

GAMES
WORKSHOP

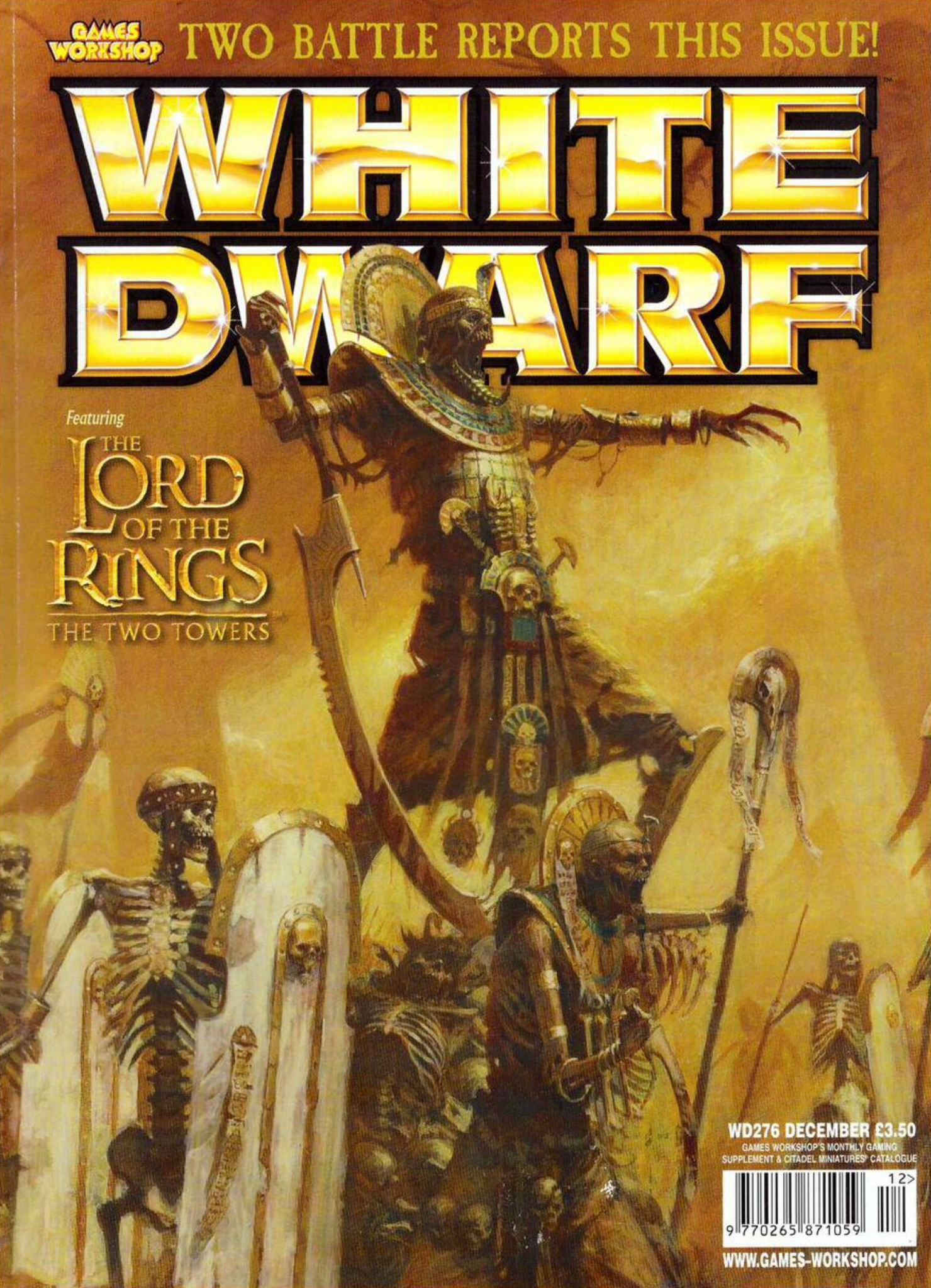
TWO BATTLE REPORTS THIS ISSUE!

WHITE DWARF

Featuring

THE
LORD
OF THE
RINGS

THE TWO TOWERS



WD276 DECEMBER £3.50

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



WWW.GAMES-WORKSHOP.COM

WHITE DWARF

276 December 2002

Printed at Artisan Press, England.

EDITORIAL

Editor: Paul Sawyer

Contributors: Gavin Thorpe, Andy Chambers, Alessio Cavatore, Pete Haines, Graham McNeill, Andy Hoare, Phil Kelly, Space McQuirk, Anthony Reynolds, Owen Rees, Erick Kilmer, Adam O'Brien, Andy Hall, Matt Keefe, Dan Tunbridge, Mark Raynor and Jervis Johnson

PRODUCTION

Designer: Matthew Hutson

Production Team: Paul Rudge, Tom Hibberd, Alun Davies, Sean Turtle and Gary Roach.

COVER ILLUSTRATION

Paul Dainton

ARTWORK

John Blanche, Adrian Smith, Alex Boyd, David Gallagher, Nuala Kennedy, Paul Dainton, Neil Hodgson, Karl Kopinski and Stefan Kopinski.

CITADEL DESIGN TEAM

Jes Goodwin, Brian Nelson, Juan Diaz, Colin Dixon, Aly Morrison, Alan Perry, Michael Perry, Trish Morrison, Mark Harrison, Alex Hedström, Colin Grayson, Dave Andrews, Tim Adcock, Gary Morley and Mark Bedford.

'EAVY METAL TEAM

Keith Robertson, Neil Green, Mark Jones, Kirsten Mickelburgh, Tammy Haye, Darren Latham and Seb Perbet.

GAMES WORKSHOP MAIL ORDER

Webstore: www.games-workshop.com/storefront
Tel: 0115 91 40000
Fax: 0115 916 8002
E-mail: motroll@games-workshop.co.uk

GAMES WORKSHOP ONLINE

www.games-workshop.com

GAMING CLUB NETWORK

www.gamingclub.org.uk
Email: clubguy@games-workshop.co.uk

FORGE WORLD

www.forgeworld.co.uk
Tel: 0115 916 8177
Fax: 0115 916 8044

THE BLACK LIBRARY

www.blacklibrary.co.uk

SPECIALIST GAMES

www.specialist-games.com

GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS

CONTENTS

REGULARS

- 2 **Games Workshop News**
The world according to Games Workshop.
- 6 **Index Astartes (Warhammer 40,000)**
Raven Guard.
- 14 **Lure of the Gods (Warhammer)**
The quest for victory continues.
- 20 **Path to Glory (Warhammer)**
Rules for fighting with Chaos warbands.
- 26 **Battle Report: Lurking Evil (Warhammer 40,000)**
Dark Angels encounter the Necrons.
- 46 **Chapter Approved (Warhammer 40,000)**
Tau and Necron Q&A.
- 54 **Fanatic News (Specialist Games)**
Jervis Johnson's monthly column.
- 56 **Battle Report: The Coming of the Beast (Battlefleet Gothic)**
A Dark Eldar fleet takes on the Tyranids.
- 60 **Painting Masterclass (Warhammer 40,000)**
Black Legion and Iron Warriors Daemon Princes.
- 70 **Heroes and Villains of the 41st Millennium (Warhammer 40,000)**
Ahriman of the Thousand Sons.
- 74 **Painting Masterclass (Warhammer 40,000)**
How we painted the Tau tanks.
- 76 **Battle Report: Defend to the Last (Warhammer)**
High Elves fight a rear guard against a Goblin Horde.

FEATURES

- 50 **Lords of Nehekara (Warhammer)**
Tomb Kings preview.
- 66 **History of the Damned (Warhammer)**
A Chronology of the Undead.

THE LORD OF THE RINGS THE TWO TOWERS

This month's The Lord of The Rings coverage starts on page 101. We have a look at how Dave Andrews and Mark Jones created their incredible model of Helm's Deep.

Paul Rudge shows you how he painted his Riders of Rohan. There is a banner modelling guide as well as a page of banners for you to add to your Riders of Rohan models.



The Fanatics are unleashed! The High Elf army takes on the Goblins (starting on page 76).

A GRAND DAY OUT...

On Sunday September 29th the National Indoor Arena played host to 8,000 enthusiastic hobbyists, all eager to sample the sights and sounds of this year's Games Day and Golden Demon events.

The annual celebration of the Games Workshop hobby, Games Day, is one of the most eagerly awaited dates on most gamers' calendars.

Add in the Golden Demon painting championships, the world's premier Games Workshop painting competitions, to the mix and it's easy to see how tough it is to take in every element of the day.

Okay, that's enough floweriness – down to business...

One of the great things about working at Games Workshop, and the Studio in particular, is that I get to see all the models and books as they are developed. This is a very nice part of my job and something that I occasionally take for granted. Games Day always gives me a wake up call!

The day is a superb advertisement for the best of the hobby and I always come away from the event reinvigorated. It really does make me feel very humble indeed that I have the job I do and that so many gamers across the country (and the world) take so much pleasure out of White Dwarf and the stuff Games Workshop makes.

It's always great to spend time chatting with readers, finding out what they like the most or which parts of the magazine they think could be improved. Collecting quality feedback is an essential part of any editor's duties and whilst most of the comments are very similar, there are always the odd gems that give me a new perception on a specific area.



One of the many participation games from this year's Games Day.

Many thanks to those of you who took the time to share your thoughts with me on the day – it's always most appreciated.

CANADA, EH?

I was lucky enough to have been asked to attend the inaugural Grand Tournament in Calgary, Canada, recently. The event went very smoothly as gamers from across Canada and the United States came together to do battle. The atmosphere was the epitome of the cream of our hobby. Many thanks to all those, both GW staff and gamers, who made me feel so welcome.

SPECIALIST HELP, SIR?

One of the most surprising things to come out of the Calgary Grand Tournament was the enthusiasm the majority of gamers felt for our Specialist Games range. I knew the games were popular, especially with veteran gamers, but I was taken aback by how widespread the support for them was. In fact, one of the biggest cheers of the weekend went up when I announced White

Dwarf would be giving a regular slot to the Fanatic team to give quality coverage of Specialist Games. Expect to see more from Jervis Johnson and his team within White Dwarf...

THEY ARE COMING...

As I write this editorial the next instalment in Peter Jackson's adaption of The Lord of The Rings, The Two Towers, is a couple of months away. In the meantime those splendid chaps at New Line have released a new trailer which, if I may be so bold, is the best thing since sliced bread (and maybe before that...). I tend to watch it as soon as my computer has booted up – a great way to start the working day!

Two months is still a long, long time away. I suppose I'll have to console myself by watching the DVD of The Fellowship of The Ring. Again.

Until next month,

Paul Sawyer
Editor



REGISTERED TRADEMARKS The following are all registered trademarks of Games Workshop Ltd: Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel logo, Codex, Dark Angels, Dark Future, Deathwing, Dungeonquest, Easy Metal, Eldar, Eldar Attack, Epic, the Games Workshop logo, Games Workshop, the GW logo, The GW Flame logo, Genestealer, Necron, Slottabase, Space Fleet, Space Hulk, Space Marine, Talisman, Tyrannid, Warhammer and Warmaster.

TRADEMARKS A full list of Games Workshop trademarks can be found at the following internet address:

<http://www.games-workshop.com/Legal/legal.htm>

COPYRIGHTS All subject matter in White Dwarf is © Copyright Games Workshop Ltd 2002. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. All rights reserved.

© 2002 New Line Productions, Inc. The Lord of The Rings, The Fellowship of The Ring and the characters and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All Rights Reserved.

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way!

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: The White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

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

You can find Games Workshop on the World Wide Web at the following internet address:

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



5 011921 945658 >

Product Code: 60249999276

ISSN: 0265-8712 12

GAMES DAY AND GOLDEN DEMON 2002

This year's Games Day and Golden Demon painting competition was bigger and better than ever! In particular, the standard of the entries for Golden Demon was nothing short of breathtaking. The judges had a very difficult decision on their hands and in the end Matt Parkes picked up his third Slayer Sword for his Ork Warboss in mega-armour.

The White Dwarf team were in the thick of the action in the main arena playing our game of aerial combat, *Waaagh*

Squadron. We would like to thank everybody that turned up and played the game with us.

As usual we will have full coverage of Games Day and the Gold, Silver, and Bronze winners of every category of Golden Demon in a future White Dwarf.

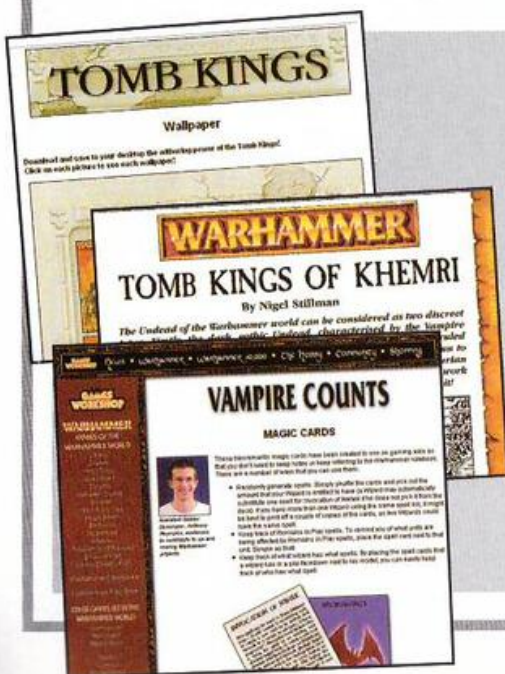
In the meantime, just to whet your appetites, we have one of our favourite entries to show you; Kevan 'The Tankmeister' Downey's diorama which won a Silver Golden Demon in the Battle Scene category.



It was a tense wait to find out who had won the Slayer Sword.



Kevan Downey's Trench Raiders diorama won a Silver Demon in the Battle Scene category.



PAGES FROM THE PORTAL

If you field an Undead Warhammer army, be it Vampire Counts or Tomb Kings, the web site has a great deal to offer you. Articles on how to make themed terrain for your army, great painting and conversion ideas, sample army lists, background information, even games such as 'Night Of The Living Dead', which was created by our US web team.

www.games-workshop.com/tombkings

www.games-workshop.com/vampirecounts

If you play Warhammer or Warhammer 40,000, check out the Warhammer

Chronicles and Chapter Approved pages for all the latest information direct from Games Development. Also included on these pages are numerous gaming aids, which are ready for downloading.

www.games-workshop.com/chapterapproved

www.games-workshop.com/warhammerchronicles

Be sure to keep checking the UK news page for the latest information on new releases, articles and notices.

www.games-workshop.com/news/news.uk

OUT THIS MONTH:

CHAOS DAEMON PRINCE

CHAOS DAEMON PRINCE

This box contains 1 Chaos Daemon Prince, designed by Juan Diaz. Chaos Daemon Princes are independent characters and use up an HQ choice in a Chaos Space Marines army.

This model requires assembly.

CHAOS DAEMON PRINCE	£18.00
Denmark kr	225.00
Sweden kr	270.00
Euro €	30.00



WARHAMMER 40,000 COLLECTIBLES ARE OUT NOW

Released this month are the new Series 1 Warhammer 40,000 Collectibles. They are 4.5" tall pre-painted polystone statues and each model is hand-painted and hand-numbered. These are all limited editions with only 5,000 of each figure available. They are not available from Games Workshop so you must purchase them from the Sideshow Toy web site.

Each model is individually named with its own story. You can take a look at these models and read the stories behind them on the Sideshow Toy web site at:

www.sideshowcollectibles.com

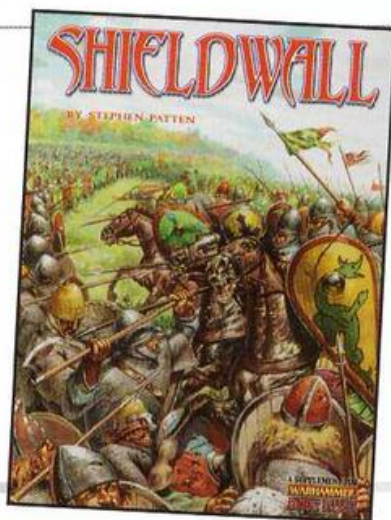


SHIELDWALL

There is a new addition to the Warhammer Ancient Battles range. *Shieldwall* covers the historical period 790 to 1085 AD. It contains historical background and chronology outlining important events as well as 28 detailed regional army lists for the Viking Age.

For more information on the Warhammer Ancient Battles range, point your browser towards the web site:

www.warhammer-historical.com



BULLET POINTS

- Forge World have unveiled their plans to release a flying Imperial Guard troop transport. It will be capable of carrying a squad of the Imperial Guard's finest, such as Storm Troopers or Elysian Drop Troopers. It will be lightly armed and will feature door gunners. Make sure to check out White Dwarf and the Forge World web site for more updates on the project.
- White Dwarf's Matt Hutson and Tom Hibberd recently took part in The Warhammer 40,000 Campaign Weekend held at Warhammer World on the 12th-13th of October. Joined by the web team's Owen Rees they were part of Task Force Barbarous which came third overall at the end of the weekend. A rousing good time was had by all, with the Supreme Task Force award going to The Great Devourer, the mixed team of Tyranid and Necron players. Owen also picked up an award for being undefeated in his five games though he did have to bribe an opponent to do it!
- The second of the Black Library's *Liber Chaotica* books will be dedicated to Slaanesh – Lord of Pleasure. With a special limited edition cover in either rubber, leather or fur (undecided as yet) it is set for an April release.
- Games Workshop will also be bringing out a range of icons for mobile phones. For more information go to:

www.db-play.com/gamesworkshop/



NECRON PYLON

Forge World have just finished work on their new Necron Pylon. The circular section can rotate in the mounting allowing it to engage a variety of targets. For more information, pay a visit to:

www.forgeworld.co.uk

FOIL CARD REDEMPTION

The new Warhammer 40,000 Collectable Card Game foil card redemption programme has started this month. You can send in your wrappers and then redeem these for special foil cards. These foil cards are either foil versions of regular cards found in the game, or cards whose abilities can't be found anywhere else. The more games that you play the more foils that you can get! For more details on this exciting programme visit:

www.sabertoothgames.com



MINIATURES CATALOGUES

Following on from the Space Marines Collectors Guide that was released last month you can now look forward to a great series of catalogues. Already available are the Battlefleet Gothic and Warmaster catalogues for £2. The Inquisitor Catalogue is £3, with Bloodbowl and Mordheim coming soon. The catalogues are available from Games Workshop stores, the web store and by phoning:

0115 91 40000



FIRE WARRIOR COMING TO PS2

You're probably already aware that we're making a first-person shooter game for the Playstation 2, published by THQ and developed by Kuju. It has been decided that the game will be called *Fire Warrior* as you will play a Tau Fire Warrior taking part in the invasion of the Imperial colony of Dolumar IV.

The web site for *Fire Warrior* will change as more intelligence is gathered by the Tau Fire Caste on the forces of the Imperium. Make sure to check it out as it will disappear in early January.

www.firewarrior.com



OUT THIS MONTH: CHAOS HAVOCS

Designed by Aly Morrison, Tim Adcock, Alex Hedström, Jes Goodwin, Juan Diaz and Mark Harrison. Chaos Havocs are a Heavy Support choice in a Chaos Space Marines army, with 5 to 10 models forming a unit.

CHAOS HAVOC WITH MISSILE LAUNCHER

This blister pack contains 1 Chaos Havoc armed with a missile launcher.
This model requires assembly.

CHAOS HAVOC WITH HEAVY BOLTER

This blister pack contains 1 Chaos Havoc armed with a heavy bolter.
This model requires assembly.

CHAOS HAVOC BLISTER PACK	£5.00
Denmark kr	55.00
Sweden kr	65.00
Euro €	8.00



BULLDOG BUCKLES

As part of their current Chaos theme, Bulldog have released a new Star of Chaos badge and pendant, and a Nurgling pendant, available now in antique pewter.

Also, after numerous requests on the Battlegear web site, Bulldog have released a Black Templar Mega badge, pendant and keyring. These products are finished in antique and black pewter with a resin skull.

For a look at the complete range of products check out the Battlegear web site:



www.bulldogbuckle.com

NEWS AND RUMOURS FROM THE BLACK LIBRARY

LONE WOLVES DIORAMA

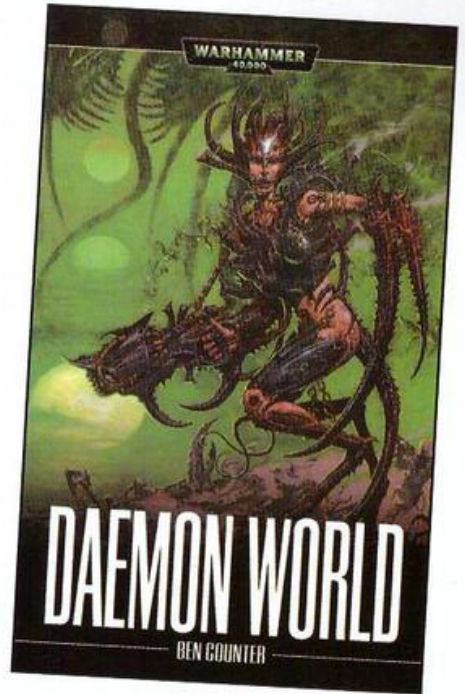
This exclusive Lone Wolves Diorama is due for a December release. The diorama shows two Space Wolves from

the Lost Company along with two Guardsmen from the Slavok Xth Regiment and is based on characters from Warhammer Monthly. The base is liberally covered with dismembered Tyranids. This diorama will be available to subscribers of Warhammer Monthly first, and then to the general public at a later date.

DAEMONWORLD COVER!

Just arrived in the Black Library office is the fantastic *Daemon World* cover art. This is for Ben Counter's (the author of *Soul Drinkers*) forthcoming novel.

The cover has been created by Adrian Smith, who also produced the stunning new Gaunt's Ghosts cover art. The *Daemon World* novel is due for release in May 2003.



COMING NEXT MONTH:

TOMB KINGS OF KHEMRI

From the desert lands of the south come the legions of the dead. Led by their Tomb Kings and Liche Priests, they strike fear into the hearts of any mortal!



WARHAMMER

Index Astartes

First Founding



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

CLAWS OF THE RAVEN

The Raven Guard
Space Marines Legion

by Graham McNeill
& Erick Kilmer

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

Origins

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

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

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

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

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

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

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

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

troops from Kiavahr did land on the moon to fight, Corax was there with his hand-picked warriors. The raven-haired Primarch out-thought and outfought his enemies at every turn, surgical strikes decapitating the Kiavahr command structure, destroying their supply lines and keeping them on the defensive.

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

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

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

Chapter Approved. Access Level: B eighty-four six

Raven Guard, Progenitor Legion M31



Pre-Heresy Raven Guard colour scheme



Tactical Squad



Assault Squad



Devastator Squad



Chapter Insignia



Post-Heresy Raven Guard colour scheme



Tactical Squad



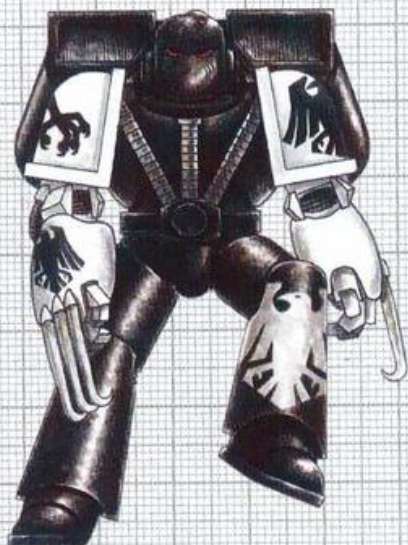
Assault Squad



Devastator Squad



Veteran



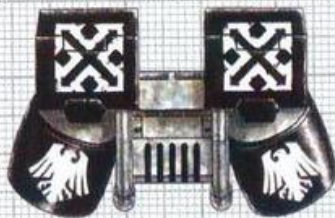
Raven Guard Veteran Commander with Lightning Claws



Veteran Personal heraldry, 'Ravenclaw'



Auto reactive Shoulder Guard, displaying the Chapter Insignia



Symbol placement on jump pack



Raven Guard Chapter Symbol

Thought for the day: To strengthen the sword, you must first strengthen the shield



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

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

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

The two Primarchs were never to meet again and when the Horus Heresy tore

AAJZ SOLARI 5TH COMPANY CAPTAIN

The Captain of the 2nd Company of the Raven Guard is notorious for leading the assault squads into battle on a regular basis. A tall man, even for a Space Marine, Aajz's paper white skin and ebony hair speak of his long years of service to his Chapter. Recruited from Deliverance itself, Captain Solari comes from the most ancient of families on the large moon, his ancestors descended from the original slaves. His ferocity and combat prowess are legendary in his Chapter, as is his disregard for formality.

During his twenty-three years in his current appointment, Solari's performance has been erratic, but hugely successful. While his ability to work within any given situation and meet the changing needs of the battlefield are unquestionable, there have been times where Solari has left more to luck than tactical doctrine would dictate. At times he has had brilliant success doing this, at other times near disastrous failure. At his core, Solari is a gambler, willing to play the fates to win a battle and only his proven track record has spared him the ignominy of a court martial.

the galaxy apart in the first Inter-Legionary war, the Raven Guard was fighting alongside the Iron Hands and the Salamanders. All three Legions were ordered to assault Horus's headquarters on the planet of Istvaan V and destroy it utterly. Four supporting Legions would be close on their heels, ready to reinforce the initial landings and consolidate the invasion.

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

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

Instructor Sergeant Alenpo,
4th Company

His Legion shattered, Corax returned to Deliverance with orders to rebuild it as quickly as possible. It was a bleak time for the Primarch of the Raven Guard; the Imperium was teetering on the brink of collapse and desperately needed

brave warriors, but he had none to give. A desperate situation called for desperate measures and Corax locked himself within the shadowed chambers of the Ravenspire's Librarian to pour over volumes of forgotten lore in search of a solution. His researches led him back to the earliest days of genetic manipulation, when accelerated zygote harvesting techniques were used to create the first enhanced warriors with which the Emperor had long ago pacified Terra. Corax realised that this process could be modified to produce full-grown Space Marines at a frightening rate. But the ancient tomes also warned of the terrible dangers involved and the unspeakable monsters that could result, and, though he knew he risked destroying his Legion, he reluctantly ordered the Apothecaries to begin the process.

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

Years passed and the galaxy burned with war. Corax and his band of Space Marines gradually rebuilt their Legion and played parts when they could. The Raven Guard's talent for operating in small squads behind enemy lines offset their lack of resources, and their skills in this aspect of warfare were fully incorporated into their combat doctrine. Corax's ability to see weak points in a defence and apply precise force, allowed his troops to fight battles of their choosing and keep casualties to a minimum. The Raven Guard simply hadn't the troops to operate in large scale actions and it was nearly a century after the Heresy had ended before the Legion was able to deploy in meaningful numbers of full battle brothers. Corax had rebuilt his Legion, but at a cost. The dungeons below the Ravenspire echoed with the howls of the Apothecaries' creations, bestial monstrosities who hungered for battle, and Corax agonised as to what should be done with them. He decreed that none should discover the terrible price his Legion had paid in order to survive and his final solution was to personally administer the Emperor's Peace to each and every one, praying for their, and his own, souls as he did so.

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

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

Homeworld

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

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

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

Combat Doctrine

The Raven Guard follows the dictates of the Codex Astartes closely, though they do differ in the tactical application of their troops. The Raven Guard depends heavily on Scout forces able to act alone for extended periods of time, and rapid reaction forces such as jump pack equipped assault troops. Quite commonly, they will deploy their Tactical squads in drop pod manoeuvres or Thunderhawks in response to intelligence gathered by their Scouts. The Chapter's forte in covert operations means that they will rarely engage in a frontal battle unless no other option presents itself. Where possible, the Raven Guard will use precise application of force to cripple their enemy while avoiding a protracted engagement.

Dreadnoughts of the Raven Guard, while rare, are also quite commonly

THE SAGA OF THE WEREGELD

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

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

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

deployed via drop pods. This approach leads to a Chapter which can assemble its forces extremely rapidly and can react quickly to unexpected developments. When their numbers were limited during the days of the Horus Heresy, the Chapter's troops became experts in guerrilla warfare, and this has carried on to the present day, with the Chapter very rarely utilising heavily armoured vehicles.

Organisation

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

The Raven Guard's ability to have troops in vital locations to wreak havoc is legendary, and their mastery of rapid troop deployment and squad level tactics has been studied by many other Chapters. In several well-documented cases, the precise application of force in the right place has led to a rebellion being stopped before it has truly begun. However, their primary strength in battle is their ease of deployment. With most of the Chapter's Space Marines usually being drop pod deployed, or otherwise mobile, they can rapidly reassess a combat situation immediately before engaging, which gives them the ability to deal effectively with a rapidly changing battlefield.

Beliefs

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

For the leaders of the Raven Guard, tactical prowess and personal initiative is seen as more important than mere might. If there is the possibility of using a swift dagger to the heart instead of a drawn-out fight, the Raven Guard are the ones to find it, though if heavy assault is needed they will not hold back. These beliefs cause some tension between the Raven Guard and other Chapters, particularly the Blood Angels, who they see as brutish and clumsy.

Geneseed

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

therefore the cycle of recruitment for the Raven Guard is much slower than other Chapters. Few candidates for the Chapter prove able to sustain the transformation from a normal human into a Space Marine and many die early in training, further limiting the Chapter in numbers.

Further deterioration has meant that several of the unique organs of the Space Marines no longer function as they should among the sons of Corax, while others are not as effective as they once were. For example, the zygote cultures required to grow the Mucranoid and Betcher's Gland do not exist within the Raven Guard and the Melanchromic Organ has a unique mutation that, over the years of service, causes the skin of the Space Marine to grow paler and paler. Eventually they will be as white as their Primarch and their hair and eyes will darken, becoming black as coal.

Battlecry

Specialising in covert operations behind enemy lines and debilitating fast strikes, the Raven Guard do not have a battlecry as such. Instead the Chapter's motto is simply 'Victorus aut Mortis.'

"From the darkness we strike; fast and lethal, and by the time our foes can react... darkness there and nothing more."

Raven Guard saying

USING A RAVEN GUARD ARMY IN WARHAMMER 40,000

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

Surgical Strike: The Raven Guard excels at drop pod and thunderhawk deployment, dropping almost directly on top of their target and bypassing enemy defences. Raven Guard squads not in a transport vehicle may deploy using the Deep Strike special scenario rule where allowed to do so by the mission being played. They may re-roll the dice to determine where they land, and must accept the result of the second roll.

Rapid Reaction: The scouts of the Raven Guard are trained to infiltrate and reconnoitre, communicating

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

Limited Vehicles: Since the Horus Heresy, the Raven Guard have come to rely on the skills of their infantry, and have never made use of armoured vehicles to the extent of other Chapters. They may never choose more Heavy Support than Fast Attack choices.

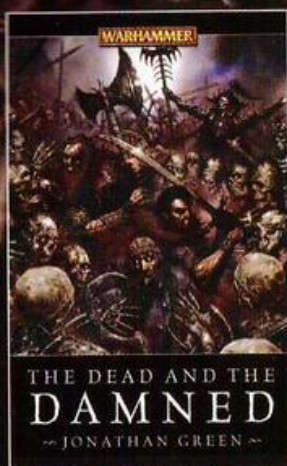
Bitter: The Raven Guard harbour a tremendous hatred of the legions that betrayed them at Istvaan V, and have on occasion allowed this to cloud their famous caution and judgement. When fighting against Iron Warriors, Emperor's Children, World Eaters or Death Guard Chaos Space Marine

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

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

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

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



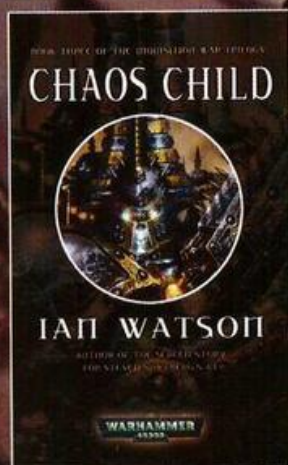
THE DEAD AND THE DAMNED

by Jonathan Green

Badenov's mercenaries are fighting men, drawn from the length and breadth of the Empire and held together solely by a lust for gold and a thirst for glory.

Novel

Only £5.99



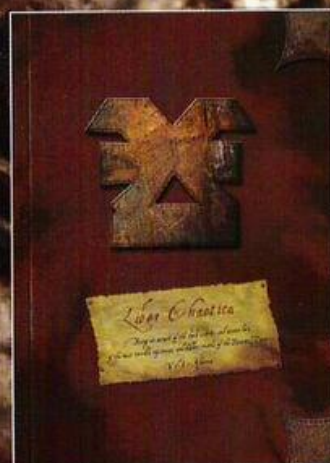
CHAOS CHILD

by Ian Watson

Devastated by the death of his closest friend, renegade Inquisitor Jaq Draco prepares to surrender himself to the dark powers of Chaos, hoping to make the dead rise again.

Novel

Only £5.99

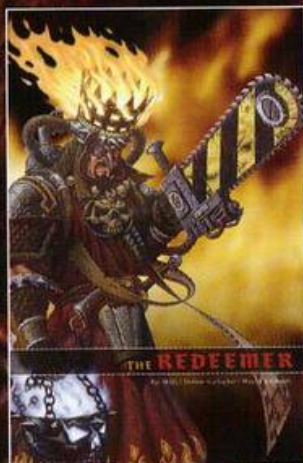


LIBER CHAOTICA

An awesome guide to the Blood God and his followers, including details of artefacts, prayers and enemies!

Background book

Only £15.00



THE REDEEMER

Superb full colour graphic novel following the wrathful crusade of Klovis the Redeemer in the Necromundan Underhives.

Graphic novel

Only £12.95

THE BLACK



DAEMONIFUGE 2

Ephrael Stern, the living weapon against the foul minions of Chaos races ever closer to her inescapable destiny and a final, desperate showdown!

Graphic novel

Only £7.50



WARHAMMER MONTHLY 63

A bumper Xmas issue featuring your favourite characters as you've never seen them before! Includes two awesome front covers, and a rare or foil

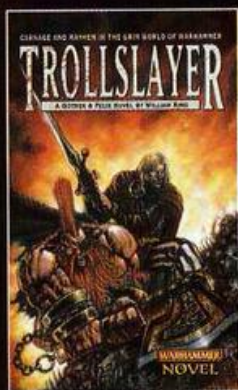
Warhammer 40,000 CCG card with every issue!

Special edition comic

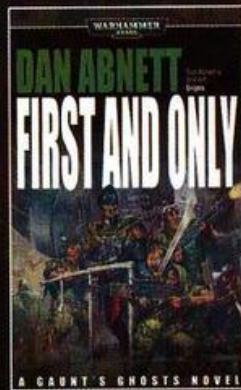
Only £3.95

AND DON'T FORGET...

These Black Library classics – each of which is the first in an action packed series of novels.



Gotrek & Felix



Gaunt's Ghosts



Inquisitor Eisenhorn



The Vampire Genevieve

AVAILABLE FROM ALL GOOD BOOK SHOPS AND GW STORES

LIBRARY



LURE OF THE GODS

THE LONG ROAD TO VICTORY

Over the past few issues White Dwarf Editor Paul Sawyer has been collecting a Warhammer Chaos army. This series of articles shows how he collects the army to a budget of £30 a month. After a brief stumbling block last month, the army is back up and running with some very welcome additions...

GETTING BACK ON TRACK

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

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

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

CAMPAIGN CLASHES

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

Given the problems I've had with painting, I've had a lot of catching up to do and this has meant a lot of painting



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

TERMINAL VELOCITY

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

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

Vradchuk's warband consisted of:

Vradchuk, Aspiring Champion	204
<i>Chaos armour, additional hand weapon.</i>	
Riding scythed Chariot	
<i>Barded steeds, one crew member with halberd & heavy armour.</i>	
6 Warhounds	36
6 Warhounds	36
16 Marauders of Chaos	137
<i>Light armour, flails. Full command.</i>	
12 Warriors of Chaos	234
<i>Halberd & shield. Full command.</i>	
5 Chosen Knights of Chaos	300
<i>Full command. War Banner.</i>	
TOTAL	947 pts

We rolled up 'Meeting Engagement' for the scenario and started to deploy. It was then I realised I'd brought a knife to a gunfight. Gareth's entire army was

Dark Riders with the exception of a Sorcerer on Dark Steed.

This was not going to be fun – there was no way for me to catch an all fast cavalry army with my current force. A lack of missile troops and magic meant a game of chasing shadows whilst being pin-cushioned by repeater crossbows.

Gareth's army list consisted of:

Highborn*	253
<i>Heavy armour, Sea Dragon cloak, Sshield of Gbrond, Crown of Black Iron, Lifetaker, Dark Steed.</i>	
Sorceress	187
<i>Level 2, Blackstaff, dispel scroll, Dark Steed.</i>	
5 Dark Riders	134
<i>Spear, light armour, repeating crossbow, Standard Bearer.</i>	
5 Dark Riders	127
<i>Spear, light armour, repeating crossbow, Musician.</i>	
5 Dark Riders	120
<i>Spear, light armour, repeating crossbow.</i>	
5 Dark Riders	120
<i>Spear, light armour, repeating crossbow.</i>	
TOTAL	941 pts

* Normally a Highborn wouldn't be allowed in a game less than 2,000 points but as it was a campaign game we used a house rule as Gareth's Dark Elves were fighting on home territory.

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

bounced off and one unit was run down. By turn 6 it was a minor victory for the Dark Elves but it was really a thrashing for Vladchuk – he simply couldn't get into contact with the fleet-footed Elves. Still, I seek solace in the fact that I'm highly unlikely to face an army like this again.

Learning points:

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

A SEA OF GREEN

One of the areas I was attacking this month was held by the Deathspittle Goblins. Dylan himself would be playing these and we rolled up a 'Pitched Battle' as the scenario. I'd finished Uuz'Bhedyre, my Chaos Sorcerer, and the second Chariot. This meant that we'd be able to play a game with 1,250

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



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

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



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

My army list was:

Vradchuk, Exalted Champion..... 224
Chaos armour, additional band weapon.

Riding scythed Chariot
Barded steeds, extra crew member with balberd & heavy armour.

Uuz'Bhedyre, Chaos Sorcerer..... 161
Level 2, Chaos armour, band weapon, barded Chaos Steed and 1 Dispel Scroll.

Scythed Chariot 120
Barded steeds, two crew members with heavy armour and balberds.

6 Warhounds 36

6 Warhounds 36

16 Marauders of Chaos 137
Light armour, flails. Full command.

12 Warriors of Chaos 234
Halberd & shield. Full command.

5 Chosen Knights of Chaos 300
Full command. War Banner.

TOTAL 1,248 pts

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

Chief Wiggum Deathspittle,
Night Goblin Big Boss 84
Light armour, shield, Krumpa's Club of Crumpin'.

Night Goblin
Battle Standard Bearer 117
Light armour, Bad Moon banner.

Night Goblin Shaman 140
Level 2, Talisman of Protection, Mad Cap Mushrooms.

23 Night Goblins 189
Spears, shields. 3 Fanatics. Full command, Guff's Flag.

23 Night Goblins 164
Spears, shields. 3 Fanatics. Full command.

9 Squigs, 3 Squig Hoppers
and 3 Herders 186

3 StoneTrolls 165

Giant 205

TOTAL 1,250 pts

Before the game started we rolled up spells. I chose Lore of Shadows and rolled *Pelt of Midnight* and *Creeping Death*. Dylan rolled *Eadbutt* and *Fists of Gork*.

Two things struck me about Dylan's army - a complete lack of missile troops and the looming forms of Stone Trolls and a Giant.

I stuffed up my deployment (I'm beginning to make a habit of that...) by continuing my practice of using the Warhounds as skirmish screens. I needn't have done this as there were no missile threats in the Goblin ranks. It meant I'd blocked my Chaos Knights in and made them reactive rather than getting the all-important charges in.

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

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

The unpredictability of the Goblins was really their downfall much more than the presence of my Chaos army. I marched my central Warhounds pack up to one of the Night Goblin mobs to release the inevitable Fanatics. I left the Warriors, Marauders and Vradchuk stationary, biding their time for the kill. All three Fanatics stopped short of the Warhounds but right in front of the Goblin battleline!

On the other flank the other Warhound pack failed its Fear test and stayed rooted to the spot. This bottlenecked my Chosen Knights with a Giant in close proximity. Not good.

Now for a quick moan about 'new model syndrome'. You spend days lovingly painting a new addition to your army. You finish it and eagerly anticipate its impact on the battlefield only for its first use to go horribly wrong. Misfires, miscasts, etc, are all drawn inexorably to new models and so it proved with my long awaited Chaos Sorcerer Uuz'bhedyre. The first spell to be attempted by him saw me rolling a double 1. Luckily his fate was no more than the Magic phase ending on this occasion. Still annoying though, although the White Dwarf lads found it amusing, the gits!

The next turn saw the slow but steady Goblin advance and again the Chaos army bided it's time. More Fanatics hurtled out of the other Night Goblin mob and again did little but sit in front of the goblin battleline. The other fanatics seemed to be worried by the Chaotic enemy and dove straight back through their own troops. The squig mob was hit hard as was one of the goblin units. Even the Giant took damage from the crazed loonies.

With all these Fanatics out and about my Chaos army manoeuvred slightly but did little except watch the Fanatics tear their own army apart. Of particular note though was the Giant overrunning through the Warhounds and into the Chosen Knights. Luckily they held well and gradually toppled the beast. Right on top of themselves...

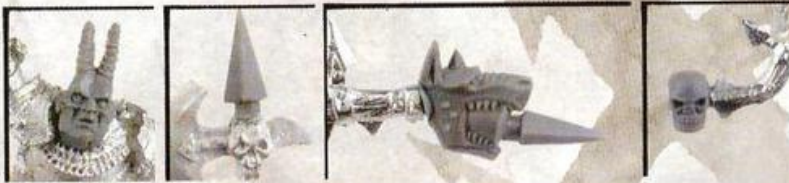
By the time the Fanatics had been dealt with (by running into each other or terrain) it was a simple matter of finishing off the rest of the Goblin army such as was left. By the fifth turn the Greenskins had been wiped out and Vradchuk had another territory in the north-east of the campaign map.

Learning points:

1. I shouldn't rely on magic helping me out. Miscasting will always slap you in the face when you most need a spell to work.
2. Vradchuk is more mobile now he's riding his Chariot but the fact it can't march move hampers him getting into combat quickly. He can really dish out some damage but only if he can get to the enemy. I may need to mount him on a Chaos Steed.

WHAT NEXT?

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



For the new Chariot I've followed the same spiketastic theme with the steeds. In addition to that, I've made a few other alterations to give my army greater individuality.

Using the plastic Chaos Warriors' horn and a spike from the same boxed set's standard pole, I created a new pole for the Chariot. I also added plastic skulls, again from the Chaos Warrior regiment, to the Chariot's yoke.

The crew had a head swap to give one a mutation and the use of a converted plastic Chaos Warrior arm to make a balberd rather than the whip arm supplied.

It just goes to show that a bits box is a very useful thing – never throw anything away!

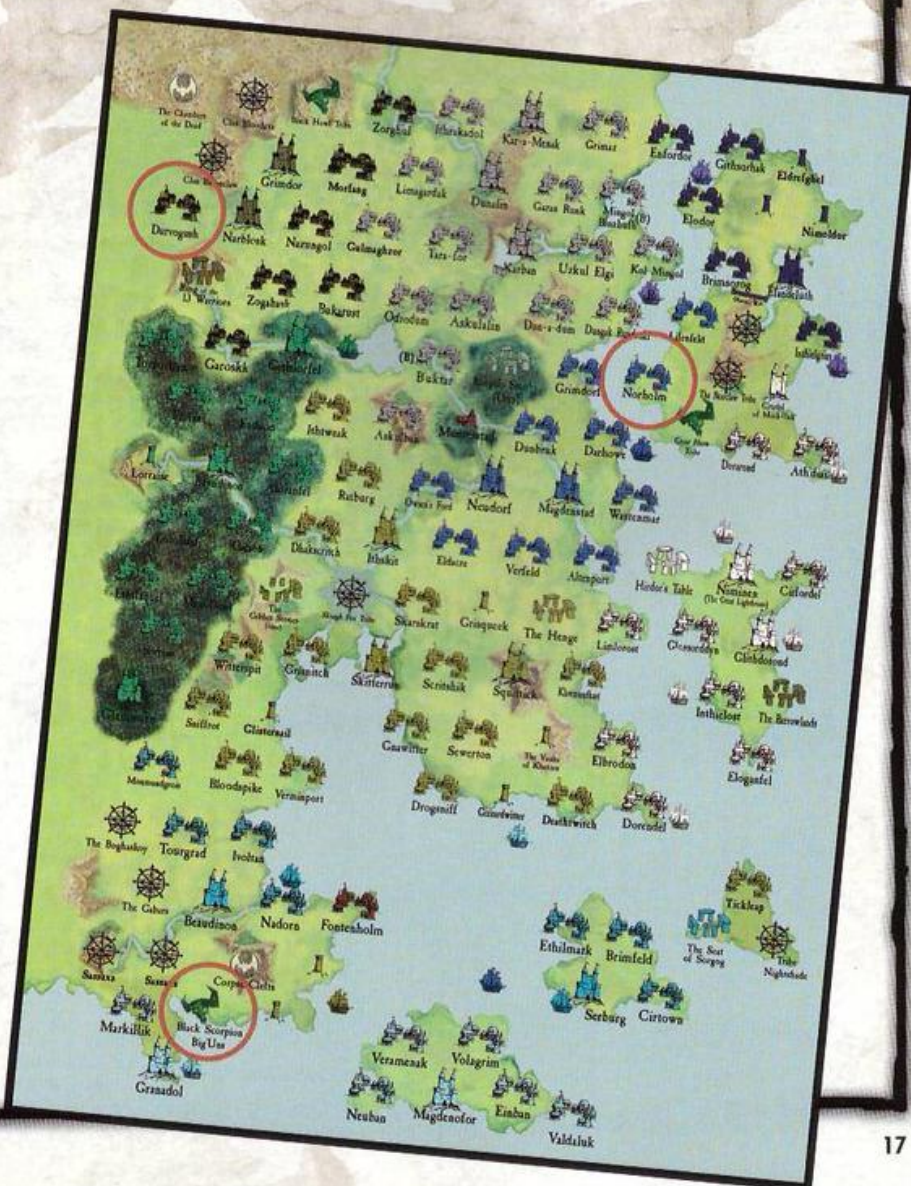


For now, though, I'm going to diversify from my Chaos Undivided stance and go for Screamer of Tzeentch. Lightning fast and capable of slashing attacks (automatic Strength 3 attacks that the enemy cannot fight back against), these graceful but deadly Daemons will work in tandem with my Marauder Horsemen, harrying flanks and taking out war machines. At £5 each I'll go for five of them. This means I'll have plenty of nippy units to keep my opponent guessing whilst the rest of my army legs it across the battlefield.

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

Right: This is the Studio campaign map. Each player has a colour-coded territory and each campaign season you can attack any player adjacent to your own. My areas are the Chaos stars and, as a raiding force, I can attack any adjacent player or any coastal or map edge settlement.

I've challenged Anthony Reynolds' Chaos army at Durvogash, Graham McNeill's Empire in Norbolm and am going to attempt to wipe the Greenskin menace from my area in the south-west. We'll see how I get on next issue...



LURE OF CHAOS

This issue sees the second part of a new set of rules for creating your own small Chaos warband, Path to Glory. This allows a great degree of personalisation in your models and on the following pages you will find a selection of components to help you convert your Chaos Champion, Sorcerer or other elements of your warband.

You can order these through your local in-store order point, at:
www.games-workshop.com/storefront,
 or direct on 0115 91 40000.

Models not shown actual size.



CHAMPION OF NURGLE BODY
020113601 £4



CHAOS SORCERER BODY
020113001 £3



AEKOLD'S BANNER
020101802 £1



CHAOS SORCERER STAFF
020113003 £1.50



CHAOS SORCERER STAFF 1
020103802 £1



SLAANESH CHAMPION HEAD
020113802 £1



CHAOS WARRIOR 1
020106301 £2.50



KHORNE LORD HORSE HEAD
020113304 £2



CLASSIC CHAOS HOUND TAIL 3
020108111 50p



CLASSIC CHAOS HOUND TAIL 4
020108107 50P



CHAMPION OF NURGLE WEAPON SPRUE
020113602 £3



CHAOS SORCERER FAMILIAR
020113004 £1



CLASSIC CHAOS HOUND HEAD 4
020108112 50p



SLAANESH CHAMPION BODY
020113801 £4



SLAANESH CHAMPION SHIELD
020113804 £1



SLAANESH CHAMPION SWORD
020113803 £1



CHAOS SORCERER HEAD
020113002 £1



CLASSIC ARCHAON'S BODY
020107901 £2



CHAOS LORD RIGHT ARM
020105004 50P



CHAOS WARRIOR WHIP ARM
020107303 50P



CHAOS WARRIOR LEADER MACE
020108302 50P



KHORNE CHAMPION AXE
020113403 £1.50



KHORNE CHAMPION BODY
020113401 £4



CHAOS CHAMPION BODY 1
020106101 £2.50



KHORNE CHAMPION HEAD
020113402 £1.50



CHAOS CHAMPION BANNER POLE
020106103 £1



CHAOS KNIGHT CHAMPION SWORD ARM
020106604 £1



CHAOS KNIGHT CHAMPION SWORD ARM
020106604 £1



CLASSIC CHAOS HOUND HEAD 3
020108108 50p



CLASSIC ARCHAON'S CLOAK
020107902 £1



CHAOS CHAMPION BANNER POLE
020106103 £1



KHORNE BASE
020113404 £2



W'SORAYCH'S TAIL
020107908 50P



CLASSIC ARCHAON'S SHIELD
020107904 50P



CHAOS SORCERER BODY 1
020103801 £3



CHAOS SORCERER BODY 1
020103801 £3



W'SORAYCH RIGHT SIDE
020107906 £1.50



W'SORAYCH LEFT SIDE
020107905 £1.50



CHAOS STEED HEAD
020105008 £1



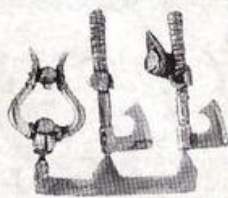
CHAMPION OF CHAOS UNDIVIDED BODY
020112701 £5



CLASSIC ARCHAON'S HELMET
020107903 50P



CHAOS SORCERER HEAD 1
020103804 50P



CHAMPION OF CHAOS UNDIVIDED HEAD & AXES
020112702 £2



AEKOLD HELBRASS
020101801 £5



CHAOS KNIGHT STEED HEAD 2
020107702 £1.50



W'SORAYCH'S HEAD
020107907 £1



CHAOS KNIGHT STEED HEAD 1
020107701 £1.50



KHAZRAK THE ONE-EYE'S BODY
020108001 £4



KHAZRAK THE ONE-EYE'S HEAD
020108002 £1



KHAZRAK THE ONE-EYE'S WHIP
020108003 £1



RED MAW'S BODY
020108004 £2



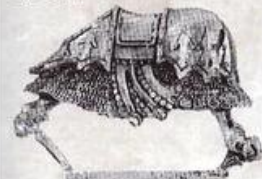
RED MAW'S BACK LEG
020108005 50p



RED MAW'S FRONT LEG
020108006 50p



FIEND RIGHT CLAW 1
020101905 50p



CHAOS STEED BODY LEFT SIDE
020105006 £2



CHAOS STEED BODY RIGHT SIDE
020105007 £2

CLASSIC FLESH HOUND TAIL 1
020100813 £1.50



CLASSIC PINK HORROR STANDARD BEARER TAIL
020105101 50p



CLASSIC DAEMON PRINCE TAIL 2
020104815 £1

CLASSIC CHAOS SPAWN HEAD 1
020104905 £1



CLASSIC FLESH HOUND TAIL 2
020100804 £1.50



CLASSIC FLESH HOUND TAIL 3
020100809 £1.50



FIEND LEFT CLAW 1
020101908 £1



KHORNE LORD HEAD SPRUE
020113303 £1



CLASSIC CHAOS SPAWN HEAD 7
020104911 £1



CLASSIC FLESH HOUND HEAD 2
020100803 £1



CLASSIC CHAOS SPAWN HEAD 3
020104907 £1



CLASSIC CHAOS SPAWN HEAD 2
020104906 £1



CLASSIC CHAOS SPAWN TAIL 1
020104912 £1



CLASSIC DAEMON PRINCE TAIL 1
020104814 £1



CLASSIC FIEND LEFT CLAW 2
020101907 £1



PINK HORROR DRUMMER TAIL
020105102 50p



KHORNE LORD BODY
020113301 £3



CLASSIC CHAOS SPAWN HEAD 6
020104910 £1



CLASSIC CHAOS SPAWN TAIL 3
020104914 £1



CLASSIC CHAOS SPAWN HEAD 4
020104908 £1



CLASSIC CHAOS SPAWN TAIL 2
020104913 £1



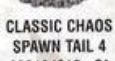
SLAANESH LORD HEAD
020113901 50p



SLAANESH LORD SHIELD
020113907 50p



KHORNE LORD WEAPON SPRUE
020113302 £1



CLASSIC CHAOS SPAWN TAIL 4
020104915 £1



CLASSIC CHAOS SPAWN HEAD 5
020104909 £1



CLASSIC CHAOS SPAWN TAIL 5
020104916 £1



SLAANESH LORD HALBERD
020113903 50p



SLAANESH LORD BODY
020113904 £1.50



SLAANESH LORD LEFT LEG
020113905 £1.50



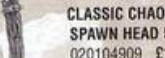
SLAANESH LORD BANNER
020113902 £1



NURGLE LORD SIGN POST
020113706 £1



NURGLE LORD WEAPON SPRUE
020113701 £2



CLASSIC CHAOS SPAWN HEAD 8
020104924 £1



NURGLE LORD SPRUE
020113703 £1



SLAANESH LORD MOUNT TAIL 3
020113912 50p



SLAANESH LORD MOUNT TAIL 2
020113911 £2



SLAANESH LORD MOUNT BODY
020113908 £3



NURGLE LORD HORSE BODY LEFT
020113705 £3



NURGLE LORD HORSE BODY RIGHT
020113704 £3



NURGLE LORD BODY
020113702 £3



SLAANESH LORD MOUNT HEAD
020113909 £1.50



SLAANESH LORD MOUNT TAIL 1
020113910 £2

PATH TO GLORY

MORE RULES FOR FIGHTING WITH CHAOS WARBANDS

Welcome, lovers of all things Chaotic, to the second instalment of Path to Glory! This is an ongoing series of White Dwarf articles by Anthony Reynolds that focus on building your own Chaos warband, starting off as a small force that you can gradually expand through a series of skirmish sized battles. This is an ideal way of collecting and painting a Chaos army, slowly getting your troops together until you can field an entire army.

Anthony Reynolds: In last month's article, I presented the basic rules for forming your own starting warband, led by a Champion of Chaos. In this article I've put the rules together for experience and advancement – so that your warband can start to grow as more followers are attracted to your Champion's warband, lured by his growing reputation (well, hopefully!)

In future months we'll be printing additional rules for your warband games, such as scenarios (including big multi-player bashes), expanded Mutations tables and rules for invoking the Chaos gods' displeasure – not a clever thing to do. But anyway, enough of my rambling, let the Chaos show continue!

GAINING FAVOUR POINTS

By fighting more enemies and winning battles, Champions of Chaos attract more attention from their gods. The more attention that they gain from the gods, the more blessings they receive and the more followers who flock to them.

These Favour points can be used to recruit more followers using the same method as was used when rolling up your warband – see last month's White Dwarf for details.

BASIC FAVOUR TABLE

Playing a battle	2
Playing a battle against a warband with a Warband Favour rating of 10 or more higher	+3
Taking an enemy Champion out of action	2
Winning a battle	2
Winning a battle against a warband that has a Warband Favour rating that is more than 10 or higher	+4
Wiping out an enemy warband (taking every model out of action)	2
Refusing a challenge	-2

UNDIVIDED FAVOUR

Taking an enemy Champion out of action	2 (so, +4)
--	------------

WARBAND FAVOUR

Taking an enemy out of action using magic (not cumulative)	2
Taking a Champion of Nurgle out of action	2
Miscasting a spell (not cumulative)	-2

SLAANESH FAVOUR

Passing two or more Panic tests and/or Break tests during a game and winning the battle	2
Taking a Champion of Khorne out of action	2
Choosing to voluntarily rout from a battle	-2

NURGLE FAVOUR

Taking an enemy out of action that has three or more Wounds (not cumulative)	2
Taking a Champion of Tzeentch out of action	2
Failing to take any enemy models out of action	-2

KHORNE FAVOUR

Taking a Wizard out of action (not cumulative)	2
Taking a Champion of Slaanesh out of action	2
Refusing a challenge	-2 (so, -4)





Nurgle and Tzeentch warbands battle it out.

CHAMPION ADVANCEMENT

The more Favour that your Champion gains, the more skilled he becomes in battle and the more attention he receives from the gods. This attention shows itself in all manner of unpredictable ways – from mutations and special abilities to being slowly transformed into a Daemon – or turned into a mindless Chaos Spawn, for the whims of the gods are fickle and always unknown.

- The dice rolled on these tables may be altered by spending additional Favour points – for each point of Favour spent, the dice roll may be changed up or down by 1.
- Champions start with one roll on the Champion Advancement table.
- For every 6 Favour points earned, the Champion is entitled to roll on the Champion Advancement table below. This does not use any of your Favour points.

CHAMPION ADVANCEMENT TABLE

2D6	Result
2	Mutation – Roll on Mutation table.
3-5	Chaos Power Advancement – Roll on the Power Specific Advancement table.
6	Characteristic Increase – roll again: 1-3 = +1 S 4-6 = +1 A
7	Characteristic Increase – +1 WS
8	Characteristic Increase – roll again: 1-3 = +1 I 4-6 = +1 LD
9	Characteristic Increase – roll again: 1-3 = +1 W 4-6 = +1 T
10-11	Chaos Power Advancement – Roll on the Power Specific Advancement table.
12	Mutation – Roll on the Mutation table.

If you rolled a result of 3-5 or 10-11, roll on the table of the god that your warband is associated with:

UNDIVIDED ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation – One random mutation (if the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
5	Soul Hunger – the model may re-roll missed close combat rolls to hit in the first round of any combat.
6	Immediately roll on Followers of Chaos table 1, and get whatever you rolled for free (re-rolling any result of 12 on the Followers table – this roll cannot be modified by expending Favour points).
7-8	Mark of Chaos Undivided – May re-roll any failed Psychology tests. (If rolled more than once, this gift can be passed onto any member of the warband of the player's choice. This gift is automatically lost if the warband chooses to worship a specific Chaos god).
9-10	Blessed with D3 +2 Chaos Furies for the next game only.
11	Daemon Weapon (+1 WS, +1 S, +1 A).
12	Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes <i>fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes <i>terror</i> and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

NURGLE ADVANCEMENT

2D6	Result
2	Turned into a Chaos Spawn!
3-4	Mutation – One random mutation (If the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
5	Cloud of Flies – any enemy in base-to-base contact suffers a –1 modifier on its rolls to hit in close combat.
6	Mark of Nurgle – the model gains an extra wound and is immune to poison. If rolled again, the model will cause <i>fear</i> .
7	Blessing of Nurgle – Nurgles Rot – all attacks made by the character are Poisoned Attacks, and the model itself is immune to poison. (If rolled more than once, this gift can be passed onto another member of the warband).
8	Mark of Nurgle – the model gains an extra wound and is immune to poison. If rolled again, the model will cause <i>fear</i> .
9-10	Blessed with D3 +2 Plaguebearers for the next game only.
11	Bloated Foulness – Killing Blow has no effect on the model. In addition, no weapon or spell will ever wound the model on better than a 3+, ie, if a model has Strength 6, it will still only wound the model with Bloated Foulness on a 3+ rather than a 2+.
12	Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes <i>fear</i> . The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes <i>terror</i> and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.



Two mighty Champions confront each other.

SLAANESH ADVANCEMENT

- 2D6 Result**
- 2 Turned into a Chaos Spawn!
 - 3-4 Mutation – One random mutation (if the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
 - 5 Soporific Musk – Any enemy model in base-to-base contact must halve their WS and I (rounding up).
 - 6 Blessing of Slaanesh – Friendly models within 6" may re-roll any failed psychology tests.
 - 7-8 Mark of Slaanesh – Immune to Psychology.
 - 9-10 Blessed with D3 +2 Daemonettes for the next game only.
 - 11 Aura of Slaanesh – At the start of the Close Combat phase, select one enemy model touching the Champion. It must pass a Ld test or may not make any attacks in that Close Combat phase. Models immune to psychology cannot be affected.
 - 12 Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes *fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes *terror* and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

KHORNE ADVANCEMENT

- 2D6 Result**
- 2 Turned into a Chaos Spawn!
 - 3-4 Mutation – One random mutation (If the Champion ever has 5 mutations he automatically devolves into a Chaos Spawn, see below).
 - 5 Axe of Khorne – Killing Blow
 - 6-7 Mark of Khorne – Frenzy. If rolled again, model becomes 'Blood Frenzied'. He will never lose his frenzy. At the start of his Movement phase, if there is no enemy model within charge range but there is a friendly model within charge range, roll a dice. On a roll of 1 on a D6, the Champion will charge and fight one round of combat. The models fight one round of combat, and are separated by 1" at the end of the Close Combat phase.
 - 8 Blessing of Khorne – Once per game, the player may automatically dispel one spell cast.
 - 9-10 Blessed with D3 +2 Bloodletters for the next game only.
 - 11 Collar of Khorne – Magic Resistance 2.
 - 12 Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes *fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes *terror* and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

TZEENTCH ADVANCEMENT

- 2D6 Result**
- 2 Turned into a Chaos Spawn!
 - 3-4 Spell Familiar – Joins the warband for the next D6 games only – it knows the Tzeentch spell Red Fire, which the Champion may use – counts as a Bound spell with Power Level 4.
 - 5-6 Mark of Tzeentch – Becomes a First Level Wizard with one random Tzeentch spell. Further rolls – gain a new random spell.
 - 7-8 Mutation – One random mutation (if the Champion ever has 9 mutations he automatically devolves into a Chaos Spawn, see below).
 - 9 Blessing of Tzeentch – Tzeentch's Will: Chaos player can re-roll D3 dice per game (roll at start of game) that directly affects the Champion – can be used to cast spells with Irresistible Force and avoid Miscasts.
 - 10-11 Blessed with D3+2 Horrors for the next game only.
 - 12 Eye of the Gods – The Champion begins to be transformed into a Daemon. The first time the Champion gets this reward, he receives a 5+ Daemonic Ward. The second time the Champion gets it he causes *fear*. The third time, he gains +1 Wounds and +1 Attack. The fourth time, he becomes a Daemon completely and sprouts wings, causes *terror* and suffers from Daemonic Instability, but is otherwise immune to psychology. However, the Champion may not use any non-magical weapons or armour.

MUTATED INTO A SPAWN

If a model is transformed into a Chaos Spawn and you have no Favour points to spend to alter the dice roll (or are unwilling to spend them), he loses all his equipment and abilities. His profile is changed to that of the relevant Chaos Spawn (to match the Chaos Power he is associated with) and he gains all the special rules of the relevant Chaos Spawn. Obviously, he may not remain as the leader of your warband any longer! In all cases, he now IS a Spawn of Chaos (eg, for calculating the Warband Favour rating). If it is your Champion who is turned into a Spawn, then any other Knight of Chaos, Warrior of Chaos or Chosen of Chaos in the warband may become the new Champion. He is gifted with a suit of Chaos armour if he didn't already have one, and is given one immediate roll on the Champion Advancement roll.

MUTATIONS

If your Champion has gained a mutation, roll a D6 to see what mutation he has been gifted with (remember that your dice roll may be altered with Favour Points). However if a model gets five mutations (nine for Tzeentch), he is turned into a Chaos Spawn.

D6 Result

- 1 **Acid Ichor** – The warrior can spit a thick gruel of poison and acid at his foe. If he chooses to, one of his attacks may be made at S4 with no armour save allowed.
- 2 **Tentacle** – Roll a dice:
 - 1-2 A tentacle replaces one of the warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
 - 3-6 A tentacle sprouts from the warrior's body. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1.
- 3 **Extra Arm** – An extra arm has sprouted from the warrior's body. The warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield). Comes with a hand weapon.
- 4 **Cloven Hooves** – The warrior's legs end in cloven hooves. The warrior gains +1 Movement.
- 5 **Horns** – Mighty horns sprout from the warrior's brow. When charging, the model gains an additional attack, which is worked out at the model's base Strength.
- 6 **Bestial Visage** – The warrior's face is twisted into a bestial or daemonic visage. The model causes *fear*.

MODELS TAKEN OUT OF ACTION

After a game, roll a dice for each model that has been removed from the table as a casualty during the game. On the roll of a 1, they are dead, and are removed permanently from the warband. On any other result, they recover from their injuries and may fight in the next battle as normal. However, you may spend 1 Favour point to re-roll this dice, although the second roll stands; so if you roll another 1, you are stuck with it. (In a future article, there will be an extended Injury table for your Champion).

WARBAND FAVOUR RATING

Finally, the Warband Favour rating must be calculated. This is a measurement of how well known and feared it is. This is calculated by adding up the base cost of all the models in the warband from the Follower's tables in last month's White Dwarf (so a Warrior of Chaos would be 3 points, a Chaos Steed would be 4 points). Count the Champion as 6 points. Add +2 points every time an Advancement Roll is earned (not including the first free one). Unused Favour points do not count towards your total. After each game, after Favour Points have been allocated and new members of the warband have been recruited, recalculate your new Warband Favour rating.

Eg, a warband consists of the Champion (6 points) on a barded Chaos Steed (4 points), a Chaos Knight (6 points), three Marauders (3 points) and a Chaos Warrior (3 points). It has also had one Advancement roll (2). So, the total Warband Favour rating is 23.

So there we are! In next month's article, I'm going to be putting together a few basic scenarios, as well as presenting a mini battle report. Things are picking up pace in the Studio warband campaign, with all the warbands struggling to overtake each other in the eyes of the gods, but with no clear favourite at this point in time (though Pete 'Blood for the Blood God' Haines is looking like a strong contender). As well as the basic scenarios, I have a few special scenarios and multi-player game ideas up my sleeve that I will try to slip into a future White Dwarf – special games where the victor can claim magical items that will help them in their quest for the favour of the gods, or potentially cause much harm to themselves. Such is the way of Chaos...



Cornered in a ruined building, a Nurgle warband fights to the death.

Something exciting is going on in our Northern European stores. The Warhammer Academy is here and is turning beginners into generals of mighty armies. Read on to find out about our latest in-store program.

WHAT IS THE ACADEMY?

The Academy is a six-week course designed to teach beginners the basics of the Games Workshop hobby. It bridges the gap between introducing someone to the hobby and them being able to play a game with painted miniatures.

We designed this course to give them the skills that they need to take a figure from the box to the battlefield and know how to use it.

WHAT DOES THE COURSE ENTAIL?

Beginners will spend four hours of dedicated time on the course each week. This is split into two two-hour chunks. This way, while gamers of one system are gaming, the gamers of the other system are painting and the other way around.

HOW TO JOIN THE ACADEMY

Every beginner who joins the course will receive a membership card which they have to bring along every week. On completion of a course stage, the card is hole punched. Apart from the card, the customer needs to bring in one plastic infantry model, unpainted and still on the sprue.

When all twelve holes are punched, the card is handed in with all the details filled out on the reverse and a free gift is given to the graduate.

WELCOME TO THE WARHAMMER ACADEMY

NORTHERN EUROPE'S NEW BEGINNERS COURSE

ACADEMY GAMING

Each week you will play a game of Warhammer or Warhammer 40,000 using the basic rules. Each course stage will teach you all the rules you need in any game you might play.

Warhammer

1. Infantry & Cavalry
2. Chariots
3. War Machines
4. Flyers & Skirmishers
5. Monsters
6. Characters

Warhammer 40,000

1. Infantry Squads
2. Jump Packs & Bikes
3. Transport
4. Tanks
5. Walkers & Dreadnoughts
6. Characters

Academy painting

Each week you will complete a part of the painting course using the same model. The course consists of the following stages:

1. Assembly
2. Undercoat
3. Basecoat
4. Drybrush
5. Shade/highlight
6. The base

WHAT THEN?

At the end of the course you should have all the skills necessary to fully model and paint the army of your choice and to command it successfully on the field of battle! The staff at your local store will then be able to give more advanced painting tips and tactical advice.

At the moment this course is only running in our Northern European Games Workshop stores.

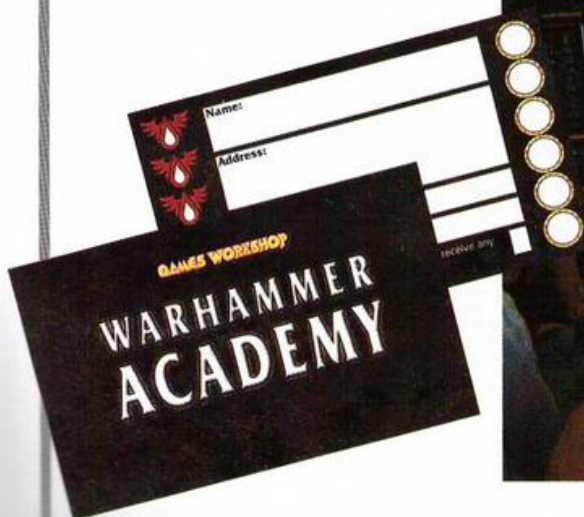
On the following page are our stores in Amsterdam, Rotterdam, Haarlem, Den Haag, Copenhagen, Oslo and Stockholm. To join the Academy just call one of these stores and our friendly staff will give you all the details.



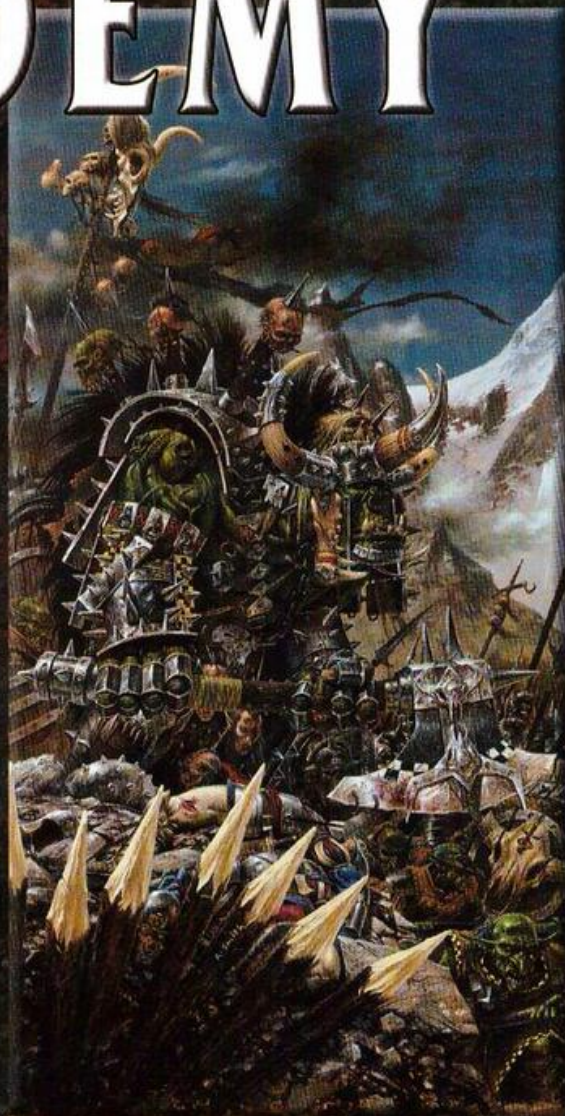
Learn how to paint!



Playing in the Amsterdam store.



WARHAMMER ACADEMY



Come and learn how to play and paint!
Ask staff for details.

GAMES WORKSHOP COPENHAGEN

Frederiksborggade 5K1
1360 Copenhagen
Denmark
Tel: 033 12 22 17
Fax: 033 13 22 17

GAMES WORKSHOP OSLO

Mollergatan 5/9
0179 Oslo
Norway
Tel: 022 33 29 90
Fax: 022 33 29 91

GAMES WORKSHOP STOCKHOLM

Regeringsgatan 30
111 53 Stockholm
Sweden
Tel: 08 213 840
Fax: 08 213 841

GAMES WORKSHOP AMSTERDAM

Rokin 36
1012 KT Amsterdam
Netherlands
Tel: 020 622 3863
Fax: 020 622 3863

GAMES WORKSHOP DEN HAAG

Schoolstraat 12B
2511 AX Den Haag
Netherlands
Tel: 070 392 7836
Fax: 070392 7836

GAMES WORKSHOP HAARLEM

Gierstraat 29
2011 GA Haarlem
Netherlands
Tel: 023 551 7677
Fax: 023 551 7677

GAMES WORKSHOP ROTTERDAM

Van Oldenbarneveltplaats 452
3012 AP Rotterdam
Netherlands
Tel: 010 280 0268
Fax: 010 280 0268

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

LURKING EVIL

A WARHAMMER 40,000 BATTLE REPORT

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

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

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

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

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

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

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



Subject: Xeno Artifact XE3-36
Author: Inquisitor Lichtenstein

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

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

872.998.M4I I have been monitoring this anomaly for some time and, were it not for the potential significance of such an artifact, I doubt that I would even dignify this war-torn hellhole with my presence. But it is plainly of Necrontyr origin, and Magos Dmitri has informed me that it has been embedded in the surface of Armageddon for over six hundred millennia. His consistently thorough investigations have been stymied by the nature of the artifact. Neither Dmitri nor the Imperial Explorator teams able to snatch periods of research here have been able to take a sample of the pyramid's constituents. It is impervious even to Dmitri's implant breacher. Most definitely of Necron construction.

873.998.M4I The Feral Orks shun this place, and it is easy to see why. Even the native fauna gives it a wide berth. Although I deplore such sentiments as finding reassurance from the presence of mere creatures, this in itself tells us something about the nature of the site. I believe some alien equivalent of hypersonic sound is emitted from the mighty pyramid's crest, inducing feelings of unease in those around it. It puzzles me still that a world such as Armageddon, fecund and populous even in its war-torn state, should harbour a Necron artifact. I was convinced the spoor of the Necrontyr was only to be found on worlds bereft of all life. With luck this pyramid holds the answers to this new enigma.

874.998.M4I I am beginning to abhor this damn xenos structure. It gives none of its secrets away. Translation work on the runic inscription is infuriatingly slow; even Dmitri's hypercogitator is incapable of unravelling the hieroglyphics. Ghaustos saw fit to inform me that the artifact has no psychic signature. If anything it has the opposite. I confess my own psychic abilities seem to flow far less readily in its presence. This may explain the nature of the deterrent affected by the artifact, and the superstitious avoidance which the Orks practise. I am not a patient man, and with each day I commit to this mystery the likelihood of my discovery increases. If not for the Orkoid invasion here I feel my studies would have already met a premature and unsavoury end. Tyrus cannot be far behind. Haste is of the essence.

875.998.M4I Still no noticeable progress. I am weakened due to those hellspawned dogleeches that feasted upon me during my rest period. I grow sick of this unholy place, and am preparing to leave. It is bitter news indeed that my once infallible intuition has proven false.

876.998.M4I I witnessed an exhibition of power today the like of which I have not seen since Karis Cephalon. Peculiarly, the Necrontyr pyramid may have proven to be my reprieve, and it has yielded its secrets at last, although at great cost. A platoon of Armageddon Ork

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

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

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

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

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

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

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

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

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

877.998.M4I It was well into the night before I was able to effect my escape from that cursed clearing. The alien warriors have established a perimeter, and the pyramid still hums ominously, emitting the occasional fizzing crack as a particularly large native insect nears its power crystal. The Necron forces, now numbering around fifty, seemed to be in a dormant state. Who or what they were waiting for, I dearly wish to discover, but I could not tolerate the taint of these blasphemies against the Emperor's will for much longer. The path, as I saw it, was clear. I only pray the Dark Angels of the Adeptus Astartes that I managed to contact recognise the encryption code as belonging to the Inquisition, for I must take my leave of this scene before their arrival. I have also taken the precaution of commending their souls to the Emperor, as such a display of power as I have witnessed these last few hours will sorely try even the warriors of the Adeptus Astartes...

ARMAGEDDON NOW



Andy Hoare

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

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

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

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

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

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

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

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



IN THE COMPANY OF ANGELS



Owen Rees

Owen: I was hoping that this would be an excellent report since the only army that can truly match the tenacity of the Dark Angels are the Necrons. Not only that but games developer Andy Hoare would be playing and he was the

very person who had updated the rules for the Dark Angels. I would need a very cunning plan indeed...

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

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

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

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

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

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

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

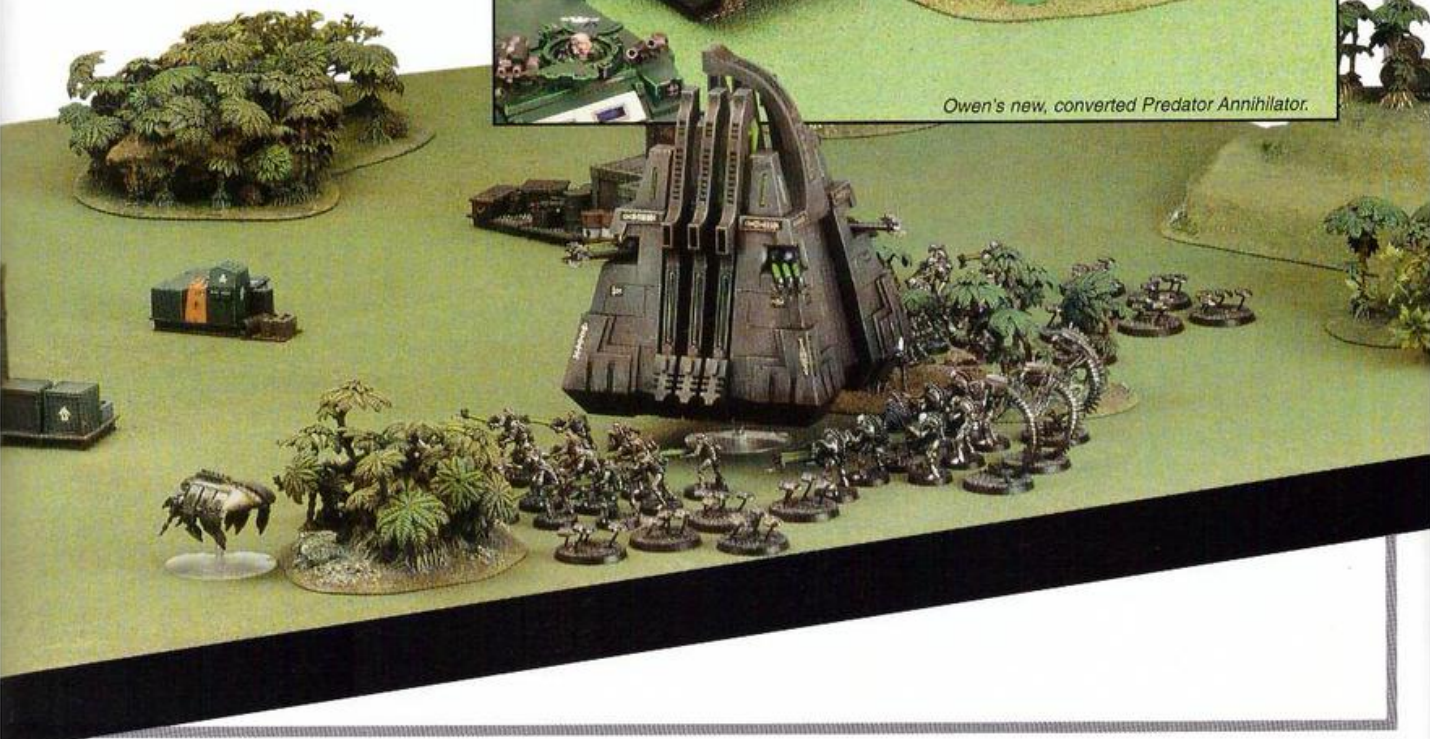
cyclones and a Grand Master, and an amazing unit is created. The Librarian with his Command squad were also dark horses. I had given the unit the Banner of Fortitude (once per battle the banner allows a unit that moved in the Movement phase to fire as if they remained stationary) so they could unleash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

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

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



Owen's new, converted Predator Annihilator.



NECRON TOMB GUARD

HQ		 10 Necron Warriors		 5 Scarab Swarms	
Necron Lord		Gauss flyer.		Disruption fields.	
Warscythe, Resurrection Orb and Phase Shifter.		180 pts		80 pts	
Elites		 10 Necron Warriors		 2 Tomb Spyders	
		Gauss flyer.		Particle projectors.	
		180 pts		110 pts	
 7 Immortals		 10 Necron Warriors		 1 Monolith	
Gauss blaster.		Gauss flyer.		Gauss flux arc.	
196 pts		180 pts		235 pts	
Troops		 3 Necron Wraiths			
		Claws and barbed tail.			
		123 pts			
 10 Necron Warriors		 6 Scarab Swarms			
Gauss flyer.		Disruption fields.			
180 pts		96 pts			
				Total 1,750 pts	





STRIKE FORCE RESOLUTION

HQ

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

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



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



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

Elites



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



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

Troops



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



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



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



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



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



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



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

Total 1,749 pts

NECRON TURN 1

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

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

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

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

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

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

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



DARK ANGELS TURN 1

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

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

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

My assault element now advanced, intent on engaging the Necrons; the Terminators moved to the side of the explorator building with the Rhino not far behind popping its smoke launchers.

The Dreadnought and the Ravenwing Land Speeder

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

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

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

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

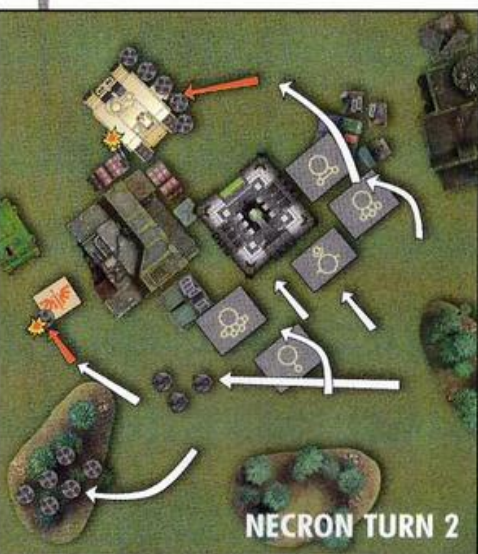


Silent and deadly, the Necron force advances.

NECRON TURN 2

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

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



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

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

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

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

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

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

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

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

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

DARK ANGELS TURN 2

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

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

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

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



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



DARK ANGELS TURN 2

The Predator Annihilator trains its lascannons on the fearsome Monolith.

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

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

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

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

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

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





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

NECRON TURN 3

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

DARK ANGELS TURN 3

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

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

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

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



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

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

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

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

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



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



NECRON TURN 4

NECRON TURN 4

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

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

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



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

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

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

The arcane crystal atop the Monolith pulsed with sickly power once more, projecting a stream of particle whip energy at Tactical Squad Reprisal. The shot was slightly off target, but still caught three Dark Angels in its deadly area of effect, killing them outright. Sickened at the horrific sight of their Brothers' deaths, the remainder of the squad failed their Morale check and

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

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

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

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





The Dreadnought deals the Monolith a fatal blow.

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

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

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

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

DARK ANGELS TURN 4

Owen: Well Andy's turn had seen him concentrate yet more firepower on the blessed Land Raider. The thing had more

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

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

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

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

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

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

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

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

NECRON TURN 5

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

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

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

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

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

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

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

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

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

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

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

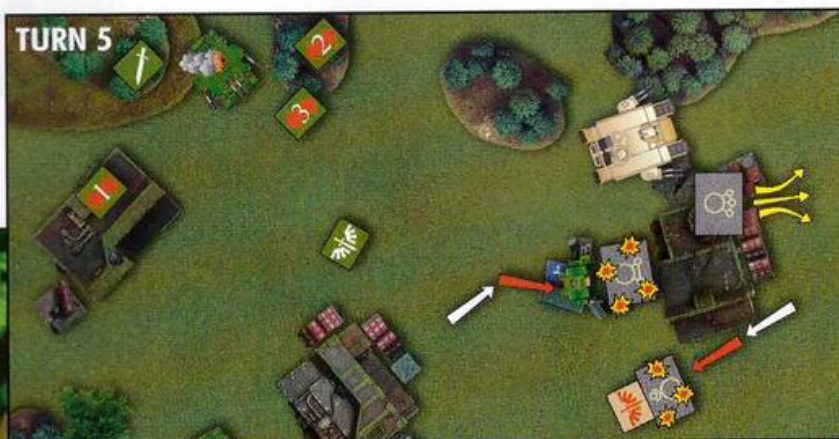
I was only a handful of Necrons away from Phasing Out at this point; I just hoped that my forces could hold off long enough to finish the close combat between the Lord and the Grand Master. Regardless of the eventual result, the combat would be the perfect climax to a hard fought and entertaining battle.

DARK ANGELS TURN 5

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

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

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



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

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

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

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

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

Location: Armageddon, Equatorial Jungle
Explorator Camp XE3-36

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

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

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

WE'LL BE BACK!

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

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

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

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

NO RETREAT, NO SURRENDER

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

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

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

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

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

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

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

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

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

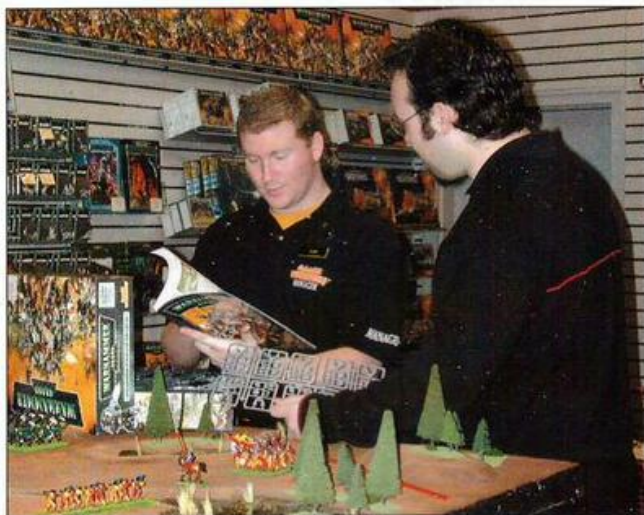
It seems to me that the true prize of this encounter is knowledge. A full report will be submitted to the Ordo Xenos by the end of the cycle. May the Emperor guide your hand.

The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local Games Workshop store is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different things your local store can offer you...

WHAT'S IN STORE FOR YOU?

A Games Workshop store is more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!). They can give you sound tactical advice and help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew.



FULL RANGE OF PRODUCTS

All our stores stock a full range of Warhammer, Warhammer 40,000 and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus components and classic models to customise your armies.



BEGINNERS' SUNDAYS

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along! To help those just starting, we run our special Beginners' Programme, where we can teach you how to play and help you take your first steps into the Games Workshop hobby.



THURSDAYS GAMES NIGHT

Most Games Workshop stores stay open late on Thursdays so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who want to develop their painting skills, and a forum for gamers to talk about the hobby, particularly for those who have just graduated from the Beginners' Programme.



VETERANS' NIGHTS

Many Games Workshop stores run days for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems. Most of these stores stay open late to enable these players to play well into the evening.



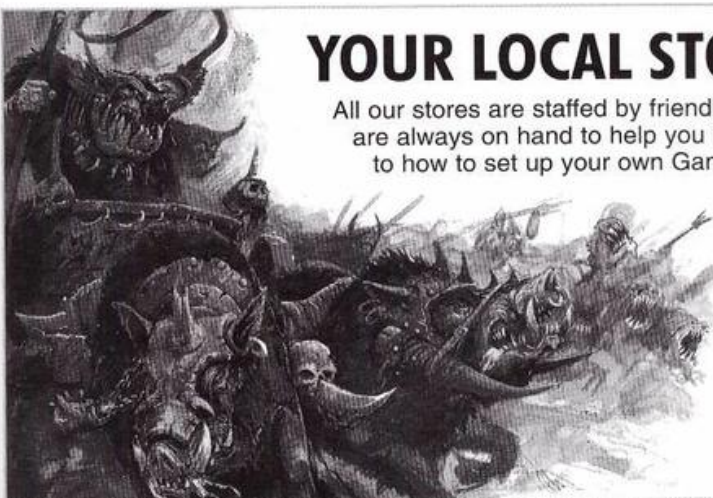
STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list over the page), are special Store Clubs. These are evenings where the store closes to the public, and only club members (16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby.

YOUR LOCAL STORE...

All our stores are staffed by friendly and enthusiastic Games Workshop hobbyists who are always on hand to help you in any aspect of the hobby, from simple rules queries to how to set up your own Games Workshop club! Every holiday period each store also runs a whole series of exciting and fun events which will test your gaming skill and expertise. So what are you waiting for. Come and visit your local store today!

To find out more about what's going on in your local store, visit our Store Events web site on www.games-workshop.co.uk/events or you can find your local store in our list on the next two pages and give them a call to find out what great events they have planned for the future.



Games Workshop products are sold by a large number of shops spread throughout the UK. The best of these are advertised here in White Dwarf magazine. Alternatively, there is a complete listing of all the places you can buy Games Workshop products on our web-site (www.games-workshop.com).

We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call 0115 911 4000 to find out

where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details. Stores with a red dot (•) represent those with Instore Clubs.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. If you're still unsure as to where your nearest stockist is located, why not give us a call on 0115 916 8200.

AVON

- GW BRISTOL (CENTRAL):** 13 Broad Weir. Tel: 0117 925 1533
- GW BRISTOL (CRIBBS CAUSEWAY):** Unit 129 (next to M&S), Upper level, The Mall. Tel: 0117 999 2528
- HOGGOSAURUS TOYSTORE:** 3 West Walk, Yate Town Centre, Yate. Tel: 01380 723 841
- MAKIT:** 20 High St, Portishead. Tel: 01275 844 751

BEDFORDSHIRE

- GW BEDFORD:** 10 Greyfriars. Tel: 01234 273 663
- GW LUTON:** 12 Park Street. Tel: 01582 417 474
- CUDDLERS:** 16/18 Peacock Market, Leighton Buzzard. Tel: 01525 217415

BIRMINGHAM AREA

- GW BIRMINGHAM:** 116 Corporation Street. Tel: 0121 236 7880
- GW DUDLEY:** Unit 36, Merry Hill Centre, Brierley Hill. Tel: 01364 481 818
- GW SOLIHULL:** 690 Warwick Road. Tel: 0121 705 7907
- GW WOLVERHAMPTON:** Unit 98, Mander Centre. Tel: 01902 310 466
- GW WALSALL:** Unit 27, Old Square Shopping Centre. Tel: 01922 725 207
- DIGITAL DRAGONS:** Unit 33, Sutton Shopping Centre, 65 South Parade, Sutton Coldfield. Tel: 0794 1837 793
- ROY'S HOBBIES & TOYS:** 155 New Rd, Rubery. Tel: 0121 453 3280

BERKSHIRE

- GW MAIDENHEAD:** 2 Blandy House, 3/5 King Street. Tel: 01628 631 854
- GW READING:** 111 Broad Street Mall. Tel: 0118 959 8693
- GW SLOUGH:** 101 High Street. Tel: 01753 575 675
- CYBERDYNE:** 63a Northbrook Street, Newbury. Tel: 01635 521211
- HAMMICKS BOOKSHOPS:** 42/43 Princess Square, Bracknell. Tel: 01344 488124
- HAMMICKS BOOKSHOPS:** 20/21 Peacock Street, Windsor. Tel: 01753 856 456

BUCKINGHAMSHIRE

- GW HIGH WYCOMBE:** Unit 29, The Octagon Centre. Tel: 01494 531 494
- GW MILTON KEYNES:** Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre. Tel: 01908 690 477
- TREATS (K.T. SALES LIMITED):** 6 Culverton Hill, Princes Risborough. Tel: 01844 274 785

CAMBRIDGESHIRE

- GW CAMBRIDGE:** 8 Bridge Street. Tel: 01223 313 350
- GW PETERBOROUGH:** 3 Wentworth Street. Tel: 01733 890 082
- CITY CYCLE CENTRE:** 7 Market St, Ely. Tel: 01353 663131
- SPORTS & FASHIONS:** 51 High St, Huntingdon. Tel: 01480 454 541
- TOYMASTER KINGDOM:** 15 Burleigh Street, Cambridge. Tel: 01223 350386
- WESTGATE DEPARTMENT STORE:** High Street, St. Neots. Tel: 01480 473242
- WESTGATE DEPARTMENT STORE:** Church Street, Wisbech. Tel: 01536 203525
- WESTGATE DEPARTMENT STORE:** Park Road, Peterborough. Tel: 01733 563151

CHESHIRE

- GW ALTRINCHAM:** Unit 1, 17 Grafton Street. Tel: 0161 929 8996
- GW CHESTER:** 112 Foregate Street. Tel: 01244 311 957
- GW STOCKPORT:** 32 Mersey Square. Tel: 0161 474 1427
- ABC MODEL SPORT:** 82 Nantwich Rd, Crewe. Tel: 01270 505048
- FUNFAYRE LTD:** 5 Pillary Street, Nantwich. Tel: 01891 870646
- R G MARSH LTD / THE HOBBY SHOP:** 25 Church Street, Runcorn. Tel: 01928 573614

CLEVELAND

- GW MIDDLESBROUGH:** Unit 33, 39 Dundas Street. Tel: 01642 254 091
- PEAK ELECTRONICS:** 201 York Rd, Hartlepool. Tel: 01429 233 109
- WESTGATE DEPARTMENT STORE:** Middleton Grange Shopping Centre, Hartlepool.
- WESTGATE DEPARTMENT STORE:** 17-25 High Street, South Shields. Tel: 01724 281888

CORNWALL

- GW TRURO:** Unit 1, Bridge House, New Bridge Street. Tel: 01872 320 047
- BRICKNELLS:** 35 Forestreet, Bodmin. Tel: 01202 277088
- MAD FOR MINATURES:** Unit 20, Market House, Market Hill, St Austell. Tel: 01726 722529

COUNTY DURHAM

- GW DARLINGTON:** 78 Skinnergate. Tel: 01325 382 463
- WINDSOCK MODELS:** 5-7 Fore Bondgate, Bishop's Auckland. Tel: 01388 609 766

CUMBRIA

- GW CARLISLE:** Unit 2, Earls Lane. Tel: 01228 598 216
- HEATHS:** 76 Dalton Rd, Barrow in Furness. Tel: 01229 820 435
- O'LOUGHLIN'S:** 44 Finkle Street, Kendal. Tel: 01539 723264
- ROBINSON'S MODEL SHOP:** 103 Duke Street, Whitehaven. Tel: 01946 66525
- TOYMASTER:** Dunmail Park Shopping Centre, Maryport Road, Workington.

DERBYSHIRE

- GW DERBY:** 42 Sadler Gate. Tel: 01332 371 657
- D&E KNOWLES & SONS:** 5 Market Street, Buxton. Tel: 01298 24203
- FREARSONS LTD:** 10 Bridge St, Belper. Tel: 01773 823 244
- SHAWES:** 8 Bank Rd, Matlock. Tel: 01629 582482

DEVON

- GW EXETER:** 12 Paris Street. Tel: 01392 490 305
- GW PLYMOUTH:** 84 Cornwall Street. Tel: 01752 254 121
- GW TORQUAY:** 12 Market Street. Tel: 01803 201 036
- AUSTIN'S:** Unit 8 Midas Court, Minerva Way, Brunell Road, Newton Abbot. Tel: 01626 333444
- DICE 'N' DUEL:** 65 High Street, Totnes. Tel: 01603 853049
- GAMEZONE MODELS:** 32 Rolfe Street, Exmouth. Tel: 01395 297733
- HONITON TOY SHOP:** 85/87 High Street, Honiton. Tel: 01404 43741
- PJ HAWKINS & SONS:** 7 Orchard Court, Heron Road, Sowton. Tel: 01392 20 39 30
- THE BATTLEZONE:** 59 Boutport Street, Barnstaple. Tel: 01271 321344
- W.G. PILLAR & CO:** 1 Lower Street, Dartmouth. Tel: 01803 832139
- MODEL SHOP:** 30 Royal Pk, Plymouth. Tel: 01752 221 851
- WINGS 'N' WHEELS:** 4 Phoenix Lane, Tiverton. Tel: 01884 242819

DORSET

- GW BOURNEMOUTH:** 24 Post Office Road. Tel: 01202 319 292
- GW POOLE:** Unit 12 Towngate Centre, High Street. Tel: 01202 685 634
- BATTLE-SCAR:** 551-553 Chaminster Road, Bournemouth. Tel: 01202 258194
- PURSUIITS:** Digby Road, Sherborne. Tel: 01935 816072
- RAZZAMATAZ:** 5 St Albans Street, Weymouth. Tel: 01305 780601
- MERVYN'S TOYS & MODELS:** 4 The Shopping Centre, Gillingham. Tel: 01747 823 888

ESSEX

- GW CHELMSFORD:** Unit 4C, Phase 2, The Meadows Centre. Tel: 01245 490 048
- GW COLCHESTER:** 2 Short Wyre Street. Tel: 01206 767 279
- GW SOUTHEND:** 12 Southchurch Road. Tel: 01702 461 251
- GW THURROCK:** Unit 415B, Level 3, Lakoside Shopping Centre. Tel: 01708 887 133
- B&M CYCLES:** 13 High Street, Brentwood. Tel: 01277 214342
- GAME ON:** 30 High Street, Saffron Walden. Tel: 01799 506 070
- MARQUEE MODELS:** Unit 79b, The Harvey Centre, Harlow. Tel: 01279 423334
- TOYMASTER KINGDOM:** Unit 37, The Meadows, Chelmsford. Tel: 01245 493355
- TOYMASTER KINGDOM:** 4 Collier St, West, Colchester. Tel: 01206 544344

GLOUCESTERSHIRE

- GW CHELTENHAM:** 16 Pivale Street. Tel: 01242 228 419
- GW GLOUCESTER:** 35 Clarence Street. Tel: 01452 505 033

- CYBERDYNE:** 15 Union Street, Cornhill, Stroud. Tel: 01453 767722
- TOY ZONE:** 7 High St, Tewkesbury. Tel: 01684 295 778

HAMPSHIRE

- GW BASINGSTOKE:** 3 Potters Walk, Wote Street. Tel: 01256 466 050
- GW PORTSMOUTH:** 34 Arundel Street. Tel: 02382 876 296
- GW SOUTHAMPTON:** 23 East Street. Tel: 02380 331 962
- GW WINCHESTER:** 6 St Georges Street. Tel: 01962 860 199
- ALTON MODEL CENTRE:** 7a Normandy Street, Alton. Tel: 01420 542244
- DARKSTAR:** 155 Cove Road, Farnborough. Tel: 01252 376050
- ESDEVIVUM GAMES LTD:** 6 Wellington Street, Aldershot. Tel: 01420 89900
- FAREHAM TOYS AND HOBBIES:** Unit 33, Fareham Shopping Centre, Fareham. Tel: 01329 282183
- FOLLY MODELS:** Folly Arcade, Petersfield. Tel: 01730 267 932
- HOGGOSAURUS TOYSTORE:** 20 Chantry Centre, Andover. Tel: 01380 723 841
- PAUL'S HOBBY SHOP:** 34 Wellington Way, Waterboville. Tel: 01705 259188
- SOUTHSEA MODELS:** 69 Albert Road, Southsea. Tel: 01705 733208
- TOYS OF NEW MILTON:** 71 Station Road, New Milton. Tel: 01425 617805
- TOYS OF RINGWOOD:** 8 The Furlong, Ringwood. Tel: 01425 479444

HEREFORDSHIRE

- HEREFORD MODEL SHOP:** 4 Commercial Road, Union Street. Tel: 01432 352809
- REVOLUTIONS:** 48 Broad St, Ross on Wye. Tel: 01889 562 639
- MARTIN'S MODELS & CRAFTS:** 26 West St, Leominster. Tel: 01568 613 782

HERTFORDSHIRE

- GW HEMEL HEMPSTEAD:** 16 Bridge Street. Tel: 01442 249 752
- GW ST ALBANS:** 18 Heritage Close, off High Street. Tel: 01727 861 193
- BOARDMANS:** 14-16 North Street, Bishop's Stortford. Tel: 01279 654 033
- CHORLEYWOOD MODELS:** 4 Lower Road, Chorleywood. Tel: 01923 284 313
- COMICS UNLIMITED:** Unit 11, The Arcade, Leichwood. Tel: 01462 480018
- HAMLINS:** 231 High Street, Berkhamsted. Tel: 01684 591 117
- K S MODELS:** 19 Middle Row, Stevenage. Tel: 01438 746618
- MAINLY MODELS:** 66 Hermitage Road, Hitchin. Tel: 01462 422204
- MARQUEE MODELS:** Unit 5, The Marquee, Railway Station, Hertford. Tel: 01992 504718
- TOYSHOP:** 25 High Street, Royston. Tel: 01763 243270
- TOYS TOYS TOYS:** 47 Howard Centre, Welwyn Garden City. Tel: 01707 391319

ISLE OF WIGHT

- FUN, FACT AND FANTASY:** 1-3 St Johns Road, Ryde. Tel: 01983 817323
- WIGHT WORLD OF WARGAMES:** 14 Carisbrook Road, Newport. Tel: 01983 630200
- THE SPORTS & MODEL SHOP:** 9 Union St, Ryde. Tel: 01983 882454

KENT

- GW BLUEWATER:** Unit 052B, Upper Thames Walk, Bluewater, Greenhithe. Tel: 01322 427 880
- GW CANTERBURY:** Unit 5, Iron Bar Lane. Tel: 01227 452 880
- GW MAIDSTONE:** 7a Pudding Lane. Tel: 01622 677 435
- GW TUNBRIDGE WELLS:** 4A Camden Road. Tel: 01892 625 783
- A.J. BLUNDELL & SON:** 27 High Street, Sittingbourne. Tel: 01785 424 371
- DEAL PRAMS:** 30 Mill Hill, Deal. Tel: 01304 368 080
- GZ COMPUTERS LTD:** 28 Canterbury Square, Ashford. Tel: 01233 663996
- J. H. LORIMER LTD:** 78a High Street, Sevenoaks. Tel: 01732 452840
- KIT KRAZY:** 303 The Broadway, Baxley Heath. Tel: 0208 2967177

- MANKLOWS:** 44 Seal Road, Sevenoaks. Tel: 01732 454952
- TIME & SPACE:** 80 High Street, Broadstairs. Tel: 01843 866006
- THE STAMP CENTRE:** 45 High St, Gravesend. Tel: 01474 534166
- WHITES:** Stone St, Cranbrook. Tel: 01580 713298

LANCASHIRE

- GW BLACKPOOL:** 8 Binley Street. Tel: 01253 752 056
- GW BOLTON:** Unit 13, The Gate Centre. Tel: 01204 362 131
- GW PRESTON:** 15 Miller Arcade. Tel: 01772 821 855
- A & B GAMES:** 57 Chapel Street, Chorley. Tel: 01257 261833
- ARTHUR BENN:** 4 St James St, Burnley. Tel: 01282 422 546
- HAMMICKS BOOKSHOP:** 46/47 The Spindles Centre, Oldham. Tel: 0161 6205543
- MERCER & SONS:** 21-27 Northgate, Blackburn. Tel: 01254 58700
- RICHARD LANCASTER:** 35-37 Queen St, Morecambe. Tel: 01524 410 304
- TOYMASTER:** Deansgate, Bolton. Tel: 01204 362 131
- TWIN SUNS:** 125-127 Blackburn Road, Accrington. Tel: 01524 389665
- WIGAN MODEL CTR:** 58 Market St, Wigan. Tel: 01942 245 683

LEICESTERSHIRE

- GW LEICESTER:** Unit 2, 16/20 Silver Street. Tel: 0116 253 0510
- GW LOUGHBOROUGH:** 22 Biggin Street. Tel: 01509 238 107
- STEVE'S MODELS:** Bullens Courtyard, Mill Lane Mews, Ashby-de-la-Zouch. Tel: 01530 416827

LINCOLNSHIRE AREA

- GW GRIMSBY:** 9 West St Mary's Gate. Tel: 01742 347 757
- GW LINCOLN:** Unit SUA, Saltergate (on outside of Waterside Centre). Tel: 01522 548 027
- ACCESS MODELS:** 16 Market Place, Grantham. Tel: 01476 592001
- CASTALINE:** 18-20 Uggate, Louth. Tel: 01507 602149
- G.T. COLLECTABLE CARDS:** 8 Crown Walk, Bourne. Tel: 01778 422639
- MASON'S MODELS:** 20 New Road, Spalding. Tel: 01775 722456
- TOYMASTER:** The State Building, Church Street, Gainsborough. Tel: 01427 676000
- WESTGATE DEPARTMENT STORE:** 7 Market Place, Spalding.

MANCHESTER AREA

- GW MANCHESTER (CENTRAL):** Unit R35, Mardens Way South, Arndale Centre. Tel: 0161 834 6871
- GW MANCHESTER (TRAFFORD CENTRE):** Unit H2, Festival Village, The Trafford Centre, Trafford Park. Tel: 0161 747 2121
- STEVE WEBB MODELS & HOBBIES:** 80 Church Street, Frodsham, Warrington. Tel: 01928 735225
- TOYMASTER:** 3/5 Silk Street, Leigh. Tel: 01942 671116

MERSEYSIDE AREA

- GW LIVERPOOL:** 47 Lord Street. Tel: 0151 258 1404
- GW SOUTHPORT:** Unit K2, Marble Place Shopping Centre. Tel: 01704 501 255
- GW WARRINGTON:** Unit 20, Time Square (near Currys). Tel: 01925 651 984
- FIRESIDE MINIATURES:** 206 Liscard Rd, Liscard, Wallasey. Tel: 0151 691 1683
- RS MODELS:** 69 Telegraph Rd, Heswell, Wirral. Tel: 0151 348 4363
- MIDDLESEX**
- A BOVILL WRIGHT LTD:** 127 High Street, Uxbridge. Tel: 01895 450 304

NORFOLK

- GW NORWICH:** 12-14 Exchange Street, Tel: 01603 767 656
- EMPIRE:** 121 Norfolk Street, Kings Lynn. Tel: 01553 765 174
- HUNSTANTON MODELS:** 24B High Street, Hunstanton. Tel: 01485 53324 / 834466
- WESTGATE DEPARTMENT STORE:** Vancouver Centre, Kings Lynn. Tel: 01553 760081
- STARLINGS-TOYMASTER:** 31/33 High Street, Sheringham. Tel: 01263 822368
- STARLINGS-TOYMASTER:** 12 High Street, Holt. Tel: 01263 713101
- TOYMASTER KINGDOM:** 15 Car Street, Ipswich. Tel: 01473 253045
- YOUNGSTERS WORLD:** 28a High St, East Dereham. Tel: 01788 562 372
- BLACKFISH GAMES:** North Walsham. Tel: 01692 403 372

NORTHAMPTONSHIRE

- GW NORTHAMPTON:** 39 Princess Walk, Grosvenor Centre. Tel: 01604 636 687
- GREEN ANGEL CARDS & GAMES:** 165 Mill Road, Kettering. Tel: 01536 359 248
- OSBORNE SPORTS & TOYS:** 11B High Street, Rushden. Tel: 01933 312415
- TOYMASTER:** 41/43 Princes walk, The Grosvenor Centre, Northampton.
- TOYMASTER KINGDOM:** 53 Newlands, Kettering. Tel: 01536 512507
- WESTGATE DEPARTMENT STORE:** Elizabeth Street, Corby. Tel: 01536 203525

NORTHUMBERLAND

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

NOTTINGHAMSHIRE

- GW NOTTINGHAM (CENTRAL):** 34a Friar Lane. Tel: 0115 948 0651
- GW WARHAMMER WORLD:** Willow Road, Lenton. Tel: 0115 916 8410
- ACCESS MODELS:** 43-45 Castle Gate, Newark. Tel: 01636 673116
- TOYMASTER:** 43 Stodman Street, Newark. Tel: 01636 611211
- TOYMASTER:** 4/5 Spa Lane, Retford. Tel: 01777 700330
- TOYMASTER:** 9 Bridge Court, Worksop. Tel: 01909 431330
- ILKESTON CO-OP:** 12 South St, Ilkeston. Tel: 0115 932 7777
- MODEL BASE:** 19 Gateford St, Worksop. Tel: 01909 501 752
- BRIDGE STREET MODEL SHOP:** 12 Bridge St, Mansfield. Tel: 01623 22215
- PUZZLES PLUS:** 18 Bridgegate, Retford. Tel: 01777 709628

OXFORDSHIRE

- GW OXFORD:** 1A Bush House, New Inn, Hall Street. Tel: 01865 242 162
- DENTONS:** 202 The Broadway, Didcot. Tel: 01235 816566
- DENTONS:** 1 High Street, Witney. Tel: 01993 704 979
- TRINDER BROS:** 2-4 Broad Street, Banbury. Tel: 01295 262 546

SOMERSET

- GW BATH:** 30 Upper Borough Walls. Tel: 01225 314 414
- GRIFFINS GAMES:** 9 The Centre, Weston Super-Mare. Tel: 01934 429799
- JUST FOR FUN TOYMASTER:** 4C Ken Road, Clevedon. Tel: 01275 341819
- KRACKERS:** 5 Bath Place, Taunton. Tel: 01823 335057
- THE ELLENBRAY PRESS:** The Old Library, Westway, Frome. Tel: 01373 462139
- WELLS MODELS:** The Old Chapel Bakery, Union St, Wells. Tel: 01749 675 262
- YEOVIL COLLECTORS CENTRE:** 16 Hendford, Yeovil. Tel: 01935 433739

SHROPSHIRE

- GW SHREWSBURY:** 6 Market Street, Shrewsbury, SY1 1LE. Tel: 01743 382 007
- FUNFAYRE LTD:** 30 Church Street, Oswosty, Funfayre LTD: 7 Claremont Street, Shrewsbury. Tel: 01743 233647
- SANDA GAMES:** 4 Albert Place, Donnington, Telford. Tel: 01952 676722
- QUESTING KNIGHT GAMES:** 6 Old Bakery Row, The Parade, Wellington, Telford. Tel: 01952 417747
- HOBBY HORSE:** 62 Whitburn St, Bridgnorth. Tel: 01746 766 659

STAFFORDSHIRE

- GW STOKES:** 27 Stafford Street. Tel: 01782 205 287
- J. W. BAGNALL:** 18-20 Saffer Street, Stafford. Tel: 01785 223949
- THE OLD BELL:** 9 Lower Gungate, Tamworth. Tel: 01827 310 320
- TOO FAT GOBLINZ:** Unit 3, The Colonnade, East Gate Street, Stafford. Tel: 01785 244999
- THE TOYBOX:** The Mallings, Uttoxeter. Tel: 01889 565 357

SUFFOLK

- GW IPSWICH:** 2nd Floor, Debenhams, Waterloo House. Tel: 01473 210 031

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

HERESY & EMPIRE: 14 Undercliffe Road West, Felixstowe. Tel: 01394 276555

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

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

TOYMASTER KINGDOM: Gaol Lane, Sudbury. Tel: 01787 372208

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

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

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

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

WESTGATE DEPARTMENT STORE: Market Place, Diss.

SURREY

- GW GUILDFORD:** Unit 1, 9/12 Tunsgate. Tel: 01483 451 793
- GW WOKING:** Unit 3 Cleary Court. Tel: 01483 771 675
- DORKING MODELS:** 12-13 West Street, Dorking. Tel: 01306 881747
- HAMMICKS BOOKSHOP:** 12-13 Belfry Ctr, Redhill. Tel: 01737 770334
- NASEEM:** 58 High Street, Walton on Thames. Tel: 01932 252560
- TAYLORS TOYS & SPORTS:** 10 Chipstead Valley Road, Coulsden. Tel: 0208 660 0710
- THE TOY SHOP:** 69 High Street, Reigate. Tel: 01737 245300

SUSSEX AREA

- GW BRIGHTON:** 7 Nile Street. Tel: 01273 203 333
- GW CRAWLEY:** 11 Broadway. Tel: 01293 552 072
- GW EASTBOURNE:** 13 Terminus Road. Tel: 01323 641 423
- BIG KIDS TOY SHOP:** 2 Clinton Place, Seaford. Tel: 01323 899099
- CHICHESTER TOYS:** 53 South Street, Chichester. Tel: 01243 788055
- GENTLE GALLERY:** 2 Shelly House, Bishopric, Hoveham, West Sussex. Tel: 01403 258567
- GENTLE GALLERY:** 94 High Street, Steyning, West Sussex. Tel: 01903 812933
- HEATH MODELS & TOYS:** 25 Sussex Road, Haywards Heath. Tel: 01444 459785
- IDEAL FOR KIDS:** 13 Guildbourne Centre, Worthing. Tel: 01903 208203
- JADE MARTIAL ARTS:** 7 Castle Street, Hastings. Tel: 01424 720 330
- K C'S GAMES SHOP:** 31 West Buildings, Worthing. Tel: 01903 237983
- TRAINS MODELS AND HOBBIES:** Unit 1, Harfield Court, High Street, Bognor Regis. Tel: 01243 864727

TYNE AND WEAR AREA

- GW NEWCASTLE (CENTRAL):** 63 Clayton Street. Tel: 0191 232 2418
- GW NEWCASTLE (METRO CENTRE):** Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950
- TOYMASTER:** 4 The Arcade, The Metro Centre, Gateshead.
- S.R. GLADSTONE & SON:** 99 Bedford St, North Shields. Tel: 0191 257 0335
- COATS MODELS:** 44 Market Place, South Shields. Tel: 0191 427 7644

WILTSHIRE

- GW SALISBURY:** 1B Winchester Street. Tel: 01722 330 955
- GW SWINDON:** 50 Fleet Street. Tel: 01793 435 036
- CYBERDYNE:** 15 The Shires Centre, Trowbridge. Tel: 01380 859277
- H DUCK:** 114 High Street Marlborough. Tel: 01672 512170
- HOGGOSAURUS TOYSTORE:** 29-30 Maryport St, Devizes. Tel: 01380 723 841
- RAW MODELS:** 3-5 East Street, Warminster. Tel: 01985 215418

WARWICKSHIRE

- GW COVENTRY:** Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 02476 227 311
- GW LEAMINGTON SPA:** 22 Park Street. Tel: 01926 435 771
- JOTO RAILWAYS & MODELS:** 7 Lawrence Sheriff St, Rugby. Tel: 01788 562 372
- NUNEATON BOOKSHOP:** 24 Abbey Street, Nuneaton. Tel: 02476 342000
- WAR GAME WAREHOUSE:** 8 Queens Arcade, Nuneaton. Tel: 02476 388883

WORCESTERSHIRE

- GW WORCESTER:** 4 Charles Street. Tel: 01905 616 707
- ELECTRONIC DUNGEON:** 4a Graham Road, Great Malvern, Worcester. Tel: 01684 891819
- MODEL MAYHEM:** 51 Bridge St, Evesham. Tel: 01386 421431
- TP ACTIVITY TOYS:** Severn Road, Stourport on Severn. Tel: 01299 872800

YORKSHIRE AREA

- GW BRADFORD:** 4 Piccadilly, Bradford. Tel: 01274 739 430
- GW DONCASTER:** Unit 10, The Colonnades. Tel: 01302 320 535
- GW HARROGATE:** 29 Boutah Street. Tel: 01423 564 310
- GW HULL:** 30 Paragon Street. Tel: 01482 589 576
- GW LEEDS (CENTRAL):** 12-16 Central Road. Tel: 0113 242 0834
- GW LEEDS (WHITE ROSE):** Unit 28D, White Rose Centre. Tel: 0113 272 3470
- GW SHEFFIELD (CENTRAL):** 16 Fitzwilliam Gate. Tel: 0114 275 0114
- GW SHEFFIELD (MEADOWHALL CENTRE):** Unit 91B, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836
- GW YORK:** 13A Lendal. Tel: 01904 628 014
- TOYMASTER:** 54 James Street, Bradford.
- TOYMASTER:** 78-82 The Moor, Sheffield.
- TOYMASTER:** 199 Bingley Road, Shipley.
- TOYMASTER:** 47 James Street, Harrogate.
- TOYMASTER:** 6/8 Market Hill, Southorpe. Tel: 01724 271020
- TOYMASTER:** 49 Crystal Peaks Shopping Centre, Sheffield. Tel: 0114 247 5749
- TOYMASTER:** Meadowhall Shopping Centre, Sheffield. Tel: 0114 256 9979
- TOYMASTER:** 16 Market Street, Huddersfield. Tel: 01484 544664
- MAGAZINE WORLD:** 2-6 Commercial Street, Halifax. Tel: 01422 330547
- MAYFAIR TOYMASTER:** Wednesday Market, Beverly, Hull. Tel: 0482 862777
- SHERMANS MODEL SHOP:** 19 Dunstall Street, Scunthorpe, South Humberside. Tel: 01724 842439
- SPACE MYTH & MAGIC:** 39-40 Queen Street, Scarborough. Tel: 01723 501821
- KITCRAFT:** 3 Kendray Street, Barnsley. Tel: 01226 206080

LONDON

- GW BRENT CROSS:** Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0208 202 4979
- GW BROMLEY:** Unit 8, The Mall, Bromley. Tel: 0208 466 0678
- GW CROYDON:** Unit 35, Drummond Centre (outside the back of the centre), Keeley Road. Tel: 0208 680 4600
- GW EALING:** 52D St Saviours Mall, Ealing Broadway Centre. Tel: 0208 840 0171
- GW ENFIELD:** 3/5 Genotin Road. Tel: 0208 363 3238
- GW HAMMERSMITH:** 161 King Street. Tel: 0208 846 9744
- GW HARROW:** 296 Station Street. Tel: 0208 861 2350
- GW KENSINGTON:** Shop 7, Lancel Square, Kensington Church Street. Tel: 0207 937 7011
- GW KINGSTON ON THAMES:** 33 File Road. Tel: 0208 549 5224
- GW LONDON (OXFORD ST):** Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street. Tel: 0207 436 0839
- GW RICHMOND:** Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122
- GW ROMFORD:** 12 Quadrant Arcade. Tel: 01708 742 140
- GW STAINES:** 52D Emsleigh Centre (at back of M&S). Tel: 01784 460 675
- GW SUTTON:** Unit 24, Times Square Shopping Centre. Tel: 0208 770 9454
- GW WATFORD:** Unit C, 1A Queen Street, Harlequin Centre. Tel: 01923 245 388
- FREDERICK BECK LTD:** 22-26 Camden Passage, Islington. Tel: 0207 226 3403
- HARRODS:** Knightsbridge.
- JOHN SANDERS:** 77-79 High Street, Ruislip. Tel: 01895 634848
- LEISURE GAMES:** 91 Ballards Lane, Finchley. Tel: 0208 346 2327
- TOYSTOP:** 377 Upper Richmond Road West, East Sheen. Tel: 0208 876 5229
- WESTGATE DEPARTMENT STORE:** 145 High Street, The Harlequin Centre, Watford.
- ELYS:** 16 St Georges Rd, Wimbledon. Tel: 0208 946 9181
- ROSSIS OF LONDON:** 265 Chingford Mount Rd, Chingford. Tel: 0207 529 1920
- TOY CITY:** Unit 62, Woodgreen Shopping Centre. Tel: 0208 8810770

TOYSTOP CLAPHAM JUNCTION: 75 St. Johns Road, Clapham Junction. Tel: 0207 2289079

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

WALES

- GW CARDIFF:** 31 High Street. Tel: 02920 644 917
- GW NEWPORT:** 25 Skinner Street. Tel: 01833 256 295
- GW SWANSEA:** 45 Princess Way. Tel: 01792 463 969
- ACME COMPUTERS:** 210 High Street, Bangor, Gwynedd. Tel: 01248 371457
- ALBATROSS:** 29 Pier St, Aberystwyth, Dyfed. Tel: 01970 617836
- ARTISTS CORNER:** 7 Beaufort Sq, Chepstow. Tel: 01291 627 393
- BRITE IDEAS:** Unit 1, Bank Street, Wrexham. Tel: 01978 758451
- J. CLARK TOYS & GIFTS:** 13-15 High St, Brecon. Tel: 01874 622 865

SCOTLAND

- GW ABERDEEN:** Unit 1, 30/40 Upper Kirkgate. Tel: 01224 621 261
- GW Ayr:** 10 Arnan Mall. Tel: 01292 610 673
- GW BRAEHEAD:** 115 Braehead Shopping Centre, King Inch Road. Tel: 0141 885 9440
- GW DUNDEE:** 110 Commercial Street. Tel: 01822 202 382
- GW EDINBURGH:** 136 High Street. Tel: 0131 220 6540
- GW EAST KILBRIDE:** 4 Highgate Gate, (at the back of M&S). Tel: 01355 224 680
- GW FALKIRK:** 12 Cow Wynd. Tel: 01324 624 553
- GW GLASGOW:** 198/200 Hope Street. Tel: 0141 332 5588
- INVERNESS TOYS:** 15/18 The Victoria Market, Inverness. Tel: 01463 222235
- JUNNER'S TOYMASTERS:** South Street, Elgin. Tel: 0143 542 492
- MARIONVILLE MODELS:** 42 Turn House Road, Edinburgh. Tel: 01313 177010
- THE HOPE CHEST:** 103 High St, Kinross. Tel: 01577 862516
- THE HOPE CHEST:** 22 Hunter Street, Kircaldy. Tel: 01592 260118
- TOY WORKS:** 22 Almond Vale Shopping Centre, Livingston, West Lothian. Tel: 01506 432200
- SPORTS AND MODEL SHOP:** 66 High Street, Dingwall, Highland. Tel: 01349 862346
- STATIC GAMES:** Argyle Market, 42 Argyle Street, Glasgow. Tel: 0141 2285414

CHANNEL ISLANDS

- ALADINS CAVE LTD:** Les Canus Road, Capelles, Jersey. Tel: 01481 728469
- CAROUSEL:** 36 Commercial Arcade, St. Peters Port. Tel: 01481 721721
- THE LITTLE SHOP:** 12 Conway Street, St. Helier. Tel: 01534 732187

NORTHERN IRELAND

- GW BELFAST:** 70A Castle Court (towards back of the Centre). Tel: 02890 23 36 84
- TRASH:** 12 Waterloo St, Derry. Tel: 02871 372124

EIRE

- GW BLANCHARDSTOWN:** Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 01822 3668
- GW DUBLIN:** Unit 3, Lower Liffey Street. Tel: 01872 5791
- GAMER'S REALM:** Unit 8, The Corner Store, Middle Street, Galway. Tel: 00353 91563006
- IT'S MAGIC:** Unit 223, Eyre Square Shopping Centre, Galway. Tel: 00353 91 563313
- KILLARNEY MODEL RAILWAY:** Beech Road, Killarney. Tel: 064 34000
- KILNAMESY:** The Corn Market, Cork. Tel: 00353 214 275946
- PICK & SAVE:** Unit 7 Longwalk Shopping Ctr, Dundalk. Tel: 042 9327356
- THE GATHERING:** 43 Lower Gerald Griffin Street, Limerick. Tel: 061 315133
- THE HOBBY SHOP:** 85a The Quay, Waterford. Tel: 051 852227

INTERNATIONAL RETAILERS SOUTH AFRICA

- WIZARDS WAREHOUSE:** Lower Level, Eden Mall, Van Ribeeck Avenue, Eden Vale. Tel: 0027 21 683 0360
- ESSWEX RETAIL:** Shop 26A, Northcliffe Corner Shopping Centre, Corner of D.F. Malan Drive & Lawley Avenue, Roseville Park, Johannesburg. Tel: 0027 11 8863619

MALTA

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

GREECE

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

UNITED ARAB EMIRATES

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

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



CHAPTER APPROVED

BY ANDY CHAMBERS AND PETE HAINES

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

NECRON Q&A

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

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

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

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

A. They may not attempt We'll be back! rolls as the weight of the vehicle is sufficient to crush even a Necron to its constituent components.

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

A. No

Q. When Nightbringer uses his Etheric Tempest ability, does this affect more than one unit? Originally, I thought yes, but having read the rules again today I'm not so sure.

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

Q. When using the Monolith portal, the Codex says that a unit getting out of it counts as getting out of a stationary vehicle. Does that mean I can:

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

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



Accompanied by their Lord, Necron Immortals advance relentlessly towards the Eldar battleline.

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

A. No, it can only engage targets that it would normally be able to fire at, so it cannot fire into close combat and must have a line of sight.

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

A. No, the Resurrection Orb effect is to override the ability of high Strength and ignore Armour save weaponry to destroy Necrons in such a way that they may not make We'll be back! rolls.

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

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

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

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



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

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

Q. Could you clarify the way Victory points and below half-strength is calculated for Necron units?

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

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

A. Yes – it is a skimmer.

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

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

Q. The particle whip rules say that the model under the template takes an AP1 hit. Since the ordnance rules state that the defending player may not shift the template, will this allow specific targeting of models? I think the defending player still gets the option of assigning hits so, assuming that not every model gets wounded, you could avoid assigning a wound to the model under the hole. What are your thoughts on this?

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

Q. Do Destroyers now repair as Destroyers?

A. Yes, this is different to the rules in the previous Necron Raider list, models that self-repair come back as themselves, not just as Necron Warriors.

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

A. Yes – exactly as stated in the Monolith profile.

Q. The Disruption Field entry doesn't mention anything about rolling a 6 on the AP roll; the inference being on 'to hit' rolls. I assume, like Gauss weapons, it's meant to be on the AP roll rather than, 'to hit' roll?

A. That's correct, as stated, it is the same mechanism as is used for Gauss weapons.

Q. Despite the fact the C'Tan is a god, would 'Gift of Chaos' still turn the C'Tan into a mewling Chaos Spawn on a 6? (assuming the Invulnerable save is failed)?

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

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

A. No, as an Independent character they are unable to.

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

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

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

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

Q. A Necron squad loses troops and is forced to fall back, and comes within 6" of Necron casualties of the same type. On the Necrons' turn they make a WBB roll and several troops stand up – now they must join the closest unit. There are a few questions I have with regard to this:

1. If the unit in range is falling back, can the new troops join this unit?
A. Yes.
2. If they join a unit that is falling back, does the unit regroup or does it rally?
A. It remains falling back
3. If it does remain falling back, do the new units also fall back with the falling back unit?
A. The falling back unit gets bigger but continues to fall back.
4. If the unit falling back was below 50% and the new units raise the troop strength above 50% what happens?
A. Then it will meet the 50% criteria for regrouping.
5. A unit that is not falling back and has ten troops is then joined by another ten restored troops from various other downed units. The newly formed unit of 20 then loses four troops to combat. Will this unit be forced to make a Morale check because four troops are greater than 25% of the original ten or do you now make Morale checks using the 20 troops as a base so a check would not be required?
A. No check required – the current strength of the unit is used.

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

A. Yes.

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

A. Phase out is calculated after WBB – this is stated at the end of phase out in the special rules.

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

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

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

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

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

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

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK

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

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

Q. Are the Strength 3 hits from the lightning field from

(a) Wound rolls

(b) Failed Armour saves which cause wounds?

A. (b) is correct.

Q. I have an army of 99 Warriors and a Lord. Phase out occurs when I drop below 25% of my original force rounding fractions up or when I have lost 75% rounding up. Therefore, my question may seem dopey, but if I take the first to be true, when I lose my 75th warrior I will phase out at the beginning of the next turn, or is it when I lose the warrior that reduces the number of warriors left on the table to below 25% (ie, the 25th).

A. It's when you are reduced to 25% or less, so in the 100 Necron army example given, when the on-table Necrons are reduced to 25 models or less, you hit the phase out point.

Q. Super stikkbombz have 10 + 2D6 penetration so probably shouldn't benefit from this, BUT Tankbusta bombz double the D6 roll result (they don't add extra penetration dices) giving them actually 6 + (D6 x 2) penetration, so primitive Orks can easily blast your living metal to pieces with such a bomb. That's what Ork players are telling me, but is this true to the spirit of the Livin' Metal rule? I'm not sure...

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

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

A. No, only if there is a Resurrection Orb within 6".

Q. If my Lord has a phase shifter, and I take my last wound from a power weapon or other weapon that disallows a standard armour save, may I make a We'll be back! roll? It didn't negate my save after all, or is that more of a blanket rule?

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

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

A. Afraid not, a single Scarab swarm per turn only.

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

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

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

A. That's right.

Q. In the Codex, under the Tomb Spyder entry, it reads, "Artificer: Each Necron turn, a Tomb Spyder that is not in close combat can expend energy to create a Scarab swarm. The swarm is placed in contact with the Spyder at the start of the Assault phase. Roll D6 for each swarm produced. On a 1, the Spyder takes a wound as it is drained by the energy expenditure. Each swarm produced will form a unit with the Tomb Spyder that created it and must retain coherency with it for the remainder of the game." My questions regarding this are:

During which phase of the turn does the Spyder do this? And if it does this can it still move or shoot?

A. It creates the swarm at the start of the Assault phase and may have already moved or fired prior to this.

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

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

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

A. Nope, as with the Tyranid and Tau armies the old constraint on special character use does not apply to them.

Q. The C'tan Deceive ability is intended to affect fearless models, correct?

A. Yes, it is.

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

A. The whole unit would test as one, using the reduced leadership of 7 (they are reduced to this by the Pariahs).

CODEX TAU Q&A

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

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

Q. Do markerlights function like searchlights at night?

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

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

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

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

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

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

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

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

A. *Stealth teams never block line of sight to other Tau units. Similarly, an independent character cannot claim to be immune to enemy fire by being within 6" of them or by joining the unit.*

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

A. *In accordance with page 57 of the rulebook, close range for all rapid fire weapons is 12" so obviously this applies to Tau pulse rifles.*

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

A. *All on your own tests only apply if reduced to a single model by casualties, not if you start that way, so one man Tau Crisis or Broadside teams do not have to take 'All on your own' tests.*

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

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

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

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

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

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

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

A. *If you give the Stealth team leader a markerlight you may fire it when you've remained stationary in the Movement phase, then move in the Assault phase using the Tau jet pack.*

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

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

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

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

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

A. *Both.*

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

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

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

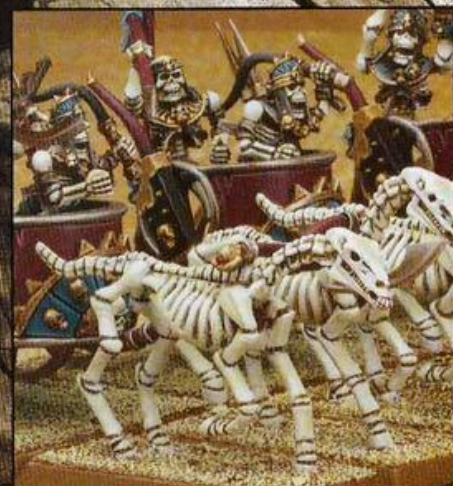
A. *Yes he can, and because of this, the commander should try to join another unit to avoid being picked on.*



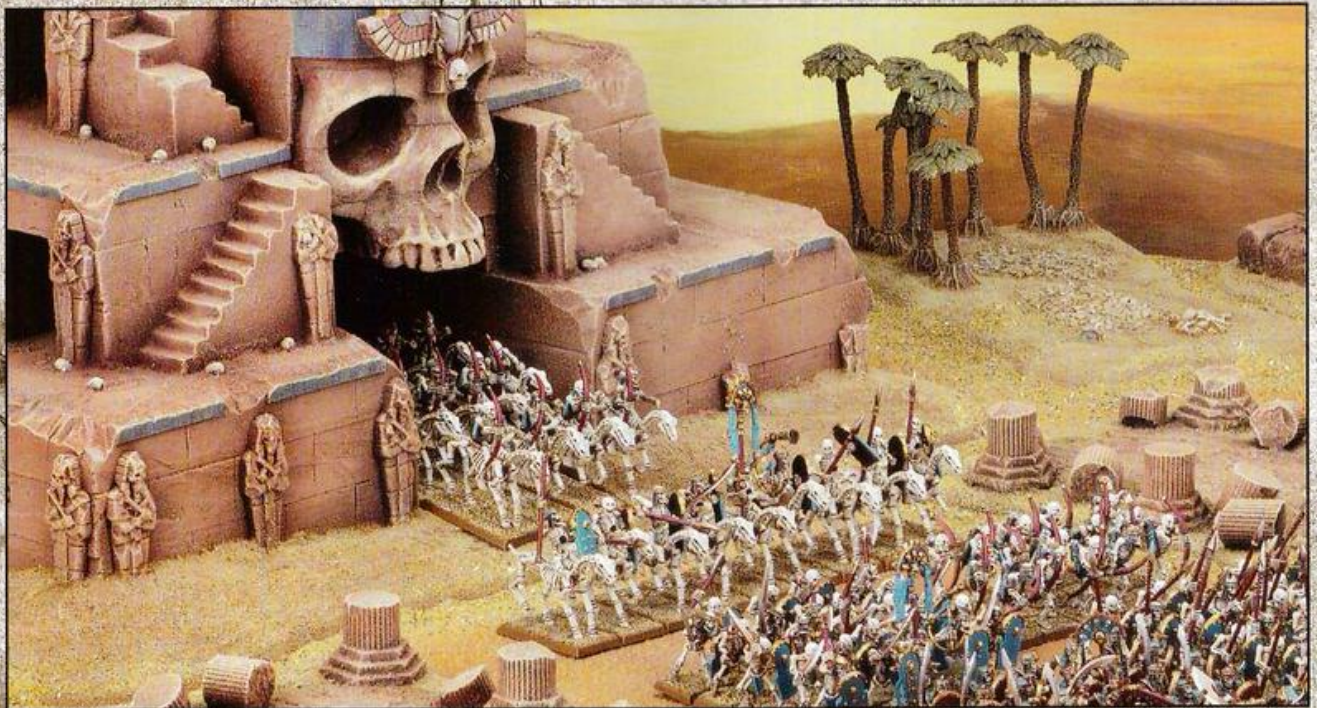
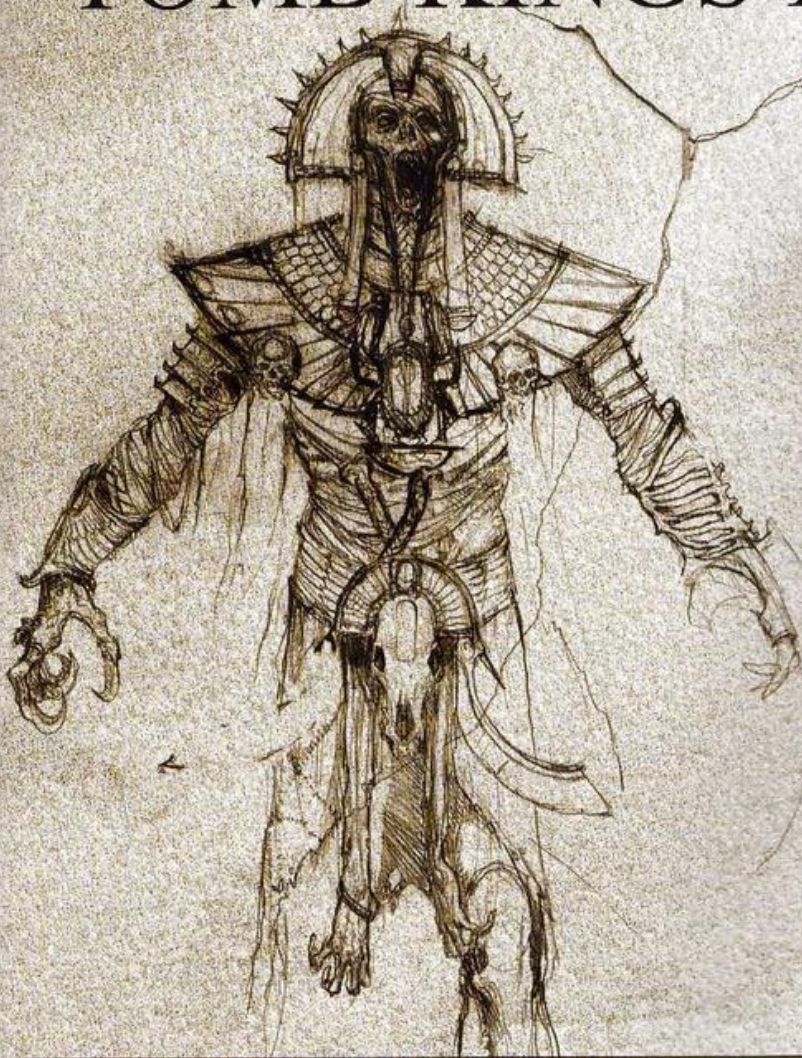
LORDS OF NEHEKHARA:

In next month's *White Dwarf* we will be revealing *Warhammer Armies: Tomb Kings*. The ancient realm of Nehekhara was once the greatest civilization of Man, but hundreds of years before the rise of Sigmar, the treachery of the Great Necromancer, Nagash, almost destroyed and enslaved this mighty realm. Brought back to an immortal unlife by arcane magic, the Tomb Kings of Nehekhara continue to lead their Undead armies in protection of their realm.

This book contains all the rules you need to field the undying legions of the Tomb Kings and also heralds the release of a complete Tomb Kings range of miniatures.



TOMB KINGS PREVIEW



THE TREASURE OF KINGS

A dark tale scribed by Space McQuirk, telling of the perils faced when strangers trespass in the barren lands of the Tomb Kings.

The bright rays of the scorching desert sun pierced through the visor of Duke Gardumar's helm. Emerging from the dark crypt, for a brief moment he was blinded by the glaring light. Holding his arm aloft triumphantly, the knights gathered at the base of the ancient weathered pyramid let out a hearty cheer, as they glimpsed the golden reflection of a treasure grasped firmly in the Duke's gauntlet.

One by one the knights approached the Duke, kneeling before the chalice, the icon of their quest. Once the last knight had sworn his oath to protect this most revered artefact, the Duke's squire quickly wrapped up the treasure in silk cloth, storing it safely away. Eager to leave these lifeless desert sands behind, and return to the lush sweeping meadows of Bretonnia, the knights mounted. Slowly, the horses traipsed up the steep dunes and away from the ruined necropolis.

The heavy grating sound of stone upon stone caused the Duke to rein in his steed. Stopping his horse he turned around in his

saddle to search for the source of the noise. Dozens of doorways slowly opened on the front face of the massive pyramid behind them, and from each portal emerged scores of skeletal warriors, marching in perfect unison. Their bony fingers grasped ancient dust covered bows. In a neat, slow manner they formed into line, standing motionless, each one an exact likeness of the skeleton beside him.

At Gardumar's signal, the knights directed their steeds into lance formations. With an efficiency that came from years of practice, the twenty knights split into three main groups with the squires taking up position on the flanks.

The Duke had faced the living dead many times before. The dark vampires and their evil minions often sought to sully the fair lands of Bretonnia and on each occasion he had sent their unholy corpses back to the pits from which they had clawed their way up.

Whilst the knights quickly grouped together, the Duke watched with bewilderment as two great mounds of sand rose from the ground on either side of the pyramid. With a deep rumble, two platforms slowly surfaced. On each platform rested a mighty war construct, resembling the catapults he had seen used

at sieges, only more ornate in design. A glint from the apex of the pyramid also caught his eye and the Duke looked up to see an ornate metal chest, with two winged carvings on either side. Beside it stood a withered being, skin clung to his bones, lending him the appearance of a skeleton.

Finally, as the last skeleton stepped from the open portals, a solitary figure stood, unmoving, watching from the central entrance. Clad in vivid blue robes and bedecked in ornate gold jewellery, his crossed arms were held tightly to his chest. In his desiccated hands he held a crook and a curved blade. His face was hidden behind an ornate gold mask which shimmered for a moment in the bright heat of the desert.

The figure pointed the crook, carved in the likeness of a snake, at the Duke. A mighty voice resonated across the dunes. Even though the language was incomprehensible, the Duke could sense the malice and evil in his tone. No sooner had this strange speech ended than the skeletons raised their bows, drawing arrows from their ancient, half decayed quivers. Uttering a silent thanks to the Lady, he watched the arrows soar well above the knight's formation. Seconds later he gasped in horror as the arrows moved with a life of their own, twisting in the air and diving sharply down onto the knights. Most fell into the sand or clattered off the knights' thick steel armour plates. Cursing, Gardumar watched his loyal squires fall from their horses, clutching the shafts of the missiles which protruded from their chests. Before he even had time to issue the order to charge, a second volley of arrows was airborne. The skeletons' missile fire was incessant. In perfect synchronicity they released their bowstrings, reaching for a new arrow a fraction of a second later. Again, more squires fell and the Duke heard the crash of armour as one of his knights fell from his horse, a shaft piercing his helm.

Duke Gardumar lowered his lance and at his signal a fanfare blew out the order to charge. In stark contrast to the heavy thudding of the horse's hooves pounding into the hard packed sand, their opponents were eerily silent. The second lance formation thundered towards the enemy, only to halt dead in its tracks as the ground beneath the horses' feet turned into a shifting mass of black. The lead horses fell and were instantly swamped by a carpet of insects. The tiny beasts scuttled between the armour plating, pouring into the knights' armour. Fallen steeds whinnied in



pain as thousands of pincers bit into their flesh. Those knights who were able to free themselves from their mounts staggered just a few steps, before falling face first into the sands. Having devoured flesh from bones in seconds, the creatures poured from every opening in the fine plate-mail suits searching for their next meal.

Suddenly, from a sand dune to his right, burst dozens of skeletal steeds with riders wielding spears. The Duke quickly glanced to see if the Knights Errant had spotted the new threat, but was dismayed to see that their charge had halted dead. The knights clawed at their faces, gouging out their eyes and screaming in agony at unseen daemons. He looked around for the source of their torment and spotted the strange figure on top of the pyramid directing hidden powers at their charge. A deep sense of doom suddenly pervaded his soul. Shaking off the vision, he knew now was not the time to succumb to such madness.

Those squires who had still not fallen to the hail of arrows, were now a short distance ahead of the Duke's own formation and were wheeling their horses in a tight turn in an attempt to out-flank the enemy. It had been a tactic that the Duke had instilled in his force through many months of training, and years of experience on the field of battle. With a loud thud the two catapults on either side of the pyramids fired simultaneously. An unholy chorus of screams filled the air and the Duke looked up to see two skulls soaring towards his force. Flames roared from the eye sockets and open jaws from which the dire wailing issued. It was the sound of torment, the howl of pain, the scream of death. One of the projectiles sailed clean over his own lance formation but the second deadly shot landed square among the remaining squires. Those who survived the impact were unable to control their fear and both riders and horses fled from the battle, racing to their ultimate doom in the harsh desert wastes.

The Duke's formation struck the ranks of the tomb guard with a tremendous force. Lances pierced through the armour of the skeletal warriors, splintering bone. The horses crashed through the solid ranks, crushing the skulls of the dead beneath their hooves. Hope again filled the Duke's heart, only to evaporate an instant later. Skeletons who had fallen stood back up, raising their curved blades to strike at those who had felled them. Drawing his sword the Duke hacked down several abominations, all the time pressing his steed towards the one in the mask. He watched with awe at the power with which this creature cut down his finest knights and knew he must destroy him. Within moments, the two generals were opposite each other. The

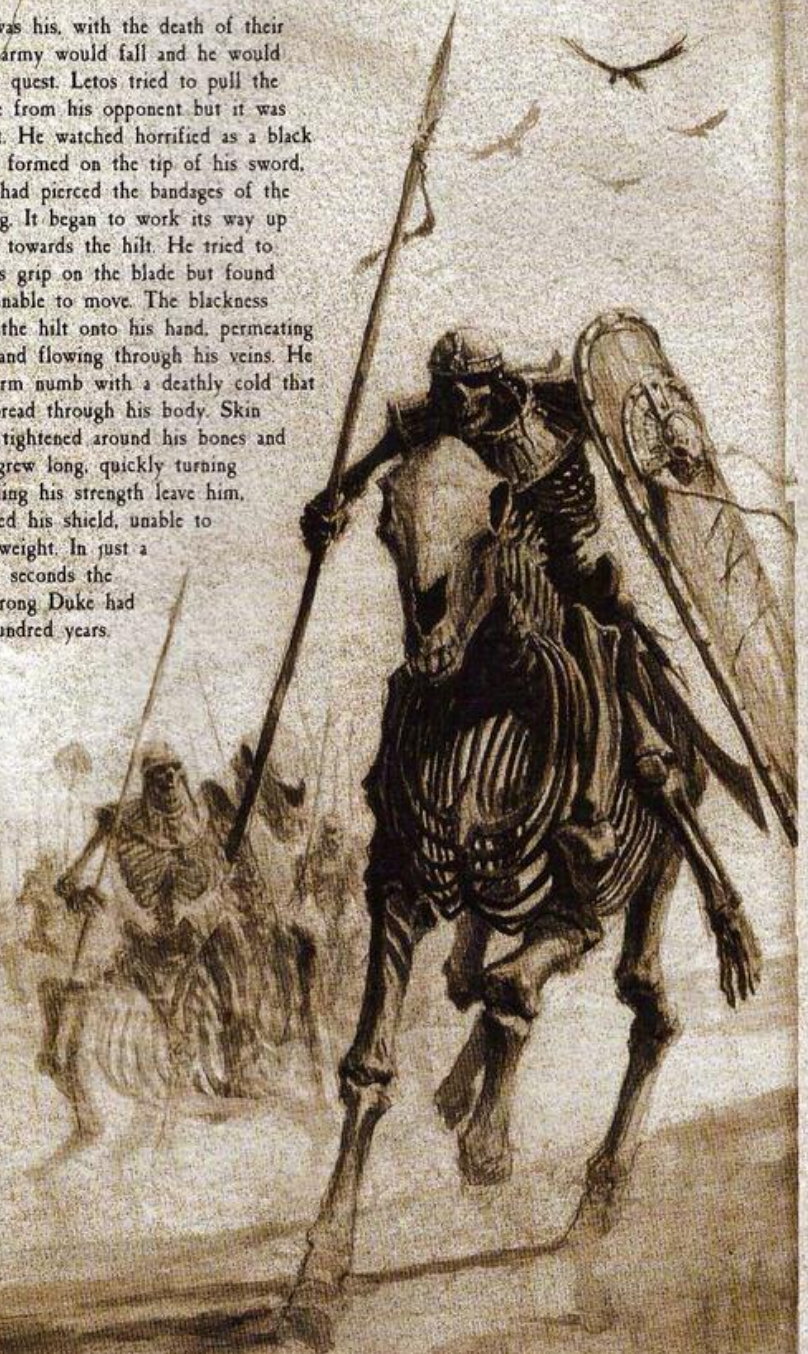
ornate crested helm of the Duke facing the terrible gold death mask of the tomb king.

Deep rooted fear clutched at his heart, as the black soulless eyes of the mask bored into his very consciousness. He grasped at his holy icon around his neck and once again courage filled his soul; faith was with him and his spirit was pure, he had the strength to defeat this foe. The tomb king raised his weapons to strike at the Duke. Letos Gardumar was amazed at the speed at which this unholy warrior fought. Blow after blow rang down on his blade but the Duke spied a weakness in the warrior's attack. With a deep thrust he sank his blade through the gold armour breastplate snapping the fragile bones beneath.

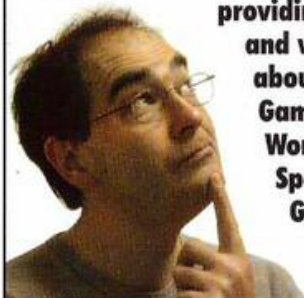
Victory was his, with the death of their king the army would fall and he would finish his quest. Letos tried to pull the blade free from his opponent but it was stuck fast. He watched horrified as a black oily film formed on the tip of his sword, where it had pierced the bandages of the tomb king. It began to work its way up the blade towards the hilt. He tried to release his grip on the blade but found himself unable to move. The blackness crept up the hilt onto his hand, permeating his skin and flowing through his veins. He felt his arm numb with a deathly cold that slowly spread through his body. Skin suddenly tightened around his bones and his hair grew long, quickly turning grey. Feeling his strength leave him, he dropped his shield, unable to hold its weight. In just a matter of seconds the young, strong Duke had aged a hundred years.

Moments later, Letos lost consciousness and slipped from his horse.

The bright rays of the scorching desert sun pierced through the visor of Duke Gardumar's helm. The knight lay on his back, his open eyes staring up at the clear blue skies. Most of the armour now lay buried beneath a fine covering of sand. In a few hours that sand would soon hide the body forever, burying with it the precious grail in a shifting sea of dunes. Death was a final gift from Rakaph III, a curse on any who would steal his possessions, a curse on any who would trespass in the Land of the Dead.



A regular monthly column, providing news and views about Games Workshop's Specialist Games range.



LESS TALK, MORE ACTION!

by Jervis Johnson



Inquisitor Kroot with Booster Pack

Since I wrote my first column last month people have been coming up to me and saying things like, "We love the Fanatic news page, Jervis, but couldn't it do with a few more pictures and rather

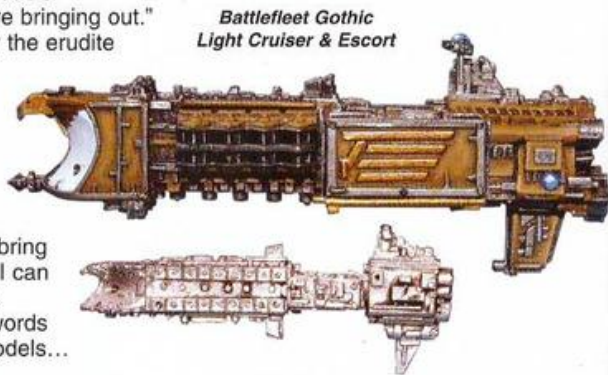
fewer words? We'd like to see more of the cool new models you guys are bringing out."

"Hmmmph!", I thought, surely the erudite readers of this fine publication would far prefer to read my words of wisdom, based as they are on decades of experience in the hobby... Pardon? What's that you say...

It sounded like "Shut up and bring on the pictures!" Okay, okay, I can take a hint! From now on the Fanatic news will have less words and more sexy pictures of models...



Warmaster Black Coach



Battlefleet Gothic Light Cruiser & Escort

SURFING THE WEB

All our games have great websites full of free downloads, resources and up-to-date news.

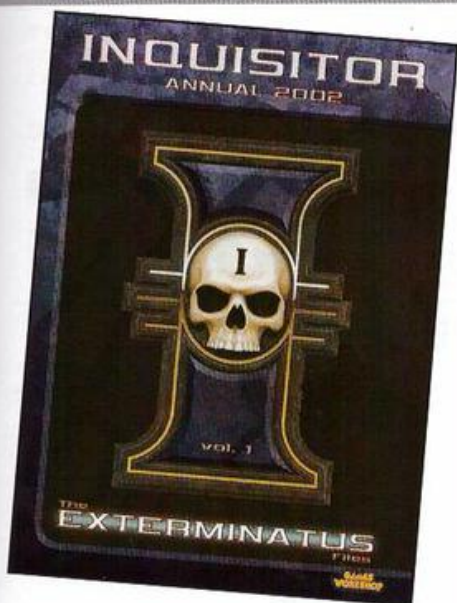
- www.BloodBowl.com
- www.Mordheim.com
- www.Epic40000.com
- www.Necromunda.com
- www.Warmaster.co.uk
- www.BattlefleetGothic.com
- www.Exterminatus.com
- www.Specialist-Games.com

The websites now contain an article archive. This will tell you whether rules are Experimental, Official or House rules. Some can be downloaded as free PDFs. Check out the relevant website for more details.

NEW RELEASES

This section lists all of the latest releases from the Specialist Games range. To find out about prices and availability you can visit your local Games Workshop store, or contact Games Workshop Mail Order on 0115 91 40000, or visit the Games Workshop on-line store at: www.games-workshop.com/storefront.

Item	Game	Release Date
Inquisitor Annual 'Exterminatus Files v1'	Inquisitor	October
Kroot Mercenary Conversion Pack	Inquisitor	October
Melta-Weapon Booster Pack	Inquisitor	October
Town Cryer 22	Mordheim	October
Vampire, Town Cryer & Merchant	Mordheim	October
Blood Bowl Magazine 4	Blood Bowl	October
2002 Edition Blood Bowl Game	Blood Bowl	October
Necromunda Magazine 11	Necromunda	October
Warmaster Magazine 14	Warmaster	November
Black Coach & Winged Nightmare	Warmaster	November
Grave Guard & Grave Knights	Warmaster	November
Mordheim Annual	Mordheim	November
Battlefleet Gothic Magazine 12	Battlefleet Gothic	November
Endeavour Light Cruiser & Falchion Escort	Battlefleet Gothic	November



Inquisitor Annual 2002

LIFE IN THE BUNKER

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

- It is with a sad heart that we have bid farewell to Warwick Kinrade, who has joined Forge World as their full-time staff writer and editor. Matt Keefe has taken Warwick's place as the editor for Battlefleet Gothic, Epic and Necromunda. You can see Matt's first work for us in Battlefleet Gothic Magazine 11.
- Work carries on apace with our Necromunda Redux project. We've just received the 'greens' for the new metal Goliath models we had made to replace the old plastics, and are expecting to receive the new Orlock models any day now. Suffice to say that both sets of models look very cool indeed!
- The Epic Armageddon playtesters' vault has proved to be a big hit and is already providing us with a ton of really good feedback on the new Epic Armageddon rules system. Visit www.epic40000.com to find out more about this project and how you can apply to be a part of the playtest team.
- The Mordheim rules committee have been meeting to discuss what new rules need to be made 'official' additions to the game, as well as answering any commonly asked questions and deciding on any errata that need to be published for Mordheim. Their findings will be published in the Mordheim Annual out later this month.

QUESTION OF THE MONTH

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

Q. Could you participate in the forums (or more realistically, just the GW forum)?

A. *The Fanatic team often receives e-mails like this, asking us to participate directly in the public forums and mailing lists set up for the games in the Specialist Games Range. Although I have a lot of sympathy for such requests, I'm afraid the Fanatic team will not be taking any of them up. I'll explain why below.*

When the GW Studio was first connected to the web back in the early 90s, when I was young(er) and more naive, I joined a number of public forums. While my time with these internet communities was great fun, in the end I decided that I was going to have to unsubscribe from them, as they were taking up so much time that they were starting to get in the way of me doing my job properly. I did this with heavy heart as I felt that there must be some way to tap into this valuable resource. So, when I joined the Fanatic team I

decided that we needed to develop a new method of gathering feedback from the huge internet community that played our games. However, rather than doing this by cruising the forums, I decided to make it as easy as possible for people to e-mail us with their opinions and views. To this end I arranged for a Fanatic e-mail address to be set up to which all of the members of the Fanatic team have access. Everybody that takes the time to write in to us gets a personal reply, and their comments are read and considered carefully, and acted upon too, if they make a good point. So far the service has worked out very well indeed, providing us with extremely valuable feedback but without overwhelming us with a huge amount of traffic.

So, if there is something you feel strongly about regarding the Specialist Games Range, or you want to know when something is due for release, or you just have a rules question, then simply drop us a line at fanatic@games-workshop.co.uk and we will get back to you. If, on the other hand, you want to talk to your fellow hobbyists about the same things, then use a forum. Just bear in mind that we won't know how you feel about things unless you write to us directly!

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

CONCLUSION

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

Best regards,

Jervis Johnson
Head Fanatic



Warmaster Winged Nightmare



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

Battlefleet Gothic is one of the seven superb games in our Specialist Games range. The game covers ship-to-ship combat in the Warhammer 40,000 universe, and allows players to command fleets of mighty spacecraft. In this short battle report we see what happens when a Dark Eldar fleet takes on the Tyranids.

Naxmi was a small Imperial mining world, remarkable for nothing other than the regularity of the Dark Eldar raids which preyed upon it. For nearly a generation, the world was dogged by the sadistic slave takers, launching attack after attack against the world and its colony moon. Yet, with each decisive victory the Dark Eldar would simply withdraw, taking with them hosts of unfortunate captives and trophies, but never completely overwhelming Naxmi's defenders, perpetuating the planet's misery. Frequent calls for help were sent by the miners and their embattled leaders, but none were ever answered. Naxmi, it seemed, was doomed to be abandoned to the Dark Eldar as their depraved playground, its people condemned to be the easiest of pickings.

Even the Dark Eldar themselves may have been unaware that their paradise was a false one. Before the Dark Eldar raiders arrived, Naxmi had been darkened by the long black shadows of the approaching Hive Fleet *Leviathan*.

THE COMING OF THE BEAST

A Battlefleet Gothic battle report by Andy Hall, Adam O'Brien and Matt Keefe

Distress signals from the planet had invariably been lost amidst the psychic blackout that preceded the Tyranids, or else ignored by a callous Imperial hierarchy, unwilling to send reinforcements so close to the hive fleet simply for the sake of a few piteous miners who had, in any case, long ago ceased to produce anything remotely useful to the Imperium.

The Dark Eldar, however, remained far too intent on bringing suffering to the people of Naxmi to take notice of such an event as this, and so it was that they found themselves poorly prepared and unready for action when the first vanguard vessels of the Tyranid fleet converged upon the system. Too eager for slaves, and too caught up in the bloody frenzy of slaughter, the Dark Eldar were reluctant to flee from Naxmi even at sight of the hive fleet.

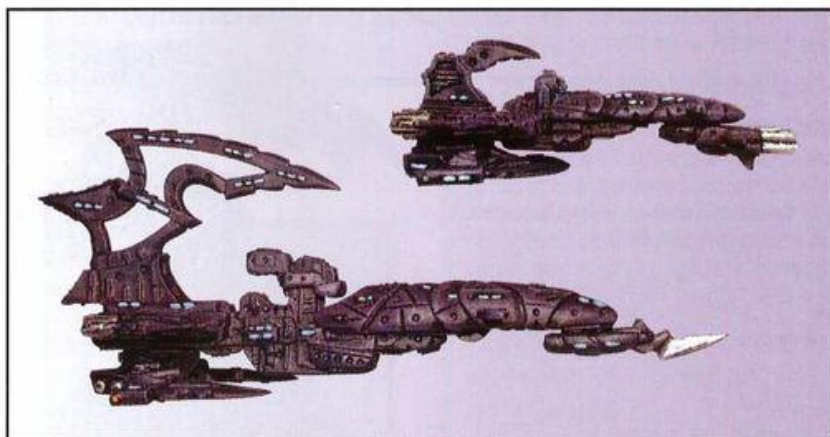
In time though, the mortal fear for their own lives overtook the urge to torment others, and the Dark Eldar made ready for a hasty escape from Naxmi. Fleeing the planet with

what prize prisoners they could snatch in the last few moments, the raiders returned to their vessels and set a course away from the hive fleet, casting their solar sails abreast of the sun.

It was at this point that the horrifying reality of an ambush confronted the Dark Eldar. Not from the inexorable, instinctive Tyranid vessels to their rear, but from an enemy altogether unseen. The sun continued to burn bright across the system, but the waves of energy from its rays fell dead around the Dark Eldar raiders, becalming them helplessly above Naxmi.

The Dark Eldar may have ignored the coming of the Tyranids for decades, but their Eldar kin had not been nearly so foolish. Sensing an opportunity to trap their hated Dark Eldar enemies between a rock and a hard place, the Eldar had long planned an ambush around Naxmi. Bringing to bear many of their great and ancient devices, dimming the rays of the sun ahead of their own arrival. The Dark Eldar were in grave danger indeed...

BEFORE THE BATTLE



Ref: EP/NS - 824/896/6042

Naxmi Pirates

Operating with devastating effect around the planet of Naxmi and its cluster of mining moons, the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the Eldar themselves may have been unaware that this impunity came from operating inside the psychic blackout caused by the encroaching Hive Fleet *Leviathan* - a fact which soon came to damn both Naxmi and its Pirate curse.

The Dark Eldar and Tyranid fleets are both recent additions to the Battlefleet Gothic range. With this in mind, we decided to take the opportunity to show how games can be played to unusual scenarios, and also with multiple forces involved (in this case, three: Dark Eldar Raiders, Tyranids and Eldar Corsairs).

TO TORTURE, TO MAIM, TO ENSLAVE...

The Dark Eldar are a race utterly obsessed with destruction and suffering, aspiring to nothing more than the pursuit of torture, murder and desecration by ever more deviant means, so this fleet was commanded by GW's Head of Legal Services, Dread Archon Adam O'Brien.

In this game, the Dark Eldar are in a rather tricky position, desperate to escape from the coming Tyranids, with the added problem of the imminent Eldar ambush. The Dark Eldar can foil both their opponents, however, by making good their escape (even if they will have to stomach the irritation of fleeing in the presence of their hated Eldar cousins). For this reason, the Dark Eldar gain Victory points for each of their ships which exits by a table edge not controlled by the Tyranids in exactly the same way as for the Blockade scenario. Of course, it would soothe the Dark Eldar pride no end to see a few of their Eldar cousins sent to oblivion along

the way, so the Dark Eldar also gain Victory points for any Eldar ships destroyed during the game.

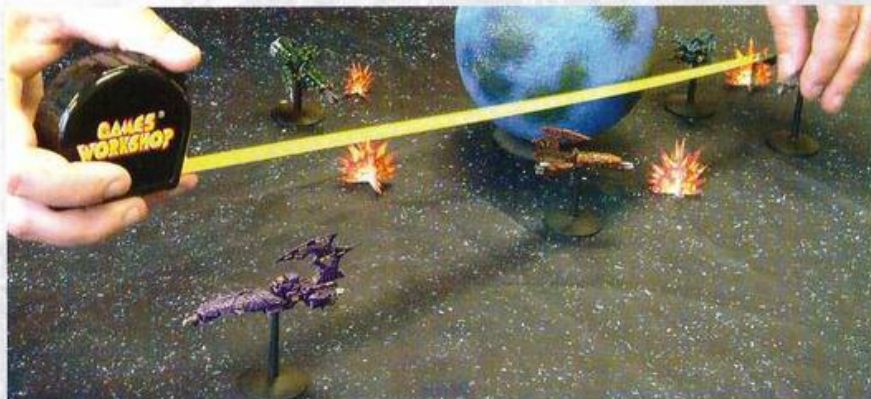
UNTHINKING, UNFLINCHING, UNSTOPPABLE

The Tyranids, ultimately, will be the real victors in this area of space, since even if the Dark Eldar can escape with their lives, or the Eldar can succeed in wiping them from the universe, the Tyranids will inevitably conquer Naxmi and all around it. For this engagement, however, the opportunity to destroy a few potential future enemies while they can is always welcome.

Andy: My record of *Battlefleet Gothic* battle reports is not a good one, with Jervis managing a close victory against my Necron fleet in WD269. After playing the Necrons last time I was looking forward to playing a nice normal fleet like the Imperial Navy, where tactical doctrines that have been developed over centuries can be applied. So when Matt told me I was going to be the galaxy-chomping Tyranids – another new fleet – and playing against a lawyer, I was slightly worried!

The Tyranids come across Naxmi simply as another world on their all-conquering march of evolution, and so the opportunity to overwhelm future resistance when it is least prepared is an unexpected bonus. The Tyranids gain Victory points from any enemy vessels destroyed in this battle.

The Tyranid fleet at the start of the game represents just the tip of the iceberg as far as the predations of Hive Fleet *Leviathan* is



The Dark Eldar speed away.

concerned, so any Tyranid vessels which are destroyed can be brought on from their own table edge at the end of the next Movement phase.

AN ANCIENT ENMITY

The Eldar have long awaited this opportunity to smash one of the raiding groups of their hated Dark Eldar kin, at apparently little cost to themselves. They care little about the fate of Naxmi or the approaching Tyranids, concentrating only on springing their lightning fast ambush and destroying the Dark Eldar. Since Matt wrote the scenario, we decided he should play the part of the Eldar.

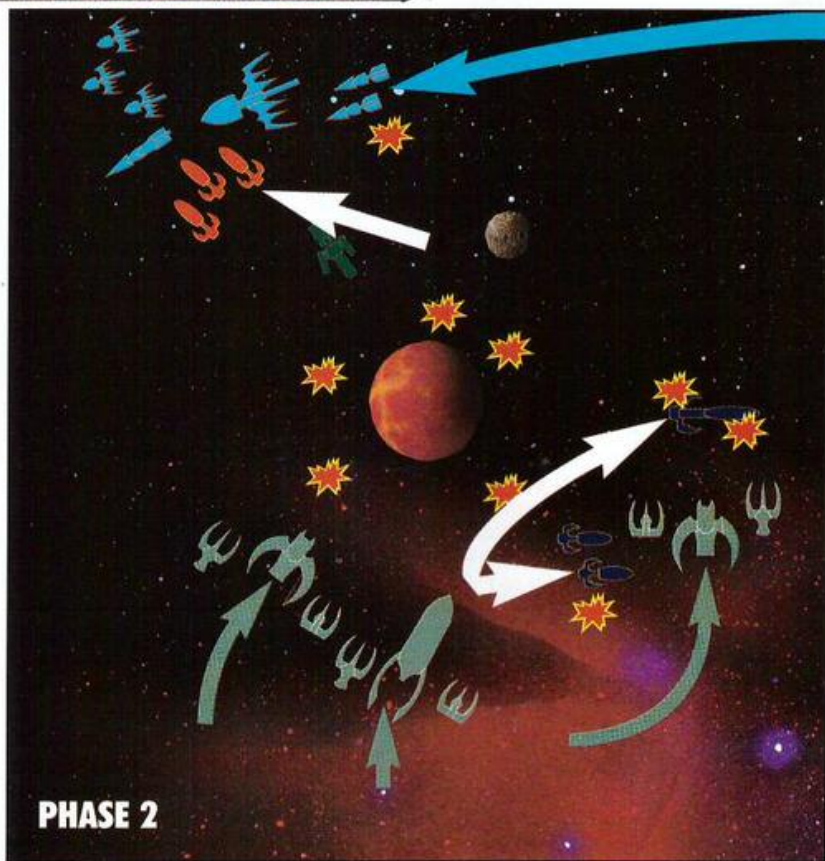
Matt: When we started with this scenario, we weren't really sure how much influence

the Eldar would have on the game, so since I was running it I also took control of them. The basic idea with the Eldar is that they have long foreseen this Tyranid invasion and have taken the opportunity to catch the Dark Eldar between two foes. For this reason, the Eldar's only real objective is to destroy them, which presents the natural problem of becoming too obsessed with this and falling prey to the Tyranids. I had a slight advantage in that my ships are not deployed at the start of the game, but can be brought on by any one corner of the table at the start of any Movement phase. I decided I would simply wait until the Dark Eldar were within reach of the table edge and try to win with one decisive strike against them, hopefully far away from the Tyranids...

DEPLOYMENT

PHASE 1

Wreck	Blast Marker	
DARK ELDAR		
Mordreth's Harbingers	Star Reaper	The Thousand Tourments
ELDAR		
Void Bane	Crystal Blades	
Solar Spirit	Elerieth's Thorns	
TYRANIDS		
Hiveship	Razorfiend	
Prowler	Stalker	
Eldar Movement	Dark Eldar Movement	Tyranid Movement



PHASE 2

Naxmi is represented by a small planet, with a single moon, placed in the centre of the table. The decades of constant raiding by the Dark Eldar have taken their toll, and the planet is surrounded by a number of wrecked vessels, reminders of the Dark Eldar's previous incursions, as well as D6 Blast markers, floating through the void.

The Dark Eldar are stranded by the sudden neutralising of the sun's energy and so set up first. The Dark Eldar vessels are set up within 20cm of the planet. However, as each Dark Eldar ship is deployed, roll a D6 – on a 1 or 2 the Tyranid player places the ship, on a 3, 4 or 5 the Dark Eldar player places the ship, and on a 6 the Eldar player places the ship.

The Tyranids then arrive, moving on from one of the short table edges. However, since this is the very foremost fronds of the hive fleet, a D6 is rolled for each vessel and on a roll of a 1, the ship is not deployed at the start of the game, as Andy discovered.

Andy: After reading Matt's scenario it seemed clear that I had to engage the Dark Eldar as fast as I possibly could – not as easy as it sounds when on instinctive orders. My point was proved almost immediately with the Hiveship failing to appear at the start of the game. Infuriatingly, my Hiveship and two of my Kraken all failed to arrive at the start of the game.

PHASE ONE: THE TYRANID INVASION

With the stage set, the Tyranids began their approach...

Emerging from the sunward edge, the Tyranids moved forward sluggishly,

apparently uncertain without their larger sires, the Hiveships. Clearly recklessly unafraid, three of the Dark Eldar ships – the Torture class cruiser, *Star Reaper* and the Corsair squadron, Mordreth's Harbingers – sped straight towards the encroaching hive fleet and opened fire. The *Star Reaper* unleashed a deadly salvo of torpedoes, which hurtled forwards with typical Eldar speed, sweeping

straight through the foremost Tyranids and splattering a Vanguard Droneship to the winds of space upon impact. Not so much an explosion as a scream seemed to pierce the silence of space!

Stymied by the inexplicable loss of energy from the sun, the Dark Eldar nonetheless managed a second desperate burst of speed after opening fire, allowing the *Star Reaper* to come about and dash back towards the distant orbit of Naxmi. The second Dark Eldar Corsair squadron, *The Thousand Torments*, continued the frantic headlong rush toward the far edges of the system, apparently bent on abandoning their comrades to the hive fleet far behind them.

Andy: Without a Hive Synapse creature, the rest of my shoal half-heartedly shuddered toward the planet, not the start I was hoping for! Obviously not intimidated by the encroaching hive fleet, Archon O'Brien then proceeded to approach my ships, destroying a drone in the process. The Fool! For he was now right where I wanted him.

Instinctive Orders: Tyranids rely on the all-encompassing consciousness of the hive mind to guide their actions, and so when isolated from their larger 'synapse' creatures, the smaller vessels of the Tyranid fleet react instinctively, and follow a predetermined pattern of behaviour.

Adam: I decided to hedge my bets, and divide my fleet. Two of the escorts, accompanied by the Torture class cruiser would (initially at least) approach towards the Tyranids to buy time. I'd never played Eldar before, let alone Dark Eldar; I had however, previously encountered John Carter's Eldar Corsairs who had gleefully eviscerated my lumbering Imperials with hit and run tactics. I decided to try this for myself; facing off against Andy's Tyranids, I duly hit and ran.



A Tyranid Razorfiend torpedoes the *Star Reaper*.

PHASE TWO: THE ELДАР AMBUSH!

Without warning, the Eldar Eclipse class cruiser, *Solar Spirit*, burst into view, followed closely by a small force of its fellow pirate vessels. With their appearance, the stars seemed to ring brighter and the rays of the sun once more streaked across Naxmi's sorry surface. The emerging sun filled the Eldar sails and they cruised effortlessly across space, bringing the fleeing *Thousand Torments* into sight.

Matt: Irritatingly, what I had thought would be the simple task of placing my ships on the board where they would be closest to the Dark Eldar scum, proved surprisingly difficult. Adam had split his forces, creating the risk of my ships picking on one half of his fleet while the other half escaped – a typically cold-hearted and callous trick! As it was, I chose to simply attack the squadron which was closest to fleeing the table – if I couldn't destroy them all, I might as well stop them escaping!

With this, *The Thousand Torments* at once turned round and sped away from the Eldar, aiming to escape the table right between their enemies. The *Star Reaper* continued forward on its course to join them, swooping past Naxmi and away from both the Eldar and Tyranids, its speed reinvigorated by the returning solar winds.

Adam: So far, so good – but when Matt's accursed Eldar hove into view, I decided (eventually – of which more below) to restrict my tactics to the 'run' bit.

With their Hiveship at last in range, the Tyranids surged forwards, pushed on by the hungry will of the hive mind. Those too

distant to respond to the Hiveship still moved on with ferocious speed, buoyed by the desire to kill now that the enemy could be seen. One of the larger Tyranid vessels, the size of a cruiser, unleashed a swarm of gnawing, torpedo-like organisms which hurtled towards the Dark Eldar. Only the *Star Reaper's* shadowfield saved it from falling prey to these bio-constructs.

In no time at all one of its companion vessels came into range and opened fire on one of Mordreth's Harbingers, destroying it utterly with a volley of corrosive pyro-acid. The smaller, but no less ferocious, Kraken nearby also fired upon Mordreth's Harbingers, damning another one to death amongst the stars. The divisions amongst the Dark Eldar would seem to have cost them dearly...

Adam: The problem was that confounded Eldar ambush! With my forces split, I was unable to bring enough firepower to bear on either the Tyranids or the Eldar to make trading firepower viable. That left fleeing as the only sensible option but, inflamed by hatred for those Eldar, I stuck around to settle a few ancestral grudges a little too long...

Still, unwilling to see their weak and foolish craftworld kin escape so lightly, *The Thousand Torments* brought a hail of pulsars to bear on the encroaching Eldar Pirates, puncturing the life from one of the *Elerieth's Thorns* squadron of Hemlock Destroyers.

PHASE THREE: THE ESCAPE

The Eldar, stunned a little by such a sudden loss of their own, made one last

effort to cause crucial damage to the Dark Eldar fleet. *Solar Spirit* and its companions opened fire on the *Star Reaper* and the surviving *Thousand Torments*, only to see their shots harmlessly misdirected by the Dark Eldar's shadowfields.

Sensing weak and vulnerable prey all around, the Tyranids stepped up the ferocity of their attack. Both Tyranid cruisers unleashed their organic torpedoes on the nearby Dark Eldar, crippling the Torture class cruiser. Many of the torpedoes flew on, coming to bear against *Elerieth's Thorns*, destroying one of their number.

CONCLUSION

Andy: When enemy get in close the instinctive behaviours of the hive fleet go into overdrive, which means I don't have to roll as many Command checks – a good thing! This left me free to concentrate on ordering my cruisers to great effect as I crippled his capital ship and even tore a chunk out of Matt's Eldar fleet. Victory for the 'Nids!

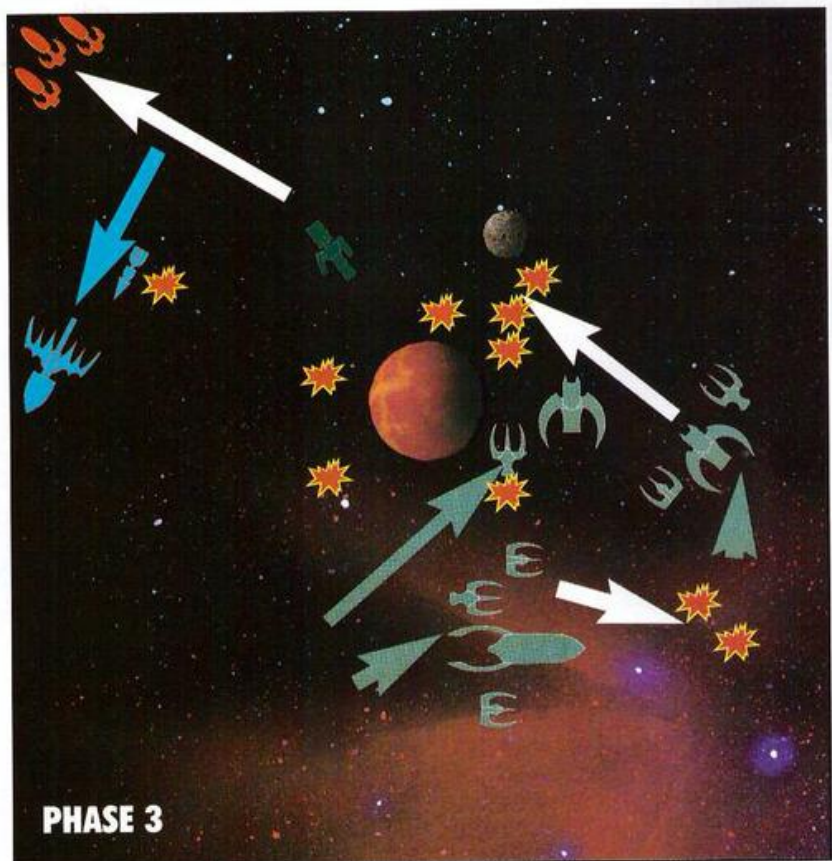
Sensing that remaining any longer would be suicidal, the Dark Eldar simply turned and fled, stopping only long enough to fire off a few passing shots from the *Star Reaper* at the Crystal Blades squadron, destroying a Nightshade class destroyer.

Frustrated and galled by the failure of their ambush, the Eldar too were left with no choice but to turn and flee just as quickly and unseen as they had come. Naxmi was left alone to drown silently beneath the waves of Hive Fleet *Leviathan*.

Adam: Even with the wisdom of hindsight, I'm still not convinced (despite the evidence) that my tactics were unsound. With ships as fragile as the Dark Eldar, dispatching a couple of sacrificial vessels to keep your attackers busy (and surprised) is a sound and characterful ploy; with the amazing movement capabilities of Dark Eldar vessels, there's always the chance that those sacrifices can escape to fight again in any case.

So, here's my conclusion. It's been said before, but it's sound advice nonetheless – hit and run! If you can't hit, just run. Oh, and don't get too close to those Tyranids. Andy might have been playing with his ships the wrong way round, but those gribbly mandible things are bad news whatever your sense of direction.

Matt: Well, that was far from a precise surgical strike of an ambush, wasn't it? Despite all my apparent advantages (element of surprise, coming on in the second turn) I just never got to grips with the Dark Eldar. My dice rolling was poor, and ultimately the Eldar might as well not have been on the board! Adam really surprised me with his decision to stay and fight the way he did before fleeing, and it could have been successful if the Tyranids hadn't wreaked such absolute carnage. Ultimately, neither of us made decisive gains in terms of causing damage, or in his case escaping, so overall, I think, a fair and deserved win for Old Hivey!



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

'EAVY METAL MASTERCLASS

BLACK LEGION DAEMON PRINCE



Painted by Kirsten Middelburgh

PREPARATION

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

DAEMON ARMOUR



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

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

The metallic trims around the Daemon's shoulder guards and greaves were painted with Tin Bitz and then highlighted by using a 50/50 mix of Tin Bitz and Shining Gold. A thinned-down coat of Chestnut Ink was washed over this to blend the highlights together.



Once this had dried, a little Shining Gold was used to highlight the metal before a 50/50 mix of Shining Gold and Mithril Silver was applied to the very edges of the trims. As a final touch, a tiny amount of Mithril Silver was painted onto the furthest edges of the detailing where the light would catch it.

DAEMONIC FLESH

The Daemon Prince was once a mighty Chaos Space Marine Champion, and his flesh and armour have melded together. This meant that the skin tones chosen for the model would need to blend back into the colour of his armour. Starting with the Daemon's neck, an 80/20 mix of Chaos Black and Red Gore was painted where the armour and flesh join, to create the effect that they had merged. This was applied down either side of the spine and across the shoulders towards the elbows where it fades to black again.



This effect was achieved by painting away from the armour and adding more Red Gore to the mix as the brush strokes moved further from the armour until the ratio was 20/80 Chaos Black/Red Gore on the tops of the muscles and cheeks of the model. Once the basic blended colours had been applied, the raised ridges of flesh were highlighted with Red Gore, then Blood Red before a final fine line of Blazing Orange was added.



To bring the brightness of the orange highlights down and smooth the blending lines, a watered-down glaze of Red Ink was used. Starting from a point halfway between where the red and black merge, the ink was painted towards, and over, the red areas of the model. It was important not to go onto the black as the blended effect would be lost.

HORNS AND CLAWS

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



Scorched Brown and Bestial Brown, starting the lines even further from the base so that the previous coat of paint was still visible. Bestial



Brown was used next, followed by Snakebite Leather then Bubonic Brown, each time starting closer to the horn's tip. Following this, a coat of Bleached Bone, followed by Skull White was applied to the very end of the horn.

DETAILING THE ARMOUR

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



The Space Marine helmet was given an extra highlight of Goblin Green



equally mixed with Bleached Bone. All these areas were then given a thinned-down glaze of Green Ink to blend all the highlights together.

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



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



The skulls decorating the Daemon Prince's armour were painted with a 50/50 mix of Codex Grey and Fortress Grey then highlighted with Fortress Grey. Final highlights were added by painting Skull White along the raised edges of the skulls.



DAEMON WEAPON

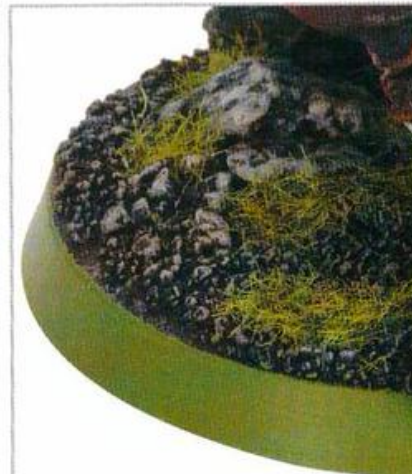
The Daemon Prince's weapon glows with inner fires, and this effect was achieved relatively simply. A watered-down layer of Skull White was brushed into the depressions of the runes along

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



BASING

Watered-down PVA glue was spread evenly over the model's base before being sprinkled with sand. Some stone chips were also glued to the base. This was drybrushed with Codex Grey then Bleached Bone, though some of the larger stones had Skull White brushed over them. Some small areas of Static Grass were glued to the base with PVA glue, clustered at the base of the rocks, since this is where mosses and lichens generally prefer to grow.



IRON WARRIORS DAEMON PRINCE



Painted and converted by Tommy Hays

ASSEMBLY AND CONVERSION

The Iron Warrior's Daemon Prince was assembled as normal, but it was converted to make him stand out from the Black Legion Daemon Prince. The gun barrel on the left arm was extended using Green Stuff to make it more prominent and emphasise the mechanised nature of the Iron Warriors. Then the sword blade and hilt were clipped from the top and bottom of the Daemon Prince's hand and a hole drilled through to allow the insertion of an aluminium rod to serve as the haft of an axe. A blade from the Bloodthirster's axe was clipped off and the detailing on both sides of the blades filed flat. This was glued to the aluminium rod and the spear point from the skeleton warriors plastic regiment was glued to the top. The back blade was also from the Bloodthirster's axe, clipped and filed to fit on the back of the haft.



Since this Daemon Prince was going to have wings instead of the jump pack vanes, the skull on the end of one of these vanes was

sawn in half and removed. These were then glued to the flat of each side of



the axe blade and Green Stuff sculpted around them to give the impression that the axe was raw, bloody and alive itself. To finish off the axe, the base of the haft was given a Green Stuff end piece.



The left shoulder guard had the skulls and spikes clipped off, leaving only the edge trims. The centre of the shoulder guard was filed flat and an Iron Warriors' symbol was sculpted on using Green Stuff.

To really emphasise that this Daemon Prince was once an Iron Warrior, it was given a visor sculpted from Green Stuff. Once this had dried, it was filed into its final, angular shape and holes were drilled through in one side with a pin vice to mirror the helmets of the Iron Warriors themselves.

Last, but not least, the plastic dragon wings were glued into place on the model's back, with Green Stuff covering the joins. These wings fit very well into the recesses left when the backpack isn't attached and gives the model a very imposing look!



DAEMON ARMOUR

As with the previous Daemon Prince, this model was first given an undercoat of Chaos Black spray. Once the undercoat had dried, the armour was drybrushed with Tin Bitz then Boltgun Metal. Next, the armour was given a glaze of watered-down 50/50 mix of Brown and Black Inks. This was then highlighted with Boltgun Metal, blended up from the darkness of the recesses of the armour around the edge trims. Final highlights of Mithril Silver were applied on the highest areas of the armour, making sure that, over the some of the more 'organic' areas of the metal, the brushstrokes were painted



along the line of the grain. This technique was used on all the silver metal areas, such as the axe blade, visor, Necron head and Iron Warriors' icon. The edge trims of the armour were left at this point until after the Daemon Prince's flesh had been totally painted.



DAEMONIC FLESH

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

Firstly, a basecoat of Dark Flesh was used as an undertone for the flesh colours. This was then blended to the areas where it morphs back into the armour by applying the paint then using a clean, damp brush to render the paint at the edges semi-transparent so that it will appear to blend with all the colours underneath.



The first highlight was applied using Dwarf Flesh, then a glaze of Red Ink and Flesh Wash mixed with a little water was washed over all the fleshy parts of the Daemon Prince. This was also applied over some of the metallic parts of the model, to emphasise the raw, impending changes warping through the Daemon Prince and to suggest that more flesh could burst through his armour at any time.



The flesh was now re-highlighted with Dwarf Flesh followed by another highlight of Dwarf Flesh mixed equally with Bleached Bone.



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

ARMOUR TRIMS

The interiors of the shoulder guards were left black and the metallic trims around the Daemon's shoulder guards and greaves were painted with Dwarf Bronze. These were then highlighted with Shining Gold before applying a glaze of Flesh Wash to blend the highlights together.



Once this had dried, a highlight of equally mixed Shining Gold and Mithril Silver was painted on the very edges of the trims.

DETAILING THE ARMOUR

One of the most obvious means of identifying a model as belonging to the Iron Warriors is the painting of yellow and black chevrons on its armour or weapons. In this case, the cables running over the Daemon Prince's head and from his left arm were picked out in these colours. They were painted Vomit Brown first, and then highlighted with Bleached Bone before being given a wash of Yellow Ink. The black stripes were then painted over the yellow pipes.



The skulls mounted on the model's armour were painted Snakebite Leather then highlighted with Bubonic Brown. This was then given a further highlight of Bleached Bone, before a final highlight of Skull White was applied.



The same method used to paint the yellow of the cables was applied to the Space Marine helmet, with an extra highlight of Bleached Bone to give the edges of the helmet more definition.



The eyes of the Daemon Prince as well as those on his armour were picked out in Snot Green then highlighted with Bileous Green followed by a final highlight of 50/50 Bileous Green and Bleached Bone. The green eyes on the model's armour were also given thin lines of Chaos Black for the slit pupils.



The gun barrel, chains and spine of the model were painted Dwarf Bronze then highlighted with Shining Gold. Chestnut Ink was washed over this and a final highlight of Mithril Silver was painted on the highest areas.



WINGS

Areas where the fleshy colours from the Daemon Prince's wing muscles had spilled onto the wing membranes

themselves were cleaned up with Chaos Black. The scaled parts along the wing muscles were repainted black where the painting of the flesh here had gone over them. To highlight the wings, a fine line of Codex Grey and Chaos Black was painted along the back edge of the grooves in the wing membranes, as this is where they would catch the light. To make this highlight subtler, a fine line of Codex Grey was applied in the very centre of this line before an extremely watered-down Black Ink was



glazed all over the wing's membranes. To make the horns at the ends of the wings and the scales stand out, they were given a coat of Gloss Varnish.

HORNS

Where the Daemon Prince's horns met its head, Bleached Bone mixed with a 50/50 mix of Red Ink and Flesh Wash was applied. Then, moving further along the horn, Bleached Bone was painted and blended back towards the Daemon Prince's head. This was done again, even further along the length of the horn, using Bleached Bone mixed with a dot of Chaos Black. This process was repeated, each time moving further down the horn and adding more Chaos Black to the mix until the tip was



completely black. To finish off the horns, some Gloss Varnish was applied to the very tips.

BASING

The Iron Warriors' Daemon Prince was based in the same way as the Black Legion one, using watered-down PVA glue spread evenly over the model's base, which was then sprinkled with sand. This was drybrushed with Codex Grey then Bleached Bone. Some small areas of static grass were also glued to the base with PVA glue to break up the uniform colour of the base and make it suitable for use on both green and urban battlefields.



CHAOS SPACE MARINES

More and more fleets of Chaos are emerging from the Eye of Terror, bringing death and destruction to the worlds of the Imperium. Always at the forefront of any attack are the deadly Chaos Space Marines. For ten millenia they have waited, their bitterness and hatred growing every century! Now their time of revenge is at hand... "Death to the false Emperor!"



CODEX: CHAOS SPACE MARINES

£10.00

This 80 pages book contains painting and modelling guides, full rules and background for fielding a force of Chaos Space Marines.

Denmarkkr 125.00
Swedenkr 150.00
Euro€ 17.50



CHAOS SPACE MARINE HAVOCS

Chaos Havocs have a wide choice of heavy weapons and can be armed in such a way that whatever target presents itself, they have a good weapon for dealing with it.

This boxed set contains 1 Chaos Space Marine Havoc with autocannon, heavy bolter, missile launcher, lascannon and a Chaos Space Marine Havoc Aspiring Champion.

£20.00

Denmarkkr 250.00
Swedenkr 300.00
Euro€ 35.00



CHAOS SPACE MARINE OBLITERATORS

£10.00

Striding purposefully across any battlefield, Chaos Obliterators are able to reshape their bodies and weapons to suit whatever situation occurs and are equally adept at taking out enemy tanks and infantry.

This blister contains 1 random Chaos Obliterator.

Denmarkkr 125.00
Swedenkr 150.00
Euro€ 17.50



Converting your own Chaos Space Marine Daemon Prince!

You can convert a Daemon Prince to have wings like Tammy Hays' example shown here and earlier in the issue. All you'll need are the plastic dragon wings (available direct from Games Workshop on 0115 91 40000) and of course a Chaos Daemon Prince, and you'll be ready to create your own.

PLASTIC DRAGON WINGS
99380299002 £6



CHAOS SPACE MARINE RHINO

£15.00

Allowing squads of Chaos Space Marines to move swiftly across a battlefield to claim strategic positions, the Chaos Rhino is an invaluable and very mobile addition to the Chaos Space Marines army.

This boxed set contains 1 Chaos Space Marine Rhino with vehicle accessories.

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00

Other recent releases for Chaos Space Marines:

PRICE LIST

Chaos Space Marines Thousand Sons	£18
Denmarkkr 225.00	
Swedenkr 270.00	
Euro€ 30.00	
Chaos Raptors	£20
Denmarkkr 250.00	
Swedenkr 300.00	
Euro€ 35.00	
Chaos Space Marines Battle Force	£50
Denmarkkr 600.00	
Swedenkr 700.00	
Euro€ 80.00	
Chaos Space Marine Lord	£7
Denmarkkr 80.00	
Swedenkr 90.00	
Euro€ 11.00	
Chaos Space Marine Land Raider	£30
Denmarkkr 350.00	
Swedenkr 400.00	
Euro€ 50.00	

The components on this page are only available from your Games Workshop store order point,

There are a multitude of components that you could use to convert and customise all your Chaos Space Marine models available from Games Workshop. We've crammed as many parts and accessories as we could onto this page so you can make your Chaos Space Marine models all the more unique and individual. Chaos Space Marine armies are typically warped and distorted so let your imagination run riot and create your own twisted and possessed children of Chaos.



LEFT TROPHY RACK 1
010200205 50p



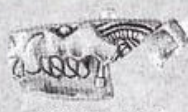
ABADDON'S RIGHT TROPHY RACK
010202603 £1



MISSILE LAUNCHER BACKPACK
010200410 £1



CHAOS SPONSON LASCANNON
010206003 £1.50



JUGGERNAUT HEAD
010200105 £2



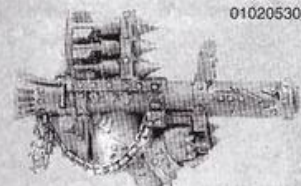
CHAMPION LEFT TROPHY RACK
010201705 50p



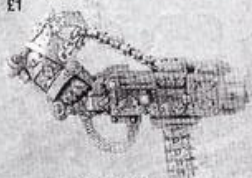
CHAOS SPONSON HEAVY BOLTER
010206002 50p



CHAMPION RIGHT TROPHY RACK
010201704 50p



HAVOC MISSILE LAUNCHER
010200409 £1.50



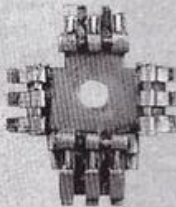
HAVOC HEAVY BOLTER
010201202 £1



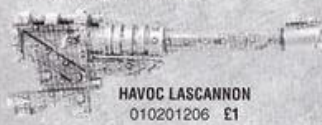
CAWDOR HEAVY BOLTER
059905923 £2



DELAQUE HEAVIES PACK
010201212 50p



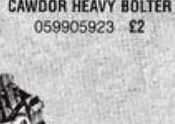
FOOT
010200306 £1.50



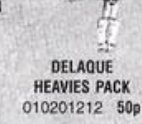
HAVOC LASCANNON
010201206 £1



OBLITERATOR RIGHT ARM 3
010205309 £1



LEFT TROPHY RACK 2
010200207 50p



RIGHT TROPHY RACK 2
010200206 50p



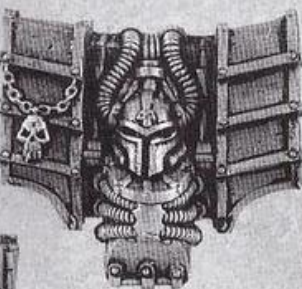
GOLIATH HEAVY BACKPACK
059900309 £1



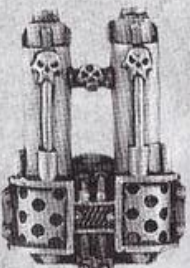
HAVOC AUTOCANNON
010201210 £1



ASSAULT LAUNCHER
010200308 £1.50



SARCOPHAGUS
010200301 £4



POWER PLANT
010200305 £2.50



RIGHT TROPHY RACK 1
010200204 50p



CHAOS SPACE MARINE BIKE PLASMA GUN
010205910 50p



GATLING BLASTER
00490/10 £1.50



WARP BANNER
010202406 £1



RAPTUROUS STANDARD
010202403 £1



REAVER TITAN MULTIPLE ROCKET LAUNCHER
0499/14 £2



REAVER HEAD
0499/17 £1



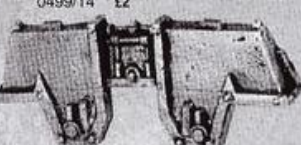
REAVER SHOULDER 2
76015/12 £1



CHAOS SPACE MARINE BIKE FLAMER
010205911 50p



CHAOS TERMINATOR CHAMPION HEAD 2
010201503 50p



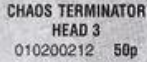
LOWER BODY
010200304



CARAPACE FRONT
00490/3 £2



ABADDON'S LEFT TROPHY RACK
010202604 £1



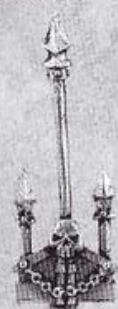
CHAOS TERMINATOR HEAD 3
010200212 50p



PLAGUE MARINE ICON
010201902 £1



CLASSIC AUTOCANNON BACKPACK
010201212 £1



TROPHY RACK
010200307 £2



WARLORD TITAN HEAD
00490/7 £1



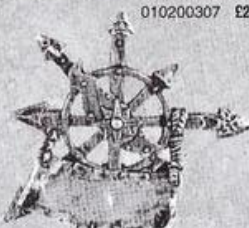
CARAPACE TOP
00490/1 £2



KHORNE ICON
010201802 £1



FLESH BANNER
010202402 £1



BLASTED STANDARD
010202404 £1

CHAOS SPACE MARINE ACCESSORY SPRUE
99380102005 £3
(shown at 40%)

on the internet at www.games-workshop.com/storefront, or by phoning direct on 0115 91 40000.

HISTORY OF THE DAMNED

A chronology of the Undead

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

-2500 to -2000 The rise of Settra, the first and most mighty of all the Kings of Khemri. It was Settra who formed the first true human civilisation, Nehekhara. He conquered neighbouring lands and exacted tribute from them, and his empire continued to grow and expand in all directions. He formed the great city of Khemri as the heart of Nehekhara. Consumed with living forever, Settra had his priests learn all they could to extend his life. However, they could not give him the immortal life that he craved, but promised him that he would awaken into paradise and rule for all eternity. The other rulers followed Settra's example and were mummified and entombed in great pyramids. These clusters of tombs and pyramids are called necropolises. Nehekhara continued to grow in power and influence, and the number of tombs and pyramids soared.

-2000 The birth of Nagash.

-1968 A group of Dark Elves driven way off course is forced to dock in Zandri. Nagash studies Dark Magic and proves more than an apt pupil. Having learned all the Dark Elves have to teach him, he defeats their leaders in a sorcerous duel and has the survivors entombed alive within the Great Pyramid at Khemri.

-1959 Through murder and intrigue, Nagash seizes power in Khemri.

-1950 to -1750 Nagash begins to prolong his fading youth by distilling an elixir from human blood, a perversion of the arts known by the Priests of Nehekhara. He recruits certain depraved noblemen to rule under him. They start to see themselves as gods and the city's population as cattle. As their span of life extends beyond that of ordinary mortals they shun the light and seek out cool dark places to hide from the burning day. Nagash orders the construction



of the Black Pyramid, one of the largest structures ever built by man, dwarfing even the Great Pyramid of Khemri.

-c1750 The Kings of Nehekhara become afraid of Nagash's power and form a great confederation against him, led by Prince Lahmizzar of Lahmia. After years of warfare, Nagash was pushed back into his Black Pyramid in Khemri. A mighty battle ensued in which Lahmizzar was slain. His son took charge of the unified armies of Nehekhara, and Nagash's power was finally broken. Some thought him slain, yet somehow he managed to flee north. Though some believe that Nagash's books were destroyed, at least one of them was taken to Lahmia, where the Queen Neferata secretly began to emulate Nagash's dark magic. She becomes the first of the Vampires, and forms a court of blood drinking Lahmians. Queen Khalida of Lybaras becomes aware of the evil of the Lahmians, but

she is slain by Neferata, keeping the Vampire's secret secure.

-c1600 Nagash's wanderings take him to Cripple Peak, a mountain by the shores of the Sour Sea. Cripple Peak contains a massive chunk of glittering warpstone, the largest in the world. Nagash begins to experiment with warpstone but so corrosive is the influence of this huge chunk of pure Chaos that Nagash is forced to use ever more potent necromantic magics to hold onto his unlife.

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

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

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

-1222 A great earthquake exposes a rich seam of gromril within the Misty Mountains. Nagash forges his fabled armour from an alloy of this gromril and lead.





-c1200 The Kings of Nehekara become aware of the evil in Lahmia. The Vampires are defeated and driven out by an alliance led by the Priest King Alcadizaar. Some of the oldest trueborn Vampires, including the honourable Abhorash, the doomed Ushoran and Neferata herself, scatter and flee all over the world, becoming the first Vampires of the various bloodline families. Others, including Wsoran, the first of the Necrachs, join with Nagash.

-1163 to -1152 Nagash launches sudden war on Nehekara. The Kings are now united under King Alcadizaar, and under his formidable leadership Nagash's assault is eventually defeated. Nagash unleashes a plague upon the land. His own Undead forces are immune but the folk of the land die in droves. A new army of Undead invades the lands of Nehekara and sweeps all before them. Alcadizaar is brought in chains to Nagashizzar to be tormented by Nagash.

-1151 The Great Ritual. After consuming prodigious amounts of warpstone, Nagash begins an immensely powerful spell. This spell kills all living things in Nehekara, and begins to awaken the dead. Sensing the danger they are in, the Skaven free King Alcadizaar, who cuts down Nagash and flees with the Crown of Sorcery. The Priests of Nehekara were unaffected by the spell, and became truly undying Liche Priests. The Tomb Kings awake, and are angry that their land is in ruin and that they have not awoken to the paradise they were promised.

-1149 Arkhan the Black sacks the city of Bel-Alliad, precipitating what later Arabian chroniclers will call the Wars of Death. For the next 1,000 years Arkhan raids the lands of Araby from the desert wilderness that surrounds them. The once mighty civilisation that ruled these lands is reduced to a few weakened city-states and a handful of desert tribes.

-1147 to -1020 The body of Alcadizaar is discovered by Kadon, who wrests the Crown of Sorcery from the dead king's grasp. The Undead empire he creates is eventually overrun by the Orc Warlord Dork Redeye.

-c950 The fall of Mourkain (which can be found on some ancient Imperial maps under the name Morgheim) and the start of the devolution of the Vampire line of Strigoi.

-c600 After building his strength north of the Black Mountains, Vorag Bloodytooth unites the scattered tribes of Ghouls that lurk below Cripple Peak and becomes the first Ghoul King. The vast, if undisciplined, army under his command quickly overrun and all but destroy the Red Cloud Goblin tribe. The survivors of the tribe are enslaved and forced to build the Fortress of Vorag to the east of the Plain of Bones.

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

of Vorag is forgotten and falls into ruin. Another creature named Vorag, whether the same being or not, appeared a thousand years later in the southern forests of Sylvania, determined to restore the glory of the lost kingdom of Strigos.

-40 Nagash is reborn exactly 1,111 years after he was destroyed. He attempts to force the Tomb Kings to obey his orders, but under the leadership of Settra, the Tomb Kings force him to retreat to Nagashizzar. Upon his arrival Nagash finds his fortress overrun by the Skaven, and drives them all out in a single night. Over the next three decades numerous Skaven counter-attacks are repelled by Nagash's forces.

-39 In his arrogance, Settra turns against the other Tomb Kings and is defeated in a battle that lasts for seven days and seven nights. He retreats to Khemri. Nevertheless, he is still the undisputed ruler in Khemri, and his Undead empire is still the largest and most powerful in Nehekara.

-30 Nagash forges his Iron Hand.

-15 Arkhan the Black crushes a huge Skaven horde at the Battle of Death Rock. The Skaven defeat is so devastating that they give up attempting to recapture the Cursed Pit.

1-15 Nagash discovers that the Crown of Sorcery is now in the possession of Morath. He travels north to reclaim his crown, but Morath is defeated by Sigmar before Nagash can retrieve the crown. Nagash raises a huge Undead army and attacks the humans led by Sigmar. At the Battle of the River Reik Nagash is felled by Sigmar and his army is almost completely destroyed.

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

c100 Settra's Undead fleet begins a new campaign of raids, attacking the coast of what would later become known as Bretonnia, taking hundreds of prisoners back to Khemri.

876 Norse raiders on their way to Lustria capture an Empire ship and unwittingly take on board the body of the Vampire Luthor Harkon. When the ship arrives in Lustria the entire crew have either been slain or turned into Undead. Luthor proceeds to create an Undead empire in southern Lustria. The place gains an evil reputation and becomes known as the Vampire Coast.

1111 The Black Death unleashed by the Skaven wipes out nine tenths of the Empire's population. Skaven erupt

from their hidden tunnel systems and overrun the land. In Sylvania the Necromancer Vanhel raises a huge Undead army from the bodies of plague victims and turns back the Skaven invaders.

1112 to 1124 Vanhel builds the fortress of Vanhaldenschlosse and carves out a powerful Undead empire. Over the following decade Vanhel, the remnants of the Empire, and the Skaven fight a prolonged war against each other. The war ends when Vanhel is assassinated and his Undead horde is wiped out. The Skaven, weakened by their war with Vanhel, are defeated and driven back underground by Count Mandred Skaven Slayer.

1175 Settra leads a large raiding force against Bretonnia. He is met at Savage Point by a Bretonnian fleet led by Admiral Henri Lamorte. Settra's fleet is heavily defeated, but he escapes vowing vengeance.

1207 to 1244 Dieter Helsnicht is discovered to be a Necromancer and driven out of the Empire city of Middenheim. He escapes to the Forest of Shadows where he raises a large Undead army and attacks the Empire. He annihilates one Empire army that is sent to stop him, but is defeated at the Battle of Beeckerhoven by a combined Empire and Kislevite force. Dieter's body is never recovered.

1275 The Lamorte family crypt is pillaged by grave robbers who steal the long dead body of Henri Lamorte in an apparently motiveless crime. Soon after however, they are reports of a new and highly skilled Wight Lord terrorising the lands.

1681 The Night of the Restless Dead. Nagash returns to life once again, 1,666 years after he was slain by

Sigmar. For one night throughout the Known World the dead stir and walk the land, sowing terror and confusion amongst the living. Entire villages and towns are overrun and destroyed before the night of terror ends.

1797 Vlad von Carstein becomes the first of the Vampire Counts of Sylvania, and marries Countess Isabella von Drak. Over the following two centuries the remaining aristocratic families are infected with the curse of Vampirism.

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

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

2094-2121 Konrad von Carstein emerges as the most powerful of the Vampire Counts. He leads his forces against the Empire, but is stopped at the Battle of Four Armies in 2100. He is finally defeated by a combined Empire and Dwarf army at the Battle of Grim Moor in 2121.

2132 to 2145 Mannfred von Carstein, the last and most cunning of the Vampire Counts, launches a surprise attack against the Empire when it is in the grip of vicious civil war. He almost succeeds in capturing Altdorf, but is finally forced to retreat back to Sylvania by a combined army of Empire troops, Dwarfs and High Elves. Determined to end

the threat of the Vampire Counts once and for all, the various factions of the Empire unite and, along with their Dwarf and High Elf allies, scour the dark forests of Sylvania. Mannfred is finally brought to bay at Hel Fenn, where he is defeated and his Undead army destroyed.

2491 Heinrich Kemmler, otherwise known as the Lichemaster, finds the burial mound of Krell and raises the Chaos Champion back to Undeath. At the head of a powerful Undead horde the two sweep down from the Grey Mountains into Bretonnia, burning and pillaging as they go. In a wild battle at la Maisontaal Abbey their army suffers such heavy casualties that they are forced to retreat back into the Grey Mountains. It can only be a matter of time before they return at the head of a new Undead army.

2505 to Present An increase in the amount of magic surging around the world awakens increasing numbers of Tomb Kings. Settra readies his forces to launch a new age of conquest, seeking to expand his prodigious realm as never before. Many of the Tomb Kings rally behind him as he gathers his forces.



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

HEROES & VILLAINS OF THE 41ST MILLENNIUM

AHRIMAN OF THE THOUSAND SONS

"And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from without while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties."

– Ahriman of the Thousand Sons

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

Over time the most powerful and influential of the Legion's brethren began to think of themselves as sorcerers, and they devoted more time to uncovering the mystical secrets of the universe than to fighting the Emperor's wars. But the Emperor could not tolerate the gradual shift of the



Thousand Sons towards Chaos. He knew that no man, or Primarch, could master Chaos. The Legion's warning that his most trusted Warmaster was plotting against him seemed to confirm the Emperor's worst fears that the forces of Chaos had insidiously corrupted the whole Legion and now sought to fragment the newborn Imperium.

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

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

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

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



The Thousand Sons prepare to wreak vengeance on their enemies- the Space Wolves.

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

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

Knowing he had little time, the Savant hurriedly tapped his thirty seven digit identifier into the ancient cogitator. He glanced at the door, ensuring it was locked, and then turned back to the machine, the green light of its brass-framed pict slate dancing across his anxious, hooded face.

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

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

"The information is here," muttered the Savant with another nervous glance at the door. "I know it's here." Lines of text sped across the pict slate, the Savant's implanted cyber-engrams absorbing it all at a rate no

normal human could hope to match. His hands danced across the keys as he isolated certain scraps of information, and requested entry to deeper and deeper levels of the archives. Soon he could see a picture emerging. First came a transcript of Inquisitor Czevak's address to the Conclave of Har, in which he claimed to have penetrated the secrets of the legendary Black Library. Next, an oblique reference to 'The Stern Codex', a body of knowledge Czevak clearly had an interest in. So too, it seemed did others, and soon the Savant sensed a taint within the information; like a sheen of oil on the surface of a stream, an almost indiscernible hint that something was not as it appeared.

Pausing briefly and cracking his knuckles before him, the Savant took a deep breath, glancing around before connecting a multi-stranded, purity-sealed cable from the socket at his temple to the cogitator. Closing his eyes, he muttered a prayer to the Emperor before diving head long into the polluted logister stream.

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

Fully immersed in the omniscient logister network, the Savant was almost overwhelmed by the weight of ten millennia of raw, unprocessed information. The data he sought came to him in a flood now, events and names filling his consciousness: The Black Library, the xenos Eldar, the Traitor Legions. He halted the flow when he discovered mention of an incident on the outskirts of the Eye of Terror, described by the Astropath who logged the report as a 'psycho-temporal event of unparalleled

magnitude'. The Black Legion. The Guardians of Ulthwé.

Diving deeper, he uncovered another vein that caused him to halt in shock. The Arch-Traitor, Abaddon the Despoiler: a beast, who had caused the Imperium untold grief since he first led his Black Crusades from the Eye of Terror ten millennia past. Movements and incidents in the vicinity of the Eye came into sharp focus; a pattern was emerging.

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

Czevak was a key; he was possessed of knowledge that another craved. One searched for him, a schemer, a manipulator, a servant of the Changer of the Ways. With a start the Savant saw the Eldar webway, through which the Black Library may be entered, and he saw that one was working to gain entry to it. This manipulator stood at the side of Abaddon the Despoiler, assisting him in some great, terrible endeavour, though he did so purely to further his own ends.

In a moment of clarity, the Savant saw the ruin of the Imperium in sharp relief. He unplugged the cord, becoming suddenly aware of the cold, dark chill that had entered the chamber.

"The Gate; the Despoiler. The Fields of Unbelief; the Traveller. The Hidden Way; the Manipulator. Oh God Emperor, protect us..."

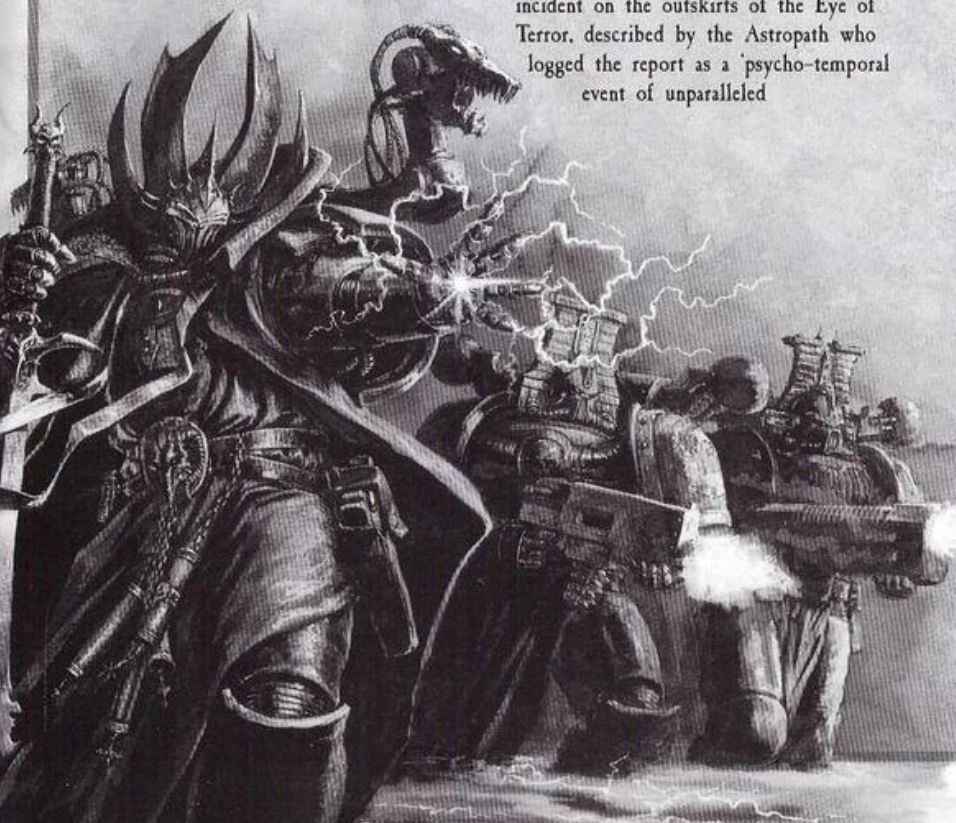
Behind him, a multi-hued shimmer appeared in the air, resolving itself into a massively armoured, humanoid form.

The Savant turned, and met the gaze of the figure, knowing instantly that this was the being whose machinations he had glimpsed behind the tainted data flow.

"Ahriman."

The figure raised an archaic pistol, and a single shot filled the chamber with its thunderous report. The Savant slammed back against the cogitator, the bolt round passing straight through his frail body, exploding the machine in a shower of sparks. Every surface of the small room ran with the Savant's life-blood as his failing eyes took in the sight of the intruder standing over him. Before he died, he heard a distant, echoing whisper as the figure dissolved, and was gone.

"The way is indeed hidden old man, but no longer to me."





Ahriman will stop at nothing to gain entrance to the Eldar's Black Library.

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

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

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

pleased by the arcane skills exercised by his cabal. But still they had to be punished, and so the Daemon Primarch banished Ahriman and the others from the Planet of the Sorcerers for all eternity. He doomed them to wander the Eye of Terror and beyond in an eternal search for perfect understanding.



Ahriman, of the Thousand Sons

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

acquired by local Chaos cults, and Ahriman merely comes to take them away, together with any humans who might make promising servants. It often comes as an unpleasant surprise to a Cult Magus to find that his efforts to summon help from the Thousand Sons merely result in losing his sorcerous artefacts and most of his coven.

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

Most recently Ahriman has been seeking the psychic spoor of Inquisitor Czevak, one of the few humans to have entered the Black Library and lived. Should Ahriman succeed in capturing Czevak his arcane powers would mean that there was little the Inquisitor could do to conceal the path to the Black Library from him. Ahriman would hold the keys to the vast accumulated wisdom of the Eldar race about Chaos. Such knowledge would make Ahriman a new and deadly god.

This month's 'Eavy Metal Masterclass focuses on the Tau Devilfish, designed by Tim Adcock and Mark Harrison. As with other Masterclasses' this article explains how our 'Eavy Metal team painted one for the Studio Tau army.

'EAVY METAL MASTERCLASS



**DEVILFISH TROOP
TRANSPORT**

PREPARATION

Once the Devilfish had been assembled, it was undercoated using Chaos Black spray. Remember, when spraying a model to make sure that you cover the model thoroughly, but be careful not to obscure the details by overloading the model with paint. The engine modules and the drones were left off and sprayed separately so that the paint could reach the areas of the model that would be obscured if they were left attached.

THE HULL

For the basecoat, some Vomit Brown was thinned-down with water until its consistency was somewhere between

an ink and a paint. This was then brushed over the model and left to dry. At this point the model looks a bit streaky, but as each successive layer of paint is applied the colour will become smooth and even. It takes a little time, and a few coats to get this right but using a thinned-down paint ensures that it doesn't go lumpy as you paint the large, flat areas of the tank.

When the basecoat had dried, a line of thinned Vermin Brown was painted into the panel lines on the hull, to emphasise the crisp, precise nature of the tank's construction. Any areas where the paint had spilled from the panel lines, were tidied up with Vomit Brown. To highlight the tank, a 50/50

mix of Vomit Brown and Skull White was drybrushed over the raised, curved edges of the tank. These



similar large flat areas and gentle curves to their hulls.

areas would catch the light, and serve to give the model some depth. Note, these techniques can be applied equally well to Eldar vehicles as they have

CAMOUFLAGE

To apply a camouflage scheme to the tank, it was decided to use an effect

known as stippling, rather than a traditional camo-pattern. Stippling creates a 'sandy', softer feel to the model rather than the hard-edged camouflage



schemes used by Imperial vehicles, and would be more in keeping with the colour scheme chosen for the Tau army. To apply the stippled effect, a standard brush was loaded with Vermin Brown which was mostly wiped off (in a similar way to drybrushing) and then dabbed in the desired pattern. Once this had dried, more paint was dabbed, slightly harder though, on the inside of the pattern. This created a darker interior to the shape while keeping a softer exterior edge.

DETAILING THE HULL

To break up the uniformity of colour, certain panels across the hull, the tops of the drones and the edges of the hatches were painted in a contrasting colour. This was a 50/50 mix of Scab Red and Scorched Brown. This was applied in the same way as the paint on

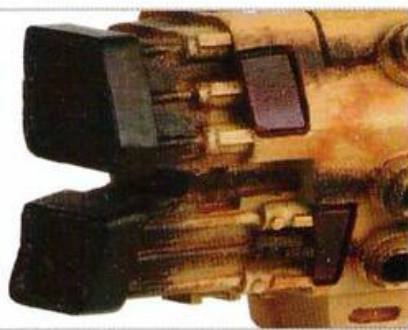


the hull, with highlights being applied to the edges of these areas by adding a few dabs of Bleached Bone to the mix.



The burst cannon, hull vents and engine mountings were first

painted in a 60/40 mix of Codex Grey and Chaos Black. The highlights were applied using Codex Grey painted along the edges of the vents and drybrushed across the engine intakes and gun barrels.



To create the scorched effect across the rear exhausts of the engine, Bestial Brown was drybrushed inwards from the edge of the exhaust to a point about a centimetre from the edge. Once this had dried, the process was repeated using Scorched Brown this time, though this coat was not extended as far down the engine, so that some of the Bestial Brown remained visible. Finally, Chaos Black was applied to the very edges leaving some of the Scorched Brown still visible. In this way, the colours lightened the further away they were from the edge of the exhaust, reproducing the effect of backwash from the engines when they rotate during landing.

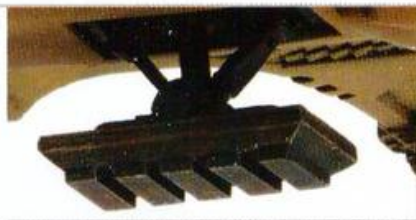
THE PILOT

The pilot's armour was painted in the same colours as the tank itself, with his undersuit painted in Scorched Brown, highlighted by adding a little Bleached Bone to the paint. The pilot's skin was painted in a 50/50 mix of Shadow Grey and Elf Flesh and then highlighted with Elf Flesh.



FINAL DETAILS

The skirts of the tank were painted Chaos Black, then drybrushed with Codex Grey. Further highlights were added using Vomit Brown then Bleached Bone to give the impression that the tank had landed in sandy terrain.



The vision lenses around the hatch cupola and on

the frontal section were painted Scab Red and highlighted with Blood Red in the corners, with a dot of white to give the impression of a reflective surface.



Transfers were applied to the hull using the colour section in Codex: Tau as a guide to Fire Warriors' tank markings. The

markings on the engines were echoed on the drones to provide a visual key that, even though they can fly off during a game, the drones are still a part of this tank.



The gold markings on the side of the drones' guns were first painted in Tin Bitz and then highlighted with Shining Gold.



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

DEFEND TO THE LAST

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

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

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

So then it was just a case of finding some players. We had recently met Dan Tunbridge at the first heat of the Warhammer Grand Tournament, where his Goblin army won the Best Painted Army award (this is the best army I've ever seen – Ed). You can look forward to

seeing a special feature on his army in a future issue. Dan will be the attacker and will be using his 2,000 points Grand Tournament army. Mark Raynor was eager to accept the responsibility of commanding the hugely outnumbered 1,000 points High Elf force. Mark is one of the Studio's most talented Warhammer generals and thought that he was more than capable of seeing off the Goblins!

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



Antarion closed his eyes, placing his hand to his temple. Unseen by the grim-looking Elven Warriors around him, his spirit soared free of his earthbound body, rising into a darkening sky above the elegant Elven ship. Opening his spirit-eyes, he saw the sea and coastline arrayed beneath him like a map, filled with movement and life. In an instant, his spirit arced through the air until he hovered above the Goblin horde that had been raiding inland. He soared higher as he felt the presence of greenskin Shamans, for he wished to remain undetected. From this height, the horde was like an immense, parasitic creature, racing across the grassy fields, leaving destruction and fire in its wake. Looking towards the horizon, Antarion could see the fast moving Elven strike force of Commander Porthianas that pursued the Goblins, yet they were still far in the distance.

As his spirit soared back towards the ship, Antarion became aware of a small glade located near the coastal headland to the south. With horror, his spirit raced across the sky to hang over this sacred glade, realising it was a place of worship dedicated to Isha, Mother goddess of the Elves. Sitting by a perfectly still, mirror-like pool of water was an Elven maiden. Distressed, Antarion stared down at the ebony-haired Elf.

The woman raised her sad eyes, locking them to Antarion's spirit-eyes. Silently, he pleaded with her to flee, filled with horror at the thought of the Goblin raiders destroying the tranquillity of this place, defiling its beauty. Her soul filled with resignation, the woman shook her head gently.

"My place is here," she breathed.

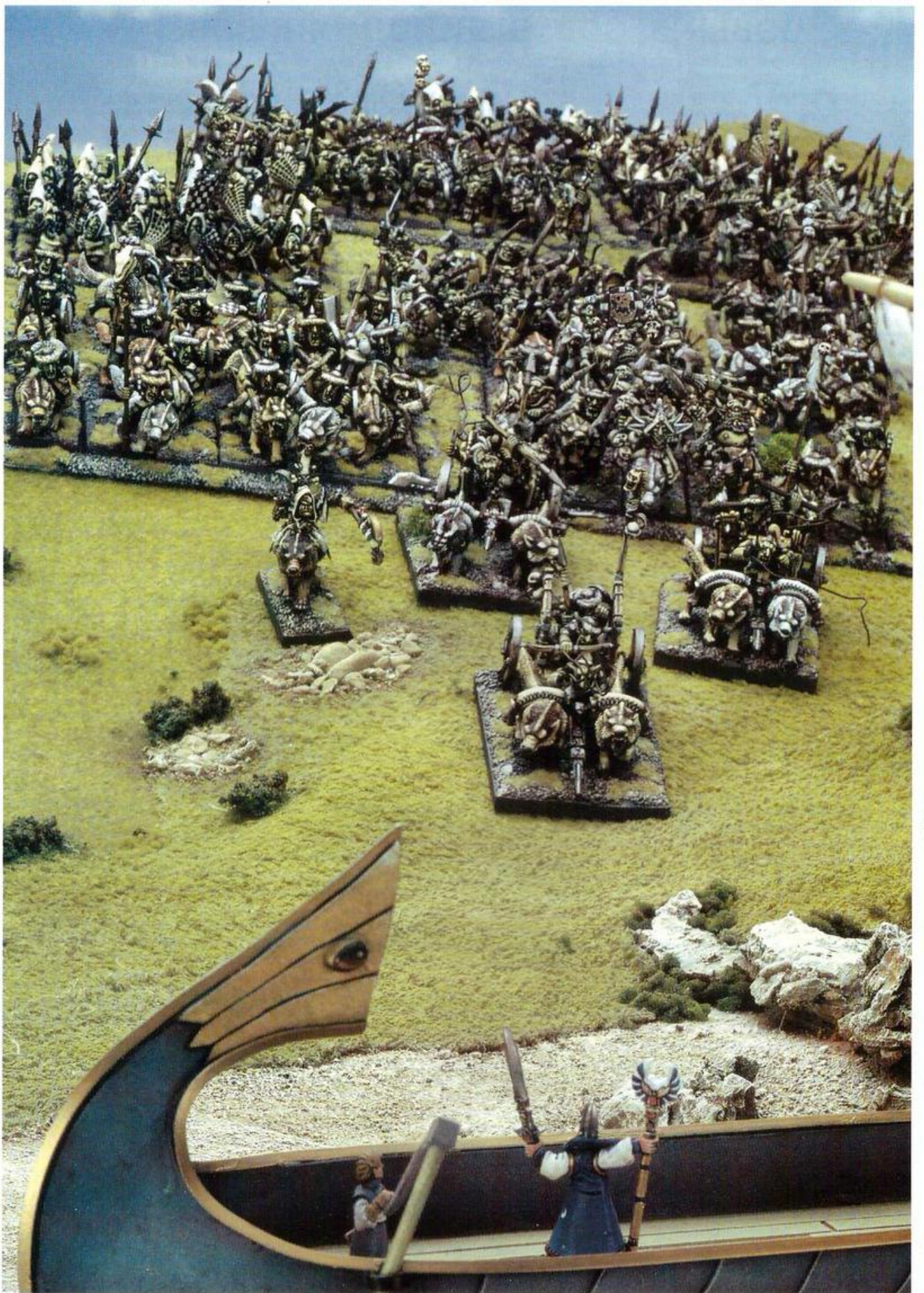
Antarion opened his eyes, feeling the wind brush at his long hair and the ship gently rocking beneath his feet as his soul re-entered his physical body. He had to slow the Goblin retreat, giving the Elven force that harried them time to catch up to them before the corpse of Isha was defiled.

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

Antarion looked around himself at the men arrayed on deck. They knew what he was asking of them. They knew that they had little chance of survival confronting the hated Goblin horde, yet their faces were set in grim countenances of defiance. Understanding their silence, Antarion called to the helmsman, "Make for the beach!"

Raising his eyes to the sky, Antarion whistled shrilly, the sound carrying up into the air to be carried by the wind. A pair of screeching calls answered it. The twin eagles, Dorthar and Lokar, appeared from the clouds, dropping down to soar just above the waves on either side of the ship as it neared the beach.

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



GOBLINS, GOBLINS AND MORE GOBLINS



Dan Tunbridge

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

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

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

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

A nice bonus for all Goblin armies is that they are allowed to choose an extra Big Boss for every 1,000 points in the army (see page 34 of the *Orcs and Goblins Armies* book). I decided to put both these into one of my large units of Wolf Riders to create at least one hard, hitting unit. I chose a Warboss on foot as my General to keep the troops going in

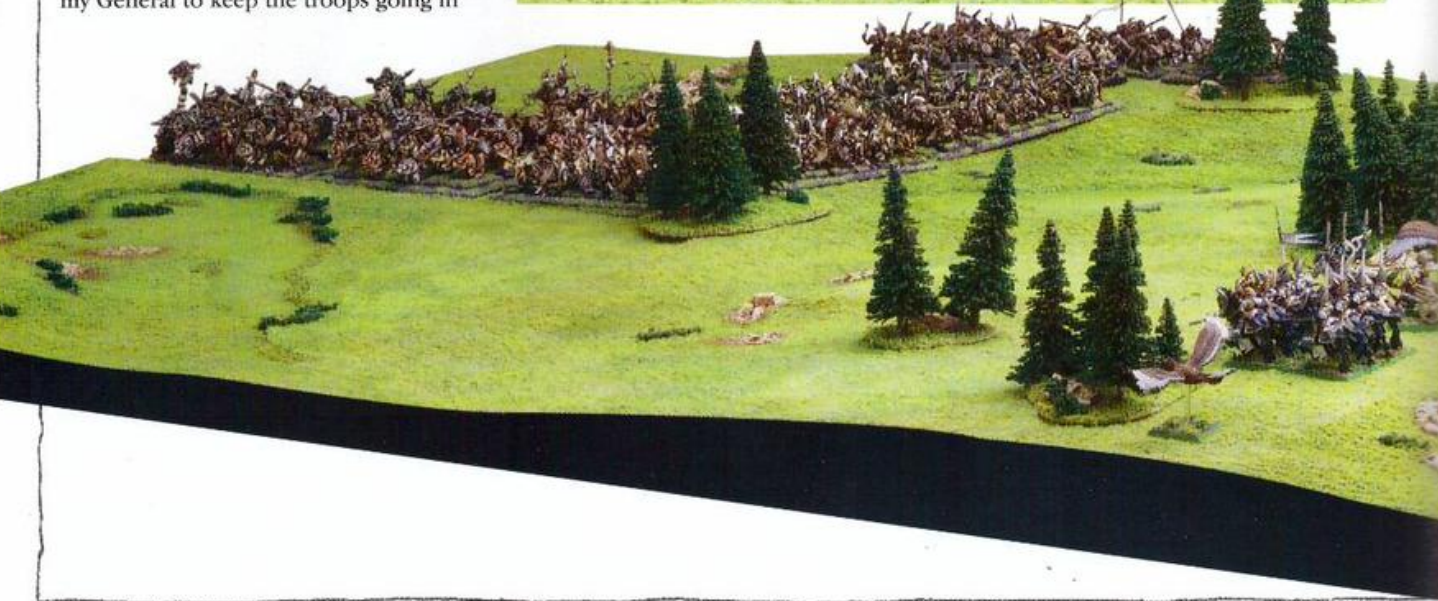
the right direction. I also chose three Level 2 Shamans who had the potential to do a lot of damage (especially against Elves) and, more importantly, were going to lessen the chances of any Elven Mages getting a spell off.

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

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

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

So, in a very squeaky voice: 'Waaaagh!'.



HOLD THE LINE



Mark Raynor

Mark: Mmmmm... this battle was going to be a tough one! Don't get me wrong I love a challenge but facing a huge Goblin army (trust me, when I saw Dan's army for the first time, I didn't know

whether to laugh or cry it was that big!) with only a handful of High Elves would probably result in a quick, bloody win for the little Greenskins. And if the odds weren't stacked against me enough with the size of Dan's army (six Goblins to each High Elf apparently!) the situation got even better (sorry, worse!) once I read through the scenario we were going to be playing!

Most of the games that I play with friends in the Studio are a straight forward Pitched Battle, so I'd never played the Rearguard scenario before. After reading through it I realised why: having half the amount of points as your opponent is a tough battle no matter what army you are playing with. What made this one particularly bad was that High Elves are not one of the lowest armies in model points cost. However Goblins are (2 points for a Goblin, you don't get much lower than that!). Well, at least one side of the table quarter that the Goblins needed to escape on was ocean! This meant that even with their huge, overwhelming number, it would make it a little harder for them to get through.

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

giving him a couple of Dispel Scrolls should help, but offensively I didn't think he was going to do much. That would be the only Hero that I would take (1,000 points doesn't leave much to play with) so next up, the rank and file.

I had a couple of options open to me with regard to the tactics I should employ. High Elves are considered to have excellent archers and, with Bolt Throwers added to a couple of these units, a missile-based army could inflict some nasty casualties. Unfortunately, these Goblins appeared in their masses so trying to shoot down an army of these boys would probably have little, if any, effect. So, the other option would be to try and take the fight to them. With a bit of luck, if I could cause one of the big units to flee, the Goblins' low Leadership might result in most of the other units in the army running in the opposite direction to which they actually wanted to go!

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

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

Eagles could do this admirably with their 20" Flying movement and, by landing around the back of units, they could slow any Goblin units down to their normal movement. And woe betide if any Goblin characters should stray out of any of their units, – these Eagles would be quickly despatched on a hunting mission! That left me with just over a 100 points left which I allotted to a unit of Shadow Warriors. These would be deployed quite close to the Mage as a little protection for him and also it would allow them to be quickly moved to any areas of the table quarter that might need support.

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

HIGH ELVES DEPLOYMENT

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

I decided to take the Lore of Heavens for my Mage rather than the usual High Magic for a couple of reasons. Firstly, knowing how bad my luck can sometimes be, *Walk Between Worlds* at this point wouldn't have helped me that much, whilst *Second Sign of Amul* giving me a couple of re-rolls would be a huge help! And, with most of the Lore of Heavens spells not needing line of sight, it meant that I could keep my Mage nicely tucked away in them there woods!



HIGH ELF DEFENCE FORCE

CHARACTERS



HERO: Mage Daramas, hand weapon, level two upgrade, Jewel of Dusk, Seer.

175 pts

CORE



8 Silver Helms, hand weapons, lances, barded Elven steeds, heavy armour & shield. Includes Standard Bearer, Musician, and Champion, War Banner. 223 pts



18 Spearmen, hand weapons, spears, light armour & shields, Standard Bearer, Musician, and Champion. 228 pts

SPECIAL



6 Shadow Warriors, hand weapons, longbows, and light armour. 104 pts



2 Tiranoc Chariots, hand weapons, spears and bows. 170 pts

RARE



2 Great Eagles, talons. 100 pts

TOTAL







1,000 pts














GOBLIN RAIDING FORCE

CHARACTERS




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

CORE

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

-  **5 Goblin Wolf Riders**, full command, spears and shields. **90 pts**
-  **5 Goblin Wolf Riders**, musician, spears, shields and shortbows. **76 pts**
-  **47 Gobblers**, full command, hand weapons and shields. **114 pts**
-  **30 Gobblers**, musician, hand weapons and shields. **64 pts**
-  **42 Night Gobblers**, full command, spears, shields, 2 Fanatics and 8 nets. **212 pts**
-  **30 Night Gobblers**, full command, spears, shields, 1 Fanatic and 6 nets. **147 pts**
-  **20 Night Gobblers**, shortbows. **60 pts**

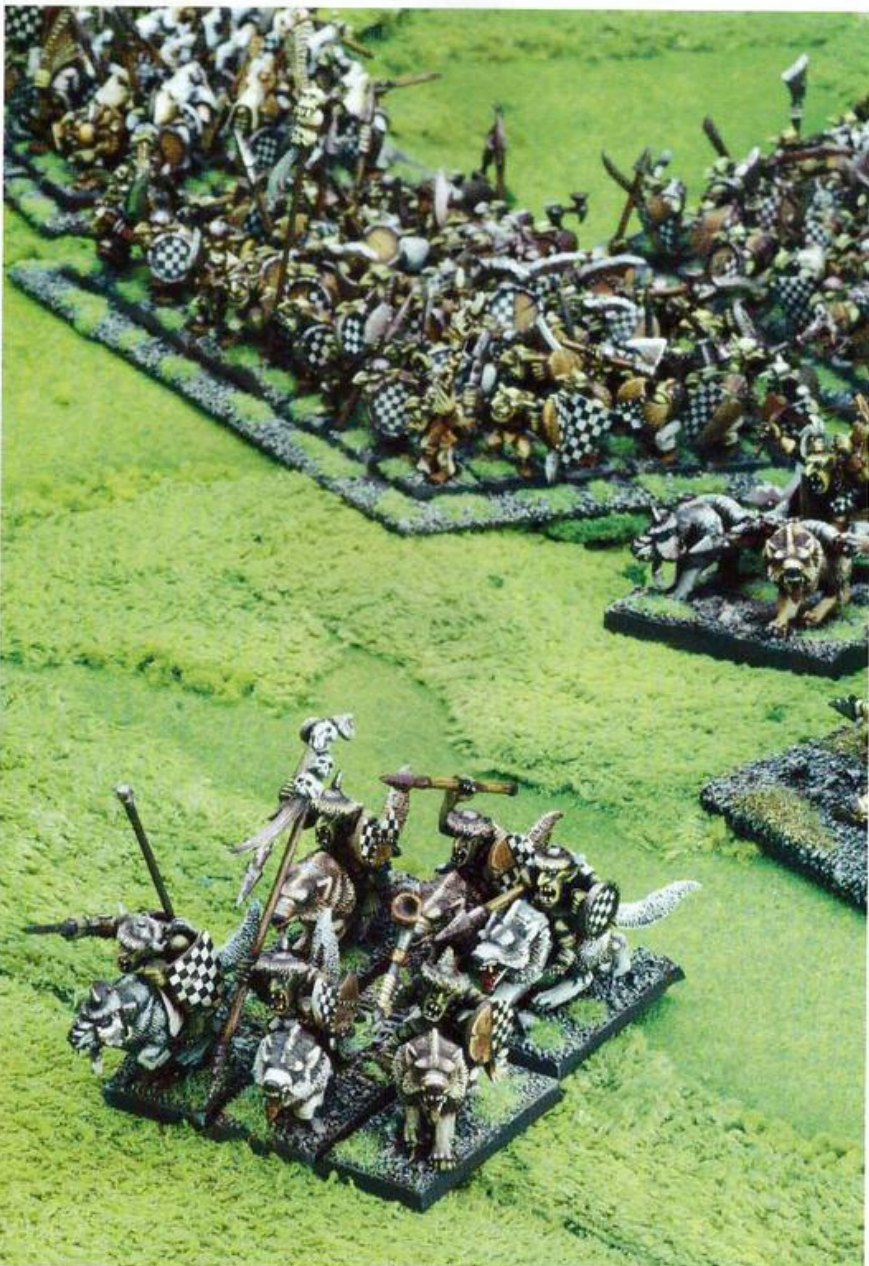
SPECIAL

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





The horizon is filled with a sea of Goblins.



A unit of Goblin Wolf Riders breaks away from the main army.

GOBLINS TURN 1

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

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

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

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

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



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

Without any target it could see, the Spear Chukka moved around ready for a better shot next turn.

My Shamans had a good set of spells. All three had *Gaze of Mork* to inflict some damage, one had *Eadbutt* but best of

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

HIGH ELVES TURN 1

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

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

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



TURN 2



GOBLINS TURN 2

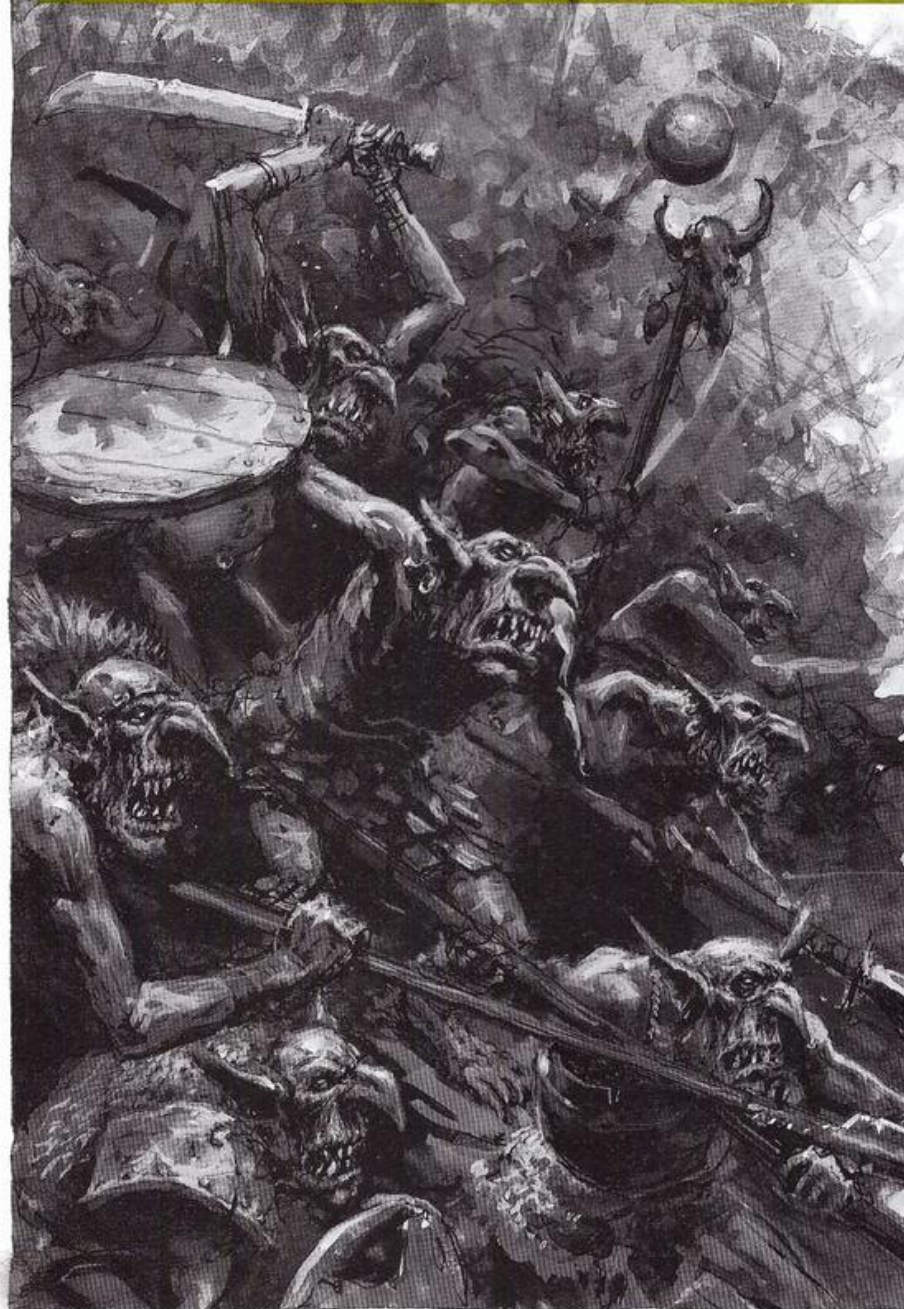
Dan: At last the Goblins found something to argue about. Both the Wolf Riders with shortbows and the smaller regiment of Night Goblin with spears failed their Animosity tests and stayed where they were for a turn, squabbling.

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

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

This Magic phase began with my wolf-mounted Shaman casting *Gaze of Mork* at one of the Great Eagles. He rolled a reasonable 10 on 3D6 and Mark opted to use a Dispel Scroll to save the poor turkey. The same Shaman then cast *Hand of Gork* on the Wolf Riders facing off against the Silver Helms. The spell was successfully cast on 12 but the Elf Mage dispelled it on 13. The Night Goblin Shaman tried the same spell on the same target and chose to enhance the spell by eating his magic mushroom. He rolled... and failed! Curse that Goblin.

With that, rather than caving in the Elves' flank with a glorious charge, the Goblins sat just in front the Silver Helms, realising for the first time just how long and sharp those lances looked.



HIGH ELVES TURN 2

Mark: Finally Animosity takes hold of the Goblin forces! Something that I was hoping for in the first turn, but better late than never. It's just a pity that it wasn't the larger units of Goblin Wolf Riders that had ended up squabbling amongst themselves! I was also breathing a sigh of relief when the Goblin Magic phase did very little too. I think Dan was hoping that his main unit of Wolf Riders were going to charge in magically, but it wasn't to be. So, without hesitation, I declared my charge with my Silver Helms, and into the front of the Wolf Riders they plunged. Unfortunately my Chariot was unable to support my Silver Helms, they just couldn't see the Wolf Riders. Let's hope that the High Elf cavalry could hold until next turn.

The Great Eagles were positioned as planned, manoeuvring around the rear of the Goblin units, now hopefully

slowing them to a more beneficial 9" per turn. With the Goblin Shaman on his Wolf also out in the open, hopefully an opportunity could arise later for one of the Goblin spellcasters to be taken out. Something that I'd forgotten was the possibility that Dan would have Fanatics hidden amongst his Night Goblin units. With the Great Eagle moving a little too close to one of his Night Goblins, out popped two Fanatics and before I knew it, one of my Great Eagles had been quickly disposed of. Just when you think things are looking good, something happens and persuades you otherwise.

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



Dan takes a moment to ponder his next decisive attack!



The Great Eagles' move releases two Goblin Fanatics.



A Tiranoc Chariot and the remaining Silver Helms break through the Goblin line.

GOBLINS TURN 3

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

The iron discipline of my Goblins continued as yet again nobody failed their Animosity tests – obviously their little minds were full of the thought of all that plunder once they had got through these Elves, and they had forgotten to bicker.

The Chariot declared a charge on the surviving Great Eagle, which wisely decided to flee. One of the Fanatics had obviously got his belt stuck when leaving his unit because he turned around and ploughed back through it, killing three Night Goblins and bursting out the back. More interestingly, the other Fanatic spun straight through the

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

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

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

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

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

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

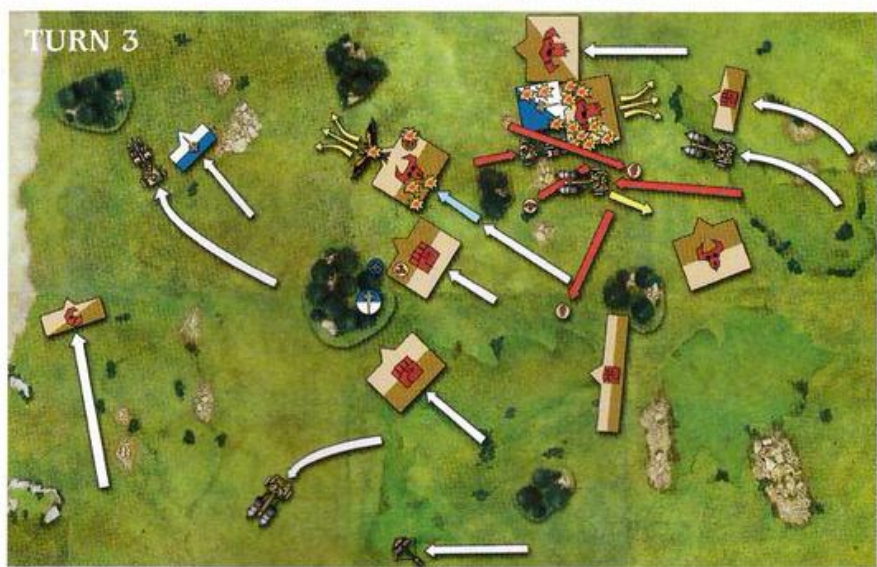
Now the vital combat between the Silver Helms and Wolf Riders. The Silver Helms went first but, deprived of the benefits of their lances they were unable to kill anyone. The Wolf Riders did no better, and only the great axe armed Big Boss managed anything, chopping a

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

HIGH ELVES TURN 3

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

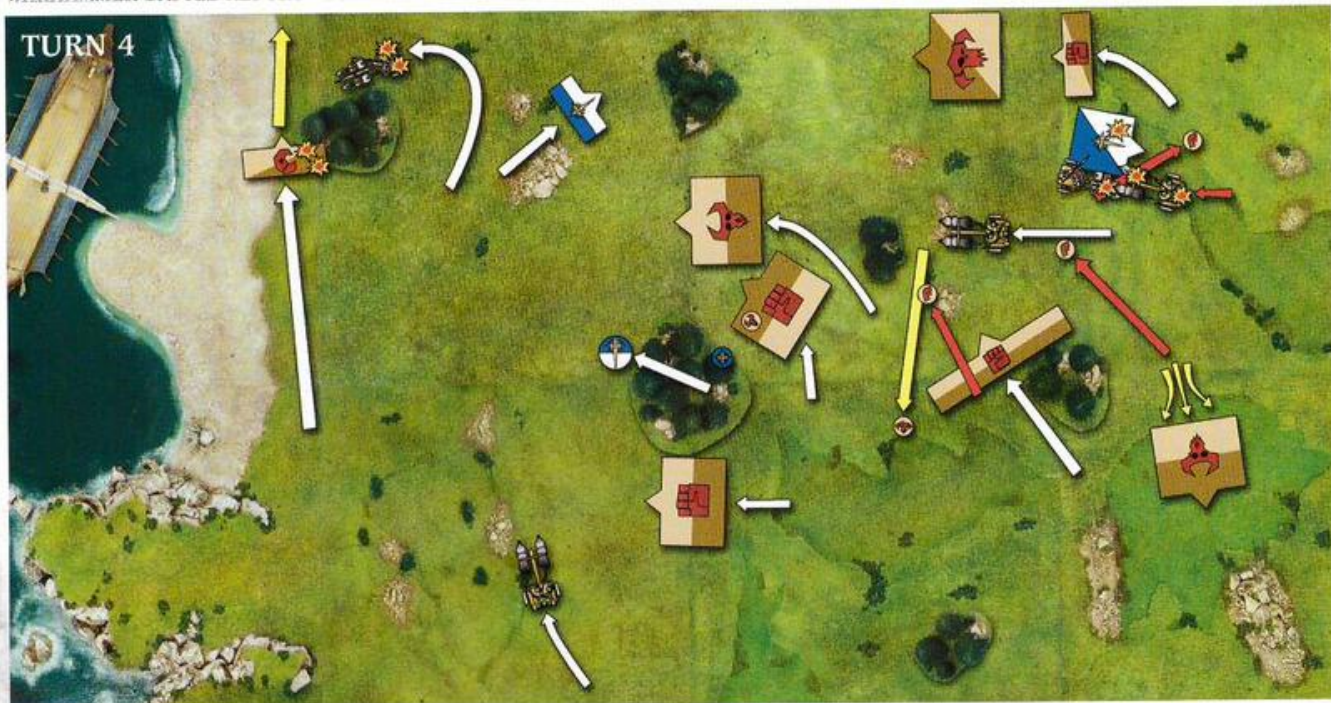
With one less Goblin Shaman on the table (meaning less Dispel dice for the Goblins), I hoped that I could at least manage one successful spell. It proved not to be and the Magic phase was just as dismal as the Shooting phase for the



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

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





TURN 4

GOBLINS TURN 4

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

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

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

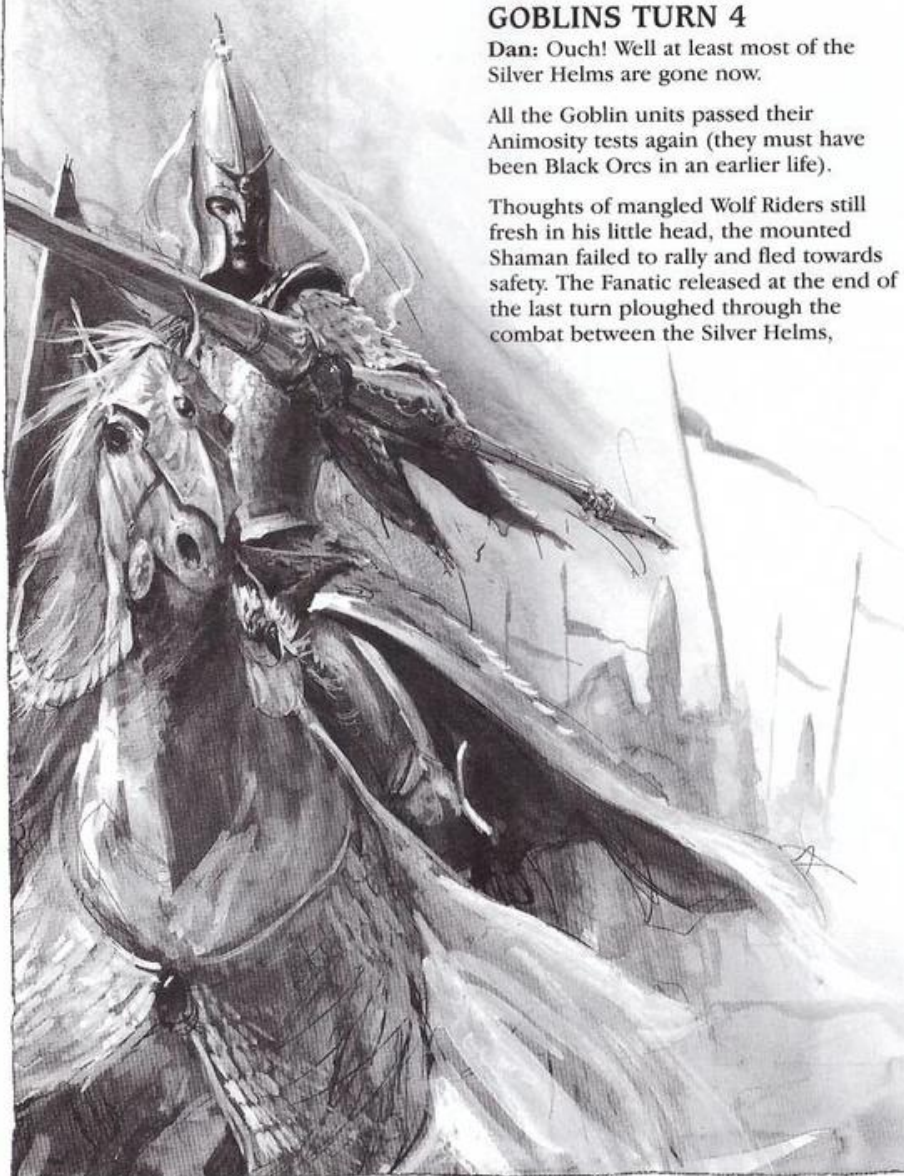
Tiranoc Chariot and Wolf Chariot. It inflicted a wound on the Wolf Chariot, a wound on the Tiranoc Chariot and most importantly killed the last Silver Helm, smearing his War Banner into the mud. That'll teach them to ride horses.

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

The large Night Goblin unit advanced first through the gap. They were now getting close to the table edge but still needed to get through the Elven Spearmen who awaited them and negotiate the little chicane which the trees made. The general's unit advanced behind and the smaller unit of Goblins moved to the other side of the wood.

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

The Chariot on the left flank started to advance towards the centre. If it could augment its move with a charge and



pursuit then it might still have a chance of getting off the board.

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

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

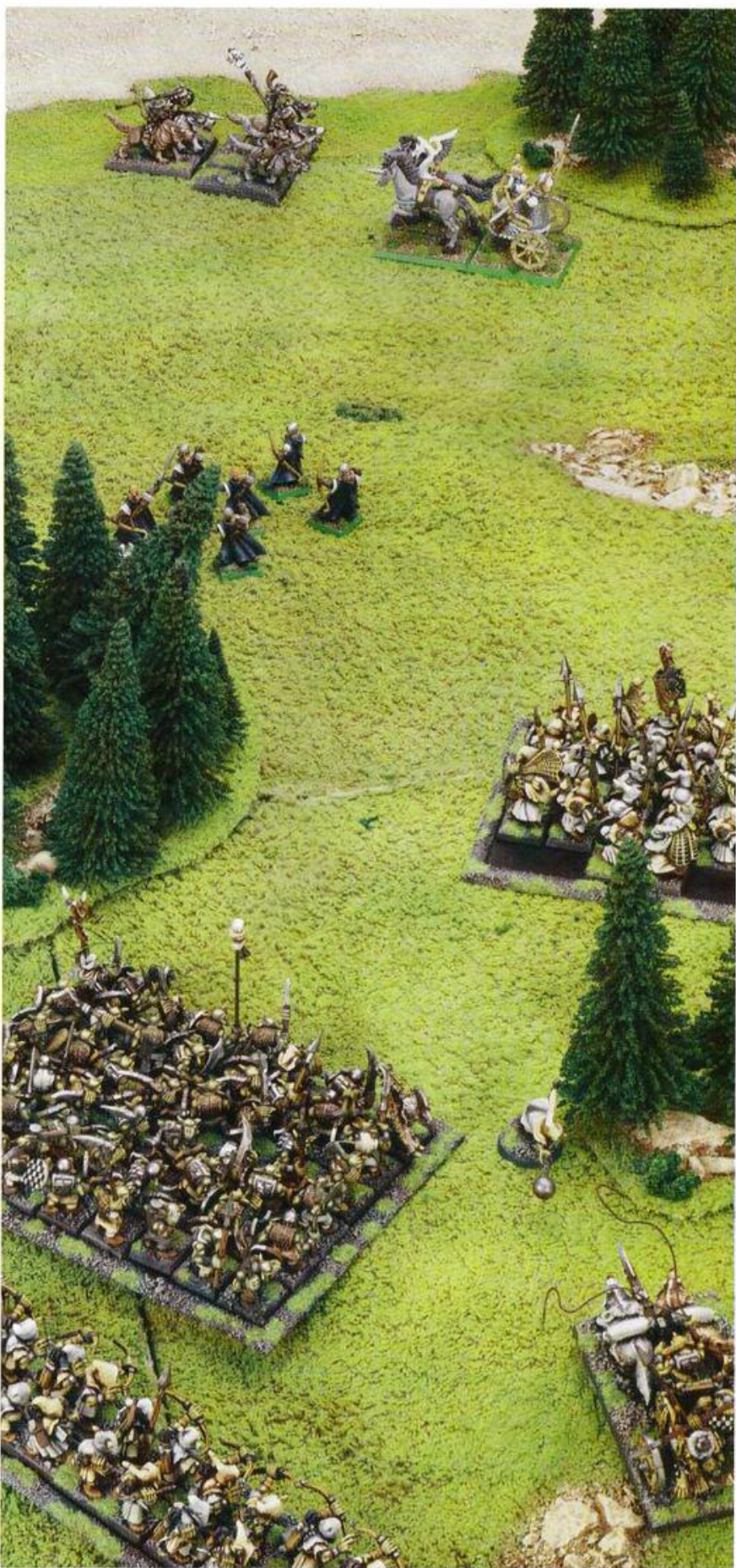
Combat was predictably short and grim. The charging Tiranoc Chariot crashed into my poor Wolf Chariot and destroyed it. Seeing this, the nearby Night Goblins pulled up their robes, panicked and fled.

HIGH ELVES TURN 4

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

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

With my Magic phase yet again proving fruitless (was I expecting anything else!), in the Shooting phase I let loose with everything at the Goblin Wolf Riders down on the right that were attempting to hide behind the woods. The plan worked. As two of them fell dead, the remainder quickly failed their Panic test and fled back towards their own table edge. With the unit below the 25% needed to attempt a Rally check, it continued off the board leaving me to breathe a sigh of relief. Next turn was when we began rolling for the game ending, and Dan had so far not managed to get a unit off...



The Wolf Riders' epic journey ends with a hail of arrows.



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

GOBLINS TURN 5

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

There was no Animosity of course – way to go, boys.

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

continued to flee further and further away from the battle.

The Chariot was just within charge range of the Shadow Warriors and crashed into them. The small unit of Wolf Riders moved around the Tiranoc Chariot to get out of its charge arc. The large unit of Night Goblin spearmen continued their slow advance through the gap, followed closely by the Wolf Riders and the General's regiment. The way was blocked by the regiment of Elven Spearmen who looked to be in charge range next turn. However, if the Elves didn't charge me then I would be in even more serious trouble, and if I charged them, the Elves would fight with three ranks to my one – not a good prospect. On the other hand if I didn't, then my chances of winning this game would be virtually nil. The Night Goblins

were tantalisingly close to the table edge, but would still take too long to manoeuvre off without the help of a charge and pursuit move.

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

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

The shortbow-armed Wolf Riders fired at the Tiranoc Chariot close to them.

Miraculously all five hit, one wounded and the Chariot failed its save. After crashing right through my army, being fried with spells and crushed by a Fanatic, the noble Charioteers and steeds finally expired. Good.

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

All I needed to do now was see if there was going to be another turn and not say, or even think about that cursed phrase 'anything but a 1'.

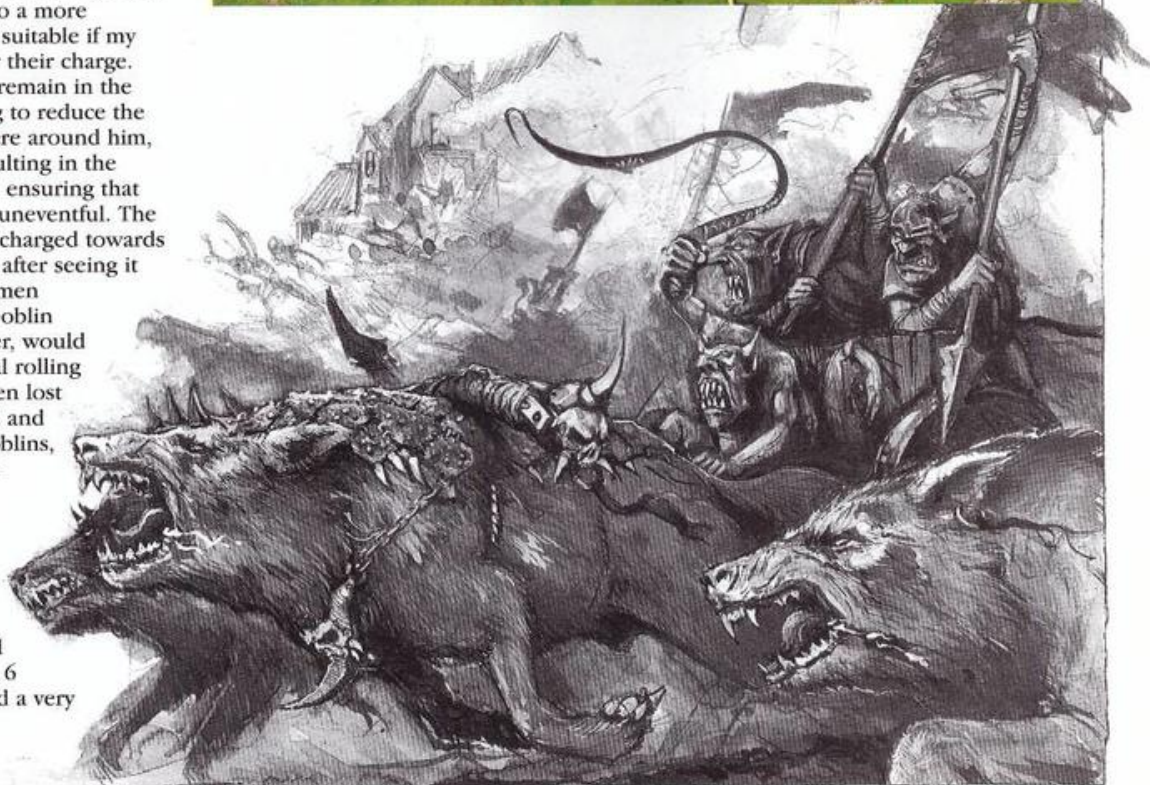


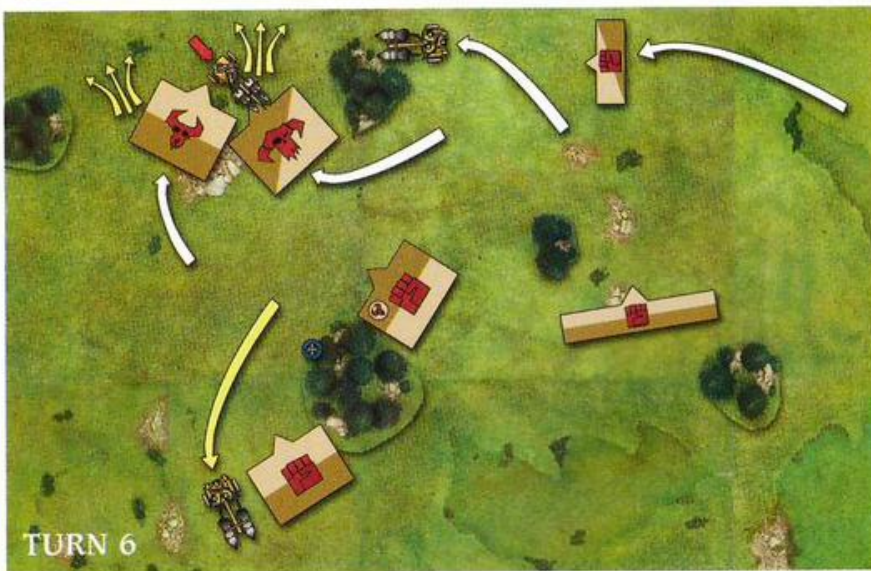
Ouch! Another High Elf unit dies horribly, leaving Mark few options but to attack.

HIGH ELVES TURN 5

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

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





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

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

HIGH ELVES TURN 6

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

GOBLINS TURN 6

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

A failed Animosity test at this time could have been disastrous, but yet again the

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

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

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



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

GOBLIN HEROICS!

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

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

In retrospect, I think that I should have made a more positive effort to flush out the Shadow Warriors by advancing one of my units through the wood. This would have meant that they had no chance of getting off the board edge in time but, if the others could have marched, the army as a whole would have been much quicker.

The other thing that hampered my advance was the sheer size of the Goblin units, which meant that there were key positions where only one unit at a time

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

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

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



This Goblin Warlord obviously forgot he is supposed to fear High Elves.

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

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

"Your men fought valiantly, Antarion. My riders are pursuing the horde to the south. Already, we have torched their ships, though they know it not. There will be no escape for the evil ones this day."

Porthianas turned away, to leave the mage alone with his grief.

"Porthianas," croaked Antarion. "The glade of Isha, the Priestess... did they?"

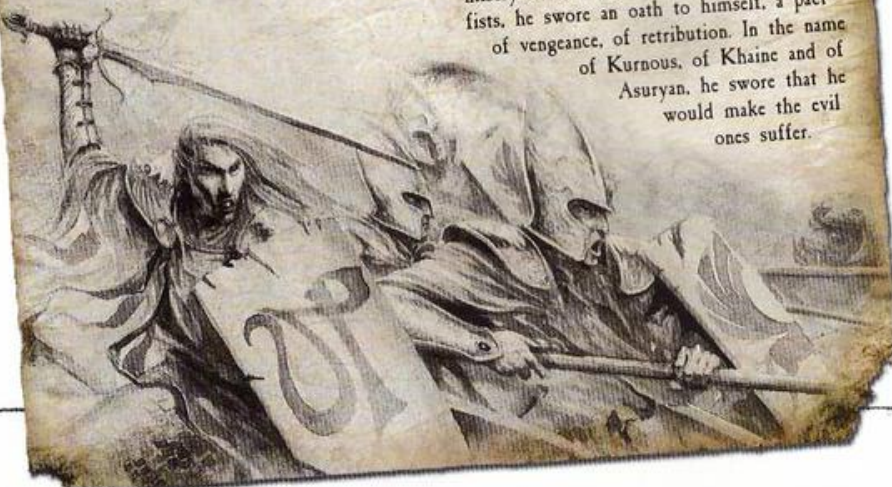
Porthianas shook his head grimly, turning away once more.

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

WHERE DID MY ARMY GO?

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

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



HIGH ELVES AND GOBLINS

Following on from the fantastic battle report, we thought we would show you the models you need to recreate the core of both armies, and also some great components that you can use to customise your troops. The models on this page are available from Games Workshop stores, direct from Games Workshop on 0115 91 40000, on the internet at www.games-workshop.co.uk/storefront and also from selected independent retailers. All miniatures are shown at 50% actual size.



HIGH ELF MAGE £8

This blister contains 2 High Elf Mage miniatures.



HIGH ELF SPEARMEN REGIMENT

£15

This boxed set contains 16 High Elf Spearmen including Musician, Standard Bearer and Champion.



HIGH ELF TIRANOC CHARIOT

£15

This boxed set contains 1 High Elf Chariot, 2 horses and 2 crew.



SILVER HELMS REGIMENT

£15

This boxed set contains 8 High Elf Silver Helm models including Musician, Standard Bearer and Champion.



HIGH ELF SHADOW WARRIORS

£6

This blister contains 3 High Elf Shadow Warriors.



GOBLIN SPEAR CHUKKA

£6

This blister contains 1 Goblin Spear Chukka and 3 crew.



HIGH ELF GREAT EAGLE

£7

This blister contains 1 High Elf Great Eagle.



GOBLIN WOLF RIDERS REGIMENT

£15

This boxed set contains 10 Goblin Wolf Riders including Standard Bearer, Musician and Champion.



GOBLIN REGIMENT

£15

This boxed set contains 20 Goblins including Standard Bearer, Musician and Champion.



NIGHT GOBLIN NETTERS

£5

This blister contains 3 Night Goblin Netters.



NIGHT GOBLIN REGIMENT

£15

This boxed set contains 20 Night Goblins including Standard Bearer, Musician and Champion.



GOBLIN WOLF CHARIOT

£12

This boxed set contains 1 Goblin Wolf Chariot, 2 Wolves and 2 crew.



NIGHT GOBLIN FANATICS

£6

This blister pack contains 3 Night Goblin Fanatic models.

The components on this page are only available from your Games Workshop in-store order point,

The components on this page are perfect for converting your High Elf or Goblin armies to add variety to the core troops, or even for customising your Heroes and Champions.

All miniatures are shown at 50% actual size.



HIGH ELF FRONT RANK SPEARMAN 1
021006101 £2



HIGH ELF FRONT RANK SPEARMAN 2
021006102 £2



HIGH ELF FRONT RANK SPEARMAN 3
021006103 £2



HIGH ELF FRONT RANK SPEARMAN 4
021006104 £2



HIGH ELF SPEARMAN 1
021002201 £2



HIGH ELF SPEARMAN 2
021002202 £2



HIGH ELF SPEARMAN 3
021002203 £2



SILVER HELM KNIGHT BODY 1
021002803 £1



SILVER HELM KNIGHT BODY 2
021002804 £1



SILVER HELM KNIGHT BODY 3
021002805 £1



SILVER HELM KNIGHT BODY 4
021002806 £1



SILVER HELM KNIGHT LEGS 1
021002801 £1.50



SILVER HELM KNIGHT LEGS 2
021002802 £1.50



SILVER HELM COMMAND GROUP LEGS
021002902 £1.50



DRAGON PRINCE CHAMPION BODY
021001205 £1.50



HIGH ELF GENERAL BODY
021001601 £2.50



HIGH ELF HERO BODY 1
021001703 £2



ELVEN STEED MALHANDIR'S HEAD
021001002 £1.50



HIGH ELF HERO 2
021006302 £3



HIGH ELF MAGE WITH SWORD
021001501 £4



HIGH ELF HERO 1
079901901 £5



SILVER HELM STANDARD BEARER BODY
021003101 £2



HIGH ELF HERO BODY 2
021001702 £2



SILVER HELM HORNBLOWER TORSO
021003001 £2



HIGH ELF GENERAL LEGS
021001602 £1.50



HIGH ELF HERO LEGS
021001701 £1.50



SILVER HELM CHAMPION TORSO
021002901 £2



WOLF RIDER BIG BOSS
020903802 £1.50



WOLF RIDER BOSS
020903801 £1.50



CLUBBER 1
020903203 £1.50



CLUBBER 2
020903204 £1.50



CLUBBER 3
020903206 £1.50



CLUBBER 4
020903205 £1.50



NETTER 1
020903201 £1.50



NETTER 2
020903202 £1.50



NETTER 3
020903207 £1.50



NETTER 4
020903208 £1.50



SQUIG 1
020912805 £1.50



SQUIG 2
020912806 £1.50



SQUIG 3
020912807 £1.50



SQUIG 4
020912808 £1.50



SQUIG 5
020912809 £1.50



SQUIG 6
020912810 £1.50



SQUIG HERDER 1
020912801 £2



SQUIG HERDER 2
020912803 £2



SQUIG HERDER 3
020912802 £2



SQUIG HERDER 4
020912804 £2



CAVE SQUIG 1
020903302 £2



CAVE SQUIG 2
020903303 £2



CAVE SQUIG 3
020903304 £2



CAVE SQUIG 4
020903306 £2



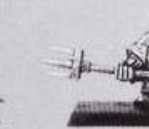
CAVE SQUIG 5
020903307 £2



CAVE SQUIG 6
020903308 £2



CAVE SQUIG 7
020903309 £2



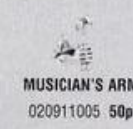
SQUIG HUNTER 1
020903301 £2.50



SQUIG HUNTER 2
020903305 £2.50



LEADER'S SWORD ARM
020911002 50p



MUSICIAN'S ARM
020911005 50p



NIGHT GOBLIN SHAMAN STAFF
020905002 £2



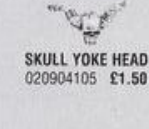
NIGHT GOBLIN SHAMAN BODY
020905001 £2.50



SOLID PLASTIC WHEELS
100558 50p



GROM THE PAUNCH
020904101 £4



SKULL YOKE HEAD
020904105 £1.50



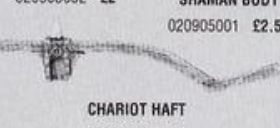
LEADER'S HEAD
020911001 50p



MUSICIAN'S GONG ARM
020911004 50p



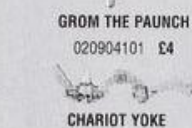
STANDARD ARM
020911003 50p



CHARIOT HAFT
020904103 £2



CHARIOT BASE
020904106 £4



CHARIOT YOKE
020904104 £2



NIBLET
020904102 £1.50

on the internet at www.games-workshop.com/storefront, or by phoning 0115 91 40000.

Available from your Games Workshop in-store order point

BACK ISSUES



WD 263

Inquisitor Scenery Workshop, Warhammer Chronicles: Albion Magic Items, Index Astartes: World Eaters, Tau vs Tyranids Battle Report.



WD 264

Index Astartes: Ultramarines, Index Xenos: Kroot, Arcane Lore: Albion, Games Day 2001 report, Inquisitor Battle Report, Cave Troll Masterclass.



WD 265

Arcane Lore: High Elves, Index Astartes: Death Guard, Painting High Elves, Peter Jackson interview, Tau vs Space Marines Battle Report.



WD 266

New Plastic Chaos Space Marines, White Scars Bikers, High Elves vs Lahmian Vampires Battle Report, Imrik and Teclis Masterclass.



WD 267

War of the Beard, The Battle of La Maisontaal, Index Astartes: Thousand Sons, Warhammer Chronicles: Ruglud's Armoured Orcs.



WD 268

Tactica Chaos Space Marines, Index Astartes: Sons of Horus, Amon Hen Battle Report, Empire vs Skaven Battle Report.



WD 269

Index Astartes: Space Marine Rhino, Chapter Approved: Gaunt's Ghosts, Inquisitor Battle Report, Gimli & Legolas Masterclass.



WD 270

Hordes of Chaos Release, Codex: Necrons Preview, Tzeentch Chaos Marauders Painting Workshop, Codex Dark Eldar Update, Miniatures Designers interview.



WD 271

Necron Awakening, Hordes of Chaos: Khorne, Blood Bowl Resurrection event, Wizards Duel mini game, Empire vs Chaos Battle Report.



WD 272

Hordes of Chaos: Nurgle, Lure of the Chaos Gods, Tactica Predator, Dark Angels vs Necrons Battle Report, Diorama Masterclass, Lothlorien Battle Report.



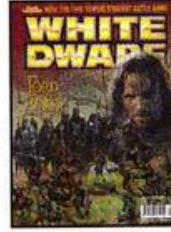
WD 273

Codex: Chaos Space Marines preview, Chapter Approved Trial Assault Rules, Black Templars vs Orks Battle Report, Sauron Unleashed Battle Report.



WD 274

Hordes of Chaos: Tzeentch, Abaddon Painting Masterclass, Chaos Space Marines Design Notes, The Lord of the Rings: The Two Towers preview and tournament rules.



WD 275

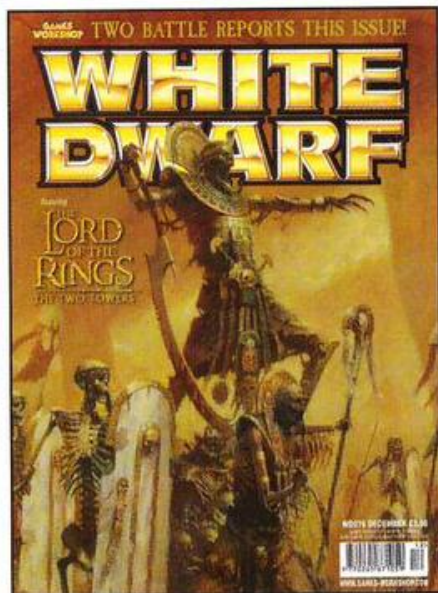
Warbands of Chaos, Khemri preview, Beasts of Chaos Army List Preview, Chaos Tanks, Heroes of the Imperium, Chaos vs Chaos Battle Report, The Two Towers launch.



WD 276

Khemri Timeline, Lure of The Dark Gods, Index Astartes: Raven Guard, Daemon Prince Masterclass, Building Helm's Deep.

DON'T LEAVE YOURS TO CHANCE SUBSCRIBE TODAY!



White Dwarf is every gamer's essential monthly purchase. Back issues cost £3.50 plus postage and packaging. However, they are selling out fast, so why leave it to chance? Subscribe to White Dwarf today!

Take out a one year subscription today for £40 and you'll get a FREE £10 gift voucher!

Or take out a two year subscription for £80 and you'll get a FREE £25 gift voucher!

Subscriber Benefits:

- Guaranteed delivery to your door.
- A saving on the cover price.
- Access to subscriber-only special offers!

White Dwarf offers you:

- The latest news
- New releases
- Painting, modelling and scenery building articles
- Gaming and tactics articles
- Chapter Approved
- Warhammer Chronicles
- Battle Reports

and much, much more!

on the internet at www.games-workshop.com/storefront, or by phoning 0115 91 40000.

THE LORD OF THE RINGS

THE TWO TOWERS

In This Issue:

- Modelling Workshop
- Sharku Painting Masterclass
- Riders of Rohan Painting Workshop
- Building Helm's Deep



Eagerly awaiting the release of the next The Lord of The Rings film, The Two Towers, Alessio Cavatore has managed to contain his excitement long enough

to discuss the latest developments in The Lord of The Rings battle game.

THE RINGBEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

Hello, and welcome to the first of what is going to become our regular column for The Lord of The Rings. In these few lines I get to tell you what's happening in the world of Games Workshop's The Lord of The Rings battle game and also give you a few glimpses of the future.

To begin, I have the great pleasure to announce that from this month our The Lord of The Rings team has doubled in size, with Matthew Ward joining as an assistant games developer. I'm glad that now someone will help me to bear the burden of this Ring, which is getting heavier by the day as this new and expanding game system is creating more work. Matthew will make his debut in next issue's siege battle report, featuring the majestic Helm's Deep model made by Dave Andrews. There we'll find some space to give you a bit more information about him, but in the meantime I'm sure you will all join me in wishing Matthew good luck in his new job!

To explain why we needed to expand the team, I'll take you through all the projects that are keeping us so busy. First of all, we

are finishing writing the first supplement for our battle game: Shadow and Flame. This book concentrates on the Dwarves that, under the command of Balin, tried to recapture their ancient kingdom of Moria from the evil creatures that had infested it. The well-known tragic result of this expedition has not stopped us from giving you what effectively constitutes the perfect reason to add a Dwarf force to your collection of models.

At the same time I have read through the script for The Return of The King and will soon start planning our third edition of the game: an exciting but demanding activity.

There is also the organisation of the brand new The Lord of The Rings Grand Tournament that will join the Warhammer and Warhammer 40,000 ones in 2003.

On top of that, someone needs to write all the White Dwarf extra gaming material, and that's where you people out there can really help Matthew and me. Keep sending your new scenarios, both for The Fellowship of

The Ring and for The Two Towers, and we'll soon start publishing the best ones.

Last but not least, it's always good to keep an eye on our The Lord of The Rings message board, where I constantly receive precious feedback from players. There the brave moderators Tim Huckelbery and Steve Hammat do their best to answer the many questions that people ask and keep the many discussions in running order. They sometimes pass me a worthy topic or submit a compiled list of Q&A, to which I do my best to answer. Have you ever had a look at the board? If not, then why not try the address below as it's one of the best ways to keep up to date with what's happening, including dates and venues of the many The Lord of The Rings related events we organise.

As you can see, there's a lot going on and I hope you agree that getting a new team member on board was a good idea.

Now back to writing some more rules... Ring a dong dillo!

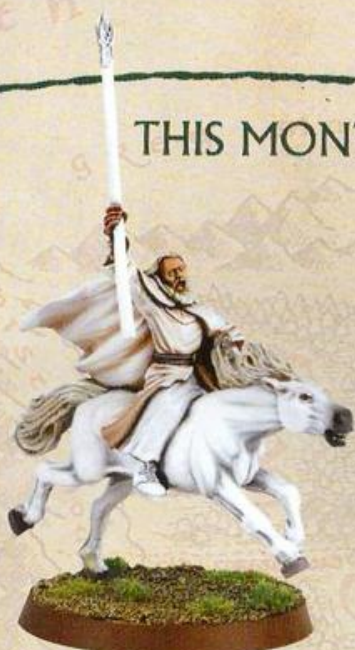
www.games-workshop.com/community/lotrforum



Theoden prepares to engage Sharku.

BAG 9

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



Gandalf on Shadowfax

◀ Gandalf on Shadowfax

Designed by Gary Morley, this blister pack contains 1 Gandalf on Shadowfax model.

This model requires assembly.

GANDALF ON SHADOWFAX£6.00

Denmark kr 70.00
Sweden kr 80.00
Euro 10.00

The Two Towers – Saruman ▶

Designed by Gary Morley, this blister pack contains 1 Saruman model.

This model requires assembly.

SARUMAN£5.00

Denmark kr 55.00
Sweden kr 65.00
Euro 8.00



Saruman

Warg Attack Boxed set

Designed by Michael Perry and Alan Perry, The Warg Attack boxed set contains 1 mounted Aragorn, 1 mounted Theoden, Sharku mounted on a Warg and Warg Riders A & B.

These models require assembly.

WARG ATTACK£20.00

Denmark kr 250.00
Sweden kr 300.00
Euro 95.00



Warg Riders

Designed by Michael Perry, this blister pack contains 1 Warg Rider model.

This model requires assembly.

WARG RIDER£5.00

Denmark kr 55.00
Sweden kr 65.00
Euro 8.00



Theoden



Sharku



Aragorn



Warg Rider A



Warg Rider B



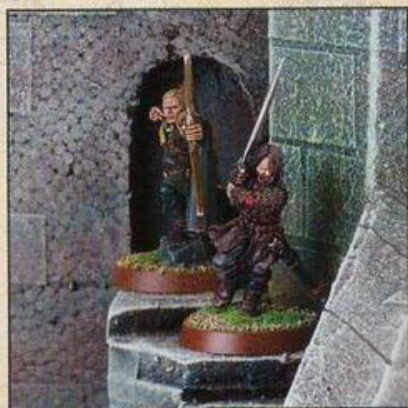
Warg Rider C

This absolutely stunning model of Helm's Deep has been created by Dave Andrews and Mark Jones. Over the next couple of issues we'll show you how they made this incredible terrain board.

Dave Andrews and Mark Jones, two of Games Workshop's expert model builders, used the same plans to construct their model as those used by the set makers that put together the real Helm's Deep for The Two Towers film.

HELM'S DEEP™

How we built this incredible terrain board.







The heroes of Helm's Deep defend the walls.

STARTING OUT

A few decisions had to be made at the start of the project, the most important of which was the size of Helm's Deep. The model had to be big enough to look large and impressive once miniatures were on it, but small enough that it could fit onto a typical 4'x4' gaming table.

PLANNING

Paper the same size as the table was laid down and, armed with the set plans, Dave and Mark set about sketching the dimensions of the two main walls directly onto this. Once this was done, the sketches could be used as a template for cutting the walls using Styrofoam and a hot wire-cutter. They could then begin bulking out the ramp, courtyard and gatehouse, also using blocks of Styrofoam.



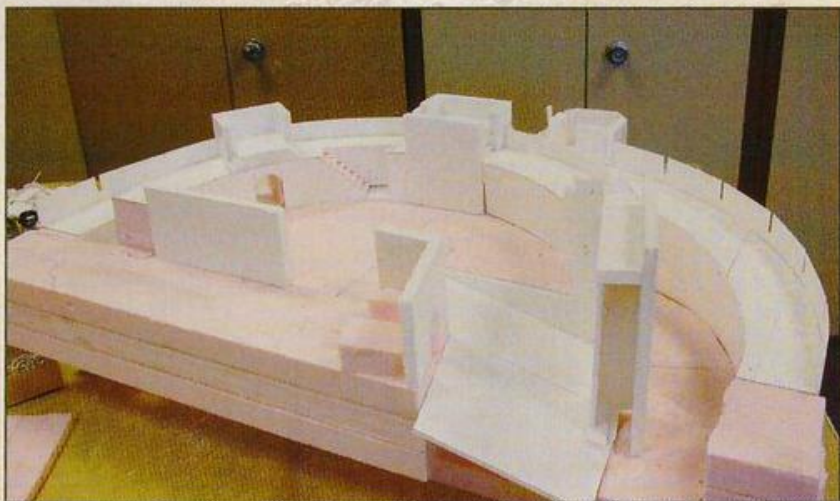
The walls were placed on the base and then the courtyard and gatehouse were added.



Cutting the walls.



Openings were cut into the walls.



Interior walls and details, such as ramps and stairs, were made from foamboard.



Some small features were added.

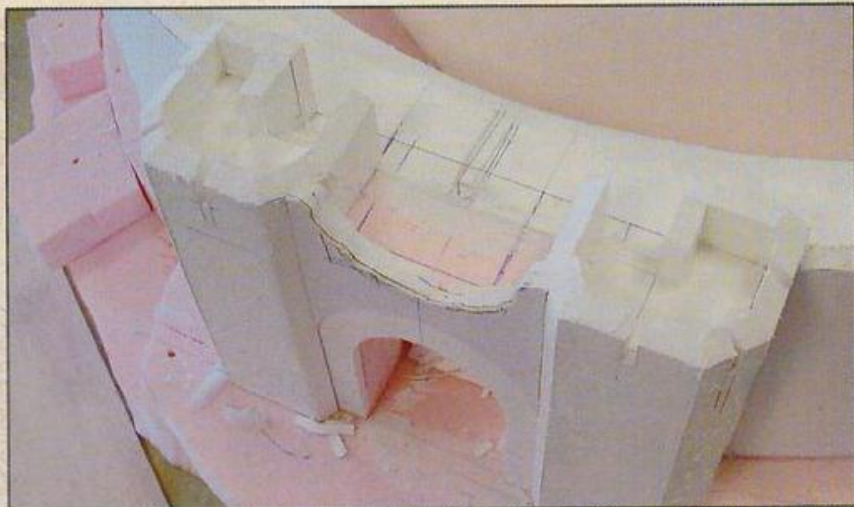
ADDING DETAIL

Once they had the basic shape of the two walls, Dave and Mark could begin to add detail to the walls. They added card to the outside of the walls to create battlements and cut the doorways and windows through the walls and gatehouse. At this stage, details such as steps and ramps were added, and internal walls and the tops of the towers were built up from card and foamboard. Polystyrene was added to the inside of the ramparts in order to build up the thickness of the battlements. This was then carefully chamfered to the desired angles. Extra layers of foam were then added to the base to begin building up the appearance of the rocks.

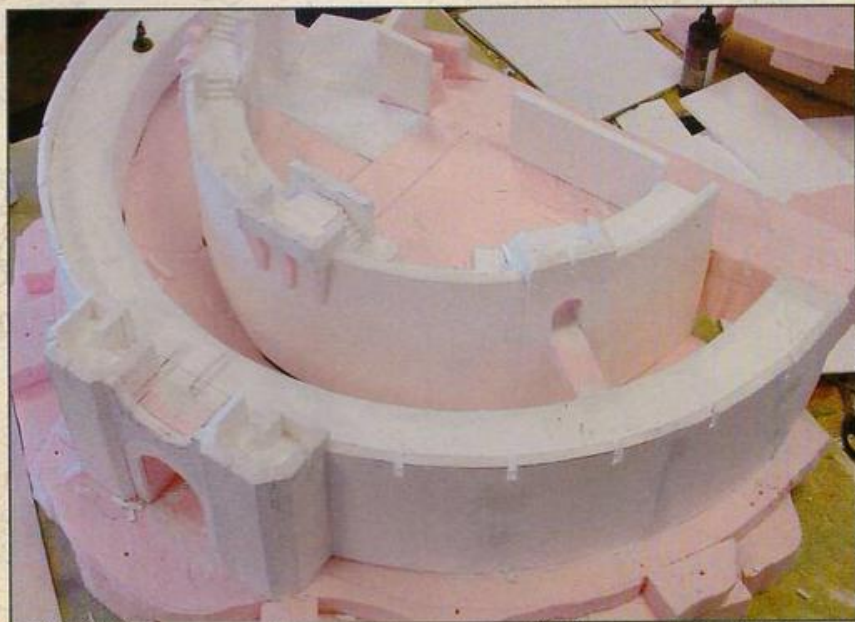
GOING UP

The front of the hall was made from foamboard and cardboard. Care was taken to ensure that the scale would not look out of place with the miniatures. It was decided that the mountain should fit the hall and not the other way around to make construction easier.

That's it for this instalment! In next month's issue, how the rockface and detail were added and how Dave and Mark painted Helm's Deep.



The edges of the battlements were thickened with foam and then carefully chamfered.



The front of the hall was built from layers of card and foamboard.



The Warriors of Rohan struggle to repel the Uruk-Hai assault.

THE LORD OF THE RINGS

THE TWO TOWERS



The Lord of The Rings: The Two Towers

£40

Contains 160 pages full-colour rules manual, 12 Riders of Rohan, 20 Fighting Uruk-Hai, 1 Ruined Building and Dice.

TAKE PART IN THE ADVENTURE!

The Lord of The Rings: The Two Towers battle game brings all the action of the film to your tabletop. Journey into Middle-earth and lead hordes of the Uruk-Hai as they assault the towering fortress of Helm's Deep, or take the part of Aragorn as he valiantly defends the ramparts of the mighty stronghold. You can guide Frodo and his companions into the secret entrance of the sewers beneath Osgiliath, or take control of the Riders of Rohan as they battle the evil Sharku and his monstrous Wargs.

With The Lord of The Rings: The Two Towers strategy battle game, the choice is yours!

Fighting Uruk-Hai

£12

Contains 20 plastic Fighting Uruk-Hai models.



Heroes of Helm's Deep

£25

Contains Gimli, Gamling, Legolas, Haldir, Eowyn, Aragorn, Theoden and an Elven Standard Bearer.




Riders of Rohan

£12


This boxed set contains 6 plastic Riders of Rohan.




The following The Lord of The Rings:
The Fellowship of The Ring boxed sets are
also available.




The Fellowship of The Ring £25
Contains Aragorn, Gandalf, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin.




Warriors of the Last Alliance £12
This boxed set contains 8 Men of Gondor and 16 Elves.



Moria Goblins £12
This boxed set contains 24 Moria Goblins.



Battle at Khazad-Dûm £40
Contains 1 Balrog model and 1 Gandalf model.



Sauron £20
This boxed set contains 1 Sauron model, Elendil and Isildur.

Available from your local Games Workshop store, the in-store order point, on the website at www.games-workshop.com/storefront or direct by phoning 0115 91 40000.

Description	UK	Denmark	Sweden	Euro
The Two Towers (Battle Game)	£40	kr 450	kr 550	€ 60
The Two Towers Rules Manual	£20	kr 250	kr 300	€ 35
Heroes of Helm's Deep	£25	kr250	kr300	€35
Fighting Uruk-Hai	£12	kr 125	kr 150	€ 17.50
The Riders of Rohan	£12	kr 125	kr 150	€ 17.50
Warg Attack (5 figure boxed set)	£20	kr 250	kr 300	€ 35
The Fellowship of The Ring	£25	kr 250	kr 300	€ 35
Battle at Khazad-Dûm	£40	kr 400	kr 500	€ 60
Sauron	£20	kr 250	kr 300	€ 35
Moria Goblins	£12	kr 125	kr 150	€ 17.50
Warriors of the Last Alliance	£12	kr 125	kr 150	€ 17.50
The Two Towers Paint Set	£10	kr 125	kr 150	€ 17.50
Uruk-Hai Paint Set	£12	kr 125	kr 150	€ 17.50
Cave Troll (1 miniature)	£10	kr 125	kr 150	€ 17.50
Cave Troll with Spear (1 miniature)	£10	kr 125	kr 150	€ 17.50
Elendil and Isildur (2 miniatures)	£9	kr 115	kr 140	€ 15
Elrond and Gil-Galad (2 miniatures)	£9	kr 115	kr 140	€ 15
Eomer (1 mounted miniature)	£6	kr 70	kr 80	€10
Galadriel & Celeborn (2 miniatures)	£10	kr 125	kr 150	€ 17.50
Gandalf on Shadowfax	£6	kr70	kr 80	€10
Gondorian Bowmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Gondorian Spearmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Haldir's Elves with bows (3 miniatures)	£6	kr 70	kr 80	€ 10
Haldir's Elves with swords (3 miniatures)	£6	kr 70	kr 80	€ 10
High Elf Spearmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Lothlorien Elf Bowmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Lurtz (1 miniature)	£5	kr 55	kr 65	€ 8
Merry, Pippin and Grishnakh	£6	kr 70	kr 80	€ 10
Moria Goblin Warriors (4 miniatures)	£6	kr 70	kr 80	€ 10
Moria Goblin Bowmen (4 miniatures)	£6	kr 70	kr 80	€ 10
Mounted Arwen (1 miniature)	£6	kr 70	kr 80	€ 10
Mounted Boromir (1 miniature)	£6	kr 70	kr 80	€ 10
Mounted Ringwraith (1 miniature)	£6	kr 70	kr 80	€ 10
Orc Warriors (3 miniatures)	£6	kr 70	kr 80	€ 10
Orc Bowmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Ringwraith (1 miniature)	£5	kr 55	kr 65	€ 8
Saruman (1 miniature)	£5	kr 55	kr 65	€ 8
Uruk-Hai Warriors (3 miniatures)	£6	kr 70	kr 80	€ 10
Uruk-Hai Bowmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Warg Rider (1 miniature)	£5	kr 55	kr 65	€ 8
Forces of Good Dice	£5	kr 55	kr 65	€ 8
Forces of Evil Dice	£5	kr 55	kr 65	€ 8

The following are only available from the in-store order point, on the website at www.games-workshop.com/storefront, or direct by phoning 0115 91 40000.

	UK	Denmark	Sweden	Euro
The Fellowship of The Ring Rules Manual	£20	kr 250	kr 300	€ 35
Grima Wormtongue	£5	kr 55	kr 65	€ 8
Amon-Hen Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Gimli (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Legolas (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Lurtz (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Merry & Pippin (2 miniatures)	£6	kr 70	kr 80	€ 10
Fellowship Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Boromir (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Frodo & Sam (2 miniatures)	£5	kr 55	kr 65	€ 8
Fellowship Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Gimli (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Legolas (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Merry & Pippin (2 miniatures)	£5	kr 55	kr 65	€ 8
Khazad-Dûm Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Orthanc Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Orthanc Saruman (1 miniature)	£5	kr 55	kr 65	€ 8
Weathertop Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Weathertop Frodo & Sam (2 miniatures)	£5	kr 55	kr 65	€ 8
Weathertop Merry & Pippin (2 miniatures)	£5	kr 55	kr 65	€ 8
Weathertop Witch King (1 miniature)	£5	kr 55	kr 65	€ 8

Pre-Order

You can now pre-order the following products and others from The Lord of The Rings: The Two Towers range by phoning 0115 91 40000.

RELEASED	DESCRIPTION	PRICE
14th Dec	Uruk-Hai Siege Troops (10 figure plastic boxed set)	£12
14th Dec	Warriors of Rohan (24 figure plastic boxed set)	£12
14th Dec	Helm's Deep (Gate & 2 Wall sections - limited availability)	£40
21st Dec	Uruk-Hai Siege Ballista (4 figure boxed set)	£15
28th Dec	Uruk-Hai Battering Ram (4 miniatures and battering ram)	£12
4th Jan	Uruk-Hai with Crossbows (3 miniatures)	£6
4th Jan	Uruk-Hai Berserkers (3 miniatures)	£6
25th Jan	Uruk-Hai Command (3 miniatures)	£6
25th Jan	Gollum, Sam & Frodo (3 miniatures)	£6
25th Jan	Gandalf the White (1 miniature)	£5
15th Feb	Treebeard (3 figure boxed set)	£20

PAINTING WORKSHOP

When you first start out, painting can be a daunting task, but by following a few basic techniques like those here, you will soon find out that it is not nearly as difficult as you at first thought. In no time you will have your collection of models ready for gaming with.

Basic painting techniques

APPLYING COLOUR

Many beginners worry about getting the 'right' colour, whilst experienced painters will generally try to achieve a shade they like. The examples given here are perfectly acceptable shades – but other shades giving different effects would be just as appropriate.

Take the model in your left hand and brush in the right hand (or the other way round if you are left handed). You may be

gifted with a rock-steady hand but most painters find it useful to brace their hands or elbows against the table surface as they work.

Others prefer to brace their right wrist against their left, bringing the model up to their face rather than bending down to the table. Most people will naturally adopt a method that works for them – the important thing is to try to keep the model steady.

Apply one colour at a time and try to be as neat as possible but don't worry too much if the paint strays onto areas where it is not wanted. Mistakes can always be painted over later and minor errors won't be noticeable during play. Many painters like to start with the colour that covers the greater part of the model. Others like to start with the skin and work their way outwards; clothes, armour, and finally, the weapons and accoutrements.

HINTS AND TECHNIQUES

Layering the Paint – An area painted in a single colour will look flat. You'll notice that the photos below look much more three-dimensional. This is achieved by shading (in the recesses) and highlights (on the raised areas). One of the simplest ways to create this is by layering – painting one coat of paint on top of another. Begin by painting the whole area with a dark shade of the desired colour. Then paint the basic shade over the area avoiding the recesses so that the dark shade is still visible. Finally, apply a layer of a lighter shade to the highest points of detail.



Basic colour



First colour



Second colour



Chainmail – There are two alternative ways of making chainmail look really good. The first way (left) is to paint the area black. Once this is dry, lightly paint over the area with a dark silver colour – use very little paint and the metal will cover only the raised detail leaving the black in the creases. The second method (right) is to paint the area silver and allow it to dry thoroughly. Then mix some black paint with water until it is quite thin and paint the mixture onto the area. The watery black paint will flow into the detail creating darker creases.



Hair and Fur – Hair and fur textures can be brought to life by means of brushing a lighter colour over the raised detail to create highlights. The less paint you use the more subtle the effect – experiment to get a look which you like. You may find it helps to actually wipe most of the paint from the brush, leaving only a little dry residue. Then, brush over the areas to be highlighted, depositing a fine dusting of paint to the raised areas.



Base colour



First layer



Final layer



Painting Faces – Beginners often find faces daunting but it is quite easy to get a realistic effect using the method shown here. In this case, the artist is working over a black undercoat, but the technique will work perfectly well over

white. The base colour is Dwarf Flesh. Once this is dry, Brown Ink has been painted over and allowed to gather into the creases. Once this is dry, the artist has mixed Dwarf Flesh and



Dwarf Flesh



Brown Ink



Mix to finish

Elf Flesh and repainted the face but leaving the Brown Ink showing around the eyes, nose, and other recessed areas. Finally, Elf Flesh has been used to paint the high points on the face – the bridge of the nose, cheeks, and brow ridges. This can be seen more clearly in the accompanying diagram.

Detail – The amount of detail you include is up to you, but don't feel you have to add every fingernail or dot the pupil of each eye. Our models are generally seen at arm's length or greater and will appear very much like real people at 50 to 100 paces away. At those kinds of distances eyes, nails, teeth, and details of clothing don't really stand out. Trying to paint eyes onto models an inch tall is not only taxing, but tends to look unrealistically starey. Such levels of detail are best reserved for those you want to display, where you might happily spend an hour getting the face 'just right'.



Button, rivets, and small details –

Imagine you are painting a coat with a row of buttons and you have painted the coat colour. Now you want to make the buttons really stand out from the coat. First paint each button black, allowing the paint to cover the entire button and slightly overlap onto the coat. Wait until this is dry and then paint each button with silver, leaving the overlap showing black. Result – a silver button outlined in black. You can use the same technique to outline any small area of raised detail to make it really stand out.



Varnish – Some people like to apply a coat of varnish to their model once it is finished. This protects the paint from chipping or wearing away whilst the miniature is being used in a battle.

Should you wish to varnish your models, use either a brush-on polyurethane varnish or a spray can. Some people like the highly shiny finish of protective varnish – but others hate it!

If you prefer a non-gloss finish, matt varnishes are available too!



For this month's masterclass, we took the opportunity to show the finer techniques of painting some of The Two Towers' meanest characters, The Warg Riders, led by the more than menacing Sharku! Tammy Hays takes us through the process.

PAINTING MASTERCLASS

Sharku and the Warg Riders

Sculpted by Alan and Michael Perry.
Painted by Tammy Hays



The models were assembled and Green Stuff was applied to fill any gaps. Any gaps on the manes of the Warg Riders were also filled with Green Stuff which was then sculpted to look like fur. Each model was then given an undercoat with Chaos Black spray, before areas where the spray had failed to catch were covered with thinned Chaos Black paint.

THE WARGS

These were first given an undercoat of a mix of equal parts Scorched Brown and Chaos Black. This was then highlighted with two parts Bleached Bone to one part Codex Grey. The highlight mix was drybrushed onto the fur areas and blended on the face and paws. Equal parts Bleached Bone and Fortress Grey were added to the mix for the first highlight, with Skull White added in equal parts for the next highlight stage. To finish, increasing amounts of Chaos Black were then added to the mix—painting it on the top head sections as they neared the fur on the back. The flesh areas were then given a glaze with Brown Ink that had been thinned with four parts water.



A glaze of Flesh Wash, thinned with two parts water, was given to the fur sections. A further three glazes were then applied, moving further up to the Wargs' back with each glaze.

The straps on the Wargs were painted with a basecoat of Scorched Brown. This was highlighted by adding equal parts Vomit Brown for the first stage, with Bleached Bone then added for the final highlight.



The Wargs' tongues were painted with Red Gore. They were then highlighted by adding a small amount of Bleached Bone to Red Gore.



The teeth were painted with Bestial Brown. They were then highlighted with Bubonic Brown, followed by Bleached Bone.



WARG RIDERS

In the film the flesh tones of the Orcs varies greatly. To represent this we wanted to paint the Orc flesh tones to be as individual as possible, so each Orc was painted separately.

The first rider was painted with a basecoat of equal parts Scorched Brown and Chaos Black. This was highlighted with Scorched Brown on its own

followed by a final highlight of equal parts Scorched Brown and Vomit Brown.



The Chaos Black undercoat was used as the basecoat. This was highlighted with a mix of four parts Bestial Brown to one part Bleached Bone. Rotting Flesh was added to this in equal parts for each successive highlight stage. This was then given a wash with a mix of Green and Brown inks that had been thinned with equal parts water. The furs were painted using the same technique as above but

selected areas of the fur were then given a wash with some Brown Ink thinned with equal parts water to make them look more dirty in appearance.



SHARKU

Sharku's flesh was painted with a basecoat mix of equal parts Vomit Brown and Dwarf Flesh. Bleached Bone was

then added to this in equal parts for the first highlight stage, followed by Skull White. The skin was then given a glaze with a mix of Chestnut Ink and Flesh Wash that had been thinned with one part mix to four parts water.



The tails on the furs were painted with a basecoat of Bestial Brown. They were then given a highlight with Vomit Brown, followed by Bleached Bone and were then glazed with Brown Ink thinned with equal parts water.



The furs and the leather sections were painted with a basecoat of Chaos Black. Equal parts Chaos Black and Codex Grey were used as the first highlight stage, followed by Codex Grey on its own.



The weapons were painted with Boltgun Metal and were then given a wash of Brown Ink thinned with equal parts water.

The third Orc was painted with a basecoat of Dark Flesh. Vomit Brown was added to this in equal quantities for three successive highlight stages. The skin was then given a wash with Chestnut Ink thinned with equal parts water. By

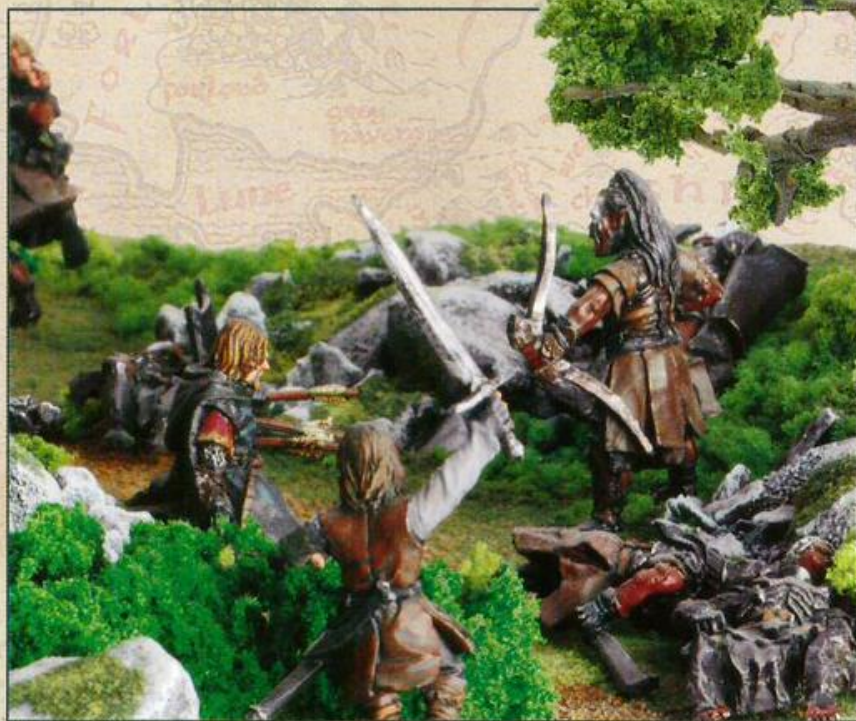
painting each of the riders with a different colour scheme for the fur it further added to the individual feel of the Orcs.



Theoden and Aragorn clash with Sharku and his Warg Riders.

FIGHT AT AMON HEN

This fantastic diorama was created by Craig Williams, Ray Dranfield, Dave Morrison and Craig Faulkner of Warhammer World. It depicts the demise of Boromir, valiantly defending Merry and Pippin, only to be slain by the merciless Lurtz as the Halflings are spirited away by the Uruk-Hai.





MODELLING WORKSHOP

Inspired by a number of Rohan banner designs we received at the Studio, we thought it would be a great idea to take a look at how to convert any of your models into standard bearers.

The Riders of Rohan are fantastic models, but we thought the models would appear more faithful to the Two Towers film imagery if some of them were sporting banners, flapping in the wind as their horses charge into battle. Whatever force you collect, converting some of your models into standard bearers helps individualise your force, making them look resplendent on the battlefield. It is an easy task but one which will greatly reward the modeller for his efforts.

The first stage when converting a standard bearer is to select the appropriate miniature. Obviously, figures carrying spears are ideal for this purpose, as the flag can simply be attached to the spear shaft. This is a quick and effective method, but you may want your banners to stand out above the rest of the force, in which case a small amount of conversion is required.

To add a flag pole to a model it is necessary to cut away any weapon and,

Adding banners to your The Lord of The Rings models



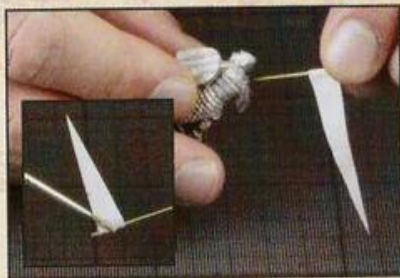
using a pin vice, drill out the fist so that it can carry the wire pole. If you are replacing a spear you may want to cut off the weapon head at this stage and glue this to the top of the tube.

Next you should choose the shape and design of your standard. We have included a page full of fantastic banner designs for you to photocopy on the opposite page. If you wish to design your own flag, a good idea is to use a piece of newspaper devoid of ink, such as can be found along the edge of any newspaper, as it is absorbent but also reasonably stiff.



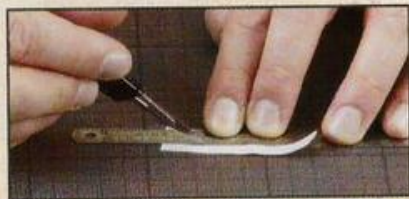
printed. If you wish to use the colour flags we have printed opposite, follow the same procedure using your chosen flag.

The PVA glue will become transparent as it dries leaving the original design showing underneath.



Converted Riders of Rohan Standard Bearer

Cut the flag shape leaving an extra 5mm towards the pole. Wrap the flag round the pole and check it for fit. Using PVA, glue along its extreme edge and allow to dry.

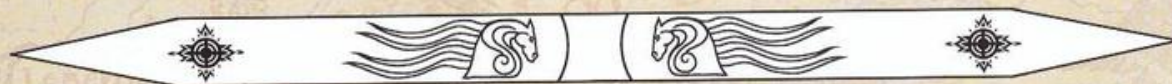
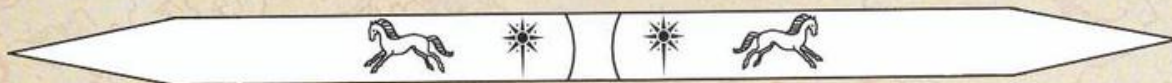
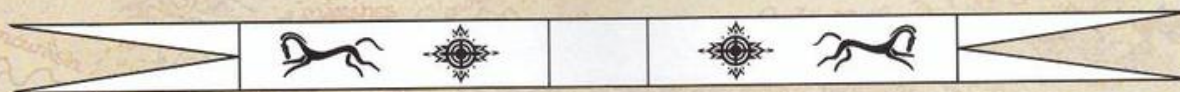
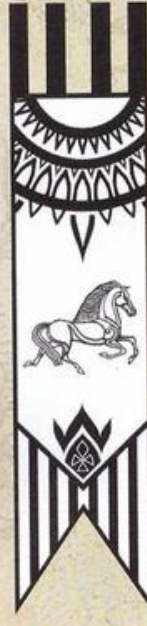


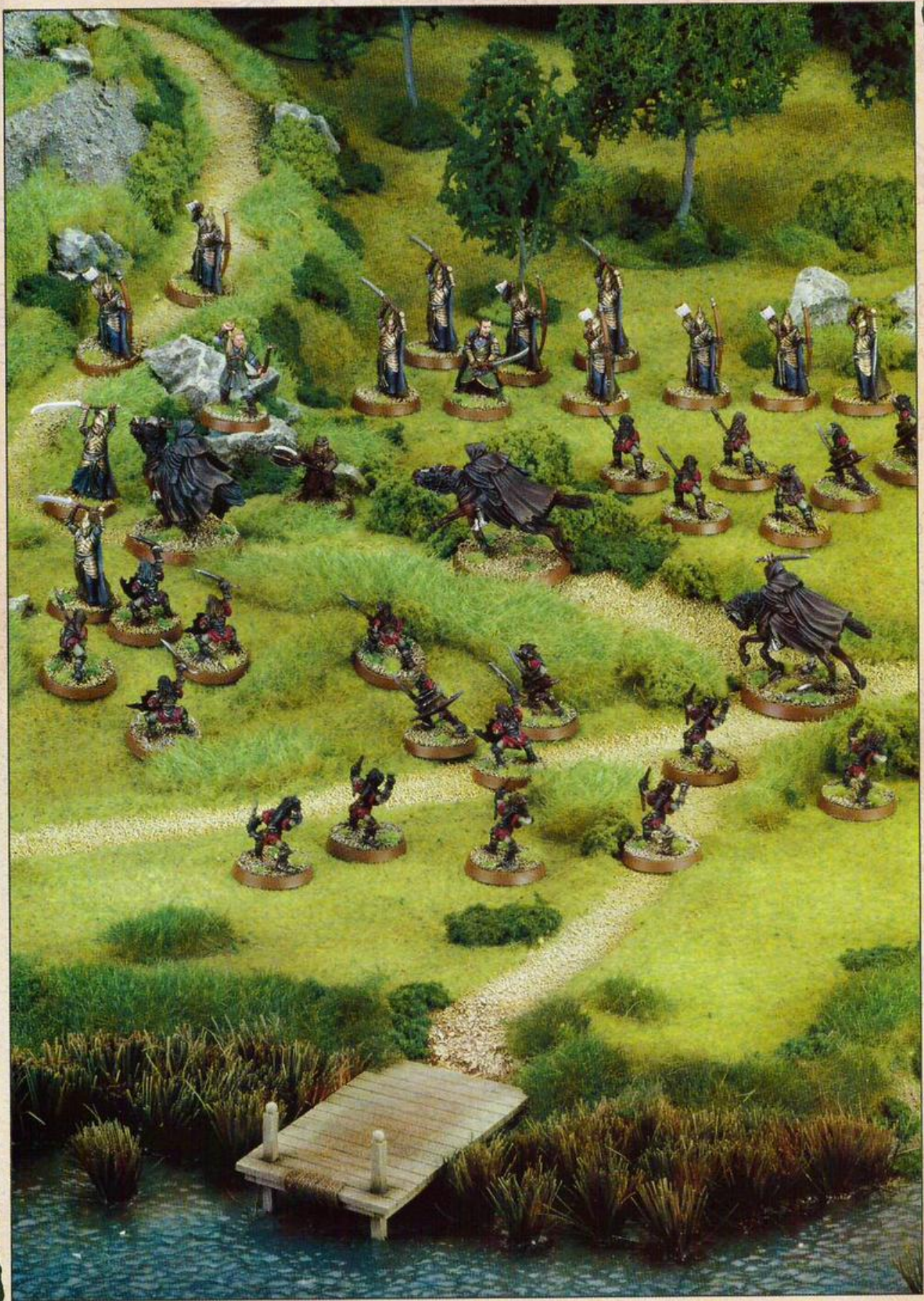
Now wrap the flag around the pole and apply more PVA glue thinned with water, allowing the glue to soak into the part of the flag around the pole. Once this is dry, paint the entire flag with a mixture of PVA and water, arrange the flag into a dramatic shape, and allow to dry. As the PVA dries out it stiffens sufficiently so the flag can be

Converted Uruk-Hai Standard Bearer



Some banners are designed to work with a cross piece. By using a length of brass tubing cut to the correct size the banner can then be attached to this before the tubing is glued onto the main pole.





The Ringwraiths lead Moria Goblins against warriors of the Free Peoples.

THE LORD OF THE RINGS

THE TWO TOWERS

BATTLE GAME DAY

LAST FEW TICKETS

RELIVE SOME OF THE AWESOME BATTLES AND SCENARIOS OF THE TWO TOWERS BEFORE THE RELEASE OF THE MOVIE!

15th December 2002
Warhammer World, Nottingham
Tickets £10

With only three days to go before the highly anticipated The Two Towers movie, our very own Warhammer World invites you to take part in awesome battles that recreate all the excitement of the first two The Lord of The Rings movies. Here are just some of the great things going on during the day.

Take part in the largest game of The Lord of The Rings ever!

Relive some of the best action scenes of The Fellowship of The Ring as we play them out.

Be amongst the first to take part in The Two Towers scenarios played on specially designed gaming tables that recreate the imagery of the movie!

Try out Alessio Cavatore's The Lord of The Rings points match battles - bring along a 500 points painted force of Good or Evil and try out this new tournament system.

Join our hobby skills classes and improve your modelling and painting with our experts.

Meet some of the personalities behind the game and the miniatures.

See our life-sized Lurtz model on display in the Warhammer World Exhibition.

For this day we will provide all the miniatures. All you have to do is come along and join in the action!

Tickets available from your in-store order point, direct from Games Workshop on 0115 91 40000, or via our web-site at www.games-workshop.com/storefront.

NEW LINE CINEMA
An AOL Time Warner Company

Visit: www.lordoftherings.net

America Online Keyword:
Lord of the Rings



© 2002 New Line Productions, Inc. The Lord of The Rings and the characters, names and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. All rights reserved.

After watching last month's The Lord of The Rings battle report, 'The Wrath of Rohan', Paul Rudge just could not resist the urge to paint at least one box of the fantastic new plastic Riders of Rohan.

PAINTING WORKSHOP

Paul Rudge's Riders of Rohan



COLOUR PALETTE

	Scorched Brown		Skull White
	Bestial Brown		Chaos Black
	Snakebite Leather		Codex Grey
	Brown Ink		Fortress Grey
	Bubonic Brown		Goblin Green
	Dark Flesh		Enchanted Blue
	Dwarf Flesh		Ultramarines Blue
	Elf Flesh		Boltgun Metal
	Flesh Wash		Mithril Silver
	Bleached Bone		Shining Gold

GETTING STARTED

The horses' bodies were stuck together using Citadel Plastic Glue and the shields were left on the sprue to allow easier access to areas such as the rider's chest. The riders were carefully attached to small flying stands which would allow the model to be held while painting. All the separate pieces were then undercoated with Chaos Black spray.

THE RIDER

The model was painted starting with the largest area first, which in this case was the leather areas such as the rider's cloak, boots, gloves, and helmet.



These areas were first painted with a basecoat of Scorched Brown which was then drybrushed using Bestial Brown. To add shading, and blend down the



drybrushing, the same areas were then given a wash of Brown Ink. Once dried, Bestial Brown was used to highlight and define the edges and shape of the cloak, boots, gloves and helmet.



The face of the rider was given a basecoat of Dwarf Flesh, which was then given a wash of Flesh Wash to create shading. Once dried, the skin was then highlighted using Elf Flesh.



Using a Fine Detail brush the eyes were carefully painted Skull White and a small dot of Chaos Black was then applied to the centre creating a pupil.



Snakebite Leather was used to paint the bow on the rider's back which was then given a simple highlight of Bubonic Brown. The pack which contains the arrows, the grip of the bow and the sword's scabbard were then highlighted using Codex Grey.



The hair and beard were both painted Bubonic Brown and, to add shading, given a wash of Flesh Wash. Both areas were then highlighted with Bleached Bone.



The rider's breeches, tunic sleeves and belt were first given a basecoat of Ultramarines Blue, and to add shading a wash of Chaos Black mixed 20/80 with water was applied. The model's shirt sleeves were then painted Bubonic Brown and, again to add shading, given a wash of Flesh Wash. Enchanted Blue was then used to highlight the breeches, tunic sleeves and belt while Bubonic Brown was used to highlight the shirt sleeves.



The metallic areas such as the body armour, sword and greaves were given a basecoat of Boltgun Metal. All other decorative details such as the frame of the helmet, sword hilt and buckles were painted Shining Gold. Again, to add shading, all of the areas painted with Boltgun Metal were given a wash of Chaos Black mixed 20/80 with water.



These areas were then highlighted using Mithril Silver. The middle of the belt and the strap across the rider's chest were then simply highlighted using Codex Grey.



The middle of the belt and the strap across the rider's chest were then simply highlighted using Codex Grey.

THE SHIELDS

The wooden back part of the shield was first drybrushed Scorched Brown, then Bestial Brown with a final light brushing of Bleached Bone.



The front of the shield was first painted Ultramarines Blue and then given a wash of Chaos Black mixed 20/80 with water, with the horse motif being painted Bubonic Brown. The body of the shield was then highlighted using Enchanted Blue. The edges of the motif were also highlighted using Bubonic Brown mixed equally with



Bleached Bone. The shield was now carefully removed from the sprue and attached to the rider using a very small amount of Citadel Plastic Glue. The two points where the shield was connected to the sprue were painted Ultramarines Blue, and the centre part of the shield was then given a basecoat of Shining Gold, followed by a wash of Brown Ink.



HORSES

The skin of the horse was given a basecoat of Fortress Grey, then using Codex Grey the mane, tail and muscle tone of the horse's body were carefully picked out with a detail brush. A 50/50 mix of



Fortress Grey and Skull White was used to add highlights to the flesh of the body and further define the muscles of the horse.



The black and brown horses were painted using the same technique; the black horse was given a basecoat of Codex Grey mixed 50/50 with Chaos Black, Chaos Black was then used to define the muscles and Codex Grey for the highlights. The brown horse was given a basecoat of Dark Flesh, Scorched Brown was then used to define the muscles and Dark Flesh mixed 50/50 with Bubonic Brown for highlights.



The saddle and tack were given a basecoat of Scorched Brown, and the lining of the saddle was given a basecoat of Ultramarines Blue.



The saddle was first drybrushed with Bestial Brown and then both the saddle and tack were highlighted with Bestial



Brown. As with the rider and shield, the lining of the saddle was given a wash of Chaos Black and then highlighted using Enchanted Blue. The mane and tail were then drybrushed with a 50/50 mix of Bleached Bone and Fortress Grey.



The armoured section of the horse's head was given a basecoat of Boltgun Metal, and the decorative bands were carefully painted Shining Gold. To add shading, a wash of Chaos Black mixed 20/80 with water was applied over the Boltgun Metal, and once dried the armour was highlighted using Mithril Silver.



As with the rider the eyes were painted Skull White, and a small dot of Chaos Black was then applied creating a pupil. The teeth



were given a basecoat of Bubonic Brown and the tongue a basecoat of Dark Flesh. Skull White was used to highlight the teeth, while Dwarf Flesh was used to highlight the tongue.



THE BASE

The top of the base was painted with PVA glue and the base was then dipped into fine sand. When fully dried, the base was first undercoated with Chaos Black, and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and then given a wash of Brown Ink. When completely dry it was again drybrushed using a 50/50 mix of



Bestial Brown and Bubonic Brown. The side of the base was then painted Goblin Green. To finish the base off the small plastic tuft of grass was first painted Dark Angels Green and then drybrushed using Goblin Green. Small clumps of Static Grass were also applied using PVA glue.

And they shall know no fear...

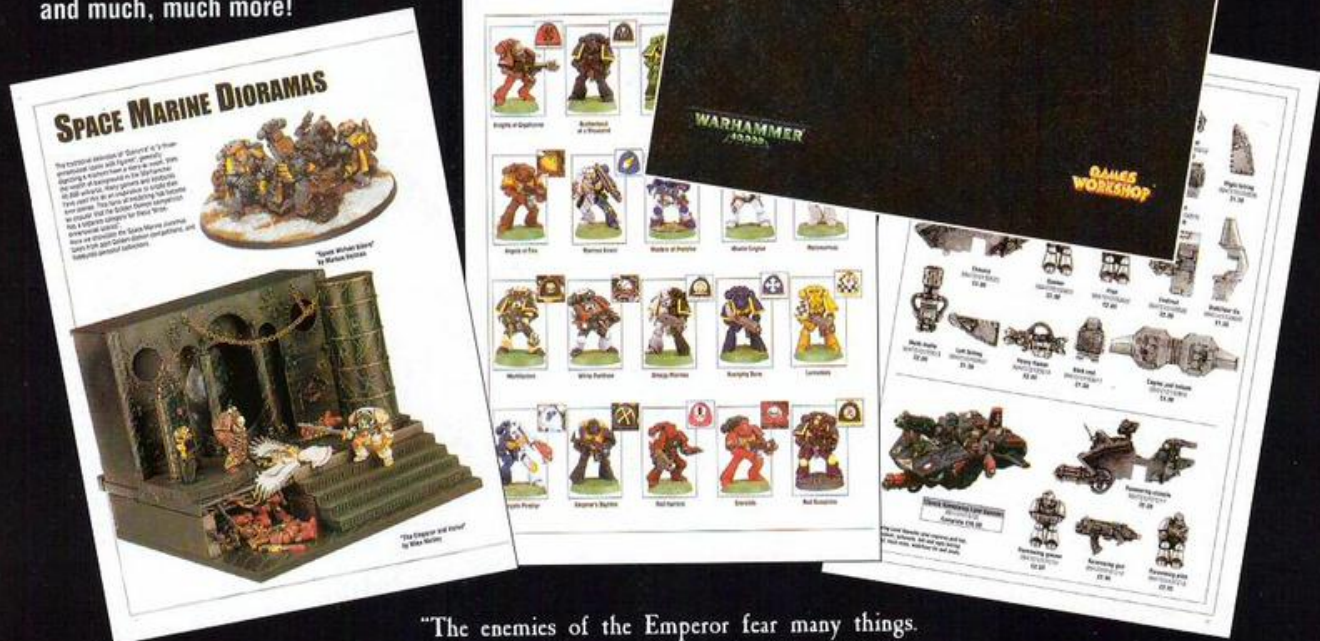
SPACE MARINES COLLECTOR'S GUIDE

£5

At last, the definitive guide to Space Marine models! The Collector's Guide is far more than just a miniatures catalogue, it is a complete reference guide to collecting Space Marines, including:

- A full listing of every Space Marine model available, with order codes and prices
- Classic and previously hard-to-get models
- A reference of every Space Marine colour scheme ever mentioned!
- Golden Demon winners
- Staff armies and features
- Special edition and no-longer-available models

and much, much more!



"The enemies of the Emperor fear many things. They fear discovery, defeat, despair and death. Yet there is one thing they fear above all others. They fear the wrath of the Space Marines!"



OUT NOW!

ALL OUT WAR

CAMPAIGN WEEKEND

BATTLES • ESPIONAGE • INTRIGUE

25th - 26th January 2003 at Warhammer World, Nottingham

Have you ever wanted to lead your Warhammer 40,000 force in an epic campaign where planets fall and cities crumble under your might? At the All Out War campaign weekend you can play in a series of linked battles where your success or failure in one clash influences the fate of not only your own forces, but that of your allies and team-mates. Will you fight to the death or retire in good order in the hope to fight again another day?

Set in the war-torn Corellis sector, rich in mineral resources and fertile planets, tenuous alliances between humans and aliens have been formed to claim this sector under one united banner. Split into six rival factions, each one aims to thwart the others and gain domination over as many planets in the sector as possible. However, they must also reckon against the ancient evil of the Necrons and the all-consuming hive fleet of the Tyranids – an enemy who cannot be bargained or allied with.

What's more, the All Out War weekend allows you to fight a shadowy war of cloak-and-dagger missions between games where you can sabotage your foes, send spies to reveal their battle plans or attempt to assassinate rival warlords – even rivals on your own side!

Each faction must carefully marshal its forces and resources to ensure final victory. Will you invest your energy in assassination or espionage attempts against all your foes, or will you hoard your wealth and make an unstoppable bid for power by unleashing all your agents together?

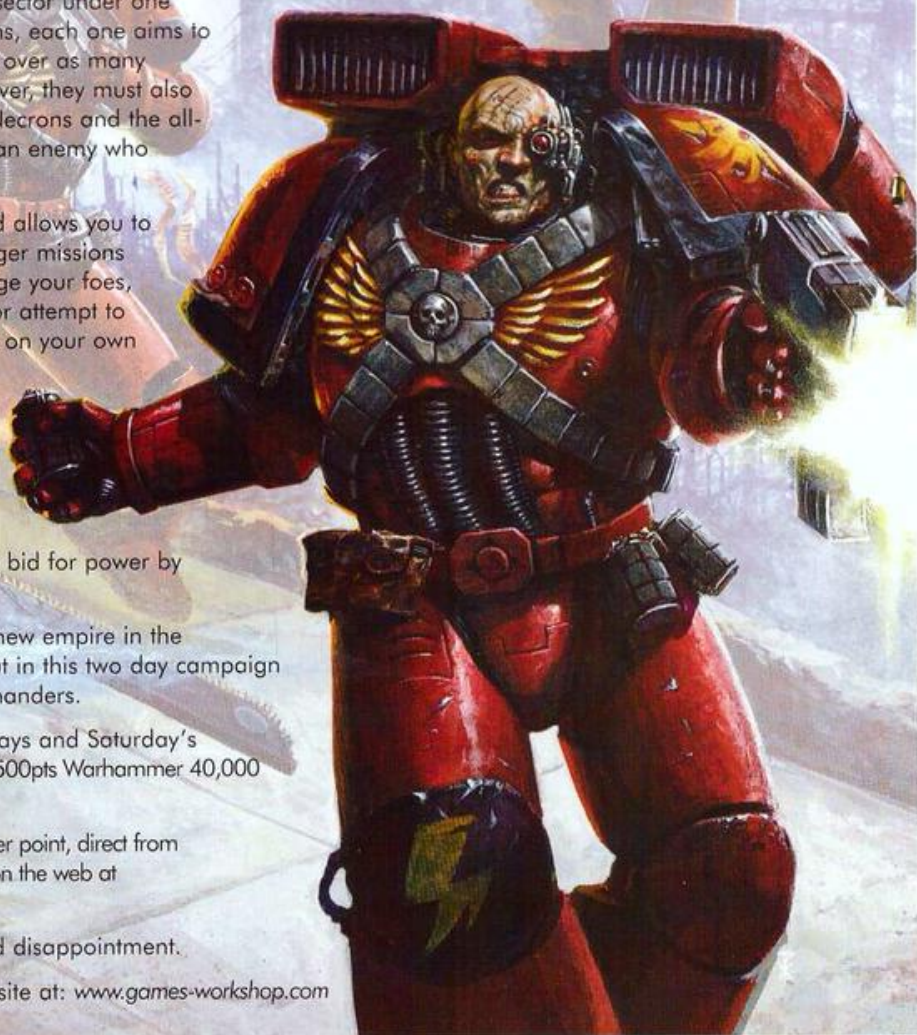
Have you got what it takes to claim a new empire in the Warhammer 40,000 universe? Find out in this two day campaign for veteran Warhammer 40,000 commanders.

Tickets £36, including lunch on both days and Saturday's evening meal. You will need a painted 1,500pts Warhammer 40,000 army to take part in this campaign.

Tickets available soon from the in-store order point, direct from Games Workshop on 0115 9140000, or on the web at www.games-workshop.com/storefront.

Spaces are limited so call now to avoid disappointment.

For updated details check out our website at: www.games-workshop.com





WARHAMMER
40,000

Black Legion Chaos Space Marines clash with White Scars Space Marines