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EDITORIAL



Guy Haley

Guy: Life here at the WD hold has begun to calm down somewhat. We're past the winter months, and are now into the balmy

days of summer. No longer do we have to fight off bands of starving Goblins emerging from the depths of the earth, and the caravans of Imperial traders can make through to Grombrindal's gates, with their valuable supplies of ale and food.

We've also not had to make any huge bumper-sized anniversary issues for a while, which is especially pleasant.

So I've been out and about a bit. We all went to various stores for the anniversary celebrations earlier this year, I myself heading off to Bath. I recently followed this up with a trip to Bristol Conflict, and what fun it was!

Barely contained by the beautiful halls of Isambard Kingdom Brunel's first Bristol railway station, which now houses The British Empire and Commonwealth museum, were nigh on 300 hobbyists, all battling away with each other. Whilst there, I took the opportunity to chat with many WD readers, all of whom were exceptionally nice (no-one threw rocks, at any rate). There were loads of fantastic armies, including one made up entirely of Goblins, which I obviously liked, and some of the entries into the painting competition were truly stunning. Perhaps the only downside to the day was playing Paul 'PJ' Jones of Plymouth,

The new chariot in all its gl... er... greenery.



not because he was horrible, you understand - he was a pleasant fellow - but because I got my backside handed to me in a The Lord of the Rings Battle Companies game. Not that this was surprising, and even though we were playing from afresh, Ugbrag's unlucky streak dogged my dice, which produced more 1's than there are in a very long line of binary code. Paul won the opportunity to play me by coming top in the Battle Companies tournament. I think perhaps his Rohirrim could have warmed up their sword arms on my Orcs instead. I certainly would not have presented much of an obstacle in his road to glory.

The Conflicts for this year are coming to a close, but I heartily recommend going to one when they begin again next year. It was my first, it certainly won't be my last. See the community section of the

website for more details on Conflicts and other events.

DENMARK REDUX

Perhaps you remember my trip last year to Giant Fanatic ?? That was another brilliant weekend. Tickets are on sale for the 2005 Giant Fanatic - the eighth - which takes place on 30th September. For more details on this and other Scandinavian events goto:

ne.games-workshop.com/eventsdiary.asp

MORE GOBLINS

I've also been busy on the hobby front, completing a chariot and two Spearchukkas for my Common Gobbo horde. I need to paint two more Spearchukkas and three more chariots soon, as I have challenged the Lord of Karak Kyme to a battle, and this is one game I do not intend to lose. I have a plan... (not that that has helped much in the past!)

Guy Haley
Editor

THE WHITE DWARF TEAM



TV's Guy Haley takes to the stage... again.



The tables at Bristol were swarming with eager gamers.



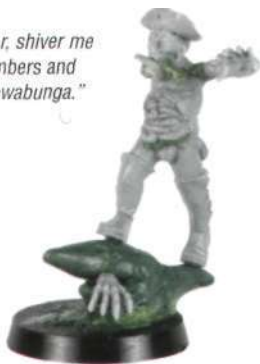
Greg MacGregor

Greg: Oh, life on the ocean waves... We've all been inspired here by the Zombie pirates article from WD306. So taken

were most of the UK department, that we decided to hold a Zombie Pirate competition to see who could come up with the best nautical nasty. You can see my work in progress below. I toyed with the idea of having my pirate surfing on the back of a Zombie shark, but my skills aren't up to sculpting a suitable configuration of fish bones yet. Instead I settled on a pet shark... or pet dolphin for the more critical amongst you. Some of the other entries have been great - with blood-gorged ex-parrots, Zombies hunting treasure and all manner of other sailors of a rotting disposition. "Arrrrrrrrrr, surfs up."

And so I too sail off into the sunset. The time has come for me to leave for pastures new, like a stray dog might as it moves on to save another group of children from some unknown danger. I'll be definitely reading White Dwarf in the future to see how the boys are getting on, and maybe even popping back to launch the odd starcannon salvo at one of their pitiful armies. I would cheekily like to take the opportunity to thank all the team behind the mag, and all the connected GW staff in Reprographics, the Studio and the UK department, before I board my Wraithship and head off into the wide blue vonder.

"Ar, shiver me timbers and cowabunga."



We are also sad to announce that, like Greg, Paul Rudge has left us too. We would like to thank both of them for their hard work and dedication to White Dwarf, and wish them all the best for the future.

"" ^Щ^Л -

Christian Byrne

sitting on my paint station for the last couple of weeks, as I busily add extra units to my Chaos horde in anticipation for London Conflict (which, when this issue is released, will be old news). Now they are

Christian: Chaos Cows, that's what I call them, but everyone else likes to refer to them as Minotaurs. They have been

finished I can get cracking on some Screamer of Tzeentch and a converted Champion riding in a Chariot (I have used the classic Aekold Helbrass model as he carries a great weapon). Other than that you can see some more of my handiwork in this issue's Wood Elf painting guide on pages 70-71, and the Skeggi article on pages 72-77 (the goblin king, Guy, has demanded greater tributes from his minions in the past couple of weeks). So that's enough of me. Here are two of the four cows, in all their bovine glory!



"It's milking time! Grrr."



Nick Kyme

Nick: You may remember last month I was licking my wounds after the Dwarfs of Karak Kyme were given a good hiding in

the Border Princes campaign. This game against the stinky Skaven was my fifth. I had to play a total of eight games or I'd be docked serious points in the campaign. Three to go then this month, and I badly needed some wins...

Step forth Tim Vincent. Tim, UK Studio design boffin and A-Team aficionado, wields Ores and Goblins in battle in a manner befitting the greenskins - like a big spiky club. It was Capture. A tough game, Tim had some pretty meaty units and a Shaman Lord to boot! An unusually accurate Rock Lobber caused me some problems but the pressure came off when Tim's Shaman exploded after miscasting (tee hee). A glorious moment, it gave me the game. One down. I was back on the winning trail. What's more I had taken the lead in the campaign!

For my next game I took on the lascivious hordes of Steve Green's Cult of Slaanesh. Steve (also of A Tale of Four Gamers fame) is the organiser of the campaign so I really wanted to beat him. I'd also taken a few scalps from the finance department already in my earlier battles, so I fancied a complete set. Another close one, but thanks to the Rune of Slowness and the judicious use of an Organ Gun and Gyrocopter, I emerged the victor. Gawd bless Dwarf Engineers eh?

My final game was against Finance Manager Dave Holmes. It was civil war again as Dwarf fought Dwarf in a bloody feud. To cut a long story short (Dwarfs slowly advancing would make for a laborious narrative) great weapons won the day for me and so I notched up my third victory. What's more, it was enough to win the campaign!

I was absolutely delighted. Karak Kyme had done itself proud. It was a great campaign and much fun was had by all. My hat goes off to Steve and everyone I played against. I'll see you all next time, where perhaps you'll get your revenge!

RETURN OF THE LICHEMASTER

Part One: Wood Elves clash with Heinrich Kemmler in the Battle of the Cairns

Dark forces are at work, threatening the Wood Elves realm of Athel Loren. In the first of a three-part series Mat Ward follows Heinrich Kemmler and Krell as they set about shattering the peace of the forest.

Scattered through the wild heaths on the outskirts of Athel Loren are countless ancient burial cairns, mounds and barrows. Some of these were built by the first Elves that dwelt on the edge of the forest, though a great

many of them are from early human barbarian civilisations - some of which are thought to owe their traditions to the Nehekharan lands further south. Many priceless and powerful artefacts were buried within these tombs, though the Wood Elves, respectful of such places and their long-dead inhabitants, leave them as they have lain for countless centuries, slowly to be reclaimed by the forest. Nevertheless, there are many greedy tomb robbers who covet the riches within these tombs, and so the Wood Elves are constantly battling against these interlopers. Sometimes, however, the cairns are sought for more sinister reasons than simple greed.

In the winter of 2495, a dark and evil being sought to claim these cairns. This hated creature, cursed and despised by the Wood Elves, was the Lichemaster Heinrich Kemmler. A devious foe, Kemmler was often sighted travelling through the forest, sometimes alone, often accompanied by a much larger, armoured, figure - the Wight King, Krell. Bands of Wood Elf Scouts would often seek to confront him, only for him to vanish like mist on the breeze. The bodies of other such sentries were found, turned to dust by the darkest of magics or hacked apart by the heavy blows of an axe. As the winter grew deeper, the portents became ever more dire for Athel Loren.



Mat: one of my favourite characters in the Warhammer background is the infamous Lichemaster, Heinrich Kemmler. Quite why, I really can't say - though I do like the hat. As a happy coincidence, one of the better documented of Kemmler's grandiose schemes involves the Wood Elf realm of Athel Loren. I've written a series of scenarios to re-enact the Battle of the Cairns. Along the way, it somehow grew into a whole slew of special characters, and even a variant army list all of which will unfold over the next couple of months.



Great carrion, summoned by Kemmler from the southern deserts, began to perch upon the cairns, scrabbling and digging for the bones of the long-forgotten dead. With the forest still slumbering in winter's embrace, the Elves could not ignore such an incursion. Ythil the Hawk-eyed led his Kinband of Warhawk Riders against the foul creatures. With surprise on their side, the Elves descended upon the undead beings, destroying many of them before the others seemingly retreated from the forest.

Unfortunately, Kemmler was a more cunning foe than the Asrai gave him credit for. Whilst the Elves battled his minions, he and Krell were able to break into one of the largest of the ancient burial mounds - the tomb of a great, long-dead king. Hidden from the eyes of the searching Elves in the sepulchre's dank embrace, the Lichemaster carefully counted the passing of the twin moons through the dark skies.

As no more sightings of Kemmler were reported the Asrai gradually, albeit uneasily, abandoned their hunt. Midwinter arrived, and Athel Loren

became weaker still. Orion succumbed to the flames of his pyre, and Ariel began her slumber within the Oak of Ages. It was then that Kemmler struck.

Under a spell of concealment, Kemmler emerged from his hiding place and began to conduct a vile ritual, with knowledge stolen from the vaults of the cursed Castle Vermisace. All across the wild heath, the tombs and cairns were

arrows before disappearing once more. Nevertheless, their numbers were too few to halt the unliving.

A grand battle finally took place in a massive glade, deep within Athel Loren's borders. Thousands of stoic Eternal Guard advanced on the foe, led by the warrior-elder Sceolan, while Glade Riders galloped around the flanks. Overhead, Ythil the Hawk-eyed and his

As the winter grew deeper, the portents became ever more dire for Athel Loren

opened from within by cold and lifeless skeletal hands, and bronze-bedecked ancient warriors marched out to form a mighty army. Screaming carrion birds filled the skies as the army of the undead marched through the snowdrifts and entered Athel Loren.

Dark Dryads of winter, crone-like and hateful, assailed Kemmler's army at every step. Waywatchers arose from the snow to launch their unerringly accurate

Warhawk Rider kin swept down time and time again through the thick clouds of crows and ravens to attack the long-dead warriors. Many Elves were slain that dark day, but the Undead were finally stopped, and Kemmler shadow-fled away. This was the furthest into Athel Loren any attack had ever reached, and as such the Wood Elves are hungry for vengeance against the hated Lichemaster, and are ever-watchful for his return.



Heinrich Kemmler

Points: 550

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

Weapons and armour: Kemmler carries the Skull Staff, a Power Familiar and a Black Periapt. He wears Kemmler's Cloak of Mist and Shadows and wields the Chaos Tomb Blade.

Spells: Kemmler is a Level 4 Wizard and always uses the Lore of the Lichemaster.

The Master of Necromancy: As long as he has enough Power dice, Kemmler can cast any of his spells, even one that has been cast already in the same Magic phase.

Spells of Protection: Kemmler has spent many long weeks hidden, preparing for this moment of grand triumph, and has woven powerful magical defences about himself. As a result, he has a 5+ Ward Save. In addition, Kemmler (and any unit he joins) suffers one less wound than they normally would when defeated in combat.

Cloak of Mist and Shadows

This cloak endows the wearer with ethereal form. Free from the bond of his material body, the user is free to move through solid matter like a ghost.

This item can be used only by models on foot. The wearer is Ethereal for the entire game - he may ignore terrain penalties and cannot be harmed except by magical attacks.

Power Familiar

A Power Familiar attracts raw magic power to its owner.

The Familiar adds one dice to both the Power dice and the Dispel dice pool of the bearer.

Skull Staff

The Skull Staff constantly whispers to its bearer, revealing the secrets of magic.

At the beginning of the bearer's Magic phase, the enemy must reveal all magic items carried by each one of his models within 12" of the Skull Staff's bearer. In addition, thanks to the wise advice of the skull, after the bearer has rolled on the Miscast table, he can choose to re-roll the dice. The second result applies.

Black Periapt

This maleficent jewel has the power to trap the winds of Amethyst magic and accumulate them for its bearer, or his lord, to use.

Allows the bearer to save one unused Power dice or Dispel dice at the end of any Magic phase and store it, to add it to his side's dice pool in the next Magic phase.

Chaos Tomb Blade

Forged from the raw stuff of Chaos, this blade thirsts for the blood of the living.

This magic weapon allows Kemmler to re-roll failed rolls to wound in close combat.

The profile given here represents Kemmler at the time of the Battle of the Cairns, fast approaching the pinnacle of his power - if not thwarted soon, his sorcery will rival the mighty Nagash himself

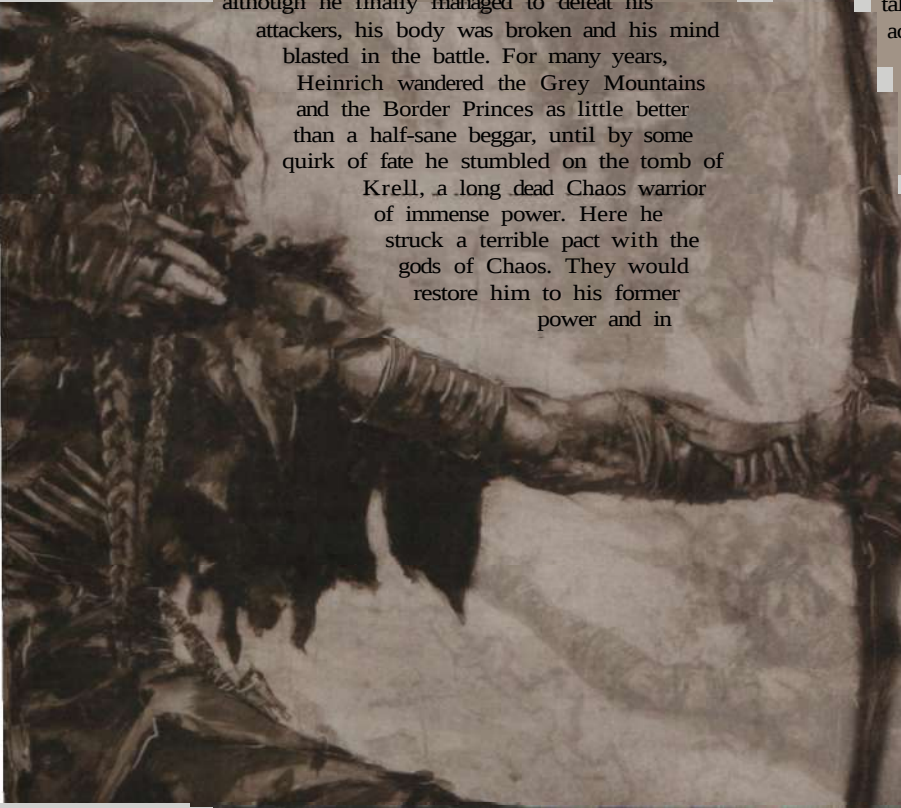
Kemmler counts as both a Lord and a Hero choice. He must be fielded exactly as represented here, and may not be given additional equipment or magicks.

Heinrich Kemmler was a great and feared Necromancer, until rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death, and although he finally managed to defeat his attackers, his body was broken and his mind blasted in the battle. For many years, Heinrich wandered the Grey Mountains and the Border Princes as little better than a half-sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, a long dead Chaos warrior of immense power. Here he struck a terrible pact with the gods of Chaos. They would restore him to his former power and in

return Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold across the Old World.

Heinrich stands just under six feet tall and has long, filthy white hair. His body is covered with scars, cuts and abrasions from his years of madness, and is shrouded in a large dark cloak that swirls and twitches with a life of its own. In one hand he carries the Chaos Tomb Blade, in the other he holds his Skull Staff, a magical item which is topped with a skull that chatters and gibbers constantly. Following his defeat at the Bretonnian abbey of La Maisontaal, Kemmler remains determined to inflict his revenge upon Bretonnia. If he can harness the power in the caims of Athel Loren he will unleash an army upon the descendants of Gilles and leave the land a corpse-choked ruin.

Krell was a mighty Chaos Champion long before the birth of the Empire. At this time there were only a handful of scattered tribes of Men who were nothing more than barbarians with few skills and little learning. Krell was the ruler of one such tribe that was corrupted by the Chaos god Khorne. Krell quickly carved out an empire amongst



Krell

Points: 190

	M	WS	BS	S	T	W	I	A	Ld
Krell	4	5	3	4	4	3	4	4	6

Weapons and Armour: Black Axe of Krell, Chaos armour (4+ Armour Save). He also wears the Crown of the Damned.

The King of Wights: In Krell's hands his dreaded weapon reaches the pinnacle of its dark powers. It delivers a Killing Blow every time Krell rolls a 5+ on his rolls to wound.

Black Axe of Krell: The Black Axe of Krell is a great weapon and follows all the rules for normal great weapons. Also, any model that suffers 1 or more wounds from the Black Axe must roll a D6 at the start of both its own and its enemy's Magic phases for the rest of the game. On a roll of 1 or 2 it suffers 1 more wound with no Armour Save allowed (Ward Saves can be taken as normal).

Crown of the Damned: This crown confers a 4+ Ward Save upon the wearer. The wearer is subject to stupidity (even if the model is normally Immune to Psychology).

By this time, Krell and the Crown have become fused into a single entity - as a result, the Crown may not be destroyed by spells such as Vaul's Unmaking.

The profile given here represents Krell at the time of the Battle of the Cairns, where the Crown of the Damned is starting to erode his will-power, leaving him ever more dependant on Kemmler. If your army includes Heinrich Kemmler, it may also include Krell, who counts as a Hero choice. He must be fielded exactly as represented here, and may not be given any additional equipment or magic items.



Laws of Undeath

As Undead, Kemmler and Krell have the following special rules:

Immune to Psychology

Undead are Immune to Psychology (see the Warhammer rulebook).

Cause Fear

Undead cause *fear* (see page 81 of the Warhammer rulebook).

Charge Reactions

Undead can react to charges only by holding.

Break Tests

Undead cannot be broken, but if Kemmler and Krell are beaten in combat, they suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If either are wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

the barbarian tribes of the north and then turned against the Dwarfs to the south. This was during the period the Dwarfs call the Time of Woes, when their empire had been riven by earthquakes and volcanic explosions, then assaulted by massed tribes of Ores, Goblins, Skaven and other evil creatures. Krell allied with the Night Goblins who stormed the Dwarf strongholds of Karak Ungor and Karak Varn and his name is recorded many times in the Great Book of Grudges. He was finally slain by the Dwarf hero Grimbul Ironhelm during the assault on Karak Kadrin.

Hundreds of years later, Heinrich Kemmler came across Krell's tomb. He struck a deal with the warrior and freed him to do his bidding, or so he

thought. In fact, Kcmmlcr's wanderings in the mountains had been subtly guided by Nagash as part of a cunning plan that would free Krell and unite him with the Lichemaster, so that he could unleash these two powerful undead champions against Bretonnia. Nagash's plans suffered a minor setback following the heavy casualties their forces suffered at the Battle of La Maisontaal Abbey, but in time they are sure to bear terrible fruit. Unfortunately for Krell, his withered form is proving increasingly susceptible to the corrupting energies of the Crown of the Damned - only Kemmler's powers now sustain him.



THE LORE OF THE LICHEMASTER

D6	Spell	Casting value
1	Invocation of the Lichemaster	3+/7+/11+
2	Desiccating Grasp	6+
3	Eternal Vigour	7+
4	Withering Gaze	8+
5	Kemmler's Danse Macabre	10+
6	Curse of Eternities	13+

Necromancy is the magic of the past, of withered flesh and faded times. It is similar to Amethyst magic, of which it is a somewhat corrupted version. Being a Necromancer of almost incomparable power, Kemmler utilises more powerful versions of the spells of Undeath. Kemmler automatically knows all six of the following spells.

Invocation of the Lichemaster Cast on 3+/7+/11+

Casting Value	Models created	Wounds restored
3+	D6 Skeletons	D3 Wounds
7+	2D6 Skeletons	2D3 Wounds
11+	3D6 Skeletons	3D3 Wounds

This spell can be used in two different ways - to add models to an existing unit, to create a new unit or to restore lost Wounds to a model. In all cases, it has a range of 18". The caster must declare if he is using the spell on an existing unit (declare target unit), or to create a new unit of Skeletons as well as the Casting Value he is attempting (3+, 7+ or 11+), before he rolls the dice to cast.

The higher the Casting Value chosen, the more effective the result of the spell will be if cast successfully.

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	3

Invocation of the Lichemaster can be used to:

- Recover wounds in an existing Undead unit or character. If successfully cast, choose one Undead unit or character model (even if engaged in close combat) and then measure the range to it. If the unit is in range, that unit recovers D3/2D3/3D3 wounds (or wounds worth of models), depending on the Difficulty Level chosen.

New models will be armed and equipped exactly like the other models in the unit. Note that this may not take the number of models in the unit above the number it began the game at. The victory Points value of the unit does not change. This spell may not be used to increase the frontage of the target unit beyond four models, though it may be used to increase the number of ranks.

- Create a new unit of Skeletons. If successfully cast, choose any point within 18" and place one model on it. Then form the rest of the models around it. The new unit will consist of D6/2D6/3D6 models, depending on the Casting Value chosen. Skeletons will be armed with a hand weapon and shield.

If less than five models are created, the spell has failed to work and no models can be placed on the table. Units created in this way must be deployed at least 1" away from any enemy, but may be in any formation and facing any direction. Immediately calculate the Victory Points value of the new unit (at 8 points per Skeleton) and record it.



Desiccating Grasp (Remains in play)

Cast on 6+

The Necromancer has the ability to cause anything he touches to age centuries within a second, destroying the bodies of his enemies and enslaving them. As he grips his opponent tightly, the victim's flesh and all his possessions are instantly turned to dust which is scattered by the wind of ages. If a foe is slain whilst Kemmler is under the effects of this spell, their form is reanimated as an Undead minion. This spell can be cast by the Lichemaster on himself, even if he is in close combat. Once it has been cast, the spell lasts until it is dispelled, or until the Wizard decides to end it (which he can do at any time), attempts to cast another spell or is slain.

Whilst the spell remains in play, any model wounded by Kemmler is killed automatically, with no Armour Saves allowed. The enemy can take a Ward save, if he has any, but if the wound is not saved the model is dead. This applies to all models, of any size. If a man-sized model is slain in this way it is immediately reanimated as a Skeleton under Kemmler's control and placed in base contact with the Lichemaster. It may be placed in combat with an enemy if Kemmler's controlling player wishes, providing it is also in base contact with Kemmler.

Eternal Vigour

Cast on 7+

Kemmler concentrates on animating the creatures under his control. They attack with such speed and ferocity that few can defend against their flurry of blows. Target one of your own Undead units within 18" and that is in close combat. In the next Close Combat phase all models in the unit attack first, even if they have been charged, are armed with great weapons and so on (even Zombies! This is the only exception to the Braindead rule), and can re-roll any failed to hit and to wound rolls.

Withering Gaze

Cast on 8+

Bolts of Dark Magic leap from the Undead spellcaster's eyes. Where die beams touch the victims' flesh, their skin blackens and withers, sloughing away till the white gleam of bone is visible beneath. This is a magic missile with a range of 36". If successfully cast, the *Withering Gaze* hits its target and causes 2D6 Strength 4 hits.

Kemmler's Danse Macabre

Cast on 10+

The Undead are filled with an unholy magical energy that causes them to stride across the battlefield with a speed that even most mortals are unable to match. Adapted from one of the most infamous spells in the great Necromancer Vanhal's repertoire, this incantation can mean the difference between victory and defeat for Kemmler's army. This spell can be cast on a friendly Undead unit that is within 24", and which is not already engaged in close combat. The unit can immediately make a move of up to 8" in the same way as a normal move made in the Movement phase (it can wheel, turn, change formation or even reform) although it may ignore any hindering terrain or obstacles whilst it moves.

The unit can charge an enemy within 8" if opportunity permits and the same rules apply as for a normal charge (except that if the charge is failed the Undead will still move the full 8"). A unit that is charged by means of *Kemmler's Danse Macabre* can react to the charge as normal and must take the appropriate Psychology tests.

Curse of Eternities

Cast on 13+

(Remains in play)

The enemies of the Undead feel their limbs become heavy and their hair turns grey - death comes to claim their souls. This spell can be cast on any one enemy unit within 24" (which may be a unit in combat if the Lichemaster wishes).

If successfully cast, the enemy swiftly starts to age. Roll a dice for each model in the affected unit. A model will suffer a wound on the roll of a 5+ . No Armour saves are allowed.

Once cast, the spell remains in play. It lasts until dispelled, or until the Wizard decides to end it (which he can do anytime), attempts to cast another spell or is slain. If not dispelled, at the beginning of the caster's next

Magic phase models in the affected unit suffer a wound on a 4+ . In the caster's next Magic phase they will suffer a wound on a 3+ and so on, to a minimum of 2+ .

No Armour Saves are allowed.

Characters who are part of a unit





Scenario: The Unquiet Dead

The Lichemaster walks Athel Loren, searching for the cairns - at least, the dead beneath them - that hold the key to his latest scheme. It is not without design that Kemmler has come to Loren in the winter months. The forest is vulnerable and its group consciousness will be too dulled to easily thwart him. If left to his own devices, he will cause great evil to Athel Loren and the nearby lands.

Overview

The attacker is attempting to breach the defenders' outer perimeter without being challenged if at all possible. If detected, the attacker's job becomes much harder and the defender will be able to rely on reinforcements.

Historical Armies

The Glorious Forces of Heinrich Kemmler

- Heinrich Kemmler, the Lichemaster
- Krell, King of Wights

The Sentinels of Athel Loren

- Daernidd's Handmaidens (5 Dryads)
- Lladrel's Kinband (5 Wood Elf Scouts, including a Lord's Bowman)
- Doriel's Kinband (5 Wood Elf Scouts, including a Lord's Bowman)
- The Troupe of Skybreak (5 Wardancers including a Bladesinger)
- The Sons of Equos (5 Glade Riders, including a Horsemaster)
- Sceolan (Wood Elf Noble from an Eternal Kindred - carries a Moonstone of the Hidden Ways and is accompanied by a Resplendence of Luminescents)

- The Awakened (3 Tree Kin)
- Morith's Hunters (5 Waywatchers, including a Shadow Sentinel)
- Daernidd (Treeman)

Alternative Armies

This scenario can represent any encounter where a pair of heroes attempt to fight their way into (or out of) an enemy's heartland - High Elves attempting to breach a Druchii fortress perhaps, or a Chaos Sorcerer attempting to flee Middenheim.

If playing the scenario with different forces, both armies (of around equal size) are chosen from the relevant Warhammer army list as normal, but with the following exception: the attacker may only choose characters.

Battlefield

The table represents the outer edge of Adiel Loren and should be liberally covered with forest (they will only affect

line of sight if using the historical participants, as none of the combatants, except Krell, will be slowed by them).

Deployment

1. The defender deploys Daernidd's Handmaidens anywhere within 6" of the northern board edge.
2. The attacker deploys Krell and Kemmler within 6" of the southern board edge.

Who goes first?

The attacker goes first.

Length of Game

Until Kemmler is slain, or exits the board.

Victory Conditions

Heinrich Kemmler is victorious if he exits the board from the north table edge. Any other result is a victory for the Wood Elves.

Special Rules

The Wood Elves are initially unaware of *the* threat that approaches and it will take time for more aid to arrive. In each Wood Elf Remaining Moves phase, the Wood Elf player may move one unit, not yet deployed, onto the board from a table edge of his choice.

He must bring them on in the order they are listed above (ie, Lladrel's Kinband will move on first and Daernidd will move on last). In addition, the creatures of Athel Loren are not at their best in winter, when the forest slumbers - all units with the Forest Spirit rule are subject to Stupidity.



Cbc history of fteinrich Kemmler

Kemmler's history is long, filled with dark deeds and terrible acts. His origins are clouded and his story reveals itself reluctantly, for Kemmler is the only true source for these events and his word cannot be said to be free from bias.

2401- Already a powerful

2410 Necromancer, Kemmler makes a journey to the lands of the Dead. Though most Tomb Kings react with hostility to his presence, he learns much from those who will treat with him. Kemmler returns to the Old World with the goal of creating a realm that will rival the great Necropolises of the south.

2412 Kemmler gathers a dozen lesser Necromancers to him and educates them further in the Dark Arts. Sensing the emergence of a rival, the Necrarch Brachnar the Damned subverts several of Kemmler's followers and forms the Council of Nine.

2415-

2419 Estalia becomes a battleground between Kemmler and Brachnar. The Estalian militas do what they can to protect the citizens of the realm, but it is not until Kemmler pursues his enemies northwards into Bretonnia that the land is truly safe.

2420 Kemmler crushes the legions of the Council of Nine in the hills beyond Quenelles. Brachnar the Damned escapes to Bogenhafen and gathers his followers to fortify his lair in the Reikwald forest.

2422 The defences of Brachnar's lair almost prove too strong for Kemmler's forces but, after two years in which the soldiers of the Empire refuse to enter some areas of the Reikwald forest, Brachnar is reduced to dust during a sorcerous duel.

2440-

2445 Kemmler enters the cursed Castle of Vermisace, searching for one of the Nine Books of Nagash. Despite his spells of protection he is ensnared by the ancient Liche, Crovan, who keeps the Necromancer imprisoned as a lesson in humility. Kemmler spends the next five years in a lightless

crypt before finally being able to escape and defeat Crovan and his acolytes. In victory he takes the name Lichemaster.

2460 Kemmler constructs the great fortress of Krinal in the Vaults and sends his armies against the northerly lands of Tilea.

2464 An Empire hedge wizard mistakenly animates the remains of Brachnar the Damned. After feasting upon his unwitting saviour, the vampire spends the next fifteen years gathering fresh servants to him and plotting his revenge against Kemmler.

2470 The Dukes of several Tilean cities secretly pledge allegiance to Kemmler to spare themselves the worst of his raids. The Lichemaster turns his attention to the Bretonnian province of Carcassonne.

2475 Kemmler destroys the Bretonnian town of Breganalle and raises its inhabitants as undead vassals. The Duke of Carcassonne leads his army against Kemmler but is beaten soundly. The torn and ravaged remains of the Duke and his household knights are later found lashed to stakes along the side of the Breganalle road. King Theobald II is dismayed and outraged by these occurrences and offers a vast reward to any man who can lead the armies of Bretonnia to Kemmler's lair.

2478 In midwinter King Theobald learns the location of Kemmler's stronghold in the Vaults and leads an army into the mountains. After a bloody siege, the Lichemaster's sorcery undoes the Bretonnian army, who are forced to retreat through the snow. Theobald vows to return.

2479 Theobald orders the holiest of weapons removed from their shrines and carried to war against Kemmler's fortress. Though the king is slain, the Lichemaster's armies are crushed and his fortress is thrown down. Badly wounded, Kemmler escapes with his life and flees deeper into the Vaults.

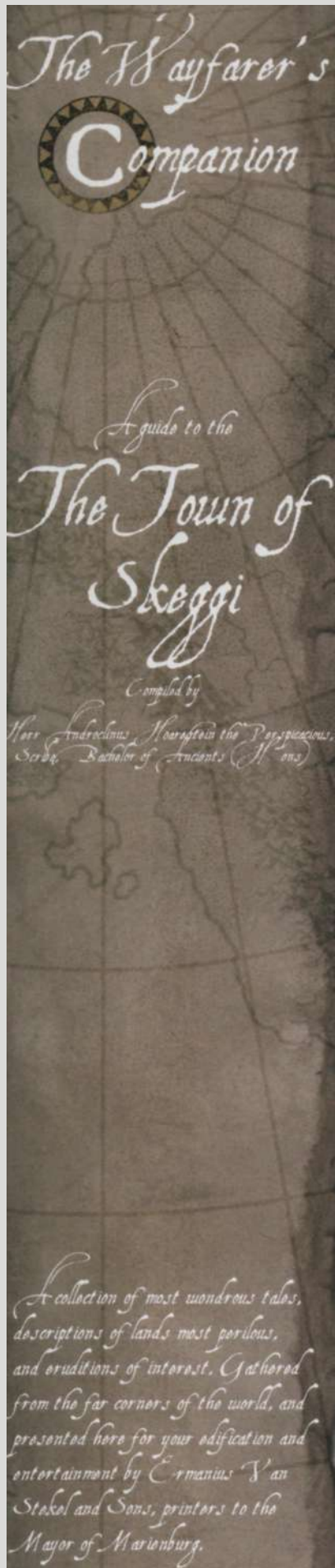
2480 Taking advantage of Kemmler's ill-fortune, Brachnar ambushes the Lichemaster. In an epic display of sorcery that lasts three days and three nights, Kemmler once more bests the Necrarch and shatters his armies, but is driven to the edge of madness in the process. A shadow of his former self, Kemmler spends the next decade as a beggar, wandering his way through the Grey Mountains and the Vaults.

2491 Guided by unseen hands, Kemmler stumbles upon the burial mound of the dead Chaos Champion, Krell, and raises him back to life after striking a dreadful pact with the gods of Chaos who restore his wits to him. At the head of a powerful Undead horde, the two sweep down into Bretonnia before being beaten by Skaven treachery and the valour of Tancred of Quenelles at the battle of La Maisontaal.

2495 The Battle of Montfort Bridge. Duke Tancred of Quenelles confronts Kemmler and Krell once more but is abandoned by his followers. The Lichemaster sends the reanimated corpse of the Duke to bear greetings to King Feramand.

2497 The Battle of the Cairns. Kemmler finds his way into Athel Loren and animates the Barrow Kings.





THE NORSE

Skeggi is the oldest and largest human settlement in the New World. The gateway to Lustria by which adventurers and plunderers seek their fortune. Foremost amongst these are the Norse, whose greed for gold is as great as their lust for battle.

Far to the north of the Old World, across the Sea of Claws, lies a harsh, icy and windswept realm of mountains and forests known as Norsca. The people who live within this most fearsome of lands are equally as harsh - they are the Norse, and they are amongst the most feared of Men in all the world.

The Norse are a race of warriors, and their gods are the gods of the End Times. When the Realms of Chaos expand and the beasts of nightmare are

made flesh, the Norse answer the call to arms and march to war alongside the warriors of the Dark Gods, slaying all who cross their path and burning that which they cannot plunder.

But few such men idly await the call of the Ruinous Powers to make war, and instead set forth upon longships to plunder all the lands of the world. Through countless generations of raiding, the men of Norsca have become prodigiously skilled seafarers, boasting (occasionally truthfully) the ability to out-sail even the fleets of the High Elves of Lothorn.

Among the greatest of the Norscan seamen was the legendary Losteriksson, who, in the year 888 by the Imperial Calendar, made landfall upon the coast of the New World, opening up the unexplored continent of Lustria to the predations of Man and forever altering the course of the plans of the mysterious Old Ones.



OF LUSTRIA



A Norse warband skirts along the coast of Lustria.

THE FOUNDING OF SKEGGI

Upon anchoring his three ships off the coast, Losteriksson and his men were plagued by sickness caused by insect bites. Leaving the stricken warriors behind to guard the ships, Losteriksson decided to head inland with the rest of his men in search of treasure.

He had no idea what this unknown land contained, but assumed that there would be temples and cities to plunder just like there were in Ulthuan and Naggaroth. After a long trek through the jungle, and with only half his party still alive, he emerged among the overgrown ruins of a deserted temple-city. This was what Losteriksson had been hoping for, and his men spread out to begin ransacking the place.

Some meagre items of gold were found in various vaults and crypts after a full day's search, although several men disappeared in the process. With the going good, Losteriksson decided to return to his boats, intending to return again later with a bigger expedition to probe deeper into the jungle.

Returning back to the beaches, the handful of survivors were surprised to find their boats deserted. The men had gone; not even their bones were left, their fate unknown. There were now so few Norse left that the share out of the gold made all the survivors quite rich. Losteriksson could now return to Norsca with honour and the dowry for his beloved Inga. Norse being excellent seafarers, all the ships returned safely,

despite the diminished crews. Soon word spread throughout Norsca of a new land overflowing with treasure. Warriors flocked to Losteriksson's new and magnificent hall, built with his share of the gold, and clamoured for him to lead a new expedition to Lustria. The tale of Losteriksson convinced many that Lustria was a place to discover wealth, though none stopped to consider the odds of surviving to enjoy said riches.

At length, Losteriksson ordered many ships to be built and under his leadership, these sailed southwards loaded not only with Norse warriors, but also their wives and farm animals. After a long and arduous voyage, in which some of the ships were lost, they reached Lustria. Losteriksson navigated

THE GODS OF THE NORSE

The Norse are a warlike people, and the gods they worship reflect this. Where the Men of the extreme north, peoples such as the Kurgan and the Hung, may be overt in their worship of the Ruinous Powers, the Norse know such beings by different aspects. Thus, for the Norse there are at least a dozen gods of war and bloodshed, though the veneration of each leads ultimately to the base of the Bronze Throne of Khorne. They call upon nearly a score of gods of plunder and riches, though each is but an aspect of the Dark Prince of Chaos, Slaanesh. The Norse call upon the many gods of fate in order to guide them safely across the mighty seas, ultimately giving praise to the Changer of the Ways in so doing, and, in a typically twisted fashion, it is Nurgle, the Father of Pestilence, whose power resides behind the many gods to which the Norse pray for continued vigour and hardiness. The Norse are not being beguiled or manipulated in this matter however; instead they are simply giving veneration where it is due, giving praise to the multifaceted powers of the universe in the most fitting manner, and reaping the blessings of their continued devotion.

along the coast to find the great cairn which his men had raised to mark their previous landfall. The place was found and the ships beached. Within a few days, the Norse had built a solid stockade around their longboats.

This new land was rich in timber and the human axes were sharp, so it was not long before a true Norse settlement had taken shape complete with a timber hall. The jungle was also cleared back for hundreds of yards, which did much to alleviate the sickness brought on by the countless insects. The Norse fed on fruit instead of the stodgy porridge of their homeland, and the meat of the great reptile beasts that were hunted in the jungle roasted well on their spits.



Lack of ale was a serious problem, until the first crop of corn was harvested. However, the hives of the huge tropical bees provided honey to make a mead which surpassed anything in Norsca.

The new Norse colony was called Skeggi, in honour of Losteriksson's daughter, the first child to be born in the new land. At first Losteriksson forbade anyone from going into the jungle. This was a great annoyance to the young warriors eager for riches and many disobeyed him. Small groups went their own way and never returned. At least one or two bands did find riches elsewhere, however, and returned to Norsca, encouraging more Norse to make the voyage to Lustria.

Thus ships laden with more settlers turned up from time to time at Skeggi to swell the population. Within a decade, the settlement was a thriving town, the gateway to the New World. Each year, ever more adventurers would pass through its port, and ever more gold and slaves would return through it to the Old World and Norsca.

Over the centuries since its foundation, Skeggi has become a prosperous port, thanks to the tithe its inhabitants enforce upon all who pass through it. But it is a lawless place, where petty chieftains rule and bands of itinerant adventurers hold sway. The many drinking dens, brothels and slave markets are the centres of power, lairs

from which the brokers of such power rule their small empires.

The streets of Skeggi throng with two-way traffic. In one direction pass those fresh ashore after many weeks of sailing across the Great Ocean, impatient to find their fortune within the gold-strewn depths of the jungles. In the other direction pass those returning from the green hells, and these either bear the thousand-yard stare of those who have seen friends killed by unspeakable horrors for no gain whatsoever, or the furtive visage of those who carry untold wealth secreted under stinking rags. More often, the former is the case.





THE WARHIRD OF SKEGGI

Though no one man has ruled over the people of Skeggi since the days of Losteriksson, there have been moments in the settlement's long history when its fractious inhabitants have united, if only for a short time, behind a single strong warleader. Given its status as a refuge for the most bloodthirsty and piratical of Norse warbands, Skeggi has found itself the target of punitive attacks by the Lizardmen and other races, often seeking the return of some priceless artefact stolen from their most sacred of sites. As great as the righteous anger of such a party may well be, the zeal with which the Norse will defend their collective honour and general right to plunder is invariably greater. Many a besieger has sought to reduce Skeggi, only to be driven off into the jungle by hordes of very angry, and often very drunk, Norse.

SKEGGI AND ENVIRONS

Skeggi has been described as a 'rotten sinkhole', and there are two main factors that combine to make this a wholly accurate description of the place. Firstly, the site chosen by Losteriksson for his landfall was in fact one of the wettest on the entire stretch of coast, to the extent that many buildings must be constructed upon tall stilts in order to keep their occupiers at least partially dry during the biannual flood season. The second reason is that the Norse rarely

build in stone, preferring instead their traditional timber buildings. Unfortunately, where the good old ways of doing things worked fine for their ancestors, they are not quite so effective in the stinking mire in which their descendents chose to establish the settlement, and hence the dwellings of Skeggi are invariably ramshackle and rotten to the core, and in constant need of rebuilding.

The greatest and most stable feature of the settlement is the stockade built by Losteriksson himself at the time of his second landing, and this has been expanded over the centuries to create a formidable fortification surrounding the port, and extended outwards into the sea to form a seawall within which vessels may gain a measure of safe harbour (at a cost of course). At the centre of the bustling port still stands the original mound of stones placed there by Losteriksson to mark the location of his first landing, and this too has been greatly built up, making it a mighty monument to the Norse gods. Upon the founding of the settlement,

Losteriksson cleared the jungle surrounding Skeggi, and this has had to be carried out annually ever since, lest the voracious jungle flora reclaim the land. This is a task generally forced upon prisoners and slaves, for the diseases spread by the insects of the marshes generally make it lethal duty. Over the centuries the area of jungle cleared has expanded as the settlement has grown, and Skeggi now accounts for a great swathe of land.

Due to the nature of the land around Skeggi, the only dependable route into and out of the settlement is by sea. The marshes all around are in a constant state of flux as the water table rises and recedes, flooding any roads anyone is foolish enough to have built. As a consequence, the jungles around Skeggi are criss-crossed with a network of small tracks and pathways, but very few usable roads. The moment a traveller leaves the dubious safety of the clearings surrounding the settlement, he is plunged straight into the dense jungle, and all the perils that reside therein.

THE MARAUDERS OF SKEGGI

From their coastal stronghold the Norse of Skeggi launch raids that reach into every corner of the continent and beyond. To the north lies Naggaroth, and numerous Norse chieftains have proved insane enough to launch raids against the vicious Dark Elves. To the west the jungles are packed with Lizardmen sites ripe for the plunder, and some Norse have even survived the deadly traps planted within to deter treasure hunters such as themselves. Further west still lies the temple-city of Hexoatl, a vast metropolis teeming with Lizardmen - to date, no Norse has been foolhardy enough to attempt an attack upon it, though it is only a matter of time before some blustering warleader decides to gather an expedition.

For those Norse who have grown up in Skeggi, the sweltering climate is of no great detriment to them, as it often is to newcomers to Skeggi. Instead, they have become adept at negotiating the jungle pathways and at survival through hunting its beasts.

A few have even braved the dank caves within which Cold Ones lay their eggs, stealing away with one of their vicious young, to rear it and break it, and to ride it to battle. Such a thing is rare, and causes great consternation amongst the Lizardmen, who see it, and the very presence of the Norse in Lustria, as a disruption of the plans of the Old Ones.



NORSE WARLEADERS IN WARHAMMER

The Norse Warleaders of Skeggi are no less warlike than their cousins of Norsca. They may forgo the wearing of heavy armour due to the sweltering heat of Lustria, but they are well equipped, and blessed with the gifts of their patron gods. Some ride to battle upon the backs of snarling Cold Ones, leading the warhird of Skeggi to battle in search of pillage and blood.

On this page you'll find two new army list entries for use in Chaos armies. These are designed for use when you are using the jungle fighting rules found in Warhammer Realms: Lustria, or playing in a campaign game set there. You can of course use these entries in other games, but we suggest you pre-arrange this with your opponent beforehand.

ARMY BATTLE STANDARD

One Marauder Aspiring Champion in the army may carry a Battle Standard for + 25 pts.

The Champion carrying the Battle Standard cannot choose any extra weapons, nor can he use a shield. If a Hero is carrying the Battle Standard, he can have any magic banner (no points limit) from the Warhammer Armies: Hordes of Chaos Magic Banner list. Aspiring Marauder Champions cannot be the General if any other type of character is present.

CHARACTERS' STEED

COLD ONE

M	WS	BS	S	T	I	A	Ld
7	3	0	4	4	1	1	3

Special Rules: Cause *fear*, Thick Skinned (+2 Armour Save), *stupidity*.

WARHORSE

M	WS	BS	S	T	I	A	Ld
8	3	0	3	3	3	1	5



Marauder Lord of Skeggi (Mortal Lord)

195 points

	M	WS	BS	S	T	W	I	A	Ld
Norse Lord	4	8	3	5	5	3	8	5	9

Equipment: Hand weapon and light armour.

Options:

- May choose a great weapon (+6 pts), an additional hand weapon (+6 pts) or a flail (+3 pts)
- May carry a shield (+3 pts)
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 100 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated on page 47 of Warhammer Armies: Hordes of Chaos.
- May ride a Warhorse (+14 pts) or a Cold One (+45 pts), or he can ride in a chariot chosen as normal from the Mortals units section of the Warhammer Armies: Hordes of Chaos army list, displacing one of the crew.

Marauder Aspiring Champion of Skeggi (Mortal Hero)

65 points

	M	WS	BS	S	T	W	I	A	Ld
Norse Hero	4	6	3	5	4	2	6	3	8

Equipment: Hand weapon and light armour.

Options:

- May choose a great weapon (+4 pts), an additional hand weapon (+4 pts) or a flail (+2 pts).
- May carry a shield (+3 pts)
- May choose a mix of magic items from the Common or Chaos magic items list, with a maximum total value of 50 pts.
- May swap the Mark of Chaos Undivided with the Mark of Tzeentch, Slaanesh, Khorne or Nurgle at the price indicated on page 47 of Warhammer Armies: Hordes of Chaos.
- May ride a Warhorse (+6 pts) or a Cold One (+37 pts).

Converting a Skeggi Norse Hero

Converting a norse hero is easy enough, the Lizardman glyphs around the neck can be cut away and filed down. With a bit of greenstuff you can fill in the gaps and file the area down until it's smooth. On this model the rider uses the legs of a Marauder Horseman, a plastic Marauder for the upper body and a Chaos Warriors head. Some greenstuff was needed to fill the gaps and as an extra touch some shreds of chainmail were sculpted to look like they were coming out of the saddle.



Rhinox Cavalry

Rules and background for Ogre riding beasts

What's as big as a steam tank and has a temper like a Bloodthirster at a peace protest? Why, an Ogre riding a Bull Rhinox, of course. Phil Kelly reveals details on how to include these brutes in games of Warhammer, before Mike Anderson shows us how to build one.

It's a rite of OGREHOOD

practised in the Ogre tribes of the Mountains of Mourn. Aspiring Bulls will stalk and hunt an adolescent Rhinox whilst it performs its own violent rite of passage - a brutal contest of strength that involves high-speed collisions and a lot of blood. A protracted Rhinox leadership challenge will usually result in the death of the losing party, as even these bad-tempered hulks of muscle and matted

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new scenarios, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

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Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK



hair can bleed to death. But the Rhinox, as with all species native to the Mountains of Mourn, is extremely resilient. Even when its brain has ceased to function it will continue to fight, slashing and biting in its death throes. It is at this point the hunting Ogre will launch his ambush.

The victor of a Rhinox leadership challenge will be exhausted and have lost a lot of blood as a result of its ordeal. This is about the only state in which a lone Ogre could expect to find a Rhinox and capture it alive. The Ogre aspirant sprints towards the wounded Rhinox and vaults on to his back. Those that ride out the bucking, bellowing frenzy that invariably follows will break the beast's will as it slows and eventually concedes that to continue would be to bleed to death. Those Ogres that fall off during this violent rodeo are gored and subsequently eaten by their quarry.

For the successful aspirants, there follows a period in which the would-be Rhinox rider must remain 'in the saddle' at all times, steering the beast with his club. The Rhinox, its walnut-sized brain added by the repeated blows, slowly becomes accustomed to bearing a rider. In this way the Ogre wins the acceptance of the beast. Once a Rhinox has been broken in this manner, it is almost possible to domesticate it.

Ogre Rhinox riders return to their tribe with their prize, but not for long. There is a fortune to be made as a mercenary for a young Ogre with his own Rhinox, and every spring a few new Bulls from the upper slopes will join together and sell their services as the heaviest shock cavalry known to the Warhammer world.

Rhinox riders typically carry all their worldly possessions upon their mount, as there is more than enough room, and a broken Rhinox makes an excellent beast of burden. They like to advertise their success as Dogs of War, and often wear precious metals to show their wealth. Although Rhinox riders can usually secure the victory of any battle they are engaged in, these brutes and their gigantic steeds do not come cheap, and the paymasters of the victorious side have often noted a profound feeling of loss when the spoils of war are shared out.

It is well-known that almost all the Rhinox riders abroad in the world hail from the Ironskin kingdom, populated by a tribe of Ogres who revere their mighty Tyrant almost as much as they revere iron itself.

Ghark Ironskin and the Ironskin tribe

Ghark Ironskin, the Tyrant of the Ironskin tribe, is very unusual. He was smashed over the head by his father for eating too slowly whilst still a whelp, and one of the nails of his father's iron-bound club broke off in Ghark's head where it rusts to this day. The longest serving of his Irongut bodyguard claim that this may be the reason for Ghark's obsession for metal, a passion that has spread throughout his tribe.

It is a mark of status for an Ironskin Ogre to cover himself with iron rather than mere trinkets such as gold. After all, gold is soft and beautiful, a woman's metal, whereas iron is tough, strong and ugly, like a Bull. The Ironskin tribe believes that where an Ogre can gain much in trade from gold, a stout iron club can cut out all that confusing haggling and get straight to the good stuff.

Ghark is famous in the Ogre kingdoms for another good reason - his tribe boasts a great number of Rhinox riders. The very first Ogre to batter a bull Rhinox into submission, Ghark tamed his one-time steed, Bladehorn, with an iron stanchion. To this day, Ironskin Bulls take pride in repeating the coming-of-age feat of their Tyrant, though it is a closely guarded secret of the Ironskin clan

that it is much easier to tame a wild Rhinox with iron than with wood.

Ghark's obsession with metal is undoubtedly the foundation of his long-standing alliance with his neighbours, the Chaos Dwarfs of Zharr Naggarond. Ghark has provided the Chaos Dwarfs with many hundreds of Gnoblar slaves over the years, and much of the gold that passes through his realm. This alliance proved invaluable when, after slaughtering his way through the majority of an army of Bretonnian Knights Errant, Ghark's Rhinox, Bladehorn, was spitted upon the lances of a unit of Grail Knights. Ghark never forgave them, even after he had them for dinner later that day, and fragments of their armour still adorn Ghark's own plate mail.

But it was the Chaos Dwarfs who are really responsible for Ghark's current infamy. They replaced their ally's Rhinox with a mechanical monstrosity of hissing pistons and rune-etched chains, a daemon-fuelled engine of destruction that obeys Ghark's every command (though he still bashes it over the head now and again, for old time's sake). None can doubt that Ghark Ironskin is amongst the mightiest of Tyrants, riding his unstoppable steed at the head of an iron-clad army of Bulls and Rhinox riders, the ground shaking at their tread.



USING GHARK IRONSKIN IN YOUR GAMES OF WARHAMMER

Ghark Ironskin

	M	WS	BS	S	T	W	1	A	Ld
Ghark Ironskin	6	6	3	5	5	5	3	5	9
The Iron Rhinox	7	4	0	6	5	5	2	5	9

The Iron Rhinox is a monstrous mount. It has a 3+ Armour Save. Its attacks count as magical. Ghark may never join units. Ghark and the Iron Rhinox have a Unit Strength of 8.

Weapons: Ghark is armed with a hand weapon and an ironfist.

Armour: Ghark wears the Ironskin Armour.

Special Rules: *Terror, Large Target, Steam attack, Bad Tempered, Thunderous Charge (see opposite), Ironskin Tribe.*

Steam Attack. The Iron Rhinox constantly snorts evil-smelling, sulphurous steam from its armoured snout. The Iron Rhinox has a S3 breath weapon that imposes a -2 Armour Save.

The Ironskin Tribe. The Ironskin tribe is unusual in several ways, and uses the army list organisation below:

MAGIC ITEMS

Ironskin Armour. The Ironskin Armour is a collection of thick plates of iron scavenged from the hundreds of foes that Ghark has killed over the years, and bears a potent protective rune bought at the cost of a small mountain of gold. The Ironskin Armour gives Ghark a 3+ Armour Save.

Choosing an Ironskin army

Core

Ironguts
Leadbelters
Bulls

Special

Gnoblar Trappers
Gnoblar Fighters
Yhetees
Rhinox Riders

Rare

Gnoblar Scraplauncher
(loaded with gold
'scrap' instead of iron)
Maneaters
Slavegiant
Gorger



Dave Taylor's Ghark Ironskin conversion is based on a Juggernaut of Khorne, with extensive use of plasticard, Green Stuff and fine chain. Truly a monster amongst Tyrants!



RHINOX RIDER - GRAHAM DAVEY

Graham Davey: My model uses the Rhinox from the Gnoblar Scraplauncher kit. The rider was created from a normal plastic Ogre Bull. I cut off both the legs with clippers and then glued the remaining torso in position on the Rhinox. The legs were positioned on the sides of the beast using adhesive putty, with more blobs to roughly shape the thighs.

Once I was happy with how the legs looked, the putty was removed and I superglued the pieces in place. I then modelled in the thighs with Green Stuff - sculpting on Ogre models is never fiddly because they are nice and big. All that remained was to add the head and arms (a spare Leadbelcher arm gave the right pose), a jewellery chain for the reins and various bits of equipment.



SCRATCH-BUILT RHINOX RIDER - SCIBOR TELESZYNSKI

Scibor Teleszynski saw sketches of the Gnoblar Scraplauncher and knew that he had to sculpt a Rhinox with a rider. He made a few sketches and started to sculpt the monster shown below. It took him

only five days, despite the fact he was sculpting another eight figures at the same time. Scibor only started sculpting in 28mm a year ago, and says he still has lots of problems with Green Stuff!



Rhinox riders

Pts/model: 100

	M	WS	BS	S	T	W	I	A	Ld
Rhinox Rider	6	3	2	4	5	5	2	3	7
Thunderlord	6	3	2	4	5	5	2	4	7
Rhinox	7	3	-	5	*	*	2	3	5
Bull Rhinox	7	4	-	6	*	*	2	4	5

; * The Rhinoxen's Toughness and Wounds are included in the Rider's profile.

Unit Size: 1-3

weapons and Armour: light armour, Ogre clubs

Special Rules: *Cause Fear, Bad Tempered, Thunderous Charge, Single-minded, Bull Rhinoxen, Dogs of War*

Rhinox Riders are cavalry and wear light armour. Combined with the thick hide of the Rhinox, this gives them a 4+ Armour Save. Each Rhinox Rider has Unit Strength 4. Bull Rhinox Riders have a Unit Strength of 6. Rhinox Riders are based on a 50x50mm base, Bull Rhinoxen on a chariot base.

Options

- Any unit may be given ironfists (+10 pts/model).
- Ogre Rhinox Riders may benefit from the Armour Save granted by an ironfist in close combat as normal, but may not use it to gain +1 Attack.
- Any unit may upgrade their light armour to heavy armour (+6 pts/model).
- Any unit may upgrade one Rhinox Rider to a Thunderlord at +24 pts.
- Any unit may upgrade one Rhinox Rider to a Musician at +12 pts.
- Any unit may upgrade one Rhinox Rider to a Standard Bearer at +24 pts.
- Any unit may have a magic banner of up to 50pts in value.
- Any Rhinox in the unit may be upgraded to a Bull Rhinox at +45 pts, however a Thunderlord's Rhinox must be upgraded first.

Special Rules

Cause *fear*. Rhinoxen are large and dangerous cave-beasts with horns as long as a full-grown man. They cause fear.

Bad Tempered. Even Rhinoxes that have been broken by their riders have a temper shorter than a pygmy's thumb. If there is an enemy model that is an eligible target for the Rhinox Riders to charge during the Declare Charges part of the Movement phase, it must immediately pass a Leadership test or declare a charge - if there is a choice of models to charge, then the controlling player may choose freely between them.

Thunderous Charge. Even a single Rhinox Rider in full charge is a terrifying sight, the ground itself trembling as the cave-beast thunders into the ranks of their foe. On any turn when all models in a Rhinox Rider unit charge more than 7", each model causes D3 impact hits at the basic strength of the Rhinox or Bull Rhinox.

Single-Minded. Once a Rhinox has started to move it is difficult to get it to stop. This rarely interferes with the Rhinox Riders' strategy, which usually consists of 'head down and charge'. A unit of Rhinox Riders may not change formation at all unless they spend their entire Movement phase reforming. They may not wheel more than once in any given turn (they still get a 'free wheel' to align in combat to their enemy).

Bull Rhinoxen. A full-grown Bull Rhinox is roughly the size of a steam tank and almost as difficult to stop. Bull Rhinoxen cause *terror* instead of *fear*, and are Large Targets. Enemies firing at units of Rhinoxen comprising of Rhinox and Bull Rhinox must nominate which they are firing at before resolving their shots.

Dogs of War. Though rarer even than the most far-travelled Maneaters, Rhinox Riders are mercenaries and sell-swords to a man. Units of Rhinox Riders may be included in non-Ironskin Ogre Kingdoms armies, taking up a Rare and a Special choice. A single unit may be included to non-Ogre Kingdoms armies too (this includes Dogs of War armies), but will take up two Rare choices instead.

'EAVY METAL SHOWCASE

Rob Starling was first thrust into the limelight at last year's Golden Demon awards. You may remember his Silver winning entry in the Monster category - a gruesome Nurgle Lord on flying beast. His collection of weird and wonderful miniatures extends far beyond this however, as White Dwarf found out when we spoke to the man himself and had a look what else had been under the sculptor's knife.

By day Rob organises conferences and budgets for a Local Education Authority, but by night he's a sculpting whirlwind, dreaming of further Golden Demon glory. Well, perhaps not just at night.

Those with a predilection for converting will be pleased to know that he sculpts pretty much everything himself. "I tend to make my miniatures," a humble and affable Rob tells us. A talented chap, his influences include some of Games Workshop fine sculptors. "Jes Goodwin is amazing," he gushes, "and I really like Juan Diaz. You can really pick out their modelling style."

However, even Rob's proficiency at sculpting models is almost overshadowed by the wealth of ideas he has for his projects, all of which he harbours in a mammoth sketchbook. "I usually take it to and from work. I doodle for six months then see what comes to fruition, starting with a rough design and seeing how it goes," Rob says. "I draw upon feedback and other people's

Continued overleaf...

Feral Kroot Beast

The natural evolution for Rob after the Riding Gnarlocs (see below) was this model, a Kroot beast. "When I saw Daniel Cocksells' models," Rob says of the sculptor who made the Forge World Gnarloc Riders, "I wanted to do something bigger - I just love monsters."



Above: Kroot beast head designs. These come straight out of Rob's sketchbook. As you can see, the final open-mouthed design was used.

Kroot Gnarloc Riders

Rob's feral-looking Kroot Gnarloc Riders were partly inspired by the imagery and iconography of native American Indians and also because Rob wanted to do something original. "At the time, these models didn't exist, so they were something completely different," he says.



THIS MONTH'S 'EAVY METAL SHOWCASE IS A DEPARTURE FROM PREVIOUS ISSUES AS WE FEATURE THE SCULPTING TALENTS OF GOLDEN DEMON WINNER ROB STARLING.

Lizardman Ankyiodon

This giant Ankyiodon is based on a Lizardman Stegadon. Rob entered it for Golden Demon 2003 and just missed out on an award.



WAR ZONES

A GUIDE TO USING HUMBLE SCENERY IN THE 41ST MILLENNIUM

In the name of the Emperor, bless oaks, birches and pines. How many potential targets have survived lascannon/gauss blaster/starcannon torment thanks to a carefully placed tree? Pete Haines talks terrain, including how to place it and how the rules work.

The most obvious thing to say about terrain in Warhammer 40,000 is that without it, the game would be far less satisfying. Whilst it might be appropriate for Warhammer armies to deploy in plain sight of each other and manoeuvre over open ground, the grim darkness of the far future benefits greatly from a bit of claustrophobia.

WHAT'S WRONG WITH PLAYING ON A POOL TABLE?

Plainly, in Warhammer 40,000 virtually every model has a gun, in many cases a scarily big gun. This means that pretty much from turn one onwards they can start dealing death to the enemy. Games which simply feature two armies, standing their ground, blazing away at each other are missing out on all of the challenging game play that stems from skilfully manoeuvring your troops to exploit the lie of the land.

A Warhammer 40,000 game can just be regarded as a variant of chess but this would

be an error, as the game has so much more to offer if you use a little imagination to establish an improvised narrative to what's happening. This is so much easier to do when the terrain is evocative. The battle for the tank factory, the assault on bunker 13, street fighting on Vogen - these are all instant narratives that will add immeasurably to your fun, so it seems a shame to miss out.

If high principles don't convince you, let me try a bit of enlightened self-interest. There are many armies that lack the means to play the bombardment game and to them an open table is a crippling disadvantage. There is nothing worse than spending three or four turns staggering forward across a broad expanse of grassland while your army gets torn apart by withering fire from the opposing baseline. To quote my esteemed colleague Mr Jervis Johnson, "a game is a contract between two players to have fun". Terrain is one of the most flexible tools at your disposal to ensure that a game is fun.

Even if you are the one with the 'shooty army of doom' there is a lot to recommend terrain. As one or two of you may know, I favour the Iron Warriors when playing Warhammer 40,000. The Iron Warriors have excellent firepower but I still prefer to play on tables with plenty of terrain. Why? Well it is my experience that lines of fire are where you find them. The harder I have to work to get

into the right positions with the right troops at the right time then the more satisfying the game is. If all I have to do is pick targets then the game wouldn't be so exciting.

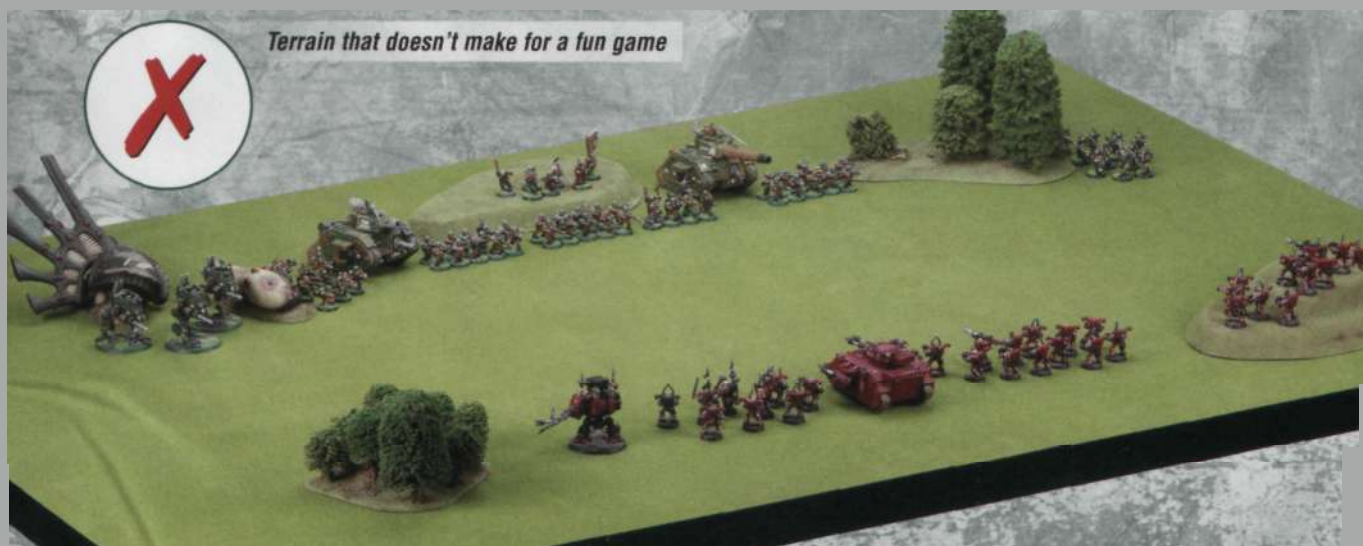
This is not to say that terrain is a way of handicapping armies. In designing Warhammer 40,000 armies and rules Games Developers have to assume a certain level of terrain will be used. This forms a baseline around which things can be varied according to personal taste.

HOW MUCH TERRAIN SHOULD WE USE?

The simple answer is to read the guidelines in the Warhammer 40,000 rulebook. However, to save you having to multi-task between White Dwarf and your rulebook I will restate the salient points here.

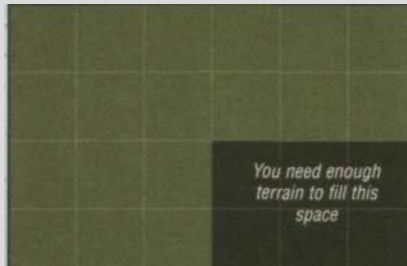
"As a general rule, about a quarter of the total available playing surface should have terrain on it. There should be a good mixture of types. An equal division between terrain which blocks line of sight and provides cover (such as woods or ruins), terrain which provides cover but does not block line of sight (such as scrubland and low rubble) and terrain which blocks line of sight but provides little cover (such as gentle hills or ash waste dunes)."

Warhammer 40,000 rulebook, page 78



Well, there it is. One simple paragraph tells you all you need to know. Well, perhaps not ! everything. Let's try expanding it out a bit.

If you are playing on a standard 6' by 4' (180 x 120cm) table you will need enough terrain to fill an area 36" by 24" (90 x 60cm), this being a quarter of the playing surface. This may seem like a lot but when you consider that many of the terrain pieces will be area features, it's not so bad.



Knowing that you have a 2' by 3' (60 x 90cm) area filled with terrain allows you to start planning what you will need. The Warhammer 40,000 rulebook gives you some guidelines on the type of terrain. Essentially what is needed is an equal mix between:

Terrain which blocks line of sight but doesn't particularly impede movement (shrubs or low hills)

Terrain which slows movement but does not significantly block line of sight (marshes or some broken ground).

terrain which slows movement and blocks line of sight, (trees or jungle terrain)

Should state that this is a guideline only and you shouldn't be too literal in your interpretation.

THE SCENERY CYCLE

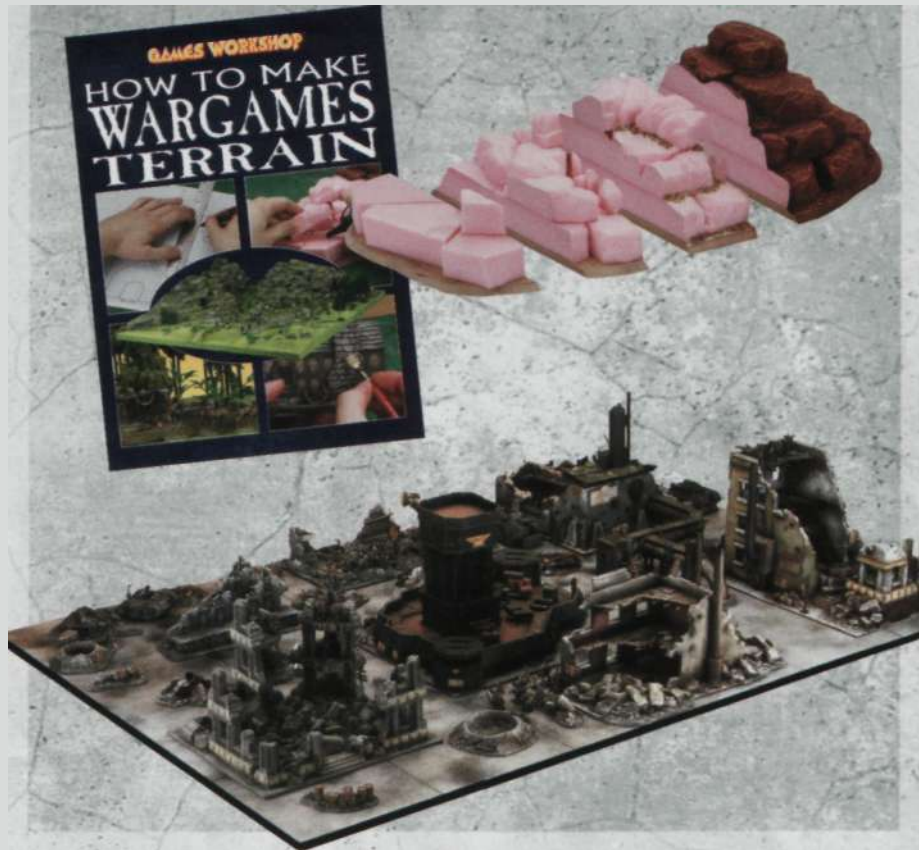
The underlying thought behind the terrain guidelines in the rules is simple. Every player adds a terrain set to go with each army. Then fills a quarter of the table but is occasional modelling project adds to the set,

chosen and constructed to complement the army that the player uses. Thus one player, who habitually uses Orks, has a terrain set that features ramshackle 'shakks', piles of scrap and junk and several mesa-like rock formations.

The whole set fits neatly into, a large box and can be quickly plucked off the shelf or even carried along to games. As time goes by the

MORE HINTS AND TIPS

If you're interested in expanding your terrain collection then 'How To Make Wargames Terrain' is an essential source of ideas, advice and tips. Featuring stage-by-stage instructions on making hills, roads, woods, buildings, water features and more, as well as loads of example boards, this is the definitive guide to making tabletop scenery.



replacing the more basic pieces. Whenever this player's Orks take to the battlefield, they will be playing on good, representative terrain that ties in with their army.

As more players in the same gaming circle build up their terrain sets then the range of war zones starts to expand, opening up all sorts of possibilities for campaigns or for merging compatible sets for multi-player 'mega' battles.



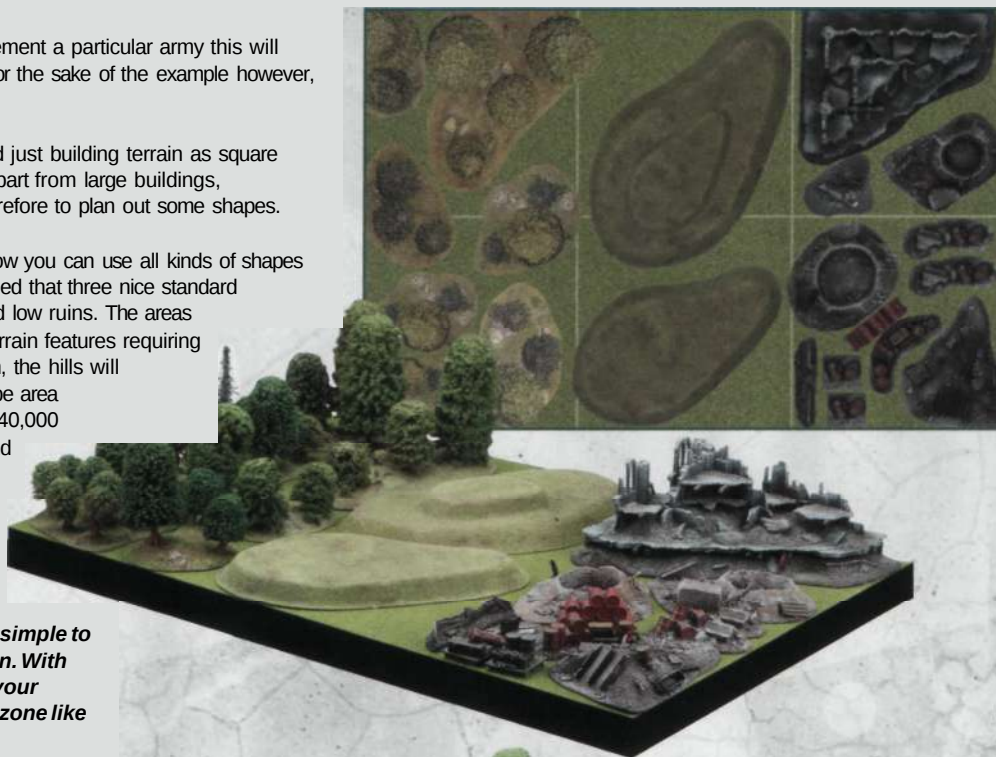
A SAMPLE TERRAIN SET

If you are building terrain to complement a particular army this will influence your choice of features. For the sake of the example however, I will keep it quite generic.

The most important thing is to avoid just building terrain as square blocks. Real terrain isn't like this (apart from large buildings, obviously). The starting point is therefore to plan out some shapes.

As you can see in the diagrams below you can use all kinds of shapes of terrain. In this case I have assumed that three nice standard terrain types will be woods, hills and low ruins. The areas designated as woods will be area terrain features requiring two or three freestanding trees each, the hills will be multi-contour and the ruins will be area features requiring one Warhammer 40,000 ruin and a couple of piles of rock and debris each.

As you can see, it's really quite simple to plan and produce a set of terrain. With these pieces you could set up your terrain to produce an ideal war zone like the below one.



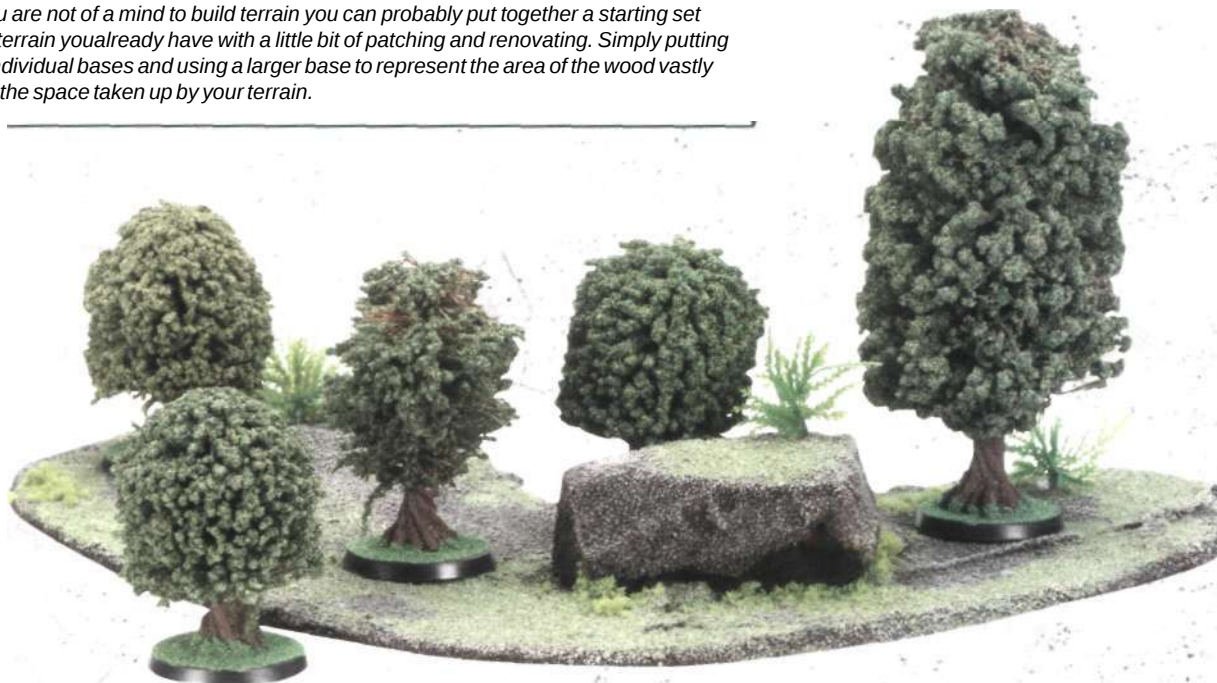
ENCOURAGING ATTACKING PLAY

This diagram shows the planned pieces laid out. Clearly, the terrain is quite dense and there is a lot of cover to encourage manoeuvre and attacking play in general.

It's worth noting that even with the recommended amount of it is best to move terrain away from the table edges. Wide expanses in the centre suit games of Warhammer but not th in the 41st millenium. Hills and woods around the table edge, encourage players to take up defensive positions. Safely ensconced, they sit back and await the foolhardy rush of the opponent, desperately trying to make a game of it. All very and not to be encouraged. By simply moving terrain away edges you create numerous good reasons to move and lots tactical options. This is also useful if you haven't much terrain need to make the most of what you have.



Even if you are not of a mind to build terrain you can probably put together a starting set [using the terrain you already have with a little bit of patching and renovating. Simply putting trees on individual bases and using a larger base to represent the area of the wood vastly increases the space taken up by your terrain.



Ah, the old balancing tank trick...
Another benefit of using this type of wood is that models can be placed in a precise position within the wood rather than be perched precariously atop it.



This same technique can be used to represent areas of ruins, broken ground and so on. This is one of the main benefits of the approach taken in the revised Warhammer 40,000 rules concerning area terrain. What you are doing is defining the area the terrain occupies (using the area terrain's base), its precise rules effect (by allocating it a size rating) and , modelling enough of it to help convey the information and look the part, without (and this is the good bit) getting in the way of the game or requiring you to model jungles on a one vine to one vine basis.

TERRAIN AND THE RULES

Since the revised version of Warhammer 40,000 was released there have been a few questions about how exactly to apply the rules. The best way to think about the terrain rules is as a toolset that gives you different ways of defining how to represent your terrain in the game. This is a necessity as there are many different approaches and no Games Developer can safely assume that a single approach will be taken.

The first thing to note is that terrain is divided into two types, first terrain pieces that operate on a 'what you see is what you get' (WYSIWYG) principle. A good example of this is a solitary building.

The other type of terrain is the area feature. Here the edges of its baseboard are the important thing. The model or models being used to represent it are not assumed to be a literal representation.



This building can be used WYSIWYG. It is simply treated as impassable terrain which blocks line of sight if it actually blocks line of sight -the 'true' line of sight approach. Consequently if you are trying to get a shot in at a unit behind, the building you just have to hunker down and get a view from the firing model to determine if you can actually see any of them.

This set-up shows some ruins that are defined as an area feature. In this case it is defined as a size 2 feature.



AREA EFFECTS

Features with a designated area work-in a very similar way to how woods and forests operated in the third edition Warhammer 40,000 rules. The main difference is that every feature is given a height value from 1 to 3 which corresponds to the height of models; size 1 being swarms, size 2 being normal models, size 3 being vehicles and monstrous creatures. Troops can derive cover from terrain that is the same size or one category smaller than themselves.

This is all quite logical. Whilst swarms or men may be able to derive some cover from an area of low scrubland, a Wraithlord or Carnifex will scarcely be covered to the ankle.

In all cases models within 6" of the edge of an area feature can be seen from outside and can see out. As explained in the rules this is because area terrain is assumed to fade out nearer the edges and allow a clearer view. Otherwise, line of sight is easy to work out. If either the observer or observed is taller than any obstructions then there is a line of sight.

The main trick when defining terrain is to make sure that you do not define terrain as a feature with an area when those rules are inappropriate. The best rule of thumb here is • that if the terrain piece you are using has a clear boundary and the models within that boundary are representative of what is there rather than a literal depiction then it is an area feature. Broadly speaking, ruins, woods, scrubland etc are good cases for use of the area feature rules. Hills are generally not suitable for this approach, a single hill is closer to the example of the solitary building shown left than it is to the ruins example.

There is one part of the rule that has generated some questions. It involves models standing on other terrain features to get a better view. This is mentioned in the rules but sadly there is no follow-up guidance - an omission I am delighted to correct.

All you need to do is agree beforehand which terrain provides an elevated view. The obvious candidates are hills, towers and suchlike. Models enjoying an elevated view "should be treated as being size 3 for determining what they can see over. This means they still will not be able to see over other size 3 obstacles but will be able to see • (and be visible themselves) over size 2 and 1 terrain. The key is to be flexible - examine the terrain actually being used and its relative height and come to an agreement.

In some very special cases you may even want to declare that a piece of terrain is size 4! This is appropriate when dealing with something like a tall watchtower whose very purpose is to see over everything around. This sort of convention is perfectly fine if it makes your terrain work for you.



The elevated position, on the hill allows the Chaos Space Marines to see over the size 2 tank traps.



This tower has been designated as a size 4 terrain feature.



ANTI-TYRANIDS

Tactica is our regular series on how to get the best out of your army, written by the finest gamers around.

If you're a skilled general and have tricks you'd like to share, why not submit a Tactica to White Dwarf? Write to us at the address of the front of the magazine.

TO KILL

THE HIVE FLEETS ARE COMING, AND DAMN SCARY THEY ARE TOO.

Even before the release of Codex: Tyranids I heard the beat of the defeatist's drums pounding out craven messages. 'Ooooooh Pete,' they say, (and if there was a font called Contemptuous Disdain I would use it now) 'the new Tyranids are so mean, they just rush across the table with all their monstrous creatures and eat my army. There's nothing I can do'. To all such players I say relax - it isn't so bad, there are lots of things you can do. So, for the next few minutes, make yourself a refreshing and relaxing cup of tea, sit back and take in Uncle Pete's three-step guide to exterminating Tyranids.

In this diatribe I will hopefully open your eyes to some of the vulnerabilities of the Tyranid army, indulge in some humorous badinage, reveal some beardy ploys and hopefully help prevent every 6" by " table in the land becoming a Tyranid novelty smorgasbord.

As you will have noticed I promised a three-step guide. To beat a Tyranid army you must:

1. Exploit the Tyranid armies' weaknesses.
2. Never be a 'rabbit in the headlights'.
3. Pick your targets carefully and consistently until they die from it.

There you go, all sorted now, I'm off for a quick nap. What? You need more? Oh all right then, but you had better forget all this if I ever collect a Tyranid army.

EXPLOIT THE TYRANID'S WEAKNESSES

The Tyranids may be scary but they still have weaknesses. There are two in particular that I would like to draw your attention to. First up, the *Life Mind* itself, as represented by the rules for Synapse control. At this point I can almost hear the lament, 'how is Synapse a weakness when it means they pass every Leadership and Morale test they have to take if they are within 12" of a Synapse Creature?'



A TYRANID

PETE HAINES AND HIS FELLOW GAMES DEVELOPERS INSPIRE THE TROOPS WITH THEIR SAGE ADVICE.

This is one of those glass half-empty situations. There are several ways to look at the Synapse Creature rules, one alternative being - any Tyranid unit that is not within 12" of a Synapse Creature will probably have a Leadership of 5 and will have to take an Instinctive Behaviour test to move. Just think about that for a moment. If your Space Marines were Leadership 5 whenever their commander was more than 12" away (and fled instead of advancing whenever you rolled a 6 or more or 2D6) you would have a fit. Well, that's what the Tyranids have to cope with. Now I say that's what they have to cope with, what I really mean is that's their starting point before you make a bad situation infinitely worse for them by exploiting that weakness at every turn.

It's rarely an easy task to wipe out every Tyranid Synapse Creature. There's quite likely a Hive Tyrant surrounded by Tyrant Guard that even the most offensively Obliterator and Havoc-laced Iron Warrior army or Dark Eldar dark lance army of doom would have difficulty eliminating. So simply ignore that chunky centre and look for the other Synapse units, the odd lone Zoanthrope, the Tyranid Warrior unit that is pretending to be a fire support unit or even the solitary winged Hive Tyrant that wants you to think he's a combat monster but is really the only thing stopping one flank of a Tyranid swarm going native

and running for mummy. Recognise these loose Synapse critters for what they are (a wonderful opportunity to take a short cut to gloryland) and squish them immediately!

Put another way, if you can eliminate those Synapse Creatures that extend control to the extreme flanks of the army you will not only compress the Tyranids into a smaller area but you will get the chance to shoot at some of those Leadership 5 units and make them fall back. Now I grant you, they will fall back towards the nearest Synapse Creature (bear that in mind because you may be able to take advantage of that as well), however they won't regroup until the start of their next turn and can only start advancing the turn after that. All in all, a nice little delay to the Hive Mind's forces that may even tip the game.

Bottom line, if you think about it the right way, Synapse control is a weakness. Exploit that, weakness, make the faster Tyranids revert to their paltry Leadership of 5, then wave the magic wand of massed firepower and watch them scarp.

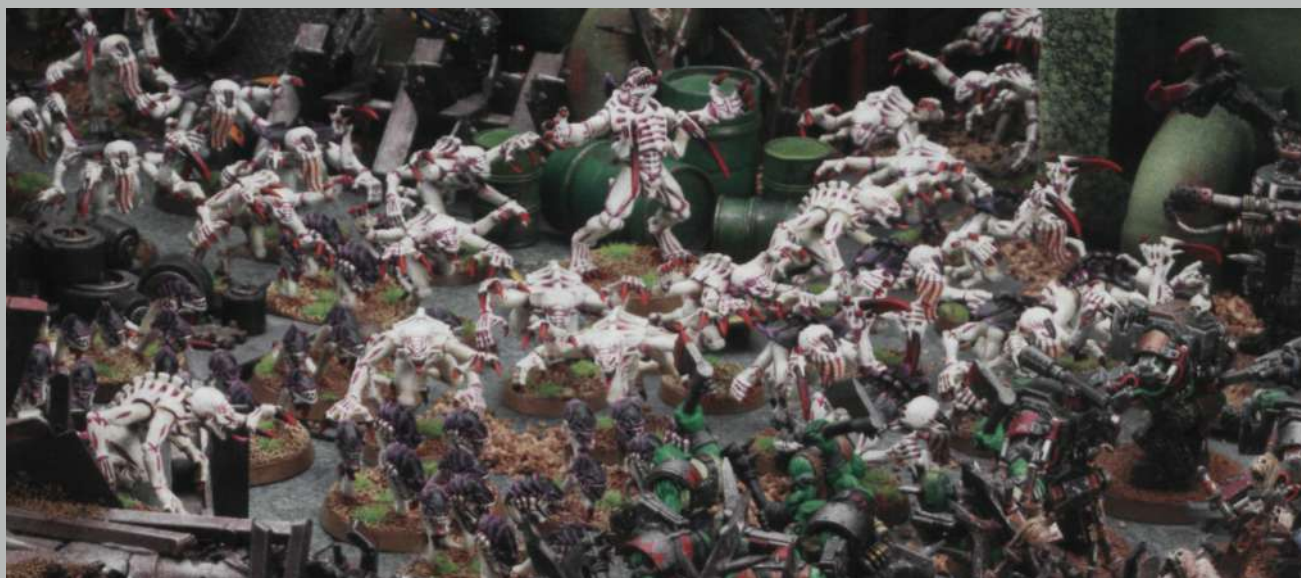
The other major weakness in the Tyranid bag of tricks is their lack of good guns. Generally they lack anti-tank firepower, range and armour penetration. You can really exploit this one with the right army composition. Most Tyranid guns are AP5, and virtually

RUDE PLOY RO. 1

WHEN YOU DECIDE WHICH TYRANID UNITS THAT EACH OF YOUR UNITS WILL FIRE AT, TRY TO SET UP SHOTS WHICH ARE ONLY JUST IN RANGE. THIS WILL ENSURE THAT THE TYRANID PLAYER HAS TO REMOVE CASUALTIES FROM THE FRONT OF HIS UNIT (CASUALTIES MUST BE IN RANGE AND LINE OF SIGHT). THIS HAS THE EFFECT OF PUSHING THEM BACK AND IT MIGHT JUST MAKE THE DIFFERENCE.

every army has the option to take some units with a 4+ Save. All you Space Marine players can relax here as you already have this base covered. But if you play Imperial Guard consider Storm Troopers or the Grenadiers doctrine, if you play Orks, consider 'Ard Boyz and if you play Eldar then load up on Aspect Warriors ahead of Guardians. Remember a 4+ Save reduces your casualties from almost all Tyranid shooting by 50%!

Armour isn't just useful against shooting. Even the most optimistic player has to accept that the Tyranids will probably get into close combat at some point. When in assault against Tyranids it is vital that any unit engaged either hangs on for as long as possible or dies promptly. The reason for this is that if the Tyranids finish off their victims



Another Tyranid invasion begins, might as well roll over and hand them the planet. Not if Pete has anything to do with it...

THE IMPERIAL ARSENAL

The Imperium has learnt the hard way when it comes to taking down the scions of the Hive Mind, and so has 'Nid-basher Adam Troke. Games Dev's resident Pro-Imperial nutcase takes us through his favourite anti-Tyranid tactics.

THE BLESSED INQUISITION

The Inquisition know a thing or two about cracking heads and blasting abominations. Consider employing one of these stalwart fellows to lend you a hand against the Great Devourer. 20 points (45, if you're after a Lord) buys you the Inquisitor, to whom you would do well to add two Mystics and a cadre of Warriors. A Mystic allows the retinue (or another squad within 12", if there are two Mystics) to take a free shot at any Deep Striking unit within 4D6". so this is invaluable for dealing with Lictors and other nefarious Tyranid antics. Arm the warriors in the retinue with heavy bolters or multi-meltas and bring the pain to the foul xenos!

CULEXUS ASSASSIN

This fellow is the absolute devil when it comes to killing psykers, of which there are loads in the average Tyranid army. Every Synapse Creature is a psyker waiting to be slaughtered by the Culexus. For every psyker within 12" he gains an extra shot with his Strength 5, AP2 animus speculum, which can mean a potential Assault 10 weapon against a Tyranid Warrior Brood. His psyk-out grenades can easily spell doom for a Hive Tyrant or Broodlord - they can cause up to five wounds on a psyker with a single hit. Then, there is his ability to drain a wound away from any single psyker in base contact each Assault phase, with no Saves allowed. For 105 points, this chap means a world of hurt for those psychically sensitive monsters...

SPACE MARINES

A simpler way for Space Marines to smash the swarm is simply to take the Furious Charge special skill. With Initiative and Strength of 5 on the charge, they can hammer a unit of Gaunts or even Warriors before they get to strike back. A preponderance of Assault Marines and Terminators can ensure you really hurt the enemy.

Then there is the 'Suffer not the Alien to live' trait. This grants the Preferred Enemy special rule to the army for a very modest sum, and ensures that all your Space Marines will be hitting the foe on a 3+. even against high WS troops like Genestealers. Granted, you will have to undertake some extensive conversions, but, if your regular opponent plays Tyranids, it could be very rewarding to decorate your army with trophies that look like his troops. Plus there's a nice Genestealer skull in the new plastic kit!

on the same turn they charge them (assuming you haven't left other units within Consolidate reach), the aliens will be left in plain sight ready to be shot at close range in your next turn. The trouble is that you can only sacrifice so many troops in this way.

RUDE PLOY NO. 2

CHARGE STRENGTH 3 TYRANID UNITS (PRETTY MUCH ANY GAUNTS) WITH WALKERS. SENTINELS, KILLA KANS AND WAR WALKERS ARE GREAT FOR THIS. THE TYRANIDS CAN'T HURT THEM DUE TO THEIR LOW STRENGTH, AND THEY CAN TIE HUGE BROODS UP IN AN ASSAULT FOR THE REST OF THE GAME, OR UNTIL THE TYRANID PLAYER LOSES PATIENCE AND COMMITS A MONSTROUS CREATURE TO THE FIGHT - THOUGH HE WILL USUALLY HAVE TO WAIT FOR HALF OF THE GAUNT BROOD TO DIE BEFORE HE CAN FIT HIS HEAVYWEIGHT IN THE FIGHT. AT THIS POINT YOU WILL PROBABLY LOSE YOUR WALKER, BUT IF A SIGNIFICANT BEASTIE RIPS IT UP THERE IS A GOOD CHANCE IT WILL EXPLODE AND LAY WASTE TO THE GAUNTS TIGHTLY PACKED AROUND IT.

Tyranids will often strike first due to their high Initiative, and going down without inflicting any casualties in return sets up a very unfavourable kill ratio. Again, our old mate the 4+ Save means a Tyranid unit will take twice as long to kill you as it otherwise would. Use this time to hit them back hard and make sure that they pay the price for their kills. After all, the bulk of Tyranids are Toughness 3 and don't have much of a Save, so you can wear them down. Even if you only kill half the unit you are still getting Victory Points for it and reducing its ability to damage another unit.

RABBIT IN THE HEADLIGHTS

There is a tendency for players fighting Tyranids to simply stand still and fire for the entire game, surrendering the initiative completely. Their troops simply gaze into the fanged maws that are getting ever closer, until they allow themselves to be overwhelmed. Ick!

The first point to make is that the most terrifying Tyranid creatures, the Carnifexes and Hive Tyrants, tend to only move 6". Everything else in the game moves at least 6"

too. Consequently they can only get to you if they advance to within 12" of you and you choose not to run away. In this case it's probably your own fault if you get splatted.

The second point to make is that you do not have to sit still and wait for close combat to be initiated by the Tyranids. Whilst the Tyranids generally excel in close combat they are by no means invincible, especially if they do not get to charge. Units of Termagants, for example, are actually quite weak in close combat and can be beaten by virtually any assault unit worthy of the name. The tricky bit is that if they are in Synapse range they will not run away, so your assault unit will get tied in close combat and probably be attacked next turn by something nastier. Now this is where some judgement is required. Pick on units that are outside Synapse range, pick on units that you have already shot up and can wipe out, pick on units that absolutely must not be able to choose their target next turn and, failing that, pick on units that are worth more Victory Points than the unit you plan to kill them with.

This really comes down to not missing opportunities. On one glorious occasion the power fist-wielding Captain/Commissar tag team in my Imperial Guard army managed to take down a Tyranid Carnifex. The dice weren't actually that extreme, the Carnifex was depending on an aura of assumed invincibility to deter being assaulted. Don't allow yourself to be fooled, know your troops' capabilities and if you see a winning assault that doesn't compromise your position then go for it!

Another angle to consider when picking fights with alien killing machines is this: are you better charging them this turn and fighting away from your lines, or are you better standing to take the charge next round? You can actually do a lot of damage against Tyranids with 'spoiling' attacks, and they don't always have to be close combat based. When an Imperial Guard Command squad leaps out of its Chimera and unleashes four flamers on a tightly packed Gaunt or Genestealer brood, the chances are that the Hive Mind's plan will soon require some revision. Given the vast increase in rapid fire effectiveness when within 12" then there should always be firefight opportunities for the player who is ready to take them.

Finally, starting fights in your turn that will last into the Tyranid player turn can be very useful as it will block the lines of fire of the shootier Tyranids behind them. Unless you attack a monstrous creature it won't block the Carnifexes and Hive Tyrants but it will block the line of sight of those Tyranid Warriors and Zoanthropes. Moreover, the rest of the Tyranids will carry on advancing anyway, so they will restore your lines of fire just in time for your next Shooting phase.

PICK YOUR TARGETS CAREFULLY

There has always been some debate between Warhammer 40,000 players on which **Tyranids** to shoot first. Essentially this, boils down to the 'big ones' school and the 'quick ones' school.

The 'big ones' school tends to be populated by power armour armies who do not really fear the smaller Tyranids in close combat and are confident that if they can eliminate the monstrous creatures then all will be well. The 'quick ones' school holds that you must target units that can charge you next turn, this normally means Hormagaunts, Raveners and Gargoyles. The logic is that these are the critters that will tie you up in close combat and hold you there while the monsters move up to finish you off.

Overall I come down on the side of the 'quick ones' school. If you are not careful the Tyranid front line will charge you on turn two. This is not good as they will inevitably seek to tie down the snootiest units they can lay their claws on, secure in the knowledge they are utterly expendable. Even if you try to hold the front line without moving, which in most missions will be 24" from the enemy, a Carnifex can't charge you until turn four. The more of those four turns you spend shooting, the better for you, so always make sure you deal with the immediate threat and buy yourself time.

RUDE PLOY RO. 3

TWO OF THE NASTIEST TYRANID PSYCHIC POWERS ARE CATALYST AND WARP BLAST. CATALYST IS PARTICULARLY UNPLEASANT GIVEN ITS BONESWORD CONNECTION (READ YOUR CODEX!). HOWEVER, BOTH IT AND THE POWERFUL VERSION OF WARP BLAST REQUIRE A PSYCHIC TEST, SO IF YOU WERE TO INCLUDE A PSYCHIC HOOD OR A WARP BLADE YOU MIGHT BE ABLE TO MESS THINGS UP A LITTLE. AN INQUISITOR WITH A HOOD IS AVAILABLE TO PRETTY MUCH EVERY IMPERIAL ARMY, SO THIS ISN'T TOO TRICKY.

Having decided on a strategy, stick to it and obliterate your preferred targets". Do not, under any circumstances, do a jittle of each before one job is done, as you will end up achieving nothing, if you start, the Shooting phase with the optimum weaponry for the job (basically shuriken cannon, scatter lasers, heavy bolters, burst cannon and other multi-shot weapons) you may find that you can deal with the most pressing threats with only part of your firepower. You will then have your bigger guns left to either finish the job (if needs must) or switch targets to the monstrous creatures. When firing on the larger Tyranids remember the first rule and seek to disrupt the Synapse net if you can.

When planning your firing be prepared to run off like a whipped cur. No, really; if you know a Tyranid unit is likely to move between 19" and 24" in its next Movement phase (like a Hormagaunt brood for example) and you reckon that you can't shoot it dead that turn, pull the threatened unit back out of reach.

Be warned that the Tyranid player will make a big show of firing with his monstrous creatures to draw return fire. Constantly remind yourself that for the Hive Mind a monstrous creature who can only shoot is actually a disappointment. The longer they do this, the less time they are biting your troops' heads off. Take your lumps and stay on target.

Late in the game you should remember that one wound on a Hive Tyrant or Broodlord scores you half its value in Victory Points (hurrah) due to its Independent Character status, and that any brood you can reduce to half strength or lower also scores you Victory Points. Remember to keep the objective in mind till the end of the game, but whatever the objective is, both you and the Tyranids will need scoring units to benefit. Units below half strength aren't scoring units, so be sure to pick your shots accordingly and you still can win the game even if heavily outnumbered.



Ghost Warrior Wraithguard prepare to send a Hive Tyrant on a one way journey to the Warp.

THE METAL GODS

WHOSE UNIVERSE IS IT ANYWAY? GRAHAM MCNEILL TALKS US THROUGH THE DIRTY TRICKS OF THE NECRONTYR

Graham: There you are, minding your own business, sleeping away the millennia until the time is right for your Star God masters to awake you from the tomb and unleash death upon the hated living, when all of a sudden these Johnny-come-lately aliens decide they want a piece of the pie. They've got a nerve; the Necrons were here long before any tentacle-waving upstart of a race came along. This galaxy is ours and we're going to fight to keep it that way. And another thing, what do the Tyranids want with the Necrons anyway? Metal bodies that vanish into the ether once they're chomped isn't much in the way of a feast now is it?

The key to defeating Tyranids is getting the target priorities right, and making sure you concentrate a lot of firepower on each brood until it is completely eliminated. Units like Immortals are your best friend in this regard, with guns that are a hefty Strength 5 and Assault 2, so you can be firing even as you're backing away from the aliens. Of course, this all sounds fine in theory, but there's only so much room you can back away into. The key is to keep the Gaunts and Genestealers at bay (since they don't like that AP 5) with gauss flayers and save the gauss cannons and blasters for those monsters with 4+ Save extended carapaces. When it comes down to scrapping, a counter-attack from a unit of Pariahs is usually enough to take out even the most heavily armoured Carnifex when he finally lumbers into combat.

One of the niftiest things the Necrons can do is teleport around the battlefield, and against Tyranids, this is an invaluable trick you can use to survive in close combat (where the Necrons don't excel). While they can take a bit of punishment - what with a decent Toughness and good Save - they aren't too great at dishing

it out, so you should look to outshoot your opponent. The best way to do this if you get bogged down in combat is to teleport out with either a Veil of Darkness or a Monolith. My first choice would be the Monolith, because Necron models that fail their We'll Be Back roll get another chance to come back if they emerge from a Monolith portal. Bonus!

What both of these pieces of kit allow you to do is to deny your enemy units safety from being shot by being in close combat. Once you've teleported out of a fight, you can then shoot them up again.

Or, if monstrous creatures are ruining your day, you could just set the Nightbringer on them...

RUDE PLOY NO. 4

TRY KITTING OUT YOUR NECRON LORD WITH A LIGHTNING FIELD, AND PLACING HIM WITHIN RANGE OF A CHARGE FROM A LARGE UNIT OF HORMAGAUNTS. THE HORMAGAUNTS WILL USUALLY CAUSE A LOT OF WOUNDS ON YOUR NECRONS, BUT BELIEVE IT OR NOT, THIS IS A GOOD THING! FOR EVERY WOUND THEY CAUSE THEY TAKE A STRENGTH 3 HIT FROM THE LIGHTNING FIELD - THIS WILL KILL AROUND HALF OF THE WOUNDING HORMAGAUNTS, AND THE NECRONS (WITH THEIR ARMOUR SAVES, WE'LL BE BACK ROLLS AND A JUDICIOUS MONOLITH TELEPORT) SHOULD ONLY LOSE ONE NECRON PER TWELVE WOUNDS INFLICTED. ALL THIS IS IN ADDITION TO THE KILLS THE NECRONS WILL INFLICT THEMSELVES - TRY IT WITH A UNIT OF PLAYED ONES AND IT WORKS GREAT TOO!





Stick your troops in cover and the Gaunts suddenly don't look so clever

There are a few other tips that may be of use, in the Shooting phase:

- **Use barrage weapons to command dead, ground.**

Having some barrage weapons is really useful. The Tyranids will seek to utilise dead ground (shelter provided by cover or combats) as a staging post prior to beginning their rush to close combat. Barrage weapons, such as Basilisks and mortars, enable you to put these areas under threat and give the Tyranids nowhere to hide.

- **Drive till the transaxle goes**

Drive-by tactics work well against Tyranids. Including units that go out and combat the Tyranids at close range may seem suicidal but it can work. Small Tyranids can't really hurt Rhinos or Chimeras and a couple of special weapons firing from the top can do some real damage. The vital thing is to make the Tyranids (and especially their monstrous creatures) divert to engage you: don't just stand in front of them so they can get an extra 6" across the table simply by charging, instead flank them and draw them away from your gun line. Once you get a mobile squad behind the swarm you can really upset the Tyranids who will have to worry about protecting their Biovores and Zoanthropes rather than just ploughing forward. Tyranid swarms enjoy operating on a single axis of advance, anything that messes up their plans should be considered worthwhile.

- **Break them up**

Gaunts tend to bunch up for effect, so make it your mission to force them to spread out. This can be achieved with Blast or Template weapons (in particular the Inferno cannon of the Hellhound). When a brood is spread out then more of your units will be able to draw a bead on them and less of them will be able to shoot and assault their chosen target. Sometimes you may even get broods to bottleneck and get in each other's way.

- **Put out the bait**

An assault-based army will normally move on what it perceives as being the main line of resistance. Now, what starts turn one as the main line of resistance doesn't actually have to be the position you meet the attack in. The Imperial Guard army (for example) contains a massive range of vehicles that are capable of moving and shooting, so move them! Drawing an attack onto an infantry platoon (ideally in difficult terrain to partially negate Tyranid Initiative) while the tanks and mechanised troops slip around the attack and maintain a good separation distance is a sound tactic. Sure, the Tyranids may overrun your platoon but they will then have another sprint ahead of them whilst you blaze away.

If you stick to the three core principles and stay on your toes you should be able to give as good as you get against the Tyranids. In summary, it's really quite simple; either you can be the intimidated or the intimidator. The former often leads to heroic defeats, the latter to victories, maybe not so heroic but fewer posthumous medals have to be a good thing. In any event, good hunting.

TYRANID INVASION!

The true horror of the Tyranid invasion comes when the biomass of the planet is dissolved in digestion pools - boiled down into a biological soup that is then digested by the hive fleet and used to create new Tyranids. Andy Hoare and Phil Kelly explain how the Tyranids bleed trveif preyworlds dry, while Dominic Murray shows you how to create a digestion pool.

PART THREE: TOTAL CONSUMPTION

The consumption phase of an invasion, strictly speaking, begins when the first mycetic spores are inserted into the atmosphere to prepare it for eventual biological assimilation, but this process begins proper once the last major resistance is neutralised.

The surface of a world undergoing the final stages of Tyranid assault is truly a vision from a nightmare. Feeder organisms pupated in the carcasses of native life forms burst forth and ravage the landscape of every last trace of biological matter. These creatures have no true digestive system of their own, instead existing only to swallow whole everything they encounter before throwing

themselves bodily into vast lakes of gastric fluids known as digestion pools. These are where their biological mass, and that of everything they have ingested, is rendered down into a thick, nutrient-rich gruel that will be harvested by the hive ships.

As the Tyranid digestion pools swell, so the hive ships cluster in low orbit. Vast capillary towers emerge from the pools, pushing impossibly high into the atmosphere. These link up with the writhing, sucking proboscis feeding tubes of the hive ships, and pulse with sickening peristaltic action as the rendered biomass is pumped upwards, and distributed to the greedy clusters of bio-vessels.

It is at this point that the biomass of any infested organisms cultivated upon the world is added to the harvest. The minds of these creatures are by this point entirely subsumed to the hive fleet's gestalt will, and they march blank-faced into the depths of the digestion pools to be rendered down into nutrients.

Within days, the rampant mutation of the native plant life is ended, its mass consumed by Rippers or broken down by bacterial agents to add to the digestion pools. By this stage the processes initiated by the actions of the mutant flora have utterly changed the atmosphere, producing an oxygen-rich environment in which further harvesting is accelerated, until all biological matter is



The last survivors of Colquis make one final assault towards a digestion pool in the hope of buying some time for the Tyranid's next victims.

broken down and transferred to the suckling hive ships.

The final stage is the harvesting of the world's atmosphere and seas, when the hive fleet's drone-ship haulers descend to low orbit and engorge themselves upon every last useful element for later utilisation as fuel for the hive fleet's journey to the next preyworld and the creation of yet more warrior organisms. The hive fleet then departs, leaving behind it a desolate rock, stripped of every last vestige of life, right down to the molecular level. The hive fleet will resume its endless conquest; its only imperative to feed, survive and multiply until the galaxy is a dry, withered husk, whereupon it will leave once more, setting its unknowable desires upon the next feeding ground, untold billions of light years distant.

Within days, the rampant mutation of the native plant life is ended, its mass consumed by Rippers or broken down by bacterial agents to add to the digestion pools.



THE FINAL HOURS

This scenario allows you to recreate the third stage of a Tyranid invasion, where the inhabitants of a prey world have all but been annihilated. Only a small handful of hardbitten "guerrillas" still hold out against the Tyranid menace. They must plant an adamantium-cased teleport homer in a digestion pool so it is unwittingly sucked into the heart of the main Tyranid bio-ship. Only then can a crack squad of warriors teleport into the heart of the Tyranid fleet and destroy it from within.

SET-UP

The Tyranid player sets up his sentries anywhere within 12" of the digestion pool. Instead of using Termagants the Tyranid player uses 10 Ripper" Swarm bases that deploy separately. The rest of his forces are held in reserve.

The attacker gets first turn. He must choose a short table edge for his troops to enter play from that turn. Before the game begins, he nominates a model as to carry the beacon. Use a counter to represent this. A non-Tyranid model may hand over the teleport homer by ending his move in contact with another model, or pick it up simply by moving into contact with it. Vehicles may not carry the teleport homer, though their passengers can.

Game Length. The game lasts for a variable number of turns.

Line of retreat. Units that are forced to fall back will do so towards the nearest edge, using the normal Fall Back rules.

Reserves. The defender's Reserves enter play from a random point - roll a D6 separately for each unit and deploy in the corner indicated on the map. The attacker's Reserves enter play, from his board edge.

SCENARIO SPECIAL RULES

The Final Hours uses the Random Game Length, Reserves and Sentries special rules.

NEW SPECIAL RULES

Ripper Swarms. The Tyranids are assimilating the biomass of the planet, with swarms of Rippers devouring anything they can find before diving into the digestion pool. When the alarm is raised, the sentries are not removed and come under the Control of the Tyranid player. In addition, the first defender turn of the game is treated as the second for the purposes of Reserves, the second is treated as the third, and so on.

MISSION OBJECTIVE

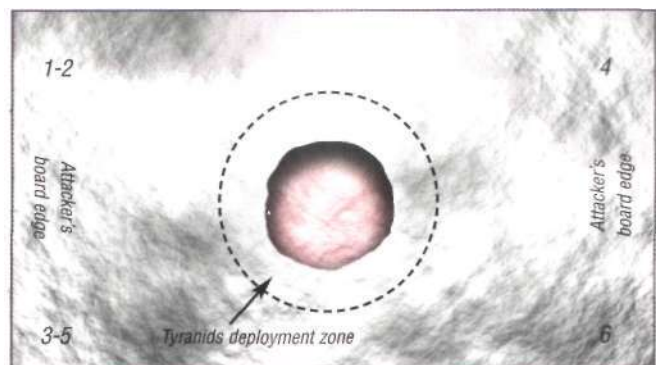
If the attacker manages to get the model carrying the beacon into base contact with the digestion pool and keep him there until the end of the next Tyranid turn, he automatically wins. If the game ends before this point, he automatically loses.

Attacker's Overview

The defenders have bought enough time for a warning beacon to be perfected, but have almost all died as a result. All that remains is for the survivors to burn brightly in one last act of defiance - placing the beacon in a digestion pool ready for absorption.

Defender's Overview

The defenders have been defeated. The Tyranid swarms must harvest the biomass of the planet whilst silencing the few pockets of resistance left.



BUILDING A DIGESTION POOL

The digestion pool allows you to create a terrain piece that can be combined with the previous parts of the infestation. It also allows you to create the slimiest bit of scenery so far, as the pool itself should be a horrid mess of biological gruel. As with the other parts of the infestation, you can make more of these pools so that you can represent a planet in the final stages of invasion.

MATERIALS

- Craft knife
- 5mm basing material
- Polystyrene balls
- Small wooden balls
- Citadel PVA glue
- 10mm foamcard
- Craft knife
- Modelling clippers
- Modelling sand
- Modelling gravel
- Talcum powder
- Large flat-headed brush
- Large drybrush
- Water Effects

SAFETY TIP

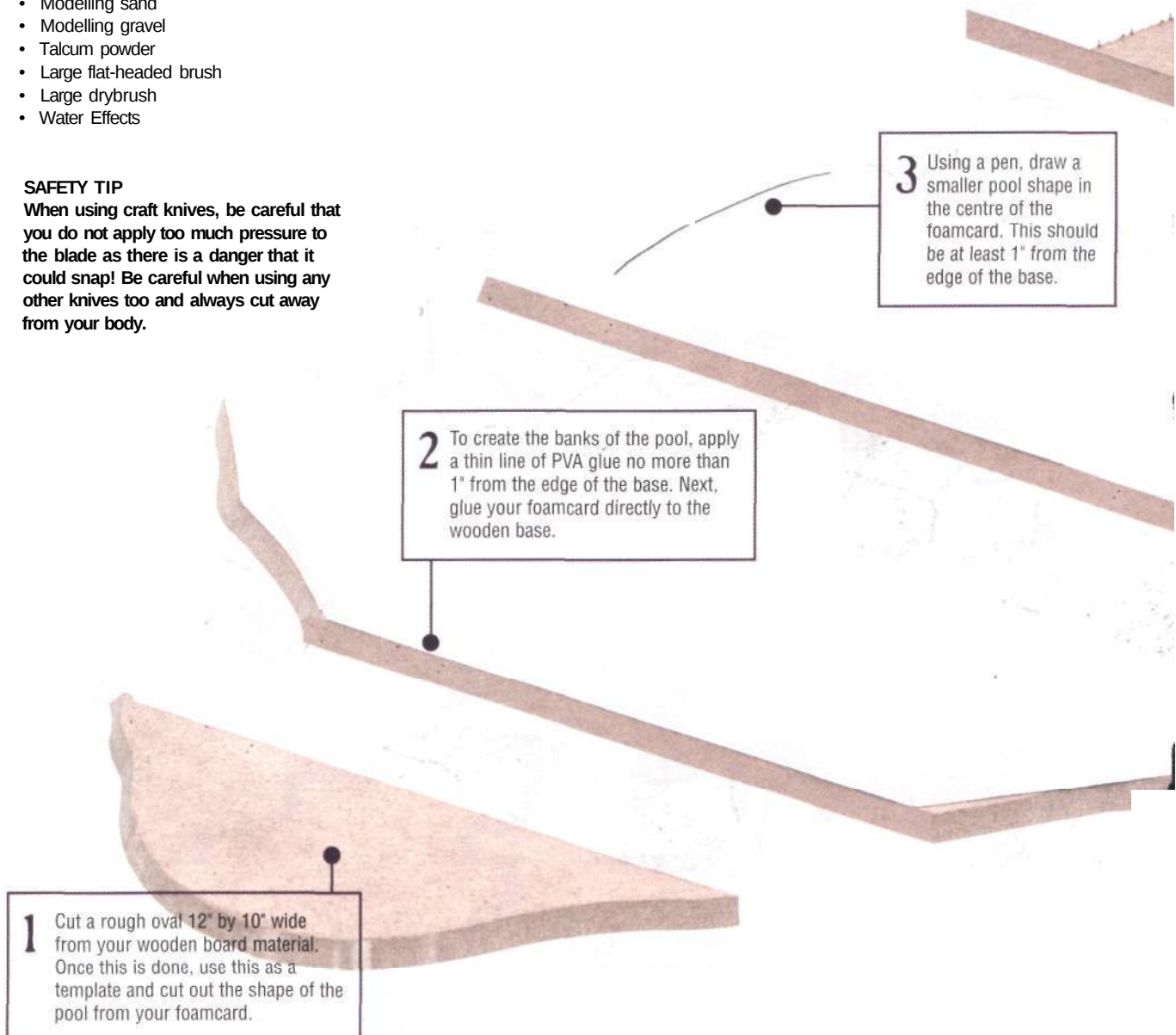
When using craft knives, be careful that you do not apply too much pressure to the blade as there is a danger that it could snap! Be careful when using any other knives too and always cut away from your body.

TEXTURING THE POOL - BUBBLES

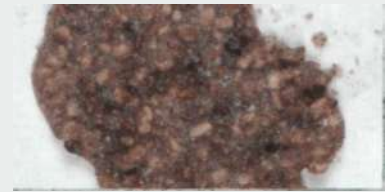
When you have built the basic shape of the pool it's time to begin adding texture. As you may imagine, a pool of digested biomass isn't going to be pretty...

Cut the polystyrene balls about a third of the way across. This will give you a bubble that's about to burst and one that is emerging from the mix. Glue them to the pool using PVA glue to create an effect of bubbling digestion.

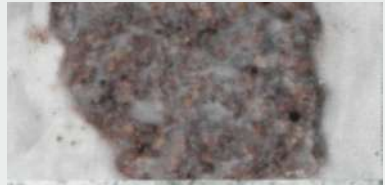
Use a pair of modelling clippers to cut the small wooden balls in half. Glue these in between the larger polystyrene balls to create a build-up of roiling gastric juices.



TEXTURING THE POOL - BIOGRUEL



The half-digested matter is made by mixing sand, gravel and PVA glue. Use an old brush to apply the mix in patches to the pool. As it is drying gently stipple it with the brush. " . ,



The sickly surface of the digestion pool is made by mixing PVA glue with talcum powder: Once you have a suitably viscous mix, use an old brush to paint the pool, making sure you cover the whole surface. Once this is dry you may wish to apply another coat to give a really vile texture to the surface.

5 To help the pool blend into your gaming board, use your craft knife to bevel the edges of the foam card.

4 Use your craft knife to cut out the shape you have just drawn. This should be easy to remove as the glue will only be holding down the edges of the foamcard.

STATUS: PRE-INVASION

Cirillo Prime, a civilised world and one of the 27 moons of Cirillo, a gas giant situated in the Vinor System, Segmentum Obscurus.

CIRILLO Prime (Sub V – Moon)

VI05.02.1
Orb. Dist.: 1.4-2.1 AU
[Secondary Biosphere]
1.4G/Temp 28° C
Primary Moon of Gas Giant VINOR V 'Cirillo'
[Imp. pl. index 1999.4.1.VI05.02]
Civilised World
Import/Export Aestimare C308
Tithe Grade: Principe Secundus

TYRANID INVASION! Over the following pages concept artist Roberto Cirillo charts the devastation wrought by a Tyranid Hive Fleet as it preys upon an unsuspecting world.

PAINTING



We need a particularly vile colour scheme, so paint the whole piece of scenery Chaos Black and paint the edges to match the your gaming board. Then, using your large flat-headed brush, drybrush the pool with Dark Flesh.



Next, drybrush Graveyard Earth over the pool. You may need a couple of coats to make the colour stand out. Make sure that you leave a gap of Dark Flesh around the edge of the pool to give the impression of different depths.



Next, drybrush small patches of Liche Purple around the bubbles.



Drybrush small amounts of Blazing Orange over the rough areas of the pool.

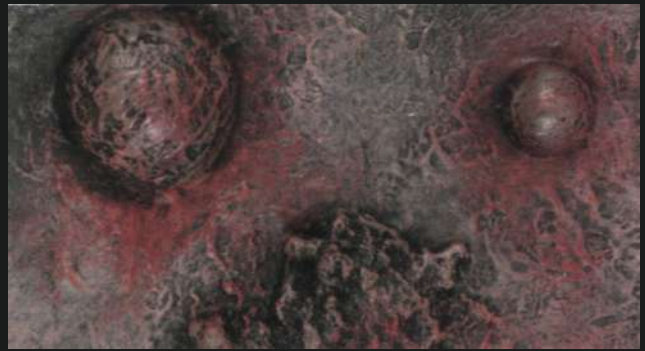


STATUS: STAGE I THE DISCOVERY PHASE

Tyrannid spores descend upon the planet as infiltrating Lictors and Genestealers reveal themselves – the initial attacks begin.



Once you are happy with the Graveyard Earth, drybrush Dwarf Flesh over the top. This will give a nasty fleshy appearance to the terrain.



To make the bubbles look more pustular, use a large drybrush to apply Scab Red around their bases.



to finish the painting, drybrush Golden Yellow over the Blazing Orange. -



Finally, use gloss varnish to create a wet appearance.



STATUS: STAGE II THE ASSAULT PHASE

The Tyranid armies lay siege to the planet en masse as Gargoyles choke the tortured skies and capillary towers burst from the earth.

ADDING TO THE INVASION

So far, we've shown you how to build three major stages of infestation from scratch. However, there are plenty of Tyranid parts you can use to make objective markers and small scenery pieces.

TYRANID HIVE NODE

The following terrain was made using the Hive Node from the Battle For Macragge boxed set. When you have based the Hive Node, paint it so that it matches the terrain you have built for the infestation.



Using an off-cut of 10mm foamcard, cut an oval approximately 3" by 4.5".



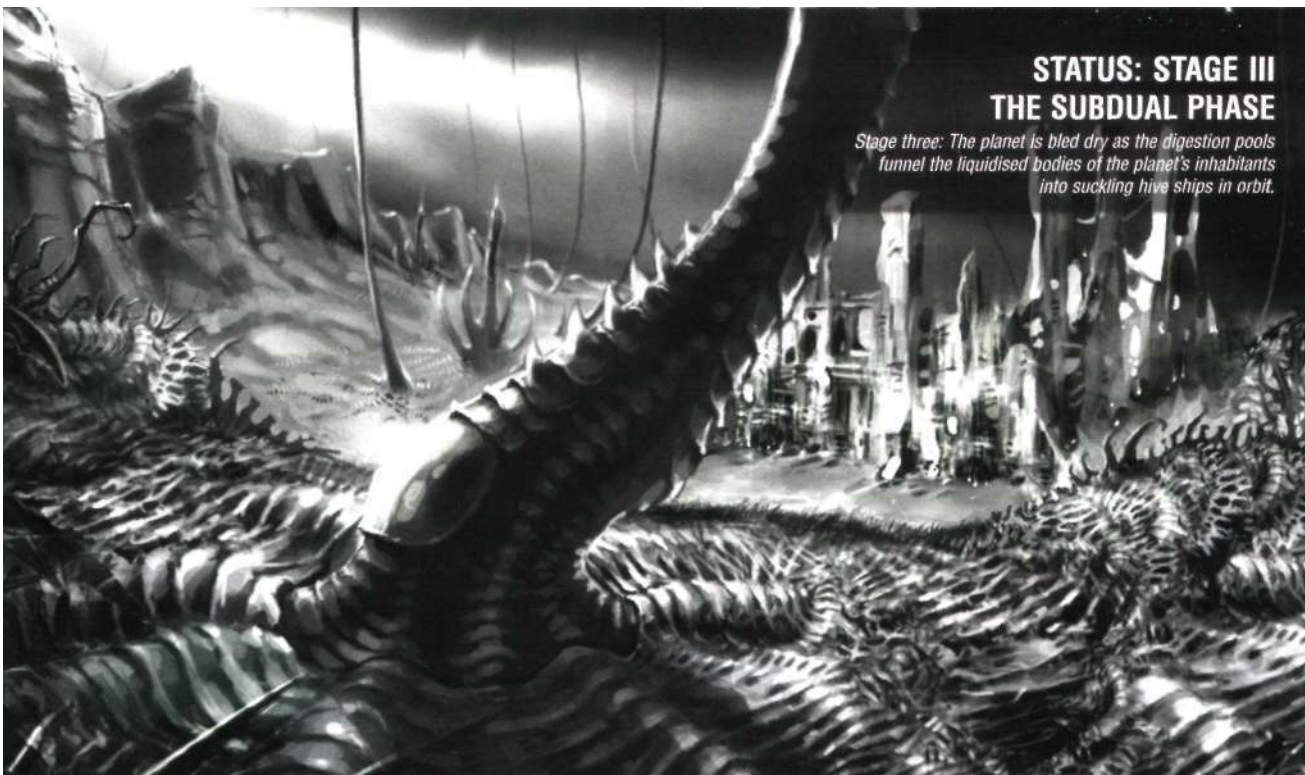
Using your craft knife, bevel the edges of the foamcard so that it blends into your gaming board.



Attach the Hive Node to the foamcard with superglue. Once this is dry, use ready mix filler to cover the edges of the node so that it blends into the foamcard.



Once the ready mix filler is dry, texture the base using PVA glue and modelling sand.

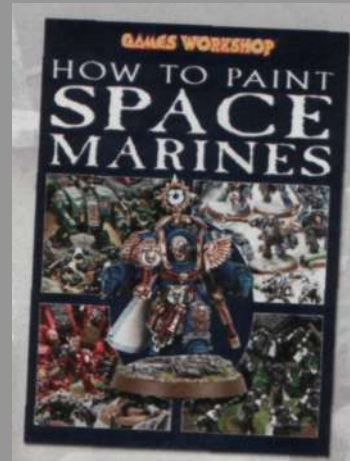


Howling Griffons



The Howling Griffons are one of the lesser-known chapters of the Adeptus Astartes, yet they have a long and proud history. Adherents of the codex and veterans of the Eye of Terror, these bold warriors can be recognised by their distinctive quartered colour scheme. John Cadice, a long-term hobbyist, painted an army of Howling Griffons years ago but abandoned them... until recently, when he came across their uniform in the *How to Paint Space Marines* book. Inspired, he decided to create an entirely new army. For the Emperor!





The Howling Griffons are but one of the hundred chapters featured in *How to Paint Space Marines*, our fantastic, 96-page, full colour hobby manual. Packed full of useful tips on painting and modelling these noble power-armoured warriors, *How To Paint Space Marines* also features uniform and marking guides for the Adeptus Astartes.



John: It was way back in WD101 that I first discovered the Howling Griffons. They were one of the chapters of the Adeptus Astartes that fought in The Badab War. Their picture featured alongside a number of other chapters that are still recognisable today including the Salamanders, the Raptors and the Lamentors. Their liveries reminded me as much of football team strips with their contrasting colours and emblems as of knight's heraldry, and perhaps this is why they stuck in my head.

Since first reading about them, I've gleaned as much background on the Howling Griffons as I could from the following sources: Index Astartes: Humanity's Shield (WD284) and Index Astartes: The Eye of the Storm (WD286), as well as from Codex: Chaos Space Marines and Codex: Eye of Terror.

Adherents to the writings of Roboute Guilliman as laid down in the codex, the Howling Griffons are organised in a conventional fashion, split into ten Companies, each with 100 Space Marines led by a Captain.

However, I discovered when reading Insignium Astartes that they do have one notable deviation. Unlike in most Codex Chapters, no Company colour is painted onto the armour of the Howling Griffons, although they do bear tactical markings and a numeral to denote their squad number within the Company as normal.

The troops shown here are from the chapter's Fifth Company. Their Company Captain, Alvaro, has allowed his troops the freedom to apply personalised liturgy to their armour as they see fit.

COMPANY CAPTAIN AND DREADNOUGHT

I started building my new army on a strong foundation: a Captain with his Command squad, all armed for close combat, and three squads of Tactical troops, which you can see over the page. One of my favourite models is the Dreadnought and I'd like to add more of these mechanical behemoths to the army in time.

THE COMPANY CAPTAIN

My Company Captain is named after one of the Howling Griffons' more famous Chapter Masters, Alvaro.

Alvaro's head is originally from the Catachan Sentinel kit whilst the ornate crest on the helmet is taken from a Champion of Slaanesh.

I prefer characters like this to be bare headed so I decided to model him cradling his helmet in his right hand.



In order to make Alvaro's armour look as if it had been decorated by one of the chapter's artificers, I used one of the plastic shoulder guards with a decorative rim.

To give him some real firepower I chose to take the storm bolter from the Dreadnought and attach it to his power fist.

When I armed the model I specifically used the power fist from the Command sprue because it was pointing.

BANNERS

The squad leaders of the Command and Tactical squads all have a banner or icon of some kind; the classic back banner is my favourite. These, along with the Company Standard (inset), offer me plenty of room to really go to town on the painting. The Captain and the Dreadnought also have their own personal flags and iconography. Banners give me a perfect opportunity to paint striking heraldry based around the dramatic Howling Griffons badge. The models' quartered colour scheme gives them the look of medieval knights, something this heraldry helps strengthen.



PAINTING GUIDE

1 Start by applying dilute Golden Yellow all over a white undercoat.



2 Carefully paint on straight dividing lines with Red Gore before painting the red quartering.



3 Paint the bolter, vents, eyes, piping, and other details Chaos Black.



4 Line the recesses on the yellow plates with Flesh Ink.



8 Highlight the areas of Chaos Black with Codex Grey.



9 Layer a basecoat of Enchanted Blue onto the helmet lenses.



10 Layer one half of both lenses with thinned down Ice Blue paint.



11 Carefully apply a fine dot of Skull White to one corner of each lens.





THE DREADNOUGHT

The key feature of this model is its pose. As I wanted my Dreadnought to have a dynamic appearance, reminiscent of a living warrior, I cut and repositioned the left leg to allow me to raise it up so the foot could grip the masonry on the base. The body is twisted and the assault cannon arm pivoted away from the body.

To fill the gap between the right arm and its body I cut the generator from a magna power field from The Battle For Macragge boxed set. The Imperial eagle on the banner top came from the same source, while the banner itself, and the pennants on the gun arm, are from the Empire Knights boxed set. '

DREADNOUGHT MARKINGS

Although the Howling Griffons chapter doesn't display company markings, I still wanted a way to show that they were part of the Fifth Company. Looking over the pages on Dreadnoughts in Insignium Astartes I came across a note on their markings; they sometimes display an identification number on their armour, coloured in the Company colour. This solved my problem. I painted the badge black, the colour of the Fifth Company according to the Codex Astartes.



THE BADAB WAR

The Badab War was the first time since the days of Horus that loyal Space Marines fought one another. Luft Hiron, master of the Astral Claws destroyed an Imperial fleet in orbit around Badab that was investigating his refusal to pay tithes and submit gene-seed for analysis. This act started a war which dragged in several chapters on both sides, including the Howling Griffons. After, 11 years of intense fighting, Hiron was overthrown and order restored.



Badab War colour schemes, from WD 101

THE 13TH BLACK CRUSADE

One of the notable engagements that the Howling Griffons have been involved in is the Defence of Cadia. Seven of the eight companies dispatched by the Howling Griffons are still engaged in a trench-war on Amstel Majoris. Having broken through the plague fleet blockading the world, the 2nd to 8th Companies arrived in time to bolster the Drookian Fen Guard, who were suffering horrific losses to the hell-spawned epidemics unleashed by the Traitor Forces opposing them. Within days, the Howling Griffons and the Legio Astrium Titans were the only force able to man the extensive defences. Any warrior caught in the open and not protected by power armour when the plague Winds hit could be sure of an excruciating death, and an eternity of servitude as a Plague Zombie in Nurgle's legions.

The 1st Company of the Howling Griffons, including Chapter Master Alvaro, are currently based on the battle barge Force of Destiny, and are engaged upon a mission to track down and persecute a company of Night Lords under the command of the infamous Daemon Prince Козлодой. It is widely known that the Howling Griffons harbour a particularly deep hatred of this Daemon Prince. While that hatred serves the greater needs of the Imperium's defence against Chaos/lip other authority has sought to question Alvaro's actions.



Command Squad

Command Squad Abraxus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Company Champion Trajan armed with power sword and combat shield

Brother Gavis armed with bolt pistol and chain

Standard Bearer Scirpico with bolt pistol and Company banner



Veteran Sergeant Abraxus armed with bolt pistol and lightning claw

Brother Apothecary Laertes armed with bolt pistol and narthecium

Brother Praetor armed with bolt pistol and chainsword

Brother Lucius armed with bolt pistol and chainsword

Tactical Squads

Tactical Squad Crassus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Numitor armed with plasma gun

Brother Sergeant Crassus armed with bolt pistol and chainsword

Brother Solinus armed with heavy bolter



Brother Severen armed with boltgun

Brother Epheus armed with boltgun

Brother Strabo armed with boltgun

Brother Bellanus armed with boltgun

Brother Daceus armed with boltgun

Tactical Squad Maximus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Paelemon
armed with boltgun

Brother Vespero armed
with boltgun

Brother Varus armed
with boltgun

Brother Sergeant Maximus
armed with, combat shield and
power sword

Brother Beds armed with
boltgun

Brother Fabius armed
"with flamer

Tactical Squad Invictus of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Sergeant Invictus
armed with boltgun



Brother Helixus armed with
missile launcher



Brother Omegus armed
with boltgun



Brother Fennias armed with
boltgun



Brother Lamentius armed
with boltgun

Heavy Support

Heavy weaponry and armour is essential to give an army some real backbone. There are plenty of tanks available for the Adeptus Astartes that I could choose from to bolster my Howling Griffons, but they weren't my first port of call.

DEVASTATORS

Some Space Marine players prefer to have nothing but tanks supporting their armies. Tanks have great armour and weaponry, so I could see their point, but Devastators look brilliant and have a better spread of weapons available to them, so I added these to my army first. My weapon of choice is the

humble missile launcher. It has two kinds of missile: frag, effective against massed troops, or krak, which rips through most armoured targets with one shot. To give the squad extra punch, I also added a lascannon.

I find it's easier to come up with interesting poses for models armed with missile

launchers. Models armed with cumbersome lascannons and multi-meltas need to hold the weapon with two hands, which is much more limiting. Missile launchers are shoulder mounted, allowing the Space Marine to angle the weapon up or down, to use his other hand to steady the weapon or reach for another missile.

Squad Tercon of the Fifth Company of the Howling Griffons under Brother Captain Alvaro



Brother Fennias armed with
lascannon

Brother Lamentius armed with
missile launcher

Veteran Sergeant Tercon with
boltgun and auspex

Brother Signatus armed with
missile launcher

Brother Helicanus armed with
missile launcher

TANKS

The How To Paint Space Marines book demonstrates a new idea for painting tanks that I really like. Vehicles are often handled in much the same way as the army's troopers: the chapter colour is applied directly onto the armour, along with large chapter symbols and iconography. In the case of the Howling Griffons this would result in bright red and yellow vehicles, which looks a little strange.

But one of the Studio's Ultramarines Razorbacks (it's on page 39 of the book) has been painted a grey colour all over and the chapter colour applied to specific areas of the hull such as the hatches and front armour. In the case of a bright, two-colour scheme, such as the one used by the Howling Griffons, this is a particularly useful approach. I decided to

paint my Howling Griffon Predator an overall neutral desert colour (I finally decided on Bubonic Brown), with the weapons picked out in contrasting Scab Red. Only the hatchways were painted in the chapter livery with the chapter icon applied over the top.

I was able to apply company markings on the vehicles in the form of a vehicle identification number. This is rendered in white on a black field to tie into the Fifth Company colours. Next I added a Razorback to the force to back up my Devastators, and a Rhino to transport Squad Maximus into battle.

I applied the company heraldry in a more limited way on the banners. I singled out the Rhino and the Razorback for special treatment, as they are troop carriers.

They both have large banners, which I attacked with a modelling knife to make them appear battle worn and tattered. I also considered giving the Predator and the Whirlwind banners, but in the end felt that their battlefield role made them a little superfluous. They still carry enough Howling Griffons iconography to make them look part of the army though, including small shields and other tokens.



Razorback Maneus, attached to Squad Tercon of the Fifth Company under Brother Captain Alvaro



Rhino Gloriam, attached to Squad Maximus of the Fifth Company under Brother Captain Alvaro



Whirlwind Daceus of the Fifth Company



Predator Destructor Trajan of the Fifth Company



Elites and Fast Attack

TERMINATORS

The opportunity to take two assault cannons was too hard to resist. Backed up by five storm bolters, these powerful weapons make a mess of anything that gets in their way, so I posed all the Terminators in aggressive firing positions.

As the Terminators are part of the First Company, if I were painting a strict codex force they would have white helmets. I got around this by hinting at their First Company status in the colours of the banner, specifically the squad number's white background.



Brother Flavian with assault cannon and power fist



Brother Crassus with storm bolter and chainfist



Brother Titus with storm bolter and power sword



Brother Coriolanus with storm bolter and power list



Brother Elanius with assault cannon and power fist



Brother Cossos with storm bolter and power fist



Brother Sicarius with storm bolter and power fist

BIKES AND LAND SPEEDERS

linlike.the approach I took with the tanks, the pikes were painted in the full chapter livery, in the case of the Land Speeder, I decided to apply the same Desert Yellow/Scab Red colours as on the vehicles.



Veteran Sergeant Numitor armed with a lightning claw

Brother Virus and Brother loans armed with ftamers



Land Speeder Typhoon of the Fifth Company armed with a multiple missile launcher and heavy bolter



Attack Bike of the Fifth Company armed with twin-linked boltguns and heavy bolter