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WORKSHOP

THE TWO TOWERS: HELM'S DEEP SPECIAL!

WHITE DWARF

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THE
LORD
OF THE
RINGS
THE TWO TOWERS

WD277 JANUARY £3.50
GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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WHITE DWARF

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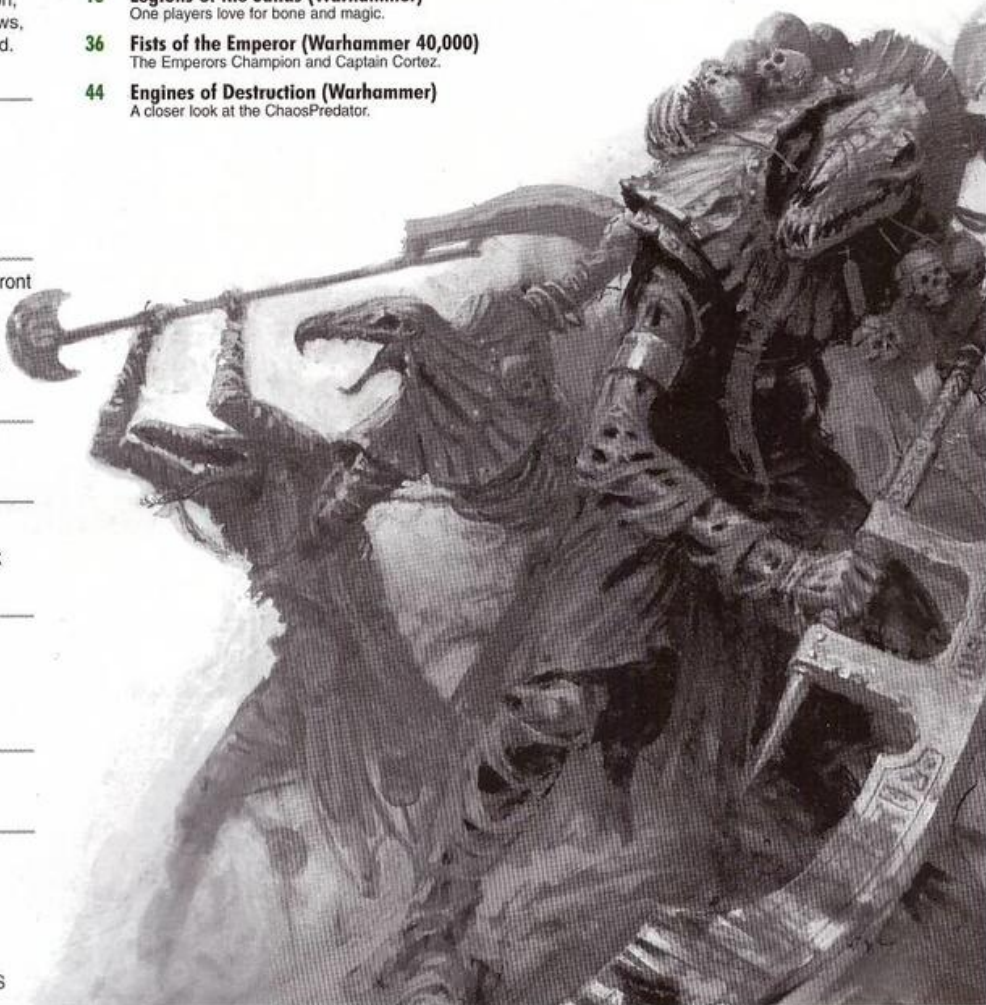
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THE LORD OF THE RINGS THE TWO TOWERS

This month's The Lord of The Rings coverage starts on page 97. We have the first of a two part Helm's Deep battle report featuring the Uruk-Hai assault on the Rohirrim.

There is a painting guide for riders of Rohan and Uruk-Hai, as well as a Heroes of Helm's Deep painting masterclass and a basic gaming guide.



GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS

FIRST LOVE...

Anyone having read the title of my editorial may be forgiven for thinking I've gone all elven but far from it.

You see, it's true that you never forget your first love and that applies as much to Games Workshop as it does to, er, that other thing that shall remain nameless...

So, what am I blithering about? Simple – we all have a favourite army. It may not be the army we're painting at the moment, nor the one we want to collect next but no matter how many shiny new pretenders to the throne come along we always fall back on our first love.

For me there is no competition – I love my Dwarf army. I love their grumpy, steadfast nature, their toughness and their bleak humour. The fact that miniatures like the Ironbreakers, Gyrocopter and Longbeards are, in my opinion, right up there alongside the best we've made helps too.

Don't get me wrong – I am thoroughly enjoying collecting my new Chaos army and have really had a lot of fun with my White Scars Space Marines but my heart will always lie with the Dwarfs.

This really hit home recently when we were discussing plans for upcoming battle reports. We decided that we'd play a multiplayer



The latest additions to the Kazad Bolg Expeditionary Force.

game featuring two Dwarf armies (my own Kazad Bolg expeditionary force and Gav Thorpe's Karak Azul throng) I still had a little time before the battle was due to be played but a couple of trial runs of the scenario were needed and I wanted to add a couple of things to my army.

It was surprising how excited I was to have to be painting Dwarfs again. Putting a plastic warriors

regiment together, converting Thunderers into crossbowmen, painting 2 bolt throwers. Splendid! I'm really buzzing about the Dwarfs again and can't wait to take them to the battlefield again.

So, have a thought for your favourite army and bring them out of storage, apint up a new addition and array them on the battlefield ready to smite your opponent's army.

SIDE EFFECTS

Of course there is a downside to all this beards, beers and bolt throwers – my Chaos army has had to take a back seat for a little while as I can't paint both armies at the same time. This being the case there won't be a 'The Lure of the Gods' article in WD280 (we produce the magazine 3 months in advance of release so our international editions can translate all this gibberish...).

Until next month,

Paul Sawyer
Editor



Paul's Chaos Army continues to expand from last month.

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PURGE THE DAEMONKIND!

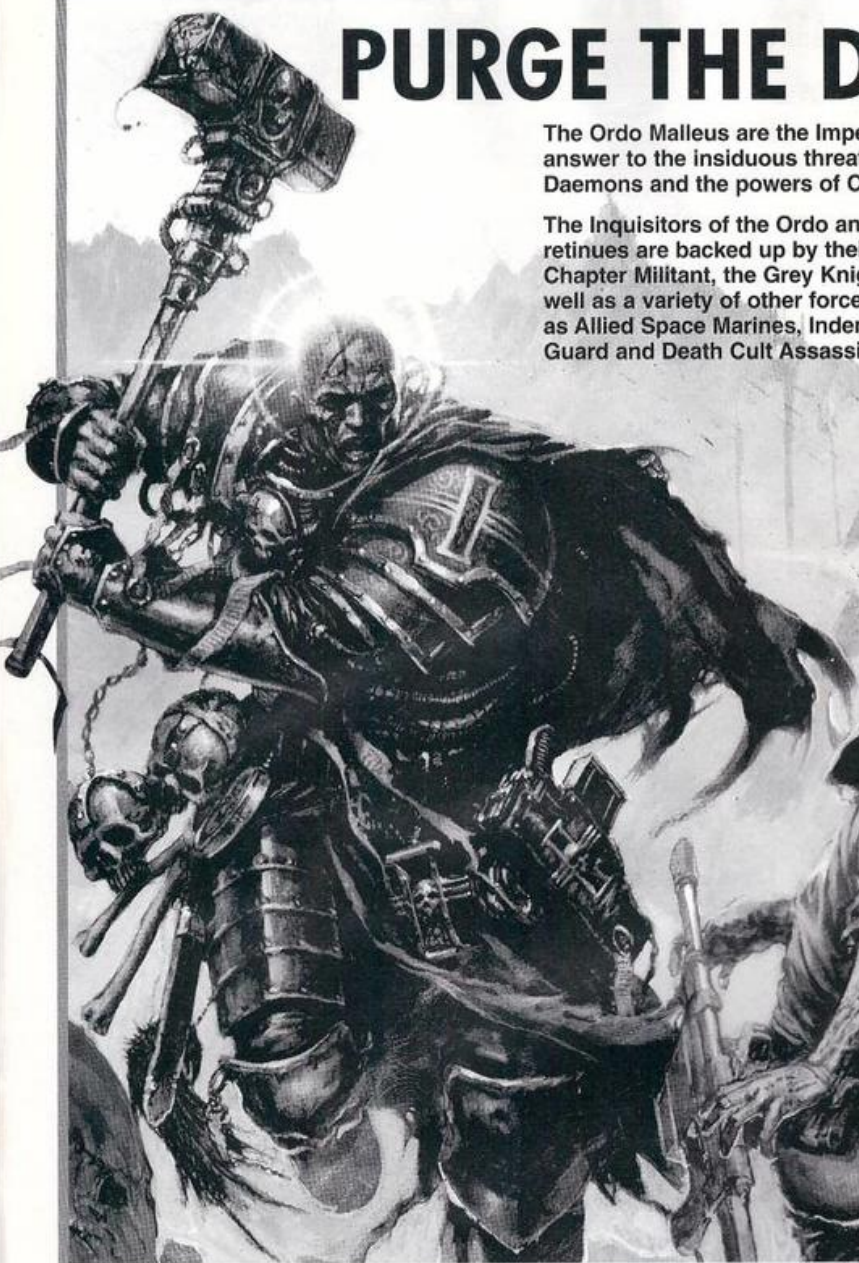
The Ordo Malleus are the Imperium's answer to the insidious threat of Daemons and the powers of Chaos.

The Inquisitors of the Ordo and their retinues are backed up by their Chapter Militant, the Grey Knights, as well as a variety of other forces such as Allied Space Marines, Indentured Guard and Death Cult Assassins.

There will be a preview of Codex: Daemonhunters in next month's White Dwarf, in the meantime feast your eyes on some of the fabulous work our artists and designers have been producing for the Codex!



Grey Knight in Power armour, designed by Aly Morrison.



PAGES FROM THE PORTAL

If you are planning to collect a Tomb Kings army, go to the Tomb Kings Home Page to find out how the Tomb Kings have evolved with each new edition of Warhammer, and theres loads of Tomb Kings miniatures painted by the 'Eavy Metal team too! To really make your army stand out on the battlefield download the Tomb Kings banners and make some Tomb Kings Magic Cards for your Liche Priests!

Also check out the Chapter Approved and Warhammer Chronicles pages for regular updates; we recently added the Sisters of Battle and Armoured Company army lists.

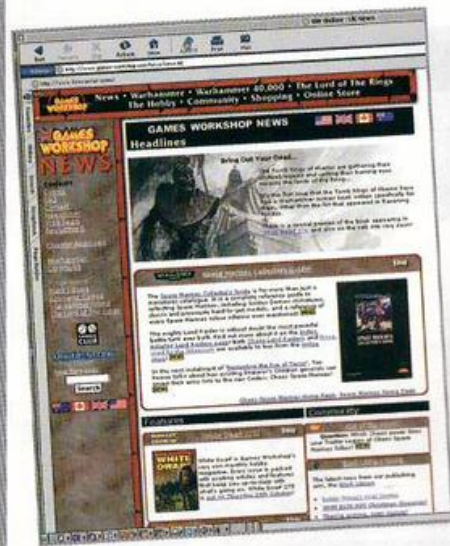
www.games-workshop.com/chapterapproved

www.games-workshop.com/warhammerchronicles

Be sure to keep checking the UK news page for the latest news at:

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

www.games-workshop.com/tombkings



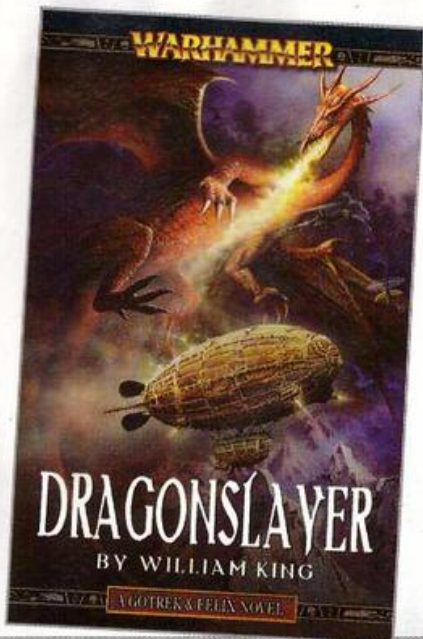
NEWS FROM THE BLACK LIBRARY

WARPED VISIONS

Every issue of the 'Warped Visions' Warhammer Monthly Christmas special will be giving away a foil Warhammer 40,000 CCG card. The foils are taken from the main range, the redemption scheme and even some Sabertooth staff cards. There will be over £100,000 worth of cards included. The bumper issue of the comic will feature characters from the Warhammer 40,000 universe transformed into a fantasy setting and vice versa! So we'll have Ephrael Stern: Sister of Sigmar, Ulli & Marquand of the Penal Legion, Malus Darkblade - Dark Elf!

DRAGONSLAYER

Here's a sneak peak of the cover for Dragonslayer by Geoff Taylor. Starting with the release of Trollslayer and Skavenslayer in April 2003, we will be re-releasing the other books in the series with brand new art and cover designs.



KROOT BEAST

Forge World have just finished work on their new Kroot Beast for Warhammer 40,000. It is sculpted by Daniel Cockerell and will come complete with some Kroot Beast Handlers.

This is a picture of the master model before it went off for casting. Check the Forge World website for more information.



www.forgeworld.co.uk

OUT THIS MONTH: THE EMPEROR'S CHAMPION

This blister pack contains 1 Emperor's Champion model, designed by Juan Diaz. The Emperor's Champion is a Space Marines special character, and uses up an HQ choice in a Space Marines army. The rules for using him can be found on page 52 of Index Astartes II.

This model requires assembly.

THE EMPEROR'S CHAMPION		£7.00
Denmark	kr	80.00
Sweden	kr	90.00
Euro	€	11.00



BULLET POINTS

- Coming soon is series 2 of the Warhammer 40,000 Collectibles: Space Wolves Heavy Bolter, Blood Angel Death Company Marine, Imperial Fist and Ultramarines Sergeant. They are due to be released in February/March 2003. You can take a look at these models and read the stories behind them on the Sideshow Toy website:

www.sideshowcollectibles.com

- The Studio's Lizardmen project is moving happily along. The three-ups for the plastic regiment sets have been completed and have now been sent off to the pattern makers to be made into moulds.
- This year's Golden Demon winners won't be in printed in White Dwarf! But instead will be in a presentation booklet that will be included in a future issue of the magazine. This will be very special and certainly worth waiting for.
- The Games Workshop UK Online Store has been approved for membership of the Which? Web Trader Scheme. The scheme run by Which?, the UK's biggest consumer group, encourages the highest standards among online traders to ensure consumers are treated fairly when shopping online. By displaying the Which? Web Trader Logo we agree to follow the Which? Code of Practice. This means you can shop online with Games Workshop with confidence.

whichwebtrader.which.net/webtrader/index.html

OUT THIS MONTH: INDEX ASTARTES II



Index Astartes II is a compilation of articles from White Dwarf magazine. In it are detailed aspects of the Emperor's elite warriors, the mighty Space Marines, and their treacherous brethren, the Chaos Space Marines. Chapter and Legion histories and colour schemes are detailed, with specific rules and army list variants to help with collecting and gaming using the Space Marine organisations within.

INDEX ASTARTES II		£9.00
Denmark	kr	115.00
Sweden	kr	140.00
Euro	€	15.00

OUT THIS MONTH: CAPTAIN CORTEZ OF THE CRIMSON FISTS

This blister pack contains 1 Captain Cortez model, designed by Colin Dixon. Captain Cortez is a Space Marines special character (rules needed to use Captain Cortez can be found on p.38 of Codex: Space Marines) and uses up an HQ choice in a Crimson Fists Space Marines army.

This model requires assembly.



CAPTAIN CORTEZ £7.00

Denmark	kr	80.00
Sweden	kr	90.00
Euro	€	11.00

GAMES WORKSHOP MOBILE PHONE LOGOS

Games Workshop are going to release a series of downloadable icons for your mobile phone. You can get operator logos, picture messages and, for Ericsson T68 owners, colour backgrounds as well. There will be a wide range of imagery from Nurgle to Space Marines to cater for virtually all Games Workshop fans.

For more information and a look at the icons available, take a look at the website:



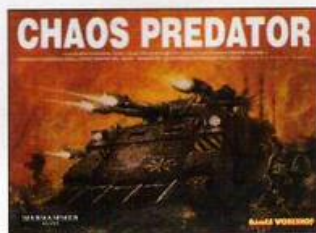
www.db-play.com/gamesworkshop/

OUT THIS MONTH: CHAOS SPACE MARINES PREDATOR

The Predators of the Chaos Legions are a legacy of pre-Heresy times, although now they are barely recognisable to those familiar with the Imperial version. Daemoniac maws adorn every gun barrel, dark icons cover every surface and their hulls are twisted and mutated. A Chaos Space Marines Predator is a Heavy Support choice.

This boxed set contains 1 Chaos Space Marines Predator plastic kit, designed by Tim Adcock, Jes Goodwin and Alex Hedström.

This model requires assembly.



CHAOS SPACE MARINES PREDATOR £20.00

Denmark	kr	250.00
Sweden	kr	300.00
Euro	€	35.00



BLOOD BOWL TOURNAMENT

Tickets are now on sale for the ultimate Blood Bowl tournament and official highlight of the NAF season. This is the trophy that all Coaches to aspire to winning.

The event will be held on 1-2 March 2003 at Warhammer World. 150 places are available for competitors to decide the Championship. The weekend will involve playing six games of Blood Bowl, culminating in a final between the top two players – the winner will be entered into the official NAF history of The Blood Bowl for all time. The remaining competitors will play for the Warhammer World League Cup, the trophy which was first seen at Blood Bowl Resurrection 2001.

Tickets are £40, including three meals over the weekend, and are only available through Mail Order.

Tel: 0115 91 40000

For more information on the event visit:

www.bloodbowl.com

ALL OUT WAR CAMPAIGN WEEKEND

The next Warhammer 40,000 campaign weekend All Out War will be held in Warhammer World on the weekend of the 25/26 of January 2003.

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. The tickets for the event are priced at £36 which includes your lunch on both days and Saturday's evening meal.

To secure your place ring:

Tel: 0115 91 40000

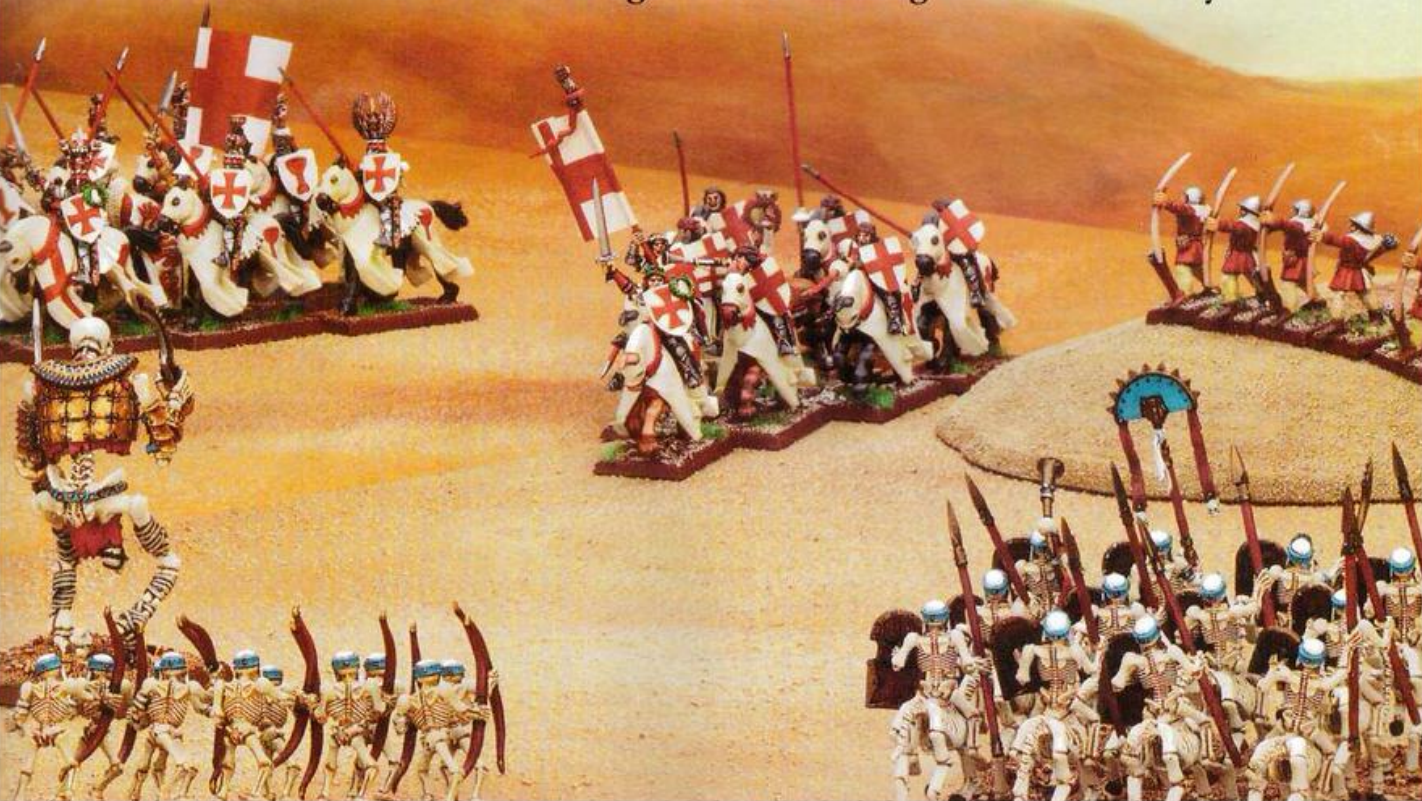


The action heats up in the final round of the previous tournament.

COMING NEXT MONTH:

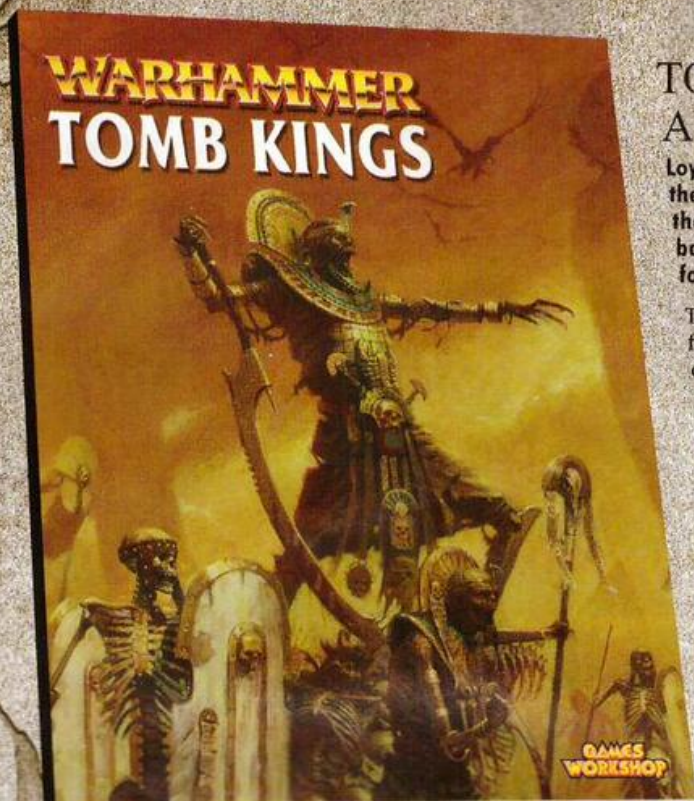
A QUEST INTO THE UNKNOWN

This battle report sees the first appearance of the new Tomb Kings army as it defends its home land against a crusading Bretonnian army.



LAND OF THE DEAD

TOMB KINGS NEW RELEASES



TOMB KINGS ARMIES BOOK

Loyal even in death, the armies of the Tomb Kings march at the side of their lords, seeking to reclaim the kingdoms that were once their own. This 80 page book contains background, painting and modelling guides, and full rules for fielding a force of Tomb Kings.

The Tomb Kings army has a unique playing style. At face value, its troops seem slow and not very effective in combat. However, when bolstered by the considerable fighting abilities of the Tomb Kings and Princes, and animated by the incantations of the Liche Priests, they can be used in devastating combinations to shatter the enemy. The Tomb Kings are an army that rewards a meticulous approach to army selection and planning. Careful coordination of your units, magic and magic items can turn a ramshackle collection of bones into a highly disciplined and deadly force.

TOMB KINGS BATTALION

The Tomb Kings Battalion is the ideal way to start your Tomb Kings army or to expand an existing one. Regiments of Skeleton Warriors form the core of any Tomb Kings army. Extremely versatile, they can easily hold a defensive formation, unleashing a deadly rain of arrows as the enemy march forward, or they can be mounted on Skeletal Steeds or within

deadly Chariots to quickly take the battle to the enemy.

The Tomb Kings Battalion boxed set contains:

- 32 Skeleton Warriors
- 3 Skeleton Chariots
- 8 Skeleton Horsemen

These models require assembly.

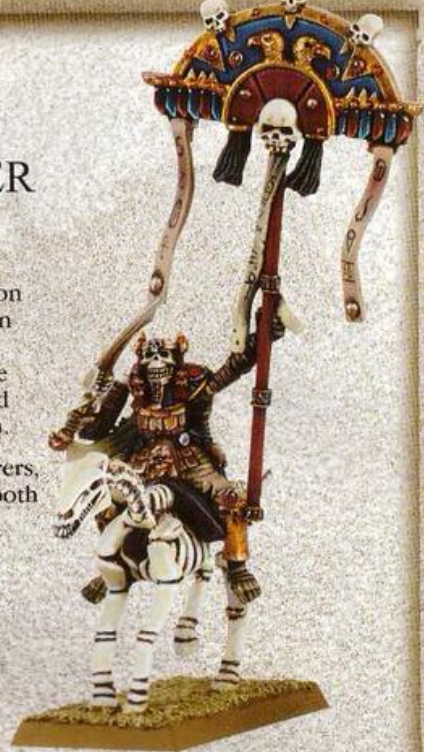


TOMB KINGS ICON BEARER ON FOOT AND MOUNTED

An Icon Bearer marches at the centre of every Tomb Kings army holding aloft the standard of his king. Icon Bearers add stability to a Tomb King army, as the icon reduces the damaging effects of negative combat resolution on all Undead around it. (Undead that are within 12" of their Icon Bearer suffer one less wound than they normally would when defeated in combat).

This blister pack contains two Tomb Kings Icon Bearers, one on foot and one mounted on a Skeletal Steed, both designed by Colin Dixon.

These models require assembly.



TOMB KINGS SKELETON WARRIORS

The mighty armies of the Tomb Kings are made up of regiment after regiment of valiant soldiers who have sworn to serve their king beyond death. Armed with bows that always hit on a D6 roll of 5, regardless of any modifiers, they give a Tomb Kings general a reliable tactical edge.

This boxed set contains 16 Skeleton Warriors, designed by Colin Grayson.

These models require assembly.



Skeleton Warrior with hand weapon and shield.



Skeleton Warrior Standard Bearer.



Skeleton Warrior with Bow.



Skeleton Warrior Miscalan.



Skeleton Warrior with spear and shield.

LICHE PRIEST ON FOOT AND MOUNTED

Countless centuries old and little more than decayed corpses, Liche Priests dutifully serve their kings for eternity. Unlike normal wizards they don't generate Power dice. Instead, their chosen Incantation is automatically cast like a Bound spell with a Power Level equal to 2D6 in the case of a Priest and 3D6 in the case of a High Priest. With every Incantation guaranteed to be cast, enemy wizards need to manage their Dispel dice wisely.

This blister pack contains two Tomb King Liche Priests, one on foot and one mounted on a Skeletal Steed, both designed by Colin Grayson. These models can be used to represent either a Liche Priest or a Liche High Priest in a Tomb Kings army.

These models require assembly.



ALSO INCLUDES THIS SPECIAL EDITION ICON BEARER!

Tomb Kings Icon Bearer, designed by Colin Dixon.

TOMB KINGS ARMY BOX

The army box is the best way to collect a complete Tomb Kings army in one go.

The box contains the Tomb Kings Armies book, one Lord choice, three Hero choices, three Core choices, one Special Unit choice and one Rare Unit. It has everything you need to create a balanced Tomb Kings army and start your campaign of terror against the lesser races of the Warhammer world.

The Tomb Kings Army boxed set contains:

- 1 Tomb Kings Army book
- 1 Tomb King
- 1 Mounted Liche Priest
- 1 Liche Priest on Foot
- 16 Tomb Kings Skeleton Warriors
- 8 Tomb Kings Skeleton Horsemen
- 5 Tomb Kings Chariots
- 1 Screaming Skull Catapult
- 3 Tomb Kings Ushabti



TOMB KINGS SKELETON HORSEMEN

The Skeleton Horsemen boxed set can be used to create either Skeleton Light Horsemen or Heavy Horsemen. Skeleton Light Horsemen are fast cavalry and armed with a bow, so they can quickly harass the flanks and rear of enemy formations. Skeleton Heavy Horsemen are equipped to attack the enemy head-on, naturally causing Fear, their charge is more than capable of smashing through a block of enemy infantry.

This boxed set contains eight Skeleton Horsemen, designed by Colin Grayson.

These models require assembly.



Skeleton Horseman with bow.



Skeleton Horseman Musician.



Skeleton Horseman Champion.



Skeleton Horseman with spear and shield.

TOMB KINGS

Tomb Kings are the ancient and long dead rulers of the land of Nehekhara. Having a Toughness of 5 and 4 Wounds they are very resilient to damage! However, it is when riding within a Skeletal Chariot with a charge of 16' that also causes D3 impact hits, that should they should be truly feared. Should any enemy slay the Tomb King, be warned, for a terrible curse shall befall them! The unit/model responsible for the death of the Tomb King must immediately take a Leadership test. If the test is failed, the unit/model will suffer D6 wounds with no Armour saves of any kind including Ward saves.

This blister pack contains one Tomb King model, designed by Alex Hedström. This model can be used to represent either a Tomb King or a Tomb Prince in a Tomb Kings army.

This model requires assembly.



PRICE LIST

TOMB KINGS ARMIES BOOK	£10.00
Denmark	kr 150.00
Euro	€ 20.00
Sweden	kr 180.00
TOMB KING	£6.00
Denmark	kr 70.00
Euro	€ 10.00
Sweden	kr 80.00
TOMB KINGS ICON BEARER	£8.00
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TOMB KINGS LICHE PRIEST	£8.00
Denmark	kr 100.00
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Sweden	kr 120.00
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Sweden	kr 1,900.00
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Denmark	kr 185.00
Euro	€ 25.00
Sweden	kr 225.00
TOMB KINGS SKELETON WARRIORS	£15.00
Denmark	kr 185.00
Euro	€ 25.00
Sweden	kr 225.00
TOMB KINGS BATTALION	£50.00
Denmark	kr 600.00
Euro	€ 80.00
Sweden	kr 700.00

WARHAMMER CHRONICLES

TOMB KINGS DESIGNERS' NOTES

Presented by Gav Thorpe

No surprises this issue. With the release of the Tomb Kings Army book, I've mesmerised the relevant writers so that they can spill their thoughts onto these pages concerning this most bony of projects. As well as learning about the Tomb Kings, I hope you will also take with you some inkling of the process we go through to create any Warhammer Armies book. I'll start it off...

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

different stages. Firstly, I briefed Alessio, who did the basic rules and army list design. I then took on board the initial playtest feedback and made any major changes to the list. The 'polishing and tweaking' stage was conducted by Anthony Reynolds, as well as shepherding the book through the peaks and troughs of the production process. You'll be hearing from them later.

BOWS AND BONES

The character of the Tomb Kings had already been touched upon in previous army lists, although there had never been a full Warhammer Armies book dedicated to them. For a start, while the Vampire Counts army is an eclectic mix of skeletons, zombies, dire wolves, wights, wraiths and all manner of other gothic horror staples, the Tomb Kings army is much more traditional in that it includes lots of skellies that are equipped in different ways. This in itself makes them feel much more like the army of an ancient kingdom. If you think about the Empire army, or High Elves or Dark Elves, for example, you basically get lots of different human or Elven troop types. I wanted the same to apply to the forces of the Tomb Kings, so we have Skeletons on foot with different weapons combinations, Skeletons on steeds with different

weapon combinations, Skeletons in chariots and Skeletons manning the war engines. Pretty much the army of Nehekhara then, but slightly skinnier.

The other major difference in terms of troop types comes down to missile fire. An army of the Vampire Counts has only spells and Banshees, while the Tomb Kings can get many troops with bows, not to mention the Screaming Skull Catapult and the awesome Casket of Souls. We didn't want to change the basic profile of a Skellie (complete with Ballistic Skill 2), so our task would be to come up with rules that made Skeletons effective troops at range as well as up close.

SCROLLS AND SKULLS

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



THE BARE BONES OF THE ARMY

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

With the new system, all Liche Priests know the four Incantations that form the basis of their religion and cover all the basic tools for dealing with Undeath. There is one Incantation to increase the fighting/shooting ability of the Undead troops, one to raise them back after the enemy has struck them down and one to make them move faster (and of course a good, handy magic missile...). These Incantations are not normal wizard spells; they are more like Bound spells from magic items. Liche Priests can cast one of these per Magic phase, with a Power Level of 2D6, while High Priests can cast two at 3D6! This means that Incantations never Miscast, but on the other hand they are never cast with





Tomb King



Liche Priest



Chariot



Tomb Guard

Irresistible Force. Ancient, unchanging, repetitive and inexorable, that's what they feel like! To increase this ritualistic feel even more (and for gaming ease), I've introduced the Hieratic Hierarchy rule, meaning that the Liche Priests always cast their Incantations in a strict order. If it has worked for the last three thousand years, why change it?

MAKING THE DEAD WALK

Now, let's have a look at the Undead rules. The task was to make the Tomb Kings different and unique, but keep enough similarities with the Vampire Counts that players could still understand the Undead rules as a whole... I'm quite pleased with the result we achieved. Basically, the Tomb Kings share the same Undead rules with the Vampire Counts, with the notable exception that in the Tomb Kings army the General is not the force keeping the army going, because it's not the Tomb King who has reanimated them, but the Liche Priests. The most important Priest, the Hierophant, is the one responsible for the creation of the army and it is his destruction that causes the army to start collapsing. Even if this happens, the army can still use the *Id* of the General (a Tomb King or Prince) for its *Id* tests, resulting in a far more enduring force than a Vampire Counts army, where the demise of the General is usually quite final. This also allows the Tomb Kings player to spread his risks, not having all his eggs in one basket as a Vampire Counts player does. The drawbacks of this are that Liche Priests are obviously easier to kill than Vampires and that the legions of Nehekara cannot march at all, missing the strong centralised driving force represented by the Vampire/Necromancer.

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

NOT JUST A USELESS PILE OF BONES

Concerning Special troops, Tomb Guard are the equivalent of Grave Guard (slightly less armoured than their Vampire Counts counterparts, but I thought that keeping the entire army to a maximum of light armour made for a good theme). Thinking that the best man among these elite troops would have been granted the honour to carry the insignia of the King, I've also introduced a new character to the Heroes of this list: the Icon Bearer. He is basically a mix between a Champion of the Tomb Guard and a Wight Lord, and always carries the battle standard.

Going back to the Special units, the next idea was to create a new class of Undead, more akin to animated statues than real living creatures that have been reanimated, this was a good excuse to include in the list many of the gigantic monuments that the ancient civilisations have left us. These 'Undead Constructs' are the same as normal Undead, except that they are more resilient, always losing one less wound than they should for combat resolution when losing a fight, and getting an armour save of 5+. This category includes the Ushabti (ogre-sized warriors modelled on the semblance of the gods of Nehekara), the tunnelling Tomb Scorpion and the huge Bone Giant (although he's actually a Rare choice).

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

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

Over to you guys...



WHO ARE THE TOMB KINGS?

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

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

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

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

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

MY WILL BE DONE

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

Much of the change at this stage was in the creation of magic items and the actual wording of certain rules. The specific effects of the spells were tinkered with to make sure that the magic was on par with the traditional Spell Lore, but still felt different to play with.

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

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

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

AND SO IT SHALL BE...

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

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

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



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



The mighty Settra, greatest of all the Tomb Kings

list as possible while still being challenging to both play with and against.

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

It is at this stage in the project that the points values for all the different units, characters and items are finalised (not without many 'discussions' and pulling of hair), and the wording for special rules are hammered into final shape, eliminating vague or confusing phrases

POLISHING THE BONES

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

I think we have managed to make the Tomb Kings a distinctive and interesting army, that allows you to try out all manner of varied tactics and armies that are fun to both play with and against, while making it very different from any other in Warhammer. It's hugely satisfying to see the book come together from start to finish, from the first early brief, through the early drafts of army lists and various wacky ideas, to seeing the fabulous art start to fit into the book, seeing the brilliant new models sculpted and painted up for the colour section, and finally having a completed book printed. Enjoy.



PAINING SKELETONS

Almost everything in the Tomb Kings army can be painted using the same technique to achieve a bone effect. Here are a few simple techniques to show how its done.

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

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



1 Undercoat the model with Skull White spray.



2 Apply a wash of Brown Ink that has been thinned with an equal quantity of water.



3 Drybrush the entire model with Bleached Bone.

SUGGESTED PAINT COLOURS



- Undercoat with Skull White
- Wash with Black Ink
- Drybrush with Skull White
- Undercoat with Skull White
- Wash with Flesh Wash
- Drybrush with Bleached Bone
- Undercoat with Chaos Black
- Drybrush with Bronzed Flesh
- Wash with Brown Ink
- Highlight with Bleached Bone



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

SHIELDS

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





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

1. Undercoat the model with Skull White.



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



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



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

PAINING REGIMENTS, BY DAVE ANDREWS

"I wanted to create an effective looking force but one that was quick to finish. To do this I painted every model in the army at the same time, applying a basecoat to each figure before moving on to the next colour or highlighting stage. The hieroglyphs on the scrolls and shields were photocopies from a source book which were then reduced, a simple but very effective technique."



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

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



Warhammer veteran Pete Scholey can see dead people – and he's very happy about that. It's taken four years, but the wait is over. The Tomb Kings have well and truly arrived.



Pete Scholey will soon reach his first decade of gaming in the Warhammer world. In 1993, a friend's invitation for a game of Warhammer 40,000 had him hooked. But it was the imagery and

mythology of Warhammer that still held the greatest fascination for him.

At the 1997 Games Workshop Grand Tournament he finished a respectable 20th. A few short months later his army of Lizardmen won the inaugural Warhammer Players Society Grand Tournament and he's never looked back since. As a member of the Mansfield Wargamers club and the infamous Dragon Slayers team, Pete now has a wealth of gaming experience.

Despite playing 40k, Epic, Necromunda, Mordheim and

LEGIONS OF THE SANDS

One player's love for bone and magic...

Warhammer Quest, Pete's first love remains Warhammer.

In 1999, when Alessio Cavatore finished work on the Warhammer 5th edition Vampire Counts Army book, Pete was saddened to see half of his Undead models become redundant. So, when White Dwarf 227 saw the release of an army list for the Tomb Kings, he was overjoyed. His delight was complete when White Dwarf 238 heralded the announcement of the scroll system for the Tomb Kings Magic phase – now Pete began to realise just how effective an army this could be.

By the time 6th edition Vampire Counts arrived, Pete was a member of the play-testing team for the new version of Warhammer. It was time for his favourite Undead army to take a back seat as Pete helped out with the play testing of Orcs, Elves and Vampires.

By this point he was itching for the release of the army book for the legions of Khemri, knowing that his wait would soon be over – an obvious advantage of being on the play testing team! Pete's fortune to see the Tomb Kings evolve in front of him is something he sees as a fantastic opportunity for which he is very grateful.

His love affair with the Undead has continued ever since. Pete cites the reasons for this as his fascination of the old Hammer Horror films.

With the release of the new Tomb Kings Army book, Pete has finally been able to deploy his favourite Skeletons in all their glory, and after playing the army for such a long time, he is as qualified as anyone to discuss not only the tactics behind the legions of Nehekara, but also their collecting and assembly.

So what follows are Pete's thoughts on the latest army for Warhammer...



novice, before you start collecting you need a clear idea of how the army is going to look.

For me, Tomb Kings are all about Chariots, lots of them, rock hard Mummies and nasty monsters from out of the desert. Of course, there will always be Skeletons, but it is the special troops that make this army unique and fun to play with...

I had an image in mind of how I wanted the army to look. Striking but simple, basing it around the bone of skeletons with the blue and gold of ancient Egypt. Everyone seems to view the Tomb Kings as 'Egyptian', and who can blame them. The imagery, models and the two 'Mummy' films just add to that design – and I'm no different.

So I dusted out those figures from the back of the garage and got them ready for a makeover...and it worked. It wasn't easy, figures had to be re-based and repainted to my new colour scheme but after a couple of months I had formed a nice looking 2,500 points army...I just had to find a big satchel for my Liche Priests to carry all their scrolls in!

At that time the Tomb Kings were a very tough army to defeat, the magic was unstoppable and destructive, too powerful if I am honest. However, that changed a year later when Warhammer 6th edition arrived and Ravening Hordes was published.

I didn't like that list, the death of the General rule made them too fragile compared to all other 6th edition armies, especially Vampire Counts, and so back in the garage they went. However, I was fortunate to be involved in play testing the new list and so their exile was short lived...



Pete's unit of heavy cavalry.

TO THE PRESENT DAY

The development of the new Army book was a bumpy road, a lot of head scratching and stern words were passed between the group of playtesters, but in the end I believe we did a great job. That old White Dwarf list stood the test of time, the scroll system was modified to become more balanced and with the addition of those interesting new troops, I think you will enjoy playing with the new Tomb Kings...

Let me set my stall out first. I play 'Pitched Battle' tournament style games most of the time. I use a generic army selection that can do well against any opponent. I think it is

the only way to judge an army, two equally matched forces on opposite sides of the board.

Being involved in tournaments is great fun and is a good way to meet people from all over the world. Not only have I made a lot of friends through attending tournaments, but it really gives you a wonderful insight as to how others create and paint armies. When I see some of the fantastic looking armies that turn up at tournaments it spurs me on to get down to my local GW store to start something new.

And the local store is probably where you are now, preparing to start your new Tomb Kings army. But a word of warning, hide your Vampire Counts book, take a garlic clove with you to banish it from your sight - because if you try to play Khemri like Vampires then you are going to lose. They might look alike and share similar troops – but they work completely differently. There is nothing in the army you can afford to lose, no cheap give-aways and so you need a clear strategy before you begin, but most importantly you have to decide if: you are a King or a Prince.

I AM MOST DEFINITELY A KING...

The Tomb King epitomises the army, he is the leader, the Pharaoh and should always be on a Chariot. By picking a Tomb King as your General, not only does it give you the best fighter and a reasonable magic user, it allows you to take Chariots as Core choices, freeing up those special



The fierce Ushabti constructs.



The Tomb King – Pete Scholey's weapon of choice.

slots for other interesting units (more about those later).

However, you should not forget, that unlike other armies, the Tomb Kings stipulates that you have to have at least 2 characters, a Mummy General and a Hierophant.

A what? Well I did say this army worked differently to others and this is the reason.

The Hierophant is the army's senior Liche Priest and is responsible for awakening the entire army from their slumber. Protect him at all costs. The Tomb King might be the leader, but it is the death of the Hierophant that does to this army what the death of the Vampire Counts general does to them – CRUMBLE! You've got to have one, so get used to protecting him; I always take two Liche Priests in my army but one has to be identified as the Hierophant.

My final character is a Tomb Prince on a Chariot. During testing I used an Icon Bearer to lead my cavalry, but the extra combat potential of the Prince, and his ability to magically move his own unit, won the argument for me.

MY WAY

One of the big advantages Khemri has over the Vampires is the flexibility of the list. You can play a magic heavy shooty game; rock hard characters

with heavy support and minimal magic or my preference, a mixture of the two, whilst always being supported by some of the most subtle magic items yet discovered. The choice is yours.

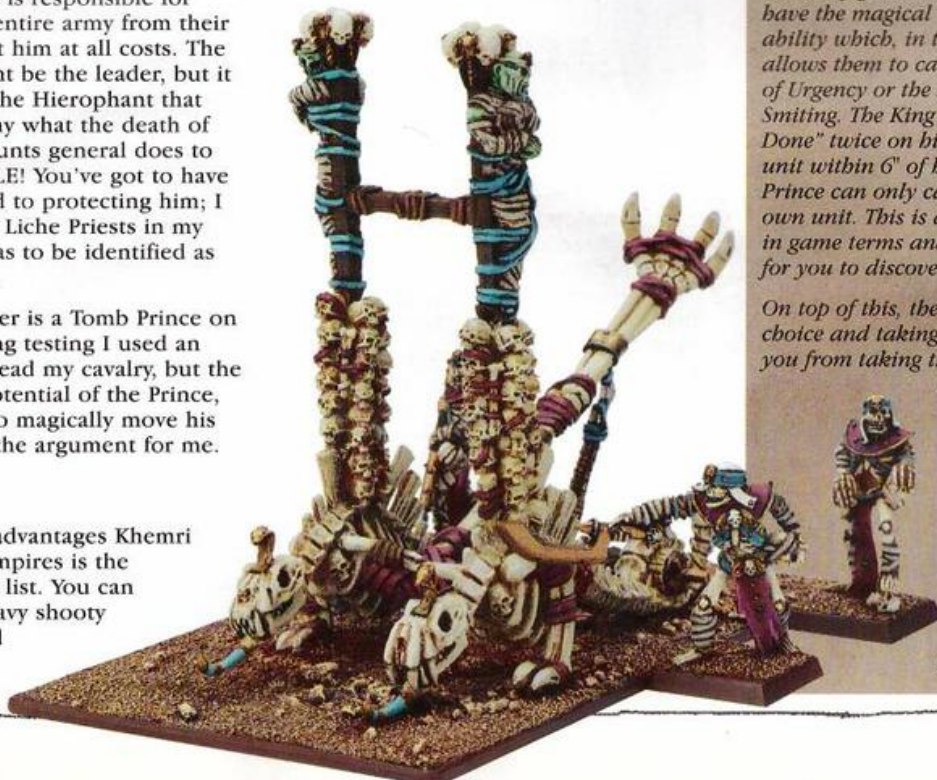
The trouble with the Undead is just that, they are dead. Generally they don't move very fast and shamble across the board eventually getting into combat. Well, that used to be the

TOMB KING, OR NOT TOMB KING?

This is a critical decision and one you have to make before going any further. A Khemri army has to be led by a Mummy General, either a Tomb King or a Tomb Prince. Taking the King allows you to select Chariots as Core choices and it also gives one unit of Skeleton Warriors access to a Magic Banner. Both characters are the best fighters in the army and both have the magical "My Will Be Done" ability which, in the Magic phase, allows them to cast the Incantation of Urgency or the Incantation of Smiting. The King can use "My Will Be Done" twice on his own unit or a unit within 6" of him whilst the Prince can only cast it once on his own unit. This is a massive difference in game terms and one I will leave for you to discover.

On top of this, the King is a Lord choice and taking him does prevent you from taking the High Liche Priest as your

Hierophant. So you need to think about your character choices carefully – as always this list gives you plenty of flexibility and can suit anyone's playing style.





A Khemri army is a frightening prospect for any foe!

case, but Tomb Kings can, if used correctly, move quicker than a rampaging Squig on a fit of destruction, and it is this attribute that I built my army around.

I wanted Chariots in the army and they were my first choice. Ever since I read *The River God* by Wilbur Smith I had images of chariots racing across the battlefield sweeping everything in their path. I couldn't manage hundreds of chariots but settled on two units of three, each with a Standard and a Champion. One unit, which contains the Tomb King, carries the Banner of the Undying Legion, a handy item that restores wounds at the start of your Magic phase and helps keep those Chariots on the table.

I settled for a Bone Giant and a unit of three Ushabti. These 'constructs' look great, and are potentially the best fighting units in the army. They also act as pincushions and attract missile fire more readily than bees to the honey pot. Whilst they are taking the hits your Chariots can move into position. And don't forget you can always restore their wounds in the Magic phase.

And whilst I mention restoring wounds I will remind you of something I mentioned earlier, that there are no cheap give-away troops

GIVE-AWAY!

'Give-away troops' is a term I use to refer to units that are just that – units that I can afford to lose as part of a tactical plan.

You are playing a frenzied Khornate warrior army and there are 800 points of deadly Knights with a couple of heroes waiting to smash into your battle line. Imagine the thoughts running through the mind of a 40 point Goblin unit containing 20 poor lost souls. They turn to look at their General and know what's coming, yes it's sacrifice time. You march them right under the nose of the Knights and angle them ever so slightly off at a tangent so the Knights, who have to charge them in their turn, kill them and overrun right across the front of your best troops. Voila, you now have the flank of the Knights exposed and you hit it with everything you have. The poor old Gobbos have not died in vain.



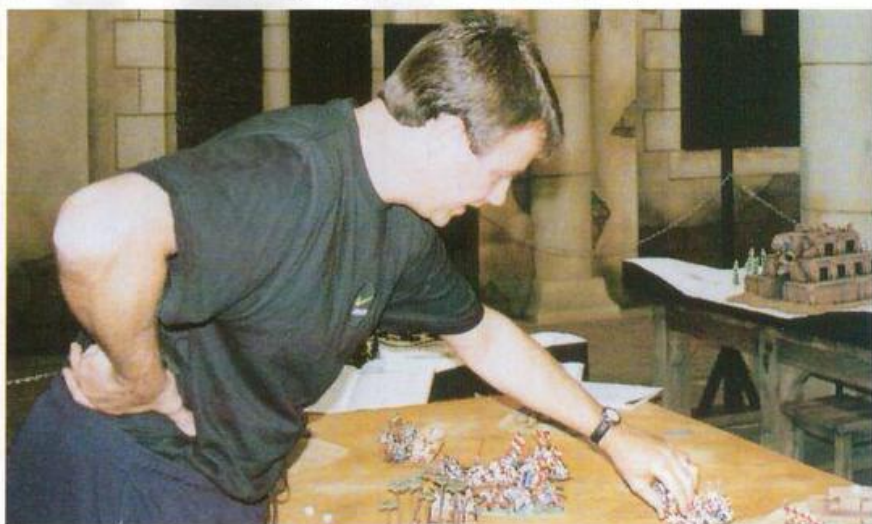
in this army. You can't raise new units, nor can you add to existing troops like the Vampire Counts can – but the big advantage is that ANYTHING in the army can be restored through magic; Monsters, troops and characters can all go on forever, even if the Bone Giant is teetering on 1 wound, you still have the ability to restore him to full health.

I continued the 'fast-attack' approach with a unit of twelve heavy cavalry and three Carrion. They are then supplemented by the backbone of the army; Tomb Guard, Skeleton Archers and a deadly Skull Chukka.

The Archers and the Skull Chukka have proven themselves invaluable. Giving the Chukka the Heads of the Foe means that units take Panic tests at -1 Leadership. Doesn't sound much, but many a unit have fled the table on an average roll of 7, just you wait and see.

SURPRISE PACKAGE

However, it is the Archers that will surprise you. I always wanted them in the army but with a BS of 2 they couldn't hit a barn door from ten feet away. However, during testing they



Pete fights out the inaugural Tomb Kings battle report – look out for it next issue.

were blessed by the Asp Goddess (well, Gav Thorpe anyway) – and were given the ability to hit anything on a 5+. This magical ability allows the arrows of the Tomb Kings to seek out their enemies unerringly. They do not suffer any penalties or bonuses to hit when shooting. Move and fire, skirmishers, large target, behind a hedge or in a wood, it doesn't matter, they always hit on a 5 and they are

truly worth their weight in gold. You don't need as many, in my opinion missile fire alone never won many games, but in a balanced army it has its place.

And so on to my final unit the Tomb Guard. It was always going to be a toss up between a unit of these or a bigger unit of Skeleton Warriors. The decision was made easy when Chariots became a Core choice with the Tomb King as General. The extra Strength, Toughness and Weapon Skill plus the Killing Blow ability means that for 3 points per model over their Skeleton cousins they were just too good to leave out. And when you see what the Icon of Rakaph can do, I am sure you too will give consideration to these boys....

IN SUMMARY

And that's about it really. I have built up a balanced army that can deal with almost anything. It is fun but challenging to play with – an army that makes you think, looks great and is open to all sorts of modelling opportunities.

In summary, the Khemri army offers:

- Manoeuvrability
- Relentless magic
- Flexibility of troop types
- Great war machines
- Solid hard-hitting units
- Superb magic items

But most important is your ability to combine all the above and master their interaction – no easy feat.

If there is one piece of advice I would give to anyone thinking about starting a Tomb Kings army it is this...Sit down and read the rules a few times. Think of the type of player that you are, albeit magic and shooty, combat-based or a combination of the two, because contained in the list is an army to suit everyone...



KHEMRI CHARIOTS

Unlike other armies, Khemri Chariots form up in units. They gain the +1 combat resolution for having a standard but because they are fast cavalry, do not gain rank bonuses. But the real beauty of Khemri Chariots is the way they can be restored. If you start with a unit of 3 Chariots, lose one and take two wounds on a second, well never fear; either the Icon of Restoration and/or the Incantation of Summoning can restore up to 3 wounds in the Magic phase. So in this example, if I restore 3 wounds, one Chariot recovers its 2 wounds and the destroyed Chariot is brought back to life, although it starts with only 1 wound remaining.

If you use the Chariots correctly they can win you the game, they aren't the hardest hitting thing in the Warhammer world but it is their ability to move like fast cavalry and charge 16" in the Magic phase that makes them priceless. And you will soon find out that your opponent realises this too and so he will do everything possible to get rid of them. So you need distractions...



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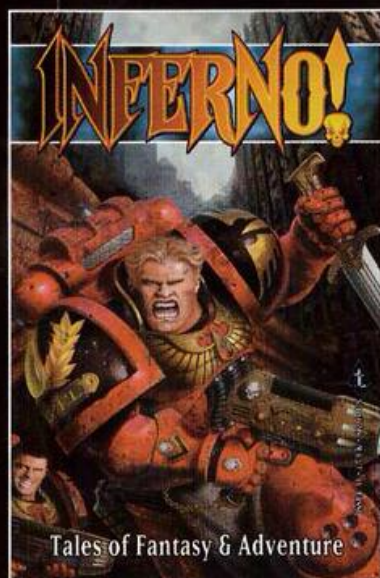
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This month Andy Chambers takes time out to look back at what the Warhammer 40,000 Games Development team have been up to recently. He also casts his gaze to the future and explains what we have in store for you.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings citizens and welcome to the Most Effulgent Emperor's Chapter Approved column. Well now, my dedicated brethren, it's been quite a while since we had a look through the parchments in the Games Development oubliette. This month I think it would be a good time to examine them...

THE STATE OF THE SYSTEM

OUR DEARLY DEPARTED BRETHREN

I believe that there are now a number of new scribes since our last visit. It's true that the Venerable Scribe Johnson became a Fanatic, indeed the Head Fanatic from what I've heard. He now pursues insane paths as diverse as sports (Crossref. 'BloodBowl' 2938/emzV.4), gang warfare (Crossref. 'Mordheim' 6548/reD.7, 'Necromunda' 0966/meL.2), space combat (Crossref 'Battlefleet Gothic' 3185/oaG.8) and large scale conflicts (Crossref 'Warmaster' 9310/waM.2, 'Epic' 3291/akV.7).

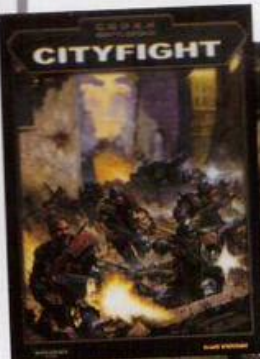
Quite where this will all end I know not, although given the diversity of theorems Scribe Johnson now propounds I believe some form of multiple possession must have taken place!

Spare a prayer also for Scribe Thorpe, locked in crusade upon a feral world where the populace has a great fondness for warhammers. Apparently the taint of both aliens and dark forces is strong in that benighted realm and Scribe Thorpe's missives detail their barbaric traits with a suspicious level of enthusiasm. He apparently intends further investigations; I fear he may have

'gone native' and given way to the inevitable lure of godlike status within a backward culture.

REPLACEMENT SCRIBES

In accordance with the relevant ordinances I have recruited suitable replacements from amongst the Adepts. These have now shouldered the great joy and burden of codifying the forces and foes of Mankind. Learning from the fates of scribes Johnson and Thorpe, the work is now undertaken in a more compartmentalised manner so that no single scribe risks losing their soul to



The 122nd Cadians advance cautiously through a ruined cityscape.



The sinister Necrons have come to take back what was once theirs...

the damned knowledge they must contemplate. As such I shall describe their roles as we review the manuscripts completed after your previous visit and those currently underway and nearing completion.

As an aside, suffice to say that regular scourgings are still undertaken to focus the mind and purify the spirit of these new scribes. Sadly, the very nature of the task in hand means the rank stench of corruption, hairy palms, furrowed brows and incipient insanity are never far away. I say this through my own dreadful personal experience of course, even now only the most rigorous regime of regular excruciation stands between myself and heretical madness. Well, moving along swiftly...

CHAPTER APPROVED

Here is the ursine Scrivener Haines, whose first treatise formed essential components of the first Chapter Approved annual over a year ago. This mighty tome codified the most favoured articles of the preceding year, and even now finishing touches are being made to a second volume, incorporating the most important articles of the preceding year but updated with a host of new material.

Scrivener Haines, utilising preparatory notes from myself and the sadly departed Scrivener Johnson, then moved on to complete the Battlezone codex Cityfight. This treatise on the subject of urban combat in the 41st Millennium was further illuminated by texts from the fertile pen of another recruit, Scribe McNeill, whose upbringing in the wilds of

the northern reaches belies a fine grasp of both Low and High Gothic. Both provided innumerable transcripts for this publication as we combined our efforts on an altogether less wholesome tome.

AN EMERGING RACE

Codex: Tau was one of the final books forming the so-called first revelation, that of the Xenos. This relatively young alien race has become a thorn in the Imperium's side over recent centuries and it required bringing to the attention of our commanders. The shameless development of technology by these creatures and their expansionistic empire of client races has but one positive element to it from holy Terra's perspective. That is that it lies directly in the path of hive fleet *Kraken*. We can but pray these loathsome aliens might one day destroy one another.

INDEX ASTARTES

The first book of the Index Astartes followed, a compilation of articles on all aspects of the Emperor's blessed Space Marines. Thus begins an heroic attempt to illuminate each of the legendary First Founding Legions and their Primarchs, even unto those that turned to damnation. We estimate this will eventually comprise of no less than four tomes to cover all eighteen legions, with appendices on the Adeptus Astartes organisation, rituals, successor chapters, heroes, offices, weapons and war machines.

Another new appointee, Scrivener Kelly, previously a Fulminator for this

periodical, made his first great works inroads into this mighty project, with the added weight of all the other scribes and various alumni of exotic locales. He has also made considerable contributions to this very Chapter Approved column on a variety of subjects as diverse as Xeno lore and Imperial Guard regiments.

Another major contributor to Chapter Approved and Index Astartes has been the newly arrived Scrivener Hoare. A great devotee of the Adepta Sororitas and champion of the oppressed. Even as we speak I'm led to believe that the next Chapter Approved Annual and the second Index Astartes compilation are being conveyed by servitors to the scriptoriums for copying and distribution.

THE NECRONTYR

So, with a strength of numbers not previously known, we completed our current treatise upon the alien races with Codex: Necrons. This dire race is as old as the stars themselves and has slumbered for uncounted millennia beneath the dust of aeons-dead worlds. This codex confirms the earlier reports in this August periodical and expands upon the terrible threat the Necrontyr bequeathed upon the galaxy. The deathly aspect of these nightmare warriors has appeared upon the battlefields of the 41st Millennium with increasing force and rapidity. As they stir themselves from their stasis-tombs we can but speculate on what their designs upon the galaxy will be. Little imagination is required to conclude that they will not be good.



A Iron Warriors Grand Company storms the breach.

THE CHAOS LEGIONS

As an extension of the progress made with Index Astartes, I next instructed Scriveners Haines and Hoare to undertake a revision of Codex: Chaos Space Marines. They set to with the rest of us assisting as best we could, and of course keeping a constant watch for signs of mutation or possession in the two unfortunates. They appear to have come through their ordeal remarkably

sane and whole, although Scrivener Hoare is exhibiting certain marks which make me unsure.

The completed revision is something of a masterwork however great the cost. All of the corrupted legions are accounted for and much more besides. A worthy successor to the much-mourned lost codices of yore, this book comes as a timely reminder that the Imperium's

greatest foe is, and will ever be, the diabolic corrupting forces of Chaos. Their works in Codex: Chaos Space Marines make it clear that the legions of Chaos wait poised to deliver Abaddon's 13th Crusade against the Imperium, a campaign which promises to surpass any in living memory. Even the blood-soaked sands of Armageddon cannot equal the carnage that awaits us all.

Daemonhunters Mystics



Ordo Malleus Inquisitor





A sneak preview of two 3:1 scale Cadians!

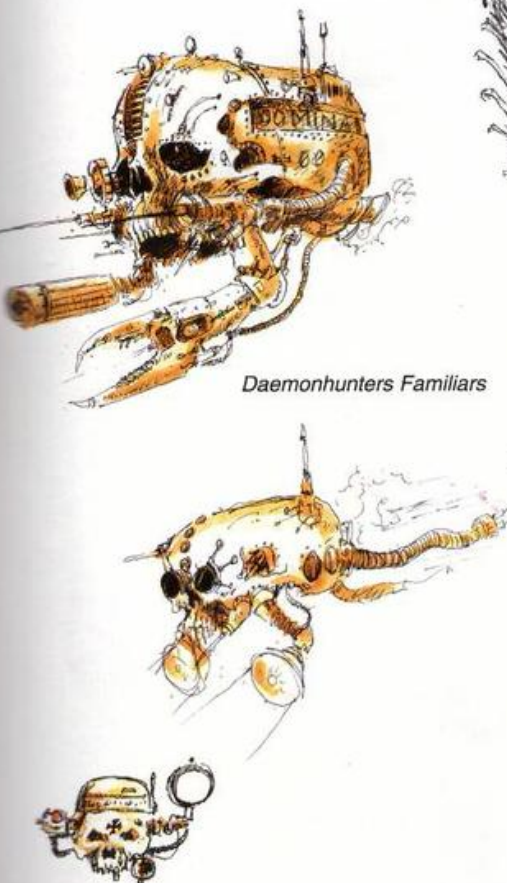
THE ORDO MALLEUS

The resurgent threat of Chaos has attained such a pitch that we are currently preparing Codex: Daemonhunters. Within this tome we are detailing such as is known of the Inquisitors of the Ordo Malleus and the Grey Knights, Space Marines trained specifically to combat the daemonic in all its forms. We have taken particular pains to ensure that we have included within

this treatise details on combating not only Chaos forces as they appear directly as Daemonhunters might have to overcome any force in pursuit of their righteous mission. Negotiation is not an option.

THE EYE OF TERROR

These codices are but preludes, overtures if you will to our current undertaking, Codex: Eye of Terror. Within



Daemonhunters Familiars



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

this we will attempt to codify some of the events of the 13th Crusade as well as the Cadian Gate and its surrounding environs where the blow is sure to fall. The codex shall detail the forces of the Cadians themselves, and their rightly famous Imperial Guard regiments, the scrofulous hordes of the Lost and the Damned, the machinations of the Eldar of Ulthwe craftworld and the return of some of the Emperor's servants long thought lost in the Eye. How this campaign will unfold I cannot even begin to guess, but I feel assured that the faithful will heed the call to arms with all the might they can muster to determine the fate of the Cadian Gate, and what this will portend for the future of the Emperor's rule.

There is hope for Mankind of course, even now myself and Scrivener Haines are making preparatory notes for a revision of Codex: Imperial Guard. We hope to enhance the current splendid tome with appendices on diverse formations such as death world veterans, hive world conscript armies and so forth. However the Eye of Terror campaign falls, the Imperial Guard will stand ready to protect the Emperor's domain in the ongoing war.

With Faith in Him we cannot fail.

PATH TO GLORY

SCENARIOS FOR USE WITH YOUR CHAOS WARBANDS

Greetings, favoured of Chaos!
In this, the third installment of *Path to Glory*, we continue showing you how to build your small warband force into a formidable army through a series of skirmish size clashes. These are ideal for getting used to playing with a Chaos force before you start with full-scale battles.

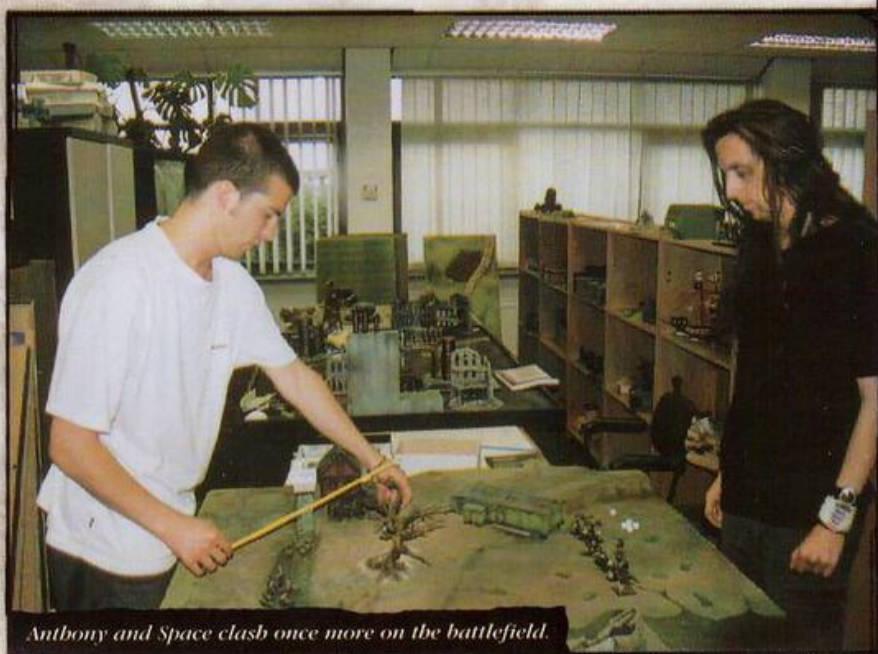
Anthony Reynolds: *Path to Glory* allows you to fight small-scale games of Warhammer with Chaos warbands, and allows your warband to become larger and more experienced as you fight more games. It is a good way of playing games if you haven't yet got enough models for a full-scale Warhammer battle, or just as a fun game to play if you have an hour to spare. The basic rules for generating a warband appeared in *White Dwarf* 275, and were continued in last month's *White Dwarf*.

So what's in this month's *Path to Glory*? Well, there is a bunch of warband scenarios, allowing you to do more than just the standard 'line up and bash them' fight – as fun as that is, it's nice to occasionally try something a little different. Also in this month's edition is a mini battle report fought between my own Slaanesh warband and Space McQuirk's rotting Nurgle boys. On top of this, we have come up with a roster sheet making it easy to see how much Favour your warband has, and keeping everything neat and tidy.

WARBAND SCENARIOS

To make your warband games more varied, you might like to try out some of these basic scenarios rather than the usual 'Pitched Battle'. Before you set up for your game, have one of the players roll a D6 and consult the table below.

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



Anthony and Space clash once more on the battlefield.

1 PITCHED BATTLE

When two Chaos Warbands run into each other they will generally attack without asking questions, seeing the opportunity as a good opportunity to gain the attention of their god.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls higher may choose a table edge to deploy on. Roll a further D6. Whoever rolls higher may choose to set up the first unit or the second. Players alternate placing units on the table – characters (Champions of Chaos and Sorcerers) are placed last and all at the same time. All models have to be set up within 12" of their chosen table edge.

Starting the game: To determine who goes first, roll another D6. Whoever rolls higher may choose to go first or second.

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

2 DEFEND THE STONES

One warband is defending a sacred circle of monoliths from another warband determined to claim it as its own or desecrate it.

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up terrain. Set up a stone circle 12" in diameter in the centre of the table.

Set-up: Both players roll a D6. Whoever rolls highest is the attacker. The defender sets up first. He sets up all his models within the stone circle. The attacker then chooses any board edge, and sets up his warband within 6" of his chosen board edge.

Starting the game: The attacker has the first turn.

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

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

3. BREAKTHROUGH

One warband stands in the path of another. Too proud to travel safely around their rivals, the warband determines to smash straight through.

Table Set-up: Generally a 4' by 4' table or board. As much or as little terrain as the players like. Any mutually decided way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls higher is the attacker. The attacker sets up first, within 4" of a table edge of his choice. The defender sets up anywhere on the table, but cannot set up within 18" of any attacking model.

Starting the game: The attacker has the first turn.

Ending the game: Unlimited turns. The game ends when one warband has been wiped out or has fled. A player may elect to voluntarily rout at the beginning of any of his own turns if he has suffered 25% or more casualties, in which case his opponent wins.

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

4. TAKE AND HOLD

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

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually agreed way of setting up the terrain. Place a piece of terrain in the centre of the table to represent the sacred place. This might be a temple, a standing stone or something similar.

Set-up: Both players roll a D6. Whoever rolls higher may choose a table edge to deploy on. Roll a further D6. Whoever rolls higher may choose to set up the first unit or the second. Players alternate placing units on the table – characters are placed last and all at the same time. Models must be set up within 12" of their chosen table edge.

Starting the game: To determine who goes first, roll another D6. Whoever rolls higher may choose to go first or second.

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

5. SURPRISE ATTACK

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

Table Set-up: Generally a 4' by 4' table. As much or as little terrain as the players like. Any mutually decided way of setting up the terrain.

Set-up: Both players roll a D6. Whoever rolls highest is the attacker. The defender sets up first. He can set up his models anywhere on the board. Each skirmishing unit must be at least 8" away from every other unit. The attacker does not set up any of his models.

Starting the game: The attacker has the first turn. In this turn, he may move his warband on from any single table edge. They may not charge on the turn they arrive.

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

So there you have it... Another month of Path to Glory, and a few more additions to the Chaos Warbands. In next month's article, there will be a bunch of new mutations – a separate Mutations table for each of the Chaos Powers, to ensure that the mutations that your Champion gets are particularly characterful (and fun). I will also be introducing the expanded Injury table, which couldn't fit into this month's article. Until then...

Anthony



This is how Anthony's warband currently stands.

WARBANDS BATTLE REPORT

KOL SHAARGOL RAIDS INTO THE REALM OF YABBA FOULSTINKA

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

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

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



The dreaded 'Belly' lies in wait as the two warbands clash.

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

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

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

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

Seeing the Marauders stuck out in the open, the Daemonettes, Kol Shaargol and the Warriors declared a charge against them. I hoped that I could destroy them, and that my overrun or pursuit move

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

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

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

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

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

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

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



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

On the other side of the battlefield, the Minotaur charged the Beastmen who this time stood their ground (although they failed their Fear test, and so would only be hitting the monster on 6's). 'Belly' killed one of the Beastmen with his Great weapon, but suffered a wound in return, and so lost the combat! He passed his Break test with ease, readying for the next round of ferocious combat.

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

POST GAME SEQUENCE

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

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

more careful about avoiding this Champion in future!

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

As I had stored up a few Favour Points from previous games, I had enough Favour to roll on the Second Table (see White Dwarf issue 275). Rolling the dice to see what I could get, I got double 1's. A Sorcerer! Cool! And I already had a

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

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



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

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FISTS OF THE EMPEROR

This month in White Dwarf we're unleashing two Space Marines special characters. The rules for both the Emperor's Champion and Captain Cortez of the Crimson Fists can be found in Codex: Space Marines.

The Emperor's Champion and Captain Cortez

"It's been my privilege to fight side by side with Captain Cortez since the Battle of Steel Cross back in eight-five-three. In that time, I've seen him surpass virtually everything the Apothecariate taught me about the augmented physiology of the Adeptus Astartes. To my knowledge only two of the small bones in his right foot are still

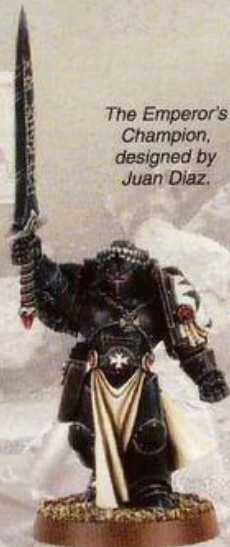
intact, the rest of his skeleton has been shattered at one time or another and most of his body is covered with a thick layer of scar tissue. I've seen him lead a charge into a breach with a broken back, fight for six weeks without food or water, rouse his men for one last desperate push with four-fifths of his lifeblood pooled around his feet. There's something else

there, something keeping him alive when logic dictates that he should have died long ago. I can only conclude the Emperor has him marked for a grand fate indeed."

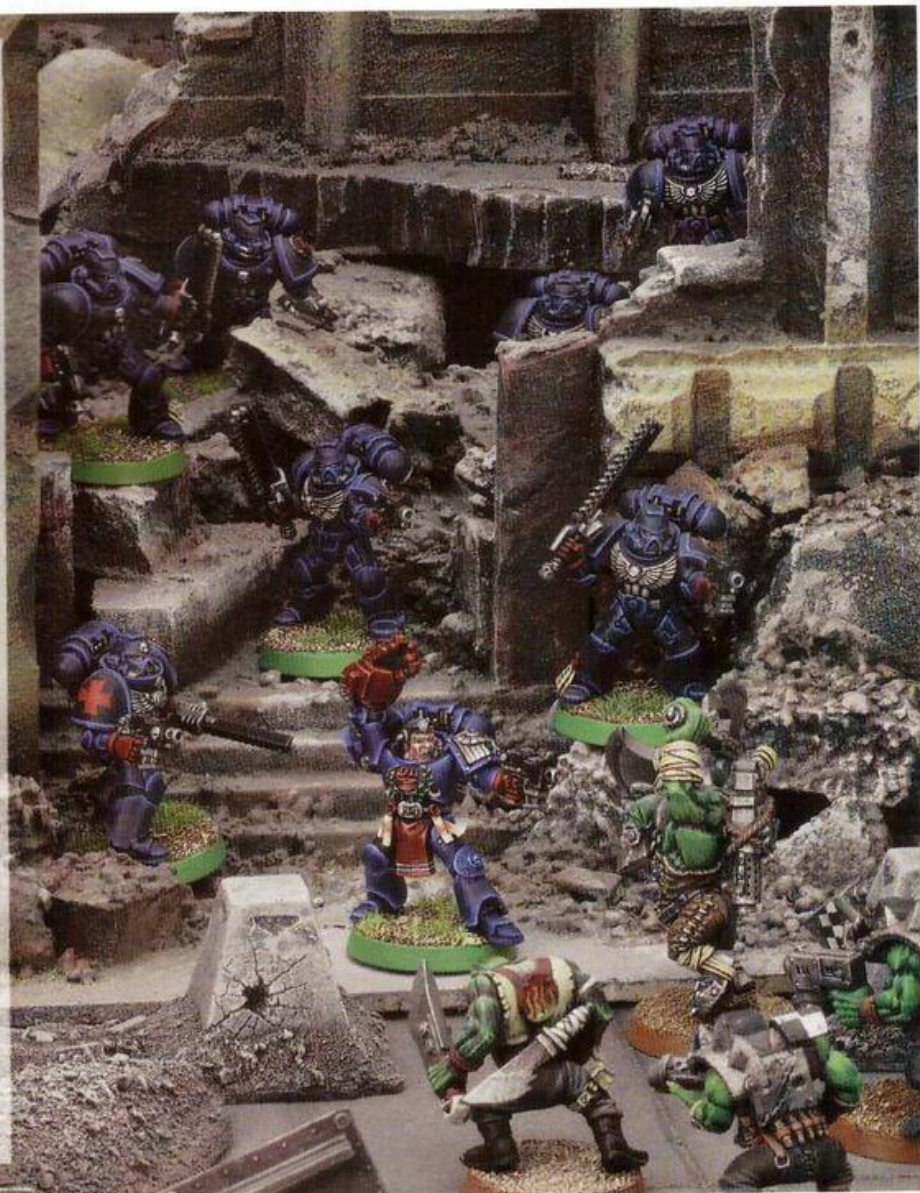
- Apothecary Ruillus of the
Crimson Fists Fourth Battle Company



Captain Cortez,
designed by Colin Dixon.



The Emperor's
Champion,
designed by
Juan Diaz.



Captain Cortez leads a Crimson Fist Veteran squad into combat against the foul Orks.



The Emperor's Champion cuts down the traitors in the depths of Orbital Hive 72.

The boarding torpedo slammed into the outer hull of Orbital Hive 72, violently jolting the Black Templars Assault squad strapped within its confined interior. Magnetic bolts clamped into place, securing the craft to the Hive's titanium alloy shell. A brief moment of whining servos was followed by the roar of focused melta beams reducing the insertion point to lava-like slag that quickly cooled as the drops spun off into space.

The Emperor's Champion, Brother Bethuel, concluded the final verse of the Rite of Detestation, and released his harness as the assault ramp dropped. With a cry of, "Progenitor, Imperator!" Bethuel led the Assault squad charging through the still glowing rent in the Orbital Hive's metre thick, metal skin.

Traitor Guardsmen, followers of the apostate Techno Magi, Ark Hieron, charged into the chamber as ancient automated systems stabilised the air pressure. In seconds the Black Templars closed on their enemies, and the close confines of the compartment reduced the confrontation to a savage clash of screeching chainswords and slamming lasgun butts. The ill-disciplined traitors stood little chance against the righteous fury of the Black Templars, who had elevated swordplay to an art form few could match.

Bethuel wrenched the Black Sword from the still twitching body of a man he had run through moments before, and addressed the squad.

"Brothers, I have word from Marshall Wilhelm. Hieron has been sighted at the

central grav-sync, and we are granted the honour of confronting him".

Orbital Hive 72 echoed to the sounds of the Black Templars boarding squads penetrating deep into its interior. The vox-net was alive with clipped, efficient progress reports as squad leaders updated nearby units of their position and status.

Nearing the grav-syncs that held the gargantuan orbital structure in a stable orbit above the gas giant Porphy III, red emergency lighting cast a hellish pall across running battles fought between Black Templars squads and desperate traitors. Bethuel engaged a group of defenders as they sought to overwhelm his small force by sheer weight of numbers, the words of his Chapter's battle hymns filling the cramped access ways with ferocious piety.

The traitors fought with a frenzied desperation that belied the blank expressions on each face. The Emperor's Champion cut them down in swathes, every lunge and riposte a formalised expression of righteous, yet controlled hatred. As more traitors filled the corridor, Bethuel came to the realisation that they were seeking not to assault the Black Templars, but to bypass them. As the last traitor fell, it dawned upon him that a keening alarm call was sounding from the baroque vox-horns set within the bulkheads. So deeply was he engrossed in the act of dispensing the Emperor's divine justice that he had failed to register the din. Inwardly, he resolved to spend an entire day in penance for his lapse.

Reaching the massive blast door through which the grav-syncs were located, Bethuel

turned to address his men, emergency lighting lending his noble countenance a sinister aspect. "Brothers, the enemy awaits. Let none falter in his duty to the Golden Throne. Templars, with me!"

The blast door ground aside on ancient pistons, and the charging Black Templars were met with a scene that could only have been conjured by a heretic twisted beyond sanity. Servitors lined the walls of the massive chamber, grasping mechandrites attached where their eyes should have been, snaking around their heads. Traitor Guardsmen advanced with a stiff-limbed, awkward shuffle, each man sporting an array of crudely implanted bionics.

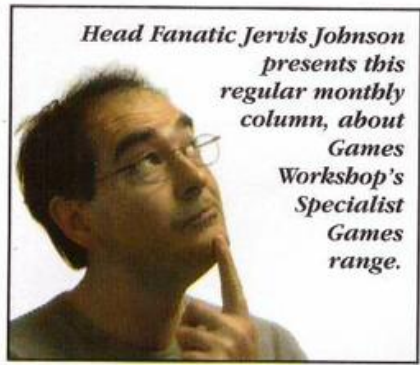
But the figure at the centre of the room was the only opponent Bethuel acknowledged. The Techno-Heretic Ark Heiron stood as tall as any of the Black Templars, a dark halo of mechandrites flailing around his cowed head while each arm bristled with implanted weaponry.

Heiron stood before a vast view port crafted in the form of the cogwheel icon of the Adeptus Mechanicus, its entirety filled by the livid violet surface of the world below.

With grim realisation, Bethuel saw that the Techno-Heretic had disabled the grav-syncs, and even now Orbital Hive 72 was plummeting to a fiery demise, destined to burn up in the atmosphere of Porphy III.

Stepping forward to do battle as the Hive's death throes began, the Emperor's Champion gave his final order to his brethren. "Go brothers, evacuate the Hive; this heretic is mine".

THE FANATIC NEWSLETTER



Head Fanatic Jervis Johnson presents this regular monthly column, about Games Workshop's Specialist Games range.

The lowdown on the world of Specialist Games



Inquisitor Purestrain Genestealer, sculpted by Mark Harrison.

December is a bumper month for new Specialist Games range models.

For Inquisitor we have a Purestrain Genestealer, a tough opponent that will give any Inquisitor a run for their money. We also have conversion packs that will allow you to make a Magus to lead your Genestealer Cult, and another conversion pack that will provide the Genestealer Hybrids for the Magus to lead. As if that wasn't enough, the ever popular Miniatures Designer, Jes Goodwin, has sculpted us an Inquisitor scale Space Marine helmet, which can be used with the Brother Artemis model to create helmeted Space Marines. How cool is that!

Also out this month is a Nurgle's Rotters team for Blood Bowl. Veteran Blood Bowl coaches will no doubt remember the Rotters from the 2nd edition of the game.

Sadly, the team just fell apart when the NAF collapsed, but they have managed to pull themselves back together in time for the 2003 Blood Bowl season...

Last, but far from least, is the release of Gary Morley's Amazon Warband for Mordheim. Gary's models are quite simply superb, and paint up like a dream as the photographs here prove. They'll be out at the end of the year.

Oh well, that's all for this month. Have fun over the holidays!

Mordheim Amazons, sculpted by Gary Morley.



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
Warmaster Magazine 14	Warmaster	November
Black Coach & Winged Nightmare units	Warmaster	November
Grave Guard & Grave Knights units	Warmaster	November
Town Crier Annual	Mordheim	November
Battlefleet Gothic Magazine 12	Battlefleet Gothic	November
Endeavour Light Cruiser & Falchion Escort	Battlefleet Gothic	November
Exterminatus Magazine 5	Inquisitor	December
Purestrain Genestealer	Inquisitor	December
Genestealer Magus Conversion Pack*	Inquisitor	December
Genestealer Hybrid Conversion Pack*	Inquisitor	December
Space Marine Helmet Booster Pack*	Inquisitor	December
Town Crier 23	Mordheim	December
Amazon Warband boxed set	Mordheim	December
Amazons blister pack	Mordheim	December
Amazon Champion blister pack	Mordheim	December
Amazon Priestess blister pack	Mordheim	December
Amazon Totem Warriors blister pack	Mordheim	December
Blood Bowl Magazine 5	Blood Bowl	December
Nurgle's Rotters boxed set	Blood Bowl	December
Nurgle's Rotters Booster Pack	Blood Bowl	December
Necromunda Magazine 11	Necromunda	December

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.

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. I have great difficulty getting hold of the Specialist Games range magazines like Warmaster Magazine, Town Cryer, Exterminatus, etc. Can you help?

A. It's true, it's not always easy to get hold of our magazines, as they are only printed in very limited runs and can sell out very quickly. There are two ways you can deal with this. One is to speak to the staff in your local hobby store and

ask them to reserve a copy of the magazine for you. They should be able to keep a copy 'under the counter' until you can come in to collect it.

Alternatively you can take out a subscription to any of our magazines by contacting your local Games Workshop's Mail Order department. Subscriptions run for six issues and offer a number of benefits, one of which is that each and every issue of your favourite magazine will be delivered directly to your door!

If neither of these options work for you, then you can contact Fanatic directly and we will be happy to help you out in any way we can.

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 at: 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!).

LIFE IN THE BUNKER

Some highlights of life down here at Fanatic over the last month:

- There was much excitement in the Fanatic office when the first copies of the Blood Bowl Handbook arrived back from the printers. It looks superb! The new Handbook will replace the old Blood Bowl and Death Zone rulebooks in the boxed edition of the game, and includes all of the updates from the 2001 Blood Bowl Rules Review. Blood Bowl coaches with the old rulebooks can download a copy of the new version of the rules from the Blood Bowl website at www.bloodbowl.com or can order copies of the new Handbooks from Games Workshop Mail Order.

- Andy Hall, Fanatic's Senior Editor for the Inquisitor game system, has just started work on the first 'Secret Wars' book. Andy's plan is to produce a series of 32 page supplements for Inquisitor, each of which will contain everything needed to run an Inquisitor campaign. The first book is set on a mining colony where things are not all they seem. Budding Inquisitors can expect to uncover exactly what is going on when the first Secret Wars supplement is released in the Spring next year.

- We've just received the first production pieces of the Ork Battleships designed by John Manders for Battlefleet Gothic. They are really superb models – big chunky ships that John has cunningly designed in such a way that they can be put together in a number of different configurations. We'll be releasing four different 'named'

Ork Battleships constructed from John's master model, and Ork fleet commanders will be able to create many other unique designs if they should so desire. Expect to see pictures of the models in this column next month.

- Work continues to carry on apace on both Necromunda Redux (the next edition of Necromunda) and Epic Armageddon (the next edition of Epic). We have been commissioning huge amounts of new artwork for the new Necromunda Redux rulebook. Meanwhile Epic Armageddon has undergone intensive playtesting thanks to the efforts of the 'Titans' Development Team and the 300+ playtesters from the Epic Armageddon playtesters' vault. So far everything is going very well and we expect to have both games back on the shelves next year as promised.

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



*Blood Bowl
Nurgle's Rotters
& Beastmen,
sculpted by
Steve Buddle.*



*Inquisitor scale Space Marine,
sculpted by Jes Goodwin.*



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

Warmmaster is one of our Specialist Games Range. It is a game of conflict on a grand scale set in the Warhammer world. It gives players the opportunity to command mighty armies over vast battlefields. Here Ewan Lamont and Tom Merrigan fight out a battle report...

BATTLE AT THE TOMBS OF NHEKETKHAR

A Warmmaster battle report

SCENARIO – THE BATTLE AT THE TOMBS OF NHEKETKHAR

This battle took place in the desert sands to the north-east of the city of Numas in the Land of the Dead. A confederacy of Orc tribes under the leadership of Uglug Grudlug had descended from the mountain passes intent on plundering near-by ruins for treasure. Following The Great Mortis River west the Orcs came to the location of three pyramids known as the Tombs of Nheketchkar.

Nheketchkar had been a powerful but cruel ruler who had conquered the Lands of the Dead in centuries past, but his rule had failed as together his enemies turned against him. Nheketchkar was defeated and entombed under the great pyramids that had been built in his honour. With him were also entombed the warriors of his defeated army as punishment for serving Nheketchkar.

But Nheketchkar had been prepared. Secretly, he bound part of his life essence to The Sceptre of Damnation, which was said to possess power over the dead. If used by a mortal other than Nheketchkar the sceptre would call his spirit from its endless sleep to return to the living world. Realising this curse Nheketchkar's enemies placed the sceptre with him in his sarcophagus, for each of them feared to possess it. Together Nheketchkar and the sceptre would be sealed for all eternity.

Uglug Grudlug's Orcs had camped by an oasis to the east of Nheketchkar's tomb and sent part of their force to loot the pyramids for treasure. In their brash nature they did not know the old superstitions surrounding the Tombs of Nheketchkar, and could not read the inscriptions on the walls of the pyramids to heed their warnings. They entered and defiled Nheketchkar's Tomb, stole the sceptre of Damnation and thus released Nheketchkar from his centuries of death.

Although the entrance to Nheketchkar tomb was the pyramids rising above the desert, the crypts for he and his warriors were buried beneath the sands between the pyramids and the oasis. It was from deep below these sands that Nheketchkar rose and confronted the Orc defilers. With him rose his old warriors, bound to Nheketchkar now in un-death. Nheketchkar wanted The Sceptre of Damnation in his possession for he had an age-old promise to fulfil. At last it was his time to bring ruin to the world.

The battle was fought between the Orc army of Uglug Grudlug and the Undead forces of Tomb King Nheketchkar. The important feature is that the Orc army is split between two deployment areas. One part of their force is encamped by an oasis to the east of the pyramids whilst the rest of the force is returning with the plunder.

In this game the Orcs set up first and must divide their force between deployment areas 1 and 3. The defender must deploy at least 250 points worth of units per full 1,000 points played in each area, but are free to choose how the rest of their army is deployed.

STARTING THE GAME

The attackers (Undead) take the first turn by deploying their entire army in area 2. This represents them rising from their ancient tombs to confront the Orcs. The attacker may not move any units in the first turn, but units are allowed to shoot and wizards may cast magic.

The Orcs are on a raid and so are trying to steal as much treasure as possible. The Undead are trying to stop the Orcs from escaping. Victory Points for units under

half strength and that are destroyed are awarded as normal. The following bonus Victory Points are awarded.

VICTORY POINTS BONUS

Attackers (Undead)

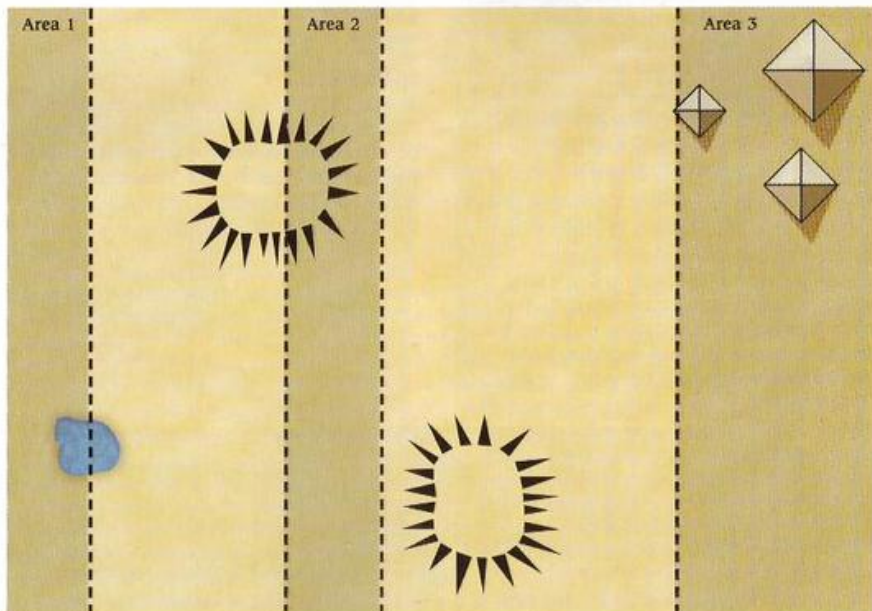
Win! If no enemy units of two or more stands that started the game in deployment area 3 reach deployment area 1.

Defenders (Orcs)

+150 points For each unit of two or more stands that started the game in deployment area 3 and ended the game in deployment area 1. Units with one stand or flying units do not count.

ENDING THE GAME

The game lasts for a random number of turns (see the Warmaster Rulebook). The Undead cannot be broken and will not withdraw except if their general is killed or captured. The defenders are subject to the standard withdrawal rules.



THE BATTLE

SETTING UP

The Orc army was split into two forces. Running the gauntlet from the pyramids to the oasis would be four units of Wolf Riders, three units of Trolls and a Giant. The remainder of the army, consisting largely of units of Orc Warriors and Goblins, with Black Orcs in support was set-up by the oasis. The plan was to put the Undead under pressure from the oasis side of the board, whilst the Wolf Riders and Trolls tried to burst through the Undead lines.

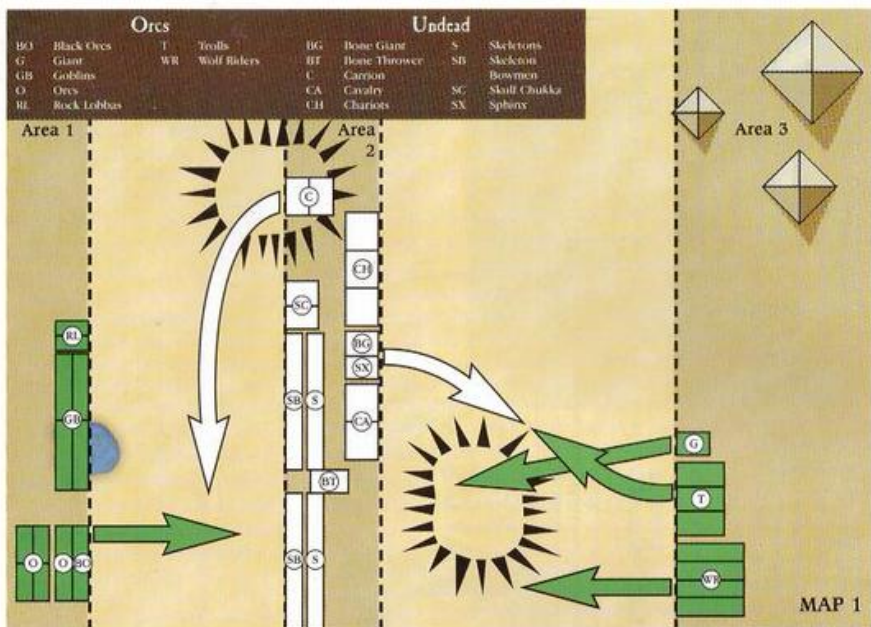
The Undead are deployed in the first turn. The bulk of the infantry were set-up facing the oasis, supported by Bolt Throwers and Skull Chukkas. The fast moving units of cavalry and chariots, along with a Bone Giant and Sphinx, were deployed facing the pyramids. The aim was to use the infantry and missile units to hold off the Orcs set-up in and around the oasis, giving the faster and more powerful Undead units time to hunt down and destroy the Orcs returning with their stolen treasure.

OPENING MOVES – TURNS 1 AND 2

The Orc force looting the pyramids had been cut off from their encampment by the Undead, who had risen from their ancient resting places beneath the sands at the beginning of the battle. Deciding that attack was the best plan the Orcs set out to break through the Undead lines from both sides. From the oasis emerged units of Orc Warriors and Black Orcs and from beneath the pyramids lumbered the Trolls and Giant, advancing on the Undead Cavalry. Meanwhile, the Wolf Riders headed along the base of the hill to their left, circling the flank of the Undead line.

With the Orcs advancing on their position the Undead forces began to marshal. The infantry rearranged their position to defend against the inevitable Orc onslaught. Screaming skulls reigned down on the enemy whilst Bone Throwers unleashed their deadly cargo. The Orc ranks began to waiver under the missile fire, but then rallied and came on once more. The rest of the Undead army held their ground, the Chariots and Cavalry waiting for the decisive moment to strike.

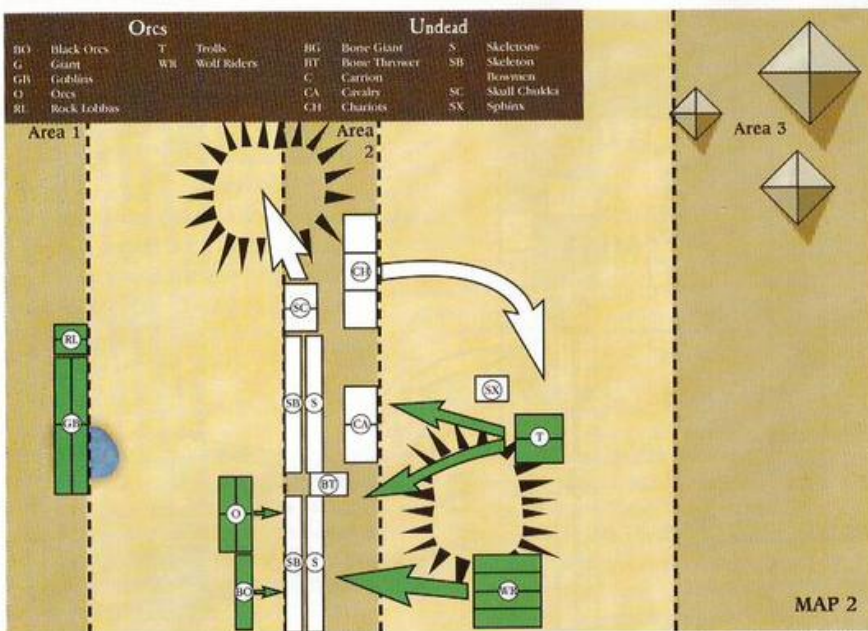
At the start of their second turn the Black Orcs and two units of Orc Warriors were in a position to assault the Undead line of infantry. As they charged in, a hail of missile fire from



Ewan and Tom advance their brigades.



The Undead rise from their tombs to confront the Orc horde.



The two battle lines manoeuvre into position.



The Undead Cavalry fail to charge.

the Undead was enough to slow their charge. This, combined with some unlucky dice roles in close combat, saw the Black Orcs driven off, whilst the Orc Warriors were almost completely wiped out. The Undead infantry decided not to pursue the fleeing Orcs, content to hold their ground and defend their strong position.

On the pyramid side of the battlefield the Bone Giant and Sphinx had become stranded in front of the Giant as they tried to cut off the advance of the Trolls. Luckily for the Undead, the Giant was unable to charge because he was suffering from the effects of *Doom and Despair*, an Undead spell that stops the enemy from moving into close combat. The Wolf Riders and Trolls also failed to charge leaving themselves open to attack.

THE BATTLE RAGES - TURNS 3 AND 4

Things were looking good for the Undead. They had repulsed one Orc assault and the rest of the Orc army had failed to cover much ground. Despite this, the Chariots and Cavalry failed to charge and were unable to take advantage of the respite and put pressure on the Wolf Riders.

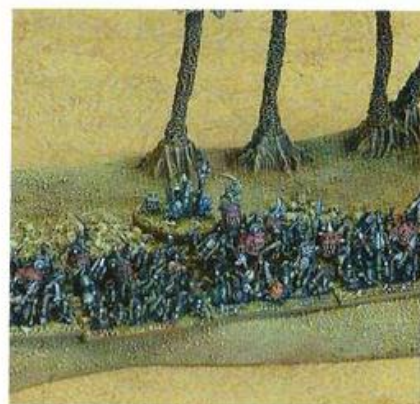
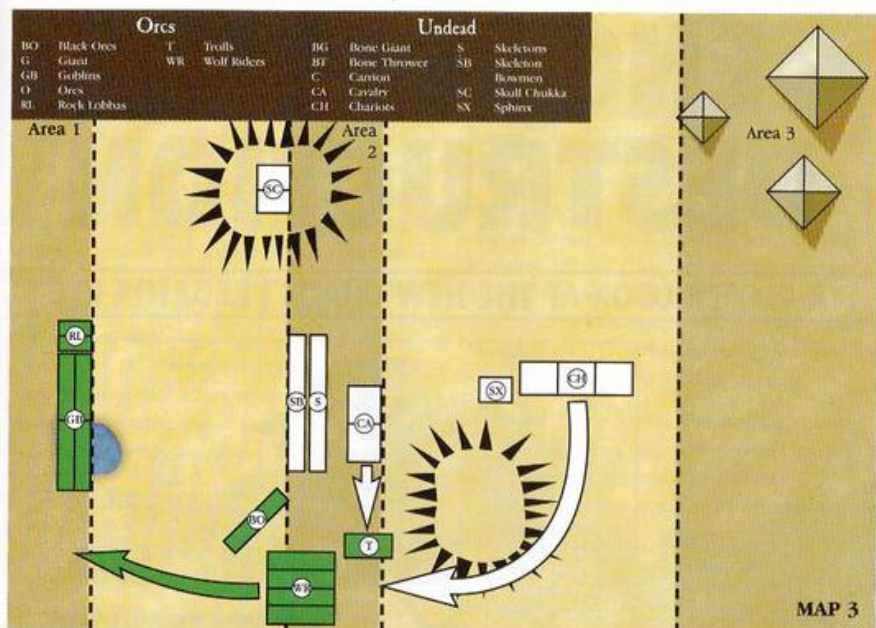
The Sphinx and Bone Giant, however were in a position to charge the Orc Giant and covered the ground easily. The charge was decisive and the Giant was toppled and trampled underneath. The two monsters then carried on their charge, advancing into the Trolls in front of them. Supported by a hero on a Wyvern though, the Trolls proved too strong, slaying the Bone Giant and driving the Sphinx off.

By the oasis the Undead artillery again opened fire on the Orc horde. No damage was caused, but the Orcs were driven back, preventing them from charging the Undead position in the following turn.

THE BALANCE SWAYS - TURN 5

The battle was in the balance and it was time for the Orcs to make a push for the oasis. The Trolls, fresh from killing the Bone Giant, charged the Sphinx. Locked in bloody combat the battle was a close fought affair, but the Trolls were victorious and were able to push on into the main Undead defensive position.

On the left the Wolf Riders outflanked the Undead Cavalry and charged the Skeletons that were behind and blocking their path to the oasis. The



The Orcs are victorious!

Despite the Skeletons cutting down a unit of Black Orcs and the Chariots destroying a unit of Wolf Riders, some appalling luck on the Undead part proved their downfall. The Cavalry were beaten and cut down by the Trolls as they fled. The Trolls were then able to counter-charge and drive off the Chariots before they could cause any more damage.

In the Orcs last turn of the game the two remaining units of Wolf Riders were able to make it to the safety of the oasis. With the extra points and most of the Undead army destroyed, the battle was over and the Orcs had won.

CONCLUSION

It was a close fought battle and one that was very enjoyable to play. It really could have gone either way as the battle swung first one way and then the next. In the final turn of the game the Undead came very close to breaking the Orc army. The Orc army was only one unit away from their break point and the Undead being victorious. As it was, the Orcs managed to survive and get two units of Wolf Riders to the safety of the oasis.



The Undead Chariots see off the Wolf Riders.

Black Orcs were also able to charge the Skeletons, surrounding them. Despite the hail of missile fire as they closed in, the charge was decisive and a total of six Undead units were wiped out. More importantly the Orcs had broken through the Undead ranks and a path was now clear to the oasis.

THE BATTLE IS WON – TURN SIX

It was time for a last ditch effort from the Undead. The Orcs had broken through their lines and looked set to escape. The Cavalry and Chariots finally managed to charge the enemy, sweeping into the flank of the Trolls and Wolf Riders. The remaining Skeleton Infantry were also able to launch a counter-attack, charging the Black Orcs.



The Predator is a variant of the Rhino that sacrifices passenger capacity for superior armour and firepower. These vehicles have served the Adeptus Astartes since the dark days of the Horus Heresy, but were created long before the Emperor united Humanity and led the Great Crusade to reclaim the galaxy.

ENGINES OF DESTRUCTION

A CLOSER LOOK AT THE NEW CHAOS PREDATOR KIT



Black Legion Predator.



An unsuspecting Blood Angels Predator is ambushed by the Iron Warriors.

Strobing muzzle flashes in the smoke-wreathed ruins ahead indicated the presence of enemy infantry. An instant later, a missile streaked towards the Iron Warriors Predator, striking a glancing blow against its turret. The main force of the explosion was deflected by the angle of the turret's armour, and a moment later the tank's havoc missile launcher unleashed a salvo of its anti-infantry warheads. A series of blossoming explosions ripped the defenders apart, and the daemonic beings bound within the Predator cackled as it continued its progress, grinding the charred corpses of the Guardsmen into the ground as it passed.

The tank's commander was a veteran of the Long War and had been hard-wired into his daemonic vehicle for many thousands of years. He read the tactics of the Imperial Guard infantry as they scuttled through the scant shelter afforded by the ruins; enemy armour must be near, he knew, and the infantry were attempting to coordinate their movements in support of it.

As his vehicle rounded a corner, the commander voiced his thanks to the Ruinous Powers as his scope was filled with the image of his enemy. But it was not a crude, human-crewed Leman Russ, but a loyalist Predator, the equal of his own vehicle, and he had out-flanked it, earning a clear shot at its vulnerable rear.

Lining up his turret-mounted lascannon, the Iron Warriors commander savoured his moment of victory. The daemons inhabiting the targeting mechanism keened for the death of their rival.

As his finger closed on the firing stud, a mighty impact struck the tank from the left, mangling the lascannon and slewing the turret hard to that side. The daemons screamed in pain, and the commander was slammed against the inner hull. Superhuman though he was, his vision blurred for the briefest moment.

A second Space Marine Predator had emerged from a side street, and now prepared its killing shot, sure in the knowledge that its incapacitated target would offer no resistance.

But the Iron Warriors Predator was far from defenceless. The daemonic essence lurking within the tank howled as it reached out, using its unnatural powers to affect the very fabric of the tank's form. The warped lascannon barrel reformed its previous shape and severed power cables reattached themselves to the weapon. Regaining control, the commander instinctively depressed the firing stud, which he still held in his grip. An incandescent bolt of white light speared from the daemonically

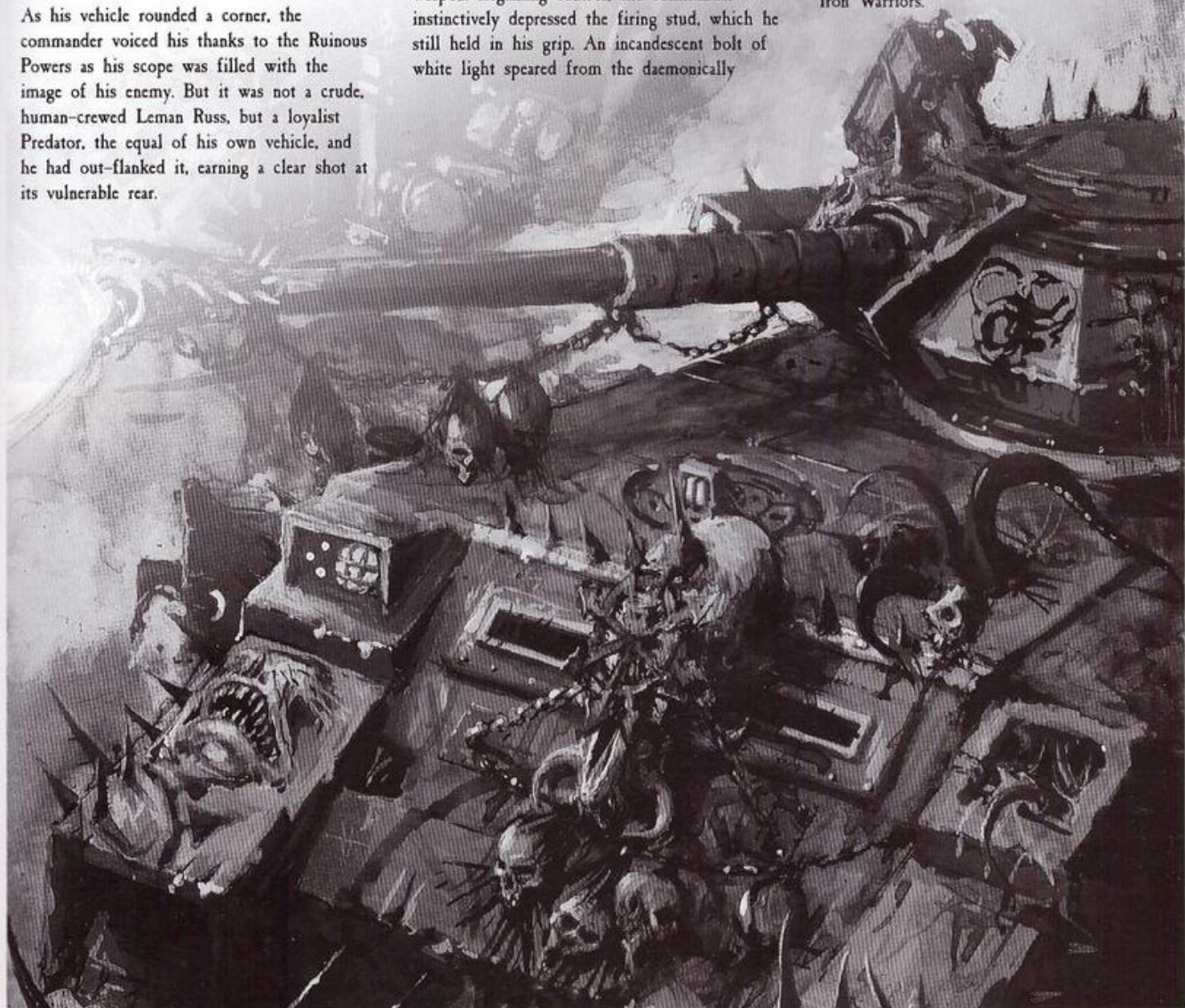
reforged barrel and struck the enemy tank squarely at the junction of its turret and hull.

The Space Marine Predator was torn apart in a blinding explosion as its ammunition detonated, the turret thrown tens of metres into the air and the hull splitting as titanic energies ripped it asunder.

Screaming an insane prayer of gratitude to the Dark Gods, the commander rotated his turret back around, drawing a bead on the rear of the first enemy vehicle. The turret of the other Predator was traversing, and in a second more the two tanks would be aiming straight down each other's barrels.

The Iron Warriors commander did not give the enemy a chance to acquire his target before denying him the kill forever. The thin rear armour of the other tank offered no protection against the shot, and yet another kill was added to the commander's long tally.

The way ahead was now clear, and another garrison would fall before the might of the Iron Warriors.



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.



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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.



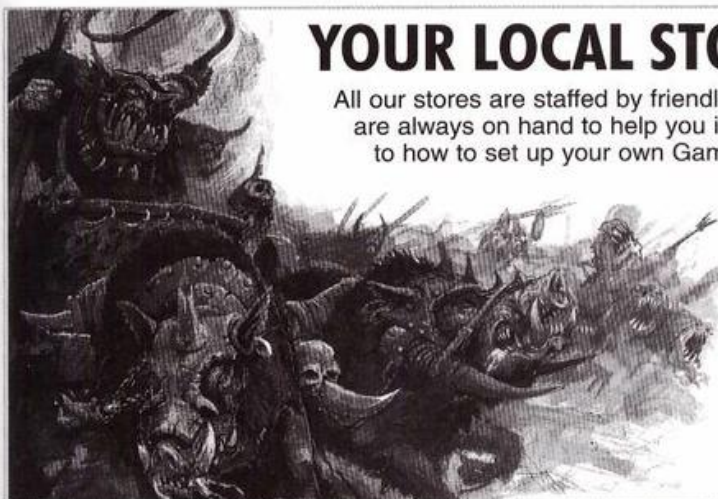
STORE CLUBS

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 website 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.



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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: 6 Culverton Hill,
Princes Risborough. Tel: 01844 274 785

CAMBRIDGESHIRE

- GW CAMBRIDGE:** 8 Bridge Street.
Tel: 01223 313 350
GW PETERBOROUGH: 3 Wenhworth Street.
Tel: 01733 890 052
CITY CYCLE CENTRE: 7 Market St, Ely.
Tel: 01353 663131
SPORTS & FASHIONS: 51 High St, Huntingdon.
Tel: 01480 454 541
TOYMASTER KINGDOM: 15 Burtleigh 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 9896
GW CHESTER: 112 Foregate Street.
Tel: 01244 311 967
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: 01691 670646
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 233 199

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 72259

COUNTY DURHAM

- GW DARLINGTON:** 78 Skinnergate.
Tel: 01325 382 463
WINDSOCK MODELS: 5-7 Fore Bondgate,
Bishop's Auckland. Tel: 01388 809 768

CUMBRIA

- GW CARLISLE:** Unit 2, Earls Lane.
Tel: 01238 998 216
HEATHS: 76 Dutton Rd, Barrow in Furness.
Tel: 01229 820 435
O'LOUGHLINS: 44 Finkle Street, Kendal.
Tel: 01539 723264
ROBINSON'S MODEL SHOP: 103 Duke Street,
Whitehaven. Tel: 01946 66525
TOYMASTER: Durnall Park Shopping Centre,
Maryport Road, Workington.
Tel: 01900 873 322

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 552482

DEVON

- GW EXETER:** 12 Paris Street. Tel: 01392 490 305
GW PLYMOUTH: 84 Cornwal Street.
Tel: 01752 254 121
GW TORQUAY: 12 Market Street.
Tel: 01803 201 036
AUSTINS: Unit 8 Midas Court, Minerva Way,
Brunel Road, Newton Abbot. Tel: 01626 333444
DICE 'N' DUEL: 65 High Street, Tonnes.
Tel: 01803 863049
GAMEZONE MODELS: 32 Rolle Street, Exmouth.
Tel: 01395 267753
HONITON TOY SHOP: 65/87 High Street,
Honiton. Tel: 01404 43741
P.J HAWKINS & SONS: 7 Orchard Court, Heron
Road, Sowton. Tel: 01392 20 39 30
THE BATTLEZONE: 99 Boutport Street,
Barnstaple. Tel: 01271 321344
W.G PILLAR & CO: 1 Lower Street, Dartmouth.
Tel: 01803 832139
MODEL SHOP: 30 Royal Pd, Plymouth.
Tel: 01782 221 851
WINGS 'N' WHEELS: 4 Phoenix Lane, Tiverton.
Tel: 01884 242819

DORSET

- GW BOURNEMOUTH:** 24 Post Office Road.
Tel: 01202 319 232
GW POOLE: Unit 12 Towngate Centre,
High Street. Tel: 01202 685 634
BATTLE-SCAR: 551-553 Chaminster Road,
Bournemouth. Tel: 01202 258194
PURSUITS: Digby Road, Shorborne.
Tel: 01935 816072
RAZZAMATAZ: 5 St Albans Street, Weymouth.
Tel: 01305 780601
MERVYN'S TOYS & MODELS:
4 The Shopping Centre, Gillingham.
Tel: 01747 823 889

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,
Lakeview Shopping Centre. Tel: 01708 787 133
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: 6 Culver St. West,
Colchester. Tel: 01206 544344

GLOUCESTERSHIRE

- GW CHELTENHAM:** 16 Pittville Street.
Tel: 01242 228 419
GW GLOUCESTER: 35 Clarence Street.
Tel: 01452 805 033
CYBERDYNE: 15 Union Street, Cornhill, Stroud.
Tel: 01453 787722
TOY ZONE: 7 High St, Tewkesbury.
Tel: 01684 295 776

HAMPSHIRE

- GW BASINGSTOKE:** 3 Potters Walk,
Wote Street. Tel: 01256 466 050
GW PORTSMOUTH: 34 Arundel Street.
Tel: 02392 876 266

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 In-store 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.

- GW SOUTHAMPTON:** 23 East Street.
Tel: 02360 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
CORNUCOPIA: 51 Stoke Road, Gosport.
Tel: 02392 503 241
ESDEVUM 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 267 832
HOGGOSAURUS TOYSTORE:
20 Chantry Centre, Andover.
Tel: 01300 723 841
PAUL'S HOBBY SHOP: 34 Wellington Way,
Waterlooville. Tel: 01705 259186
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: 01980 562 639
MARTIN'S MODELS & CRAFTS: 26 West St,
Loominster. 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,
Letchworth. Tel: 01462 480016
HAMLINS: 231 High Street, Berkhamstead.
Tel: 01684 591 117
K S MODELS: 19 Middle Row, Stevenage.
Tel: 01438 746616
MAINLY MODELS: 66 Heritage Road, Hitchin.
Tel: 01452 422204
MARQUEE MODELS: Unit 5, The Marquee,
Railway Street, Hertford. Tel: 01992 504718
TOYSHOP: 25 High Street, Royston.
Tel: 01763 243276
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 617323
WIGHT WORLD OF WARGAMES:
14 Carisbrook Road, Newport.
Tel: 01983 530200
THE SPORTS & MODEL SHOP: 9 Union St,
Ryde. Tel: 01983 862454

KENT

- GW BLUEWATER:** Unit 052B,
Upper Thames Walk, Bluewater, Greenhithe, Kent.
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 525 793
A.J. BLUNDELL & SON: 27 High Street,
Sittingbourne. Tel: 01795 424 371
DEAL PRAMS: 30 Mill Hill, Deal.
Tel: 01304 366 050
GZ COMPUTERS LTD: 28 Country Square,
Ashford. Tel: 01233 663996
J. H. LORIMER LTD: 78a High Street,
Sevenoaks. Tel: 01732 452940
JADE MARTIAL ARTS: 7 Castle Street, Hastings.
Tel: 01424 720 330
KIT KRAZY: 303 The Broadway, Bexley Heath.
Tel: 0208 2987177
MANKLOWS: 44 Seal Road, Sevenoaks.
Tel: 01732 454952
TIME & SPACE: 60 High Street, Broadstairs.
Tel: 01843 969006

- THE STAMP CENTRE:** 45 High St, Gravesend.
Tel: 01474 534166
WHITES: Stone St, Cranbrook. Tel: 01580 713298

LANCASHIRE

- GW BLACKPOOL:** 8 Birley Street.
Tel: 01253 752 056

- GW BOLTON:** Unit 13, The Gato Centre.
Tel: 01204 362 131
GW PRESTON: 15 Millar Arcade.
Tel: 01772 821 855
A & B GAMES: 57 Chapel Street, Chorley.
Tel: 01257 261833
ARTHUR BENN: 4 St James St, Burnley.
Tel: 01262 422 546
HAMMICKS BOOKSHOP: 46/47 The Sprindlos
Centre, Oldham. Tel: 0161 6205543
MERCER & SONS: 21-27 Northgate, Blackburn.
Tel: 01254 56700
RICHARD LANCASTER: 35-37 Queen St,
Morecambe. Tel: 01524 410 304
TOYMASTER: Deansgate, Bolton.
Tel: 01204 398 248
TWIN SUNS: 125-127 Blackburn Road,
Accrington. Tel: 01254 386665
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 Gato.
Tel: 01472 347 757
GW LINCOLN: Unit SUA, Saltersgate (on outside
of Waterside Centre). Tel: 01522 548 027
ACCESS MODELS: 16 Market Place, Grantham.
Tel: 01476 592001
CASTALINE: 18-20 Uppgate, 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
M.S. STURGESS: Tardis, Quadring Bank,
Quadring. Tel: 01775 821 967
TOYMASTER: The State Building, Church Street,
Gainsborough. Tel: 01427 678000
WESTGATE DEPARTMENT STORE:
7 Market Place, Spalding. Tel: 01775 713424

MANCHESTER AREA

- GW MANCHESTER (CENTRAL):** Unit R35,
Marsden Way South, Arndale Centre.
Tel: 0161 634 6871
GW MANCHESTER (TRAFFORD CENTRE):
Unit H2, Festival Village, The Trafford Centre,
Trafford Park. Tel: 0161 747 2121
STEVIE 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, Heswall, Wirral.
Tel: 0151 348 4363

MIDDLESEX

- A BOVILL WRIGHT LTD:** 127 High Street,
Uxbridge. Tel: 01895 450 304

MILTON KEYNES

GW MILTON KEYNES: Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre. Tel: 01908 690 477

NORFOLK

GW NORWICH: 12-14 Exchange Street. Tel: 01603 767 636
EMPIRE: 121 Norfolk Street, Kings Lynn. Tel: 01553 765 174
HUNSTANTON MODELS: 24B High Street, Hunstanton. Tel: 01485 533324 / 634466
WESTGATE DEPARTMENT STORE: Vancouver Centre, Kings Lynn. Tel: 01553 760981
WESTGATE DEPARTMENT STORE: Market Place, Diss. Tel: 01379 652248
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 263045
YOUNGSTERS WORLD: 28a High St. East Dereham. Tel: 01758 562 372
BLACKFISH GAMES: North Walsham. Tel: 01692 403 372

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk, Grosvenor Centre. Tel: 01604 636 687
GREEN ANGEL CARDS & GAMES: 165 Mill Road, Kettering. Tel: 01536 359 248
CUT MY OWN THROAT GAMES: Brackley Stores & Post Office, 30 High Street, Brackley. Tel: 01290 708 917
OSBORNE SPORTS & TOYS: 118 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 0851
GW WARHAMMER WORLD: Willow Road, Lenton. Tel: 0115 916 8410
ACCESS MODELS: 43-45 Castle Gate, Newark. Tel: 01536 673116
TOYMASTER: 43 Siodman 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 Gataford St, Worksop. Tel: 01909 501 752
BRIDGE STREET MODEL SHOP: 12 Bridge St, Mansfield. Tel: 01623 22215
PUZZLES PLUS: 18 Bridgeway, Retford. Tel: 01777 709628

OXFORDSHIRE

GW OXFORD: 1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
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 Walks. 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, S11 1LE. Tel: 01743 362 007
FUNFAVRE LTD: 30 Church Street, Oswestry.
FUNFAVRE LTD: 7 Claremont Street, Shrewsbury. Tel: 01743 233647
SANDA GAMES: 4 Albert Place, Donnington, Telford. Tel: 01952 678722
QUESTING KNIGHT GAMES: 6 Old Bakery Row, The Parade, Wellington, Telford. Tel: 01952 417747
HOBBY HORSE: 62 Whitburn St, Bridgenorth. Tel: 01746 766 659

STAFFORDSHIRE

GW STROKE: 27 Stafford Street. Tel: 01782 205 287
J. W. BAGNALL: 18-20 Salter Street, Stafford. Tel: 01795 223349
THE OLD BELL: 9 Lower Gungate, Tamworth. Tel: 01827 310 320
TOO FAT GOBLIN: Unit 3, The Colonnade, East Gans Street, Stafford. Tel: 01785 244499
THE TOYBOX: The Mailings, Ulluxton. Tel: 01889 565 357

SUFFOLK

GW IPSWICH: 49 Butter Market, Ipswich. Tel: 01473 210 031
HALESWORTH TOY SHOP: The Thoroughfare, Halesworth. Tel: 01986 874270
HERESY & EMPIRE: 14 Undercliffe Road West, Felixstowe. Tel: 01394 275555
MODEL JUNCTION: 10 Whitting St, Bury St Edmunds. Tel: 01284 753 456
TOY BOX: 32 New Market, Beccles. Tel: 01502 712785
TOYMASTER KINGDOM: Gaeil Lane, Sudbury. Tel: 01787 372238
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

SURREY

GW GUILDFORD: Unit 1, 9/12 Tunsagate. 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 Balfry Ctr, Radhill. 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 COUNTY

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 895099
CHICHESTER TOYS: 53 South Street, Chichester. Tel: 01243 789055
GENTLE GALLERY: 2 Shelly House, Bishopsric, Horsham, 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 206203
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. Tel: 0191 260 2200
S.R. GLADSTONE & SON: 89 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 436 036
CYBERDYNE: 15 The Shires Centre, Trowbridge. Tel: 01380 859277
H DUCK: 114 High Street Marlborough. Tel: 01672 512170
HOGGOSAUROS 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 891619
HOGGOSAUROS TOYSTORE: 20 Kingfisher Walk, The Kingfisher Centre, Redditch.
MODEL MAYHEM: 51 Bridge St, Evesham. Tel: 01396 421431
T.P. 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 Beulah 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 9636
GW YORK: 13A Lendal. Tel: 01904 628 014
TOYMASTER: 54 James Street, Bradford. Tel: 01274 724 733.
TOYMASTER: 78-82 The Moor, Sheffield. Tel: 01142 76881.
TOYMASTER: 109 Bingley Road, Shipley. Tel: 01274 530310.
TOYMASTER: 47 James Street, Harrogate. Tel: 01423 564 335.
TOYMASTER: 6/8 Market Hill, Scunthorpe. 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 544666
MAGAZINE WORLD: 2-6 Commercial Street, Halifax. Tel: 01422 330547
MAVFAIR TOYMASTER: Wednesday Market, Beverley, 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
WESTGATE DEPARTMENT STORE: Middleton Grange Shopping Centre, Hartlepool. Tel: 1429 244337
WESTGATE DEPARTMENT STORE: 17-25 High Street, Scunthorpe, South Humberside. Tel: 01724 261888
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: 24, The Mall, Bromley. Tel: 0209 466 0678
GW CROYDON: Unit 35, Drummond Centre (outside the back of the centre), Kewley Road. Tel: 0208 680 4600
GW EALING: 52D St Saviours Mall, Ealing Broadway Centre. Tel: 0208 840 0171
GW ENFIELD: 3/5 Gosnoll Road. Tel: 0208 363 2238
GW HAMMERSMITH: 161 King Street. Tel: 0208 846 9744
GW HARROW: 296 Station Street. Tel: 0208 861 2350
GW KENSINGTON: Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011
GW KINGSTON ON THAMES: 33 Fire Road. Tel: 0208 549 5224
GW LONDON (OXFORD ST): Unit F10, The Plaza Shopping Centre, 1st floor, 115-126 Oxford Street. Tel: 0207 436 0639
GW RICHMOND: Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122
GW ROMFORD: 12 Quadrant Arcade. Tel: 01708 742 140
GW STAINES: 52D Elmsleigh 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 O, 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
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LURE OF THE GODS

FIRST BLOOD ON THE ROAD TO VICTORY

For the past few months White Dwarf Editor, Paul Sawyer, has been collecting a Chaos army. This series of articles shows how he collects the army to a budget of £30 a month. The army is looking well-rounded now, just like Paul himself...



--Well, I had arranged three games in our Studio campaign but with a trip to Calgary looming for the Canadian Grand Tournament I didn't get to play any of them before I went. No worries – I had a plan to get a few games in whilst over the other side of the pond and I could always play the outstanding games when I got back to dear old Blighty.

Agonisingly I didn't quite finish the Chaos Marauder Horsemen so they

stayed in England. I'd put in as much time as I could to complete them for the trip but in the end the Ruinous Powers decreed it wasn't to be. I spent some time on the flight out working out an army list that would be pretty rounded against most armies as I had no idea what I'd be facing. The following is what I came up with:

Vradchuk, Exalted Champion 269
Great weapon, Chaos armour, Amulet of Chaos.
Riding in Scythed Chaos Chariot with one Chaos Warrior crew (balberd and heavy armour).

Uuz'Bedyre, Sorcerer of Chaos 176
Level 2, Barded Chaos Steed, Dispel Scroll, Spell Familiar.

Scythed Chaos Chariot 120
Two Chaos Warriors with balberd and heavy armour.

5 Chosen Knights of Chaos 340
Full command, Chaos armour, War Banner.

12 Chaos Warriors 234
Full command, balberd, heavy armour and shield.

16 Marauders of Chaos 137
Full command, light armour and shield.

6 Warhounds of Chaos 36

6 Warhounds of Chaos 36

Spawn of Chaos 60

Total..... 1,139

CANADA 1997

The day after I arrived in Calgary I took the army for a couple of games in the Sun Ridge and Chinook Games Workshop stores. In the Sun Ridge store I was to fight Jordan Nail's Empire army. At the Chinook store I took on Joe Jessop's Skaven.

WASHINGTON

Jordan's Empire army contained a couple of Wizards and a Warrior Priest, 8 Knights, a regiment of Handgunners, a regiment of Greatswords with huntsman archers detachment and these were backed up



Paul has been spending a lot of time painting to try and claw back the time he lost last month...

by a Great Cannon and a Volley Gun. Sorry, this isn't more exact but due to a long flight and sleep deprivation coupled with typical disorganisation I forgot to get a copy of his army list...

The game was stacks of fun as the impetus swung back and forth. Stars of the game were the Empire Handgunners and their Volley Gun. On the Chaos side, Vradchuk would have been most pleased with the Chariots.

In the end we called it a draw – another couple of turns and Vradchuk (wounded and now on foot) plus the lone Chosen Knight Champion would have done for the Empire on one flank whilst on the other only the Greatswords and Warrior Priest survived, trying vainly to chase down Uuz'Bedyre.

We lost track of the number of turns played and as we were having so much fun we agreed to play until I was dragged to the next store.

LEARNING POINTS

1. I need to learn how to deal with independent characters better. The two Wizards, and later on the Warrior Priest, gave me a big problem as they flitted around stopping march moves or evading my efforts to eliminate them. Maybe a single character of my own would have done the trick and I'm considering adding more characters now the army's growing.

2. Magic is still something I'm getting the hang of. In hindsight I'd not bother with the Spell Familiar as two spells is more than enough in a game of this size. I also need to work on the tactical side of spell-casting (instead of following the procedure I use with my Dwarfs – dispel, dispel or dispel).

VERMIN HUNT

Can I just point out how much I hate facing the Skaven. Good, now that's out the way I can tell you that Joe's army consisted of a Warp Cannon, Night Runners, a big block of Clanrats, a mob of Plague Monks (with the inevitable Plague Priest) and a regiment of Stormvermin. A couple of Warlocks and a Warlock Engineer (armed with those pesky Warp Lightning spewing Warp Blades...) finished things off.

The game started with Joe flinging Warp Lightning all over the place and Uuz'Bedyre didn't have the Dispel

As I'm normally a Dwarf player, it's been a refreshing change to be painting cavalry. One of the things I learned quickly is how much better the horses looked if you fill the join at the neck and also around the tail with Green Stuff. A little extra effort here can make the finished piece look so much better.



As I was giving my Horsemen flails they'd have to be conversions – the miniatures can be made carrying javelin or handaxe but not flail.

The solution is pretty easy – using the flail beads from the plastic Marauders regiment I bought in the first month of this series I clipped the business end of the flail off and also clipped the bead and shaft of the javelin arm to make the haft of the flail. Then it was a simple matter of pinning them together.



Although the plan to use the flails from the Marauder regiment was a good one it wasn't a total success – I ended up one short for the Horsemen. No problem – with a growing bits box there was bound to be a solution...

Taking one of the standard pole tops from the plastic Marauders regiment (the plastic regiment sets have an incredible amount of extras) I cut the skull and chain off. A couple of pin points were added to make it a little more brutal looking.

I cut off the axe head from the chieftain's weapon and pinned the pared down head of a Marauder pick to the top of the axe haft. Once painted the flail head was pinned in place.



dice to deal with it. I had a terrible feeling I was going to get hammered...

Luckily, things got better for Vradchuk and using the two Chariots in tandem proved very wise as they tore into the Stormvermin, the Clanrats and then later on the Plague Monks. The Spawn also performed well in holding the Plague Monks up long enough for the Chariots to do their handy work.

The game ended with a total massacre of the Skaven with not a single one left alive (although the Warp Cannon crew fled from the table). I lost Uuz'Bedyre plus all bar one of the Chosen Knights to a Warp Cannon shot and also saw the demise of the Marauders to the Plague Monks.

LEARNING POINTS

Chariots working in pairs are deadly – I'll be using this tactic out some more!



Finally, I have enough fast moving elements in my army to not only keep my opponent guessing but even against a shooty army I can expect to cause damage when these units arrive. The addition of the Marauder Horsemen and the Screammers will augment this nicely.

In both this game and the previous one, I'd taken Lore of Shadows for my Sorcerer and really wanted to use Steed of Shadow on my Spawn to throw it into combat. Sadly, on neither occasion did I get the spell off.

BACK HOME

On getting back home I checked my e-mail only to find that the current phase of our Studio campaign is ending two days later and that we'd only be able to play skirmish games for a couple of weeks. This meant that the three games I had lined up would

have to wait until then. Not to worry – skirmish games can be great fun and their quick nature means you can either play more games or spend more time painting. I hope to be doing both!

Another interesting development was an e-mail from Anthony Reynolds. He had been a rival for the attentions of the Chaos gods but had decided to start a new Vampire Counts army. This meant he'd be taking over some of the GM-played territories and so his realm seceded to Vladchuk.

As I'd originally joined the campaign late I'd been acting as a raiding force which could attack from any map edge and also any of the scattered Chaos territories. Now I would be taking control of a realm and that meant a change in my role within the campaign.

I'm looking forward to expanding my realm and can call upon the help of the original raiding territories but that would cost me valuable gold.

Vladchuk's reputation has preceded him it seems and with the newly painted Marauder Horsemen having joined his army he would be eager to dedicate the demise of the other races to the Dark Gods.

FRESH TROOPS

With the Screammers I bought last month well on their way to completion, and with £11 left over to add to this month's £30, I'm in quite a healthy position. With the army being much more rounded now it's just a case of refining it.

As ever, when building an army there are lots of options. This month I'm torn between two options: putting

The addition of the Marauder Horsemen to Vradchuk's army give the Chaos army a fast option to harry the opponent's flanks.



Vradchuk on a Daemonic Mount or Chaos Steed (the Chariot is great but on a Steed he'd be in amongst the action quicker) adding more troops.

Mounting Vradchuk would have to be a hefty conversion so maybe I'll just ponder what I want to do with that for now and rely on bolstering the size of my army for the moment.

I have my eyes on another unit of Marauder Horsemen as fast cavalry are superb and used in tandem with my other fast-moving units they will keep my opponent on the back foot.

On the other hand, I also want to add at least four more Chaos Warriors to the existing regiment as at twelve models I don't get full rank bonus and it only takes a couple of war machine hits to whittle down the regiment's effectiveness. Given that, I'm going to make a conversion for

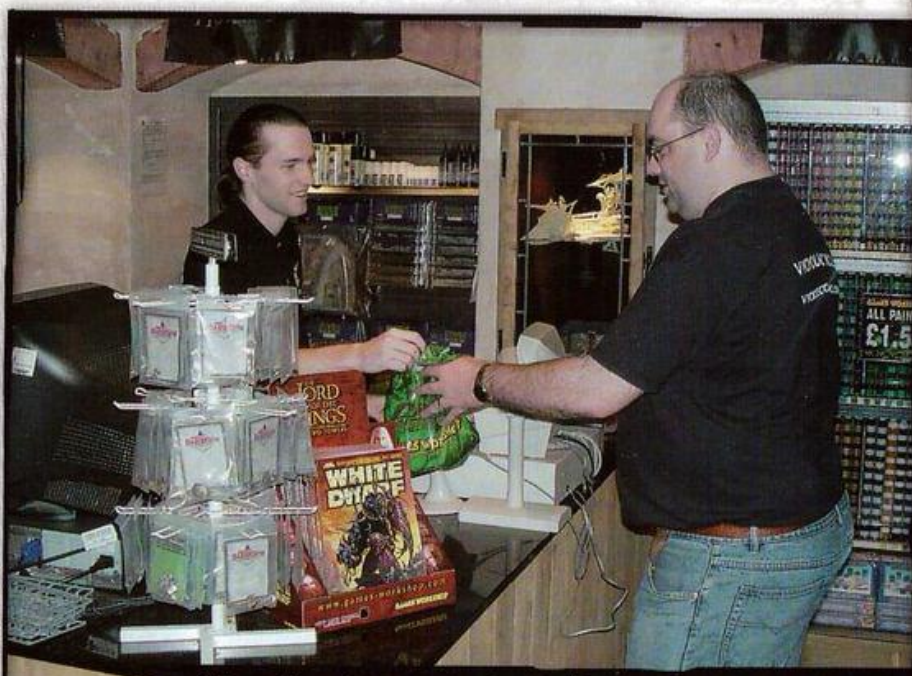
the mounted Vradchuk, and that will be done through the in-store order point, I may just add a sprue of Chaos Warriors to that order.

As the army has grown in size troops-wise, it's probably time to add in a few more characters as at the moment only Vradchuk and the Chaos Sorcerer, Uuz'Bedyre, hold sway over the army. By mounting Vradchuk on a horse I can use his existing model on Chariot as a further Aspiring or Exalted Champion. With the addition of another Sorcerer in the future (probably with the Mark of Tzeentch now I have the Screammers) I should be more than able to compete character-wise too.

Decisions, decisions...

In the end I've forgone all of the above and decided on a regiment of Slaanesh Daemonettes. These models are one of my favourites in the new Chaos range and Juan Diaz has made a truly excellent job of capturing the seductive and elegant, yet dangerous, nature of these inhuman creatures. Five blister packs of these would give me fifteen Daemonettes for £30. In total, once I'd bought the Daemonettes I'd have £11 to add to next month's cash. This would give me a great deal of flexibility when considering what components I'd use for my new Vradchuk.

Now, if you'll excuse me I have Screammers to finish...



This month's purchases were bought at the Warhammer World store in Nottingham.

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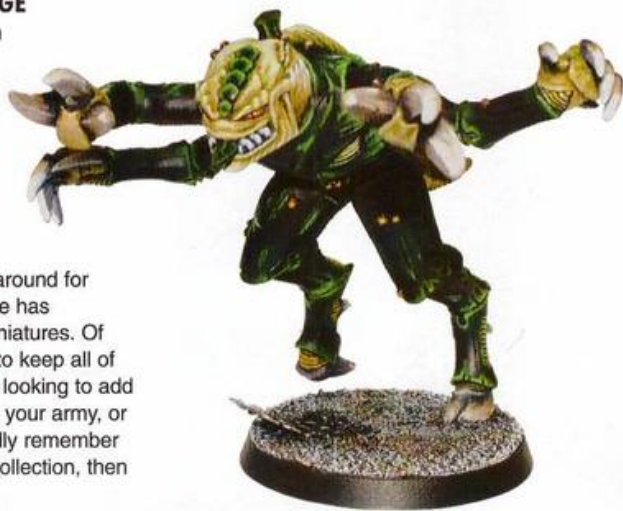
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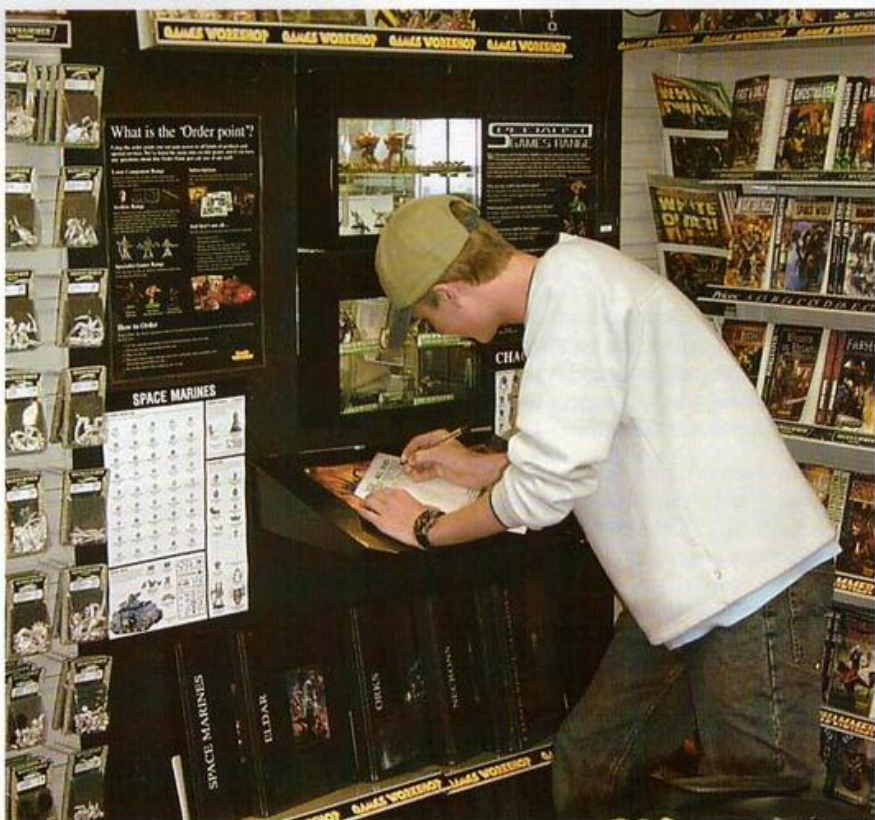


The new Inquisitor Purestrain Genestealer (shown at 100%)

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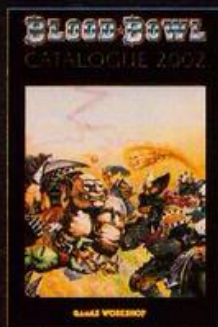
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Index Astartes

First Founding



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

THE ENEMY WITHIN

The Alpha Legion
Space Marines Legion

by Graham Davey

The Alpha Legion uses secrecy, spy networks and traitors to assail its enemies from as many different directions as possible in carefully orchestrated attacks. Hidden within the heart of the Imperium, it coordinates cultist activities and launches full-scale terror attacks.

Origins

Following the Horus Heresy, thousands of records, archives and libraries were destroyed to purge any mention, indeed any memory, of the traitors. Ten millennia later there are now billions of Imperial citizens who remain unaware that the rebellion ever happened. However, a few tomes survived, mostly in the hands of those in high authority or heretics whose loyalties still remained undiscovered. It is from these works that historians and Inquisitors have gleaned their knowledge of those ancient times. Of course, sifting out the truth is never easy, because most books are copies of copies or simply forgeries filled with lies.

In the case of the Alpha Legion, reliable facts are even harder to come by, as the legion was notoriously secretive. For example – unlike most of the First Founding Legions of the Adeptus Astartes, the Alpha Legion's home world is unknown. The reason for this omission is unclear, but Inquisitor Kravin of the Ordo Malleus has recently unearthed an ancient journal that he claims provides an account of the first contact with, and recovery of, the legion's Primarch. Kravin has estimated the veracity of this journal at 62.6%, but has so far refused to produce it for independent examination.

According to Kravin's claim, towards the end of the Great Crusade, an advance patrol cruiser of the Luna Wolves Legion entered an unnamed system, searching as ever for lost human worlds. Swarming towards it came a horde of small space ships, of varying types and appearances, mainly one and two-man fighters. Despite the ships being of primitive design and apparently from more than one origin, the attack was highly coordinated. Dozens mobbed the Luna Wolves' Thunderhawks, while others braved the batteries of turret defence guns to shoot at the huge cruiser. However, the weapons of the fighters made little impression and the attack soon broke off. The Luna Wolves cruiser gave chase, eager to show these puny attackers the power of the Adeptus Astartes. It was only after the first impact that the bridge crew realized they had been lured into a minefield. Manoeuvring to escape resulted in two more explosions and damaged the

engines seriously enough that the cruiser was forced to halt in place until repairs could be made. The horde of fighters renewed their attacks, leaving the outnumbered Thunderhawks hard-pressed to defend against them.

Two days later, the rest of the Luna Wolves fleet arrived, summoned by the cruiser's distress signal. The legion's Primarch, Horus, was shuttled straight to the stricken cruiser, furious at the crew's failure to deal with such insignificant attackers. He found the command deck in a state of high alert, for a small group of the enemy had somehow managed to board the cruiser. They had split up to evade capture in the ship's endless corridors and service ducts, and those that had not already been found and eliminated now seemed to be converging on the bridge.

Horus waited for them. As five men burst onto the deck, he shot four of them through the head before they even had a chance to act. Without pause the fifth shot rang out, but the last man was different. More than a foot taller even than the Luna Wolves Space Marines, he had piercing green eyes and looked almost a match for Horus himself. Somehow, even at such close range, the man side stepped fast enough that the bolt shell only grazed his temple and exploded against the bulkhead behind. As the man charged forwards, a second shot slammed into his shoulder, but still he did not slow. More shots were fired by guards and bridge officers as well as Horus. The man staggered under multiple impacts, but incredibly came on through the firestorm to launch himself at the Luna Wolves Primarch. Then at the last instant, with his hands inches from Horus's throat, the man stopped. The two stared at each other for a long moment, before Horus started laughing. He had found the last Primarch.

The new arrival called himself Alpharius, and claimed to have been travelling this area of space for many years. However, he remained tight-lipped as to where he had originated. Various worlds in that locale were subsequently brought into the Imperial fold, but Alpharius always denied that any of them was his home. The conglomeration of planets he had been leading was persuaded to join the

Imperium with little further bloodshed. The wounds Alpharius had suffered healed quickly, but it seems that rather than sending his discovery straight back to Terra to meet the Emperor, Horus kept the Primarch with him for some months. Horus was most impressed with Alpharius's remarkable success against his cruiser – trapping it, boarding and then penetrating right to the bridge – and during this time he allowed his new found brother to take tactical command in the various actions that occurred. Alpharius was clearly just as impressed with Horus – with the huge martial power he wielded and with his instinct for when and when not to use it.

Eventually, Alpharius was taken back to the epicentre of the ever-expanding Imperium and reunited with the Emperor. There was the usual rejoicing, pomp and circumstance, but records on Terra suggest that the two spent little time together. Alpharius was quickly sent to take command of his legion, while the Emperor had many pressing affairs of state. The Alpha Legion, as it was now named, was the last of the Adeptus Astartes Legions to be created. With astounding prescience, the Emperor had ordered their founding just a few decades before. The new Space Marines were tall and strong, much reminiscent of their Primarch, and were possessed of a cunning intelligence.

Alpharius led his army, created in his image, to the outer reaches of the Imperium, eager to join battle and emulate the glories of the older legions. His first campaigns were well planned and highly successful, and he worked to develop and mould his legion's tactics. He advocated that the best attack comes from many directions at once, assaulting the foe on all sides, in every way. He insisted on having options open, never relying on any one thing, individual person or single victory to win the day. He was always prepared with a back-up plan, a flanking force was always in perfect position, and Alpha Legion infiltrators invariably struck behind enemy lines at just the right moment.

Chapter Approved. Access Level: B forty-two one

Alpha Legion, Progenitor Legion M31



Pre-Heresy Alpha Legion colour scheme



Post-Heresy Alpha Legion colour scheme



Alpha Legion Symbol



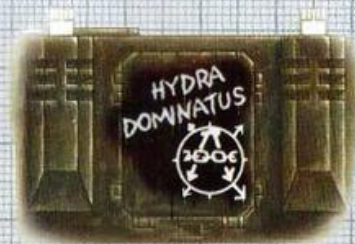
Alpha Legion shoulder pad iconography



Post-Heresy Alpha Legion Space Marine with heavy bolter



Post-Heresy Alpha Legion Terminator



Example of Alpha Legion cult markings



Alpha Legion iconography applied to bolt pistol

Thought for the day: Knowledge is weakness

Alpharius added to this doctrine by seeking as many other advantages as he could. He would bargain for allies, encourage treachery within the enemy army and develop a network of informers and spies within the populous. Underground rebel groups and activists would be contacted and persuaded to provide diversionary attacks, demonstrations or bombings at agreed times. By the time a battle started, the Alpha Legion would have so many factors to its advantage that it was virtually impossible to lose. The legion soon gained a reputation for devastatingly coordinated campaigns, and while these methods took longer to execute than a simple frontal assault, they were far less costly in troops, enabling Alpharius to spread his forces more widely.

Most of the other legions had taken planets to be their headquarters and base of operations, generally the worlds where their Primarchs had been found. They had constructed glorious cathedral-like fortresses and many had taken over government of their world and even the surrounding systems. But Alpharius clearly did not believe in this high profile approach. He is thought to have established several bases, but kept their locations hidden from everyone outside the legion. Only the whereabouts of smaller staging posts and supply depots were made known, and even this information was highly restricted.

... Alert... Plasma Furnace Overload
Imminent... Evacuate Immediately...
Alert...

- Emergency Warning Vox accidentally triggered throughout Hive Tempestora factory complex, two months prior to the Third Invasion of Armageddon. Tank and Ordnance production were set back five days by the ensuing panic.

It is thought that Alpharius worked tirelessly to improve and develop his officers, encouraging them to think for themselves and listening to their counsel. He instigated programmes of training, constantly setting challenges to overcome, even in the midst of battle, to force his troops to adapt and improvise. There are even documented occasions when, shortly before or during major offensives, the Primarch simply disappeared, in order to assess how his legion would perform without him.

Alpharius did not seek glory or honours for himself, and rarely attended victory celebrations. Consequently he never

spent much time with the other Primarchs and it was many years before he met all of them. His first encounter with Roboute Guilliman of the Ultramarines was reputedly strained. Guilliman believed in rigid structure and hierarchy, and had a firm battle doctrine that his legion never wavered from. He was in the process of documenting the 'correct' tactics and operation of a Space Marines force, tried and tested during his long years of command, and suggested that the young Alpha Legion should adopt this 'codex' behaviour. However, this attitude was anathema to Alpharius's belief in initiative and adaptability, and a heated debate over tactics and ideology ensued. When it became clear that Alpharius would not bow to his experience and superiority, Guilliman pointed out the thousands of victories and battle honours his legion had won, and told his youngest brother that he could never hope to compare.

+++Course Correction. Battle Group Portentia to proceed to coordinates 22439-26775/GS/E [Quinox Sound], pending further orders. Command Authority Σ +++

- Falsified fleet movement instructions, uncovered following the complete destruction of Battle Group Portentia by unknown attackers, I45M4I.

After that meeting, Alpharius pushed his legion even harder, seeking out the most difficult challenges for his forces. He knew he could not equal the number of worlds conquered by the older legions, for they had been founded centuries earlier, but he seemed determined to win their respect for his legion's martial prowess.

On the world of Tesstra Prime, the population was violently resistant to the idea of Imperial rule. Alpharius deliberately delayed his assault a full week, allowing the planet's armies to amass and dig in around the sprawling capital city, and when battle commenced there was close to a million soldiers arrayed against the Alpha Legion. However, the week had not been spent idle. The Space Marines had deployed so they could attack from various directions, while leaving huge sections of the defensive line untouched. Just as the assault was launched, bombs detonated within the city demolished dozens of bridges and blocked major supply routes. The defending Tesstran commanders found themselves

unable to move troops and supplies into the areas under attack, or out of areas that were being ignored. The divided forces tried to hold out against the relentless advance of the Alpha Legion, but the lack of ammunition and reinforcements made it a hopeless task. And, of course, while help could not be brought in, retreating soldiers found they could not get out fast enough either. Thousands ended up herded together down the few remaining escape routes and were cut to pieces in an endless rain of bolter shells. It was two days before enough of the defenders could be redeployed to mount a serious counter-attack. However, officers in the Tesstran army had somehow been compromised and these traitors betrayed details of the plan. The counter-attack advanced into a trap, and found itself beset by armoured Space Marines on all sides. Within a week, the Tesstran forces had suffered ninety percent casualties. When he was asked why he had not simply seized the capital before the defending armies arrived, Alpharius replied "It would have been too easy." (cf. Inq. file 306621/M.30 [battle ethics])

Heresy

His conduct of the battle for Tesstra brought Alpharius censure from many quarters. Roboute Guilliman is recorded as having called it "a huge waste of time, effort and the Emperor's bolt shells". However, concerns about alleged atrocities committed by the Night Lords Legion diverted attention away from the incident. Nevertheless, Alpharius was furious at the reaction to his legion's masterful performance. Only Horus openly praised the manner in which the Alpha Legion had overcome opposition that outnumbered them a hundred to one. Horus was the only other Primarch whom Alpharius had any regular contact with. The two appeared to respect each other greatly, and are thought to have discussed tactics on more than one occasion.

At the start of the Heresy, the Warmaster's forces amassed on Istvaan V. The Emperor sent no fewer than seven legions, fully one third of the entire Adeptus Astartes, to put down the rebellion. The initial wave consisted of three of those legions - the Salamanders, the Iron Hands and the Raven Guard. They were seriously mauled as they made planetfall and battled to secure safe landing zones. This second wave was made up of the

remaining four legions, and some sources name the Alpha Legion among them. After their initial landings these 'loyalists' attacked their allies instead of the rebels. Utterly betrayed and attacked on all sides, the three allegedly loyalist legions had no chance at all. Just five loyal Space Marines survived the massacre, bearing the precious gene-seed of many of their fallen brethren. Given the average size of legions at this time, the death toll must have reached 30,000, while rebel casualties on Istvaan are estimated at just a few thousand.

"Despair for thy doom is upon you. Give up hope for all the might of your Imperial overlords cannot save you. Kneel before us and we will spare every hundredth man and woman. Such is the mercy of Tchkrri-krerarr the Unstoppable, Exalted Champion of Darkness."

- Ultimatum delivered to Erwin Borstar, Planetary Governor of Attica Prime, in 022.M41, shortly before Chaos Space Marines raided Attica II and IV. Both were poorly defended as large forces had been sent to reinforce the first planet, at the insistence of Governor Borstar. Attica Prime was never attacked.

Inquisitor Kravin has observed that such a deceitful trap was strongly reminiscent of Alpharius's tactics, suggesting that "he and Horus may have devised this brilliant plan together". Other scholars have made the same connection, though with rather less enthusiastic wording. Exactly when Alpharius chose to side with the Warmaster is not clear. Certainly he spent more time with Horus than he ever did with the Emperor. Perhaps there was an understanding between them right from the beginning.

However, it is not thought that Alpharius was blindly following Horus, for he seemed to have his own agenda. He relished every battle against loyalist Space Marines as the ultimate test of military skill. Again and again the Alpha Legion proved they were the match of the other legions. They started going out of their way to find Space Marine opponents, and inflicted stinging defeats on the loyalist White Scars at Tallan, a Space Wolves company at Yarrant and other legions at dozens of smaller outposts. Well before the Warmaster's forces reached Terra, the Alpha Legion had become separated, but continued to wage war on all that they came across. Even after the defeat of Horus on Terra, the Alpha Legion continued on unchecked,

apparently inventing objectives and missions with absolutely no connection to the rebellion as a whole. They moved into the galactic east towards, whether by coincidence or design, the Ultramarines Legion. The Ultramarines had been posted on the Eastern Fringe when the Heresy began and were racing back to the Segmentum Solar, enraged at the treachery of their brother Space Marines and the Warmaster's connivance to keep them too far away to affect the outcome. It is possible that Alpharius deliberately sought out the Ultramarines, that he wished to confront Roboute Guilliman in battle and prove the superiority of his tactics. Other theories suggest that the Ultramarines tracked down the Alpha Legion, seizing the opportunity to be revenged on one of the Traitor Legions. But however it came about, the two Space Marine legions met in battle on the world of Eskrador.

First to arrive on the planet, Alpharius was able to choose his battleground, for he knew the Ultramarines would not rest until they had hunted the traitors down. The Alpha Legion deployed deep within a harsh mountain range, at the pole of the planet, riven with gullies, ravines and high passes that would seriously hamper movement, especially for ground vehicles. Alpharius was convinced that the battle would be won by the side which overcame these problems the best, through forward planning, coordinated air transport and detachments coping independently of heavy support. Guilliman was a military commander with few peers. However, all the experience, lessons and tactics he had accumulated over the centuries had been carefully documented, compiled and made accessible to the other legions, in the Primarch's desire to improve the Emperor's armies as a whole. Now this gave Alpharius the advantage because

"These were no mindless, brainwashed Daemon-worshippers like those we'd fought before, herded forward as gun-fodder by their Traitor Space Marines masters. This group was trained, well-equipped and knew exactly what it was doing. They appeared out of nowhere on both sides of the column, and went straight for the heavy armour. Four of the main battle tanks had tracks blown off before enough infantry could dismount to stop them, and then they just fell back into the ruins of the city. It took us more than an hour to get the column rolling again, and by the time we reached our rendezvous, the battle had already started."

- After action report 9331/rts/4. Filed by Colonel Johann Adronia.

he knew how the Ultramarines operated. Indeed, Guilliman's initial deployment followed exactly the doctrines set down in his own writings, and the Alpha Legion moved to trap them. But Guilliman chose the first nightfall to do something unexpected. Breaking his own rules of operation, he led a large portion of his forces deep into the mountains, deploying by Thunderhawk, drop pod and teleporter into the midst of the Alpha Legion with no lines of support or supply. Guilliman's target was the enemy command centre and none other than Alpharius himself.

The following account appears to be the personal log of a member of the Ultramarines strike force, probably a sergeant. It is included in Inquisitor Kravin's diatribe Lessons of Strife, though other Inquisitors and representatives of the Ultramarines themselves have questioned its validity. The original document was purportedly discovered in a system Earth-ward of Eskrador.

[0411.0] *Our strike force numbered over three thousand Marines, and despite the lack of heavy armour in support (due to our mode of arrival), we soon had the traitors' command centre in disarray. There was no way the lightly armoured buildings could stand up to our Devastators' firepower and a direct assault by the much honoured and revered Ultramarines Dreadnoughts. Our enemies were outnumbered five to one and soon started to fall back up the mountain valley, probably to buy time for a relieving force to arrive (my Captain conjectured). But we were zealous with the thought of revenge and pressed them hard, knowing that the terrain would hamper the movement of reinforcements. With perhaps five hundred Space Marines remaining, the Alpha Legion force made a stand at the head of the valley. Their heavy weapons were deployed well, high on the mountainside, and felled many of our number as we fought upwards towards them - but their guns were too few and our resolve unswerving. As we closed upon the traitors, Alpharius himself led a counter-attack, charging headlong back down the rocky slope with his bodyguard and slamming into our line. Not even Ultramarines could stand before a Primarch, and his powersword felled every noble Space Marine within reach. Our advance halted and I was forced to recite the Canticle of Faith to steady my squad. But then an imposing figure appeared and my heart was gladdened. Our great Lord and Primarch Roboute Guilliman himself strode forward, ignoring the mêlée around him, straight*

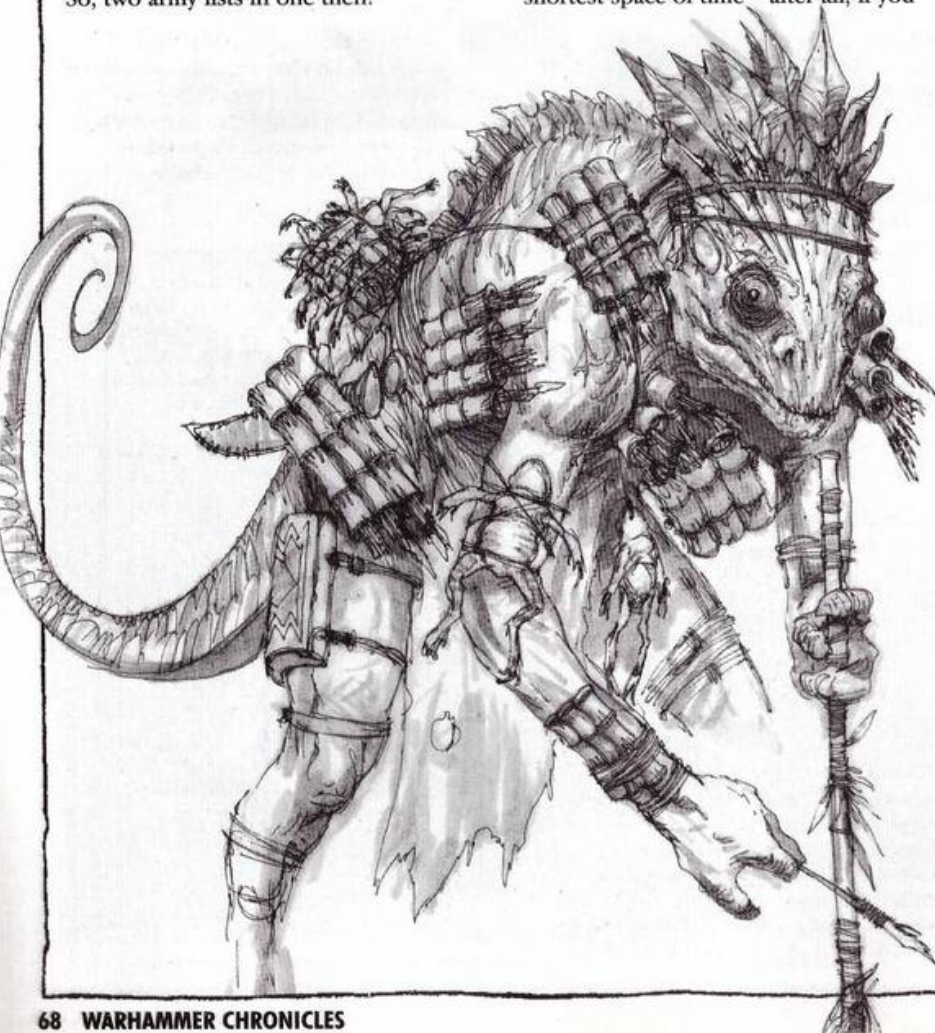


Work-in-progress shots of the new Saurus Warriors, sculpted by Colin Grayson.

MEANWHILE, IN LUSTRIA...

Work continues on Warhammer Armies – Lizardmen. Due for release this spring, the Army book by Anthony will pick up from the work-in-progress list previously published in *White Dwarf* and the *Warhammer Annual 2002*. This book will not only chronicle the armies of Lustria, and the Lizardmen's growing activity with the rise of Chaos, but also contains a second army list detailing the armies of the Southlands (for those of you who like their Skinks – Sotek blesses you!). So, two army lists in one then!

Alongside the release of the Army book is a range of new miniatures, starting with two awesome regiment sets for Saurus Warriors and Skink skirmishers. As always, we are striving to improve not only the look of Citadel miniatures, but also we're always tinkering with the practical aspects of collecting and putting together an army. The Saurus and Skinks are the first of a new approach to our Warhammer Regiment sets, incorporating variation and multiple poses as before, but with an eye towards assembling units in the shortest space of time – after all, if you



want to put 40 of them together, it's better to spend the time painting rather than gluing! This project has been a challenge for Colin Grayson and Mark Harrison, but the results are possibly the most practical and appealing plastics yet done for Warhammer.

THE DARK WITHIN THE FORESTS

As last summer was dominated by the growing threat of Chaos, so too is this summer, with Beasts of Chaos hitting the shelves in the middle of the year. This is the second of the Chaos Army books, detailing Beastmen, Minotaurs, Dragon Ogres, Chaos Trolls and all manner of other horrific creatures of Chaos. As mentioned in previous Designer's Notes, the rules for Beasts of Chaos dovetail neatly into the Hordes of Chaos book, so not only can you field a purely Beastmen army, all the troop types and creatures from both lists are (almost) freely interchangeable, allowing Chaos generals to really make use of the diverse and eclectic forces at their disposal.

As previewed in *White Dwarf* just a couple of months ago, the Beasts of Chaos list puts a new spin on Beastmen, and the mixed units of Gors and Ungors will be available as a single regiment set. Alex Hedstrom is busily putting the final touches to these as I type, and never a more brutal and wild mob has been seen before! I'll be heading up this one myself (having enjoyed myself so much with Hordes of Chaos!) and there's still a few more surprises up my sleeve. Of course, please keep sending in your feedback on the work-in-progress list, we really do read it all.

For those of you enjoying our current series of Warband rules for Chaos Champions, you will be pleased to know that we plan to introduce Champions from the Beasts of Chaos list as part of the project, so your Banebeast and Doombulls may lead warbands against the human followers of Chaos.

BLOOD IN THE SNOW

The culmination of all this Chaos activity is, of course, Archaon's invasion. Since it would be very difficult for the hordes of the Dark Gods to rampage south without going through the wind and snow-swept lands of Kislev, towards the end of the year there will be a re-release of Kislevite units for the Empire (and possibly a full Kislevite army list). Rather than redesigning miniatures that are perfectly handsome, we will be introducing a new infantry troop type to the Kislevites. I'm not quite sure what they will be at the moment, but something with bows and big axes seems appropriate.

Another thing we will be doing at the



towards Alpharius. The two Primarchs stood before each other. They were equal in stature, both clad in shining power armour and each wielding a glittering powersword, but where one was noble the other was craven, where one was loyal the other was a betrayer. All other combat ceased as we watched them. There was a long pause, neither Primarch moving an inch, then both struck in an instant. Each sword made a single stroke and then both were still again. For a second the two great men stood facing, before Alpharius slumped to the ground.

Like every other Ultramarines Space Marine on the field, I let out a loud cry of victory. Guilliman's plan had worked – the very heart of the enemy had been torn out. The remaining bodyguard fought on but we fell on our adversaries with renewed vigour, and when the last one had been cut down, we turned our attention to the rest of the Alpha Legion command. Trapped by the sheer mountains at the head of the valley, they had no escape from our bolter fire. We left not one alive.

The body of the dead Primarch was burnt on a great pyre, and Lord Guilliman allowed us a moment of prayer and reflection on our success before issuing orders to move out and commence the destruction of the leaderless enemy army. We are fully confident that the task will be straightforward – the loss of its Primarch is something no legion can recover from. [END ENTRY]

[0413.4] The optimism engendered by our initial victory appears to have been misplaced. Since my last entry we have ascertained that the Alpha Legion's command function was spread into numerous groups, and the loss of one apparently had minimal impact on their operational abilities, even though it included Alpharius. What is more, our deep strike and the target's subsequent retreat has drawn our force well out of position, far from support. It has become clear that far from hunting out demoralized pockets of traitors, we were facing a superbly organized foe that is closing in on us from all sides. [END ENTRY]

[0413.9] We have sighted our Thunderhawk gunships overhead, engaged in fierce battles with those of the Alpha Legion. Both legions have, of course, very similar numbers of Thunderhawks, so the aerial battle seems to be a stand-off, leaving no chance of an air evacuation. Meanwhile, the enemy has launched several hit-and-run attacks upon our strike force, causing numerous casualties, and Lord

Guilliman has commenced a drive back out of the mountains to link up with the rest of our ground troops. [END ENTRY]

[0414.9] We are being harassed and ambushed every step of the way. Groups of Eskrador natives, apparently bribed or coerced into aiding the traitors, have triggered rockslides to block our path and delay us. Communications with the rest of our legion have been sporadic – our Techmarines think they are being jammed – however some dialogue has been possible and a relieving force comprising most of our remaining ground forces is pushing into the mountains towards us. However, that too has apparently been under attack, and supply vehicles have been sabotaged. [END ENTRY]

[0420.5] After five grim days of intermittent fighting we sighted the distinctive blue armour of our Ultramarines brethren advancing down a valley towards us. However, having approached into range our 'rescuers' opened fire. A contingent of the Alpha Legion scum had disguised its heraldry and armour in order to spring a trap. Are there no depths to which these heretics will not sink? The utter dishonour that our erstwhile brothers had shown left me stunned. More of the Alpha Legion appeared to our rear, initiating the biggest attack from our enemies so far. With mountains to either side, we had little option but to stand our ground and fight for our lives. Losses were heavy, and might have been total, if it were not for the timely arrival of the real rescuing force. The reinforcements were in little better shape than our own beleaguered strike force, but the extra numbers allowed us to force a way through and establish a more defensible front line. [END ENTRY]

The account goes on to describe how in the next week Guilliman attempted a number of counter-attacks to regain the initiative, but the Alpha Legion seemed to have prior knowledge of their every move, and either were not where augurs suggested or had carefully planned ambushes waiting. Finally the Ultramarines evacuated the planet surface and used their ships to bombard the traitors from orbit. Guilliman is recorded as having said he had no interest in righteous battle against such a dishonourable foe and that they were needed back on Terra with all possible speed. However, it seems hard to dispute the fact that the Ultramarines were soundly beaten by the Alpha Legion, despite killing Alpharius. Certainly the deep ravines of the mountain range would have provided plenty of cover from the bombardment cannons.

Exile

The months and years that followed were a chaotic time of regrouping, rebuilding and retribution for the Imperium. When Imperial forces returned to Eskrador there was no sign of the Alpha Legion (although the entire native populace was purged to eradicate any taint of Chaos). However, it is thought that the majority of the legion did not flee into the Eye of Terror with the other rebels, instead remaining within the Imperium. Numerous secret bases were already in existence, and the legion fragmented in order to hide itself in the midst of its enemies. Small forces kept up frequent attacks on military targets, especially those weakened by the carnage of the Heresy, and became a major problem for those trying to rebuild the shattered Imperium. The location and destruction of these groups became a priority, and the Inquisition and remaining loyalist legions devoted considerable resources to this end. The last pockets of Alpha Legion forces were declared eradicated in a proclamation by the High Lords of Terra at the end of M.32, but subsequent attacks proved this to be untrue. Similar declarations were made during M.33 and as recently as M.39.

THE DAETHRYU PLAGUE

On the agri-world Daethryu Prime, in 255.M41, there was a sudden plague of Crixian Locusts, a species not usually found anywhere in the sector. They thrived in the warm climate of the planet and multiplied exponentially, decimating food crops and causing widespread famine. At this point there was a surge of anger and unrest amongst the populace directed at the authorities who appeared to be powerless to deal with the infestation. In a single week riots broke out in every large population centre and much of the local army mutinied. A regiment of Mordian Iron Guard was dispatched to quell the uprising. But they were ambushed and all but destroyed as they disembarked from their transports by a force of Chaos Space Marines, hidden around the spaceport. The complete loss of food exports from Daethryu caused major supply problems in the sub-sector over the following years, resulting in further unrest on other worlds, and hindering Imperial forces during subsequent Chaos incursions into the Segmentum Pacificus. Opinion is strongly divided as to how much of this could have been orchestrated and how much was mere coincidence, but it seems certain that the Alpha Legion were involved at some level.

Home World

Alpharius never revealed the planet of his origin, and even the general area of his discovery is now lost to legend. His legion never took a single world as their base, instead operating from various secret locations throughout the Imperium. Many of these bases have been uncovered and destroyed over the millennia following the Heresy, although often they had been deserted by the traitors by the time they were found.

Combat doctrine

Alpharius's doctrine was to attack the enemy in as many different ways as possible, all at the same time. What this meant in practice varied depending on the scale and location of the conflict. Tactics confirmed as having been employed by the Alpha Legion include flank attacks, tunnelling to undermine or bypass defences, teleportation or air drops behind enemy lines, diversionary attacks, infiltration, disguising troops and vehicles in enemy colours, disabling enemy transportation (both vehicles and routes), sabotage of fuel and ammunition dumps, poisoning of water and food supplies, atmospheric and ecological

tampering, triggering of volcanic, seismic and tectonic activity, bribery and coercion of enemy troops (including officers) and Imperial officials, enlisting into enemy forces, impersonation of Imperial officers, distribution of propaganda to incite unrest and rebellion, organisation of civilian riots and other anti-Imperial activity, sponsorship and supply of heretical cultist groups, alliance with anti-Imperial military forces including other Traitor Legions and aliens. Generally a number of these tactics will be employed in careful coordination, often resulting in labyrinthine secret plots.

It has been noted on numerous occasions that due to their employment of a large number of completely unorthodox tactics, the Alpha Legion are able to deploy smaller forces than might otherwise be necessary. Combat is only ever really regarded as part of their overall strategy.

Organisation

Very little is known about the internal organisation of the Alpha Legion. They placed a high value upon secrecy, even before they turned traitor, and captured Space Marines have revealed little under interrogation. On occasions there have been successful assassinations of members of the legion thought to be high ranking officers, but their removal has had little visible effect on their operations.

The legion's symbol, the hydra, is a multi-headed mythical beast which could keep fighting even if one of its heads was cut off. This legend seems to reflect the Alpha Legion's command structure, as well as echoing its doctrine of multiple attacks.

"They know where you are. They know your every strength and weakness. They prepare for your actions before you even conceive of them. How can you ever hope to stop them?"

- Extract from interrogation transcript [Subject: citizen 09,443,781,122;IltoV. Suspected member of subversive group. Posthumously convicted 3154137.M41].

It is known that the legion recruits, supplies and organises hundreds of cultist cells on Imperial worlds. These groups are not all crazed devotees of the Chaos gods and insane daemon-worshippers (although there are plenty of those). There are also highly organized, trained and motivated groups who work to subvert the authorities, produce and spread propaganda, and, when called upon, undertake military action – usually in the form of bombings, sabotage and inciting riots. Such action will generally form part of a larger Alpha Legion plan, for example luring Imperial forces to a particular place by organising a civil disturbance or preventing the arrival of reinforcements by blowing up a bridge.

The question then arises; how does the Alpha Legion coordinate all its activities and communicate with these disparate cells? Inquisitor Kravin is not the only one to have claimed that the Alpha Legion achieves this through the use of so-called 'operatives'. These figures are apparently human, but may have had limited Space Marine psycho-hypnotic indoctrination to make them utterly loyal to the legion and possibly even the implantation of some of the Adeptus Astartes organs (cf. Inq. post mortem file 27884710b). According to the claim, these operatives are the link between the cultist cells, travelling about with impunity where a Space Marine would quickly draw attention, setting up new groups, guiding their agendas and bringing them instructions. During protracted campaigns, they may be used to pose as soldiers, gathering intelligence or sabotaging the enemy army. The existence of these operatives has not been conclusively proved, but few other explanations have been put forward.

While it is not officially acknowledged by the Adeptus of Terra, the Alpha



Legion clearly remains a canker within the very heart of the Imperium.

Beliefs

Alpharius believed in planning and coordination, he always sought alternatives and multiple solutions to any given problem, with different elements working together for the end result. These doctrines have been thoroughly embraced by the legion as a whole, and have proved effective, especially in the disparate and secretive way they now operate.

All Space Marine legions set arduous tasks and trials for potential recruits, but prior to the Heresy, the Alpha Legion set these initiation tests for squads not individuals. Squads had to succeed as a group or not at all – foolhardy heroics were frowned upon. The overall plan was paramount and more valuable than any one Space Marine. It is not known if this practice is still carried out.

Gene-seed

While the Alpha Legion does not reside in the Eye of Terror, and therefore is not plagued by the warping effects of that maelstrom of insanity, there is still evidence of mutation in the gene-seed. If this was the case prior to the Heresy, it was

THE IKRILLA CONCLAVE

It has never been established if members of the Alpha Legion exhibit the same unnatural longevity as other Chaos Space Marines, who can apparently live for many thousands of years. This phenomenon is generally attributed to the Traitor Legions' existence in the Eye of Terror, where the laws of time and space do not apply, so it would follow that the Alpha Legion should not be affected. However, if Alpha Legion Space Marines have more 'normal' lifespans, then one must ask how losses are replaced. In his address to the Ikrilla Conclave, an impassioned Inquisitor Kravin warned, "the only possible answer is that new Chaos Space Marines are being recruited and genetically modified somewhere within the Imperium. And yet Terra still refuses to acknowledge there is even a serious threat! They are all around us – just look over your shoulder! Perhaps when you are attacked in your own cities, and murdered in your own homes, then you will see I am right."

Shortly after the conclave, Inquisitor Girreux publicly accused Kravin of consorting with traitors and conspiring to organise cultist uprisings on the worlds of Kartha IV, V and Archos II in the Korren sub-sector (cf. Inq. file 7083662f/M.41). Girreux challenged Kravin to appear for trial and face the evidence against him, however Kravin's current whereabouts is unknown. Of course this development has called into question the reliability of all Inquisitor Kravin's research, and as he was the leading scholar on the Alpha Legion's history and current activities, much of what was known about them must now be considered a lie. If, as Girreux claims, Kravin has been compromised by those very traitors he sought to investigate, then everything he has said must be considered mis-information and propaganda invented by the Alpha Legion.

kept concealed, but given the legion's predilection for secrecy that would not be surprising. During the Lethe Ambush (cf. Gothic War Inq. file 237xii), mutated Alpha Legion Space Marines hid their warped body parts, not out of shame, but so they could reveal them as they attacked – adding horror and revulsion to the shock of their sudden assault.

Battlecry

Imperialistic cries of "For the Emperor!" and other similar cries are deliberately calculated to mock and infuriate foes who recognize them as traitors. Any of their victims who don't know the difference between an Imperial Space Marine and a Chaos Space Marine will simply think they have been betrayed.

USING AN ALPHA LEGION ARMY IN WARHAMMER 40,000

An Alpha Legion force can be chosen from Codex: Chaos Space Marines using the following modifications.

Many Alpha Legion operations are planned to encourage and support cultist activity. The Alpha Legion may therefore make use of the Cultist army list entry below as a Troops selection on the force organisation chart.

Chaos Cultists

Alpha Legion supported cults are trained to assault and secure key objectives to ensure that subsequent attacks by the Legion achieve complete surprise. They are skilled combatants who combine stealth with close combat. Heavy weapons would slow them down so they are equipped with assault weaponry.

Daemons: The Alpha Legion cannot normally rely on Daemons remaining stable for long enough for them to be useful because they are so far from the Eye of Terror. When operating on a world where they have secured the belief of Chaos cults, they will gladly add Daemons to the diversity of their attacks. Because of this, the Alpha Legion may include Daemon Packs but only Cultist units may carry Icons to summon them. They may use Daemon Princes and Possessed Chaos Space Marines.

Infiltrators: Alpha Legionaries can only bear the Mark of Chaos Undivided and their veterans are renowned for their infiltration skills. Any Alpha Legion Chaos Space Marine in power armour (or Daemon armour) on foot may have the Infiltrate Veteran ability at a cost of +5 points for independent characters or +1 point per other model. The Infiltrate Veteran ability does not count toward their maximum number of Veteran abilities.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Cultist	6	3	3	3	3	1	3	1	7	6+
Cult Champion	+5	3	3	3	3	1	3	2	8	6+

Number/squad: A Chaos Cult consists of between 10 and 20 Chaos Cultists.

Weapons: Each model has a close combat weapon and either a laspistol or autopistol.

Options: The entire squad may be armed with frag grenades at +1 point per model, and/or Krak grenades at +1 point per model, and/or meltabombs at +2 points per model.

A Chaos Cult may bear the Mark of Chaos Undivided at +1 point per model. If the Cult bears the Mark then one member can carry a Chaos Icon at no additional cost.

Character: The Cult may be led by a Cult Champion at +5 points. The Cult Champion has access to the Chaos Armoury. He may have up to 10 points of items from the Weapons list.

SPECIAL RULES

A unit of Chaos Cultists serving the Alpha Legion must have one of the following Veteran abilities:

- Scouts – Infiltrate and Move through Cover.
- Assassins – Infiltrate and Furious Charge.
- Saboteurs – Infiltrate and Siege Specialists.

There is no further points cost for these skills. See the Veteran Abilities special rules on page 19 of Codex: Chaos Space Marines for more details on how the abilities work.

GAMES WORKSHOP

Here is a list of Games Workshop stores and independent stockists in Benelux, Denmark and Eastern Europe. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer and Warhammer 40,000.

Stores marked in **red** are Games Workshop stores, while stores marked in **blue** are elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are partnership stores who stock a wide range of Games Workshop products. A full list of all Games Workshop stockists in Northern Europe is available on our website:

www.games-workshop.com/shopping/UK/locator.asp

BENELUX

Aarschot, **CONNECT'R**, Gasthuisstraat 47, 3200
☎: 0165 68830.

Alkmaar, **BOOKERS & STRIPPERS**, Boterstraat 19, 1811 HP
☎: 072 5121 916.

Almelo, **SOMBERG MODELBOUW**, Grotestraat 136, 7607 CW
☎: 054 6812 981.

Almere Haven, **FANTASIA**, Kerkgracht 41, 1345 AE
☎: 036 5316 017.

Almere Stad, **FUNTOYS**, Zadelmarkt 1, 1315 AK
☎: 036 534 3124.

Alphen a/d Rijn, **DE SAGE**, Rhenanialaan 7A, 2406 GS
☎: 017 2491 280.

Amersfoort, **SPELLENWINKEL**, Mooierstraat 19, 3811 EB.
☎: 033 4700 322.

Amstelveen, **HET GANZEBORD**, Parlevinker 59,1126 ZB.
☎: 020 6412 552.

Amsterdam, **CEDILLE SPEELGOEDWINKEL**, Gelderlandplein
67, 1082 LV ☎: 020 6162 694.

Amsterdam, **GAMES WORKSHOP**, Rokin 36 1012 KT
☎: 020 622 3863.

Amsterdam, **THE GAME KEEPER**, Hartenstraat 14, 1016 CB
☎: 020 6381 579.

Amsterdam, **TWILIGHT ZONE**, Koninginneweg 218, 1075 EL
☎: 020 4708 855.

Antwerpen, **THE LONELY MOUNTAIN**, Nationalestraat 29,
2000. ☎: 03 2260 401.

Apeldoorn, **DE COLLECTOR**, Korenpassage 17,7311 LZ
☎: 055 5214 796.

Arnhem, **SPELKWARTIER ARNHEM**, Nieuwstad 34-36, 6811BL
☎: 026 3517 669.

Assen, **PLOK**, Stationsstraat 1, .9401 KV
☎: 059 2313 292.

Bergen Op Zoom, **HARSKAMP HOBBYCENTRE**,
Lievevrouwestraat 23, .4611 JJ ☎: 016 4210 887.

Bergeyk, **WOUTERS TECHNHOBBY**,
Panikenstraat 31, 5571 CP ☎: 049 7550 248.

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& TRADE STORE LISTING

Within this month's Chronicles, Loremaster Gav Thorpe will be looking back at what's been happening over the past year in the Warhammer world, as well as disclosing a couple of secrets of what will be coming up over the following year.

The past twelve months have been very busy here in Games Development, and the rest of the Studio has been hard at work with Warhammer as well. The cause for all this activity is the monstrous (in every sense of the word) Chaos project, as well as following up other storylines such as the tale of Eltharion. But, I'm getting ahead of myself!

THE WAR IN ULTHUAN

The start of last year saw the release of the long-awaited High Elves Army book, along with three splendid regiment sets. Jake Thornton brought the kin of Ulthuan kicking and screaming into 6th edition Warhammer, and after completing the project has now moved over to help with work on Warhammer

Warhammer Chronicles

Yearly Tidings from the Loremaster

Online. Space McQuirk continued the story of Eltharion, who had been left tortured and blinded in the Dark Elf book. The fall of the Dragon Gate to a Dark Elves attack was also chronicled, along with Tyrion's great victory over the Druchii outside the Phoenix Gate. Then, in White Dwarf 272, Space revealed the Witch King's attempted murder of the Everqueen, Tyrion's rescue of her and Eltharion's minor victory over his former torturer. There will be more of this in the Malus Darkblade comic strip that will be starting shortly in Warhammer Monthly. This story will progress further in the following twelve months, focussing on Eltharion and his continuing war against the Dark Elves, though he may well meet his match in the form of a certain infamous Dark Elf

assassin! Gary Morley is currently sculpting these two deadly warriors as a 'mini-diorama', and the two of them really look like they're duelling to the death!

THE EMERGENCE OF CLAN SKRYRE

Back in the Old World, the Skaven Army book followed the High Elves book, the tunnels of the under-empire quailing at the new found power of Clan Skryre. Alessio Cavatore had been keenly awaiting this project and didn't disappoint, producing an army that wonderfully captures the feel of the Skaven. Some ratty generals have been swayed by the power of the Warp-lightning cannon and magic of the Warlock Engineers, preferring the so-called 'shooty' Skaven army, while many veteran Grey Seers and Warlords I have spoken to still firmly believe in the power of massed ratmen to destroy their foe. Only time will tell which of these will prove the best tactic. Will the mad Warlock-Engineers and their horrendous weapons cling onto their position of dominance, the fall of Miragliano testifying to their strength, or will the other Greater Clans unite to keep their rise in stature in check? Contenders include the mutated rat-beasts of Throt the Unclean, or will Clan Pestilens rise to the challenge? As well as this, we will be looking at the part the Skaven may well play in the coming incursion of Chaos, as well as hopefully squeezing in a new release or two!

THE COMING OF ARCHAON

Of course, the biggest event in the last year has to be the true coming of Chaos. Hordes of Chaos, and the massively re-worked miniatures range, began to be released last summer. In particular, I am very pleased with the new range of Daemons, which beautifully combine the varied and wild feel that Daemons have, with an overall theme that makes them look great as units. Special mention has to go to Brian Nelson, Gary Morley, Juan Diaz, Jes Goodwin and Alex Hedstrom for their stunning new Champions of Chaos. I have heard many people say that they are now considering collecting a Chaos army just on the strength of these character models.



Led by Imrik, the High Elves charge their hated kindred, the Dark Elves.



"Fear me mortals, for I am the Anointed, the Favoured Son of Chaos, the Scourge of the World."

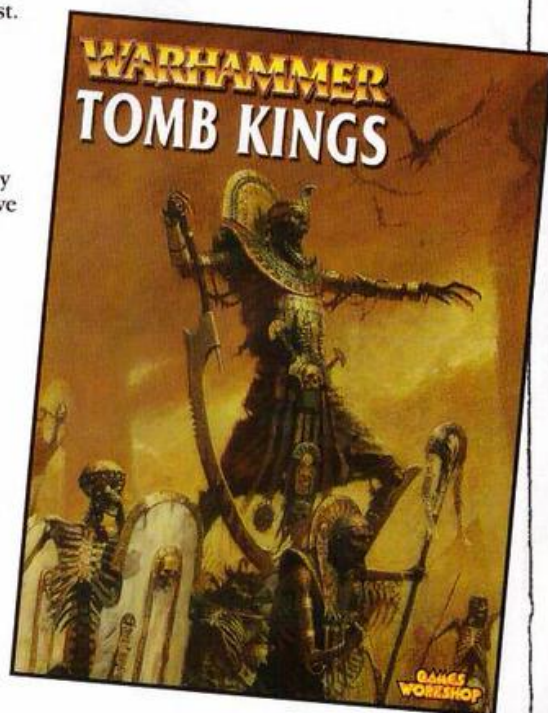
And with the new rules and models came the dread tales of Archaon. Now crowned as the Lord of the End Times, Archaon's horde is growing ever larger. Over the next year, the build-up to Archaon's impending invasion grows, as his forces move southward and the forces of Kislev, the Empire, High Elves and Dwarfs muster to defend their lands. As these dire times beset the entire world, rumours abound of the legendary Champion of Light. Is there one amongst the enemies of Chaos who is powerful enough to rise to the challenge of Archaon's army? Or will the land be plunged into eternal chaos and darkness, the playground of mad gods?

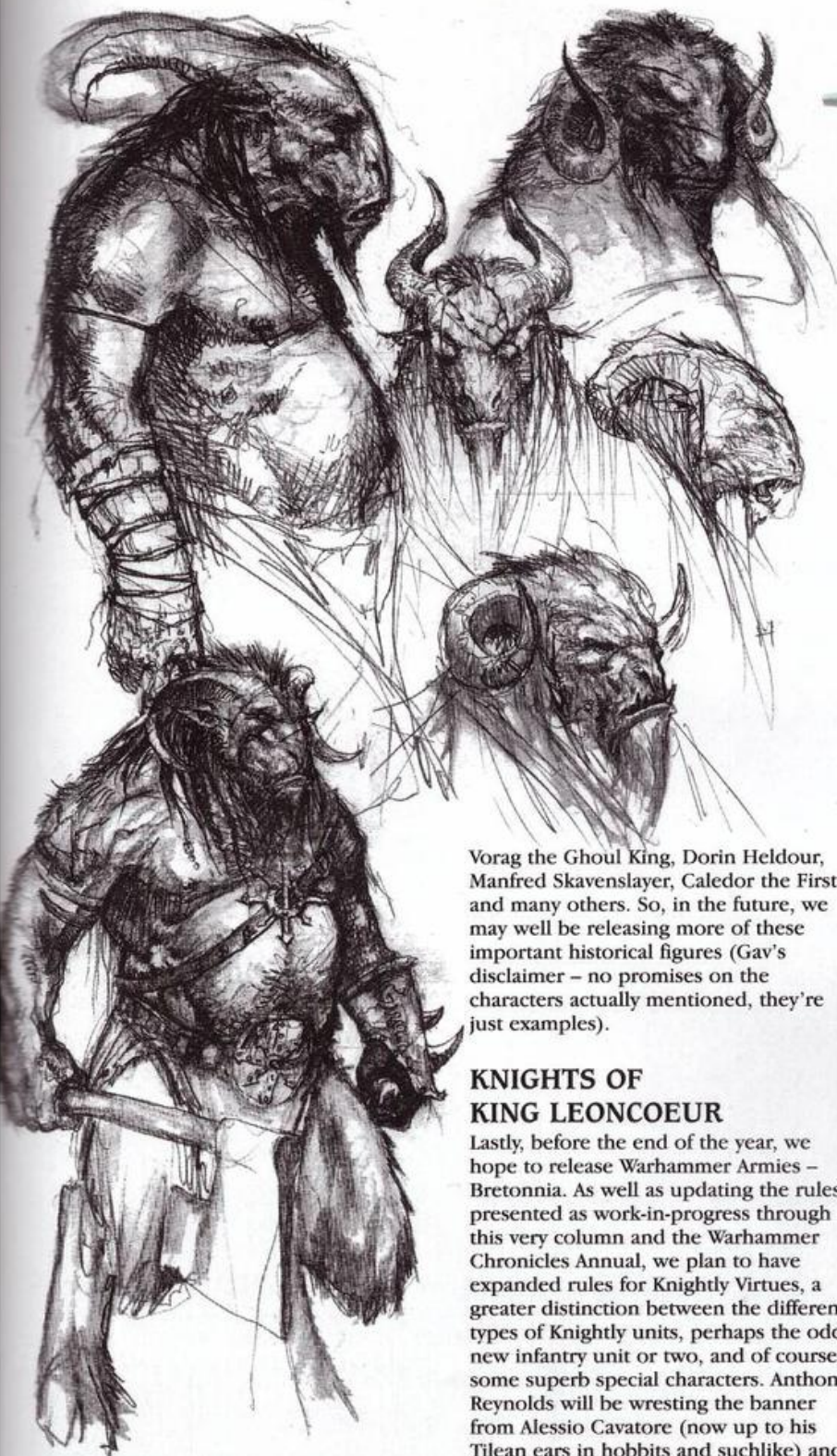
NEHEKHARA AWAKES

Ever since the original Undead army was split between the Vampire Counts and Tomb Kings, players have been awaiting the arrival of the armies of Khemri. That wait is now over, with the recent release of Warhammer Armies – Tomb Kings. The Tomb Kings have turned out to be a wonderful project to work on, with a great set of miniatures (the regiment sets sculpted by Colin Grayson provide almost countless modelling options) and

an army that poses a very different set of challenges to play with and against. Now risen to their full power, the Tomb Kings will be sure to start appearing on more and more battlefields in the future.

It has been my constant quest since taking over Warhammer that not only does each army have a very distinctive look and image, it also has very characterful gameplay. I think it is important that an army not only looks different, but the tactics and plans you use with them are also as much of a choice when deciding what to collect. After all, who really wants to play an army that simply fights like High Elves, or the Empire, dressed up in different clothes. With a combination of great basic army list design and some attentive development, the Tomb Kings truly embody this approach. It would have been easy (and therefore boring) to simply have desert-dwelling Vampire Counts, but instead I think we've ended up with something a lot stronger and with great appeal to the planners and tacticians out there.





time of the Kislevites is to introduce a new 'historical' special character – Tzar Boris, riding his awesome war-bear! Of late, our special characters have all been contemporary, that is to say that they are still alive in the 'present' time of the Warhammer world. However, there are thousands of years of history filled with exotic heroes and villains for us to draw inspiration from, including the likes of

Vorag the Ghoulish King, Dorin Heldour, Manfred Skavenslayer, Caledor the First and many others. So, in the future, we may well be releasing more of these important historical figures (Gav's disclaimer – no promises on the characters actually mentioned, they're just examples).

KNIGHTS OF KING LEONCOEUR

Lastly, before the end of the year, we hope to release Warhammer Armies – Bretonnia. As well as updating the rules presented as work-in-progress through this very column and the Warhammer Chronicles Annual, we plan to have expanded rules for Knightly Virtues, a greater distinction between the different types of Knightly units, perhaps the odd new infantry unit or two, and of course some superb special characters. Anthony Reynolds will be wresting the banner from Alessio Cavatore (now up to his Tilean ears in hobbits and suchlike) and has vowed to the Lady that it will be worthy of her Blessing.

Like any Warhammer project, we now have the opportunity to design some more Regiment sets of plastic miniatures, and Jes and I have set to the task of planning out what needs to be done. Although it's unconfirmed as I write, we hope that Gary Morley will be working on this project.



Work-in-progress shots of the new Beastmen Warriors, sculpted by Alex Hedström.

So, that was the year that was and the year that will be (fate permitting). Please feel free to bug us at conventions as more details come to light, and watch out for previews and news pieces in future issues and on the website.

Happy Gaming!

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from work in-progress here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought-out and exciting additions to the game.

If you have a good item for Warhammer Chronicles then write to:

*Gav Thorpe
(Warhammer Chronicles)
Games Workshop,
Willow Road, Lenton
Nottingham, NG7 2WS*

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

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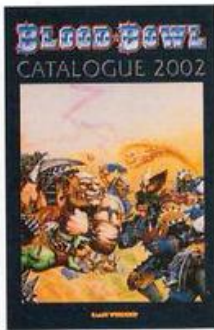
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This month we revisit a classic Warhammer 40,000 scenario: Carnage. This four-player scenario always encourages a bit of behind-the-scenes plotting and a lot of well-timed back stabbing!

CARNAGE!

WARHAMMER 40,000 BATTLE REPORT

Back in WD252 we featured a four-player battle report which went by the title of 'The Battle for Techuan's Key'. This was one of the most popular battle reports published in White Dwarf and the scenario was published in the Chapter Approved compilation. When we sat down to plan this month's battle report it was decided that it was about time to give the four-player 'Carnage' scenario another go. If you want to play it yourselves then you can find the scenario on our website at:

www.games-workshop.com/carnage

To make things even more interesting we decided to choose four very different armies. Phil Kelly was convinced to play again and brought along his newly painted Tyranid army. White Dwarf's very own Matt Hutson was eager to repeat his success in the last Carnage battle report, and joined in with his Word Bearers Chaos Space Marine army. The Web team's Owen Rees, flush from his success against the Necrons (in WD 276), deployed his Dark Angels, whilst GW illustrator Alex Boyd mustered his horde of Orks.

It's going to be a bloody encounter as the four armies converge on the central objective. One of the highlights of scenarios like this is the underhanded



With the armies deployed, it was time to begin.

deals and back-stabbing that usually goes on, and these players won't disappoint us! The Carnage scenario also has a random game length so there is no way of knowing

when the game will actually end.

The title fight has begun. Gentlemen, take your corners...



THE ENEMY OF MY ENEMY IS MY FRIEND



Matt's converted Chaos Lord, Rhar'zut the Dark Apostle.

Matt Hutson



Matt: Disgraceful, dishonourable and downright sneaky! These are the words I would use to describe a battle-winning strategy for this mission!

After playing in the previous Carnage battle report I've got a pretty good idea of how to win it. The main thing I'd learnt was to get as much of my force as possible onto the objective. The best way to do this is to ally with as many opponents as possible early on so that you can hopefully get to the objective with your force intact. Then when the

time's right, stab them in the back (before they have a chance to stab you in the back, of course). It's also important not to reach the objective too early on or I might find myself being fired upon by 3,000 pts of enemy models (not a good thing). The best thing to do is to reach it just after everyone else has, then mop up any survivors.

The mission usually boils down to a big scrap on the objective so the force I have chosen has an emphasis on close combat. I've taken a Slaaneshi Keeper of Secrets mainly because I expect to be up against Hive Tyrants, Carnifexes, Killer Kans and Dreadnoughts. His psychic power, *Wind of Chaos*, will also be the perfect weapon against those pesky Dark Angels. As my force is Word Bearers I can take a mix of different Daemons, so for some punch in close combat I've taken a unit of Khorne Bloodletters; their awesome hellblades should be powerful enough to deal with most opponents. I knew that Owen would be taking quite a lot of firepower so hopefully he would deal with anything too nasty (hopefully not me), and with this in mind the only firepower support I've taken is a Chaos Dreadnought armed with a Havoc launcher. This awesome piece of kit fires two frag missiles a turn (four if it suffers from fire frenzy), the perfect weapon for killing hordes of Orks and 'Nids. The rest of my army would be used to ensure these things got to the objective.

Dark Apostle Rhar'zut hefted his accursed crozius, his mouth twisting into a smile beneath the respirator. His hand twisted around the haft, thrilling in the pulses of dark energy emitted from the unholy weapon. Before him stood his bodyguard of Word Bearers, a handful of the faithful backed only by the twisted form of a growling Chaos Dreadnought. Or so it would seem to the ignorant. Rhar'zut had spent many long nights upon his altar of Chaos. He knew from experience that it took only simple slaughter to attract the blood-daemons but the pact he had forged with the Keeper of Secrets was far more complex. Raising his daemon-weapon, he began the incantations of hatred, his booming voice resonating through the clearing.

"Bearers of the True Word, we spread the creed of Chaos with violence and fear!"

The assembled Word Bearers raised their harsh voices together in a rasping roar.

"Each death magnifies the glory of Chaos! Each drop of blood spilt is sacred!"

"We are like the daemon in the purity of our hate!" shouted Rhar'zut.

"Let us visit our hate upon those who seek to defy us!"

"The gods of Chaos watch over us. Word Bearers, forward!"



CRUNCH TIME



Phil: I reckon I know this mission pretty well by now, not only have I played it a good few times but I was the guy who wrote it up as a scenario in the first place! This is not a narrative scenario by any means and is really just designed for when you have some friends round and fancy a bit of carnage.

This time, I was using elements from my Tyranid army instead of my usual Eldar. Dodgier ground for me as I'm still finding my feet with the 'Nids but great fun given that all armies would be converging on a central point. At first I was tempted to take a Lictor or three and stick 'em on the objective to pounce on any poor fool that steps up to claim it, but on reflection, I decided that would be unsporting and give me an unfair advantage against the



At the top of the food chain Phil Kelly's Hive Tyrant will be a force to contend with.

other lads. The force was headed up by a Hive Tyrant with a venom cannon, (the only gun in the force!) who would be marching at the front of the column with a Tyrant Guard and a Carnifex by

his side. I had the model for Old One Eye, but I would have felt out of order taking this monstrosity so I treated him as a normal Carnifex. The only concession towards tailoring the beasts in my force to the mission was to customise my Hormagaunts (S3) into 'Pyrogaunts' (S4), as I've found that toxin sacs make all the difference to the little fellas' effectiveness. A couple of squads of these would be excellent at tying up the enemy spearheads on my flanks long enough for my Tyranid monstrous creatures to get into position. I decided to accompany each of these Pyrogaunt

Less than a mile away, the forest rustled as a chitinous swarm of Tyranids advanced, the first rays of the rising sun glinting from score upon score of glittering carapaces. Behind them, the trees shook as a massive Carnifex stomped forward, its crouching gait belying the speed with which it could close upon its prey. Broods of Pyrogaunts scuttled around the legs of a towering Hive Tyrant, thin strands of acid drooling from the behemoth's maw as it emitted the imperative for the swarm to advance. The scent of prey was on the wind.

It was time to feed.

squads with a Ravener to give them a bit more punch. A squad of infiltrating Genestealers to accompany the big lads was added to my force, as I felt sure they could deal with any marauding Word Bearers or Dark Angels contesting the objective. Finally, a couple of Zoanthropes rounded off the list; I'd just painted them and was pleased with the Rorschach ink blot effect on their carapaces, plus their Warp Blast psychic power was ideal for taking down both Space Marines and even Dreadnoughts that got too close. With all the bases covered, what could possibly go wrong?

GET STUCK IN!

Alex: Four armies colliding in the centre of the board, a huge messy bloodbath of chainswords, claws and, of course, choppas rising and falling in bloody gore; this should be fun!

Last time I played this scenario I was beside Phil and spent the whole game trading blows with his Tyranids ignoring the objective completely. I'll have to be a bit more focused this time. First to the objective always gets shot to pieces, so the aim is to arrive at the correct time and to make a decisive assault just before the game ends; sounds easy but everyone else is trying to do the same.

I intend to field a completely foot based army and march everything steadily forwards towards the objective (a novel Ork approach), aiming to arrive around turn four en masse and swamp everything there.

My core force will comprise of a Mega-armoured Warboss with a retinue of Nobs, a large unit of Slugga Boyz (because choppas against Space Marines is always worthwhile) and a unit of Tank Bustas with four rokket launchas to deal with any large beasties or vehicles that get too close. To back them

Great Warlord Gazbag glared at the noisy rabble before him, his boyz checking their weapons and occasionally headbutting each other to psyche themselves up for the coming fight. The primal war-chant emanating from the assembled mobs was deafening. He felt a small surge of pride as he took in the three smoke-belching Killer Kans clanking toward him through the milling squads of Orks. The Orks were thirsty for the kill, any more waiting and they'd be off regardless of his wishes and he'd have to resort to breaking heads. Gazbag gave the only command the boyz would listen to over the cacophony of battle-lust.

"Get 'em, ladz!" bellowed Gazbag, and the throng poured forward.

up Killer Kans and Cyborks always scare people and, just for Phil, a battery of Lobbas as they're great against Genestealers and Hormagaunts but I doubt they'll be much use against Space Marines; that's what choppas are for.

Alex Boyd's Ork Warlord, Gazbag, loves nothing more than killing power armour clad warriors.



ANGELS WRATH



Owen Rees' Interrogator-Chaplain Ezra leads the attack.



Owen: When I found out about this game I relished the challenge of unleashing the tactically superb Dark Angels against such stern opposition, especially three of them!

I knew straight away that the armies I really needed to worry about were the Orks and Tyranids. Their vast hordes and superb close combat troops ruled out an early stab at the objective. Their cannon fodder troops could also easily tie up any advancing units indefinitely. However, I also needed to be able to deal with Matt's Chaos Space Marines.

With this in mind, I wanted a force that could lay down a withering hail of fire against my enemies' basic troops during turns one and two, and an objective grabbing assault force which could deal with the bigger 'gribbles' in the closing stages of the game.

I decided to choose two groups of troops. The first group was the thinning contingent and consisted of a Vindicator, a Whirlwind and two small Tactical squads armed with plasma cannons.

Their job was to hang back and pound anything on the objective or anything that was getting too close for comfort. I just couldn't resist including a Vindicator, the thought of unleashing S10 Ordnance every turn was just too good to miss. I knew, however, these troops wouldn't be capturing the objective, that's where the next group came in...

Group two consisted of a Command squad and two Dreadnoughts. The Command squad were festooned with plasma weapons which, when combined with the Standard of Fortitude, would be lethal (especially against Chaos Space Marines) when they closed with the enemy. I also had an Interrogator Chaplain in this squad to add some close combat muscle. The Dreadnoughts were armed with assault cannons and power fists to spray down any marauding hordes, and kill any large monsters they came into contact with.

So, to recap: keep my distance, pound any large groups of troops and then wade in at the last to snatch the objective. If I could turn the enemy against themselves as well, then so much the better. Let the carnage begin!



This is not the first time Owen has featured in *White Dwarf*, as we found this picture of our budding general way back in *White Dwarf* 180 when he was just 14 (sorry Owen - ed).

Interrogator-Chaplain Ezra marched toward the reaction force of Dark Angels assembled before him. The ground trembled beneath the thunderous tread of the pair of mighty Dreadnoughts on either side of him. Emarziel and Daniel were more than just potent weapons of war, and Ezra had spent the hours before dawn in a council of war with them. At the back of the reaction force Techmarine Aliad was blessing the machine-spirits of the Vindicator, and Brother Dacharias was unfurling the Standard of Fortitude. The holy banner waved and snapped in the strong wind racing through the clearing. Striding forward, Ezra signalled for them to join the rest of his command group, and raised his arms as the Dark Angels knelt in prayer.

"Mortis Angelis, heed my words, for we stand under the gaze of the Emperor himself."

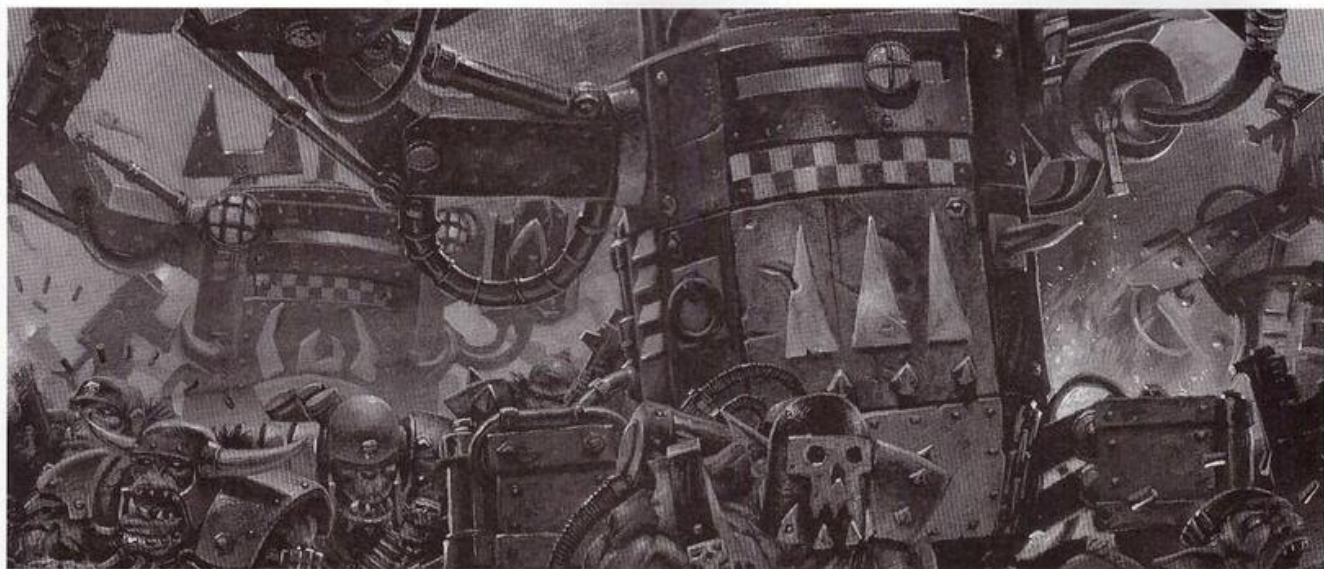
The voices of the assembled Space Marines answered their Chaplain in unison.

"We stand on the threshold of death and yet we do not falter."

"Avenging warriors, we are beset on all sides by the alien and the heretic," intoned Ezra.

"With bolter and chainsword we will cleanse their taint."

"Only in death does duty end. Dark Angels, advance!"



DISCIPLES OF CHAOS

HQ



Rhar'zut, Dark Apostle of Chaos
Chaos Lord with plasma pistol, frag grenades, accursed crozius, Demagogue and Mark of Chaos Undivided. **141 pts**



Ha'dkhuffi
Keeper of Secrets with Wind of Chaos. **160 pts**

Troops



Squad Nemesis
7 Chaos Space Marines: 1 Aspiring Champion with power fist and plasma pistol, 4 with bolters, 1 with plasma gun, 1 with flamer. All have Mark of Chaos Undivided. **159 pts**



Squad Drexlar
7 Chaos Space Marines: 1 Aspiring Champion with close combat weapon, bolt pistol & daemonic chains, 4 with bolters, 1 with plasma gun, 1 with flamer. All have Mark of Chaos Undivided. **154 pts**



Daemon Pack
5 Bloodletters of Khorne. **130 pts**



Fast Attack
Daemonic Beasts
5 Flesh Hounds of Khorne. **105 pts**



Heavy Support
Koraxis the Furious
1 Chaos Dreadnought with twin-linked heavy bolters, Dreadnought close combat weapon, heavy flamer, smoke launchers, extra armour & Havoc launcher. **150 pts**

Total..... 999 pts



HIVE FLEET JORMUNGANDR



HQ

Hive Tyrant

Scything talons, venom cannon, warp field, flesh hooks, implant attack. **173 pts**



Tyrant Guard

Lash whips, rending claws and flesh hooks. **45 pts**

Troops



13 Pyrogaunts

Leaping, Adenal Glands, Scythings Talons and Toxin Sacs. **156 pts**



13 Pyrogaunts

Leaping, Adenal Glands, Scythings Talons and Toxin Sacs. **156 pts**



9 Genestealers

144 pts



Fast Attack

2 Raveners

Rending claws and scything talons. **90 pts**



Heavy Support

Carnifex

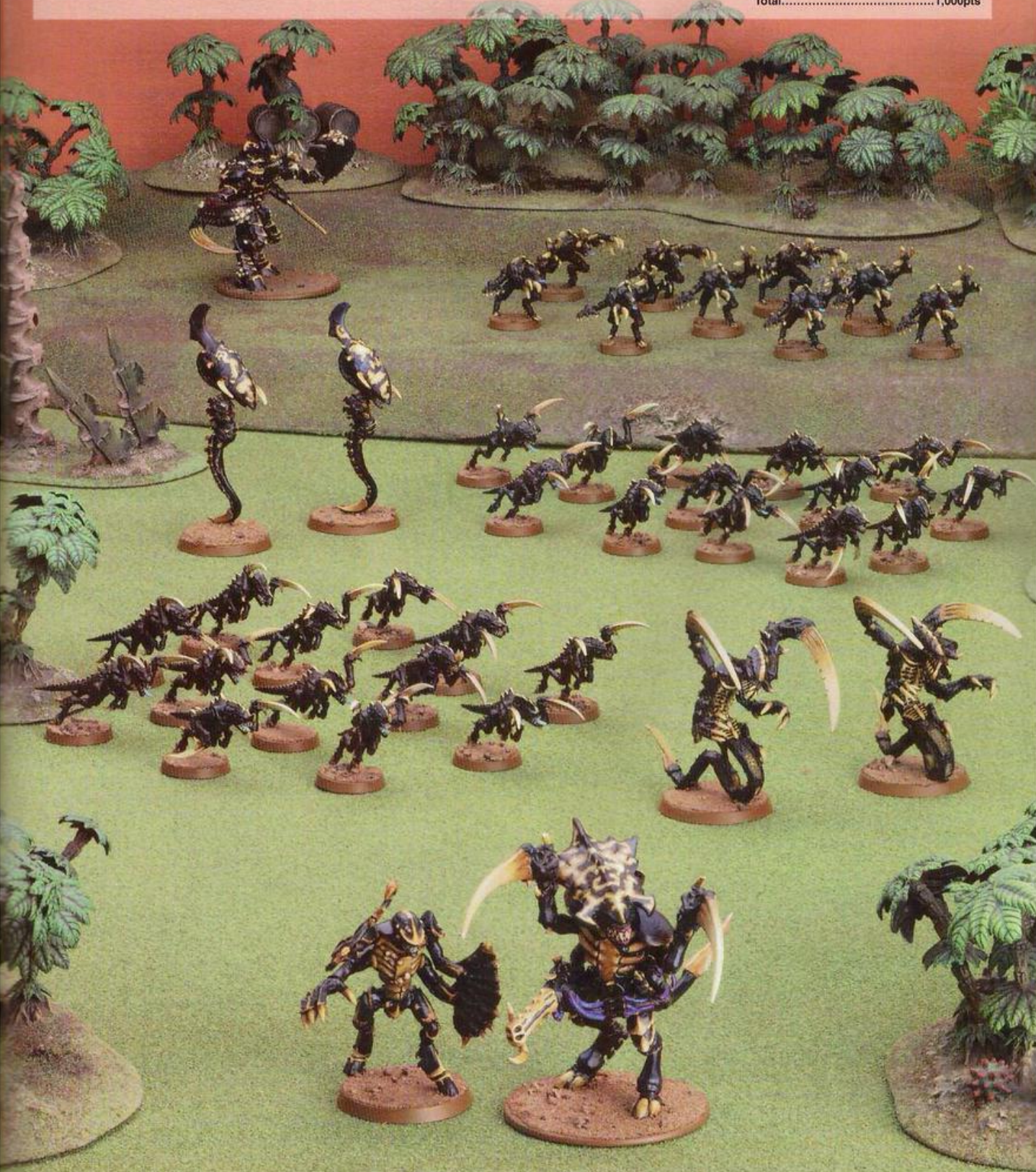
2 scything talons, flesh hooks, extended carapace. **118 pts**



2 Zoanthropes

Warp blast. **118 pts**

Total.....1,000pts



GAZBAG'S WARBAND

HQ

Warboss Gazbag

Mega armour, kombi-skorcha and iron gob. **104 pts**



Gazbag's Boyz

5 Nobz, 1 'uge choppa, 1 big shoota, 4 sluggas, 4 choppas and frag stikkbombz. **139 pts**

Painboy Urtystuf

Power claw, slugga and Cybork body. **61 pts**



Urtystuf's Cyborks

9 Cyborks with sluggas and choppas. **117 pts**



Troops

Da Choppa Boyz

17 Slugga Boyz, Nob Skumgrod 'uge choppa and iron gob. **180 pts**



Da Busta Boyz

9 Tank Bustas, 3 rokkits, Nob Nargrim iron gob and rokkit launcha. **145 pts**

Heavy Support

Da Kanz Boyz

3 Killer Kanz, extra armour, 1 big shoota, 1 skorcha and 1 rokkit launcha. **150 pts**



Da Gunz Battery

3 Lobbas, Slaver and Squighound. **104 pts**



Total..... 1,000 pts



REACTION FORCE ANGEL'S WRATH

HQ

Interrogator-Chaplain Ezra

Master-crafted crozius arcanum, close combat weapon and frag grenades. 97 pts

Command Squad Ezra

6 Space Marines, with plasma gun; Apothecary, Techmarine and Standard Bearer with plasma/bolter combi weapons; Standard of Fortitude; Veteran Sergeant with power weapon and frag grenade. 262 pts

Elites

Dreadnought Emarziel

Assault cannon, extra armour and heavy flamer. 120 pts

Dreadnought Damiel

Assault cannon and extra armour. 110 pts

Troops

Tactical Squad Revenge

6 Space Marines with 1 plasma cannon and 1 plasma gun. 111 pts

Tactical Squad Reprise

6 Space Marines with 1 plasma cannon. 105 pts

Heavy Support

Vindicator Repentance

Hull-mounted demolisher cannon and storm bolter. 120 pts

Whirlwind

Turret-mounted multiple missile launcher. 75 pts

Total..... 1,000 points





WORD BEARERS TURN 1

Matt: With my Daemons not available yet, there wasn't much of my force on the table to move. I started the game with the Fire Frenzy roll for my Chaos Dreadnought which turned out to be a 6. Unfortunately he couldn't see any enemy units and luckily he couldn't see any of my units either as there was a jungle in the way. Koraxis the Furious had obviously seen something in the trees. It did mean he couldn't move though, effectively giving him one less turn to reach the objective. With my Chaos Dreadnought living up to his name, I advanced Squads Nemesis and Drexlar, led by Rhar'zut, towards the objective building.

The Night Fight rules for turn 1 didn't prove to be any problem as none of my units were in range anyway!

ORKS TURN 1

Alex: I see a flaw in my plan. With a desperate groan Gazbag's mega armour seized up and he staggered a mighty 2" forward. At this rate he'll heroically arrive at the objective around turn 12. I shouldn't have scrimped on the mega boosta (idiot).

Ignoring his curses, the rest of the Boyz were off towards the objective: Slugga Boyz angling towards Matt's Word Bearers on my right flank and the Killer Kans and Cyborks towards Owen's Dark Angels on my left flank.

The only thing I could fire in the Shooting phase was my Lobbas. For the lack of a softer target (Phil was diagonally opposite me) I fired at Owen's Command squad (someone said they were expensive) killing three of them and, to add insult to injury, a stray shell blew out the back of his Vindicator. I felt so sorry for him but I know there'll be reprisals.

So far so good.

DARK ANGELS TURN 1

Owen: Curses! My Vindicator was dead along with three Space Marines from Command squad Ezra. A bad start to the game for sure. A couple more turns like that and I wouldn't have an army to play with. I decided to stick to my plan and separate my troops a bit to stop future bombardments doing quite as well.

I started by moving the Command squad into the dense woodland separating Alex and me. From here they would be ready to make a move on the objective. I also moved Damiel and Emarziel up into the gap between the trees and the Tyranid spore chimney. Next I moved Tactical squads Revenge and Reprisal into better firing positions since Phil had hidden most of his Tyranids.

My shooting phase began with firing the Whirlwind at the Ork Slugga Boyz. Alas, it scattered a massive 12" thanks to the Night Fight rules. Funnily enough though, this meant it struck the lobbas, the very unit which had caused so much damage to my army. Talk about divine retribution. This resulted in the shot destroying a Lobba, killing two Grots and pinning the unit. Have some of that!

The Tyranid swarm break cover and move forward as one.



Lastly I fired my Dreadnoughts at the nearest Zoanthrope, but it simply shrugged off the assault cannon rounds due to its warp field.

Not a bad turn overall. What happens next all depends on Phil. Hmmm, interesting...

TYRANIDS TURN 1

Phil: After what seemed like an eternity of indecision as to where to place my Genestealers due to their Infiltrate ability (trust me, it was a jungle out there), I had opted to keep my entire force tucked away in the large wooded areas in my deployment zones. It had paid off, as I had sustained no casualties so far. I felt sure that this had a lot to do with Alex obliterating that nasty Vindicator, and made a mental note to buy him a pint after the game had finished.

The Tyranid monstrous creatures spearhead moved forward out of the wood toward the objective. I wanted them to get into the bunker's cover as soon as possible and it doesn't pay to dawdle with the big lads as they only move a comparatively sluggish 6" a turn. The Genestealers crept along behind, hoping desperately no one would notice them in the shadow of their massive companions. The Zoanthropes moved forward to adopt better firing positions. I was hoping to annoy Owen with them so he concentrated his fire upon them rather than the monstrous creatures'.

I had deployed one squad of Pyrogaunts and a Ravener as far left as possible so they could race over and grab the bunker in between me and Matt, both as a staging point for a later push and also as a deterrent to the Word Bearers' advance. A good Fleet of Claw roll for the



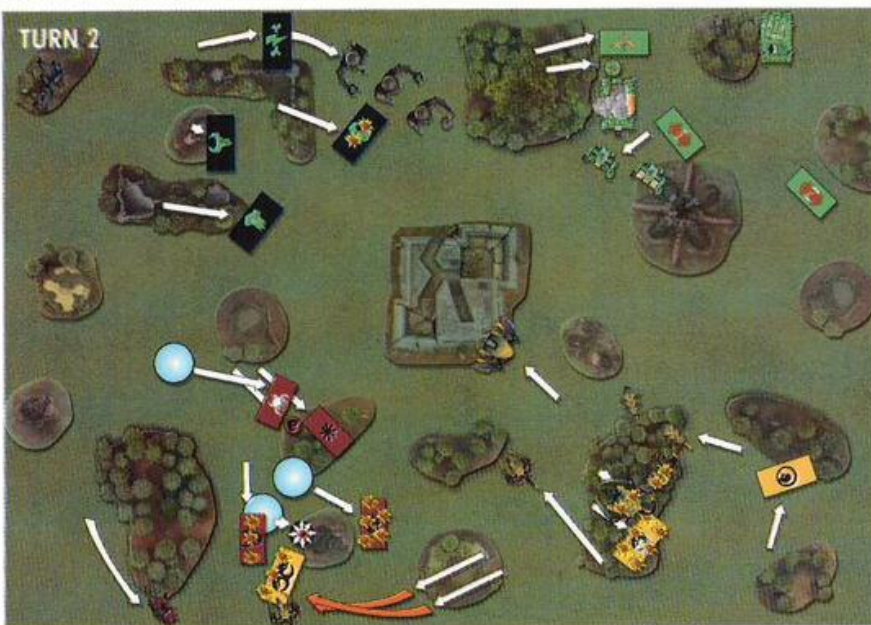
One well placed shot was all it took to destroy the Vindicator.

Pyrogaunts helped, most of the Gaunts would enjoy a healthy 4+ cover save from any incoming fire. If Matt got too close, I'd throw the unit down the throat of his army and see how long it tied up his advance. As the Night Fighting rule is in place for the

first turn of the scenario, my Shooting phase was regrettably brief; even the lone Zoanthrope who could make out the Dark Angels over the other side of the board missed its target with its Warp Blast. Your move, creep...



TURN 2



WORD BEARERS TURN 2

Matt: With my force totally intact I started the rolls for my Daemonic units. With a flurry of 4's I summoned the Bloodletters from the Warp next to Squad Nemesis. On the opposite side of the battleline the Flesh Hounds also made an appearance, right next to the icon of Squad Drexlar. After some procrastination I decided to welcome the Keeper of Secrets and after some help from the Daemonic chains Ha'dkhuffl made

an appearance, possessing the (un)fortunate Aspiring Champion of Squad Drexlar. Restraining himself this turn I moved Koraxis the Furious from behind the jungle ready to target the vast horde of Tyranids to the right. In anticipation of a Tyranid assault Squad Nemesis moved forward into the jungle where they could support the rest of my force. The Bloodletters moved up behind them, and although they would probably be in

shooting range of Alex's Orks next turn I was confident that their armour would be capable of shrugging off any shots that did manage to hit them. With the phrase 'charge or be charged' ringing in my head I moved the Flesh Hounds towards Phil's Pyrogaunts which were getting a bit too close for my liking. Accompanied by Rhar'zut the now leaderless Squad Drexlar continued their advance towards the objective bunker.

Through a series of nods, winks and secret hand signals I'd decided with Owen to attack Phil. Although the Pyrogaunts would have been a better target I just couldn't resist firing at the Genestealers. Koraxis the Furious started the proceedings. With gasps of "how many templates?", the Havoc launcher fired killing three of them, a further three were gunned down by the heavy bolters. This left only three of the deadly power armour munching beasts left, much to the relief of Owen and myself. Realising the threat that the closest Ravener posed, Squad Drexlar fired at it but couldn't wound it.

With the shooting done it was time for the first assault of the game. The Flesh Hounds charged the Pyrogaunts. As they were in cover the Pyrogaunts struck first and killed three Flesh Hounds, not good! Biting back, three of the Pyrogaunts were torn apart, leaving the combat a draw. Losing the Moral High Ground the Flesh Hounds were banished back to the Warp after I failed my Instability check (the roll was at -5 so it wasn't a surprise).

The hive mind directs the Pyrogaunts to assault the Chaos Horde.



The turn had finished poorly for me, the Flesh Hounds losing meant that next turn the Pyrogaunts could charge my force. If only I could get Alex or Owen to fire at them in their turns...

ORKS TURN 2

Alex: Unbelievable! I think I was being optimistic about Gazbag reaching the objective by turn 12, as this turn he only moved a ridiculous 1"! He tripped on a tree trunk or slipped on a banana skin or something. I'm going to paint him red and put go faster stripes on him (or maybe pay 10 points for that mega boosta). The rest of the Boyz marched on regardless, not waiting for him. Owen fired his Whirlwind at my Slugga Boyz in the previous turn missing them completely but destroying a Lobba and pinning the rest, so this turn there was no firing at all.

With a wooded area between myself and Owen and Matt focusing all of his attention on Phil, I felt I was in a good position for overrunning the objective as long as Gazbag got his act together.

DARK ANGELS TURN 2

Owen: Got away quite nicely without being targeted this turn (so far). Time to get down to business. Matt and Phil were duffing each other up. However, Phil was doing his classic, tie 'em up tactic on both of us by sending in the 'Gaunts. So (with a knowing exchange of sneaky nods with Matt) I decided it was time to lend a hand.



The Whirlwind finds a target truly worthy of its attention.

I moved the Command squad further away from the Killer Kans, the last thing I wanted was to be charged by those tin cans, but stayed safe within the woods. The Dreadnoughts inched further forward to the starting lines (I didn't want to get tankbusta'd too early).

My Shooting phase began with the Whirlwind firing at the Tankbustas. The missiles were just about on target killing two. Alex failed his pinning check and his mob size check, meaning those Tankbustas would be standing around next turn. As a bonus, the ordnance also stunned a Killer Kan. I was glad I brought the Whirlwind now!

Next up was my main firing line. Phil had placed the Zoanthropes tantalising close, but I decided to ignore them in favour of the bigger, more objective-threatening monster, the Hive Tyrant. The last thing I wanted was for both the Hive Tyrant and the Carnifex being together on the objective with a 4+ cover save. It also helped Matt out immeasurably.

Daniel opened up with his assault cannon and scored one wound apiece on the Hive Tyrant and his bodyguard. Emarziel achieved nothing. Squad Revenge fired their bolters and plasma cannon inflicting another wound on both and killing the Tyrant Guard outright.

Squad Reprisal fired their plasma cannon and plasma gun. Both hit, but tragically one didn't wound, leaving the Hive Tyrant on one wound and pretty much out of the game. Now all I had to worry about now was two Zoanthropes, three Killer Kans and a Carnifex!

TYRANIDS TURN 2

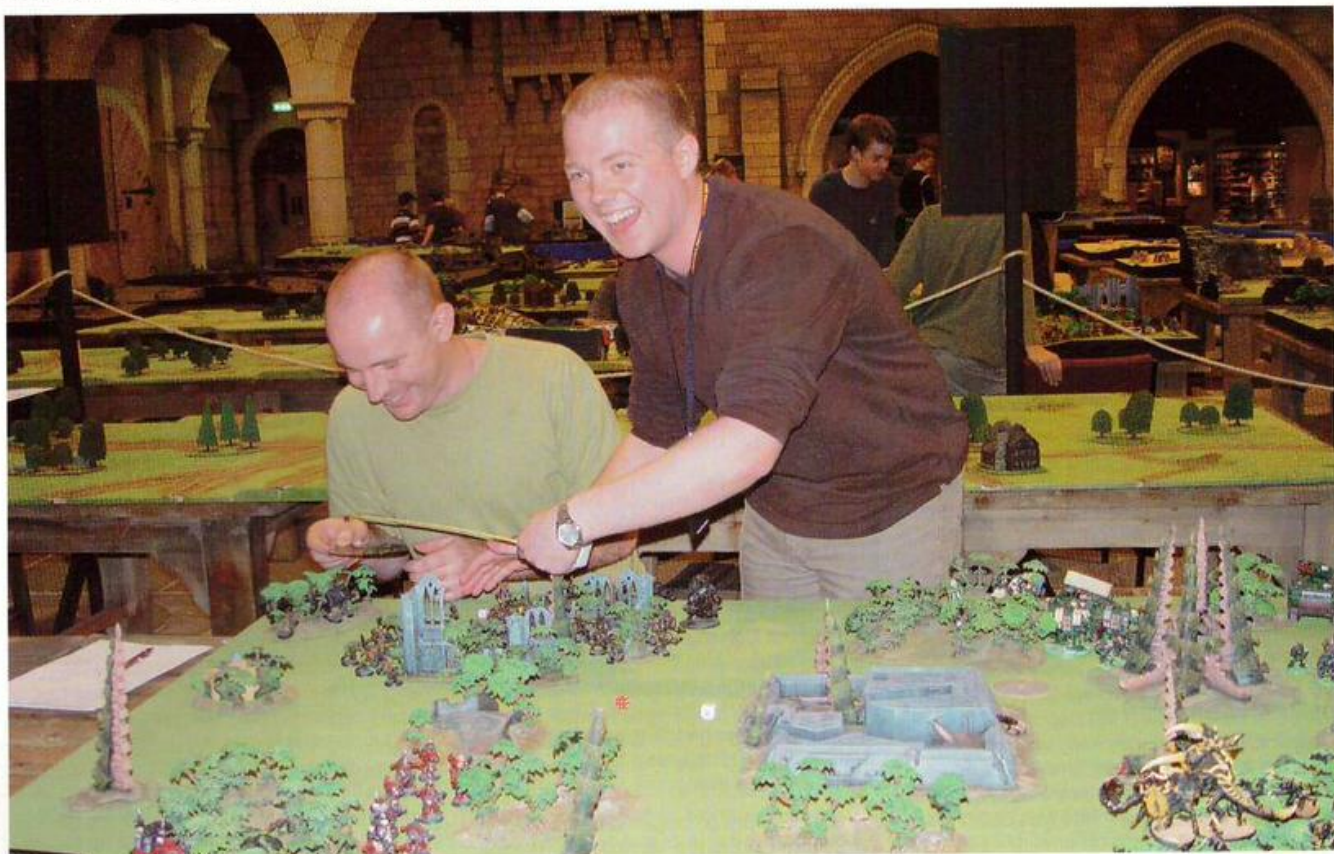
Phil: Bah! Not good at all... Owen sensibly ignored my Zoanthrope bait in favour of the really big trophies and now my Hive Tyrant was seriously wounded. This could spell disaster for the 'Nids, and I cursed myself for not bringing another Synapse Creature. I was bold (or stupid) enough to hope that one Synapse Creature with 4 Wounds, a

2+ save and a bodyguard would be enough. It looked like my mistake was about to be made painfully clear; no way was I expecting so much plasma weaponry and it seemed Owen was intent on showing me what it could do. For the time being though, my force's lynchpin was still alive, scuttling into cover as quickly as it could. The Carnifex moved right up to the bunker, waiting for its moment to barrel forward. No one else had really closed with the objective, so if I was lucky and the game ended soon, it would win the game.

Matt's Flesh Hounds had put in such a dismal performance that my flanking force was free to counter-attack on the left. Reasoning there was no place safer than in combat, and also that an early delay could cripple Matt's chances of getting to the objective, I sent the Pyrogaunts bounding toward his lines with the Ravener close behind.

Once more my Shooting phase was pretty dismal. The Tyrant's venom cannon and both the Zoanthropes' Warp Blasts missed their Dark Angels targets and Owen's force emerged unscathed. I really couldn't afford this one-sided duel much longer, and resolved to throw the other squad of Pyrogaunts toward him to keep him busy.

The Assault phase was much more encouraging, the 12" assault move of the Pyrogaunts proved more than enough and almost all of them got into combat with the Chaos Space Marines. The Pyrogaunts were determined to prove they meant business and killed one of the Word Bearers in return for no losses, whilst the Ravener with them did even better, slicing apart two more of the worshippers of the Dark Gods with its scything talons. The squad was Fearless due to the nearby Dark Apostle's Demagogue power; with this paragon of Chaotic ideals acting as cheerleader they were going nowhere. Not a spectacular result, but one hell of a thorn in Matt's side and hopefully enough to distract him from the objective whilst the spearhead advanced.



Scatter, damn you! And some people call this work.

WORD BEARERS TURN 3

Matt: As I had expected, Phil had charged his Pyrogaunts into my force. If I could destroy them this turn I could use the Sweeping Advance rule to get nearer to the objective and make the most of the situation. With this plan in mind I moved the still behaving Chaos Dreadnought to where it could fire at Phil's Tyrannids and still assault the Pyrogaunts. Rhar'zut and the Ha'dkhuffl also moved into a position where they could assault. The rest of my force continued its advance.

The unholy partnership between Owen and myself continued (perhaps someone should tell him that these are Chaos Space Marines). My Chaos Dreadnought started the Shooting phase by blowing away a Ravener in a blaze of bolter shells. Rhar'zut attempted to single out the Carnifex but was just out of range.

With the shooting over it was straight onto the combat. Despite attacking the Pyrogaunts with Rhar'zut and Koraxis the Furious I only managed to kill 3 of the 'Gaunts. On a brighter note the Keeper of Secrets did manage to splat the last remaining Ravener. To confound the problem Phil managed to pass his Morale check despite needing to roll a 3 or less, meaning that I would have to fight another round of combat in Phil's turn.

Phil's tactic of holding me up with Pyrogaunts was working a treat so far. It's times like this where you've got to remain focused on the mission and not just sit back and blow away your nearest opponent.

ORKS TURN 3

Alex: 2"! A pathetic 2" and yes I am talking about Gazbag's Difficult Terrain test. Forget the mega boosta, I'm buying him a Trukk.

However, the Killer Kans were closing in on Owen's position supported by the Cyborks.

The Tankbustas, being pinned last turn by that blasted Whirlwind, could do nothing but eat dirt. I was hoping that they would be available to assist in the destruction of Owen's Dreadnoughts.

The Slugga Boyz kept heading towards the objective while keeping an eye on the Daemons that had turned up. I'd never fought against Bloodletters before, so that could be interesting, however Matt seems to be totally ignoring me and that could be a fatal mistake for him. Owen and Matt seemed to be conspiring against Phil which suited me just fine. The only thing bothering me was Owen's Whirlwind.

My Shooting phase was next to useless; I managed to kill only one Bloodletter with the big shoota from my Warboss's retinue. My Lobbas seemed to think that they had done all that they needed to do this battle and were just sitting back laughing at Gazbag's attempts to walk.

I was itching to get into combat! Next turn I would be there.

DARK ANGELS TURN 3

Owen: I have to say I was beginning to feel really sorry for Boyd's Warboss. I fear the Grot who didn't oil his suit this morning! Phil's targeting of my units last turn had

been pretty unlucky too in that everything missed! This meant that my army had continued to remain unscathed.

It was now turn 3, so the waiting was over, it was time to strike. I boldly moved both Daniel and Emarziel straight towards the objective. I also attempted to do the same with Ezra and his Command squad, but they rolled a measly double 1 for movement through the woods.

The Whirlwind launched another deadly cargo, this time at the Cyborks. The missiles were spot on and killed a Tankbusta and a Cybork. Alex, curse him, managed to pass his pinning test this time!

Tactical squad Revenge had line of sight to the Hive Tyrant and decided to try and finish what had been started earlier. Unfortunately the super hot plasma simply failed to wound the gigantic creature. Tactical squad Reprisal fired at the Zoanthrope nearby, but couldn't get through the extremely thick carapace of its prawn-like skull.

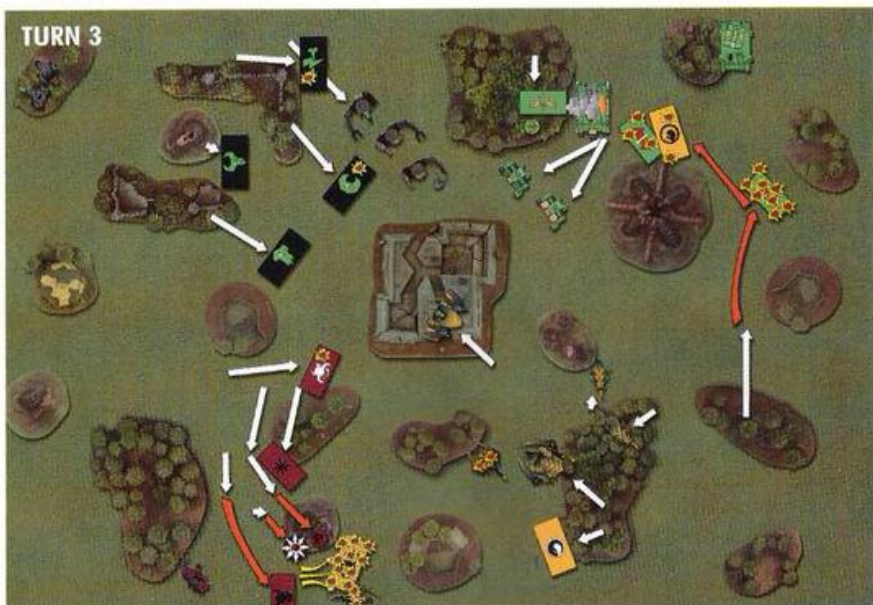
Now it was time for what I had been waiting for: the assault cannons of the Dreadnoughts against Alex's Killer Kans. Hundreds of rounds were unleashed, barrels super heated to glow red with the friction, but once the smoke had cleared those Killa Kans still stood. All I had managed to do was stun one. Typical luck! Still, at least only one would be slamming into me next turn and I wasn't too worried as Space Marine Dreadnoughts are much better than Killer Kans...

TYRANIDS TURN 3

Phil: Thanks to getting into cover last turn, my Hive Tyrant was still alive to exert his synapse control over the swarm. Even the elements out of synapse range passed their tests. Despite suffering heavy losses on the left to Matt's counter-attack, including both of the Ravensers, pretty much all of the Chaos forces bar the Bloodletters were committed to slaughtering Pyrogaunts and he was still miles from the objective, whereas the Carnifex was practically on top of it.

I just wished I'd been as successful in hindering Owen, and frankly I now had a healthy respect for the sheer amount of firepower his force could put out. With this in mind I sent the second group of Pyrogaunts scuttling toward Squad Reprisal and moved the Zoanthropes into a position where they could take out Owen's plasma cannon wielding Tactical squads. It was time to pull the Dark Angels' teeth.

The Shooting phase suddenly came into its own, with the Zoanthrope hovering over the woods finally hitting its target and obliterating three of Squad Revenge, including the plasma cannon and plasma gunner poking cheekily around the side of the spore chimney. Two down, two to go. The other Zoanthrope missed, but the Tyrant killed two from Squad Reprisal with gobbets of explosive venom from its bio-weapon. This made the second Pyrogaunt brood's job a little easier in the Assault



phase, and although the Dark Angels killed two Pyrogaunts with close-range shots, as they leapt through the air the remainder bowled into the Space Marines in a flurry of frenzied stabbing, killing them all. The Pyrogaunts swept forward into the remainder of Squad Revenge, effectively neutralising it. Suddenly the amount of plasma death facing the Hive Tyrant didn't look so bad.

On the left flank, however, Matt's counter-attack finally cut its way through the Pyrogaunt brood blocking his advance. Given the fact they had tied up a squad of fearless Chaos Space Marines, a Chaos Dreadnought, a Dark Apostle and even a Greater Daemon of Slaanesh, I thought they had done an admirable job. Nonetheless, Matt had swept toward my lines with all of his victorious units, and looked intent on settling the score.



The Keeper of Secrets leads the pursuit.



The prospect of combat fills Gazbag with a sense of urgency.

WORD BEARERS TURN 4

Matt: At last! Those pesky Pyrogaunts had been eliminated. Time was running out fast as the game could potentially end this turn and with none of my units anywhere near the objective. I would need the game to last at least a couple more turns if I was to have any chance of winning. On my right the badly mauled Hive Tyrant was skulking in the cover. Although I was out of charge range this turn it still could pose a real threat so it was time to finish off what Owen had started. On my other flank the Orks were getting dangerously close to me and the objective.

In a bold move the Bloodletters moved to within assault range of the nearest Slugga Boyz mob. On the other flank Rhar'zut, the Keeper of Secrets, Squad Drexlar and Koraxis the Furious moved up ready to unleash their firepower at the Hive Tyrant.

Passing my psychic test the Keeper of Secrets cast *Wind of Chaos* at the Hive Tyrant. Needing only a 4+ to kill the monstrous creature I naturally rolled a 3. Rhar'zut fired next but failed to wound. With rage slowly building Squad Drexlar cooled the situation (or super heated it) by finishing it off with their plasma gun. This left Koraxis the Furious free to target his old friends the Genestealers and promptly killed two more of the unfortunate creatures. As an afterthought Squad Nemesis targeted the Carnifex standing aloft on the objective, with only one bolter in range it not only managed to hit, then wound, but Phil also rolled a 1 for it's saving throw! Get in there!

With muffled chants of "Blood for the Blood God" (I'm a secret Khorne worshipper) the Bloodletters charged the Slugga Boyz, killing 6 of them for no loss. Luckily for Alex

the Slugga Boyz passed their Mob Size check and held firm.

ORKS TURN 4

Alex: Matt charged me with his Bloodletters; action at last! He has the strength and skill but I have the numbers. He killed six for no loss but I get to move all of the rest of my Boyz in for my turn.

The prospect of combat infused even Gazbag with a sense of urgency. He surged forwards a mighty 4". He'll probably have to rest next turn.

The Killer Kans had moved into charge range of Owen's Dreadnoughts and my Tankbustas had a line of sight. Things were starting to get interesting...

My Shooting phase was fairly useless, the Tankbustas failing to damage Owen's Dreadnought, plus only one Killer Kan was capable of firing and he missed. The only positive was taking a wound off Phil's Carnifex with a big shoota. Phil was having real problems with his Armour saves, which was a shame as everyone was firing everything at him. The Assault phase went well as the Killer Kans managed to destroy one of Owen's Dreadnoughts and the Slugga Boyz managed to kill a couple of Matt's Bloodletters.

DARK ANGELS TURN 4

Owen: Arrgghh; Tyranids in my deployment zone – not good! Those Hormagaunts really can motor and I thought I might have another turn before Squad Reprisal got it, How wrong I was.

This was it; I really did have to make my move. Squad Revenge was looking like it would be destroyed and the last thing I wanted was Hormagaunts tying me up. I had to hope squad Revenge could hold the little critters.

Then there was the 'Killer Kan problem'. With Emarziel lying in ruins, I was lucky Daniel hadn't been swept into (there was an inch in it). I seemed unable to roll anything higher than a one on the penetrating hit chart.

For my movement I finally got the Command squad out of cover with a pretty good Difficult Terrain test, so it was up to them now to capture the objective. I also moved Daniel round to charge the Killer Kans and hold them up while the Command squad made their attack run.

My shooting went well. First off I landed a Whirlwind barrage right in the middle of the Cyborks, killing off three of the hardened nutters. This caused an Ordnance Pinning check which they duly failed. Hurrah! That was one less thing to worry about. Next up was Squad Revenge firing at the sweeping Hormagaunts. Despite being pretty much on target, no wounds were caused.

Then it was the Command squad's turn. After Phil had lost two wounds on the Carnifex to small arms fire (hehe), all I had to do was plaster it with my Command squad's plasma coup de grace and stroll on to the objective. The squad unfurled the





A titanic battle erupts as the Killer Kans engage the Dark Angels Dreadnoughts.

Standard of Fortitude and no less than five plasma inflicted wounds found their way onto the Carnifex. Because the Carnifex was on the bunker it benefited from a chunky 4+ cover save. Phil rolled the dice and saves all but one, doh! I fired all my other units at the beast to try and finally put it down, but Phil had discovered the joys of passing Armour saves and the gribbly refused to fall.

The Assault phase was also dramatic. Squad Revenge survived the nine attacks that came their way and killed two of the Hormagaunts on bolter bayonets. Being out of range of a Synapse creature, they ran like the dogs they were!

Daniel was also deep in combat with the Killer Kans. But once again the magical 'Destroyed' result was out of my grasp and a mere immobilised result was inflicted. Still, I wasn't destroyed either yet, and I was holding them up.

Surveying the scene as it stood now, I wasn't confident. Basically, I was in for it. The Orks were closing and I only had a few models left – the clock was now

ticking. I also had a Carnifex staring at me looking rather un-chuffed and ready to muscle in like a bowling ball.

TYRANIDS TURN 4

Phil: By this point I was growing sure that Matt and Owen had some kind of alliance; perfectly appropriate behaviour in this mission, it's half the fun, but the scoundrels had done it on the sly (I knew there was something up when I came back from lunch and everyone stopped talking and acted innocent...) and so I found myself taking on both of them. As a result, my Hive Tyrant was finally dead, the battered remains of my Genestealer squad was down to one gribbly, and to add insult to injury my poor old Carnifex had taken two wounds from small arms fire. Not that I can really complain after Owen's daunting plasma barrage from his Command squad only caused one wound. Hey ho, I thought, taking in the tattered remnants of my army, may as well go for it. After all, it was turn 4, the bloodied Carnifex was right on top of the objective and if the random game length roll turned out to be a 1 I'd have it in

the bag. The Pyrogaunts in the thick of the Dark Angels' quarter had other ideas, failing their Synapse Control check and legging it back to my lines. After blasting apart three dressing-gown clad Dark Angels from Squad Ezra with the Zoanthropes, I threw caution to the wind and assaulted the Killer Kans with my Carnifex. I was still closest to the objective by a vital inch or two, and I fancied causing some damage on the way out. Two penetrating hits resulted in an immobilisation and a stun on the Kans, but it was the next roll that really counted. The guys let me roll the dice, Matt remarking how this was a big mistake as I'd been rolling 1's all game. The dice bounced to a halt amongst the scrum of massive combat monsters next to the objective, and as the players held their breath the dice came up a 2. Close, but no cigar; my gambit of playing for an early win hadn't quite paid off and it looked like I still had some work to do. Nevertheless, if the Carnifex could survive another round of combat with the Killa Kans, it'd be party time when it came round to my next turn...

TURN 5



WORD BEARERS TURN 5

Matt: Luckily the game hadn't ended so I was still in it. All I could do was continue my advance and hope that the game would go on for another turn. With Owen and Phil

duffing each other up on the objective all I needed to do was arrive at just the right time and mop up the survivors. The only other thing I really needed to do was stop the Orks arriving at the same time. Squad

Nemesis started the Shooting phase by killing a single Tankbusta with its flamer. Koraxis the Furious fared little better killing only two more.

In the Assault phase the Bloodletters continued their good work killing two more Orks for no loss. Once again though the Orks refused to run. The game had entered a vital stage. I really needed it to continue for at least a couple more turns. So far Owen and I had pretty much neutralised the threat from Phil's Tyranids, but with Owen already on the objective he was certainly getting the most out of this special relationship.

ORKS TURN 5

Alex: Gazbag moves 3", it's a race against the dice to get him into combat and the sharp money's on the dice. The Cyborks couldn't do anything this turn being pinned by Owen's annoying Whirlwind; I'm beginning to regret gloating so much at the destruction of his Vindicator on turn 1. The Grotz will be punished severely for using their initiative.

The Tankbustas moved into the cover of the central building where they would have



As time ticks away, each army moves within striking distance of the objective.

a good line of sight to Matt's Dreadnought if the game was to go on longer I didn't want to meet that thing on the objective. One penetrating hit and one glancing hit, and of course, the glancing hit destroyed the monstrosity. The Assault phase went really well, the Slugga Boyz finally sent the last Bloodletter back to the Warp and swept towards the objective. A Killer Kan in a bad state after the charge of the Carnifex managed somehow to take its last wound as the beast ripped it to pieces, leaving Owen in a good position if the game was to end this turn. Thankfully the rest of my army is now close enough to do some damage next turn...

DARK ANGELS TURNS

Owen: I couldn't believe victory was now within my grasp, especially after last turn! Phil's decision to charge the Killer Kans was a crucial one, and had breathed new life into my attempt on the objective. All I had to do was get onto the objective and hope the game ended this turn.

The only movement which I made was with the Command squad which passed its Difficult Terrain test with enough movement

to get right on to the objective. The squad was looking a little depleted after the Zoanthropes had blasted them, but there was enough left to be effective. Everything else was in combat or ready to fire.

The Shooting phase started with a barrage from the Whirlwind at the Zoanthrope and Genestealer which were threatening my Command squad. Despite being spot on target the abominable creatures came out unscathed. I also fired the Command Squad at the solitary Genestealer, but these shots too failed to do anything. Lastly squad Revenge fired on the retreating Hormagaunts, killing another.

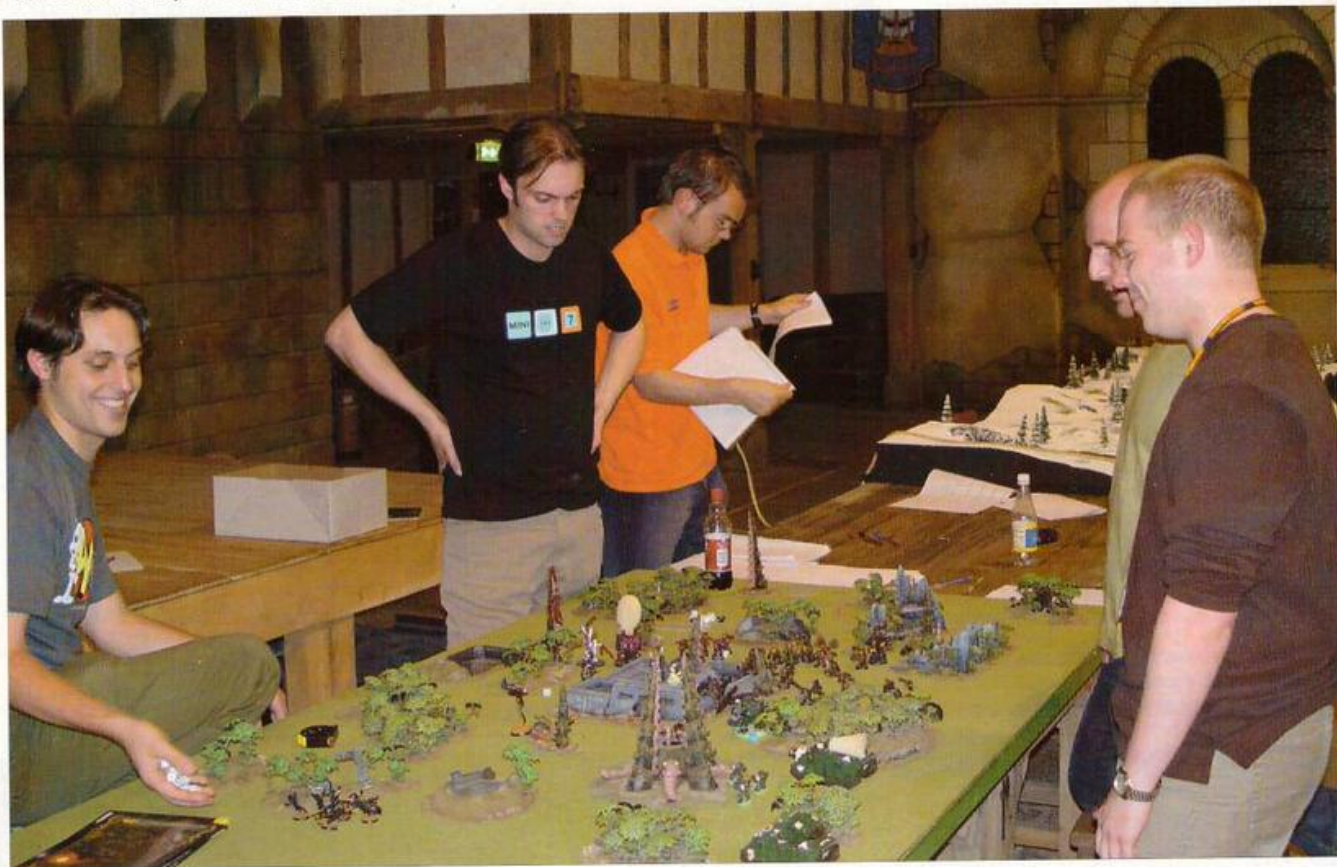
Would there be a turn 6? If there was, that 4+ cover save would come in useful and my Chaplain would be earning his pay. Fingers crossed...

TYRANIDS TURN 5

Phil: Despite the fact that the Tyranid forces now consisted of two Zoanthropes, one Genestealer and a squad of Pyrogaunts intent on fleeing the battlefield, there was still an outside chance of me pulling off a victory. The Carnifex had lost its last wound in the Godzilla-style combat

with the Killer Kans and the Dark Angels Dreadnought, although he did take a Kan with him with one glancing and two penetrating hits that even Alex's armour plates saving throw was hard pressed to protect against. So, with the Zoanthropes the only models that could really affect the outcome of the game, I moved the last remaining 'stealer and the two brain-bugs toward the remnants of Owen's Command squad. Two Strength 5 AP3 blast templates could all but destroy the troublesome squad; sadly my accuracy was true to form and both the Zoanthropes missed. The Dark Angels struck a pose, surely nothing could stop them now. How right they were, the Genestealer was just out of its 6" assault range and the Zoanthrope's unconvincing and desperate charge merely provided the Interrogator-Chaplain with something to repeatedly smack his crozius into. As stringy webs of Tyranid brain drifted to the ground, the fateful dice roll was made, coming up a 2 which, on turn 5, signalled the end of the game. Owen's Command squad were nearest the objective by a Pyrogaunt's fang, and what was an incredibly close game ended in a Dark Angel victory.





Carnage is a very fun and devious game as each player becomes more paranoid as to who has arranged a behind the scenes alliance with whom. With every player aware of each sly nod and wink, it's a scenario guaranteed to cause a few laughs.

THE LION WATCHES OVER ME



Owen Rees

Owen: I am quite simply speechless, I won! It was extremely close and very good fun to play. I consider my victory quite a humble one; it really could've gone any way.

If Phil's Carnifex had charged my Command squad instead of Boyd's Killer Kans then things could have been different. The Lion really did look over me in that I was far enough away so that Phil would lose if he charged me and the game ended that turn, but close enough to capture it at the end.

The fact that I wasn't a close combat army really helped out in this game. Phil was scared silly of my firepower and kept well at claws length and decided to go for Matt's jugular instead. Matt duly obliged and between my shooting and his Chaos Space Marines we pretty much pounded Phil out of the game. Anyone would've thought Matt and I were working in league. As if Dark Angels would ever fraternise with the enemy (well ok, maybe we did a bit)! Unfortunately for Matt this left him well out of contention for the objective. With mine and Alex's armies separated by dense woodland, it meant I only had to worry about one army at a time.

Man of the match goes to the Whirlwind. This nifty piece of kit helped to pin down a lot of Alex's forward units, which was crucial at the end of the game. The fact is I probably wouldn't have fired at the Orks every turn but they had so infuriated me after the audacity of their artillery that it would have been rude not to retaliate!

Overall an excellent game with plenty of back-stabbing and sneaky underhand tricks. Despite an early setback, I stuck with my plan which saw me through in the end. The Dark Angels really shone through today. They are the Emperor's Finest after all!

MONSTER MASH



Phil Kelly

Phil: What a blast! If it weren't for those pesky Dark Angels... no, I've no right to grumble; the things that let me down shouldn't really have come as much of a surprise. After all, Tyranid accuracy is never to be relied upon. The aspects of the game that went well really worked out, especially my stalling tactic that the Word Bearers never really recovered

from. Unfortunately it did have the nasty side-effect of earning the attention of the Word Bearers' firepower for a full turn, costing me half of my Monstrous Creatures. My Carnifex did his usual job of wading up to the objective and standing on top of it roaring defiantly, but in the end my eagerness to take on two opponents sealed Owen's victory. That, along with his unholy alliance with the forces of Chaos (the Interrogator-Chaplain should be ashamed of himself!), proved my downfall, and

realistically I had no chance of fending off both Matt and Owen for the majority of the game. Furthermore, if Alex hadn't had such a bad run of Difficult Terrain tests, I'm sure his virtually unmolested Orks would have swarmed over that objective like ants over a jam sandwich. But as usual, my luck came through for me and my ploy of playing for an early end proved the right decision, even though Owen made a ultimately better job of it. Next time I think I'll take another Carnifex or two...

WE CAN ALWAYS COME BACK FOR ANUVVER GO



Alex Boyd

have guessed it?) left my army pretty much intact at the end of the game.

Alex: Just as I was getting close the game ends. The game was great fun. Matt and Owen's conspiring against Phil (Word Bearers and Dark Angels hand in hand fighting the Tyranid menace – who would

Well, the Killer Kans were in a bit of a mess but thanks to Owen's inability to roll anything higher than a 2 on the damage chart, two of them still lived.

Gazbag, his retinue and the Cyborks were useless as they didn't even get close to getting into combat. Never rely on mega armour when planning to move your whole army forwards together. My Tankbustas did great getting closest to the objective and taking out a Chaos Dreadnought. Apart from the initial fluke,

the Lobbas were next to useless, I forgot to use them at all on turn 4, and I still feel that they would have been useful had I been closer to Phil.

In the end I'm not too disappointed. I had a good laugh – mostly at Phil's expense, thinking about it – I should be offended that Matt and Owen thought I was so little a threat as to ignore me, but they were probably right. I'll show them next time!

SO NEAR, YET SO FAR AWAY



Matt Hutson

we were too far apart to be able to attack each other anyway. In hindsight

Matt: Curses! The game ended just too soon. If this had been the Oscars I probably would have got best supporting actor. Allying with Owen proved to be a wise tactic, especially since

though I got to carried away shooting at Phil's nastiest units. I should have ignored the Genestealers and gone for the Pyrogaunts instead; after all they were probably more of a threat to Owen's Dark Angels. Alex's Orks didn't give me too many problems. But then the game ended just as the action was about to kick off between us. My best unit was probably my Chaos Dreadnought who after failing his Fire

Frenzy on the first turn behaved himself for the rest of the game. The Havoc launcher proved to be an extremely useful piece of kit and I now plan to mount one of these on all of my vehicles.

I'm not too disappointed that I didn't win as the game was great fun to play. My only regret is that I didn't get the chance to stab anyone in the back.

Interrogator-Chaplain Ezra vaulted over the wall of the bunker-complex, wiping the steaming remains of a Tyranid Zoanthrope from his armour and calling for his squad to sound off. Only three did so. The air around him echoed with the screams and warcries of aliens and heretics, and barely a handful of the Dark Angel reaction force were left alive in the eye of the storm. Nevertheless, victory was within Ezra's grasp. Shouting at the top of his voice, he ordered the Whirlwind and the remains of Squad Revenge to withdraw over his vox-link; the bunker complex was the only place that could possibly survive what he planned to do. Timing was crucial.

Ezra thanked the Emperor that the massive Carnifex had charged straight over the entrance to the underground silo in its haste to rend and tear, its primitive brain unable to comprehend the strategic importance of the location. Racing up to the reinforced door leading into the silo, the footsteps of his squad clanging loudly across the metal floor of the bunker behind him, Ezra bellowed an oath of rage and frustration. The door had been buckled shut by one of the Carnifex's hooves

as it had charged across the top of the bunker.

Bracing his feet against the opposite wall, Ezra pushed with all his might, servomotors in his power armour whining as they augmented his formidable strength. Sweat poured into his clenched-shut eyes as he whispered a prayer to the Emperor, his comrades adding their strength to his. Bullets ricocheted down the passageway, breaking his concentration. Ezra felt as if every blood vessel in his body was about to burst, and time was running out.

Suddenly, the door gave way with a tormented squeal, pitching the Dark Angels into the amber gloom of the silo complex below. The Interrogator-Chaplain motioned for Brother Edriel to secure the door as best he could, searching frantically among the silo's dust-covered cogitator banks for the control runes that deployed its deadly cargo.

"Brother Lemiticus, coordinates of this position, and in the name of the Emperor make it quick," ordered Ezra in clipped, terse tones.

Directly above the Dark Angels the gantries of the upper bunker echoed to the clash of battle and the screams of the dying. Blood was leaking under the twisted remains of the bunker door and down the stairs toward them; first a trickle, then a flood. Strips of fluorescent rune-lights winked on above them as the cogitator banks finally hummed into life. Ezra punching in the silo's coordinates with dangerous haste. Slamming his fist into the override rune, Ezra led his squad in prayer, the four remaining Dark Angels kneeling in a rough circle. In the darkness of the silo, ancient pistons hissed as banks of missiles ground into position.

"During our darkest hour, He watches over us and guides our hand," intoned the Chaplain as the ground above the launching mechanism rumbled open.

"His Will is ever strong, we cannot fail in his sight," answered the remainder of his squad. Above them, the silo's payload roared into the sky, arcing back down almost immediately as their machine spirits obeyed the Chaplain's desperate command.

"The Emperor protects," whispered Ezra.

BATTLE REPORT: CARNAGE!

Following on from the fantastic Warhammer 40,000 four-way Battle Report, we thought we would show you the models you need to recreate the core of all four 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 9140000, on the internet at www.games-workshop.co.uk/storefront and also from selected independent retailers. All miniatures are shown at 50% actual size.

SPACE MARINES

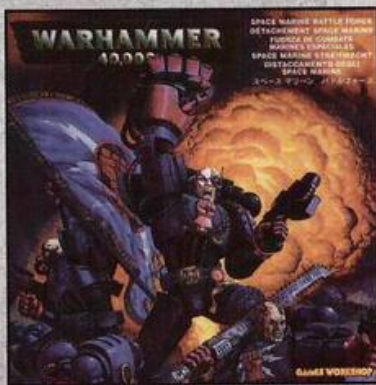


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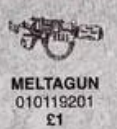
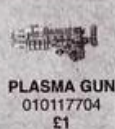
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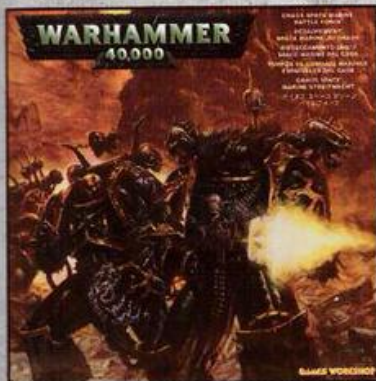
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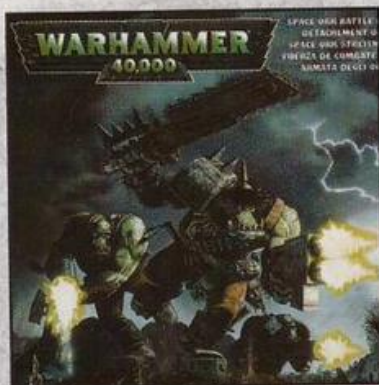
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The Orks aren't the most organised race in the universe, but when they put their minds to fighting, nothing can stand in their way! Using the sound tactic of the biggest and toughest one being in charge, the Ork Warboss leads massive mobs of troops forward, consuming the enemy in a sea of green fury.

Orks are excellent hand-to-hand fighters. Even the most basically equipped Ork fights better in close combat than many races' assault specialists, and a whole mob of Orks can overrun most enemy units with ease. Better still, the Orks' confidence in their own fighting abilities means that mobs have to be decimated before they even think about retreating.

As you may have guessed, the basic idea behind any Ork army is to gather the Boyz and, when you think you've got enough, gather some more. Employ this philosophy when putting your army together!



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The Tyranids are amongst the most powerful armies in Warhammer 40,000, with a unique fighting style dictated by their use of biotechnology to engineer fighting creatures. The beasts of war available to the hive mind range from the simple Ripper Swarms and Spore Mines to the Dreadnought-sized Carnifex and Hive Tyrant. Even Tyranid tanks and Titans are bioengineered organisms; everything in the army is a living creature that walks, crawls or flaps into battle under its own power.

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Gaunts

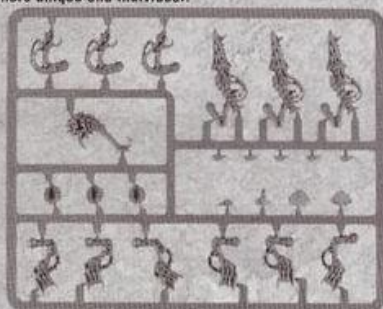
This boxed set contains 16 Tyranid Gaunts and 1 Tyranid Ripper Swarm.

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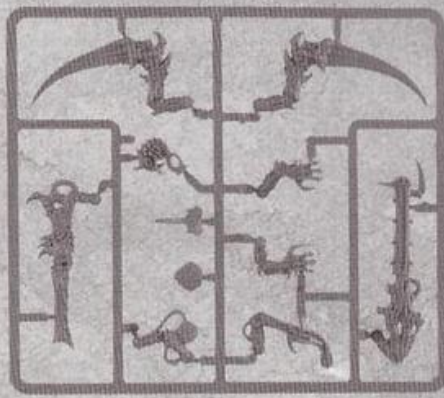
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MONSTROUS ARM SPRUE
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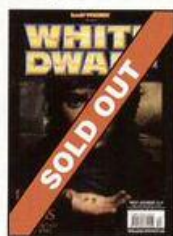
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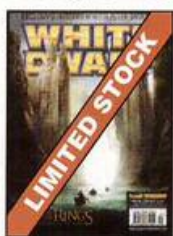
WD 263

Inquisitor Scenery Workshop, Warhammer Chronicles: Albion Magic Items, Index Astartes: World Eaters, Tau vs Tyranids Battle Report.



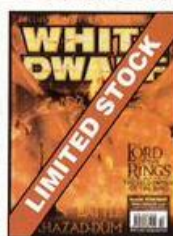
WD 264

Index Astartes: Ultramarines, Index Xenos: Krool, 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 Ores.



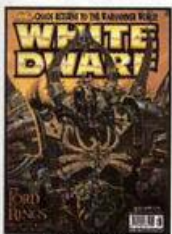
WD 268

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.



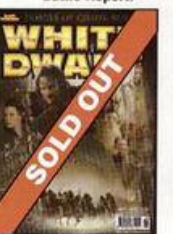
WD 270

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.



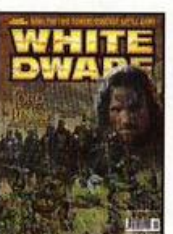
WD 273

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

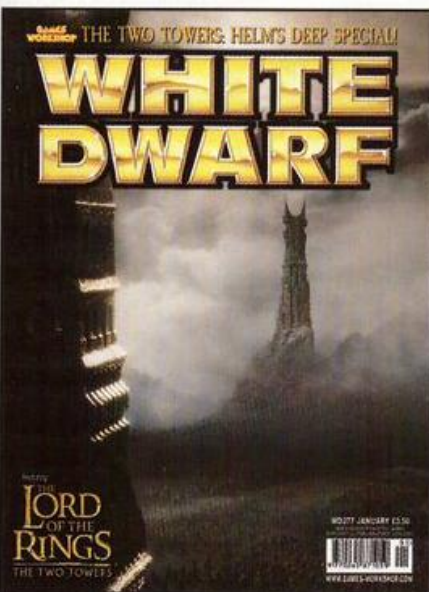
Warbands of Chaos, Khemri preview, Beasts of Chaos Army List Preview, Chaos Tanks, Heroes of the Imperium, Chaos vs Chaos Battle Report, The Two Towers launch.



WD 276

Khemri Timeline, Lure of the Dark Gods, Index Astartes: Raven Guard, Daemon Prince Masterclass, Building Helm's Deep.

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THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- Open Box Review
- Painting the Heroes of Helm's Deep
- Building Helm's Deep part 2
- Painting Workshop
- Helm's Deep Battle Report

THE RINGBEARER SPEAKS...



It took a lot of arm twisting this month to get Alessio to talk to us about something other than the next fantastic installment of The Lord of The Rings Film, The

Two Towers, but then again who can blame him!

The year-long wait is finally over – this issue coincides with the release of the second film in the trilogy, *The Two Towers*! How many times did you see *The Fellowship of the Ring* at the cinema or in the comfort of your own home on DVD or video? If you're anything like me you'll know the dialogue of every scene like the back of your hand! I'm looking forward to immersing myself totally into Peter Jackson's adaptation of the Tolkien books once again – I can't wait!

This issue of *White Dwarf* isn't the first to contain gaming material for our new *The Two Towers* battle game – the game was unleashed upon the gaming world in WD275. The significant thing about this issue is that there will be lots of newcomers to the Games Workshop hobby having been tantalised by the new film and eager to re-fight the scenes from the film on the tabletop. Will you be able to strike a blow for the Free Peoples of the West or maybe you're aiming to snuff out the last remnants of resistance in the name of the Dark Lord.

To this end you'll find not only new gaming advice for gamers who have by now played dozens of battles with the new game but there is also a healthy amount of advice for those newcomers to our wonderful hobby.

One of the most important and exciting additions to the *The Lord of The Rings* game system is Siege warfare. As you can see from the new releases on the next few pages, this issue is packed full of siege-related stuff, in particular I'm sure you will appreciate the new model of Helm's Deep gate and walls, created by Dave Andrews – I'm sure this will prove a very popular piece of terrain for anyone who wants to recreate the epic battle of Helm's Deep.

Of course Helm's Deep isn't just about the battlements – there are ferocious Uruk-Hai attackers and stalwart Rohirrim defenders, plus the mighty heroes and deadly adversaries with which to do battle over this superb piece of terrain. As I've said several times by now, the skirmishing nature of our *The Lord of The Rings* battle game makes it perfectly suited to siege battles: it's great not to have to worry about keeping your units' coherency as your models run up and down ladders and from courtyards to battlements and into towers!

There is only one major drawback about the release of *The Two Towers* – the fact that we have to wait another year for *The Return of The King*! It seems such a long agonising wait, but I'm more than confident it'll be as good, if not better than, the first two instalments. The little bits I've gauged about the third film make me suspect that the siege of Minas Tirith will make the assault on Helm's Deep look like a small border skirmish... but we are going a bit too far ahead, let's now concentrate on this year's fantastic film and game and enjoy them thoroughly!

Alessio



The Uruk-Hai finally occupy the ramparts of the Deeping wall.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Limited Edition Helm's Deep

Designed by Dave Andrews, this boxed set contains 2 Helm's Deep wall sections and 1 Helm's Deep gate section. This model is supplied fully painted.

HELM'S DEEP£40.00

Denmark kr 600.00

Sweden kr 700.00

Euro € 80.00



Warriors of Rohan

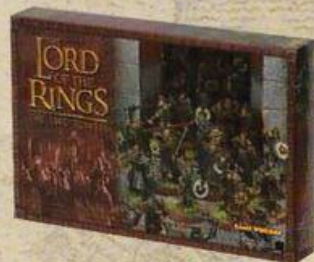
Designed by Michael Perry and Alan Perry, this boxed set contains 24 Warriors of Rohan on foot miniatures. These models require assembly.

WARRIORS OF ROHAN£12.00

Denmark kr 125.00

Sweden kr 150.00

Euro € 17.50

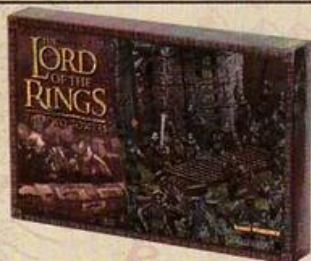


Uruk-Hai Siege Troops

Designed by Michael Perry, Alan Perry and Dave Andrews this boxed set contains 2 Uruk-Hai Berserkers, 8 Uruk-Hai Siege Troop models, 2 bombs and 4 ladders. These models require assembly.

URUK-HAI SIEGE TROOPS £12.00

Denmark kr 125.00
Sweden kr 150.00
Euro € 17.50



Uruk-Hai with Crossbows

Designed by Michael Perry and Alan Perry, this blister pack contains 3 Uruk-Hai with crossbows models. These models require assembly.

URUK-HAI WITH CROSSBOWS £6.00

Denmark kr 70.00
Sweden kr 80.00
Euro € 10.00

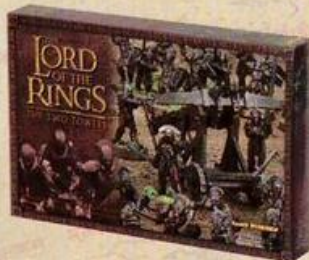


Uruk-Hai Siege Ballista

Designed by Michael Perry and Dave Andrews, this boxed set contains 3 Uruk-Hai Crew and 1 Siege Ballista. These models require assembly.

URUK-HAI SIEGE BALLISTA £15.00

Denmark kr 185.00
Sweden kr 225.00
Euro € 25.00



Uruk-Hai Berserkers ▶

Designed by Michael Perry and Alan Perry, this blister pack contains 3 Uruk-Hai Berserker models.

URUK-HAI BERSERKERS£6.00

Denmark kr 70.00
Sweden kr 80.00
Euro € 10.00



◀ Uruk-Hai Battering Ram

Designed by Alan Perry and Dave Andrews, this blister pack contains 4 Uruk-Hai Crew and 1 Battering Ram. This model requires assembly.

URUK-HAI BATTERING RAM£10.00

Denmark kr 125.00
Sweden kr 150.00
Euro € 17.50

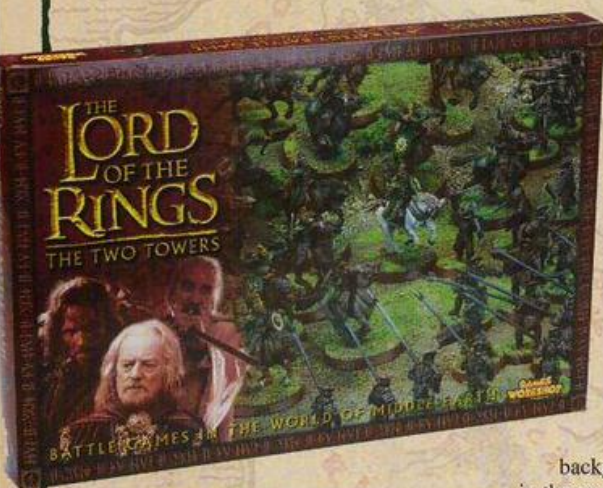


This month we have released everything you need to refight the battle of Helm's Deep.

The Two Towers game is one of the most highly anticipated games that Games Workshop has released and is now available to buy in the shops. We take a look inside the box.

IN THE BOX

A detailed look inside the box of The Two Towers game



THE RULES MANUAL

This is 160 full-colour pages filled with rules, painting guides and hobby tips fully illustrated with stills from the film.

The Rules: As well as the basic rules you will need to play the game, Rick Priestley, Alessio Cavatore and their team of dedicated helpers have further developed The Lord of The Rings battle game to incorporate rules for events that happen in the second film. Each player usually controls between ten and twenty models but can play with many more. Whether you have played The Fellowship of The Ring or are a newcomer to the world of wargaming, you will find the game system easy to learn.

Advanced Rules: Once you have got to grips with the basics, you can soon master the additional rules that give the game an even more characterful feel, such as the rules for using Courage and weapons, and details for how to play with the heroic characters which are such an integral part of the game. This section now includes the rules for using cavalry and fighting sieges, allowing you to recreate the siege of Helm's Deep!

The Free Peoples: A full list of character profiles and

background of the people who appear in the second film. Included in this section are the rules for using the characters from the Fellowship, and other noteworthy heroes such as Eomer and the mighty Treebeard.

The Forces of Darkness: Brimming with evil, this is a bestiary of the Evil races and villains. Included in this section are the rules for the Dark Lord Sauron, the power hungry Saruman and their minions such as the Ores, Goblins and the fighting Uruk-Hai.

Scenarios: Ten scenarios allowing you to recreate the most exciting scenes from The Two Towers film, from small-scale skirmishes to full-size battles. Some of these scenarios can also be linked to run as a campaign. This section features a list of

the forces needed to play the scenarios, plus special rules and maps. It also includes ideas for designing your own adventures in Middle-earth.

The Hobby Guide: The last section in the manual covers many of the techniques that you will need in order to paint the models that come with the game. It includes a variety of tips that our skilled team of modellers and painters used to paint the figures featured throughout the book. It also instructs how to set about the relatively simple process of constructing your own terrain for use in your battles.

THE MINIATURES

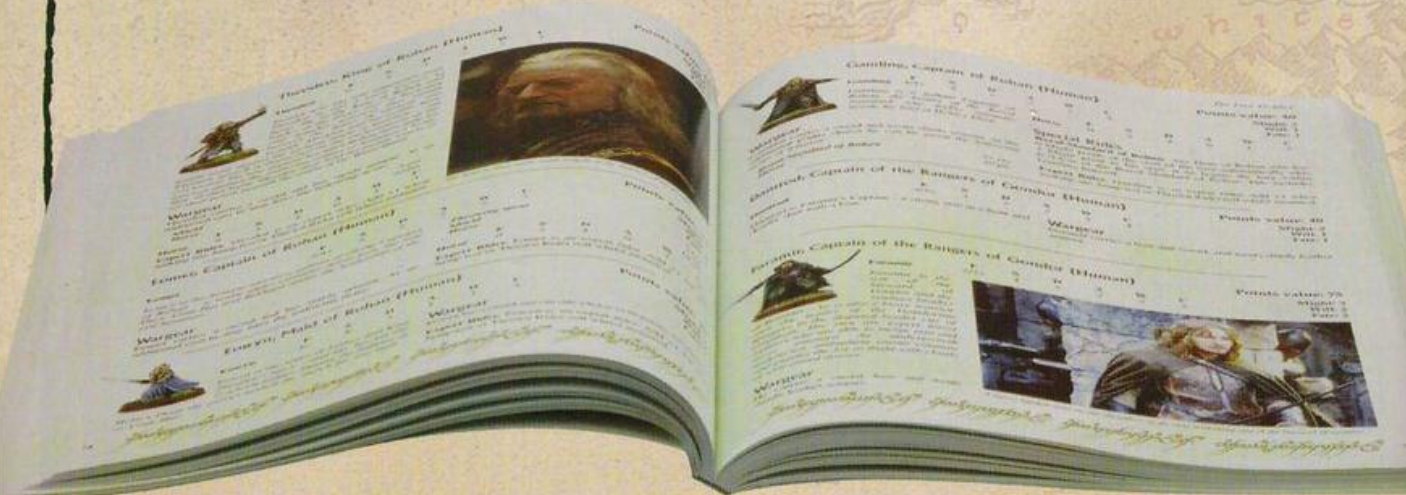
Of course, once you have finished flicking through the book you will no doubt want to rummage through the box to check out the new range of miniatures.

Included in the set are four Riders of Rohan armed with bows, four armed with throwing spears and four armed with hand weapons.

The forces of Evil get twenty Uruk-Hai, of which ten are armed with pikes and ten with sword and shields.

A plastic ruined building is also included for you to start, or to add to your own collection of scenery.

Alan Perry and Michael Perry were the Miniature Designers responsible for designing the figures that come in the box.





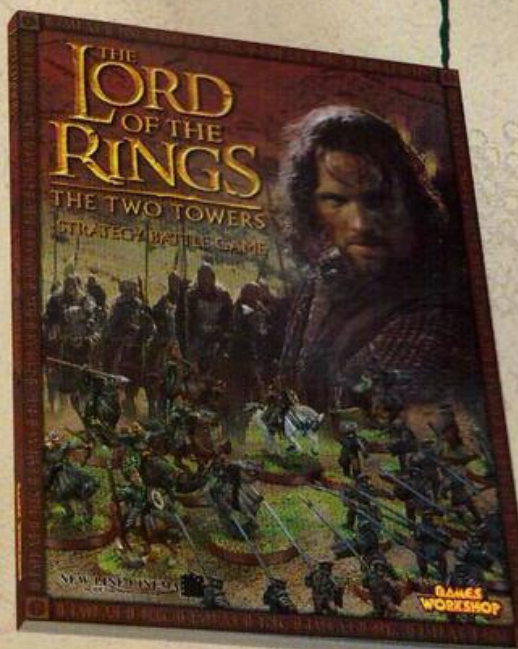
Rider of Rohan
with hand weapon



Rider of Rohan
with throwing spear



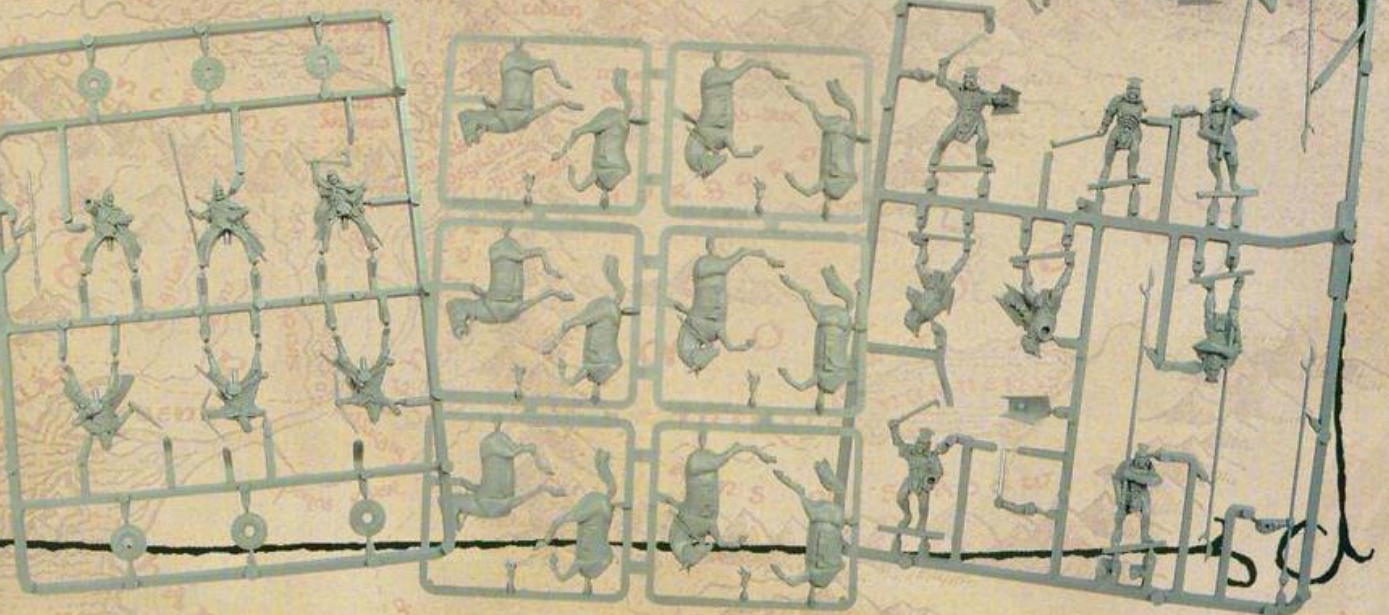
Rider of Rohan
with bow

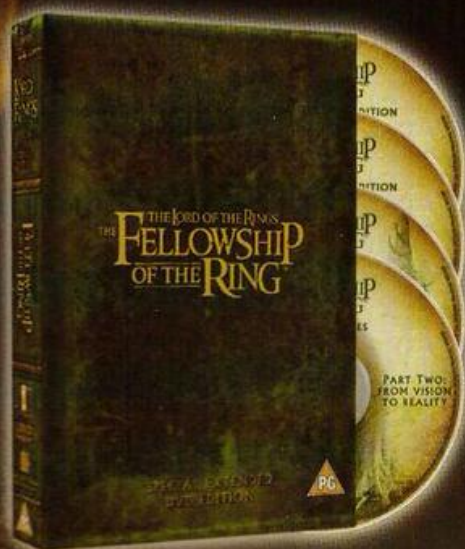


Uruk-Hai with pike



Uruk-Hai with sword and shield





WIN A SPECIAL EXTENDED EDITION OF THE FELLOWSHIP OF THE RING

CREATED BY DIRECTOR PETER JACKSON, THIS VERSION OF THE WORLDWIDE PHENOMENON FEATURES APPROXIMATELY 30 MINUTES OF ADDITIONAL FOOTAGE AND SCENES, THOROUGHLY INTEGRATED INTO THE ORIGINAL THEATRICALY RELEASED VERSION OF THE FILM, INCLUDING NEWLY-COMPOSED MUSIC FROM ACADEMY AWARD WINNING COMPOSER HOWARD SHORE.

- Entirely new cinematic experience
- Hours of previously unseen bonus footage
- Additional visual effects
- Expanded musical score
- Packaging featuring conceptual sketches
- 12-page companion booklet

DISCS 1 & 2: SPECIAL EXTENDED VERSION OF THE FILM

- Dolby Digital EX 5.1 Surround, DTS ES 6.1 Surround Sound, Stereo Sound
- English Subtitles
- Four feature-length commentaries by the director and writers, the cast, the production and design teams.

DISC 3: THE APPENDICES PART ONE - FROM BOOK TO VISION

- Six documentaries covering J.R.R. Tolkien, the process of planning the film, adapting the book into a screenplay and building Middle-earth
- An interactive map of Middle-earth tracing the journey of the Fellowship

DISC 4: THE APPENDICES PART TWO - FROM VISION TO REALITY

- 11 original documentaries covering the cast, principal photography, visual effects, post-production, editing, music and sound
- Galleries of behind-the-scenes photographs

TO ENTER, ANSWER THE 3 QUESTIONS BELOW CORRECTLY:

1. What was the name of John Blanche's regular painting column in *White Dwarf*?
2. In which issue of *White Dwarf* did Ghazghkull Mag Uruk Thraka first appear?
3. Name the issue number and title of the second ever battle report featured in *White Dwarf*.

Closing date: 31st January 2003

Send entries to: Extended edition DVD competition, *White Dwarf*, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS

1. Only residents of UK and Eire aged 16 years or over are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household.
3. Eligible entries must be received not later than 31/1/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. 5 winners will be chosen at the judges sole discretion on 7/2/03 from the list of complete and correct entries.
5. The prize consists of one copy of the extended edition of *The Fellowship of the Ring*. No cash alternative. Limit 1 prize per entrant.

6. Winners will be notified by post by 28/2/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within 1 week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) - unless otherwise stated in writing - that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules as final and legally binding.

Following on from last month's White Dwarf we can now present the concluding part of our look at how Dave Andrews and Mark Jones built their incredible model of Helm's Deep.

In last month's White Dwarf we took a look at how Dave Andrews and Mark Jones started to create their model of Helm's Deep, the ancient fortress that the Riders of Rohan retreat to in *The Two Towers*. When we left them they had just started adding some of the smaller details to the basic model of the fortress.

The tower of the Hornburg was possibly the hardest part of Helm's Deep to make. The circular part of the tower was made from a large cardboard tube. However, the hard bit was constructing the series of buttresses that protrude from around the tower. These were made from folded cardboard and then attached to the tube.

A backboard and a baseboard were cut from MDF (medium density fibreboard); this was to add some stability to the vertical sections of the terrain. The top of the backboard was cut to follow the shape of a rock face. Vertical formers were cut from foam and the rough profile of the rock face could be created by attaching these to the backboard. Additional rocks were now added to the baseboard to build up to the walls.

HELM'S DEEP

The second and final part of how Helm's Deep was built.



The completed Helm's Deep gaming board.



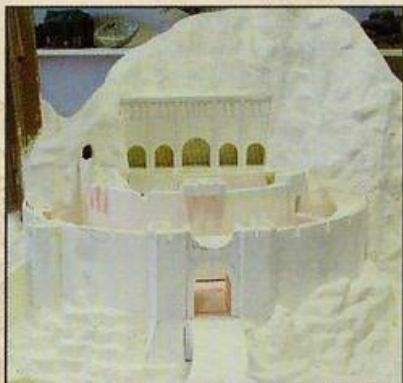
The structure was bulked out.



A causeway was added.



Foam formers were used to create the shape of the rock face.



Plaster impregnated bandage was layed over the foam to make the rock face.

At this stage various major finishing details were added to the model. Steps made from foam board were added, leading up to the hall, and the details on the front of the hall were created using successive layers of thin cardboard.

To finish off the rock face, screwed up balls of newspaper were put into the voids between the rock face spacers and bulked out the gaps. Then, plaster-impregnated bandage was draped over all the rocky sections to create a realistic surface texture and also a hard durable finish.

The intrepid duo then started to stick thin individual bits of card to the flat surfaces of the model, to represent the dressed stone that would have been used to build Helm's Deep. This process took absolutely ages as they had to cover not just the walls but the courtyard and the battlements as well!

As various pieces of Helm's Deep were finished, they were then painted black. This served two purposes, to undercoat the model before painting could commence and also to indicate that the section had indeed been finished.

Of course all this now meant that it was time to paint the fortress. Dave and Mark finished off the undercoat by giving the fortress another going over. Most of the painting was accomplished using very simple techniques such as drybrushing, just on a much larger scale than normal. Various shades of grey and brown were chosen from the Citadel Colour paint range and drybrushed on in stages.



Inside the walls.



Small strips of cardboard were placed to represent flagstones.



Dave and Mark apply the finishing touches.



The Deeping Wall.

PAINTING WORKSHOP

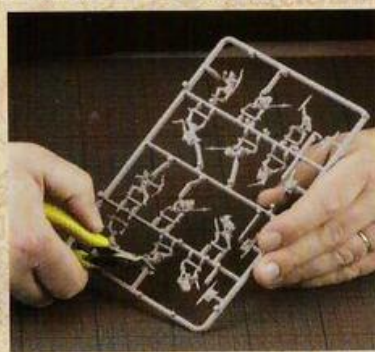
Painting the models from the boxed game is very straightforward. With this step-by-step guide on how to get your models painted quickly and easily, you'll soon have them ready for battle.

Painting the plastics from your starter game

What you will need:

- A pair of clippers
- Some tissues
- A mixing palette (an old ceramic plate or tile is ideal)
- A jar of water
- Some sheets of newspaper
- Some PVA glue
- Modelling sand

(Keep the tray for paint storage)



ASSEMBLY

First clip the miniatures from the sprue using clippers or a modelling knife, then assemble the model.



PAINTING URUK-HAI



Chaos Black

1. Once you have assembled the model, the first stage is to apply an even coat of Chaos Black all over. To do this it's best to add a little water to the paint on a palette.



Tin Bitz

2. When this is dry, paint a basecoat of Tin Bitz on the sword, shield and any armoured areas. This will help darken the overall appearance of the model later on.



Mithril Silver

3. Using Mithril Silver, dip your brush in the paint and then wipe most of it off on a tissue. Lightly brush over the Tin Bitz picking out the detail on the raised surfaces of the armour.



Dark Flesh

4. Next, paint the legs, arms and face of the model using Dark Flesh. Don't worry if you make a mistake as you can repaint over areas later on.



Bestial Brown

5. Now paint the gloves, loincloth and any straps the model has with Bestial Brown.



Skull White

6. Next, carefully paint the teeth with Skull White. Finally, paint the edge of the base with Bestial Brown.

PAINING THE RIDERS OF ROHAN


Chaos Black



1. Once you have assembled the model, the first stage is to apply an even coat of Chaos Black all over. To do this it's best to add a little water to the paint on a palette.


Mithril Silver



2. Using Mithril Silver, dip your brush in the paint and then wipe gently on a piece of tissue. Gently paint the armour; the brush will naturally avoid the recesses. At this stage, paint the Rider's sword and hatband silver.


Dark Angels Green




3. Next, paint the cloak Dark Angels Green. Don't worry if you make a mistake, as you can correct any errors at a later stage.


Scorched Brown


Dark Flesh




4. Now paint the greaves, helmet sides and quiver with Dark Flesh. The trousers, bow and upper sleeve should be painted with Scorched Brown.


Scorched Brown


Shining Gold



5. The next stage is to add detail to the miniature. Paint the gold trim areas around the sword, helmet, saddle, scabbard and legs in Shining Gold. Finish with Scorched Brown on the straps, scabbard and armour surrounds.


Vomit Brown


Dwarf Flesh




6. The last stage is to paint the face. Paint the cheeks and nose in Dwarf Flesh, leaving the eye socket areas black. Finally, paint the hair and beard Vomit Brown.


PAINING HORSES


Chaos Black



1. The first stage is to paint your horse with a coat of Chaos Black. Then, apply an even covering of Dark Flesh over the horse's skin and Scorched Brown to the reins and harness.


Goblin Green


Mithril Silver



2. Paint the saddle undercloth Goblin Green. Carefully paint the metal parts of the horse harness Mithril Silver.


Bleached Bone



3. To finish the horse, carefully paint his teeth with Bleached Bone. We have based this miniature by firstly sticking a layer of sand to the base with PVA glue. Once this was dry, we painted it Scorched Brown and lightly overbrushed it with Bleached Bone.

With the new The Two Towers film showing in cinemas now, there will be lots of new readers to White Dwarf enthused about recreating scenes from the film on the tabletop. Here's how to start playing...

GETTING STARTED

How to play The Lord of The Rings game

CLOSE ENCOUNTER



RIDER OF ROHAN

In this example, a valourous Rider of Rohan has spotted an Uruk-Hai scouting ahead of a raiding party. As the Uruk-Hai rushes towards him, the Rohirrim carefully takes aim with his bow. Can the Uruk-Hai reach the Man and cut him down before he gets shot?

Place a Rider of Rohan armed with sword and bow, and an Uruk-Hai armed with sword and shield 12"/28cm apart, facing each other over a level table.

12"/28cm



URUK-HAI WARRIOR

TURN 1

PRIORITY

At the beginning of each turn, the players must roll a dice to determine who has priority (ie, who is going first) in all three phases of the turn. Winning this roll is therefore very important. The Good side always has priority on Turn 1, so in our example the Rider of Rohan has priority.

MOVE PHASE

In this phase the models can move. The Rider of Rohan moves first because the Good side has priority this turn. He

decides not to move and remains stationary, preparing to fire his bow at the enemy.

Now it's the Evil side's turn to move. The Uruk-Hai has a maximum move of 6"/14cm, and decides to use all of his move to rush towards the Man. Move the Uruk-Hai 6"/14cm towards his opponent.

SHOOT PHASE

In this phase the models can shoot their bows. The Rider of Rohan gets his chance first because his side has priority. He takes aim and shoots the Uruk-Hai as he runs

towards him. The player rolls a dice, needing a result of 4, 5 or 6 to hit the target. He rolls a 2 and misses. In the Evil side's turn to shoot, the Uruk-Hai cannot do anything because unfortunately he has no bow to shoot!

FIGHT PHASE

Since no models are touching base-to-base, there will be no Fight phase this turn.

TURN 2

PRIORITY

Both players roll a dice, the Good side's result is a 5 and the Evil side's is a 3. The Good side has scored the highest and will therefore have the priority for Turn 2.

MOVE PHASE

The Rider of Rohan realises that the Uruk-Hai is going to reach him and attack him, so he cleverly decides to move back half his normal move (5"/12cm). The Uruk-Hai moves again at maximum speed towards the Rider of Rohan, but because the Man has moved back, he's still unable to reach him and engage him in combat. He ends his move 2.5"/6cm away from the Rider of Rohan.

SHOOT PHASE

Models that have only moved up to half of their maximum move distance can still use their bows, so the Rider of Rohan can shoot and this time his dice roll is a 6. The Uruk-Hai has been hit! Now we must determine whether the arrow kills the warrior or is stopped by his armour or



Despite the Uruk-Hai's charge, the rider moves half his distance out of charge range, enabling him to shoot in the Shooting phase.

shield. To find out, the Good side's player rolls a second dice, needing a 6 to eliminate the Uruk-Hai (he is very well armoured!). The Rider of Rohan rolls a 5 and the Uruk-Hai survives, the arrow has been stopped by his armour or shield, or has caused only a superficial wound – the battle continues.

FIGHT PHASE

As in Turn 1, there will be no Fight phase this turn.

TURN 3

PRIORITY

Both players roll a dice again to determine who will go first. This time they both roll a 2, a draw. Since the Good side has gone first in the previous turn, a draw means a change of priority, so the Evil side gets to go first in Turn 3.

MOVE PHASE

The Uruk-Hai seizes his opportunity and moves in contact with the Rider of Rohan, engaging him in combat. As a consequence of this, the Man loses his chance to move. Models cannot move out of a combat once they have been engaged.

SHOOT PHASE

This time the Rider of Rohan cannot use his bow because he is too busy defending

himself from the charge of the Uruk-Hai. The Rider of Rohan therefore puts aside his bow and draws his sword.

FIGHT PHASE

Both players roll a dice to determine which model wins the fight and strikes its opponent. The Man rolls a 3 and the Uruk-Hai rolls a 4, winning the fight! The defeated Man is struck and moved back 1 1/2cm. Just as with shooting, the player controlling the Uruk-Hai must roll another dice to find out if his strike is going to wound the Man.

The Uruk-Hai needs a 5 for his sword to go through the thick armour of the Man and eliminate him. He rolls a 1 and doesn't make it.

TURN 4

PRIORITY

Both players roll a dice again to determine who will go first. The Evil side rolls higher and gains priority once more.

MOVE PHASE

The Uruk-Hai once again charges into combat against the Rider of Rohan, stopping his opponent from moving when its turn comes.

SHOOT PHASE

Again the models are locked in combat, so there is no chance for the Man to use his bow.

FIGHT PHASE

This time both players roll a 5. In case of a draw, the model with the higher Fight value wins the fight. The Uruk-Hai has a Fight value of 4 and the Rider of Rohan has a Fight value of 3. The Uruk-Hai wins the fight and the Man is once again moved back 1 1/2cm.

The Uruk-Hai also gets another chance at rolling to wound his opponent. This time he rolls a 6 and kills the Rider of Rohan. The Rider of Rohan model is removed, leaving the Uruk-Hai as the only survivor and winner of the confrontation. Now you can place the models back in their initial positions and fight this one-on-one combat again as many times as you like. The Rider of Rohan might even get his revenge on the Uruk-Hai!

After that, we suggest you read through the rules manual to learn more about the particular rules you have just used for this encounter.

The best way to continue learning the rules is to play Scenario 1 – Scouring of the Westfold (see page 94) and look up any rules problems as you encounter them.



The Rohirrim fight valiantly to cleanse their land of the Uruk-Hai.

With the release of the Heroes of Helm's Deep box set, sculpted by Brian Nelson, it's only right we tell you how we painted them. Seb Perbet and Tammy Hays of our 'Eavy Metal team explain all...

PAINTING MASTERCLASS

The Heroes of Helm's Deep

All these models were given an undercoat of Chaos Black spray, before any areas of poor coverage were touched up with thinned Chaos Black paint.

ARAGORN



Aragorn's leather jerkin was painted with a basecoat mix of equal parts Scorched Brown and Chaos Black. This was highlighted by



mixing small amounts of Fortress Grey to this, until the mix was approximately 20% Fortress Grey to 80% of the original mix. A glaze of Chestnut Ink that had been thinned with equal parts water was then applied.



A drybrush with Brazen Brass, followed by a light drybrush with Chainmail was used to paint the mail armour.



Aragorn's trousers were painted with a basecoat of Chaos Black and highlighted by adding small quantities of Bleached Bone to this.

Aragorn's face was painted with an equal parts mix of Scorched Brown and Bleached Bone. Dwarf Flesh was added to this mix which was equal parts Dwarf Flesh, Scorched Brown and Bleached Bone. Dwarf Flesh was added to this in successive coats until only Dwarf Flesh was being applied. A highlight of equal parts Dwarf Flesh and Elf Flesh was then applied followed by a final highlight of Elf Flesh.



The boots were painted with a mix of 45% Scorched Brown, 45% Chaos Black and 10%



Bestial Brown. Codex Grey was then added to the mix for each successive highlight stage. A glaze of equal parts Brown and Black inks, thinned with an equal quantity of water was then applied.



A basecoat mix of 80% Chaos Black and 20% Bleached Bone was applied to Aragorn's scabbard. More Bleached Bone was gradually added to this for highlight stages. The metal detail was painted with a basecoat of Boltgun Metal highlighted with Mithril Silver. The gold detail was painted with a basecoat of Burnished Gold and then given a wash with Scorched Brown that had been thinned with four parts water.



The vest was painted with a basecoat of 80% Scab Red and 20% Codex Grey. This was highlighted by adding small amounts of Bleached Bone for each successive highlight stage.



Aragorn's arm braces were painted with a basecoat mix of 50% Dark Flesh and 50%



Chaos Black. This was highlighted by mixing in 25% Bleached Bone to 75% of the basecoat mix, adding more Bleached Bone for successive highlight stages. The Gondorian wings were then given an extra highlight stage.



A basecoat of 80% Boltgun Metal and 20% Chaos Black was used to paint the sword.



Mithril Silver was then added to this for each successive highlight using Mithril Silver on its own at the tip and the edges.

An equal parts mix of Scorched Brown and Chaos Black was applied as a basecoat for the hair and beard. This was highlighted with Scorched Brown. The very tips of the hair were highlighted with 50% Scorched Brown and 50% Chaos Black.



The hair and beard were then given a glaze with Black Ink.

To paint the stubble Scorched Brown was mixed with Chaos Black in equal quantities. This mix was then thinned with 75% water to 25% paint. The thinned paint was stippled onto the cheeks. Once dry a second layer of stubble was applied to the jaw line.



THEODEN



A basecoat of Boltgun Metal was applied to the scalemail. This was given a wash with



Black Ink that had been thinned with equal parts water. Chainmail was used for the highlight stage with Burnished Gold painted onto scales at the bottom of the suit.



The main armour was painted with Shining Gold. The leather sections were then painted over with Chaos Black.

The undershirt was painted with a basecoat mix of 50% Scorched Brown and 50% Red Gore. A wash of Brown Ink thinned with equal parts water was applied. This was then



highlighted with Red Gore followed by a final highlight mix of two parts Red Gore to one part Fiery Orange.

To paint the flesh a basecoat of Bestial Brown was first applied. This was highlighted with a mix of 50% Bestial Brown and 50% Dwarf Flesh. Dwarf Flesh



was then applied on its own followed by a final highlight mix of 50% Dwarf Flesh and 50% Elf Flesh.



The inner robe was painted with a basecoat mix of two parts Dark Angels Green to one part Chaos Black. Bleached Bone was added to this for the highlight stage.

Bestial Brown was used for the basecoat for Theoden's hair. This was first given a wash with Brown Ink that had been thinned with equal parts water.



Vomit Brown was used for the first highlight stage followed by a final highlight of 50% Vomit Brown and 50% Bleached Bone.

The sword was painted with a basecoat of Boltgun Metal. This was then given a thinned Black Ink wash. Boltgun Metal was used to highlight the blade again before further highlights with Chainmail and Mithril Silver. The hilt of the blade was painted with Shining Gold. were applied and then given a wash with Brown Ink that had been thinned with equal parts water. A mix of 50% Shining Gold and 50% Mithril Silver was applied for the highlight stage.



A basecoat mix of 50% Chaos Black and 50% Codex Grey was applied over the gloves, this was then highlighted with Codex Grey on its own.

The scabbard, belt, and boots were painted with a basecoat mix of 50% Dark Flesh and 50% Chaos Black. Dark Flesh was applied



for the first highlight followed by adding a small amount of Bleached Bone for a final highlight stage.



The pattern on his armour was painted with a mix of two parts Dark Flesh to one part Bleached Bone.

HALDIR AND THE STANDARD BEARER



Haldir had his own masterclass appear in White Dwarf no.275. It also covered how to paint Elven warriors. We recommend following this painting guide for the Elven Standard Bearer.

The standard was given a basecoat mix of two parts Bestial Brown and one part Codex Grey. This was highlighted by adding Bleached Bone. The light green sections of the banner were painted with a basecoat mix of two parts Rotting Flesh to one part Bleached Bone with a small amount of Dark Angels Green added. The dark pattern was painted with a mix of 50% Dark Angels



Green and 50% Chaos Black. An equal quantity of Dark Angels Green was added to this mix for the first highlight followed by adding a mix of 50% Dark Angels Green and 50% Bleached Bone to the original mix for a further highlight stage. The blue section was painted with a basecoat mix of 50% Codex Grey and 50% Ice Blue. Equal parts Bleached Bone was added to this mix for the highlight stage.

GAMLING



Gamling's cloak was painted with a mix of 50% Dark Angels Green and 50% Chaos Black. Highlights were made by mixing in small proportions of Goblin Green and



Codex Grey. The decorative trim was painted with Scorched Brown. The patterning was painted with an equal parts mix of Shining Gold Bleached Bone and Burnished Gold, to which a small proportion of Bestial Brown was then added.



A drybrush of Boltgun Metal was applied to the chainmail armour. This was then given a wash with an equal parts mix of Brown ink, Black ink and water. The armour was then given a second lighter drybrush with Chainmail.

A mix of 90% Scorched Brown and 10% Chaos Black was used for the basecoat of Gamling's trousers. This was highlighted by adding Bestial



Brown to the mix for three highlight stages before giving the trousers a final highlight with Bestial Brown on its own.



A basecoat of equal parts Red Gore and Scorched Brown was applied to the vest. This was highlighted with Red Gore on its own.

The armour was painted with a basecoat mix of two parts Mithril Silver to one part Boltgun Metal. The decoration and edging to the armour were picked out with Chaos Black, then painted with an equal parts mix of Scorched Brown and Dark Flesh. The edge of the armour was picked out with Snakebite Leather and Dark Flesh and highlighted with Snakebite Leather on its own.



The sword was painted with a basecoat mix of two parts Boltgun Metal, to one part Chaos Black. This was highlighted with Boltgun Metal followed by Chainmail and finally Mithril Silver. The hilt was painted with a basecoat of 75% Burnished Gold and 25% Chaos Black and then highlighted with Burnished Gold.

The belt and straps were painted with a basecoat of Scorched Brown to which a small proportion of Chaos Black had been added. This was highlighted by adding a small amount of Bleached Bone to the mix.



The decoration was picked out with Chaos Black before being painted with Shining Gold to which small amounts of Bestial Brown, Codex Grey and Bleached Bone had been added.

Gamling's face was painted with a basecoat of two parts Dwarf Flesh to a one part mix of equal quantities Codex Grey and Bestial Brown. This was highlighted by adding



successive amounts of Dwarf Flesh to the basecoat, followed by a final highlight of Dwarf Flesh on its own. To finish, a small proportion of Elf Flesh was then added to Dwarf Flesh.

A basecoat of equal parts Bestial Brown, Scorched Brown and Codex Grey was used



for Gamling's hair. This was highlighted by adding small amounts of Bleached Bone to the mix for each successive highlight, before a wash of Brown Ink thinned with equal parts water was applied.

GIMLI



The red overcoat, glove fingers and weapon shaft were painted with a basecoat mix of 50% Scab Red and 50% Scorched Brown.



Scab Red on its own was used as the first highlight stage followed by adding a small amount of Bleached Bone to this for the final highlight stage. These sections were then given a wash with a mix of equal parts water and Brown and Black inks.

The chainmail coat, axe blade and metal sections of the helmet were painted with a



basecoat of Boltgun Metal. This was then highlighted with Chainmail. The helmet sections were then given a wash with thinned Black Ink.

A basecoat of Scorched Brown was used to paint the boots, gauntlets, belt and helmet.



Small amounts of Bleached Bone were added for successive highlight stage. These parts of the model were given a wash with an equal part mix of water and Brown and Black inks. The gauntlets were then re-highlighted with the original mix in a criss-cross pattern.



The inner metallic part of the axe was painted with a basecoat of Tin Bitz, which was highlighted with Beaten Copper.



A basecoat of Bestial Brown was used to paint the flesh. This was highlighted with Dwarf Flesh, then given a wash of 25% Chestnut Ink and 75% water. The final highlight was a mix of 50% Dwarf Flesh and 50% Elf Flesh.

Gimli's beard was painted with a basecoat of Scorched Brown. This was highlighted with



Dark Flesh before being given a wash with a mix of equal parts water and Black and Brown inks. A second highlight of Dark Flesh was applied before finishing the beard by painting a highlight mix of 90% Dark Flesh and 10% Bleached Bone.



The cloak was painted with a basecoat mix of 50% Vomit Brown and 50% Chaos Black. Small amounts of Bleached Bone were added to the basecoat mix for each successive highlight stage.

LEGOLAS



The cloak was painted with a mix of 50% Chaos Black and 50% Goblin Green. An equal quantity of Goblin Green was then added to the mix for the first highlight followed by adding one part Codex Grey to



three parts basecoat mix for each successive highlight, until the mix was equal parts Codex Grey and original mix. 25% Fortress Grey to 75% of the original mix was applied for the final highlight.

A mix of 50% Chaos Black and 50% Dark Angels Green was used for the basecoat on



Legolas's Jerkin. A separate mix of 50% Goblin Green and 50% Codex Grey was then gradually added to this mix for each successive highlight stages.

The rock was painted with an equal parts mix of Chaos Black, Codex Grey and Dark Angels Green. This was then given a



drybrush with Codex Grey followed by a second drybrush of Fortress Grey.

Legolas's trousers were given a basecoat with a mix of 50% Dark Angels Green and 50% Chaos Black.



Bleached Bone was then added to the mix for each successive highlight stage.

The flesh was painted with a mix of 50% Scorched Brown and 50% Dwarf Flesh. More Dwarf Flesh was added to the mix before the face was then highlighted with Dwarf Flesh on its own. An equal parts mix



of Dwarf Flesh and Elf Flesh was applied as a highlight, before the face was finished with a final highlight of Elf Flesh.



The boots and arm braces were painted with a basecoat mix of two parts Chaos Black to one part Scorched Brown. This was highlighted by mixing Bleached Bone to the basecoat for successive highlight stages.



A mix of 95% Shadow Grey and 5% Chaos Black was used to paint the under robe. This was given an initial highlight of Shadow



Grey with following highlights applied by adding Bleached Bone to the mix for each successive stage until the mix was approximately equal parts Shadow Grey and Bleached Bone.



The quiver was painted with a basecoat of Bestial Brown. This was highlighted by adding in small amounts of Bleached Bone for each successive highlight stage. The fine detail was picked out with Burnished Gold.

The bow was painted with a mix of 50% Bestial Brown and 50% Scorched Brown.



Snakebite Leather was then added to this for successive highlights before applying Snakebite Leather on its own. The metal decoration was painted with an equal parts mix of Burnished Gold and Mithril Silver.



To paint the flesh a basecoat of Bestial Brown was first applied. This was highlighted with an equal parts mix of Bestial Brown and Dwarf Flesh. Dwarf Flesh was then used on its own followed by a final highlight mix of 50% Dwarf Flesh and 50% Elf Flesh.

A basecoat mix of three parts Chaos Black to one part Scorched Brown was used to paint the leather jerkin and boots. Bleached Bone was then added to this mix for highlight stages. The trim of the jerkin was painted with Bestial



Brown and then highlighted by adding a mix of one part Codex Grey to two parts Bleached Bone to the basecoat.



EOWYN



The skirt was painted with a basecoat of Shadow Grey. This was highlight by adding successive amounts of Bleached Bone until the mix was approximately two parts Bleached Bone to one part Shadow Grey.



The sword was painted with a basecoat of Boltgun Metal. This was then given a thinned Black Ink wash. Boltgun Metal was used to highlight the blade again before further highlights with Chainmail and Mithril Silver.



Eowyn's hair was painted with a basecoat Bestial Brown and highlighted with Bubonic Brown. The hair was then given a glaze with Yellow Ink. Once the ink had dried a final highlight of Bleached Bone was applied.

ASSAULT ON THE DEEPING WALL

A Battle Report for The Two Towers

This action-packed The Two Towers battle report is the first of two covering the initial stages of the Uruk-Hai assault on Helm's Deep. The concluding part is due to be published in next month's White Dwarf.

The siege of Helm's Deep is one of the most evocative sequences in the film of The Two Towers.

Saruman has launched his attack on the lands of the Rohirrim and the Riders of Rohan have retreated to their ancient fastness of Helm's Deep in order to prepare themselves for the coming attack. There they are joined by Haldir accompanied by a force of Elves. The beleaguered band hold out against the horde of Uruk-Hai (helped by an angry Dwarf and his heroic friends!).

As this latest version of The Lord of The Rings game includes rules for fighting siege games this seemed to be

the ideal opportunity for us to demonstrate the new rules in their right and proper environment.

There are a number of siege scenarios in The Two Towers rules manual and we chose to fight two of them, The Deeping Wall and The Gateway. These are ideal, as they can be linked to provide a two part mini-campaign with the results of the first game affecting who participates in the second. The second part will be published in next month's White Dwarf.

We already had the fantastic Helm's Deep board constructed by Dave Andrews and Mark Jones available to provide a stunning setting for the two

games and everybody was eager to see a game played upon it.

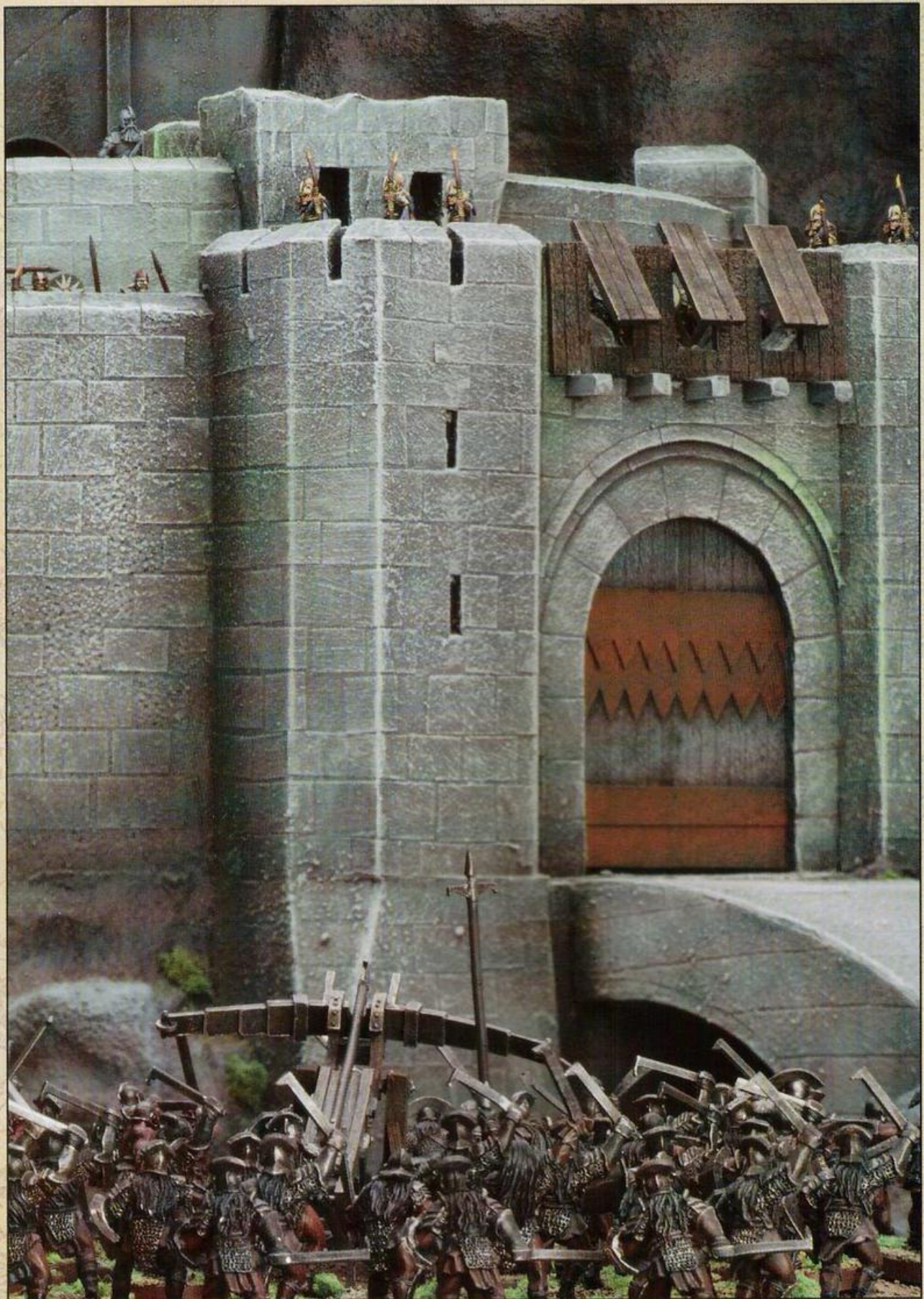
We asked Rowland Cox to take command of the Evil besieging forces. Rowland last played as the Fellowship in the Balin's Tomb battle report that we published in WD265, so commanding the Uruk-Hai should make a nice change for him.

Matthew Ward is the new member of Alessio's The Lord of The Rings development team and was eager to take on the role of commanding the defenders of the Deeping Wall.

Read on to see what happens...



The beleaguered defenders of Helm's Deep prepare for yet another assault.



The Fighting Uruk-Hai prepare to attack.

SCENARIO 5 – THE DEEPING WALL



MIGHT OF THE WHITE HAND

Rowland Cox: This scenario pitches the forces of Saruman, in this case his Uruk-Hai, against a pitiful few Rohirrim and Elves. All that stands in

Saruman's way is the old fort Helm's Deep and a small band of Heroes. A primitive black powder charge with an Uruk-Hai fuse will take care of the walls, but when it comes to the Heroes, well let's just hope there are enough Uruk-Hai. If that wasn't enough, any surviving heroes will participate in the next scenario, The Gateway, as we are playing them one after another.

The Evil side consists of a well equipped siege force. My personal favourite troop choice is the ferocious Uruk-Hai Berserker. The Berserkers form an essential part of the siege assault force, incredibly tough, unbreakable courage, well armed and with 2 Attacks, if anyone can get over the Deeping Wall it's going to be these guys.

In order to get my forces over the wall I had to split up the Good Heroes. If I concentrated my forces, then rest assured I would be facing Aragorn, Gimli, Legolas and Haldir together, and those powerful Heroes would soon halt the Uruk-Hai advance. So my plan was a simple one: attack at the furthest points from where the Heroes would start. I would split my force so that the strongest part would attack at the very end of the Deeping Wall, the furthest point from the Heroes. This force would contain all my Uruk-Hai Captains; their store of Might was my best chance of getting over the walls quickly. I

would back the Captains up with Berserkers which together should be able to capitalise on any early gains made on the walls.

The other part would attack at the furthest part of the main wall. Although not supported by Captains, this force contained an equal share of Berserkers. Matt would have to assign some of his Heroes to stop these deadly warriors, as even Elven troops will be overpowered by their fearsome charge. Six crossbowmen were deployed centrally, so they could support both parts of my assault. The other four would advance on the main wall, filling out the numbers. The siege engine was placed next to the crossbowmen, again to support both assaults. This ingenious contraption could launch a siege ladder against a wall with an Uruk-Hai attached. I was looking forward to seeing Matthew's face when a tide of Berserkers rode up against his fortress walls! Last but not least, the demolition teams. I consigned one team per force, again keeping the Good side on its toes. To ensure a successful detonation, an Uruk-Hai Berserker is essential; they automatically pass the Courage test to detonate due to their Courage value of 8. It's a great life being a Berserker – running, fighting, and blowing yourself up!

As this game was being played back to back with Scenario 6, The Gateway, I had to be mindful of how many of the Good Heroes I could kill or wear down. I might win the battle by avoiding the Heroes, but the war would be lost unless I could diminish their store of Might and slim their numbers. So in summary, I had to try and win this game whilst not sabotaging my chances in the next one!



DEFENDING THE DEEPING

Matthew: Someone (I forget who) once said that to defeat a well-sited defensive force requires an attacking force of at least three times the size of that

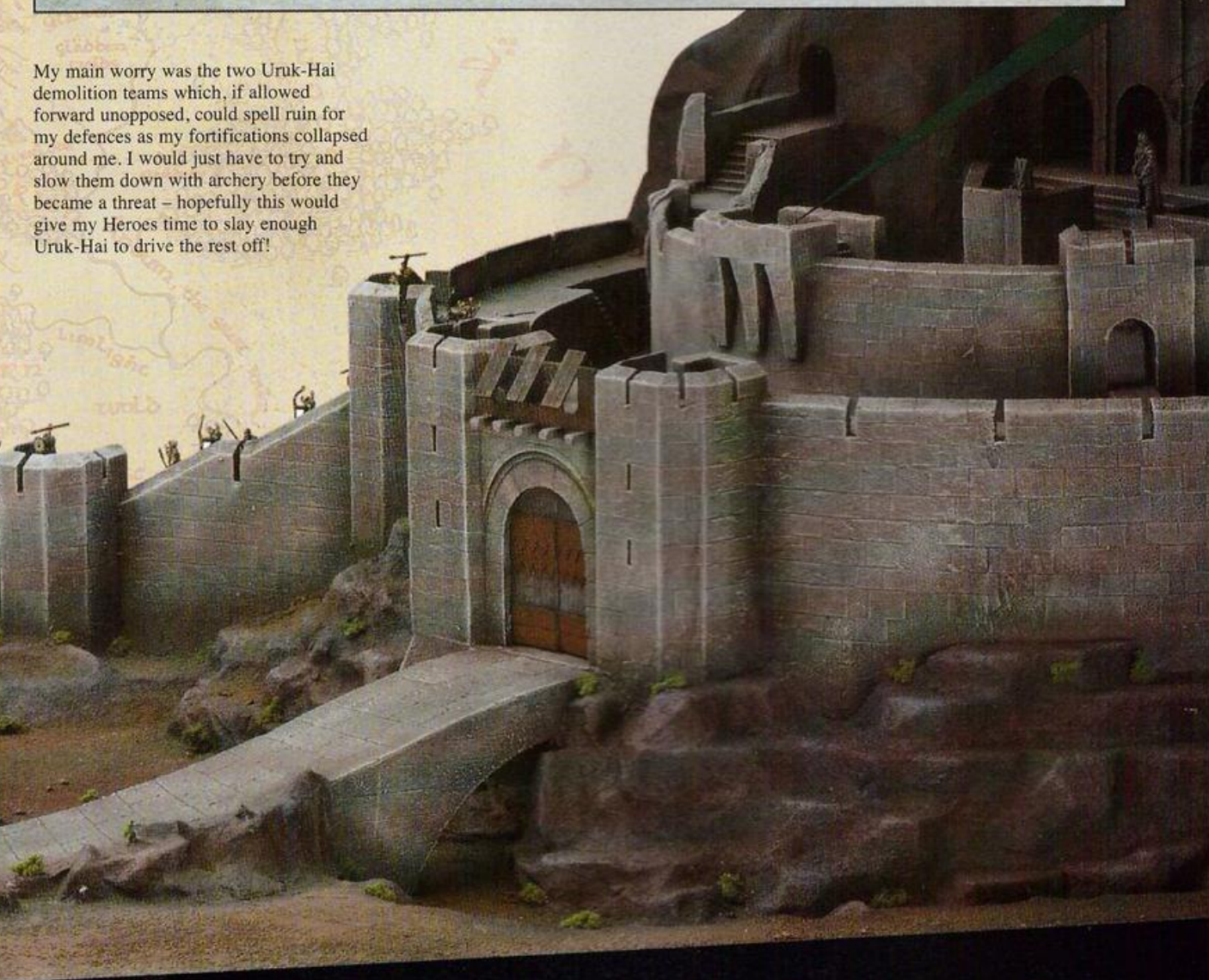
of the defenders. Well, with arguably the toughest fortress in Middle-earth, and some of the toughest Heroes in Middle-earth to defend it, I certainly had all the best tools for the job. That said, even counting my Heroes my defensive forces still only numbered twenty. Against these gallant souls would be matched – you guessed it – exactly sixty Uruk-Hai armed to the teeth with all manner of siege equipment.

As far as strategy was concerned I was dependant on reacting to Rowland's plans, but key to this was ensuring I would have enough troops to hold any one area long enough for reinforcements to arrive. With this in mind I spread my forces evenly across the walls, although I anticipated having to redeploy most, or even all of them, over the first few turns depending upon how many attacks Rowland put in, and where. The most important thing was to deny the ramparts to Rowland for as long as possible – Uruk-Hai are so strong and vicious that if I were to let them onto the walls proper I'd have a real fight on my hands! Once my Heroes arrived from the Hornburg I could then commit them to wherever I thought they were needed most, at which point it should become much harder for those foul Uruk-Hai to win through.

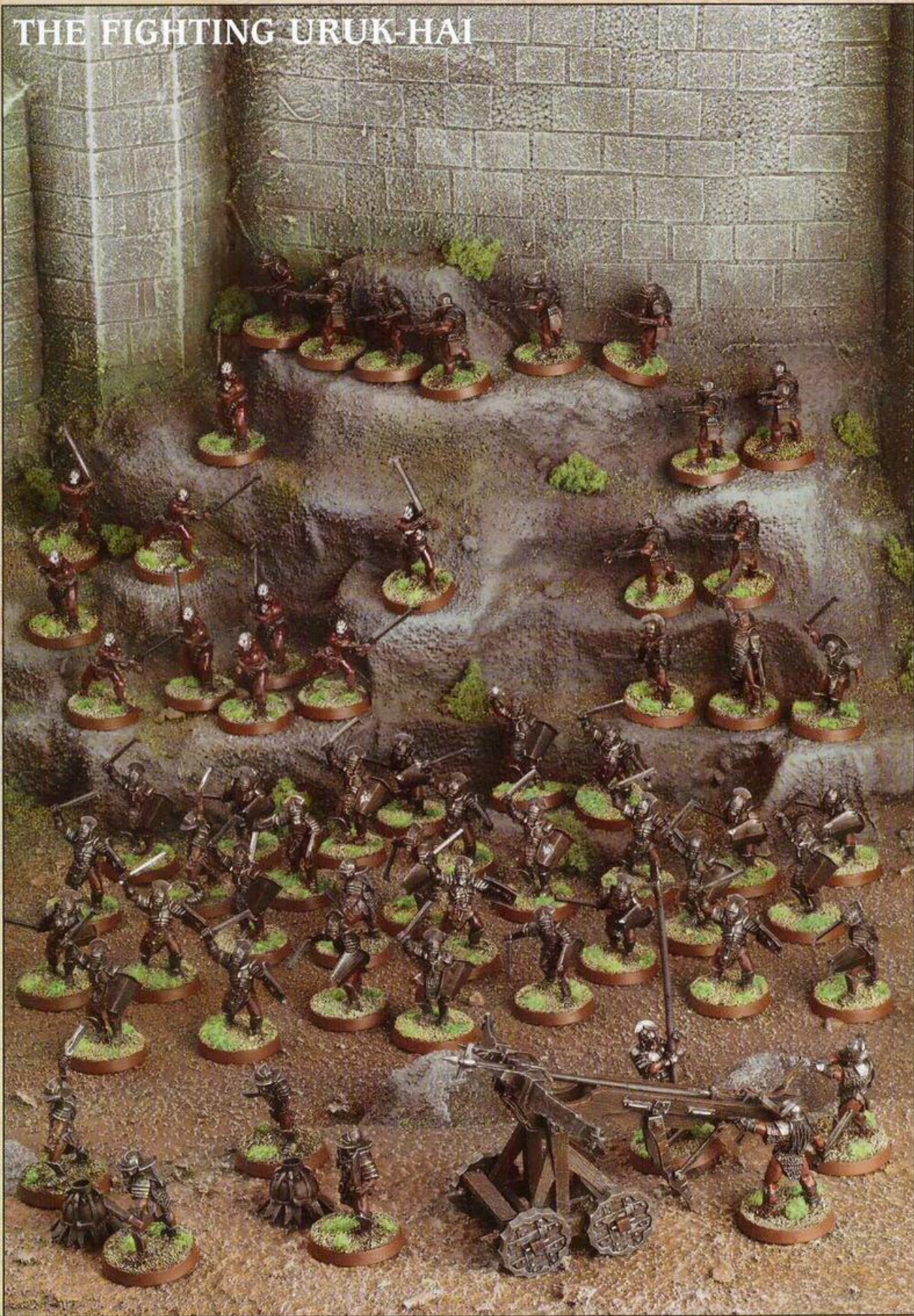




My main worry was the two Uruk-Hai demolition teams which, if allowed forward unopposed, could spell ruin for my defences as my fortifications collapsed around me. I would just have to try and slow them down with archery before they became a threat – hopefully this would give my Heroes time to slay enough Uruk-Hai to drive the rest off!



THE FIGHTING URUK-HAI



THE ELVES



THE MEN AND A DWARF



TURN 1

As in most scenarios, the Good side began with priority. With the bulk of the Uruk-Hai apparently deployed in preparation for an assault on the outermost point on the Deeping Wall, Matthew redeployed his forces accordingly, leaving only two Wood Elves and two Rohirrim to guard the main wall.

With a bestial howl the Uruk-Hai horde advanced in two groups; three Uruk-Hai Captains led an advance on the Deeping Wall, while a second group began the longer journey to the now lightly defended main fortress wall.

A demolition team laden with sorcerous explosives accompanied each group and it was at these that the Elves directed their fire. Unfortunately, most of the missiles flew wide and only a single Uruk-Hai from the team headed towards the main wall was slain.

TURN 2

Winning priority, Rowland's Uruk-Hai continued on towards their respective targets with an Uruk-Hai warrior joining the demolition team that had suffered a casualty last turn.

Whilst the defenders continued to muster on the Deeping Wall, a cheer went up as Aragorn, Legolas, Gimli, and Haldir arrived from the Hornburg. Aragorn and Gimli ran towards the Deeping Wall whilst Legolas and Haldir headed towards the battlements to add their firepower to that of their kinsmen there.

The Uruk-Hai crossbowmen targeted the Rohirrim and Wood Elf in the Deeping Wall turret in an attempt to thin the defenders, but a combination of poor dice rolls and the shelter of the turret kept them safe.

Perhaps heartened by the presence of the Heroes, the Elves' return fire proved

slightly more effective, killing a member of the demolition team headed for the Deeping Wall.

TURN 3

Stealing back priority, Matthew hurried his heroes towards the endangered walls. Legolas and Haldir reached the battlements, but Aragorn and Gimli still had a long way to go to their destination on the Deeping Wall.

The Uruk-Hai advanced once more, with the Deeping Wall assault force almost at their destination. Deadly Elven bowfire took its toll again this turn, felling two more Uruk-Hai. The Uruk-Hai return fire was less effective, plucking a single Wood Elf from the Deeping Wall turret.

With one of his ladders within 6" of the Deeping Wall, Rowland attempted to grapple it up to the wall with his siege engine, but the shot went wide.



The Uruk-Hai launch their assault on the walls of Helm's Deep.



The Heroes race to the battlements.





The defenders topple the Uruk-Hai's ladder onto those waiting below.

TURN 4

Priority passed back to the Evil side and the assault began in earnest. With a cry of triumph the Uruk-Hai threw three ladders up against the Deeping Wall, although the second force were foiled by the rough ground and ended their move in the shadow of the main wall.

As Aragorn and Gimli hurried down the stairway to the Deeping Wall, the defenders were able to cast two ladders

back down into the mass of Uruk-Hai that swarmed at the base of the wall. The sight of Aragorn proved to be too tempting for Rowland and the Uruk-Hai crossbowmen targeted him with a volley. Unfortunately, the sturdy parapets cheated the Uruk-Hai of their target and Aragorn emerged unscathed.

Rowland again attempted to use the siege engine to grapple a ladder up to the wall, aiming this time for the main wall, he

scored a successful hit and a ladder was whisked up the wall and propelled a gore-covered Uruk-Hai Berserker into combat with a single Wood Elf defender.

The Elven fire proved largely ineffective as, even supported by the deadly skill of Haldir and Legolas, only a single Uruk-Hai from the Deeping Wall demolition team was slain. Despairing at the Elves' lack of success, Matthew's Rohirrim hurled their throwing spears into the seething throng of Uruk-Hai at the base of the walls. The determined Rohirrim proved to be more successful than their Elvish allies, as three Uruk-Hai by the Deeping Wall fell to the hail of spears, and another of the foul creatures was killed at the base of the main wall!

In the Combat phase Elven skill proved to be superior. The Wood Elf calmly defended the ramparts from the maddened Berserker but unfortunately failed to wound the Uruk-Hai who just managed to keep his grip on the ladder.

TURN 5

Priority once more shifted back to the Good side, allowing Matthew to redeploy defenders to counter the imminent threat of the Uruk-Hai assault ladders, while Aragorn and Gimli redoubled their efforts and continued their determined advance towards the Deeping Wall. In addition, the solitary Elf on the main wall was able to heave away the ladder, causing the roaring



"Forward my fighting Uruk-Hai!"

Berserker to fall, unhurt, to the ground far below.

However, the triumph of the defenders was short-lived as the ladder was raised once more. Even worse, four more ladders were raised to the Deeping Wall whilst an Uruk-Hai Captain scaled the established ladder and with a savage cry, carried his blade to challenge the defenders.

In an attempt to thin the attackers, the Elves directed all their fire into the Uruk-Hai at the base of the Deeping Wall, with Haldir and two Archers each killing one Uruk-Hai. The siege engine again missed its target but Rowland was cheered as his crossbowmen again loosed a volley at Aragorn: one deadly missile piercing his armour and causing a wound!

The only combat this turn proved to be decisive as the Uruk-Hai Captain used his two points of Might to kill the Rohirrim that opposed him and, howling his triumph, took the unfortunate man's place on the battlements.

Finally, with the demolition teams now in position, Rowland elected to set off the demolition charges. The charge at the main wall exploded in clouds of smoke and flame and, though shaken, the sturdy

construction endured the force of the blast. The sorcerous skill of Saruman proved to be more effective on the Deeping Wall, where the second charge blew a sizeable hole, creating a clear passage through which the Uruk-Hai could now swarm.

TURN 6

The Good side won priority once more and Matthew began by determining whether or not the breach in the Deeping Wall would cause more of the wall to collapse. This was critically important because on a roll of a 6, a 6" section of wall would collapse, allowing the Uruk-Hai an easy route into the Fortress.

Fortunately for the defenders, the roll came up a 4 and the wall held firm. In the Move phase, the defenders successfully pushed a single ladder away from both the Deeping Wall and the main wall, whilst the defenders of the Deeping Wall charged to engage the two Uruk-Hai Captains that had pierced the defences. Aragorn and Gimli once more dashed towards the fight on the Deeping Wall, Gimli along the battlements and Aragorn dashing to an access ladder. With insufficient move to fully descend the ladder, Aragorn released his grip on the ladder and dropped the remaining distance

to the ground without injury, ending his move within sight of the breach.

In an attempt to seal the gap, a heroic Rohirrim leapt off the back of the battlement, but the fall proved to be too great and the unfortunate man fell to his death. An Uruk-Hai Captain and several Berserkers began to advance through the breach whilst other Uruk-Hai swarmed up the ladders to take advantage of the space the Captains had cleared last turn.

A roar of triumph came from the Uruk-Hai at the base of the main wall as three ladders were now thrown against the ramparts in preparation for an assault next turn. Redoubling their efforts, the Elves took careful aim and slew six Uruk-Hai, two slain by the lethal skill of Legolas! This only seemed to enrage the attackers further, for as the Uruk-Hai returned fire three black-feathered bolts pierced Haldir's armour and each one caused a deadly wound – with only two wounds and a single fate point he was slain instantly. The Uruk-Hai siege engine crew could not match this skill and once more failed to find a target but, as the turn ended, the two Uruk-Hai Captains on the Deeping Wall swept their opponents before them.



The Uruk-Hai manage to batter their way onto the battlements.

TURN 7

With the situation getting tense, priority returned to the Evil side, the weakened Deeping Wall once more holding firm. Matthew declared that Aragorn would make a Heroic Action before Rowland could capitalise on his fortune. Realising that this would allow Aragorn to single-handedly block the breach in the Deeping Wall, Rowland declared a Heroic Action with the Uruk-Hai Captain behind the wall. A dice roll was now required to determine which Hero could act first, and unfortunately for the Good side Rowland won the roll and, screaming their war cries, the Uruk-Hai Captain and a Berserker were able to engage Aragorn before he could react.

Now pinned, Aragorn was unable to move as part of his Heroic Action although, bellowing his own war cry, Gimli jumped off the battlements, the sturdy Dwarf easily shaking off the impact of the fall and engaging two crazed Berserkers that had followed the Captain through the breach!

With the Heroic Actions resolved, the two Uruk-Hai Captains on the Deeping Wall charged into combat with the beleaguered defenders, whilst yet more Uruk-Hai swarmed up the ladders behind them.

Meanwhile the assault on the main wall began in earnest as Uruk-Hai began to swarm up the ladders. Seeing the danger, Legolas drew his blade and ran to aid the remaining defenders. Rowland again fired the siege engine with the hope of getting a ladder up to an undefended battlement, but

it missed yet again. The crossbowmen were able to kill another Wood Elf on the Deeping Wall and with all the remaining defenders engaged in combat there was no return fire.

On the main wall a determined defence by Legolas and his fellow Elves slew two Uruk-Hai, but the blood-fuelled frenzy of a Berserker proved too much for a third Elf whose broken body was hurled from the battlements as the Uruk-Hai took his place! On the Deeping Wall the strength of men appeared to be wavering as one Rohirrim was killed by an Uruk-Hai Captain, and while a second Rohirrim won his desperate struggle, his blade could not find a weak spot in the Captain's armour.

At the base of the wall the Heroes fared better, Gimli and Aragorn each slaying a Berserker. With the aid of a Might point, Aragorn wounded the Uruk-Hai Captain, but Fate was on the side of the foul creature and the wound was saved.

TURN 8

At the start of Turn 8, things were starting to look desperate for the Good side. With eight Uruk-Hai on the battlements and more yet to come, it looked certain that Rowland would get ten Uruk-Hai onto the battlements by the start of the next turn. Matthew's only chance was to kill half of the Uruk-Hai force. The force had started the game with sixty models, so Matthew needed to kill off another six Uruk-Hai to win the game. With that in mind, priority became incredibly important, but with a roll of 6 Mat managed to wrest priority away from Rowland, and more

importantly the Deeping Wall held firm once more.

With a supreme effort the remaining two Rohirrim on the main wall managed to heave away one of the ladders, and two Uruk-Hai fell to their deaths as they lost their grip on the ladder!

Legolas and the remaining Elf moved to cover the final two ladders but were unable to push them away. On the Deeping Wall the remaining defenders drew upon their remaining reserves of courage and once more charged the Uruk-Hai Captains.

Behind the wall, Aragorn charged the Uruk-Hai Captain and a Berserker, and Gimli hurled himself at another Berserker. Rowland's luck with the Uruk-Hai siege engine finally reversed, with a shot striking home and propelling a Berserker into combat with Legolas.

In the Combat phase both Aragorn and Gimli called upon their inner reserves and declared Heroic Actions, although even using both remaining points of Might, Aragorn was only able to kill the Captain and so could not move to engage another Uruk-Hai.

Dwarfish skill proved more equal to the task at hand, as Gimli managed to cut down his first opponent with the aid of a Might point and then charged headlong into two more Berserkers. With a supreme effort Gimli hacked at his opponents with all his strength and beat down both, reducing the Uruk-Hai force to half strength and winning the game!



Aragorn and Gimli's heroic fight behind the Deeping Wall.

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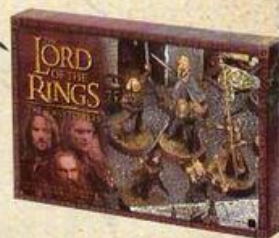
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