cruiser*

The massed presence of Ty's Nurgle Fleet: Spewtari's Plague

BATTLEFLEET GOTHIC™

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Models not shown at actual size

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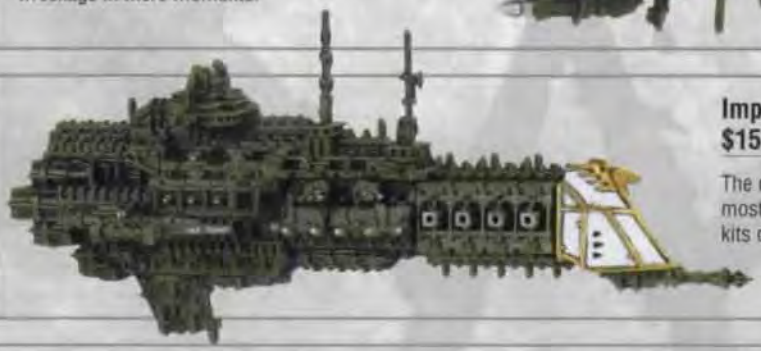

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These heavier escorts are armed only with upgraded lightning arcs. Hunting in packs, they are more than capable of taking down larger foes.

Models not shown at actual size

Index Malleus

A series focusing on the threat to the safety of Mankind

INFERNAL THREAT

An investigation into the foul Daemons of the Warp

by Phil Kelly & Graham McNeill

Daemon – the mere utterance of the word is enough to instill fear into the stoutest heart, and rightly so. For humanity's great nemesis, Chaos, has no purer form, and the countless millions of hideous blasphemies that populate the Warp desire nothing less than the utter destruction of the Imperium.

Physical Characteristics

The very fabric of Chaos is inconsistent and unpredictable, so it is impossible to list the myriad forms of Daemons. Nevertheless, despite the inconsistent nature of the Warp, it is thought that the major Chaos deities value certain physical aspects relevant to their peculiar ethos. As such, it is possible for a learned Chaotician to distinguish a Daemon's patron deity from whatever perverse form it chooses to manifest in the material realm. It is widely believed that the features shared by the entities of a particular Chaos power give clues as to the preferred forms of the deity in question.

The Daemons of Khorne, the Blood God, are commonly the color of dried gore, massively built, and brutish in appearance. Even the smallest of these Bloodletters stand head and shoulders taller than a Space Marine, and their heavily muscled physique is honed with the sole intention of massacring every living thing that they encounter. Very few actual reports of these Daemons are to be found, for the blood kin exist purely to kill. As such, the vast majority of knowledge concerning these Daemons is forensic. The following is a transcription of Inquisitor Leshra's findings after the Eyrian Arena massacres.

The floor of the chamber is awash with blood...it is astounding that a mere eight bodies could relinquish so much. They have been crudely and violently dismembered. The walls are spattered with blood to an amazing extent; barely a square inch of the original façade remains unsullied. Long, rope-like tendrils of gore dangle from the ceiling and speak of the terrible energies with which this slaughter was perpetrated. My servitors, in piecing together the bodies of the fools that summoned this beast, found that all body parts were still present except the skulls of the slain, of which there are no traces.

The Daemons that owe their allegiance to Slaanesh, the Prince of Pleasure, are the antithesis of the Bloodletters, for they are said to be creatures of striking and ethereal beauty. A weak man that so much as glances one is lost forever; no matter how fervently his conscious mind warns him of danger, he will be powerless to resist the base instinct to succumb to these creatures and to serve them for an eternity of humiliation as a mindless slave. But there are some who have passed the test of witnessing these beings whose souls have not been ensnared by their sinuous dance and promises of paradise. They describe these Daemonettes as resembling nubile young females. Horrific mutations such as bony protuberances and cloven extremities in no way diminish their hypnotic beauty. That these blasphemies can transmute a natural reaction of revulsion and terror into uncontrollable desire is testament to their subtle powers. And yet it is said that still greater servants of Slaanesh exist, the Keepers of Secrets. Despite the vast size of these many-limbed nightmares, their lithe grace surpasses even that of the lesser order of Slaaneshi Daemon, and they revel in consuming not only the bodies of their prey but also their souls.

> All Daemons are falsehood. They are lies, given the shape of creatures by the power of Chaos. Fear the Daemons of Khorne for this reason and then fear them once more.
>
> Inquisitor Covenant

Perhaps the foulest of all Daemons are the minions of the Lord of Decay, Nurgle, as they are putrefaction given form. Why any member of Humanity should worship a deity of pestilence is an enigma to the sane, but nevertheless this ancient god is one of the most powerful of the blasphemous pantheon. His servants are the tally-men of disease, ceaselessly counting every contagion to have ever blighted the universe. An ancient vox record from the Apothecarium Maloris, dating back to the Drellian Plagues and kept locked away in the Library Sanctus, contains a sample of their droning, sonorous chant. All who have heard it have fallen ill and died.

> ++++Pict Record Begins++++
>
> Image displayed sways as pict-skull avoids male figure dressed in red surgical smock [Genetor-Major Lauram Clelland]. Clelland approaches a male figure strapped securely to a reclined medicae table. The restrained figure is in a high state of agitation and appears to be undergoing some form of possession. The nature of the possession is unclear but is estimated to be a higher order of warp entity. Continual chanting of the Verses of Repugnance are intoned from a source outside the pict-skull's field of vision.
>
> [Voice – off-pict. Identified as Inquisitor Olarius]
>
> Olarius – Quickly, man, be done with it! The entity will overcome the wards soon.
>
> Clelland – I am proceeding as fast as is safe, Inquisitor. You of all people should know the risks inherent in creating a Daemonhost under these conditions.
>
> Olarius – Do not presume to lecture me, Mechanicus. Just do it faster. This one is stronger than we imagined. These bindings may not be strong enough.
>
> Clelland nods and hurries forward to administer hypo-syringe to the restrained subject. As he approaches the medicae table, the subject tears loose an arm that is darkening in coloration and grips Clelland's neck. The grip tightens, and 1.45 seconds later, the subject has broken Genetor Clelland's neck and torn his head from his shoulders. Clelland collapses, and the subject begins spasming.
>
> Olarius – Emperor's blood! Seal the chamber! Now, damn it, now!
>
> The subject [now positively identified as a Daemonhost] breaks free from the medicae table, and image sways as pict-skull avoids a blow from its hand, which elongates and sprouts long talons. Inquisitor Olarius and three Ecclesiarchy priests carrying books of exorcism enter shot as pict-skull is spun around. The Daemonhost's skin darkens; the musculature swells; and its face becomes bestial. The priests scream and run for chamber's exit, but find it sealed. The Daemonhost disembowels the representatives of the Ecclesiarchy in two blows before Inquisitor Olarius shoots it with a weapon classified as a psycannon. The Daemonhost falls but rises to its feet, apparently unharmed by the close-range blasts, and slashes open the Inquisitor's stomach. Olarius falls as the ceiling-mounted sprays engage and douse the chamber in blessed acids. Image blurs as acids eat into pict-skull then vanishes altogether as Daemonhost smashes it to the floor. Audio lasts a further 3.42 seconds, consisting of screams of Inquisitor Olarius and the Daemonhost as the acid performs its sacred duty.
>
> ++++Pict Record Ends++++

All known Daemons of Nurgle exhibit every outward sign of decay and leak a hissing gruel of pus and diseased viscera wherever they drag their foul-smelling carcasses. The only sure way of cleansing an area tainted by such beasts is with righteous, purifying flame.

To try to classify the Horror Daemons of Tzeentch by their physical characteristics is futile. Every one of the servants of the Lord of Change can mold its form with the slightest thought, and the majority of these beasts are nothing more than a roiling mass of clawed limbs and fanged mouths. From within these fleshy, ever-changing beasts hatch larval versions of the original that clamber screaming from the mouths of their previous incarnation. Men have been driven insane merely by witnessing these monstrosities, and many have died in agonizing pain as the balefire that serves as these Horrors' lifeblood consumed them in a conflagration of psychic energy.

As with all Daemonkind, when the tide of battle turns against them, they will begin to fade from existence, the bonds tying them to the physical realm dissolving instantaneously. The Ordo Malleus and the Ecclesiarchy are well aware that true faith accelerates this process, as do canticles of abjuration and exorcism.

Natural Environment

Daemonic creatures have no homeworld as such, since outside the Immaterium, they require vast amounts of warp energy or a host body to exist. As such, the only planets where Daemons can exist without fear of being cast back to the warp are those within the Eye of Terror itself, where the Immaterium spills into the galaxy in a maelstrom of warp energy. In this region of space, worlds exist where the laws of physics and nature do not apply, and the landscape is constantly shifting at the whim of the Chaos power that rules the planet.

Each of the Chaos powers is master of an uncounted number of Daemon worlds within the Eye of Terror, and their realms are a twisted reflection of their blasphemous aspects. A journey within the Eye of Terror is a voyage that only the heretic or the insane would dare undertake. The little reliable knowledge that does exist has been gleaned by the most powerful psykers of the Imperium who have reported dreams or visions where the worlds of Chaos have been revealed to them. The worlds of Nurgle are filth-ridden plague pits where Daemons shuffle across the necrotic surfaces and dolorously count the contagions unleashed by their scrofulous patron. Slaanesh's worlds, cloaked in the heady musk of indulgence, throb with every form of excess imaginable, while those of Khorne echo with the screams of those slaughtered by the bloodthirsty warriors of the Blood God. Tzeentch's worlds are monstrous, ever-changing labyrinths where the landscape barely has solidity before it is reshaped into some new nightmarish form.

There are a multitude of other worlds within the Eye of Terror: planets like flat sheets of black glass, worlds girt by fire, and others where bloody rain pours upwards from the surface. On one world, a black sun stands in a white sky, and smoky threads pour from it onto a tangled dark city of nightmare fortifications – said to be the world of Medrengard, dwelling place of the Iron Warriors' Daemon Primarch Perturabo. Another world is swathed in lakes of boiling blood from which spheres of fire float into the sky and spread their light across the firmament. There are an unknown number of worlds within the Eye of Terror and an infinite number of realities that exist as potentials in the swirling Chaos of the Eye.

First Contact

It is impossible to know for certain when Mankind's first contact with the daemonic first took place, since – if Chaoticians are correct – the energy that creates such monstrous beasts has existed for as long as humans, if not before. The Warp, sometimes known as the Sea of Souls, is a churning mass of raw potential energy, which humans with psychic talent can tap to use sorcerous powers. Since the dawn of time, there have been those who could shape that power to their own ends, and their legacy has been recorded in dark myth since those times.

The volcanic caverns of Hnang-Mei, beneath the vast mountains of a region of Terra whose name has long been forgotten, bore witness to what may have been the first recorded instances of daemonic intrusion. Before their destruction during the Great Betrayer's assault on Holy Terra ten thousand years ago, the murals and daubings on the cave walls depicted primitive humans and crude, but unmistakable, images all too familiar to the Daemonhunters of the Ordo Malleus.

Combat Capabilities

The chosen style of warfare varies between each class of Daemon and is largely dependent upon their patron deity. Just as the Daemon's form is determined by its allegiance, so too are its strengths in combat and therefore also its weaknesses. The Bloodletters fight with massive brazen axes, wrought in the likeness of skulls or the symbol of their patron deity, Khorne. It has been speculated that the bronze axe was one of the first tools of war manufactured by Mankind and hence has a particular resonance with Khorne. These weapons are thought to be imbued with limited sentience and may even have vampiric qualities, as many of the victims of the Bloodletters have been found utterly drained of their blood. The axes of Khorne are also widely used by the mortal devotees of the Blood God (cf. 934.457.WorldEaters). In conjunction with the Bloodletter's unnatural strength, these deadly weapons can penetrate even the armored flanks of a standard pattern Rhino. It is known that there exists one Daemon creature steeped further in the favor of Khorne, the monstrous Bloodthirster. This immensely powerful creature towers over its minions and is possibly the most formidable of all Greater Daemons. It is consummately skilled in the arts of war and can smash apart an armored bunker with one blow. Inordinately powerful, none can best this

> I saw three of them, playing like children in the entrails of Myer and Rubril, at the end of the corridor, and I ran like hell back to the front line. If they had caught me, a violent death would have seemed like paradise.
>
> Trooper Viliad
> of the Minervan Tank Hunters

behemoth at close quarters; for it is war incarnate.

The Daemons of Slaanesh are slight in build, but their size belies their lethal prowess at close quarters. The long, razor-sharp claws of the Daemonette, akin to the diamond-hard chitin of the Tyranid Genestealer, are capable of slicing through adamantium. Along with the greater form of the Slaaneshi Daemon, the many-armed Keeper of Secrets, these beasts are thought to exude a strong musk that dulls the senses and erodes the free will of their prey. Comparatively small, even the las-fire of Imperial Guardsmen has proven to be effective against them. However, unlike their Khornate counterparts, the Daemons of Slaanesh are cunning and attack with guile and speed rather than ferocity and strength.

Conversely, the maggot-kin of Nurgle have proven to be exceptionally durable on the field of war and range from the size of a human infant to that of a battle tank. Among all the Daemons of Chaos, they may have the strongest link to the physical realm, for their plague-riddled forms can shrug off heavy bolter shells as though they were mere stubber rounds. It is likely that their addled physiology cannot feel pain. The rotten, rusted blades used by the blighted hosts of Nurgle carry virulent poisons and fast-acting bacteria that, when brought in contact with exposed flesh, cause the affected areas to wither and slough off as the contagion spreads throughout the victim's nervous system. These Daemons also harbor Nurgle's Rot, a corruption of the soul that can potentially infect any living thing in the Daemons' vicinity. There is no defense against these Daemonic infections other than true faith, and even an Ogryn's stalwart metabolism is no match for such potent afflictions.

Still more nauseating is the propensity for the Daemons of Nurgle to eject torrents of infected bile at close range, seeping into and burning through all materials up to and including standard issue flak armor. Even vanquishing such beasts with power fists and thunder hammers is folly, for the merest spattering of the ichor that serves as their blood can lead to a painful, plague-riddled death.

The Tzeentch entities nicknamed "Horrors" and "Flamers" are the only manner of Daemonkin known to manifest a ranged attack. This generally takes the form of multicolored daemonic flames ejected from the Horror's eyes, mouth, or hands. The effects this balefire has upon its target vary wildly. The aftermath of the Balsoir Symposium in 885.M37, extensively investigated by the Ordo Malleus and the Relictors Chapter, remains the archetypal illustration of what these Daemons are capable of. The corpses of the heretics present at the symposium ranged from severely burnt to mutated beyond all recognition. Among the bodies were mewling, ravaged mounds that had once been men. Countless eyes and mouths opened across blistered flesh to plead for a merciful end to their newfound existence. Several of the altered had grown in part to resemble animals, insects, or the Horrors that had wreaked such carnage upon them. Others were reduced to stringy puddles of fibrous gore or hung in mid-air, their dangling organs arranged to spell out eldritch Tzeentch runes. Once the investigation had been concluded, the entire complex was put to the torch.

Alone among the daemonic species, the minions of Tzeentch are vulnerable at close quarters. Although their scrabbling claws and many-fanged mouths can tear apart a guardsman with ease, they are no match for the Adeptus Astartes. Their propensity to split and reform in an accelerated form of asexual reproduction is alarming but ultimately a mere distraction to a determined assault.

Due to the fact that all Daemons tend to manifest suddenly and unexpectedly in the heat of battle, it is extremely difficult to mount a defense against them with ranged weaponry. Therefore, the only measure of safety an Imperial trooper can have against these diabolic foes is unshakable conviction and faith in the Emperor, bolstered by a thorough knowledge of the Imperial creed.

> The creatures of the warp have but one trait with which you need concern yourself – their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.
>
> Inquisitor Shoran

Technology

Daemons appear to have no concept of technology, and understandably so. For their actual forms are optimized for the furtherance of their god's whims, and they need nothing so human as tools to achieve their goals. However, there remain a few notable exceptions. Chaos Space Marines that have ascended to daemonic status sometimes retain twisted and malformed versions of their original weaponry and armor, often fused into their very form until the two become indistinguishable, to a greater or lesser extent (cf.094.476.technovirus. Obliterator). Far from standard pattern bolters and close combat weapons, these accouterments have twisted and changed over the millennia until they are virtually unrecognizable and can even sprout from the flesh of the entity in question. Daemon Princes the size of Dreadnoughts have been described as

still sporting a mockery of their original power armor, whether it has grown with them as part of their form or is some kind of daemonic exoskeleton is unknown.

Perhaps the closest parallel to technology available to the daemonic is the Daemon weapon. These are created by taking a sword or some other tool of war and debasing it with profane, sacrilegious runes until it is possible to imprison a Daemon within the fabric of the weapon itself. This adds a tremendous degree of potency and magical power to the artifact in question, although this invariably differs from item to item. A variation of this process has even been applied to standard pattern Imperial vehicles by imprisoning a daemonic entity within the hull of anything from a Dreadnought to a Land Raider. It is even suspected that the minions of Chaos create mechanical vessels purely for this purpose (cf.016.924.Defiler).

Threat Index and Imperial Policy

The threat of the daemonic cannot be underestimated, and it is the sworn duty of every member of the Ordo Malleus to destroy any trace of such entities. There can be no rest in the persecution of daemonic creatures or those who would traffic with them, and entire worlds have been sacrificed to prevent catastrophic daemonic incursions and irreparable damage to the barriers separating warp space and real space.

Some believe that the Inquisitors of the Ordo Malleus and (by extension) the Grey Knights are too zealous in their use of lethal force and cite the destruction of valuable planetary systems that have been suspected of being under daemonic influence but were later found to be free of corruption. But these opinions are voiced by those who have never seen the horror wreaked by even one daemonic entity. Even a single, unprotected psyker can unwittingly provide a gateway for a Daemon to breach the barriers between the Immaterium and real space. And where one Daemon travels, others can follow, as its very presence weakens the fabric of reality.

Upon detection of a daemonic incursion, the Ordo Malleus can call upon any and all local resources to aid them in their fight against the spawn of the Warp. Should the threat prove serious enough, and there are Grey Knights near, an Inquisitor can call on the Chamber Militant of the Ordo Malleus. An Inquisitor and his allies have the full remit of the High Lords of Terra to requisition any and all resources they deem necessary in order to meet the threat of the daemonic.

To the Ordo Malleus, there is no measure too extreme that can be taken in the fight against the creatures of the Warp, and any collateral casualties among civilian populaces near the fighting are seen as the inevitable consequence of combating such evil. The ultimate sanction of Exterminatus, whereupon an entire planetary biosphere is destroyed, is also available to an Inquisitor. Such measures are never undertaken lightly, but no Inquisitor would shy away from their use should the situation warrant.

Even after the daemonic incursion is defeated, the work of the Ordo Malleus is not complete, as every trace of the corrupted ground must be ritually purified. Every living thing touched by Chaos must be destroyed in cleansing flames, and the area must be quarantined for decades or even centuries before it is declared safe.

Social Structure

The daemonic legions exist in a fairly well established hierarchy, although this is by no means rigid, as a daemonic entity can rise and fall in the favor of his patron god over the course of a single day. At the lowest end of the hierarchy are the Spawn, those who have failed in their quest to become a Daemon Prince and have been transformed beyond all recognition by their fickle gods into a vile, flailing mass of limbs, mouths, spikes, and ectoplasm. At a similar level are Daemons such as the pustulant Nurglings, entities that gibber and cavort in the wake of the scions of their putrid god.

Above them are the daemonic beasts, to whom notions of status are irrelevant. The Juggernauts of Khorne, part infernal machine and part daemonic flesh, are used as mounts by the Berzerker champions of the Blood God. The Slaaneshi equivalents, serpentine fiends with long, lashing tongues, are almost as deadly; their hypnotic musk debilitates the victim before the warrior mounted upon it strikes the killing blow. The riding Daemons of Tzeentch, although sentient, have the appearance of a metallic disc and the temperament of a shark. Sorcerers of Chaos often employ these strange creatures to convey them into the midst of battle, accompanied by screeching, blade-winged Screamers that are attracted to the magical energy of their masters. The Furies, winged Daemons that descend upon their prey in a cloud of sharp fangs and slicing claws, are thought to owe allegiance to no given Chaos power and fight purely for the love of carnage and death.

The majority of daemonic entities occupy the next step in the hierarchy and are the beasts most likely to answer the summons of the heretic. These are the daemonic foot soldiers of the Chaos powers and comprise the Daemonette, Bloodletter, Horror, and Plaguebearer (see *Physical Characteristics*, above).

The Greater Daemon Amnaich was the scourge of the unsurveyed Golwyn Belt for the latter centuries of M39 and sought to pull the entire system into an anomalous region of time-space where no outside influence could reach him. In this manner, Amnaich could feed from the billions of souls held captive within this warp rift for millennia without fear of retribution from the forces of the Imperium.

Amnaich had assumed a truly gargantuan form upon his ascension to Daemonhood, as close to physical perfection as his patron, Slaanesh, could bestow. His voice was described as rolling thunder in a drought, his seemingly benevolent gaze like the first rays of sun after an eternity of night. Such was Amnaich's charisma and presence that all who saw him worshiped him as a god and turned from their fertility deities in the face of this towering manifestation of perfection. Even the daemonic hosts that cavorted in his wake were perceived as shining angels by the populations of the Golwyn Belt. Such was the aura of deception the narcissistic Amnaich was capable of casting about himself. Those fools that worshiped him traveled far and wide as missionaries, spreading the word of Amnaich and preaching harmony and tolerance across each and every civilization they encountered. Such was their conviction and such was the favor Amnaich held with Slaanesh that more and more conversions to the Amnaichan religion erupted with each passing day. He was truly favored in the eyes of the Ruinous Powers and sought to orchestrate a mass sacrifice of such magnitude that it would wrench the star system across the skein of reality into Amnaich's promised land.

At the height of his power, Amnaich was adored by every one of the planets populating the Belt. His image graced every altar, grail, and banner on a hundred worlds, and worship of these graven idols was ingrained upon their populations over the centuries. This false faith was unshakable, for the god they worshiped walked among them once every generation. During these manifestations, Amnaich appeared to spread joy and light, whereas in reality, he spread corruption and false hope. Under his instruction, a vast golden colossus was erected at the heart of each city, as faithful a representation of Amnaich as the finest sculptors of the day could create. Such was the scale and perfection of each edifice that it took the labor of entire bloodlines to complete each one, and many hundreds died in their creation. This was all the better in the eyes of Amnaich, for his plan neared completion.

As the end of M39 neared, and the system prepared to celebrate the dawn of a new millennium, the creed Amnaich had spread reached a fever pitch. On the eve of the millennial celebrations, he would take the most devout of his followers to the promised land. Ever eager to be seen as devoted in the omniscient gaze of their god, each and every citizen across the countless worlds of the Golwyn Belt vowed to transcend mortal existence in the most final and irrevocable way. The resultant psychic shockwave caused by a suicide pact of such magnitude was certain to rend reality apart across the entirety of the Belt, pulling it within the Warp for all eternity. If Amnaich succeeded in his diabolic plan, he would certainly have garnered enough power to become the god he had always claimed to be.

Needless to say, such a burgeoning presence in the Warp had not gone unnoticed by the Imperial astropaths, despite the remote location of the Golwyn Belt. An investigation was launched by the most talented psykers in the Inquisition, and the nature of the threat posed by Amnaich was finally realized. An Imperial fleet of then-unprecedented scale was dispatched toward the system.

In the days preceding the millennial celebrations, Amnaich undertook a great ritual that allowed him to fragment his consciousness into countless parts and instill a piece of himself into each of the golden titans at the heart of his disciples' cities. As his minions ended their lives at the feet of these mighty icons, their souls would flow into each statue, granting Amnaich existence within hundreds of these mighty forms. With these, he would achieve indestructibility, an army of golden titans forged in his own image, feasting from his captive populations in a reign of terror that was to last till the end of time.

On the eve of the millennial celebrations, Amnaich's plans were in place, and it seemed nothing could stop his ascension to godhood. Around each of the golden titans were gathered millions of the faithful, chanting Amnaich's name in unison and debasing themselves as they prepared to sacrifice themselves to his glory. Amnaich's consciousness filtered into the statues as his vile ritual reached its climax, ready to gorge on the departing souls of his disciples. But the Imperial fleet had wasted no time. Such was the sheer scale of the golden idols that they could be detected from orbit, and above every one was an Imperial ship. At a prearranged signal, each of these craft launched a lance strike upon the exact locale of the golden colossi. Each of the sacrilegious structures was blown apart in an instant, the explosion killing every one of those faithful to Amnaich's false religion.

Only those few who had not bowed to Amnaich's epic religious conversion of the Golwyn Belt remained alive. At a stroke, the Imperial fleet had not only obliterated Amnaich for eternity but also selectively destroyed virtually every adherent to his faith. The dawn of M40 did indeed see a new world order as the Ecclesiarchy was dispatched en masse to convert the confused and frightened survivors to the Imperial way; after such a potent display of force, none dared question the might of the Emperor. Today, the elite regiments of the Golwyn Strike Corps number well over 200, and their planetary tithes regularly exceed even the most stringent demands of the Administratum.

At the upper echelons of the daemonic hierarchy are the Greater Daemons, those who are truly the closest in nature and spirit to their overlords. Physical manifestations of the evil and despicable Chaos powers they serve, Greater Daemons have the power to command whole hosts of their lesser kin. Only those with the favor of the gods may summon a Greater Daemon to the material plane, and such an action invariably costs the life of those foolish enough to try.

At the pinnacle of daemonic society are the Daemon Princes. To a follower of Chaos, the ascension to the status of Daemon Prince is the ultimate accolade. Although many are less powerful in the field of battle than the Greater Daemon, there are those have the capacity to enslave worlds to their whim, or change reality with a glance. For unlike the Daemon created from the stuff of the Immaterium, the Daemon Prince was once mortal and has proved himself through countless centuries of slaughter and sacrifice to be a truly worthy servant of Chaos. Daemon Princes retain the driving ambition and ruthless cunning that elevated them to Daemonhood, and the qualities that gained the favor of their deity are magnified a hundredfold. Each of the worlds in the Eye of Terror is ruled by a Prince of puissant power and influence, and the Princes answer to their god alone. It is even rumored that among the ranks of the Daemon Princes are the Primarchs that turned against the Emperor during the Horus Heresy, a true testament to the power that some of these diabolic individuals now wield.

With the release of the new *Codex: Chaos Space Marines*, this issue we thought we'd ask the 'Eavy Metal team how they painted the infamous Abaddon the Despoiler and the mysterious sorcerer Ahriman, both designed by Jes Goodwin.

'EAVY METAL MASTERCLASS

ABADDON THE DESPOILER

Painted by Martin Footitt

ASSEMBLY

The Abaddon model was glued together and given an undercoat of Chaos Black spray. Any areas of poor coverage were later painted with a thinned-down coat of Chaos Black paint.

PAINTING THE MODEL

The largest areas on the figure are the plates of Abaddon's Terminator armor, and these are relatively simple to paint. First, the plates were lightened at the edges with Scorched Brown, followed by Codex Grey to highlight them. Codex Grey on its own was used on the very edges of the plates to add the final highlight. The pipes on Abaddon's chest plate were painted in exactly the same manner. Brazen Brass was used to paint the edging on Abaddon's armor, with a Shining Gold highlight added on the raised areas. A watered-down mix of Chestnut Ink and Brown Ink was then applied to the gold edging. Remember that when applying ink washes, it's always better to use several thin layers rather than one thicker one, as you'll get more even coverage, and there's less danger of getting ink where you don't want it.

The metal areas of the model, such as the Talon of Horus, trophy rack, and the Daemon Sword, were painted with Boltgun Metal. A first highlight of Chainmail was applied, followed by a final highlight of Mithril Silver. A 50/50 mix of Black and Brown Inks was washed around the rivets of the talon's blades and into the recesses of the sword. Scab Red was painted into the screaming mouths along the blade before the metallic paints were applied to the sword. Further thinned-down washes of a 50/50 Blue and Black Ink mix were then applied to the Daemon Sword.

The skulls on Abaddon's trophy rack and armor were first given a basecoat of Codex Grey and then highlighted with Fortress Grey. A dab of Skull White was added to the mix before a final highlight of pure Skull White was applied. An equal mix of thinned-down Black and Brown Inks was then washed into the recessed teeth and eye sockets of the skulls.

Abaddon's face was painted by the same method used on the skulls on his trophy rack, but a few drops of Red Ink were added to the final ink wash used on the skin to give it a "fleshier" tone. More Red Ink was added around the areas where the cables penetrate Abaddon's face to give the appearance of bruised flesh.

Abaddon's top knot was given a basecoat of Red Gore and then highlighted with Blood Red. A 50/50 mix of Blood Red and Blazing Orange was then applied as a final highlight. To finish the top knot, thinned-down mixes of Red and Black Inks were brushed into its recesses.

The tassels hanging from Abaddon's spikes were painted with the same techniques used on the armor, but Bleached Bone was used instead of Scorched Brown. The Space Marine helmet on the spikes was painted Shadow Grey, and its edges were highlighted by adding progressively more Skull White to the mix.

The shell ejection ports of Abaddon's storm bolter were painted in a 50/50 mix of Dwarf Flesh and Chaos Black, then highlighted with Dwarf Flesh on its own. Lastly, a thinned-down mix of Black and Brown Inks was washed over the ejection ports.

Abaddon's base was first coated with thinned-down white glue, then sprinkled with sand, and finally washed with Black Ink. The base was then drybrushed with Codex Grey and finally Bleached Bone. A few patches of Static Grass were glued to the base, and its edge was painted with Goblin Green.

AHRIMAN OF THE THOUSAND SONS

Painted by Simon Rutherford

ASSEMBLY

Assembling the Ahriman model was done in the same way as Abaddon, with the exception of the head and backpack, which were painted separately and glued on last to ensure that the chest plate and shoulder pads could be painted.

The barrel and muzzle brake of the bolt pistol were drilled lengthways and crossways with a pin vice. The casting process cannot reproduce the hollow shape of a real gun barrel, but it's very easy to achieve yourself. This technique can be used on many models and is easiest to achieve on the bolt guns and pistols of the plastic Space Marines and Chaos Space Marines. It's not always worth doing on every model in your army but gives a character model such as this one an added level of detail that will distinguish it from the rank and file.

PAINTING THE MODEL

The colors have been kept to a limited but strong color palette, which means that this striking model can be seen clearly among an army of other miniatures. Using a limited palette on a model as intricately sculpted as this one means that your paint job won't compete with the detail on the miniature itself. The main color used is Regal Blue, which has been applied to the robes, gloves, helmet, backpack, and bolt pistol. This color has been highlighted with a 50/50 mix of Regal Blue and Ultramarines Blue, then pure Ultramarines Blue, followed by Ice Blue on its own. A watered-down glaze of Blue Ink was applied next to bring out the depths of the folds in the fabric, followed by a final highlight of Ice Blue along the raised edges.

The inside of the robes as well as the hood and details around the helmet were painted Leprous Brown, blending up to Golden Yellow. This was followed by a 50/50 mix of Golden Yellow and Skull White and finished off with Skull White on its own. The tone of these areas, along with that used on the horns, forms the second element of the color palette, complementing the deep blue used on the majority of the model.

The horns were first painted Bestial Brown and then blended up to Vermin Brown. The outside edges of the horns were blended up to a final highlight of Vomit Brown. The final highlights were applied with Bleached Bone and with Skull White on the outermost edges.

The Staff of Ahriman as well as other details such as the armor trim and backpack were painted for an ornate feel appropriate to this powerful and important character. The base for the effect was a 50/50 mix of Tin Bitz and Shining Gold. Shining Gold on its own was then added, followed by a mix of Shining Gold and Mithril Silver. A glaze of watered-down Brown Ink was applied next to emphasize the recesses and give the areas a warm, rich tone. After the glaze had dried, the uppermost areas were picked out, first in Shining Gold, then in a 50/50 mix of Shining Gold and Mithril Silver, and finally in Mithril Silver on its own.

To complete the ornate appearance of the model, extra details were added to the robes. These are reminiscent of the patterns you might expect to find on a Warhammer wizard's robe, and they provide a strong focus when the model is viewed from the side or rear. These patterns were painted as simple lines of Chaos Black. A thinner line of Skull White was then applied within each black line, giving the effect of the black outlining the white.

The gems on the front and back of the Staff of Ahriman were painted with a simple, yet highly effective method. The single eye on the front of the staff was given a basecoat of Scab Red, then Red Gore. A dab of Skull White was mixed into the Red Gore, and two tiny dots of Skull White were placed to represent light reflecting off a glossy surface. The same technique was used for the gem in the back of the staff by starting with a base of Dark Angels Green, blended to Snot Green, and lightened with Skull White. A thin black line was applied to give the appearance of an iris at the center of a mystical eye.

It's been a long hard struggle against the Ordo Malleus. The Warhammer 40,000 Overfiend and his cutthroat crew have published their treatise on the Legions of Chaos, Codex: Chaos Space Marines.

CHAPTER APPROVED

BY PETE HAINES & ANDY CHAMBERS

Greetings Citizens and be warned, for I have troubled times to recount in this month's Chapter Approved. The dreaded Chaos Space Marines Legions are regathering their strength and preparing to launch an assault on the Imperium. Our agents have risked death to bring us this report...

CODEX: CHAOS SPACE MARINES DESIGNERS' NOTES

Pete: The Year of Chaos continues with the release of *Codex: Chaos Space Marines*, and it is my pleasure to explain some of the thinking that went into its design and production.

Like many gamers who have been with Warhammer 40,000 since its earliest origins, I have a particular fascination with the forces of Chaos. When Andy Chambers, the Warhammer 40,000 Overfiend, told me that I would be handling the project, I was simultaneously delighted and terrified.

The delight is easily explained. I enjoy having a role-playing element in my games of Warhammer 40,000. For me, there is far more fun to be had if the characters that lead my armies are fully defined with names, background, and equipment that is entertaining, characterful, and reasonably effective. This is what first drew me to the Space

The Realms of Chaos *books.*

Marines, and it was with my Harbinger Chapter that I cut my teeth in Warhammer 40,00 and developed a better view of what I actually wanted for my next army.

The *Realms of Chaos* books came out about this time, along with the Titan Legions game.

I read these books fully expecting that the forces of Chaos would become regular opponents for my Space Marines. However, I finished these books with a strong urge to collect a Chaos Space Marines army instead. There's no mystery why this should be the case; in comic books, novels, and movies, anti-heroes and villains are far more fascinating than the heroes. The dark menace of Dr. Hannibal Lecter, Pinhead, or even the Joker is clearly popular with audiences. Compared with the best villains, heroes can be rather dull, because they are too perfect, too lucky, or just downright too predictable. A classic villain has grandiose plans and gets to deliver long soliloquies to captured enemies and intimidated henchmen. He is resourceful and tough, exuding the kind of cool menace that only a villain can. In every respect, he is more than a match for the hero except for the fact that he has flaws and weaknesses. These can range from rampant megalomania to a penchant for explaining his cunning plan to the wrong person; clearly, villains carry the seeds of their own destruction with them.

Fabius Bile was once a hero of the Great Crusade, but since the Horus Heresy, his genetic research has spawned monsters, claimed millions of victims, and led him around the galaxy pursued by the forces of the Imperium intent on foiling his next plot. There is more to Fabius Bile than a gaming stat line; there is an implicit narrative that cannot help but spill over and embellish your games.

Looking at Chaos Space Marines, we have genetically engineered supermen, trained to the highest standards and equipped with the finest weaponry, who had been part of a Great Crusade in which they were hailed as the saviors of Mankind. They are then corrupted, their all-so-human desires and frailties preyed upon by beings of consummate evil until they turn on their brothers and fight an apocalyptic civil war. The survivors are then hardened and embittered by defeat and exile. Damned by their sins, they must start to build anew, mastering the madness of the Eye of Terror and building their strength to strike back at the Imperium. What could be cooler than that?

The terror I felt stemmed from the fact that, because so much good work has been done on Chaos in the past, there seemed to be an enormous responsibility to get it right. When the project started, the excellent Index Astartes series in *White Dwarf* was in full flow and was, each month, building the background of each of the original Chaos Space Marine Legions to a hitherto undreamt of level. Clearly, there was no point in duplicating this material. The other point that Index Astartes raised was that, as we had already let the genie out of the bottle by detailing specific rules for all nine original Chaos Legions, it was going to be practically impossible not to carry the principle forward into the Codex. This meant that the book would have a lot of rules material to cover. The other worry was that Chaos rouses strong views in its devotees; however the final version shaped up, it was likely to be a bit controversial, especially as the rules presented in *White Dwarf* would probably need to be streamlined to fit into a Codex format.

There were a number of objectives I wanted to achieve with the army list. I stuck to them quite rigorously, and as such, they are worth explaining further, as they are the basis of the most important changes made in the new *Codex: Chaos Space Marines*.

DIVERSITY

The Codex formalizes the idea that there are nine entirely different Chaos Legions, each with its own strengths and weaknesses rather than a single homogenized force.

It had become clear to me that single-Legion armies were the preference of the vast majority of Chaos players, and the response to Index Astartes was all the confirmation that was needed. With the Index Astartes compilations as companion volumes, *Codex: Chaos Space Marines* could focus on rules, because the in-depth background for each of the Legions had already been published.

I had already developed a clear view about whether to include Cultists and other Chaos-aligned troops, such as mutants and abhumans. The name of the Codex would be *Codex: Chaos Space Marines*, so the whole emphasis would be on the Traitor Legions themselves. Obviously, it would have to cover Daemons, as the Chaos Space Marines have the ability to summon them. However, I saw no good reason for including Cultists other than as an Alpha Legion option (and I made sure that these were quite specialized). Cultists work best as a separate army, and there is plenty of scope for a distinct Cultist army list to be developed later.

Also, in terms of diversity, we've observed that Chaos players have always been among the keenest converters in the hobby. A look through the Golden Demon archives is all the illustration needed. Because of this, I commonly allowed options in the list that were unlikely to be seen in the range as encouragement to figure converters. I am looking forward to seeing the product of this extra license in Chaos Space Marines armies at Games Workshop events.

OBLITERATORS AND RAPTORS

Obliterators and Raptors, troop types new to Third Edition Warhammer 40,000, had to be examined and moved forward. Clearly, the basis was there for two excellent troop types, but they had never quite caught on. In the case of the Obliterators, they lacked the endurance or firepower that their imagery (and points value) implied. Raptors were similarly very expensive in points for what they did. Fortunately, these rules were easy to fix, and the miniatures designers did a great job of

Chaos Space Marine Legions each have their own distinct style and do not have to fight alongside each other to be balanced and effective.

making the new models a lot more exciting too. I have no doubt that both troop types will be a much more common sight in Chaos Space Marine armies after the new Codex is released.

VETERANS

Chaos Space Marines are all, to some extent, veterans. The long war has hardened them in a way only the oldest Dreadnoughts of the loyalist Legions could understand. The new Space Marines might have their Land Speeders, multi-meltas, and plasma cannons, but the Chaos Space Marines have experience. That has to count for something. To represent their experience, I detailed a number of Veteran skills drawn mainly from campaign experience systems but also from the special skills lists that have been developed to support the Index Astartes articles. Chaos Space Marines can select skills from this list at an appropriate points cost. In this way, any Chaos Space Marine can be fielded as a Veteran with something to show for his 10,000 years of experience beyond being able to infiltrate. The key balancing factor is that there is a points cost for each skill. These are not set at prohibitive levels, but allocating more than one skill will quickly get expensive. Although Chaos Space Marine Veterans have access to the full gamut of Veteran skills, they all come at a price. Loyalist Chapters, such as the Space Wolves, have some of the same skills, because they have specialized in a particular style of combat down the generations and are very good at training their recruits in their distinctive method of fighting. The points costs of these troops do not fully reflect the value of these skills; however, loyalist Chapters are not as spoiled for choice as their Chaos counterparts. As a practical example, if a Space Wolf Grey Hunter had to purchase his special skills from the system in *Codex: Chaos Space Marines*, he would cost 20 points rather than his normal 17. Such is the price of versatility; Chaos Space Marines can have some very useful skills but have to pay the price for them.

The new Obilterators and the Havocs models are incredible examples of the miniatures designers' art!

There's more to Chaos Space Marine Veterans than infiltration.

GIFTS OF THE GODS AND THE PATH TO DAEMONHOOD

The Chaos Gods may be mercurial masters, but their gifts are real. They offer true immortality as a Daemon Prince to their most successful followers, and most Chaos Space Marines strive towards that goal. The Daemon Princes in *Codex: Chaos Space Marines* are specifically Marines who have achieved Daemonhood; they are not cult leaders or possessed Psykers. The path they follow is traveled one step at a time; traditionally, the servant of Chaos gets successive gifts from his patron that ultimately lead him to Daemonhood. Thus, each Chaos Lord would be somewhere along the path to Daemonhood. Instead of having separate profiles for Chaos Lords and Daemon Princes, there will be the option to decide how far along the path an individual is, by allocating daemonic gifts to him as Wargear.

Therefore, I extended the Chaos Armory considerably. The range of Wargear available is larger than that for any other army, because Chaos Wargear includes all manner of Daemonic Gifts. This large list gives Chaos players tremendous flexibility when equipping their characters and enables Chaos Lords to retake their place among the more powerful individuals in the Warhammer 40,000 game. I see this as being totally consistent with their role as humanity's greatest nemesis.

Just because Chaos Space Marine armies can be led by powerful Lords does not mean that they have to be. In smaller engagements, it is easy to envision armies being led by trusted Lieutenants desperate for victory to appease their merciless and vengeful masters. The option for a 2 Wound Lieutenant was therefore included in the list, and I am hopeful that this will encourage Chaos Space Marine players to build up a cadre of henchmen to command their armies in different missions when the presence of their Chaos Lord is not justified. Alternatively, a Lieutenant can be used to represent the leader of a small Chaos Space Marine force fighting to establish a reputation of its own. After a few battles, you could always add abilities to reflect his success, perhaps upgrading him later to a Chaos Lord so that he can begin the struggle to Daemonhood. Changing your army composition in this way to reflect an ongoing narrative linking your games together is a great way of giving an army character and is easily achieved with the new Codex.

DAEMONS AND POSSESSION

Daemons are an essential component in the armies of several of the Traitor Legions. The Black Legion and Word Bearers in particular have made numerous pacts binding Daemons to their service. Such is the power and status of the Chaos Space Marines that they can even call upon the mighty Greater Daemons to fight at their side, although it is not so clear who is the master when bargaining with these most powerful of entities!

In the new Codex, it was important to review the abilities of Daemonkind in light of the new range of Daemon

models and to differentiate more between the different types of Daemons in the game. Although I remained aware of the way the different types of Daemons worked in Warhammer, there was no avoiding the fact that it was impossible to use identical abilities here. In the Warhammer world, Daemons are frightening, but they only need to face crossbows. In Warhammer 40,000, Daemons have to contend with energy weapons and battle cannons and so needed to be a little bit beefier to work correctly.

The idea of having Greater Daemons possess characters in the army has been around for quite a while and worked pretty well under the old Codex. In light of the Inquisitor game though, I was keen to draw some links to the way Daemonhosts worked and made changes accordingly. Now, a single character is secretly designated as the Daemon's host before the battle and has the choice of either inviting the Daemon to possess him or holding it off on a turn-to-turn basis.

Daemons are creatures of the Warp, and their presence in the material universe is a constant fight against powerful physical forces. By possessing a mortal host, however, Daemons can maintain their presence indefinitely. Chaos Space Marines frequently offer themselves as hosts to Daemons and barter their very bodies in return for the power of the Daemon. Possessed Chaos Space Marines had been a major feature of Traitor Legion army lists in *Realms of Chaos* but had since become less prominent. The Third Edition Codex included a random system for including possessed that restored the troop type to the army but still left plenty of scope for expansion. Caution is called for though, as the Daemon can possess dead hosts. However, the resultant form is perilously unstable, resulting in a quick return to the Warp.

The main problem I wanted to sort out was that, with the random system, it was impossible for players to make their possessed models entirely WYSIWYG. You might convert your troops to have

the arms of Flamers and the lower halves of Discs of Tzeentch only to find that their game abilities had no resemblance to their appearance. Therefore, I reluctantly removed the random element and allowed the abilities of possessed Chaos Space Marines to be chosen. I also allowed units to bear the Marks of their patron gods so that there would be a clearer distinction between renegades possessed by Khornate Daemons and those possessed by Slaaneshi Daemons. These new rules add variety while providing a better base for figure conversion.

A TANK OF THEIR OWN

Traditionally, the Traitor Legions have used a subset of the weaponry available to the loyalist Space Marine Chapters, and this includes their vehicles. Ten millennia have passed since the Horus Heresy, however. In that time, the Imperium has added the Razorback to its arsenal and formalized the use of jump packs and Land Speeders. This raises the question of what the Chaos Legions have come up with. In the Epic 40,000 game systems, the Chaos forces were augmented by Daemon Engines in a wide variety of shapes and sizes.

Although none of the Epic designs were really right for Warhammer 40,000, the Daemon Engine concept was a very cool one. Given the previously mentioned difficulties Daemons have surviving in the real universe, providing them with a mechanical vessel was a logical step. We made some notes detailing what we wanted the Daemon Engine to do and put together some examples of possible visuals from comics, movies, and historical vehicles. Next, the artists took over and drew up a range of really inspiring concepts from which we selected the working concept to be refined and realized by Jes Goodwin and Tim Adcock. At the time of writing, the development of the new vehicle is proceeding well and will result in an exciting, new, and unique element to Chaos Space Marine armies: the Defiler, Daemon Engine of Chaos, a machine that owes nothing to the Imperium and everything to Chaos.

AND THERE'S MORE...

Those then were the most significant changes developed in the new *Codex: Chaos Space Marines*, but they are not the full story. There are numerous other new features, revised psychic powers, new rules for Noise Marine sonic weaponry, a wide range of new vehicle upgrades, and a load of new Daemon weapons foremost among them. I'm sure

A Chaos Space Marines army advances under the watchful gaze of a Lord of Change.

that Chaos Space Marine players will find a lot of meat in the Codex to chew on for some time to come, as well as the inspiration for their new armies. It's going to be a lot of fun.

Andy: With Pete concentrating on the nuts and bolts of the army list, the bulk of my work on the new *Codex: Chaos Space Marines* was concerned with evoking the incredibly rich background of the whole ethos of Chaos. The Index Astartes series covers the history of the individual Legions and should be seen as a companion series to the new Codex. Thus, I had no need to repeat more than the bare essentials needed to familiarize a new reader with the Imperium's darkest days.

IGNORANCE IS A VIRTUE

A really enjoyable aspect of this process was delving into all the material ever written on the subject of Chaos, the Chaos Gods, the Warp, and all the other weirdness published over the years. I waded through the original *Realms of Chaos* books, Rogue Trader, Space Marine, Adeptus Titanicus, Dark Millennium, and even a scarily precise, unpublished treatise on the nature of Chaos written by Rick Priestley in the late '80's.

All this research gave me a feel for the subject that I wanted to communicate in the book, but the trick with background material is never to let on too much in one go. You can engage with the background on a far deeper level if you have to work much of it out for yourself, rather than having it all laid out before you. I know this, because I've been involved in the hobby since the mid '80's and I'm very keen indeed to continue the quality of work that has kept me engaged in the Warhammer 40,000 universe all that time.

So, the bulk of the background material focuses on putting across the "look and feel" of Chaos in the 41st millennium. I hope players will feel inspired to create the sort of characters Pete was talking about before – super-villains and anti-heroes – and the background will give readers a notion of what it really means to serve the Dark Gods.

MEDDLING WITH THE DARK POWERS

Having trawled through all the written material on Chaos and having played a Chaos Space Marine army myself for a number of years, there were a few areas of the army list that I really wanted to have a say in. Some rules, troop types, and Wargear serve as much as storytelling devices as they do elements of your army, and writing the rules for these has always attracted me. In the case of this Codex, the areas that I feel fall into this category were the Daemon weapons and psychic powers.

These are the sorts of rules that attract me as a player – not because they are game-winning gambits, but because they are characterful and lend a unique narrative to any army using them. So, your Chaos Lord is carrying an Ether Lance; how did he acquire it? A Daemon weapon can be as deadly to its bearer as to the enemy, as the character struggles for mastery over the entity entrapped within. The bearer may actually take damage when the weapon rails against his will, and that to me is a prime example of the role-playing, storytelling side of wargaming.

SELLING OUR SOULS...

As Pete said, there's far more to be found in the new *Codex: Chaos Space Marines*, enough to keep the most devoted servant of the Ruinous Powers busy for some time. My own Iron Warriors army is in the process of being changed over to the new miniatures range, and they've already undergone some fairly radical changes to their list in light of the new rules. Of course, with so many flavors of Chaos Space Marines, you may find yourself torn between them – there's that many options available. Of one thing you can be sure: when you buy the Codex, you'll be selling your soul!

WARHAMMER 40,000

MODELING CHAOS PLASTICS

A LOOK AT MIXING DIFFERENT CHAOS PLASTIC KITS

All across the Galaxy, Chaos Space Marines are on the move. This month, we take a look at how the compatibility of the different Chaos Space Marine boxed sets can add variety to your squads of Chaos Space Marines.

With the current selection of Chaos plastic boxed sets available, it's never been easier for a Chaos Lord to add to the size of his legion (and with the fantastic range of new Chaos Space Marines hitting the shelves soon, Chaos Lords must truly feel blessed by their dark patron).

All of the Chaos Space Marines boxed sets have been designed to fit perfectly not only with each other but with all of the loyalist Space Marine plastic kits as well. Also, because all of these plastic kits are packed full of extra detailed pieces, the possibilities for conversions are endless.

The recently released Chaos Space Marines boxed set also includes the Mutations sprue, which is hugely useful, not only for Chaos Space Marine players, but also for those players collecting Chaos armies for Warhammer. The sprue can be used either to make complete squads of Possessed Marines or just to add variety to standard squads.

To illustrate just how flexible the plastic kits are, we thought we would put together a few Chaos Space Marines with parts from the Chaos Space Marine boxed set mixed with pieces from the Khorne Berzerkers boxed set.

TOP TIP

Before any of the models shown here were glued together they were first assembled with Blu-Tac. This step allowed the position and stance of the model to be tested before any glue was applied.

The Chaos Space Marine boxed sets come with lots of extra details that are best glued on last to ensure that the main components fit.

BASIC SQUAD

As an alternative to putting together a unit of stationary Chaos Space Marines, we stole the running legs from the Khorne Berzerker sprues to add character and create a very unique and dynamic looking squad. The models have had their heads positioned so that they are all looking the same direction their weapons are aimed. The topknot on one of the models has been twisted gently to represent the wind blowing the hair backwards as the model moves forward.

The squad also makes use of the plastic plasma gun from the Command sprue to give the unit a bit of extra firepower. The skull on a chain, again stolen from the Khorne Berzerker sprue, was gently bent and glued to the lower barrel of the gun. This addition really helps reinforce the sense of movement and direction of the model.

No Chaos Space Marine squad can be considered complete without a piece from the Mutations sprue. For this squad, the malformed hand and spike combination was the perfect choice. The hand holding the barrel of the boltgun really fits well with the theme of the squad, as they cover the ground to the objective quickly and lay down fire as they move.

HEAVY SUPPORT

This heavy weapon specialist was put together with a Khorne Berzerker chest plate, which was chosen because of the large caliber shell belt worn across it. The heavy bolter and body have been positioned so that the model looks as though he is aiming at an elevated target. The bare head from the Khorne Berzerker sprue looks in the same direction and reinforces the pose.

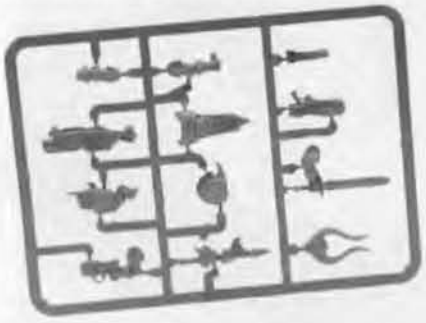
CLOSE COMBAT

Chaos Space Marines aren't afraid of getting up close and personal, and this individual certainly illustrates that point. Using two chain axes from the Khorne Berzerker sprue, one of which has been twisted at the wrist, gives this Chaos Space Marine a really menacing feel. The combination of the Khorne Berzerker running legs and the twisted position of the body and head really gives the model a sense of movement.

However, it is the swing of the two grenades attached to the model's chest that really gives the key to the model's direction.

SQUAD LEADERS

No squad of Chaos Space Marines would be complete without an Aspiring Champion; these respected individuals have access to the best weaponry and equipment that is represented on the plastic Command sprue.



The first Champion uses nearly all of the special command pieces, marking him out as a particularly feared individual. The model's head and hand have been positioned so that he is looking and pointing in the same direction, as he readies his deadly plasma pistol for the killing shot.

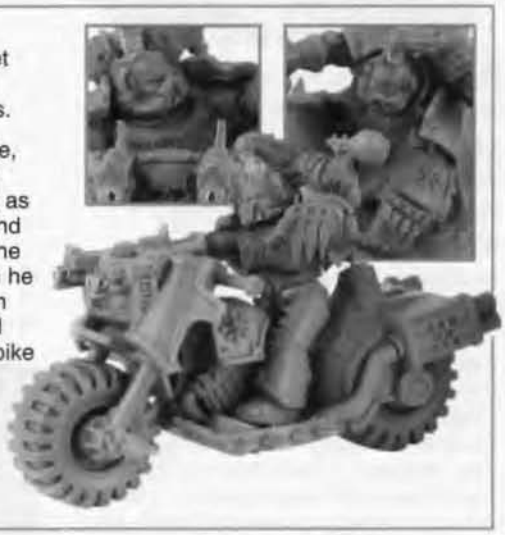
The second model also relies heavily on the Command sprue to show its elevated status within the squad. This time, the body has been positioned on the legs as if leaning backwards, with the power sword and plasma pistol raised above the model's head as it calls on its gods for their favor. The mutated arm, which ends with a mouth full of teeth, was used to create a head for the Champion; sometimes the blessing of Chaos can be a bad thing!

TOP TIP

The Chaos Space Marine boxed set can also be used to add variety to units of Chaos Space Marine bikers.

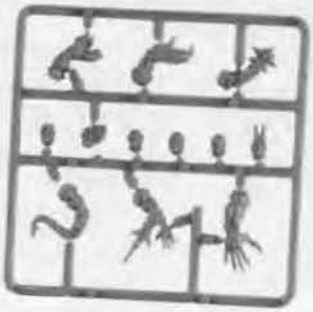
This model uses a head, chest plate, large shoulder pads and power fist from the boxed set to mark him out as an Aspiring Champion. The head and arm have been positioned so that the model is looking the same direction he is pointing. Again, the hair has been gently twisted to represent the wind blowing his hair backwards as the bike speeds forward.

With the new assault rules, this individual would really pack a punch in close combat.



MUTATIONS

The parts on the Chaos Mutations sprue simply replace parts of the Chaos Space Marine. With a mutated head in place of a helmeted one or a tentacle instead of an arm, a model will appear especially gifted by his Chaos patron.



This model was assembled with a bolt pistol from the Khorne Berzerker sprue as well as the large mutated arm and diseased head to represent its loyalty to Nurgle.

Favored by Slaanesh, this model includes the large-tongued head and the tentacle arm to show where its allegiance lies.

The spike-encrusted fist, the horned head, and a Khorne Berzerker's chain axe and chest plate mark this model out as a chosen of Khorne.

Being a follower of Tzeentch, the blind head was the obvious choice, as the Chaos Space Marine will probably be able to see in other ways. As the head is also missing a mouth, the arm that ends with a vicious set of teeth seemed to make up for the model's deficiencies.

The models shown here are just a few examples of how combining pieces from different plastic kits and spending a little time and thought on the positioning of a model can create some very dramatic and original looking miniatures.

Elsewhere in the issue, *White Dwarf's* resident Chaos Lord, Graham Davey gives us a demonstration on how to paint Black Legion Chaos Space Marines quickly and effectively.

For more information on collecting a Chaos Space Marine army, visit:

www.games-workshop.com/wdmagazine/chaosspacemarines

IRON WITHIN, IRON WITHOUT

Pete Haines' Iron Warriors Chaos Space Marines

Pete Haines is the man responsible for the new *Codex: Chaos Space Marines*. For some years now, he has been an avid collector of an Iron Warriors army. Here, he describes the background he has created for his army.

Pete Haines takes on Andy Hoare in this month's Battle Report.

Pete: As with so many things, I never planned on becoming an Iron Warriors player. It was really just a case of being in the right place at the right time, although I doubt that excuse would wash with the Inquisition! I find that the armies you stumble blindly into collecting are the ones you become attached to. This certainly applies to my Iron Warriors army, which had become my preferred army just before the release of the Third Edition rules. It is now such a favorite that, every time I think about collecting anything else, I just end up working out what I like about it and how I can do something similar with the Iron Warriors.

My army of choice prior to adopting the Iron Warriors was the Space Marines (my own Chapter – the Harbingers). I started collecting them before Chaos Space Marines existed in the Warhammer 40,000 setting; otherwise my Iron Warriors fixation may have started earlier. Like many long-time players, I was heavily influenced by the *Realms of Chaos* books. These books were a great read, and although the Iron Warriors didn't feature heavily (if I recall, they were loosely classified as followers of Slaanesh!), I thought the imagery of underlying tragedy that surrounds the Traitor Legions to be both fascinating and enduring.

By the time Second Edition Warhammer 40,000 came along, I was still using the Harbingers very occasionally, and the greater clarity of the Second Edition rules encouraged me to start getting more games in. I already knew Andy Chambers, as we were both members of the same historical battle re-enactment society, and we had played some Epic 40,000. He encouraged me to get deeper into Warhammer 40,000 by joining his playing group and getting involved with his Piscina IV narrative campaign. The campaign ran for quite some time. Indeed, it eventually became the Storm of Vengeance campaign pack. While it ran, I stuck with my Space Marines army. The army was the Harbingers, a specialist planetary assault force that eschewed vehicles. This lack of mobility was always a little frustrating, and I decided that I would use the Harbingers to decide what I really liked to use and then at some point to collect one of the "named" Chapters based on the experience gained. I had assumed that I would end up collecting Dark Angels or one of the other Codex Chapters, perhaps by just repainting the models I already had.

Perhaps the seed of corruption had been planted in my mind by the *Realms of Chaos* books, and it had loitered there waiting for its opportunity.

The story element of Warhammer 40,000 was something I have always really enjoyed, particularly writing detailed backgrounds for my armies. Among the things I had scribbled down was an origin for a renegade Chaos Lord. I didn't do anything with it at the time, but it was in the folder awaiting a use. The background story that I postulated was as follows:

In the years leading up to the Horus Heresy, a Thousand Sons Space Marine called Murchad Kite, already the recipient of considerable bionic replacement, was selected to be trained by the Adeptus Mechanicus as one of the Legion's first true Techmarines. The training he received ensured that Kite was indoctrinated in the faith of the Machine God. When he returned to the Thousand Sons after a lengthy absence, he found their increasing devotion to magic and superstition particularly distasteful. His skills were especially valued in the Thousand Sons fleet though, and he was assigned to the Battleship *Infernal Device* where he began to assemble a cadre of like-minded individuals who were disturbed by the direction in which Magnus the Red was taking the Legion. It rapidly became evident to Kite that the Imperium would not tolerate the Thousand Sons dabbling in sorcery forever, and he began to make his own plans. Although not a Sorcerer himself, Kite had learned enough to become intrigued by the idea of merging technology and sorcery in a way that would appall both the Adeptus Mechanicus and the Thousand Sons. He planned to use the energy of the Daemons of the Warp to fuel his inventions

All the Iron Warriors armies in the Studio unite.

and provide the vital control element for his war engines. To pursue his research though, he would have to find a way of escaping the ever-watchful eye of Magnus the Red. During a routine patrol of the outer reaches of the Prospero system, the powerful surveyors of the *Infernal Device* detected an incoming fleet. The Space Wolves had come to punish the Thousand Sons in the Emperor's name. Without hesitation, Kite and his confederates mutinied, seizing control of the battleship and steering it away from the Space Wolf fleet, which went on to attack Prospero with complete surprise. Kite and his followers were now corsairs, unable to return to the Thousand Sons but also condemned by the Imperium for having ever been part of the Legion. Horus's rebellion was the perfect opportunity for Kite to break away. Amidst the anarchy, he prospered by attacking both sides and attracting a following of pirates and corsairs to augment his forces.

The background I detailed described Murchad Kite as a cyborg with a look that owed something to both the Traitor Legions and the Adeptus Mechanicus. It would be some time before he saw the Warhammer 40,000 battlefield.

The key moment came when Andy Chambers decided that his loyalties lay with Mork and Gork rather than Khorne and Nurgle. After some frenzied negotiations, a bit of overtime, and some fumbling down the back of my sofa for change, I became the very proud owner of a Chaos Space Marines army. It had Daemons, Berzerkers, and Plague Marines, and a couple of conversions that had been in the Codex, but the part of it that I really liked were the Havoc squads painted up in the livery of the Iron Warriors. There was something about the uncompromising color scheme and the even more uncompromising heavy weaponry that caught my imagination, and just like that, I became an Iron Warriors player.

Just prior to acquiring my first squads from Andy, as mentioned above, I had been playing in his Piscina campaign.

> Digression for a bit of a rant - it was the Piscina campaign that went on to become the Storm of Vengeance campaign pack. Now I don't want to moan, but I just have to point out that, in the original campaign, it was the Harbingers who did a lot of the heroic stuff that the Dark Angels got credit for. Typical! There's always someone from a First Founding Chapter around to take the plaudits... grumble, grumble.

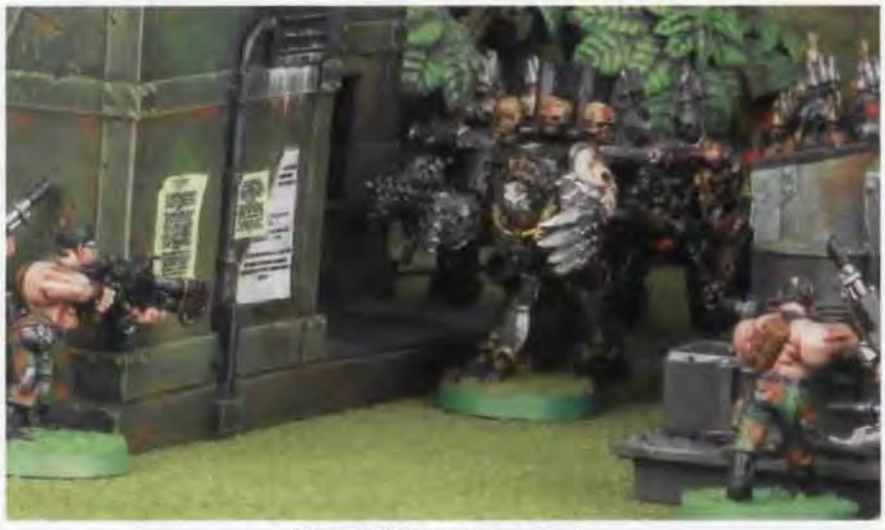
I've waited years to set that one right!

Pete's army is heavily themed around his Rhino APC transports.

Right, back to the story. Using the Harbingers, I enjoyed a flurry of victories over the Chaos contingent and pushed them off the planet after a last desperate ploy to open a gate to the Warp was thwarted. It was about this time that Andy decided they weren't for him and bought a job lot of pots of Goblin Green.

I now needed to extend the background story that I had begun for Murchad Kite to include the Iron Warriors. I could see no reason not to continue the story from the point I acquired the army.

Defeated on Piscina, the battered remnants of the Iron Warriors 12th Grand Company fled in whatever ships they could commandeer from the space port. Clearly the influence of Khorne and Nurgle resulted in disaster. If only they had remained with their own Legion! Their ragtag fleet of stolen merchant ships was quickly overtaken by the mighty Battleship *Infernal Device*; Kite had watched the conflict from afar and awaited the outcome with interest. He had been interested in Ghazghkull's prototype teleportation device, by the presence of the Space Hulk *Scylla*, and by the fortitude in adversity of a company of Chaos Space Marines whose simple raid had gone terribly wrong.



Murchad Kite leads the assault.

The 12th Grand Company was reduced to a fraction of its strength; most had abandoned their Crusade years before and returned to Medrengard. Renegades from other Traitor Legions had attached themselves to the Company and had become influential, resulting in a succession of commanders, none of whom commanded the loyalty of the entire force. In Murchad Kite, the Iron Warriors saw a throwback to their glory days. The other factions were more hostile, but a salvo from the lances of the *Infernal Device* silenced any vocal opposition.

A bargain was struck. The 12th Company would accept Murchad Kite as their Warsmith, and he would re-equip and lead them. With his formidable mechanical and technomantic skills, Kite was ideally suited to leading an Iron Warriors Company. The workshops aboard his ship were soon producing new tanks and new heavy weapons for his troops. As soon as the loyalty of the Iron Warriors had been won, Kite tested it by having the members of all the

The war fleet of Murchad Kite.

other Legions executed, including his own followers from the Thousand Sons, to demonstrate his commitment to his new Legion.

This first incarnation of the army was very similar to my Harbingers, insofar as it relied on dismounted models toting heavy weapons and had a hard core of Terminators. I played as many games as I could with my Iron Warriors, but the Harbingers were still my campaign army - so it wasn't until Third Edition Warhammer 40,000 was being playtested that I could justify going on to the second incarnation of the army. Armies were considerably larger in Third Edition so I was clearly going to have to do some painting whatever happened. I wanted to make my two Space Marines armies more distinct; because the Harbingers' rationale was so heavily based on not having tanks, the easiest and most characterful thing to do was to expand the Iron Warriors with a strong force of armor.

The fact that Rhino-borne assaults were a powerful option in the Third Edition rules may have contributed to my decision, and if I remember a Klingon saying from Star Trek correctly, "War is a lot more fun when you are winning." Briefly, the army became very assault-oriented, but then I realized that I was giving up too much firepower to achieve it. One particular game, in which my army, deprived of its Rhinos by first-move shooting, had no choice but to rush at an Ultramarines army like a bunch of Orks, convinced me of the error of my ways. I started to increase the number of Heavy Support choices in my army and found that the army was getting closer to the classic Iron Warriors archetype and more effective at the same time.

Tanks were quick to paint in the Iron Warriors colors, and I collected three Predators and a Land Raider in short order. This particular army format, which I dubbed the "Wheels of Iron," was much more successful and was great fun to use.

I should point out that I tend to follow an idiosyncratic approach when selecting armies for games. At any given time I have a roster showing two HQs, three Elites, six Troops, and so on. The sum total comes to far more than 1,500 points. For each game, I select units from the roster, sometimes dropping a figure or sometimes not bothering to take a squad transport. It does not make for a major limitation, as with a bit of thought, the roster can easily include enough flexibility to produce a range of interesting armies. What it does achieve is to add a consistency to the army that helps to build character from game to game. Squads and Aspiring Champions develop a history that brings them to life and allows you to make a subtle change once in a while to reflect a momentous event on the battlefield.

For example, when Murchad Kite ended every one of a long run of battles face down in the mud, it led me to conclude that always using the same Chaos Lord made it very difficult to keep to a narrative, especially when he kept being killed. This realization persuaded me to promote a very successful Aspiring Champion called Shadrack Mandeus to Mighty Champion to take over the second HQ slot and provide me with an alternative army commander who I could use whenever Kite's presence was not specifically required. I rarely used a Sorcerer anyway, so it didn't bother me that my roster contained two choices that couldn't be used in the same army. The roster approach is only a guideline, so it doesn't pay to be too fussy with it.

As the rationale for the army is linked very closely with a space fleet, a tie-in to Battlefleet Gothic was the next obvious expansion. My Chaos fleet represents Kite's entire flotilla and has opened up the possibility of playing campaigns integrating both Warhammer 40,000 and Battlefleet Gothic. This is ridiculously easy to do; you simply plot out a basic Tree campaign with missions from both systems to lay out the narrative. Ultimately, Andy's Piscina campaign expanded into the Piscinan Belt campaign to cover the Harbingers' pursuit of Nazdreg after the original Warhammer 40,000 campaign was over. Also, I played an extensive

The 12th Grand Company hold a breach against the fanatical Black Templars.

Pete's new Iron Warriors army in progress.

narrative campaign called "Blood and Iron" in which my Iron Warriors fleet and army was thwarted in its latest diabolical scheme by the Blood Angels of Neil Parsons. I really recommend this type of campaign as a way of livening up a series of games by turning them into an ongoing story.

The mechanized version of the army has kept me absorbed throughout the Third Edition and gradually took over from my other armies to the extent that I would use the Iron Warriors at every opportunity. After joining the Studio, I was able to test my Iron Warriors against a wider range of opponents, and they rarely let me down. My obsession with the army led to me writing the Index Astartes article on the Iron Warriors. This was a real pleasure, as I was able to fill in a lot of background for the Legion and introduce rules to make them the siege specialists they were always meant to be.

When writing Warhammer 40,000 background, I do not believe in promoting a modus operandi for an army that cannot possibly work on the tabletop, and in this regard, my experience with the army proved invaluable. The Index Astartes article did leave me with quite a few models that I couldn't use any more (all my Daemons and Cult Marines for example), but this was a small price to pay for a more consistently themed army. It did feel very strange to use an army whose modifications I had written myself, but when I added a Vindicator to my roster with the additional Heavy Support choice and saw how good it looked with spikes, my reservations quickly disappeared.

With a heavily armed company of Iron Warriors at his back, Murchad Kite became an even greater threat. He, always seeking new technology to expand his researches, added Research Stations and Exodite colonies to convoys as his preferred targets.

Gradually, the victories started to be recorded. Despite their best efforts, the Blood Angels and the White Scars were defeated by the resurgent Iron Warriors; each time, vital Imperial technologies were stolen. The secrets of the Eldar were not safe either. Ulthwé and Saim-Hann felt the power of Kite's company, and many spirit stones were lost forever.

When the Studio Cityfight campaign (as reported in *White Dwarf*) was conceived, I realized that attempting to drive through the ruins of Vogen with my tanks would be a pointless exercise and drew up a different roster for the campaign. One Predator remained, with the balance of Heavy Support choices being taken up by a Havoc squad, a Vindicator, and a Dreadnought. The revised roster did rather well in the campaign (apart from habitual defeat by Alex Boyd's Orks). Although I planned to change the roster after the campaign was over, there were several units that did so well that I couldn't help retaining them for open field battles.

By this time, I had already begun work on the revised Third Edition *Codex: Chaos Space Marines*, so I was well aware that some level of change was on the way. The Cityfight campaign had indicated to me that it was about time to make changes to the roster in any event, if for no other reason than to freshen up the army. I decided to merge the old roster and the Cityfight roster to create a new format for the army that would not only be effective at Cityfighting but would retain its effectiveness for a few years to come.

This brings us up to the present day. Thanks to Index Astartes there are now boxed sets of Legion-specific Chaos Space Marines available. This push was the last encouragement I needed to begin building an entirely new Iron Warriors army, incorporating all the new models plus new Rhinos and Predators, etc. Occasionally, being committed to using a single, particular army can be frustrating as you look at some of the other armies and think, "Wouldn't it be nice to have one of those?" The acid test is whether you have enough enthusiasm to collect and paint one; every time I apply this test, I end up deciding I would rather just collect more Iron Warriors!

Now all I have to do is get the new army finished before Jes Goodwin and Co. come up with something else I absolutely have to add to it.

See you in the trenches!

Pete's new Murchad Kite model. Why stick to one bionic body?

White Dwarf's Gary Roach has taken time out from painting new recruits for his Imperial Guard to begin work on a new army of Salamanders Space Marines. Here's how he approached painting his first squad.

PAINTING WORKSHOP

Gary Roach's Salamanders Space Marines

COLOR PALETTE

- Chaos Black
- Snot Green
- Scorpion Green
- Shining Gold
- Chestnut Ink
- Burnished Gold
- Codex Grey
- Blood Red
- Bleached Bone
- Bestial Brown
- Golden Yellow
- Bad Moon Yellow
- Skull White
- Black Ink
- Bubonic Brown
- Chainmail

GETTING STARTED

When assembling the models, the boltguns were left on the frame to give easier access to areas such as the chest eagles and power armor. The models were stuck together with plastic glue and then undercoated with Chaos Black spray. Any areas of poor coverage were given a coat of slightly watered-down Chaos Black paint.

PAINTING THE POWER ARMOR

The first area to be painted was the power armor, which was given two to three coats of Snot Green. Multiple coats are necessary, because the Chaos Black undercoat will show through after just one coat, which will make the armor look blotchy. Don't worry about getting paint onto parts where you don't want it, because you can easily go over them again with Chaos Black once you have finished applying the basecoat.

The edges of the power armor were then highlighted with Scorpion Green. At this stage, use the side of the brush and run it along the edge of the armor. You will find this technique much easier than trying to paint the edges with the tip of the brush as if you were applying a basecoat.

The chest eagle and any other areas that were going to be the same color were painted by first applying a coat of Shining Gold. Then, a 50/50 mix of water and Chestnut Ink was washed over the Shining Gold areas. Once dry, these areas were highlighted with Burnished Gold. When applying the Burnished Gold onto the chest eagle, try to leave a bit of the previous coat showing in the deeper parts of the wings, just underneath each "feather."

PAINTING THE EYES

To paint the eyes, a basecoat of Skull White was applied, as yellow paint doesn't show up too well over a black undercoat. The eyes then had a coat of Golden Yellow applied over the top of them. To finish off, the eyes were highlighted with Bad Moon Yellow.

PAINTING THE PURITY SEALS

Using a mix of Blood Red with a tiny spot of Chaos Black, the top part of the purity seal was basecoated. It was then highlighted with Blood Red. The bottom part was painted by first applying a basecoat of Bestial Brown, which was then highlighted with a mix of Bestial Brown and Bleached Bone. When doing this step, try to leave a bit of the previous coat showing between the layers of the seal as shading. To finish, a final highlight of Bleached Bone was applied to the raised parts and edges.

PAINTING THE BACKPACK

With the undercoat as a basecoat, the backpack was highlighted with the same technique as the power armor but this time with Codex Grey. The metal bits were painted with a basecoat of Chainmail. Then, again, a 50/50 mix of water and Black Ink was washed over the top. The skull was painted with the same technique as the other gold bits.

PAINTING THE WEAPONS

The boltguns and flamers were painted with techniques similar to those used on the Space Marines. First, the weapons were undercoated with Chaos Black spray. The metal parts were painted with Chainmail and then washed over with Black Ink. The casing was then highlighted with Codex Grey. The gold bits were painted in the same way as the chest eagles.

PAINTING THE LENS

The lens was first given a basecoat of Blood Red, which was applied by getting a small round "blob" of paint on the tip of the brush and just touching the area that needed painting. This area was then highlighted with Golden Yellow with the same technique but with a little less pressure.

BASING THE MODEL

To finish, white glue was applied to the top of the base, and the model was then dipped into sand. To give the feel of fighting in the deserts of Armageddon, the base was then painted with Bubonic Brown. Once dry, it was highlighted by dry-brushing with Bleached Bone.

APPLYING TRANSFERS

When applying transfers to shoulder pads, try making a small cut in the top of the transfer (in this case, above the ridge over the eye). This trick will help the transfer sit better on the curved shoulder pad.

The Salamanders hold the line against a ferocious Ork assault.

Index Astartes
First Founding

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

PROMETHEAN WARRIORS

The Salamanders Space Marine Chapter

by Graham McNeill & Gav Thorpe

As one of the First Founding Chapters, the Salamanders have a rich history that goes back to the very birth of the Imperium. Salamanders Space Marines are raised from the populace of Nocturne, a deadly volcanic world. Such a world breeds hardy warriors, strong of constitution and single-minded in purpose – ideal recruits for the Adeptus Astartes.

Origins

Of all the stories of the Emperor's Primarchs, the legend of Vulkan is among the better known tales. *The Promethean Opus* (source of much Imperial knowledge of Vulkan) tells of a mighty comet blazing a trail of fire across the skies of the world of Nocturne during the Time of Trial, a period of great upheaval when the planet was wracked by massive earthquakes and volcanic eruptions. Whether these signs heralded the arrival of the Primarch, none can say. The world of Nocturne was a harsh, volcanic place, a land of rocky crags and soaring, basalt mountains with little to offer its early colonists save the riches of its vast mineral deposits. For as long as anyone could remember, Eldar pirates had plagued the people of Nocturne, constantly pillaging the small settlements and enslaving their children. As a result Nocturne's people were hardy and practical, with little time for rest or leisure.

It is said in *The Promethean Opus* that the Primarch was found one morning by a blacksmith named N'bel as he entered the yard of his smithy. Whether the Primarch was found as a babe in swaddling clothes or as an infant child is unclear, but the unknown child's presence in a smithy's yard was unusual enough for N'bel to bring the boy before the ruling council of his settlement. For many of the long, Nocturne years, the wise men had prophesied the arrival of a savior, a warrior who would come to them from the heavens to rid them of the decadent Eldar. So it was that the people instantly recognized the greatness within the infant that N'bel had found. No one dared claim the Primarch as his own, and thus it was decreed that N'bel take the Primarch as his son and apprentice. The master smith named him Vulkan, after the first king of the salamanders, the giant lizards that roam the volcanic mountains of Nocturne.

Vulkan's growth was extraordinary. Within 3 years, he was bigger and stronger than any man in the settlement, and his mind was sharper than any Nocturne-forged blade. He had rapidly learned all the skills of metalworking taught to him by N'bel and soon surpassed even his adopted father's renowned ability. It was Vulkan who taught the people of Nocturne the most hidden secrets of metals, the mysteries of pattern welding, metal folding, alloys, and bonding. These lessons had improved their already considerable skill at weapon-making and artifice.

The Opus tells that during Vulkan's 4th year, the Eldar came to his town, intent on raiding and pillaging. The people of his settlement had long become used to the Eldar's raids and had devised many ingenious methods of hiding from their attackers. Vulkan declared that he would hide from no one and, over the pleas of the wise men, stood at the center of his settlement with his smith's hammers crossed over his shoulders. Stirred by his courage, the men of the settlement rose from their hiding places in attics and cellars to stand beside Vulkan in defiance of their attackers. Vulkan stood at the forefront of the defense and single-handedly slew a hundred Eldar that day, wielding a huge blacksmith's hammer in each hand. The raiders fled from Vulkan's wrath, and the story of the town's triumph spread rapidly across Nocturne. Soon the headmen of the seven most important settlements traveled to pay homage to Vulkan and praise him for his example in fighting the Eldar. The headmen swore never again to hide in fear but to face their foes and crush them. It was decided to hold a huge gathering of the people of Nocturne to celebrate this great victory, including a massive contest of skill at arms and craftsmanship.

In a passage of *The Opus* known simply as "The Outlander," there is a tale of how Vulkan came to be reunited with the Master of Mankind. It recounts that, at the opening ceremony of the celebrations, a stranger appeared at the gates of

Vulkan's settlement. All the stranger asked was to be allowed to take part in the contests, and though he would not say where he had come from, he was allowed to compete. His skin was pale and his garb outlandish, though all could see that he was a powerful figure. He announced to the gathered spectators that he could best any man in any contest. The gathered crowds laughed uproariously, believing that none could be superior to their superhuman leader in intellect, physique, or skill.

Vulkan and the stranger wagered that whoever lost was to swear eternal obedience to the victor.

The competitions lasted for 8 days and included many feats of strength and endurance. At the anvil lift, even the strongest men could hold an anvil above their head for only an hour and a half, but Vulkan and the stranger carried the heavy anvil aloft for half a day before the judges declared the contest a draw so that they could proceed to the next event. And so it was that they were almost equally matched in skill and strength. Occasionally one would slightly best the other, but when it came to the start of the final event, the salamander slaying, they were evenly matched. Each had a day and a night to forge a weapon with which to hunt down the largest salamander they could find. Whoever could bring back the heaviest carcass would win the wager and the eternal allegiance of the other.

Chapter Approved: Access Level: 8 (twenty-seven)

Salamanders, Progenitor Legion M31

Pre-Heresy Salamanders' color scheme

Salamanders' color scheme

Auto-reactive shoulder plate: Tactical squad markings

Auto-reactive shoulder plate: Chapter badge iconography

Auto-reactive shoulder plate: Honor Markings

Standard Imperial pattern meltagun (constructed locally)

Salamanders Veteran in Tactical Dreadnought Armor

Symbol of the Salamanders' First Company, the Firedrakes

Thought for the day: The hammer of the Emperor will vanquish the Xenos.

The ringing of hammers on metal echoed across the volcanic hills for the whole day, neither man pausing for a moment to rest or refresh himself. As the Nocturne sun sank below the mountains, the competitors watched the highest peaks for the fire plumes that gave sign of the giant salamanders. Vulkan boasted that he would climb to the summit of Mount Deathfire, where the largest firedrakes could be found, huge fire-breathing monsters weighing as much as several tons. The stranger nodded in agreement and said that wherever Vulkan went, he would follow.

It is claimed that the two climbed the precipitous mountains with astounding speed, bounding from rock to rock, the stranger carrying a keen-edged blade, Vulkan with his immense silver-headed hammer held ready. They passed from sight, but soon the skies echoed with the clamor of battle. The flames of the firedrakes licked the clouds of smoke that gathered over the volcanoes. Vulkan was to find his prey first, smashing its armored head from its shoulders with a mighty sweep of his hammer. Further up the mountain, the stranger spied another salamander, even mightier than Vulkan's conquest, and set off in pursuit. As Vulkan carried his prize back to the settlement, ill fate beset him. Mount Deathfire erupted into violent life, hurling rocks and lava high into the air. He was flung from the edge of a precipice, where he clung for several hours by one hand, the other grimly holding the tail of the dead salamander. Vulkan was determined to keep his prize, no matter the cost. As the mountain continued to erupt, Vulkan knew he could not hold on much longer, yet still he refused to release his grip on the salamander.

Just as Vulkan's grip was beginning to slip, the stranger appeared, calling his name from the other side of a wide lava flow. Vulkan answered the cry and could see that the stranger's prey was indeed larger than his own. By now even Vulkan's almost endless constitution was growing slim, weakened as it was by over a week of hard competition. His grip was shaking, but he was too proud to call for help. It seemed that the stranger realized the Primarch's peril and hurled the corpse of his salamander into the lava, making himself a bridge to cross. With great leaps, the stranger hurled himself towards Vulkan and hauled the wearied Primarch from the edge of the abyss. Even as Vulkan felt himself being pulled up by the stranger's strong arms, he saw his opponent's salamander being consumed by the lava and swept away.

When the two returned to the Primarch's settlement, it was the ruling of the judges that Vulkan had won, for the stranger had returned with no prize at all. The gathered throng cheered heartily, but were silenced by Vulkan. As they watched, he knelt on one knee, bowed his head to the stranger, and said that any man who valued life over pride was worthy of his service. The stranger bade Vulkan stand and threw off the illusion that had disguised his true form, revealing himself to be the Holy Emperor of Mankind. The people of Nocturne fell to their knees in awe, and from that day forth, their world was to become home to the Salamanders Legion, in memory of the mighty beasts that had united the Primarch and his Lord.

Home World

The Salamanders Chapter hails from a binary planetary system in the western reaches of the Ultima Segmentum. The two worlds, Nocturne and its oversized moon, Prometheus, circle each other in an erratic orbit, causing massive

tectonic activity across the thin crust of Nocturne. The world is girded by chains of active volcanoes and rent apart by frequent earthquakes. Once every Nocturne year, some 15 Terran years long, the two worlds approach so closely that Nocturne is almost torn asunder. Known as the Time of Trial, this period is marked by tidal waves sweeping across the rough seas, the ash and smoke from thousands of volcanoes blotting out the dim light of Nocturne's sun, and the ground being gripped by constant earthquakes. Towns and villages are thrown into ruin. Continents shift, and a cold winter envelops the lands for the next quarter of a year, freezing the young and killing the majority of the livestock that can survive the normally harsh and hot climate of the planet.

Some would say that the people of Nocturne are mad to endure such conditions, but over hundreds of generations, they have been molded by their world into a hardy race. And Nocturne's Time of Trials brings great rewards too. The upheavals open up veins of precious gems and metals and uncover vital ores for smelting. When the lava flows cool, they can be mined for other precious elements, pockets of gas that can be used to power engines, diamonds, and other crystals valuable to the Adeptus Mechanicus for lasers and energy-transmission systems. And this is how Nocturne survives, by trading its vast mineral wealth with other worlds, using its resources to bring in additional livestock, building materials, and the few weapons that the Salamanders Space Marines cannot construct themselves.

The Chapter's fortress-monastery is based on the giant moon, Prometheus. It is the only settlement on Prometheus and is little more than a spaceport linked to an orbital dock where the Chapter's strike cruisers and battle barges can be refitted and restocked. When not at war, the Chapter's warriors spend most of their time on Prometheus or living among the inhabitants of Nocturne. The Salamanders maintain very close links with their home world and mingle with the people rather than living aloof as many other Chapters do. The Salamanders are the settlements' leaders and a source of inspiration and guidance for the Nocturne populace. Young aspirants crave this position of authority and respect as much as the chance to become a legendary warrior of the Emperor.

Salamander recruits start very young, with a hopeful coming to work as an apprentice to a Salamander at the age of 6 or 7 Terran years. Apprentices spend several years learning the skills of the smith, as Vulkan did in his early life. From these apprentices, the most able are judged by the Chapter's Apothecaries and Chaplains, and the worthy are taken to Prometheus to undergo the bio-surgery required to turn them into Space Marines. At various points in their adaptation and training, the young Scouts must endure the same trials and tests that Vulkan and the Emperor competed in, their final initiation culminating in them hunting down a salamander and slaying it.

THE THIRD WAR FOR ARMAGEDDON

When Ghazghkull launched his new offensive against the Imperial forces on Armageddon, the Salamanders were one of the first Chapters to respond, sending a full six Companies to combat the Orks, including Chapter Master Tu'Shan who personally led his Firedrakes. The Salamanders launched several counter-attacks against the rock-forts landed by the Orks along the Hemlock River. Preferring the close-quarter fighting within the maze of crudely carved tunnels within the Roks to the long-range duels in the desert, the Salamanders made the Orks pay a high price for their audacity. By the start of the Season of Fire, at least nine Roks were destroyed by the Salamanders' attacks, killing untold thousands of greenskins.

The Salamanders, unlike a number of other Chapters, fought extensively throughout the campaign to protect the civilian population of Armageddon. Indeed it is rumored that Tu'Shan himself came to blows with Captain Vinyard of the Marines Malevolent after it became known that his men had shelled a refugee camp simply because there were Orks within the perimeter. The majority of the Salamanders departed Armageddon following the Season of Fire, with only two companies remaining to protect the major population centers. A squad of the Chapter Master's own Firedrakes also left for Baal with the Blood Angels as an honor guard for the fallen Captain Tycho. The Chapter's Techmarines have been instrumental in repairing and rebuilding the infrastructure required to maintain such a vast amount of people, and it is certain that they have saved many thousands of lives with these vital but often overlooked duties.

Combat Doctrine

The Salamanders follow normal Space Marine tactical and strategic dogma, with a slight variation to compensate for their own physical and mental traits. The Salamanders have a preference for close-ranged fire fights and use many melta and flamer weapons to smash armored foes and burn whole swathes of lighter troops.

Coming from a society that places great prestige in craftsmanship and that has high regard for artisans, the Salamanders have access to and can maintain highly sophisticated forms of technology. This is most evident in the numbers of Terminators in their armies, as well as a greater proportion of artificer armor and master-crafted weaponry. Their technological resources are also supplemented by regular trade with the Adeptus Mechanicus, made possible by Nocturne's abundant mineral resources.

Organization

The Salamanders Chapter organization was laid down when Vulkan swore allegiance to the Emperor. Each Company was founded from the seven greatest settlements of Nocturne, each commanded by a Captain from that settlement. This organization is still maintained today, although, ever since the disappearance of Vulkan some thousand years after the Legion's Founding, the Captain of the First Company has been given the role of Chapter Master. This position is considered a regency by the Salamanders, who believe that one day Vulkan will return to lead the Chapter in a great campaign to conquer Chaos.

Each Company is slightly larger than a standard Codex Company, and squads were reorganized following Roboute Guilliman's writing of the *Codex: Astartes* after the Great Heresy. The conditions on Nocturne are not conducive to training for high speed attack or using the anti-grav engines of Land Speeders, so the Chapter employs relatively few of these specialized fast attack units. The *Apocrypha of Skaros* lists the Salamander's Scout Company as one of the smallest known in any Chapter; the sparse population of Nocturne and the Salamanders' slow but meticulous selection process yield a low turnaround of new recruits.

The First Company is treated as a warrior cadre within the Headquarters itself and forms the personal guard of the Chapter Master. They are known as the Firedrakes, after the largest of the salamander lizards that roam Nocturne. To enter the First Company, a warrior must be nominated by his Captain for the honor and then must prove that such faith was well founded by slaying a firedrake. The Hall of the Firedrakes in the Chapter Monastery on Prometheus is adorned with the hides from Firedrake salamanders slain as part of this trial.

Beliefs

The beliefs of the Salamanders are governed by the Promethean cult, which places great emphasis on self-reliance, loyalty, and self-sacrifice. Many of these values stem from the lessons learned while training as a smith – patience and relentless determination are highly valued mental characteristics.

The hammer and fire are important symbols in the teachings of the Promethean cult. Ritual scarring by branding and burning is commonplace among the battle brothers of the Salamanders, and trials of walking over burning coals and carrying red-hot metal bars are held frequently.

Gene-Seed

As far as can be ascertained, the Salamanders' gene-seed appears to be stable and as yet uncorrupted. The reflexes of Salamanders Space Marines are not as fast as those of other Chapters, although they are still quick when suited in power armor. However, it is unknown whether this defect is due to a problem in the gene-seed, being raised on their high-gravity world, or the Chapter's doctrines against hastiness and impetuosity.

The Salamanders have never been great in number and were the smallest of the First Founding Legions. Perhaps it is for this reason that there seem to have been no Second Founding successor Chapters formed from the Salamanders, while the other Legions were broken down into several smaller fighting forces. Others point to the disaster at Istvaan V as reason for the lack of Second Founding Chapters (as many scholars believe the Salamanders to have been present at this infamous massacre). It is a matter of debate whether there have been Successor Chapters during subsequent Foundings, although it appears likely and many scholars point to similarities in the physique, markings, and tactical dogma of Chapters such as the Storm Giants and Black Dragons. Recent questions regarding the purity of the Black Dragons' gene-seed has led to some Genetor-Biologis questioning the purity of their source zygotes, but the legacy and reputation of the Salamanders have led to their detractors being openly ridiculed.

Battle-Cry

"Into the fires of battle, unto the anvil of war!"

TU'SHAN – CHAPTER MASTER OF THE SALAMANDERS, REGENT OF PROMETHEUS

At the outset of the Second Armageddon War, Chapter Master Tu'Shan had only held his rank for 3 years. To do battle against Ghazghkull Thraka would be a hard test of his skills as a leader and strategist, and it was with no hesitation that the humble Tu'Shan agreed to follow Commander Dante of the Blood Angels. During the campaign, it was Tu'Shan who helped rally the scattered Imperial defenders. In battle, Tu'Shan and his Firedrakes were responsible for defending one of the few bridges across the Stygies River against a thousand-strong Ork Speed Freek column and for fighting continuously for 3 days and 4 nights. At the end of the campaign, Dante himself sought out the young Chapter Master and praised Tu'Shan in front of all of the Blood Angels. This was a supreme gesture – for the Salamanders, no greater honor can be bestowed than the respect of one's brothers in arms.

Tu'Shan is known to have met Yarrick, and it is claimed that the two had an instant respect for each other. Yarrick heartily welcomed Tu'Shan's offer to once again defend Armageddon when Ghazghkull returned at the head of the mightiest Ork force ever seen. Tu'Shan fought throughout the war zones of Armageddon. At Hive Tempestora, Tu'Shan prevented the Orks from overrunning the Khatrin Water Purification Plant and condemning the hive's population to a slow death by dehydration. The hive ultimately fell, but Tu'Shan's actions allowed the majority of the hive's population to escape before the hive was captured. And as before, Tu'Shan's inspiring presence allowed the defenders to hold the vital Stygies bridge and prevent the greenskins from crossing and reinforcing their forces elsewhere.

USING A SALAMANDERS ARMY IN WARHAMMER 40,000

Special Rules

Never Give up: The people of Nocturne are dogged and stubborn, refusing to admit defeat even against the greatest odds. The Salamanders are no exception, fighting to the last man if necessary. To represent this steadfast nature, at the end of a game, the Salamanders player can decide to continue fighting for 1 more turn. Another whole game turn is played as normal (i.e., each player gets 1 more turn), and the result of the battle is decided after that turn is finished. The Salamanders player can always opt to fight for 1 more turn than normal, whether the game has a fixed length or finishes randomly.

Self-Reliant: The Salamanders lead a mainly solitary life when not fighting alongside their battle-brothers and are raised and trained to be self-sufficient and independent. Salamander models never have to take "All On Your Own" Morale checks.

Sturdy: The high gravity of Nocturne causes its inhabitants to have a naturally large and well to muscled physique, so they adapt to the ordeals of becoming a Space Marine very well. However, they are not as swift as their counterparts in other Chapters; thus, all Salamanders, with the exception of Dreadnoughts, have their Initiative reduced by -1 (i.e., most Salamanders Space Marines will have Initiative 3). Entries in the following army list have already been modified to take this into account. The Salamanders must also deduct 1" from any advance or fall back moves they make (normally, 2D6-1").

Wargear

Salamander's Mantle: This is a new item of wargear available only to Salamander Space Marines. The character wears a cloak or cape made from one of the toughest materials in the galaxy – the thick hide of Nocturne's salamander lizards, which live in the lava flows of the planet's volcanoes. The character is immune to suffering instant death by being hit by an attack that has a Strength value double his Toughness – the character loses a single wound instead. Note that instant death can be suffered in other ways (e.g., by an Eldar Wraithcannon rolling a 6 to wound the character). Only one model in the army may have a Salamander Mantle for +35 points. The special character Chaplain Xavier (p. 40, *Codex: Space Marines*) wears a Salamander mantle, increasing his cost to 200 points.

Artificer Armor and Weapons: The Salamanders have a deep knowledge of many technological marvels, and their Techmarines are the greatest artificers outside of the Adeptus Mechanicus. To represent this, the following changes are made to the Space Marine Armory for a Salamanders force:

Master-crafted weapons cost +10 points, rather than +15 points.

Artificer armor may be purchased for non-independent characters (such as Apothecaries or Veteran Sergeants) for +15 points (independent characters pay +20 points as normal).

Any character may be given a signum, not just Techmarines.

Vehicle Upgrade

Reinforced Ceramite: This vehicle upgrade is specific to the Salamanders Chapter. The vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against melta weapons. Melta weapons, including melta bombs, never roll an extra D6 for armor penetration for being at half range (melta bombs would therefore have armor penetration of 8+D6). Reinforced ceramite may be given to any Salamanders vehicles and Dreadnoughts, except for Land Speeders. It costs +25 points for a Land Raider to have reinforced ceramite and +10 points for all other vehicles.

SALAMANDERS ARMY LIST

Salamanders use the following units from **Codex: Space Marines** *and from the new entries below.*

HEADQUARTERS	Space Marine Heroes, Chaplain*, Salamanders Librarian, Command Squad
ELITES	Salamanders Terminator Squad, Space Marines Veteran Squad, Dreadnought
TROOPS	Salamanders Tactical Squad, Scout Squad
FAST ATTACK	0-1 Salamanders Assault Squad, 0-1 Salamanders Bike Squadron, 0-1 Scout Bike Squadron, 0-1 Land Speeder Squadron**, 0-1 Land Speeder Tornado**, 0-1 Land Speeder Typhoon**
HEAVY SUPPORT	Devastator Squad, Predator Annihilator, Predator Destructor***, Vindicator, Land Raider, 0-1 Land Raider Crusader (see Black Templars list), Whirlwind

** A Chaplain may exchange his crozius for a thunder hammer for free.*

*** You may take a Land Speeder Squadron, a Land Speeder Tornado, or a Land Speeder Typhoon, but not more than one choice of Land Speeder.*

**** A Salamanders Predator Destructor can have heavy flamers on its side sponsons for +10 pts.*

HEADQUARTERS

SALAMANDERS LIBRARIAN

PSYCHIC POWER

Fury of the Salamander: The Librarian draws on the legendary spirit of the Salamander to create a monstrous spectral incarnation of the beast. The monster charges forward trailing fiery sparks, burning all in its path. The Librarian uses this power in the Shooting phase instead of firing a weapon. Nominate a direction from the Librarian that the Salamander will move in, and draw a line 3D6" long in that direction. You cannot choose a line that might pass through a unit in close combat. Any model (friend or foe) that the line crosses over takes a S5 hit; normal saving throws are allowed. A unit suffering any casualties from this attack must take an immediate Morale check or fall back. If the unit passes the check but loses 25% or more of its models in that Shooting phase, it must still take the Morale check for casualties at the end of the phase as normal.

ELITES

SALAMANDERS TERMINATOR SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	37	4	4	4	4	1	3	2	9	2+

Squad: The squad consists of one Salamanders Terminator Sergeant and between four and nine Salamanders Terminators. The Terminator armor's 2+ save and +1 Attack bonus have been included in the characteristics above.

Weapons: All models in the squad have either a storm bolter and power fist or a thunder hammer and storm shield.

Options: The Sergeant may replace his power fist for a power weapon. Up to two models may exchange their storm bolters for heavy flamers at +10 pts.

The Terminator Sergeant may have additional equipment from the Space Marines Armory.

SPECIAL RULE

Deep Strike: Salamander models wearing Terminator armor may *Deep Strike*.

TROOPS

SALAMANDERS TACTICAL SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	15	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between four and nine Salamanders Space Marines.

Weapons: All models are armed with a bolter. The Sergeant may replace his bolter with a bolt pistol and close combat weapon.

Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts, heavy bolter at +5 pts, missile launcher at +10 pts, multi-melta at +15 pts.

In addition, one other Space Marine in the squad may exchange his bolter with one of the following: flamer at +6 pts, meltagun at +10 pts, plasma gun at +6 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts or, if it numbers six or fewer models, a Razorback at +70 pts (see the Transport entry in *Codex: Space Marines* for upgrade options).

The Salamanders prefer close-range engagement with the enemy where their superior numbers of short-ranged but deadly weapons, such as multi-meltas and flamers, can swiftly eradicate their foes.

FAST ATTACK

0-1 SALAMANDERS ASSAULT SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	25	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between four and nine Salamanders Space Marines.

Weapons: Bolt pistol, close combat weapon, and frag grenades. All models in the squad are equipped with jump packs.

Options: The entire squad may be equipped with krak grenades at +2 pts per model and melta bombs at +4 pts per model.

One model may exchange his bolt pistol and close combat weapon for a flamer for +12 pts.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

SPECIAL RULE

Deep Strike: Salamander models equipped with jump packs may *Deep Strike*.

0-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

Squad: The squadron consists of one Salamanders Sergeant and between two to four Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

Options: Up to two Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one Attack Bike armed with a multi-melta at +55 pts.

Due to the fluctuating gravity of Nocturne, Salamanders have difficulty training with bikes, jump packs, and Land Speeders. Thus, Salamanders can muster few such fast attack units for battle.

PAINTING WORKSHOP

Graham Davey's Black Legion Chaos Space Marines

Graham Davey is *White Dwarf's* resident Chaos Lord, and he has been collecting his vast horde for several years now. We've persuaded Graham to share with us his secrets on how to paint Black Legion Chaos Space Marines quickly and effectively.

COLOR PALLETTE

- Blazing Orange
- Blood Red
- Yellow Ink
- Mithril Silver
- Chaos Black
- Codex Grey
- Goblin Green
- Bestial Brown
- Bleached Bone
- Skull White
- Bubonic Brown
- Pallid Flesh

GETTING STARTED

When assembling my Chaos Space Marines, I take time to get the pose exactly how I want it. I usually use Blu-Tac to try out positions before gluing the models together. In particular, if the model is firing its gun, I make sure it is looking in the same direction that it is aiming the weapon. Depending on the pose of the model, it may be easier to paint without the backpack stuck on, but if possible, I prefer to stick the whole thing together.

The models were undercoated Chaos Black, taking care to spray from every angle – multi-part models like this have lots of nooks and crannies that all need a good covering of black.

PAINTING THE MODEL

First of all, the silver trim of the armor was painted. Mithril Silver was used, and care was taken to leave the Chaos Black undercoat showing on the armor plates. The bolt pistol and chainsword were painted Mithril Silver too. Any mistakes were then touched up with Chaos Black.

The next stage was a Black Ink wash, mixed 50/50 with water to thin it down. This step takes the brightness off the silver and provides shading. Any wash that misses the silver areas will not show over the black undercoat, so this can be done quite quickly. Extra coats were applied around rivets, weapons, and other large areas of silver. The finished result was compared with the silver bits on the rest of my army, to make sure the silver matched and wasn't too shiny or too drab.

On basic models, this leaves just the yellow areas – pipes and cables, etc. Yellow paint is not very opaque, especially over a black undercoat, so a Skull White basecoat was applied first.

This coat needs to be very neat, with solid white coverage. Extra coats were applied to ensure that no black showed through.

To provide the fiery shading color, the white areas were washed with Blazing Orange mixed 50/50 with water. It doesn't really matter if this goes onto the black areas, but care was taken to avoid getting any on the silver.

Next, Skull White was carefully brushed on, leaving the orange color showing in the recesses.

Finally, Yellow Ink was applied, turning the white areas yellow and tinting the orange slightly. Again, care was taken to avoid getting any ink on the silver areas.Any stray white paint was then covered with Chaos Black.

PAINTING BONE

All areas that were to be bone colored (horns, skulls, etc.) were basecoated with Bestial Brown. These were then highlighted with Bubonic Brown and finally with Bleached Bone.

To finish off, any features on the helmet that weren't picked out by the silver trim were highlighted with watered-down Codex Grey. The eyes were painted with Blood Red.

THE BASE

The base was first painted Goblin Green. Once dry, white glue was applied to the top of the base, then it was dipped into modeling flock.

CONVERSIONS

The Khorne Berzerker kit is fully compatible with the Chaos Space Marines kit, giving a huge range of possibilities for very easy conversions. This model uses Berzerker legs and axe and Chaos Space Marine body, head, and bolt pistol.

PAINTING SKIN

The skin was basecoated with Bestial Brown, which was then highlighted with an equal mix of Bestial Brown and Pallid Flesh. The final highlight was an equal mix of Bleached Bone and Pallid Flesh.

The new rules in *Codex: Chaos Space Marines* require you to have an Icon in the unit if you want to summon Daemons. An Icon can be a simple trophy pole on the backpack of a Champion, but it's more impressive to have a distinctive Icon Bearer.

This model uses the standard bearer arm from the Warhammer Marauders of Chaos plastic regiment set. The icon itself is the banner top from the Warriors of Chaos regiment set but the standard tops from the Marauders of Chaos and Orc boxed sets look equally impressive.

Graham's Chaos horde rampages into the Tau lines.

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 e-mail me at the addresses below!

Dear Dirty Steve,

(Why are you called that anyway?) I live in Coquitlam, BC (right next to Vancouver), and I really want to attend a Games Day. I was wondering if there are any plans underway to have a Games Day Vancouver? My friends and I would really like to attend one. There are more people here than you think, around two million or so in Vancouver alone, and that's not including the tri-cities, Vancouver Island, or any of the other nearby cities and towns. PLEASE PLEASE PLEASE!!!!!!

Dedicated Warhammer player for 5 years and running,
Daniel Peach

As it turns out, Daniel, some of the Folks in High Places at the Canadian Head Office have been thinking the same thing as you! The possibility of having a second Canadian Games Day in the greater Vancouver area is very good, though I don't know how long it will take before it actually happens. So in the meantime, hopefully you'll be coming to Games Day Canada in Toronto. We'd love to see you there!

Dear Dirty Steve,

I'm a huge Eldar fan, and I'm wondering why I haven't seen my beloved Eldar in *White Dwarf* lately. Am I late? Have I missed the huge Eldar issue, or are they hiding in a corner somewhere? Also, what's the best way to paint the Eldar Guardians in the Biel-Tan color scheme? Undercoat them with Chaos Black then go over with Skull White?

Greg Tometich

Eldar are an enigmatic species, Greg. They show up when they're least expected and disappear mysteriously afterwards to follow their own agenda. They'll turn up again in the pages of White Dwarf, for certain. As far as Biel-Tan color schemes, the Codex: Craftworld Eldar *suggests a couple of things on p.14: Dark Angels Green, Snot Green, Jade Green, and Skull White. You might even go green and grey, maybe with a Codex and Fortress Grey, instead of the green and white. It's really all up to you.*

Dear Dirty,

Could you give some tips on how to do highlighting?

Sincerely,
John

This cool World Eaters Lord by Mike Coelho came to Canadian Games Day 2001!

Well, John, highlighting models is a surprisingly easy process. You'll want to start with the darkest color and work up to the lightest. With your first color, or basecoat, you'll want to cover the area entirely. Then lighten the basecoat color with either white or another lighter hue of that color. For example, you might add orange to lighten red, but you might add white to lighten blue. Experiment with a few colors and see what you think is best. You'll want to paint that lighter color onto the model in the same area, while avoiding the deepest crevices. Next, you'll want to lighten the color again and then paint the same area, but don't completely cover the last color. Leave a little showing on the outside edge. Then, with successive highlights, keep mixing the paint lighter and keep leaving a little bit of the previous coat showing on the edges of the current coat. This technique should yield the effect that the higher areas are lighter.

Hope that helps out a bit, John!

Dear Dirty Steve,

I've slowly been making a Kroot Mercenary army, because I think they are very nice. Each one of my Shapers is a unique conversion, and now, for my Hunter Kindred one, I want to make a female Kroot. How is a female kroot physically different from a male one?

Thanks!
Alexandre Clairmont-Bolduc

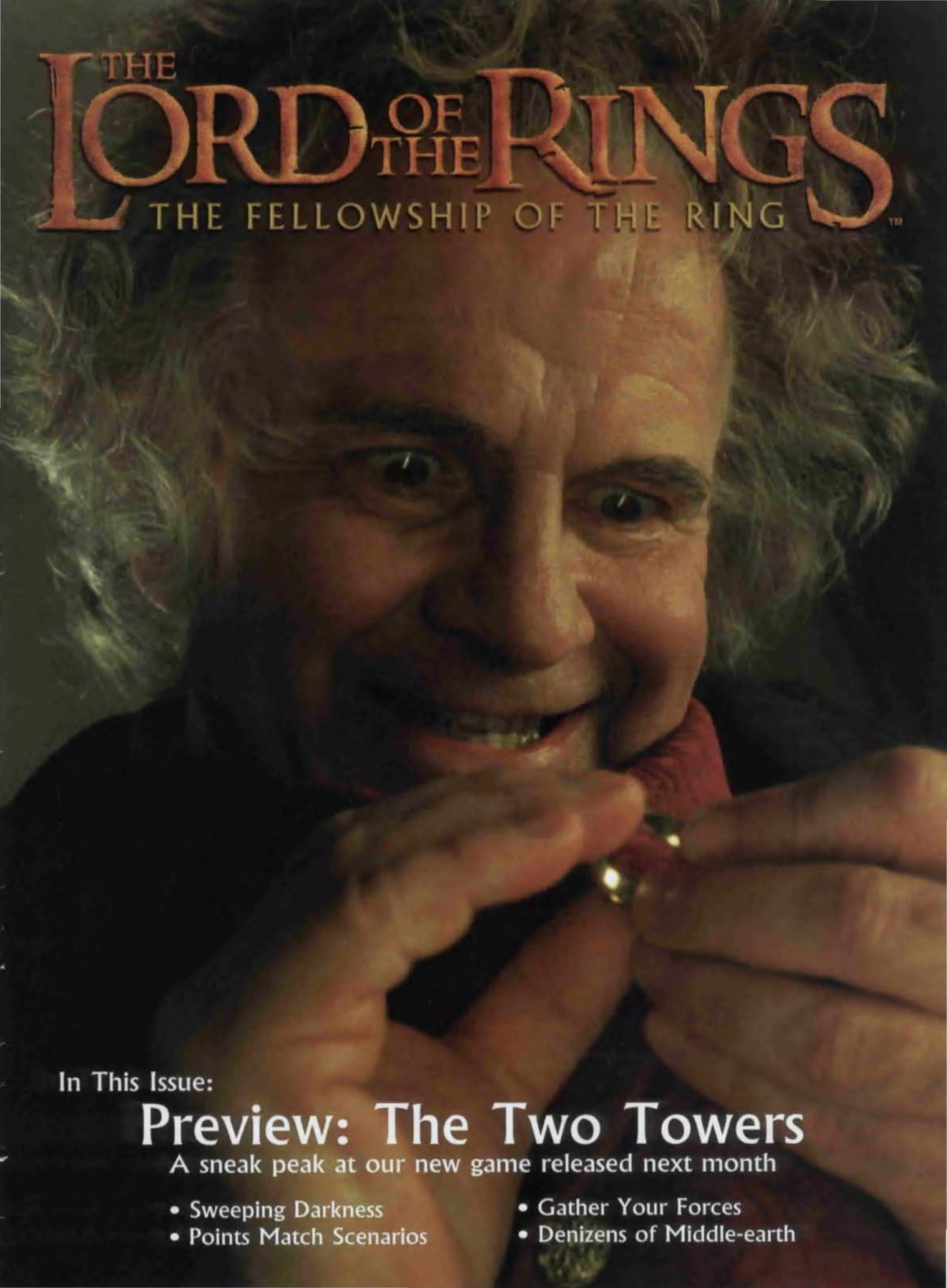
I really don't know, Alexandre. But I kinda think that they would be like most animals, not too different. Think about it...what about birds, from whom the Kroot supposedly evolved? Usually the males are much brighter than the females. Maybe Kroot, however, evolved differently, so that the females are brighter. Try a couple of different color schemes out and see what you think. And definitely send me a photo of what they all look like in the same army together!

See you next month!

Dirty.

Remember. ALL rules questions should go to the Roolzboyz at this email address:
roolzboyz@games-workshop.com
So don't even try it, mester!

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 e-mail at WhiteD@games-workshop.com, but remember to give me permission to print your e-mails. I can't use them if you forget!



In This Issue:

Preview: The Two Towers

A sneak peak at our new game released next month

- Sweeping Darkness
- Points Match Scenarios
- Gather Your Forces
- Denizens of Middle-earth

SWEEPING DARKNESS

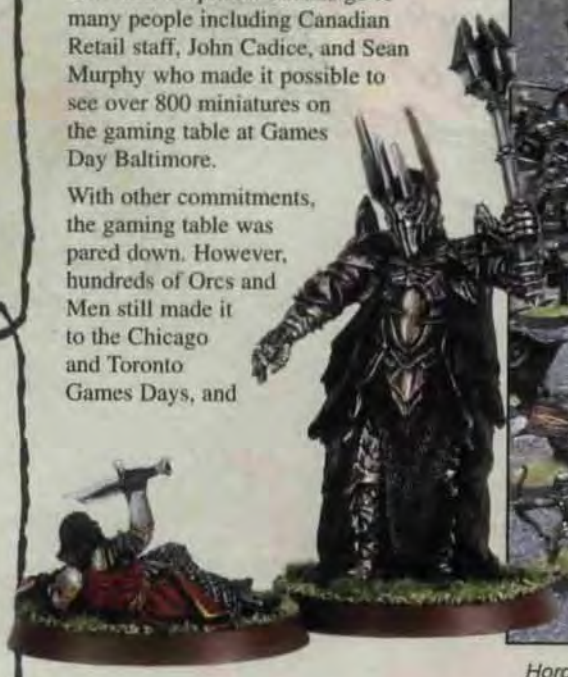
The Last Alliance in all its glory on the road!

The Last Alliance tables and massive Mount Doom constructed by the US Hobby Team traveled around the continent and brought the true flavor of the end of the Second Age to thousands of gamers this summer.

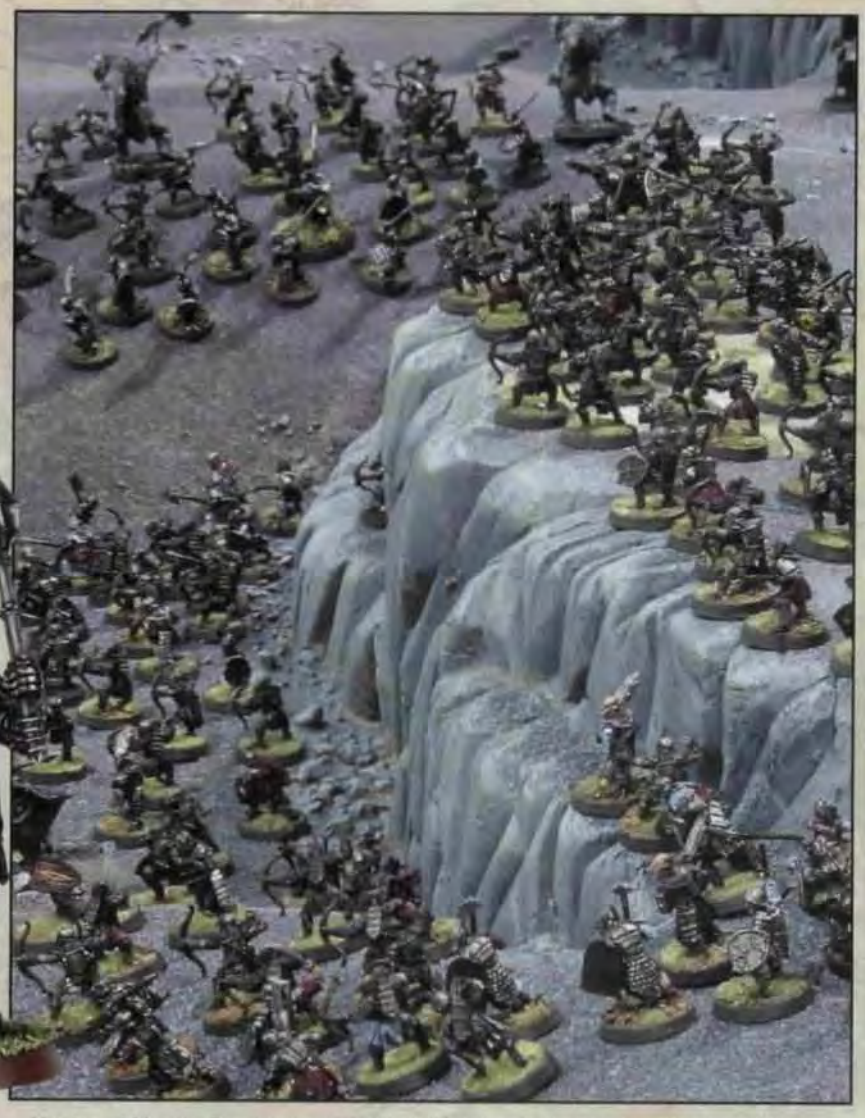
The scenario that accompanied the release of the Dark Lord Sauron earlier this year (*WD 270*, pp. 118-121) and was presented in the cool battle report of last issue focused on the pivotal fight of the climactic battle of the Last Alliance. The Orcs are struggling, and Sauron comes forth to swing the battle back in his favor. It is a battle of heroes.

When we decided to take this event on the road, we thought, "Scenario be damned!" Through some careful co-ordination (and asking around), we gathered together hundreds of Orcs, Goblins, Men, and Elves along with a few other surprises. Thanks go to many people including Canadian Retail staff, John Cadice, and Sean Murphy who made it possible to see over 800 miniatures on the gaming table at Games Day Baltimore.

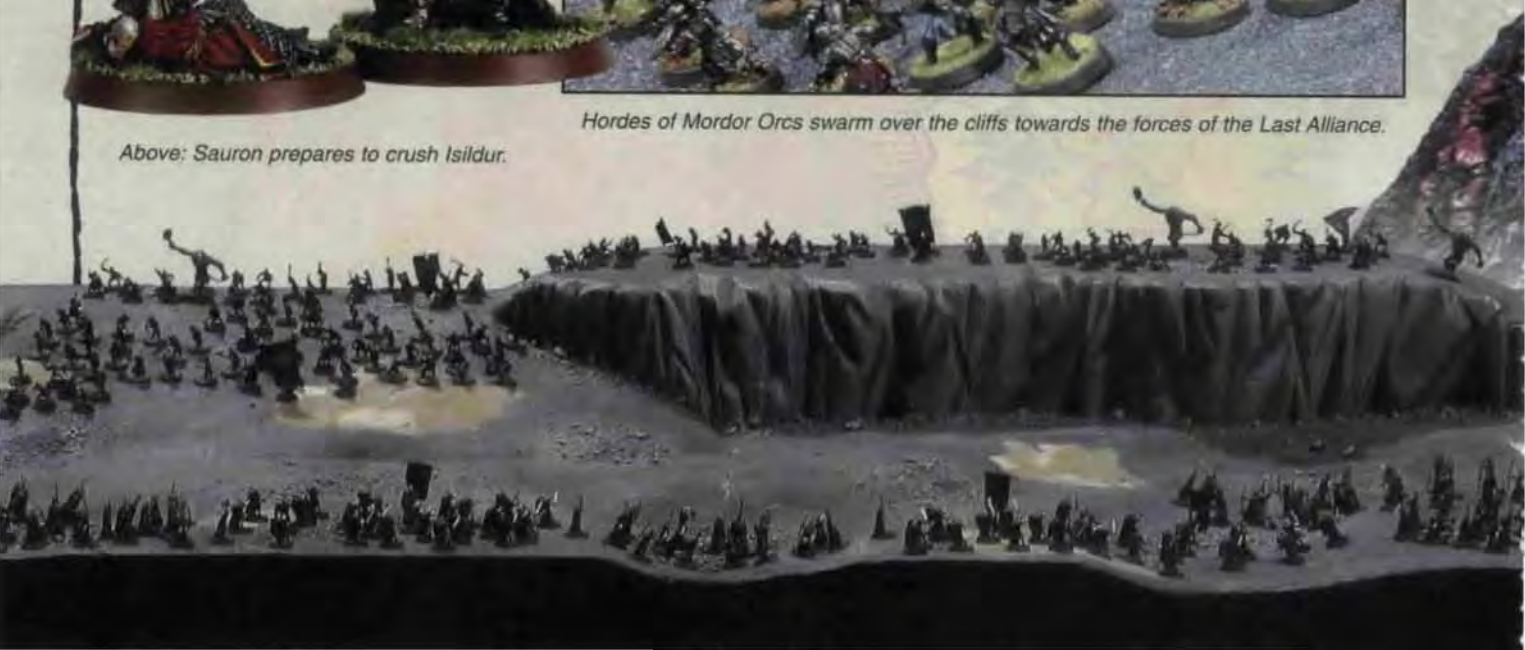
With other commitments, the gaming table was pared down. However, hundreds of Orcs and Men still made it to the Chicago and Toronto Games Days, and



Above: Sauron prepares to crush Isildur.



Hordes of Mordor Orcs swarm over the cliffs towards the forces of the Last Alliance.



Above: Sauron exerts his dark influence over the battlefield.

Below Left: The Last Alliance table and Mount Doom as they appeared at Games Day Chicago.

many more made it to Comicon in San Diego and Gencon in Milwaukee.

When organizing a game of this size, it is important to have a games master (or three) who can keep the play moving along, assist with any rules queries, and introduce new twists to the game at appropriate moments. Before the many games at all three Games Days (14 games in total), a couple of different objectives were assigned to each side. The prime objective for the Last Alliance was to slay the Dark Lord. Secondary goals included keeping the Heroes alive and slaying as many Orcs and Goblins as possible. Obviously, the main objective of the forces of darkness was to slaughter the four Heroes (Gil-Galad, Elrond, Elendil, and Isildur) while ensuring that Sauron survived.

While Sauron only died once, the forces of the Last Alliance were able to achieve victory six times by finishing the game with the Heroes, and more warriors than the forces of Sauron still alive. Amusingly enough, several of the Heroes (Gil-Galad most often) fell to Orc bowfire, an ignominious end for such fine warriors.

Congratulations to all those who took part in the mighty battles across the continent. Whether they took place at a Games Day, a major convention, a GW Hobby Center, or a retailer, the spirit of the Second Age thanks you!

Fighting under the banner of the White Tree of Gondor, these Men look concerned.

Ever watchful, Sauron casts his gaze over his minions as they plot and scheme.

THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

Relive the battles and adventures of **The Fellowship of The Ring** *with The Lord of The Rings battle game – a tabletop strategy game for two or more players. In this box, you'll find a rulebook, dice, and 48 highly detailed plastic miniatures – the ideal start to your collection.*

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Contains 8 Men of Gondor and 16 Elves.

Ambush at Amon Hen
$39.99 US / $59.00 CDN

The Ambush at Amon Hen boxed set contains Aragorn, Dying Boromir, Legolas, Gimli, Lurtz, an Uruk-Hai with Pippin, an Uruk-Hai with Merry, and 3 Uruk-Hai.

THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

GATHER YOUR FORCES

Gamers join in the Last Alliance

The Last Alliance events of this summer inspired many gamers to gather small forces of Men and Elves or Orcs and Goblins to recreate the climactic battle of the Second Age of Middle-earth.

Above: Rich Curren labored many hours on these beautiful High Elf models and paid particular attention to their cloaks and armor. In our massive staff Last Alliance battle, Gil-Galad killed countless minions before engaging Sauron.

Above: Keen to side with the forces of Good, Dave Taylor launched into a mammoth painting frenzy. He painted 60 Men of Gondor in a week. Shown here is the smaller force he took for the staff event, in which Dave used Elendil who fell in combat with the Dark Lord himself. The Standard Bearer uses one of the banner designs found on the Games Workshop web site.

Above: Evan Lougheed has always been a fan of Elves, and the Last Alliance provided him with an excellent excuse to dive into battle in Middle-earth. You'll notice Evan has included a high proportion of archers in his force. In multi-player battles, Evan can provide a great deal of accurate bowfire to support his allies who may be more suited to close combat.

Below: Chad Mierzwa's Moria Goblins are led by three Orc Captains. The additional Might points that these characters bring to a fight can turn the tide, especially when combined with a Cave Troll!

Above: Jason Buyaki had the supreme honor at our Last Alliance staff event of commanding the forces of Mordor. Alongside the impressive Dark Lord ran many Moria Goblins. Sauron and his minions were responsible for the deaths of the four Heroes of the Last Alliance: Elendil, Elrond, Isildur, and Gil-Galad.

Above: Jeremy Vetock painted this mighty Orc horde over the course of 3 weeks! He expanded the already wide variety of Mordor Orc models with some cool conversions, including several spearmen and a standard bearer.

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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Weta Workshop Ltd. is New Zealand's foremost special effects facility. The Lord of the Rings, Weta Workshop's latest project, has immersed the company for the past four years in the conceptualization, creation and on set operation of the creatures, miniatures, armor, weapons and special make-up effects for these epic films. Now Weta Workshop, in partnership with Sideshow Toy of the U.S., are proud to offer a wide range of collectible product that is an amazing representation of The Lord of the Rings motion pictures.

SERIES TWO

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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.

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THE LORD OF THE RINGS THE TWO TOWERS

THE TWO

A special preview of

"There is a union now between the Two Towers: Barad-dûr, fortress of the Dark Lord Sauron, and Orthanc, stronghold of the wizard Saruman."

The Two Towers

A year ago we unleashed The Fellowship of The Ring game upon the world. The game has been a resounding success and has captured the imagination of all who have played it.

We knew that there was an enthusiastic, passionate fan base for Middle-earth and its denizens, but we've been astounded by the immense popularity of the game.

The first film in the trilogy, *The Fellowship of The Ring*, has also taken the world by storm - five awards from the British Academy of Film and Television Arts and four Oscars tell their own impressive story.

Next issue sees the release of the second game, The Two Towers. Mirroring the events in the second film of the same name, this version of the

Finely honed discipline faces sheer brute force.

The minions of Saruman are run down by the unstoppable charge of the Riders of Rohan.

TOWERS

our new battle game

Above and right: The plastic models of the Riders of Rohan and the Fighting Uruk-Hai from the The Two Towers boxed game are remarkable, finely crafted imitations of the images from the forthcoming film.

A whole new element has been added to The Lord of The Rings games with the inclusion of rules for cavalry. Now you can lead the Riders of Rohan to battle against the forces of the Dark Lord!

game adds more depth to your tabletop battles in Middle-earth. Rules for using cavalry and fighting seiges have been added to the core rules in this latest edition of the game system to make your games of The Lord of The Rings even more exciting than ever.

Over the coming year, we'll be showing off all of our fantastic new models - from Gandalf the White to Grishnakh and from Faramir's Rangers to Uruk-Hai siege specialists.

In future issues of *White Dwarf*, we'll be publishing painting and modeling advice along with new scenarios and gaming material to help you enjoy your games even more.

This time last year, we were enthusiastically awaiting the new film and envisioning how scenes from the novels might appear on the screen but not knowing quite what to expect. This

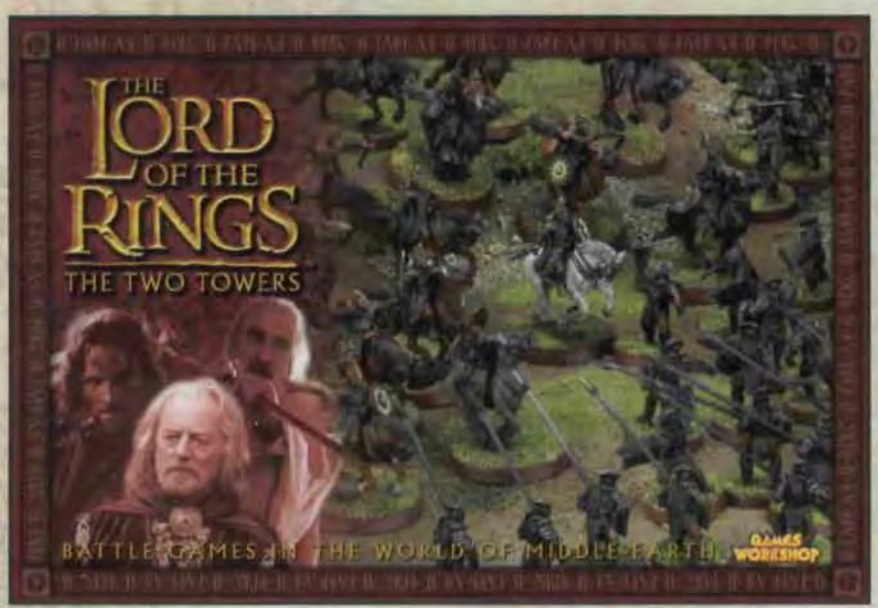
The Riders of Rohan show no mercy.

The Uruk-Hai meet a warm welcome on the walls of Helm's Deep.

From left: Legolas, Gimli, and Aragorn

Some boxed sets will contain allied characters, like the Heroes of Helm's Deep above. Others will have all the miniatures you need to enact a particular battle from the movie.

Gimli litters the ground with Uruk-Hai dead.



year, we're even more enthusiastic. The first film completely blew us away, and we're eager for more!

The same applies to our new The Two Towers game. The first game has been very well received, and this new edition will, we hope, be even more popular with those of you who have enjoyed the game so much over the last 12 months and with new players as well.

The struggle for the control of Middle-earth continues next month - make sure you're not left wanting.

Check out our web site for more:
www.games-workshop.com/lotr

The battle for Middle-earth begins.

THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

THE POINTS MATCH SPECIAL

A different approach to The Lord of The Rings Game

The Ringbearer Alessio Cavatore presents his ideas for playing competitive games of The Lord of The Rings. These will form the basis for a series of Grand Tournaments. Read on to find out more...

WHAT'S THIS?

The Lord of The Rings game is absolutely perfect for recreating episodes from the film or the book. Players agree on which scene they want to recreate, then decide which side each player is going to play, and after assembling the relevant forces, fight out the scenario. After trying this style of gaming for a while, most players will probably want to try the same scenarios with different forces and the "Points Match" rules to create wild "what if" situations (e.g., what if, instead of one Cave Troll, the Moria Goblins had three of them during the fight in the chamber of Balin's Tomb? What if Elrond had joined the Fellowship?). Eventually, keen gamers, taking inspiration from the immense depth of Tolkien's work, will probably start making up their own scenarios.

In this article, we are introducing another, more competitive type of Points Match gaming style. For a Points Match, one simply plays The Lord of The Rings game without trying to recreate a scene from the film or the book. Two forces of equal size engage in a very generic scenario specifically designed for a Points Match. More competitive players might want a situation where they field their favorite force against a similar force assembled by their friends. Even better, players may want to assemble a force to challenge others in their local club or to enter in a tournament. This is a formula that players of other GW games and historical wargames are probably more familiar with, and one that I quite enjoy (competitive...moi?).

In order to allow people to play The Lord of The Rings game in this new way, I've developed a set of rules explaining how to collect a competitive force (many thanks to Enrico and Fabio from the Turin store for their invaluable help!). Next, I've written a series of scenarios that are very generic in their setting and allow for balanced game play. Of course, to keep the character of scenario-based gaming, which is vital to The Lord of The Rings, these scenarios still have a bit of a twist rather than being straight "line-up-and-fight" affairs (well actually, the last one of the three is just that!).

In the near future, we are going to organize the UK The Lord of The Rings Grand Tournaments, and the rules presented in this article will be at the core of them.

A NOTE ON FORCE SIZE

Before we delve into the rules, one further note on the size of the armies. I am convinced that the skirmish-level nature of The Lord of The Rings is not suited to fighting huge battles (at least in the short term), and so I've capped the maximum number of models per side at 50. In my opinion, this number is the absolute limit for a game that can be played reasonably quickly (taking about 2 hours).

Of course, we have all been amazed watching the massive battle of the Last Alliance in all its glory, and in the future, we will see more large games with the Siege of Helm's Deep and the Battle of Pelennor Fields! It's only natural that we

Alessio's Points Match forces (see p. 141 for the forces' lists).

want to recreate those great fights, but I'm sincerely convinced that they are too large for two players to handle using The Lord of The Rings game system. But wait a moment! The answer to the problem is hidden in my previous words. Two players might not be able to do it (or rather it would take them too long). However, certainly nothing stops you from organizing multi-player battles, where two or more players share the control of one force, each player controlling no more than 50 models. But I'm digressing. Let's go back to the rules for collecting forces.

GOOD OR EVIL?

The Lord of The Rings game has a strong emphasis on distinguishing between Good and Evil, a difference that is deeply rooted in the game. It would seem rather odd to have two Good forces fighting each other, especially if the same unique Hero was included in both ("Oh look, you have Aragorn too!"). To keep the feel of this characteristic of The Lord of The Rings game and still allow players to turn up and play any opponent, I've decided to ask players to collect not one but two forces, one Good and one Evil.

I can already hear the shouts: "There they go! They want to force us to buy double the number of models!" Well, remember that we are talking of forces of a maximum of 50 models per side. Even if you decide to go for the most you can field with both forces (and you don't have to), we are speaking of 100 figures - not such a scary number, is it?

Building on the strong opposition of Good and Evil and allowing greater freedom and variety to the players is very different from other Games Workshop games.

SELECTING YOUR FORCES

Each player collects two forces: one Good and one Evil. Players have a total of 1,000 points to divide between their forces. It's up to the players to decide what proportion of their points to allocate to each of their two forces, but a minimum of 300 points must be spent on each force (for example, you could decide to have a 460-point Good force and a 540-point Evil force). After deciding how many points are allocated to their forces, the players can decide which models to include in each force but must respect the following limits:

- A force can include a maximum of 50 models.
- A force must include a Hero to lead it into battle.
- No more than half (50%) of a force's points can be spent on Heroes.
- No more than half (50%) of a force's points can be spent on models armed with missile weapons.

All models included in the Forces section of The Lord of The Rings rules manuals (The Fellowship of The Ring and The Two Towers) can be included, with the following exceptions:

- Evil forces cannot include Sauron, Grima Wormtongue, Gollum, or the Balrog and can include a maximum of two Cave Trolls.
- Good forces cannot include Gwaihir or Treebeard.
- Heroes such as Galadriel that have special rules related to a specific location always count as "beyond the borders of their realm" if fielded.
- Remember that named Heroes (Gandalf the Grey, Aragorn, Lurtz, the Witch King, etc.) can be taken only once.

If rules for the same model appear in two different editions of the game, the latest ones always take precedence, as they are more up-to-date.

Larger Games

If you want to play with more points, I suggest that you organize multi-player games, keeping your forces to the proportion of about 50 models per 500 points.

SCENARIOS

After selecting their forces, players should observe the following procedure:

1) All of the Points Match games should be played on a 48" x 72" (122 cm x 182 cm) table.

2) Arrange the terrain on the gaming table in a mutually agreeable manner.

3) Agree or roll a D6 to decide which player will use his Good force and vice versa.

4) Agree or roll a D6 to decide which of the three generic scenarios to play.

If rolling, consult the chart below.

SCENARIO CHART

Dice	Result
1-2	The Relief Force
3-4	Ambushed!
5-6	The Final Battle

Special Rules (All Scenarios)

- In all scenarios, unless otherwise specified, Heroes are not allowed to pick up weapons or any other equipment from slain enemies.
- When a rider is killed, his mount is always removed.

GOOD AND EVIL!

These scenarios should be over relatively quickly (a couple of hours). Once the first game is over, the players should ideally play the same scenario again, swap sides, and use their other forces. This would achieve perfect balance and would complete this very philosophical fight between Good and Evil, with both players fighting alternatively for both sides (a very Taoist, Yin-Yang situation!). Of course, it's not necessary to replay the scenario straight away. Players can always play the second game at some other time, or they could also decide not to bother, as the roll of the dice to decide sides at the beginning of the game is enough to balance things out...

In tournaments, players will score the following points depending on the result of each game:

GAME RESULT CHART

Victory level	Winner	Loser
Major Victory	9 pts	0 pts
Minor Victory	7 pts	3 pts
Draw	5 pts	5 pts

This chart ensures that two draws are better than one victory and one defeat and reflects the fact that it is better to divide your points into two balanced forces rather than going overboard and having a 700-point Good force and a 300-point Evil one or vice versa.

Another thing worth mentioning about the forces is that nothing restricts players from cherry-picking the components of their force from different periods of Middle-earth's history as well as from different races and geographical areas. It is obvious, on the other hand, that themed forces, like the example force on the following pages, look better and feel more fitting. Rest assured that this will be taken into account in the Forces Composition score of the tournaments.

And now, here follows my own 1,000-point collection and, of course, the three Points Match scenarios.

Ah, by the way, the material presented in this article is still under development - so I'd love to hear what you think about it.

NOTE ABOUT THE POINTS VALUE OF MEN

In The Two Towers Edition of the game, we have recalculated the cost of the Warriors of Gondor from The Fellowship of The Ring Edition, thanks to some useful suggestions from players. We are confident that the new points value best reflects the Warriors' effectiveness in gaming terms.

The base cost of Men of Gondor is now 6 points instead of 8 points.

SCENARIO 1
THE RELIEF FORCE

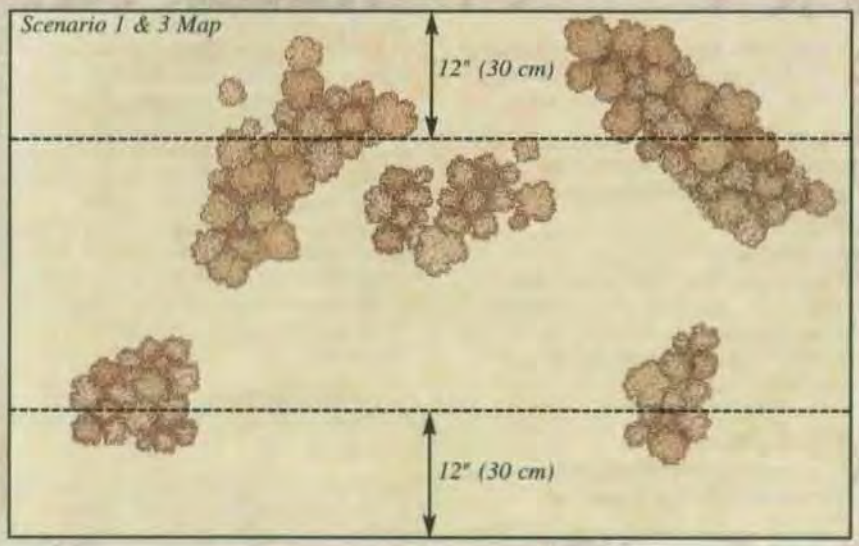
DESCRIPTION

A group of noble heroes is leading a detachment of warriors of the Free Peoples to reinforce a garrison besieged by the forces of the Dark Lord. To reach their beleaguered friends, the heroes have to cut their way through the enemy lines. This scenario could occur around a small fort on the borders of Gondor, or it could even be a minor episode during the great Siege of Minas Tirith. Will the forces of Good make it across the enemy defenses, or will the servants of the Great Enemy manage to stop them?

STARTING POSITIONS

Both players roll a D6. The player who scores highest can choose the side of the table to play from.

The Evil side deploys half of its force (round fractions up) no more than 12" (30 cm) from its edge of the table. The Good side then deploys half of its force no more than 12" (30 cm) from its edge of the table. Then the Evil side deploys the rest of its force as before, and finally the Good side does the same.



OBJECTIVES

The Good side must attempt to break through by reaching the opposite side of the board and move off the table with as many models as possible, including at least one Hero. The Evil side must try to slay as many of its enemies as possible before they can escape.

The game is played until the end of the turn in which half of the Good force has been destroyed/has broken through or until the time available for the game expires. At this point, check the victory conditions. Remember that models that retreat off the table because of a failed Courage test count as slain.

Good Major Victory: More than half of the Good force (including a Hero) has moved off the Evil side's edge.

Good Minor Victory: More than half of the Good force (but not a Hero) has moved off the Evil side's edge.

Draw: Time expires before any victory condition is achieved.

Evil Major Victory: Half or more of the Good force is destroyed.

SPECIAL RULES

None.

SCENARIO 2
AMBUSHED!

DESCRIPTION

A small force of the Free Peoples of Middle-earth is carrying to their fortress a very powerful item, perhaps one of the lost Seeing Stones or even one of the Rings of Power of the Dwarfs. Along the way, this force is ambushed by the minions of Evil, sent to seize the mysterious item for their Lord. Will the Evil forces get to the bearer before the scouting parties sent from the fortress catch up and save their comrades, or will the precious item be lost in the mayhem and forgotten for centuries?

STARTING POSITIONS

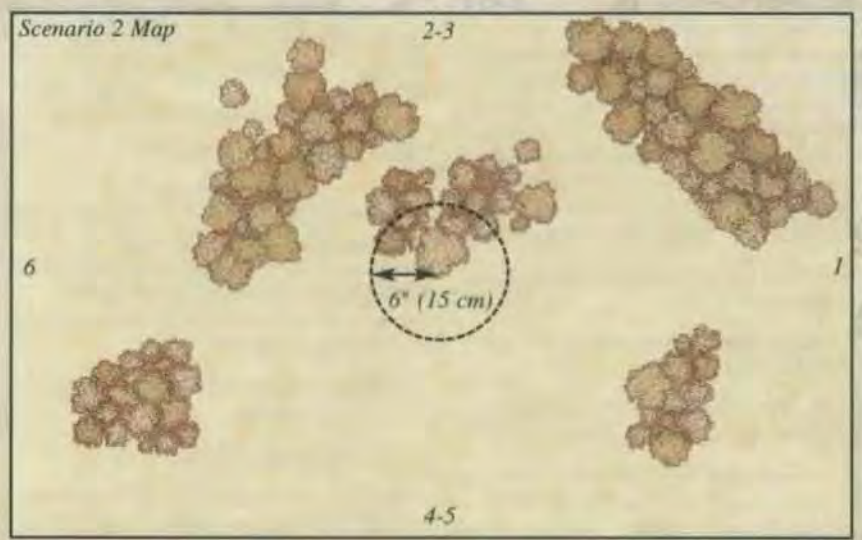
The Good side divides its force into two parts, both of which must contain, as much as possible, the same number of Heroes and the same number of warriors. The Evil side then chooses which one of the two parts will be deployed initially.

The Good side deploys the models of the chosen force anywhere within 6" (15 cm) of the center of the table and gives the Item to one of its models (place a marker next to the model; a coin will do).

At this point, the Evil side deploys its entire force anywhere at least 15" (38 cm) away from any Good model. Finally, the Good side declares from which of the two short table edges the bearer is trying to leave the battle.

OBJECTIVES

The Good side wins if its model carrying the Item (we refer to this model as "the bearer") reaches the chosen short side of the board and moves off the table. The Evil side wins if it can capture the Item and the new bearer can carry it off the table from any table edge, except the one chosen by the Good side.



The game is played until the end of the turn in which one of these conditions is achieved, until the time available for the game expires, or until the Item is lost (see *Special Rules* below).

Bearer Major Victory: a) The bearer moves off the table with the Item from the chosen table edge, or **b)** The time expires; the bearer is still on the table; and the entire enemy force is destroyed.

Bearer Minor Victory: The time expires, and the bearer is still on the table.

Draw: The Item is lost.

SPECIAL RULES

The Item. The only way to take the Item from the model carrying it is to kill the bearer in close combat. At this point, any of the models that were fighting the bearer in that turn can get the Item. Move the marker accordingly.

If the bearer is slain by bow fire or another ranged attack or if the bearer fails a Courage test and has to retreat off the table, the Item is lost in the confusion of the battle, and the game is a draw.

Reinforcements. In each turn except the first, after the Good player has finished moving all his models, he must roll a D6 for each of the Good models that have not yet been deployed. On a result of a 4 or more, a model immediately enters the table and moves in from any point on a randomly determined table edge (roll a D6 and consult the scenario map, with 6 being the short table edge chosen by the Good player and 1 being the opposite one). Note that Might cannot be used to modify any of the rolls for reinforcements.

The newly arrived models can move normally, but they cannot charge enemy models. Roll for each model separately and continue to do this every turn until all the Good models have entered the battle.

Note that, to determine the number of Good models that must be lost for the Good force to start taking Courage tests, the Good models that still haven't entered the game are counted exactly as if they had been on the table from the start of the battle.

SCENARIO 3
THE FINAL BATTLE

DESCRIPTION

Once more, Good and Evil face each other on the field of battle. Only the Valar know who will win the day!

STARTING POSITIONS

Both players roll a D6. The player who scores highest can choose the side of the table to play from.

The side with the most models in its force starts by deploying half of its force (rounding fractions up) no more than 12" (30 cm) from its own edge of the table. If the forces are equal, roll a D6 to decide who starts to deploy.

The other side then deploys half of its force no more than 12" (30cm) from its edge of the table.

Then the side with the largest force deploys the rest of its force as before; and finally, the other side deploys the rest of its force as well.

OBJECTIVES

The game is played until the end of the turn in which one force is reduced to half its original number or until the time expires.

Major Victory: Half of the enemy force has been destroyed, and there is at least one surviving Hero on the winning side.

Minor Victory: Half of the enemy force has been destroyed, but there are no surviving Heroes on the winning side.

Draw: Both forces destroy half of the enemy force at the end of the same turn, or the time expires before the victory condition is achieved.

SPECIAL RULES

In this game, the first turn's priority does not go automatically to the Good side but is determined by each player rolling a D6. The player who rolls highest gets priority for the first turn (re-roll any ties).

ALESSIO'S POINTS MATCH FORCE

As part of creating these rules, Alessio has of course been collecting his own The Lord of The Rings Points Match force, which you can see listed below. A photo of his force is shown on the first page of this article.

As you can see, Alessio has been very careful to keep track of the Points Match force selection requirements, such as the percentage of the points that each section of the force takes up and the proportion of points spent on Heroes and models armed with missile weapons (it does help to use a calculator or computer spreadsheet package for this kind of thing).

THE FORCES OF GOOD

Heroes	**Points**
Gil-Galad	125
Elrond	120
Warriors	
10 High Elves with spears and shields	100
7 High Elves with two-handed swords	63
9 High Elves with bows	90
Total Good Points	**498**
Total Good Models	**28**
Good %	49.8
Good Heroes %	49.2
Good Troops %	50.8
Good Bows %	18.1

THE FORCES OF EVIL

Heroes	**Points**
Saruman	150
Lurtz	65
Warriors	
8 Uruk-Hai with bows	88
18 Uruk-Hai with shields	198
Total Evil Points	**501**
Total Evil Models	**28**
Evil %	50.2
Evil Heroes %	42.9
Evil Troops %	57.1
Evil Bows %	30.5

GRAND TOTAL **999**

DENIZENS OF MIDDLE-EARTH

Daren Parrwood's The Lord of The Rings Dioramas

Daren Parrwood works in our Design Studio. He has been inspired by *The Lord of The Rings* film so much that he decided to recreate his favorite scenes as dioramas. We hope to showcase more of his creations in future issues.

The Fellowship prepares for attack in Balin's Tomb.

◄ *Arwen races to Bruinen Ford to save Frodo from the Ringwraiths.*

▼ *Aragorn and Arwen are reunited at Rivendell.*

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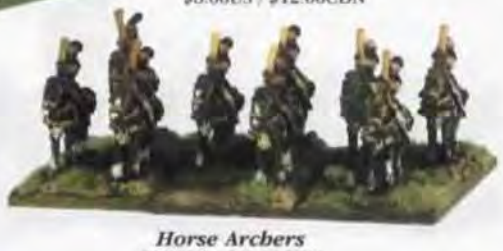

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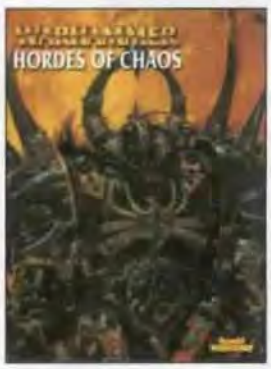

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Due to Federal regulations, no spray cans may be shipped via any form of air carrier. We can only send spray cans via ground service. This limits us to selling spray paints and primers to continental US and Canadian addresses only (NO P.O. Boxes).

DESCRIPTION/CODE	PUBLICATION/PAGE	PRICE	QTY	TOTAL
Codex: Chaos Space Marines - 0204		$20.00/$32.00		

Next Month
THE LORD OF THE RINGS
THE TWO TOWERS