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NEW! WARHAMMER ARMIES: TOMB KINGS

WHITE DWARF

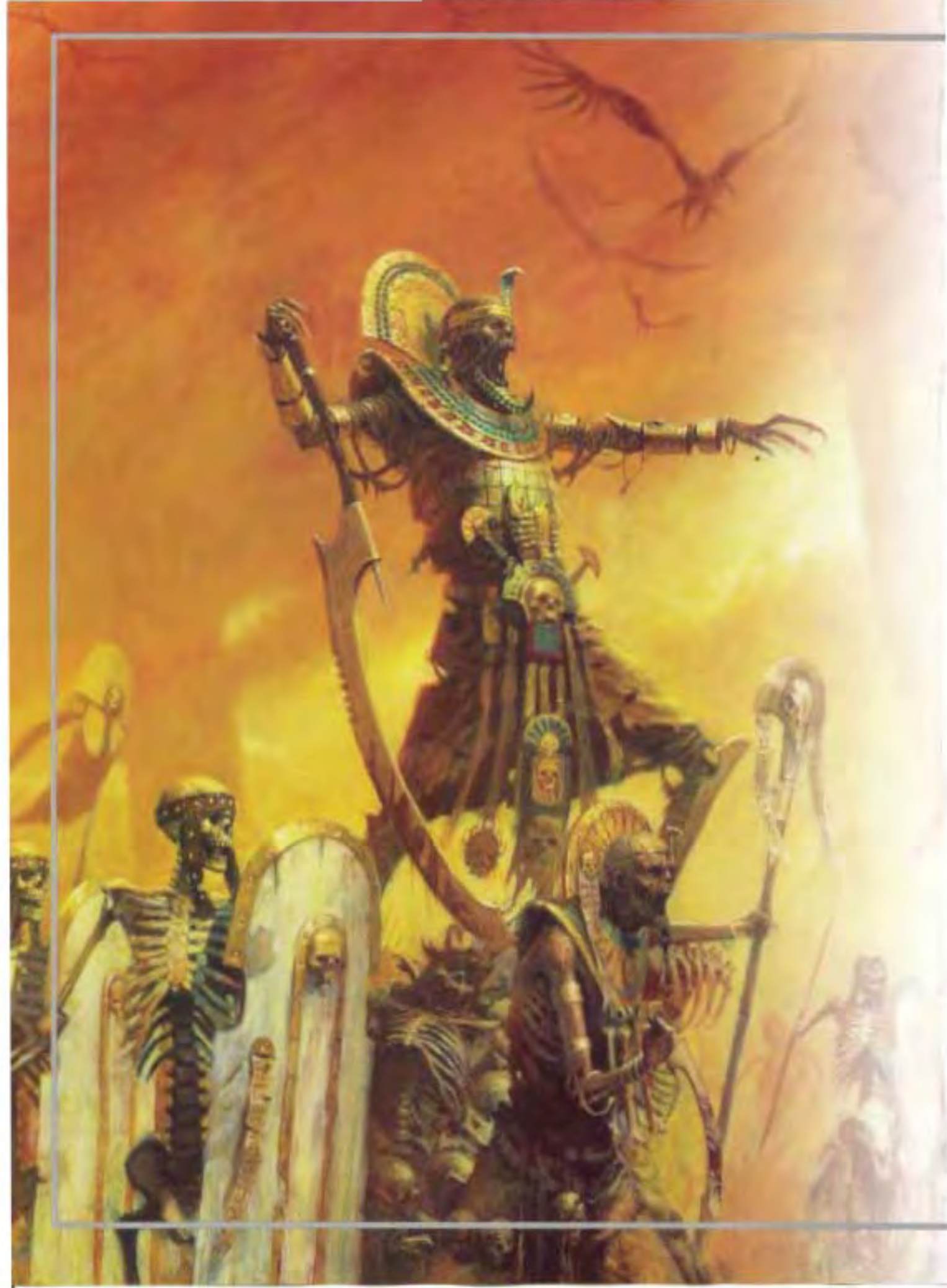
Featuring
THE
LORD
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RINGS
THE TWO TOWERS

WD275 DECEMBER 2002
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TURN 1

WHITE DWARF 275 - DECEMBER 2002

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

Okay, I'm not going to lie to you. It actually hasn't been very long since the last time I sat down and wrote one of those collections of little pearls of wisdom. It's been about a week and a half, actually, and honestly, not a whole lot has changed around here at Games Workshop HQ.

Not much at all, with the exception of finally getting the news that we're all going to get to see *The Lord of The Rings: The Two Towers* on the company's films in a couple of weeks! Every once in a while, working for the manufacturer of the greatest toy soldiers in the world pays off (aside from the crust of bread they throw me to keep me quiet and stop me from rattling the chains they use to keep me tied to my desk). Needless to say, we're all pretty much champing at the bit to least run eyes on what the next installment has in store for us. From what I've seen and heard through the grapevine, it ought to be something really special.

Oh, and here's another little tidbit of info that some of you might be wondering about. It seems that, after an EXTREMELY long hiatus due to some scheduling conflicts over the summer,

Warhammer Survivor has drawn to a close. The event, which can only be described as unique, involved an incredible array of wacky events (including some impaired fowling at the local alley, as well as a quite a few tests of Warhammer skill and knowledge). While *White Dwarf*'s own Nicole "Dee-Dee" Shewchuk made it all the way in the final two, it was Terry McGregor who stood as the sole survivor after the votes were tallied. Rumor has it that the next edition isn't too far around the corner and will take place in none other than Middle-earth. (As before, we would like the fine people at CBS to accept our humblest apologies and NCYT call their attorneys.)

Oh yeah, and there's this little matter of the Tomb Kings finally rising from the desert to reclaim the kingdoms they once ruled in the Warhammer world. But you don't need me to tell you about that, just keep reading the magazine.

See you next month!

William "Goth Boy" Stilwell

THINGS TO DO IN DECEMBER

Check
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|---|-----|
| ☐ Take a picture or two for the "Stand and Shoot" Column in <i>White Dwarf</i> | 3 |
| ☐ Call Games Workshop Mail Order for a FREE copy of the Holiday Poster | 3 |
| ☐ Clear some space on my calendar for the 2003 Grand Tournaments | 3 |
| ☐ Clean the sand out of my shorts and build a Tomb Kings army | 8 |
| ☐ Check out all the Golden Demon winners from Games Day Canada | 66 |
| ☐ Be sure to have a happy holiday and a wonderful new year! | N/A |

What Better Way Is There to Celebrate the Holidays Than Getting a Whole Slew of New Toy Soldiers?

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 bits, and find 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 fordboy@games-workshop.com.

What's New on the Web?

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

THIS MONTH ON THE WEB...

If you're looking for the latest information from the Games Workshop World of Hobby Games, you simply can't go wrong by visiting the official Games Workshop Web Site. The secrets of the Tomb Kings of Khemri are revealed in as much detail as we could dig up without losing ourselves in a sand dune. That's in addition to all sorts of information from your other favorite GW games. Surf by today!

Internet zone

Further Down the Path to Glory

A month ago, the Path to Glory booklet should have accompanied your copy of *White Dwarf*. If it didn't, then head straight to a retailer near you and see about getting one. And if you didn't get a copy of *White Dwarf*, then shame on you, but we'll forgive you this once.

Anyway, as far as following the path to glory is concerned, we're pleased to let you know that we've heard all sorts of great news about special events and leagues being held in stores all across the United States and Canada.

The powers of Chaos have never been so prevalent. And it's only the beginning!

This month sees another in the series of Path to Glory articles grace the pages of *White Dwarf* and, with it, the continued desolation of the Warhammer world. So go ahead and get in on the action at a Games Workshop store or Rogue Trader independent retailer near you today!



Grand Tournament 2003 Schedule Being Finalized

We've just been notified that the schedule for the 2003 series of Games Workshop Grand Tournaments is being finalized, and we wanted to pass on the current version so you can see where we're headed in the coming year.

Minneapolis, MN - Feb. 7-9, 2003
 Baltimore, MD - March 7-9, 2003
 Chicago, IL - May 9-11, 2003
 Philadelphia, PA - June 6-8, 2003
 Baltimore Games Day GT - June 20-21, 2003
 Chicago Games Day GT - Aug. 2, 2003
 Dallas, TX - Sept. 25-28, 2003
 Columbus, OH - Oct. 31-Nov. 2, 2003
 Los Angeles, CA - Date TBD
 Seattle, WA - Date TBD
 Atlanta, GA - Date TBD

For updated details, visit our web site!

More Than Wall Decoration

It's holiday season, and that means it's time to be on the lookout for the new edition of the Games Workshop holiday poster! It shows nearly the entire line of Games Workshop games, supplements, miniatures, and hobby supplies (as well as a few special holiday offers). If you'd like one, give GW a call at 1-800-354-GAME and simply ask for one.



**Catch Up With The
 GAMES WORKSHOP
 BATTLE WAGON**

Find out where you can intercept the Battle Wagon by checking out the complete schedule of stops at www.games-workshop.com!

New Terrain in the Works

The Games Workshop US Hobby Support team has been hard at work on a bunch of new projects. Jason Buyaki, Jake Landis, and Chad Mierzwa - after cranking out over 200 Troll Bridge tables and over 250 Battlefleet Gothic tables - have turned their attention to making a whole batch of new terrain for Games Day, as well as more elaborate terrain for the next season of Games Workshop Grand Tournaments. Here's a look at some of the tables in the works. All of them feature elaborate movable terrain, so they can breathe a little life into the GT terrain. Keep your eyes open for a closer look at some of the work the guys have been doing in a future issue of *White Dwarf*!



The Chaos Wastes



Crystal Forest



Empire Village



Motion Lane



Neutron Cloud World

STAND AND SHOOT



More info on the new board game, *Stand and Shoot*, is available at www.games-workshop.com. For a full copy of the new rulebook, visit our website at www.games-workshop.com. More info on the new board game, *Stand and Shoot*, is available at www.games-workshop.com.



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TAKE YOUR BEST SHOT!

Thank you for a picture that brought home the spirit of the game!

Stand and Shoot is a board game that brings the spirit of the game to the table. It's a game that's easy to learn and easy to play. It's a game that's fun for everyone. It's a game that's worth playing.

More info on the new board game, *Stand and Shoot*, is available at www.games-workshop.com. For a full copy of the new rulebook, visit our website at www.games-workshop.com. More info on the new board game, *Stand and Shoot*, is available at 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.

DECEMBER RELEASES

	SCEN	£/US
Chase Child	\$10.00	\$0.95
The final installment in the Rosewater War trilogy by Ian Watson		
Warhammer Monthly 61	\$4.25	\$2.85
Monthly issue of Games Workshop's award-winning comic book		
The Redeemer - Color Graphic Novel	\$15.00	\$6.95
The ultimate artwork of all four Redeemer issues, presented in full-page		
Damocles Book Two - Graphic Novel	\$15.00	\$6.95
Continued tale of Eshnunna's quest to overthrow the gods		

WARHAMMER

Here they are - the Undead armies of the Tomb Kings of Khemri! You can find out a whole lot more about them later on in this issue (pp. 8-23, to be exact). But for right now, just take a gander at all of the great new models released this month.



Tomb Kings are the reanimated corpses of the ancient rulers of Khemri. Through their machinations in life, they have set the stage for their return from the dead. Their mighty armies awaken at their behest and fight alongside them in their undying desire to reclaim their once-great kingdoms.

DECEMBER RELEASES

	SCEN	£/US
0072 Breached Bone Spray Paint	\$12.00	\$8.00
(Only available for the 1st 1st Warhammer Release, but let you think of all the ways to get your own Tomb Kings army painted in a new way)		
0143 Warhammer Armies: Tomb Kings	\$28.00	\$30.00
(Wargames of rules, tactics, and more for the Tomb Kings army)		
1542 Bone Giant	\$55.00	\$40.00
(Based on the existing One Thousand Warhammer Armies)		
1938 Tomb Kings Army Deal	\$340.00	\$240.00
(Complete Tomb Kings Army with Special Unit, Bearer and Army Book)		
3066 Tomb Kings Skeleton Regiment	\$40.00	\$30.00
(Based on the existing One Thousand Warhammer Armies)		
8588A Liche Priests	\$18.00	\$13.00
(Two Liche Priests - Khemri's most powerful Necromancers - join them)		
8588D Tomb King	\$13.00	\$8.00
(One Tomb King Army - Necromancer per Regiment)		

This boxed army is the only place you can get this special edition Tomb Kings icon Bearer designed by Colin Dixon.

TOMB KINGS ARMY BOXED SET

The Tomb Kings Army boxed set contains:

- 1 Tomb King
- 1 Tomb King Army Standard
- 1 Mounted Liche Priest and 1 on Foot
- 16 Tomb King Skeleton Warriors
- 8 Tomb King Skeleton Horsemen
- 5 Tomb King Charlats
- 1 Tomb King Screaming Skull Catapult
- 3 Tomb King Ushabti

Also includes this special edition icon bearer and the Tomb Kings Army book! ▶





As you might expect, large regiments of Skeletons are a staple of any Tomb Kings army. They cost very little points-wise and are extremely versatile in battle.

Wadhammer Annex: Tomb Kings delves into the ancient desert catacombs of Khemri and unveils the brand new army list, special rules, collecting and painting tips, and tactics for playing with this new army.



Liche Priests each know four separate incantations that they can use to enhance their undead companions or decimate their enemies. Thanks to the Liche Priests' staggering and ancient powers, these incantations are never wasted!





Bone Giants are foul creations of the Liche Priests built to resemble immense creatures of ancient legend. Don't let their bare-bones appearance fool you though. They are terrifying in battle and, thanks to their size and magical nature, are very difficult to defeat in combat. Whichever you do, don't let your troops get charged by one!



WARHAMMER 40,000

DECEMBER RELEASES

		MSRP	BLP
0480	Chaos Space Marine Daemon Prince <i>(Ideal for Combining One Daemon Prince)</i>	\$40.00	\$25.00
BQ12J	Chaos Space Marine Havoc w/ Heavy Bolter <i>(One 5 Year Battle Support Token per Box)</i>	\$12.00	\$8.00
BQ12L	Chaos Space Marine Havoc w/ Missile Launcher <i>(One 5 Year Battle Support Token per Box)</i>	\$12.00	\$8.00



Through countless acts of service and sacrifice to the forces of Chaos, some followers of the Dark Lord are given the gifts of immense size and strength as well as special powers to make them incredibly destructive in battle.



With these two releases, you can assemble your Chaos Havoc squad however you like, with any of the heavy weapons available.

SPECIALIST GAMES RANGE

The Specialist Games range gets bigger each and every month, as the models and publications released continue to expand the universe of many of your favorite Games Workshop games. This month, aside from another onslaught of rules updates and more, you'll also find two special releases for the Warmaster incarnation of the Vampire Counts. You never know just what they'll have in store next, so keep your eyes peeled for more Specialist Games releases each month.



Winged Nightmare



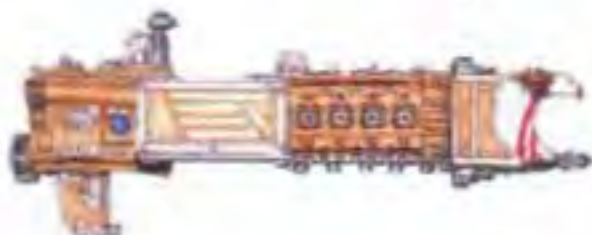
Black Coach

DECEMBER RELEASES

	SCD4	\$US
Warmaster Magazine 14	\$10.00	\$6.95
Battlefleet Gothic Magazine 12	\$6.00	\$3.95
Blood Bowl Magazine 4	\$6.00	\$3.95
Five Warmaster Vampire Counts Models		

BATTLEFLEET GOTHIC

Imperial Fashion Escort



Imperial Endavour Class Light Cruiser

DECEMBER RELEASES

	SCD4	\$US
BG25 Imperial Fashion Escort (Three Imperial Escorts per Wave)	\$13.00	\$9.00
BG26 Imperial Endavour Light Class Cruiser (One Imperial Ship per Wave)	\$13.00	\$10.00

THE LORD OF THE RINGS THE TWO TOWERS



DECEMBER RELEASES

THE NEXT GROUP OF RELEASES TO ACCOMPANY THE LORD OF THE RINGS: THE TWO TOWERS TABLETOP STRATEGY GAME HITS STORES THIS MONTH AND INCLUDES THE WARRIORS OF ROHAN AND THEIR FOES, THE Uruk-Hai Siege Troops. SEE PP. 109-111 FOR MORE DETAILED INFORMATION ON ALL OF THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS.



WARHAMMER CHRONICLES

TOMB KINGS DESIGNERS' NOTES

Presented by Gav Thorpe

No surprises this issue. With the release of the *Tomb Kings Army* book, I've mesmerized the relevant writers so that they can spill their thoughts concerning this most bony of projects onto these pages. We hope to explain both the new Tomb Kings army and the process we go through to create any Warhammer Armies book. I'll start it off...

Gave: The first stage of any project is the brief. This breaks down into what we want to do with the miniatures, the army list, and the book itself. My biggest commitment was to make them different from the Vampire Counts. Although there would be certain similarities (what with both armies being dead an' all), I didn't want to end up with differently shaped armies that basically fought the same way. The project needed a strong brief, as different members of the Games Development team would be working on the project at different stages. First, I briefed Alessio, who did the basic rules and army list

design. I then incorporated the initial player's handbook and made the major changes to the list. The "polishing and tweaking" stage was conducted by Anthony Reynolds, who also shepherded the book through the peaks and troughs of the production process. You'll be hearing from Alessio and Anthony later.

BOWS AND BONES

The character of the Tomb Kings had already been touched upon in previous army lists, although there had never been a full Warhammer Armies book dedicated to them. For a start, while the Vampire Counts army is an eclectic mix of Skeletons, Zombies, Dire Wolves, Wights, Wraiths, and all manner of other gothic horror staples, the Tomb Kings army is much more traditional in that it includes lots of Skellies that are equipped in different ways. This in itself makes them feel much more like the army of an ancient kingdom. If you take the Empire army of a High Elven one, for example, you basically get lots of different human or Elven troop types. I wanted the same to apply to the forces of the Tomb Kings - so we have Skeletons on foot with different weapons combinations, Skeletons on steeds with different weapon combinations, Skeletons in chariots, and Skeletons manning the war engines. The Tomb

Kings army is thus pretty much the army of ancient Nebekhara, only slightly skinnier.

The other major difference in terms of troop types comes down to missile fire. An army of the Vampire Counts has only spells and Banshees, while the Tomb Kings can get many troops with bows, not to mention the Screaming Skull Catapult and the awesome Casket of Souls. We didn't want to change the basic profile of a Skellie (HS2), so our task was to come up with rules that made Skeletons effective troops at range as well as up close.

SCROLLS AND SKULLS

The other major difference from the Tomb Kings lists of the past has been the magic system. The Necromancy used in the Vampire Counts army was the creation of the renegade Liche Priest Nagash, which drew on the ancient magics of Nebekhara but made them more powerful and unpredictable. Balancing the magic system with the rest of the army was to prove the pivotal focus of the army's development and a source of much debate among the designers and playtesters. But I'll let Alessio gloat about what he has done!



THE BARE BONES OF THE ARMY

Alessio: During high school, I spent quite some time reading the translations of the few fragments of parchment and papyrus that have crossed the millennia to give us insight into the culture of ancient civilizations like that of the Egyptians. Often, these texts have a slow, solemn, ritualistic tone that might sound horribly tedious to a modern reader but that indeed conveys a feeling of eternal immutability. I wanted to try and capture a little bit of this feeling in our gaming rules and, after much thinking and testing, came up with the Incantations system. This system does away with the Scroll magic of previous incarnations of the army of Khemri, but I hope the Incantations are at least as interesting (and less exploitable by ruthless players - serves you right!).

With the new system, all Liche Priests know the four Incantations that form the basis of their religion and cover all the basic tools for dealing with Undeath. There is one Incantation to increase the fighting/shooting ability of the Undead troops, one to raise them back after the enemy has struck them down, one to make them move faster, and of course, a good, handy magic missile. These Incantations are not normal wizard spells; they are more like Bound spells from magic items. Liche Priests can cast one of these per Magic phase with a Power Level of 2D6, and High Priests can cast two at 3D6!





Tomb King



Liche Priest



Chariot



Tomb Guard

Incantations never Misfire but are never cast with Irresistible Force either. Ancient, unchanging, repetitive, and inexorable, that's what they feel like! To increase this ritualistic feel even more (and for gaming ease), I've introduced the Hieratic Hierarchy rule, meaning that the Liche Priests always cast their Incantations in a strict order. If it has worked for the last 5,000 years, why change it?

MAKING THE DEAD WALK

Now let's have a look at the Undead rules. The task was to make the Tomb Kings army different and unique while maintaining enough similarity to the Vampire Counts to maintain a degree of consistency among the Undead. I'm quite pleased with the result we achieved. Basically, the Tomb Kings share the same Undead rules with the Vampire Counts, with one notable exception. In the Tomb Kings army, the General is now the force-keeping the army going, because it's not the Tomb King but the Liche Priests who have reanimated the Undead forces. The most important Priest, the Hierophant, is the one responsible for the creation of the army, and it is his destruction that causes the army to start collapsing. Even if this happens, the army can still use the leadership of the General (a Tomb King or Prince) for its leadership tests. The result is a far more enduring force than a Vampire Counts army, where the demise of the General is usually quite final. These rules also allow the Tomb Kings player to spread his risks and not have all his eggs in one basket as a Vampire Counts player must. The drawbacks of this system are that Liche Priests are obviously easier to kill than Vampires and that the legions of Nehekheh cannot march, as they lack the strong centralized driving force represented by the Vampire or Necromancer.

Finally, I drafted the first version of the Tomb Kings army list. Its Core is made up of Skeletons, Infantry with weapon combinations that are different from those of the Vampire Counts, cavalry that is lighter and more flexible than the Black Knights, and of course, Chariots. These Chariots needed to be different from normal ones, because we wanted them to form units. I decided to give them slightly different rules, under the title of "Light Chariots." They are basically the same as normal Chariots except for a reduced number of impact hits, reduced protection offered to characters riding in them, and on the positive side, the ability to form into units that follow the rules for Fast Cavalry. The last entry in the Core section details the Tomb Swarms, a collection of Undead insects that have the option of emerging from the ground underneath the enemy (do you remember those flesh-eating scarabs in *The Mummy*?).

NOT JUST A USELESS PILE OF BONES

Now on to Special troops. Tomb Guard are the equivalent of Gate Guard (slightly less armored than their Vampire/Golem/Counterparty). But I thought that keeping the entire army to a maximum of light armor made for a good theme. Thinking that the best man among these elite troops would be granted the honor of carrying the insignia of the King, I've also introduced a new character to the Heroes of this list, the *Iron Bearer*. He is basically a mix between a Champion of the Tomb Guard and a *Wight Lord* and always carries the *Battle Standard*.

For the next Special unit, the idea was to create a new class of Undead, more akin to living statues than dead creatures that have been reanimated. This unit provided a good excuse to include in the list many of the gigantic monuments that the ancient civilizations have left us. These "Undead Constructs" are the same as normal Undead, except that they are more resilient, always lose *Lick Wound* than they should when losing a fight, and get an armor save of 5+. This category includes the Ushabti (goat-sized warriors created in the image of the Gods of Nebekhara), the towering Tomb Scorpion, and the huge Bone Giant (although he's actually a *Rare* choice).

The other piece that I want to talk about is the *Casket of Souls*, which is both an awesome model and a powerful tool of destruction. If it's activated in the *Magic Phase* (it's like another *Incantation*), all enemy units that can see it are hit by the equivalent of a *Barbarian's scream*. The destructive power of this pseudo-Ark of the Covenant is really scary, but all you have to do is to look away.

Carion in Special choices and *Screaming Skull Catapults* in *Rare* ones complete the picture. All in all, I was very pleased with the first look of this list, and I was just starting to write the magic items when my work was interrupted by a new project stepping in with *Terminator Force* and monopolizing all my time (something related with a *Ring of Power*... can you guess?). Changing over to a new game system was cool, but it meant that I had to leave the Tomb Kings halfway through the project. I sadly handed the manuscript over to Gary and Anthony and left my baby in their hands. It's always hard to let go! This obviously means that anything you like in the Tomb Kings, I have written, while any problems or things you don't like have clearly been added later by the evil Gary and Anthony. Over to you guys.



WHO ARE THE TOMB KINGS?

Among the arid sand dunes south of the Old World lie the necropolises and tombs of the ancient Nebekhara civilization, known by most as the Land of the Dead. It is a name that is appropriate, for not a living inhabitant stirs among the pyramids. From within these mighty edifices, the ever-living Tomb Kings rule over their Undead subjects and have vast legions of skeletal warriors to command.

An army of Nebekhara on the field of battle is a glorious sight. Sun dazzles across bronze and gold armor and gleams from polished bone. At the forefront of the army rides the Tomb King himself in his chariot, ranks of skeletal archers around him moving with synchronized precision. Ranks of Ushabti – tall, animated statues of the old Gods of Nebekhara – advance swinging cruel blades that can behead with a single blow, noble screeching vulture-like Carrion use their ragged wings to soar above them in the desert thermals.

It was not always thus. In millennia past, the great kingdom of Nebekhara stretched from the mountains to the coast, and the Priest Kings ruled from their temple cities with an iron hand. The greatest rulers were entombed and mummified in preparation for their glorious afterlife, and whole armies were buried with them.

Then the heretic priest Nagash wove his mighty necromantic spell of awakening, raising the Tomb Kings and Princes from their slumber before their time. Instead of returning to the world as immortal incarnations, they rose to life still half eaten, swathed in their splendid burial robes and bound in linen bandages. Although their great plan had gone slightly awry, the Tomb Kings did not allow this setback to darken their dreams of a return to the golden age of civilization. Their skeletal armies clawed their way out of the sands, their Tomb Guard marched forth from the ancient pyramids in the city-sized necropolises, and the statues of their old Gods sprang to life, enchanted with powerful magics.

As before, the Tomb Kings wage war upon each other and the rest of the world, their goals of conquest undiminished by the fact that they are dead. For did they not plan for eternal life, and is this not their great reward and destiny? In time, the Tomb Kings will rule again as they did so long ago.

MY WILL BE DONE

Given the basic rules framework Alessio had created was very robust (he has had a lot of practice at the art of thing, after all), and it was obvious from the first few games that the key to using, and therefore balancing, a Tomb Kings army came in the Magic phase. One of the things that cropped up at this time was a preponderance of Liche High Priests appearing in armies, which worried me since I wanted Tomb Kings to make an equally good showing. This led to the introduction of the *My Will Be Done* rule for Tomb Kings and Princes. This rule basically allows the Tomb Kings a low level Incantation (only D6 Power level) to move a unit or get it to shoot or attack immediately. This rule took some of the pressure of animating the army away from the Liche Priests.

Much of the work at this stage was in the creation of magic items and the actual wording of certain rules. The specific effects of the spells were tweaked to make sure that the magic was on par with the traditional Spell Lore but still had a different feel during play.

Of course, there's more than just rules in an Army book. Once the playtesting was happily underway, I turned my attention to planning the background that would be included and looked at the Special Characters. Again, I was fortunate here, because Nigel Stillman (who veteran

gamers will remember from previous years) had left behind a wealth of background and stories pertaining to the Tomb Kings. Far too much, in fact, to include in a single volume. Ancient Egypt is a passion of Nigel's. He had attacked the Tomb Kings project with much gusto and produced a pile of documents several inches thick.

All of this material had to be distilled into a format that we could present to readers in a digestible fashion. After planning the background pieces that I wanted in the book as well as rewriting several parts myself, I handed the project to Anthony. He would finish off the development side and, in combination with Space McQuirk, write up the remaining background material. So, it's only fitting that I let Anthony continue the story from here.

AND SO IT SHALL BE...

Anthony: And so the project was passed into my hands to add the final polishes to the Tomb Kings. I was enjoying the Tomb Kings project so far and having fun writing up the bestiary and some background pieces. I too have always had an interest in ancient Egyptian history and had studied it in school and college (to those people who said learning ancient hieroglyphics was a waste of time, hal! It has come in handy on this project!). Alessio and Gar had already done a great job with the book, and everyone

was getting a bit excited about the relatively 'new' army - so much so that Tomb Kings armies seemed to be popping up all over the place.

It was my job to finish off the Tomb Kings and fill in the bits and pieces that would turn the rules and background into a complete book. It also fell to me to complete the development of the Tomb Kings army. This project involved copious playtesting, both among the Games Design Team and our core of invaluable playtesters all over the world (some of the most cunning Warhammer players around). We make sure that we play against all the armies that already have Army books to ensure that the new army is balanced. Sure, some armies invariably fare a little better against certain armies than others, but we aim for a 50:50 win-loss ratio across the board. The comments from these playtest games are hugely important in this development stage and nothing beats playing loads of games to find any mistakes or loopholes. In these playtests, we really try hard to exploit the list as much as possible, push it to its limits, find all the nasty combinations of magic items and devise devious tactics and army lists. If these combinations are overpowering or seem to be a default choice in every game, then we make changes, either to the rules or to the



The Empire struggles to stem the onslaught of the Tomb Kings army.



The mighty Settra, greatest of all the Tomb Kings

points (out) to create as balanced a list as possible while making sure the army is challenging to play with and against.

For instance, in early playtests, it was found that Liche High Priests were becoming much more common than the Tomb Kings themselves, as Gav has already mentioned above. He introduced the *My Will Be Done* rule, which went a long way to rectifying the problem. However, we still felt that it would be nice to make an army led by a Tomb King a little different. Thus, we introduced a rule that, if a Tomb King leads your army, then Chariot units became a Core unit choice. Otherwise, Chariots are Special units. After all, Charioteers are the pride of the Tomb King's army, so when he marches to war he would likely take them with him. Little changes like these make the army more characterful and "real," while simultaneously introducing subtle changes to the army list, which in turn allow you to make more interesting and varied armies.

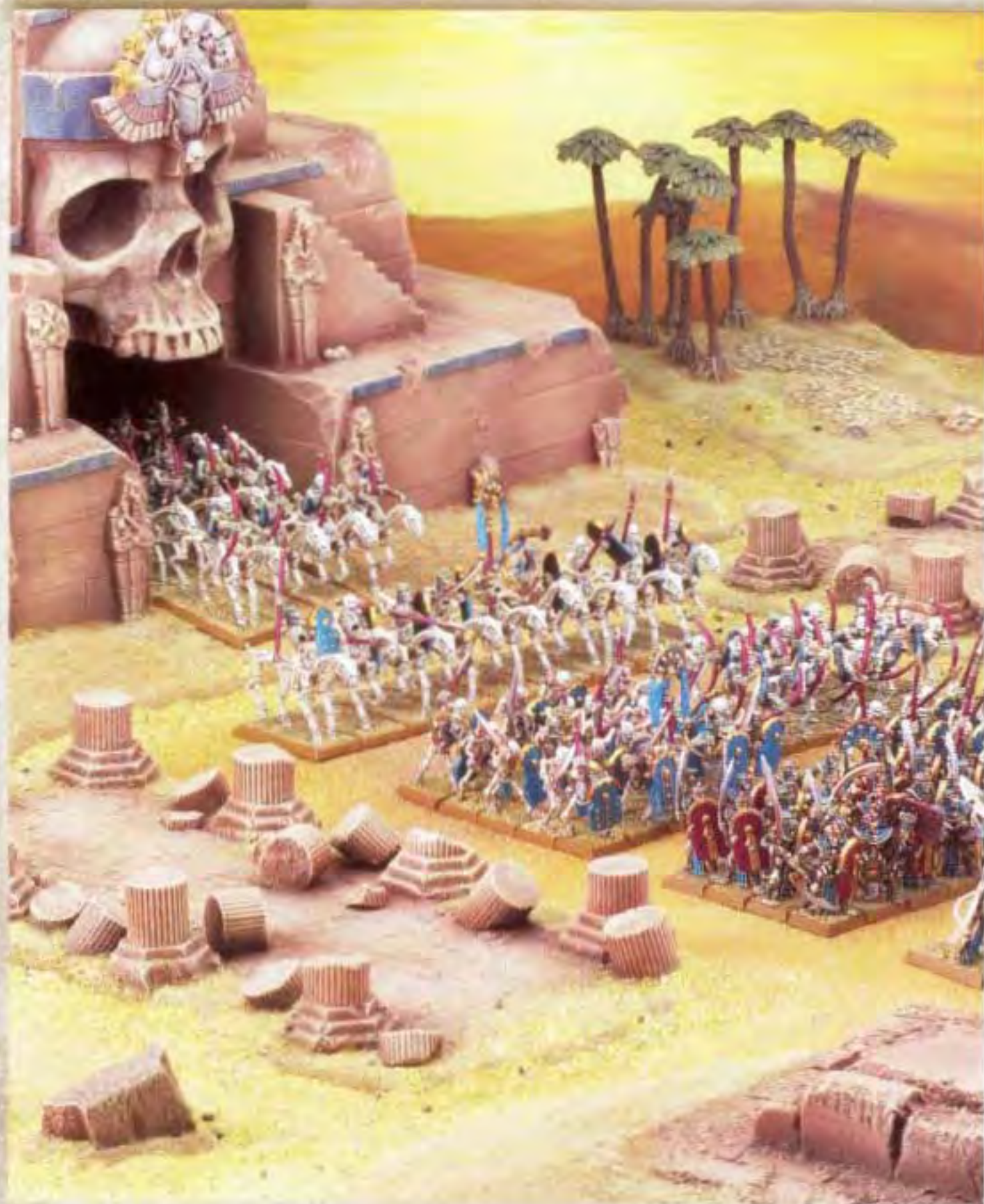
It is at this stage of the project that the points values for all the different units, characters, and items are finalized (not without many "discussions" and pulling of hair). Also at this stage, the wording for special rules is hammered into final shape, and we try to eliminate vague or confusing phrases.

POLISHING THE BONES

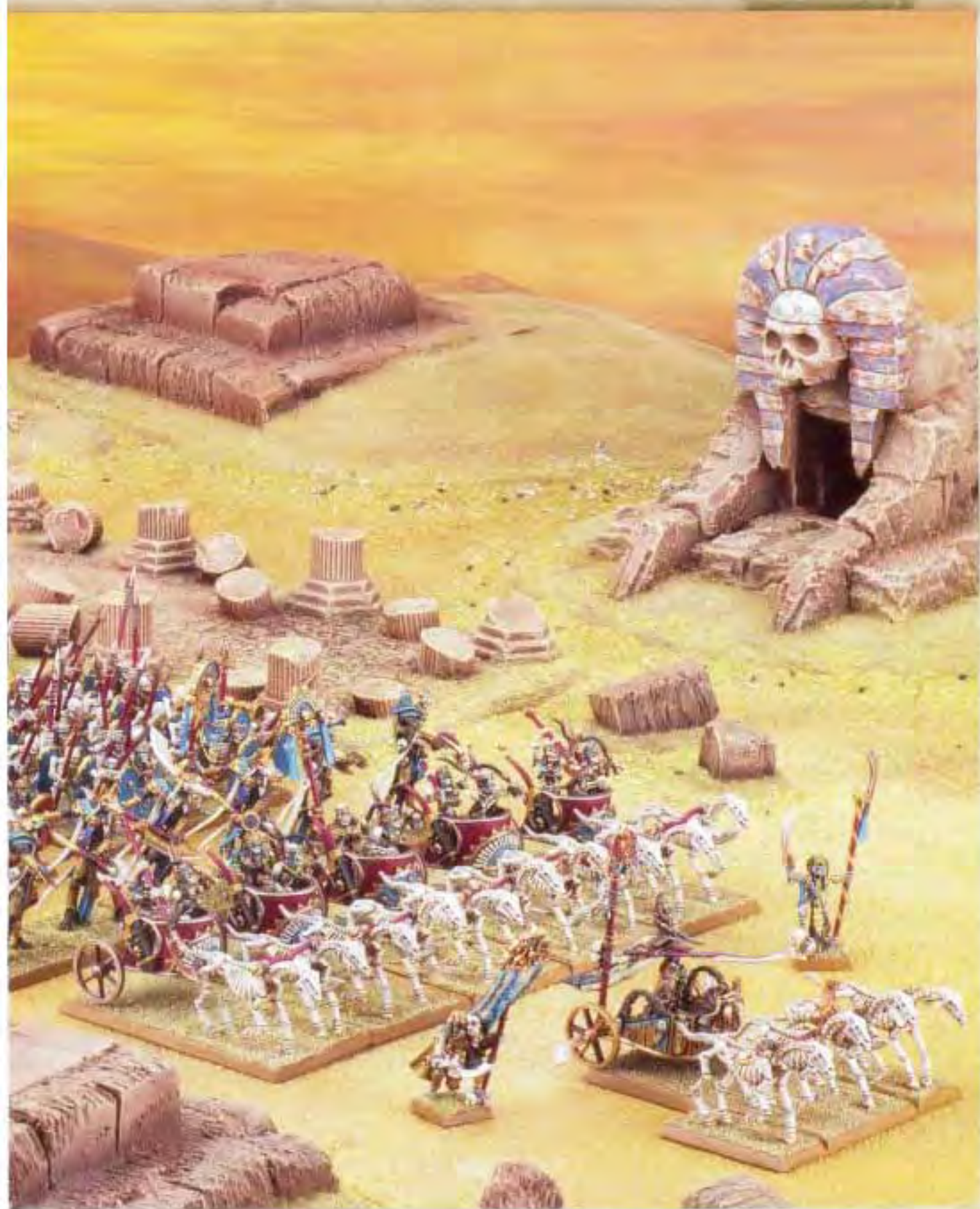
The production stage of the development process involves the guys and gals in the Production Department laying out all the written work into the correct format. The artwork is slotted in over the page backgrounds, and the book starts to take shape. These last weeks of the project were a frenzy of activity. As the nearly completed book showed up, dozens of hits and bobs still needed doing. I received copious e-mails from Dylan in Production: "We need 200 words of additional text for the Ushabti Bestiary page" and "We need names for all the places on the maps!" for instance.

I think we have managed to make the Tomb Kings a distinctive and interesting list that allows you to try out all manner of varied tactics and armies that are fun to play with and against. The list also makes the army very different from any other in *Warhammer*. It's hugely satisfying to see the Tomb Kings of Khemri come together from start to finish, from the first early brief, to the early drafts of army lists and various wacky ideas, to the fabulous art fitting into the book, to the brilliant new models sculpted and painted up for the color section, and to, at last, the completed book.

Enjoy.



THE TOMB KINGS OF KHEMRI



With the release of the Tomb Kings this month, we thought we would take the opportunity to collate the time line of the Undead and incorporate the important dates and history of both the Tomb Kings and the Vampire Counts. Anthony Reynolds was sent delving through dusty volumes and cursed texts, and he has resurfaced with the most up to date Undead time line around. Here, you can trace the rise and fall of the cursed Nagash; his destruction of Nehekharu, the most powerful human nation of the time; and how, as a result of his foul magical practices, the first of the dread Vampires were created. It was Nagash's great Spell of Awakening that stirred the Tomb Kings from their eternal rest. They emerged none too happy about it and set about reclaiming the lands that were once their own, a task they continue to this day. Read on to learn of the tragic and dark history of the Undead...

HISTORY OF THE DAMNED

A Chronology of the Undead

- 2500 to -2000 The rise of Sennu, the last and most mighty of all the Kings of Khemri. It was Sennu who founded the first true human civilization, Nehekharu. He conquered neighbouring lands and exiled nations from them, and his empire continued to grow and expand in all directions. He founded the great city of Khemri at the heart of Nehekharu. Consumed with living forever, Sennu had his priests learn all they could to extend his life. However, they could not give him the immortal life that he craved but promised him that he would achieve one paradise and rule for all eternity. The other rulers followed Sennu's example and were immortalised and entombed in great pyramids. These clusters of tombs and pyramids are called necropolises. Nehekharu continued to grow in power and influence, and the number of tombs and pyramids soared.
- 2000 The birth of Nagash.
- 1968 A fleet of Dark Elves is driven off course and forced to dock at Zandri. Nagash studies Dark Magic and proves a more than apt pupil. Having learned all the Dark Elves have to teach him, he defeats their leaders in a vicious duel and has the survivors entombed alive within the Great Pyramid at Khemri.
- 999 Through murder and intrigue, Nagash seizes power in Khemri.
- 850 to -650 Nagash begins to practice his fading youth by distilling it from human blood, a perversion of the arts practiced by the Priests of Nehekharu. He recruits certain deposed nobles to rule under him. They start to see themselves as gods and the city's population as cattle. As their life spans extend beyond those of ordinary mortals, the nobles shun the light and seek out cool dark places to hide from the burning day. Nagash orders the

construction of the Black Pyramid, one of the largest structures ever built by Man. The Black Pyramid dwarfs even the Great Pyramid of Khemri.

-1750 The Kings of Nekkhara become afraid of Nagash's power and, to thwart him, form a great confederation led by Prince Lahmure of Lahmia. After years of warfare, Nagash is pushed back into his Black Pyramid in Khemri. A mighty battle rages in which Lahmure is slain. His son takes charge of the united armies of Nekkhara, and Nagash's power is finally broken. Some think him slain, yet somehow he manages to flee north. Though some believe that Nagash's books were destroyed, at least one of them is taken to Lahmia, where the Queen Nekhetra secretly begins to emulate Nagash's dark magic. She becomes the first of the Vampires and forms a court of blood-drinking Lahmians. Queen Khalida of

Lybata becomes aware of the evil of the Lahmians, but she is slain by Nekhetra. Thus, the Vampire's secret remains secret.

-1800 Nagash's wanderings take him to Cripple Peak, a mountain by the shores of the Sower Sea. Cripple Peak contains a massive chunk of glittering warpsone, the largest in the world. Nagash begins to experiment with warpsone, but so common is the influence of this huge chunk of pure Chaos that Nagash is forced to use ever more potent alchemical magic to hold onto his life.

-1500 to -1350 Nagash realizes that, used in small quantities, warpsone can be a powerful aid to his dark sorcery. Lacking followers, he animates corpses and skeletons to aid him. He uses his Undead slaves to excavate mines beneath Cripple Peak and to create Nagashzur, the Cursed Pit, a giant underground fortress full of alchemical laboratories, barracks, foundries, and armories.

Dust and slag from the mines soon turns the land all about to waste, thus creating the Desolation of Nagash. Primitive human tribesmen start to worship him as a god, which eventually leads to their devolution into the corpse-eating race of Ghoulis. Within a few hundred years, Nagash has built a powerful empire around the shores of the Sower Sea.

-1350 to -1250 The Skaven are drawn by the huge mass of warpsone at Cripple Peak and launch a war against Nagash, but the Great Necromancer is now so powerful that his legions drive them back. Eventually, a settlement is reached between Nagash and the Council of Thirteen. The Skaven lose several tribes of Orcs and Goblins into the Cursed Pit in return for warpsone mined below Cripple Peak.

-1222 A great earthquake exposes a rich seam of gemmils within the Murky Mountains. Nagash fuses his fabled armor from an alloy of this gemmils and lead.





-1200 The Kings of Nibekkhara become aware of the evil in Lahma. The Vampires are defeated and driven out by an alliance led by the Priest King Alkadizar. Some of the oldest treacherous Vampires, including the infamous Alimarah, the doomed Usheman and Nekrona, are still, scatter and flee all over the world and become the first Vampires of the various bloodline families. Others, including Wessau, the first of the Necromancers, stay with Nagash.

-1163 to -1152 Nagash launches sudden war on Nibekkhara. The Kings are now united under King Alkadizar. Because of his formidable leadership, Nagash usually is eventually defeated. Nagash launches a plague upon the land. His own Undead forces are immune, but the folk of the land die in droves. A new army of Undead invades the lands of Nibekkhara and sweeps all before it. Alkadizar is brought to Khamsa to be tormented by Nagash.

1114 The Great Ritual. After consuming prodigious amounts of magicstone, Nagash begins an immensely powerful spell. This spell kills all living things in Nibekkhara and begins to awaken the dead. Sensing the danger they are in, the Slaves free King Alkadizar, who cuts down Nagash and flees with the Crown of Sorcery. The Priests of Nibekkhara are unaffected by the spell and become truly undead. Like Priests, the Tomb Kings awaken and are angry that their land is in ruins and that they did not awaken to the paradise they were promised.

1149 Arkhan the Black under the city of Bel-Abad, precipitating what later Andoran chronicles will call the War of Death. For the next thousand years, Arkhan leads the lords of Araby from the desert wilderness that surrounds them. The once mighty civilizations that ruled these lands is reduced to a few weakened city-states and a handful of desert tribes.

-1147 to -1020 The body of Alkadizar is discovered by Kadon, who wears the Crown of Sorcery from the dead king's grasp. The Undead empire he creates is eventually overrun by the Ory. With Lord Dark Redeye.

-1050 The fall of Mourkorn (which can be found on some ancient Imperial maps under the name Morghim) and the start of the devastation of the Vampiric line of Striga.

-1000 After building his strength north of the Black Mountains, Vrag, Bloodmouth under the scattered tribes of Ghoulis that lurk below Cripple Peak and becomes the first Ghoul King. The vast, if undisciplined, army under his command quickly overruns and all but destroys the Red Cloud Goblin tribe. The survivors of the tribe are enslaved and forced to build the Fortress of Vrag to the east of the Plain of Boats.

Vrag next turns on the Grey Hag Goblin tribe, which is forced to retreat into its mountain lair. While besieging the Goblin lair, Vrag is struck by a well aimed bolt from a Goblin bolt thrower and left for dead. Leaderless, the Ghoulis scatter and make their way back to Cripple Peak. The Fortress of

Vrag is forgotten and falls into ruin. Another creature named Vrag, whether the same being or not, would appear a thousand years later in the southern forests of Sylrania, determined to restore the glory of the lost kingdom of Striga.

-90 Nagash is reborn exactly 1113 years after he was destroyed. He attempts to force the Tomb Kings to obey his orders, but under the leadership of Setna, the Tomb Kings continue to retreat to Nagashdraz. Upon his arrival, Nagash finds his fortress overrun by the Slaves and drives them all out in a single night. Over the next three decades numerous Slave counterattacks are repelled by Nagash's forces.

-49 In his arrogance, Setna turns against the other Tomb Kings and is defeated in a battle that lasts for seven days and seven nights. He retreats to Khamsa. Nevertheless, he is still the undisputed ruler in Khamsa, and his Undead empire is still the largest and most powerful in Nibekkhara.

-30 Nagash lures his foe Harl.
-15 Arkhan the Black crushes a huge Slave horde at the Battle of Death Rock. The defeat is so devastating that the Slaves give up attempting to recapture the Cursed Pit.

-15 Nagash discovers that the Crown of Sorcery is now in the possession of Mourth. He travels north to reclaim his crown, but Mourth is defeated by Signar before Nagash can retrieve the crown. Nagash raises a huge Undead army and attacks the humans led by Signar. At the Battle of the River Red, Nagash is killed by Signar, and his army is almost completely destroyed.

10 Krell, the only survivor of Nagash's army, is defeated at the Battle of Gloom Lake and imprisoned in a magical tomb.

-800 Setna's Undead fleet begins a new campaign of raids, attacks the coast of what would later become known as Berenna, and takes hundreds of prisoners back to Khamsa.

976 Some masters on their way to Lustria capture an Empire ship and unwittingly take on board the body of the Vampire Father Harlow. Before the ship arrives in Lustria, all the members of the crew have been either slain or turned into Undead. Father Harlow proceeds to create an Undead empire in southern Lustria. The place gains an evil reputation and becomes known as the Vampire Coast.

III The Black Death unleashed by the Skaven wipes out nine tenths of the Empire's population. Skaven erupt from their hidden tunnel networks and overrun the land. In Sylvanus, the Necromancer Vashel raises a huge Undead army from the bodies of plague victims and moves back the Skaven invasion.

1212 to 1224 Vashel builds the fortress of Vashetrachkheim, and raises one a powerful Undead empire. Over the following decade, Vashel, the remnants of the Empire, and the Skaven fight a prolonged war against each other. The war ends when Vashel is assassinated and his Undead hosts is wiped out. The Skaven, weakened by their war with Vashel, are defeated and driven back underground by Count Manfred Skaven Slayer.

1273 Setta leads a large raiding force against Bretonnia. He is met at Savage Point by a Bretonnian fleet led by Admiral Henri Lamorne. Setta's fleet is soundly defeated, but he escapes, vowing vengeance.

1287 to 1294 Dietrich Helmsicht is discovered to be a Necromancer and driven out of the Empire city of Mithrasheim. He escapes to the Forest of Shallop where he raises a huge Undead army and attacks the Empire. He annihilates one Empire army that is sent to stop him but is defeated in the Battle of Blackchicken by a combined Empire and Karakoram force. Dietrich's body is never recovered.

1275 The Lamorne family crypt is pillaged by ghouls and the long dead body of Henri Lamorne is an apparently motiveless crime. Soon after, however, there are reports of a new and highly skilled, Wight Lord terrorizing the land.

1691 The Night of the restless Dead. Nagash returns to life once again. 1666 years after he was slain by Sigmar. For one night, throughout the known world, the dead rise, walk the land, and sow terror and confusion among the living. Entire villages and towns are overrun and destroyed before the night of terror ends.

1790 Vlad von Carstein becomes the first of the Vampire Counts of Sylvanus and marries Countess Isabella von Dark Over the following two centuries the remaining aristocratic families are infected with the curse of Vampirism.

2010 Wars of the Vampire Counts begin with the devastation of Ostmark by Vlad von Carstein. Undead armies rampage between Stridland and the northern border.

2051 Vlad von Carstein is slain at the Siege of Althart, and Isabella commits suicide rather than carry on as Undead without him. The Vampire Counts fight among themselves, and their Undead army splinters into separate feuding forces.

2064 to 2121 Konrad von Carstein emerges as the most powerful of the Vampire Counts. He leads his forces against the Empire but is stopped at the Battle of Four Armies in 2086. He is finally defeated by a combined Empire and Dwarf army at the Battle of Green Moss in 2121.

2132 to 2145 Manfred von Carstein, the last and most cunning of the Vampire Counts, launches a surprise attack against the Empire when it is in the grip of vicious civil war. He almost succeeds in capturing Althart but is finally forced to retreat back to Sylvanus by a combined army

of Empire troops, Dwarfs, and High Elves. Determined to end the threat of the Vampire Counts once and for all, the various factions of the Empire unite and, along with their Dwarf and High Elf allies, sweep the dark forests of Sylvanus. Manfred is finally brought to Bay of Hal Fenn, where he is defeated and his Undead army destroyed.

1991 Heinrich Kamuldr, otherwise known as the Lichenslayer, leads the final sword of Krill and saves the Chaos Champion back to Utharth. At the head of a powerful Undead horde, the two sweep down from the Grey Mountains into Bretonnia, burning and pillaging as they go. In a wild battle at Le Mansurial Abbey, their army suffers such heavy casualties that they are forced to retreat back into the Grey Mountains. It is only a matter of time before they return at the head of a new Undead army.

2505 to Present An increase in the amount of magic being used around the world weakens increasing numbers of Tomb Kings. Setta rallies his forces to launch a new age of conquest and seeks to expand his prodigious realm as never before. Many of the Tomb Kings rally behind him as he gathers his forces.



PAINING SKELETONS

Almost everything in the Tomb Kings army can be painted with the same technique to achieve a realistic bone effect. Here are a few simple suggestions to show how it's done.

By far the simplest method for painting bone is to use a Skull White undercoat as a basecoat color, then apply an ink wash to provide shading, and finish off with a drybrush of a lighter color.

In the example shown to the right, we used a wash of Brown Ink and then drybrushed the Skeleton with Bleached Bone.



Undercoat the model with Skull White spray.



Apply a wash of Brown Ink (but has been thinned with an equal quantity of water).



Drybrush the entire model with Bleached Bone.

SUGGESTED PAINT COLORS



- ☐ Undercoat with Skull White.
- ☒ Wash with Black Ink.
- ☐ Drybrush with Skull White.



- ☐ Undercoat with Skull White.
- ☒ Wash with Flesh Wash.
- ☐ Drybrush with Bleached Bone.



- ☒ Undercoat with Chaos Black.
- ☐ Drybrush with Bronzed Flesh.
- ☒ Wash with Brown Ink.
- ☐ Highlight with Bleached Bone.

SHIELDS

Shields are a prominent part of the Tomb Kings army and can be used to make your army look unique and to differentiate between units. Using colors that contrast with the bone that makes up most of the force will help your models stand out on the battlefield. We have used a simple color scheme for our army, but as the examples below show, you can also use more complex patterns.



We painted the shields Hawk Turquoise as a striking contrast color to the bone.

1



This is a more detailed method used by the Favy Metal team to paint the Studio army.

1. Undercoat the model with Skull White.

2



2. Apply a wash of *Brown Ink* that has been thinned with an equal quantity of water. The weapons are then given another undercoat, this time with *Chaos Black*.

3



3. Drybrush *Bleached Bone* across the body of the model. The weapon is painted with a basecoat of *Brazen Brass* and then given a thinned wash with *Chestnut Ink*.

4



4. Highlights of *Skull White* are applied to the raised sections and ridges of the bone. Particular attention is paid to the face. The weapon is then given a highlight with an equal parts mix of *Brazen Brass* and *Mithril Silver*.

PAINTING REGIMENTS, BY DAVE ANDREWS

I wanted to create an effective looking force but one that I could finish quickly. To accomplish this, I painted every model in the army at the same time and applied a basecoat to each figure before moving on to the next colour or highlighting stage.

The hieroglyphs on the scrolls and shields were taken from a source book. I photocopied and reduced them - a simple but very effective technique.



To paint the bone on my army, I sprayed the models with a *Chaos Black* undercoat. *Snakebite Leather* was then painted over this coat, followed by a drybrush with *Rubonic*

Brown. A drybrush of *Bleached Bone* was then applied. To finish the models, I picked out the teeth with *Skull White*.



PATH TO GLORY

SCENARIOS FOR USE WITH YOUR CHAOS WARBANDS

Greetings, favored of Chaos! In this installment of *Path to Glory*, we continue to show you how to expand your small Warband into a formidable army through a series of skirmish-size clashes. These scenarios are ideal for getting used to playing with a Chaos force before you jump into full-scale battles.

Anthony Reynolds: *Path to Glory* allows you to fight small-scale games of Warhammer with Chaos Warbands and allows your Warband to become larger and more experienced as you fight more games. It is a good way of playing games if you're still painting models for a full-scale battle. It's also a fun way to get in a game of Warhammer when you only have an hour to spare. The basic rules for generating Warbands appeared in the *Path to Glory* booklet included with *White Dwarf* 274.

So what's in this month's *Path to Glory*? Well, there are a bunch of Warband scenarios that allow you to do more than just the standard "line up and bash 'em" fight. As fun as those games can be, it's nice to try something a little different occasionally. Also in this month's issue is a mini battle report fought between my own Slaanesh Warband and Space McQuinn's rotting Nurgle boys. Also, keep an eye on the web site (www.games-workshop.com) for more Chaos Warbands info and a roster sheet that will help you keep track of your Warband's personnel and Favor Points.

WARBAND SCENARIOS

Before you set up for your game, have one of the players roll a D6 and consult the table below.

D6	Scenario
1	Pitched Battle
2	Surprise Attack
3	Defend the Stones
4	Breakthrough
5	Take and Hold
6	Pitched Battle



Anthony and Space clash once more on the battlefield.

1. PITCHED BATTLE

When two Chaos Warbands run into each other, they will generally attack without asking questions. Any battle is a good opportunity to gain the attention of the Dark Gods.

Terrain: Set up a 4' x 4' table with as much or as little terrain as you like. Use any mutually agreeable way of setting up the terrain.

Set up: Both players roll a D6. The higher scoring player may choose a table edge to deploy on. Roll a second D6. The higher scoring player may choose to set up a unit first or second. Players alternate placing units on the table. Characters (Champions and Sorcerers) are placed last and at the same time. All models have to be set up within 12" of their table edge.

Starting the Game: Both players roll another D6. The higher scoring player chooses to go first or second.

Ending the Game: The game lasts 12 turns or until one Warband is wiped out or has fled. A player may elect to rout voluntarily at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent automatically wins.

2. DEFEND THE STONES

One Warband defends a sacred circle of monoliths from another Warband determined to claim it as its own or to desecrate it.

Terrain: Set up a 4' x 4' table with as much or as little terrain as you like. Use any mutually agreeable way of setting up the terrain. Set up a stone circle 12" in diameter in the center of the table.

Set up: Both players roll a D6. The higher scoring player is the Attacker. The Defender sets up first and places all his models within the stone circle. The Attacker then chooses any board edge and sets up his Warband within 6" of it.

Starting the Game: The Attacker has the 1st turn.

Ending the Game: The game has no turn limit and ends when one Warband is wiped out or has fled. A player may elect to rout voluntarily at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins.

If at the end of any of the Defender's turns, he has no models within the circle and there is at least one Attacker within it, then the attacker wins.

3 BREAKTHROUGH

One Warband stands in the path of another. Too proud to travel safely around his rivals, the Champion of the Warband decides to smash straight through!

Terrain: Set up a 4' x 4' table with as much or as little terrain as you like. Use any mutually agreeable way of setting up the terrain.

Set up: Both players roll a D6. The higher scoring player is the Attacker. The Attacker sets up first within 4' of the table edge of his choice. The Defender sets up anywhere on the table but cannot set up within 18" of any attacking model.

Starting the Game: The Attacker has the 1st turn.

Ending the Game: The game has no turn limit and ends when one Warband has been wiped out or has fled. A player may elect to rout voluntarily at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins.

If the Attacker manages to move one-third of the models in his Warband (rounding up) off the board edge opposite the Attacker's deployment zone, then the Attacker wins, and the game ends immediately. For example, if an attacking Warband consists of 12 models, he must get 4 models off the board to win. If he has 13 models, he must get 5 off.

4 TAKE AND HOLD

An area of sacred importance has been discovered by two Warbands, and neither is willing to surrender it.

Terrain: Set up a 4' x 4' table with as much or as little terrain as you like. Use any mutually agreeable way of setting up the terrain. Place a piece of scenery in the center of the table to represent the sacred place. This might be a temple, a standing stone, or something similar.

Set up: Both players roll a D6. The higher scoring player may choose a table edge to deploy on. Roll another D6. The higher scoring player may choose to set up a unit first or second. Players alternate placing units on the table. Characters are placed last and at the same time. Models must be set up within 12" of their table edge.

Starting the Game: To determine who goes first, roll another D6. The higher scoring player may choose to go first or second.

Ending the Game: The game ends after 10 turns or when one Warband is wiped out or has fled. A player may elect to rout voluntarily at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins. If, after 10 turns, neither Warband has been killed or has fled, the winner is the player who has the most models on the central piece of terrain. If there are an equal number of models on the centerpiece or none, the game is a draw, and neither Warband gets any additional Favor Points.

5 SURPRISE ATTACK

One Warband is taken by surprise as another Warband launches an unexpected assault.

Terrain: Set up a 4' x 4' table with as much or as little terrain as you like. Use any mutually agreeable way of setting up the terrain.

Set up: Both players roll a D6. The higher scoring player is the Attacker. The Defender sets up first and may place his models anywhere on the board. Each unit must be at least 8" away from every other unit. The Attacker does not set up at this time.

Starting the Game: The Attacker has the 1st turn and may move his Warband on from any one table edge. Models may not charge on the turn they arrive.

Ending the Game: The game lasts 12 turns or until one Warband is wiped out or has fled. A player may elect to rout voluntarily at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent automatically wins.

So there you have it, a few more additions to Chaos Warbands. In next month's article, there will be a bunch of new mutations. Each Chaos power will have a separate Mutations Table to ensure that the mutations (not just) Champion gets are particularly characterful (and fun). I will also be introducing the expanded Injury Table. Until then, happy bloodletting and may the Dark Gods smile on you!

Anthony



This is how Anthony's Warband currently stands.

WARBANDS BATTLE REPORT

KOL SHAARGOL RAIDS INTO THE REALM OF YABBA FOUL STINKA

For this game, Space and I rolled up a standard Pitched Battle. I would be coming on from the higher ground, while Space's boys would be set up on the marshiest board edge and would be eager to repel the invaders from their land. Space and I have played several Warband games against each other and have built up a healthy rivalry between our Champions.

Unfortunately for me, my Warband has suffered a few crucial casualties of late (losing my twin Chosen Warriors was a blow), while Space's Nurgle chaps have been getting stronger. I was going to be outnumbered by Space's Warband – not a good thing, especially when my opponents included some really dangerous models (that bloated Minotaur of his known affectionately as "Belly" has been a particular bane, slaughtering my entire Warband almost single-handedly on one occasion).

As a reward from my previous game, for this battle I had been blessed with a trio of Daemonettes who will lend me a much needed helping hand. Their speed would really help me out. Well, I can hear Space's taunting me with "Belly's gonna get ya," so on to battle!



The dreaded "Belly" lies in wait as the two Warbands clash.

Winning the 1st turn, I began to move my Warband forwards – those Beastmen and Daemonettes were quick! I raced my Marauder Horsemen around to the right, positioning them behind the ruined ship. In Space's turn, his Nurgle Warband advanced towards me, and his Sorcerer successfully cast Poxes on my Champion (reducing his Leadership, Strength, and Weapon Skill by one until it was dispelled).

My Marauder Horsemen used their mobility and speed to race behind Space's Warband, hopefully to lure some of them away from my main force. I was never going to win the battle in a straight-out fight – so I needed to try and divide his force so that I could pick it off piece by piece. Hopefully, he would bite. My Champion, Kol Shaargol, together with his Warriors of Chaos, jumped behind the Chaotic tree to get into a better

position, and I managed to dispel the Poxes laid upon him.

Space's Chaos Warriors, accompanied by a Chosen Warrior and his Sorcerer, all declared charges against my Marauder Horsemen, who elected to flee. His frighteningly powerful Chaos Champion declared a charge against the Beastmen, who wisely also chose to flee. With his Champion now standing vulnerable to a counter-charge, Space moved his Marauders up to screen him from my Knight of Chaos and the Daemonettes. Belly moved up near the tree and tried to line up Kol Shaargol for a future charge. Once again, in the Magic Phase, Space struck my Champion down with terrible Poxes.

Seeing the Marauders struck out in the open, the Daemonettes, Kol Shaargol, and the Warriors declared a charge against them. I hoped that I could destroy them, and that my overman in

prudent move would take me out of line of sight of Space's Champion and the dreaded Belly. Meanwhile, my Marauder Horsemen failed to rally and raced off the board. Darn. The Beastmen, however, did manage to rally and turned to face the angry-looking Minotaur.

In combat, three of Space's diseased Marauders were hacked apart, and the remaining Marauder fled. He was caught and hacked into bits. Although this did take me out of the charge area of Space's Champion and Minotaur, my Warriors were now in range of his Warriors and Chosen – all brandishing great weapons.

Space's Warriors displayed an admirable (from my perspective) ineptitude for hitting things, causing only 1 Wound, which I managed to save on a 6. Nevertheless, I failed to cause any casualties in return (due to the Poxes that still afflicted Kol Shaargol). Despite being outnumbered, my Warriors refused to flee.

Belly charged the Beastmen, who once again fled, drawing the Minotaur further away from the main battle.

In my next turn, the Daemonettes entered the fray, charging the flank of Space's Warriors. My Chaos Knight galloped across the battlefield and got into a good position for a charge in the next turn while remaining out of line of sight. The Beastmen again managed to rally, yelling taunts at the Minotaur snarling away behind them.

Combat was again indecisive, as I failed to kill any models, and Space's Chosen cut down one of my Warriors, resulting in a drawn combat. Oh dear, Space's Champion was about to enter the fray, and I feared the worst.

Yubba Foulsmuck charged into the rear of the combat to engage Kol Shargol, and Space's Sorcerer charged the Daemonettes. This combat was sure to decide the outcome of the game. Kol Shargol was challenged by the fear-causing Nurgle Champion and was backed apart with brutal efficiency without getting to attack back. The Sorcerer struck down one of the Daemonettes and finished it from the world. Everyone else failed to cause any casualties. The Daemonettes popped out of existence, and the remaining Warrior fled only to be caught and run into marshy ground. Ouch.

On the other side of the battlefield, the



"You're taking an awful risk, Space. This'd better work!"

Minotaur charged the Beastmen who this time saved their ground (although they failed their Fear test and so would only be hitting the monster on five). Belly killed one of the Beastmen with his great weapon but suffered a Wound in return and so lost the combat. He passed his break test with ease and was ready for the next round of ferocious combat.

In a last ditch attempt to kill a few more Nurgle scum, the Knight spurred his Steed forwards, charging the Warriors. He failed to land a blow, but his armor protected him from the return attack. Nevertheless, being outnumbered, he turned his Steed and fled, closely pursued by the Warriors. Belly smashed two Beastmen into the ground, pursued, and caught the remainder. That was it, the battle was over, as my Knight ended up fleeing off the table edge.

POST GAME SEQUENCE

Adding up the Favor Points our Warbands had earned from the game, we found that my Warband was a clear underdog, for Space's Warband was more than 10 Favor Points larger than my own. Because of this inequity, I gained 5 Favor Points from the game, while Space gained 6.

Space had gained enough Favor Points from the game to give his Champion an Advancement Roll – he gained an additional Attack. Yikes! I would be even

more careful about avoiding this Champion in future!

Rolling for injuries, I found that two of my Beastmen had died in the battle – I expended two of my Favor Points to reroll these dice, and they both managed to escape the battle unharmed.

As I had stored up a few Favor Points from previous games, I had enough Favor to roll on the Second Table (see the *Path to Glory* booklet). Rolling the dice to see what I could get, I got double 1's. A Sorcerer!

Good! And I already had a Slaanesh Sorcerer powered up as well! Space's Warband gained an Ogre – his Warband was now easily the most powerful in the group. I think I might have to try and secure myself an ally and gang up on this upstart Nurgle Warband in the near future.

Despite the battle going rather badly for me, I came out of with a stronger Warband I hadn't lost anybody from the game and had gained a new addition in the Sorcerer. Now to find myself my next opponent...



Anthony's Knight makes good his escape, as Space's Warband gives chase.

THE WRONG PATH

SCENARIOS FOR GAMES WITH CHAOS WARRANDS

We thought we'd give you a few more scenarios for your Chaos Warbands to try. The following scenarios are the ones our retail shops and Rogue Trader stores will be using in the tournaments and leagues they'll be running. So, study them carefully, prepare your Warbands for the carnage to come, and follow the Path to Glory down to your local store!

Creating Chaos Warbands and throwing them recklessly against those of your friends can be incredibly satisfying. Shedding the blood of your opponent's warriors and crushing their skulls with your mighty Ogre or Knight of Chaos is all well and good, but some might desire a little bit more direction from their chosen lord. Most

of the games we played to build up our Warbands were straight up Pitched Battle scenarios that incorporated all the regular Warhammer rules and scenario conditions (e.g., 5 turns of gaming). When we thirsted for something more, we turned to Chris "Go-go" Gohlhnhorst, US Rogue Trader Manager, for a few blood-thirsty variations.

The three most important elements to a successful Warband are the Champion, his followers, and the symbols of the Warband's devotion.

The first three scenarios presented here reward Warbands for destroying one of the things on this list, while the final scenario is an exciting free-for-all, pitting multiple Warbands against one another in a frenzy of carnage. Have fun!



Papa Nurgle gives his Champions all manner of weird mutations.

PUNISH THE FOLLOWERS

Without followers, your rival is less than nothing. Destroy all his minions, grind them into the dirt, and earn the favor of your God.

Set up: On a 4' x 4' table, set up as much terrain as you can. Warbands should set up on opposite sides of

the board, up to 12" in

Objective: To kill as many of your opponent's followers as possible.

Game Length: 10 turns

Victory Conditions: At the end of 10 turns, count up the number of slain

followers. The Warband with the highest percentage of followers killed loses. The winner will gain 5 extra Favor Points, while the loser is left to tend to the dead. Otherwise, Favor Points are earned for both sides as normal.



The Dark Lords revel in the manipulation of their mortal followers.

TAKE HIS HEAD

Nothing takes glory faster than destroying a rival Champion. Go forth, hack your enemy down, and sacrifice him to your chosen power.

Set up: On a 4' x 4' table, set up as much terrain as you can. Each Warband should set up on opposite sides of the board, up to 12" in.

Objective: To wring the life out of the leader of the opposing Warband.

Game Length: 10 turns

Victory Conditions: The winner is whichever Chaos Champion is left standing. The winning Warband earns an additional 5 Favor Points. If neither Champion is slain, the Gods have been angered, and both Warbands lose 5 Favor Points. Note: this penalty won't make you lose any of the abilities or followers that you've gained, but you will have to make up those 5 Favor points before making any future rolls for your Warband or Champion(s). Otherwise, Favor Points are earned normally.



Champions battle for the attention of their masters.

DESTROY THE MONOLITH

The Chaos Gods are fickle masters.



Nothing is more glorious than raising a monolith in dedication to your patron power, except desecrating an opposing Warband's monolith!

Set up: On a 4' x 4' table, set up as much terrain as you can. Each Warband should set up on opposite sides of the board, up to 12" in. One player must choose to be the Attacker, and one the Defender. If both want to be Attacker or Defender roll a D6. Whoever rolls highest can choose. The Defender sets up the monolith within 6" of the Defender's Chaos Champion.

Objective: The Attacker is trying to destroy the monolith. The monolith has a Toughness of 7 and 6 Wounds.

Game Length: 10 turns

Victory Conditions: If the monolith is destroyed, the Attacker gains an extra 10 Favor Points, and the Defender will lose two followers. If the monolith is not destroyed, the Defender gains 5 Favor Points, and the Attacker must lose one follower. The controlling player may choose which follower to remove from the Warband. All other Favor Points are earned as normal.

FAVOR OF THE GODS

MULTI-PLAYER SCENARIO

It is not uncommon for a Warband to find itself on a quest to find a powerful magic item. Often, the inspirations for these quests come the Chaos Champion in visions or dreams. In an effort to find the strongest Champion, the fickle Chaos Gods will send multiple Warbands to find the same item and watch them battle each other for supremacy.

Set up: On a 4' x 6' table, set up as much terrain as you can. In the center of the table, place an interesting item or eye-catching piece of scenery for the Warbands to fight over. Each Warband should set up within 12" of one of the edges of the board. No models may be deployed within 12" of an enemy model.

Special Rules: Roll off each turn to see who gets to go first. Each player has a limited amount of time (usually 1 to 3 minutes) to complete his turn, determined by the person running the game. Any actions not completed when time is up are lost! This includes moving, magic, resolving combats, etc.

We suggest that each player has a scrap sheet of paper to record kills and other deeds that earn him Favor Points so that he can keep a tally.

On the 10th turn and each turn thereafter, the Champion of the Warband that has acquired the most Favor Points in the Mega-Battle gains the favor of the Gods. Increase each of his characteristics by 1 point. Note

that this favored Champion is determined anew each turn. Thus, it is possible for a player to gain the characteristics increase one turn and lose it the next.

Objective: To be the Warband that gains the favor of the Gods by destroying the others and capturing the objective terrain piece or item!

Game Length: 20 turns

Victory Conditions: At the end of 20 turns, whichever Warband occupies the objective terrain/item is the winner; if more than one Warband occupies the objective/item, then the occupying Warband that accumulated the most Favor Points during the course of the battle is the winner.



Winning a multi-player game is even more satisfying!



KARRIG STURN, DESPOILER OF TZESKAGRAD

LURE OF THE GODS

THE LONG ROAD TO VICTORY

Over the past few issues, UK *White Dwarf* Editor Paul Sawyer has been describing the process of building a Warhammer Chaos army. This series of articles shows how he collects the army with a budget of £30 (about \$48 US) a month. After a brief stumbling block last month, the army is back up and running with some very welcome additions.

GETTING BACK ON TRACK

Following the increased workload on the magazine last month, my painting time was severely curtailed. As such, I fell behind on my painting and gaming. Happily, this is no longer the case, and Vratchuk, the army commander, is ready once again to take the fight to all who stand before him.

In addition to the Spawn of Chaos, mounted Chaos Sorcerer and Chaos Chariot that I didn't get finished last month, I also purchased six Marauder Horsemen to assemble and paint.

Of these new additions, it's the Chaos Sorcerer (as I need the most. As my army grows and the size of the games I play increases, I'm finding more wizards entering the fray. I arranged a couple of games in the Studio campaign that would allow me to start fielding the army's reinforcements and set about painting in earnest.

CAMPAIGN CLASHES

Our Studio campaign is a rather splendid affair replete with a map and a schedule broken down into seasons. The weather in these seasons dictates what players can do and how certain events affect game conditions. Campaign-master Dylan Owen has the campaign working like clockwork, and with a bit of luck (and a lot of nagging), I hope I can get him to explain all about the campaign in a future issue.

With the delays I've experience in my painting schedule, I've had a lot of catching up to do, which has led to a



lot of painting and only a bit of gaming. A week's holiday isn't going to help my cause, but with a bit of planning, I should be able to get back on schedule.

TERMINAL VELOCITY

I was challenged to a campaign game against Dark Elves by Gareth Harvey of our UK Events team. At first, I was a bit cagey and wanted to paint my stuff before I played any more games, but enthusiasm got the better of common sense and we arranged a date.

The night before our battle, I'd tried desperately to finish the Sorcerer and Chariot but didn't make it in the end. I have an intense dislike of playing with unpainted models so ended up playing with the same army list described in last issue's article.

Vratchuk's Warband consisted of:

Vratchuk, Aspiring Champion	204
<i>Chaos armor, additional hand weapon</i>	
Riding Scythed Chariot	
<i>hatched wings, one extra banner, with banner & heavy armor</i>	
6 Warhounds	36
6 Warhounds	36
16 Marauders of Chaos	137
<i>light armor, blades, full command</i>	
12 Warriors of Chaos	234
<i>halberd, shield, full command</i>	
5 Chosen Knights of Chaos	500
<i>full command, War Banner</i>	
TOTAL	947 pts

We rolled up Meeting Engagement for the scenario and started to deploy. It was then I realized I'd brought a knife

to a gunfight. Gareth's entire army was composed of Dark Riders and a Sorcerer on a Dark Steed.

This battle was not going to be fun. There was no way for me to catch a Fast Cavalry army with my current force. A lack of missile weapons and magic meant a game of chasing shadows while being gun-bushioned by repeater crossbows.

Gareth's army consisted of:

Highborn*	253
<i>heavy armor, bow, dragon's head, shield, in chariot, 1 horse of black iron, 1000 lbs, 1000 lbs</i>	
Sorcerer	187
<i>Level 2, blackstaff, 1000 lbs, 1000 lbs</i>	
5 Dark Riders	134
<i>heavy, light armor, repeating crossbow, natural bow</i>	
5 Dark Riders	127
<i>heavy, light armor, repeating crossbow, natural bow</i>	
5 Dark Riders	120
<i>heavy, light armor, repeating crossbow</i>	
5 Dark Riders	120
<i>heavy, light armor, repeating crossbow</i>	
TOTAL	988 pts

*Highborn counts as 1000 lbs for speed but gives no extra points. Sorcerer is not built for combat but is a very strong magic user. The high, fast bow is a black iron bow (1000 lbs) and a small bow (1000 lbs) and a small bow (1000 lbs).

I won't go into the details of this battle, mainly because it wasn't really a battle as such. I spent my time maneuvering to face an enemy that was behind me the following turn. In fact, the only event of note in the game was when Gareth decided to charge my Chosen Knights in the rear and in the front at the same time "just to make things

more interesting." Needless to say, the Dark Elves bounced off, and my Knights ran down one unit. By Turn 6, however, it was a minor victory for the Dark Elves, but it was really a thrashing for Vradchuk – he simply couldn't get into contact with the fleet-footed Elves. Still, I seek solace in the fact that I'm highly unlikely to face an army like this again.

Learning points:

1. Fast cavalry are very, very useful. Very.
2. With an almost complete lack of missile troops in the Chaos army (javelins and throwing axes don't count!), my Sorcerer is even more important against fast or elusive foes.

A SEA OF GREEN

One of the campaign territories I was attacking this month was held by the Deathspittle Goblins. Dylan himself would be playing these, and we rolled up a Pitched Battle as the scenario. I'd finished Cuz'libedrye, my Chaos Sorcerer, and the second Chariot. These additions enabled us to play a game:

Paul watches helplessly as the Dark Rider army runs rings around his Chaos force.



Paul's Chaos army so far. There are a lot of fast-moving, hard-hitting elements to it now and more to come!

The Night Goblin Fanatics make a mess of the greenskin army – no need for the Chaos army to do anything but watch the slaughter!



with 1,250 points a side, and I was looking forward to seeing how the addition of a magic wielder would help my cause.

My army list was as follows:

Vladchik, Exalted Champion	224
<i>Chaos armor, additional hand weapon</i>	
Riding Scythed Chariot	
<i>limited stats, with crew member with full-on 6-hour armor</i>	
Uuz-Bhedyre, Chaos Sorcerer	161
<i>Level 2, Chaos armor, hand weapons, hand Chaos shield, Duped Scroll</i>	
Scythed Chariot	120
<i>limited stats, my crew member's 400-point armor & full-on</i>	
6 Warhounds	36
6 Warhounds	36
10 Marauders of Chaos	137
<i>Light armor, full, full command</i>	
12 Warriors of Chaos	234
<i>Full armor, shield, full command</i>	
5 Chosen Knights of Chaos	300
<i>Full command, full armor</i>	
TOTAL	1,248 pts

Dylan was using the Night Goblin list at the back of the *Orc & Goblin Armies* book, and his army consisted of:

Chief Wiggum Deathspitter	
Night Goblin Big Boss	84
<i>Light armor, shield, Khazrak's Club of Corruption</i>	
Night Goblin Battle Standard Bearer	117
<i>Light armor, full armor, full command</i>	
Night Goblin Shaman	140
<i>Level 2, Salamander of Protection, full command, full armor</i>	
23 Night Goblins	189
<i>Spear, shield, three-fingered, full command, full armor</i>	
23 Night Goblins	160
<i>Spear, shield, three-fingered, full command</i>	
9 Squigs, 3 Squig Hoppers	

and 3 Henslers	186
3 Stone Trolls	165
Giant	205
TOTAL	1,250 pts

Before the game started, we rolled up spells. I chose *Lore of Shadows* and *Willed Pelt of Midnight* and *Creeching Death*. Dylan rolled *Radburn* and *Piss of Gork*.

Two things struck me about Dylan's army – a complete lack of missile troops and the booming horns of Stone Trolls and a Giant.

I rolled up my deployment (I'm beginning to make a habit of that) by continuing my practice of using the Warhounds as skirmish screens. I needn't have done so, as there were no missile threats in the Goblin ranks. The Warhounds blocked my Chaos Knights and forced them to play a reactive game rather than getting in the all-important charges.

The game was very entertaining all around. Games against all Goblin armies are always amusing, as they are so unpredictable. Dylan is a very nice player to play against too, and that always helps. I look forward to crossing swords with him in future.

Dylan deployed his army around the Giant and put the Squig mob on one flank and the Trolls on the other. I placed the Chaos Warriors and Marauders either side of Vladchik with a skirmish screen of Warhounds in front of them and placed the rest of the army on my left flank.

The unrepentability of the Gobblins was really their downfall much more than any damage dealt from my Chaos army. I watched my central Warhounds pick up an Orc of the Night Goblin mob to release the inevitable Fanatics. I left the Warriors, Marauders and Vladchik stationary, biding their time for the kill. All three Fanatics stopped short of the

Warhounds but right in front of the Goblin battle line!

On the other flank, the other Warhound pack halted its *Fear* test and stayed rooted to the spot. This battle-necked my Chosen Knights with a Giant in close proximity. Not good.

Now for a quick mention about new model syndrome: You spend days lovingly painting a new addition to your army. You finish it and eagerly anticipate its impact on the battlefield only to see its first performance go horribly wrong. Mistress miscasts, etc. are all drawn inextricably to new models, and so was the case with my long-awaited Chaos Sorcerer Uuz-Bhedyre. The first spell attempted by him was miscast. Luckily, the ladies decreed nothing more than the end of the Magic Phase on this occasion. It was still annoying though, but the *White Dwarf* lads found it amusing, the gits!

The next turn saw the slow but sure Goblin advance and again the Chaos army hid its face. More Fanatics hurried out of the other Night Goblin mob and again did little better in front of the Goblin battle line. The other Fanatics seemed to be worried by the Chaotic enemy and dove straight back through their own troops. The Squig mob was hit hard as was one of the Goblin units. Even the Giant took damage from the crazed loonies.

With all these Fanatics out and about, my Chaos army made some subtle maneuvers but did little except watch the Fanatics tear their own army apart. Of particular note though was the Giant overrunning the Warhounds into the Chosen Knights. Luckily, they held and gradually toppled the beast...right on top of themselves.

By the time the Fanatics had been dealt with (by running into each other or terrain), it was a simple matter of finishing off the rest of the Goblin army that was left. By the 5th turn, the greenskins had been wiped out, and Vladchik had another territory in the northeast of the campaign map.

Learning points:

1. I shouldn't rely on magic helping me out. Miscasting will always slap you in the face when you most need a spell to work.

2. Vladchik is more stable now that he's riding his Chariot, but the fact that it can't march prevents him from getting into combat quickly. He can really dish out some damage but only if he can get to the enemy. I may need to mount him on a Catapult.

WHAT NEXT?

The preview Beasts of Chaos list published last issue looks very promising. Dragon Ogres look like a very useful addition, as do Chaos Trolls or a Giant.

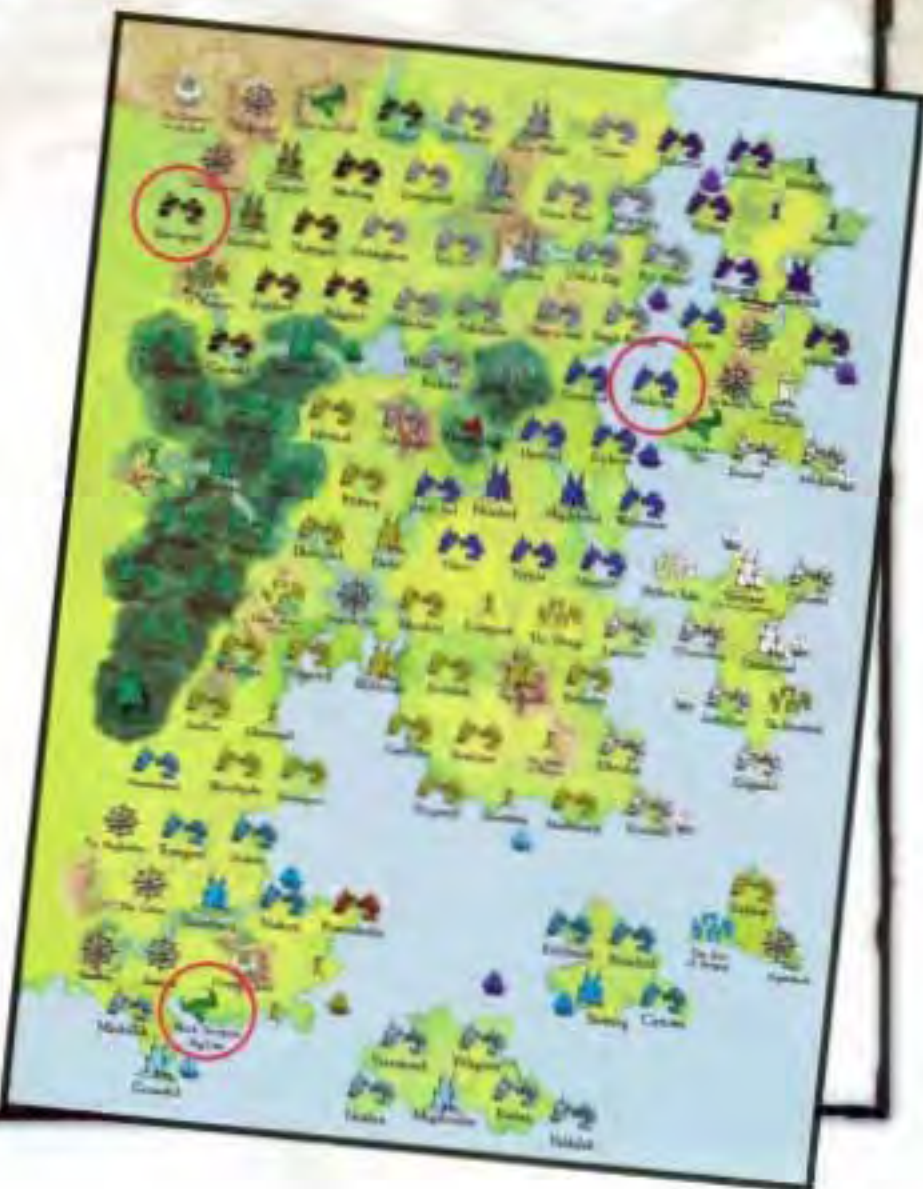


For now, though, I'm going to diversify beyond my Chaos Undivided allegiance and take some Screamers of Tzeentch. Lightning fast and capable of slashing attacks (automatic Strength 3 attacks against which the enemy cannot fight back), these graceful but deadly Daemons will work in tandem with my Marauder Horsemen to harry flanks and take out war machines. At £5 each (or a box of five for \$40 US), I'll go for five Screamers. I'll have plenty of quick units to keep my opponent guessing while the rest of my army legs it across the battlefield.

I already have an eye towards adding another character to the army and could well go for one aligned to one of the Chaos powers. The Slaaneshi Champion on Steed looks like just the thing I want.

Right: The campaign map. Each player has a color-coded territory. Each campaign season, players may attack territories adjacent to their own. My areas are marked by Chaos stars. As a riding force, I can attack any adjacent territory or coastal or map edge settlement.

I've challenged Anthony Reynolds' Chaos army at Durvagh and Graham McNeill's Empire in Norholm. I will also attempt to wipe the greenskin menace from my area in the southwest. We'll see how I get on next issue...



This month's epic struggle sees a High Elf force, commanded by Mark Raynor, trying to slow a Goblin force, which is commanded by Dan Tunbridge and outnumbers the Elves six to one. Will the Elves hold out, or will the Goblins rule the day?

You could be forgiven for thinking that the battlefields of the Warhammer world have recently been confined to those lands bordering the Chaos Wastes. Nothing could be further from the truth, as fierce combat erupts throughout the known world.

In this month's battle report, we pitch a High Elf expeditionary force against a rampaging Goblin horde. For a bit of a change from the usual Pictish battle scenarios, we thought that we would give the Rear Guard scenario a try (see the Warhammer rulebook, p. 211). This

DEFEND TO THE LAST

scenario can be particularly interesting, as it pits the Defenders against a force twice their size. In order to seize victory, the Attackers have to get units off the Defender's board edges. Of course, the random game length makes for a nerve-racking final few turns.

So then it was just a case of finding some players. We had met Dan Tunbridge recently at the first heat of the Warhammer Grand Tournament, where his Goblin army won the Best Painted Army award. You can look forward to seeing a special feature on

his army in a future issue of *White Dwarf*. Dan will be the Attacker and will be using his 2,000-point Grand Tournament army. Mark Raynor was eager to accept the responsibility of commanding the largely outnumbered 1,000-point High Elf force. Mark is one of the Studio's most talented Warhammer generals and thought that he was more than capable of seeing off the Goblins!

The High Elves are outnumbered six to one, so it all promises to be an exciting, fast-paced game!



Antarius closed his eyes and placed his hand on his temple. Unseen by the grim-looking Elven Warriors around him, his spirit soared free of his earth-bound body and rose into a darkening sky above the elegant Elven ship. Opening his spirit eyes, he saw the sea and coastline strayed beneath him like a map, filled with movement and life. In an instant, his spirit arced through the air until he hovered above the Goblin horde that had been raiding inland. He soared higher when he felt the presence of green-skinned Shamans, for he wished to remain undetected. From this height, the horde was like an immense, parasitic creature, racing across the grassy fields and leaving destruction and fear in its wake. Looking towards the horizon, Antarius could see the last moving Elven strike force of Commander Porthanas that pursued the Goblins, but they were still far in the distance.

As his spirit soared back towards the ship, Antarius became aware of a small glade located near the coastal headland on the south. With horror, his spirit soared across the sky to linger over this sacred glade, and he realized that it was a place of worship dedicated to Isha, Mother Goddess of the Elves. Setting by a still pool of water was an Elven maiden. Distressed, Antarius stared down at the ebony-haired Elf.

The woman raised her sad eyes and looked them to Antarius's spirit eyes. Silently, he pleaded with her to flee, as he was filled with horror at the thought of the Goblins destroying the tranquility and beauty of this place. Her soul filled with resignation, and the woman shook her head gently.

"My place is here," she breathed.

Antarius opened his eyes. He felt the wind brush his long hair and the ship gently rocking beneath his feet as his soul returned his physical body. He had to slow the Goblins' retreat to give the Elven force that halted them time to catch up before the corpse of Isha was decided.

The Goblins came this way and destiny all before them. In their path lies a glade sacred to blessed Isha. They are pursued, but our brethren led by Commander Porthanas will not reach the Goblins in time without our aid. We must intervene, brothers."

Antarius looked at the men arrayed on deck. They knew what he was asking of them. They knew that they had little chance of achieving a confrontation with the hated Goblin hordes, yet their faces were set in grim countenances of defiance. Understanding their silence, Antarius called to the helmsman, "Make for the beach!"

Raising his eyes to the sky, Antarius whistled shrilly, the sound lifted up into the air to be carried by the wind. A pair of shrieks answered Antarius's call. The twin eagles Dorthar and Lokar appeared from the clouds and dropped down to soar just above the waves on either side of the ship as it neared the beach.

The flaming brands of the Goblins could be seen, their smoke tinting the air, and the howling of their evil-hearted wolves echoed over the grassland. "Isha, guide us," whispered Antarius.



GOBLINS, GOBLINS, AND MORE GOBLINS



Dan Threlkeld

Dan: Attacking a handful of weary Defenders with a whole army? With those odds, even Goblins might fancy their chances. However, this game is going to be very different from a

Pitched Battle. All that matters in this scenario is getting off the board edge, and if I fail to do this in time, no amount of dead Elves will make up for it (well, not much anyway).

Choosing the bulk of my army was easy. I only have about 2,000 points worth of troops painted (just in time for the first heat of the Grand Tournament a couple of weeks ago) and wanted to use them all. After many practice games with friends at my local club (the Tanelorn Wargames Club in Wainstead - very friendly and nice cakes, too), I came up with a list that I've used with few changes for all games. The advantage is that I know roughly how it will perform in any circumstances, and more importantly, I don't have to paint more models than necessary.

At the core of the army are large units of Goblins and Night Goblins, but the main damage-doers are two big blocks of Wolf Riders with some smaller units of Wolf Riders and Chariots to support them. One day, the army will also have some war machines, but at the moment I only have one Spear Chukka painted, so that will have to do.

A nice bonus for all Goblin armies is that they are allowed to choose an extra Big Boss for every 1,000 points in the army (see p. 54 of *Warhammer Armies: Orcs & Goblins*). I decided to put both these into one of my large units of Wolf Riders to create at least one hard-hitting

unit. I chose a Warboss on foot as my General to keep the troops going in the right direction. I also chose three Level 2 Shamans who had the potential to do a lot of damage (especially against Elves) and, more importantly, were going to lessen the chances of any Elven Mages getting a spell off.

So, what do the High Elves have to stop me? One problem unique to Goblins is that they fear Elves they do not outnumber two to one. This means that larger regiments of Elves could easily hold up my advance unless I whittle them down early on. The High Elf list is also very flexible and can be used to create armies with a lot of shooting, more aggressive armies with lots of cavalry, or a mix of both. Most of my army is large enough to have few worries about being shot (unless Mark destroys a small unit and forces *panic* tests on nearby units), but a mobile army with cavalry, Chariots, Shadow

Warriors, and Great Eagles could slow my advance down to a crawl by blocking marches and attacking parts of my army a bit at a time. In an attempt to counter these tactics, I put three Goblin Fanatics in my Night Goblin units. However, these frothing maniacs could be a liability if they get in the way of my troops, so they may end up being shot (sorry guys!). I will also keep some units lurking behind my lines to deal with anything that gets through.

Initially, I thought that I would just charge all the Wolf Riders forwards, try to break through the Elves, and dash straight off the board. However, on reflection, I realized that this would give the Elves the opportunity to see parts of the army off at a time. So instead, I decided to move the Wolf Riders on along a flank and attack on as wide a front as possible to force the Elven defense to stretch thin and then use the speed of the Wolf Riders to pick off



HOLD THE LINE



David Horvath

Mark: Hmm... this battle was going to be a tough one! Don't get me wrong, I love a challenge, but facing a huge Goblin army (and me, when I saw Dan's army for the first time, I didn't know whether to laugh or cry - it was that big!) with only a handful of High Elves would probably result in a quick, bloody win for the little greenskins. And if the odds weren't stacked against me enough with the size of Dan's army (six Goblins to each High Elf, apparently!), the situation got even better (sorry, worse!) once I read through the scenario we were going to be playing!

Most of the games that I play with friends in the Studio are straightforward Pitched Battles, so I'd never played the Bear Guard scenario before. After reading through it, I realized why having half the number of points of your opponent is a tough battle no matter what army you are playing with. What made this game particularly difficult was that High Elf troops don't come cheap point-wise, whereas Goblins do (2 points for a Goblin - you don't get much cheaper than that!). Well, at least one side of the table (quarter from which the Goblins needed to escape was clear). This terrain would make it a little harder for Goblins to get through, even with their over-whelming numbers.

Right, let's get down to the details of my army list. I knew that my first choice was going to have to be a Mage, mainly because there was sure to be some nasty greenskin magic being thrown around by Goblin Shamans. I would have to try to counter it somehow, so giving him a couple of *Onset* scrolls

should help, but offensively, I didn't think he was going to do much. That would be the only Hero that I would take (1,000 points don't leave much room to play with). Next up, the rank and file.

I had a couple of options open to me with regard to the tactics I should employ. High Elves have excellent archers and, with Bolt Throwers backing up a couple of these units, a missile-based army could inflict some nasty casualties. Unfortunately, these Goblins appeared in their numbers - so trying to shoot down an army of these boys would probably have little, if any, effect. So, the other option would be to try and take the fight to them. With a bit of luck, I could cause one of the big units to flee, and the Goblins' low leadership might do the rest of my job for me!

For this strategy, I would need some units that could be hard-hitting and could punch their way through the battle line of those pesky Goblins. A unit of Silver Helms would suit this task perfectly. Backed up by a couple of *Reinoc* Chariots, Silver Helms could inflict some serious damage! However, relying on these two units wouldn't be enough. I needed something that could also take a on the chin when charged by some of those Wolf Riders or big Goblin units. A unit of Spearmen should take up this task without too much of a problem... well, with a bit of luck!

With only a couple of hundred points left to spend, I considered another tactic that would definitely need to be employed in this scenario. The longer I could keep the Goblins on the tabletop, the better, so I would need to slow them down as much as possible. Two Great Eagles could do this admirably

with their 20" flying movement, and by landing around the back of units, they could slow any Goblin units down to their normal movement. And were beside any Goblin characters who were out of their units, the Eagles would be quickly dispatched on a hunting mission! That left me with just over 100 points left, which I spent on a unit of Shadow Warriors. This unit would be deployed quite close to the Mage as a little protection for him and could be quickly moved to any areas of the table that might need support.

Well, with all the points accounted for, and some solid plans already determined, it was time to get those teeth, bite those nails, and prepare for a bloody battle!

HIGH ELVES DEPLOYMENT

Deployment was relatively easy. With so few models, it wasn't likely to be difficult! My objective was to hold the Goblins up as long as possible. Thus, the Mage and his Shadow Warrior bodyguard hid within the woods on the extremities of my table quarter. This deployment would cause Dan's army to be deployed a good 24" away. Everything else was positioned in a place where it could charge out once a Goblin unit revealed itself but out of sight of his nasty *Spear Chucker*!

I decided to take the *Loes of Heavens* for my Mage rather than the usual High Mage for a couple of reasons. First, I know how bad my luck can be, and *Walk Between Worlds* wouldn't have helped me that much. However, *Second Sign of Amal* giving me a couple of *refills* would be a huge help! Most of the *Loes of Heavens* spells do not require line of sight, which means that I can keep my Mage nicely tucked away in them that woods!



HIGH ELF DEFENSE FORCE

CHARACTERS

 **HERO:** Mage Antaron, hand weapon, level 2 upgrade, Jewel of Dusk, Steer. 175 pts

CORE

 **8 Silver Helms,** hand weapon, lances, barded Elven steeds, heavy armor, shield, Standard Bearer, Musician, Champion, War Banner. 225 pts

 **18 Spearmen,** hand weapons, spears, light armor, shields, Standard Bearer, Musician, Champion. 228 pts

SPECIAL

 **6 Shadow Warriors,** hand weapons, long bows, light armor. 104 pts

 **2 Titanic Chariots,** hand weapons, spears, bows. 170 pts

RARE

 **2 Great Eagles,** talons. 100 pts

TOTAL

1,000 pts





GOBLIN RAIDING FORCE

CHARACTERS

-  **LORD:** Warboss Zorba (General), great axe, light armor. 64 pts
-  **HERO:** Big Boss Snikgit (Battle Standard), wolf, light armor, Bashin' Flag of Bork. 84 pts
-  **HERO:** Bigboss Bruza, wolf, light armor, great axe. 53 pts
-  **HERO:** Goblin Shaman Sizzlum, hand weapon, level 2 upgrade, wolf. 102 pts
-  **HERO:** Goblin Shaman Fizzla, hand weapon, level 2 upgrade, Dispel Scroll. 115 pts
-  **HERO:** Night Goblin Shaman Blagnat, hand weapon, level 2 upgrade, Dispel Scroll. 120 pts

CORE

-  16 Goblin Wolf Riders, full command, spears, light armor, shields. 222 pts
-  18 Goblin Wolf Riders, full command, spears, light armor, shields. 246 pts

-  5 Goblin Wolf Riders, full command, spears, shields. 90 pts
-  5 Goblin Wolf Riders, musician, spears, shields, short bows. 76 pts
-  17 Goblins, full command, hand weapons, shields. 114 pts
-  30 Goblins, musician, hand weapons, shields. 64 pts
-  42 Night Goblins, full command, spears, shields, two Fanatics, eight nets. 212 pts
-  30 Night Goblins, full command, spears, shields, one Fanatic, six nets. 147 pts
-  20 Night Goblins, short bows. 60 pts

SPECIAL

-  2 Goblin Wolf Chariots, spears. 126 pts
-  1 Goblin Wolf Chariot, spears. 63 pts
-  1 Spear Chukka. 35 pts
- TOTAL** 1,995 pts





The horizon is filled with a sea of Goblins*A unit of Goblin Wolf Riders breaks away from the main army*

GOBLINS TURN 1

Dave: The look of horror on Mark's face when he first saw the huge difference in size between our two armies alone was worth the journey to Nottingham! A quick bit of counting revealed that the Elves were outnumbered roughly six to one.

It was nice to be able to deploy all my troops once the Defenders had set up. My deployment was influenced a great deal by the terrain on the battlefield. The woods created two avenues of approach, and these were too narrow for more than one or two units to pass through at a time. I deployed the Night Goblins in the center of my line so that their Fanatics could keep those meddling Eagles from flying overhead. I put the Goblins on foot on the left flank and hoped to come around the wood with the big Wolf Rider units on the right, ready to break through the Silver Helms and Spearmen. The Spear Chukka was deployed as far left as possible to shoot at any High Elf Chariots that came around the wood.

Finally, I made sure that the only units behind other units were armed with bows. If these units failed an *Animosity* test and rolled a 1, they would only shoot at the unit in front of them rather than charging it. The poor quality of Goblin archery combined with the large size of the units makes this option much better than both units being held up for a turn while they duke it out.

With an encouraging turn of efficiency, all the Goblin units passed their *Animosity* tests for this turn.

Making use of march moves while I still had them, the whole army advanced as quickly as possible. The two large Wolf Rider units swung out on the right flank to allow the rest of the army to spread out into a long front. On the left flank,



one of the Wolf Chariots moved up to discourage the Tiranoc Chariot hiding behind the trees from coming any further. At the same time, one of the small Wolf Rider units moved far out to the left and kept as far from the enemy as possible. Hopefully, these Goblins could sneak all the way around the board and off, but at least Mark was going to have to waste some of his scarce resources dealing with them. Even better, these Goblins may tempt the Shadow Warriors hiding in the wood to come out and shoot. Then, I can fry them with magic next turn.

With no target in line of sight, the Spear Chukka moved around to get ready for a better shot next turn.

My Shamans had a grand set of spells. All three had Gaze of Mork to inflict some damage. One had Tadhutt, but

best of all, two had Hand of Gork, which could be a game winner later on. In this Magic phase, my Goblin Shaman on foot targeted one of the Silver Helms with Tadhutt, squashed his brain flat, and killed him. First blood to the Goblins, and a rank bonus removed – good start! The Night Goblin Shaman blasted the nearby Chariot with Gaze of Mork, inflicting 2 Wounds. The Goblin Shaman tried to finish the Chariot off with another Gaze of Mork and cast it on a 6, but it was dispelled by the Elf Mage. What a shame.

HIGH ELVES TURN 1

Mark: That Goblin 1st turn wasn't that bad! However, losing any of my models at this early stage would make it harder as the game progressed, and the last thing that I needed was to lose a Silver Helm. I maneuvered my remaining

Silver Helms and one of my Chariots into a more suitable charging position and kept a cautious eye on the Goblin Spear Chukka to ensure that my units were still out of its line of sight. I placed one of my Great Eagles closer to the Goblin Wolf Rider units and hoped that on the next turn I could place it behind the enemy lines and slow the greenskins down per my original plan. Everything else stayed where it was deployed, protecting the front area of my table quarter. I know only too well just how quick Goblin Wolf Riders can be.

My Magic Phase was pretty much as expected – uneventful. I had a little more luck with my Shooting Phase, however, and killed one of the Goblin Wolf Riders directly in front of my Chariot. Not enough for a Panic check, but let's hope for one in the next turn!



TURN 2

GOBLINS TURN 2

Dan: At last, the Goblins found something to argue about. Both the Wolf Riders with short bows and the smaller regiment of Night Goblins with spears failed their *Antonymy* tests and stayed where they were for a turn, squabbling.

The biggest immediate threat to the Goblins was the Silver Helms on my right flank. If they could charge and break one of my weaker units next turn, not only might they be able to *Panic* some units, but there would also be a marauding unit of Silver Helms behind my lines, not a nice prospect. To deal with this, I moved the unit of Wolf Riders with the Big Bows as close as possible in front of the Elven knights. With reasonable luck, I would be able to use *Hand of Gork* to charge the Wolf Riders into the Silver Helms during the Magic Phase. If that failed, then at least the Wolf Riders had a good chance of surviving the Silver Helms' charge and doing some damage back with the two characters. Just in case the Wolf Riders were charged and broken, however, I moved two Chariots into a position to countercharge the pursuing Silver Helms in the following round.

The rest of the army advanced as quickly as possible. On the left flank, the small unit of Goblin Wolf Riders heroically continued to keep as far away from the elves as possible. With one of their number gone, even one casualty would cause a *Panic* test, but on the positive side, the unit was now too small to suffer from *Antonymy*. The Chariot on that flank edged around the wood to try and keep the Elven Chariot opposite at bay. The Night Goblin archers hung back a bit in case any Great Eagles tried to get behind the main battle line. Hanging back a bit is what they are good at.

This Magic Phase began with my wolf-mounted Shaman casting *Gaze of Mork* at one of the Great Eagles. He rolled a reasonable 10 on 3D6, and Mark opted to use a *Doppel Scroll* to save the poor turkey. The same Shaman then cast *Hand of Gork* on the Wolf Riders facing off against the Silver Helms. The spell was successfully cast on a 12, but the Elf Mage dispelled it with a 15. The Night Goblin Shaman tried the same spell on the same target and chose to enhance the spell by eating his magic mushroom. He rolled... and failed. Curse that Goblin!

Because of the failed spell, rather than caving in the elves' flank with a glorious charge, the Goblins sat just in front the Silver Helms, realizing for the first time just how long and sharp those lances looked.



HIGH ELVES TURN 2

Mark: Finally *Antwostry* takes hold of the Goblin forces! Something that I was hoping for in the 1st turn, but better late than never. It's just a pity that it wasn't the larger units of Goblin Wolf Riders that had ended up squabbling among themselves! I was also breathing a sigh of relief when the Goblin Magic Phase did very little too. I think Dan was hoping that his main unit of Wolf Riders were going to charge in magically, but it wasn't to be. So, without hesitation, I declared my charge with my Silver Helms, and into the front of the Wolf Riders they plunged. Unfortunately, my Chariot was unable to support my Silver Helms; it just couldn't see the Wolf Riders. Let's hope that the High Elf cavalry can hold until next turn. The Great Eagles were positioned as planned, maneuvering around the rear of the Goblin units, and hopefully slowing them in a more beneficial 'V' per turn. With the Goblin Shaman on his wolf also out in the

open, hopefully an opportunity could arise later for one of the Goblin spellcasters to be taken out. Something that I'd forgotten was the possibility that Dan would have Fanatics hidden among his Night Goblin units. With the Great Eagle moving a little too close to one of his Night Goblins, out popped two Fanatics. Before I knew it, one of my Great Eagles had been quickly disposed of. Just when you think things are looking good, something happens and persuades you otherwise.

Yet again, my Magic Phase did nothing of interest, and although I killed a Goblin in my Shooting Phase, the loss wasn't exactly going to cause Dan too much worry. Thankfully, in the Close Combat Phase, my Silver Helms managed to hold out. Even though they lost the combat, they managed to hold their ground.



Dan takes a moment to ponder his next decisive attack!



The Great Eagles' move selection lets Goblin Fanatics



A *Thrane* Chariot and the remaining *Silver Helms* broke through the *Goblin* line.

GOBLINS TURN 3

Dun. Things were looking up. The insane *Goblin* fanatics had slain a *Great Eagle*, and more importantly, the *Wolf Riders* had taken the *Silver Helms'* charge and held. The downside was that several other units were being held up by the melee, so they needed to finish this one quickly.

The iron discipline of my *Goblins* continued, as yet again, nobody failed an *Armoury* test. Obviously their little minds were full of the thought of all that plunder once they got through these *Elves*, and they had forgotten to hicker.

I declared a charge with my *Chariot* on the surviving *Great Eagle*, which wisely decided to flee. One of the *Fanatics* must have gotten his belt stuck when leaving his unit, because he turned around, plowed back through it, killed three *Night Goblins*, and burst out the back. More interestingly, the other *Fanatic* spun straight through the

combat between the *Silver Helms* and *Wolf Riders*, killing a *Silver Helm*. Oh, and two *Wolf Riders*, but we can forget about those.

The *Chariots* and *Wolf Rider* units on the right flank tried to squeeze past the combat. This maneuver was a bit of a risk, because if the *Wolf Riders* broke, there would be some *Boric* tests to take. I had to mess on – the other board edge suddenly seemed to be a long way off. The *General's* (ugh) and the large *Night Goblin* unit advanced through the gap in the middle, unable to march because of the *Shadow Warriors* in the wood. The smaller *Goblin* unit started to advance the other way around the large central wood.

On the left flank, the remaining *Chariot* continued to move around the table, and the *Wolf Rider* pack got to the beach – not far to go now.

The *Night Goblin* Shaman attempted to cast *Hand of God* on his own unit to

charge towards the fleeing *Great Eagle*, he needed a 9, and he just failed to cast the spell by rolling an 8. The mounted Shaman cast the same spell on the *Elves*, and this time it went off. The *Goblins* surged forwards 7", trampling the poor *Eagle* underfoot as they went. Flushed with pride, the *Night Goblin Shaman* tried to finish off the wounded *Chariot* with another *Gaze of Mork* but miscast (he was rolling only 2D6!). Rolling to see how his head exploded, I scored a 3, which meant he took *D6 Strength* 5 hits, 5 Wounds later, the *Goblin* died, messy. I hardly stomped my foot at all.

The *Spear Chukka* was finally able to draw a bead on the *Spearmen* unit, but after all that effort, it missed.

Now the vital contact between the *Silver Helms* and *Wolf Riders*. The *Silver Helms* went first, but deprived of the benefits of their lances, they were unable to kill anyone. The *Wolf Riders* did no better, and only the *Big Boss* armed with the great axe managed

anything and chopped a single Silver Helm down. Still, rank bonus and greater unit strength meant that I was winning by a good margin. However, just before finding out the resolution, Mark remembered the horses, which proceeded to trample two Wolf Riders to death (better than everyone else put together). This meant that the Silver Helms only lost by one, and to add insult to injury, Mark only just passed his Break test. The Wolf Riders were stuck in combat, and there was a Tiranox Chariot ready to charge them next turn. Those horses have a lot to answer for...

HIGH ELVES TURN 3

Mark: It just goes to show how unpredictable Goblins can sometimes be, luckily for me! Well, I might have lost another Great Eagle and another Silver Helm, but the Goblin forces managed to inflict more casualties within their own ranks. I also have the added bonus of one less Shaman to worry about, hopefully giving me a better chance with my own Mage. Thankfully, my Silver Helms also held, although I didn't know how much longer they would stand. With this in mind, I promptly charged my Tiranox Chariot into the front of the remaining Wolf Riders. I also realised that I had to be wary of the small unit of Wolf Riders that were coming down my right flank. Having only a Chariot that might be able to intercept these Goblins, I moved it as far as I could but didn't hold out much hope.

With one less Goblin Shaman on the table (meaning fewer Dispel dice for the Goblins), I hoped that I could at least manage one successful spell. It proved not to be, and the Magic Phase was just as dismal as the Shooting Phase for the



High Elves. Close Combat, however, was a little more promising, with my Chariot smashing into the Goblin cavalry and inflicting five casualties on the unit. Now that's more like it. Even though the Goblins managed a couple of casualties themselves, it wasn't enough. With eager anticipation, I watched with relief as the Goblins failed their Break test, and the remaining Silver Helms and Chariot cut them down in the chase. In

addition, both of my units were so full of bloodlust that they plunged into a waiting Goblin Chariot ready for the next kill. Even as they approached the Chariot, two more fanatics emerged from Dan's other Night Goblin units. However, Dan just couldn't roll high enough, and the Silver Helm and Chariot were unperturbed by the half-winged Goblins. At last, things were looking a little more promising!





GOBLINS TURN 4

Dan: Ouch! Well at least most of the Silver Helms are gone now.

All the Goblin units passed their *Amorosity* tests again (they must have been Black Ores in an earlier life).

Thoughts of mangled Wolf Riders still fresh in his little head, the mounted Shaman failed to rally and fled towards safety. The Fanatic released at the end of the last turn plowed through the combat between the Silver Helms.

Titanic Chariot, and Wolf Chariot. It inflicted a wound on the Wolf Chariot, on the Titanic Chariot, and most importantly, on the last Silver Helm, whose precious War Banner was smeared into the mud. That'll teach them to ride horses.

Although the Silver Helms were wiped out, it looked like their noble sacrifice might not have been in vain. Instead of the Wolf Riders surging through the gap between the trees in the middle of the table first, followed by the infantry, I now had three large units trying to fit through the same gap at the same time with the prospect of what amounted to a little slalom afterward. Even worse, all of this terrain would have to be traversed without the benefit of marching due to the Shadow Warriors hiding in the woods. I did consider sending my Warboss in on his own to flush them out but thought better of it when I realized that he would fear even individual Elves in there.

The large Night Goblin unit advanced first through the gap. They were now jettling close to the table edge but still needed to get through the Elves spearmen who awaited them and negotiate the trees. The general's unit advanced behind, and the smaller unit of Goblins moved to the other side of the wood.

The rest of the units on this flank moved to get more than 6" away from the imminent demise of my Wolf Chariot. Only the smaller unit of Night Goblin spearmen was unable to maneuver out of the way, so I'd have to rely on their Leadership of (uhm) 5.

The Chariot on the left flank started to advance towards the center. If it could



augment its move with a charge and pursuit, then it might have a chance of getting off the board.

Finally, those brave Wolf Riders ran along the beach towards the table edge. If they could only survive the next round, then they could get off the table edge. Victory was looking very possible.

With one Shaman dead, another fleeing, and the last unable to see anyone, there was no magic this turn. The Spear Chukka crew took careful aim and skewered the Titanot Chariot out in the open and inflicted 2 Wounds.

Combat was predictably short and grim. The charging Titanot Chariot crashed into my poor Wolf Chariot and destroyed it, and the nearby Night Goblin pulled up their robes and fled.

HIGH ELVES TURN 4

Mark: *Abbey's* *Antimagic* wasn't having much effect within the Goblins ranks, fortunately *Panic* was. Even though it was only a couple of units, at least it was something. It's a pity that my last Silver Helm had been wiped out by one of those crazy Fanatics, but at least the Goblins were inflicting just as much damage on themselves. I didn't hold out much hope for my Chariot, however. It had just 1 Wound left and was in the middle of the Goblin forces, but at least it would distract them a little longer even if it couldn't achieve much in the way of casualties. How surprised I was when, in the clash of Chariot vs. Chariot, the High Elves succeeded in destroying the Goblins, continued down the table, and turned to prepare for another charge next turn.

Looking down my right flank gave me something else to worry about. The small unit of Goblin Wolf Riders that were trying to make a quick run off the table edge called for some drastic moves. Even though I knew it would put my Shadow Warriors in line for a charge next turn, I moved them out into the open to give them a clear view of the Goblins behind the woods. To support them, I maneuvered my other Chariot and hoped that my plan would work.

My Magic Phase yet again proved fruitless (was I expecting anything else?). In the Shooting Phase, I let loose with everything at the Goblin Wolf Riders down on the right that were attempting to hide behind the woods. The plan worked. As two of them fell dead, the remainder quickly failed their *Brave* test and fled back towards their own table edge. With the unit below (the 25% needed to attempt a Rally check, it continued off the board and left me to breathe a sigh of relief. Next turn, we would begin rolling for the game ending, and Dan had yet to get a unit off.



The Wolf Riders' epic journey ends with a bad of sorrow.



Surrounded by the Goblin horde, the High Elf Mage seeks refuge within the safety of the wood.

GOBLINS TURN 5

Dan: Oh dear, oh dear. With those poor Wolf Boys running into the sea, there was no chance of getting anyone off the table by the end of this turn, and next turn wasn't looking very hopeful either. There was no *Animosity* of course – way to go, boys.

My Chariot declared a charge on the newly revealed Shadow Warriors, who decided to stand and shoot at it but failed to do any damage. One of the Fanatics crashed into a wood and wrapped himself around a tree. I knew I shouldn't have given my Fanatics magnetic balls and chains, as the second Fanatic crashed into the third, killing each other in ways too horrible to imagine. The mounted Shaman and Night Goblin regiment failed to rally and continued to flee farther and further away from the battle.

The Chariot was just within charge range of the Shadow Warriors and crashed into them. The small unit of Wolf Riders moved around the Titanoc Chariot to get out of its charge arc. The large unit of Night Goblin spearmen continued their slow advance through the gap, followed closely by the Wolf Riders and the General's regiment. The way was blocked by the regiment of Elven Spearmen who looked to be in charge range next turn. However, if the Elves didn't charge me, then I would be in even more serious trouble; if I charged them, the Elves would fight with three ranks to my one – not a good prospect. On the other hand, if I didn't charge, then my chances of winning this game would be virtually nil. The Night Goblins were tantalizingly close to the table edge but would take too long to maneuver off without the help of a charge and pursuit move.

The Spear Chukka moved around the edge to get a better shot at the Spearmen unit, and the other common Goblin unit continued to move around the central wood. Due to that one cursed Elven Mage skulking in the wood, most of my army was unable to march, but there was little I could do about him at this time.

My one remaining Shaman blasted the Spearmen with *Gaze of Mork* and rapped two (only, erm, 14 Attacks if I charge them). He then failed to cast *Fallwort* on the Spearmen Champion.

The Wolf Riders armed with short bows fired at the Titanoc Chariot close to them. Miraculously, all five hit, one wounded, and the Chariot failed its save. After crashing right through my army, being fired with spells, and getting crushed by a Fanatic, the noble Charioteers and steeds finally expired.

The Goblin Chariot caused four impact hits, which translated into four dead Elves. The crew stabbed away enthusiastically with their spears and skewered another Shadow Warrior to wipe out the unit. I thought a long time about whether to overrun in this situation, as the Chariot was in a good position to charge the Elven Spearmen next turn. In the end, I did and rolled a 12, which got the Chariot within 9" of the table edge but between the two Spearmen units.

All I needed to do now was wait and see if there were going to be another turn. I would not say or even think about the cursed phrase "anything but a 1."

HIGH ELVES TURN 5

Mark: Just when I thought it was going so well, everything begins to fall apart. I knew that Dan would charge my Shadow Warriors with his Chariot, but I expected to score at least a couple of wounds with them on the Goblin Chariot. The Shadow Warriors failed miserably and were wiped out, which enabled the Chariot to continue on towards the table edge. I guess I should have fled! Goblin magic was slowly whittling down my Spearmen too, and with so few to begin with, I didn't have much hope for them when they finally got into combat.

With only my Spearmen and Chariot left, I had little that I could do but hope. The Chariot maneuvered into a more suitable position – well, suitable if my Spearmen held out after their charge. The Mage continued to remain in the woods and, while trying to reduce the Goblin numbers, produced a miscast, ending the Magic Phase and ensuring that my magic was yet again uneventful. The High Elf Spearmen unit charged towards the Goblin Chariot, and after seeing it turn and flee, the Spearmen continued on into the Goblin Spearmen. This charge, however, would prove fatal. With abysmal rolling on my part, the Spearmen lost the combat, turned, fled, and were pursued by the Goblins, resulting in another lost unit for the High Elves. With my turn over and Dan still needing to get a unit off the table, I watched as I rolled a 4 for the game ending. All I could do was prepare for Turn 6 with a single Chariot and a very unsuccessful Mage!



Caught another High Elf unit dying horribly, leaving Mark few options but to attack.





GOBLINS TURN 6

Dan: I still had a chance. If I had stopped to think about it, I should have tried to restrain my pursuit of the Spearmen rather than taking the opportunity to stomp them into the dirt. On the other hand, if the Elves had held last turn, I would have been completely stuffed, so best to look on the bright side. There was no chance of getting two units off the board this turn, so all I could do was position everyone to escape next turn and hope for the best.

A failed *Antimagic* test at this time could have been disastrous, but yet

again, the little guys didn't let me down. The mounted Shaman finally talked but was going to be too late to have an influence on the game.

The Chariot continued fleeing, and unnoticed by everyone, the Night Goblin Spearmen fled off the table.

The remaining Chariot moved into a position to get off the board next turn and so did the Wolf Riders with short bows (I have no prior experience of these guys being around on turn 6, so this was a novelty for me). The large Wolf Rider unit angled itself to get off the table next turn, if only it could

survive the imminent impact of the Elven Chariot pointing at it. Behind them, the other units moved up as close as they could, still hampered by the presence of that blasted Mage in the woods.

With very few Elves left to shoot at, there was no magic or shooting, so my turn ended. At the end of this turn, I had roughly 170 Goblins left on the table facing a total of three High Elves, as Mark's army now consisted of a Chariot and a Mage. However, it still looked very likely that the High Elves had done enough to win the game.

HIGH ELVES TURN 6

Mark: With the Goblins maneuvering into position to flee the table edge next turn, the only option that I had left was to charge my Chariot into the nearest Goblin unit. I hoped that, with enough casualties and a failed Break test, the Goblins would flee and take nearby units with them by panicking them. Yet again, Lady Luck was against me. After my Mage managed yet another miscast, thankfully without injury, the combat between my Chariot and the Goblin unit resulted in the Chariot turning tail and running. With the Goblins pursuing off the table and the other units soon to follow in the next turn, the only possibility left to me was a lucky roll of the die. Rolling a 5 provided another turn, allowing the Goblin horde to run enough of its remaining units off the table!



With only one option left, the last High Elf Chariot charges the Goblin horde.

GOBLIN HEROICS!

Dam. Phew! The Goblins made it through but only by the skin of their teeth.

This scenario is very difficult for the Defenders, and I have to take my (poor) hat off to Mark who played very well and managed to slow my army down to a crawl for most of the game. After recovering from shock after seeing the two armies together, Mark built an effective defense, and every High Elf sold his life dearly. The end of the game was very close. Both the roll to see if the game ended and the last combat between the Chariot and the Wolf Riders could easily have gone the other way and left me with very little chance of succeeding.

In retrospect, I think that I should have made a more positive effort to flush out the Shadow Warriors by advancing one of my units through the wood. This decision would have prevented that unit from getting off the board edge in time, but if others could have marched the army as a whole would have been much quicker.

The other thing that hampered my advance was the sheer size of the Goblin units. There were key positions where only one unit could fit through at

a time. I tend to make a movement tray for a unit and then keep it in that formation forever, but in this situation, a narrower frontage might have been better for marching in a column towards the objective.

On the whole though, I was pleased with how the Goblins performed. Although they took a while, they were able to push their way right through the

middle of the board to victory. They obviously knew that everyone was watching them, because they behaved themselves beautifully, with hardly a failed *Autossuff* test among them. More importantly for me, I had a top rate couple of days (Warhammer World soundtrack aside...) and got to play a great opponent on stunning terrain. The green towels I've been using for scenery are living on borrowed time.



This Goblin Warband obviously forgot to be supposed to fear High Elves.

WHERE DID MY ARMY GO?

Mark: Looking back over the game, I don't really think that I would have done anything differently. I had the option of using a more missile-oriented army, but I think that would have come off even worse. There simply wouldn't have been enough shots to have made any significant difference to the overwhelming Goblin ranks by the time they were in combat with my own forces. If anything, I think I just needed to have hit more often!

Rolling a 5 when I needed a 1 or a 2 simply emphasized that with the odds against you and without the necessary luck, all the tactics in the world just ain't going to help you! Although I may sound particularly somber, and fighting this battle was a huge challenge, actually playing this game was a lot of fun. Going into battle expecting to be the loser (that me I don't) doesn't necessarily mean that you can't put up a good fight. Battling against the odds often provides you with a game that you'll remember for quite some time, even when you aren't the victor!

"Your men fought valiantly, Antares. My riders are pursuing the horde to the south. Already, we have burned their ships, though the Goblins know it now. There will be no escape for the evil ones this day."

Portians turned away, to leave the night done with his grief.

"Portians!" cried Antares. The glade of Isha, the Priestess, did she?

Portians shook his head grimly, turning away once more.

A furious light sparked in the eyes of Antares. He felt the anger course through him, and he embraced it, for it dulled his misery. Clenching his hands tightly into fists, he swore an oath to himself, a pact of vengeance, of retribution. In the name of Kurinus, of Khaine, and of Aeryn, he swore that he would make the evil ones suffer.

Antares knelt in the ground in grief, his head held in his hands. His warriors were lying dead and dying in the ground, and the Goblins had broken through their lines. The majestic twin eagles lay on the grass, their wings bloody and broken. Anger and shame burned hot within his heart. His misery had been suppressed completely by the wild yet dangerously powerful magic of the Goblin Shamans, and he had been powerless to halt the horde.

He heard soft footfalls approaching, and raised his head to see Commander Portians by his side, his face dark, eyes somber.



GAMES WORKSHOP RETAIL STORES PRESENT

THE DESIGN A SPACE MARINE TANK COMPETITION **WINNER!**

DOUG PIRIE

from our Alderwood store in Seattle won the Design a Space Marine Tank Competition on August 25 with his Dragon Lord Tank! Doug will receive six 40K tank kits of his choice! Congratulations Doug!

OTHER COOL ENTRIES



Chris Kmita
Grapevine Mills

Demone Amerson - Fairlane

Tut Cote - Ontario Mills



Eric Summers
Glen Burnie



GAMES WORKSHOP RETAIL STORES PRESENT THE DESIGN A BATTLEFLEET GOTHIC SHIP COMPETITION WINNER!

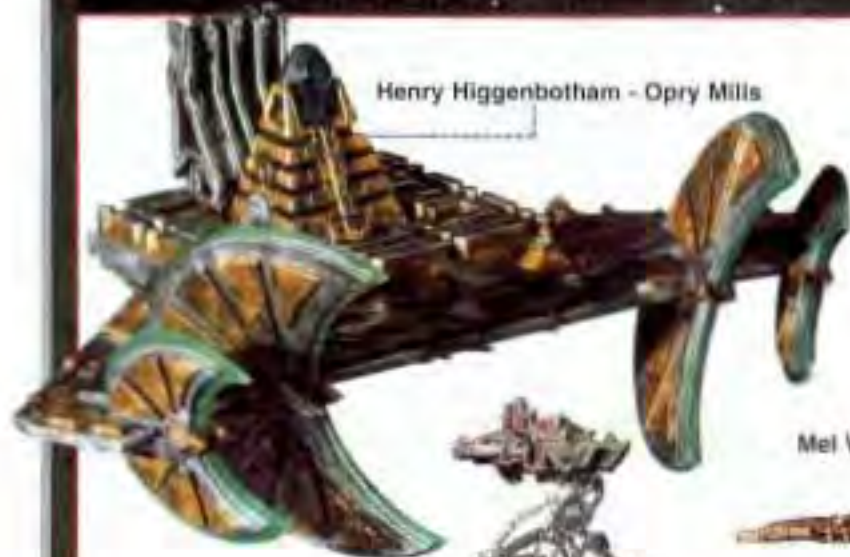


RICHARD STEELE

from our Glendale store in California won
the Design a Battlefleet Gothic
Competition on September 7 with his
Imperial Cruiser Battleship!
Congratulations Richard!

OTHER COOL ENTRIES

Henry Higgenbotham - Opry Mills



Sean Maroney - Carousel



Mel Westbrook - Metreon



Mark Knapp - Oakridge



Bert Zeb Wallace
Ontario Mills



Robert Mundschau - Gurnee



GAMES WORKSHOP RETAIL STORES PRESENT **THE CHAOS WARBANDS PAINTING COMPETITION!**

Saturday, December 7th at 2 p.m. in each of our Games Workshop stores!



Chad Mierzwia's Nurgle Chaos Warband appears in the Path to Glory booklet.

On Saturday, December 7th at 2 p.m., bring in your fully painted Chaos Warband for judging at any of our Games Workshop stores. Your Warband cannot have more than 10 models in it, and each model must be different. However, your models are allowed to have as many conversions as you like! The winner in each store will receive a complete Tomb Kings army, which will be released on the same day!





ROGUE TRADER NEWS

THE INVASION OF NORCROSS III

Way back in October of 2000, John Palmer, a New Zealand native transplanted in Atlanta, Georgia, started a 40K campaign set on the world of Norcross III. The members of the local gaming league, the North Atlantic Tactical Organization (NATO) played in this campaign for several months, and the campaign eventually wound down in June of 2001. Unfortunately, John left for an extended trip back to New Zealand. For 6 months, all was quiet on the battle lines of Norcross III.



However, in January of 2002, a call was sent out on the League Bulletin Board. Tyranid players were wanted! After receiving numerous replies, Michael Johns, president of NATO, decided that it was time to revisit the world of Norcross III. The league organized a huge Tyranid invasion based on John Palmer's original campaign. League members were given 3 months to complete their armies before the April 27 deadline. Michael not only organized the battle plan for the day, he also painted a 3,800-point army.

When the day finally came, The War Room - the local Rogue Trader Store in Norcross, Georgia - played host to the event. Battle-cries rang through the air; boltguns blazed; and steel clashed against alien claws. The bodies of both the alien invaders and the stalwart Defenders littered the battlefield. In the end, however, when the smoke cleared, it was a draw. Both the Defenders and the Tyranid invaders remained, but neither had the upper hand. The stage is now set for the continuation of the Norcross III campaign. What will happen now? Can the defense force regroup and maintain its hold on the planet of Norcross III, or will the Defenders be overwhelmed by the second wave of the Tyranid invasion force? Keep an eye on this space for continuing campaign updates.



GAMES DAY CANADA

Once again, Canada had a fantastic Games Day with an absolutely amazing turnout for gaming, speed painting, special guests, seminars, Golden Demon, Biz Box Wars, and well... more gaming! The hall abounded with costumes, banners, and dice as the cheering from every corner filled the air. If you couldn't make it, here's a quick overview of Canada's second Games Day!

From the waiting horde in the lobby before the hall opened to the crowds of people around each and every gaming table, there was hardly any breathing room! Once the masses were let into the hall, there was non-stop gaming until we kicked everyone out!



Games Day just wouldn't be the same without everyone who participated and helped to add variety and make this Games Day unique! From costumes to the Golden Demon Competition, Canada's Games Day proved to be a blast! We wonder what will show up next year?



SPECIAL GUESTS



Top Row, left to right: Alex Boyd, Gav Thorpe, and Jes Goodwin.

Second Row: Alex's art work, Shaun Murphy, and Mark Jones.

Third Row: Warhammer Online and the Warhammer 40,000 Collectible Card Game.

Fourth Row: Tony Cottrell, Forge World seminar, and 40K CCG.



SPECIAL TABLES & EVENTS



The Lord of The Rings: The Fellowship of The Ring tables were always packed! The Last Alliance multi-player mega-event featured a giant Mount Doom with smoke billowing out of the top throughout the day!

CLUBS

Many clubs showed up to help out and run games and demos. Without them, Games Day just wouldn't have been the same!



GAMES DAY CRAZINESS!



From gaming all day to stocking up on bits and plastic sprues from the store, Games Day Canada had something for everyone (even the parents!) We hope to see all of you again next year for our annual Canadian Games Day extravaganza!

GOLDEN DEMON



Once again, the Golden Demon competition brought some of Canada's finest painters together in one hall! On the next few pages, you can see all the Golden Demon winners and their entries as well as the Slayer Sword winner, Scott Smith. For a look at more of the Golden Demon entries, log onto our web site at www.games-workshop.com.



• GOLDEN DEMON • CANADA

Canada had a fantastic turnout for our last Golden Demon competition of the year in North America! The quality of the entries was magnificent, and the winning models were very difficult to choose! Alas, there could only be 33 winning entries. Now, go - gaze upon Canada's finest!

WARHAMMER 40,000 SINGLE MINIATURE

SLAYER SWORD WINNER!

Scott Smith converted this awesome Dark Eldar Lord to hold a Crucible of Malediction! The spirit of a captured and tortured psyker bellows forth from its prison to wreak havoc upon the enemy.



1ST SCOTT SMITH
Brother's Keeper



WARHAMMER 40,000 SINGLE MINIATURE



2ND JENNIFER HALEY
Dark Eldar Scourge Syberette

HONORABLE MENTION
Chris Borer



3RD ADAM RANTZ
Katandras



WARHAMMER SINGLE MINIATURE

1ST ADAM RANTZ
Dark Elf Sorceress



2ND ANNE FOERSTER
Undead Bretonnian Sorceress



3RD BRUCE VUEGLERS
Champion of Slaanesh



WARHAMMER 40,000 SQUAD

1ST DOUGLAS HANN
The Banshees
of Ulthwa



2ND SCOTT SMITH
Ravenhorn Blood
Claw Squad



3RD NEIL DUTTON
Children of the
Light Marine HQ



WARHAMMER REGIMENT



1ST GRAHAM VOSS
Dire Wolves "Transformation"



2ND ADAM PURDY
Bretonnian Men-at-Arms



3RD JORDAN WRIGHT
Stone Trolls

WARHAMMER 40,000 LARGE MODEL



1ST KEN SYRMOPOULOS
Tau Commander



3RD VINCENT-OLIVIER MENARD
Hive Tyrant



2ND JOE GALLIPEAU
Biel-Tan Wave Serpent



WARHAMMER LARGE MODEL



1ST TIM KOHLMETZ
Daemon

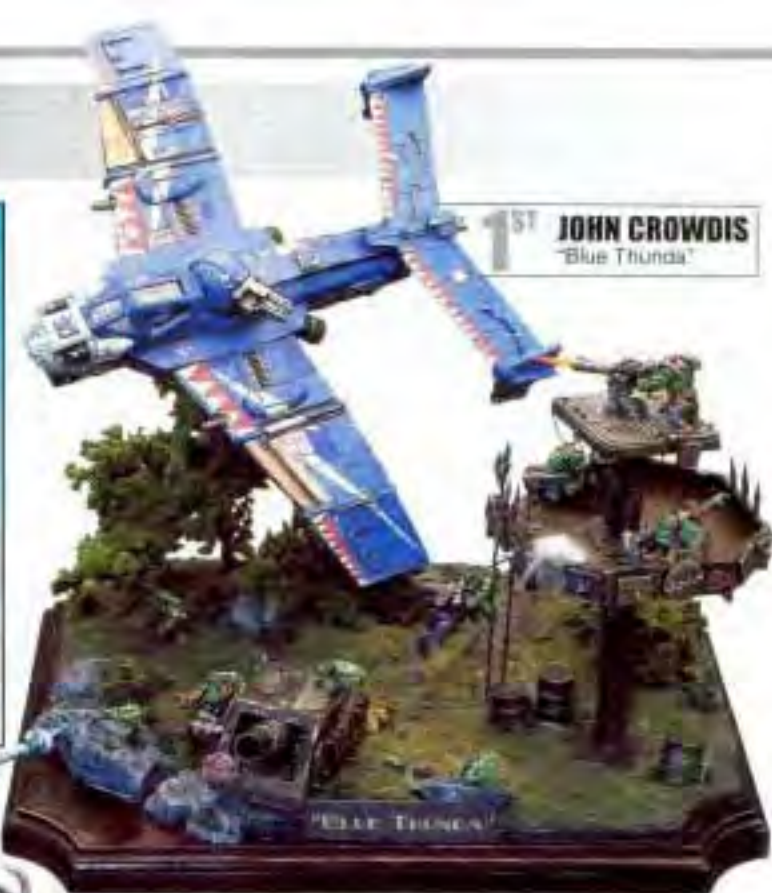


2ND KEVIN FULOP
Archon



3RD JORDAN WRIGHT
Snoring Stand

BEST BATTLE SCENE



1ST JOHN CROWDIS
"Blue Thunda"



2ND JAMES K. CRAIG
Warhammer Armies: Skaven

3RD CRAIG GILMORE
"Stop in the name of...uh-oh."



LARGE SCALE MODEL

1ST JORDAN WRIGHT
Ork Blast

2ND BILL MURPHY
White Panther

3RD DAN BYER
Sergeant Uziel

YOUNGBLOODS

2ND BRANDON GREEN
Nightbringer

1ST ERIC MUNSHAW
Dark Elf Assassin

3RD BRIAN HUI
Inquisitor
Chronos

THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING FILM SCENE

1ST TED KALINOWSKI
Shadow Box
"You shall not pass!"



2ND DEAN BRADLEY
Battle at Weathertop



Ted Kalinowski's shadow box portrays the scene from The Lord of The Rings: The Fellowship of The Ring in which Gandalf confronts the Balrog on the Bridge at Khazad-Dûm. He recreated the crystal of Gandalf's staff and the glowing fire of the Balrog with a series of lights.

3RD ROB BUSHFIELD
"I think I'm getting the hang of this!"



OPEN CATEGORY

1ST CHRIS "DRAGOMIR" MILANOVIC
Goblin Fanatic



Chris "Dragomir" Milanovic is no stranger to the Open Competition! Last year, he won the Slayer Sword with his scratch-built Khorne Berzerker which stood a towering 18" tall! This year, he built a Goblin Fanatic based on Games Workshop's model. He even went so far as to make his Goblin Fanatic modest by adding boxers under his clothes! Once again, Chris won another Golden Demon, and we expect to see many more amazing large models from him in the future!

2ND KEN SYRMOPOULOS
Tau Sniper

ONE SHOT, ONE KILL

3RD JORDAN WRIGHT
Doge Unit





Andy is the Editor of *Exterminatus* and *Blood Bowl* Magazines. When he's not busy developing these game systems, he enjoys beating Steve Hambrook at *Warhammer* and growing silly facial hair!

THE TROJAAN CONSPIRACY

An Inquisitor Campaign by Andy Hall

Inquisitor has been around for over a year now and has been well supported by new figures and *Exterminatus* Magazine. If there is one area we have been weak in, it's campaign support. However, with the *Exterminatus* core redesign and the forthcoming *Inquisitor: Secret Wars* series, campaign support is on its way. *Inquisitor: Secret Wars* will be a series of resource supplements, each based around a certain planet or system. The supplements will include an overview of the world, political structure and history, important continents, cities, prominent geographical areas, and climate. Important characters such as Planetary Governors, Politicians, Sect Leaders, and Military Commanders will also be profiled. Most importantly, each

supplement will contain a series of campaigns ready for GMs to pick up and use.

With a campaign format yet to be established and an *Inquisitor* article needed for *White Dwarf*, I thought this would be an excellent opportunity to test out a campaign structure. I've used Dave Thomas's excellent *Crooking Worlds* articles as a template, but GMs should feel free to twist and alter the scenarios to fit their own campaigns. I've deliberately left the players' forces open-ended, and as long as you have two warbands that would be opposed to each other, then you should have no problem. For clarity, I've labeled the opposing forces Puritans and Radicals, but don't be put off by these names.

This campaign can quite easily be a confrontation between any two Inquisitorial warbands. Also, feel free to relocate this campaign to your own game world so it fits in better with your ongoing narrative and labelled scenario. Feedback on the format and structure of the following campaign is welcomed and needed, so please e-mail me at terry@inquest-workshop.co.uk.

Obviously, if you wish to play this campaign as a player, you should stop reading now. GM's eyes only from now on!

CAMPAIGN OVERVIEW

Two Inquisitorial warbands have been called to the frontier world of Zaroth. Both are after the same man but for very different purposes. The Puritans were the first to find the suspect, a self-taught telepath (and therefore a heretic) called Voss Pyel, and have him detained in a ramshackle jail in the small, shabby town of Trojaan. The Radicals catch up with Pyel here and, after failed negotiations with the Puritans, try a frontal assault to capture the heretic.

The Radicals need Pyel to exchange him for information from a disreputable trader known only as Fome. The Radical Inquisitor has no intention of handing over Pyel but needs him as a bargaining chip nonetheless. In any case, a mysteriously robed alien shoots Pyel just as he is about to give up the information. This assassination sets off a climactic chain of events during which the trader Fome is revealed as a powerful Chaos Magus. Will the Inquisitors put aside their differences to fight the common foe, or will their jealousy to each other put the whole sector in danger?

PREPARATIONS

Give the following briefing documents to the players. It would be cool to present these to your players on bits of parchment or even on your computer as though it's an Inquisitorial Access Portal. Think about the way you present information to your players, as it will enhance their gaming.

CAST

As well as the players' warbands, you will also need an Eldar Ranger or another suitably mysterious figure that can be used as a trader (von Castellian or Jan van Vastbaal would be excellent), a human-sized figure (any Imperial Guard model) as the suspected heretic and accomplished telepath Voss Pyel, plus the Chaos Magus with accompanying henchmen. Keep these models out of sight of the players for now. GMs should come up with the stats for these characters. As the trader is the Chaos Magus in disguise, I wouldn't worry too much about him. Make sure the Magus is hard and a challenge for the players' characters; I recommend using some of the Chaos powers found in Phil Kelly's article in *Exterminatus* 3. The rules for Eldar can be found in *Exterminatus* 4, but if you haven't got this issue, don't worry as we don't really want him being tackled by the players just yet. Just make him fast and good with his rifle. My suggestions are below.

SAMPLE PROFILES

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Voss Pyel	38	25	48	53	43	66	77	48	33

Equipment: Autopistol (right handed)

Psychic Abilities: Domination, Distraction, Mourning, Puppet Master

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Ranger	56	96	58	55	148	110	89	87	74

Equipment: Humble Rifle, Needle Pistol, Refractor Field, Power Sword (ambidextrous)

Abilities: Acrobatic, Dead-eye Shot, Dodge, Cripple, Feint, Lightning Reflexes

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fome the Archheretic	95	85	73	65	90	95	95	95	95

Equipment: Daemon Sword, Gnarling, Bolt Pistol (two reloads), Power Armor (except head) (right handed)

Abilities: Force of Will

Psychic Powers: Psychic Ward, Fleshcage, Daemonic Shield, Hatesmoke (see *Exterminatus* 3 for descriptions)

Use the Desperado and Mutant randomizers to generate Fome's three henchmen.

CAMPAIGN PLOT TREE



Puritan Brief: You have learned from your network of informers that an unstable telepath called Vosis Pyel has the information you have been looking for. With haste, you track him down to the frontier world of Zarona and locate him in the small shanty town of Trojan. Having arrested Pyel, you take him to the local jail for further questioning. However, you have also heard that another Inquisitor is on Pyel's trail.

Radical Brief: The trader known as Forne has contacted you and stated that he has the artifact and that he wishes to make an exchange. He needs a rogue telepath called Vosis Pyel who is currently being held by another Inquisitor on the frontier world of Zarona. Once you have the telepath in your custody, Forne will meet you on-world to conclude the exchange.

SCENARIO 1: CAPTURE

The Radicals assault the Puritan stockade and try to capture the heretic Vosis Pyel.

Setting: The shanty town of Trojan. In the center of the board, there should be a large building with a fenced enclosure. More buildings are randomly placed around the board to provide cover. The Puritans start inside the enclosure with the GM-controlled Pyel. The Radicals start anywhere on the table as long as they are at least 15" away from the enclosure.

Objectives: The Puritan player must fend off the Radical assault on the enclosure and remain in possession of Vosis Pyel. The Radical player needs to capture Pyel and escape.

Special Rules: The scenario begins with the Radical Inquisitor trying to parley with his Puritan counterpart for the heretic Pyel. Let the players act out this discussion. There should be a good number of declared threats, empty bargaining, and veiled threats. The GM should decide who wins this vocal confrontation, as the winning player will get the 1st turn (the losing player may not move any of his characters in the first turn). The GM controls Pyel, who is a coward and will not want to be in the middle of an Inquisitorial

crossfire! He will try to escape at every opportunity. Don't let him get too far away, as he is needed for future scenarios. There is a danger of him getting killed here, so make it clear to both players that they need him alive (for now). If he does take a fatal shot, use your special GM "power" to keep him alive (if barely). It will be up to the GM to decide when the game will end. Obviously, if the Radicals manage to capture Pyel and get him off the board, then the game ends there. If not, play for roughly 10 turns – as night falls, the Radicals retreat.

SCENARIO 2: PURSUIT

With the Radicals now in possession of the heretic, the Puritans mount a pursuit.

Setting: On the outskirts of Trojan, the Radicals are on their way to the rendezvous for the prisoner information exchange with the trader Forne. Aware that the Puritans will be pursuing, the Radicals set up an ambush. The Puritans enter the board from the south table edge. They may enter at any speed. The Radicals will already be on the board but out of sight. They may designate D6 2'-square areas as booby-trapped and must show the GM where they are before the game starts (obviously with the Puritan player out of the room).

Objectives: The Radical player must remain in control of Pyel and disable the pursuing Puritans. The Puritans must regain control of Pyel.

Special Rules: As the first member of the Puritan warband gets to the center of the board, have Pyel scream, break free of his captors, and run in a random direction, preferably one that will force the warbands into confrontation. Pyel will also try to use his psychic talents to aid his escape. If a character walks into a booby-trapped area, then he must make an initiative test (with any modifiers the GM sees fit based on his speed, awareness, etc.). If failed, then the character has detonated the booby trap—treat it as though he were hit by a frag grenade. The game will end when either warband gains control of Pyel and takes him off the board. The Radicals must take Pyel off the north side of the board, although they may not do this until after Turn 4. The Puritans must take him off the south side. North and south sides are designated by the GM before the game starts.

SCENARIO 3: INTERROGATION

The Radicals try a more stealthy assault while the Puritans torture Pyel for the needed information.

Setting: Back at the Trojan shanty jail, it is now dark. The Puritan Inquisitor is in the central enclosure with Vosis Pyel. The remaining warband members will be on sentry duty around the enclosure's boundaries. They must be set up within 5' of the enclosure. The Radicals must get up out of sight and at least 20' from the compound.

Objective: The Radicals must capture Vosis before the Puritans force the information from him.

Special Rules: The Radicals may send



Scenario 3 - Capture

only three members of their warband within 20' of the compound. The others are there as support if it all goes wrong. The three Radical characters are equipped with alien teleporter rune stones, which will allow them to teleport themselves and Pyel once they are within 3' of him. The teleporter rune works exactly like the Teleport psychic power, with the Difficulty test being against the character's Sg instead of his Wp. As the power of the rune stones is not a psychic power, it may not be nullified. Once successfully passed, the rune stone will transport Pyel and the character carrying it. The characters on sentry duty will circle the facility at walking pace in either a clockwise or a counterclockwise direction (choose which direction for each character). Characters will continue to

circle and do nothing else until they have been alerted. The characters will become alerted through the normal Awareness rules on p. 52 of the Inquisitor rulebook. Remember its night time, so their line of sight is reduced to 1/10. Once a character has been alerted, he may break from his sentry routine and act as normal (possibly trying to alert his colleagues to the danger). The Radicals will have only 4 turns after a character has been alerted before they are forced to withdraw.

SCENARIO 4: EXCHANGE

The Puritans attack during the exchange of the heretic, while a mysterious figure makes sure any information Vosis has will never leave his mind.

Setting: The outskirts of Trojan. The Radicals should be placed in the center of the board. Facing them about 10' away is Forne in his trader disguise with his henchmen. As GM, you will be playing Forne. Feel free to act out a tense vocal discourse with the Radical player the likes of which can be seen in any western movie or cop thriller. Start off with a terse, "Have you got the telepath?" If the Radical player plays along, reward him by allowing only half the Puritan warband on in the 1st turn.

Objectives: The Radicals wish to gain the artifact, and the Puritans need the information inside Pyel's mind. When the true enemy is revealed, will they fight each other?

Special Rules: Vosis will make a run for it on the 3rd turn. The Eldar Ranger will appear (maybe placed on the roof of a building) and shoot him in the head, killing him instantly. If the shot misses, use your GM "power" to make the shot hit. Pyel must die this scenario! The Eldar will then fall in the ground and make good his escape. Forne is using his powerful psychic powers to disguise himself as the



Scenario 4 - Exchange

trader. The players are unaware of his true identity, so this cannot be nullified. When Pyel is killed, a booming cry of "No!" will escape from Fome's lips. When his concentration is broken by rage, Fome's true identity will be revealed! Replace the trader model with the Chaos Magus and end the scenario with the words "to be continued." Luckily, this isn't a TV show, so go straight to Scenario 6 for the conclusion.

SCENARIO 5: ESCAPE

With the Radicals close behind, the Puritans attempt to transport Pyel off-world.

Setting: Trojan Spaceport. This area consists of a small landing pad sparsely surrounded by prefab buildings. The Puritans may be placed 10" from the starting board edge. The Radicals may come on from Turn 2 onwards.

Objectives: The Puritans need to get Pyel to the waiting shuttle by getting him off the other side of the board (this isn't going to happen thanks to our pointy-eared friend, but the players don't know that!). The Radicals must stop Pyel from leaving the planet at all costs!

Special Rules: As Vosis gets two-thirds of the way across the table, he will attempt to escape. The Eldar Ranger will once more be strategically placed to blow a hole in Vosis's head as he runs for freedom. The Eldar will then make good his escape, hopefully before any reprisals. A turn after Vosis is assassinated, Fome (in his true form) will appear with his henchmen on the opposite end of the table (the one the Puritans were heading for). He will demand to know where Pyel is. Fade to black and proceed to the



cimexi, Scenario 6.

SCENARIO 6: TRUTH

The telepath Pyel is dead, and Fome has revealed his true identity. Will the rival Inquisitors now work together? Or will it be a three-way battle?

Setting: The setting depends on the previous scenario. Either way, have all three warbands start roughly the same distance apart.

Objective: Kill the bad guy and possibly each other.

Special Rules: None really. This scenario is a straight shoot out. Fome is your typical movie villain and is quite powerful.

Play him to maximum effect, but as with all villains, when he looks the most powerful, have him do something stupid so one of the good guys(!) can win.

JUST THE BEGINNING

So there you have it, although this is far from the end. I've deliberately left some stray plot threads in so you can continue to expand the campaign: Who was the robed figure? Why did he kill Vosis Pyel? What was the artifact the Radical Inquisitor was after? What information was trapped in Pyel's head? Why was Fome so desperate to get hold of the telepath? From here, your campaign can only grow. So let me know how you get on.



Scenario 2 - Truth



A regular monthly column of news and views about Games Workshop's Specialist Games -
by Jervis Johnson.

BRAND NEW NECROMUNDA RULEBOOK

News for Our Specialist Games Range

Welcome to the first ever Fanatic News section in *White Dwarf*. My name is Jervis Johnson, and I have the honor of running the Fanatic design studio. My seven-man team and I provide ongoing support for Specialist Games in the form of new miniatures, magazines, annuals, and online support. This column allows me to let you know what we're up to and what is coming out soon for your favorite Specialist Games.

This month, I want to let you know about the Necromunda Redux project that the Fanatic team has just started work on. Necromunda is one of the most popular games in the Specialist Games Range and with good reason; it combines a superb tabletop skirmish game and campaign system with an immensely characterful background setting. There is only one minor problem with the game, and

that is that the rules are currently out of print. Now, the rules being unavailable makes our job of providing games support rather difficult, to say the least. To make matters worse, the last version of the rulebook is in serious need of an update, and the terrain and plastic models that were an integral part of the game are no longer available. So, taking the bull by the horns, we've decided to bring out a new version of the Necromunda rulebook to be released early next summer. If you already play Necromunda, then don't panic, we don't plan to change the rules for the game. We just want to get Necromunda in print again and give it a bit of a face lift. We're also taking the opportunity to make some new metal Goliath and Orlock models to replace the rather tired plastic versions and to bring out a

Necromunda terrain set in order to make the useful 'plastic and card' Necromunda terrain available again. These three things will mean that Necromunda will be fully available once more, and players will be able to get ahold of what is arguably one of the best games GW has ever produced.

The only downside to the Necromunda Redux project is that it means we can't bring out any new models for the game until after we get the rulebook back in print, as it would clearly be a bit silly bringing out new models for a set of rules you can't obtain. On the other hand, this does mean that we have some really cool stuff ready and waiting to bring out once Necromunda Redux is available, which should make next summer - a very exciting time for Necromunda fans everywhere. I, for one, can't wait!

NEW RELEASES

This section lists all of the latest releases for the Specialist Games Range. To find out about prices and availability, visit your local Games Workshop store, contact Mail Order at 1-800-394-GAME (US) or 1-888-GW-TROLL, or visit the Games Workshop Online Store at: www.games-workshop.com/storefront

Item	Game	Release Date
<i>Exterminatus Magazine 4</i>	Inquisitor	September
<i>Kroot Mercenary</i>	Inquisitor	September
<i>Elder Ranger & Conversion Pack</i>	Inquisitor	September
<i>Warmaster Magazine 13</i>	Warmaster	September
<i>Vampire Counts Army</i>	Warmaster	September
<i>Battlefleet Gothic Magazine 11</i>	BFG	September
<i>Dark Eldar Fleet</i>	BFG	September
<i>Space Stations & System Craft</i>	BFG	September
<i>Inquisitor Annual Exterminatus Files v1</i>	Inquisitor	October
<i>Kroot Mercenary Conversion Pack</i>	Inquisitor	October
<i>Melta-Weapon Booster Pack</i>	Inquisitor	October
<i>Town Crier 22</i>	Mordheim	October
<i>Vampire, Town Crier & Merchant</i>	Mordheim	October
<i>Blood Bowl Magazine 4</i>	Blood Bowl	October
<i>2002 Edition Blood Bowl Game</i>	Blood Bowl	October
<i>Necromunda Magazine 11</i>	Necromunda	October

SURFING THE WEB

All our games have great web sites full of free downloads, resources and up-to-date news:

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
www.Specialist-Games.com

The web sites now contain an article archive, which will tell you whether rules are experimental, official or house. Some can be downloaded as free PDFs. Check out the relevant web site for more details.



Early working cover for Necromunda Redux

LIFE IN THE BUNKER

Some highlights of life down in the Fanatic bunker over the last month:

- Work continues on the next edition of the Epic rules. Visit www.epic40000.com for a free playable demo of the rules.
- Mark Bedford, Fanatic's in-house Miniatures Designer, has been going into something of a BFG frenzy of late. Not only has he come up with two new ships for Imperial Hells (the Endeavour Class Light Cruiser and Falcon Class Escort), but he has also come up with a complete set of system craft that includes a space station, defensive platform, and a mighty Very useful stuff for BFG players everywhere, and great models to boot.
- We've been having a lot of fun testing our Pit Fighter game. In our last game, my Pit Fighter (Gook the Smelly) got trapped between the Pit Fighters controlled by Dear Spencer and Mark Bedford. Although I pointed out that killing your boss's Pit Fighter was probably not a good career move, they proceeded to hack me down anyway! If you fancy giving your mates the chance to stab you in the back too, then download the Pit Fighter game from the Mordheim web site at www.mordheim.com.
- Speaking of Mordheim, we've just received the first painted examples of Gary Muley's superb new Mordheim Amazon Warband. They are so nice that I've asked the WD team to include a picture of one of the models with this article. The Amazons will be out just in time for Christmas and should make a great stocking stuffer.

QUESTION OF THE MONTH

Every month, a question is plucked from the dozens sent to us and answered in this column. This month's message was sent to the Fanatic Customer Services e-mail address.

Hello, one question: has Warhammer Quest gone the way of the dodo bird, i.e., extinct? If not, what is currently available and from what source?

The answer to this question and the almost identical questions we receive every month about Talisman, Space Hulk, Mighty Empires, and Man O' War is that all these games are currently out of print and are no longer available in any form from Games Workshop. You can occasionally pick up old second-hand copies of the games, although often only at ludicrously inflated prices. By now, some of you will be saying something along the lines of, "Hey, hold on just a minute. When Fanatic was first set up, wasn't it going to support Warhammer Quest along with the other Specialist Games? What's changed?" This question is very reasonable. In Fanatic's early days, we did try to support Warhammer Quest and even brought out a supplement for the game. However, when we started looking into the possibility of reprinting the

game, I found that the computer files for Warhammer Quest were lost when the Studio relocated to our new building, making it impossible to reprint the game without doing all of the production work all over again. Unfortunately, Fanatic simply does not have the resources to do this amount of work on top of all of our other commitments. After almost 2 years of trying to find a way to publish the game, I have had to admit defeat and accept the fact that Fanatic will not be able to get the game back into print. Instead, I have handed over Warhammer Quest to the shadowy GW organization known only as the Special Projects Group who will try to find alternative ways to make Warhammer Quest available again. This means that there is a small chance that Warhammer Quest, as well as Talisman and Space Hulk, may be reprinted at some time, but these reprints will not be handled by Fanatic. On a slightly cheerier note fans of Man O' War and Mighty Empires should be happy to learn that both games are quite likely to appear in updated forms as supplements for Warmaster. Look for more news on this in future columns.

Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling - so don't hesitate to get in touch! We can be contacted via e-mail: fanatic@games-workshop.co.uk or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, United Kingdom NG7 2WS. (Note, if you have a sales or purchasing issue, then you should contact your local Mail Order, as they will be able to help you much better than we would!)

CONCLUSION

Well, that is all for this issue of Fanatic News. Please don't hesitate to get in touch with us at fanatic@games-workshop.co.uk if you have any comments, questions, or suggestions about anything you've read. We'd love to hear from you!

Best regards,

Jervis Johnson
Head Fanatic



New Mordheim Amazon sculpted by Gary Muley



NEW MATERIAL FOR BATTLEFLEET GOTHIC, BLOOD BOWL, EPIC 40,000, MORDHEIM, NECROMUNDA, INQUISITOR & WARMASTER

The Chosen are the elite of a Chaos Space Marines army and provide a unique modeling opportunity. Each can be represented as an individual, a mighty anti-hero in his own right, providing inspiration for as many conversions as your imagination allows. Andy Hoare has gathered a selection of models from Chaos players around the Studio.

CHOSEN OF CHAOS

MODELING CHOSEN CHAOS SPACE MARINES



Keith Robertson's Thousand Sons Lord holds aloft the heart of his enemy.

KEITH ROBERTSON'S THOUSAND SONS

Keith has always wanted to collect a Thousand Sons army, as he's really interested in Egyptology, which he sees as a major influence on the design of these miniatures. He saw the army as an excellent modeling project in which he could exploit this imagery to the full.

Keith decided his army would contain a large number of conversions and thus started with the Lord. This model is based on the Chaos Lord, by Jes Goodwin, to which Keith has added a number of additional features to suggest the character's alignment to Tzeentch.

The head is from one of the old Raptor models and is an example of a really simple way of customizing a miniature. But Keith went much further than a simple head-swap. He wanted to give his Lord the *Demonic Flight* gift and so chose a pair of wings that gave the impression of being large and powerful enough to support the weight of the power-armored Lord. The wings he chose are from the Warhammer Bretonnian Griffon. These wings are

feathered rather than reptilian and tie in with the Egyptian theme Keith was keen to impart.

The staff in the model's left hand represents a Bedlam Staff and is modeled from Fabius Bile's left hand, which had been holding a cane, and a Warhammer Chaos Sorcerer's staff. Keith used green stuff to model the right hand to depict the Lord brandishing a still beating heart ripped from the body of an enemy.

Reading the rules for Familiars, Keith decided he definitely wanted one to accompany his Lord and found a perfect model in his bits box. It's a Chaos Familiar from the old range designed by Jes Goodwin and, once based on a small piece of round plasticard, makes a very effective accompaniment to the Lord and is a potent item of psychic Wargear for his army.

The members of the Chosen retinue accompanying the Lord are extensively converted, with Space Marine helmets built up with plasticard and tinclads

sculpted from green stuff. Keith made these models before the Thousand Sons boxed set was available and is planning on incorporating parts from this set with his own conversions for the rest of the army.

The color schemes Keith used were based on a mix of Regal Blue and Lightning Blue, with Shining Gold banding on the Chosen and Bleached Bone banding on the Lord. All of the miniatures are based in a manner that complements the blue and gold color scheme - predominantly brown tones with touches of static grass.

Keith's plans to expand the army include upgrading all members of the retinue to Sorcerer models. As the members of a Chosen squad with the Mark of Tzeentch all receive the Sorcerer upgrade by default, this next step is logical. He's already painted a pack of Flamers that he intends to use to devastating effect by summoning them from the Lord's personal icon, which is modeled on a chain at his waist.

NEIL HODGSON'S DEATH GUARD

Neil's first project for his Death Guard army was a Dreadnought, with his Lord and Chosen retinue following the theme established with that model. Neil was attracted to the Death Guard, because as with any cult force, it's possible to draw up a small, highly elite army that does not require an enormous number of miniatures to be an effective force on the battlefield. As such, Neil could concentrate on painting and converting every last model to as high a standard as you would expect from a Golden Demon judge and former 'Eavy Metal painter.

There are lots of individual conversions on these models, but they all have a number of custom features in common. All of the Terminators have cloven hooves, made from green stuff, and they all share distended, bloated bellies. In most cases, the stomachs have been made to appear as if the armor had cracked, with pipes, gunk, and viscera protruding through the gaps.

The heads are mostly from the Warhammer plastic Zombie Regiment boxed set, and Neil has simply trimmed them down at the back and under the jaw to fit them onto the Terminator bodies.

There are many other touches used to make these models really stand out, including green stuff boils and components from other miniatures.

When it comes to painting his models, Neil has mixed up a color that gives them the corrupted and disease-ridden feel appropriate to these followers of the Plague God: a mixture of Skull White, Fortress Grey, and a number of different greens and yellows. This basecoat has been built upon with a number of different inks, applied in very thin layers in a fairly random "blobby" pattern. Neil has added a very small amount of Skull White to the inks, which yields a crusted, patina effect.

Perhaps the most striking model in the retinue is the Beast of Nurgle, which Neil has sculpted almost entirely from green stuff and to which he has added components from a variety of other models. Neil used the same painting techniques and colors that he used on the Terminators, and he has also added a liberal amount of slime, created with epoxy resin applied with a toothpick.

Neil plans to expand the army in the near future, and has almost finished a squad of Plague Marines. The retinue may soon gain a Lord Ridder transport, converted to the same standard as the Dreadnought. Neil is keen to use some of the Forge World conversion kits, which should provide a visually stunning accompaniment to the retinue and create a devastating weapon for use on the battlefield.



Arising Champion of Nurgle



Beast of Nurgle



Neil's Death Guard advances relentlessly on an Eldar position

PHIL KELLY'S CHOSEN OF LUCIUS THE ETERNAL

Phil: When I was working on the new special character for Slaanesh, Lucius the Eternal, I decided to work up a couple of Chosen as his minions. For Vaust the Bull, I thought that the Logan Grimnar model would be a fantastic place to start. I wanted a real giant of a model, and Logan's huge body fit the bill perfectly. Unlike most Terminator models, this piece has a really dynamic pose and looks as if he's charging in to do some serious damage. With the body selected, I headed to my bits box.

I thought a bull head was fitting for Vaust and snipped off an ideal candidate from a Warhammer Beastman. I really liked the idea of having Vaust wield twin thunder hammers. These weapons would give the idea that Vaust's corruption by Chaos has turned him into a brutal and depraved warrior. Thus, Logan's storm bolter was replaced by a Chaos Terminator's power maul. The axe called Morkai was replaced with a bead.

sprunged from scenery maker Mark Jones. This bead made an ideal bird-shaped mace for Vaust's right hand. One paint job later, Vaust the Bull was ready to ravage, kill, and maim in the name of Slaanesh.

I wasn't happy stopping there, however. As the Chosen of Chaos have slaughtered thousands and conquered worlds, I decided to write a bit of

background and work out Vaust's Wargear and stat line. This way, when I have finished my Chosen Chaos Space Marine remini, it will have a real super-villain feel. They will be a team of evil monsters that can rival the Sinister Syndicate or the Brotherhood of Evil Mutants. On the gaming table, this cadre of sadists and murderers should provide hours of good clean fun.

VAUST THE BULL

Vaust, a gigantic Chaos Space Marine of the Emperor's Children, was well known for his sadism long before his ascension to the upper ranks of Chaos. His talent for inflicting pain rivaled that of the most talented Haemorrhoids of the Dark Eldar, and his name became synonymous with acts of grotesque torture. Slowly, however, as the millennia wore on, his refined skills and carefully honed ability to keep a victim in humiliating agony for years on end degenerated into more brutish acts of violence. The quality of Vaust's torture gave way to a lust for a sheer quantity of pain. His scalpel was exchanged for a hammer—his patience for battlelust. Vaust lost the capacity for speech, and his head slowly mutated into that of a red-eyed bull—Slaanesh's reward for his slide into excess.

Vaust retained his hunger for inflicting pain. Eschewing the bloodletting that typifies Slaanesh's namesake Koombs, Vaust has taken to using his massive power mauls in combat to ensure that his victims are crushed rather than carved. Vaust's playthings are therefore irrevocably crippled or injured, and he takes care not to kill them outright so that they can live in fear for the rest of their miserable lives. His roaring bellow loud enough to rend the material plane apart, has heralded the beginning of a lifetime of pain for a hundred thousand tortured souls.

Wargear: Mark of Slaanesh, Terminator Armour, Daemonite Strength, Deafening Bellow (counts as Doom Shout), twin Thunder mauls (count as two power lists)

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Vaust	82	4	4	5	4	1	4	3	10	2+

BO TOLSTRUP'S CHOSEN



Bo is a dedicated follower of Khorne. When he heard that the Chaos Space Marines were receiving a new Codex, he threw himself into modeling a new army with true Khornate abandon.

As he does with most of his conversion projects, Bo raided his bits box for all manner of interesting and unusual components. By using this approach,

it's possible to end up with all manner of bizarre and results. Thus, it's worth hanging onto all of those spare arms, heads, and extraneous appendages you have lying around and involving them together for a project like this.

Looking closely at the miniatures, you'll see components from a wide variety of ranges. Included are parts from the old

Tyrant Gargoyles, plastic Genestealers, Chaos Spawn, and Flesh Hounds as well as bits from the entire range for Warhammer 40,000 Chaos Space Marines.

Bo has so far modeled a small army in this way and will no doubt have a large force of them completed in next to no time.



Graham's Black Legion stands firm against a Space Wolves assault.

GRAHAM DAVEY'S BLACK LEGION

Graham: D'isskrah was created originally to lead the army but has since been ousted by newer Champions of Chaos. Nevertheless, he has made countless kills with his mighty power fist over the years. He is based on Khârn the Betrayer's body. The power fist was sawn off another Chaos Aspiring Champion model, while the head with blonic implants was taken from a Space Marine Chaplain.

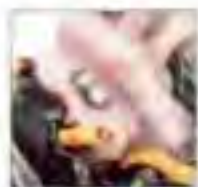
Scr'ythh has seen action against the Ulthwe Eldar of Phil Kelly and against numerous foes in the streets of Vogen. He is built around a Khorne Berserker body, with a chopped down helmet from the Khârn model and a scythe Daemon weapon from the Zombie plastic kit.

The bare-chested Chaos Space Marines were originally made as part of a Possessed squad, but under the new Codex, they are perfect as Chosen with Daemonic Gifts such as *Daemonic Strength*, *Talons*, or *Visage*. The first was inspired by a picture in the previous

Chaos Codex of a Possessed Chaos Space Marine bursting out of his power armor. I stuck together the plastic torso before using clippers to create the rent in the back where the daemonic flesh is breaking through. The flesh itself was formed out of green stuff. The arms and head are from a Strigoi Vampire model. Finally, I used guitar wire to create the severed power cables and pipes.

The second model also uses parts from a Strigoi Vampire plus an old Noise Marine head.

Zthumm'phi, the model with the standard, was created with parts from the Chaos Mutations sprue, but in a slightly less obvious way. Clipping away one of the plastic legs, I replaced it with a tentacle. It then seemed sensible to make him an Icon Bearer, as he could use the icon pole to help him stand up and hobble about. The arm and icon are taken from the Chaos Marauder Regiment kit.



Two of Graham's Strigoi conversions.

In the first of a new series telling the tales of the universe's most legendary characters, we take a look at Ahriman – the Primarch of the Thousand Sons, a man who seeks to control Chaos.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

AHRIMAN OF THE THOUSAND SONS

And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from within while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened wrackings to whom the glories of those times are half-forgotten legends. I have forgotten nothing, and my wisdom has expanded far beyond mere mortal frailties.

— Ahriman of the Thousand Sons

Ahriman was among the foremost of the Thousand Sons when they set their feet upon the long path of learning the secrets of magic. Like his Primarch, Ahriman had become obsessed with arcane mysteries as he fought through the galaxy on the Great Crusade. He had encountered isolated cultures where magic had re-emerged as the dominant form of power after the machines had died. Magnus the Red's thirst for knowledge was imprinted into all of his sons, and they pursued the quest with equal fervor. Towards the end of the Great Crusade, the Primarch compiled a truly monumental tome of sorcery called *The Book of Magnus*, sometimes known as *The Book of the Thousand Sons*, filled with arcane lore from across the galaxy. As Chief Librarian, Ahriman was keeper of this book on the Thousand Sons' home world of Prospero, and he studied its inner mysteries extensively. His power gradually grew and expanded as he grasped the subtle nuances of magic discovered by wise men across the galaxy over millennia of study. Like all of the Thousand Sons, Ahriman came to believe that the untapped power of the Warp could be harnessed for the good of Mankind. Only weakness of mind and spirit prevented ordinary man from controlling the Warp utterly.

Over time, the most powerful and influential of the Legion's brethren began to think of themselves as sorcerers, and they devoted more time to uncovering the mystical secrets of the universe than to fighting the Emperor's wars. But the Emperor could

not tolerate the gradual shift of the Thousand Sons towards Chaos. He knew that no man, not even a Primarch, could master Chaos. The Legion's warning that his most trusted Warmaster was plotting against him seemed to confirm the Emperor's worst fears that the forces of Chaos had insidiously corrupted the whole Legion and now sought to fragment the newborn Imperium.

The Emperor unleashed the Space Wolves Legion on the Thousand Sons' tranquil home world of Prospero. Ravening, grey-armored assault squads of Blood Claws seized Prospero's neglected orbital lasers and missile batteries within hours of arriving. Thereafter, the Thousand Sons were almost bombarded out of existence. Delicate towers of vast antiquity were smashed to rubble by energy beams from above. Vast libraries of incalculably precious works burned beneath a rain of fusion fire. Stunned by the magnitude of their betrayal, the Thousand Sons saved what they could and fled, breaking through the Space Wolves' blockade in their surviving ships to seek sanctuary with the Warmaster.

The Thousand Sons soon dedicated themselves to Tzeentch, the Power of Chaos who is the greatest master of magic. He became their patron God, and as they fought their way through the Heresy, Magnus and the Thousand Sons used their dedication to Tzeentch to avoid the deeper corruption suffered by the other Traitor Legions. After Horus's defeat, the Thousand Sons escaped to the Eye of Terror. Only then did the other aspects of their patron's nature begin to reveal themselves to the Thousand Sons.

The first visible signs were the grotesque mutations that began to manifest themselves among the battle brethren. Ahriman and the other sorcerers were even more horrified when some of their own number began to warp and change. They had failed to master Chaos – instead Chaos was mastering them.

Ahriman was determined that the long path to knowledge they had trodden would not end in madness and abomination. He formed a secret concclave consisting of many of the most powerful sorcerers that had resisted the insidious spread of mutation. Secretly, he began to study the Book of Magnus again, seeking some way to prevent the Legion devolving any further in time, he prepared the Rubric of Ahriman, a spell so potent that it would unleash forces far beyond the control of the sorcerers. If it worked, the Legion would be rendered immune to the warring effects of Chaos.



The Thousand Sons, cursed to exist eternally on their planet... the Space Wolves.

The cabal of sorcerers refused to help Ahriman at first, but when Magnus was elevated to the ranks of Tzeentch's Daemon Princes, it became clear that the last vestiges of humanity were being driven from the Thousand Sons. Soon they would be nothing but mawling Chaos Spawn robbed of all their hard-won knowledge and power; the destruction of their home world and the Heresy would have all been for nothing. At last, the sorcerers agreed to join their power together, and a terrible cataclysm of magic was summoned about the Planet of the Sorcerers.

It is said that even the Daemons fled before the roaring maelstrom of magic that Ahriman and the others sent against their world. Crashing clouds of multicolored energy descended from the skies and enveloped the great silver towers of the Thousand Sons. Forking bolts of blue and yellow lightning struck down the corrupted Space Marines one after another. No sorcerous protection or physical defense could keep the powers at bay. The storm of magic raged for an eternal night, which could have lasted days or centuries, until finally Magnus himself used his unearthly powers to end it.

Knowing he had little time, the Servant hurriedly tapped his ID-disk identities into the ancient cogitator. He glanced at the door to ensure that it was locked, and then turned back to the machine. The green light of its keys flashed just above the Servant's head as he accessed, decoded, and

Accessing archives that fewer than a score of men in the Imperium could penetrate, the Servant began his search, pulling together scraps of information, reports, and logs — anything linked to the subject of his inquiry, Inquisitor Cervak.

He soon found that all mention of Cervak had been purged from every Imperial database, but he had not spent over half a millennium hunting down blasphemers and traitors without learning something of the nature of information. The arrogant believe they can purge the networks of the traitor of a name, but the enlightened know that information strives to be free, as a virus seeks to replicate. So it is that a scrap of data will lurk in the darkest corner of ancient logic stacks. Sometimes data would become physically isolated from the vast logistaria of the Imperium as they were archived in hard form, only to be retrieved by a Servitor or Acolyte many years later and unknowingly released once more to spread throughout the networks.

"The information is here," muttered the Servant with another nervous glance at the door. "I know it's here." Lines of text sped

across the pad slate, the Servant's implanted cyber-optics absorbing it all at a rate no normal human could hope to match. His hands danced across the keys as he isolated certain scraps of information and requested entry to deeper and deeper levels of the unknown. Soon, he could see a picture emerging. First came a transcript of Inquisitor Cervak's address to the Council of Hierarchy in which he claimed to have penetrated the secrets of the legendary Black Library. Next, an oblique reference to The Stern Codex, a body of knowledge Cervak clearly had an interest in. So true it seemed, did others, and now the Servant sensed a name within the information, like a sheen of oil on the surface of a stream, there was an almost indefinable hint that something was out as it appeared.

Passing briefly and cracking his knuckles, the Servant took a deep breath and glanced around before connecting a multistranded, purple-wired cable from the socket at his temple to the cogitator. Closing his eyes, he muttered a prayer to the Emperor before diving headlong into the polluted logistia stream.

The lit candles in the chamber flickered, though no breeze could penetrate its sealed recesses.

Fully immersed in the omniscient logistia network, the Servant was almost overwhelmed by the weight of ten millennia of raw, unprocessed information. The data he sought came to him in a flood now, events and names falling his consciousness. The Black Library, the ancient Eldar, the Traitor Legions. He halted the flow when he

discovered mention of an incident on the outskirts of the Eye of Terror, described

by the Autopath who logged the report as a "psycho-temporal event of unparalleled magnitude." The Black Legion: The Guardians of Ullthor.

Diving deeper, he uncovered another note that caused him to halt in shock. The Arch-Traitor, Abaddon the Despoiler, a traitor who had caused the Imperium to shudder, first led his Black Censurites from the Eye of Terror six millennia past. Movements and incidents in the vicinity of the Eye came into sharp focus; a pattern was emerging.

The candles were extinguished, though the Servant was too deeply immersed to pay them any heed.

Cervak was a key; he possessed knowledge that another coveted. One searched for him, a schemer, a manipulator, a servant of the Changer of the Ways. With a start, the Servant saw the Elder Wetwork through which the Black Library may be entered, and he saw that someone was working to gain entry to it. This manipulator stood at the side of Abaddon the Despoiler, assisting him in some great, terrible endeavor, though he did so partly to further his own ends.

In a moment of clarity, the Servant saw the ruin of the Imperium in sharp relief. He unplugged the cord and became suddenly aware of the cold, dark hall that had entered the chamber.

"The Gift, The Despoiler, The Fields of Ullthor, The Invader, The Hidden Way, The Manipulator, Oh God Emperor, protect us."

Behind him, a multicolored shimmer appeared in the air and resolved itself into a massively armored humanoid form.

The Servant turned, met the gaze of the figure, and knew instantly that this man was the being whose machinations he had glimpsed behind the trusted data flow.

"Abaddon."

The figure turned on arthritic joints, and a single shot filled the chamber with its thunderous report. The Servant slumped back against the cogitator, the bolt round passing straight through his frail body and shattering the machine in a shower of sparks. Every surface of the small room ran with the Servant's lifeblood as his fading eyes took in the sight of the intruder standing over him. Before dying, the Servant heard a distant, ethereal whisper as the figure dissolved and was gone.

"The war is indeed hidden old man, but no longer from me."





In the aftermath, it was clear that the Rubric of Ahriman had both surpassed his expectations and failed horribly. Those of the Thousand Sons with sorcerous powers had either survived and had their knowledge and powers greatly augmented, or they had been utterly destroyed.

The battle brethren whose powers had been slight or nonexistent had been changed. Their armor was sealed shut as if every clasp and joint had been welded together. Inside the heavy shell of ceramite and adamantium, the physical bodies of the Chaos Space Marines had been reduced to handfuls of dust, but their spirits remained, trapped inside their battle armor for all eternity. They had been reduced to little more than automata, but Ahriman was satisfied - the physical corruption of the Thousand Sons had been halted even if it was at a terrible price. The Cyclopean eye of Magnus soon fell upon Ahriman and his cabal as the culprits. The Daemon Primarch was furious and summoned Ahriman and the others before him in order to destroy them utterly. However, as Magnus raised his fist to crush the unrepentant sorcerers, Magnus heard a distant, sibilant voice: "Magnuss... you would smash my pawns too readily."

Tzeentch, Changer of the Ways, had guided the plot to its fruition for his own purposes. Who can say what the most enigmatic of the Chaos Powers planned to bring about? Whatever the Dark God's reasoning, Ahriman had been an unknowing puppet. Magnus was secretly pleased by the arcane skills

exercised by his followers. But still, they had to be punished, and so the Daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to



Ahriman of the Thousand Sons

wander the Eye of Terror and beyond in an eternal search for perfect understanding.

Over the millennia, Ahriman has sought out magical artifacts, ancient arcane books, talented psykers, and any aspect of sorcerous knowledge or power. He has led raids specifically to acquire such things, even going as far as to attack museums and the private collections of antiquarians, much to the mystification of his victims. In many instances, magical artifacts are acquired by local Chaos cults, and

Ahriman merely comes to take them away, together with any humans who might make promising servants. It often comes as an unpleasant surprise to a cult's magus to find that his efforts to summon help from the Thousand Sons merely result in losing his sorcerous artifacts and most of his coven.

Untouched by the warping influence of Chaos these ten thousand years, Ahriman still believes that Chaos can be mastered with knowledge and cabalistic strength. Deep in his black heart, Ahriman believes that he can find the final pieces of the puzzle within the hidden dimensions of the Black Library of the Eldar. The Eldar fear him greatly and live in terror of him finding his way into the ancient labyrinth of the Webway. Somewhere within its secret ways lies the Black Library, a vast repository of arcana from across space and time that details the Realm of Chaos.

Most recently, Ahriman has been following the psychic spoor of Inquisitor Czevak, one of the few humans to have entered the Black Library and lived. Should Ahriman succeed in capturing Czevak, there would be little the Inquisitor could do to conceal the path to the Black Library from Ahriman. He would hold the keys to the vast accumulated wisdom of the Eldar race about Chaos. Such knowledge would make Ahriman a new and deadly God.

This month's Chapter Approved features a Q&A on the Tau and Necron Codices. If you have any questions on rules that you would like to see answered, then be sure to send them into Chapter Approved at the address listed later in this article.



CHAPTER APPROVED

BY ANDY CHAMBERS AND PETE HAINES

Greetings Citizens, and welcome to this month's Chapter Approved. This time around, we'll try to clear up a few questions that have been asked about the rules in *Codex: Necron* and *Codex: Tau*.

NECRON Q&A

There have been quite a few questions asked about *Codex: Necrons* recently. We thought it was about time to answer them.

Q. Do Necrons that are down and waiting an opportunity to make their 'We'll be back' (henceforth WBB) rolls count as Necrons of the same type for determining whether a WBB roll can then be made?

A. Absolutely not. Necron casualties remain on-table as markers only to remind the players how many WBB rolls will be needed and the position where the casualties were taken. For models to self-repair, they need an active model of the same type within 6" (or a Tomb Spyder within 12" and another similar active model on the table).

Q. If Necrons are tank shocked, then choose to stand and shoot at the tank, miss horribly, and are run down by the tank, do they get to stand back up?

A. They may not attempt WBB rolls, as the weight of the vehicle is sufficient to crush even a Necron to its constituent components.

Q. When Necron Scarabs are created by a Tomb Spyder, does the opponent get any Victory Points for destroying them?

A. No.

Q. When Nightbringer uses his *Ethereal Tempest* ability, does it affect more than one unit?

A. It works on any enemy units with a Strength below 4 and a model within 6".

Q. The Codex says that a unit getting out of the Monolith portal counts as getting out of a stationary vehicle. Does that mean the Necron player can:

1. Move a unit (e.g. Destroyers) 12" towards the Monolith.
2. Teleport the Destroyers with the Monolith's power matrix.
3. Move the Destroyers again, 12" away from the Monolith.

A. Fair point. The assumption is that the move to emerge from the Monolith is the transported unit's move. An extra move beyond teleportation is not stated as part of the deal. If the teleported unit has moved, then it may only be deployed within 2" of the portal. If it hasn't moved, then it may deploy 2" away from the portal and then move normally.



Accompanied by their Lord, Necron immortals advance intently towards the Eldar battle line.

Q. Can the Monolith fire its gauss flux arc projectors into hand-to-hand or at units to which it has no line of sight?

A. No. The Monolith can only engage targets that it would normally be able to shoot. It cannot fire into close combat and must have line of sight.

Q. If a unit is wiped out and there are no models of a like type within 6" (and no Tomb Spyder around), can the Resurrection Orb be used to allow them a WBB roll?

A. No. The Resurrection Orb overrides the ability of high Strength weapons that ignore armor saves to destroy Necrons in such a way that they may not make WBB rolls.

Q. Can a Necron Lord use his own Resurrection Orb to get back up from a power weapon/double-Toughness hit?

A. Yes, as stated under the Resurrection Orb rules.

Q. When a Necron unit falls back after being beaten in close combat by a unit with power weapons and the Necrons leave destroyed members behind, do the active Necrons have to be within 8" for the dead ones to benefit from the Resurrection Orb or do only the destroyed ones have to be within 6"?

A. The destroyed models must be within 6" of the Orb, as that is where the damage was inflicted. If they self-repair, they will immediately be placed with the nearest unit of the same type, which will probably be their falling back friends.

Q. If Necrons fail their WBB roll, are they removed or do they remain there to try again next move?

A. When a Necron has failed a WBB roll, it is deemed to be destroyed and is removed, unless you intend to use a Monolith portal to teleport the unit during the current move. If, for some reason, you change your mind about using the portal, the model is removed immediately.

Q. Could you clarify the way Victory Points and being below half-strength are calculated for Necron units?

A. Certainly. As stated in the Codex, you only need to worry about the unit's original starting strength and its current strength. It is possible for the current strength to be higher than the starting strength as the unit picks up recovered casualties from other Necron units. Don't worry about this, just compare initial strength and current strength.

Q. Do you require a 6 to hit a Monolith in hand-to-hand combat?

A. Yes. It is a skimmer.

Q. Is a Monolith counted as a skimmer once immobilized? That is, would you need a 6 to hit it in hand-to-hand combat if it's on the ground, or would you hit it automatically?

A. Good point. On the ground, the Monolith is a stationary vehicle and will be hit automatically in close combat.

Q. The particle whip rules say that the model under the template takes an AP1 hit. Since the ordinance rules state that the defending player may not shift the template, do these rules allow specific targeting of models? The defending player should still get the option of assigning hits; however, if we assume that not every model gets wounded, the defending player could avoid assigning a wound to the model under the hole. What are your thoughts?

A. The template will scatter most of the time so it will not be possible to snipe in a predictable fashion. Also, the casualties are chosen by the owning player; thus, characters need only be hit if everyone is wounded.

Q. Do Destroyers now self-repair and return as Destroyers?

A. Yes, this rule is different from the one in the previous Necron Raider list. Models that self-repair come back as models of the same type, not just as Necron Warriors.

Q. Can the Monolith move and fire its ordinance weapon?

A. Yes, as stated in the Monolith profile.

Q. The disruption field entry states that you get a glancing hit on a roll of 6. I assume this rule applies to the Armor Penetration roll (not the "to hit" roll), similar to the rules for gauss weapons. Is this assumption correct?

A. Yes. It is the same mechanism that is used for gauss weapons.

Q. Despite the fact the C'Tan is a God, does Gilt of Chaos still turn the C'Tan into a mewling Chaos Spawn on a 6 (if the C'Tan fails his invulnerable save)?

A. For the duration of the battle, yes, that will be the case. The necrodermis is living metal and will be twisted into some hideous form by the Sorcerer's power. However, soon the will of the C'Tan inside will find a way to overcome it and woe betide the Sorcerer then!

Q. Can a C'Tan hold a table quarter?

A. No. As an independent character, it is unable to do so.

Q. When the Lord upgrades to a Warscythe, does he still retain the shooting attack from the Staff?

A. No, the Staff of Light is replaced completely.

Q. Can the Monolith use its particle whip and gauss flux projectors in the same turn?

A. No, the particle whip is an ordinance weapon, and other weapons may not be used in the same turn.

Q. A Necron squad loses troops and is forced to fall back and comes within 8" of Necron casualties of the same type. On the Necrons' turn, the casualties make WBB rolls, and several troops stand up. They must join the closest unit. There are a few questions I have regarding this situation:

1. If the unit in range is falling back, can the new troops join this unit?

A. Yes.

2. If new troops join a unit that is falling back, does the unit regroup or rally?

A. Neither, it continues to fall back.

3. If it continues to fall back, do the new models also fall back with the unit?

A. The falling back unit gets bigger, but continues to fall back.

4. If the unit falling back was below 50% and the new models raise the troop strength above 50%, what happens?

A. The unit will now meet the 50% criterion for regrouping.

5. A unit that is not falling back and has 10 troops is then joined by another 10 restored troops from various other downed units. The newly formed unit of 20 then loses 4 troops to combat. Will this unit be forced to make a Morale check, because 4 troops are greater than 25% of the original 10? Or, do you now make Morale checks based on the current 20 troops - thus a check would not be required in this case?

A. No check is required - the current strength of the unit is used.

Q. Do damaged Warriors count as casualties if the game ends before they are allowed a WBB roll?

A. Yes.



Q. When calculating the phase out total, when does the army phase out? Will it do so as soon as 75% are downed or do you wait until the Recovery Phase to see if any troops recover before counting the total? For example, an army of 60 troops is reduced to 15 at the end of the opponent's turn. On the following turn, two troops are able to recover. The Necrons would now have 17 of their original number of 60, a total above the 25% required, but the fact that they were below in the first place begs the question.

A. Phase out is calculated after WBB. This rule is stated in the special rules.

Q. If an enemy unit in close combat is hit with a Nightmare Shrapnel and falls back, can the Necron unit in close combat with it perform an advance on the enemy unit and wipe it out?

A. No. Because the unit is falling back from combat in the Shooting Phase, an advance at this time would interfere too much with the normal sequence of play. However, there is nothing to stop the Necrons that were in close combat from shooting or assaulting the unit if it is still in range.

Q. Is the Gaze of Flame in effect if the Lord himself is not assaulted but the unit he is leading is?

A. Units with one or more models in contact with the Lord are affected.

Q. Do Necron Warriors block line of sight to Destroyers?

A. Yes, if they are in base-to-base contact.

Q. Are the Strength 3 hits from the lightning field from wound rolls or failed armor saves that cause Wounds?

A. Failed armor saves.

Q. I have an army of 99 Warriors and a Lord. Does phase out occur when I drop below 25% of my original force rounding fractions up or when I have lost 75% rounding up? In other words, will I phase out when I lose my 75th Necron or my 76th Necron?

A. Your 75th Necron. Phase out occurs after you are reduced to 25% or less. In the 100-Necron army example you gave, when the on-table Necrons are reduced to 25 models or less, you hit the phase out point.

Q. Super stikkbombs have 10+D6 penetration so probably shouldn't get this benefit, but tankbuster bombs double the D6 roll result (they don't add extra penetration dice), giving them 6+(D6x2) penetration. Thus, primitive Orks can easily blast your living metal to pieces with such a bomb. That's what Ork players are telling me, but is this true to the spirit of the Living Metal rule?

A. Extra dice and doubling scores are much the same thing. Don't count any bonus penetration against a Monolith.

Q. Since Wraiths get their invulnerable save from power weapons/monstrous creatures/etc., do they get a WBB roll from casualties taken from such weapons/attacks as well?

A. No, unless there is a Resurrection Orb within 8".

Q. If my Lord has a phase shifter, and I take my last Wound from a power weapon or other weapon that disallows a standard armor save, may I make a WBB roll? It didn't negate my save after all, or is that more of a blanket rule?

A. It's a blanket rule. The Lord would need a Resurrection Orb to get a WBB roll.

Q. I, at first, read the Tomb Spyder Artificer rule to mean it could produce one swarm per turn, but the rule does not say that exactly. In fact, it almost seems to indicate that you could crank out a dozen or so in one turn as long as you are not rolling 1's. I'm fairly certain that is not the way that rule should be interpreted. But what do you think?

A. Your assumption is correct. The Tomb Spyder can produce a single Scarab swarm per turn.

Q. How does the Act of Faith Divine Guidance interact with the WBB rule? Divine Guidance, after a successful Leadership test, makes all the to wound rolls nullify armor saves on a 6. The WBB rule states that Necrons killed by weapons that nullify armor saves cannot self-repair. Someone could argue that, as it is not the weapon but the Faith that nullifies the save, the Necrons can use the rule and self-repair models.

A. Necrons destroyed this way count as being destroyed with power weapons so cannot make a WBB roll. This would also be the case with the Tyrant's Rending Claws ability or the Chaos Daemonic Talons ability.

Q. Necrons now suffer morale effects like being under 50% and not able to regroup, etc., unless they are flagged Fearless - correct?

A. That's right.

Q. In the Coors, under the Tomb Spyder entry, it reads, "Artificer, Build Necron turn, a Tomb Spyder that is not in close combat can expend energy to create a Scarab Swarm. The Swarm is placed in contact with the Spyder at the start of the Assault Phase. Roll D6 for each Swarm produced. On a 1, the Spyder takes a Wound as it is drained by the energy expenditure. Each Swarm produced will form a unit with the Tomb Spyder that created it and must retain coherency with it for the remainder of the game." During which phase of the turn does the Spyder create a Swarm? If it creates a Swarm, can the Spyder still move or shoot?

A. It creates the swarm at the start of the Assault Phase and may have already moved or fired prior to doing so.

Q. Do Warriors in reserve only require a Monolith to enter when they use their special rule?

A. That's right. If Warriors are using their special Reserve rule, and all available Monoliths are destroyed, the Warriors count as destroyed and may therefore trigger the phase out of the on-table portion of the Necron army.

Q. Do you need permission to field a C'Tan since they are special characters?

A. Nope. As with the Tyrant and Tau armies, the old constraint on special character use does not apply to C'Tan.

Q. Does the C'Tan Deceive ability affect fearless models?

A. Yes, it does.

Q. If Parahs come within range of a Seer Council, the Psykers take a test. Do they all take one test based on the Parah's Leadership, or does each member take a separate test?

A. The whole unit would test a single test against a reduced Leadership of 7 (they are reduced to this by the Parahs).

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules and introduces new scenarios, weapons, vehicles, and army list entries of all types, frequently stolen from codifiers in progress here at the studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out, and just plain brilliant additions to the game (as mentioned and celebrated by that well known reader of forums and letters - me). If you've got something good for Chapter Approved, then write to one of the addresses given here.

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

Andy Chambers
(Chapter Approved),
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CODEX TAU Q&A

Q. Is it possible to make cover saves against markerlight hits?

A. Markerlight hits do not permit cover saves to be taken.

Q. Do markerlights function like searchlights at night?

A. Markerlights are not searchlights and have no special value at night.

Q. When Pathfinders make their pregame free move, can their Devilfish transport move as well? Also, can they move in the Devilfish?

A. The Pathfinders' pregame free move may include their Devilfish transport. The move is performed as normal and may include embarking or disembarking.

Q. If a target is hit by a markerlight, can any unit see the target to fire on it?

A. A unit that fires at enemy that has been hit by a markerlight must still be able to draw a line of sight to engage it, unless they are firing a seeker missile or smart missiles. This includes being able to see it if Night Fighting rules are in effect. One weapon may be fired and will hit on 2+ for each markerlight hit.

Q. Does a searchlight have any effect on a Stealth team?

A. If a Stealth team is observed by a vehicle with a searchlight when the Night Fighting special rules are in effect, any subsequent attempts to spot the Stealth team that player turn will be made as if it were daylight.

Q. Is it possible to hide behind a Stealth team that blocks line of sight by being in base-to-base contact?

A. Stealth teams never block line of sight to other Tau units. Similarly, an independent character cannot claim to be immune to enemy fire by being

within 6" of them or by joining the unit.

Q. Can Tau pulse rifles rapid fire at up to half their full range?

A. In accordance with p. 57 of the rulebook, close range for all rapid fire weapons is 12". This rule applies to Tau pulse rifles.

Q. If I field a Tau Crisis team consisting of a lone warrior, does he always have to take All on Your Own tests?

A. All on Your Own tests are required only when a unit is reduced to a single model by casualties, not if it starts that way. One-man Tau Crisis or Broadside teams do not have to take All on Your Own tests.

Q. If I move 6" with my Devilfish and fire its burst cannon, can I also launch any of the seeker missiles it is carrying?

A. Seeker missiles can be fired in addition to a vehicle's other weapons, even if the vehicle has moved more than 6".

Q. When a Tau Crisis team enters the table via Deep Strike, can it move in the Assault Phase?

A. Tau models with jet packs may not take their 6" assault move if they Deep Strike.

Q. Is a vehicle with a disruption pod any harder to see at night?

A. Disruption pods do not affect visibility. Range and visibility are different things. First, check whether you can see it. Second, check that it is in range.

Q. If a model has a markerlight and a Tau jet pack, can it move and fire the markerlight?

A. If you give the Stealth team leader a markerlight, you may fire it when you've remained stationary in the Movement

Phase. You may then move in the Assault Phase with the Tau jet pack.

Q. Can you clarify whether enemy characters (able to allocate hits in close combat) can ignore Drones in close combat and strike other Tau they are in contact with?

A. If Drones are in close combat along with other Tau models, then opponents must attack the Drones if they can. If, for example, there is a Space Marine Chaplain attacking a Shas'o with one Shield Drone, and the Chaplain is in contact with both models, he must attack the Drone, as it will seek to get between him and the Tau.

Q. If a Fire Warrior team leader has a markerlight, must he fire at the same target as his unit?

A. Yes, unless he also has a target lock.

Q. Where a cost is specified for a single and a twin-linked weapon, is the twin-linked cost for one or both weapons?

A. Both.

Q. Can you confirm whether Tau Fire Warriors or Kroot block line of sight to Crisis and Broadside Battlesuits?

A. Both Fire Warrior and Kroot models are more than half the height of the Battlesuits. Thus, in accordance with the Warhammer 40,000 rules, these models will block line of sight if arrayed base-to-base. Note that separate units of Gun Drones will not, as the height of the flying base is not considered.

Q. If a Tau commander is accompanied by Drones, can he be targeted as a separate unit?

A. Yes, he can. As such, the commander should join another unit to avoid being picked on.



Index Astartes

First Founding



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

CLAWS OF THE RAVEN

The Raven Guard
Space Marines Legion

by Graham McNeill
& Erick Klimer

The Raven Guard specializes in devastating strikes behind enemy lines, guerrilla warfare, and rapid reaction to enemy maneuvers. During the Great Crusade, the Raven Guard conquered countless worlds thought impregnable by the precise application of force at the enemy's weakest point. At the outbreak of the Horus Heresy, the Raven Guard was almost destroyed, and only by employing the most desperate of measures was the Legion saved.

Origins

Of the early history of the Raven Guard's Primarch Corax very little is known. The Raven Guard's own legends are vague concerning the pale-skinned youth, who was raised on the mineral-rich, but desolate moon of Lycaeus. This moon orbited Klavahr, a technologically advanced planet; its surface covered with sprawling machine shops and forge cathedrals. Lycaeus was exceedingly rich in mineral wealth and populated by exiles from the planet below who lived in crude force domes that protected them from the vacuum of space. The ruling Tech-Guilds of Klavahr used the mineworks on Lycaeus as a dumping ground for their worst criminals and those who could not meet their production quotas. Heavily armed overseers ruled the moon from a dark mountain spire that towered above the mineworks. It was, for all intents and purposes, a death sentence to be banished to Lycaeus.

Ancient, faded texts within the Chapter Librarius of the Raven Guard tell that the inhabitants of Lycaeus had long been the slaves of Klavahr and had worked in the massive mines under armed guard in horrendous conditions. Accidents killed many of the workers, and the polluted atmosphere took a heavy toll on the health of their children. Once condemned to a life in the mines, there was no escape, and the slaves of Lycaeus prayed to the Emperor for a savior. He came in the form of a child whose skin was as white as snow.

There are many stories concerning the discovery of Corax, and the truth of the matter may never be known. One tale tells of a cave-in that claimed the lives of hundreds of slaves mining beneath a glacier and revealed a hidden chamber containing the infant Primarch. Another speaks of a fiery comet that broke apart on a massive mountain of iron and a child wreathed in ghostly light who walked unscathed from the rubble. Yet another talks of a dying warrior giant delivering the babe to the slaves and begging them to protect the infant from the Dan' ones. Whatever the

circumstances, the slaves of Lycaeus took the white-skinned babe with midnight black hair and named him Corax, which means "the Deliverer." They hid the infant from their jailers and raised him as one of their own. Within the space of a few years, when his abnormal maturation became obvious, the slaves rejoiced, seeing him as a sign of favor from the Emperor. They trained the young Primarch in all manner of skills, the varied backgrounds of the exiles giving Corax a thorough grounding in urban warfare, sabotage, demolition, and killing. They taught him all the qualities they believed a general and leader would need. Corax learned at an astonishing rate, his strength, keen intellect, and taciturn demeanor made him a quick and voracious learner.

From the earliest age, Corax had been told that it was his destiny to save the people of Lycaeus, and as the years passed, he began sowing the seeds that would bring about their freedom. With the slaves' limited resources, only the crudest of weapons could be fashioned, and great stockpiles of these were hidden in secret caches throughout the mineworks in key strategic points. Corax organized the slaves into storm squads, appointed competent leaders, and drilled them thoroughly in their assigned tasks. He also began psychological warfare on their jailers, organizing regular strikes and staging riots that stretched the garrison's resources thin and sapped the guards' morale. Each event was choreographed to seem like a gradual build up of pressure, and soon Lycaeus was a powder keg waiting to explode.

When the time came, Corax and his trained squads of slaves struck. Massive mining machines were driven through the streets and key security points. Sabotage teams armed with rock drills and las cutters were able to sever power lines, communications, and life support to many of their enemies' strong points. One particular dome, home to a significant portion of Lycaeus' military might, was shut off completely, exposing its occupants to the hard vacuum of space. Simultaneously, Corax and a small

group of his deadliest warriors assaulted the fortress-like tower of their taskmasters and captured it in a single night's fighting. After centuries of abuse, there could be no mercy for those who had kept the slaves in bondage, and every prisoner taken was executed.

The Tech-Guilds of Klavahr were shocked at the fall of Lycaeus and immediately dispatched troops to crush the rebellion. The war was short and brutal. Sitting at the top of a long gravity well, Corax's troops were able to bombard the planet from afar with cargo containers laden with crude atomic charges that laid waste to vast portions of Klavahr's industrial

landscape. When troops from Klavahr did land on the moon to fight, Corax was there with his hand-picked warriors. The raven-haired Primarch out-thought and out-fought his enemies at every turn. Surgical strikes decapitated the Klavahr command structure, destroyed the enemies' supply lines, and kept them on the defensive.

In the end, Corax was to prove victorious, and the Klavahr troops withdrew as their planet's economy collapsed without the mineral resources of Lycaeus to plunder. Klavahr descended into anarchy as the various Tech-Guild factions fought amongst themselves for control of the remaining

materials still on the planet. The celebrations on Lycaeus went on for many days, and in memory of their victory the slaves renamed their home Deliverance.

The most complete record of the Great Crusade, *The Speculum Historiale*, has little to say on the matter of Corax reuniting with the Emperor of Mankind. It is left to the Raven Guard's Librarians to recall how such a momentous event came about, and as always, there is much that is shrouded in mystery. It is said that during the victory celebrations, the Emperor descended to Deliverance to find Corax waiting for him, curious to meet this stranger who had landed alone on his world. The

Space Marines: Space Legion: Chapter 40

Raven Guard: Chapter 40



Full-Helm Raven Guard: Chapter 40



Tactical Squad



Assault Squad



Devastator Squad



Chapter Insignia



Full-Helm Raven Guard: Chapter 40



Tactical Squad



Assault Squad



Devastator Squad



Raven Guard



Raven Guard Veteran: Chapter 40



Raven Guard

Personal Heraldry: "Bannock"



Raven Guard

Auto-Battle: "Bannock" Guard

Deploying the Chapter Insignia



Symbol Placement on Leg-Piece



Raven Guard Chapter Insignia

Images are for illustrative purposes only and are not intended to be used.



Emperor spoke to Corax for a day and a night, but whatever passed between them is unrecorded. At dawn the following day, Corax accepted command of the Raven Guard Legion of Space Marines and took his place at the Emperor's side. One condition of Corax's acceptance was that the Emperor had to lend his assistance to bring peace to Kriavahr - peace through force of arms but peace nonetheless. Already reeling from their defeat on Deliverance and unable to muster a coherent force against the Raven Guard, the Tech-Guilds were broken, and the Adeptus Ministorum stepped into the void left by their destruction. Mineral production soon began again on Deliverance, under a much improved regime, and gradually the world of Kriavahr was rebuilt under the guidance of the Imperium. The dark tower that had once housed the slaves' oppressors now became the fortress of the Raven Guard and was renamed the Ravenspire.

The Great Crusade saw Corax lead the Raven Guard in some of the most stunning victories of that turbulent time. He had not forgotten the training he had received on Deliverance, and his talents for sabotage and precision planning were employed to great effect in the Emperor's Crusade. Planets thought impregnable fell to Corax's guile and the swift, deadly actions of the Raven Guard. Assassinations, covert operations behind enemy lines, and sabotage became the watchwords of the Legion, and in these areas, their skill was unmatched. Corax became a master at observing a planet's power structure and applying military pressure where needed to topple its leaders or cripple its military capabilities. The full force of the Raven Guard Legion was seldom required, but when it was, Corax would not hesitate to throw every warrior into battle.

Corax's Legion garnered such a fearsome reputation that Warmaster Horus requested its aid many times in his campaigns, and it is thought that it was thanks to the Raven Guard's assistance that Horus's tally of victories was so high. The Raven Guard's records are curiously reticent concerning this period of history, and Imperial historians suspect that the taciturn Corax did not like the more gregarious Horus and found him overly boastful and manipulative. It is rumored that, on one occasion, the two almost came to blows, and bloodshed was only averted when Corax removed his Legion from the Warmaster's command.

The two Primarchs were never to meet again, and when the Horus Heresy tore the galaxy apart in the first Inter-

AJAZ SOLARI FIFTH COMPANY CAPTAIN

The Captain of the Second Company of the Raven Guard is notorious for leading the assault squads into battle on a regular basis. A tall man, even for a Space Marine, Azaj's paper-white skin and ebony hair speak of his long years of service to his Chapter. Recruited from Deliverance itself, Captain Solari comes from the most ancient of families on the large moon; his ancestors descended from the original slaves. His ferocity and combat prowess are legendary in his Chapter, as is his disregard for formality.

Over his 23 years in his current commission, Solari's performance has been erratic but highly successful. His ability to work within any situation and meet the changing needs of the battlefield is unquestionable, but there have been times when Solari has left more to luck than tactical doctrine would dictate. At times, he has had brilliant successes, at others, disastrous failures. At his core, Solari is a gambler, willing to play the fates to win a battle, and only his track record has spared him the ignominy of a court martial.

Legionary war, the Raven Guard fought alongside the Iron Hands and the Salamanders. All three Legions were ordered to assault Horus's headquarters on the planet of Isstvan V and destroy it utterly. Four supporting Legions would be close on their heels, ready to reinforce the initial landings and consolidate the invasion.

Horus had turned his back on the Emperor but had lost none of the cunning that had earned him the title of Warmaster. The loyalist Legions were badly mauled on their initial landings, and casualties were appalling. The forces of the Great Betrayer were heavily fortified, and after fierce fighting, the loyalist Legions were forced to fall back to link up with their supporting Legions. The landing zones had been fortified by the Iron Warriors, and when the retreating troops reached the fortifications, they came under a withering hail of fire from their erstwhile allies. Unknown to the Legions on the planet, Horus had managed to corrupt four of the seven Legions sent against him. Caught between the enemy they were already fighting and a surprise attack, the loyalists were shattered, and barely a handful were able to escape. Horus's trap and warn the Emperor of this wholesale betrayal. His Legion shattered, Corax returned to Deliverance with orders to rebuild it as

desperate measures, and Corax locked himself within the shadowed chambers of the Ravenspire's library to pour over volumes of forgotten lore in search of a solution. His researches led him back to the earliest days of genetic manipulation, when accelerated Zygote-harvesting techniques were used to create the first enhanced warriors with which the Emperor had long ago pacified Terra. Corax realized that this process could be modified to produce full-grown Space Marines at a frightening rate. But the ancient tomes also warned of the terrible dangers involved and the unspeakable monsters that could result. Though he knew he risked destroying his Legion, he reluctantly ordered the Apothecaries to begin the process.

Of the Apothecaries' lost creations, nothing is known for sure. The Raven Guard's records have been sealed with bolts and sigils of unspeakable power, and none of the members of the Chapter will speak of those blighted days. Accounts culled from other sources are few and far between, as the Raven Guard branded the other Legions at this time and pretended to fight alone and unseen. One apocryphal tale is told by the Rune Priests of the Space Wolves. The so-called "Saga of the Werewolf" tells of ferocious monsters, drooling and almost insane with bloodlust, needed into combat by the battle brothers of the Raven Guard. Perhaps the Space Wolves' experiences with the curse of the Wulfen made them more sympathetic to the Raven Guard's plight, as there is no record of them reporting the use of such forbidden technology. Barely one in ten of these abominations could even hold a boltgun, but among these, there might be one in a hundred whose genetic structure was stable enough to develop into a full-fledged Space Marine.

Years passed, and the galaxy burned with war. Corax and his band of Space Marines gradually rebuilt their Legion

Knowing where to land your blow so that it achieves the greatest damage with the minimum force is the key to victory in war.

Instructor Sergeant Alcapo,
Fourth Company

quickly as possible. It was a bleak time for the Primarch of the Raven Guard: the Imperium was teetering on the brink of collapse and desperately needed brave warriors, but he had none to give. A desperate situation called for

and played parts when they could. The Raven Guard's talent for operating in small squads behind enemy lines offset its lack of resources, and its skills in this respect of warfare were fully incorporated into the Raven Guard combat doctrine. Corax's ability to see weak points in a defense and apply precise force allowed his troops to fight battles of their choosing and keep casualties to a minimum. The Raven Guard simply did have the troops to operate in large-scale actions, and it was nearly a century after the Heresy ended before the Legion was able to deploy in meaningful numbers of full battle brothers. Corax had rebuilt his Legion but at a cost. The dungeons below the Ravenspire echoed with the howls of the Apothecaries' creations, bestial monstrosities who hungered for battle, and Corax agonized over what should be done with them. He decreed that none should discover the terrible price his Legion had paid in order to survive, and his final solution was to administer the Emperor's Peace to each and every failed creation personally and pray for their souls and his own as he did so.

Following the Heresy, Abbot Guilliman, Primarch of the Ultramarines

became the *de facto* head of the Imperium's armed forces, and one of the first edicts in his holy tome, the *Codex Astartes*, was that the Space Marine Legions be split into smaller units known as Chapters. Among many of the Primarchs, there was resistance, but Corax welcomed the decision and knew that Guilliman's vision of the future was true. Thus, the Raven Guard were to give rise to three other Chapters: the Black Guard, the Howlers, and the Raptors.

Like everything in Corax's life, his ultimate fate is shadowed in darkness. It is said that following the break-up of the Legions and the re-establishment of Imperial rule to the galaxy, Corax locked himself in the highest tower of the Ravenspire and prayed to the Emperor for forgiveness for what he had done to his Legion. Whether he received the absolution he required no one will ever know, but a year to the day after he had entered the tower, Corax emerged, ragged and wild-eyed. He left Deliverance that very night on a course for the Eye of Terror, never to be seen again. He left but a single word as his valediction, "Nevermore."

Homeworld

Between them, Deliverance and Kiyavhr produce enough ordnance and engines of war to almost equal the production of a large world. The raw materials come from Deliverance's vast mineral wealth, and the production facilities of Kiyavhr produce weapons and war machines of unparalleled craftsmanship.

The moon Deliverance is a barren and airless ball of rock covered in frozen domes and massive mining structures. The dark side of the moon glows with the constant production and movement of massive cargo ships traveling between the two worlds. The fortress of the Raven Guard, the Ravenspire, the huge black tower once home to the Kiyavhr overseers, is one of the largest natural structures on the planet. Unlike many other Chapters, the Raven Guard shares close ties with the planet's populace from which many of their initiates come, though not exclusively so. The people see the Space Marines as the physical manifestation of the Emperor's will and offer daily praise for their presence.

The planet Kiyavhr is populated by billions of workers and craftsmen, with huge fabrication plants and hive cities covering its surface. The planet's atmosphere is highly toxic from centuries of pollution, and incidences of mutation are far higher than normal. This fact stretches the tolerance of the Adeptus Ministorum, but such is the quality and quantity of material that comes from the two worlds that more leeway is granted than would usually be the case.

Combat Doctrine

The Raven Guard follows the dictates of the *Codex Astartes* closely, though the Legion differs in the tactical application of its troops. The Raven Guard depends heavily on Scout forces able to act alone for extended periods of time and rapid reaction forces such as Assault Troops equipped with jump packs. Commonly, the Raven Guard will deploy Tactical squads in drop pods or Thunderhawks in response to intelligence gathered by their Scouts. The Chapter's excellence in covert operations makes engaging in a frontal battle seldom necessary. Where possible, the Raven Guard will use a precise application of force to cripple the enemy and avoid a protracted engagement.

Dreadnoughts of the Raven Guard, while rare, are also quite commonly deployed via drop pods. This approach

THE SAGA OF THE WEREGELD

Only on the darkest of nights do the Rune Priests of the Space Wolves tell the Saga of the Weregeld, a tale reaching back to the years of reconquest following the defeat of Horus's Traitor Legions. Over flickering fires, they tell of the storming of the Jorlphi Palace, one of the bloodiest battles to follow the victory on Terra. A force of Iron Warriors retreating from their defeat took refuge on the world of Scargatus VI and wrested control of the mighty fortress from the planet's rulers. Led by one of the Iron Warriors' greatest champions, the traitors turned the once-majestic palace into a nightmare assembly of bunkers, redoubts, and pillboxes. Ornamental gardens, once the envy of Paradise itself, were overgrown with miles of trenches and minefields. More than a million men of the Imperial Guard laid siege to the palace, and the battles fought in the sprawling grounds of the palace were thankless and bloody. The traitors defended every meter of ground with ferocious tenacity. However, one by one, the gates leading to the inner keep fell, until only one last gate stood between the Space Wolves and final victory.

The Iron Warriors are masters of siegecraft, and for all their bravery, the Space Wolves could not capture the gate. Time and time again, two mighty champions of the Iron Warriors would hurl the greatest of the Space Wolves from the gateway, and it seemed nothing could break the defense of the traitors. As dawn broke on the hundredth day of the siege, warriors in black armor, their shoulder guards emblazoned with a white raven, arrived as if from thin air and assaulted the gateway with shocking and insane ferocity. Horrified monstrosities, the monsters roared with howls of such mindless savagery that it chilled even the hearts of the Space Wolves who remembered the curse of the Wolves that existed within their own bodies. Nothing could halt the creatures, neither bullets nor blades, and the monsters swept through the gateway and killed anything that came within reach of their bloody claws. The Sons of Russ looked on, amazed as the hearts and the Raven Guard fought their way into the palace and broke the back of the Iron Warriors' defense. A bare handful of Iron Warriors escaped the slaughter, but many more died that day, torn to pieces by the Raven Guard's bestial allies.

With the battle over, the Raven Guard vanished as suddenly as it had arrived, leaving only the dismembered corpses of those they had slain. Only within the walls of the Flag would those Space Wolves protest that day speak of what they had seen, and whether they felt pity or resolution at the sight of the ferocious beasts that bore the unmistakable vestige of Humanity is not recorded.

has created a Chapter that can assemble its forces extremely rapidly and can react quickly to unexpected developments. When its numbers were limited during the days of the Horus Heresy, the Chapter's troops became experts in guerrilla warfare. This expertise persists to this day, and the Chapter very rarely utilizes heavily armored vehicles.

Organization

After the massacre on Istvan V, the Raven Guard had to make do with older armor and equipment. The resources were simply not available to re-equip the troops. Even today, there is a higher percentage of ancient suits of armor in the Chapter than most others. The owners of these suits view themselves as blessed by the Primarch and fight to prove themselves his equal.

The Raven Guard's ability to deploy troops in vital locations is legendary, and its mastery of rapid troop movement has been studied by many other Chapters. In several documented cases, the precise application of force in the right place has quelled many rebellions before they truly began. However, the primary strength of the Raven Guard is the ease of its deployment. With most of the Chapter's Space Marines usually being deployed in drop pods or otherwise mobile, they can rapidly reassess a combat situation before engaging, which gives them the ability to deal effectively with a rapidly changing battlefield.

Beliefs

To the Raven Guard, the Emperor is a distant figure who is acknowledged as the founder and master of the galaxy but who is not accorded the level of worship common among other Chapters. Corax is revered as the Chapter's father and leader and is worshiped as a man capable of making tough choices when the need was great. The Chapter follows in his footsteps, and post-action sermons utilizing data recorded from battle are later compiled by the Chapter's warriors. Much of the Chapter's current tactical doctrine has evolved from meditations on past battles.

For the leaders of the Raven Guard, tactical prowess and personal initiative are seen as more important than mere might. The Raven Guard prefer a swift dagger to the heat over a protracted battle where possible, though if heavy assault is needed, the Chapter will not hold back. These beliefs cause tension with other Chapters, particularly the Blood Angels, who the Raven Guard see as brash and clumsy.

Geneseed

The geneseed of the Raven Guard is far from stable, and a great deal of its gene-stock has become irreparably damaged, perhaps as a side effect of the accelerated gene-harvesting techniques employed many millennia ago. As a result, much of the Raven Guard's genetic material has to come from Terra, and the cycle of recruitment

for the Chapter is much slower than that of others. Few are capable of undergoing the transformation from normal human to Space Marine, and many die in training, thereby further limiting the Chapter's numbers.

Further deterioration has caused several of the unique Space Marine organs of the sons of Corax to cease functioning as they should, while others are not as effective as they once were. For example, the Zygote cultures required to grow the Muiraxid and Bleicher's Gland do not exist, and a mutated Melanchronic Organ causes the skin of the Space Marine to grow paler after years of service. Eventually, each Raven Guard will be as white as Corax, and his hair and eyes will darken and become black as coal.

Battlecry

Specializing in covert operations and debilitating fast strikes, the Raven Guard do not have a battlecry as such. Instead, the Chapter's motto is simply "Victorious and Mourn."

From the darkness we arise - fast and lethal - and by the time our foes can react, darkness is there and nothing more.

Raven Guard saying

USING A RAVEN GUARD ARMY IN WARHAMMER 40,000

A Raven Guard army is chosen from *Codex: Space Marines*, with the following exceptions and special rules. Note that all units in the army must be Raven Guard in order to use this list, not just a few.

Surgical Strike: The Raven Guard excels at drop pod and Thunderhawk deployment and drops almost directly on top of its target to bypass enemy defenses. Raven Guard squads ride in a transport vehicle that deploy with the *Drop Strike* special scenario rule where allowed to do so by the mission. The Raven Guard player may reroll the dice to determine where these squads land and must accept the result of the second roll.

Rapid Reaction: The Scouts of the Raven Guard are trained to infiltrate, reconnoiter, and communicate enemy

positions to the main force. If there are any Raven Guard Scouts on the table at the beginning of the turn and a Reserves roll is made, the Raven Guard player may add +1 to the roll.

Limited Vehicles: Since the Horus Heresy, the Raven Guard has come to rely on the skills of its infantry and had never made use of armored vehicles to the extent of other Chapters. The Raven Guard may never choose more Heavy Support than Fast Attack choices.

Bitter: The Raven Guard harbors a tremendous hatred of the legions that betrayed it at Istvan V and has on occasion allowed this hatred to cloud its famous caution and judgement. When fighting against Iron Warriors, Emperor's Children, World Eaters, or Death Guard Chaos Space Marine

armies, all Raven Guard models always hit models from these armies on 3+ in close combat.

Raven Guard Command Squad: In line with the Chapter's preferred methods of warfare, their leaders often take to the field equipped with jump packs and accompanied by Command squads likewise equipped.

If not mounted in a transport, members of a Command squad may be equipped with jump packs at the cost of -10 points per model. A Techmarine may not take a servo-arm if he is equipped with a jump pack.

If equipped with a jump pack, any member of the Command squad may be equipped with a pair of lightning claws at the cost of +30 points per model.

This month's masterclass focuses on the menacing Daemon Prince of Chaos designed by Juan Diaz. This article explains how our 'Eavy Metal team painted one for the Studio Black Legion Chaos army and also takes us step by step through an Iron Warrior Daemon Prince conversion.

'EAVY METAL MASTERCLASS

BLACK LEGION DAEMON PRINCE



PREPARATION

Before painting any multi-part model, it's a good idea to check that all of the parts will be accessible to paint once it's assembled. In the case of the Daemon Prince, the shoulder guards and hands were left off so that the hard to reach parts could be painted before they were glued to the rest of the model. Once the rest of the Daemon Prince had been assembled, an undercoat of Chaos Black spray was applied. When spraying the model, you need to make sure that you cover the model thoroughly, but be careful not to obscure the details by overloading the model with paint.

DAEMON ARMOR



The model was painted to represent an Exalted Champion of the Black Legion who has been elevated by the powers of Chaos to become a fearsome Daemon

Prince. As such, his armor was painted in the colors of the Black Legion, black with gold trim on the shoulder guards and greaves. All of the raised areas of the black armor were highlighted with a 50/50 mix of Chaos Black and Codex Grey and then Codex Grey on its own. A final highlight of Fortress Grey was applied over the very top ridges of the contours of the armor. Once these highlights had been applied, thinned-down Black Ink was washed over the armor to tone down the brightness of the highlights, blend them with the armor's main color, and merge the joins between all the different colors.

The metallic trim around the Daemon's shoulder guards and greaves was painted with Tin Bitz and then



highlighted with a 50/50 mix of Tin Bitz and Shining Gold. A thinned-down coat of Chestnut Ink was washed over the trim to blend the highlights together. Once this had dried, a little Shining Gold was used to highlight the metal before a 50/50 mix of Shining Gold and Mithril Silver was applied to the very edges of the trim. As a final touch, a tiny amount of Mithril Silver was painted onto the furthest edges of the detailing where the light would catch it.

DAEMONIC FLESH

The Daemon Prince was once a mighty Chaos Space Marine Champion, and his flesh and armor have melded together. The skin tones need to blend into the color of his armor. Starting with the Daemon's neck, an 80/20 mix of Chaos Black/Red Gore was painted where the armor and flesh join to create the effect that they had merged. This mix was applied down either side of the spine and across the shoulders towards the elbows where the color fades to black again. This effect was achieved by painting away from the



armor and adding more Red Gore to the mix as the brush strokes moved further from the armor. By the time the tops of the muscles and cheeks of the model were painted, the ratio had changed to 20/80 Chaos Black/Red Gore. Once the basic blended colors had been applied, the raised ridges of flesh were highlighted with Red Gore and then Blood Red before a final fine line of Blazing Orange was added.



To bring the brightness of the orange highlights down and smooth the blending lines, a watered-down glass of Red Ink was used - starting at a point halfway between where the red and black merge and moving towards and over the red areas of the model. Care was taken not to get Red Ink on the black areas, as the blended effect would have been lost.

HORNS AND CLAWS

The Daemon Prince's horns merged with the red flesh of his head and were blended from red to black at the base of the horns by using the same method that was used to blend the joint of flesh and armor. A combination of gradually brighter colors created the effect of the horn lightening from its thickest part to the tip. First, a 50/50 mix of Scorched Brown and Chaos Black was painted in lines from the black part of the horn to its tip. The paint on the horns was applied in lines down the length of the horn, as this is how real horns are colored as they grow from an animal's head (for reference material, we studied pictures of Highland Cattle). Next, Scorched Brown on its own was painted to the tip of the horns, though the lines began further away from the base of the horns, so that some of the first coat was still visible there. The process was repeated with a 50/50 mix of Scorched Brown and Bestial Brown, and the lines



began even further from the base so that the previous coat of paint was still visible. Bestial Brown was used next, followed by Snakebite



Leather and then Bubonic Brown; each time, the lines started closer to the horn's tip. Finally, a coat of Bleached Bone and then a coat of Skull White were applied to the end of the horn.

DETAILING THE ARMOR

The metallic pipes on the belly were painted with Tin Bitz and then given a wash of equally mixed Black and Brown inks. Chainmail was lightly drybrushed across the pipes - just enough to highlight them but light enough to maintain the impression of rusty metal. There were a few areas on the model that used the same green: the captured Space Marine helmet, the piping on the Daemon Prince's head and arms, and the eye



extra highlight of Goblin Green mixed with an equal part of Bleached Bone. All green areas were given a thinned-down glaze of Green Ink to blend the highlights together.



The bony ridges along the top edge of the Daemon's backpack and left forearm were painted with a 50/50 mix of Scorched



Brown and Bestial Brown. These areas were highlighted with Bestial Brown followed by Snakebite Leather and then Bubonic Brown. Finally, some Bleached Bone was applied followed by Skull White.



The skulls on the armor were painted with a 50/50 mix of Codex Grey and Fortress Grey and then highlighted with Fortress Grey on its own. Final highlights were added by painting Skull White along the raised edges of the skulls.



DAEMON WEAPON

The Daemon weapon glows with inner fire, and this effect was achieved relatively simply. A watered-down layer of Skull White was brushed into the depressions of the runes along the blade's length. Once this coat had

dried, yellow ink was used to give the runes the appearance of glowing heat. Orange ink was then dabbed in the corners to give the impression that the center of the blade was the hottest (as metal glows brighter the hotter it is). Finally, a tiny dot of Blood Red was painted into the very edge of each rune. Once the runes were painted, any areas where the colors had spilled over onto the blade were tidied up with Chaos Black. The sword blade itself was painted by blending the Chaos Black outward with Hawk Turquoise towards the weapon's edges. The angles of the sword were then highlighted with a 50/50 mix of Skull White and Hawk Turquoise before a final highlight of Skull White was added along the very tip and barbs of the blade.



BASING

The base was covered with watered-down white glue and then sprinkled with sand. Stone chips were also glued to the base. The base was drybrushed with Codex Grey and then Bleached Bone, and some of the larger stones had Skull White brushed over them. Small areas of static grass were glued to the base with white glue. These grassy patches were concentrated at the bases of the rocks, since mosses and lichens generally prefer to grow in shady locations.



IRON WARRIOR DAEMON PRINCE



ASSEMBLY AND CONVERSION

The Iron Warrior Daemon Prince was, for the most part, assembled as normal, but it was converted to make it stand out from the Black Legion Daemon Prince. The gun barrel on the left arm was extended with green stuff to emphasize the mechanized nature of the Iron Warriors. The sword blade and hilt were clipped from the top and bottom of the Daemon Prince's hand, and a hole was drilled through the fist to allow the insertion of an aluminum rod to serve as the haft of an axe. A Bloodthirster's axe blade was clipped off, and the detailing on both sides of the blade was filed flat. The axe head was glued to the aluminum rod, and the spear point from the Skeleton plastic regiment was glued to the top. The back blade was also clipped from the Bloodthirster's axe and filed to fit on the back of the haft.

A skull from the backpack was sawn in half and removed. The skull halves were then glued to the flat of each side of the axe blade and green stuff was sculpted around them to give the impression that the axe was raw, bloody, and alive. Finally,

the bottom of axe haft was given a green-stuff cap.



The skulls and spikes were clipped off the left shoulder guard, leaving only the edge trim. The center of the shoulder guard was filed flat and an Iron Warriors' symbol was sculpted on with green stuff.



To emphasize that this Daemon Prince was once an Iron Warrior, the model was given a visor sculpted from green stuff. Once it had dried, the visor was filed into its final, angular shape, and holes were drilled through

one-side with a pin vise to match the helmets of the Iron Warriors.

Finally, Dragon wings were glued in place on the model's back, with green stuff covering the joints. These wings fit well in the backpack's recesses and give the model a very imposing look!

DAEMON ARMOR

As with the previous Daemon Prince, this model was first given an undercoat of Chaos Black spray. Once the undercoat had dried, the armor was drybrushed with Tin Bliz and then



Boltgun Metal. Next, the armor was given a glaze with a 50/50 mix of watered-down Brown and Black Inks. The armor was then highlighted with Boltgun Metal, blended up from the darkness in the recesses of the armor around the edge trim. Fine highlights of Mithril Silver were applied on the highest areas of the armor. Care was taken on the more "organic" areas of the metal to ensure that the brushstrokes were painted with the grain. This technique was used on all the silver metal areas, such as the axe blade, visor, Necron head, and Iron Warriors' icon. The edge trim of the armor was left alone until after the

Daemon Prince's flesh had been completed.

DAEMONIC FLESH

The technique used on the fleshy areas of the Daemon Prince were applied to all the areas of the model where its flesh had fused with its armor and burst through, such as the wing muscles, axe-flesh, hands, head, knee guard, and arms.

A basecoat of Dark Flesh was used as an undertone for the flesh colors. This color was then blended to the areas where the flesh morphs back into the armor by applying the paint first and



then using a clean, damp brush to render the paint at the edges translucent so that it appears to blend with the colors underneath.

The first highlight was applied with Dwarf Flesh, then a glaze of Red Ink and Flesh Wash mixed with a little water was washed over all the fleshy parts of the



Daemon Prince. This wash was also applied over some of the metallic parts of the model to emphasize the raw, impending changes warping through the Daemon Prince's body and to suggest that more flesh could burst through his armor at any time.



The flesh was highlighted again with Dwarf Flesh, followed by another highlight of Dwarf Flesh mixed with equal parts Bleached Bone.



A final highlight was applied over the highest areas of flesh with Bleached Bone.

ARMOR TRIM

The interiors of the shoulder guards were left black, and the metallic trim around the Daemon's shoulder guards and greaves was

painted with Dwarf Bronze. These areas were then highlighted with Shining Gold, and a glaze of Flesh Wash was applied to blend the highlights together. Once this was dried, a highlight of equally mixed Shining Gold and Mithril Silver was painted on the very edges of the trim.



DETAILING THE ARMOR

One of the most obvious means of identifying a model as belonging to the Iron Warriors is the painting of

yellow and black chevrons on its armor or weapons. In this case, the cables running over the head and from the left arm were picked out in these colors. These areas were painted Vomil Brown first, and then highlighted with Bleached Bone before being washed with Yellow Ink. The black stripes were then painted over the yellow pipes.

The skulls mounted on the model's armor were painted Snakebite Leather and then highlighted with Bubonic



Brown. This coat was given a further highlight of Bleached Bone before a final highlight of Skull White was applied.



The same method used to paint the yellow of the cables was applied to the Space Marine helmet, with an extra highlight of Bleached Bone giving the edges of the helmet more definition.



The eyes of the Daemon Prince as well as those on his armor were picked out in Snot Green and highlighted with Bilious Green and then a 50/50 mix of Bilious Green and Bleached Bone. The green eyes on the model's armor were also given thin lines of Chaos Black for the slit pupils.



The gun barrel, chains, and spine of the model were painted Dwarf Bronze and then highlighted with Shining Gold. Chastrel Ink was washed over these areas, and a final highlight of Mithril Silver was painted on the highest areas.



WINGS

Areas where the fleshy colors from the Daemon Prince's wing

muscles had spilled onto the wing membranes themselves were cleared up with Chaos Black. The soiled parts along the wing muscles were repainted

black where the flesh colors had spilled over them. Fine lines of Codex Grey and Chaos Black were painted along the back edges of the grooves in the wing membranes, as these areas would catch the light. To make this highlight more subtle, a fine line of Codex Grey was applied in the very center of this line before extremely watered-down Black Ink was applied all over the wing membranes. The claws at the ends of the wings and the scales



were given a coat of Gloss Varnish to make them stand out.

HORNS

Where the horns met the head, Bleached Bone mixed with a

50/50 mix of Red Ink and Flesh Wash was applied. Next, Bleached Bone was painted further along the horn and blended back towards the head. This procedure was repeated further along the length of the horn with Bleached Bone mixed with a dot of Chaos Black. This process was repeated several times - each time moving further down the horn and adding more Chaos Black to the mix until the tip was completely black. Finally, some Gloss Varnish was applied to the very tips of the horns.



BASING

The Iron Warrior Daemon Prince was based in the same way as the Black

Legion one. Watered-down white glue was spread evenly over the model's base, which was then sprinkled with sand. The sand was drybrushed with Codex Grey and then with Bleached Bone. Some small areas of static grass were also glued to the base with white glue to break up the uniform color of the base and make it suitable for use on both green and urban battlefields.





THE LORD OF THE RINGS

THE TWO TOWERS

In This Issue:

- Building Helm's Deep • Basic Painting Workshop • Modeling Workshop
- Painting Workshop - Riders of Rohan • Fight at Amon Hen



Eagerly awaiting the release of the next *The Lord of The Rings* film, *The Two Towers*, Alessio Cavatore has managed to contain his excitement long enough to discuss the latest developments in *The Lord of The Rings* battle game.

THE RINGBEARER SPEAKS...

Alessio Cavatore Discusses All Things The Lord of The Rings.

Hello, and welcome to the first of what is going to become a regular column for *The Lord of The Rings*. In these few lines, I get to tell you what's happening in the world of Games Workshop's *The Lord of The Rings* battle game and also give you a few glimpses of the future.

To begin, I have the great pleasure to announce that *The Lord of The Rings* team has doubled in size, with Matthew Ward joining as an assistant games developer. I'm glad that now someone will help me bear the burden of this Ring, which is getting heavier by the day as this new and expanding game system is creating more work. Matthew will make his debut in next issue's siege battle report, featuring the majestic Helm's Deep model made by Dave Andrews. There, we'll find some space to give you a bit more information about him, but in the meantime, I'm sure you will all join me in wishing Matthew good luck in his new job!

To explain why we needed to expand the team, I'll take you through all the projects that are keeping us so busy. First of all, we are finishing writing the first supplement for our battle game: *Shadow and Flame*. This book concentrates on the Dwarves who, under the command of Balin, tried to recapture their ancient kingdom of Moria from the evil creatures that had infested it. The tragic result of this expedition is well known, but that has not stopped us from giving you a great reason to add a Dwarf force to your collection of models.

At the same time, I have read through the script for *The Return of The King* and will soon start planning our Third Edition of the game: an exciting but demanding activity.

On top of that, someone needs to write all the *White Dwarf* extra gaming material, and that's where you people out there can really help Matthew and me. Keep sending your new scenarios for both *The Fellowship of The Ring* and *The Two*

Towers, and we'll publish the best ones.

Last but not least, it's always good to keep an eye on our *The Lord of The Rings* message board, where I constantly receive precious feedback from players. There, the brave moderators Tito Huckelbery and Steve Hammat do their best to answer the many questions that people ask and keep the many discussions in running order. They sometimes pass me a worthy topic or submit a compiled list of Q&A, which I do my best to answer. Have you ever had a look at the board? If not, then why not try the address below? It's one of the best ways to keep up to date with what's happening, including dates and venues of the many events related to *The Lord of The Rings*.

As you can see, there's a lot going on, and I hope you agree that getting a new team member on board was a good idea.

Now back to writing some more rules... Ring a dong dillo!

www.games-workshop.com/community/lotrforum



Theoden prepares to engage Sharks.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Gandalf on Shadowfax

This blister pack contains one Gandalf on Shadowfax model, designed by Gary Morley.

This model requires assembly.

\$9.00 US - \$13.00 CDN



The Two Towers – Saruman

This blister pack contains one Saruman model, designed by Gary Morley.

This model requires assembly.

\$8.00 US - \$12.00 CDN



Warg Riders

This blister pack contains one Warg Rider model (Warg Rider A, B, or C), designed by Michael Perry.

This model requires assembly.

\$8.00 US - \$12.00 CDN

Warg Attack Boxed Set

The Warg Attack boxed set contains one mounted Aragorn, one mounted Theoden, Sharku mounted on a Warg, and Warg Riders A & B. Models designed by Michael Perry and Alan Perry.

These models require assembly.

\$40.00 US - \$55.00 CDN



Aragorn



Sharku



Theoden



Warg Rider A



Warg Rider B



Warg Rider C

Warriors of Rohan Boxed Set

This box contains 24 plastic Warriors of Rohan designed by Alan Perry and Michael Perry.

These models require assembly.

\$20.00 US - \$22.00 CDN



These models shown at approximately 50% actual size.

Uruk-Hai Siege Troopers Boxed Set

This box contains eight Uruk-Hai Engineers, two Berserkers, two bombers, and four ladders. Models designed by Dave Andrews, Alan Perry, and Michael Perry.

These models require assembly.

\$20.00 US - \$22.00 CDN



These models shown at approximately 50% actual size.



Helm's Deep Fortress

This box contains one complete Helm's Deep fortress in three main sections. It is supplied fully painted. Designed by Dave Andrews.

\$75.00 US - \$130.00 CDN



This model shown head on rather than actual size.

This absolutely stunning model of Helm's Deep has been created by Dave Andrews and Mark Jones. Over the next couple of issues we'll show you how they made this incredible terrain board.

HELM'S DEEP

How We Built This Incredible Terrain Board

Dave Andrews and Mark Jones, two of Games Workshop's expert model builders, used the same plans to construct their model that the set makers used to put together the real Helm's Deep for *The Two Towers* film.







The heroes of Helm's Deep defend the walls.

STARTING OUT

A few decisions had to be made at the start of the project, the most important of which was the size of Helm's Deep. The model had to be big enough to look large and impressive once miniatures were on it, but small enough that it could fit onto a typical 4' x 4' gaming table.

PLANNING

Paper the same size as the table was laid down. Armed with the set plans, Dave and Mark set about sketching the dimensions of the two main walls directly onto the paper. Once this was done, the sketches were used as a template for cutting the walls out of foamboard with a hot wire-cutter. Dave and Mark then began bulking out the ramp, courtyard, and gatehouse, also with blocks of foamboard.



The walls were placed on the base, and then the courtyard and gatehouse were added.



Cutting the walls.



Openings were cut into the walls.



Interior walls and details, such as ramps and stairs, were made from foamboard.



Some small features were added.

ADDING DETAIL

Once they had the basic shape of the two walls, Dave and Mark began to add details to them. They added card to the outside of the walls to create battlements and cut the doorways and windows through the walls and gatehouse. At this stage, details such as steps and ramps were added, and internal walls and the tops of the towers were built up from card and foamboard. Polystyrene was added to the inside of the ramparts in order to build up the thickness of the battlements and was then carefully chamfered to the desired angles. Extra layers of foam were then added to the base to begin building up the appearance of the rocks.

GOING UP

The front of the hall was made from foamboard and cardboard. Care was taken to ensure that the scale would not look out of place with the miniatures. It was decided that the mountain should fit the hall and not the other way around to make construction easier.

That's it for this installment! Next month, we'll tell you how the rockface and detail were added and how Dave and Mark painted Helm's Deep.



The edges of the battlements were thickened with foam and then carefully chamfered.



The front of the hall was built from layers of card and foamboard.



The Warriors of Rohan struggle to repel the Uruk-Hai assault.

When you first start out, painting can be a daunting task. However, by following a few basic techniques like those described here, you will soon find that it is not nearly as difficult as you first thought. In no time, you will have your collection of models ready for gaming.

PAINTING WORKSHOP

Basic Painting Techniques

APPLYING COLOR

Many beginners worry about getting the "right" color, while experienced painters will generally try to achieve a series of complementing shades of a particular color. The examples given here are perfectly acceptable shades – but other shades giving different effects would be just as appropriate.

Take the model in your left hand and brush in the right (or the other way round if you

are left-handed). You may be gifted with a rock-steady hand, but most painters find it useful to brace their hands or elbows against the table as they work.

Others prefer to brace their right wrist against their left, bringing the model up to their face rather than bending down to the table. Most people will naturally adopt a method that works for them – the important thing is to try to keep the model steady.

Apply one color at a time and try to be as neat as possible but don't worry too much if the paint strays onto areas where it is not wanted. Mistakes can always be painted over later, and minor errors won't be noticeable during play. Many painters like to start with the color that covers the greater part of the model. Others like to start with the skin and work their way outward; clothes, armor, and finally, the weapons and accoutrements.

HINTS AND TECHNIQUES

Layering the Paint – An area painted in a single color will look flat. You'll notice that the photos below look much more three-dimensional. This effect is achieved by shading the recesses and highlighting the raised areas. One of the simplest ways to create shades and highlights is by layering – painting one coat of paint on top of another. Begin by painting the whole area with a dark shade of the desired colour. Then paint the basic shade over the area avoiding the recesses so that the dark shade is still visible. Finally, apply a layer of a lighter shade to the highest points of detail.



Dark Shade



Basic Color



Lighter Shade



Chain Mail – There are two ways of making chain mail look really good. The first way (left) is to paint the area black. Once this is dry, lightly paint over the area with a dark silver color – use very little paint, and the metal will cover only the raised detail and leave the black in the creases. The second method (right) is to paint the area silver and allow it to dry thoroughly. Then mix some black paint with water until it is quite thin and paint the mixture onto the area. The watery black paint will flow into the detail and create darker creases.



Hair and Fur – Hair and fur textures can be brought to life by means of brushing a lighter color over the raised detail to create highlights. The less paint you use the more subtle the effect. Experiment to get a look that you like. You may find it helps to actually wipe most of the paint from the brush, leaving only a little dry residue. Then, brush over the areas to be highlighted and deposit a fine dusting of paint to the raised areas.



Base Color



First Layer



Final Layer



Painting Faces – Beginners often find faces daunting, but it is quite easy to get a realistic effect with the method shown here.



Dwarf Flesh



Brown Ink



Mixed Flesh

In this case, the artist is working over a black undercoat, but the technique will work perfectly well over white. The base color is Dwarf Flesh. Once this is dry, Brown Ink has been painted over and allowed to gather into the creases. Once this is dry, the artist has mixed Dwarf Flesh and Elf Flesh and repainted the face, leaving the Brown Ink showing around the eyes, nose, and other recessed areas. Finally, Elf Flesh has been used to paint the high points on the face – the bridge of the nose, cheeks, and brow ridges. These areas can be seen more closely in the accompanying diagrams.

Detail – The amount of detail you include is up to you, but don't feel you have to add every fingernail or dot the pupil of each eye. Our models are generally seen at arm's length or greater and will appear very much as real people do at 50 to 100 paces away. At those kinds of distances, eyes, nails, teeth, and details of clothing don't really stand out. Painting eyes onto models as inch tall is not only taxing, but tends to look unrealistically "starey." Such levels of detail are best reserved for those models you want to display, where you might happily spend an hour getting the face "just right."



Button, Rivets, and Small Details – Imagine you are painting a coat with a row of buttons, and you have painted the coat color. Now you want to make the buttons really stand out from the coat. First paint each button black and allow the paint to cover the entire button and slightly overlap onto the coat. Wait until this is dry, then paint each button with silver, and leave the overlap showing black. Result – a silver button outlined in black. You can use the same technique to outline any small area of raised detail to make it really stand out.

Varnish – Some people like to apply a coat of varnish to their model once it is finished. This protects the paint from chipping or wearing away while the miniature is being used in a battle.

Should you wish to varnish your models, use either a brush-on polyurethane varnish or a spray can. Some people like the highly shiny finish of protective varnish – but others hate it!

If you prefer a non-gloss finish, matte varnishes are available too!



Inspired by a number of Rohan banner designs we received at the Studio, we thought it would be a great idea to take a look at how to convert any of your models into Standard Bearers.

The Riders of Rohan are fantastic models, but we thought the models would appear more faithful to *The Two Towers* film imagery if some of them were sporting banners flapping in the wind as their horses charged into battle. Whatever force you collect, converting some of your models into Standard Bearers helps individualize your force and makes them look resplendent on the battlefield. It is an easy task and one that will greatly reward the modeler for his efforts.

The first stage when converting a Standard Bearer is to select the appropriate miniature. Obviously, figures carrying spears are ideal for this purpose, as the flag can simply be attached to the spear shaft. This is a quick and effective method, but you may want your banners to stand out above the rest of the force, in which case a small amount of conversion is required.

To add a flag pole to a model, cut away his weapon and, with a pin vice, drill out the fist so that it can carry the wire pole. If you are replacing a spear, you may want to cut



Converted Rider of Rohan
Standard Bearer

MODELING WORKSHOP

Adding Banners to Your The Lord of The Rings Models



off the weapon head at this stage and glue it to the top of the wire pole.

Next, you should choose the shape and design of your standard. We have included a page full of fantastic banner designs for you to photocopy on the opposite page. If you wish to design your own flag, try using a piece of newsprint devoid of ink, as can be found along the edge of any newspaper. Newsprint is absorbent but also reasonably stiff.



Cut the flag shape and leave an extra 1/4" to wrap around the pole. Wrap the flag round the pole and check it for fit. Using white glue, attach only the flag's extreme edge to the pole and allow it to dry.



Now wrap the flag around the pole, apply more white glue thinned with water, and allow the glue to soak into the part of the flag around the pole. Once this is dry, paint the entire flag with a mixture of white glue and water, arrange the flag into a dramatic

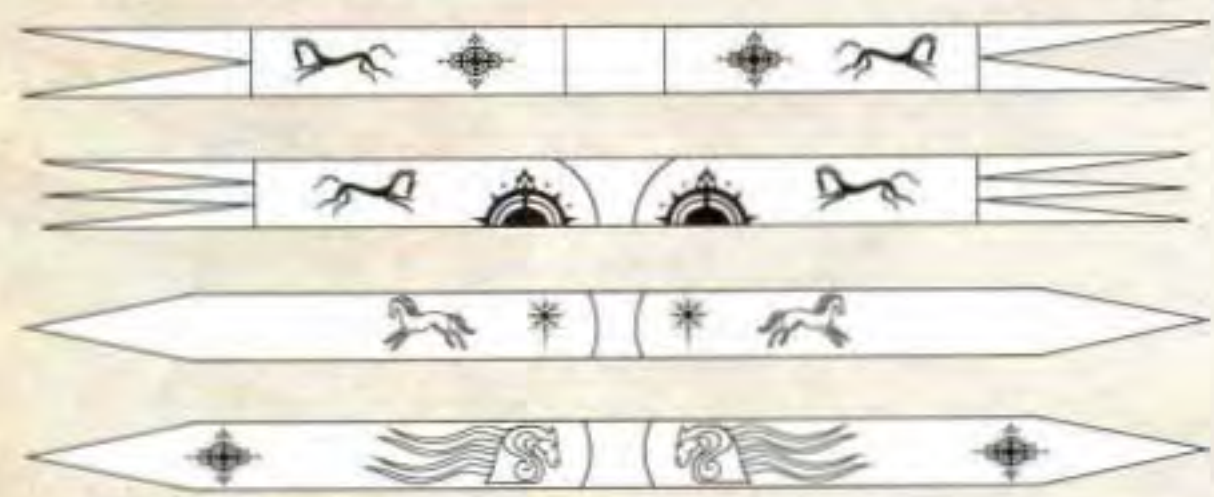
shape, and allow it to dry. As the white glue dries out, it stiffens sufficiently so the flag can be painted. If you wish to use the color flags we have printed opposite, follow the same procedure with your chosen flag.

The white glue will become transparent as it dries and will leave the original design showing underneath.



Converted
Uruk-Hai
Standard Bearer

Some banners are designed to work with a horizontal cross piece. Use a length of brass tubing cut to the correct size and attach the banner to this horizontal piece before gluing it to the main pole.



After watching the game detailed in last month's *The Lord of The Rings* battle report, *The Wrath of Rohan*, Paul Rudge just couldn't resist the urge to paint at least one box of the fantastic new plastic *Riders of Rohan*.

PAINTING WORKSHOP

Paul Rudge's Riders of Rohan



COLOR PALETTE

	Scorched Brown		Skull White
	Bestial Brown		Chaos Black
	Snakebite Leather		Codex Grey
	Babonic Brown		Fornax Grey
	Dark Flesh		Goblin Green
	Dusty Flesh		Embossed Blue
	Elf Flesh		Eitrimm Blue
	Flesh Wash		Deluge Mire
	Bleached Bone		Mithril Silver
			Strong Gold

GETTING STARTED

The horses' bodies were stuck together with Citadel Plastic Glue, and the shields were left on the sprue to allow for easier painting and to leave areas such as the rider's chest accessible. The riders were carefully attached to small flying stands to create a "handle" for easy painting. All the separate pieces were then undercoated with Chaos Black spray.

THE RIDER

The painting started with the largest areas first, which in this case were the leather areas such as the rider's cloak, boots, gloves, and helmet. These areas were painted with a



basecoat of Scorched Brown, which was then drybrushed with Bestial Brown. To add shading and blend down the drybrushing, the same areas were then given a wash of Brown Ink.



Once this coat was dry, Bestial Brown was used to highlight and define the edges and shape of the cloak, boots, gloves, and helmet.

The face of the rider was given a



basecoat of Dwarf Flesh and then painted with Flesh Wash to create shading. Once the Flesh Wash dried, the skin was highlighted with Elf Flesh.



The eyes were carefully painted Skull White with a fine detail brush, and then a small dot of Chaos Black was applied to the center to create a pupil.



Snakebite Leather was used to paint the bow on the rider's back, which was then given a simple highlight of Babonic Brown. The grip of the bow, the sword's scabbard, and the pack that contains the arrows were then highlighted with Codex Grey.



The hair and beard were both painted with Babonic Brown and then Flesh Wash to add shading. Both areas were then highlighted with Bleached Bone.



The rider's breeches, tunic sleeves, and belt were first given a basecoat of Ultramarines Blue, and to add shading, a wash of Chaos Black mixed 20/80 with water was applied. The model's shirt sleeves were painted with Bubonic Brown and then Flesh Wash to add shading. Enchanted Blue was then used to highlight the breeches, tunic sleeves, and belt, while Bubonic Brown was used to highlight the shirt sleeves.



The metallic areas such as the body armor, sword, and greaves were given a basecoat of Boltgun Metal. All other decorative details such as the frame of the helmet, sword hilt and buckles were painted Shining Gold. Again, to add shading, all of the areas painted with Boltgun Metal were given a wash of Chaos Black mixed 20/80 with water. These areas were then highlighted with Mithril Silver. The middle of the belt and the strap across the rider's chest were then highlighted with Codex Grey.



THE SHIELDS

The wooden back part of the shield was first drybrushed with Scorched Brown and then Bestial Brown and then given a final light brushing of Bleached Bone.



The front of the shield was first painted Ultramarines Blue and then given a wash of Chaos Black mixed 20/80 with water. The horse motif was painted Bubonic Brown. The body of the shield was then highlighted with Enchanted Blue. The edges of the motif were also highlighted with Bubonic



Brown mixed with equal parts Bleached Bone. The shield was now carefully removed from the sprue and attached to the rider with a very small amount of Citadel Plastic Glue. The two points where the shield was connected to the sprue were painted Ultramarines Blue, and the center part of the shield was then given a basecoat of Shining Gold, followed by a wash of Brown Ink.

HORSES

The skin of the horse was given a basecoat of Fortress Grey. Next, a detail brush was used to pick out the recesses of the mane, tail, and muscle tone of the horse's body with Codex Grey. A 50/50 mix of Fortress



Grey and Skull White was used to add highlights to the flesh of the body and



further define the muscles of the horse. The black and brown horses were painted with essentially the same techniques. The black horse was given a basecoat of Codex Grey mixed 50/50 with Chaos Black. Chaos Black was then used to define the recesses between the muscles, and Codex Grey was used for the highlights. The brown horse was given a basecoat of Dark Flesh. Scorched Brown was then used to define the recesses, and

Dark Flesh mixed 50/50 with Bubonic Brown was used for highlights.

The saddle and tack were given a basecoat of Scorched Brown, and the saddle blanket was given a basecoat of Ultramarines Blue. The saddle was



first drybrushed with Bestial Brown, and then both the saddle and tack were highlighted with Bestial Brown. As with the rider and shield, the saddle blanket was given a wash of Chaos Black and then



highlighted with Enchanted Blue. The mane and tail were then drybrushed with a 50/50 mix of Bleached Bone and Fortress Grey.

The armored section of the horse's head was given a basecoat of Boltgun Metal, and the decorative bands were carefully painted with Shining Gold. To add



shading, a wash of Chaos Black mixed 20/80 with water was applied over the Boltgun Metal, and once dry, the armor was highlighted with Mithril Silver.



As with the eyes of the rider, the horse's eyes were painted Skull White, and a small dot of Chaos Black was applied creating a pupil. The teeth were given a basecoat of Bubonic Brown, and the tongue a basecoat of Dark Flesh.

Skull White was used to highlight the teeth, and Dwarf Flesh was used to highlight the tongue.



THE BASE

The top of the base was painted with white glue and the base was then dipped into sand. When fully dry, the base was undercoated with Chaos Black and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and then given a wash of Brown Ink. The base was again drybrushed with a 50/50 mix of Bestial Brown and Bubonic Brown. The side of the base was

painted Goblin Green. The small plastic tuft of grass was first painted Dark Angels Green and then drybrushed with Goblin Green. Small clumps of static grass were also attached with white glue.

FIGHT AT AMON HEN

This fantastic diorama was created by Craig Williams, Ray Dranfield, Dave Morrison, and Craig Faulkner of Warhammer World. It depicts the demise of Boromir - who valiantly defended Merry and Pippin, only to be slain by the merciless Lurtz - as the Halflings are spirited away by the Uruk-Hai and Aragorn rushes onto the scene.





For this month's masterclass, we explain the finer techniques of painting some of meanest characters from *The Two Towers*, the Warg Riders, who are led by the more than menacing Sharku! Tammy Hays takes us through the process.

PAINTING MASTERCLASS

Sharku and the Warg Riders

Sculpted by Alan and Michael Perry
Painted by Tammy Hays



The models were assembled, and green stuff was applied to fill any gaps. Any gaps on the manes of the Warg Riders were also filled with green stuff, which was then sculpted to look like fur. Each model was then given an undercoat with Chaos Black spray, and areas where the spray failed to catch were covered with thinned Chaos Black paint.

THE WARGS

The Wargs were first given a basecoat of a mix of equal parts Scorched Brown and Chaos Black. This coat was then highlighted with a mix of two parts Bleached Bone and one part Codex Grey. The highlight mix was drybrushed onto the fur areas and blended on the face and paws. Equal parts Bleached Bone and Forness Grey were added to the mix for the first highlight, with Skull White added in equal parts for the next highlight stage. To finish, increasing amounts of Chaos Black were added to the mix and

applied to the top head sections as they weared the fur on the back. The flesh areas were then given a glaze with Brown Ink that had been thinned with fine parts water.



A glaze of Flesh Wash thinned with two parts water was applied to the fur sections. A further three glazes were then applied, moving further up to the Wargs' backs with each glaze.

The strags on the Wargs were painted with Scorched Brown. This coat was highlighted by adding equal parts Vornil Brown for the first stage, with Bleached Bone added for the final highlight.



The Wargs' tongues were painted with Red Gore. They were then highlighted by adding a small amount of Bleached Bone to the Red Gore.



The teeth were painted with Bestial Brown and highlighted with Rubicund Brown, followed by Bleached Bone.



WARG RIDERS

In the film, the flesh tones of the Orcs vary greatly. As such, we wanted to paint the Orc flesh as individually as possible. Thus, each Orc rider was painted separately.

The first rider was painted with a basecoat of equal parts Scorched Brown and Chaos Black. This color was highlighted with Scorched Brown on its own, followed by a final highlight of equal parts Scorched Brown and Vornit Brown.



The fur and leather sections were painted with a basecoat of Chaos Black. Equal parts Chaos Black and Codel Grey were used as the first highlight stage, followed by Codel Grey on its own.



The weapons were painted with Boltgun Metal and were then given a wash of Brown Ink thinned with equal parts water.

For the second rider, the Chaos Black undercoat was used as the basecoat and was highlighted with a mix of four parts Bestial Brown to one part Bleached Bone. Rotting Flesh was added to this mix in equal parts for each successive highlight stage. Once dry, the flesh areas were given a wash with a mix of Green and Brown inks that had been thinned with equal parts water. The furs were painted with the



technique described above, but selected areas of the fur were then given a wash with some Brown Ink thinned with equal parts water to make them look dirty.

The third Orc was painted with a basecoat of Dark Flesh. Vornit Brown was added to this color in equal quantities for three successive highlight stages. The skin was then given a wash with Chestnut Ink thinned with equal parts water. Painting the



fur of each of the riders with a different color scheme added to the individual feel of the Orcs.

SHARKU

Sharku's flesh was painted with a basecoat mix of equal parts Vornit Brown and Dwarf Flesh. Bleached Bone was then added to



this mix in equal parts for the first highlight stage, followed by the addition of Skull White. Finally, the skin was glazed with a mix of Chestnut Ink and Flesh Wash thinned to a ratio of one part ink mix to four parts water.

The tails on the furs were painted with a basecoat of Bestial Brown. They were then given a highlight with Vornit Brown followed by Bleached Bone. Finally, the tails were glazed with Brown Ink thinned with equal parts water.



Thorsdon and Arzevorn clash with Sharku and his Warg Riders

WARHAMMER 40,000

Black Legion Space Marines (left) with White Scar Space Marines

