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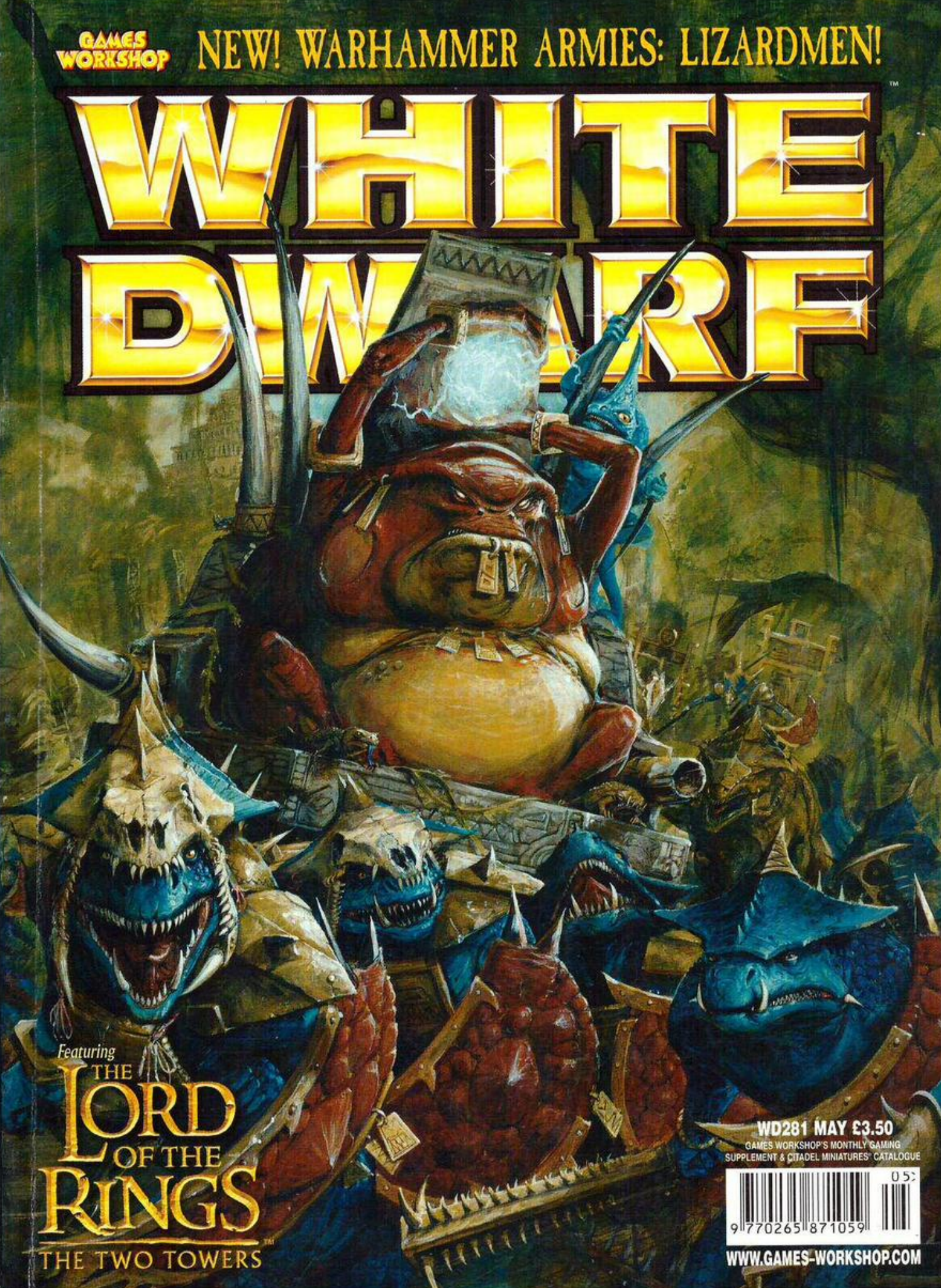
WHITE DWARF



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WHITE DWARF

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EDITORIAL

EDITORIAL

WALKING WITH ORCS

Former White Dwarf Editor Robin Dews came over to GW HQ recently for a meeting. Robin is now in charge of a new venture – Warhammer Online.

For those not savvy with massive multi-player online roleplay games (MMORGs) they allow a player to create a virtual alter ego and roam the game-world online, mixing and interacting with other players and monsters.

In Warhammer Online's case this allows a player to become a Dwarf, Halfling, Ogre, Elf (yeah, right…) or Human adventurer and to explore the sights and sounds of Marienburg, travel the River Reik by barge, plunge themselves into the Orc and Beastmen infested darkness of the Reikwald Forest or even descend into the sewers of Nuln – braving the Skaven that dwell there. As a player overcomes challenges or completes quests they can gain better skills and unlock new quests.

We'll be keeping you posted on developments of this very promising project in coming issues. In the meantime feast your eyes on the image to the right – a screenshot of an Orc. The level of detail on this beast is amazing – imagine coming face to face with him and a bunch of his tribe as you stumble across the foggy wilderness of the Old World! The similarity between this creature and its tabletop counterpart is fantastic and some of the movie clips we've seen really bring the denizens of the Warhammer world to life.

Seeing these builds from the Warhammer Online team really has me excited as I used to play an online game called EverQuest for a while before dropping out due to some of the more frustrating elements of that game. Happily Robin assures me the Warhammer Online team have learned from the experiences of other MMORGs and that Warhammer Online will provide a dark, gritty, challenging and fun online gaming experience.

I'll be watching the Warhammer Online website with anticipation for more developments and images. Check it out for yourself:

www.warhammeronline.com

PAINTING FRUSTRATIONS

Working for Games Workshop is an absolute joy – I can't ever remember waking up and NOT wanting to come to work. I can't ever remember throwing a 'sicky' to get out of work.

Despite this there are occasionally times when it all becomes a bit much (yeah, yeah - poor love, you're thinking…).

So, what's the big deal that has me so flustered?

I admit that in the grand scheme of things it's not exactly earth-shaking but it is something that doubtless perplexes most gamers at some time or another – which army to collect next.

You see, as my series on collecting a Warhammer Chaos army draws towards its finale, I've been eyeing up what I should start next. It isn't an easy choice as there are so many cool armies to select from.

Last month I extoled the virtues of the Ultramarines and indeed started painting a 6 Marine Tactical squad and Razorback as the start of a new army from Ultramar.

Now, however, I find my choice being somewhat undermined by access to the forthcoming Imperial Guard Codex and the precursor, Codex: Eye of Terror, which has an army list for the Cadian regiment.

Up until now I've never really considered the Imperial Guard as much more than those annoying things you have to scrape off your power-armoured soles after a battle. However, having been gripped by the bug to do an Imperial Guard army I'm having pangs of guilt about what I said about the Ultramarines last issue.

Happily the solution was at hand – over at GW HQ on a sabbatical GW Canada's Craig Bodycote suggested I base my Imperial Guard regiment in the Ultramar system and tie them in with my fledgling Ultramarines force. Perfect!

Now, I just have to play around with a few colour schemes before I get stuck into the army in earnest…

Until next month,

Paul Sawyer

Editor

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

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

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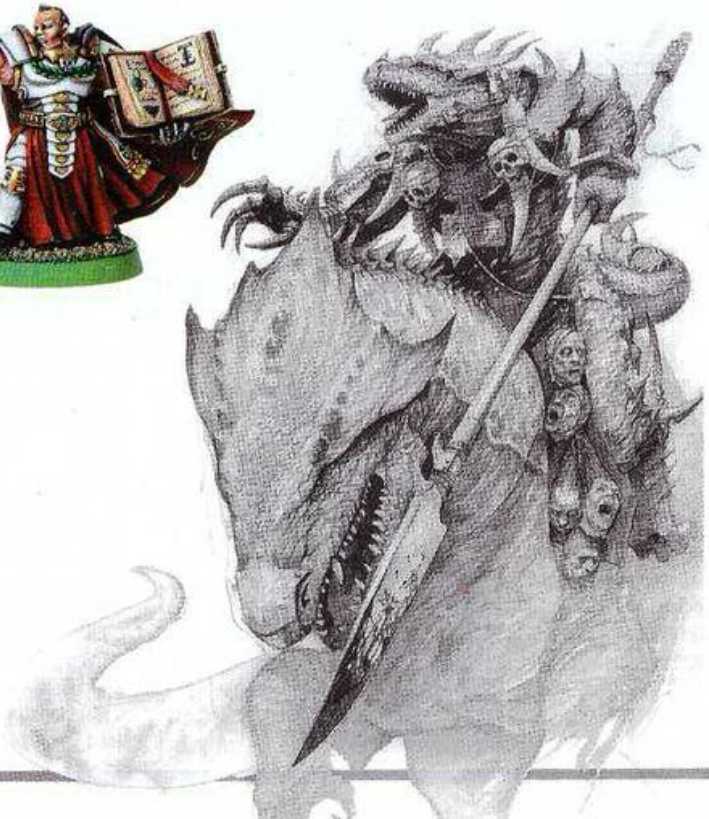

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NEXT MONTH: THE EYE OPENS!

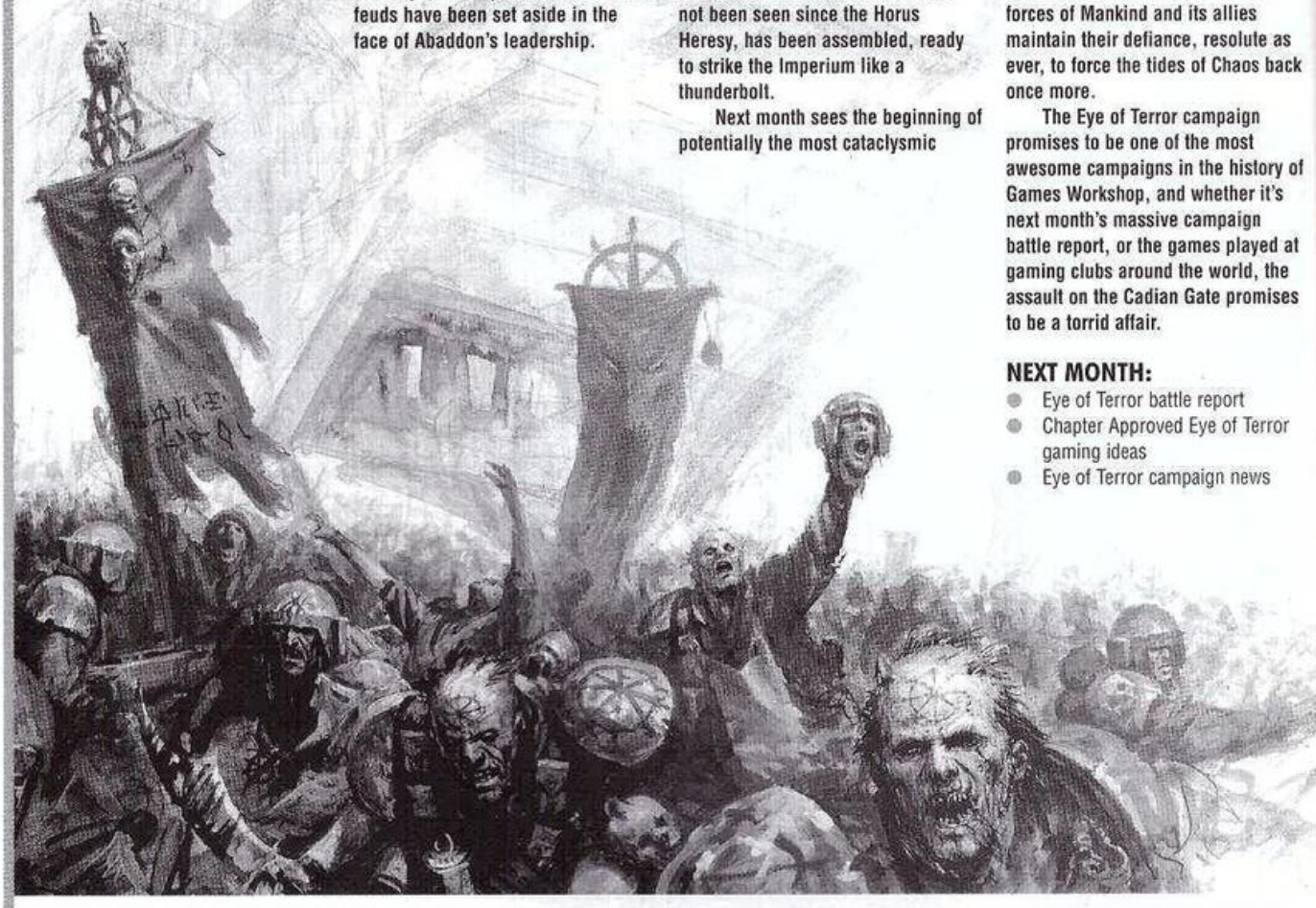
Dire portents wax nigh and even the most blinkered cannot fail to see a pattern emerging in the attacks in the sectors surrounding the Eye of Terror. The Emperor's Tarot regularly displays powerful cards representing war and death on an apocalyptic scale, and Astropaths report horrifying visions of torrents of blood raining from the sky to drown the Imperium of Man. Even the Eldar, aloof and cruel aliens, have given warning of the rise of a Great Uniter, as deep within the anarchy of the Eye of Terror ancient feuds have been set aside in the face of Abaddon's leadership.

Bitter hatreds, such as that between the World Eaters and the Emperor's Children following the Battle of Skalathrax, have been quelled and even the Alpha Legion and the Word Bearers share an uneasy peace. Binding oaths and debts have been called to account and a force, the likes of which has not been seen since the Horus Heresy, has been assembled, ready to strike the Imperium like a thunderbolt.

Next month sees the beginning of potentially the most cataclysmic campaign to be fought in the Warhammer 40,000 universe. Abaddon and his chaotic masses stand on the brink of casting the Imperium into perpetual darkness, as his Thirteenth Crusade sallies forth from the Eye of Terror.

The Cadian Gate stands in the face of certain doom, yet the the forces of Mankind and its allies maintain their defiance, resolute as ever, to force the tides of Chaos back once more.

The Eye of Terror campaign promises to be one of the most awesome campaigns in the history of Games Workshop, and whether it's next month's massive campaign battle report, or the games played at gaming clubs around the world, the assault on the Cadian Gate promises to be a torrid affair.



NEXT MONTH:

- Eye of Terror battle report
- Chapter Approved Eye of Terror gaming ideas
- Eye of Terror campaign news

TOURNAMENT NEWS

WARHAMMER/WARHAMMER 40,000 DOUBLES EVENT

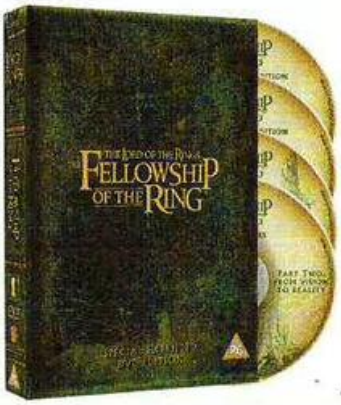
Games Workshop is proud to announce the first ever doubles Tournament for Warhammer and Warhammer 40,000. The tournament is due to take place at Warhammer World on 19-20 July 2003.

A unique and fresh event, the Tournament will allow teams of two players to compete in either Warhammer or Warhammer 40,000 in the unique small army format we have devised. More details will follow shortly, so watch this space!

SPECIALIST GAMES CAMPAIGN WEEKEND 5-6TH JULY AT WARHAMMER WORLD, NOTTINGHAM

Why not come and take part in a great weekend of campaign strategy, battle and intrigue where each game affects the overall outcome in a grand narrative. Choose from a weekend of Inquisitor or Battlefleet Gothic. Tickets available soon by calling 0115 91 40000, from the Online Store, or your local Games Workshop store.

COMPETITION WINNERS



THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING EXTENDED DVD

Following our exclusive competition in *White Dwarf 277*, the following readers have each won themselves a copy of *The Lord of The Rings: The Fellowship of The Ring* extended DVD:

G Eden *(Essex)*
C Ryan *(Lincoln)*
Kevin Rowley *(Stockton-on-Tees)*
C Robinson *(Manchester)*
John Sztucki *(Merthyr Tydfil)*

MASTERCRAFTED IS COMING!

Mastercrafted is a two-day event at Warhammer World that gives veteran hobbyists a chance to hone their skills – by meeting the Games Workshop Studio experts.

Taking place on the 31st May and 1st June 2003, the event includes all the materials you will need and inclusive lunch meals for the weekend.

Spend a weekend in the company of the champions of the Games Workshop hobby, learn new techniques and improve existing ones at **'Mastercrafted'** – the Games Workshop Hobby Masterclass.

Over the course of this weekend you will receive expert coaching from members of the Games Workshop Design Studio, Golden Demon winners, and our team of Warhammer World hobby experts.

Weekend tutors include Mark Jones, the man responsible for the stunning scenery you see in the armies books and Codexes, former 'Eavy Metal painter Tammy Haye, who will give expert guidance on a score of painting techniques. Top Citadel sculptor Mark Harrison will be demonstrating modelling and conversion skills, and giving expert guidance on sculpting your own components and miniatures.

Hobby experts Mark Jones, Tammy Haye and Mark Harrison will be on hand to offer advice on improving your hobby techniques.

Places are limited to 60 – please book early to avoid disappointment.

Attendance at **'Mastercrafted'** is restricted to over 18s and a degree of modelling skill and painting ability is required – if you are unsure whether or not this event is for you please contact your local GW store manager who will be happy to advise.

For more information on the event, and all other forthcoming Games Workshop events and schedules, please go to:

www.games-workshop.com/events

THE ULTIMATE AIRSHOW EXPERIENCE

Prepare to be thrilled as the Royal International Air Tattoo 2003 sets the stage for the 'smoke and thunder' of 21st century Top Guns, the magnificent Red Arrows and an A-List of national aerobatic teams, the weekend beginning the 19th July 2003. Over 30 nations will fly in for Europe's biggest airshow. And there's even more family entertainment with hot air balloons, stalls, exhibits, road shows and exciting virtual reality rides.

100 YEARS OF FLIGHT

In December 1903 American bicycle-maker Orville Wright pioneered a century of aviation with a 12 second, 120 feet flight, opening the door to long-haul air travel and the exploration of space.

A LIVING HISTORY – THE BEST OF BRITISH

- Ten themed decades – a living history of the world's most famous aircraft, including the Lightning, Harrier and the faster-than-sound Concorde passenger liner.
- Looking to the future – 21st century Eurofighter Typhoon, Merlin HC3, Apache AH1.

OCEAN WATCH 2003

Paying tribute to the gallant veterans of RAF Coastal Command on the 60th anniversary of the Battle of the Atlantic, international maritime and Search & Rescue units will fly into RAF Fairford for Ocean Watch 2003. This fascinating array of aircraft is normally seen on patrol from the Arctic Circle to the southern oceans.

FLYING FOR GLORY

The world's best pilots get airborne for a sensational eight-hour flying display – breathtaking solo jet and helicopter routines, legendary vintage aeroplanes, graceful gliders and a star appearance for the RAF's latest front line jet, Eurofighter Typhoon.

HOW TO WIN TICKETS

Answer the following question to enter the draw for fifteen pairs of tickets to the Air Tattoo 2003 display:

How many years of flight will be celebrated at the Royal Air Force Tattoo?

Send your answers to:
Royal Tattoo Competition,
Games Workshop,
Willow Road, Lenton,
Nottingham NG7 2WS

Entries to be received no later than 22nd May 2003. Winners will be notified by post.

FIRE WARRIOR NEWS

In the first of a six-game franchise Games Workshop, in association with THQ, are currently in production of Fire Warrior, a first-person shooter which has already generated great interest in the gaming world.

Centering around 24 hours of frenetic action in the life of Kais (who, surprisingly, is a Tau Fire Warrior) the game will feature an impressive number of weapons – straight from the 41st Millennium – with which to defeat the enemy, the Imperium.

Alpha testing on the game began in early March, and with Beta testing due to follow shortly after, the game is expected to be an autumn release.

www.firewarrior.com

SIDESHOW COLLECTIBLES

Series 2 from the Warhammer 40,000 Collectibles range, Space Marine Warriors of the Imperium, is now available. To place your order or find out more details and see more pictures, go to:

www.sideshowcollectibles.com

On pre-order now is series 3 which will be shipped around August! Check out the website to see the battle-damaged Crimson Fist in MK6 Armour.

FORGE WORLD NEWS

Forge World have announced new armour for Inquisitor vehicles in Warhammer 40,000, along with an impressive Chaos Beast for use in either game system.

For the Mk II Rhino, two finely detailed replacement doors, one replacement back door, one replacement front plate and replacement top hatches are now available, depicting Inquisition iconography.

All were sculpted by Simon Egan, along with two Grey Knight Land Raider sets, also available.

Also completed is the master model of the Chaos Beast, sculpted by Daniel Cockersell. This gruesome figure will be released soon, with more beasts and spawn set for release later this year.

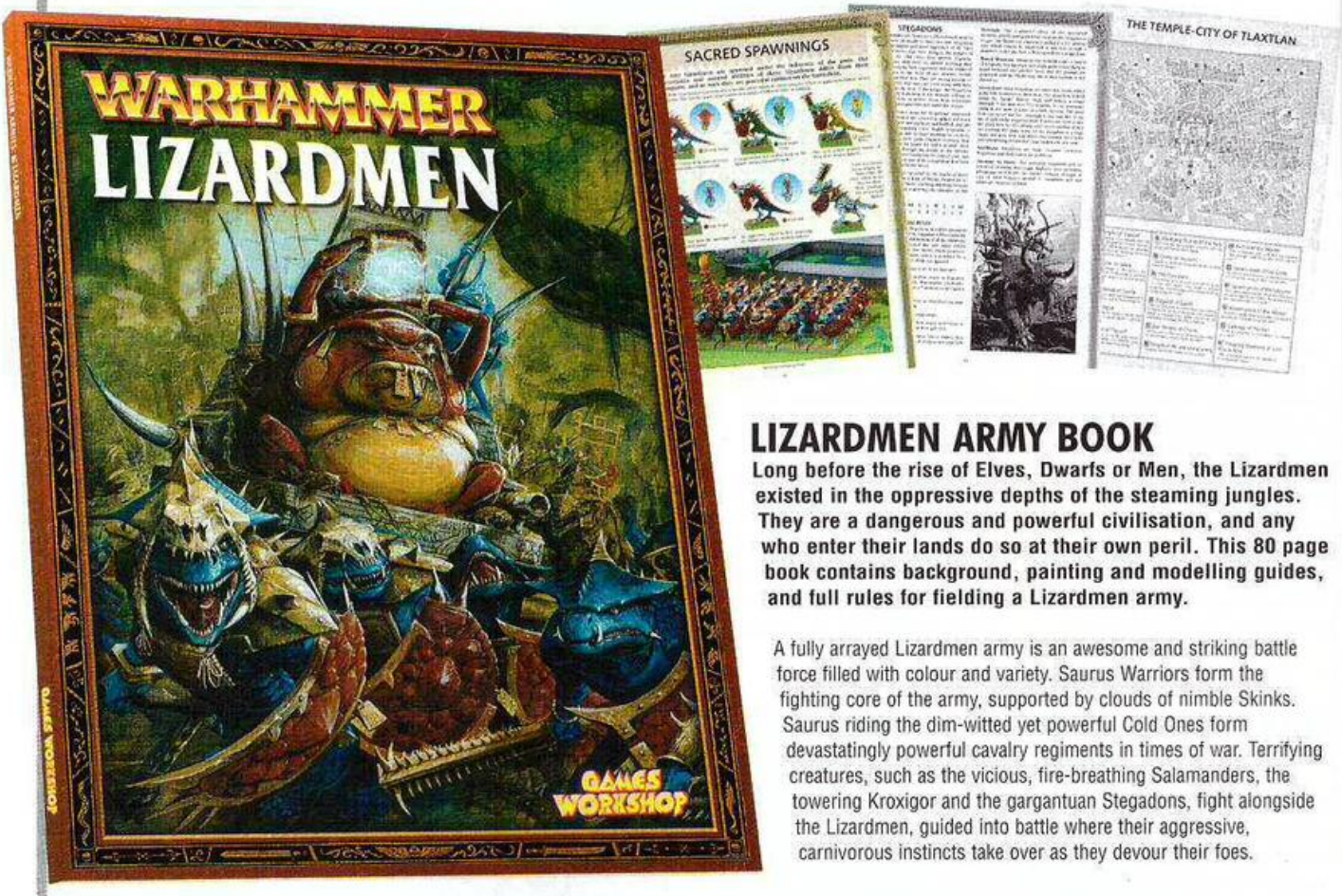
For more information, visit the Forge World website at:

www.forgeworld.co.uk

THE BEASTMEN COMETH

Excitement in the Studio is running at fever pitch as we all look forward to the new Beastmen plastic sprue, sculpted by Alex Hedström and Martin Footitt. We'll bring you news (as well as a sneak preview of course) as soon as we get our greedy mitts on them.

SERVANTS OF THE OLD ONES



LIZARDMEN ARMY BOOK

Long before the rise of Elves, Dwarfs or Men, the Lizardmen existed in the oppressive depths of the steaming jungles. They are a dangerous and powerful civilisation, and any who enter their lands do so at their own peril. This 80 page book contains background, painting and modelling guides, and full rules for fielding a Lizardmen army.

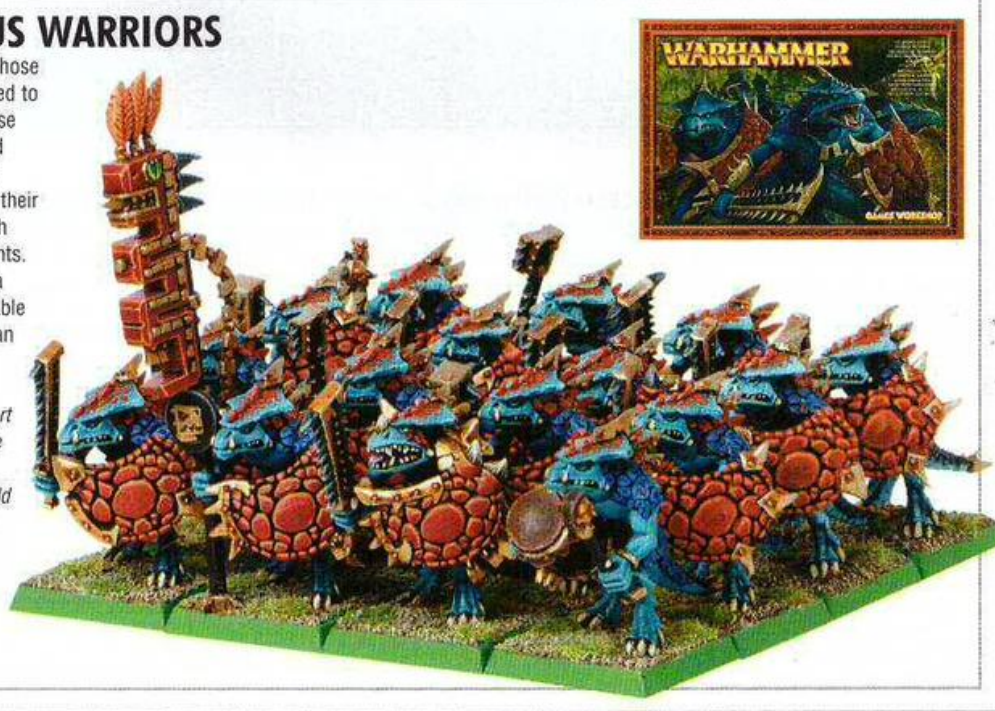
A fully arrayed Lizardmen army is an awesome and striking battle force filled with colour and variety. Saurus Warriors form the fighting core of the army, supported by clouds of nimble Skinks. Saurus riding the dim-witted yet powerful Cold Ones form devastatingly powerful cavalry regiments in times of war. Terrifying creatures, such as the vicious, fire-breathing Salamanders, the towering Kroxigor and the gargantuan Stegadons, fight alongside the Lizardmen, guided into battle where their aggressive, carnivorous instincts take over as they devour their foes.

LIZARDMEN SAURUS WARRIORS

Saurus Warriors are vicious fighters whose bodies and armament have been created to maximize their fighting potential in close combat. Along with their well-designed weapons, they make use of their bony crests, powerful jaws and claws. Even their shields are designed to strike and slash with, making them formidable opponents. With 2 attacks each, the front rank of a Saurus regiment can muster a formidable amount of attacks, usually more than an enemy unit can deal with.

Designed by Colin Grayson, this multi-part boxed set contains enough parts to make 16 plastic Lizardmen Saurus Warriors armed with either hand weapon and shield or, alternatively, spears. It also includes parts to makes a Champion, Standard Bearer and Musician.

These models require assembly.



LIZARDMEN SKINKS

Skinks are naturally stealthy and swift creatures, and can be deadly when using their favoured weapons, in particular the blowpipe, against an unwary foe. The Skinks have a natural affinity to water, and can swim swiftly through the dark jungle swamps and rivers.
Using their Aquatic skill, Skinks can move over marsh, rivers, lakes or any other water features without penalty, and will benefit from soft cover while in such terrain. This allows them to use such terrain features their foe would normally avoid to outflank the enemy's battleline.

Designed by Mark Harrison, this multi-part boxed set contains enough parts to make 24 plastic Lizardmen Skink Warriors armed with either javelin and shield or, alternatively, blowpipe and hand weapon. It also includes parts to makes a Champion.

These models require assembly.

LIZARDMEN CHAMELEON SKINKS

The Chameleons Skinks are more aggressive than other Skinks, and their role centres on scouting, infiltration, concealment and hunting. They stalk their prey through the jungles and are able to move to within yards of their target, unnoticed. Chameleon Skinks can be deployed at the same time as Scouts, and are placed in one of two ways. Either place them exactly like Scouts, but with no minimum distance between them and the enemy, or place them in sight of the enemy (even in the open), but more than 12" away from them.

This blister pack contains 3 Chameleon Skinks, designed by Mark Harrison.

NEW RELEASES

LIZARDMEN ARMY BOXED SET

The Army box is the best way to collect a complete Lizardmen army in one go. Containing the Lizardmen Armies book, 1 Lord choice, 2 Hero choices, 3 Core choices and 3 Special choices, it has everything you need to create a balanced Lizardmen army to mercilessly punish any who stand in the way of their sacred mission, the great plan of the Old Ones.

The Lizardmen Army boxed set contains:

1 Lizardmen Armies book
1 Lizardmen Saurus Lord on foot
1 Lizardmen Skink Priest
5 Lizardmen Cold One Riders
6 Lizardmen Chameleon Skinks
3 Lizardmen Kroxigors
32 Plastic Lizardmen Saurus Warriors
24 Plastic Lizardmen Skinks

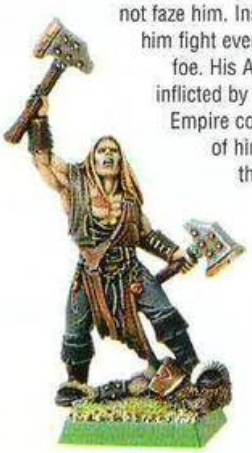
These models require assembly.

Also includes this special edition Army Battle Standard

Lizardmen Army Battle Standard designed by Colin Grayson.

VALTEN – CHAMPION OF SIGMAR

Valten's courage knows no limits, and even impossible odds do not faze him. Inspired by his awesome presence, others around him fight ever harder as they see Valten strike down foe after foe. His Awesome Presence skill means that any Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in, meaning this one character can tip the balance of an entire battle in favour of the Empire.



This blister pack contains 1 Valten – Champion of Sigmar, designed by Alex Hedström.

LIZARDMEN SKINK PRIEST

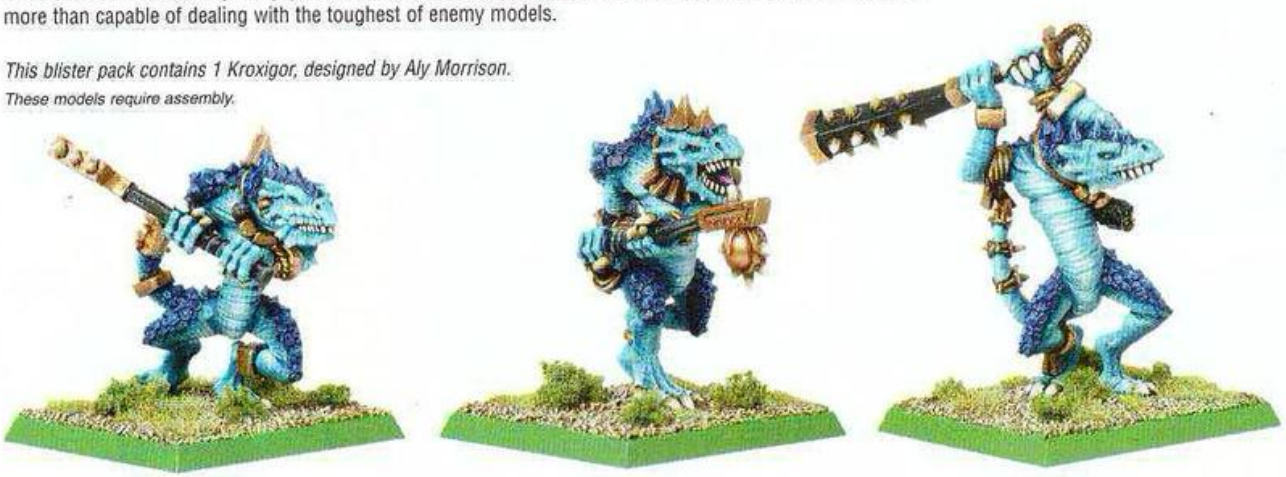
Skink Priests are the attendants of the Slann and have a natural aptitude for magic. As with all Skinks, the Skink Priest can be given the Scout special ability allowing it to deploy close to the enemy to deliver destructive magic into the heart of their lines. However it is when this ability is combined with the Slann Mage-Priest's Telepathy skill that it becomes extremely effective as the Slann can then direct his own magic through the eyes of the Skink Priest.

This blister pack contains 1 Lizardmen Skink Priest, designed by Mark Harrison.

LIZARDMEN KROXIGOR

The Kroxigor are the giant cousins of the Saurus, bred for their brute strength and power. They are large powerful creatures and in battle they carry great weapons, giving each Kroxigor three Strength 7 attacks, making them more than capable of dealing with the toughest of enemy models.

This blister pack contains 1 Kroxigor, designed by Aly Morrison.
These models require assembly.



LIZARDMEN SLANN MAGE-PRIEST

The Slann are the last of a dwindling race that have existed for thousands of years, and were the favoured servants of the Old Ones. Large, unearthly creatures, the Slann are quite unlike anything else in the world. Their heads are large to match the mighty intellect held within, and their eyes are bulbous and all-seeing.

In battle the Slann can be placed in the second rank of a Saurus unit and, as long as no enemy models are in base-to-base contact with the Slann, it does not count as being in combat for purposes of its own spellcasting, even if the unit around it is. This means that the Slann may still cast spells as if unengaged, as it rises on its palanquin above the fighting to cast powerful magic before dropping back within the protection of its unit. This allows the Slann to unleash devastating magic against all who oppose him.

This boxed set contains 1 Lizardmen Slann Mage-Priest, designed by Juan Diaz.
This model requires assembly.

PRICE LIST

LIZARDMEN ARMY BOXED SET				**£125.00**
Denmark	kr	1,600.00	Sweden	kr 1,900.00
Euro	€	210.00		
LIZARDMEN ARMIES BOOK				**£10.00**
Denmark	kr	150.00	Sweden	kr 180.00
Euro	€	20.00		
PLASTIC SAURUS REGIMENT				**£15.00**
Denmark	kr	185.00	Sweden	kr 225.00
Euro	€	25.00		
PLASTIC SKINK REGIMENT				**£15.00**
Denmark	kr	185.00	Sweden	kr 225.00
Euro	€	25.00		
KROXIGOR				**£8.00**
Denmark	kr	100.00	Sweden	kr 120.00
Euro	€	13.00		
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Euro	€	11.00		

NEW RELEASES

DAEMONHUNTERS: GREY KNIGHT TERMINATOR

The elite warriors of the legendary Grey Knights Chapter are a fearsome force on the battlefield, trained to fight against seemingly insurmountable odds and triumph. They are armed and armoured with the most ancient and revered artefacts from the dawn of the Imperium. Each Terminator is armed with a deadly Nemesis force weapon that adds +2 to its wielder's Strength and which also counts as a power weapon in the hands of a Grey Knight Terminator, making them more than capable of destroying heavily armoured opponents.

This blister pack contains 1 Grey Knight Terminator, designed by Jes Goodwin.
These models require assembly.

DAEMONHUNTERS: GREY KNIGHT TERMINATOR WITH PSYCANNON

Psycannons are based on bolt weapons, replacing the standard warheads with ritually inscribed silver tips; psychically charged Strength 6 bolts. The psycannon's weight is offset by suspensors which permit the Terminator to fire while on the move, giving the Terminator a Heavy 3 weapon with a range of 36". Whether in attack or defence, the psycannon has both the power and range to strike down the enemies of Mankind.

This blister pack contains 1 Grey Knight Terminator with psycannon, designed by Jes Goodwin.
This model requires assembly.

DAEMONHUNTERS: IMPERIAL SERVITORS

Inquisitors are invariably accompanied by accomplished and well-armed warriors, capable of laying down covering fire as their master singles out his quarry. These warriors range from experienced, hard-bitten Imperial Guardsmen, to Gun-Servitors, cybernetically altered to the extent that they are more weapon than man. Combat-Servitors and Gun-Servitors provide an Inquisitor and his retinue access to much-needed specialist weapons, such as the brutal power fist and destructive plasma cannon.

This blister pack contains 2 Servitors, designed by Adam Clarke and Jes Goodwin.
These models require assembly.

DAEMONHUNTERS: INQUISITOR

Steeped in the greatest mysteries of their Ordo, and privy to unspeakable secrets, the Inquisitor Lords of the Ordo Malleus manifest a threat which can quell even the most diabolic heart. All Inquisitors have access to powerful psychic powers, such as Destroy Daemon which allows the Inquisitor to re-roll any failed rolls to hit or to wound made against Daemons. This power, combined with an Anointed weapon which always wounds Daemons on a roll of a 4+, makes an Inquisitor more than capable of dealing with the most powerful adversary.

This blister pack contains 1 Inquisitor Daemonhunter model, designed by Gary Morley.

These models require assembly.

DAEMONHUNTERS: ACOLYTE

The Inquisitor is hardy and wise, having survived long enough to begin training likely prospects to follow in his footsteps. His charges hang on his every word, hoping some day they will attain the status of their mentor. Those few who survive to make the rank of Interrogator are both capable and strong, for only the most skillful survive the duty of accompanying their mentor on the field of battle. If an Inquisitor accompanied by an Acolyte Henchman suffers a wound, he may allocate the wound to the Acolyte ensuring the Inquisitor survives to complete his mission.

This blister pack contains 1 Acolyte model, 1 Cherub and 1 Servo-skull, designed by Aly Morrison and Gary Morley.

This month, we tracked down the author of the new Lizardmen Army book, Anthony Reynolds, and convinced him to pen his thoughts on the cold-blooded ones...

CHILDREN OF THE OLD ONES

The Lizardmen Army Book Designer's Notes

Like many people when they were growing up, I loved dinosaurs. Trips to the museum to gawk at the bones of those mighty creatures that once stalked the earth filled me with awe, and I used to have (and probably still do have, somewhere) an endless supply of plastic dinos that I used to battle it out with over the couch and rug. I guess doing the Lizardmen Army book is in a way just a (slightly) more grown up way of still playing with toy dinosaurs. Also, coincidently, I used to love lizards – where I grew up in Sydney, Australia, there were always thousands of little lizards (oddly enough, they were called skinks), and the bigger blue-tongues prowling around the garden, and I spent many an hour watching them, and rescuing them from the pool (those skinks were not aquatic).

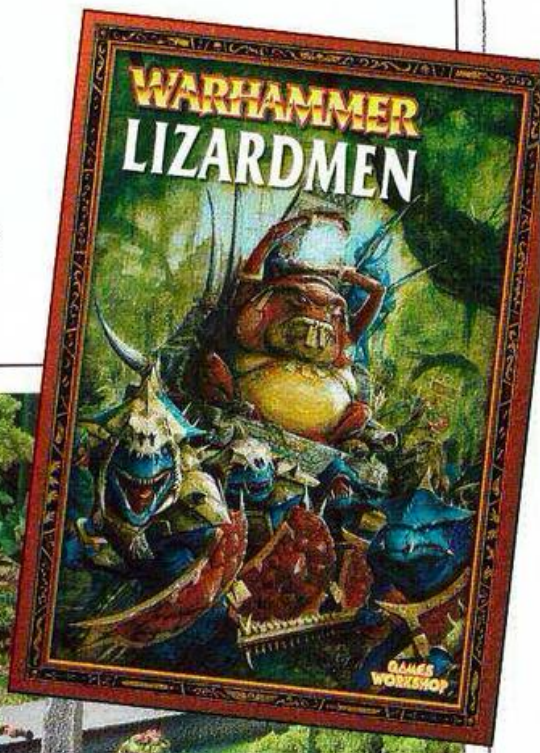
I remember buying a copy of the 3rd Edition Warhammer Armies book, and being quite bemused by the Slann army and its models. "What's all that about?" I thought, as I looked at the strange units of froggy blokes. They just looked bizarre, though I really quite liked the overall Aztec feel. Over the years, I watched as the Slann army turned into the Lizardmen army (which in my opinion worked a lot better both in game terms and visually), and it really began to take shape. The Slann themselves moved from the basic warriors of the army to the obese, guiding forces behind the Lizardmen, which is the image that we have stuck with ever since (though I think Juan Diaz's new model is the most jaw-dropping version of the Slann I've seen). Now, a few years later, I find myself at the helm of the latest incarnation of the Lizardmen Army book.

SO, WHAT ARE LIZARDMEN ALL ABOUT THEN, HMMM?

Across the Great Ocean from the Old World lie the steaming jungles of Lustria. Amid the ancients trees and creeping vines, the squawking birds and the roar of monstrous reptiles rise the mighty ziggurats and temple-cities of the Lizardmen. Most ancient race of the world, older than the coming of Chaos even, created at the very dawn of time by the god-like Old Ones, the Lizardmen are the keepers of the Great Plan. Now, many millennia later, that plan is all but a myth, hidden in near-indecipherable texts and plaques, their original purpose and meaning nearly lost. Yet the Slann persist in their efforts, watching the astrological changes in the heavens, gauging the winds of magic, the rise and fall of civilisations and the migrations of the races of the world, manipulating the course of history, intervening with their armies when necessary to halt the corruption of Chaos and steering events back on to the course perceived as proper by the Slann.

To serve the Slann, the Old Ones spawned the warrior Saurus and the quick-witted and nimble Skinks. When the armies of the Lizardmen muster, they are a sight to behold. Foremost amongst them are the reptilian Saurus, hulking warriors spawned for combat, slow-witted in everything but fighting, but massively powerful and vicious. Generations of Saurus have defended Lustria from invasion for untold centuries, their fighting prowess sorely tested but never beaten. With the Saurus are the Skinks, who gather in small skirmishing groups to harry the enemy from amongst the trees and swamps, with blowpipe and javelin. Natural scribes and auditors, the Skinks have little stomach for real combat, but are a persistent menace to any army foolish enough to step foot on Lustria with conquest as their intent.

The bloated Slann themselves are borne into battle atop great floating litters bedecked with sacred plaques and decorations, surrounded by the coruscating energy of their magic. Mystical energies crash from lazily extended fingertips, and enemy regiments are crushed by slow but fluid gestures that unleash unbelievable magical power. The Slann lead the great fight against the forces of Chaos, the sworn enemies of the Old Ones.



The army of Hexoatol gathers at the boundaries of their territory to defend an ancient temple.

Seeking adventure in the jungles of Lustria can be deadly.

THE OVERALL FEEL

Before work was started on any of the artwork, models or writing, the overall key design for the Lizardmen was finalised. This is basically deciding with everyone (Artists, Miniatures Designers, 'Eavy Metal painters and writers) what the Lizardmen are all about; making sure everyone knew the 'feel' that we wanted with the army. The main points that came out through these meetings was a feel of what Lustria itself is like (it ain't a walk in the park), how the Lizardmen looked, how they fight and why, and what their place is in the world.

Below is an overview which was produced to give a feel of what the Lizardmen are all about, which we used to let everyone working on the project understand where we were coming from.

THE RULES

I know many of you will be wanting to know what the deal is with the new rules, so I shall delve straight in. Well, the rules for the Lizardmen were already pretty good in the Annual 2002 preview (which first appeared in White Dwarf 256), and a major overhaul was unnecessary. That's what the preview army lists we print in White Dwarf, the Journal and Warhammer Chronicles are for; to give people an indicator of the way we are heading on each project and to get feedback before actually getting into the main book. All that I felt the Lizardmen needed were some tweaks to make the army more enjoyable to play with and allow players more variety when picking their force. As well as my own opinions (and those of the other Games Dev team members, particularly Gav), I made sure that I kept an eye and an ear open to what gamers thought should be done. This feedback came from a number of sources, including letters sent in, speaking to people at conventions and tournaments, as well as regularly lurking around the many forums on the Internet.

With all this information together, I began to compile the points that I wanted to address. Rather than waffling on about this stuff generally, I'll give a quick run through of the army list, and mention the main changes that have been made.

CORE UNITS

I'll start with the Core Unit choices, as they are the bulk of the Lizardmen army. Firstly, and most importantly, the Saurus. These guys are the backbone of the Lizardmen army, vicious warriors hatched and bred solely for the purpose of war – so it is appropriate to make them the focus of the list. I found the idea of Saurus in the second rank with spears still attacking twice a bit strange really, so reintroduced a version of the old 'Bite' attack, which I called 'Predatory Fighters'. We really wanted the Saurus to look almost like living weapons, so they could easily kill using almost any part of their body – even their shields are designed so they could be used as an effective weapon. In game terms, this means that Saurus in the front rank fight with 2 Attacks, but spear-wielding second-rankers only get 1 Attack. To give the Saurus a bit more variation, I gave them the option to take Blessed Spawnings, but I'll get to them later...

Temple Guard have now been moved into the Core Units section (and much rejoicing was heard). However, I've made them a 0-1 choice per Slann in the army. The Temple Guard are spawned to protect the temple (funny that), and their whole existence is focused on doing that job. As the Slann is basically the temple given living form, when the Slann goes to war, the Temple Guard go with them (and so, are Core). Even if the Slann might wish it, the Temple Guard aren't going to be leaving their charge for anything, and so they will always protectively form up around the Slann.

The next on the list of Core Units are the Skinks. These guys are not spawned as warriors, but are the craftsmen (craftslizards?) and artisans of the Lizardmen. They are the scribes, the interpreters, the priests – really, they fulfil all the jobs that make day-to-day life in the temple-cities actually work. In times of war, they are drafted in to be scouts and such, but on the whole they don't really have the nerve to be proper warriors – that's the Saurus' role anyway, as they are the ones that ARE spawned to fight. For this reason, Skinks cannot be formed up into ranks (except in the Southlands, but again I'll get to that later), but rather fight in loose skirmish formations. They can Scout, but this is an option, giving players a bit more choice in how they choose to use them. For weapon options, they can take either blowpipes or javelins and shields – all poisoned of course.

To round out the Core Units, there are the ever-useful Jungle Swarms. They are much the same as they were in the Annual List, only I've made them a little quicker (Movement 5).

SPECIAL UNITS

Right, on to Special Units. To start with, everyone's favourites, the Kroxigor. These are much the same as they have always been, but I've made their scaly skin a bit thicker – it has become a 4+ save, which seemed only appropriate for the big fellas. They can still charge through units of Skinks, but now instead of trampling the Skinks underfoot, the Skinks must pass a Leadership test or

they cannot move that turn – in effect they are ducking and weaving to avoid getting trod on.

Saurus Cavalry are here to stay, and they have some fantastic new models (so no need for any more headaches trying to convert them anymore). Not much to say here really, except that they have proved to be some of the hardest hitting cavalry in the game.

Chameleon Skinks have managed to find themselves a spot in Special Units rather than Rare, but have remained a 0-1 choice to represent their scarcity. They are still as sneaky and nasty as ever.

Terradons fill out the Special Unit choices, and out of the Special Troops they have had the most work done to them. They hit a bit harder now, for each one has 3 Strength 4 Attacks (the Terradons and the Skinks have been combined into a single stat line). They have a special rule, the Hit-and-Run Attack. This allows them, on the turn that they charge, to fight a single round of combat and then elect to flee automatically. The enemy cannot pursue the Terradons when they use this attack, and the Terradons rally automatically. Using these attacks, the Terradons can strike where they want without getting bogged down in combat, making them more useful than they were in the past.

RARE UNITS

The Rare Units include the Stegadon and Salamander Hunting Packs. The problem I saw with the Stegadon was that it had a horrible tendency to run away from things – it was clearly a very jittery thing that would run screaming whenever a pack of Skinks fled past it. Not really an inspiring image for the towering tank-like dinosaur. To rectify this, I've made it Immune to Panic. In addition, to give it a little staying power,

Saurus Cavalry

Temple Guard

Saurus Warriors

it has become Stubborn. With a Leadership of 5 (on 3 dice remember), this keeps it in the fight a bit longer that it normally would last (though of course, it should be supported with other units), and actually means that you can send it off on its own without it bolting at the slightest loud noise.

Salamander Hunting Packs have found themselves in the Rare Units section now, and consist of between 1 and 3 Salamanders each with 3 Skink Handlers. Now, the Salamanders have probably undergone the most change out of all the existing rank and file troops in the Lizardmen army, but it is a change which I think is a good one, and one that makes them more characterful. In the past, the Salamanders operated like living artillery, providing the Lizardmen with some long-ranged weaponry that was great against high armoured enemies. The idea of these reptiles spitting across a board (amusing as it was) really didn't seem that appropriate, especially when you think of how dense Lustria is meant to be. Also, it almost seemed like something that was in the list to compensate for an obvious weakness – I didn't like this either. In my opinion, each army should have a weakness, but it's learning to make the army work despite this that is the fun of playing games. Long ranged firepower just didn't fit with the army in my mind, and so I began to devise a new method of fighting for Salamanders.

What I ended up with is more of a close support unit – a swift moving skirmishing unit that can unleash a torrent of flaming liquid at close/medium range and then join the combat directly. I see these creatures as being probably the most vicious and aggressive hunters in Lustria (except perhaps for the Carnosaur), and to have them sit still and spit at people was odd. In game terms, each Salamander now unleashes an Artillery dice number of hits (hits mind, not shots) at Strength 3 with a –1 to Armour saves. This has a relative short range of 18", but seeing as they can move 6" and also fire, they have a working range of 24". Oh yes, and on the roll of a Misfire, the Salamander gobbles up a few Skinks, or burns them with its belly-fire. That always makes me chuckle, almost as much as my opponents.

Now I know that some might moan that the Salamanders now can't kill heavily armoured knights with the ease that they used to, but I see this as a slight shift in focus rather than a genuine downgrade in effectiveness. Besides, there is plenty that can deal with knights in this army (Strength 7 Kroxigors, Carnosaurs and Saurus characters amongst them). I'm really happy with the Salamanders, and they are now one of my favourite parts of the Lizardmen army.

CHARACTERS

So that's the regiments briefly explained, so I shall move onto the characters. Now here, there have been some significant changes made. They were made to give the player more choice in his army content. It was getting a little dull seeing the same characters appear in every game, so we wanted to make sure that the decisions here were not simple ones.

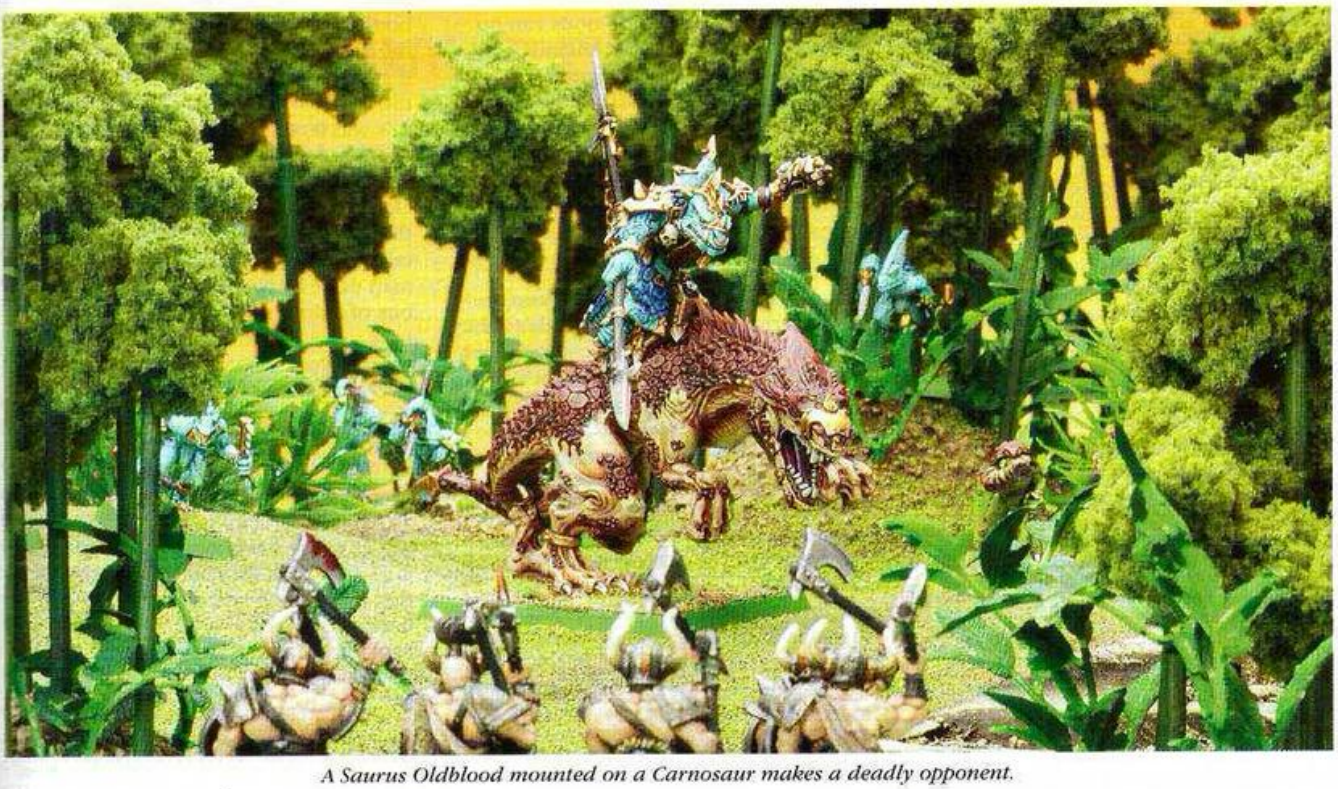
To start with, there is now more than one Lord choice. There is the Slann, and there is the Oldblood, a new Lord level Saurus character. I'll talk about him first.

The Oldblood is an ancient Saurus. Saurus don't actually die of old age, they just get tougher and more vicious the older they get. The Oldbloods are literally thousands of years old, and are fairly scarce – most Saurus die in battle long before they reach such old ages. One thing that is unique to the Saurus Warriors and the Lord and Hero level Saurus characters is that they all have the same Leadership of 8. This was because I don't see the Saurus becoming great, inspiring leaders the older they get – as I said, they just become increasingly vicious fighters. They all instinctively know how to fight, whether they are a day old or 5,000, and so don't really need to learn from experience.

Oldbloods are fantastic close combat fighters, the equal of Chaos Lords. They only take up a single Lord choice, as I felt anything else and the Slann would become an easy default. Also, without any other fighty lord, it's a bit harsh on the Lizardmen if he took up anything more. It is the Oldbloods that can ride a Carnosaur into battle as their steed (or a Cold One), so it's about time I say something about this new beastie. With combat capabilities almost as good as a dragon, the Carnosaur is no light-weight, and its Ultimate Predator special rule means it is perfect for taking out Large Targets. In the wild, Carnosaurs hunt the big creatures of the jungles, and they are perfectly adapted to kill large prey – hence, against Large Targets, each wound they cause is multiplied into D3 wounds. Carnosaurs are notoriously difficult creatures to control – as such, once they have the taste for blood (having inflicted one wound), they become Frenzied.

The Slann Mage-Priests underwent quite a substantial change. In the past, they were horribly good – the best of mages, plus rock hard combat toads up close, with a points cost to match. In their new incarnation, they are still cutting edge in the Magic phase, but are pretty ordinary in combat. One thing I was never happy with was that when you put a Slann into a unit of Temple Guard (the guys spawned to protect him), he took up so much space in the front rank that the Temple Guard only ever had one or two that actually fought – a real shame for these powerful fighters. With all these thoughts running through my head, and with many an in-depth chat with Gav and Jes Goodwin, we came up with the idea of the Slann being positioned

Surrounded by his loyal bodyguard, the Slann Mage-Priest marches to battle.



A Saurus Oldblood mounted on a Carnosaur makes a deadly opponent.

within the unit. That way, it wouldn't have to get involved in combat (such things are below it anyway), and the Saurus unit could really look like it was protecting its revered masters. Following along this line of thought, I allowed the Slann to cast spells even if his unit is engaged in combat (so long as he himself is not involved in the fight). As the Slann are Large Targets, they can see over the combat that their minions are involved in and happily be zapping the rest of the enemy's army.

The next thought I had was to reintroduce an old rule in a new form – telepathy. My new version of this allows the Slann to basically see everything that any other friendly wizard on the table can see for spell casting. In simple terms, this means that if a Skink Priest can see a target, the Slann can target it (although range is still measured from the Slann himself). This makes it rather difficult to avoid the Mage-Priest's spells!

In order to lower the prohibitively high points cost of the Slann, I came up with the Slann Spawning Generations. The basic Slann is a 5th Generation Slann – the youngest of all the Slann – positively a spring-chicken whippersnapper at only a little over 7,500 years old. Nevertheless, even these 5th generation Mage-Priests are powerful 4th level wizards in their own right. Basically, the idea is that you can upgrade your Slann to an older generation– with each upgrade, they become more and more powerful, up to the 2nd Generation Mage-Priest's who are positively deadly in the Magic phase. The Slann are the only ones who have access to Sacred Plaques, a new selection of Magic Items, and each Slann can take more than one Plaque. Also, as they are so ancient and powerful (as well as being at least partially non-magical), the Plaques cannot be affected by such spells as *Vaul's Unmaking*, nor can they be destroyed. They give bonuses such as knowing an extra spell (Plaque of Tepok) and giving their entire unit a 5+ Ward save against shooting and magic (Cupped Hands of the Old Ones).

In the Heroes section, much remains as it was in the Annual list, with the Saurus Hero (now called a Scar-Veteran), Skink Priests and Skink Chiefs. Priests and Chiefs remain much as were, although Scouting is again an option rather than a given. The Saurus Scar-Veteran now takes up only a single Hero slot, for much the same reason as the Oldblood only takes up a single Lord slot. Taking up two Hero slots in my mind only discouraged people from taking him. Although some might complain that Scar-Veterans are the equals of Black Orc heroes (who take up two slots), what these people might be overlooking is the additional benefits of Black Orcs within an Orc and Goblin army – and that if you don't want a Black Orc, there are other Orc fighter-heroes that don't take up that second vital slot.

Both Scar-Veterans and Oldbloods can take Blessed Spawnings as well, and these count as equipment so can be taken on top of magic items – up to 3 Spawnings for Oldbloods and 2 for Scar-Veterans. Well, I guess it's about time that I talk about these Sacred Spawnings in a little more detail.

BLESSED SPAWNINGS

Occasionally, entire spawnings of Saurus are hatched that are slightly unusual. They might be coloured a bit differently, and they will show natural, inbuilt talents that other Saurus lack. It is believed that these spawnings are blessed by the Old Ones themselves, and that their appearance is all a part of the mysterious plan of these enigmatic and long since departed deities. In the past, individuals could be given these blessings, but I thought it would work better if entire regiments could be blessed in such ways; in effect, the whole spawning is hatched from the same mould so to speak, and all have the same innate abilities.

Units of Saurus Warriors may be upgraded with either one or two Blessed Spawnings. To represent their rarity, I introduced the rule that if a unit takes a single Blessed Spawning, then it becomes a Special Unit. If it takes two, then it becomes Rare. Simple, and in keeping with the background. The Blessings themselves come in a number of forms, and each represents the blessing of a particular Old One (and coincidently, each city is associated with a particular Old One). They have effects such as +1 Attack on the charge (Blessed Spawning of Sotek), the ability to move through jungle and woods as if it were open terrain (Blessed Spawning of Huanchi) and +1 to their Scaly Skin save (Blessing of Quetzl).

Characters must take the Blessed Spawning of Itzl if they want to ride a Cold One or a Carnosaur – this is quite

a specialised ability for the Saurus, and is often represented by an especially large, bony crest (much like how in 5th edition, only the great crested Skinks could ride Cold Ones). Of course, this cost has been incorporated into the cost of the mounts, so you don't actually pay extra points. Units of Saurus Cavalry all come with the Blessed Spawning of Itzl as standard.

MAGIC ITEMS

As well as the Sacred Plaques, the Lizardmen have a selection of magical artefacts and items that reflect their background. As such, many of their items can be perceived as being almost technological, though always imbued with the potent magic of their Old One creators. For example, the Blade of Realities shimmers in and out of existence, and can be used to bypass Ward saves, and the Gleaming Pendant of Chotec, a small amulet covered in puzzle icons, creates a sudden surge of light when the puzzle pieces are arranged correctly, forcing enemies to attack last when in combat. However, the Lizardmen also have quite a few very earthy items that focus on their brutality and perceived savagery. The Maiming Shield counts as a normal shield, but can also be used to count as an additional hand weapon, the Blood Statuette of Spite can invoke the wrath of the gods to strike down enemy characters, and the Venom of the Firefly Frog can be used to make all non-magical weapons carried by the character count as poisoned.

THE SOUTHLANDS

The Lizardmen Army book also contains not one, but two official army lists! We tend to hear that few people use the alternative appendix lists that appear in the back of many Army books because they are unofficial. So, with the Lizardmen we decided to make the appendix army a fully official and playtested army in its own right. This list is certain to appeal to many of the gamers who have been playing Lizardmen for some time, for it more closely resembles the older 5th Edition Lizardmen army.

However, I tried to be quite careful that this list was not stronger than the main list – otherwise the Southlands list would be the one we would always see being played, and that wasn't something that was desirable.

The main difference between this list and the main one is that for some bizarre reason (all part of the Old Ones plan, of course), the Saurus spawning pools of the Southlands are relatively rare, and the Skinks are forced to take up arms and become warriors. Hence, Skink Cohorts, which are basically Skinks that can rank up and fight. Also, the oldest Slann and Oldbloods can no longer be found in the Southlands, and so there is a bit more restriction on character choices. The rest of the list is more of a reshuffle of the main list than a completely new one, with a few small exceptions. One of these is the addition of Skink Horned One Riders, which basically are a quicker, fast cavalry type of Cold One.

I think I'll make one quick point on a decision that was made in regards to the Southlands list; the Kroxigors would not be able to join units of Skinks. In 5th Edition this was such an awesome formation, that there was almost no point in taking units of Saurus – the combined Kroxigor/Skink formation was quicker, there were more of them and they hit as hard, if not harder, when in combat. This was just too much of an awesome fighting regiment, and I felt it put the Saurus in a bad light – after all, the Saurus were the ones created by the Old Ones as their warriors, not the Skinks, and so they really should excel in that. Certainly, the Old Ones would not make redundant warriors.

I think the Southlands list has turned out to be a good one for some variation from the normal list, and certainly needs to use different tactics to do well.

BETTER SHUT UP NOW...

Well, I've rambled on for long enough now I think, so I'll just make a quick mention of what fills the rest of the book. I spent a lot of time trying to get the background in this book just right – if any book was the one to talk about the creation of the Warhammer world, this was it, so it has a couple of fairly detailed history sections and a timeline that spans from the arrival of the Old Ones (many thousands of years ago) to the present. Other background pieces talk about temple-cities (with a fantastic map done by Nuala Kennedy), there are bits of colour text to give you a taster of how these guys think and fight, two special characters (an old favourite, the deceased Lord Kroak, and a new one, Krok-Gar atop his fantastic Carnosaur, sculpted by Trish Morrison), a tactica written by a Lizardmen veteran, Mark Havener, and other bits and bobs. I had an invaluable helping-hand writing some of pieces for the book by some of the guys in Games Dev, and I have to say that the models and artwork that has been produced is stunning – really evoking the nature and feel of these scaly dudes.

So all in all, that's the overview of the new Lizardmen. I hope that these notes give an insight into my thought process in regards to the decision-making that took place for the list. Of course, there was more that we would have liked to have been able to fit into the book (the Stegadon-riding Mazdamundi, the enigmatic feathered-serpent etc), but they will have to wait for now. Go forth, slay the warm-bloods, and I hope that you enjoy using the new Lizardmen!

Skinks ride into battle on the back of a massive Stegadon.

Warhammer rules clarifications

The following questions and answers are official amendments to the Warhammer rules. They replace any you may have seen before and you should check them again as a couple of answers may have been changed (to protect the innocent!).

MAGIC

The following is further clarification to a question published in an earlier Questions & Answers.

Q. Are Wizards allowed to cast the Lore of Death spell *Drain Life* and the Lore of Heavens spell *Storm of Cronos* if enemy units engaged in close combat are within the area affected by the spell?
A. *Yes, they can cast it, but only unengaged units are affected, as the spell does not specifically state that it can be cast at units in combat.*

Q. With spells, such as *Flames of the Phoenix* and *Curse of Years*, it states that each model in the targeted unit is struck. What happens with characters riding monsters or chariots? Are both the character and the monster/chariot struck, or is only one hit allocated per model, and so it would be randomised like shooting?
A. *Both the character and the mount take a hit.*

Q. Does Magic Resistance count against *Comet of Cassandora* and other spells that have a random range of effect?
A. *No, it is not enough for the unit with Magic Resistance to be a potential target, it has to be an actual target of the spell.*

SHOOTING

Q. If a character is further away than a friendly unit in combat, can they be targeted with shooting?
A. *A character can be picked out if they are the closest 'target'. Target means a unit that the shooting models are allowed to shoot at, and so would not normally include units in combat, and certainly doesn't include units that are out of line of sight. Of course, this can make things difficult for Skaven, but that's what happens when you give a rat a machine-gun...*

SPECIAL RULES

Q. Can a model with Regeneration suffer more wounds than are on its profile? In other words, if a Troll suffers 4 wounds, does it have to regenerate all 4 wounds, or only the 3 Wounds on its profile?
A. *A model does not suffer more Wounds than it started with. The only time excess wounds have any importance is during a Challenge (see the Overkill rules below). As mentioned in a previous Q+A, an attack that does multiple wounds cannot inflict more wounds than the model struck has, and they do not carry over from model to model.*

Foe example, a ball from an Empire Great Cannon ploughs through a unit of Trolls, hitting and wounding three of them. Each suffers D6 wounds – let's say the rolls are 6, 5 and 2. Since no Troll can take more than 3 wounds (because if the wounds were carried over a Troll that wasn't hit could take damage, which would be odd), the number of wounds inflicted is actually 3, 3 and 2. On average that would be 4 wounds regenerated at the end of the phase, so one Troll is killed outright and the unit has one Wound carried over. Note that this does mean it is potentially tricky to kill the last model in the unit, as there is always a 50/50 chance of the model getting back up again, but I guess that's why they call it Regeneration.

In challenges, this would normally mean no chance of Overkill wounds, although I would suspect that hacking apart a regenerating creature would have just as important an effect on morale as obliterating a non-regenerating one. So, to take this into account, if the model fails to regenerate, any excess wounds inflicted count towards Overkill as normal. Eg, a Strigoi Vampire Count with the Curse of the Revenant bloodline power is in a challenge and suffers 5 wounds after its Ward save (poor thing...). It only needs to make three Regeneration rolls (the number of Wounds it had at the start of the combat). However, if all three rolls are failed and the Vampire dies, the total 5 wounds inflicted count towards combat results.

PSYCHOLOGY

Q. Say Shadowblade, or some other Assassin, is in a unit that is charged by a *fear*-causing creature. The unit fails its Fear test and requires 6s to hit. Does the Assassin also require 6s to hit, or do you make a separate test on his own, probably higher, Leadership? In other words, the Assassin cannot pass on his Leadership to the unit but does the unit in effect pass on its Leadership to him?
A. *If, for some reason, a character does not pass their Ld on to a unit they have joined, then they may make separate Ld tests. Note that in most circumstances this would not make a difference, if the unit flees (from terror or panic, for example), the character has to flee with them, regardless of their own Ld value.*

UNITS

Q. Can two characters join each other, thus forming a unit? What if they are mounted on chariots or monsters?
A. *Characters may form a unit with each other, only if they are on foot or a cavalry mount. Characters mounted on larger creatures and chariots may not form units at all. Remember also that characters on a flying monster may not join a flying unit, as described in the rules for flyers. This is also true of non-character monsters and creatures, such as Giants, Spawn of Chaos and so on (no other units can join them).*

Q. Do units which are bought with the same Troop choice have to be deployed together?
A. *Unless specified, separate units are always deployed separately (exceptions include war machines – not Gyrocopters and chariots – and Empire detachments).*

WARHAMMER ARMIES – DWARFS

Q. How does the Slayer skill work if the model is armed with a Rune of Might?
A. *As noted in the description of the Slayer skill, their Strength is only increased after modifications for weapons. In this situation, the Slayer's Strength will only be increased if his doubled Strength is still less than that of his opponent's Toughness (unlikely since that would mean it was Toughness 9 or 10!).*

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.

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PAINTING WORKSHOP

Paul Rudge's Lizardmen Skinks

White Dwarf's own Paul Rudge has decided to collect a new Warhammer army and, with release of the new Lizardmen Armies book and Regiment boxes this month, when better to start? So here's how Paul painted his first box of the new Lizardmen Skinks...

GETTING STARTED

The model was first given an undercoat with Chaos Black spray. Any areas which the spray had missed were then painted over with watered–down Chaos Black.

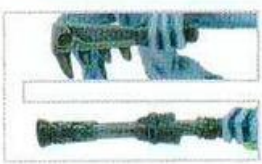
The model was painted starting with the largest area first, which in this case was the skin. So, to speed the painting along, the entire model was first painted with a basecoat of Shadow Grey.

COLOUR PALETTE

- Chaos Black
- Red Gore
- Dwarf Flesh
- Sunburst Yellow
- Codex Grey
- Camo Green
- Shining Gold
- Bestial Brown
- Bubonic Brown
- Bleached Bone
- Brown Ink
- Shadow Grey
- Hawk Turquoise
- Space Wolves Grey

To add shading and help define the details of the model the skin was then given a wash of Hawk Turquoise mixed 50/50 with water. Once dry, the model was drybrushed, first using Shadow Grey and then again using Space Wolves Grey. The weapons and jewellery were then given a basecoat of Chaos Black.

The scales that run down the back of the Skink, fingernails and toenails were then painted Camo Green. A mix of 2 parts Bleached Bone and 1 part Camo Green was then used to very carefully highlight the edges of all the scales, fingernails and toenails.



Both the hand weapon and blowpipe were then drybrushed Codex Grey.

The metallic areas of the weapons and all jewellery were then painted Shining Gold.

The teeth on the hand weapon and the darts on the blowpipe were picked out using Bestial Brown.

To simulate the effects of ageing, the areas painted gold were given a wash of Brown Ink. The teeth on the hand weapon were then highlighted using Bleached Bone. The small darts on the blowpipe were given a simple highlight of Bubonic Brown.

Red Gore was then used to paint the tongue and inside of the mouth. The tongue was then highlighted using Dwarf Flesh and the teeth were picked out using Bleached Bone.

Using a Fine Detail brush the eyes were carefully painted Sunburst Yellow and a small line of Chaos Black was then applied down the centre, creating a lizard-like pupil.

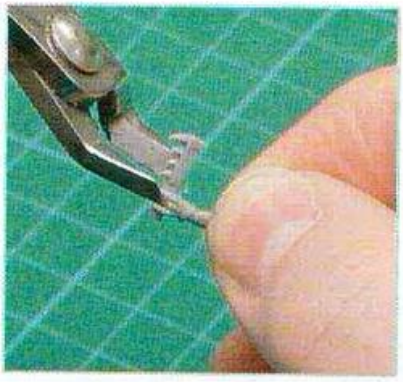
Once the Skink was finished and given a protective coating of Purity Seal (matt varnish), the eyes, tongue and mouth were painted with Gloss Varnish to make them look wet and more realistic.

THE BASE

The top of the base was painted with PVA glue and then dipped into fine sand. When fully dried, the base was first undercoated with Chaos Black, and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and given a wash of Brown Ink. When completely dry, it was again drybrushed using a mix of 1 part of Bestial Brown and 1 part of Bubonic Brown. The side of the base was then painted Goblin Green. To finish, small clumps of Static Grass were applied with PVA glue.

THE SHIELDS

To attach the shield to the Skink model, the arm holding the hand weapon was used. The hand weapon was first simply removed using a pair of clippers.



Allowing the hand to fit neatly into the gap on the back of the shield and making it look as if the Skink is actually gripping its handle.

The shield was then painted using the same method used for the scales on the back of the Skink.

Marching through the jungles of Lustria, the Dark Elves find they have attracted some unwanted attention.

Despite the arrival of the Old Ones a great many years ago, it would be a long time before their minions were discovered in the lands of Lustria. When finally they were discovered, the Lizardmen certainly left their mark.

THE VOYAGE OF YIN-TUAN TO LUSTRIA

The discovery of the Lizardmen

The Lizardmen army marches forth to restore order to the world – none shall stand in their path.

YIN-TUAN REACHES LUSTRIA...

"It was in the fourteenth year of the most excellent Emperor Wu that we sighted land again, after almost ten months at sea. For two months we had fed on nothing but the poisonous Po-fish and now half the crew were dead and the rest were ill. Such good fortune at last, not to die after all! I gave orders to make sail for the land straight away.

We made camp on the shores of this strange coast and feasted every day upon its tropical fruits until we were well and strong. During this time we saw none of the inhabitants and had no idea where we were. A party of men ventured inland and returned several days later. They had found a huge statue carved in the shape of a dragon. It was not at all like a dragon of Cathay, but resembled some kind of lizard-daemon. I ordered everyone to stay near the camp. Then at length I gathered the soldiers and the sailors, numbering one hundred and twenty three men in all, and discussed what to do."

YIN-TUAN MARCHES OVERLAND...

"I told the men what I had calculated from my charts and astronomical observations - that we were on the other side of the world sphere from Cathay. Many shook their heads in despair. No one was willing to attempt the journey back the way we had come and endure the same perils all over again. Their spirits were raised when I mentioned that because it was known that the Southlands were inhabited by a race of lizard-daemons, the statue was proof that we

had reached there, albeit by the longest route! If we marched overland, we would meet up with our victorious and all-conquering fleet which must by now have landed on the eastern side. We would encounter little opposition, because the army of the lizard-daemons would have gone eastwards to fight with the invincible and ever-victorious army of the Emperor."

(Historian's note: The Cathayans knew that the Southlands were divided between three realms: Araby, the Undead and a vague and mysterious race of 'Lizard-Daemons'. Emperor Wu's invasion was intended to capture the Southlands and secure the spice trade, motivated by intense rivalry with Araby. The Cathayans though, had not reckoned upon encountering a powerful and flourishing Lizardmen realm.)

"After we had marched for several days, cutting our way through dense jungle and hungrily feeding on wild rice and tree frogs, we encountered more of the lizard-daemon statues. Soon afterwards we entered a wide clearing and were stunned to see three huge stone structures rising up in a stepped formation. These were completely overgrown with vegetation and carved in the likeness of countless heads of the lizard-daemons. We made camp on the platform at the top of the highest edifice for safety.

"At sunrise on the next day we were suddenly awoken by a strange sound. The entire jungle seemed to be moving and quivering around us. When the jungle mist cleared we looked down upon a sea of living lizard-daemons filling the entire clearing. They were the colour of jade, with yellow crests and were marching in unison. None of them had noticed us on our vantage point.

"Tzu-Kwo, a soldier with very keen eyesight, pointed out where they were coming from - a huge square-shaped lake like a vast paddy field on the edge of the clearing. They seemed to be intelligent and were making rasping noises, droning like the chanting monks of Fu-Hung. There must have been at least ten thousand of them. Fearing for our safety we hid on top of the platform for the whole day until the sun set. The next day, the clearing was empty.

"The lizard-horde had moved through the jungle without flattening the vegetation, but it was possible to see which way they had gone. Naturally, I avoided going the same way. We marched on towards the horizon of the rising sun for several days. That was until Lin-Po, a good and courageous soldier, reported that we were being followed.

"Nothing happened until we were clear of dense jungle and had begun wading through a shallow mangrove swamp. As soon as we were in the open, several men at the rear of our column were slain by arrows and javelins thrown by unseen enemies lurking among the tangled mangrove roots. I immediately gave the order to make a defensive formation. Suddenly, hundreds of the jade coloured lizards emerged from the undergrowth armed with vicious weapons. This time, luckily, their arrows fell harmlessly upon our lacquered tiger-shields. We replied with our crossbows, slaying several of them before they scurried back into the trees. The jungle fell silent.

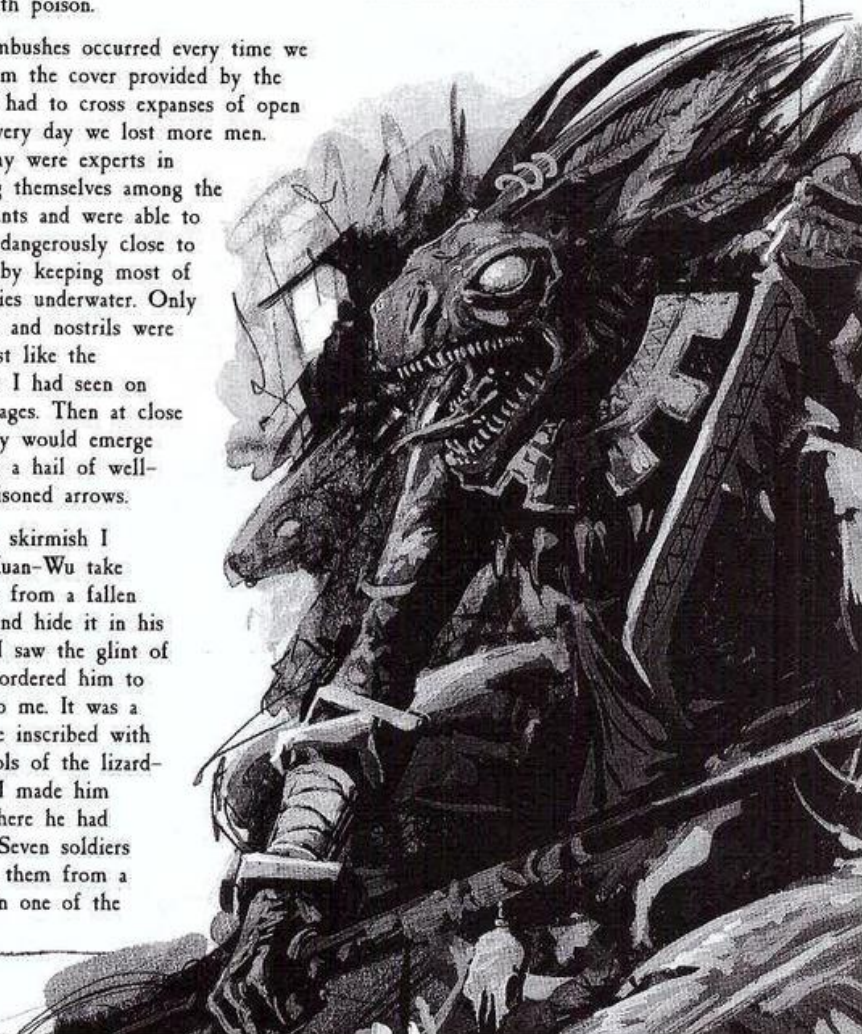
"A flock of birds suddenly scattered out from the trees and close on their heels a much bigger creature armed with a huge bronze axe charged towards us. It crashed through our shields and began chopping left and right. It took twenty three crossbow bolts to fell this mighty lizard warrior because the thick scales which covered its carcass provided better protection than even the lacquered scale armour worn by the Emperor's bodyguard. When we were sure the enemy had gone we counted our dead. There were so many. Even those who had only been slightly wounded by the enemy's arrows had quickly died because the arrows were tipped with poison.

"These ambushes occurred every time we broke from the cover provided by the trees and had to cross expanses of open marsh. Every day we lost more men. The enemy were experts in concealing themselves among the marsh plants and were able to approach dangerously close to our men by keeping most of their bodies underwater. Only their eyes and nostrils were visible just like the crocodiles I had seen on other voyages. Then at close range, they would emerge and shoot a hail of well-aimed poisoned arrows.

After one skirmish I noticed Kuan-Wu take something from a fallen comrade and hide it in his clothing. I saw the glint of gold and ordered him to show it to me. It was a flat plaque inscribed with the symbols of the lizard-daemons. I made him confess where he had found it. Seven soldiers had taken them from a chamber in one of the buildings in the ruined city. I was furious that these men had deceived me and brought misfortune upon us, so I beheaded the remaining six myself. Is it not Tzu-Sun who says "An army cannot be victorious without discipline?" Then I had the golden plaques left beside the executed men and the column marched on. This pacified our assailants who were only intent on recovering their sacred objects. There were no further ambushes."

YIN-TUAN REACHES THE WORLD POND

"I was surprised when we reached the sea after only seventeen days. I had not thought it possible to cross the Southlands in so short a time. Then I realised that it was not the same ocean that divides the Southlands from Cathay - it was a different ocean of which our sages knew nothing about. Everyone was in great despair, so I decided to start work on building a new vessel immediately. It was difficult without bamboo, but the trees on the shore made excellent timber and it took us only two weeks to make a very fine and large sampan with a good outrigger and three sails of woven reeds. We also made a raft and filled it with fruit and gourds full of fresh water and then put to sea in one boat and towed the raft behind us."



(Historian's note: Yin-Tuan must have crossed the isthmus of Lustria which is the narrow stretch of land which joins the continents of Lustria and Naggaroth. His party would have passed perhaps as close as within one or two hundred miles of the Norse colony of Skeggi and even closer to the Lizardmen city of Pahuax. Yin-Tuan of course had no idea that these places existed.)

YIN-TUAN ARRIVES IN THE SOUTHLANDS

"We maintained course towards the rising sun and were at sea for several weeks. We had almost eaten all the fruit, which was now rotten, before we once again sighted land. I was sure that this time it must be the Southlands. We all hoped that the entire land was by now conquered by the Emperor's invincible invasion fleet!"

(Historian's note: The prevailing winds and currents would have carried Yin-Tuan far to the south of Ulthuan, and blown him towards the coast of the Southlands.)

"I now had only seventy-three soldiers and sailors remaining in my command. We marched inland once again. The landscape was similar in many ways to our first landfall. I calculated that we were now two thirds of the way towards Cathay. After hacking our way through dense jungle, we emerged in a vast area of parched ground covered with tall clumps of grass with razor-sharp leaves.

"In the middle of this expanse the sharp eyed Tzu-Kwo spotted a creature flying high above us. It swooped down lower to take a closer look at us and to our amazement it was a flying lizard, carrying two of the lizard warriors on its back. These were not jade like those we had already encountered, but a sort of yellowish brown colour with red crests. The flying creature let out a mournful cry when it saw us, which filled the men with dread and foreboding. I ordered them to shoot at it with their crossbows to bring it down before the riders could fly off and warn their leader of our whereabouts. Unfortunately we did not hit it, but it immediately flew away. I knew this was only the start of further troubles. The enemy was certain to come for us again."

YIN-TUAN NARROWLY ESCAPES SACRIFICE

"The enemy attacked at dusk. They took us by surprise as we could not see to shoot our crossbows. The creatures which attacked us were much bigger than those we had encountered before, but not as big as the huge lizard creature which had slain so many of us with his axe. These lizard warriors came at us in ranks, armed with spears and shields. They fought savagely, thrusting with their hefty bronze and volcanic glass-tipped spears. My soldiers could not stand against them. I was struck heavily with a mace from behind and fell to the floor unconscious.

"When I regained my senses, I found myself to be bound hand and foot to a long pole. It was being carried by several of the same lizard-warriors who had overwhelmed us. Ahead of me I could see the faithful Tzu-Kwo, also tied to a carrying pole. I shouted out to him. He replied that everyone else was dead. This shouting provoked one of the smaller lizard creatures who seemed to be in charge of the column. This officer was magnificently bedecked in gold bangles and exotic feathers. He brandished his spear and began speaking in an unintelligible tongue. I decided to remain quiet.

"We endured a terrible journey for several days. Occasionally water was poured into my mouth from a gourd. And what little food I got consisted of bitter-tasting dried grubs, but amazingly they staved off my hunger. Eventually we passed along a paved road, between rows of crouching lizard-daemon statues and entered a broad open plaza. There were ruins here like in the first lizard-daemon city - great edifices rising up in steps. These though were far bigger and in better repair.

All around there was noise and activity from the gangs of smaller lizard-creatures scurrying about on various tasks. Massive

The fearsome monsters of the Lizardmen army march onwards toward the enemy.

blocks of carved stone were being dragged up a vast ramp on one side of a tall stepped building. Huge creatures were bearing the strain of the ropes, while the smaller ones directed the work. In other places, groups of small lizardmen were engaged in heated debates accompanied by rows of seated scribes writing on clay plaques. Tzu-Kwo and I were taken out of the bright daylight and manacled to the wall of a dank and dark vault guarded by two of the big lizard warriors.

"The next day we were led out and taken up countless steps until we emerged into the dazzling sunlight. We were goaded out onto a platform which was half-way up the side of one of the huge stepped structures. There were guards and dignitaries of the lizard creatures on all sides. On the steps above and below us were ranks of the lesser lizard creatures beating huge drums in unison. Far below, the plaza was full of a dense mass of lizardmen of all types, arranged it seemed, in regiments. The steps of the other great buildings were also covered in rank upon rank of lizardmen.

"All the lizardmen around us suddenly turned and began making obeisance towards the top of the great edifice. High up on the top platform, a palanquin emerged from the darkness of an ornate doorway. On top sat a creature of a kind which I had not seem before. It resembled a large, bloated toad. The gold and jade ornaments it was wearing glinted like jewels in the sun.

"By the great respect being shown by all the lizardmen, I took this being to be the high priest or ruler of the city. This great one made a gesture and the lizardmen ceased their obeisance and began their rasping incantations.

"Before us was a deep pit from which rose a foul stench. Tzu-Kwo and I were prodded towards its edge. It was obvious we were going to be sacrificed to the foul lizard-daemons which they worshipped. Tzu-Kwo bravely stood to attention, preparing to meet his ancestors like a true soldier of the Emperor. He kept his composure even as he was hurled into the pit. I knew that it would soon be my turn to make peace with my own gods and face whatever laid in wait for me down there like a true noble Cathayan.

"The lizardmen warriors gripped me ready to throw me into the pit to meet the same fate as my brave comrade. As they did this, my silk tunic, which was worn and drenched with blood and sweat, ripped open. At that moment the lesser lizardmen who had been presiding over our execution became very agitated and put a stop to the proceedings. They examined my bared back with great interest, swaying from side to side and debating amongst themselves in their strange language. I realised that the cause of their consternation was the tattoo of the Imperial dragon which had been put on my back many years ago in the opium house of Fu-Chow. It was a very fine tattoo and now it had saved me from death. My captors had taken it as some kind of omen."

(Historian's note: The Imperial dragon as depicted in Cathayan art of the period of the Wu dynasty could be mistaken for an archaic image of the god Sotek. This no doubt gave the Skinks and their Slann master a problem to ponder and delayed the sacrifice of Yin-Tuan.)

"I was dragged up the steps towards the toad-creature and was displayed before him. He examined my back for a long time and then uttered one word and gestured once more. The lesser lizardmen repeated the word and gesture and the ritual was brought to an end. The assembled multitudes began to disperse as the drums continued to beat. There was now agitated debate among the lesser lizardmen, while the larger guards looked on motionless. The august being on the palanquin blinked and was taken back into his shadowy doorway. I was led back down to the vault whilst they decided what to do.

"When I'd had time to calm my nerves after this terrifying ordeal, it occurred to me that they might flay me alive and use my skin as a decoration for their temple. I began to wish I had died with Tzu-Kwo, although I expect his fate had been equally unfortunate. I looked around for a means of escape. The vault was lit by a shaft of sunlight. As the night fell, this changed to moonlight. The vault became very dark.

"I had noticed that the guards stood motionless at the door and reacted slowly to my movements. It occurred to me that the reactions of these reptiles were not as good during the coolness of night. Summoning all the energy I had left I performed a single somersault in the way I had been trained at the school of Master Po. Although I was only a poor disciple of the martial arts, I succeeded in catching hold of the carvings on the edge of the light shaft. I moved so fast that the lizard guards were not able to stop me, and could only growl below me, jabbing upwards with their spears. I hauled myself out of the shaft and found myself out in the open, on the lowest step of the temple. I did not waste any time and ran as fast as I could towards the jungle with the bronze manacles still attached to my hands and legs."

THE FATE OF THE EMPEROR'S FLEET...

"I kept on going throughout the night, without stopping to rest until I was exhausted. I could hear the war drums of the lizardmen beating the alarm in the distance and knew that they would be following me. I suddenly came out of the jungle onto the banks of a river. I stumbled along the bank tugging at logs among the mangrove roots and debris of fallen trees until I managed to move one. I dragged it into the water and lay on top of it. Soon I was drifting with the current. It was good fortune that the river was flowing in the direction of the rising sun, I thought as I slowly drifted off to sleep.

"Suddenly I awoke, my feet were in the water and in excruciating pain. As I pulled them clear of the water I saw that carnivorous fish had attached themselves to my feet, which were lacerated with their razor sharp teeth. I had been fortunate to wake up as soon as I was bitten. Somehow I managed to stay on top of the log, keeping myself awake until the sun had risen.

"The river had widened greatly. All day I drifted with the current under the burning sun. I had escaped the Lizardmen at last, but it seemed certain that I would die anyway and be eaten by the fish. At length the log was washed up on a vast sand bank. I dragged myself ashore and slept. The next day I began to walk across the sand bank until I had reached the far side. The water was a different

The Lizardmen army bursts from the cover of the jungle.

colour, the colour of the ocean. It tasted salty but I didn't care as I rejoiced at finally reaching the great Eastern Ocean at last. I could tell from the sun that I was on the northern bank of the river mouth, and so began to walk northwards. I reasoned that sooner or later I would reach the invincible fleet of the Emperor anchored off the coast and be rescued.

"I walked slowly for days, eating shellfish and birds' eggs. I managed to break free of the manacles on my wrists and ankles by using big pebbles. As time wore on I began to see ships' timbers scattered on the sand which had drifted in on the tides. As I proceeded further northwards I saw the shattered hulks of ships. Soon I recognised them as the war junks of Imperial Cathay. At first I thought that these were other junks which had been scattered and shipwrecked in the typhoon. I found no survivors, only a few bleached bones which had been picked clean by the birds.

"I sat down in despair. Before me was a terrible sight. The whole beach was full of wrecked junks and strewn with countless bones. It was all that remained of the mighty invincible fleet of Imperial Cathay, over a thousand war junks and a hundred thousand men. I wandered among the wrecks for hours and found no sign of any survivors. The misfortune that befell the fleet had occurred too long ago."

YIN-TUAN RETURNS TO CATHAY

"I camped on the beach for several days before I saw the sails of a junk out at sea. I lit a fire of old tarred driftwood to signal to it. Soon the junk approached close to the shore. It was a trading junk, on the spice route to Araby, flying the banner of the Tei-Pings, who were well known spice traders. They sent out a sampan for me as I waved and shouted from the beach.

"The crew were surprised to see me and very anxious to be gone from that place as quickly as possible. From them I learned that the Emperor's fleet had been wrecked while at anchor by a second terrible typhoon. The survivors had marched inland and disappeared. The Emperor had therefore ordered all traders to keep watch on the coasts for any sign of their banners. I was the only survivor of that mighty expedition to be found alive. I returned to Cathay and was received into the presence of the Emperor himself to give my account. The Emperor ordered that it should be recorded for posterity and rewarded me with command of the Palace Guard."

(Historian's note: It is quite possible that the Slann Mage-Priests with their arcane power to influence the geography of the world, brought about the two disastrous typhoons which destroyed the Cathayan fleet. One typhoon struck as the fleet set out, the other as it lay at anchor. By that time the bulk of the remaining troops had already disembarked. The leaders decided to march inland and attempt the conquest rather than report failure to the Emperor.

The Slann would have needed no advance warning of the invasion. They would have acted according to the predictions of the Old Ones. Thus the typhoons would with uncanny accuracy coincide with the Emperor of Cathay's attempted invasion. It is possible that only one typhoon was required according to the predictions of the Old Ones, but that two opposing schools of thought among the Mage-Priests of different cities resulted in two typhoons separated by several weeks.)

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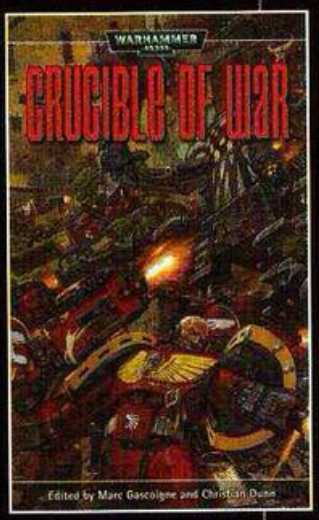

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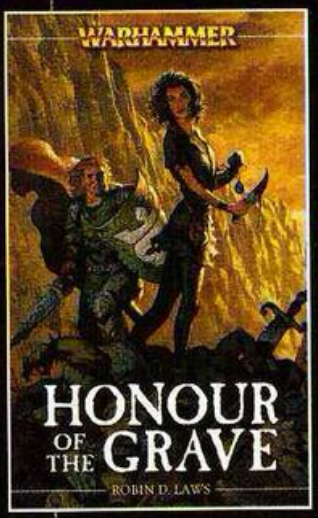

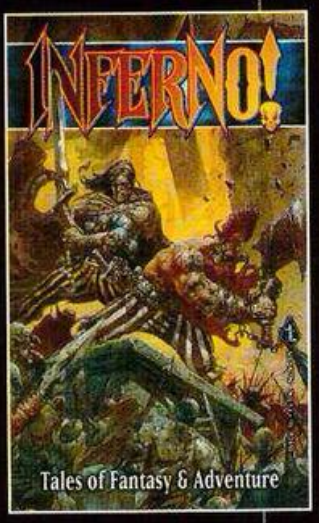

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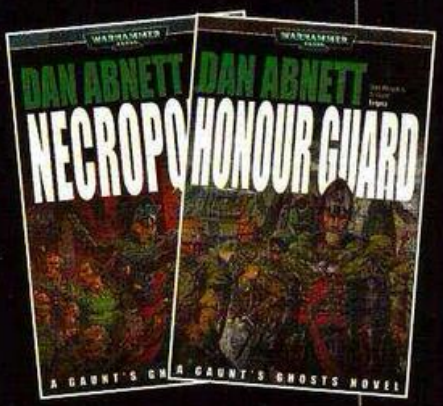

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KNOW THINE ENEMY

The Relictors Space Marine Chapter

by Graham McNeill & Andy Hoare

Founded to guard against the threat of the Traitor Legions attacking from the Eye of Terror, the Relictors were once counted amongst the most stalwart defenders of Humanity. But Chaos is insidious and a sinister secret now lurks at the heart of the Chapter, a secret that almost destroyed it and now threatens its very existence.

Origins

Originally designated the Fire Claws, it is thought the Relictors were founded during the dark days of the Age of Apostasy, though records of events during that strife-torn period are notoriously ambiguous and difficult to uncover. One transcription of the Mythos Angelica Mortis suggests that the Fire Claws may have been one of the so-called Astartes Praesus Chapters, a founding intended to bolster the defences around the Eye of Terror by deploying twenty or so newly formed Chapters at strategically vital points in the region. The Fire Claws' fortress-monastery was based on an ancient Ramilies class star fort in geostationary orbit around the world of Torva Minoris, and the Chapter served as part of the Imperium's defences against the forces of Chaos for nigh on five millennia.

The Fire Claws are listed in the annals of Imperial history on many occasions, and have taken part in many glorious victories. Not least amongst those conflicts were the Purging of the Cult of the Inner Eye, the First Siege of Cocalus, and the Albrecht IV Landings. They were also part of the relief force that made possible the evacuation of the millions-strong crusade army of Warmaster Hendrik during his ill-fated expedition into the Wheel of Fire, far from the Eye of Terror...

In the middle of the ninth century of the 41st Millennium, the Emperor's Tarot revealed the existence of a badly damaged space hulk emerging from the Warp near the forge world of Stygies in the Segmentum Obscurus, and the Fire Claws mobilised to intercept it. The hulk, codified as the Captor of Sin, contained a renegade warband led by a Tzeentchian Chaos Champion known as the Excoriator. The Fire Claws' strike cruisers crippled the vessel as it entered the Stygies system and Terminator Assault Squads led by Librarian Decario and the shadowy figure of Inquisitor De Marche stormed the vessel. Realising they were doomed, the renegades made their stand in the cavern-sized engine room where furious battle was joined and Decario and de Marche fought the Excoriator.

The Champion was a mighty warrior and carried a weapon forged in the heart of the Eye of Terror, a terrible Daemon sword with the essence of a Greater Daemon bound within its unearthly steel. The Inquisitor hacked at the Champion with his power axe, but the unnatural armour of the Excoriator was impervious to his blows. The Chaos Champion retaliated, his Daemon weapon easily cutting through De Marche's armour and grievously wounding him. With another strike, the Excoriator shattered Decario's force sword and laid open his Terminator armour. Decario staggered, but struck back with his power fist, ripping the Chaos Champion's sword arm from its socket in a welter of blood. Even mortally wounded and unarmed, the Champion fought with hideous ferocity, smashing the Librarian to the ground and slaughtering four Terminators. Decario muttered a prayer to the Emperor, reached for the nearest weapon to hand and struck out at the Champion. The Excoriator's head was chopped from his shoulders and Decario realised he had picked up the Daemon sword, killing the Champion with his own weapon.

Decario was filled with a sense of utter purpose as he wielded the Chaos sword, and instinctively felt that this was a weapon that could be turned against the forces of Chaos. The wounded De Marche cautioned the Librarian to put the weapon down, that only he was trained to handle such artefacts. The Librarian handed the Inquisitor the weapon and the Space Marines returned to their ship, leaving behind an Adeptus Mechanicus survey team to search the hulk for the remains of any archaeotech.

De Marche explained that he also believed that such weapons could be used to fight Chaos and should not be destroyed out of hand as was current Imperial policy. With the aid of Decario, he was able to convince the Fire Claws' Chapter Master of this and, under De Marche's guidance, the Fire Claws embarked on a crusade to explore the worlds around the Eye of Terror and uncover more such relics. Over the decades that followed, many such artefacts were discovered and the Fire Claws Chapter became known as the Relictors.

However, it was only a matter of time before others discovered the Relictors' practice of using Chaos weapons in battle. A cell of Inquisitors backed up by the fleets of no less than four Chapters of Space Marines and an Emperor class battleship descended upon the Relictors' fortress-monastery and demanded they hand over De Marche and all recovered Chaos artefacts or be destroyed. Faced with destruction, the Chapter had no choice but to obey. As penance for dealing with heretical weaponry the Chapter was despatched on a century long penitent

crusade. De Marche was taken by the Inquisitors and executed as a heretic.

As part of their crusade, the Relictors recently took part in the Third War for Armageddon. However, the Chapter was publicly criticised, as the majority of its warriors concentrated their efforts in the equatorial jungle, particularly in the region surrounding Angron's Monolith, despite repeated requests for assistance elsewhere.

Homeworld

Torva Minoris, the Relictors' homeworld, is situated in an area of the Segmentum Obscurus notorious for the intensity of the Warp storms afflicting it, and it is believed the world was trapped within such a storm throughout the early years of the Chapter's founding. A plague of Warp storms affected the Imperium during the Age of Apostasy, during which invasion and insurrection were rife. The area surrounding the Torva system was so ravaged by the taint of the storms that frequent pogroms are, to this day, carried out to ensure instances of mutation within the population do not rise above tolerable levels.

Torva Minoris is a satellite of the massive, blood red gas giant Torva Prime, and is classified by the Administratum as a Feral world. The population are superstitious savages who worship the Relictors as emissaries of the God-Emperor when the Chapter visits them, once a generation, to carry off the most promising young warriors to its 'sky fortress'. The tribes are known to revere the artefacts carried by the Space Marines as divine weaponry that can only be wielded by true and worthy servants of the Emperor; an attitude that seems to have been carried forward into the dogma of the Chapter.

The 'sky fortress' is the Relictors' fortress-monastery, a massive Ramilies class star fort that orbits Torva Minoris. Few emissaries are known to have returned from the fortress, but those few that survive speak of a monastery wreathed in perpetual gloom, where acolytes toil within locked cells to transcribe ancient, some say forbidden, texts as part of their training to become a brother of the Chapter. One such report, recounted by the notorious Heretic Archivist of the Gethsemane Reclusium, tells of the existence of a chamber deep within the fortress, sealed behind stasis fields and protected by the most potent of wards. Exactly what is held within this chamber is unknown, but the account speaks of a miasma of evil that leaks through the metre-thick adamantium blast doors despite the safeguards. The Heretic Archivist's writings suggest that the original witness was driven insane by what he saw, and died a slow, painful death within the torture chambers of the Ordo Malleus.

After the Inquisition censured the Relictors for the actions of Inquisitor de Marche, the Chapter lost its feudal rights to Torva Minoris, which meant that they could no longer recruit from amongst its feral tribes. The Relictors were thus forced to gather potential acolytes from amongst the populations they encountered during their penitent crusade. The Inquisition has ruled that no Adeptus Astartes Chapter may recruit from Torva Minoris, and it is believed the Ordo Malleus keeps a close watch on the world to ensure this ruling is adhered to. The superstitious natives of Torva Minoris now believe the God-Emperor has forsaken them, and every year their ceremonies of abasement grow more extreme in their attempts to atone for whatever fault has caused the emissaries of the Emperor to turn from them.

Combat Doctrine

The Relictors are known to follow the Codex Astartes as far as overall organisation is concerned, but it has been noted that they have strayed from approved doctrine in a number of other areas.

The major difference between the Chapter's combat doctrine and that of any other is in its use of captured enemy weapons. Many Chapters indulge in trophy taking, but the Relictors have in the past gone out of their way to capture, master and utilise weapons taken from the forces of Chaos. Despite the evident consequences of Inquisitorial sanction, they are thought by some to be continuing this practice.

Another notable feature of the Chapter's doctrine is the inclusion of more Librarians than is usual, a feature some observers have attributed to the Relictors' proximity to the Eye of Terror. To date, the Inquisition has not acted on this information, though with the Chapter's recent conduct on Armageddon, it will doubtless be led to investigate further.

In terms of battlefield tactics, many Imperial commanders who have fought beside the Chapter have voiced concerns about its behaviour. It has been noted on many occasions that the Relictors will only embark upon a specific course of action if it meets with some criteria only they are aware of. It is obvious they follow an agenda only they are party to and will often only fight alongside other Imperial forces if that agenda may be furthered. This is most evident in the Chapter's actions at Armageddon, where it answered the general call to defend the world from the Ork invasion, but ignored all specific instructions and requests, despite those orders originating from Commander Dante of the Blood Angels himself.

Organisation

The Relictors conform, at first appearance, to that of a standard codex Chapter, with ten companies divided into a standard mix of Battle, Assault, Tactical, Devastator and Scout Companies. But it is in the higher echelons of the Chapter that many differences become apparent. The Chapter's command ranks are gathered together in a group known as the Conclave and every decision concerning the Chapter's deployment and operational doctrine is made here. Only those proven in combat and of guaranteed purity are permitted to rise to become members of the Conclave, and privy to the true nature of the Chapter. As a warrior rises through the ranks he is gradually initiated deeper into the Chapter's mysteries and when he is judged worthy to join the Conclave the truth about the powerful weapons wielded by its senior officers is finally revealed. It is these warriors who, after many days praying and shriving their souls of all impure thoughts, are permitted to carry the Chapter's Daemon weapons into battle. The Chapter's Librarians, of which there are a great many more than a Chapter should normally possess, meticulously screen potential initiates, rejecting all but the strongest willed candidates.

In battle the Chapter fights with a balanced mixture of forces, appropriate to the given threat, and deviates little from standard battlefield operation. Only when members of the Conclave take to the field of battle do the Relictors become something much more sinister. Senior members of the Chapter employ the weapons of the enemy against them, and individual squads carry unholy artefacts, utilising the power of Chaos against its foul minions.

Beliefs

Central to the Relictors' belief system is the tenet that Chaos is not inherently evil, that it is merely a power that may be turned against those who wield it for evil. This manifests most commonly the Chapter's use of captured Daemon weapons, but also extends to their increased reliance on Librarians. As a relatively new Chapter, the Relictors display a confidence of youth that borders on arrogance, as they believe that they have the strength of will and faith to resist the corruption of Chaos. They disdain those who have not the courage to use such artefacts, claiming that the power of Chaos is a weapon like any other and that the evil that threatens to engulf the galaxy merits the use of such weapons.

The Librarians and Chaplains of the Relictors teach that a warrior who is armoured in faith can withstand the temptations of Chaos and it is their belief that they possess this in sufficient amounts to do so. They believe it is their sworn duty to hunt down such artefacts and study them that they might better understand the machinations of the enemy. This attitude has often brought the Relictors into confrontation with other Imperial organisations when their objectives are in direct opposition, but thus far open conflict has been avoided.

ARTEKUS BARDANE - CHAPTER MASTER OF THE RELICTORS

A fierce warrior from the wilds of Torva Minoris, Artekus Bardane was the son of a battle chieftain and learned the art of war as soon as he could hold a sword. On Torva Minoris a child learned to fight quickly or he died, and this resulted in a warrior people, living a precarious existence plundering neighbouring clans for sustenance. His confidence and courage saw him easily best his rivals, and he was chosen by the Librarians of the Relictors to become a Space Marine, quickly adapting to the ways of the Imperium and its weapons of war.

His supreme confidence, some would say overbearing arrogance, saw him rise rapidly through the ranks of the Chapter, accepting each new mystery revealed to him by the Conclave with ease. His skill in mastering the weapons and artefacts of Chaos led to his being given command of a company that penetrated deep into the Eye of Terror on a mission to hunt down and capture Chaos weaponry. On the world of Eidolon, Artekus defeated a mighty Champion of Slaanesh, taking up his accursed weapon a screaming flail of daemonic faces and destroying the fiend's warband with the howling Daemon weapon.

The Screaming Flail was placed in stasis at the heart of the Relictors' fortress-monastery, where it is kept until needed. Before wielding the Daemon weapon, its bearer must spend many days in penitent fasting and prayer, purifying his soul and steeling his faith to resist the whispered imprecations of the imprisoned daemon within. Artekus Bardane continued to serve with great distinction, earning yet higher rank, learning more of the Chapter's secrets and unearthing more and more Chaos artefacts. After the destruction of the Cult of the Scarlet Vein, a bloody battle of which Artekus was the only survivor, he was finally elevated to the rank of Chapter Master at the recommendation of his predecessor, who was mortally wounded in the final battle against the cult.

When the call for aid came from Armageddon, the Relictors mobilised their entire Chapter and set off for the system-spanning conflict. Artekus ordered his captains to gather their warriors, and the entire Chapter journeyed to this war-torn world. Artekus led his men deep into the heart of the equatorial jungle, where he believed the greatest potential lay for the study of Chaos, given that the cursed monolith of Angron squatted in its haunted depths. All through the war for Armageddon, the Relictors remained within the depths of the jungle, famously refusing even the personal commands of Commander Dante of the Blood Angels. When the war on Armageddon drew to a close, the Librarians of the Relictors claimed to have had visions of a giant eye, dripping with blood, and Artekus immediately withdrew his Chapter from the warzone.

Following the Conclave's vision, he began the journey towards the Eye of Terror.

Geneseed

The source of the Relictors' geneseed is largely based on gene stock taken from the laboratorium on Mars and is thought to be composed of that grown from the Ultramarines and Dark Angels. If this is the case then it would appear that the High Lords of Terra's reluctance to sanction the usage of Dark Angel's geneseed in the creation of new Chapters has relaxed somewhat. There are no recorded instances of unacceptable levels of mutation in the Relictor's geneseed, though given their close working with the powers of the Warp, the Apothecaries and Librarians maintain close watch on the purity of their Battle Brothers for any signs of aberration. It is rumoured that those zygotes that display mutation are allowed to mature before implantation into a host organism in order that the Apothecaries might better study the workings of Chaos on the flesh and how best to defeat it. The source and veracity of these rumours is unclear and, in all likelihood, they are the product of a fevered imagination.

Battlecry

"Strength of will, courage of will!'

THE THIRD WAR FOR ARMAGEDDON

When the Ork Warlord Ghazghkull Mag Uruk Thraka led the largest Ork invasion in many centuries against the Hive world of Armageddon, the Relictors were amongst the first of the twenty plus Space Marine Chapters to rush to its aid. Commander Dante of the Blood Angels took overall command of the Chapters present, and each was utilised to the best of its abilities towards the goal of pushing back the millions-strong Ork horde.

Alone of all the Chapters, the Relictors did not acknowledge the authority of Commander Dante, or of any other Imperial leader. Dante was far more forgiving in this regard than General Kurov and others, who publicly decried the Relictors as oath-breakers, after the majority of the Chapter spent the greater proportion of their time on Armageddon engaged in operations of their own in the vicinity of Angron's Monolith. The equatorial jungle in this area is dark and twisted, the only living creatures frequenting it are the Feral Ork tribes who were said to perform dark ceremonies beneath the gloomy jungle canopy.

As the first phase of the campaign drew to a close, and the Season of Fire approached, a ceasefire of sorts was achieved, with both sides digging in to weather the coming storms. Many Space Marine Chapters withdrew, as their lightning attack style of warfare was of less relevance in this new stage of the war. First to withdraw were the Relictors, who, with no explanation whatsoever, emerged from the jungle, boarded their Thunderhawk gunships and simply left. Imperial Navy picket ships in orbit challenged them, and a violent confrontation between supposed allies was only narrowly avoided when Commander Dante ordered the pickets to stand down and allow the Relictors' ships to rendezvous with their fleet.

The next time the Relictors were seen was one month later, when they arrived at the orbital shipyards of Belis Corona and demanded a complete resupply of their entire fleet. After some tense altercations with officious Departmento Munitorum officials, the Chapter's demands were acceded to and their ships resupplied. With no further explanation, the Chapter left in the direction of the Cadian Gate.

Nothing has been heard of them since.

USING A RELICTORS ARMY IN WARHAMMER 40,000

A Relictors force is selected using Codex: Space Marines, with the following additions and amendments. You will also need Codex: Chaos Space Marines to use the wargear options.

SPECIAL RULES

Outcasts: A Relictors force may not take allies (such as Deathwatch, Assassins etc), with the exception of Radical Daemonhunters from Codex: Daemonhunters.

Daemon weapons

One character in the army may be designated the bearer of a single Daemon weapon at a cost of 25 points, which counts against his wargear limit. Note that the rule requiring a character to bear a specific Mark of Chaos is waived in this case. Daemon weapons come in many forms. Their effects may vary a great deal, but the weapons described in Codex: Chaos Space Marines are a good cross-section and can be used to represent the type of weapon the Relictors might use. Roll a D6 before the game begins to determine what type of weapon he carries. Rules for these items can be found in Codex: Chaos Space Marines.

D6 roll	Weapon
1	Dark Blade
2	Dread Axe
3	Axe of Khorne*
4	Pandemic Staff
5	Needle of Desire
6	Warp Blade

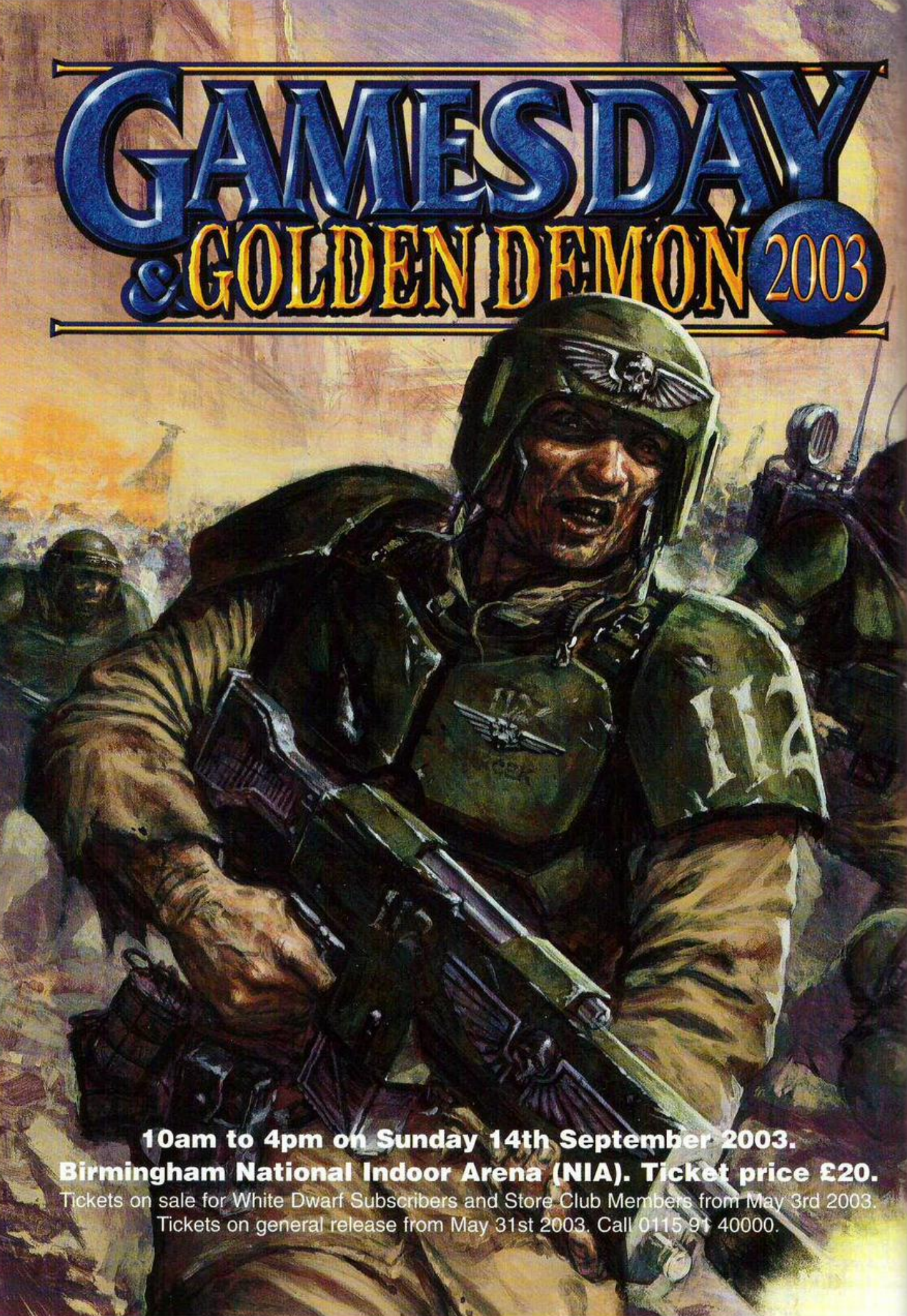
(counts as a Daemon weapon in this case)

Chaos relics

Just as the senior members of the Relictors bear Daemon weapons to war, so too does the Chapter make use of captured banners, icons and standards, believing the unholy powers bound within these relics can be turned upon their erstwhile masters. A single Standard Bearer (ie, a member of a Command Squad) may be equipped with a Chaos standard, at the cost of +50 pts. Roll on the following table before the game to determine which relic is available.

D6 roll	Relic
1	Icon of Chaos Undivided**
2	Icon of Chaos Undivided**
3	Banner of Rage
4	Plague Banner
5	Rapturous Standard
6	Blasted Standard

***(does not confer Daemon Summoning ability, but any unit or model within 6" becomes Fearless.)*


GAMES DAY
GOLDEN DEMON 2003
10am to 4pm on Sunday 14th September 2003.
Birmingham National Indoor Arena (NIA). Ticket price £20.
Tickets on sale for White Dwarf Subscribers and Store Club Members from May 3rd 2003.
Tickets on general release from May 31st 2003. Call 0115 91 40000.

GOLDEN DEMON

GOLDEN DEMON 2003

This competition attracts some of the world's best painters and modellers, who pit their skill against one another as they vie for the coveted Golden Demon awards. It's time to plan your entry and get painting in earnest!

GAMES WORKSHOP'S PREMIER PAINTING COMPETITION

There are gold, silver and bronze trophies to win in each of the eleven categories at **Golden Demon** and the model judged to be the best of all the Golden Demon entries wins the coveted 'Slayer Sword', a uniquely forged item that only the very best possess. The **Young Bloods** competition showcases the very best efforts of our younger enthusiasts. The **Open Competition** is our special 'free-for-all' tournament. Anybody can enter, but beware – even the Games Workshop staff can have a go, so the standard is always very high indeed!

There are eleven categories in the Golden Demon tournament. Read the following category descriptions carefully, even if you have entered the competition before. In all cases, the judges will be looking for models that are, above all, well painted and well presented. In addition, we will pay attention to how well the model or models fit in with the published concept of our game backgrounds. That isn't to say that we won't reward innovation and creativity, but this must be demonstrated within the atmosphere and spirit of the worlds we present in our games. Other useful things to think about are the choice of models, the number of categories to enter and each model's base. Don't think that by entering every category you will necessarily increase your chances of winning. Most people are better off concentrating on only one or two categories and doing a really top job with the entries rather than spreading their efforts. Again the models you choose can be an important factor. The judges are all staff at the Games Workshop Studio and so are quite familiar with the latest models and new releases. In fact, we will have seen these models many months before the tournament. This means that we are unlikely to be swayed by the novelty of a new release miniature. We will be swayed by superb new interpretations of old favourites! Lastly, a brief note about bases. Put some thought into the base and how it can set off the colour scheme of the model mounted on it. A poorly finished base can ruin a perfectly splendid paint job. Similarly, a base completely stacked with mounds of detail can overwhelm a model.

Remember that all entries must be Citadel miniatures, Forge World models, Imperial Armour vehicles or scratch-built models of your own devising. Conversions are welcomed! Warhammer 40,000 categories include entries for Necromunda, Gorkamorka, Epic 40,000 and Battlefleet Gothic. Warhammer includes Mordheim, Warhammer Quest, Warmaster and Blood Bowl. Inquisitor models should be in the Large Scale model category.

CATEGORY 1
Warhammer 40,000 Single Miniature

CATEGORY 2
Warhammer 40,000 Squad

CATEGORY 3
Warhammer 40,000 Vehicle

CATEGORY 4
Warhammer 40,000 Monster

CATEGORY 5
Warhammer Single Miniature

CATEGORY 6
Warhammer Regiment

CATEGORY 7
Warhammer Monster

CATEGORY 8
Duel!

CATEGORY 9
Battle Scene

CATEGORY 10
Large Scale Model

CATEGORY 11
The Lord of The Rings Film Scene

COMPETITORS' GUIDELINES

You can only enter once in each category, and all entries to Golden Demon, Young Bloods and the Open Competition must be painted Citadel miniatures, Forge World or Imperial Armour models or scratch-built models that you have sculpted yourself.

We welcome conversions and scratch-built models (ie, original designs of your own making) in all categories but these should be consistent with the atmosphere of the game worlds and spirit of the miniatures ranges which we produce. Overall, the judges will be looking for well-painted models that adhere to the imagery and ethos of the worlds represented in our fictional worlds of Warhammer and Warhammer 40,000. All single miniatures must be mounted on the appropriate gaming bases. Read the category descriptions carefully. It is your responsibility to enter a miniature in the correct category. When models are being booked in, it is impossible for us to check that every single entry has been entered correctly. Whilst judging, we may spot such anomalies but we simply won't have time to correct these and models will be marked down or excluded accordingly. We reserve the right to refuse entry.

All entries must be personally handed in and registered at the National Indoor Arena, Birmingham, on the 14/09/03. All entries must be collected from the show stands at specified times by the entrant in person. These times will be published in White Dwarf (TBC) and will be announced over the PA system on the day. All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and giant cardboard boxes. We simply will not have the room behind the stands to store these kinds of things nor the staff to look after them. We will all be far too busy looking after the entries themselves (rather more precious, you'll agree!).

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered at the competitor's own risk.

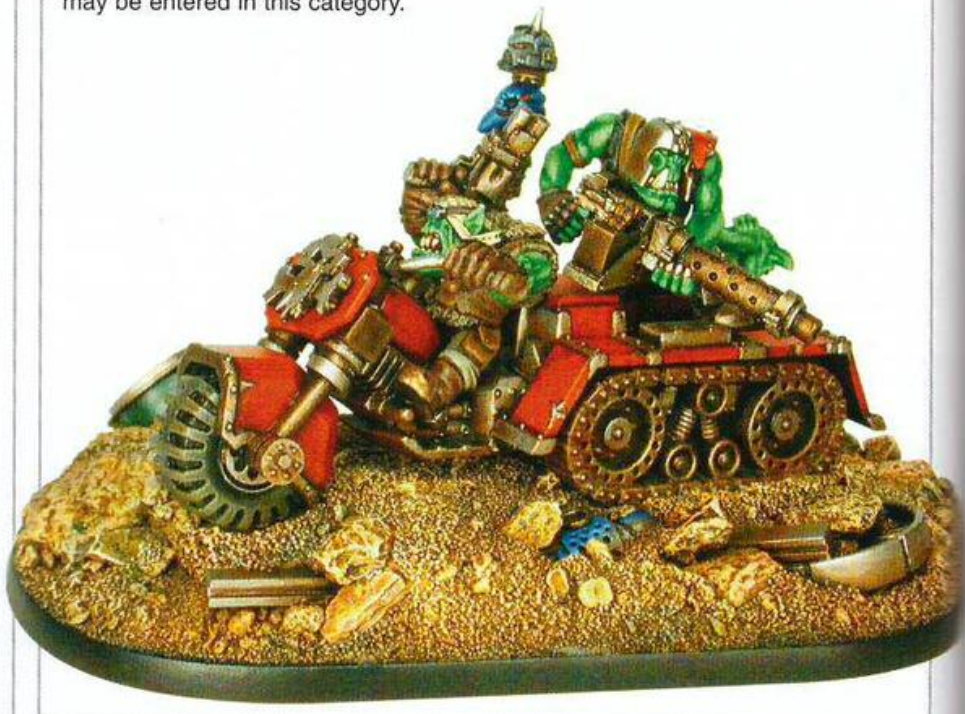
Entry to any of the competitions gives Games Workshop the right to photograph and publish details of models entered as we see fit. Finally, remember that the point of the painting tournaments is to showcase the efforts of all those who paint miniatures in our hobby and to have some fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and we will not enter into any correspondence regarding them.

CATEGORY 1: WARHAMMER 40,000 SINGLE MINIATURE

Any single Warhammer 40,000 miniature mounted on a standard 25mm round slottabase. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category.

CATEGORY 3: WARHAMMER 40,000 VEHICLE

This category is open to single Warhammer 40,000 vehicles, Dreadnoughts and walker models. This category includes single bike-mounted characters if this is appropriate to the army in question (eg, Space Marines Captain on a bike). Battlefleet Gothic spaceships can be entered in this category as well. Although most of these models tend not to be supplied with a base, it is quite acceptable for you to mount the vehicle on a modest base (no more than 20mm larger than the vehicle itself). Forge World's Imperial Armour models may be entered in this category.



CATEGORY 2: WARHAMMER 40,000 SQUAD

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is also the category for Epic 40,000 detachments and includes gangs and mobs from Necromunda and Gorkamorka. All squads must be 'legal' in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent.

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3.

All models should be mounted on their standard gaming bases. Many entrants create presentation bases on which the squad can be displayed and this can enhance the appearance of the models. Please be aware that we won't show display bases if space is at a premium on the day.

CATEGORY 4: WARHAMMER 40,000 MONSTER

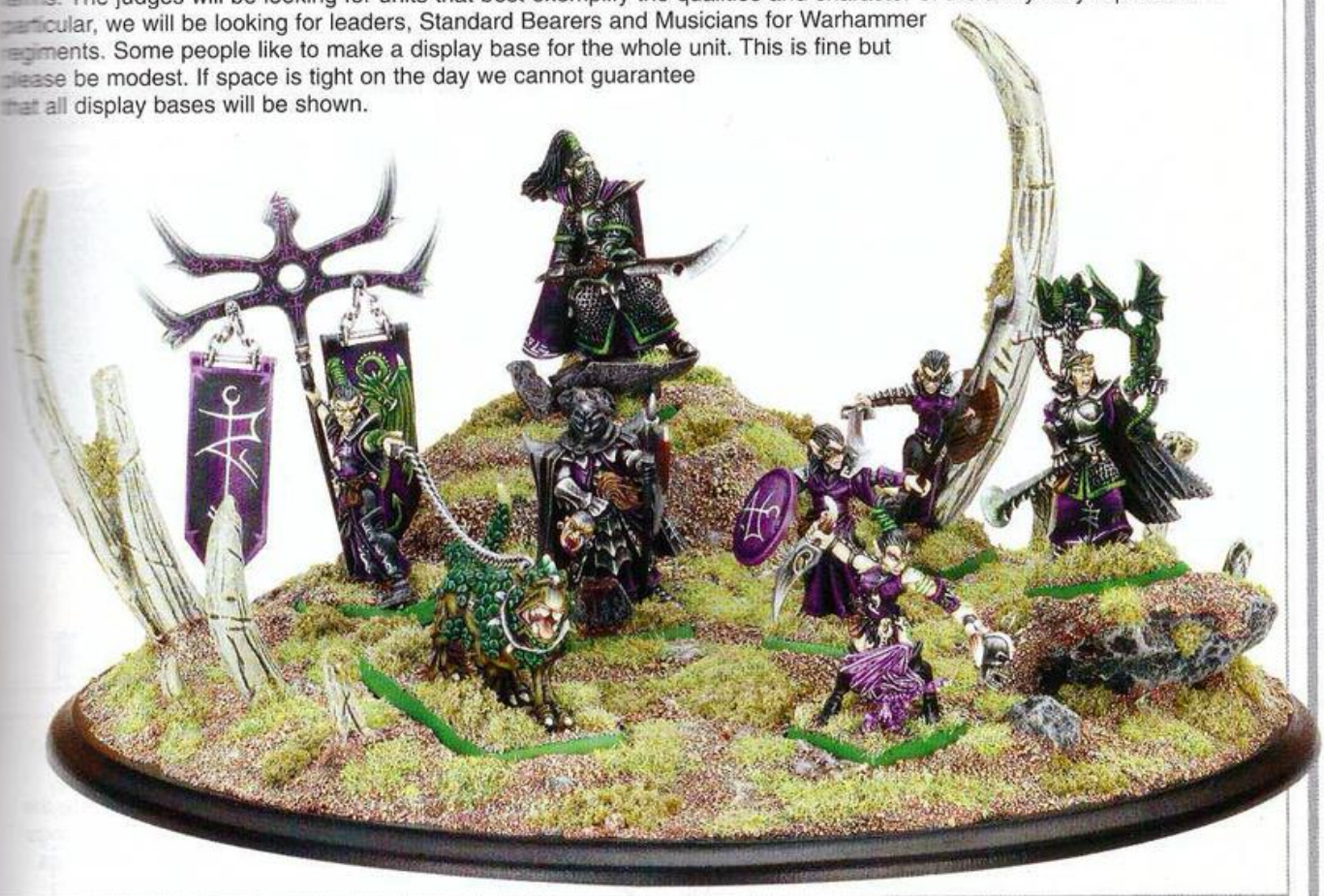
This category is for any single large Warhammer 40,000 model mounted onto a 40mm square, 50mm square or 40mm round gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc.

CATEGORY 5: WARHAMMER SINGLE MINIATURE

This is open to any single Fantasy miniature (Warhammer, Mordheim, Warhammer Quest and Blood Bowl). This includes single models on horses, boars or wolves, but not mounted on large monsters. All models must be presented on their standard gaming bases. Generally these will be 20mm or 25mm square bases for foot figures and 25 x 50mm cavalry bases for mounted models.

CATEGORY 6: WARHAMMER REGIMENT

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be 'legal' units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking for leaders, Standard Bearers and Musicians for Warhammer regiments. Some people like to make a display base for the whole unit. This is fine but please be modest. If space is tight on the day we cannot guarantee that all display bases will be shown.



CATEGORY 7: WARHAMMER MONSTER

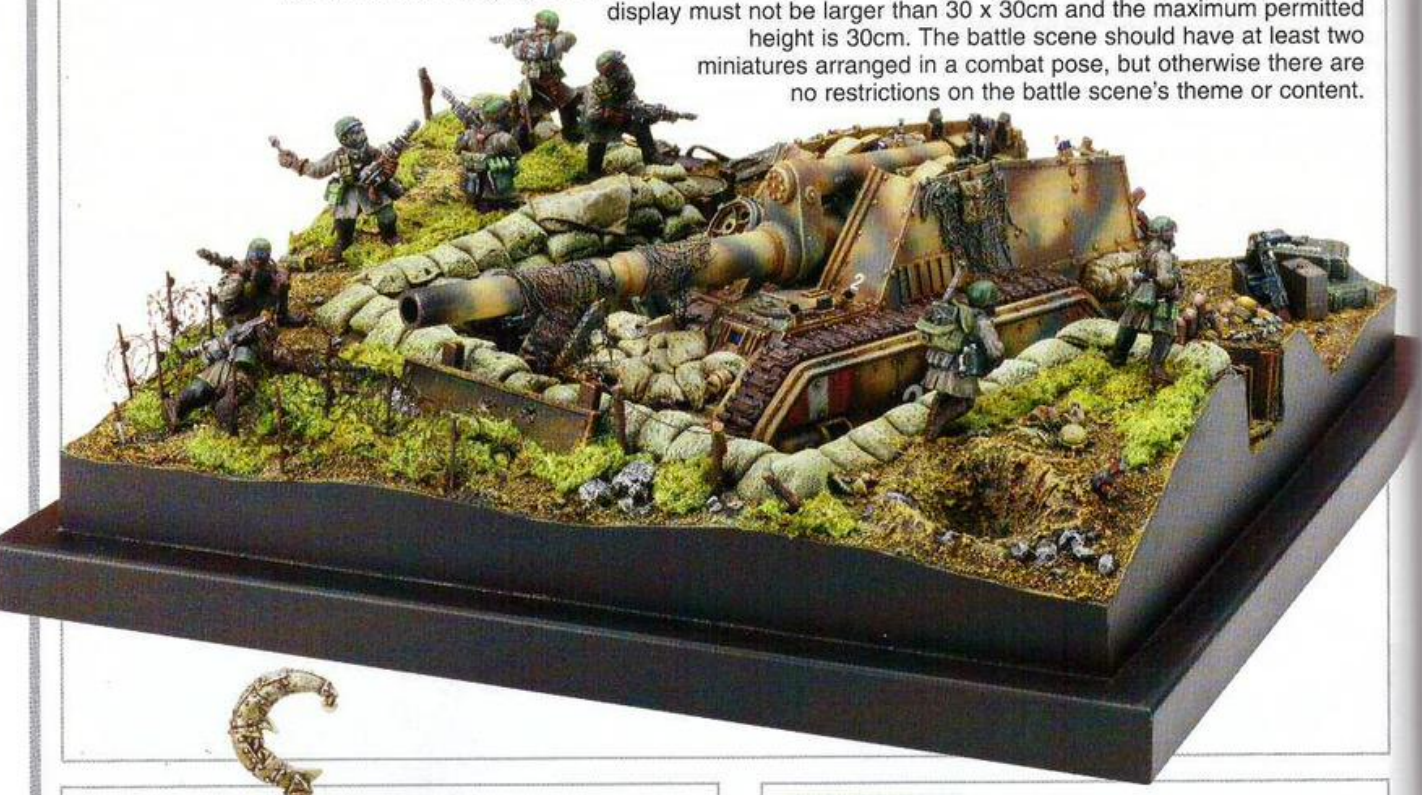
This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg, Orc Warlord on War Wyvern).

CATEGORY 8: DUEL

This category comprises two single models mounted on a single 40mm or 50mm square base. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges.

CATEGORY 9: BATTLE SCENE

Entries for this category consist of a battle scene from either Warhammer or Warhammer 40,000. The display must not be larger than 30 x 30cm and the maximum permitted height is 30cm. The battle scene should have at least two miniatures arranged in a combat pose, but otherwise there are no restrictions on the battle scene's theme or content.



CATEGORY 10: LARGE SCALE MODEL

This is the category for large scale gaming or display models. The entry should be a single model and it may be mounted onto a plinth or display base. This category includes busts as well as full models. Models from the Forge World Collector series, Showcase series and scratch-built models may be entered in this category, as should Inquisitor models. Note that Imperial Armour models should be entered in Category 3.

CATEGORY 11: THE LORD OF THE RINGS FILM SCENE

This category has been included to commemorate the release of Games Workshop's The Lord of The Rings range. Using miniatures from The Lord of The Rings games, this category is open to dioramas depicting scenes from The Lord of The Rings films. The display's base must measure no more than 15 x 15cm, with a maximum height of 30cm.

THE YOUNG BLOODS COMPETITION 2003

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Gorkamorka, Blood Bowl or The Lord of The Rings, on its standard plastic gaming base.

Models must be single foot figures – no mounted models or groups/teams. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.

THE OPEN COMPETITION 2003

As always, the Open competition is your opportunity to let your imagination run riot! Anything goes! Your entry could be a single model, a sweeping diorama or an artefact. We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science fiction modelling can be at its best. This year sees the inclusion of The Lord of The Rings miniatures to this category adding an extra dimension to the competition.

This is one of the hardest competitions to win, not least because we encourage our own staff to enter. Yes, Games Workshop painters and modellers get to enter this as well! We want the Open to espouse the very best aspects of painting and modelling, and we want to give our very talented staff the chance to join in the event as well!

HOW TO ENTER

1. Make a separate copy of the entry form shown here for each one of your entries. You can photocopy this form as many times as required. Remember to fill out a different form for each entry.

2. Decide which category you want the entry to be entered into and mark it on the form; put the name of the category and the number of the category in the space labelled.

3. Fill in the rest of the form in BLOCK CAPITALS.

4. Bring all of these forms with you when you register the models on the day of competition. Note: we will not accept any entries without these forms, so don't forget them!

GAMESDAY & GOLDEN DEMON 2003

Entry Number ..... For official use only

OFFICIAL ENTRY FORM

IMPORTANT: Please fill in a separate entry form for each entry!

Name: .....

Address: .....

.....

Postcode: .....

Telephone Number: .....

Category Name & Number: .....

Description of entry: .....

.....

FOR OFFICIAL USE ONLY:

Category Number

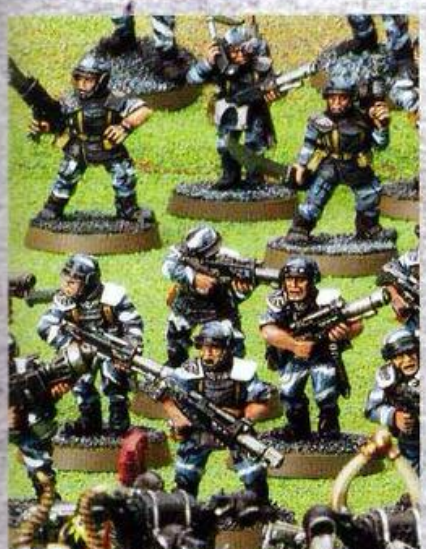
1	2	3	4	5	6	7	8	9	10	11	YB	OC

THE 13TH BLACK CRUSADE

Next month Codex: Eye of Terror will be unleashed. The Imperium faces its greatest challenge in ten millennia. The Arch Heretic, Abaddon the Despoiler, has forged a fearsome alliance of Chaos Space Marine legions, deviants, traitors, foul mutants and daemons which he hurls against the Imperium. The fate of Humanity rests on the desperate battles being fought around the Eye of Terror and the garrison world of Cadia, home of the famed Cadian regiments of the Imperial Guard.

This Codex details four new variant army lists for use in games of Warhammer 40,000. Based upon existing codexes, these lists allow you to field the disciplined forces of the Cadian regiments, a Strike Force from the Ulthwé Craftworld, the shambling hordes of the Lost and the Damned or howling packs of the Space Wolves 13th Company.

CODEX: EYE OF TERROR



SPECIAL PREVIEW

The Despoiler felt his pulse quicken as he stared at the gently spinning planet before him on the hololith. Many times had he seen this world, and each time it had remained defiantly beyond his taloned grasp. To look upon it, it was nothing remarkable, merely one inhabited world among millions in the galaxy. Its bleak, grey surface, arrayed with streaked weather patterns and slate grey oceans, looked like countless other worlds that had fallen before him. But where those other worlds had burned in the fires of the Planet Killer, this one had stood against everything the Eye of Terror had hurled against it. He formed the name of the world with thin, dead lips.

"Cadia..."

A ripple of fear passed through the bridge of the Planet Killer as those closest to Abaddon felt his rage build within him. Mewling Chaos spawn jangled their chains as they sensed their master's anger and withered, hunchbacked tech creatures slithered into the concealing shadows, fearful of the Despoiler's unpredictable temper. The war was already underway, the ships of Typhus, the Herald of Nurgle, were spreading their contagions throughout the sectors surrounding Cadia, and Tarraq Darkblood's Night Lords were killing and mutilating their way through Imperial space with murderous relish. Already reeling from these twin blows, the Cadian sector was poised to fall.

Hanging in glowing suspensor fields, a host of scrying stones surrounded the Despoiler, each displaying an array of torment and carnage. In one, rampaging warriors of the World Eaters butchered screaming Imperial soldiers, while in another, a diseased, corpse-choked wasteland burned with pyres of the dead. Scenes of slaughter and war, armies marching to battle and conquered worlds filled his senses and the sights and sounds of a galaxy burning were pleasing to him. He felt his satisfaction ebb as one of his genuflecting servant creatures approached.

"Master," gurgled the deformed creature. "He is here..."

Abaddon turned, his Terminator bodyguard closing around him as a robed figure emerged into the diffuse light of the bridge, his cowled features remaining swathed in shadow. Beneath the pale robes, the newcomer wore dark power armour and two ornate pistol grips in cross draw holsters were clearly visible. Seeing this, one of the Terminators stepped forward, lightning claws sliding from their sheaths with a metallic rasp. Crackling arcs of blue energy snapped from the blades. Abaddon watched the newcomer's reaction as the Terminator advanced upon him.

So fast that even Abaddon almost missed it, the figure drew and fired one of his pistols. A searing bolt of incandescent fire struck the Terminator and he sagged to his knees before crashing to the deck, a smoking hole punched through his molten breastplate. The other Terminators raised their weapons, but Abaddon halted them with a gesture as the figure spun the pistol and sheathed it in one smooth motion.

"Is it done?" asked Abaddon.

"It is," confirmed the newcomer, "The worlds of the Agripinaa sector are in revolt and on Piscina IV I have given the Sons of the Lion yet another reason to hate me."

"Another twist of the knife in the flesh of the Unforgiven?"

"Indeed."

"And what is it you wish of me for this?"

"Nothing, save that when the Tower of Angels comes to avenge this wrong, you leave them for me."

"And that is all?"

"That is all," confirmed the robed figure, turning to leave.

Abaddon nodded to himself and said, "My spies tell me that the Imperium arises resurgent from the violence you have unleashed. The common herd's faith in the False Emperor is now stronger than ever. Tell me why I should be thankful for this."

The robed figure turned his head and said, "Cadia is yours for the taking, Despoiler, everything else in this war of yours is but a sideshow compared to that. So why concern yourself with my agenda?"

"Because nothing must prevent final victory here!" roared Abaddon. "This is what I was created to do, and everything before this moment has been prologue. The Imperium is weak, stretched too thin and assailed from without and within. It is a rotting corpse, with maggots writhing in its belly and it must fall."

"Nothing I intend will prevent that," assured the warrior.

"Your soul is forfeit otherwise," promised Abaddon. "This I swear by all the daemons of Chaos."

The robed warrior nodded, accepting the Despoiler's threat and slipped from the darkness of the command bridge.

Abaddon returned his gaze to the gently revolving image of Cadia on the hololith, tapping the image of the planet in the Talon of Horus.

"Cadia is mine..." he hissed.

MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Studio has just started a '40K in 40 minutes' campaign to tie in with the release of the Eye of Terror worldwide campaign. With only 400 point forces required staff around the Studio are using it as the ideal time to start collecting a new force. Matt Hutson describes how he is approaching the campaign and what army he plans to use in it.

Matt: Over the last couple of months I've been frantically painting Word Bearers for the forthcoming Eye of Terror battle report. Having painted well over 30 models (not to mention a Defiler) since Christmas I was starting to get a little jaded of painting Red Gore (how many coats?) coloured Chaos Space Marines. I thought it was time to have a go at a different army. The '40K in 40 minutes: Fast and Furious' campaign would be the perfect opportunity to start a new army as the small size needed meant I could quickly paint the core of a force to which I could slowly add to and create a force to be reckoned with. The question was which army to use? The new Eye of Terror Codex is currently in production. This codex is similar to the Armageddon one and contains four new variant army lists. Inevitably this has lead to an influx of new miniatures to whet the appetite. Being based in the Studio is an extremely fortunate place to be as it will mean I will be able to get hold of these miniatures months ahead of their release.

EYE OF TERROR VARIANT FORCES

The question was, which of these four armies to collect? The Lost and the Damned army is quite interesting as I could use my existing Word Bearers as the core of the force and simply build the new one around it. Painting an Imperial Guard army is a major undertaking through the sheer amount of models you have to paint. This is especially true for the Cadians as they can have access to really cheap troops in the form of the 'Whiteshield' Guardsmen, besides the new Cadian plastics aren't out for a couple of months and I don't want to paint the old metal and then have to replace them with the new plastic ones when they become available. The Eldar Ulthwe Strike Force's black colour scheme is quick to paint but far too similar to my Black Templars which I have been collecting for the last five years. The Space Wolves 13th Company are very tempting. The Space Wolves were the very first army I ever used in Warhammer 40,000 about 10 years ago and I had always wanted to revisit them some time.

CALL OF THE HUNT

In the end the Space Wolves are just too tempting. The 13th Company's background is that they have been fighting within the Eye of Terror since the Horus Heresy and, as such, have become an extremely elite fighting force. This means that they have their own unique units plus a few of the current ones. Without going into too much detail this means that even their standard Troops choice unit the 'Grey Slayers' are the equivalent of a Wolf Guard in a standard Space Wolves force. The only downside of the army is the complete lack of tanks and Dreadnoughts but this is more than made up for by some special deployment rules and a new psychic power. Of course not having any vehicles would mean that there would be more points for infantry enabling me to create a vast horde of feral Space Marines hell-bent on racing across the battlefield to tear the enemy apart in close combat. This style of play will make a nice change from the stand off and counter–attack style of play that I've been using recently with my Word Bearers.

A quick look at the new Studio army currently being painted up completely made my mind up. The new Wulfen models look really savage and the Rune Priest, sculpted by Jes Goodwin, is breathtaking and reason enough alone to collect a Space Wolves army (*you tease Hutson! – Ed*). The most striking thing about the army

ASSEMBLING GREY SLAYERS

A Space Wolves 13th Company offers many opportunities for conversions; the Core troops boxed set alone contains standard Space Marine, Chaos Space Marines and Space Wolves sprues. This offers the converter a whole host of different accessories to add to ther models. I've assembled mine to include just a few parts from the Chaos Space Marine sprue. I haven't assembled my Wolf Guard Pack Leader yet as I want to use a Wulfen model as its base but have yet to lay my hands on one.

though is the paint scheme which is definitely old school. Because they date back to before Codex: Astartes they have the pre-Heresy grey colour scheme. This will take no time to paint using Codex Grey and it will be a welcome change from painting Word Bearers. The 13th Company also have quite a shambolic appearence as, over the centuries, they have had to scavenge bits of Chaos Space Marine wargear and armour to replace their own that has become lost or damaged over time. Painting these as Word Bearers equipent will be a good way of linking the army with my Chaos one. I could also paint these in the colour schemes of my regular gaming opponents armies, for instance Graham Davey's Black Legion.

FORCE COMPOSITION

Although very much still in production I've managed to blag (a valuable skill in the Studio) an in-progress copy of Codex: Eye of Terror. So with codex and campaign rules in hand it's time to start planning out my small force. Over the coming months I'll add to this to give me some different options for my games and also so that hopefully I will be able to play some bigger games as part of the global Eye of Terror campaign when it comes around. On this page I have included the Fast and Furious force selection rules. As you can see the only compulsory choice is at least one Troop choice. My choice was made easy as the 13th Company only has one Troop choice, the Grey Slayers. These units are pretty tough though and would make a good core unit in any Space Marine force. Although not out yet, through having a chat with Keith Robertson from the Studio 'Eavy Metal team I discovered that the models themselves are simply created by combining Space Wolves with a few pieces from the Chaos Space Marine sprue which I can get my hands on immediately. Six of these led by a Wolf Guard Pack Leader with the Mark of Wulfen (13th Company special rule) will form the core of my force and will make a fierce close combat squad. In a game of this size you don't have to take an HQ so for now the Wolf Guard Pack Leader will be my commander. To add some firepower I next included a three man unit of Long Fangs armed with two missile launchers. As they can split their firepower these will be very useful for taking out any opposing light vehicles or walkers that I'm sure to come up against some time. For my final choice I've chosen a unit of five Wulfen. These warriors have succumbed to the Curse. They are an awesome close combat unit with Weapon Skill, Strength and Initiative 5. Although not readily available yet my privileged position of working in the Studio would mean I could probably get my hands on these ahead of time.

With only fourteen models in this force I'm sure to get outnumbered, especially against horde armies such as Orks and Tyranids. To win with this force I'm going to have to get into close combat as quickly as possible where the Wulfen and Grey Slayers will come into their own. I'm quite confident I can paint this force up in a couple of weeks, just in time for the start of the campaign. I've already got my first game arranged against Adrian Wood's Ork force. Next month I'll let you know how I got on as well as how the painting's getting on.

FAST AND FURIOUS FORCE GUIDELINES

- Patrols are no more than 400 points.
- You must have one Troops choice.
- You may have one HQ choice, but no more than one.
- You may spend remaining points from anywhere in the codex following the usual guidelines.
- No model can have more than 2 Wounds.
- No Special Characters.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33 (front+side+rear).
- You must have a completed roster and access to the relevant codex(es).
- Painted models unless unavoidable.

SPACE WOLVES PRE-HERESY COLOUR SCHEME

When I start a new army I always paint a single miniature first to work out my colour scheme. To paint the 13th Company I've started with a black undercoat. Next I painted all the grey armour areas Codex Grey and highlighted them with Skull White. The red areas have been given several thin coats of Red Gore and then highlighted with Blood Red.

The Imperial Eagle on the chest plate has been given a basecoat of Bleached Bone before being given a Flesh Ink wash. This was then highlighted with Bleached Bone and then Skull White.

All the metal areas were painted with Boltgun Metal before being given a Black Ink wash around any detail. They were then highlighted with Mithril Silver.

The black areas were highlighted with Codex Grey.

To finish the model the eyes have been picked out with Blood Red before being given a watered-down Black Ink wash.

The base has been painted in a dark 'urban' way to match the rest of my armies.

THE GATHERING FORCES

EYE OF TERROR

WARHAMMER 40,000 WORLD WIDE CAMPAIGN

Due to the sheer scope of the theatre of operations in which the forces listed below operated in the 13th Black Crusade, these figures should be considered little more than conjecture. The status of the forces of the Imperium changed rapidly during the initial stages of the conflict, and no true record of their disposition could be made.

THE FORCES OF ABADDON THE DESPOILER

TRAITOR LEGIONS ASTARTES

Alpha Legion
20+ unconfirmed sightings – all sectors

Black Legion
Major presence-all sectors

The Traitor Marines of the Black Legion are the Praetorians of the Despoiler, standing at their master's side at the forefront of the 13th Black Crusade. Having nursed their bitterness through ten thousand years of the long war, the Black Legionnaires stand ready to vent their hatred upon the Imperium of Man.

Emperor's Children
Unconfirmed actions against Eldar

Iron Warriors
Suspected presence – Cadian system

Sons of Malice
Active – Scelus sector

Thousand Sons
Active – Caliban and Prospero sectors

Imperial scholars have, for many centuries, feared that Ahriman, Chief Librarian of the Thousand Sons legion, might someday gain access to the Eldar webway, and through it the near-mythical Black Library. Some fear that the Thousand Sons have finally penetrated the Eldar's secret realm, and the completion of his quest is at hand.

Warp Ghosts
Unconfirmed sighting – Agripinaa system

A thankfully rare example of a formerly loyal Space Marine chapter that abandoned its vows of fealty to the Imperium, the Warp Ghosts have sold their souls to the infernal powers of Chaos and thrown in their lot with Abaddon the Despoiler. Though not as numerous as the Traitor Legions, the Warp Ghosts are renowned for their ferocity and are a force to be feared throughout the Cadian Gate.

Night Lords
Unconfirmed reports – all sectors

Violators
Three confirmed actions – Cadian sector

Death Guard
Major presence – Subiaco Diablo

The blessings of Nurgle have always been most gratefully accepted by the oppressed and the downtrodden. The teeming hive worlds surrounding the Cadian Gate provide fertile grounds for the Plague Marines of the Death Guard to spread their patron's blessings.

World Eaters
Significant involvement – all sectors

Word Bearers
Active – rear echelon sectors

TRAITOR GUARD UNITS

5th Columnus
Presence confirmed – Belis Corona

The Traitor 9th
Significant presence – Kantrael system

Formally the 9th Calydon Voltigeurs, the 'Traitor 9th' succumbed to the lure of Chaos during the final stages of the Aetolian Purge. It is believed that the insidious taint of Chaos spread through the regiment after they took captive a group of cultists, who convinced the 9th's commanders that the Inquisition would punish them for their contact with the enemy lest they make good their escape.

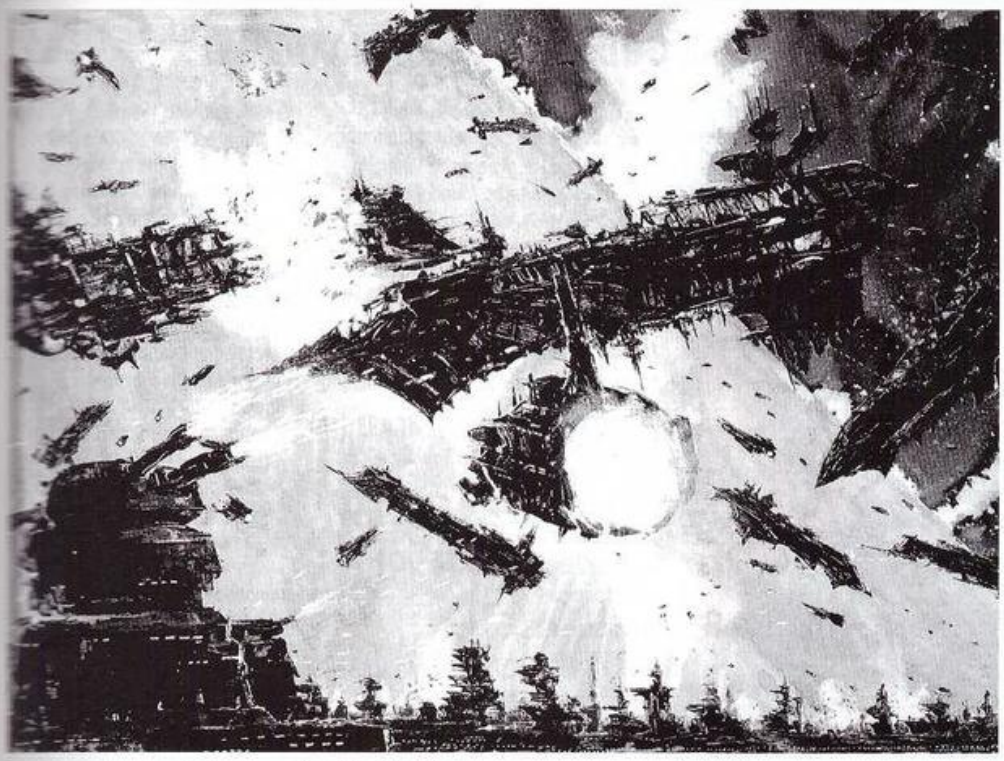
666th Regiment of Foot
Confirmed presence – Cadia

Sentrek Freemen
Three suspected sightings – Barisa system

Volscani Cataphracts
Active – Cadia

The Volscani are a regiment specialising in armoured planetary assaults, a method of deployment notoriously perilous due to the vulnerability of the super-heavy transports required to transport tank companies into the thick of battle. It is not

▲ *Abaddon leads the assault against the Imperial line.*



known how or why they came to join Abaddon the Despoiler's forces, as, until now, they have maintained an illustrious and honourable record.

Discilian Apostates
Unconfirmed Jenen Ironclads major presence – Kromat system
The Discilians hail from the Cardinal world of Harmonia, and served for many years as the personal bodyguard of Cardinal Meinrad, until he was declared excommunicate by a conclave of the Ordo Hereticus and executed by an Adepta Sororitas kill-team. The Discilians escaped their master's fate, and fled to the Eye of Terror, where they are believed to have joined the hordes of the Despoiler.

Ubridius Light Infantry
Major presence – Cadian sector

++continued in file io/57++

ESTIMATED MUTANT HORDES

The Stigmatus Covenant
Significant presence – Mackan system
The name Stigmatus has been a source of dread to Imperial analysts and strategies for many decades, and increasingly frequent warnings that deviants, mutants and recidivists are flocking to join its ranks from all over the segmentum is a source of great anxiety.

The Shyis'slaa
Linked to cult uprisings – Albitern system

The Annointed of Aq'si
Six attacks confirmed – Belisar system

The Unsanctified
Unconfirmed involvement – Bar-el system
The Unsanctified were born of a purge of their native industrial world of Charak, which saw the mutant slave workforce forcibly exiled during a puritan crusade led by the bombastic mutophobe, Confessor Petasus. Those mutants who escaped created a twisted parody of the Imperial Creed that rejected them, and now lead their own pogroms against the peoples of the Imperium.

TRAITOR LEGIO TITANICUS

Death Stalkers
Unconfirmed involvement – Cadia

Flron Skulls
Major force sighted – Vorga Torq
The Iron Skulls have not been reported as having participated in any conflict against the Imperium since their defeat at the Battle of the Inlex Salient in late 973.m41. It is believed that Abaddon executed the legion's master for the failure, and they have been rebuilding their strength in preparation for the latest invasion since that time.

ire Masters
Limited presence – Cadian sector

Deaths Heads
Major presence confirmed – Cadia
The Deaths Heads, also known as the Legio Mortis, are believed to have been instrumental in the attack that laid waste to the world of Hydra Cordatus, though this is only according to the evidence of the sole survivor of that conflict. The Deaths Heads have been one of the most destructive Traitor Titan legions since the Horus Heresy, and will no doubt be at the vanguard of the 13th Black Crusade.

Legio Vulcanum I
Four unconfirmed assaults – Belisar and Kromat

Legio Vulcanum II
Suspected presence – Subiaco Diablo

++continued in file de/80++

ESTIMATED TRAITOR FLEETS

Est. 38 Battle Fleets

Est. 19 'Wolf Pack' Squadrons

2 Blackstone Fortresses
The hideously destructive capabilities of the Blackstone Fortresses have not been witnessed since the destruction wrought upon the Tarantis system at the end of the Gothic War. Though defeated in that conflict, Abaddon reportedly escaped with two of the six ancient engines of destruction, the other four having self-destructed after his flight. Should even two Blackstone Fortresses remain under Abaddon's control, then the coming war may already be lost for the Imperium.

BATTLEFLEETS OF NOTE

The Grand Fleet of the Despoiler
- *7 Battleships*
- *13 Heavy Cruisers*
- *est. 23 Cruiser Squadrons*
- *est. 30 Escort Squadrons*

Imperial Navy analysts believe that the Despoiler commands the largest single fleet that the forces of Chaos have been able to amass since the Horus Heresy. Though to date only smaller elements of this formation have been encountered, it is feared that it will only be a matter of time before its full force is brought to bear.

The Fleet of Kosolax the Foresworn
- *1 Battleship*
- *3 Cruiser Squadrons*
- *8 Escort Squadrons*

The Plague Fleet of Typhus
- *Terminus Est*
- *est. 2 Battleships*
- *3 Heavy Cruisers*
- *5 Cruiser Squadrons*
- *est. 12 Escort Squadrons*

VESSELS OF NOTE

Plagueclaw
Unknown class

Darkblood
Styx Class Heavy Cruiser

Planet Killer
Undesignated class capital vessel
Abaddon's flagship, known simply as the Planet Killer, is a brutal weapon, capable of destroying an entire planet by unleashing an immeasurably powerful beam of energy. This weapon blasts through the crust and causes the world to collapse in on itself, reducing it to scattered and blasted asteroids within hours. Supposedly destroyed during the Gothic War, unconfirmed reports state that Abaddon is still in command of this terrible weapon.

Merciless Death
Despoiler Class Battleship

Fortress of Agony
Despoiler Class Battleship

++continued in file ww/33++

THE BLESSED FORCES OF THE GOD-EMPEROR OF MANKIND

LEGIONNES ASTARTES

Harbingers
8 Companies

The Harbingers hail from the Black Planet, and are widely respected for their skills in planetary assault and ship-to-ship fighting. Led by their resolute Chapter Master Nimrod Grudge, they present a highly mobile force capable of mounting a lightning counter-attack against any gains the forces of Chaos may make.

Iron Hands
10 Clans

Medusa, the home world of the Iron Hands, is located scant light years from the Eye of Terror, and so all ten Clan-companies of the chapter have thrown themselves into the struggle to repel Abaddon's hordes with the same ruthless effectiveness they displayed against the Traitor Legions ten thousand years past.

Space Wolves
12 Great Companies

The Space Wolves have been at the forefront of the Imperium's stand against the forces of Chaos for ten millennia, and are well known for their hatred of the traitors who turned to Chaos during the Horus Heresy. Though the chapter's Great Companies fight far and wide throughout the Imperium, each is prepared to return should the call go out that the Traitor Legions once again threaten the Emperor's domains.

Subjugators*
3 Companies

The space-borne Subjugators are a newly formed chapter, and the defence against Abaddon's latest Black Crusade is to be their largest deployment to date. The chapter has committed three companies to the conflict, but the loss of even a small number of battle-brothers would be devastating.

Relictors*
10 Companies

The Relictors are a chapter held in suspicion by the Inquisition for past crimes of attempting to turn the power of Chaos against itself. The chapter has paid for its lapse, but is suspected of having returned to its former ways. If the stories of the Relictor's leaders bearing daemon weapons into battle are true, then they may already be damned beyond redemption.

Iron Knights
1 Company

The Iron Knights are engaged upon a self-imposed penitent crusade, a punishment for a crime known only to the chapter. The mission has brought the chapter's 1st Company to the Cadian Gate, where the Veteran squads are to be found fighting side-by-side with their brothers from other chapters forming the defence.

Angels of Absolution
10 Companies

Angels of Vigilance
5 Companies

Angels Sanguine
7 Companies

Dark Angels
10 Companies

Death Spectres
6 Companies

Doom Eagles
5 Companies

Exorcists
10 Companies

Excoriators*
8 Companies

Iron Snakes
5 Companies

Marines Exemplar*
9 Companies

Night Watch*
11 Companies

Brazen Claws
10 Companies

Novamarines
6 Companies

Howling Griffons
8 Companies

Storm Warriors
10 Companies

Ultramarines
1 Honour Company

White Consuls*
10 Companies

++continued in file qw/77++

* The Mythos Angelica Mortis makes reference to a group of twenty chapters known as the Astartes Praeses. The tome claims that these chapters were founded with the express purpose of guarding the regions surrounding the Eye of Terror, although the identity and status of each individual chapter is not currently known.

IMPERIAL GUARD UNITS

Mordant 303rd 'Acid Dogs'
1 Regiment

Mordant Prime is a world known for the mining of bioluminescent bacteria from which a unique, highly corrosive acid is extracted, and the mining clan militias provide the Imperial Guard with some of the most hard-bitten tunnel fighters in the entire Segmentum Obscurus.

Gudrunite Rifles
47 Regiments

The elite of the Helican sub-sector, the Gudrunites are a regiment with a long and proud history of service. Their victories in the Ophidian Crusade have earned them a place in the history of the Imperium which they proudly maintain.

Necromundan 8th 'The Spiders'
1 Regiment

The 8th are drawn from the Spider Clan of the Palatine Hive complex on the hive world Necromunda, and are famed throughout the sub-sector for the ferocity bred into them from an early age amidst the lawless levels of the underhive.

Finreht Highlanders
3 Regiments

The peoples of the mountainous feral world of Finreht three-seven are proud and noble, and their taciturn nature is a reflection of the rugged highlands they call home. Though the Highlanders wear their traditional armour and garb into battle, they are every bit as courageous as any regiment in the Imperial Guard.

Cadian Shock Troops
612 Regiments

The Cadians have defended the Cadian Gate for ten millennia, standing before Abaddon's Black Crusades and numerous, equally destructive incursions by other Chaos warlords. On each occasion the forces of Cadia withstood the onslaught despite horrific casualties. The Cadian Shock Troops regiments are the backbone of the Imperium's defence, and should they fail all else will be lost.

Drookian Fen Guard
16 Companies

Hailing from the storm-wracked swamp world of Drookia VI, the Fen Guard are a predominantly light infantry regiment, but their rekhorn-mounted cavalry

squadrons are well known for their infiltration and scouting skills. The natives of Drookia are often seen as a raucous, ill-disciplined rabble, and the Fen Guard as even worse.

Avellornian Gunners
32 Squadrons

Narsine Yeomanry
32 Battle Groups

Zenonian Free Companies
9 Companies

Bar-el Penal Legions
4 Legions

Tarren Praefects
27 Regiments

Van De'mans World 'Redbacks'
5 Regiments

Kellersburg Irregulars
3 Regiments

Knovian Gharkas
14 Regiments

Jouran Dragoons
7 Regiments

Cadian Kasrkin
486 Companies

Cadian Youth Army
16 Regional Commands

Thracian Guard
35 Regiments

ADEPTA SORORITAS ORDERS

Order of the Ebon Chalice
4 Preceptories

Order of our Martyred Lady
5 Preceptories

Order of the Bloody Rose
6 Preceptories

Of the six Greater Orders of the Adepta Sororitas, the Order of the Bloody Rose maintains the largest presence in the vicinity of the Cadian Gate. The Order's convents are spread across the region, and stand ready to repel the blasphemous forces of Abaddon the Despoiler with the absolute faith for which the Sisters of Battle are legendary.

LESSER ORDERS

Order of the Ermine Mantle
3 Missions

A Lesser Order based on Subiaco Diablo, the Order of the Ermine Mantle has a proud tradition of service to the Imperium. In recent years the Battle Sisters of the Order have performed many missions in support of the Ordo Hereticus, striking deep into the corrupted heart of Subiaco Diablo's hives and destroying the numerous underhive cults with ruthless efficiency.

Order of the Wounded Heart
1 Commandery

ORDO MALLEUS

Inquisitorial Task Forces
Classified

Grey Knights
Classified

INQUISITORIAL STORMTROOPERS

Nemesis Tessera
est. 38 Companies

Ocularis Terribus Warzone
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DEPARTMENTO MUNITORUM

18 Engineer Corps

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28 Counter-Siege Batteries

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TEMPLARS PSYKOLOGIS

37 Disruption Squads

6 Augur Teams

ADEPTUS MECHANICUS

Legio Astorum
Legio

The Legio Astorum has fought beside the defenders of the Cadian Gate throughout the long centuries since the Horus Heresy, and is considered by many to be one of the most proficient and experienced Titan Legions when it comes to combating the forces of Chaos.

Legio Ignatum
Legio

The Legio Ignatum Titan Legion suffered grievous losses during the opening phases of the Ork Warlord Ghazghkull's invasion of Armageddon. The majority of the legion was recalled from that conflict to allow time to rebuild its strength, but Abaddon's latest Black Crusade has necessitated a hasty redeployment of the already dangerously under-strength force.

Legio Metalica
Demi-Legio

Legio Gryphonicus
Legio

House Krast
2 Households

House Arokon
4 Households

Centurio Ordinatus
4 Ordinatus

Ordo Reductor
Demi-Legio

Skitarii
87 Regiments

Divisio Telepathica Psi-Titans
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++continued in file vx/99++

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TOTAL FLEET ASSETS

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21+ Space Marine Battle Barges

150+ Space Marine Strike Cruisers

200+ Space Marine Escort Squadrons

++continued in file hg/87++

see file ct/778/k2230z for summary of battle honours.

▲ *In a ruined city, Night Lords break cover to attack the Cadian Imperial Guard.*

WARHAMMER 40,000

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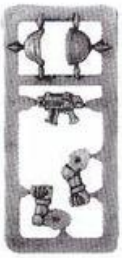

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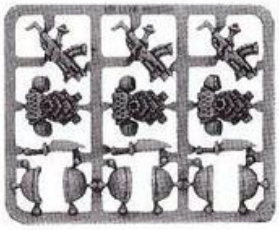

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WARHAMMER 40,000

LEGIONS OF CHAOS

Abaddon the Despoiler has forged a fearsome alliance of Chaos Space Marines legions and is heading for Cadia.

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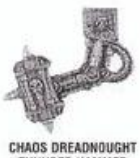
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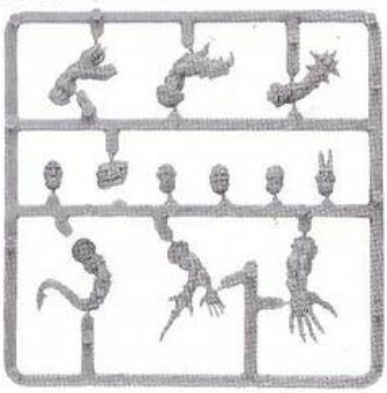
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Warhammer chronicles

New rules and background for Warhammer

This month Ian Hawkes takes a look at the rumours surrounding Luthor Huss' fall from grace, and introduces Valten, a mysterious young man who bears the mark of Sigmar upon his chest.

Luthor Huss is one of the most controversial figures in the Empire. He is undeniably amongst the most staunch and fearless living enemies of Chaos, and his strength of mind and faith is irrepressible. However, his self-imposed mission is to rid the Empire of the corruption and laxness at the very heart of the Church of Sigmar, in which he was himself a priest for years.

Once fanatically loyal to the clergy, Huss was appalled by what he saw at a meeting of the Sigmarite Council to elect an Arch-Lector to replace Mannfred of Nuln. Instead of concern for faith and justice, he saw the Lectors and Arch-Lectors engaged in selfish games of business and political manoeuvre. Rather than steeling themselves against Chaos, they ambled blindly in circles in search of still more personal power. Astounded, he made a venomous speech attacking the Lectors, and for his gall was ordered to present a formal apology. Unable to reconcile his faith in his superiors with what he had seen, he could not. Instead, he distanced himself from the ranks of the organised cult and now travels the countryside and cities, delivering damning sermons on the moral laxness at the heart of the church. He urges people to look to themselves for their faith in these darkening times, not to corrupted priests who would sell their souls for gold.

Huss drew such attention to himself that the cult leaders, who had previously regarded him as a mere annoyance, were forced to take action. Thousands of people were now taking Huss and his words seriously, and concern spread in the church that his misguided zeal could have dire long-term effects on the people's confidence in their god. As if to say that even the heavens had taken an interest, the twin-tailed comet, the sacred symbol of Sigmar, was seen again in the skies above the Empire, five hundred and twenty-three years after its last appearance. Some say this was a blessing, as it had been when it signalled the coming of Sigmar, others that it must surely mean disaster, as it had in 1999 when the city of Mordheim was annihilated. Since the comet's reappearance, deranged extremists of either belief can be found preaching their dogma on street corners, and the numbers of insane flagellants roaming the Empire has soared as people seek to atone for their sins before the end of the world or the final salvation.

Matters were made worse when Grand Theogonist Volkmar, perhaps the only man in the upper reaches of the church that Huss respected, was killed by a Norse barbarian chief named Archaon, whom Volkmar had insisted was destined to destroy the world. To many of the clergy this was clinching proof of the old man's diminishing faculties and his failure to return was hardly a surprise, but his loss was still a great blow. The man chosen to succeed Volkmar was Johann Esmer, the High Priest of Talabheim, renowned for his political cunning.

Luthor Huss was preaching in Nuln when he heard news that Esmer's first act had been to dissolve fourteen remote missions throughout the Empire as being uneconomical. Huss was furious and flew into a wild rage. With a wooden dummy and gold paint he created an effigy of the new Theogonist and stormed towards the Cathedral of Sigmar. Frightened passers-by saw him ranting madly to himself as he thundered past, fully armoured, his two-handed warhammer over his shoulder.

When he reached the huge, majestic doors of the cathedral, he spun around and struck them a massive blow, the resultant deafening clang of the hammer against the ornate metalwork drawing the attention of everyone within five hundred yards. He bellowed a plea and a challenge at the top of his voice to anyone who would listen.

"How long must we endure this? Can you not see the darkness descending on our souls? How long before this downward spiral into devilry is the end of us all?"

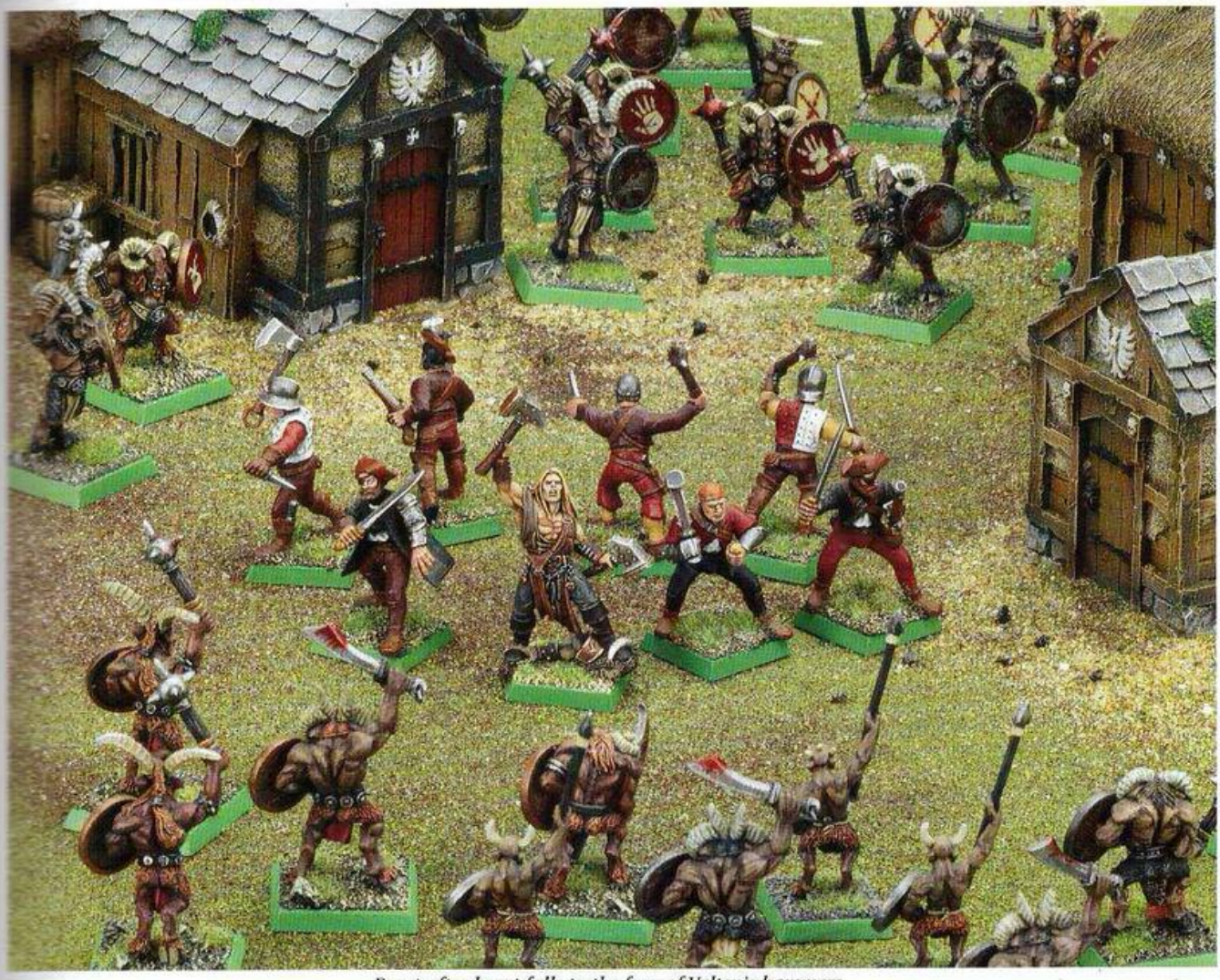
Smashing the doors with another hammer blow, he drove into them the icon he had made, before storming away. As people tentatively approached the doors they found the wooden doll pinioned to them, a nine-inch nail driven through its heart, and the word 'Esmer' carved into its forehead.

A direct attack on the Grand Theogonist and the defacing of a cathedral were a protest too far. Uproar has since spread through the Church as clerics and Lectors argue over what is to be done with Huss. Luthor, however, has no intention of submitting himself to what he sees as the false justice of the church and continues on his travels, now even more of a vengeful figure.

The cloud of gloom and darkness that is rolling slowly over the Empire has proved the perfect climate for Luthor's anti-establishment and anti-materialist dogma to thrive, and everywhere he goes the mood of impending doom or salvation is magnified tenfold. He has attracted bands of hangers-on, demented flagellants and monks, who add their dismal prophecies to Luthor's raging protests and denouncements. Many imitators and self-appointed disciples have taken up Luthor's cause, and the Empire has become flooded with prophets of doom and darkness, or purveyors of promises of final redemption.

Luthor's actions in Nuln shocked even many of his supporters, and now his incredible intensity has become a source of dread in those he meets as much as one of respect. He uses this to his advantage, threatening the corrupt into changing their ways. Rumours have even begun to circulate that those he cannot change with words, he releases from the grip of evil with his hammer. Brother Jakob of Erlach, notorious for embezzling church funds, was found with a crushed skull, a fallen chandelier with a previously sturdy fixing the apparent cause; Brother Bernhard Schneider was beaten to a pulp by a gang in the streets of Nuln; Erich of Gottenberg, the subject of various accusations by the women of the town, simply disappeared when Luthor left. There is never any indication that Huss has anything to do with these killings but hearsay travels like wildfire, and now even honest priests fear Luthor's arrival.

Huss' quest is not simply against internal corruption, however. As he wanders he seeks out besieged towns, travelling armies and nests of evil, and lends his might and faith to Sigmar's cause on the battlefield as well as the podium. Luthor's sworn mission is to stamp out evil wherever it lurks, and as the Empire falls into anarchy it is not hard to find. Bandits are everywhere, and the numbers of Beastmen and Goblins seem to many to have grown out of control. Battles rage all over the Empire, town



Beast after beast falls to the fury of Valten's hammers.

militias and local regiments struggling to hold off attackers both human and inhuman. Unhinged preachers and flagellants proclaim every minor hero of these battles to be the incarnation of Magnus or Sigmar returned, and there are many who are willing to believe them, desperate for a saviour.

It was as Huss was sheltering from a coming storm in a coaching inn on the Stimmigen Road from Nuln, that he heard a story from four travellers from Lachenbad, on their way to gather food for their devastated village. They told him of how a young blacksmith's son had single-handedly saved the village from a powerful band of Beastmen. When it had been on the brink of destruction, the villagers fleeing for their lives, the boy, Valten, had seized two hammers from his father's forge, and fought back against the creatures. Inspired by his bravery, the villagers had rallied behind him, and had followed Valten as he struck down Beastman after Beastman, killing dozens of them before single-handedly felling their massive chieftain. The remnants of the warband had fled in terror, and Lachenbad – or what was left of it – was saved. Huss' heart leapt. He knew that false saviours were being presented by frenzied Sigmarite cultists almost daily all across the Empire, but the parallels between this story and that of Sigmar were uncanny. Could the heavens really have deigned to return the man-god to the world, to once more be its saviour in these darkest of times? Immediately, Luthor mounted his horse and sped towards Lachenbad.

His horse was near to collapsing from exhaustion when he raced into the village. The rain was driving down in sheets, and the people of Lachenbad were miserably trying to rebuild their ruined homes to shelter from the storm. When they saw that Luthor was a priest they flocked to him, pleading for his aid and blessing, but such was his urgency that he ignored them in his rush to locate the blacksmith's son. Then, outside what must have been his father's forge, Luthor saw him. The boy, if such a term was not an injustice to him, was every inch the image of the Heldenhammer. He stood broad and tall, his limbs strong and his eyes bright. He effortlessly held a huge beam in place as his father lashed it above the forge door, and had none of the dejection of the villagers, instead carrying himself with a self-assurance and calmness that no man should have been able to summon in such awful squalor.

Huss was dumbfounded, dismounting awkwardly and stumbling towards the vision before him. He was overcome with awe, exaltation and hope, and as Valten turned and looked at him quizzically, Luthor simply collapsed to his knees in the mud with a cry of "My Lord!"

As the rain pounded down, ringing against Luthor's armour and swelling the lakes of mud forming around his knees, he was uncaring of the gasps of the villagers. He ignored the scolding murmurs, the amazed shouts of "Look, he thinks Valten's Sigmar!", and "The priest's gone mad!" Even if Valten's fellow villagers could not see it, even if other false saviours had already been heralded and discredited, it was obvious to Luthor Huss. Once again, in its darkest hour, the man-god would drive out the foes of Humanity. Sigmar had returned.

VALTEN, CHAMPION OF SIGMAR

Valten was born in a Reikland village called Lachenbad, where he had an uneventful childhood, growing up as the son of a blacksmith and learning his father's craft as all boys did. Although he was blessed with strength and intelligence, the only truly unusual thing about the young Valten was a strange birthmark on his chest, shaped like the twin-tailed comet of Sigmar.

This caused a great stir at his birth, for the comet is a powerful omen – but whether for good or ill depends on the whim of the gods. Many villagers felt that either way Valten would surely bring momentous events to Lachenbad, and that this was something it could well do without. They insisted that leaving the boy to die in the forest or drowning him in the stream was the only way to avoid disaster. Nevertheless, his parents declared that no one should lay a hand on the child, and Valten's father Kurt was respected and fearsome enough that none argued.

It soon became apparent that the young Valten was a gifted child. Even before he had uttered his first words many people commented that his eyes seemed to show

a strange understanding of whatever they fell upon. He was bigger and stronger by far than other boys his age, able to best them in wrestling and other physical games with ease. At first people muttered that this remarkable strength was simply proof of the boy's abnormality and that he should have been strangled at birth, but Valten was a happy child with an infectious enthusiasm, and became so well-liked that thoughts of his portentous birth were soon forgotten.

It was on the eve of Valten's 18th birthday, though, that the superstitious doomsaying of his birth was proved well-founded. From the depths of the Reikwald, the Beastmen came. Led by a powerful Beastlord named Rargarth, Lachenbad had not seen a horde even a tenth of the size in living memory. Bent on pillage and plunder, the Beastmen seemed unstoppable and the few men of Lachenbad that could wield weapons had no hope of standing against them. With primal howls and brays they descended on the village, and the terrified people scattered before them, fleeing for their lives. The Beastmen gave no quarter, and cut down anyone they found, man, woman or child, and gleefully hurled flaming torches onto the thatched roofs.

But Valten refused to run. He made his way to his father's smithy, and smashed aside the Beastmen who tried to bar his way with great blows from his fists. Taking up two hammers from the forge he set about the horde like a hurricane with cries of anger and vengeance. Beast after beast was crushed by Valten's hammers, and all who came near him died. The panicking villagers saw this, and were heartened by this incredible display of bravery. They took up their swords, pitchforks and scythes, and ran to join the blacksmith's son. Following the boy, they cut through the warband until Valten stood before Rargarth himself.

Valten launched himself at the beastlord. He swung a hammer in a massive arc but Rargarth raised his giant scimitar and parried the strike. Such was the force of the blow that the blade was broken in two, and the hammer torn from Valten's grasp. Unfazed, Rargarth snarled and struck out with the remnants of the weapon. Valten ducked back, fast but not fast enough; the rusted metal slashed across his chest, opening a horrible wound and sending him reeling. Rargarth gave a triumphant grin, exposing yellow and rotted fangs, and the killing blow. But Valten raised his remaining hammer at the last second. There was an almighty clash as the blade slammed into the metal hammer, and the titanic strength of the Beastlord forced Valten to one knee. Incredibly his guard held. Amazement appeared on Rargarth's bestial features as he strained against the wounded boy, but to no avail. Impossibly, Valten began to rise, shaking with effort as he pushed upwards against Rargarth's blade, until finally he was on his feet. Valten kicked out, sending the Beastlord stumbling backwards, and before the creature could recover, he hurled his remaining hammer with awesome force straight at the monster's head. It struck Rargarth between the eyes like a meteor, shattering his skull and killing him instantly.

With their leader dead, the Beastmen turned to panicked flight, and the exultant villagers chanted Valten's name. Though Lachenbad had been half-razed, it was saved from total destruction by the amazing prowess and courage of a single boy. The stories of Valten's deed spread like wildfire around the surrounding villages and towns, and before long all manner of parties were showing an interest in the boy who had become a hero.

Valten

	M	WS	BS	S	T	W	I	A	Ld
Valten	4	5	5	4	4	2	5	4	9

Cost: 215 points.

Weapons: Valten carries two blacksmith's hammers. These count as two hand weapons, and so give Valten +1 Attack, for a total of five Attacks.

SPECIAL RULES

Against The Odds: Valten's courage knows no limits, and even impossible odds do not faze him. Enemy units can never gain the combat resolution bonus points for flank or rear attacks, or for outnumbering, in a combat involving Valten. In addition, Valten and any unit he leads is Immune to Psychology. The only exception is that they always count as being *stubborn*.

Awesome Presence: Valten is not a military officer. He does not give rousing speeches or offer rewards to fighters around him, nor does he yell orders or threats in battle. Instead, others are inspired by his awesome presence, and fight even harder as they see Valten strike down foe after foe. Wounds inflicted by Valten in close combat are counted towards the Empire combat resolution score of any combat within 12" of him, not just the one he is taking part in.

Valten may not be your army General unless he has the highest Leadership value in the army; if there are characters in the army with the same Leadership as Valten, one of those characters will always be the General instead. Even if Valten is the General, units within 12" of him may not use his Leadership as they would normally be able to – the Awesome Presence rule replaces this.

Iron Resolve: Valten has steel sinews and a will of iron, and is able to grit his teeth and fight on despite wounds that would kill lesser men ten times over. To represent this he has a 5+ Ward save. In addition, if Valten is killed, take a Leadership test for him at the end of that phase. If he passes, his astounding strength of will allows him to ignore the wound and continue fighting. He remains alive on 1 Wound, and the wounds that killed him are discounted. Note that the effects of combat resolution, *panic* and so on are worked out after determining whether Valten recovers. This rule does not apply if he is fleeing and is run down by chargers or pursuers, or hit with a Killing Blow.

Valten is a Hero choice, but will use up one extra Hero slot as well.

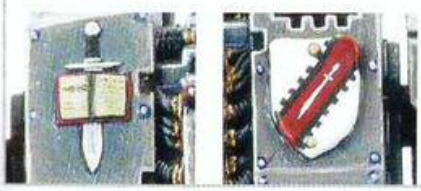
To go with the release of the new Grey Knights Space Marines army, the 'Eavy Metal team converted their plastic Dreadnought into something quite spectacular. Here's how they approached the task.

'EAVY METAL MASTERCLASS

GREY KNIGHTS DREADNOUGHT

ASSEMBLY

The Dreadnought model was assembled as normal, though the front sarcophagus plate was left off, as this would later be replaced with another piece. Instead, the reliquary carried by one of the Imperial Missionary figures was clipped off and its edges filed flat. This was inserted into the Dreadnought's body and the gaps around it filled with Green Stuff. A Grey Knights Terminator's shield was filed flat then glued to the Dreadnought's left shoulder and the Grey Knights Chapter symbol was sculpted from Green Stuff and attached to its right shoulder.



The Dreadnought's banner pole was constructed using aluminium rods pinned together with the finial from a Warhammer Empire standard glued on top. The banner itself was sculpted from Green Stuff. The foil from around the top of a wine bottle was laid out on flattened Blu-Tack with a layer of Green Stuff laid on top and the creases sculpted on. Once the Green Stuff had dried, it was lifted carefully from the Green Stuff and glued to the banner poles. The same process was repeated for the tabards hanging from the Dreadnought's front.

The Dreadnought's arms were also converted. The book from another Missionary figure was clipped off and filed flat before being attached to the side of the lascannon arm. The Dreadnought's power fist arm was equipped with an underslung incinerator. This was constructed using the heavy flamer that comes on the Dreadnought sprue then clipping off the nozzles and replacing them with those from a Grey Knight's incinerator.

Finally, to match the armour of the Grey Knights, grooves were filed in the bottom of the Dreadnought's leg armour using the thin edge of a rectangular file. This groove was then partially filled with Green Stuff, and the letters cut in with a scalpel blade. Not completely filling the groove with Green Stuff meant that when the letters were pressed in with the scalpel and the Green Stuff was pushed upwards, it didn't spill out over the Dreadnought's armour and remained flush.

THE ARMOUR AND SARCOPHAGUS

Once the Dreadnought was ready for painting, an undercoat was sprayed on using Chaos Black spray. When you're spraying a model, make sure you cover the model thoroughly, but be careful not to obscure the details by overloading it with paint.

The paints used for the Grey Knights and the Dreadnought were mixed in seperate pots so that the colours used at each stage of painting would not need to be continually remixed. Boltgun Metal mixed with a little Chaos Black and Regal Blue was used to basecoat the model, which was then highlighted by adding more Boltgun Metal to the mix. Next, some Blue Ink was thinned down with water and brushed into the recesses of the model. This was then highlighted with Chainmail before an extremely thinned down Blue Ink glaze (95% water to 5% ink) was washed over

the model. A final highlight was added on the very edges of the Dreadnought's armour using a thin line of Mithril Silver.

The remainder of the metal on the Dreadnought, such as the back of its legs, was drybrushed with Boltgun Metal to leave it dark as a contrast to the brightness of the armour. Areas that were to remain black were highlighted with a 50/50 mix of Chaos Black and Codex Grey then given a final highlight of Codex Grey on its own. The gold areas of the model were painted Brazen Brass and given a thinned-down wash of Brown Ink before being highlighted with Shining Gold. A final highlight on the very edges of the gold was added by using Shining Gold mixed equally with Mithril Silver.

The metal on the weapon arms was painted Mithril Silver and given a thinned-down wash (95% water to 5% ink) of Black Ink before highlighting it again with Mithril Silver.

THE CLOTH, TABARD AND BANNER

The Dreadnought's purity seals, tabards, banner and the pages of the books were painted in exactly the same manner, using a basecoat of Scorched Brown and Bestial Brown mixed equally. Progressively more Bleached Bone was added to this mix to highlight the cloth, before finally adding Skull White for the final highlights. The book on the banner was painted in the same way, but the final highlights of Skull White were not applied to allow the book to stand out against the lighter banner.

THE RELIQUARY AND PURITY SEALS

The bones in the reliquary were given a basecoat of Scorched Brown then highlighted with Bestial Brown before a thinned-down Flesh Wash was brushed into the recesses. This was then re-highlighted with a 50/50 mix of Snakebite Leather and Codex Grey. Some Bleached Bone was added to this mix, before a final highlight of Skull White was applied.

The housing for the bones was painted with a 50/50 mix of Chaos Black and Red Gore then highlighted with Fiery Orange and given a 50/50 wash of Brown Ink and water.

The wax of the purity seals and the red on banner were given a basecoat of Red Gore and highlighted with a mix of 50/50 Fiery Orange and Red Gore

FINAL DETAILS

To add the finishing touches to the Dreadnought, scriptwork was added to its tabards using Chaos Black mixed with about 50% Black Ink. Using an ink to thin down paint makes it run off the brush more smoothly than if water is used and, when painting thin lines, this is a real bonus.

The blue, gem-like targeting eyes of the Dreadnought were painted to match those of the eyes of the Grey Knights. The base coat was a 50/50 mix of Chaos Black and Regal Blue, which was successively lightened as the colours approached the bottom of the gem. To begin with, the top of the gems were painted with this mix, with the colour lightening towards the bottom of the gem by adding Ultramarines Blue first, then mixing in a little Shadow Grey. A final line along the bottom of the gem was added using an equal mix of Shadow Grey and Skull White. To finish the gem, a tiny dot of Skull White was applied in the middle of the top half of the gem.

Andy would like to thank the guys at the Yahoo! 40,000 Chaos list and especially the 'Chosen':- Ron Ramsay, Al Borthwick, Borys Zakrzewski. Jens Lehner, Ed Rusk, Tim Pearce, CJ Cummings, Paul DiPonio, Lawrence Dunn and Jason Lantrip for their invaluable assistance this issue.

CHAPTER APPROVED

BY ANDY CHAMBERS

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

CODEX CHAOS SPACE MARINES Q&A

Q. Could you list the typographical errors in the Codex?

A. *Certainly, all the following will be corrected at first reprint.*

Page

2 *Fearlessness. The wording for Fearless should be standard wherever it occurs in the Warhammer 40,000 game system. The entry in Codex: Chaos Space Marines is an error as it should confer immunity to morale AND pinning tests.*

14 *Servo-arm is Iron Warriors only. Juggernaut of Khorne should be 35 points. Talisman of Burning Blood should be 10/5. All Marks of Chaos should be asterisked as they can be used by models in Terminator armour.*

16 *Reference to Favour of Khorne under bionics should refer to Feel No Pain instead.*

17 *The Terminator armour entry should state that models in Terminator armour count as stationary when shooting, even if they move.*

32 *The line, "The squad may be an Aspiring Champion" should read "The squad may include an Aspiring Champion".*

33 *Screamers of Tzeentch have the Furious Charge ability.*

34 *Predator Side Armour should be 11.*

47 *Axe of Khorne should be 20/15 points.*

47 *Kharn has Daemonic armour not Chaos armour.*

48 *Feel No Pain. Should read, "cannot be used against weapons which inflict instant death (those with Strength double or more the model's Toughness) or against close combat weapons".*

59 *An Aspiring Champion with the Mark of Tzeentch automatically passes any psychic tests taken. All models with the Mark of Tzeentch are Fearless. A Disc of Tzeentch costs 30 points.*

60 *Thrall Wizards have T3 W1.*

Q. Is there a special statline for Sorcerers?

A. *No, Sorcery is a skill that can be utilized by a Chaos Lord, Lieutenant, Aspiring Champion or indeed almost any model with a Mark of Tzeentch. Their profile remains unchanged.*

Q. Does the Gift of Chaos psychic power ignore Invulnerable saves?

A. *No.*

Q. It states that Chaos Hounds move and assault at the speed of their owner, but what about Thralls and Spawn? How are they affected if their owner has Daemonic Speed, Flight or a steed?

A. *They move as infantry. Their owner cannot move any faster. A question was recently raised regarding the effect of Blood Rage. On balance it seems reasonable to allow a spawn to keep up with a raging owner, primarily because I would not like to see Spawn being used as a way to curb the berserk tendencies of the owner.*

Q. It says on pages 34-36 that Chaos vehicles may have "...any vehicle upgrades and gifts allowed from the Chaos Space Marine Armoury." Does it mean that a Dreadnought, for example, can have the gift Daemonic Flight. It seems that the words "Gifts allowed" are not precise enought for some players who are about to build this kind of vehicle.

A. *Vehicles may only have vehicle gifts.*

Q. Can a Daemon Prince use a bolt pistol?

A. *A model with Daemonic Stature cannot use a bolt pistol. A Daemon Prince who does not have Daemonic Stature may.*

Q. Can Terminators use special movement modes?

A. *There is no asterisk next to Daemonic Speed, Chaos Marine Bike or Daemonic Fight, so no.*

Q. Is a Lord's Chosen retinue counted as an Elites choice?

A. *Yes, however many Chosen you have though they only count as a single Elites choice.*

Q. How many attacks does a Dreadnought with two Dreadnought close combat weapons and affected by Blood Rage get?

A. *7. 3 normal, doubled to 6 for Blood Rage plus 1 for the additional weapon.*

Q. May Raptors be carried in a Land Raider (or any vehicle with transport capacity)?

A. *No.*

Q May Obliterators be carried in a Land Raider (or any vehicle with a Transport capacity)?

A. *No.*

Q. Can a vehicle's standard combi-bolter be upgraded?

A. *No, only with an additional combi-bolter.*

Q. If an independent character with Daemonic Flight joins a unit of Raptors, can they still 'Hit and Run' (as this is not a Veteran skill).

A. *No.*

Q. Models supporting in close combat make a single attack at their basic stats and can't use special weapons like power fists etc. Does this restriction extend to 'built-in' weapons and/or Veteran skills like Daemonic Talons, Furious Charge, Daemonic Venom etc?

A. *Yes.*

Q. The foreign language versions of the Codex have a different description of the Doom Siren's effects. Which version is correct?

A. *The English version.*

Q. The Chosen entry states "Each Chosen will be armed with either a bolter or a bolt pistol and close combat weapon."

The Chaos Space Marines entry states "Each model may have a close combat weapon and either a bolter or a bolt pistol"

The Havocs entry states "bolter or bolt pistol and close combat weapon"

Do all these wordings mean that Chosen, Havocs and Chaos Space Marines can all have bolter and close combat weapon or are Chosen and Havocs limited to bolter OR bolt pistol and close combat weapon?

A. *Any of the models in the units listed may have a close combat weapon plus either a bolt pistol or a bolter.*

Q. Am I right in assuming that a Chosen Chaos Space Marine does not have to be an Aspiring Champion to carry a special Icon?

A. *That's right.*

VETERAN SKILLS

Q. Infiltrate states that you cannot use it with a bike, steed, followers, Mark of Khorne, Terminator armour and Daemonic Stature. Can you combine Daemonic Flight and Infiltrate?

A. *Yes.*

Q. The Raptor entry states that they may have one or more Veteran skills, are they still subject to the restriction of one if they take Mark of Chaos Undivided?

A. *There is no implication in the wording beyond wishful thinking. If Raptors have the Mark of Chaos Undivided they may only take one skill.*

Q. Can True Grit be used by models with combi-weapons?

A. *No. The True Grit rule was used because it is familiar to players already. The rationale is that it was a technique taught by Mortarion to the first Death Guards and is only really usable with bolters.*

Q. If a model cannot normally take a Veteran skill do they receive any free skill relating to their legion?

A. *No.*

Q. Does the Tank Hunter Veteran skill help against the Monolith?

A. *No, there are no weak spots to be exploited.*

Q. Can Terminators have skills (no *'s beside any skills)?

A. *In general yes, however some skill descriptions specifically forbid their use by Terminators, Infiltrate for example.*

Q. Are the melta and flamer parts of combi-weapons eligible to use the Tank Hunter skill?

A. *Yes.*

Q. If a Lord has (say) Furious Charge Veteran skill can he use the skill if he takes a Chaos Spawn or Chaos Hounds? The followers are a now part of a 'unit' with the Lord but do not have the same skill as the Lord.

A. *No, skills may not be used by a model with followers.*

DAEMONIC GIFTS

Q. Do models with Daemonic Stature really have to be 10 feet tall?

A. *Only to scale.*

Q. How strong is an Aspiring Champion with Daemonic Strength and power Fist?

A. *He would have 9 Strength. In general in Warhammer 40,000 any doubling of an attribute is done before allowing for additions or subtractions.*

Q. Is it possible to combine Daemonic Flight with Daemonic Speed?

A. *No, see page16 – movement modes.*

Q. Do any of the following give a model 3D6 Pursuit/Fallback:

A) Daemonic Flight
B) Daemonic Speed
C) Daemonic Steed?

A. *All of them.*

Q. Can Daemonic Talons be combined with Daemonic Venom?

A. *No.*

Q. Can the additional weapon (+1 A) granted by Daemonic Venom or Talons be nullified by anything that removes additional hand weapon bonuses like Wych Weapons?

A. *Yes.*

ALPHA LEGION

Q. Alpha Legion can have Daemon Packs if they also have Cultists to summon them, can they utilise Daemonic Beasts? It does not state it, but I cannot see why they can have Daemon packs but not Furies or Screamers.

A. *Daemon Packs represent the most commonly encountered types of Daemons, and Cultists can only summon these.*

The Grey Knights desperate effort to stop the ritual is too late.

Q. Can an Alpha Legion character have a personal Icon?

A. *No, only Cultist Icons can be used to summon daemons in the Alpha Legion list.*

Q. Unlike the Night Lords and Iron Warriors there is nothing mentioning that Alpha Legion cannot have Marks other than Undivided. Is this accurate?

A. *No, as stated in the Infiltrator entry the only available Mark is that of Chaos Undivided.*

WARGEAR

Q. How do items listed in the Cult armouries translate to the appropriate category in the main armoury?

A. *All count as Daemonic Gifts for the purposes of wargear limits except for psychic abilities (all minor powers and all Tzeentch-specific powers), which count as part of the psychic abilities and equipment list. Note that items such as Thrall Wizards and Inferno Bolts are not psychic abilities and can therefore only be assigned to models that can select from the full armoury. I have heard good arguments that Thrall Wizards should be psychic equipment and that Doom Sirens should be weapons. Overall though I think this would favour Marked troops in comparison to Undivided and Unmarked troops.*

Q. Which of the following headings from the armoury on page 14 counts towards a character's wargear limit?

A. *As follows: -*

Marks of Chaos . . . . . .No
Weapons . . . . . .No
Wargear . . . . . .Yes
Psychic Abilities and Equipment . . .No
Daemonic Gifts . . . . . .Yes
Veteran Skills . . . . . .Yes
Gifts of the Gods . . . . . .Yes
Daemon Weapons . . . . . .Yes

Q. Page 16 states that an independent character with followers becomes a small unit but can still join another unit normally. Do the targeting restrictions for shooting independent character's apply if you have followers?

A. *You may still join another unit if accompanied by 'wargear' followers but while operating on his own a character and his followers may be targeted as if they were a unit.*

Q. Can Chosen of Tzeentch take Tzeentch Wargear without being Aspiring Champions?

A. *They can take items from the psychic powers list only. See the note below about categorising Gifts of the Gods.*

Q. Can you master-craft Gifts of the Gods weapons that are not Daemon weapons (eg, Chain Axe, Plague Sword, Axe of Khorne)?

A. *No.*

DAEMON WEAPONS

Q. Does the Warp Blade's effect work on all psychic powers including, for example, Synapse?

A. *No, it only works on an ability that requires a psychic test to use. Abilities like Synapse, along with Warlock powers, are not affected.*

Q. How does the combination of Berserker Glaive and Blood Rage work when your character has Daemonic Flight? Notably does he fly faster when subject to Blood Rage.

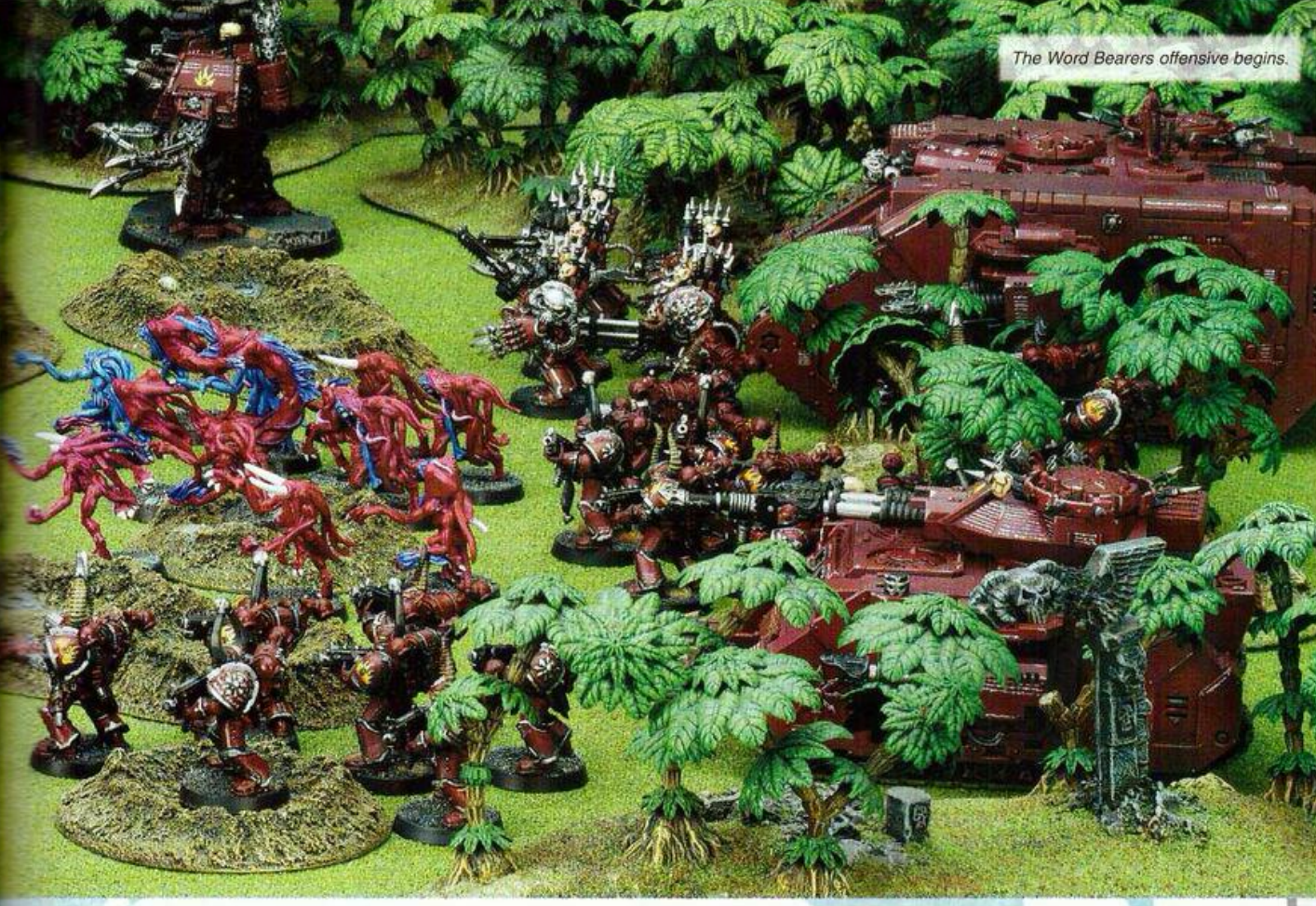
A. *Flight has precedence, Blood Rage will not make a jump pack fly faster. The other Blood Rage effects do continue to apply though. Similar logic applies to other special movement modes, in each case no extra movement is gained due to Blood Frenzy.*

Q. Does the Mark of Chaos Undivided allow me to re-roll a failed 'Mastery' test to control a Daemon weapon?

A. *No.*

Q. The Needle of Desire states that it allows a regular Armour save (while ignoring Invulnerable ones), even in the hands of a model with the Daemonic Stature ability. The Dreadaxe, on the other hand, does not mention the regular Armour save at all. In the hands of a model with Daemonic Stature, does it ignore Armour AND Invulnerable saves?

A. *Yes.*



The Word Bearers offensive begins.

Q. Is Abaddon's sword a Daemon weapon?

A. *Technically yes, but his mastery is such that it is not subject to the rules for Daemon weapons.*

Q.When Drachn'yen strikes a vehicle, the rules say that the armour is always penetrated. Is this a glancing hit or a penetrating hit?

A. *Errrrrr let's see, I think the word penetrated is a clue. It's a penetrating hit.*

Note that although Fabius Bile's Rod of Torment is Daemon-forged, it is not a Daemon weapon as such.

While on the subject, special character's Daemon weapons do count toward the 0-1 per army limit.

SUMMONING

Q. Does the Blasted Standard function as a normal Icon for Daemon summoning? It doesn't say in the description (unlike Plague Banner for example).

A. *Yes, the Blasted Standard is a normal Icon in addition to its special powers.*

Q. Is summoning performed before or after Deep Strike?

A. *Summoning is rolled for at the same time as other Reserve arrival rolls. These rolls are completed before any of the units are placed on the table. Because of this daemons can only be summoned to Icons with units that were already present on the table.*

Q. If the model with an Icon is in HTH, can it still be used for summoning?

A. *Yes, although placing the summoned daemons may be made difficult by the presence of the enemy.*

Q. Can I summon daemons to an Icon belonging to a unit which uses Deep Strike to enter play this turn?

A. *No, you can only use Icons that are on table at the very start of the turn before any Reserve rolls are made.*

Q. If you get a successful summoning roll for minor daemons but all Icon Bearers are in Rhinos, do the daemons still arrive?

A. *No.*

Q. The Blasted Standard is the only mark specifc standard that does not explicitly state that it functions like a normal Icon for summoning. Does it actually function as a normal Icon for summoning?

A. *Yes.*

Q. What if one Icon Bearer is outside his transport but another is in a Rhino and daemons arrive by summoning. Can you summon them off the Rhino-carried Icon Bearer?

A. *No.*

Q. Can Furies be summoned to a non-Undivided Icon?

A. *No, only an Undivided Icon will summon them.*

DAEMONS

Q. For the purposes of things that have extra effect or no effect against daemons, what are classified as daemons?

A. *Greater Daemons, Daemon Packs, Daemonic Beasts, Nurglings, Possessed, a Chaos Lord with Daemonic Stature and/or 51 or more points of Daemonic Gifts.*

Q. Does a Greater Daemon have to take Instability tests if the Chaos Space Marine it possesses is alive at the moment of possession?

A. *No, instability is only a problem for Greater Daemons if they possess a host when it is removed as a casualty.*

Q. If a Great Unclean One of Nurgle has Nurgling Infestation do the bonus attacks ignore Armour saves because it is a monstrous creature?

A. *No, it might be but the Nurglings aren't. As a general point Nurgling Infestation attacks are made at the WS of the model infested but use the Strength and Initiative stated for the Nurglings. These attacks do not benefit from any special weapons or attack modes possessed by the host.*

Q. If you upgrade Horrors of Tzeentch to Flamers can they still use Daemonic Fire?

A. *No.*

Iron Warriors take full advantage of a weak point in the defences.

Q. The Bloodthirster and Lord of Change do not have to make a Difficult Terrain roll for landing in difficult terrain with their wings due to their massive size. Does a Chaos Lord with Daemonic Stature and Daemonic Flight get the same immunity?

A. *No.*

Q. When making an instability test for a Greater Daemon within range of a Necron Pariah, is its Leadership taken as counting as 7?

A. *Yes.*

Q. The rules for Daemonhosts state that the Greater Daemon shows up if the host is killed. However, there are a number of other ways for a model to be 'killed' that makes this a bit hazy. Also some attacks obliterate the model, leaving nothing left to possess.

A. *Any circumstance which causes the host to be removed as a casualty will bring the Greater Daemon into play. This keeps things simpler and represents the ability of a Greater Daemon to harness even the forces which destroyed its host to manifest and take revenge before it is banished to the Warp. The one type of exceptional circumstance I can think of is if the Daemonhost never gets on to the table or moves off it. For example if it falls back off the table or gets lost in the Warp while performing a Deep Strike. In this sort of situation the host effectively becomes a casualty along with the Greater Daemon.*

Q. Are Plaguebearers Attack stats meant to be 1+ 1 for Daemonic Venom like the Daemonettes?

A. *Yes. Although Daemonettes do not have Daemonic Venom.*

Q. The Greater Daemon entry states they can make their Invulnerable save against all wounds they take, even those that allow no save. Does this include the C'tan Phase Knife, the C'tan Warscythe or Dreadaxe?

A. *No.*

DEFILER

Q. What does the Destroyer do if mounted on the Defiler?

A. *It re-rolls one miss per Close Combat phase. Obviously there is no Fire Frenzy effect as the Defiler is not subject to this rule.*

Q. What is the range of the Defiler's battle cannon?

A. *It is 72" when fired normally, 36" to 72" if fired indirectly. This is stated correctly in the quick reference but not in the Defiler entry.*

Q. What vehicle upgrades can a Defiler take?

A. *It can take any upgrades from the Vehicle Upgrades List subject to two limitations. Firstly, it can only take Living Weapon and Havoc Launcher as a replacement for its heavy flamer. Secondly, there is no point in taking Daemonic Possession as it has it anyway.*

Q: Does a Defiler get an extra attack for having 2 arms?

A. *This is already included in its profile.*

Q. For the Defiler, which takes precedence:

Walkers can always shoot their weapons when moving?

They must remain stationary to fire the battle cannon?

A. *The latter, the battle cannon is a move or shoot weapon.*

SONIC BLASTER

Q. Are Sonic Blasters eligible to use the Tank Hunter skill?

A. *No (and neither is any Daemon weapon!).*

Q. If a Sonic Blaster is mounted on a vehicle does it function any differently because it is an assault type weapon?

A. *No, treat Sonic Blasters as you would any other vehicle mounted weapon.*

Q. Is there some kind of misprint in the entry that makes Sonic Blaster Predator sponsons the same cost as the clearly more effective Heavy Bolter sponsons?

A. *No, the option is there to facilitate conversions and consistency not to confer an additional advantageous option.*

BOOKS OF CHAOS

Q. Can Chosen of Nurgle in Terminator armour be armed with a Reaper autocannon?

A. *Yes. The restriction in the rules only applies to anormal autocannon.*

Q. Does a model with Warp Scream and frag grenades strike first against models in cover?

A. *No.*

Q. Do Aspiring Champions pass psychic tests automatically if they have the Mark of Tzeentch?

A. *Yes, any model with the Mark of Tzeentch will pass psychic tests automatically with no need to roll the dice.*

Q. Under the trial Assault rules what is the use of the new Doom Siren, aside from shooting? Please provide an example.

A. *The rules for the Doom Siren take precedence so all models strike in Initiative sequence. Therefore, if a Lord of Slaanesh was charging some Imperial Guardsmen in a wood and was equipped with a Doom Siren he would strike at Initiative 5 and the Guardsmen striking at him would be at Initiative 2 (3 normal –1 for Warp Scream).*

Q. Does Nurgle's Rot affect Followers? (Spawn, Hounds, etc).

A. *Followers and steeds are all essentially wargear so if their owner has the Mark of Nurgle then they are also immune to Nurgle's Rot.*

Q. Can you have a Doom Siren with Daemonic Talons/Venom?

A. *Yes.*

Q. Do Favoured units only get a free Aspiring Champion upgrade in the relevant army?

A. *That's right.*

Q. If a transport vehicle belongs to a unit with a Mark of Chaos can the vehicle itself be dedicated to a different god?

A. *No.*

Q. Where the Codex says you may replace a meltagun with a Doom Siren at no cost, does this mean you still have to pay for the meltagun first, and can only have the amount of Doom Sirens as meltaguns?

A. *That's right – it's just an option to swap a weapon common to virtually every legion to a roughly equivalent one used as a specialisation.*

Q. If I have a Thousand Sons Sorcerer with a retinue of Chosen and he casts '*Twisting Path*', can it be aimed at a different enemy unit to the one being targeted by his Chosen?

A. *No – it is an 'instead of shooting' power and cannot therefore be aimed elsewhere.*

Q. You are fielding a unit of Chosen with the Mark of Tzeentch. The Mark confers the Sorcerer ability. What exactly does this mean?

A. *They can be given equipment from the Psychic powers and equipment list (note that as stated above this includes the Tzeentch specific powers) and may use any psychic powers taken without the risk of failing a psychic test.*

They can then be further upgraded to Aspiring Champions if desired and may then select from the full Chaos armoury. Because they always have the Sorcerer ability you never need to take the upgrade where it is presented as a choice in a list entry.

Q. When Fabius Bile enhances his Chaos Space Marines, can he enhance Khorne Berzerkers and Noise Marines or just normal, Unmarked Chaos Space Marines?

A. *Any Unmarked Chaos Space Marine Squads may be enhanced. Note though that this is ONLY the Chaos Space Marine squad entry as specified not Bikes, Raptors, Obliterators etc.*

Q. Can Chaos Space Marine Bikers with the Mark of Khorne take bike-based weapon upgrades, for example meltaguns?

A. *No, the Bikers are in Power armour so the only ranged weapon upgrades they can take advantage of are those involving plasma pistols and there are no such options connected to bikes.*

Q. Can you take the same upgrade multiple times with Slaanesh combat drugs?

A. *No*

Q. The Night Lords entry states that they make use of few daemons except that Furies are often enslaved by Raptor cults. We are not sure how many units is a 'few'.

A. *They may only use Furies. Other daemons are so rarely encountered they are not worth considering.*

Q. Does a Doom Siren count as a weapon for the purposes of only being able to have 2 weapons? Can a Chaos Lord get a Doom Siren, bolt pistol and power weapon and still get the bonus for additional hand weapon?

A. *No to the first part, yes to the second.*

Q. Can a Word Bearers army have more than one model with the Demagogue ability?

A. *Yes.*

Q. In the Emperor's Children list it says that Dreadnoughts can upgrade their flamer to a Doom Siren but Dreadnoughts can't get flamers in the army list. Does this mean that Dreadnoughts come with a flamer, or that Emperor's Children Dreadnoughts cannot get a Doom Siren?

A. *Not exactly, it replaces the heavy flamer option.*

Q. Under Tzeentch armoury, in the entry for Thrall Wizards (pg.60) it says "When the Sorcerer wished to use a further power the Thrall wizard is sacrificed and a psychic test is taken as normal." But 'normal' for the Mark of Tzeentch means no psychic test is needed to cast spells (pg.59). Which is right?

A. *The reference to a psychic test is a mistake (at one point Thrall Wizards were Psychic Gear available to everyone). In this case the Sorcerer simply sacrifices the Thrall and the spell is cast automatically, no Psychic test is needed.*

Q. Are legion specific abilities/wargear such as Stealth Adept, Demagogue, and Accursed Crozius usable with Terminator armour?

A. *Generally yes, although look at the skill descriptions, Stealth Adept for example is not usable with Terminator armour.*

Q. Can the Eye of Tzeentch be used to re-roll Invulnerable saves or Vehicle Penetration rolls?

A. *I'm afraid not, it works only on Armour saves, to hit rolls and wound rolls as stated.*

Q. Can you sacrifice a Thrall if:

The Sorcerer and Thrall are in base contact with an enemy model?

The Sorcerer it is with is in base contact with an enemy model but not the Thrall?

The Thrall is in base contact with an enemy model but not the Sorcerer?

A. *If the power the Sorcerer wishes to use can be used in the current situation then a Thrall can be sacrificed to power it.*

Q. Are Juggernauts, Discs of Tzeentch, and Steeds of Slaanesh Daemonic steeds and, if so, do the Daemon Steed rules apply in addition to the other special rules for that type?

A. *They are Daemon steeds but they are all different and only use their own special rules.*

Q. How does Warp Scream affect models with power fists? Does a model with Warp Scream and a power fist strike simultaneously with a model with 2 Initiative?

A. *Yes, if you are using the trial Assault rules.*

Q. It is theoretically possible for Khorne Berzerkers to carry bolters. Is this deliberate?

A. *Sort of, the possibility simply wasn't excluded as there are some classic Berzerker models with bolters. I doubt many people will take advantage of it though.*

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 Lane, Lenton,
Nottingham,
NG7 2WS, UK

GAMES WORKSHOP

WARHAMMER WORLD: A GAMER'S PARADISE

A look at this unique gaming arena!

Warhammer World has now passed its first birthday and is still stunning visitors that travel from across the globe to experience it. Mark Chambers, the man tasked with having Warhammer World built, looks at past events and future plans...

Mark: It seems much more than 18 months since Warhammer World had a total makeover, turning it from a small store and 'warehouse' gaming area, into a breathtaking medieval gaming arena and store featuring the best Games Workshop has to offer. We used 32 tonnes of wood, 40 tonnes of cement, over 160,000 nails and screws and nearly 100 tonnes of flagstones in its construction, and literally weeks of Michael Perry, Alan Perry and Dave Andrews' lives were spent in its design (not to mention its painting which they did by hand). At the end of the day though, no matter how good the building looks, it is the people, activity and displays within its hallowed walls that make it really special. Situated in Nottingham, Warhammer World has the advantage of being able to display the latest miniatures and artwork from the designers and painters who work on site, and it also hosts many events throughout the year, again attended by some of the more famous of Games Workshop's personalities. Anyway enough of my rambling – let's look at some of the things you can see and do, review some of the great events that have been held upon its flagstone floors and cast an eye to the future.

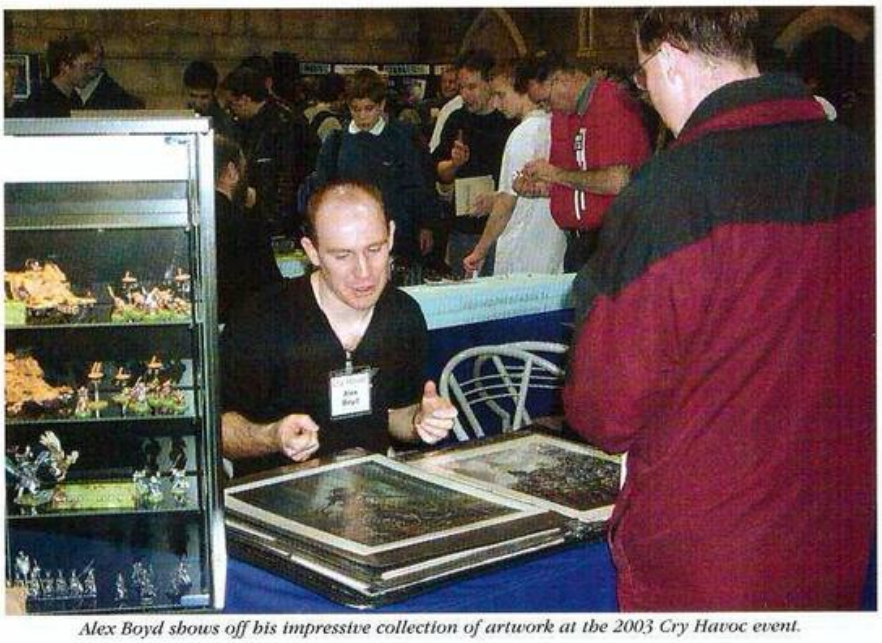
THE GAMING HALL

Every time I visit the hall it seems there is a new gaming table to play on or new scenery to use. This is mainly down to Ray Dranfield and his team who constantly produce great tables and scenery for events, tournaments and the Exhibition. You can hire these tables to play on at any time for a small fee and can even book one-on-one painting and modelling tutorials (ring the store for details). Throughout the last 18 months we have run several events from 'Open Days' where you get to meet the games designers, artists, modellers and painters (I hope I haven't forgotten

From all over the world, people come to Warhammer World to immerse themselves in the hobby.

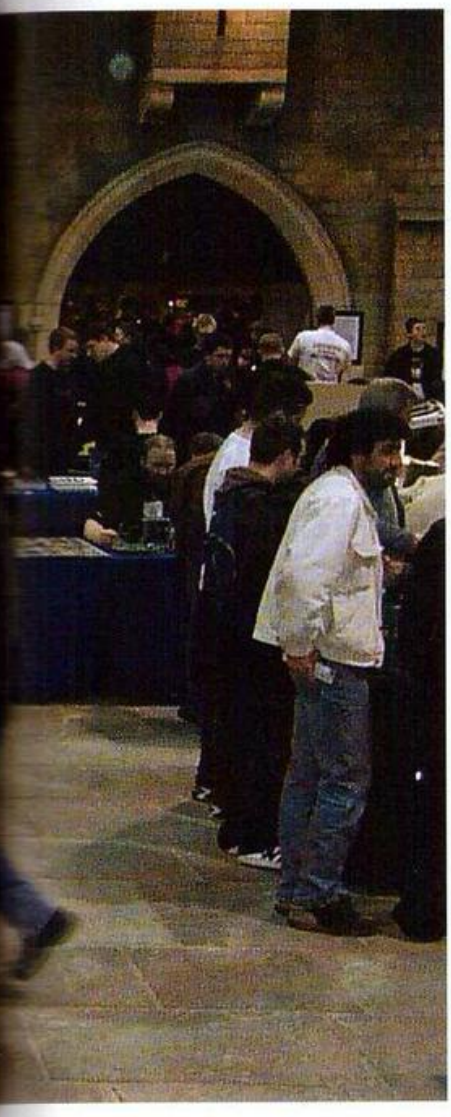
anyone!) and to play great themed games, to Grand Tournaments where the best gamers from all around the world come to test themselves in battle and to win the coveted title 'UK Champion'. Other events which I found really interesting were the campaign weekends where gamers come together and, instead of playing one-on-one battles, form teams and secretly plot where to fight and when. I think it's the whispering and plotting that I like the most about these days!

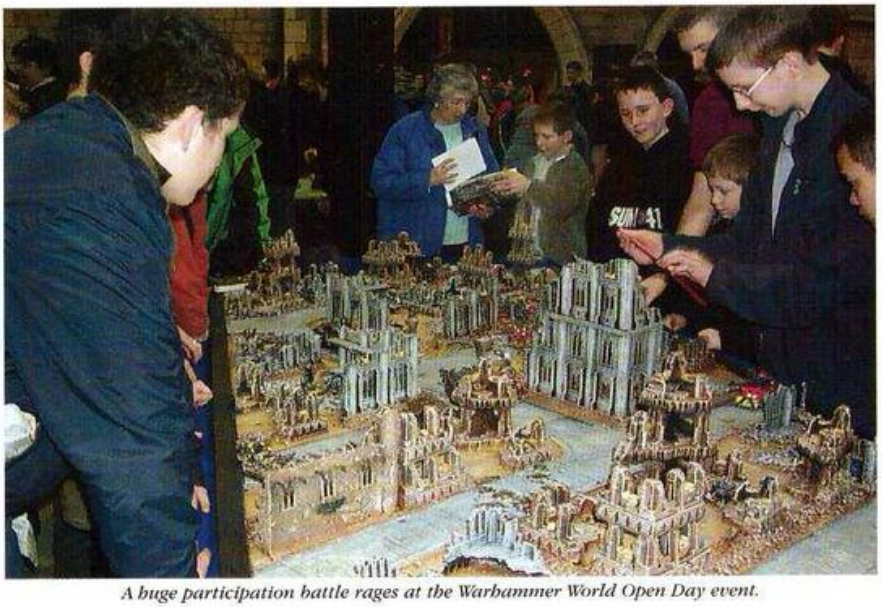
Well, what does the future hold? If there's one thing that pleases me the most about the Warhammer World site since I moved on to other things, it's that nothing stays the same. I visit it nearly every other day and there's nearly always something new to see or do. With more events being planned, new exhibits being installed and new tables to play on, it is a hobbyist's dream. I hope you visit soon (if a strange man asks you what you think of the walls it's probably me...) but in the meantime I'm off to buy my Black Legion force. I hear the call of Abaddon... something about destroying Cadia... about time!!!



Alex Boyd shows off his impressive collection of artwork at the 2003 Cry Havoc event.

A full range of current miniatures plus diorama displays





A huge participation battle rages at the Warhammer World Open Day event.

THE EXHIBITION

Last year Chris Bone (AKA Commissar Bone) created the exhibition area above Warhammer World's hall to show off some of our original artwork, great miniatures and dioramas. This also attracted some of the Golden Demon entries and winners. I will hand over to Chris to tell you his thoughts...

Chris: It's coming up for one year since we opened the Exhibition Area in Warhammer World so what can be seen within its murky depths?

Aaaargh!!! As you enter you are confronted by a life-size replica of Lurtz, Uruk-hai champion and slayer of Boromir!

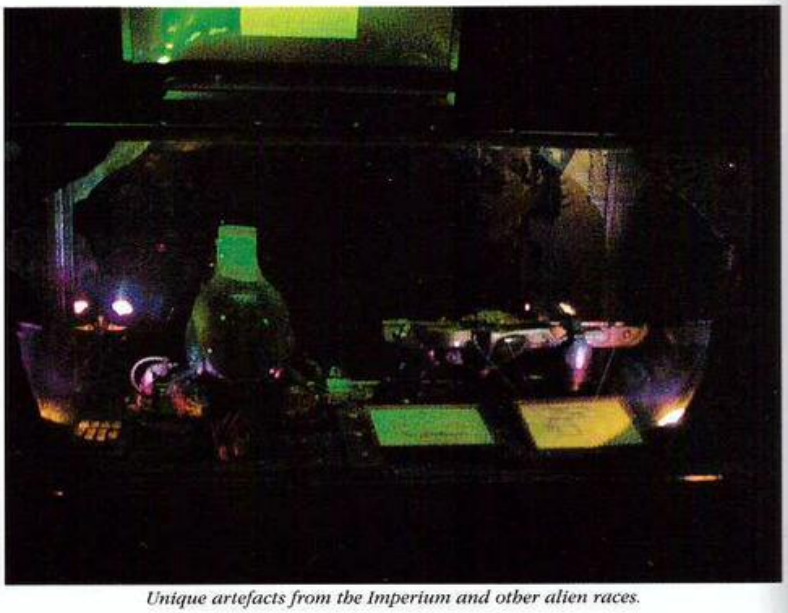
This impressive and ferocious looking servant of Saruman was made by Sideshow Weta Ltd and sent to us by Richard Taylor, the genius behind the special effects on The Lord of The Rings film trilogy.

Next there's horror lurking in the deserts of Khemri. The talented Ray Dranfield and the lads from Warhammer World have been working on a series of fantastic dioramas that relate the story of a hapless Bretonnian adventurer and his foolish desecration of the pyramids of the Tomb Kings. To tie in with this there is also a display of some of the original artwork from the Khemri armies book by our Studio illustrators. I really think they must put something in the artists' coffee.

For fans of Warhammer 40,000, heretics beware! Nobody expects the Emperor's Inquisition. We have more great dioramas and miniatures depicting the Inquisition and its agents, plus the dark gothic feel of the original artwork from the new codex. Walk around this dark and sinister display area surrounded by life-size images of the Tomb Kings and Daemonhunters.

This is also your chance to get a close look at some awesome Golden Demon miniatures and dioramas! Check out the cabinets displaying the exquisite vignettes and winning Golden Demon entries by the best of the best in of miniatures painting like Matt Parkes, Christian Blair, Robbie Crawforth, Mike Anderson and others who have very kindly loaned their pieces for temporary display – you can't see them anywhere else! We are constantly looking out for the best stuff to put on show and are adding stuff to the museum all the time, so there is always something new for you to see. So, for those of you who haven't yet visited the Museum, what are you waiting for?

Impressive and ferocious, Lurtz from The Lord of The Rings: The Fellowship of The Ring film



Unique artefacts from the Imperium and other alien races.

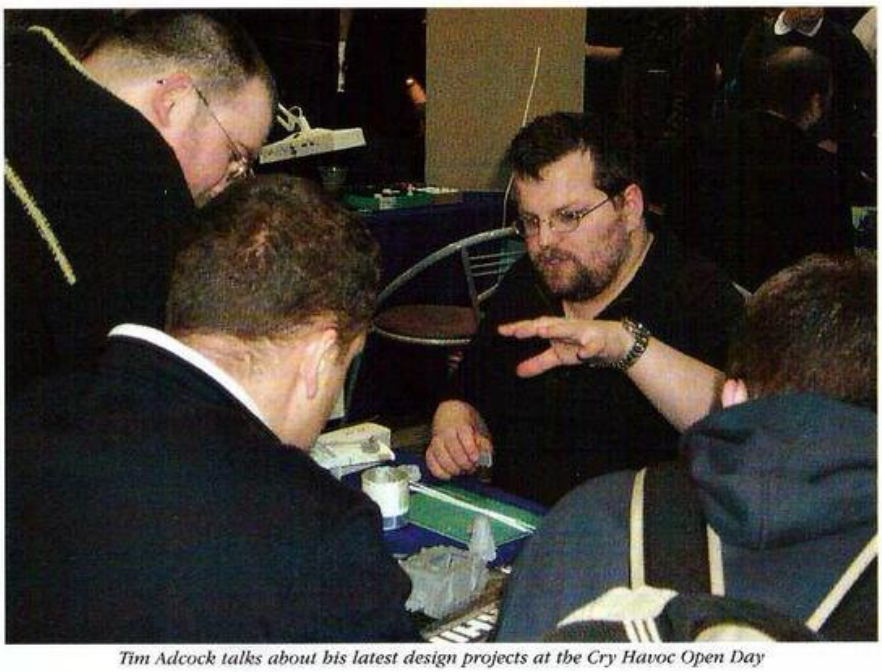
Display cabinets with a gothic feel, and original artwork from the Design Studio

THE STORE

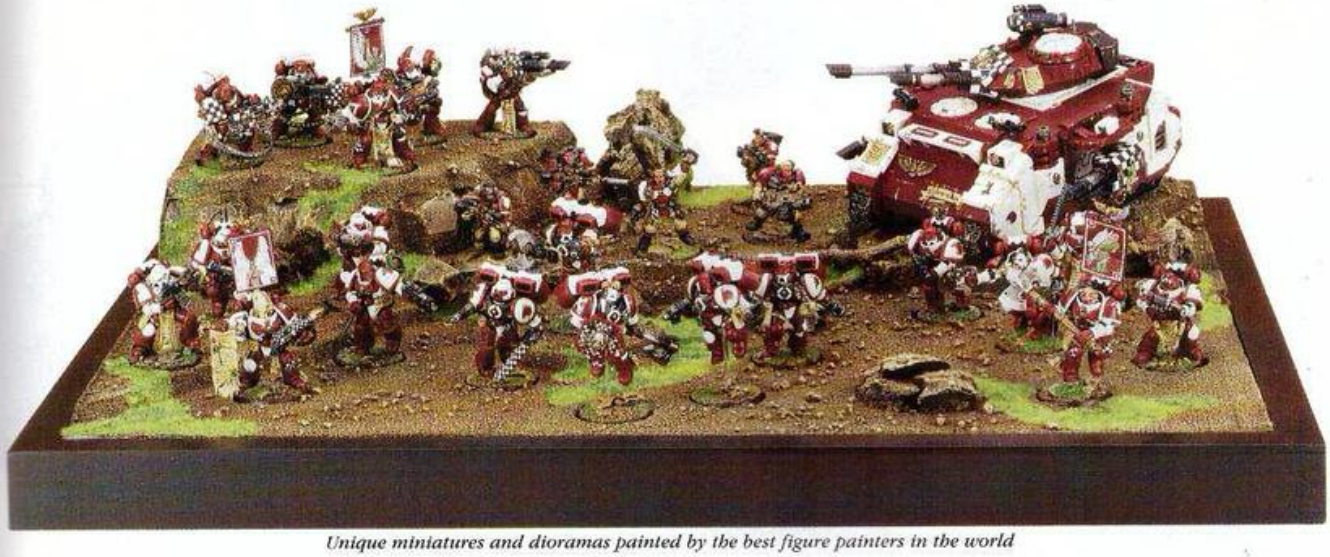
Mark: This is every hobbyist's dream shopping experience. Adorning the walls of this medieval store are great displays featuring everything from '3-up' resins of models (huge resin versions of our models that are used to cast their plastic cousins) to some of the best models and dioramas from our retail stores, 'Eavy Metal figure painters and designers.

If that wasn't enough you can buy any of Games Workshop's current range of miniatures from our on-site direct sales service. If it's been cast it will be available, meaning that you can personally choose and customise your army or get any component for any conversion you can think of. This, of course, includes Forge World and Fanatic games and miniatures plus Black Library novels and graphic novels.

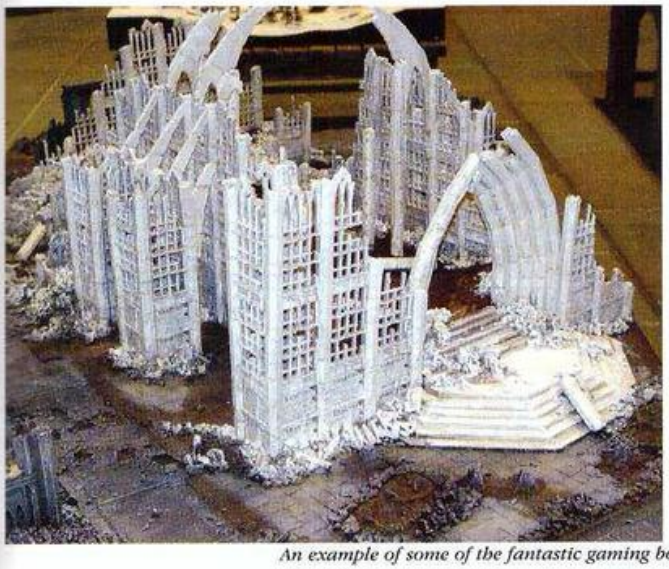
To find out more, check out our website at www.games-workshop.com/exhibition or ring the Warhammer World store on 0115 916 8410.



Tim Adcock talks about his latest design projects at the Cry Havoc Open Day



Unique miniatures and dioramas painted by the best figure painters in the world



An example of some of the fantastic gaming boards available for hire at Warhammer World!

'EAVY METAL SHOWCASE

The Games Workshop store managers recently ran a competition to see whose store could produce the most stunning model. We had to show you them in the pages of White Dwarf.

ULTRAMARINES DREADNOUGHT ASSAULTING TYRANID WARRIORS
by GW Manchester.

INQUISITOR & RETINUE
by GW Southampton.

WORD BEARER
by GW Lincoln.

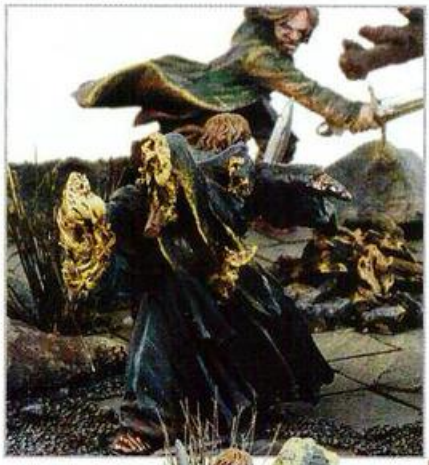
CHAOS LANDRAIDER
by GW Hemel Hempstead.

'EAVY METAL

ORC GIANT
produced by GW Brent Cross.

ASPIRING CHAMPION OF SLAANESH
by GW Bath.

DAEMON PRINCE
by GW Bristol.



ATTACK AT WEATHERTOP!
by GW Hammersmith.

WARHAMMER 40,000

THE DOWNWARD SPIRAL

USING DAEMONHUNTER ADVERSARY ARMIES

Codex: Daemonhunters has sent many gamers into unprecedented excitement. But what about gamers who will be facing this new force? Well, they can now potentially field a range of Chaos Daemons alongside their own existing forces. Let Pete Haines take you through your potential new army list.

No longer serving for the greater good, the Tau renegades charge towards the enemies of Tzeentch.

One of the cool things about Codex: Daemonhunters is that not only has a splendid new army been added to the Warhammer 40,000 setting but an opportunity has been created to add an entirely new slant to your existing armies.

Codex: Daemonhunters contains rules for adversaries. Although the list is balanced to play any opponent, it's fairly obvious that the Ordo Malleus is most likely to be hunting down daemonic creatures and the adversary rules are there to let you add daemonic entities to your normal armies so that your battles with the Daemonhunters have a really strong narrative element.

INCLUDING ADVERSARIES

Before launching into some of the possibilities, I'll take a minute to explain what the Daemonhunters rules allow for adversaries. Needless to say these options only apply when facing a Daemonhunters army although as long as you are open about it your regular opponents might well agree to let you use a corrupted force in games against them. If you have a Necron or Tyranid army, sorry but there are already enough nightmarish apparitions at your disposal, so you can't use the Adversaries rules. Chaos Space Marines are similarly banned from using these rules as their Codex has many more options and can use them all the time rather than just against Daemonhunters.

If you still qualify to be an adversary you will have two additional options open to you. The first is to take a Greater Daemon as an additional HQ choice. The second is to take Daemon packs as additional Troops selections. The compulsory selections still have to be from the main list you are using but after that it's up to you.

Something to consider is that the Greater Daemon and Daemons used are not aligned with any of the Chaos powers. Instead they are generic (You can use specific Daemons but youwill need Codex: Chaos Space Marines for the rules as well). This is the best approach as it allows all the appropriate stats to be included in the Daemonhunters book and it means anyone who fancies being an adversary can use any of the Daemon models currently available. Using a mix of types (possibly with some conversions) provides a use for the odd blister of models every gamer tends to pick up from time to time but which never find themselves in a full army. With lots of new Daemon models about as well as other Chaos 'bitz' out at the moment, the chances are that in no time you will find yourselves with the core of a whole new army. A feature of the adversaries rules is that Daemon units being used against Daemonhunters get the benefit of Sustained Assault to compensate them for the amount of daemon-slaying hardware at the Inquisition's disposal. One unit of Daemons can therefore go a very long way. As you can see the rules for adversaries are very simple, so how can you use them?

TEMPTED?

The most obvious use, filling the close combat specialist void, will immediately appeal to Imperial Guard and Tau players whose own lists are strangely lacking in slavering, bloodthirsty fiends from the nether realms. I guess it's down to personal taste, some of these players see this omission as being a good thing whilst others quite fancy a bit of slavering. If you are of the latter category then the adversaries rules are your friend. Let's have a look at each of these armies in a bit more detail.

THE USUAL SUSPECTS – THE IMPERIAL GUARD

The Imperial Guard is probably the most obvious army to become an adversary. The threat of possession is something the Imperium guards against as best it can but even so, little accidents are bound to occur from time to time. Indeed it is to contain these inter-dimensional whoopsies that the Daemonhunters exist.

There are many ways that an Imperial Guard regiment could be corrupted. A regiment raised on a feral world might unwittingly confuse their tribal or ancestor gods with a Chaos deity and end up worshipping something they shouldn't have. Alternatively, while fighting their way across a warzone, the regiment might stumble upon a long-abandoned site and accidentally release something nasty. This type of narrative has been used stacks of times in horror and sci-fi generally so it shouldn't be difficult to run the movie in your imagination to work out a background story for your regiment becoming an adversary. Where would the Imperium be without a conspiracy theory or two? Maybe a Radical Daemonhunter has deliberately exposed the regiment to the possibility of possession simply to further his research and now he has come along with his minions to tidy up the mess. This way the ensuing game not only gives you a chance to use daemonic entities, but take revenge against a villainous Inquisitor!

I haven't even begun to go through the possible weird artefact plotlines yet or the Imperial Guard transport that enters the Warp as typically loyal soldiers of the Imperium but due to a tragic accident or treacherous sabotage come out of it as something else entirely. The point is that there are loads of ways that an Imperial Guard army can become an adversary. Not convinced? Right. Perhaps the Colonel, after numerous victories, feels that the glory is his and not the Emperor's. What about the embittered Captain, risen through the ranks but always passed over for the big promotion in favour of those born with a silver spoon in their mouths? He has dreams and in them he leads armies which gather the skulls of all those who have disparaged him. A jaded, Veteran regiment, now a fraction of its original strength is pushed too far when a newly assigned Commissar conducts one field execution too many.

Daemonettes dance towards the oncoming Grey Knight Terminators.

I could go on for hours. The possibilities are endless so storyline is not a problem for the Imperial Guard. The question instead is how to go about it. The first decision really is whether to include a Greater Daemon or not. This really implies that the man possessed by the Daemon is the key victim and has dragged the rest into damnation with him. Virtually all the rationales I have described have scope for there to be a central figure, the Adversary if you like, and such an individual would definitely bring the desired amount of raging, blood-soaked fury to an Imperial Guard army. Sure a Captain with a power fist can sometimes surprise the toughest enemies but imagine what a 15ft tall daemon can do. There can be no doubt that when he comes tumbling; mutating out of the Chimera, there will be a good chance of a momentum shift occurring in the game. Haven't you always wanted to have something in your army that can wade through whole units and rip tanks asunder? Of course you have, don't be ashamed now, its only to be expected, now all you have to do is become an adversary and all that power can be yours.

Tactically the presence of a Greater Daemon augments the close combat potential of an Imperial Guard army enormously. Alone and unsupported though he can be taken down. No one should be more aware than an Imperial Guard player about how to deal with rampaging uber-beasts with greater numbers of less powerful troops. You should know therefore that your Greater Daemon will need to be supported if you plan to attack. This is not easy for an Imperial Guard army although Ogryns and Rough Riders offer some options. Potentially more effective is to fight a more normal, firepower-orientated game and look to the Greater Daemon to deter enemy assaults and punish any unit which is imprudent enough to stray too close.

Greater Daemons are doubtless the banner headline but sometimes the devil is really in the small print. In this case Daemon packs. You can use these units alongside a Greater Daemon or independent of them. If you combine Greater Daemons and Daemon packs in the same Guard army then your normal options will rapidly start to disappear. There may even come a point where your firepower is inadequate to make the enemy come to you (yes, it's shocking but it may happen) so be careful you don't get too carried away. If it's an army of daemonic entities you are after, get a copy of Codex: Chaos Space Marines.

Daemon packs are particularly useful as they don't have to be too large and combined with a numerically strong Imperial Guard infantry platoon can make all the difference. When I say combined there are no special rules, you just try to summon one moderate Daemon unit to support each platoon. The Daemons lurk behind the units that summoned them while the shooting goes ahead and then lead the way in assaults.

The other good thing about Daemon packs is that they can be summoned where you need them so a single stormtrooper or HQ squad in a Chimera that manages to get to a good position near to the enemy can summon several powerful unit of Daemons in the same position and catch the enemy by surprise. If the mission calls for you to attack, this sort of tactic is probably going to work better than walking slowly towards the enemy lines with fixed bayonets.

Daemon packs used as Adversaries against Daemonhunters use the Sustained Assault rules. This means that with a bit of thought you can keep the Daemonhunters under the continual pressure of being assaulted by Daemon packs while the non-slavering-extra-dimensional part of your army does what it does best and unloads ordnance at them. Potentially very naughty I'm sure you will agree.

THE BEAST WITHIN– ORKS

To many victims of the rapacious, warmongering Orks, they are already quite daemonic enough. Some players can never get enough of a good thing though so rather than fight the Daemonhunters equipped only with a sturdy choppa and an experimental (but loud) shoota, they decide instead to include a Madboss and some Daemonboyz in their army.

It seems easy enough to rationalise; Orks salvage anything, fear nothing, respect personal prowess and love fighting. Excellent host material you might think. However, they do have a natural resistance to possession and any warband seen as getting too un-Orky could expect to be turned on by the rest and destroyed in short order. Orks are an elemental force in their own right and have a kind of simple purity of purpose that Chaos loathes. There is therefore little mileage in Chaos acting directly against the Orks but they are the perfect tool to use against the Imperium.

This is reflected in the plot hooks provided in Codex: Daemonhunters. The evidence of possession or daemonic collusion with an Ork force would be certain to draw out the Daemonhunters. This could be bad news for the Orks as an army of storm bolter wielding stronger-than-normal Space Marines is not high on any Orks list of preferred opponents. Becoming an adversary for the occasion can certainly help.

Having your Warboss possessed on the face of it isn't that brilliant. However, if he can hold the daemonic power within him and resist possession you will have a Warboss with between 6 and 8 Strength. Give him a 'uge choppa for an extra 2 points of Strength and get ready for a shocked expression on your opponent's face when he rips his way into a close combat. If you can get your Warboss into battle before the Daemon possessing him breaks out you will force the Daemonhunters to fight and kill not one but two combat monsters because the moment the Warboss falls over the Greater Daemon will appear. With any luck, by the time that happens the Daemonhunters will already have used some one-shot wargear and lost a few specialist personnel so that the greater Daemon has a better chance of victory. In any event this type of combat is the sort that the Daemonhunters will want to isolate so they can unlimber their best guys to smite the godless. However when you are fighting Orks, even daemonically-augmented Orks, what you get is a brawl. While the Warboss/Greater Daemon is doing his thing then the Boyz can get stuck in and drag the powerful but less numerous Damonhunters down one at a time.

Adi Wood's Nob under construction.

Daemon packs are also useful to Orks. Superficially you might think that they are quite expensive in points and that for one Daemon you could have two choppa-armed Boyz. This is all true of course but ignores a few salient facts. Firstly, consider a unit with an Icon that hops out of a wartrukk and is suddenly accompanied by fifteen Daemons; the threat has become serious very quickly. Being able to get through the enemy barrage and dump lots of fighters in the face of the enemy is what being an Ork player is all about. Normally you don't have enough transports for it and have to walk, hence the popularity of Speed Freeks, but Daemons can do the job too. Secondly, the Daemons could be 5 Strength and with Daemonic talons. There is very little short of a Warboss' retinue in an Ork army that can match that sort of lethality. Thirdly, the Daemons will keep coming back. If you have ever fought Orks in a Meat Grinder mission and been demoralised at the sight of a mob coming back again because of the Sustained Assault rule then you will have an idea what a Daemonhunters army facing an Ork adversary will have to deal with.

Adi Wood's Chaos Orks pounce on unsuspecting Catachans.

UNWITTING PAWNS- TAU

Just as the Imperial Guard lacks its own mobile abattoir impersonators then so do the Tau. Oh the Kroot do their best and in some cases that's plenty good enough, but when faced by elite shock troops they tend to be a bit too Toughness 3 for their own good. But how could the ethical and articulate Tau, a race firmly in the spotlight of high technology fall prey to the Chaos gods and end up being an adversary army?

In a word, naiveté. The Tau are still inexperienced in dealing with the nightmarish aspects of the forty-first millennium. If they were to investigate a space hulk there is a very real chance they would split up to finish the job quicker. It would never occur to them that the curse associated with a strange artefact could have any substance in reality. To them the Human's description of the horror that is the Warp is more of a cunning ploy to deter them from investigating the advantageous technology of warp travel.

The most common method of possession is the capture of an unprotected psyker.

Fortunately for them, the Tau are not a psychic species, so for them to be adversaries they will have had to come into contact with a Warp entity that has already forced its way into the real universe either through a host creature or by being bound in a place or within an artefact. Unfortunately for them this still represents a significant peril for their emergent empire. Each new system they explore is a potential minefield of previously unknown phenomena and each race they meet could already be irredeemably corrupted. As if this wasn't scary enough their every move is scrutinised by the massive and merciless power that is the Imperium of Man. A power that is more than willing to crush any xenos species, especially one that seems to be cooperating with Chaos.

The fierce loyalty that the Tau castes have to the Ethereal caste suggests that persuasiveness alone will be inadequate to turn them to the path of Chaos. There is little chance that silver-tongued adherents of Slaanesh or Tzeentch could lure the Tau astray. Renegade Tau such as O'Shovah are not unknown however, so clearly there must be ways to lure the Tau from the teachings of the Ethereals. How it has been achieved remains a mystery. If you want your Tau army to be an Adversary for the Daemonhunters then it will be up to you to come up with a solution.
Overall the best bet is probably the unwitting fools storyline. This can be summarised as the Tau acting logically with no regard for primitive superstitions, secure an object/meet an individual/ enter a place and are made to regret it. The Daemonhunters can then save the Tau from their own curiosity and misplaced confidence.

Using an Ethereal caste member as the victim of a possession works especially well. A Daemon controlling an Ethereal has the unquestioning obedience of all the other Tau in the army. It is a moot point whether the appearance of a Greater Daemon would trigger morale tests throughout the Tau army as it kills the Ethereal! To keep things sporting it's probably best to assume that the Tau think their esteemed Ethereal is using a little known power to smite the aliens but bear the thought in mind for an interesting specialist mission where the Daemonhunters are faced by a huge Tau army and must get in and kill the Ethereal before they are overwhelmed. As the most expensive HQ choice is the one possessed, if you want your Ethereal to be possessed you will have to pass on a Commander. It is quite convenient in this respect that Tau commanders are not especially good choices as possession victims. Their weaponry backed by superior Ballistic Skill is a vital part of the Tau army and costs too many points to be happily discarded when the Daemon emerges. Clearly Chaos will need to subvert them through some other means, preferably one that keeps them cogent and taking careful aim!

Including packs of Daemons requires less thought. You must be careful though because, just like the Imperial Guard, there will come a point when you have included so many Daemons that your ability to outshoot the enemy will be compromised. Having no choice but to assault is a bit of a worry, Tau Fire Warriors are not at their best rushing to assault Grey Knights, so don't overdo it. Daemonhunter armies can be held up very effectively by a Daemon pack that fights, dies and returns courtesy of the Sustained Assault rule. This type of self-renewing speed bump is just what the Tau need to keep ever-advancing Grey Knights at a distance or respond to enemy deep-striking into their positions.

TASTY TREATS FOR SHE WHO THIRSTS– ELDAR

Of all the Warhammer 40,000 species, the one that has most difficulty being an adversary is the Eldar. The Eldar have learnt about Chaos the hard way and are, if anything, more prepared to fight it than even the Imperium.

Moreover there is much less need to include Adversaries in an Eldar army as one of its normal ingredients, the Avatar, is already close enough to being a Daemon to bring the Grey Knights down on them on general principles. Similarly, the Eldar Webway and Infinity Circuit, plus troop types such as Warp Spiders, could all be used as justification for Daemonhunter intervention.

Adding a Greater Daemon to a Tau battle force can dramatically improve their assault potential. (No! Really?- Ed)

It is conceivable that a Farseer could be possessed or that an Eldar community might revert to an older, altogether more decadent lifestyle though so the question for the Eldar player is whether to use a normal army or become an Adversary. As the Avatar cannot be possessed you can only include a Greater Daemon if one of your Farseers is a Daemonvessel. This is a tricky business as you will want your Farseers using powers such as Fortune and Guide early in a game. Clearly what you have to do is resist possession for as long as possible and just keep the Greater Daemon under wraps as an unpleasant surprise should anyone succeed in 'dealing' with the Farseer. Often the death knell of an Eldar army comes when the enemy's assault troops start high-fiving over the dead body of a Farseer. Well, the appearance of a rampaging Greater Daemon will cut all of those celebrations short!

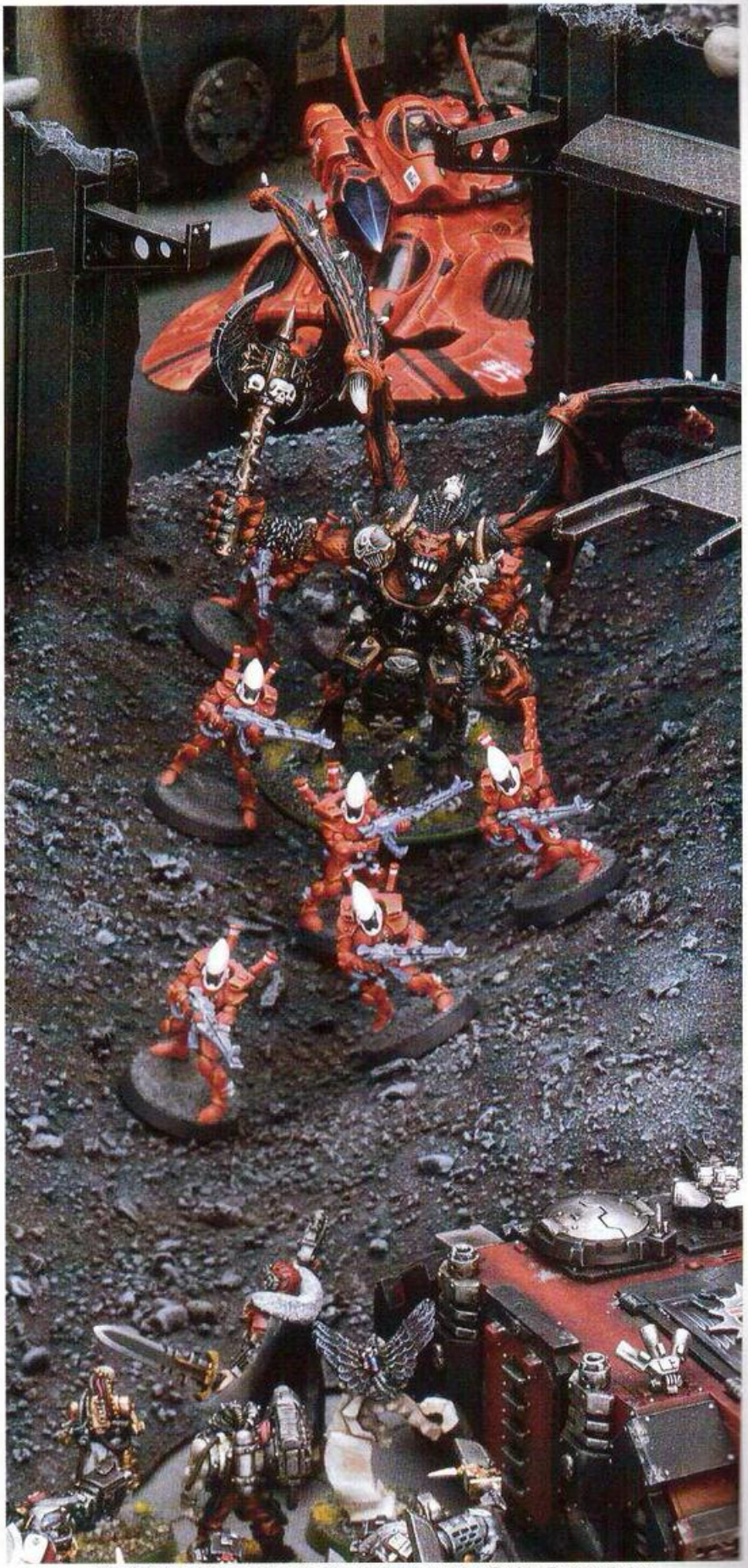
Daemonic packs provide an interesting variation. The army of a Biel-Tan Farseer adversary could consist of several units of blood-crazed Banshees, some sinister Striking Scorpions and a horde of raging Daemons. Alternatively the Daemons can be used as an expendable asset, something that can be used to pin the enemy in place by assault while the rest of the Eldar pick them off. A Dark Eldar Wych army, their drug dispensers firing them to furious excess would also work well with a summoned Daemon horde.

The main reason for an Eldar player being an adversary has to be to get a chance to use some Daemons in an Eldar army, the sheer novelty should be reason enough.

RESISTING ARREST

The fact of the matter is that if the Daemonhunters are after you, there is a good chance you are posing a threat to the universe and the best thing all around is for them to win. Strangely the average arch-heretic doesn't think that way and most alien races do not submit to the authority of the Emperor's Inquisition even if they are in the right. So the question is, what are you going to do when the Inquisition comes for you? Well you could just use your normal army or you could make the game an event and be a proper Adversary.

Try it, you'll like it.



The Saim Hann descend on the Daemonhunters with a Greater Daemon in tow.

WARHAMMER 40,000

THE RITES OF EXORCISM

As the Daemonhunters army is released, we've had a look through our archives for some great models to include in your force.

Available from your Games Workshop store, in-store order point, independent stockist (call 0115 91 40000) or at: www.games-workshop.com/storefront

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Collecting a Daemonhunters army

Grey Knights Terminators £30.00

This 5 figure boxed set contains 1 Grey Knights Brother-Captain and 4 Grey Knights Terminators.

Denmark ..... kr 350.00
Sweden ..... kr 400.00
Euro €50.00

Death Cult Assassins £7.00

This blister pack contains 2 Death Cult Assassins.

Denmark ..... kr 80.00
Sweden ..... kr 90.00
Euro €11.00

Inquisitor Lord Coteaz and Retinue £18.00

This boxed set contains 1 Inquisitor Lord Coteaz, 4 Henchmen and 2 Servo-skulls.

Denmark ..... kr 225.00
Sweden ..... kr 270.00
Euro €30.00

Inquisitorial Henchmen £6.00

This blister pack contains 3 Inquisitorial Henchmen and 2 Servo-skulls.

Denmark ..... kr 70.00
Sweden ..... kr 80.00
Euro €10.00

Here you will find a selection of the different troop types available to a Daemonhunters force. Each unit has it own specific role on the battlefield and can be combined with others into a force capable of defeating any foe.

Remember you will need a copy of Codex: Space Marines or Codex: Imperial Guard if you wish to field these allied troops.

Cadian Shock Troopers £6.00

This blister contains 3 Cadian Shock Troopers.

Denmark ..... kr 70.00
Sweden ..... kr 80.00
Euro €10.00

Imperial Guard Steel Legion Sentinel £18.00

This boxed set contains 1 Sentinel.

Denmark ..... kr 150.00
Sweden ..... kr 160.00
Euro €20.00

Storm Troopers Sergeant & Assault Weapon £6.00

This blister contains 1 Sergeant & 1 Assault weapon.

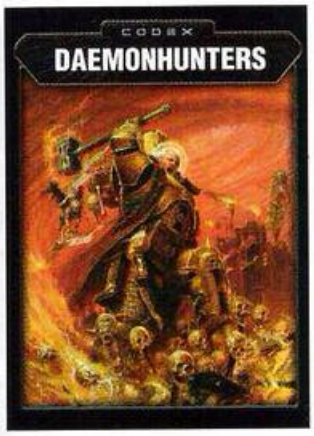
Denmark ..... kr 70.00
Sweden ..... kr 80.00
Euro €10.00

Storm Troopers £6.00

This blister contains 3 Storm Troopers.

Denmark ..... kr 70.00
Sweden ..... kr 80.00
Euro €10.00

Models shown at 75% of actual size. Banners not supplied. Models supplied unpainted and require assembly.



Codex: Daemonhunters **£10.00**

This book contains full rules and background for a Daemonhunters force.

Denmark.....kr 125.00
Sweden.....kr 150.00
Euro.....€17.50

Daemonhost **£5.00**

This blister contains 1 Daemonhost.

Denmark.....kr 55.00
Sweden.....kr 65.00
Euro.....€8.00

Grey Knights Space Marines **£15.00**

This boxed set contains 5 Grey Knights Space Marines.

Denmark.....kr 185.00
Sweden.....kr 225.00
Euro.....€25.00

Using the models and components below you can create stunning conversions to make your Daemonhunters force totally unique.

MISSIONARY BODY 1
010801201 £4

MISSIONARY BODY 2
010801204 £5

MISSIONARY CHAINSWORD
010801202 50p

MISSIONARY BACKPACK 1
010801203 £1

URIAH JACOBUS BODY
010802101 £5

URIAH JACOBUS BACKPACK
010802103 £1

URIAH JACOBUS GUN
010802102 £1

PREACHER 1
010802201 £4

PREACHER 2
010802202 £4

PREACHER 3
010802203 £4

REDEMPTOR KYRINOV BODY
010801101 £5

MISSIONARY BACKPACK 2
010801205 £1

MACE OF VALAAN
010801102 £1.50

VINDICARE BODY 1
010800101 £5

VINDICARE BODY 2
010800103 £5

EVERSOR BODY 1
010800301 £4

EVERSOR BODY 2
010800304 £4

CALLIDUS 2
010800203 £7

EVERSOR 1
EXECUTIONER PISTOL
010800302 £2

VINDICARE EXITUS
LONG RIFLE
010800102 £2

VINDICARE 2 EXITUS
LONG RIFLE
010800104 £2

EVERSOR 2
SENTINEL ARRAY
010800306 £1

EVERSOR 1
SENTINEL ARRAY
010800303 £1

CALLIDUS BODY 1
010800201 £5

CULEXUS BODY
010802601 £5

CULEXUS EYE
010802602 50p

CULEXUS HEAD 2
010802604 £2

CULEXUS HEAD 1
010802603 £2

CALLIDUS LEGS 1
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SISTERS OF BATTLE
MULTI MELTA
010801602 £2

FRATERIS MILITIA 1
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FRATERIS MILITIA 2
010802302 £2

FRATERIS MILITIA 3
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FRATERIS MILITIA 4
010802304 £2

SISTERS OF BATTLE
HEAVY BOLTER
010800603 £2

These components are not available in stores, but you can still order them via the in-store order point, direct on 0115 91 40000, or from our online store at www.Games-Workshop.co.uk. Components shown at 50% of actual sizes.

As magnificent to look at as it is deadly, the imposing Casket of Souls is a fine addition to any Tomb King Army. We asked Eavy Metal's Neil Green how he painted this superb model.

'EAVY METAL MASTERCLASS

CASKET OF SOULS

Designed by Alex Hedström and Mark Harrison.
Painted by Neil Green.

ASSEMBLING THE MODEL

The model was sprayed with an undercoat of Chaos Black and any areas where the paint had failed to catch were touched up with thinned Chaos Black paint.

PAINTING THE MODEL

The mound of skulls and bone sections on the Tomb Guard warriors, were given a basecoat of Snakebite Leather. A wash of Brown Ink, thinned with two parts water, was then applied. Bubonic Brown was then applied to the model, followed by Bleached Bone. These sections were then given a wash with Flesh Wash watered down with three parts water, before a final highlight of Skull White was applied.

The gold armour of the Tomb Guards and Liche Priest, and the decoration on the casket, were given a basecoat of Shining Gold. This was followed by a wash with Flesh Wash thinned three parts ink to one part water. A highlight of Shining Gold was applied, followed by Burnished Gold. A mix of 50% Mithril Silver and 50% Burnished Gold was applied, before a final highlight of Mithril Silver on its own.

The turquoise armour sections were given a basecoat of Hawk Turquoise was applied to which Skull White was then added for each successive highlight stage.

A basecoat of Scorched Brown was used to paint the Casket. Equal parts Bleached Bone were added to this for each successive highlight stage. After two highlight stages the Casket was then given a wash with Brown Ink, thinned with three parts water. A final highlight of Bleached Bone was then applied.

Regal Blue was used as the basecoat for the surround of the Casket and this was highlighted by adding one part Bleached Bone to three parts Regal Blue.

FINE DETAIL

The bandages on the Tomb Guard and the Liche Priest's cloak were painted with a basecoat of Scorched Brown. An equal amount of Bleached Bone was then added to this for the first highlight stage, followed by adding more Bleached Bone for each successive highlight.

Scorched Brown was used as the basecoat colour for the Liche Priest's robe. This was highlighted with Bubonic Brown, followed by adding equal parts of Bleached Bone for each successive highlight stage.

The Liche Priest's staff was given a basecoat of Scab Red.

To paint the flesh of the Liche Priest a mix of 50% Snakebite Leather and 50% Chaos Black was applied. An equal quantity of Bleached Bone was then added to this for the first highlight stage. This was then given a wash with Flesh Wash that had been thinned with four parts water. An equal quantity of Skull White was then added to the highlight mix for the final highlight stage.

FINISHING TOUCHES

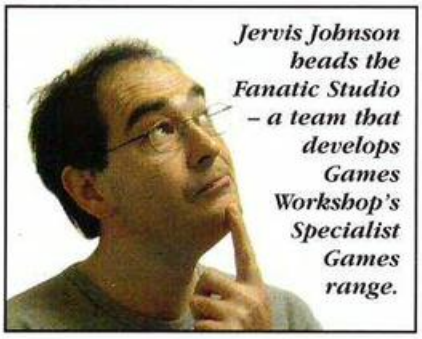
The exposed internal organs of the Liche Priest were given a basecoat of Scab Red. This area was highlighted with equal parts Dwarf Flesh to which Bleached Bone was then added for the final highlight stages.

The gemstones were painted with a basecoat of Red Gore which was highlighted with Blood Red followed by a small line at the bottom of the gem of a 50% Fiery Orange and 50% Blood Red mix. Fiery Orange on its own was then used for the final line of highlights followed by applying a small dot of Skull White.

Red Gore was used to paint the blood in the skulls. Once the model had been varnished, a separate coat of Gloss Varnish was then applied.

A Tomb King army is a formidable opponent with a Casket of Souls in their numbers.

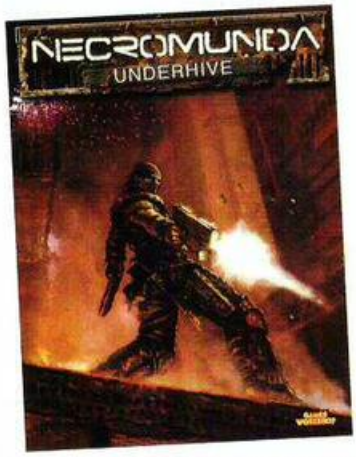
SPECIALIST GAMES RANGE



Jervis Johnson heads the Fanatic Studio – a team that develops Games Workshop's Specialist Games range.

FANATIC NEWS: UNDERHIVE!

Specialist Games news from the Fanatic Studio



Well, it's another big month for the Fanatic Studio and the Specialist Games range that we support, so without further ado, here's what we've got coming out this month!

This month sees the release of Necromunda: Underhive. Regular readers of this column will know that we've been working on the new edition of the Necromunda rulebook (which we called the 'Necromunda Redux' project) for several months now. Well, this month seems the culmination of all these efforts, and I think I can safely say that all of the work the Necromunda Redux team have put in on the project has been well worth it. It really is a class act, right from the stunning new rulebook cover by the talented brothers Karl and Stefan Kopinski, through to the new Goliath and Orlock gangs produced by Citadel designers Alan Clarke & Martin Footitt. But don't take my word for it; have a look at the pictures that adorn these pages and you'll see what I mean! You can find out more about Necromunda: Underhive in the 'Question of the month' section on the next page, and in the pages of Necromunda Magazine 13. For now, though, suffice to say that Necromunda really is back with a vengeance, and the Underhive will never be quite the same again...

Finally, fans of Mordheim are going to love the two new Hired Swords we've got coming out this month. The Human Warlock is a useful addition to almost any warband, and a really lovely characterful model by Juan Diaz to boot. Players with Skaven warbands have even more to be happy about, as Mark Bedford's superb new Rat Ogre is ready to join their ranks. And this isn't any old Rat Ogre, oh no, it's a Clan Skryre Rat Ogre that has been, erm, enhanced with the addition of several new mechanical bits and pieces. Very scary, and very cool too. You can find rules for both these new models plus the latest part of the Mordheim 'Empire in Flames' rules supplement in Town Cryer 25.

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 online store at: **www.games-workshop.com/storefront.**

Item	Game	Release Date
Town Cryer 25	Mordheim	May
Skaven Rat Ogre	Mordheim	May
Human Warlock	Mordheim	May
Blood Bowl Magazine 7	Blood Bowl	May
Blood Bowl Major Trophies	Blood Bowl	May
Necromunda Magazine 13	Necromunda	May
Necromunda: Underhive	Necromunda	May
Goliath Gang Boxed Set	Necromunda	May
Goliath Champion Booster Set	Necromunda	May
Goliath Gang Booster Set	Necromunda	May
Orlock Gang Boxed Set	Necromunda	May
Orlock Champion Booster Set	Necromunda	May
Orlock Gang Booster Set	Necromunda	May
Hive World Battlezone Terrain Set	Necromunda	May

By the time you read this the official Blood Bowl tournament will have been held and winner of the 2503 Blood Bowl trophy declared (you can find details of this on the Blood Bowl website at www.bloodbowl.com). What's more, over the course of the year there will be official Spike, Dungeonbowl and Chaos Cup tournaments held in different venues all over the world. All these things make this month's release of the 'Trophy Pack' highly appropriate. The pack contains a model of each of the major trophies – just right for placing on top of ones computer, or using as the prize for the winner of your own Blood Bowl league. You can find out more about both the trophies and Blood Bowl events being held round the world in Blood Bowl Magazine 7.

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, jam-packed full of new rules, articles, letters and other cool stuff. Here's a list of the magazines that are currently available:

- Blood Bowl Magazine
- Town Cryer Magazine (for Mordheim)
- Necromunda Magazine
- Warmaster Magazine
- Battlefleet Gothic Magazine
- Exterminatus Magazine (for Inquisitor)

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription! Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the postage

To find out about prices and availability you can visit your local Games Workshop store, contact Games Workshop Mail Order on (0115) 91 40000, or visit the Games Workshop online store at:

www.games-workshop.com

LIFE IN THE BUNKER

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

It's been all hands to the pumps in the Fanatic Studio office these last two or three weeks as we put the finishing touches to the Necromunda: Underhive rulebook. Praise

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter. This month I've decided to answer a commonly asked question.

"How does Necromunda: Underhive differ from the previous edition of the Necromunda rules?"

The short answer to this question is 'not very much at all'. One of the first things we decided on when we started work on Necromunda was that the game rules worked just fine, so we wouldn't change them unless we really had to. This means that the only real changes to the Necromunda rules are to do with the way Template weapons and Sustained Fire weapons work. We had to change the Template rules because we wanted to replace the old cardboard templates with the nice new ones used for 40K and Warhammer. The Sustained Fire rules needed updating because the old 'Sustained Fire dice' is no longer available. These two things aside, all other changes are very minor and mainly related to incorporating errata already published for the last set of rules.

What this means is that players who already have a Necromunda rulebook should not feel the need to rush out and buy the new one; the old rules work pretty much fine just as they are, and if you want to incorporate any changes from the new rules you can find out how to do so on the Necromunda website at ***www.necromunda.com*** *or in issue 13 of Necromunda Magazine.*

So what have we changed? Well, we've mainly focused on updating the look and 'feel' of the rulebook. The old rulebook looked brilliant when it came out, but we felt it was starting to look its age now, so we've updated its appearance to put it on a par with the Warhammer and 40K rulebooks and codexes. We also felt that the last version of the game had a rather 'industrial' feel to it, that was more appropriate to the workshops of the mid-levels of the Hive than the Underhive where Necromunda games are meant to take place. This didn't feel right to us, so we have tried to create a look to the game that conjures up the dark and oppressive nature of the Underhive.

One last thing I should explain here is that the Necromunda: Underhive rulebook does not cover the material from the Outlanders supplement. Instead it focuses on the six gangs from the original Necromunda boxed game, namely the Goliaths, Orlocks, Escher, Delaque, Van Saar and Cawdor gangs. The gangs from Outlander will be released over the coming months, and the rules for them will appear in Necromunda Magazine and on the Necromunda website.

You can learn more about the new rulebook at the Necromunda website at ***www.necromunda.com*** *and in Volume 2, Issue 1 of Necromunda Magazine. You can also e-mail the Fanatic team with any questions or comments at the e-mail address below.*

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!).

has to be heaped on the Fanatic editorial team of Steve Hambrook, Andy Hall and especially Necromunda lead editor Matt Keefe for all the extra hours they have put in on this project. Very well done one and all!

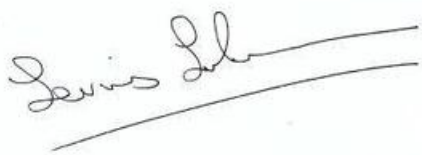
As I write preparations are well under way as for the Blood Bowl tournament (which of course will have already been held once you read this, such is the weird world of printers deadlines!) There will, of course, be a Fanatic presence at the event. We've also agreed that the winner's team will be immortalised in the Blood Bowl background as the 'real-life' winner of the 2503 Blood Bowl championship.

Steve Hambrook is putting the finishing touches to the Mighty Empires campaign system for Warmaster. Those veteran readers who remember the original version of the Mighty Empires game will be intrigued to hear that the new rules use the same hex tile system. We're also hoping to convince the Warhammer team to come up with an appendix explaining how you can use the system for Warhammer games as well as Warmaster ones. You can find out more about this project in Warmaster Magazine and on the Warmaster website at

www.warmaster.com

CONCLUSION

And that is all for this issue of Fanatic News. Please don't hesitate to get in touch with us at **fanatic@games-workshop.co.uk** or write to us at **Fanatic, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS, UK** if you have any comments, questions or suggestions about anything you've read.



SURFING THE WEB

All the Specialist Games have great websites full of free downloads, resources and up-to-date news. Here are their URLS:

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 website for more details.

The fantastic new Blood Bowl trophies, available now.

DEADLINE!

Linked Warhammer 40,000 & Battlefleet Gothic battle reports

Playing games where Battlefleet Gothic and Warhammer 40,000 are linked can make for superb games. Heres' is just such a game featuring John Shaffer and Ty Finocchiaro...

The accursed enemy has established a base of operations on a strategically important planet. To make matters worse, the enemy has activated the Macro Cannon, a relic from the Dark Age of Technology, and this is preventing a full-scale assault of the planet. While ground forces attempt to wipe out the generators powering the cannon, the enemy fleets are locked in combat above.

Two members of Games Workshop US's Promotions Team, Ty Finocchiaro and John Shaffer will be playing these linked scenarios. Ty would use his Black Templars (1,500 points) and an Imperial Fists Space Marine fleet (1,000 points) borrowed from Jason Foley. (Ty's Chaos fleet, featured last issue,somehow wouldn't have been suitable. John would use his new Word Bearers Chaos Space Marines (1,000 points) and a Chaos fleet (1,000 points) borrowed from Ed Sires.

The scenarios below, aside from being fun to play and tactically challenging, provide an example of how you can link your games of Warhammer 40,000 and Battlefleet Gothic. In this case try playing the Warhammer 40,000 scenario first, then apply the results to the Battlefleet Gothic scenario.

WARHAMMER 40,000 SCENARIO

FORCES
Use the Battle scenario force organization charts The Attackers have 50% more points than the Defenders (ie, if the Defenders have 1,000 points, the Attackers will have 1,500 points).

BATTLEZONE
The Defenders control three bunkers housing the surface exhausts for the generators. Destroying the bunkers will shut down the generators and prevent the Macro Cannon from firing. The bunkers are set up in the Defenders' deployment zone. Extra terrain is set up by any mutually agreeable method.

SETUP
The Defenders start at the northern end of the board within 18" of the table edge.

The Attackers start at the southern end of the board within 12" of the table edge.

The Defenders begin by deploying a unit. The Attacker then deploys one of his units. The players alternate deploying in this way until their entire armies are on the table.

No unit may be deployed within 18" of the enemy. The players must deploy units in the following order: Heavy Support first, followed by Troops, Elites, HQ, and finally Fast Attack.

If either player has Infiltrators in his force, then they may be deployed after all other units have been set up. However, Infiltrators are not restricted by the deployment zones and may set up anywhere on the battlefield as long as they are more than 18" from an enemy unit. If both sides have Infiltrators, each player must roll a D6. The player with the highest score may choose to deploy his Infiltrators first or second.

FIRST TURN
Both players roll a D6. The higher scoring player chooses to go first or second.

SPECIAL RULES
Generators: The generators use the rules for bunkers found in the Warhammer 40,000 rulebook (p. 133). Defending troops may be deployed in the bunkers. The Attacker must destroy or occupy the bunkers as described in the Bunker Assault mission found in the Warhammer 40,000 rulebook.

Timing: Keep track of the turn in which each generator (bunker) is destroyed.

GAME LENGTH
The game lasts for 8 turns or until all three bunkers are destroyed, whichever comes first.

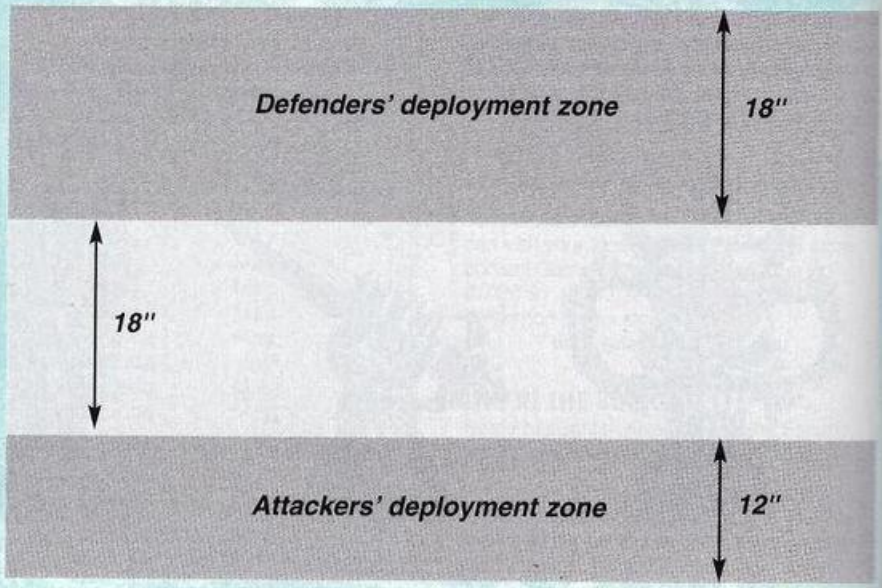
RESERVES
None.

LINE OF RETREAT
Troops forced to fall back will do so toward their starting table edge as per normal the Fall Back rules.

VICTORY CONDITIONS
The Attacker wins if all three generators are destroyed in the first 6 turns.

The game ends in a draw if all three generators are destroyed in the 7th or 8th turn.

The Defender will claim victory if at least one generator survives past the 8th turn.



Ty's Black Templars

Black Templar Terminators, led by a Chaplain, emerge from their Crusader.

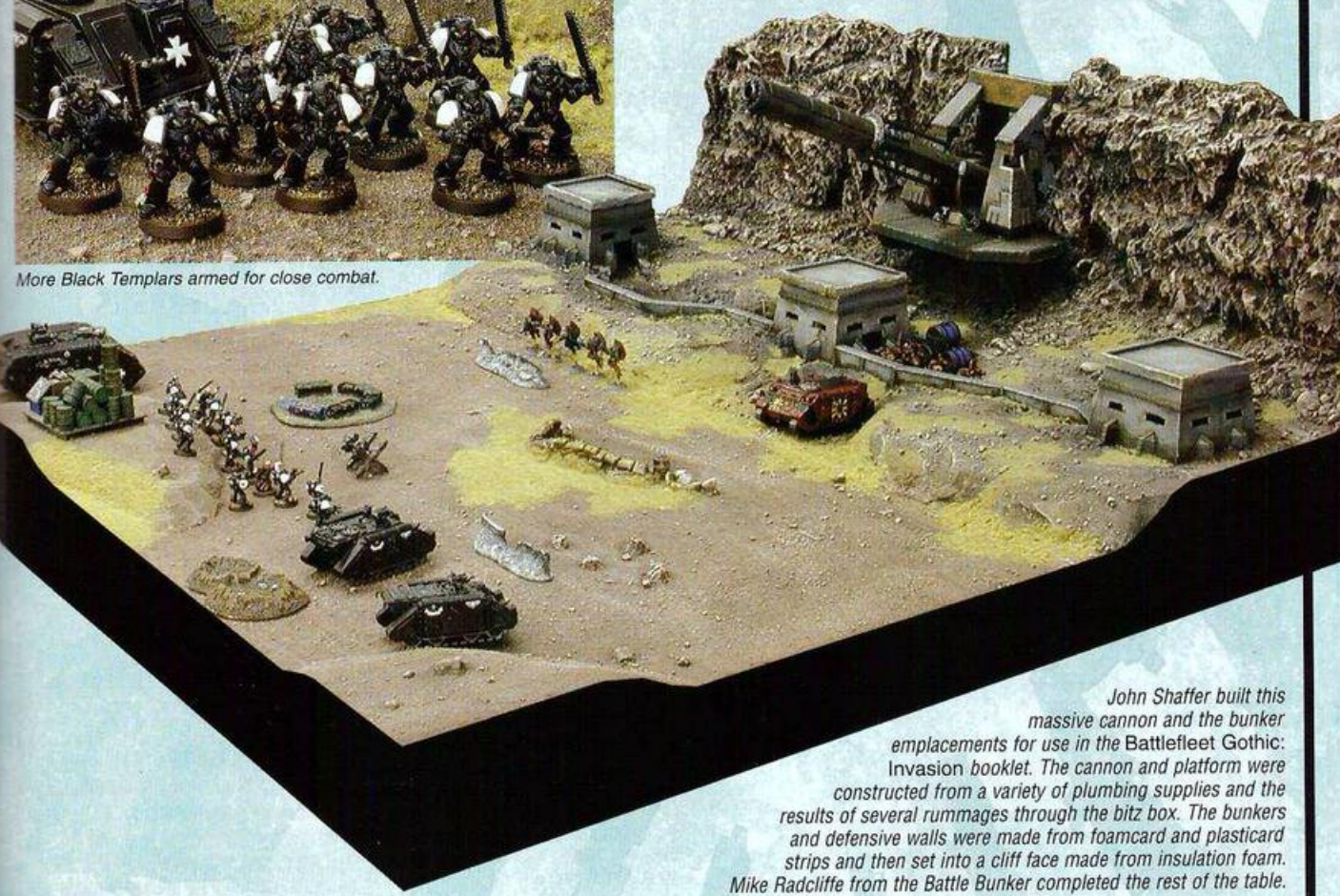
Ty's Black Templar Space Marines rally around their Chaplain.

More Black Templars armed for close combat.

John's Word Bearers

A Dark Apostle leads John's Word Bearers squad into battle.

Chaos Raptors prepare to leave their defensive position.



John Shaffer built this massive cannon and the bunker emplacements for use in the Battlefleet Gothic: Invasion *booklet. The cannon and platform were constructed from a variety of plumbing supplies and the results of several rummages through the bitz box. The bunkers and defensive walls were made from foamcard and plasticard strips and then set into a cliff face made from insulation foam. Mike Radcliffe from the Battle Bunker completed the rest of the table.*

Ty Finocchiaro

Ty's Initial Thoughts

Quite a task was set out before me. Complete a Warhammer 40,000 mission and then have the results affect a game of Battlefleet Gothic. Fortunately, I'm pretty well versed in both systems, so I'm up to the challenge. Besides it's a chance to trounce the new guy, John Shaffer!

Looks like this mission is basically a Bunker Assault. Those pesky Chaos Marines have managed to get hold of some powerful technology that could put some serious dents in my orbital fleet. So, in true Black Templar style, I'm choosing a pure close assault army to deal with the Word Bearers occupying the vital objective bunkers. I'm really not going to waste time trying to take down the bunkers with heavy weapons fir, because, well, I have only one in my entire force.

Most of my army is mounted in some sort of vehicle so that I can grab the objectives immediately and spare the the Imperial Fists in orbit some grief. I deployed first and chose to have the Land Raider Crusader full of Terminators set up to take the far left bunker. The Chaplain and his squad along with a further ten men in a Rhino would take the right bunker. Finally, the Emperor's Champion and 14 men would hoof it up to the centre objective. Shielded by an unshakable faith in the Emperor, I set out to take the first turn and bash some deviant Chaos filth. Suffer not the unclean to live!

BLACK TEMPLARS

HQ

Emperor's Champion — 105 pts

Chaplain — 100 pts
Terminator armor, storm bolter

Chaplain — 71 pts
Bolt pistol

TROOPS

Black Templar Squad — 234 pts
10 Initiates, 4 Neophytes
Flamer, frag grenades, purity seals

Black Templar Squad — 114 pts
6 Initiates
Flamer, frag grenades, purity seals

Rhino — 58 pts
Smoke launchers, extra armour

Black Templar Squad — 196 pts
10 Initiates
Flamer, power weapon, frag grenades, purity seals

Rhino — 58 pts
Smoke launchers, extra armour

ELITES

7 Terminators — 308 pts
Purity seals

HEAVY SUPPORT

Land Raider Crusader
Extra armour, searchlight — 256 pts

TOTAL: 1,500 pts

John Shaffer used Fabius Bile's body, an Iron Warrior head, the end of a Chaos Titan tail from the Epic 40,000 archive range, and braziers from the Vampire Counts Black Coach to make his Dark Apostle.

John Shaffer

John's Plans

When I heard that I was going to be the Defender in this scenario, I was a bit concerned.

My Word Bearers force is primarily oriented toward assault and quite mobile so that I can summon Daemons deep within the enemy's ranks. The only effective defensive unit I currently have is a squad of Havocs who normally lay down a hail of supporting fire for my advancing Rhinos.

The aggressive nature of my army means that I'll have to adopt the old 'the best defense is a good offense' strategy if I want to keep Ty's Templars at bay. I'll keep the Havocs in the trenches to blast Ty's Rhinos and send everything else I've got (which isn't much in a 1,000 points Chaos Space Marine army) in a hell-bent charge toward the Templar lines in hopes of slowing their advance. After the initial assault, I'll summon my Daemons where they're needed most and pray the dice are cooperative with my efforts. Easy enough...

I hope.

WORD BEARERS

HQ

Dark Apostle (Lieutenant) — 93 pts
Accursed crozius, bolt pistol, krak grenades, Mark of Chaos Undivided

TROOPS

9 Chaos Marines — 168 pts
Champion with power weapon, melta gun, Mark of Chaos Undivided

Rhino — 73 pts
Smoke launchers, dirge caster, extra armour

8 Bloodletters — 208 pts

6 Daemonettes — 90 pts

FAST ATTACK

5 Raptors — 208 pts
Champion with lightning claws, melta gun, plasma pistol

HEAVY SUPPORT

5 Havocs — 160 pts
Lascannon, missle launcher, autocannon & heavy bolter

TOTAL: 1,000 pts

Black Templars Turn 1

After winning the D6 roll to go first, Ty began a general advance across the board to close the gap. All three vehicles raced forward 12". While the Rhinos launched smoke, the Land Raider Crusader opened fire on the Raptors.

The hurricane bolters downed one of the Chaos assault troopers, but the assault cannon fired by the blessed machine spirit failed to kill any of the Raptors.

Word Bearers Turn 1

Aware he was in trouble, John launched his troops forward in an attempt to delay the zealous loyalists. The Raptors jumped towards the Emperor's Champion and his accompanying squad. The Word Bearers Rhino raced forward 12" ready to disgorge its contents but, surprisingly, no troops disembarked.

The Chaos Havocs fired at the Rhino on their far left flank and scored two hits. The first left the crew and passengers shaken. The second blew out a track, immobilizing the Rhino.

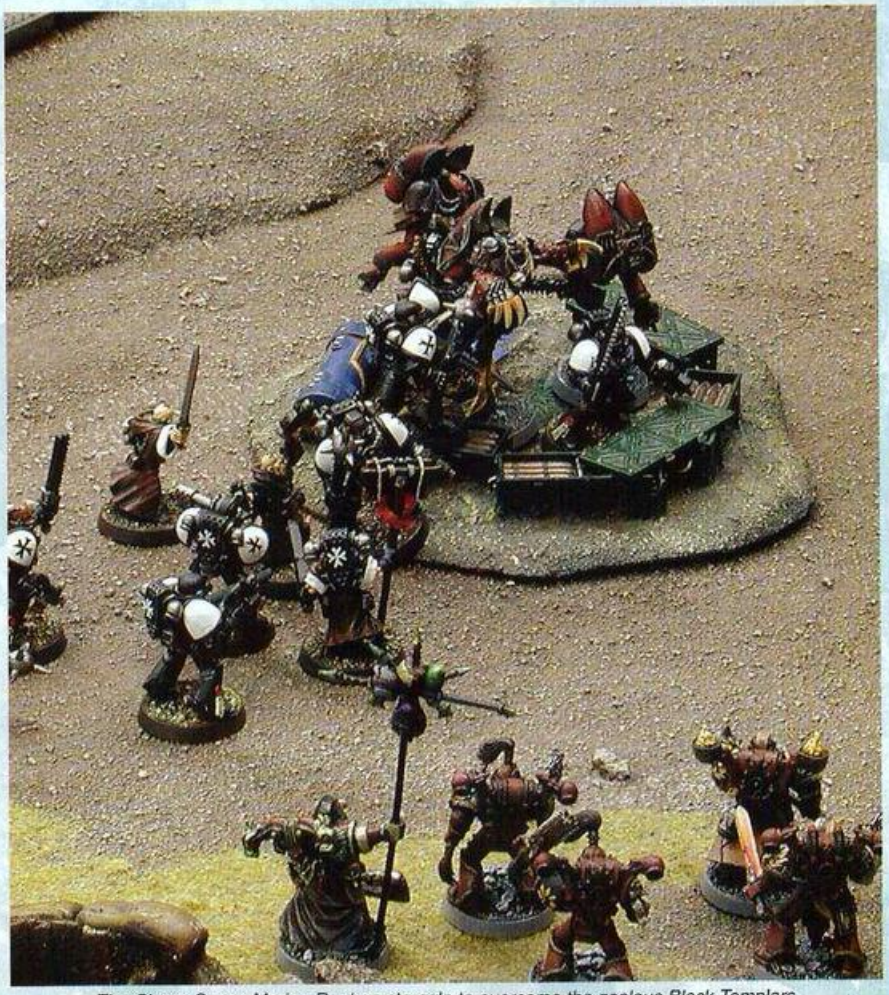
In the Assault Phase, John launched his Raptors into combat against the Black Templar squad on foot. Ty had chosen the vow Purge the Unclean; as such, he would need 3+ to wound, but his Initiative was reduced by -1. The Raptors took advantage and slew one Neophyte and one Initiate, but the Templars held their ground; in fact, they moved in to surround the outnumbered Raptors.

Black Templars Turn 2

While one of Ty's Rhinos was immobilized and his large squad was under attack from the bulk of John's army, Ty pressed forward with his numerical advantage. The second Rhino raced towards the centre bunker and unloaded a Chaplain and six Black Templars, all ready for combat. The Land Raider Crusader advanced again and disgorged the Terminator assault squad and Ty's army commander – a second Chaplain in Terminator armour – in front of the unoccupied bunker on John's right flank.

The assault cannons on the Crusader tore the side armour of the Word Bearer's Rhino to shreds. Four of the foul minions of Chaos were destroyed in the explosion. A fifth Word Bearer was cut down by the hurricane bolters.

The Chaplain and his power-armored squad rolled for their Difficult Terrain test and fell short of the Havocs' position. The Chaplain and his squad would have to wait until next turn to close for the assault, if they could survive. Again, the Raptors tore into the loyal Space Marines. Four Templars died before they could cut down one Word Bearer in return. Saving the best for last, Ty picked up the dice to roll for the Emperor's Champion, and the hero, much to John's astonishment, sliced the remaining Chaos fiends to pieces. The look on John's face said it all.



The Chaos Space Marine Raptors struggle to overcome the zealous Black Templars.

Word Bearers Turn 2

After losing nine precious Word Bearers (almost half his force) in one turn, John tried to summon some support. Khorne answered the call of these worshipers of Chaos and sent eight of his finest Bloodletters to aid the cause.

Seeing their prayers answered by the Blood God, the Dark Apostle and his Word Bearers turned their attention to the Black Templar Squad at the center of the table. The Bloodletters advanced menacingly towards the Emperor's Champion and were ready to make him pay for his misplaced faith.

Changing targets, the Havocs directed their fire toward the Templar squad in the centre of the battlefield. In a tragic display of dice rolling, only one loyalist died!

In an important phase for John, the Dark Apostle and Word Bearers charged the Chaplain and Templars. In a titanic struggle, the Word Bearers Champion killed one Space Marine, and the Black Templar Chaplain slew the Dark Apostle – another blow to John's morale.

However, the promise of success with the Bloodletters kept his hopes up. Sweeping into the Neophytes and Initiates, the Daemons of Khorne shed the blood of the Black Templars with great swings of their axes. Seven Space Marines died, leaving only the Emperor's Champion, who cut down two of the Bloodletters.

Black Templars Turn 3

Witnessing the destruction of the squad in the centre of the table, Ty decided to send his Terminators to secure the central bunker. The Chaplain – and army leader – headed into the bunker on John's right flank to begin the destruction of the generators. John would not be able to fire the Macro Cannon in the 3rd turn of the Battlefleet Gothic game. The Land Raider Crusader turned towards the shimmering Daemon in the center of the board, and Ty's final squad leapt from their immobile Rhino and advanced on the third bunker.

Turning its multi-melta and hurricane bolters towards the Havocs, the Crusader unleashed serious amounts of firepower into the Chaos filth. Using their fortified position to good advantage, the Havocs managed to shelter from the bulk of the fire and only lost one Word Bearer.

In the struggle between the Emperor's Champion and the champions of Chaos, two Bloodletters were dispatched to the Warp while the other four tore the brave hero apart. John's luck continued to fade as three Word Bearers died to the crozius of the Templar Chaplain. Only one Space Marine died, and the Word Bearers Champion held his ground.

Word Bearers Turn 3

Staring down the approach of dozens of black armored Space Marines, John prayed to the gods again and was rewarded by Slaanesh. The god of pleasure and pain gifted John with six Daemonettes, arriving next to the Champion of the Havocs. John was still in the fight.

The Bloodletters rushed towards the Chaplain's squad, as did the Daemonettes, eager to spill more blood and take more skulls.

The Havocs targeted the Land Raider Crusader, but the inches-thick adamantium armour held strong against the weapons of the Traitor Marines.

In a frenzy, the Bloodletters and Daemonettes fell upon the remaining Templars facing the Word Bearers Champion. In a flurry of blades and talons, the Space Marines were torn apart. The Bloodletters advanced towards the Terminators, while the Daemonettes and Word Bearers Champion advanced towards the squad on John's left flank. The Chaos Marines were still in the hunt.

Black Templars Turn 4

The mobile Rhino withdrew 12" in an attempt to avoid the destructive efforts of the Bloodletters. The Terminators continued their march to the central bunker, and Ty's Black Templar squad moved on the bunker on their right flank.

Worried about the strength of John's Daemons, Ty directed all of his firepower in their direction. The Terminator Sergeant was unsuccessful, but the Crusader managed to destroy three of the four Bloodletters closing on the veteran Terminators. The remaining Khorne Daemon managed to hold onto its tenuous grasp on reality. The Templar squad shot down three Daemonettes and left John with just nine models. It would be tough to hold out for much longer.

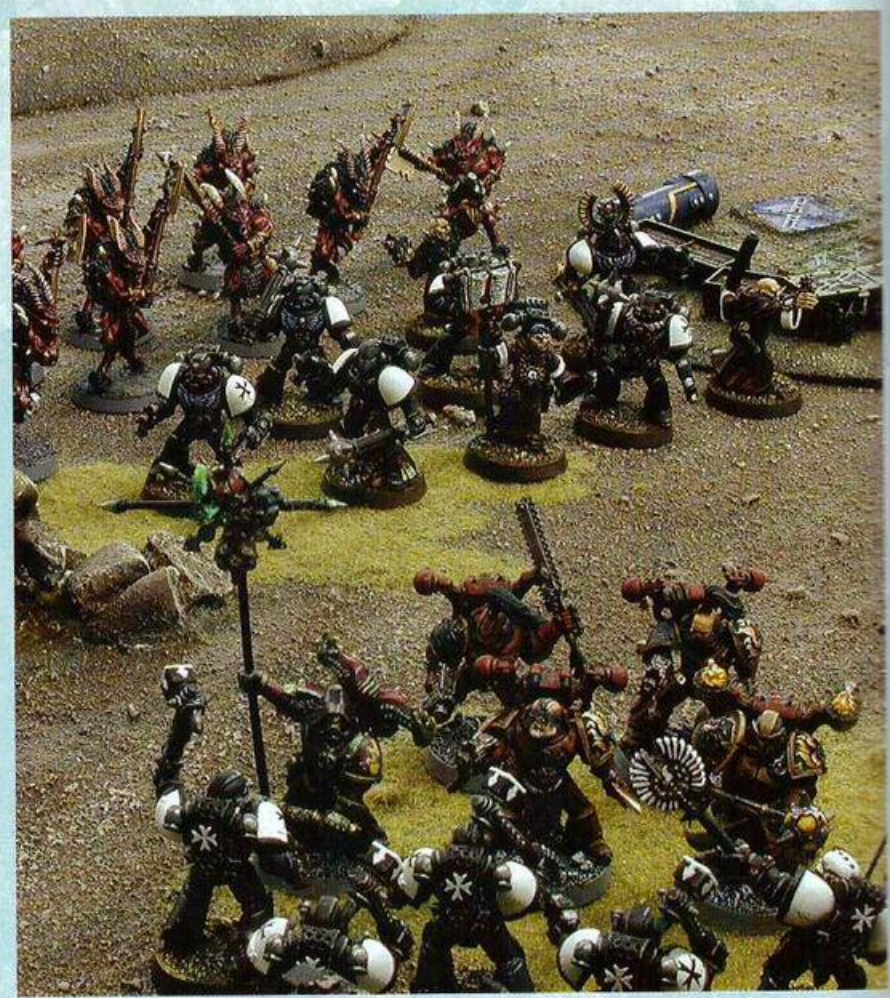
Word Bearers Turn 4

Struggling to hold back the tide of black-armoured warriors, John threw his assault troops into the attack and advanced them towards the dangerous Templars.

The Havocs drew a bead on the power-armoured squad and managed to kill two of the hated enemy.

The final Bloodletter charged into the Terminators and hoped that its three Strength 5 power weapon attacks would make short work of the Assault veterans. However, the invulnerable save of the Terminators denied John any joy, and the Terminators' lightning claws made short work of the Daemon. The soporific musk of the Daemonettes and the vow of the Black Templars ensured the Space Marines would be attacking last. The forces of Chaos killed two of the loyal warriors of the Emperor and then, in turn, were all killed in an Assault phase John would rather forget.

Both the Terminators and power-armoured squad consolidated into the bunker nearest them, thereby ending the game in Ty's favor. He would have to face only two shots from the Macro cannon in the Battlefleet Gothic game to follow.



The Word Bearers and Bloodletters close on both Black Templar squads.

The Black Templars make short work of the Daemonettes and the Word Bearers Champion.

BLACK TEMPLAR VICTORY!

Victory for the Imperium! I managed to capture all the objectives by the end of Turn 4 and secure the Macro Cannon from further Chaos usage. Not too shabby! Everything went according to plan. The Land Raider full of Terminators delivered the troops that secured two objectives unmolested, and the objective on the right flank was taken by a horde of Black Templars with only minor resistance from some Daemonettes.

The Emperor's Champion and his retinue were the most vital part of my plan. By presenting so many juicy targets in the open, I was hoping John would be tempted to send in some troops and take matters to me, which he did! However it would have made much more sense for him to stay put and wait for me to assault the walls. Sure, every man in the Champion's squad eventually died but they did so in the service of the Emperor. They sold their lives to lure a few big blocks of nasty scum, like the Bloodletters and a Rhino full of Chaos Marines, into the open. After that, it was a simple matter of gunning down the defenseless Daemons with the Crusader from a safe distance, which is really the only way to deal with those monsters!

But I can't claim all the credit. It seems that the powers of Chaos abandoned John during the battle. His Havocs managed either to miss each target or to fail to penetrate my transport vehicles. The mighty Raptors were foolishly left in the open where they were shot to pieces and then hopelessly outnumbered in close combat. Also, his cherished Dark Apostle was trampled by my Chaplain, even though the Dark Apostle got the chance to strike first! To top it all off, John left a full squad of Chaos Space Marines in a Rhino a little bit too long and lost four of them when I wasted the vehicle with some accurate assault cannon fire, compliments of the machine spirit.

Oh well, John should have known that such is the fate of all who turn their back on the Emperor.

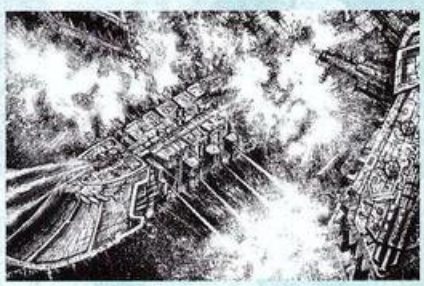
WORD BEARERS DEFEATED!

Sigh. Well I can think of at least two things I did wrong in this battle. The first was not disembarking and assaulting with my Rhino-borne squad on the first turn, and the second was not holding my Raptors back to protect my flank against the Terminators. The Bloodletters and Daemonettes did great in the Assault Phase, and things were going my way for a while. However, a few crucial die rolls didn't go my way and cost me dearly in the end. In hindsight, since I was quite outnumbered, having some more troops rather than the Elite units like the Raptors and Havocs would have helped out. However, what I played with today was all I have painted thus far. I'll just have to suck it up, break out the paint pots, and get geared up for a rematch.

AND NOW ON TO BATTLEFLEET GOTHIC...

After John and Ty played the Warhammer 40,000 scenarios, they went on to play its Battlefleet Gothic counterpart. Because of Ty's success on the battlefield on the planet below, John's Chaos force will be able to fire only two shots from the Macro Cannon, once in each of the first 2 turns of the Battlefleet Gothic game. We recommend playing this Warhammer 40,000 scenario as the first part of a paired set of scenarios; however, you can always play either of these scenarios as stand-alone games. Turn the page to find out how John and Ty's Battlefleet Gothic game played out.

For more information on the Battlefleet Gothic game and on linking your spaceship battles with Warhammer 40,000 check out the Battlefleet Gothic: Invasion booklet. More information and additional scenarios are also available on our web site: www.games-workshop.com.



BATTLEFLEET GOTHIC SCENARIO

FORCES
Forces are selected to equal points.

BATTLEZONE
The Defender begins by placing the planet with the Macro Cannon in his deployment zone. Alternate placing any other celestial phenomena on the table until they have all been placed.

SETUP
Follow the setup rules for Scenario Seven from the Battlefleet Gothic rulebook (page 76).

FIRST TURN
Both players roll a D6. The higher scoring player chooses whether to go first or second.

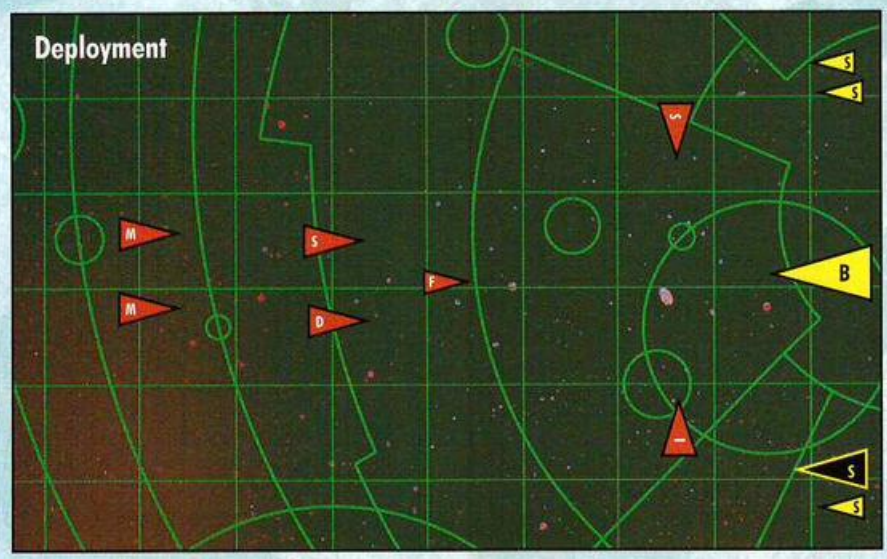
SPECIAL RULES
Macro Cannon: The Defenders control the Macro Cannon on the planet. The Macro Cannon fires as a nova cannon with no minimum range. The planet itself does not block the Macro Cannon's line of fire. The Macro Cannon cannot be attacked at all in this scenario.

Generators: The Macro Cannon needs all three generators operating to fire each turn. With two generators, the Macro Cannon fires every other turn. With only one generator, the Macro Cannon fires every 3rd turn. With no generators, the Cannon is non-functional and cannot fire at all.

Ground Assault: Make sure to regulate when/if the Macro Cannon can fire based on the turn(s) that the generators were destroyed in the ground assault. That is, if the first generator was destroyed on Turn 4, then the Macro Cannon cannot fire during Turn 4 but will fire again on Turn 5 and again on Turn 7 (provided that no further generators had been destroyed on or by Turn 7 of the ground assault game).

GAME LENGTH
The game lasts until one fleet is destroyed or disengages.

VICTORY CONDITIONS
Use the standard Victory points system found on page 66 of the Battlefleet Gothic rulebook.



Chaos
- Devastation Class
- Murder Class
- Slaughter Class
- Iconoclast Squadron
- Fire Ship

Space Marines
- Battle Barge
- Strike Cruisers
- Sword Squadron

The entirety of Jason Foley's Imperial Fists Space Marine fleet.

Ty's Initial Thoughts

With the battle raging on the planet below, my Imperial Fist commanders placed their faith in the fact that their Black Templar battle brothers would complete their task with haste. An influx of energy readings signalled the approach of the expected Chaos resistance...

In the second half of this battle report, I have to guide a strike force through a long stretch of space in order to quell the Chaos incursion present on this particular world. All the while, John will receive a free nova cannon salvo each turn, which is trouble, because it's pretty easy to calculate the distance for the shot when you know the exact distance to the target from deployment measurements before the start of Turn 1! Fortunately, I'll only have to face two shots from the Macro Cannon, because my ground troops managed to capture the bunkers to prevent any additional shots.

Basically, the plan revolves around a Space Marine Battle Barge. These behemoths can take quite a pounding and give back twice a good as they take. I'll run this ship up the center, hopefully attracting a ton of traitor vessels in the process. Meanwhile, my three Strike Cruisers will go on All Ahead Full Orders and rocket down the flanks towards the distant planet. Simple and direct, I know, but Space Marine fleets are pretty blunt. I shall be like a righteous hammer smashing down upon my foe!

John's Initial Thoughts

Because Ty managed to captive the bunkers in the Warhammer 40,000 scenario, I would have only two shots from the Macro Cannon at my disposal. These shots will be crucial for my victory and cannot be wasted, so I had better start practicing my metric range guessing. I plan to divide my fleet into three groups of about one or two cruisers each. However, if I roll poorly, my setup will be determined by Ty (because of the special scenario setup rules). The basic plan will be to send out two groups of two cruisers each to engage the enemy and leave another group back to move in where it is needed. The Slaughter Class cruisers will be the most aggressive ships in my fleet, since they have a devastating array of short-ranged weaponry. The Murder class cruisers will play the support role, and the Devastation class will hang back and add ordnance and lance battery support. The few Escorts I have will be there to distract the enemy and take shots when they present themselves.

Chaos Fleet Turn 1

After winning the D6 roll to go first, John ordered a general advance from the bulk of his fleet. The Slaughter class cruiser and Iconoclasts closest to the Space Marine fleet had been placed by Ty (per the Setup rules for this scenario), and John intended to make him pay.

John's Slaughter Class Cruiser and Iconoclast Class Destroyer prepare for a heavy salvo.

Crossing abeam of the Battle Barge, John's Slaughter class dropped two of the shields on the Imperial Fists' flagship. The Iconoclasts (and the rest of the fleet) were too far away to cause any damage.

John chose this moment to unleash the Macro Cannon shot from the planet. Due to the result of the Warhammer 40,000 game, he would be able to fire the Cannon in Turns 1 and 2. The shot was on target (John's guessing was helped by taking note of ranges in the initial deployment). It stripped the final shield from the Battle Barge and caused two more hits.

Space Marine Fleet Turn 1

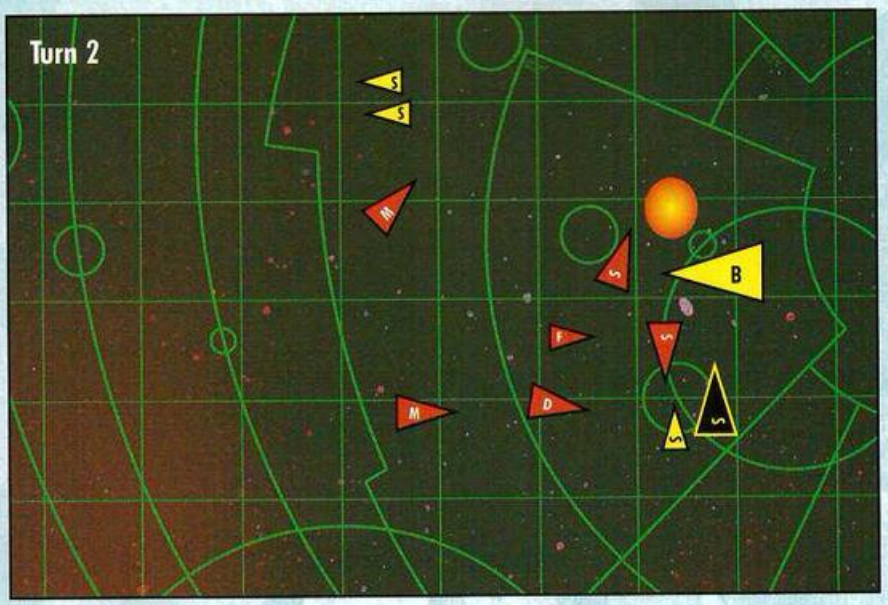
Ty rolled for his orders, and the two Strike Cruisers on his right flank executed perfect All Ahead Full manoeuvres. The remainder of Ty's fleet advanced, though his Battle Barge was slowed by blast markers.

The Master of the Fleet on board the Battle Barge ordered all weapons to concentrate on the Slaughter class cruiser. The Chaos ship's shields were dropped, and a hit was caused. The Strike Cruisers on the right caused another hit on the Slaughter.

In the ordnance phase, Ty launched torpedoes from the Battle Barge, but they were destroyed by the debris around the Slaughter. Thunderhawks launched by the Barge and Strike Cruisers closed in on the Slaughter and Iconoclasts and took out one of the Escorts in a hit-and-run attack.

Chaos Fleet Turn 2

John's Murder class cruisers broke left and right to intercept the approaching Strike Cruisers. The second Slaughter, the Murder, and the Fire Ship continued



toward the Battle Barge. The damaged Slaughter continued to cross with the last Iconoclast.

The Murder class on John's left took down a shield from the Strike Cruisers but couldn't press home the advantage. The first Slaughter could only take two shields away from the Barge, and John's second, final, and all-important Macro Cannon shot caused only one hit on the Barge, dropping the final shield.

In the ordnance phase, John's Devastion launched Bombers toward the Strike Cruiser on his right. Ty's Thunderhawks made short work of the Bombers and the last Iconoclast.

Space Marine Fleet Turn 2

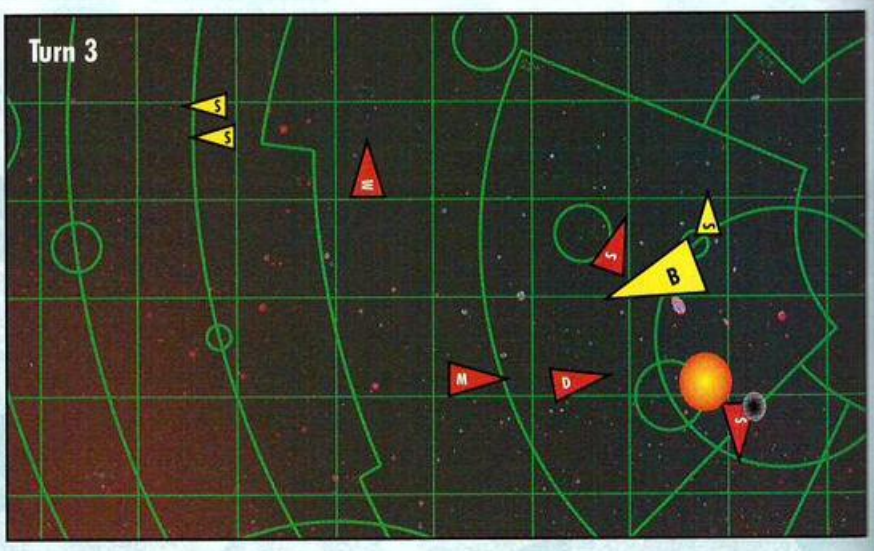
Ty called for All Ahead Full orders for the Strike Cruisers on his right flank and Reload Ordnance for his Battle Barge and third Strike Cruiser. Ty's Swords and third Strike Cruiser swung to the right to add their firepower to the Battle Barge's efforts.

Not only did the awesome firepower of the Battle Barge cause five hits on the damaged Slaughter, but it also stripped the shields and caused a hit on the other Slaughter. The supporting Sword class frigates turned the now-crippled Slaughter into a blazing hulk.

Ty's Battle Barge launched torpedoes and Thunderhawks at the still-functional Slaughter. As before, the torpedoes were destroyed in the debris. The Thunderhawks from the lone Strike Cruiser attacked the Fire Ship but were shot down before they could close.

Chaos Fleet Turn 3

John's Murders continued toward their targets, and the Slaughter turned abeam of the Battle Barge. The ace up John's sleeve was the Fire Ship, which sailed amidst the Swords and detonated its explosive payload. When the debris started to clear, Ty's Escorts were nowhere to be seen.



In a flurry of appalling dice rolls, John could only strip shields from Ty's ships. No hits were caused at all!

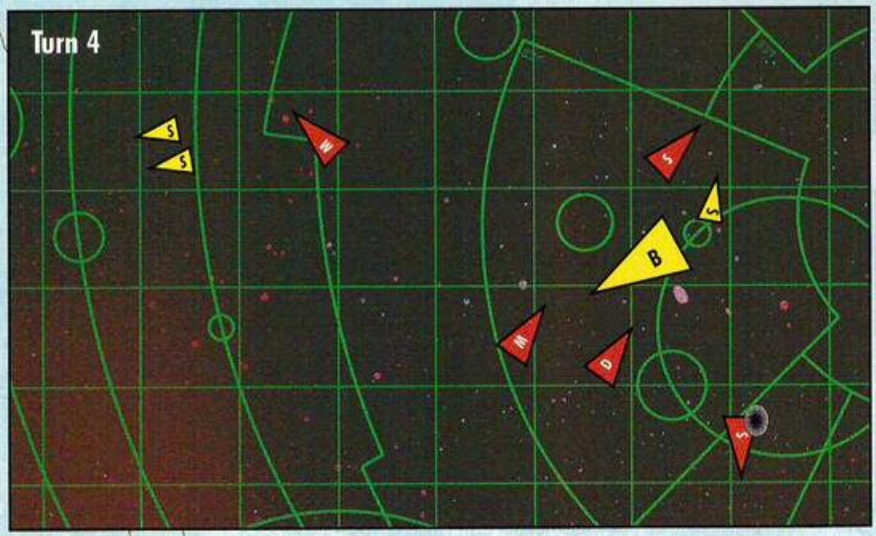
Bombers launched from the Devastation caused two hits on the Strike Cruiser on Ty's left flank. When the Thunderhawks closed with the Chaos fleet, they were all shot down by Chaos turrets. John realized that, while the smaller craft would die easily, the Barge and cruisers would take some work to destroy.

Space Marine Fleet Turn 3

Ty again called for All Ahead Full orders for the Strike Cruisers on his right flank.They sped ever closer to the target planet. He also ordered Reload Ordnance for his Battle Barge.

Ty targeted the damaged Slaughter and crippled it with a further four hits (one of them critical). The Barge also stripped a shield on the Devastation.

In the ordnance phase, Space Marine torpedoes finally made it through the blast markers and caused another three hits on the Devastation.



Chaos Fleet Turn 4

John's Murder on his left flank turned to pursue the Strike Cruisers. At this point, he tried to concentrate the rest of his firepower on the Barge, so John headed towards the mighty Space Marine flagship.

The second Murder and Devastation stripped the shields from the Battle Barge, in preparation for the Ordnance Phase.

The Bombers launched from the Devastation screamed in to exploit the opening, but the Battle Barge turret gunners were deadly accurate and shot them all down.

Space Marine Fleet Turn 4

Ty sent the Strike Cruisers toward the planet and prepared to unleash the righteous fury of the Emperor with the Battle Barge.

In a classic demonstration of destructive power, the barge crippled the Murder class cruiser.

Both Fleets' Turn 5

John's Slaughter, Murder, and Devastation circled the Battle Barge and stripped the shields but failed to cause any further damage.

Ty rolled successfully for Lock On orders with his Battle Barge and swiftly turned John's Murder class and Devastation class cruisers into blazing and drifting hulks, respectively.

The way was now clear to get into position for a planetary assault.

It was no surprise to anyone when John's crippled ships limped off the table edge. Victory again for Ty and the forces of the Emperor!

PURGE THE UNCLEAN!

Again, the forces of the Imperium triumph over the evil plans of Chaos! I can honestly say that the battle went off without a single hitch, besides the loss of a few torpedo salvoes to blast markers. The Battle Barge was the constant target of piecemeal attacks. Instead of grouping his ships for an assault, John would hurl them at me one by one. You just can't go toe to toe with a Battle Barge with a single cruiser.

The Strike Cruisers streaked down the board for a few turns at speeds of about 40cm a turn before John realized what I was doing. But by then, it was way too late. I left the Chaos vessels in the dust with a few squadrons of Thunderhawks to keep them busy.

Towards the end, John was out of freebie nova cannon salvoes (due to the fact that the Black Templars had achieved their objective swiftly in the ground assault), out of options, and too far away from stopping the Strike Cruisers in time. His lust for vengeance blinded him. In a crazed attempt to damage the mighty ship, he split up two Cruisers and went in close, resulting in only minor damage. This split opened the opportunity all Battlefleet Gothic players dream about. There was conveniently just enough space between the two vessels for the Battle Barge to slip in and unload its full might at close range to both port and starboard sides while on *Lock On* orders. Needless to say, neither enemy vessel survived the attack...

A rather smug Ty shakes hands with a grimacing John Shaffer.

I had a blast playing both games. It was great to link them so they affected one another. John is new to Battlefleet Gothic, and I think this gave me an advantage. John was grumbling something about a rematch after our games, so I may have to take him up on that suggestion and stomp him down a third time in the name our glorious Emperor!

THAT'S GOTTA HURT!

OK. OK. I'll admit that I have a lot to learn still when it comes to spaceship combat. Ty's veteran Battlefleet Gothic knowledge helped him run circles around my fleet, and his concentrated firepower crippled my ships left and right. It really would have helped if those nova cannon shots had connected (cursed metric system!), but in the end, Ty's knowledge enabled him to play a better game.

The two most valuable lessons I learned in our game were as follows.

1) If you hope to take down a Battle Barge, you're going to have to throw just about everything you have at it, since attacking it piecemeal is a complete waste of firepower.

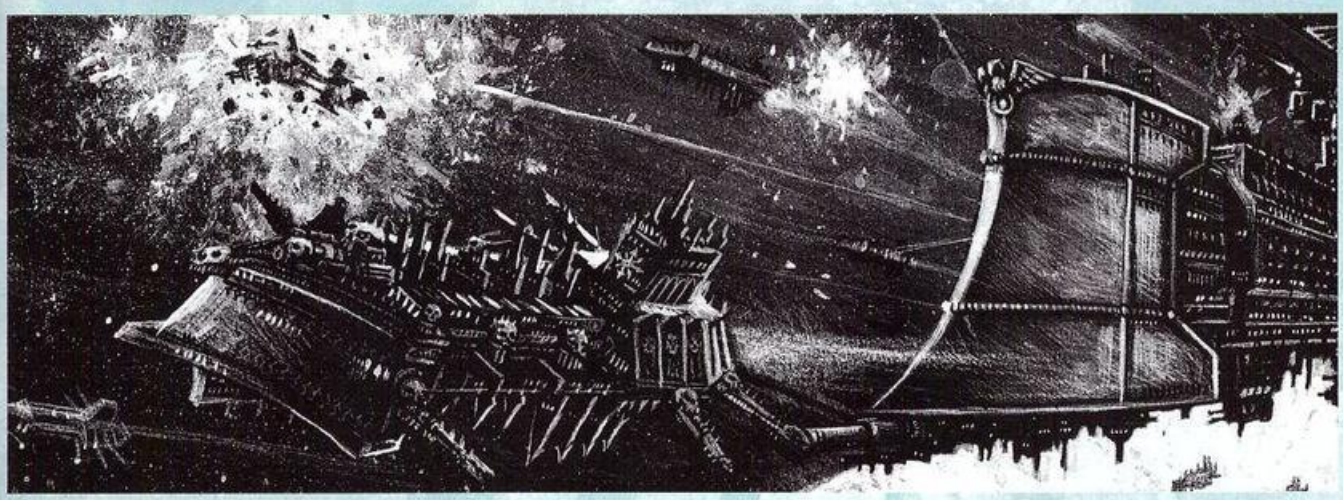
2) Battlefleet Gothic is all about ship placement.

Toward the end of the game, Ty made a cunning move by positioning his Battle Barge between two of my Cruisers. This manoeuvre enabled him to utilize all the firepower on both the starboard and port sides of his behemoth starship to deadly effect.

This attack would have been much more forgiving on my side if I had sent my ships to one side or the other, cutting his firepower in half.

The game was really quite enjoyable though, and I really liked the narrative continuity from the Warhammer 40,000 game to this battle. If we wanted to follow up this confrontation, we could play a game of Epic 40,000 and determine the outcome of Ty's assault on the planet's surface.

Oh the possibilities!



BATTLEFLEET GOTHIC

BATTLEFLEET SHOWCASE

The relaunch of Battlefleet Gothic has sparked off lots of shipbuilding projects here at Games Workshop. In addition to the ships we've featured, there are many more in the Fleet Gallery links in the Battlefleet Gothic area of our website:

www.games-workshop.com

Battlefleet Gothic ship conversions

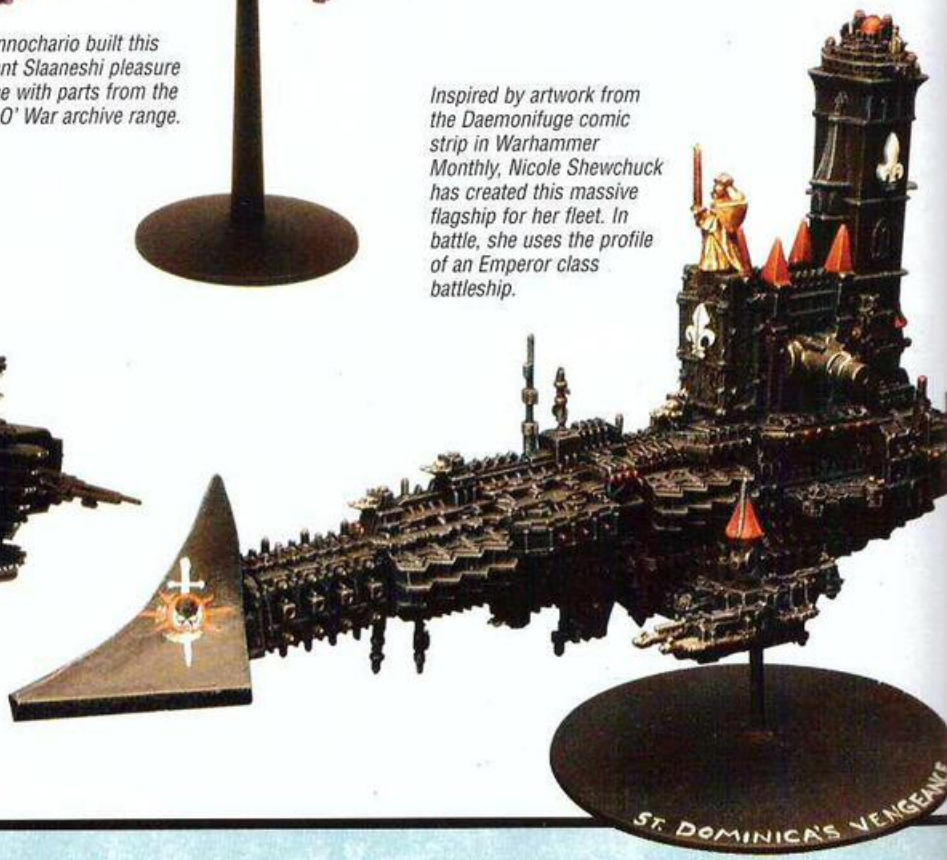
Jason Buyaki has spent a lot of extra time on this Dominator class Cruiser. The additional gold trim that he has lavished on this model adds to its antiquated appearance.

Evan Lougheed has painted his Necron fleet to match the colouration of his new Necron army. He plans on using a lot of Flayed Ones for boarding actions.

Ty Finnochario built this elegant Slaaneshi pleasure palace with parts from the Man O' War archive range.

Lonnie Mullins has used parts from the Imperial Guard tank accessory sprue to create this alternative design for his favourite class of cruiser, the Mars.

Inspired by artwork from the Daemonifuge comic strip in Warhammer Monthly, Nicole Shewchuck has created this massive flagship for her fleet. In battle, she uses the profile of an Emperor class battleship.



A long-time Battlefleet Gothic fan, Ty Finnochario used the surge of enthusiasm in the office to unveil his cool Nurgle fleet. This Slaughter class cruiser has all the tell-tale signs of Nurgle infestation.

Ty also turned his hand to the power of Change. This simple conversion of a Devastation class cruiser replaces its regular bridge with pieces from the Man O' War archives.

Rick Smith used bits from the Chaos Spiky Bitz sprue to convert this Hades class heavy cruiser.

Jason Foley was so happy with the results of his Space Marine fleet that he has decided to build an Imperial Fists Space Marines army for Warhammer 40,000.

After a trip to his local hobby store, Jake Landis has added thin translucent rods to his Necron Scythe class cruiser, linking them visually with his Warhammer 40,000 Necron army.

This Dauntless class light cruiser and Retribution Class battleship are from the Traitor fleet of Chad Mierzwa. Chad uses the Imperial fleet list, but the skull-faced ships obviously convey a warped Chaos influence.

BATTLEFLEET GOTHIC

We now offer the complete Battlefleet Gothic range to order direct. Expand your fleets and wage war across the heavens!

Available from your Games Workshop store, in-store order point, independent stockist, call 0115 91 40000, or at: www.games-workshop.com/storefront

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

TO CLEANSE THE STARS

Imperial, Chaos and Alien fleets of the Gothic Sector

CHAOS FLEET

Iconoclast class Chaos destroyers £6

This blister contains 3 Iconoclast destroyers.

Despoiler class Chaos battleship £15

This boxed set contains 1 Despoiler battleship.

Desolator class Chaos battleship £15

This boxed set contains 1 Desolator battleship.

Idolator class Chaos raider £6

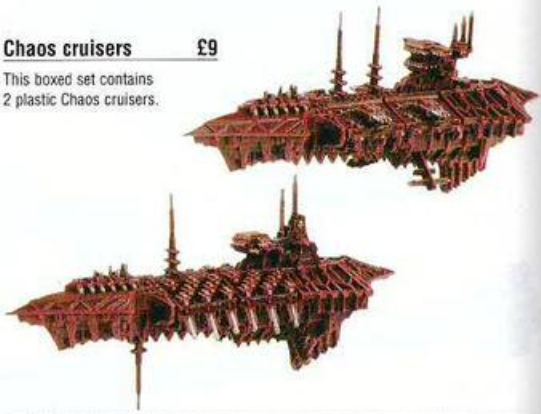
This blister contains 3 Idolator raiders.

Infidel class Chaos raiders £6

This blister contains 3 Infidel raiders.

Chaos cruisers £9

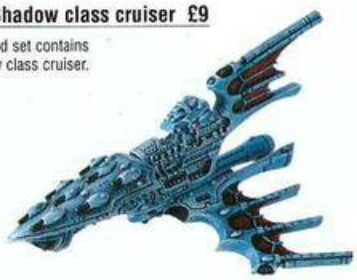
This boxed set contains 2 plastic Chaos cruisers.



ELDAR FLEET

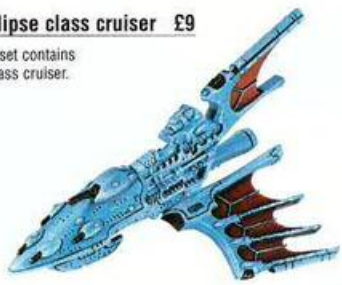
Eldar Shadow class cruiser £9

This boxed set contains 1 Shadow class cruiser.



Eldar Eclipse class cruiser £9

This boxed set contains 1 Eclipse class cruiser.



Eldar Hellebore class frigates £5

This blister contains 2 Hellebore class frigates.

Eldar Aconite class frigates £6

This blister contains 3 Aconite class frigates.

Eldar Nightshade class destroyers £6

This blister contains 3 Nightshade class destroyers.

Eldar Hemlock class destroyers £6

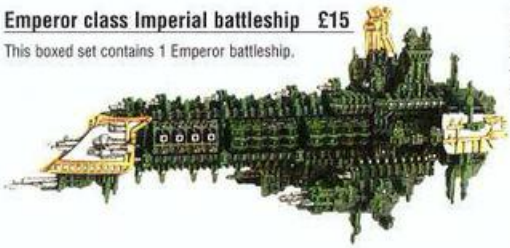
This blister contains 3 Hemlock class destroyers.

Models shown at 75% of actual size. Models supplied unpainted and require assembly.

IMPERIAL FLEET

Retribution class Imperial battleship £15
This boxed set contains 1 Retribution battleship.

Emperor class Imperial battleship £15
This boxed set contains 1 Emperor battleship.



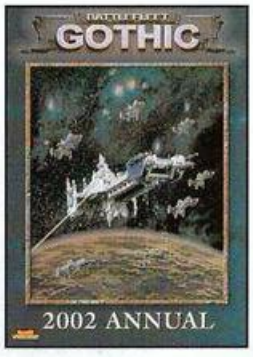
Dauntless class Imperial light cruiser £6
This blister contains 1 Dauntless light cruiser.

Firestorm class Imperial frigates £6
This blister contains 3 Firestorm frigates.

Sword class Imperial frigates £6
This blister contains 3 Sword frigates.

Cobra class Imperial destroyers £5
This blister contains 4 Cobra destroyers.

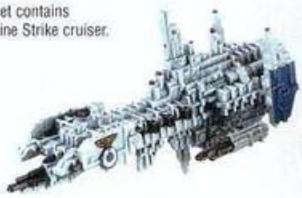
Imperial cruisers £9
This boxed set contains 2 plastic Imperial cruisers.



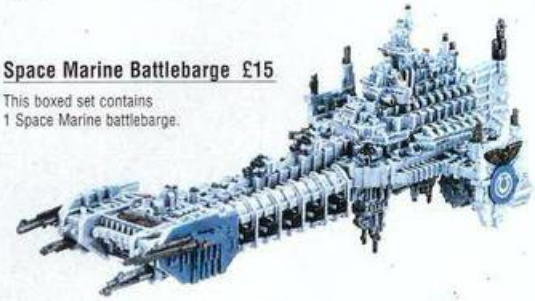
Battlefleet Gothic 2002 Annual £12
This book contains new rules and fleet lists, battle reports, tactics and much more!

SPACE MARINES FLEET

Space Marine Strike cruiser £6
This boxed set contains 1 Space Marine Strike cruiser.

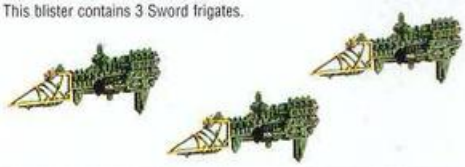


Space Marine Battlebarge £15
This boxed set contains 1 Space Marine battlebarge.



Firestorm class Imperial frigates £6
This blister contains 3 Firestorm frigates.

Sword Class Imperial frigates £6
This blister contains 3 Sword frigates.



Cobra class Imperial destroyers £5
This blister contains 4 Cobra destroyers.

DARK ELDAR FLEET

These models are not available in stores, but you can still order them via the in-store order point, direct on 0115 91 40000, or from our online store at www.Games-Workshop.com/storefront

Dark Eldar Torture class cruiser £7
This boxed set contains 1 Torture class cruiser.

Dark Eldar Corsair class escort £6
This boxed set contains 2 Corsair class escorts.

Dark Eldar booster pack £3
You can add the booster pack (example of the components shown here) to both of your existing ship classes for more variety and originality. Shown below is a Corsair made with the booster pack.

Morley's gretchin swarm over a looted Basilisk.

MORLEY'S ROKKIT BOYZ

MORE GREENSKIN SPEED FREEKS!

It would seem that the Orks are on the rise! After recently showcasing Guy Haley's Speed Freeks, we spotted this bunch of nippy Greenskins at the recent Warhammer 40,000 Grand Tournament heats.

Thomas Brutscher is something of an avid Warhammer 40,000 fan, and since 2000, his motley crew of Ork Speed Freeks has been growing steadly.

The fact that the plastic kit for Warhammer 40,000 Orks enables you to build quickly (and cheaply) was a big plus for Thomas, and his Battlewagon with Big Mek HQ is one that takes pride of place in his army. Most of all, it's the very idea of a speed cult in the Ork race that grabbed Thomas' attention and imagination.

The clan's warbike squadron paves the way.

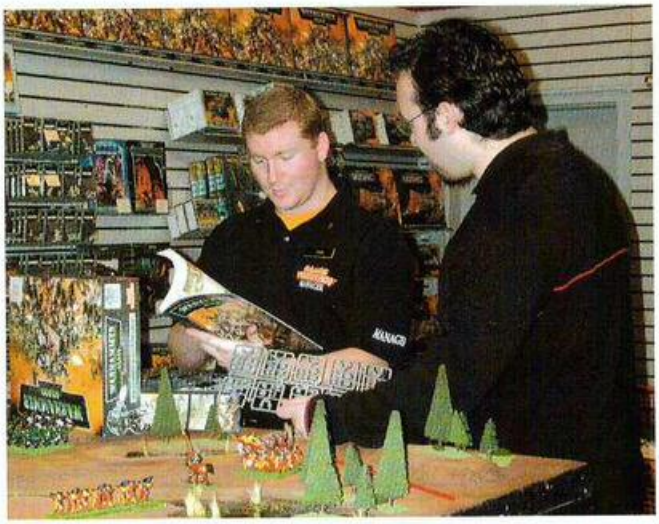
GAMES WORKSHOP

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 UK 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

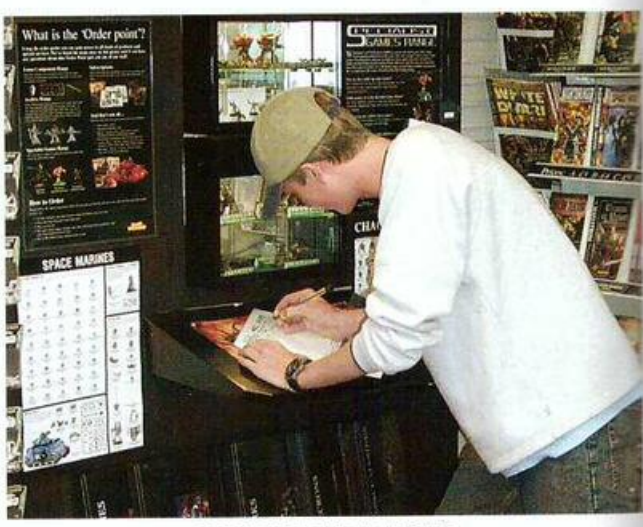
All our staff are gaming veterans (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries that you may have.

FREE PAINTING AND MODELLING ADVICE

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

FULL RANGE OF PRODUCTS

All our stores stock a full range of Warhammer 40,000, Warhammer 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 many 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! Our special Beginners' Programme, teaches you how to play and helps you take your first steps into the Games Workshop hobby.

VETERANS' NIGHTS

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

THURSDAY'S 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 to develop your painting skills, and a forum for gamers to talk about the hobby, particularly for those who have just graduated from the Beginners' Programme.

STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the store closes to the public, and only club members (age 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.

GAMES WORKSHOP STORES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at ***www.games-workshop.com***.

We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call 0115 91 40000 to find out where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details. Stores with a red dot (•) represent those with 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. All stores in a yellow box are brand new stockists. If you're still unsure as to where your nearest stockist is located, why not give us a call on 0115 916 8200.

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BOARDMANS: Bishop's Stortford. Tel: 01279 654 033
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TOYSHOP: Royston. Tel: 01763 243270
K S MODELS: Stevenage. Tel: 01438 746616
TOYS TOYS TOYS: Welwyn Garden City. Tel: 01707 391319

ISLE OF MAN

DOUGLAS: Douglas. Tel: 01624 622154

ISLE OF WIGHT

TOY & MODELS: Newport. Tel: 01983 528258
WIGHT WORLD OF WARGAMES: Newport. Tel: 01983 530200
THE SPORTS & MODEL SHOP: Ryde. Tel: 01983 862454
FUN, FACT AND FANTASY: Ryde. Tel: 01983 617323

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 677 433
GW TUNBRIDGE WELLS: 4A Camden Road. Tel: 01892 525 783
HAMMICKS BOOKSHOP: Ashford Tel: 01233 667450
GZ COMPUTERS LTD: Ashford. Tel: 01233 663996
KIT KRAZY: Bexley Heath. Tel: 0208 298 7177
TIME & SPACE: Broadstairs. Tel: 01843 866006
WHITES: Cranbrook. Tel: 01580 713298
DEAL PRAMS: Deal. Tel: 01304 366 080
TURNERS MODELS: Dover. Tel: 01304 203711
THE STAMP CENTRE: Gravesend. Tel: 01474 534166
TOYWORLD: Sandhurst. Tel: 01252 873350
J. H. LORIMER LTD: Sevenoaks. Tel: 01732 452840
MANKLOWS: Sevenoaks. Tel: 01732 454952
A.J. BLUNDELL & SON: Sittingbourne. Tel: 01795 424 371
KIDS STUFF: Tonbridge. Tel: 01732 353 186
YOUNG FOLK TOYS: West Wickham. Tel: 0208 7772251

LANCASHIRE

GW BLACKPOOL: 8 Birley Street. Tel: 01253 752 056
GW BOLTON: Unit 13, The Gate Centre. Tel: 01204 362 131
GW PRESTON: 15 Miller Arcade. Tel: 01772 821 855
BYTE SIZE: Ashton under Lyne. Tel: 0161 343 7556
TOYMASTER: Blackpool. Tel: 01253 626461
TOYMASTER: Bolton. Tel: 01942 812398
TOYMASTER: Preston. Tel: 01772 687799
TWIN SUNS: Accrington. Tel: 01254 386665
STORKTOWN LIMITED: Leigh. Tel: 01942 671116
MERCER & SONS: Blackburn. Tel: 01254 58700
ARTHUR BENN: Burnley. Tel: 01282 422 546
TOYMASTER: Bury. Tel: 0161 761 6209
A & B GAMES: Chorley. Tel: 01257 261833
HAMPSONS TOYS & NURSERY WORLD: Chorley. Tel: 01257 263045
COWGILLS OF CLITHEROE LTD: Clitheroe. Tel: 01200 423587
LAWSONS TOYMASTER: Lancaster Tel: 01524 64518
TOYMASTER: Leigh. Tel: 01942 671116
TOYS2SAVE COLLECTABLES: Thornton-Cleveleys. Tel: 01253 855905
MICRO MARKETS: Morecambe. Tel: 01524 400269
RICHARD LANCASTER: Morecambe. Tel: 01524 410 304
HAMMICKS BOOKSHOP: Oldham. Tel: 0161 6205543
MICROSHACK: Rochdale. Tel: 01706 715938
SOPHIES: Wigan. Tel: 01942 700356
ROSSENDALE MODELS: Rossendale Tel: 01706 250007
WHITAKER'S TOYMASTER: Bolton. Tel: 01204 398246
WIGAN MODEL CTR: 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: Ashby-de-la-Zouch. Tel: 01530 416827
GEOFFS TOYMASTER: Coalville Tel: 01530 832795
PUNCTILIO MODEL SPOT LTD: Hinckley. Tel: 01455 230952
GEOFFS TOYS: Loughborough . 01530 832795

LINCOLNSHIRE AREA

GW GRIMSBY: 9 West St Mary's Gate. Tel: 01472 347 757
GW LINCOLN: Unit SUA, Sallergate (on outside of Waterside Centre). Tel: 01522 548 027
G.T. COLLECTABLE CARDS: Bourne. Tel: 01778 422639
TOYMASTER: Gainsborough. Tel: 01427 676000
ARBON & WATTS: Grantham. Tel: 01664 855030
ACCESS MODELS: Grantham. Tel: 01476 592 001
CASTALINE: Louth. Tel: 01507 602149
TOYMASTER: Gainsborough. Tel: 01427 676000
M. S. STURGESS: Quadring. Tel: 01775 821967
SHERMANS MODEL SHOP: Scunthorpe Tel: 01724 842 439
THE MODEL SHOP: Skegness. Tel: 01754 763429
MASON'S MODELS: Spalding. Tel: 01775 722456
HAWLEYS: Stamford. Tel: 01780 762128
TOYMASTER: Scunthorpe. Tel: 01724 271020

MANCHESTER AREA

GW MANCHESTER (CENTRAL): Unit R35, Marsden Way South, Arndale Centre. Tel: 0161 834 6871
GW MANCHESTER (TRAFFORD CENTRE): Unit H2, Festival Village, The Trafford Centre, Trafford Park. Tel: 0161 747 2121
TOYMASTER: Leigh. Tel: 01942 671116
STEVE WEBB MODELS & HOBBIES: Warrington. Tel: 01928 735225

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: Wallasey. Tel: 0151 691 1683
HAMMICKS BOOKSHOP: Birkenhead. Tel: 0151 6491620
RS MODELS: Wirral. Tel: 0151 348 4363

MIDDLESEX

JENNINGS STORES LTD: Enfield Tel: 0208 8041804
A BOVILL WRIGHT LTD: 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 767 656
MEDLAND TOYS: Cromer. Tel: 01263 512177
TOY BOX TOYS: Diss. Tel: 01379 640003
TOYMASTER: Diss. Tel: 01379 641743
POINT HOUSE TOYSHOP: Wroxham, Norwich Tel: 01603 706804
YOUNGSTERS WORLD: East Dereham. Tel: 01788 562 372
TOYMASTER: Gorleston. Tel: 01493 443097
HUNSTANTON MODELS: Hunstanton. Tel: 01485 533324 / 834466
STARLINGS-TOYMASTER: Holt. Tel: 01263 713101
TOYMASTER KINGDOM: Ipswich. Tel: 01473 253045
WESTGATE DEPARTMENT STORE: Kings Lynn. Tel: 01553 760981
EMPIRE: Kings Lynn. Tel: 01553 765 174
KERRISONS: Norwich. Tel: 01603 494 008
BLACKFISH GAMES: North Walsham. Tel: 01692 403 372
STARLINGS -TOYMASTER: Sheringham. Tel: 01263 822368
AUTO LOCO: Sheringham. Tel: 01263 821777
THE TOY LOFT: Wymondham Tel: 01953 607 730

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk, Grosvenor Centre. Tel: 01604 636 687
WESTGATE DEPARTMENT STORE: Corby. Tel: 01536 203525
TOYMASTER KINGDOM: Kettering. Tel: 01536 512507
GREEN ANGEL CARDS & GAMES: Kettering. Tel: 01536 359 248
SOFTWARE SELLER: Wellingborough Tel: 01933 440861
TOYMASTER: Northampton. Tel: 01604 620 320
OSBORNE SPORTS & TOYS: Rushden. Tel: 01933 312415

NORTHUMBERLAND

WOODYS COMPUTER AND VIDEO GAME: Alnwick. Tel: 01665 606351
FAIRPLAY: Hexham. Tel: 01434 606678
GREMLYNZ IMPORTS: Amble. Tel: 0845 125 9306
T.G. ALLAN LTD: Morpeth. Tel: 01670 515136

NOTTINGHAMSHIRE

GW NOTTINGHAM (CENTRAL): 34a Friar Lane. Tel: 0115 948 0651
GW WARHAMMER WORLD: Willow Road, Lenton Tel: 0115 916 8410
CHESTERFIELD DEPT STORE: Chesterfield Tel: 01246220200
BRIDGE STREET MODEL SHOP: Mansfield. Tel: 01623 22215
ACCESS MODELS: Newark. Tel: 01636 673116
TOYMASTER: Newark. Tel: 01636 611211
SHAWES: Nottingham. Tel: 0115 9418646
TOYMASTER: Retford. Tel: 01777 700330
PUZZLES PLUS: Retford. Tel: 01777 708828
SUTTON MODELS AND HOBBIES: Sutton in Ashfield. Tel: 01623 557812
TOYMASTER: Worksop. Tel: 01909 431330
MODEL BASE: Worksop. Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD: 1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
TRINDER BROS: Banbury. Tel: 01295 262 546
GILES SPORTS: Carterton. Tel: 01993 842396
DENTONS: Didcot. Tel: 01235 816566
DENTONS: Bicester. Tel: 07976 154091
BOSWELLS TOYMASTER: Oxford. Tel: 01865 241244
SWAMPY'S: Oxford. Tel: 01235 770755
PIED PEDALLER: Thame. Tel: 01844 260022
PETTITS OF WALLINGFORD: Wallingford. Tel: 01491 835253
DENTONS: Witney. Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY: 6 Market Street. Tel: 01743 362 007
HOBBY HORSE: Bridgenorth. Tel: 01746 766 659
MODEL MANIA LTD: Newport. Tel: 01952 610827
FUNFAYRE LTD: Oswestry. Tel: 01691 670 646
FUNFAYRE LTD: Shewsbury. Tel: 01743 233647
SANDA GAMES: Telford. Tel: 01952 676722
QUESTING KNIGHT GAMES: Telford. Tel: 01952 417747

SOMERSET

GW BATH: 30 Upper Borough Walls. Tel: 01225 314 414
GAMES MART: Bridgewater. Tel: 01278 433677
G.W. HURLEY: Burnham On Sea. Tel: 01278 789281

JUST FOR FUN TOYMASTER: Clevedon. Tel: 01275 341819

JUST TOYS: Clevedon. Tel: 01275 341819

THE ELLENBRAY PRESS: Frome. Tel: 01373 462139

MEDALERS: Glastonbury. Tel: 01458 834562

CRACKERS: Taunton. Tel: 01823 335057

GRIFFINS GAMES: Weston Super-Mare. Tel: 01934 429799

JUST FOR FUN: Weston Super-Mare. Tel: 01934 418151

WELLS MODELS: Wells. Tel: 01749 675 262

YEOVIL COLLECTORS CENTRE: Yeovil. Tel: 01935 433739

STAFFORDSHIRE

GW STOKE: 27 Stafford Street. Tel: 01782 205 287

SPIRIT GAMES: Burton On Trent. Tel: 01283 511293

TOYMASTER KINGDOM: Burton On Trent. Tel: 01283 544 560

CREATION MODELS: Cannock. Tel: 07990 786647

J. W. BAGNALL: Stafford. Tel: 01785 223349

TOO FAT GOBLINZ: Stafford. Tel: 01785 244499

THE OLD BELL: Tamworth. Tel: 01827 310 320

THE TOYBOX: Uttoxeter. Tel: 01889 565 357

GEOFF'S TOYS: Tamworth. Tel: 01530 832795

SUFFOLK

GW IPSWICH: 49 Butter Market. Tel: 01473 210 031

TOY BOX: Beccles. Tel: 01502 712785

MODEL JUNCTION: Bury St Edmunds. Tel: 01284 753 456

TOYMASTER KINGDOM: Bury St. Edmunds. Tel: 01284 761646

HERESY & EMPIRE: Felixstowe. Tel: 01394 275555

HALESWORTH TOY SHOP: Halesworth. Tel: 01986 874270

BABY CONNEXION: Haverhill. Tel: 01440 706292

TOYWORLD: Ipswich. Tel: 01473 726535

TOYMASTER KINGDOM: Lowestoft. Tel: 01502 565668

TOONS TOYLAND: Newmarket. Tel: 01638 663147

SIMPSON & SONS: Stowmarket. Tel: 01449 612914

TOYMASTER KINGDOM: Sudbury. Tel: 01787 372238

TOY CONNEXION: Sudbury. Tel: 01787 888002

TOYTOWN: Woodbridge. Tel: 01394 383170

SURREY

GW GUILDFORD: Unit 1, 9/12 Tunsgate. Tel: 01483 451 793

GW WOKING: Unit 3 Cleary Court. Tel: 01483 771 675

MORNINGSTAR: Camberley. Tel: 01276 685160

TAYLORS TOYS & SPORTS: Coulsdon. Tel: 0208 660 0710

DORKING MODELS: Dorking. Tel: 01306 881747

HAMMICKS BOOKSHOP: Epsom. Tel: 01372 742533

MASTERS OF EPSOM: Epsom. Tel: 01737 356373

ELPHICKS LIMITED: Farnham. Tel: 01252 716222

THE TOY SHOP: Reigate. Tel: 01737 245300

HAMMICKS BOOKSHOP: Redhill. Tel: 01737 770334

NASEEM: Walton on Thames. Tel: 01932 252560

SUSSEX AREA

GW BRIGHTON: 7 Nile Street. Tel: 01273 203 333

GW CRAWLEY: 11 Broadway. Tel: 01293 552 072

GW EASTBOURNE: 13 Terminus Road. Tel: 01323 641 423

TRAINS MODELS AND HOBBIES: Bognor Regis. Tel: 01243 864727

KID'S STUFF: Burgess Hill. Tel: 01444 257 724

KID'S STUFF: Uckfield. Tel: 01825 768398

CHICHESTER TOYS: Chichester. Tel: 01243 788055

JADE MARTIAL ARTS: Hastings. Tel: 01424 720 330

HEATH MODELS & TOYS: Haywards Heath. Tel: 01444 459785

GENTLE GALLERY: Horsham. Tel: 01403 258567

HAMMICKS BOOKSHOP: Horsham. Tel: 01403 268086

THE HOBBY SHOP: Lewes. Tel: 01273 472344

RICHARD GREEN LTD: Midhurst. Tel: 01730 814133

GENTLE GALLERY: Steyning. Tel: 01903 812933

IDEAL FOR KIDS: Worthing. Tel: 01903 208203

K C'S GAMES SHOP: Worthing. Tel: 01903 237983

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: Metro Centre, Gateshead. Tel: 0191 460 2200

TOYMASTER: Washington. Tel: 0191 415 5444

S.R. GLADSTONE & SON: North Shields. Tel: 0191 257 0335

COATS MODELS: South Shields. Tel: 0191 427 7644

THE TOY & COMPUTER SHOP: Sunderland. Tel: 0191 5655196

JOPLINGS LTD: Sunderland. Tel: 0191 5102105

WILTSHIRE

GW SALISBURY: 1B Winchester Street. Tel: 01722 330 955

GW SWINDON: 50 Fleet Street. Tel: 01793 436 036

CYBERDYNE: Trowbridge. Tel: 0125 775 9800

H DUCK: Marlborough. Tel: 01672 512170

SPOT ON MODELS: Swindon. Tel: 01793 522098

HOGGOSAURUS TOYSTORE: Devizes. Tel: 01380 723 841

RAW MODELS: 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

ABACRAFT ARTS & PICTURES: Kenilworth Tel: 01926 511294

RAILWAY & MODELLERS JUNCTION: Bedworth. Tel: 02476 316265

NUNEATON BOOKSHOP: Nuneaton. Tel: 02476 342000

JOTO RAILWAYS & MODELS: Rugby. Tel: 01788 562 372

WORCESTERSHIRE

GW WORCESTER: 4 Charles Street. Tel: 01905 616 707

THE GENERALS STORE: Evesham. Tel: 01386 45875

HOGGOSAURUS TOYMASTER: Redditch. Tel: 01527 66 092

T.P ACTIVITY TOYS: Stourport on Severn. Tel: 01299 872800

ELECTRONIC DUNGEON: Worcester. Tel: 01684 891619

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 0634

GW LEEDS (WHITE ROSE): Unit 28D, White Rose Centre. Tel: 0113 272 3470

GW SHEFFIELD (CENTRAL): 16 Fitzwilliam Gate. Tel: 0114 275 0114

GW SHEFFIELD (MEADOWHALL CENTRE): Unit 91B, High Street, Upper Mall (next to entrance near Boots). Tel: 0114 256 9836

GW YORK: 13A Lendal. Tel: 01904 628 014

ATKINS TOYMASTER: Sheffield. Tel: 0114 278 1960

CHYLDS PLAY: Pocklington. Tel: 01759 306041

DARK MATTER TRADING: Pontefract. Tel: 01977 709600.

KITCRAFT: Barnsley. Tel: 01226 206080

TOYMASTER: Otley. Tel: 01943 462065

TOYMASTER: Keighley. Tel: 01535 604045

TOYMASTER: Bradford. Tel: 01274 724733

TOYMASTER: Halifax. Tel: 01422 353986

SOMTHING WICKED: Huddersfield. Tel: 01484 559226

A M BRATHWAITE: Bridlington. Tel: 01262 677727

MAGAZINE WORLD: Halifax. Tel: 01422 330547

HALIFAX MODELLERS WORLD: Halifax Tel: 01422 349157

TOYMASTER: Harrogate. Tel: 01423 654 335

TOYMASTER: Huddersfield. Tel: 01484 544664

MAYFAIR TOYMASTER: Hull. Tel: 01482 862 777

WARGAMES WORLD: Ilkley. Tel: 01943 607500

SPACE MYTH & MAGIC: Scarborough. Tel: 01723 501821

THE HOBBIT: Leeds. Tel: 0113 2556562

TOYMASTER: Scunthorpe. Tel: 01724 271020

TOYMASTER: Meadowhall Shopping Centre, Sheffield. Tel: 0114 256 9979

TOYMASTER: Sheffield. Tel: 0114 278 1960

SHERMANS MODEL SHOP: Scunthorpe. Tel: 01724 842439

WESTGATE DEPARTMENT STORE: Scunthorpe. Tel: 01724 281888

MODEL & CRAFT CENTRE: Wakefield. Tel: 01924 374097

PENNINE MODEL SHOP: Keighley. Tel: 01535 642367

ROYAL ARMOURIES MUSEUM: Leeds. Tel: 01132 201999

JOHN ANDERSON - TOYMASTER: Whitby. Tel: 01947 602213

LONDON

GW BRENT CROSS: Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0208 202 4979

GW BROMLEY: Unit 24, The Mall, Bromley. Tel: 0208 466 0678

GW CROYDON: Unit 35, Drummond Centre (outside the back of the centre), Keeley Road. Tel: 0208 680 4600

GW EALING: 520 St Saviours Mall, Ealing Broadway Centre. Tel: 0208 840 0171

GW ENFIELD: 3/5 Genotin Road. Tel: 0208 363 3238

GW HAMMERSMITH: 161 King Street. Tel: 0208 846 9744

GW HARROW: 296 Station Road. Tel: 0208 861 2350

GW KENSINGTON: Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011

GW KINGSTON ON THAMES: 33 Fife Road. Tel: 0208 549 5224

GW LONDON (OXFORD ST): Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street. Tel: 0207 436 0839

GW RICHMOND: Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122

GW ROMFORD: 12 Quadrant Arcade. Tel: 01708 742 140

GW STAINES: 52D 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

TOYSTOP: Clapham Junction. Tel: 0207 2289079

ROSSIS OF LONDON: Chingford. Tel: 0207 529 1920

PATRICKS TOYS: Fulham. Tel: 0207 3859864

BARNETTS NOVELTY HOUSE LTD: Notting Hill. Tel: 0207 7277164

THE ART STATIONERS: Dulwich. Tel: 0208 6935938

TOYSTOP: East Sheen. Tel: 0208 876 5229

ELTHAM MODELS: Eltham. Tel: 0208 850 4324

LEISURE GAMES: Finchley. Tel: 0208 346 2327

HAPPY RETURNS: Hampstead. Tel: 0207 435 2431

FREDERICK BECK LTD: Islington. Tel: 0207 226 3403

HARRODS: Knightsbridge. Tel: 0207 730 1234

JOHN SANDERS: Ruislip. Tel: 01895 634848

TOY WONDERLAND: Swiss Cottage. Tel: 0207 722 9821

TOY SHOP: Putney. Tel: 0207 722 9821

HAMMICKS BOOKSHOP: Walthamstow. Tel: 0207 722 9821

ELYS: Wimbledon. Tel: 0208 946 9191

TOY CITY: Wood Green Shopping Centre. Tel: 0208 8810770

WALES

GW CARDIFF: 31 High Street. Tel: 02920 644 917

GW NEWPORT: 25 Skinner Street. Tel: 01633 256 295

GW SWANSEA: 45 Princess Way. Tel: 01792 463 969

RICHARDS OF ABERGAVENNY: Abergavenny Tel: 01873 852466

ALBATROSS: Aberystwyth. Tel: 01970 617836

ACME COMPUTERS: Bangor. Tel: 01248 371457

J. CLARK TOYS & GIFTS: Brecon. Tel: 01874 622 865

NOLTON TOYS & HOBBIES LTD: Bridgend Tel: 01656 661916

ARTISTS CORNER: Chepstow. Tel: 01291 627 393

HARDINGS: Carmarthen. Tel: 01656 660044

CLARICE TOYS: Dyfed. Tel: 01834 843493

MERLIN MODELS: Haverfordwest. Tel: 01437 762633

BRITE IDEAS: Llandudno Tel: 01978 758451

LOMAXS: Lampeter. Tel: 01570 422539

RAINBOW PLAZA: Llantwit Major. Tel: 01446 794118

LIGHTFOOT MODELS & TOYS: Rhyl Tel: 01745 331 564

COMIX SHOPPE: Swansea. Tel: 01792 642097

BRITE IDEAS: Wrexham. Tel: 01978 758451

SCOTLAND

GW ABERDEEN: Unit 1, 39/40 Upper Kirkgate. Tel: 01224 621 261

GW AYR: 10 Arran Mall. Tel: 01292 610 673

GW BRAEHEAD: 115 Braehead Shopping Centre, King Inch Road. Tel: 0141 885 9440

GW DUNDEE: 110 Commercial Street. Tel: 01382 202 382

GW EDINBURGH: 136 High Street. Tel: 0131 220 6540

GW EAST KILBRIDE: 4 Righead Gate, (at the back of M&S). Tel: 01355 224 680

GW FALKIRK: 12 Cow Wynd. Tel: 01324 624 553

GW GLASGOW: 198/200 Hope Street. Tel: 0141 332 5588

BOOKS PLUS: Galashiels. Tel: 01896 752843

J. YULE & SONS LTD: Angus. Tel: 01241 872195

GARDINERS: Angus. Tel: 01356 622265

JUNNER'S TOYMASTER: Elgin. Tel: 0143 542 492

MARIONVILLE MODELS: Edinburgh. Tel: 01313 177010

THE NAPPY PIN: Fife. Tel: 01334 653 160

STATIC GAMES: Glasgow. Tel: 0141 2265414

SPORTS AND MODEL SHOP: Highlands. Tel: 01349 862346

INVERNESS TOYS: Inverness. Tel: 01463 222235

SW COMPUTERS: Kirk Cud Bright. Tel: 01557 331622

THE GRANITE HOUSE: Fort William. Tel: 01397 703651

THE HOPE CHEST: Kinross. Tel: 01577 862516

THE HOPE CHEST: Kirkcaldy. Tel: 01592 260116

HARRYS DEPT STORE: Shetland Tel: 01595 693097

TOYTOWN STRATHCLYDE: Strathclyde Tel: 0141 887 2395

J. ALLAN: Thurso. Tel: 01847 893255

MCLENNAN-TOYMASTER: Orkney. Tel: 01856 877788

MR PAUL DOYLE: Aberdeenshire. Tel: 01358 751774

TOY WORKS: West Lothian. Tel: 01506 432200

CHANNEL ISLANDS

ALADINS CAVE LTD: Jersey. Tel: 01481 728469

THE LITTLE SHOP: St. Helier. Tel: 01534 732187

CREASYS TOYMASTER: Guernsey. Tel: 01481 720203

CAROUSEL: St. Peters Port. Tel: 01481 721721

NORTHERN IRELAND

GW BELFAST: 70A Castle Court (towards back of the Centre). Tel: 02890 23 36 84

CAMERONS: Co. Antrim. Tel: 0266-48821

MODELMANIA: Co. Antrim. Tel: 048-92634491

D. JEFFERS: Co. Armagh. Tel: 0762-350869

REPLAY GAMES: Co. Down. Tel: 048-91452210

STEWART MILLER & SONS LTD: Co. Down. Tel: 1247270108

WHITES TOYMASTER: Co. Tyrone. Tel: 0662-242427

TRASH: Derry. Tel: 02871 372124

MODELLERS CORNER: Enniskillen Tel: 048-66322367

EIRE

GW BLANCHARDSTOWN: Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 00 353 1822 3868

GW DUBLIN: Unit 3, Lower Liffey Street. Tel: 00 353 1872 5791

CAMERONS: Co. Antrim. Tel: 0266-48821

LEISURE CENTRE: Co. Clare. Tel: 00 353 65-9051720

MARY'S TOYMASTER: Co. Cork. Tel: 00 353 26-42491

MURPHY'S WORLD OF WONDER: Co. Cork Tel: 00 353 22-21197

MURPHY'S WORLD OF WONDER: Co. Cork Tel: 00 353 21-4210445

NODDY'S TOYMASTER: Co. Cork. Tel: 00 353 21-275946

BANBA TOYMASTER: Co. Dublin. Tel: 00 353 1-2804011

TOYMASTER: Co. Donegal. Tel: 00 353 74-24396

NIMBLE FINGERS: Co. Dublin. Tel: 00 353 1-2880788

GAMERS REALM: Co. Galway. Tel: 00 353 91-563006

IT'S MAGIC: Co. Galway. Tel: 00 353 91-563313

KILLARNEY MODEL RAILWAY: Co. Kerry. Tel: 00 353 64-34000

A. CABALL & SONS: Co. Kerry. Tel: 00 353 66-7121847

WORLD OF WONDER: Co. Kildare. Tel: 00 353 45-447267

MICHAEL CROTTY TOYMASTER: Co. Kilkenny. Tel: 00 353 56-21038

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WARHAMMER 40,000

HEROES & VILLAINS OF THE 41ST MILLENNIUM

This month, Heroes & Villains tells the story of Cypher. Wherever Cypher goes, trouble is never far away. Held in equal measures as the thorn in the side of the Dark Angels and also their only saviour, Cypher and his fellow Fallen Angels' cursed history is a famous legend.

CYPHER, THE FALLEN ANGEL

"I know not if he represents the greatest threat or greatest hope for the future of the Imperium. I only pray we stop him before we find out."

Inquisitor Bastalek Grim

Cypher is an enigmatic and sinister character. He appears as if from nowhere, bringing death and destruction with him, and then vanishes just as abruptly as he appeared. Strangely, it is rare that Cypher himself instigates the violent acts that invariably occur when he is present; it is rather that he seems to act as a catalyst which fans any feelings of hatred or mistrust into a raging, uncontrollable fire.

Cypher rarely speaks, and when he does his tones are clipped and his words few. No one knows his real name, and no one in living memory has dared ask him what that name might be. However, the occasional glimpse of the dark power armour beneath the long robes that Cypher wears means there can be no doubt that he is one of the Fallen. In many ways he epitomises their fate, being cursed to wander through time and space, never to be able to return home.

The Fallen Dark Angels have their origin in the dying days of the Horus Heresy, when Lion El'Jonson, Primarch of the Dark Angels Legion of Space Marines, returned to his home world of Caliban. As the unsuspecting ships of Jonson's fleet moved into orbit they were met by a devastating barrage of defence laser fire. Stunned by the ferocious attack, Jonson withdrew and attempted to find out what had happened on his home world.

A captured merchant ship soon provided the answer: when Lion El'Jonson had left Caliban to take part in the Great Crusade, Luther, his

Cypher and his Black Legion cohorts blast their way through a Dark Angels blockade.

second in command and life-long battle brother, had been left in charge of the remainder of the Legion. Despite the importance of Luther's position, it was not one that suited his ambitious personality, and soon his role as planetary governor of some half-forgotten backwater world seemed more and more like an insult to him. These seeds of jealously grew until Luther had become a man obsessed, whose own neuroses had pushed him over the edge. He became easy prey for the Chaos Gods, who used their terrible powers to make Luther one of their followers and dangerous beyond imagining. Using his renowned skills at oratory, Luther convinced the Dark Angels under his command that they had been shamed, that the Emperor had turned his face from them, instilling his own Chaos-fuelled feelings of jealousy and rage in the Dark Angels who had been left on Caliban during the Great Crusade. When the Primarch returned, these feelings erupted into open rebellion.

The fury of Jonson and the loyal Dark Angels at this terrible betrayal knew no bounds. Jonson himself immediately led an attack against Luther's headquarters. What followed was a fight of titanic proportions during which the two equally-matched adversaries struck blow upon blow against each other, tearing down the monastery around them until

Every segmentum, indeed almost every sector of the Imperium has a Cypher legend, some of them dating back thousands of years. The sheer number of tales carries a weight that defies disbelief and the number of bounties offered for his capture down the years would buy a sub-sector were anyone to collect them. It is clear that the popularity of Cypher legends is tied to a basic human attraction to non-conformity. Self-deluded radicals clearly believe that the institutions of the Imperium attempt to deter individuality and in a perverse reaction feel a subconscious approval of the maverick mystery man.

The neurosis is classically formed: Cypher is hooded, clearly implying that he is an outlaw who wishes to avoid recognition- needless to say this is a pointless gesture because everyone clearly does! Indeed, the hooded man is only Cypher because the observer confers that identity on him. No doubt anyone who ferments rebellion and defies capture becomes Cypher and perpetuates the myth. Tales commonly emphasise Cypher's prodigious skill with pistols, normally he is portrayed firing both a plasma pistol and a bolt pistol with unerring accuracy. This technique is normally associated with hive gangers, particularly outlaws of the sort that attract a particular type of mystique and is clearly a product of uncontrolled wish fulfilment rather than accurate observation. Finally, and most perplexing, are the frequent references to the sword he carries. Note that there is not one credible example of the sword being drawn. Despite this, the rumour most commonly heard is that the sword is broken and is somehow connected to the early history of the Dark Angels chapter of Space Marines. The link with the Dark Angels is a difficult one to prove as they are amongst the most secretive of the Adeptus Astartes. It is known that the Dark Angels and their successor Chapters sometimes refer to themselves collectively as the Unforgiven and are frequently seen hunting down renegade and traitor Space Marines with or without official sanction. It is assumed by some, therefore, that Cypher is a former Dark Angel and that his sword may be one of their sacred relics. This is pure supposition and an insult to the reputation of the Emperor's most devoted warriors.

From The Heresy of Cognitive Dissonance
by Cardinal Elyass Vallkante

Seeing Cypher's crippled Rhino in the distance, The Dark Angels Assault squad try to seize their foe.

the whole massive edifice had been levelled by their battle. Meanwhile, the massed guns of the fleet pounded the planet, until the very surface of Caliban began to crack and heave under the strain of the bombardment.

Upon the dead world of Cthelmax, our Adeptus Mechanicus Explorator team researched the ruins beneath the fractured crust of this barren rock. Several previous expeditions to this planet had already been lost, but an entire company of veteran soldiers and a squad of Space Marines guarded this expedition. Upon our arrival at the site of the previous expedition, we were astounded to find a battle underway between a group of dark-armoured warriors and strange silver-skinned constructs of gleaming metal. They fought before a rippling gateway of jade-veined darkness as a being with skin of shimmering gold killed the warriors with ease, each languorous blow from its hand cutting a warrior down.

But I saw that, alone amongst the dark warriors, a single figure darted through the combat, firing twin pistols and evading every blow. As the golden being turned to face him, he slashed its torso with a shining silver knife. No sooner had the blade struck than it was wrenched from his hand and swallowed whole within its golden flesh. The sounds of battle continued, but a dark veil dropped around the combatants and when next I looked into the tomb, there was no sign that anything had occurred. The chamber was empty.

Explorator Majoris Doreth [suppressed].M41
Cthelmax - Primus Site

As the planet itself started to break apart, the battle between Jonson and Luther reached its climax. Luther, aided by the powers of Chaos, unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. But as the dying Primarch struggled to stand, his noble features wracked with pain, it was as if a curtain was lifted from Luther's eyes and he realised the full extent of what he had done. His was a triple betrayal, of his friend, of the Dark Angels and of the Emperor. The truth shattered his sanity and he slumped down beside Jonson, no longer willing to fight.

Luther's psychic cry of pain and despair echoed through the warp and the Chaos Gods realised that, once again, they had been defeated. They lashed out in fury and frustration. A rent appeared in the very fabric of space and a warp storm of unprecedented fury engulfed Caliban. In an uncontrollable, swirling flood of psychic energy, the warp rushed into the physical universe.

Those 'fallen' Dark Angels who had served under Luther and his clandestine masters were sucked from the face of Caliban into the warp and scattered throughout space and time. Caliban, already weakened by the loyal Dark Angels' bombardment, was ripped apart and destroyed, the debris being sucked into the warp.

This story of treachery and betrayal is the Dark Angels' secret shame. None know of it other than the Dark Angels, their Successor Chapters and, maybe, the Emperor on his Golden Throne. Even within the Chapter itself very few brother-Marines know exactly what happened during those fateful days. It is only when Dark Angels are inducted into the Deathwing that they learn the story of Luther's betrayal. More terrible still, they learn that many of the Dark Angels who followed Luther are still alive. These damned warriors are the Fallen Angels.

You may say he doesn't exist, but I know better. When I was crewing on an ore freighter back in '73, we were laid up on Dagohma making repairs. That was the time the mining Guilders sent in their hired guns to clear the colonists from the Shantos Hills. The colonists were all for packing up and leaving until Cypher arrived, but his prowess and his words gave them courage. Before long the Guilder compound was under siege. He didn't stay til the end, but by then there was no stopping the colonists; they stormed the compound and hung the Guilders from their strip-mining rigs. No one else could have done what he did, so what if he didn't tell anyone his name? When the Space Marine Angels of Death arrived a few weeks later he was all they were interested in, but no one told them anything even when they were declared rebels and the trials began. No one forgot what he had done for them and they died proud and free.

Arsann Crowe,
Recidivist and Heretic

Not all of the Fallen Angels have succumbed to the power of Chaos to the same degree. A large number of the Fallen have embraced the ways of the Dark Gods, becoming true Chaos Space Marines. However, many others realise that their actions during the fall of Caliban were wrong. Disgusted by the corrupting influence of the Chaos Gods and unable to reconcile themselves with the Dark Angels, they lead a solitary existence. Many become mercenaries or pirates, roaming the galaxy as masterless men. Others are willing to atone for their sins and in an attempt to do so have integrated themselves back into human societies.

But their subsequent actions are irrelevant in the eyes of the Dark Angels, who believe that the only way they can rid themselves totally of their shame, and restore their honour and trust within the Emperor's eyes, is if all the Fallen are found and either made to repent or are slain. This is by no means an easy task. The Fallen are dispersed throughout space and time as either isolated individuals or in small bands, and the Dark Angels can go for years without hearing any rumours that might lead them to one or more of the Fallen. When they do, however, and their mission is a success, those Fallen that are captured are taken back to the Dark Angels Chapter Monastery – The Tower of Angels. Deep inside its dungeons Interrogator-Chaplains attempt to make the Fallen repent. Occasionally they do and for their pains die quickly. More often than not though, the captured Fallen refuses and suffers a long, drawn-out and agonising death at the hands of those who would save his soul.

Cypher, of the Fallen Angels

However, there are some who whisper that Cypher may in fact represent the Fallen Angels' only chance of redemption, and that his seemingly random appearances hide a pattern which reveals that he is slowly moving across the galaxy towards Earth and the Emperor himself. They also point to the fact that Cypher carries a sword which he never draws or uses in combat, and that this could be the fabled Lion Sword, wielded by Lion El'Jonson himself, and thought lost forever following the Primarch's final confrontation with the arch-heretic Luther. Whatever the truth of this, it is certainly the case that his presence in one place seems to attract others of the Fallen, though none know how they are able to find him or why they gather.

Probably because of this, the members of the Dark Angels Inner Circle hate and fear Cypher more than any other Fallen Angel, and would willingly perform almost any act– no matter how vile, in order to capture or kill him. That they have so far not managed to do so speaks volumes of Cypher's almost supernatural prowess and ability to escape capture.

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Cypher	151	5	5	4	4	3	6	3	10	3+

Any Chaos Space Marine or Imperial Guard army may include Cypher as a special character. If you take him then he counts as an Elite choice. Cypher is an independent character and must be used exactly as described and may not be given any extra equipment from the Chaos or Imperial Armouries.

Wargear: Cypher is armed with a master-crafted bolt pistol, and master-crafted plasma pistol.

SPECIAL RULES

Space Marine – Cypher and any Fallen Angels benefit from the 'And They Shall Know No Fear' special rule as published in Codex: Space Marines.

Fallen Angels – If you include Cypher in your army, then you may also include a squad of Fallen Angels. These are treated as a unit of Chaos Space Marines, selected as normal from Codex: Chaos Space Marines. The Fallen Angels hate the Dark Angels with a fiery passion and must assault them if they are able to in the Assault phase. Note that if Cypher joins the Fallen Angels and they are forced to assault, then he must also assault.

Animosity – The very presence of Cypher ferments discord and animosity amongst the troops he leads. If Cypher joins a squad (with the exception of the Fallen Angels), roll a D6 at the start of each turn for as long as he remains with it. On a roll of a 1, the members of the squad begin to argue and fight, suffering a –1 penalty to their Leadership for the rest of the turn. Note that this rule does not apply to other independent characters or to vehicles.

Divine Protection – If Cypher is ever killed or otherwise reduced to zero wounds, he vanishes from the battlefield, so remove the model from play. Note that this does confer his Victory Points to the opposing player. If mission-specific rules require the opposing player to capture Cypher, then roll a D6 when Cypher has been 'killed'. On a 6 Cypher has been captured, though of course he will no doubt escape soon after, whisked away by his mysterious patron.

Gunfighter – Cypher is a master marksman and can aim and shoot with a pistol in both hands. This enables him to shoot with two weapons in the Shooting phase: once with his master-crafted bolt pistol and once with his master-crafted plasma pistol. If Cypher remains stationary, he may rapid fire both pistols at the same time, giving him four shots in total! Such is Cypher's skill with his pistols that he continues to fight with them in close combat, counting as being armed with a power weapon and gaining the +1 Attack bonus for being equipped with two close-combat weapons.

Hunted by the Dark Angels – The name of Cypher carries millennia of hatred for the Dark Angels and since the destruction of Caliban, the Deathwing and Ravenwing Companies have hunted him throughout the galaxy. All members of the Deathwing and Ravenwing, and all Dark Angels characters must charge Cypher or Fallen Angels if they are able to do so in the Assault phase.

Transmitted: Hunter Fleet Phaleg
Received: Tower of Angels
Destination: Grand Master Azrael
Intercept/Redirect: None, Inner Circle members restricted

Date: 3677999M41
Telepathic Duct: Epistolary Kheros
Ref: FLN/30724592/IP
Author: Interrogator-Chaplain Phaleg

The tarot has guided me truthfully as always. On Amistel I captured three of the disciples of a heretic calling himself the Voice of the Emperor. They proved quite informative. They received their orders on Lelithar where the cult of the voice is the strongest. Their descriptions of the Cult Magos conforms with Fallen one-zero-zero. I urge you to bring the Tower of Angels and all the might of our Chapter to Agrapinna sector. One-zero-zero's machinations have destabilised the entire sector and provoked a substantial response from the Ecclesiarchy. Stealth will not serve, we will need to fight our way through to him. That he should be sighted so openly, so close to the remains of Caliban in times such as these demands urgency.

I believe that the Gate is about to be stormed, our final reckoning with the Fallen is at hand.

WARHAMMER

VENGEANCE OF SOTEK

A Warhammer Battle Report

The Lizardmen return to the White Dwarf battle report with a brand new look. In this issue they are faced with one of their greatest foes – the Skaven, commanded by Gareth Hamilton. Anthony Reynolds will have his work cut out!

This battle will be a Meeting Engagement scenario between the Lizardmen and the Skaven, with a sizeable 3,000 points on either side. Fittingly, taking command of the Studio Lizardmen army is Anthony Reynolds, the lead writer of the new Lizardmen Armies book. Facing up against him is the renowned Skaven player and Warhammer playtester, Gareth Hamilton. No stranger to White Dwarf readers, Gareth is a well respected Warhammer general, and his Skaven have faced countless opponents over the years as well as fought in numerous tournaments. Gareth has a bone to pick with Anthony – his Skaven lost to Anthony's Lizardmen force during the course of playtesting the new army, so he is keen to fare better and steal victory. Anthony obviously has no intention of the new Lizardmen faring badly in their first encounter in White Dwarf, so this is set to be a hard fought confrontation. Will history repeat itself with the Lizardmen again taking victory, or will the Skaven manage to even the score?

In a Meeting Engagement scenario, the order of march is incredibly important, and it adds an extra layer of tactical thought into the game even before deployment has begun. Players must decide their order of march before the game starts, meaning that it is very difficult to respond to your opponent's placement of troops.

Below is shown the order of march for the two armies. Each unit must be deployed in this order, and each unit must be deployed closer to one of the neutral sides than any other friendly unit already in play.

ORDER OF MARCH

LIZARDMEN	SKAVEN
1. Saurus Warriors	1. Giant Rat unit
2. Saurus Warriors with spears	2. Rat Swarm
3. Temple Guard	3. Warp-lightning Cannon
4. Skink Skirmishers	4. Night Runners
5. Kroxigor	5. Rat Ogre unit
6. Stegadon	6. Rat Ogre unit
7. Salamanders	7. Clanrats with spears
8. Skink Scouts	8. Stormvermin
9. Terradon	9. Plague Monks
10. Characters*	10. Slaves with Musician
11. Characters*	11. Censer Bearers
	12. Clanrats
	13. Giant Rat unit
	14. Slaves
	15. Gutter Runners
	16. Characters**

* The two Skink Priests set up independently, the Old Blood joins the Saurus Warriors, the Scar Veteran joins the Saurus Warriors with spears.

** The Warlord joins the Stormvermin, while the Warlock, Chieftan and Greyseer join the Clanrats with spears.

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THE LOST CHILDREN OF THE FALLEN GODS

Anthony Reynolds

Anthony: Having just put the finishing touches to the Lizardmen armies book, I'm looking forward to using them in the inaugural battle report. Playing against Gareth is a bonus, as we have clashed before (playtesting the Lizardmen against the Skaven, strangely enough) and it was great fun. In our previous encounters, I had taken quite a lot of Skinks, and demonstrated to him how scary they could be – so I expected Gareth to be particularly wary of them.

Before picking my units, I chose the characters I wanted to have. A second generation Slann (the oldest living Mage-Priests left in the world) was just too tempting, so he was in, souped-up with an army standard (and the fear-causing Totem of Prophecy), and a nice array of tasty items. I was worried about the Skaven shooting and Warp Lightning spells, so gave him the Divine Plaque of Protection (upgrading his Ward save against non-close combat attacks to 2+). The Plaque of Tepok gave him an extra spell, and the Diadem of Power would allow him to save up to two unused Power or Dispel dice a turn.

To back up the Slann, I chose two Skink Priests, both upgraded to Level 2. I have learnt from experience to respect the Skaven Magic phase, and so took two Dispel scrolls and the Cube of Darkness. This item works much like a Dispel scroll, with the additional bonus of ending the Magic phase immediately on a dice roll of 4+. Nice.

For a bit of hitting power, I took an Oldblood (a Lord level Saurus), and a Scar-Veteran (a Hero level Saurus). It was very tempting to put my Oldblood on a lethal Carnosaur, but the points expenditure of both the most powerful Slann and a Carnosaur was just too much, I thought. Both of these Saurus characters are lethal killing machines, and I enhanced this trait with the choice of their items. The Oldblood was kitted out with the Scimitar of the Sun Resplendent (+2 Attacks), and the Aura of Quetzl (4+ Ward save versus attacks at Strength 5 or higher). The Scar-Veteran had the Gleaming Pendant of Chotec, a handy one use only item that can be used in the Lizardmen Close Combat phase forcing the enemy to attack last. Very useful, for the Saurus are rather slow, and a round attacking first (especially with spear-armed Saurus) can be devastating.

On to Core units, and I took a decent sized unit of Temple Guard to act as the Slann's bodyguard, and two units of Saurus Warriors, one armed with spears, the other with hand weapons and shields. One of these units of Saurus had the good old War Banner (+1 to combat solution. To round out the Core choices, I took two units of Skinks, one with blowpipes and the other with javelins and shields. I upgraded one of these units (the blowpipe one) to be Scouts. Though not quite so effective in this scenario as normal, they would still be useful, depending on the terrain.

For the Special units, I took a unit of the devastating Kroxigors, and a small unit of Terradons. I'd use the Kroxigors to advance behind one unit of Skinks, and charge through them at an opportune time. The Terradons are surprisingly good on the charge (doubly so with their special Hit-and-Run attack), and I'd send them hunting for any Jezzails or Warp-lightning Cannons that Gareth happened to bring along. Failing that, they would be used to perform Hit-and-Run attacks against good targets – skirmishers, or the Pack Masters of Rat Ogres and such.

On to Rare choices. One of my Rare slots was already taken by the Second generation Slann. I took a Stegadon – I figured its Terror could prove decisive against those lily-livered Skaven, as well as it being a nightmare when it charges. A full sized unit of Salamanders rounded out the army. Their manoeuvrability and the pure amounts of wounds they can dish out would hopefully panic the Skaven.

DEPLOYMENT

For the Meeting Engagement scenario, you need to have an order of march. All units have to be placed in this order, and every unit must be placed closer to the sides than the last. This makes it tricky to react to your opponent's own deployment, so a solid plan must be made before hand. I basically whacked the Saurus units in the centre of the table, with the lighter, swifter moving elements to either flank. I was concerned about getting flanked, as I was seriously outnumbered, so my flanking units were there to try and stop anything getting around me. If the centre fell I would be doomed, so I placed the Slann and his Temple Guard as centrally as possible. From there, the unit could go left or right, wherever was needed while still extending his Leadership to as much of the army as feasibly possible.

This was going to be a tricky game, and I really needed to thin out the Skaven lines before we made contact. Once engaged in combat, I knew my units would fare well, but I was worried that the superior numbers of the Skaven would take their toll. I'd have to be especially careful about exposing my flanks, as well as wary of things that would thin out my own lines. As my army was fairly small, all casualties would hurt a lot. I would try and be especially protective of my Saurus units, for if they lost a few models before hitting home, there might just not be enough of them to break the enemy.

So, kill the enemy and try not to get killed myself. Good plan, Ant...

MONTY LUKAST'S REVENGE

Gareth Hamilton

Gareth: I got home from work, checked my e-mails and was pleasantly surprised to have a message from Paul Rudge asking me if I would be interested in taking part in a battle report for White Dwarf? Bit of a silly question really. I would be surprised if there is a single White Dwarf reader who would not jump at the chance.

I have been fortunate to already have played a game of Warhammer against Anthony's lizards during the playtesting of the book and certainly learned to respect the Skinks in that game. It was a bloody affair with both sides almost wiped out, but in the end I came away suffering a minor defeat. This would be a chance to even the score, but it would not be easy.

Choosing my army for the game was pretty straightforward. Firstly, as my models would be featured in White Dwarf I wanted to take all of my 'new' Skaven. Having painted up nearly 3,000 points of Skaven for 5th edition so hooked am I on the furry fiends that I have started on another Skaven army for 6th edition. In my new army I have 2 units of Clanrats, 2 units of Slaves, Stormvermin, 5 packs of Giant rats, Rat Swarms and Plague Swarms, 6 Gutter Runners, 4 Rat Ogre packs, Night Runners, 2 Ratling Guns and a Warp- lightning cannon. This comes to a little over 1,500 points and so leaves me with plenty to spend on characters and the rest to be made up with models from my older army.

Characters are a very important part of a Skaven army. Other armies can get away without them, but a Skaven army will flee without theirs. Normally, in less than 3,000 point games you have a tough choice between the leadership and fighting qualities of a Warlord, or the magic capabilities of a Grey Seer, but in this battle I would be able to take both! Always one to try something new, I decided to try out a new combo of magic items for my Warlord. I would give him the Languisher Sword (always strikes first in combat), Cautious Shield (6+ Armour save), Warpstone Amulet (4+ Ward save) and Bands of Power (can potentially double his base Strength. If I manage to activate the Bands of Power I would have a monster capable of dealing with most things the Lizardmen could throw at him, even a Carnosaur! With my Grey Seer I decided to stick with the tried and tested. He is equipped with the Tenebrous Cloak (to help protect him from those skinky darts and javelins) The Eye of the Horned Rat (can add an extra Power dice) and the Warpstone Charm (can re-roll any single dice roll once).

Next came the Heroes. Without the support of other magic users and the probability of facing a Slann, my Grey Seer alone would be pretty impotent in the Magic phase, so I chose a Warlock Engineer to support him. He had all the gear, including a warplock pistol, and the ubiquitous Storm Daemon (able to cast Warp Lightning without needing to use Power Dice).

With the Warlock supporting the Grey Seer, I decided to have an Assassin support the Warlord. Recently I have been having great difficulty getting any success with the Eshin elite. Equipped with Weeping Blades, I would hide him in the Stormvermin unit along with my Warlord. This would give me four Strength 4 (possibly Strength 8), and three Strength 5 D3 wound attacks before any enemy get to fight, even if charged!

My next character was a Plague Priest. I decided that due to the lack of Dispel scrolls I needed a bit more magic capability and so gave him the Liber Bubonicus. I decided I had to take a chieftain with the 'Frog Killer' (Brass Orb). During the playtesting of the Skaven book I took a Chieftain with the Brass Orb, Skitterleaped him next to a Slann, lobbed the Orb onto the unfortunate amphibian and sucked him into the realm of Chaos! I don't think Anthony was in the Warhammer Development team at the time and might not have heard that tale. I know it's a long shot, but it might work!

Having taken a Plague Priest, a unit of Plague Monks was a must. With the Banner of Burning Hatred, this becomes a very powerful unit indeed, just so long as it gets to charge. This can be a bit tricky with the banner's downside of having to move the maximum distance towards the enemy half the time, but unpredictability is part and parcel of a Skaven army.

Along with Plague Monks must surely go an attendant unit of Censer Bearers. With a Warp-fire Thrower to help deal with big Saurus blocks and some more Giant Rats to boost my Giant Rat units to a decent size, I had my 3,000 points army. As it is I will have to rely on magic, and the small amount of shooting I have. This probably is not going to be enough and so I will need to be very canny indeed in order to make my advantage in numbers count.

The Meeting Engagement scenario adds a nice twist to a straightforward Pitched Battle, the biggest difference being in the deployment of troops. Because you must write down your order of march before the game, and deploy your troops from the centre of the battle line out towards the edges, it means you are not able to respond very well to your opponent's deployment. It also makes the use of terrain much more difficult to predict. (It's all very well wanting to put your war machines on a hill, but if a hill is in the centre of your deployment zone and you have them at the end of your order of march, that will be very difficult.)

In deciding my order of march I came up with a bold plan that I hope will wrong-foot Anthony and, with a bit of luck, lead him to make some errors. I would try a 'Refused Centre' approach. I would put most of my strength on the flanks and leave my centre relatively weak. My centre will then hold or fall back as needed, whilst my flanks advance and sweep aside Anthony's (hopefully) weaker flanks and then finish off his central units in a classic pincer move. This plan is a big risk and is based on how I guess Anthony will deploy his army and the units he will choose. I think Anthony will have a core central block of Saurus units and a Slann flanked on each side by the faster hard-hitting, but potentially more fragile, units of Cold One riders, Kroxigors, and Stegadon. If I can keep out of a fight with the brutal but slow Saurus units until the threat of the faster units has been dealt with, I feel I have a chance of pulling off victory.

DEPLOYMENT

Well, I guessed the inclusion of the Slann, but no Carnosaur or Cold One Riders has surprised me. Also, less Skinks than I would have expected. In fact, Anthony's army is much smaller than I would have picked, considering we are playing 3,000 points. He must have gone big on magic items, and could it possibly be a Second Generation Slann?

As for the deployment of the armies, so far so good. I have two strong flanks with which to descend on Anthony's army from both sides, although the Clanrats and Slaves on my right are a little boxed in by some difficult terrain. The Terradon Riders and scouting Skinks could cause some problems for my frenzied Plague Monks, so I decided to put my Gutter Runners over on my right flank to help counter this threat.

As for my spells, the lack of either Warp-lightning or Plague for my Grey Seer was annoying. He now had only one spell with any range to cast at the Lizardmen, and Vermintide is only going to be much use against the Skinks. As for the Slann's spells, I was pleased he only really had damage-inflicting spells rather than potentially more dangerous spells, such as Unseen Lurker. Hopefully my numbers would soak up much of the magical damage, but if I am facing a Second Generation Slann, he is going to be able to successfully cast most of them every turn which could cause some very shaky Panic tests once my ranks begin disappearing.

THE LOST CHILDREN OF THE FALLEN GODS

CHARACTERS

2nd Generation Slann Mage- Priest with Divine Plaque of Protection, Standard Bearer, Plaque of Tepok, Totem of Prophecy, Diadem of Power, *Steed of Shadows, Pit of Shades, Wind of Death, Fireball, Conflagration of Doom.* **660 pts**

Saurus Oldblood with hand weapon, shield, light armour, Aura of Quetzi, Blessed Spawning of Quetzi, Scimitar of the Sun. **246 pts**

Level 2 Skink Priest with hand weapon, Cube of Darkness, *Portent of Fire, Second Sign of Amul.* **140 pts**

Level 2 Skink Priest with hand weapon, 2 Dispel scrolls. **150 pts**

Saurus Scar-Veteran with hand weapon, Gleaming Pendant of Chotec, light armour, shield. **124 pts**

CORE

16 Temple Guard with full command, hand weapons, halberd and shield. **323 pts**

16 Saurus Warriors with full command hand weapons and shield, Warbanner. **257pts**

15 Saurus Warriors with full command, spears and shield **240 pts**

10 Skink Skirmishers with a Brave, hand weapons and shield. **65 pts**

10 Skink Scouts with a Brave, hand weapons, blowpipes. **75 pts**

SPECIAL

3 Kroxigor with great weapons. **174 pts**

3 Terradon with a Brave, hand weapons and javelins **115 pts**

RARE

3 Salamander Hunting Packs **195 pts**

1 Stegadon & 5 Skink crew with hand weapons & javelins, Giant bow. **235 pts**

TOTAL **2,999 pts**

MONTY LUKAST'S REVENGE

CHARACTERS

Warlord Ratarsed Rat with heavy armour, Languisher Sword, Cautious Shield, Warpstone Amulet and Bands of Power. **196 pts**

Greyseer Monty Lukast with Tenebrous Cloak, Eye of the Horned Rat. **315 pts**

Chieftan Ratatoey with heavy armour, shield, Brass Orb. **101 pts**

Plague Priest Infestus Vile with Hand weapon, 2 Dispel scrolls. **114 pts**

Warlock Engineer Skully with warplock pistol, warp blades, upgraded warp energy condenser, super charged warp-power accumulator, Storm Daemon. **120 pts**

Assassin Takiratti with Weeping Blade. **150 pts**

CORE

25 Clanrats with standard, musician and attached Ratling gun. **200 pts**

25 Clanrats with standard, musician, spears, and attached Ratling gun. **225 pts**

24 Stormvermin with shields, standard, musician Fangleader, Banner of the Swarm and attached Warpfire Thrower. **336 pts**

4 bases of Rat Swarms. **180 pts**

Giant Rat Pack (4 Packs). **120 pts**

Giant Rat Pack (3 Packs). **90 pts**

8 Night Runners. **56 pts**

20 Slaves, with musician. **44 pts**

20 Slaves. **40 pts**

SPECIAL

6 Gutter Runners with poisoned weapons and poisoned throwing stars. **108 pts**

19 Plague Monks with extra hand weapons, standard, musician, Deacon, and Banner of Burning Hatred. **202 pts**

Rat Ogre Pack (2 Packs). **100 pts**

Rat Ogre Pack (2 Packs). **100 pts**

RARE

6 Plague Censer Bearers. **102 pts**

Warp-Lightning Cannon. **100 pts**

TOTAL **2,999 pts**

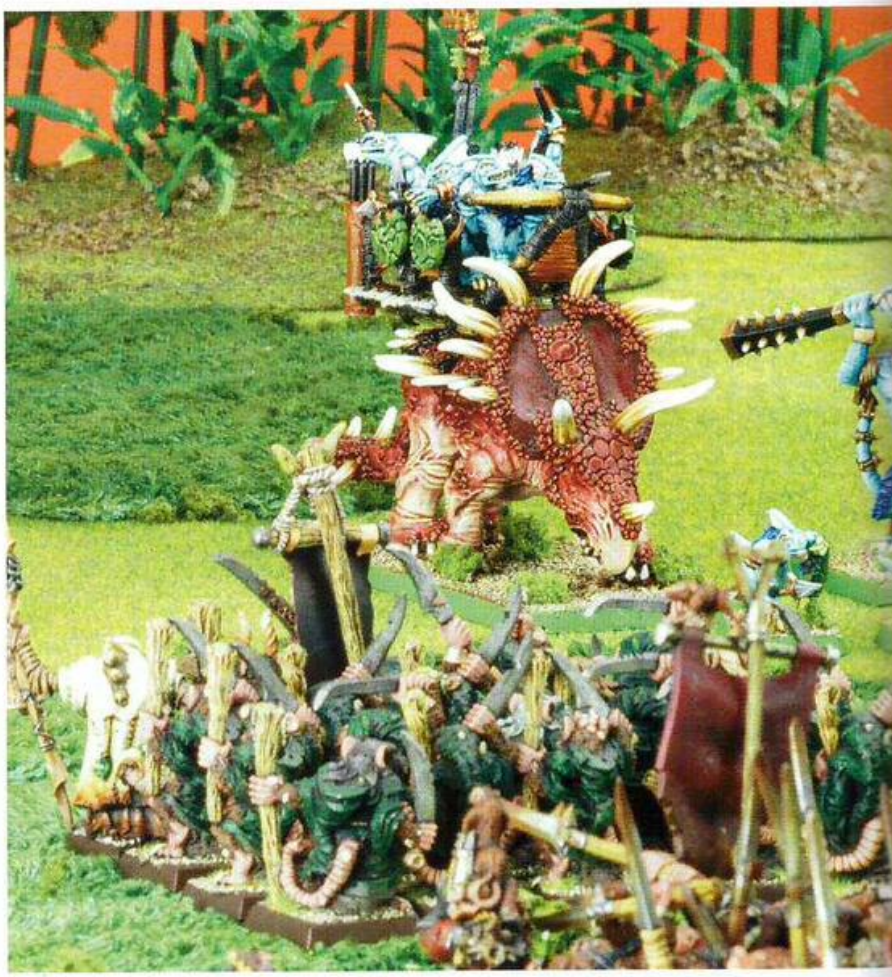
LIZARDMEN TURN 1

Anthony: Having won the roll off, I chose to go first – hopefully I could cause some carnage in my first Magic phase. If I could get one or two units fleeing, then others might soon follow. With this is mind, I started moving my units.

Without a whole lot of subtlety, I moved all my units forwards. My two blocks of Saurus Warriors angled themselves towards the strong Skaven right flank. My scouting blowpipe Skinks pushed forwards to the edge of their jungle, while the other Skinks skittered forwards, followed closely by the Kroxigors, with the Stegadon nearby. My two Skink Shamans got themselves into protected positions – the Slann could see everything he wanted to target with his spells this turn, so I didn't need the Priests in good line of sight positions just yet.

TELEPATHY

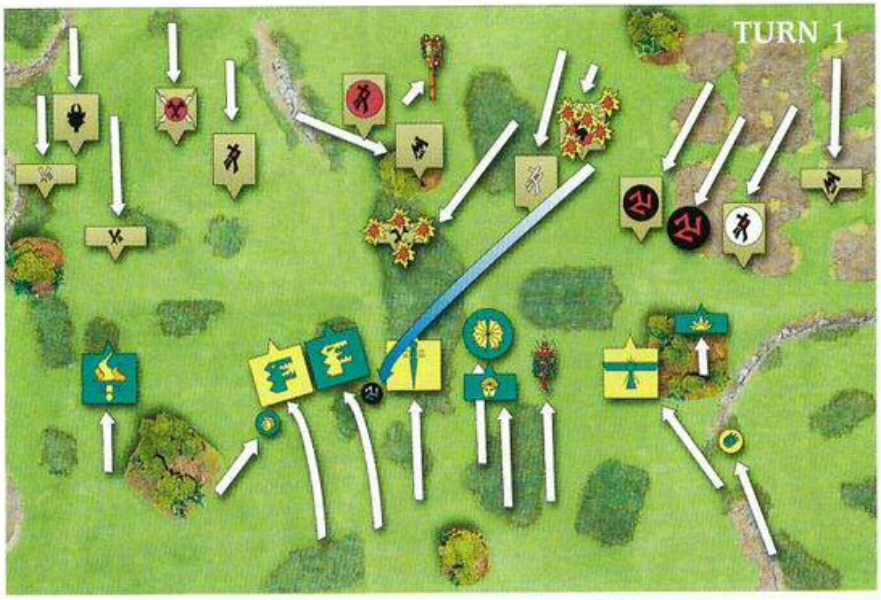
Slann Mage-Priests can effectively 'see' through the eyes of any other friendly wizard. So, if a Skink Priest can see an enemy unit, even if the Mage-Priest himself cannot draw line of sight, the Slann can still target that unit with spells. The range is still measured from the Slann itself, ignoring any interposing terrain.



The Salamanders and their Handlers would not be in range for their shooting attack this turn. If I moved them up too far, then they themselves would be targeted by the Skaven Ratling Gun, so I just moved them up a little.

The Terradons caused me a slight problem. I had wanted to nip them around the flank of the Skaven to charge the Warp-lightning Cannon in a future turn, but Gareth had cunningly protected himself from such tactics; there was another Ratling Gun lurking nearby, a handful of crazed Censer Bearers and a unit of Gutter Runners on the flank. I wasn't going to get around there, so redeployed them off the flank into the main battle line. Maybe in the next turn I could fly over a bit further, and have a go at the Warp-lightning Cannon from a different angle.

The Magic phase was the one I was really looking forward to. I know that 2nd Generation Slann are deadly, so my hopes were high. For each spell that they cast they have the option of adding in an extra 'free' dice after the roll, so their spells are generally cast on very high casting rolls, and the chances of an Irresistible Force are much higher than normal.



With this in mind, I cast my first spell, a humble *Fire Ball* directed at the Night Runners. I deliberately tried to target units far from the General for more chance of them fleeing. Four of the Skaven were burnt up, but they refused to flee. My *Conflagration of Doom* was cast on the Clanrats accompanied by the Grey Seer, Chieftain and Warlock Engineer. If I could get them running, that would really be a bonus. The spell was cast on an impressive 14, but managed a paltry 2 hits, neither of which wounded. Against the same unit, I then cast *Wind of Death*, which Gareth promptly dispelled, followed by *Pit of Shades*. This killed five of the rats, but they managed to clamber out of the pit, and their movement wouldn't be hampered in the next turn. Well, that was the end of my Magic phase. Not an overwhelming phase, despite getting loads of spells off, but an encouraging start none the less.

The giant bow on the Stegadon was aimed at one of the packs of Rat Ogres, but the Skinks aiming the thing were way off.

Committed to the attack, the Temple Guard are slow to react to the Skitter-leaped Chieftan.

SKAVEN TURN 1

Gareth: My worst fears are confirmed, Anthony has chosen a Second Generation Slann. Ouch! I am now going to be totally outclassed in magic, even with the same number of dice. With an extra dice to every spell and +1 to cast Anthony's ten casting dice will easily allow him four or five spells each turn and I will have to be lucky to dispel just two.

I had a bit of fortune only suffering 5 casualties on my Clanrats with my spell casters in from Ant's magic. Losing that lot on Turn 1 would have been a devastating blow.

Annoyingly, my Plague Monks could not control themselves first turn, I wish I had deployed them behind the Censer Bearers now, this would have at least kept them in check. As it was they go barrelling off toward the enemy at full speed. Now in charge range of the Stegadon I decide to put the Censer Bearers behind them in case they do get beaten in combat and flee. Any pursuit move will take the pursuers into the Censer Bearers and then allow a flank charge with my Clanrat unit. Fortunately my right flank behaved in a much more disciplined manner.

Sneaky ploy number one worked a treat. Ant used his Cube of Darkness to dispel my first spell– fortunately, the Cube failed to end the Magic phase. That would have been annoying. As it was I managed to draw out enough of Anthony's Dispel dice allowing me to cast *Skitterleap* on my chieftain with the Brass Orb. (Personally if I was Anthony I would have used a Dispel scroll even on a little spell cast only on a 6).

Now for the Shooting phase! It's crunch time. Pop the Slann and the game is as good as won. Would the gods smile on me this day?... No. The useless Rat fumbles the Orb, drops it at his feet and has to make a wild leap out of harm's way before the thing detonates. Still, the look on Anthony's face as I rolled the Misfire, oops I mean Artillery dice (cursed by those fateful words!) made it all worthwhile.

Gareth and Anthony's armies are certainly no strangers to one another.

LIZARDMEN TURN 2

Anthony: Oh my goodness! I think my heart stopped when Gareth hurled that Brass Orb. I should've known better than to not try a bit harder to stop that *Skitterleap*. Bad Ant! Still, in typical Skaven fashion, the Chieftain botched it – he was probably gloating or something. After seriously berating myself (that really would have been a catastrophic blow had the Slann gone pop), a brisk walk and a few thumps on the chest to get the old ticker going again, I moved into my Turn 2.

After umming and ahhing for a little while, I charged my Terradons into the Giant Rats in front of them. Terradons had done me proud during playtesting, so it was time to put them to the test once more. With their ability to do a Hit-and-Run Attack (basically allowing them to flee after one round of combat after they charge, and the enemy can't pursue. Oh, and they also rally automatically), I wasn't too worried about them losing the combat. A few extra casualties against the Skaven would be handy though.

Gareth had cast *Death Frenzy* on his big unit of Clanrats (the one with Grey Seer et al), making them immune to panic tests. Right, on to Plan 2 then. So, he had three frenzied units on that side of the board now (the Clanrats, the Plague Monks and the Censer Bearers). Time to try and use that against them, methinks.

I moved my javelin-wielding Skinks up into charge range of all three units, and positioned my other units ready for some counter-charges. The Stegadon got itself in place for a flank charge on the Plague Monks, while the Kroxigors and Temple Guard also readied themselves.

The Skinks in the jungle pulled back away from the edge, so that they couldn't be seen. On the other side of the battlefield, my Saurus units continued their advance. The Oldblood left his unit to join the other Saurus regiment (so it now had a Scar-Veteran and an Oldblood in it – ouch), as it was looking like it would be in the thick of the action sooner – and certainly was less likely to be held up by those blasted Rat Swarms. The Salamanders darted forwards to launch combustive gollops from their mouths, taking care to keep out of range of the Ratling Gun. The Skink Priest over that side of the battlefield darted towards the jungles, running away from the Chieftain now lurking behind my lines.

The Chieftan and Night Runners give chase to the Skink Priest.

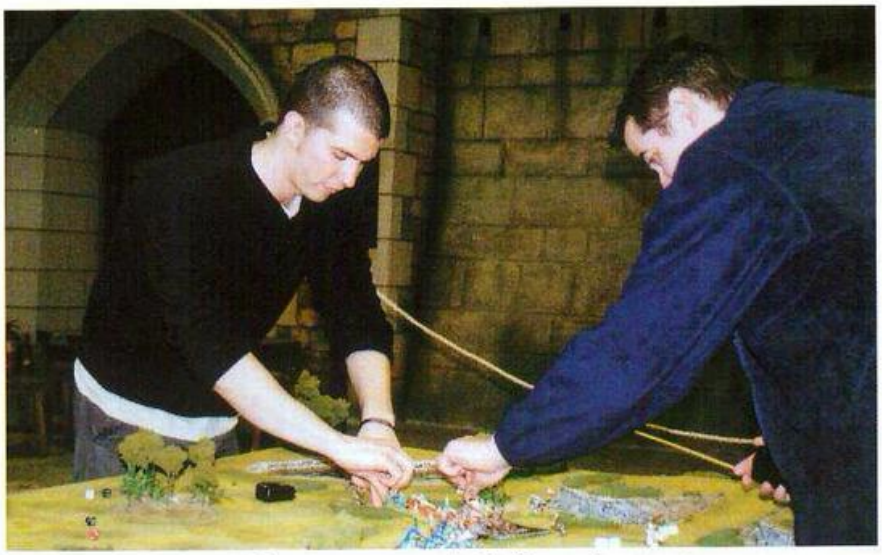
Cool. Time for my favourite, the Magic phase. To start things off, I cast *Pit of Shades* on the Stormvermin on the other side of the battlefield. From 11 hits, 9 were wounded, and Gareth managed to save all bar 3. Grr, no panic over there then. Never mind. Next, I turned my attention to the Rat Ogres supporting the Stormvermin. They were in a nasty position (especially as Gareth had so many more units than I did), as I couldn't engage them directly, but once combat had been joined, they were sure to be charging me in the flanks, getting rid of rank bonus and causing havoc. I didn't want that! Although the Slann could not see this unit, the Priest running from the Chieftain could, and so I cast *Fireball* at them, killing one of the Pack Masters. Next off, I cast *Wind of Death* on the same unit, slaying the remaining Pack Master. Hoorah! They would now more than likely be stupid for much of the battle.

The rest of my spells were dispelled, and I saved my remaining two Power dice in the Slann's Diadem of Power ready for Gareth's surprisingly nasty Magic phase.

In the Shooting phase, the Salamanders launched their fiery gobbets at the Skaven Slaves, killing nine of them. Impressive! However, two of the Skink Handlers were gobbled up by one of the Salamanders who obviously didn't like getting jabbed in the rear by the Skink pokers. I must admit this made both Gareth and myself chuckle.

The Stegadon again fired its giant bow at the closest Rat Ogres, skewering one of their Pack Masters! Not a good day to be a Pack Master, it seemed. The brave little Skinks who were luring the enemy into a frenzied charge launched their javelins, slaying a Censer Bearer with their lethal poisons.

The Terradons killed four of the Giant Rats, and suffered one wound in return, and thus lost the combat. Never fear though, they used their Hit-and-Run Attack, and so fled away without the Giant Rats being allowed to pursue. However, to my annoyance, they fled 9" before rallying automatically – putting them right in the path of the frenzied Plague Monks I was hoping to charge into the flank with the Stegadon. How annoying!



Anthony attempts to counter the Skaven advance.

I would have liked Anthony to charge my Plague Monks with his Stegadon. Against a fully ranked-up unit a Stegadon needs a bit of luck to break it but he was too canny for that. Instead, by putting his Skinks in charge range of the Plague Monks and shifting the Stegadon a bit to the side when my Plague Monks are forced to charge the Skinks (due to frenzy) the Skinks would flee and leave the flank of my Plague Monks open to charge from the Stegadon. I was assuming this unit would be lost.

The Giant Rats seeing off the Terradon riders helps the situation a bit. At least it now gives me a unit the Plague Monks can charge without exposing their flank. I will just have to hope Anthony fluffs his attacks from the combined charge of Stegadon and the Kroxigor.

On the other side of the battlefield things are looking a lot brighter. I have Anthony's Saurus unit containing both Oldblood and Scar-Veteran perfectly lined up for a shot from my Warpfire Thrower and Ratling Gun. Also my units are manoeuvring up for a combined flank and front charge. The Salamanders are proving to be a concern, but so long as they continue shooting Slaves I don't really mind.

My Magic phase turns into a disaster! Getting Irresistable Force from my Warlock is all very well but then all he does is take a wound himself! And then when my Grey Seer miscasts, I need to use his Warpstone Charm to at least give him a chance to cast again later in the battle. This is bad, very bad. To add insult to injury my Warpfire Thrower backfires killing the weapon team.

SKAVEN TURN 2

Gareth: Another barrage of magical attacks survived with relatively little damage, although losing the Pack Masters on my Rat Ogres making them stupid was unfortunate. I am beginning to feel I made the right decision in not taking any Dispel scrolls. I think that if I was going to choose to use scrolls to stop any spells they would have all been used up by now.

LIZARDMEN TURN 3

Anthony: Not the best of turns from Gareth, particularly with his Grey Seer out of action for the next turn. The Warpfire Thrower exploding was handy too.

Charge! The Stegadon ploughed into the front of the Plague Monks (I would have preferred the flank, but the front will just have to do). The Kroxigors also declared a charge on them – however, they can only charge through Skink units that are not fleeing, so it would all come down to the Skinks rallying – if they rallied, I could charge through them, if not, then they wouldn't be going anywhere. Luckily, the Skinks did rally, and so the Kroxigors also hammered into the Plague Monks. That's gotta hurt.

The Terradons had had enough, and flew off the table. Mutter, Mutter. Most of my army marched resolutely towards the enemy – my spear-armed Saurus with the two Saurus characters put themselves in the position to get charged, though I tried to angle the unit so that they could only be charged in the front. A daunting prospect for Gareth, certainly. And I had another trick up my sleeve, if that unit could just hold out for one turn…

My Slann kicked off the Magic phase with a well-aimed *Fireball* at the Rat Ogres in front of him, killing the remaining Pack Master. More Rat Ogres subject to stupidity! *Wind of Death* was dispelled, and once again my devastating *Conflagration of Doom* managed a measly 2 hits – still, that was two less Plague Censer Bearers to contend with, and I really don't like them much. I cast *Pit of Shades* on an impressive 17, dropping it on top of the Gareth's big unit of Clan Rats with the Grey Seer, killing four Rats. Again, they clambered out of the hole with no ill effect. One of the Skink Priests attempted *Forked Lightning*, which he failed to cast.

The Salamanders backed off away from the Ratling Gun, keeping out of its range. This was starting to annoy me a little, for I usually prefer to use my Salamanders to close with the enemy – from there they can either charge into combat or move into better positions to pick their target. However, I really didn't want to get mangled by Ratling fire, so they backed off and spat into the Slaves again, doing another 9 kills. Again, they passed their panic test under the glowering gaze of the Warlord. Once more, two more Skinks were gobbled up by the vicious beasts.

The Skinks in the jungles emerged on its edge and blew a flurry of darts at the Giant Rats. I killed just enough to make them panic, and panic they did, fleeing back the way they came. That'll teach 'em to enter the jungles!

In the one combat that was taking place, the Stegadon killed only four Plague Priests with all its impact hits, attacks and Skinks in the howdah. The Kroxigors

faired a little better, smashing the Plague Priest into the ground, and killing another. In return, the Plague Priest Champion (who I had forgotten about) killed a couple of Skinks atop their howdah. Nevertheless, this was enough to break the Skaven, and both units pursued, running them down. The Stegadon ploughed into the Censer Bearers, but the Kroxigor fell an inch short, standing just in the way of the frenzied Clan Rats. Hmm…

SKAVEN TURN 3

Gareth: As expected the Plague Monks were cut down by the double charge from the Stegadon and Kroxigor. On the other side of the battle things are still looking very promising. Anthony has advanced his Saurus with spears so I should be able to charge his front with my Stormvermin and Rat Ogres and flank with Slaves. With my Assassin to take out his Scar-Veteran (I think going for the Oldblood would be asking too much) This is a combat I really have to win.

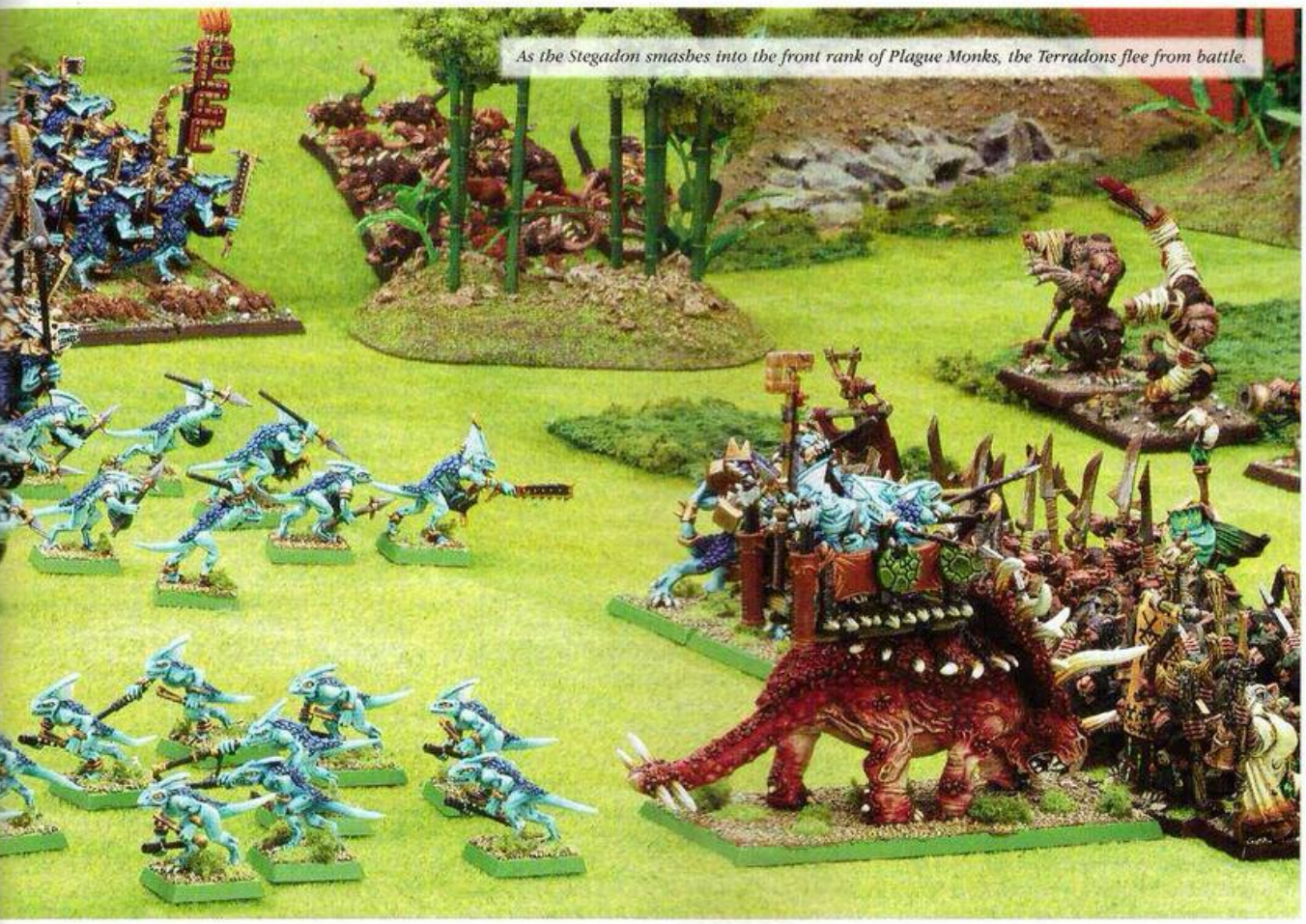
Again I survived the Magic phase with little damage apart from my other Rat Ogre unit losing the Pack Masters and going stupid.

I had a moment of concern when Anthony forced a Panic test on my Slaves lined up for a flank charge, but breathed a sigh of relief when they passed.

Unfortunately, the Clanrats with spears are frenzied and have to charge the Kroxigor in the front: with 1 wound already on my warlock and a stunned Grey Seer being hit automatically, this is not a combat I would choose. Frenzy has turned against me! It was all very well when it made me immune to all those Panic and Terror tests but now my lack of control over the unit could cost me the game!

Now to close the trap on the unfortunate Saurus! Unfortunately the Rat Ogres fail their Leadership roll and are stupid, so the Stormvermin will just have to charge in the front on their own. First I must declare a charge from my unit of Slaves facing the Salamanders in order to free the way for my other unit of Slaves to flank charge the Saurus Warriors. Then I can declare the Slaves flank charge followed by the Stormvermins' charge. On the other side of the battle I am, reluctantly, forced to charge the Kroxigor with my Clanrat unit and, in order to pin down the second unit of Saurus, I charge them with the Swarms. This should mean that once I have defeated the Saurus with my Stormvermin it will be a simple task to turn round and flank charge this unit while it is trapped wading through 20 wounds of Swarms.

What's this? My first unit of Slaves fails their Fear test? Noooooooo! It cannot be! Now I have to face the Saurus one on one with my Stormvermin. This is not what I wanted at all. At least I still have my Assassin, but



As the Stegadon smashes into the front rank of Plague Monks, the Terradons flee from battle.

any chance of activating the Bands of Power is lost because my Grey Seer is still recovering from his miscast and my Warlock is in close combat and so unable to cast his magic missile spell!

With the prospect of the Kroxigor killing my Warlock and possibly Grey Seer I decide to shoot into that combat with my Ratling Gun. If I can kill one of the beasts the Kroxigor may panic and at any rate, 3 less attacks will mean they must surely lose the combat and it may just save my Grey Seer. After 2 dice I have 8 hits, a 6 and 2. I do not feel these will be enough to kill a Kroxigor, so I roll a 3rd and unfortunately roll a double 2. No shots fired. Oh dear it all seems to be going very wrong and the calamity of the Shooting phase continues when I misfire the Warp-lightning Cannon.

I still have my Assassin!

Crunch time. First the Stegadon destroys the Censer Bearers. No matter they are unimportant and expendable. In the battle against the Kroxigor my Clanrats fight like daemons and in Anthony's attempt to kill my Warlock he misses with all his attacks! Praise be to the Horned One! The Kroxigors break and are run down and, for an added bonus, my pursuit takes me into a unit of Skinks! Phew, that was close, how my Grey Seer got away with that one I don't know. I just hope my good fortune can continue in the fight that now really matters! Break the Saurus and the game is as good as won. The Salamanders will be no threat to a combined assault from 2 units of Slaves and a Clanrat unit, and the other Saurus unit locked in combat with the Swarm can be picked off at my leisure.

My Assassin leaps onto his Scar-Veteran as the big lizard bellows a challenge. Hurrah! I wound the creature. Double hurrah! Roll a D3 for the Weeping Blades, (3+ and the lizard is dead) Arrrgh a 1! I don't believe it, the stupid Assassin fluffs it like all other Assassins before him! Is there not a single Rat in all of Clan Eshin that has the ability to kill anything! Curse Assassins! He is promptly squished by the Scar-Veteran. Serves him right the stupid Rat. Fortunately for me Anthony's Oldblood proves nearly as hopeless and only kills 2 Stormvermin, and with the help of my numbers and the banner of the Swarm I win by 2 but it is not enough and the Saurus hold. Curse them, but more importantly than that, curse the traitors of Clan Eshin.

LIZARDMEN TURN 4

Anthony: The only charge that I could actually do was against the stupidity-ridden Rat Ogres in front of the Temple Guard. Slight overkill, but I went for it anyway. I didn't need to take a Fear test, for my Temple Guard caused fear themselves due to the Totem of Prophecy.

There really wasn't a whole lot else that I could move. The Stegadon ran around behind Gareth's Grey Seer led Clanrats. I could only hope that when the Skinks broke (which they would invariably do), that the Skaven wouldn't pursue far enough to get out of the Stegadon's charge range. Elsewhere, the Salamanders decided it was time to go forwards, and they moved across the battlefield in a flanking move. The Skink Priest pursued by the Chieftain and the Night Runners legged it to the edge of the water, hoping to hide in the watery depths. The other Priest jumped into the other jungle, attempting to hide from the Gutter Runners that were gunning for him. Maybe Gareth would forget he was there...

Slann Mage-Priests don't count as being in combat for purposes of their own magic casting unless they are themselves in base contact with an enemy, and so my Slann targeted the Warp-lightning Cannon with a *Fireball* while his Temple Guard fought the Rat Ogres. Unsurprisingly, it caused no wounds. Next, the Slann cast *Pit of Shades* with Irresistible Force against the unmolested Clanrat unit on the other side of the battlefield, killing four of their number. This time, the pit did its job, and they would be moving at half speed next turn.

Next on the spell casting agenda, and I wanted to get rid of that Ratling Gun lurking nearby the Stegadon. Sure it might run off from Terror in the next turn, but I didn't want to risk it killing the one remaining Skink on top of the Steggie. Slight overkill perhaps (or perhaps not, knowing my luck with this spell), I cast *Conflagration of Doom* on the Ratling Gun, frying the scrawny rodents.

The Salamanders launched another burst of fire, this time at the big unit of Clanrats nearby. From an impressive 18 hits, I managed to inflict only 5 casualties – I only needed one more and it would have forced a Panic test, but it was obviously not to be.

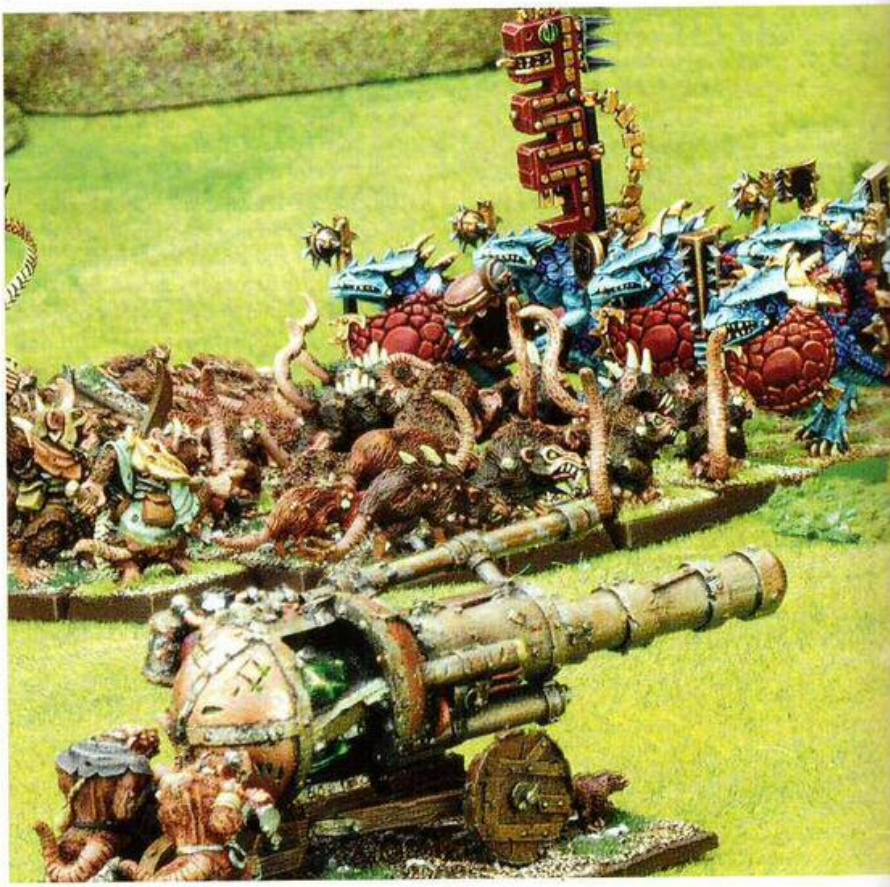
Against all my hopes, the Skinks held against Gareth's overrunning Clanrats! In a spectacular display of poor dice rolling, the Skaven caused only a single Skink to expire, and they killed one Skaven in return. Still, I lost the combat but held thanks to the Cold Blooded rule (this allows you to roll 3 dice for Leadership tests and use the two lowest scores).

The Temple Guard absolutely slaughtered the Rat Ogres, and trampled over their bloody corpses. Meanwhile, I managed to dispatch one of those irritating Rat Swarms, losing one of my Saurus in return. These guys were going hold me up for ages! I'm just glad I got my Lord out of there into a more useful position.

Talking about useful, my Scar-Veteran (who had somehow escaped being killed by the Assassin) activated his Gleaming Pendant of Chotec. Sound and light burst from the puzzle-box, momentarily stunning the Skaven, and allowing my Saurus to attack first. Most excellent.

And attack they did. The Saurus slaughtered ten Skaven, and that was before the characters had attacked! The Scar-Veteran butchered two more. The Oldblood, in a challenge with the Skaven general inflicted five wounds, but only one got through Gareth's armour and wards. In return, the Skaven general inflicted two wounds on my general! Ouch! I had a 4+ Ward save against attacks of Strength 5 or more, but the Skaven was only Strength 4...

Still, the Skaven fled before the wrath of the Saurus. After a bit of deliberation, I chose not to pursue, though it hurt a little choosing not to chase down the Skaven Warlord. Still, if I pursued them, I'd be putting my unit in a terrible position – I'd get flank charged by a fully ranked up unit, and I couldn't afford to lose this unit.



SKAVEN TURN 4

Gareth: Eeek! The Stegadon moving to breathe down the necks of my Clanrat unit has once again put my Grey Seer in jeopardy, especially as those Skinks somehow held. Once again I withstood the magical barrage. The loss of the Ratling gun was of no matter as it would have had to pass a panic test from the certain defeat of the Rat Ogres and then a Terror test due to the Stegadon before I would be able to fire.
I had already counted this weapon as lost. My fortunes took a downward spiral when the Skinks in combat with my Clanrats held! Now even if I break the Skinks next turn (which I surely must) the Stegadon will have a rear charge!

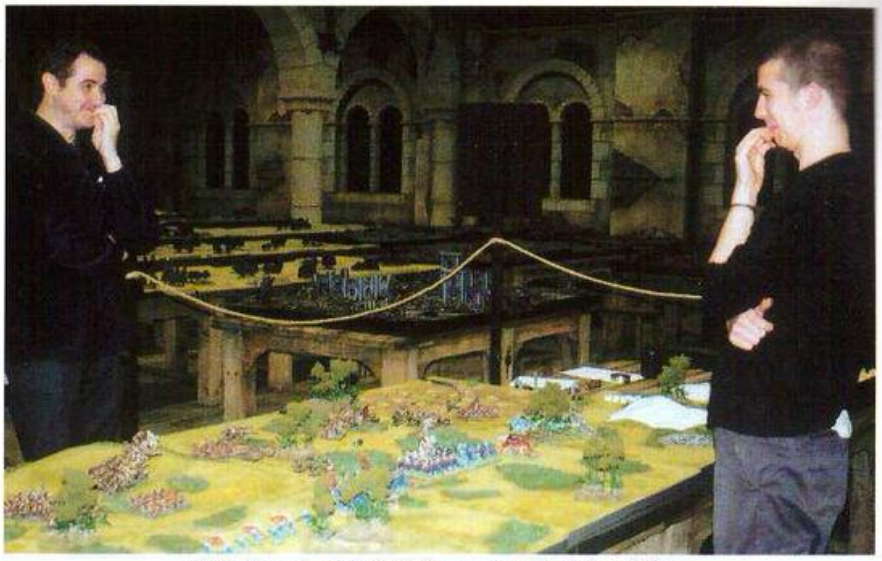
It was in Anthony's Combat phase that the full treachery of the Assassin's failure was revealed. Not only did his failure to kill the Scar-Veteran the previous turn allow the Saurus unit to hold their ground, which is bad enough, Anthony had given the Scar-Veteran the Gleaming Pendant. This meant all in his unit struck before mine! Lapping round the previous turn has only made things worse for me. Butchered by the Saurus and broken, my Stormvermin fled. The one saving grace was that Anthony elected not to pursue and thus expose the flank of his victorious Saurus to a charge from my Clanrats.

I decide that in order to keep the Rat Swarm alive a bit longer, my Giant Rats must charge into combat with the Saurus Warriors forcing them back into formation from lapping round the Swarms. At last I see a chance for my Gutter Runners and move in to surround the Skink Priest that just moved into the jungle. Trapped with nowhere to run I would hold back any dispel dice I have to save the Gutter Runners from his *Forked Lightning* spell. If they don't panic the Priest is mine! My Warlord rallies but what good he will be now I don't know. At least Anthony will have to do some more work to get his Victory points.

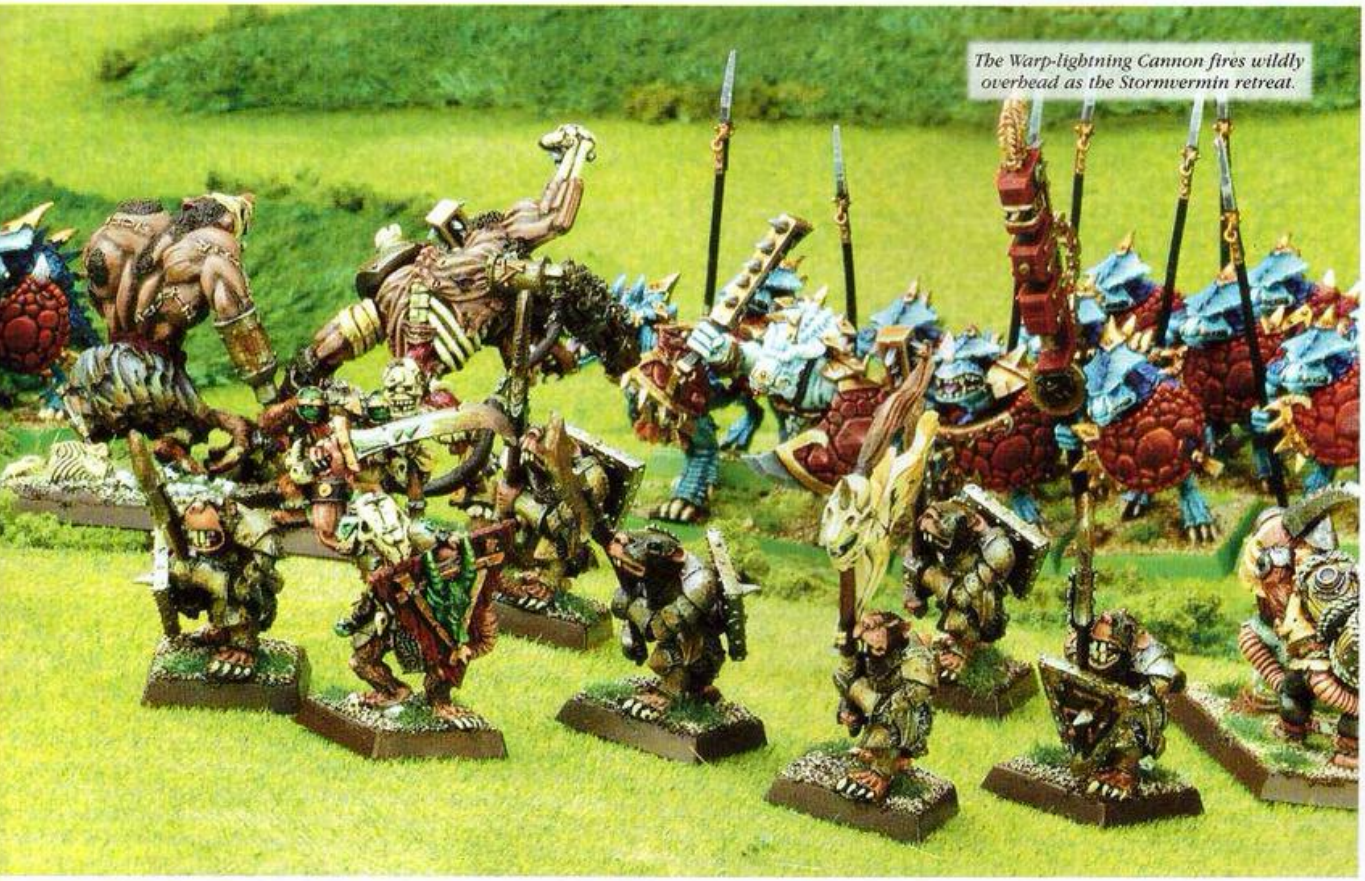
In an effort to save my Grey Seer I try *Skitterleap* on 4 dice (my best chance of Irresistible Force) and promptly miscast. Can this get any worse?

Yes, in my Shooting Phase I promptly roll a double 1 for my Ratling Gun. And get another amazing Strength 2 on the Warp-lightning cannon.

The Giant Rats do a sterling job against the Saurus Warriors but these guys just will not break. The Skinks on the other hand do break and if I can roll an 11 or more on my pursuit I can get away from the Stegadon. A 10! So close, but this must surely be the end for Monty and any hope I may have of pulling this battle out of the fire.



Both players begin to let their nerves get the better of them.



The Warp-lightning Cannon fires wildly overhead as the Stormvermin retreat.

LIZARDMEN TURN 5

Anthony: Right, things were starting to look good for the Lizardmen, with much fewer Skaven units on the battlefield. My right flank was pretty much in complete control of the Lizzies, and things were looking good on the left as well.

With a resounding roar, the Stegadon charged into the rear of Gareth's Grey Seer led Clanrats. The Salamanders decided it was the moment to take charge (yes, bad pun), and charged the remaining Ratling Gun. It fled before the fear-causing creatures. They redirected into the flank of the Clanrats – unfortunately for me, only one Salamander was actually in range, and so the rest ranked up behind it in an odd looking (and weak) conga line. Maybe that wasn't such a great idea... Still, at least it would hold the Clanrats up, and stop them from being able to flank my main Saurus unit, which could be disastrous.

The Saurus launched themselves forwards into the hapless, stupidity prone Rat Ogres in front of them. The Temple Guard manoeuvred closer to the Warp-lightning Cannon, and the blowpipe-armed Skinks started running out into the open (and away from the Gutter Runners). The Skink on my left flank bolted into a position where he could see the Stormvermin, even though it would put him in charge range of the Night Runners.

Gathering his power, the Slann directed his energies at the Warp-lightning Cannon. He miscast of his first spell (*Fireball*), but thanks to his abilities, he did not need to make any roll on the Miscast table. Next up, using the line of sight of the Skink Priest, he cast *Wind of Death* (curry the night before, perhaps?) on the Stormvermin, killing three of them and making the remainder of them flee. Next up, I cast *Conflagration of Doom* on the Warp-lightning Cannon. For once, I inflicted a good number of hits (12), but completely failed to hurt the diabolical machine. Hmm, don't think I'll waste any more spells trying to hurt that seemingly indestructible thing.

Now on to the spell I needed to work – the poor little Priest in the jungle had suddenly found himself completely surrounded by Gutter Runners, so that he couldn't actually get away. He tried to zap them with *Forked Lightning*, and succeeded with Irresistible Force, but managed to fry only a single Rat; not enough to panic them. Alas, poor Priest.

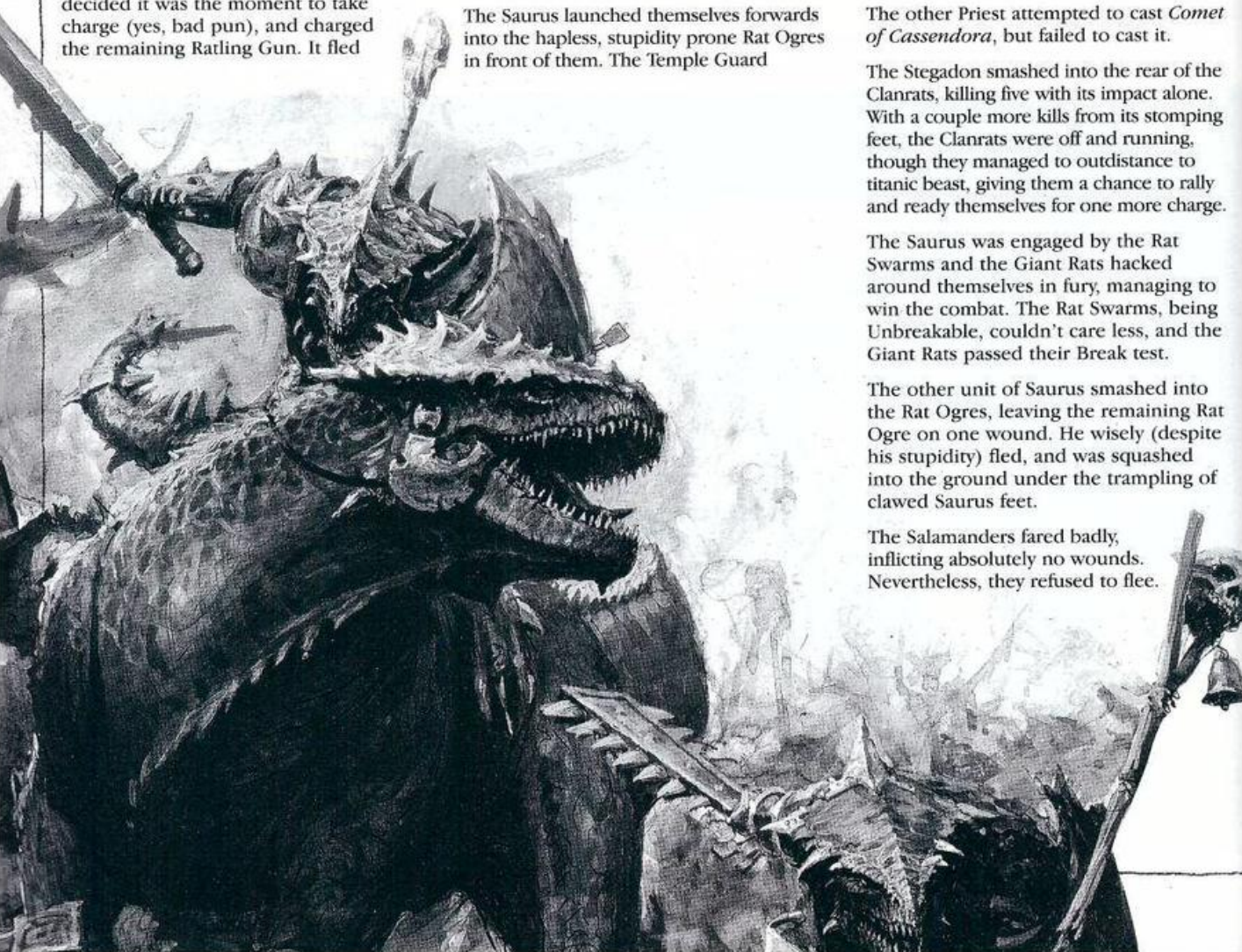
The other Priest attempted to cast *Comet of Cassendora*, but failed to cast it.

The Stegadon smashed into the rear of the Clanrats, killing five with its impact alone. With a couple more kills from its stomping feet, the Clanrats were off and running, though they managed to outdistance to titanic beast, giving them a chance to rally and ready themselves for one more charge.

The Saurus was engaged by the Rat Swarms and the Giant Rats hacked around themselves in fury, managing to win the combat. The Rat Swarms, being Unbreakable, couldn't care less, and the Giant Rats passed their Break test.

The other unit of Saurus smashed into the Rat Ogres, leaving the remaining Rat Ogre on one wound. He wisely (despite his stupidity) fled, and was squashed into the ground under the trampling of clawed Saurus feet.

The Salamanders fared badly, inflicting absolutely no wounds. Nevertheless, they refused to flee.



SKAVEN TURN 5

Gareth: As expected the Stegadon charged me and still being frenzied I had to hold and accept my doom!

The loss of Ratarsed and his Stormvermin to the Slann's magic was to be expected. Obviously deciding that all was lost and Monty was about to meet his doom now was a good time for one of his famous 'tactical withdrawals'. When Anthony rolled Irresistible Force from his Skink casting *Forked lightning* at my Gutter Runners when I had 5 dispel dice saved just for this spell I just couldn't believe it! I cursed the Horned One for abandoning me this day, but when only one was killed saving me from that Panic test I said "sorry, I didn't mean it really." He must have accepted my apology because despite losing combat to the Stegadon and fleeing only 7" the Stegadon only pursued 5". Could the luck of Grey Seer Monty Lukast possibly continue?

You bet ya! Rallying on 7 the unit turns to face this terrifying creature whilst the Gutter Runners pounce onto the hapless Skink Priest. Having spent the whole battle chasing down the other Skink Priest my Chieftain and Night Runners finally get to charge the little lizard, who not surprisingly opts to flee.

Now we shall see what Skaven magic can do! With only 4 dispel dice and probably no scrolls (unless the Slann was given any) for the first time in the battle I felt I had the edge in my Magic phase. Drawing out one dice with *Storm Daemon* Anthony decides to let *Warp-lightning* from my Warlock through. The last of the Skinks on top of the Stegadon dies and the Stegadon fails its Leadership roll and decides to wander off home. Yes! Once again Monty escapes from the clutches of death.

Another misfire from the Warp-lightning Cannon was of no surprise. I will be having words with Clan Skryre demanding a full refund on all their so-called wonder weapons!

The Gutter Runners dispatch the Skink with ease and, fuelled with a blood lust, crash wildly out from the woods and into the remaining Skink unit. That's a bonus!

Gareth prepares to eat another piece of Warpstone Charm.

Suddenly the side of the battle that was given up for lost earlier on is looking good and the side where I felt in command is as good as lost, although finally breaking the Salamanders has helped a bit, but catching them would have been better.

"Charge!" – the Stegadon chases after the fleeing Clanrats.

LIZARDMEN TURN 6

Anthony: Right, so it is into the final turn – time to inflict as much damage as possible. Unfortunately, there wasn't really a whole lot for me to do – most of my units were either engaged in combat or out of position (or in the case of the now crew-less Stegadon, running towards the table edge). How annoying, it would have been immensely satisfying to rout the Grey Seer.

The Temple-Guard charged the Warp-lightning Cannon, which fled off the table. Meanwhile, the spear-armed Saurus turned towards their beleaguered comrades, who were being slowly hacked down one by one. The Oldblood left the unit, running towards the Slann. The Salamanders rallied, and readied themselves to receive the charge of the Clanrats. The Priest however, had obviously had enough of running all over the battlefield, pursued by black-cloaked Rats, and skittered off the table.

In an attempt to panic the Grey Seer and his retinue, the Slann cast *Pit of Shades* on them, causing no wounds at all. With a handful of dice, I then cast *Steed of Shadows* on the Oldblood, throwing him into the rear of the Giant Rats that were slowly picking apart the Saurus. The remainder of my dice were wasted really (except for two I saved in the Diadem once more), as the Slann couldn't draw line of sight to anything else on the battlefield. Where are those Priests when I need 'em?

In my last Combat phase of the game, the unfortunate Skinks that had been overrun into were torn apart by the Gutter Runners, hacked down as they turned to flee. The Oldblood thrashed around him, slaying four Rats. The Saurus themselves were cut down, so that there was only three Saurus still standing. Thanks to these unexpected casualties, I lost the combat. I had horrible visions of the Oldblood being run down, but thankfully I managed to pass both Break tests – once again, thanks to the Cold Blooded rule in combination with the Slann's high Leadership and battle standard.

SKAVEN TURN 6

Gareth: Okay, so the Temple-Guard chased off the Warp-lightning Cannon. The thing was a dud anyway. Moving the Oldblood from out of the unit of Saurus rang some alarm bells. The fleeing Skink Priest failing to rally helped things a lot. This should have been enough to Dispel at least the *Steed of Shadows* spell, or so I thought.

Saving all 5 of my Dispel dice to nullify this spell I fail miserably. The result is that in my turn, the Giant Rats are defeated and flee from the combat. On the plus side my Gutter Runners cut through the Skinks and cause them to break.

Climbing out from the *Pit of Shades* meant I could only move my Warlock and Grey Seer 5" towards the Saurus in combat with the Swarms. I hope it will be enough. Testing the range with *Storm Daemon* it is just within range, and one of the remaining three Saurus dies. Failing to cast *Warp-lightning* though is a big blow. This would have meant Anthony would have had to use his Dispel dice to stop it and I would then have been free to *Skitterleap* and *Vermintide* or *Pestilence Breath* with my Seer. As it was *Skitterleap* was dispelled and there was nothing else to do.

The Salamanders pass their Break test on a four or less for the second time in the game robbing me of vital victory points and my Swarms only manage to kill one more Saurus Warrior leaving just the Standard Bearer alive along with a load more Victory points. Curses, Anthony has done for me again!

Result: A solid victory for Anthony's Lizardmen.

The Saurus Oldblood magically charges into the rear of the Giant Rats.

DEATH TO THE RAT SPAWN!

Anthony: Phew! There were a few moments in that game that had me seriously worried. It could have gone so badly in Turn 1, when that Chieftain lobbed his Brass Orb – it really does bring a sickly feeling to my stomach even now. I was lucky there. Always be wary of *Skitterleap*! It's the most innocent looking of spells, and it has the potential to be the most devastating of all, as I should have known.

The army performed very well overall, the star I think being the humble Saurus Warriors. These guys are deadly, able to deal out huge amounts of carnage, and proved almost immovable. Their Cold Blooded rule, particularly when nearby the army standard, makes them such a reliable unit.

The Temple Guard didn't get much of a chance to prove themselves – no one wanted to fight them! And rightly so – Gareth wisely avoided them. In retrospect, I think I could have deployed them in a better place to get more involved in the battle, but using the Meeting Engagement scenario certainly makes that a lot harder.

The Slann proved his magical dominance, and I could pretty much cast my spells with impunity. All I can say on his part is protect your Priests (though this obviously depends on what spells the Slann has). They were vital for my Slann's spell casting (using their line of sight thanks to the Telepathy rule), as I had so many Magic Missiles. Without their line of sight in the final turn, the Slann couldn't cast his attacking spells and all that power of his was wasted.

This was a great game, played in a great spirit. Gareth is a top notch opponent, and a pleasure to play against. He really did have some (appropriately Skaven) bad luck, with exploding guns, wild magic and unpredictable troops. Full credit to him, because for a moment there I was thinking things were looking very grim for the Skaven, but he managed to claw his way back into the game, making it a lot closer in victory points that it could have been. And he even shared out his remaining 'Warpstone Tokens' after the battle – what a nice bloke! All fear the cold-blooded ones!

RATS!

Gareth: It's not my fault! Surrounded by incompetent fools and sub-standard equipment what was I to do? Through the sheer genius of my battle plan I had the battle all but won, only to be betrayed by cowardice and poor workmanship.

Is it so hard to understand simple instructions such as pull the pin, count to 5 and throw it? Not drop it, THROW it! And who made those Weeping Blades? Come on own up, who was it? Shoddy inferior workmanship that's what!

Oh, the life of a Skaven commander is full of frustration. But that's what makes it so much fun. You just never quite know how the battle will pan out.

Take the Brass Orb for example. If I had rolled a hit and the Slann had failed to escape I would have probably won the battle with that one shot! (Although it probably wouldn't have been such an exciting game) He alone was worth around 1,000 Victory points and even though his magic did not cause much damage directly it was enough to tip the balance of a few combats in the Lizardmen's favour and his Leadership and re-roll saved his Saurus spear unit at least once.

Take the Assassin's Weeping Blade. If I had only managed to roll a 3+ on his D3 wounds roll against the Scar-Veteran, he would have been killed meaning I would have won the first combat by 5 not 2 and the next turn (if there were a next turn) would have been attacking first.

If my first Slave unit had not failed its Fear test I would have had a flank charge on the unit as well, probably increasing my combat resolution by at least another 1. Even Lizardmen have difficulty passing Break tests at –6.

It's moments like these that keep me coming back. If the dice behaved themselves and always did as expected the game of Warhammer would not be nearly so enjoyable.

Miscasting twice with my Grey Seer, Monty Lukast, did not help matters, but amazingly, despite being in all sorts of danger throughout the battle, he survived. Not only that, prior to this battle report, he was commanding my army in the WPS Club Challenge event. Even though I lost 4 of the 5 games I played Monty survived in every one of them! I love it when events on the battlefield shape characters into your very own 'special characters'. This character of mine seems blessed with extraordinary survivability, rivalling even that of Thanquol. I think Grey Seer Monty Lukast will be making many more appearances in future Skaven armies of mine.

Despite the failures of my troops, the battle was full of drama and excitement as it always seems to be with a Lizardmen / Skaven match up and I enjoyed every moment. The Lizardmen proved to be as reliable as ever and my Skaven as unreliable as usual.

In the end, even though the battle was lost I can take some heart from the fact that most of my troops ran away, rather than were killed. "He who runs away....." You can be sure after Monty has reported his triumph to the Council of Thirteen and redirected any blame onto others (Ratarsed seems to be the prime candidate for this) he will be back.

I'll get you next time Anthony!

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EVENTS CALENDER

WHAT'S HAPPENING IN NORTHERN EUROPE

The calendar provides you with the freshest information on what's happening in the Northern European regions as and when it becomes available. We are updating the calendar every three months but if you want more information about upcoming events and tournaments, please contact either the shops directly or keep your eye on these pages.

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11th – 13th
Fanatic Tournament
Organised by:
Junkers Bunker
Where: Esbjerg, Denmark

TBC
Fanatic Tournament
Organised by: Spelkwartier
Where: Arnhem, The Netherlands

JUNE

21st – 22nd
Grand Tournament
Organised by:
Games Workshop
Where: Tilburg, The Netherlands

28th – 29th
Warhammer & Warhammer 40,000 Tournament
Organised by: Alegris
Where: Moscow, Russia

JULY

4th – 6th
ComeQuest
Organised by: Hobby World
Where: Viborg, Denmark

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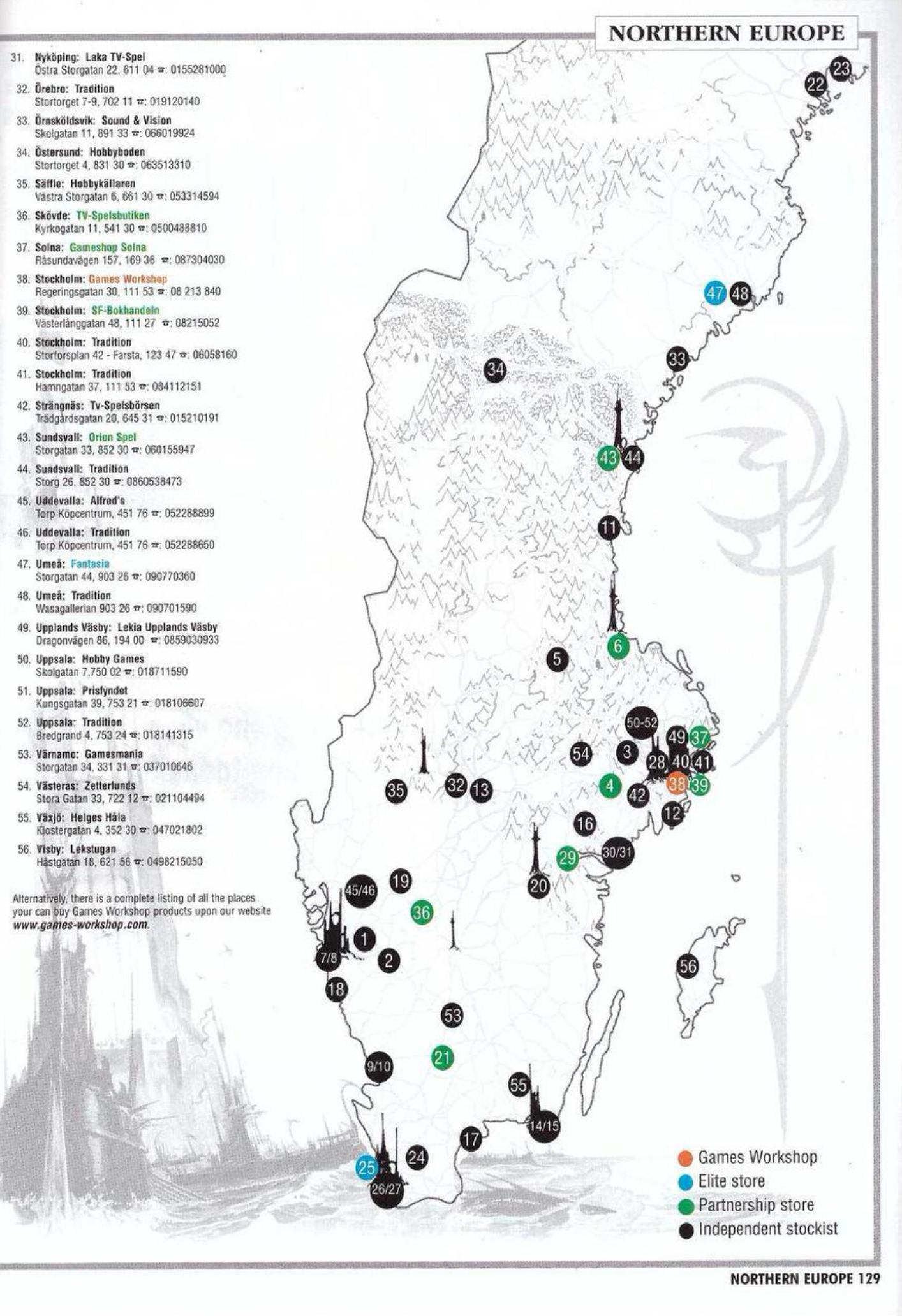

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THE LORD OF THE RINGS
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THE RINGBEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

Alessio Cavatore, Ringbearer and head of our The Lord of The Rings Games Development team, waxes lyrical about what's happening in Middle-earth's gaming community...

Hi everyone,

You'll have to forgive me, but I'm going to use this space to rant about how good the new The Two Towers film is. You see, we work so much in advance on White Dwarf that you'll be reading this in late April, but I'm writing this piece in the middle of December. This means that I've just seen the film and I'm so excited about it that I cannot resist, I have to talk about it!

I've been extremely lucky and the first time I got to see The Two Towers was in Paris, at the European premiere! I was stunned by the experience of being in the same room with Peter Jackson, many of the actors, Howard Shore (who wrote the soundtrack) and John Howe, whose art has so strongly contributed to the way Middle-earth looks both in the films and in my imagination.

When the lights went out and the title "The Lord of The Rings" appeared on screen, everything else disappeared and I was there, soaring over the majestic Misty Mountains and then plummeting with Gandalf and the Balrog into the depths of Khazad Dûm.

How cool a beginning was that?

At the end, when the credits started rolling on the screen, the cinema exploded with applause and I could hardly join in, so exhausted was I after that rollercoaster of high fantasy.

I was feeling overwhelmed. My brain had been exposed to so much exceptionally good material that it found it very difficult to take everything in all at once. So strong had been the many emotions I went through, that I was feeling totally drained of all energies.

Nevertheless I stood up on shaking legs and joined in one of the longest clapping marathon in my life, because I really wanted to manifest my gratitude to the genius from New Zealand for such a treat.

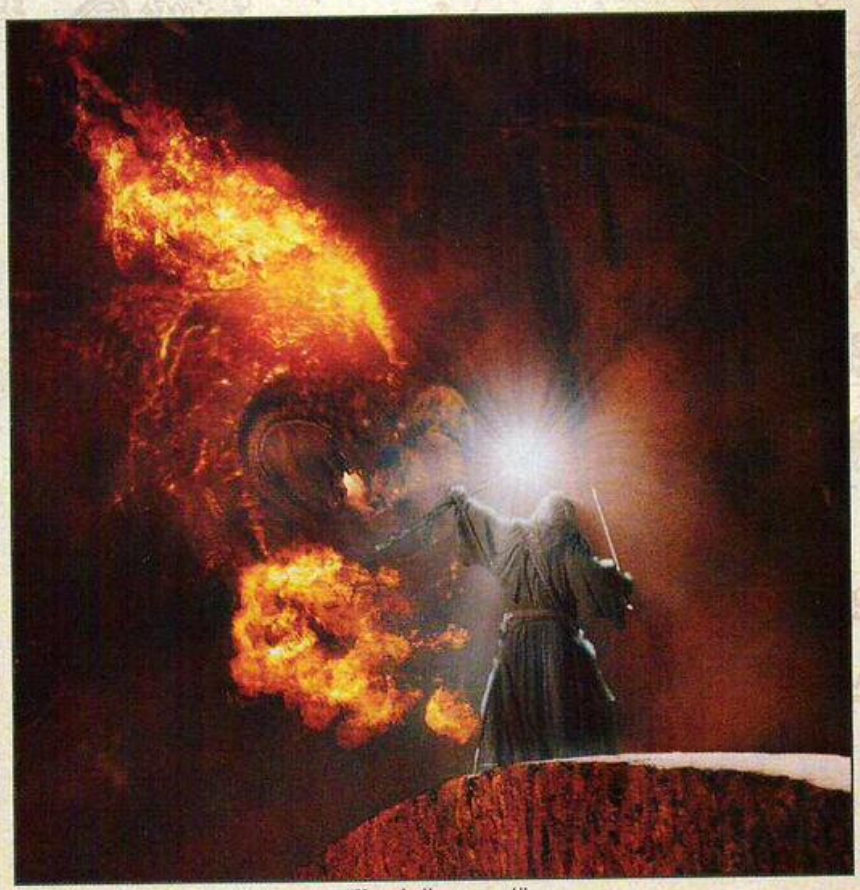
After that, it was off to the party and that was a great experience too, because it allowed me to talk to these famous people in a more relaxed atmosphere. At first I was a bit nervous but soon, to my surprise, I found out that most of them are really nice and friendly, a lot more human that one tends to expect from such huge 'stars'. Their kindness and approachability are really a testament to how exceptional these people are for not getting a huge head and looking down on others, as it would be so easy to do after so much success.

In the following days, thinking about the film, I asked myself (and was asked by many others) if I preferred The Two Towers or The Fellowship of The Ring. A very difficult question indeed, because the two films are so different in scale, with the first concentrating more on the nine companions, and the second dealing with much bigger themes and events. At first I thought that I probably preferred the first, but now that The Two Towers is out and I've seen it for the third time (in two days...), I changed my mind. You see, there is so much stuff in this film that you really need to see it more than once to be able to appreciate all the great detail that Peter Jackson has managed to squeeze into three hours (how unbelievably fast do they go?). The grand thing is that the more I see it, the better it gets. I'm now convinced that I like this one easily as much as the first and probably even more. I just love the fey Ents, the astonishingly well-rendered Gollum, the threatening but majestic Nazgûl, the exciting fighting scenes (The battle with the Wargs! The siege of Helm's Deep! The attack on Isengard!), the characters (how cool are Legolas, Aragorn and especially Gimli?) the magical places (Edoras, Fangorn, Ithilien, the Black Gate of Mordor), it's just fantasy at its best!

OK, I feel better now. I'll stop the rant and go back to work. With Shadow and Flame almost done, it's about time to start thinking about the Return of The King.

I don't want to wait another year to see it!

Alessio



"You shall not pass!"

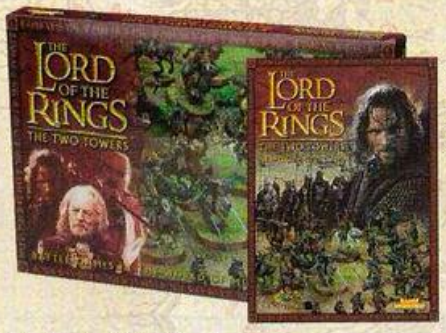
THE LORD OF THE RINGS STRATEGY BATTLE GAME

JOURNEY ACROSS MIDDLE-EARTH™

The Two Towers game is one of the most highly anticipated games that Games Workshop has released and, after a few months, there are now a wide range of models available.

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

The Lord of The Rings: The Two Towers model range



The Lord of The Rings: The Two Towers £40

This boxed set contains a 160 pages full-colour manual, 12 plastic Riders of Rohan, 20 plastic Fighting Uruk-hai, 1 Ruined Building and Dice.

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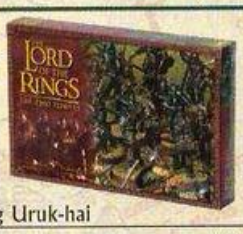

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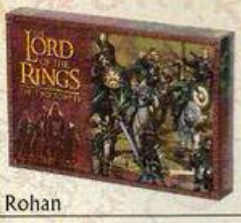

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Description	Price
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WAR IN MIDDLE-EARTH™

A look at a new scenario – In the Shadow of Osgiliath

This month Matthew Ward introduces the final scenario in The Lord of The Rings mini-campaign, 'In the Shadow of Osgiliath', where Faramir will find out if his efforts on behalf of his comrades have been to any avail.

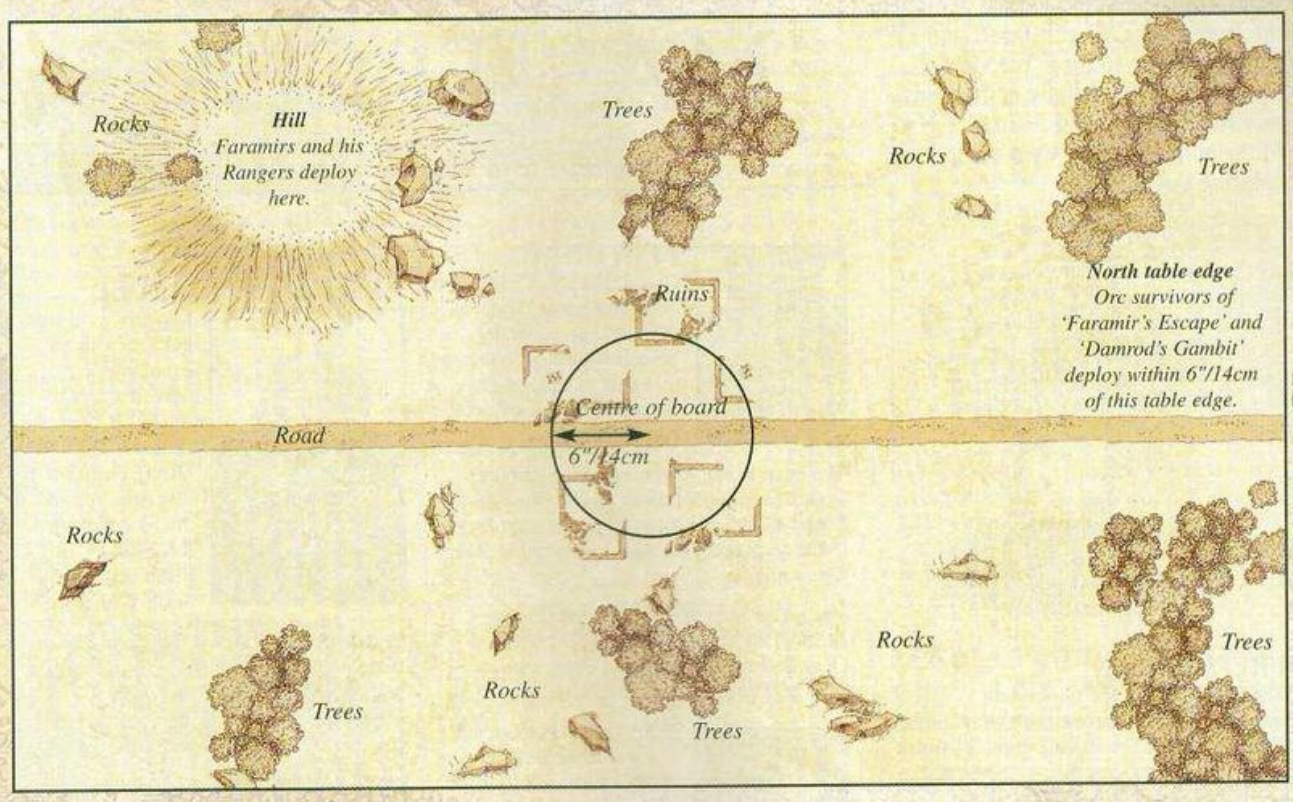
Although I've said it before about The Lord of The Rings scenarios; don't skimp on the terrain. While playtesting this scenario, we found that the game was far more dynamic and enjoyable with a large amount of ruins and rubble in the centre of the table. Such a wealth of defendable obstacles and difficult terrain really helped evoke the idea of a running battle between the Orcs and Men.

The early game in this scenario belongs to the Orcs. With the Warriors of Gondor outnumbered and leaderless at the start of the game you can really hit them hard, using your Captain's Might to hammer through any defences that may be set up. The main thorn in your flesh is the presence of Faramir's Rangers who can both outshoot and outfight you. The best thing to do is to ignore them for as long as you can – there are enough Warriors of Gondor trapped within the ruins to break the Good force without dealing with those irritating Rangers.

Correspondingly, the forces of Good have a difficult start. The key to successfully surviving until help arrives lies with using the terrain. Defended obstacles are your friend and can help to improve your odds and give the Rangers time to arrive. How you use Faramir's group will almost certainly depend on where the bulk of the Orc threat lies: if the Orcs are crowded near Faramir's entry point, you can charge in and kill them the hard way, otherwise you can pepper them with arrows. Damrod's group is pretty much the same except you can bring them on wherever they're most needed, which can really get you out of a tight spot!

Enroute to Osgiliath, the Men of Gondor find themselves under attack from all sides.

SCENARIO – IN THE SHADOW OF OSGILIATH



DESCRIPTION

A column of Gondor soldiery is marching back to Minas Tirith, unaware that two Orc forces are converging on it from the north and the south. Fortunately, the northern advance has been discovered by a patrol of Rangers led by Faramir, son of Denethor.

Faramir has come south in an attempt to warn the column, while leaving his chief lieutenant, Damrod, to delay the northern Orcs. Slowed by Orc scouts, Faramir arrives too late to warn the column and finds the battle underway with many of the Men of Gondor slain. Meanwhile, the shrunken northern Orc force appears on the battlefield, with the remains of Damrod's Rangers in hot pursuit…

PARTICIPANTS

The Good side consists of 8 Warriors of Gondor with spears and shields, 8 Warriors of Gondor with bows, and 8 Warriors of Gondor with hand weapons and shields.

In addition, to represent the surviving Rangers of Gondor, the Good side also has both Faramir, Damrod, and 12 Rangers of Gondor armed with bows and hand weapons.

If you are playing this scenario as part of the mini-campaign covered in previous issues, use the Rangers and Heroes that have survived the other scenarios instead (for example: if Faramir was slain in 'Faramir's Escape' he cannot take part in this battle).

In the southern force of Orcs, the Evil side has 1 Orc Captain (on foot), 10 Orcs with hand weapons and shields, 10 Orcs with spears, 5 Orcs with two-handed weapons, and 5 Orcs with bows.

In addition, to represent the survivors of the northern force, the Evil side has a further 10 Orcs with hand weapons and shields, 5 Warg Riders with bows, and 1 Orc Captain riding a Warg. If you are playing this scenario as part of the mini-campaign covered in previous issues, use the Orcs, Warg Riders, and Heroes that have survived the other scenarios instead.

POINTS MATCH

If you want to play this game with other forces, choose at least 400 points of troops for each side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. In the centre of the board are several ruined buildings, around which the Gondor column has taken refuge (see map). A small wood is located along one of the short table edges. A tall hill (2-4" high is ideal) should be located along one of the long board edges (but no closer than 12"/28cm to the ruins) to represent where Faramir and his Rangers arrive. The remainder of the board is covered with occasional trees, rocky outcrops, and hills.

STARTING POSITIONS

The Good player deploys his Warriors of Gondor within 6"/14cm of the centre of the board. He then deploys Faramir's force on the tall hill (if using the standard forces for this scenario then this is Faramir and half the Rangers of Gondor, otherwise it is whatever survived 'Faramir's Escape').

The Evil player then deploys his southern force of Orcs anywhere within 6"/14cm of the Warriors of Gondor. He may then deploy the north force within 6"/14cm of the wooded short table edge.

OBJECTIVES

Whichever side breaks the opposing side first will win.

SPECIAL RULES

Damrod. After his attack on the Orc force, Damrod has led his surviving men south to link up with Faramir. To represent Damrod's late arrival on the battlefield, each turn after the first, the Good player may roll a D6 after he has finished moving his other models. On the roll of 4+, Damrod and his Rangers arrive and may move on from a table edge of the Good player's choice.

PAINTING MASTERCLASS

Legolas and Gimli on horseback

Early in The Two Towers, Aragorn, Legolas and Gimli must travel across the land of Rohan, with Dwarf and Elf riding together to meet Theoden. Michael Perry beautifully crafted this miniature, and we asked Kirsten Mickelburgh how she went about painting the model.

PREPARATION

The two halves of the horse were assembled and glued together, with a little Green Stuff used to fill any gaps. To finish off, Legolas' arm was then glued in place.

Once the model was ready for painting, an undercoat was sprayed on using Chaos Black spray. When you're spraying a model, make sure you cover the model thoroughly, but be careful not to obscure the details by overloading it with paint.

THE HORSE

Codex Grey was applied as a basecoat to the horse's body. The first highlight was an equal parts mix of Fortress Grey and Codex Grey. This was followed by Fortress Grey, with a successive highlight of Fortress Grey and Skull White, and a final highlight of Skull White.

The horse's halter was painted with a basecoat mix of equal parts Bestial Brown, Chaos Black and Blazing Orange. A thinned wash of equal parts Brown and Black inks was applied as a wash over this. A small quantity of Bleached Bone was added to the original basecoat mix and applied as a highlight. To finish off, a glaze of equal parts Brown and Black inks was thinned down further and applied over the top of the halter.

FINE DETAIL

Chaos Black was painted onto the hooves. This was first highlighted with Scorched Brown, followed by a mix of equal parts Scorched Brown and Bleached Bone.

The muzzle and lower legs were painted Codex Grey, and then an equal parts mix of Codex Grey and Chaos Black was applied to the recesses. This was then blended from dark to light.

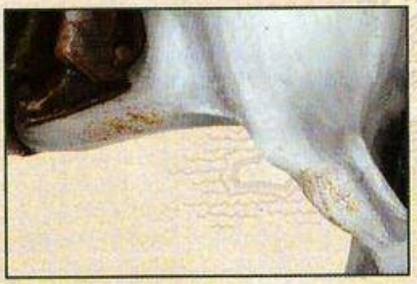
The mane and tail were painted Chaos Black. This was first highlighted Codex Grey, followed by Fortress Grey, with a final highlight of Bleached Bone.

Equal parts of Scorched Brown, Chaos Black and Red Gore were mixed and applied to the head guard of the horse's halter, the saddle front and edging. This was then given a thinned wash with an equal parts mix of Brown and Black inks. This was highlighted with a small amount of Bleached Bone which had been added to the original basecoat mix, and the Brown and Black inks mix was thinned further and then applied as a glaze.

FINISHING TOUCHES

The harness, fastenings and bit were painted with a mix of equal parts of Scorched Brown and Shining Gold and then highlighted with Shining Gold. A final highlight of an equal parts mix of Shining Gold and Mithril Silver was then applied.

Finally Scorched Brown, Bestial Brown and Bleached Bone were applied as mud splatters on the legs and body. Marks of sweat were added using a small amount of Bubonic Brown and then finished off with Bleached Bone on the shoulders and rear leg muscles.



LEGOLAS: PAINTING THE MODEL

Legolas' skin was painted with an equal parts basecoat mix of Bestial Brown and Dwarf Flesh. Dwarf Flesh on its own was applied as the first highlight, followed by Elf Flesh and finally Skull White.

Equal parts of Shadow Grey and Chaos Black were applied as a basecoat to the undershirt with a small amount of Bleached Bone being added to the original mix for the highlight stage.

The leggings were painted with a basecoat mix of equal parts of Dark Angels Green, Scorched Brown and Shadow Grey. A highlight was applied after adding a small amount of Bleached Bone to the original mix, and then a small amount of Skull White was used as a final highlight. Brown Ink was watered down to make a glaze that was applied over the top of the leggings.

Legolas' boots and arm bracers were painted using a basecoat mix of equal parts Scorched Brown and Chaos Black, and then highlighted with Bleached Bone. Equal parts of Black and Brown inks were mixed and, after mixing with equal parts water, this was applied as a glaze.

Scorched Brown, Dark Angels Green and Chaos Black were mixed together in equal parts to paint the jerkin. Equal parts of Goblin Green and Codex Grey were added to the basecoat mix for subsequent highlight stages. Lastly, a glaze of equal parts of Black, Brown and Green inks was applied.

FINE DETAIL

A mix of equal parts, Snakebite Leather and Codex Grey was applied as a basecoat to Legolas' hair. This was highlighted first with Bleached Bone and then a small amount of Skull White.

The bow was painted with an equal parts basecoat mix of Vomit Brown, Codex Grey and Chaos Black. A small amount of Bleached Bone and Codex Grey was added to the mix applied as a highlight.

FINISHING TOUCHES

The straps across Legolas' chest were painted with a mix of equal parts of Scorched Brown and Chaos Black and then highlighted with Bleached Bone. The straps on his stirrups were painted with an equal parts mix of Chaos Black and Codex Grey. Shining Gold was then applied to the edging of the stirrups.

GIMLI: PAINTING THE MODEL

Gimli's skin was painted with a basecoat of equal parts of Dark Flesh and Dwarf Flesh. Dwarf Flesh was then applied as a first highlight, finishing off with Elf Flesh.

His jerkin was painted with a basecoat of three parts Chaos Black to two parts Scab Red. Scab Red was then added to this to bring the mix to approximately two parts Chaos Black to three parts Scab Red, for the next highlight stage. A final highlight of Scab Red was then applied before the model was given a glaze with Brown Ink.

A basecoat mix of two parts Chaos Black to three parts Scab Red was applied to the trousers area with Scab Red being used for the highlight stage. A small amount of Codex Grey was added to Scab Red and applied as a final touch.

FINE DETAIL

The beard was painted a basecoat of equal parts of Scorched Brown and Snakebite Leather, with a small amount of Scab Red, then highlighted using Bleached Bone which had been added to the original mix.

The leather part of Gimli's helmet was painted a basecoat of three parts Chaos Black to two parts Scab Red. Scab Red was then added to this to bring the mix to approximately two parts Chaos Black to three parts Scab Red, for the next highlight stage. This was followed by with a final coat of Scab Red and a Brown Ink glaze to finish off.

Gimli's chainmail armour and axe head were painted Boltgun Metal and highlighted with Chainmail. A mix of equal parts of Brown and Black inks was washed over the top of the axe shaft.

FINISHING TOUCHES

The metal area of Gimli's helmet and his axe shaft were first painted Tin Bitz. A highlight of Brazen Brass was applied followed by Shining Gold. A wash of Brown Ink was then applied over the top. A final highlight of equal parts of Shining Gold and Mithril Silver was applied to finish this section.

The bracers and greaves were painted two parts Scorched Brown and one part Chaos Black. A small amount of Bleached Bone was added to the original mix to highlight them. Finally a Brown Ink glaze was applied over the top of the bracers to finish off.

LEGOLAS' AND GIMLI'S CLOAKS

Both cloaks are painted the same. Equal parts of Goblin Green and Codex Grey were mixed with a small amount of Chaos Black and then applied to the cloaks as a basecoat. They were then highlighted with Codex Grey. Equal parts of Brown and Black inks were applied next, followed by a final highlight of Codex Grey.

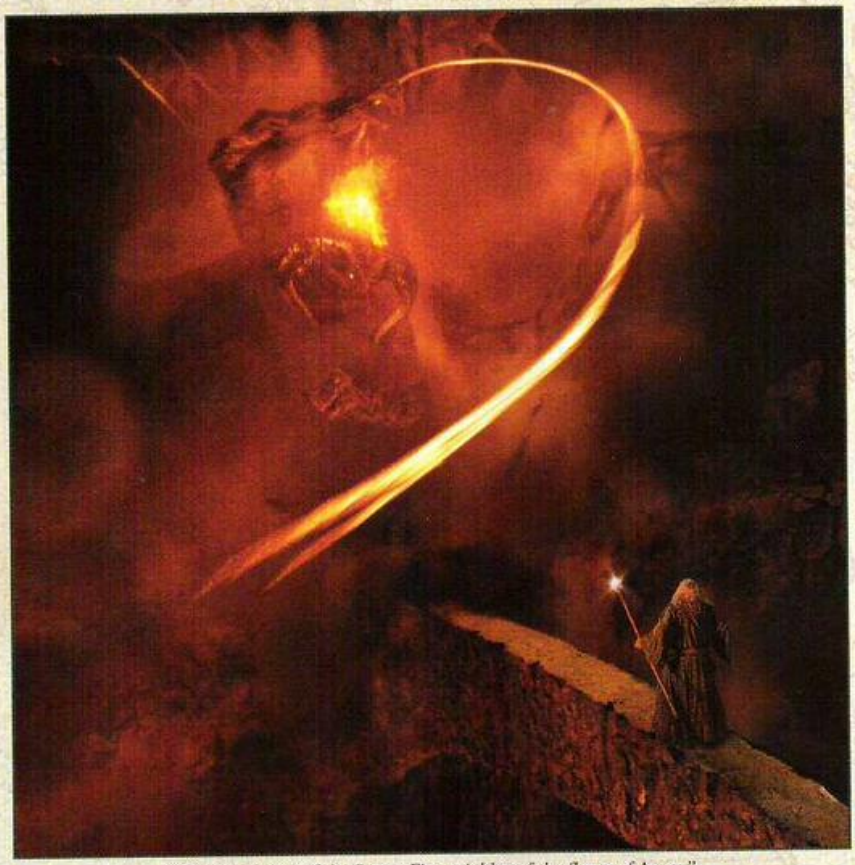
Equal parts of Bestial Brown and Chaos Black were drybrushed onto the cloaks and boots as weathering. These were finished off with Bestial Brown.

Legolas' elven eyes buy precious seconds as the Warg Riders launch a surprise attack.

DUEL ON ZIRAK-ZIGIL

Matthew Ward has designed rules for recreating the final confrontation between Gandalf the Grey and the Balrog on the peak of the mountain of Zirak-Zigil.

A The Lord of The Rings Mini-game



"I am a servant of the Secret Fire, wielder of the flame of Arnor."

After the confrontation on the bridge of Khazad-dûm, Gandalf and the Balrog fall into the abyss below. Such is the power within these individuals, the fall is not sufficient to slay them, and their battle continues as they fall into the dark below Moria. After plummeting for what seems to take forever, their descent stops as they plunge into the pool at the bottom of the abyss. Its fire extinguished, the Balrog flees up the Endless Stair, the edifice that connects the deepest depths with the very pinnacle of Zirak-Zigil, with a weary Gandalf in pursuit. The battle continues as the two adversaries approach the summit. On the peak of Zirak-Zigil, the contest is decided as Gandalf draws upon his inner reserves and clashes one last, fatal time with the dark servant of Morgoth.

WHAT YOU WILL NEED

Duel on Zirak-Zigil is played in a circular playing area, 30" (60cm) in diameter. You do not need to create a special board for this game unless you wish to, simply mark out the boundaries of the playing area onto your gaming board using string.

The Good side has Gandalf the Grey.

The Evil side has the Balrog.

SETUP

The playing area represents the uppermost peak of the mountain Zirak-Zigil, where Gandalf and the Balrog hold their final titanic battle. The peak actually slopes outwards from the centre of the board, which represents the pinnacle of the mountain, but for the sake of simplicity a flat board scattered with rocky outcrops and debris represents this.

The Evil player deploys the Balrog 6" in from the edge of the board. When he has done so, the Good player deploys Gandalf 6" in from the edge of the board and immediately opposite the Balrog.

SEQUENCE OF PLAY

1. Priority phase
2. Action phase

THE PRIORITY PHASE

Good automatically has priority on the first turn. On subsequent turns both players roll a dice. The player who rolls the highest score has priority and will act with their model first. If the dice roll is drawn, priority automatically transfers from one side to the other – the side that had priority in the previous turn will always lose it on a tie.

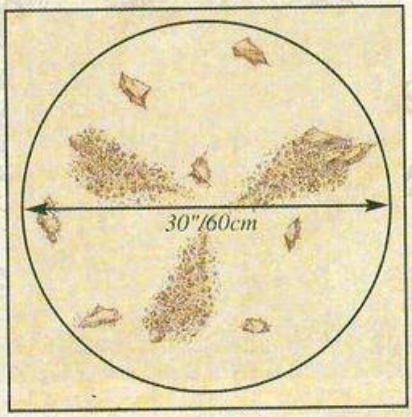
THE ACTION PHASE

There are three different things that each player can do in the Action phase, starting with the player who won priority. These can be done in any order but each can only be done once per turn. Once the player with priority has finished his actions, the other player may act.

1. Move
2. Cast a spell
3. Make a close combat attack

MOVE

Both characters move D6" (2D6cm). This represents both the fact that they are fatigued and the uneven footing on the mountain peak. Characters may never move through other characters or the debris and other terrain features. Should a character roll a '1' whilst rolling for movement, that character has slipped on the treacherous ground and slides down the mountain (see Sliding Down the Mountain).



CASTING A SPELL

Both the Balrog and Gandalf have a small array of magic powers that they can use, and these are detailed on their profiles below. Each character may use a single power at any point during their turn.

CLOSE COMBAT ATTACKS

A character may make a close combat attack if it is in base-to-base contact with its enemy. The Balrog causes 2D6 damage in close combat, whilst Gandalf causes D6 damage on the Balrog.

SLIDING DOWN THE MOUNTAIN

Both Gandalf and the Balrog have come to the peak up the Endless Stair, constructed by the Dwarves long ago. The footing on the mountain itself is difficult and the terrain below the peak is assumed to be too treacherous to easily tread. If a model slides down the mountain as a result of movement or from falling down at the end of a combat they are moved D6" (2D6cm) directly towards the edge of the board.

If a character moves off the playing area for any reason they are assumed to have fallen to their death far below.

OBJECTIVES

The Good side wins if the Balrog falls off the mountain or is reduced to 0 wounds.

The Evil side wins if Gandalf falls off the mountain or is reduced to 0 wounds.

THE COMBATANTS

GANDALF

Move D6" (2D6cm)
Wounds 20

Special Rule
5+ save against each wound suffered.

Magic Powers
Gandalf may spend up to 2 Power points each turn. Each point of Power allows him to:

- Cast a spell (once per turn)
- Re-roll a save (once per save)

SPELLS

Sorcerous Blast.
Summoning his reserves of power, Gandalf propels a bolt of pure energy at the Balrog, striking it with great force and knocking it backwards.

Range: 6" (12cm)

If Gandalf casts a Sorcerous Blast at the Balrog it takes D3 wounds and is pushed backwards D3" (D6cm). Gandalf can cast Sorcerous Blast with an additional point of Power and instead do D6 damage to the Balrog (the Balrog is still only pushed back D3"/D6cm).

Revive
Bones re-knit and wounds close as Gandalf focuses his magical energies on himself.

Range: Self

Gandalf instantly regains D3 wounds. Gandalf can cast Revive with an additional point of Power to instead heal D6 points of wounds.

BALROG

Move D6" (2D6cm)
Wounds 40

Special Rule
Regenerates a single wound at the end of each turn on a D6 roll of a 5+.

Magic Powers
The Balrog has 1 Power points per turn. Each point of Power allows it to use one of the following abilities each turn.

SPELLS

Stomp
The mountain shakes as the Balrog drives his foot into the ground with all his might.

Range: Battlefield

Gandalf and the Balrog are struck by shards of stray debris and both take D3 wounds.

Flame Breath
The Balrog breathes a burning cloud of flame that quickly envelops Gandalf in its folds.

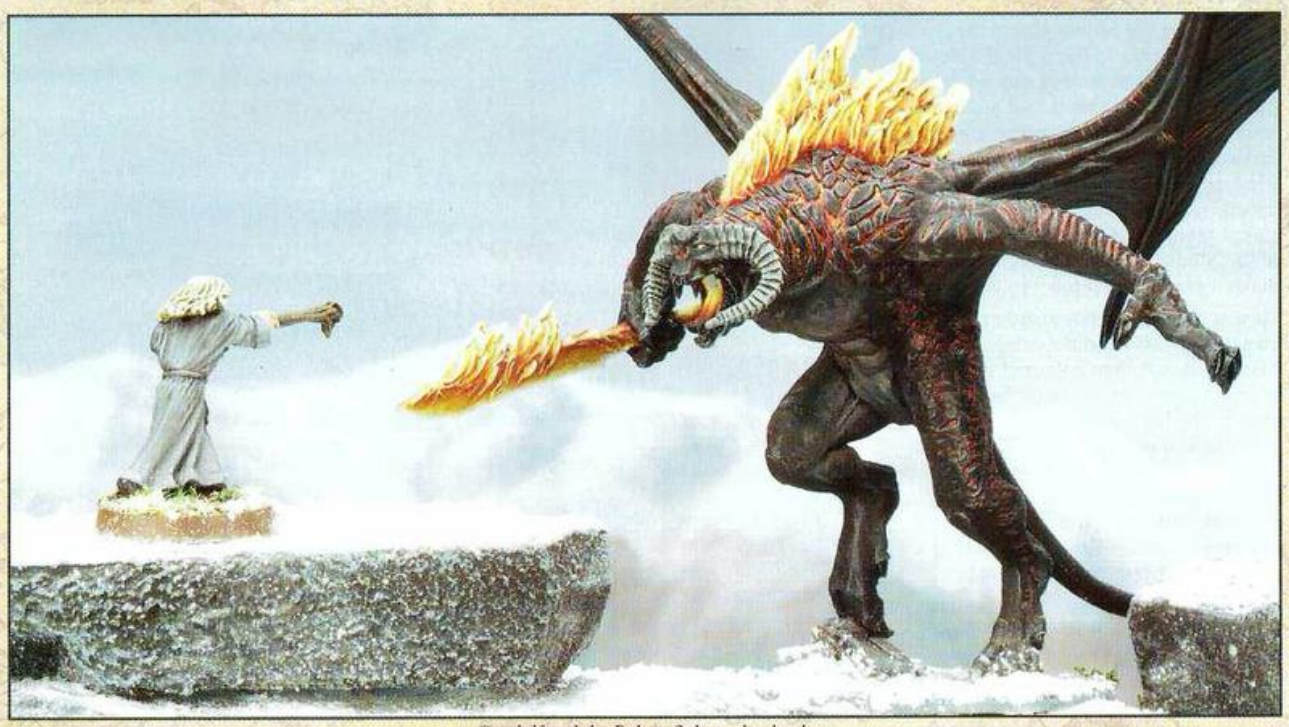
Range: 6" (12cm)

Gandalf takes D6 wounds.

Lash
The flickering coils of the Balrog's whip arcs out and drags Gandalf closer to the Balrog.

Range 6" (12cm)

Gandalf is moved D6" (2D6cm) towards the Balrog.



Gandalf and the Balrog fight to the death.

FROM SHADOW AND FLAME

Daren Parrwood's Light-up Balrog

We see many fantastic model conversions each year, but none caught our attention quite like this amazing illuminated Balrog, made by our own Daren Parrwood. You may remember Daren's previous The Lord of The Rings dioramas from issue 274.

Daren Parrwood

"The idea came about during a conversation with Fanatic sculptor Mark Bedford last Christmas. We had recently gone to see The Fellowship of The Ring, and had talked in particular about how great the Balrog looked on screen. We thought it would be a great idea if they produced a model of the Balrog that lit up and the more I thought about it, the more I felt it would be possible for me to make such a model myself.

"Working in the Mould Room meant that I had access to the orginal moulds used to create the Balrog miniature, and I had also recently produced a clear resin model of Frodo, representing how Frodo looks whilst wearing the One Ring, which gave me the confidence to try and complete such an ambitious task. I talked to a few of the managers in the Studio and they thought it would make a great little project to do.

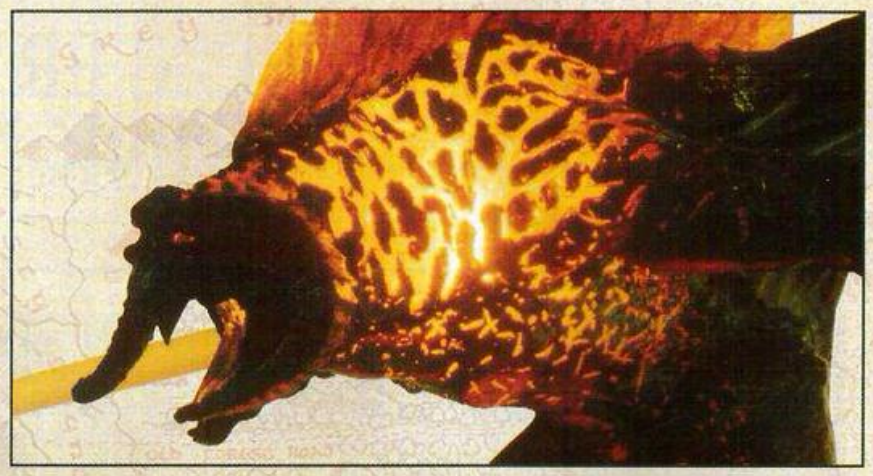
"It was essentially put together using clear resin cast from the original moulds. It was then coloured with orange to provide the basis for the flame effect. The bulk of the Balrog's body was blacked out to stop the light from escaping out of the entire model, and limiting it to areas of the model, such as the neck and facial features, that appeared to be on fire on the Balrog's body in the film.

"The only part of the model that was built from scratch was the whip, and that was a simple piece of clear resin, coloured in exactly the same manner as the main body of the Balrog.

Daren Parrwood's Balrog in all its illuminated glory

"All in all, it didn't take that long to do, around 2 or 3 days. The only really difficult part was the hollowing of the model to get the lighting fitted. I was really pleased with the reaction to it in the Studio. People were really impressed and asked how I got it to light up so well.

"Right now I'm working on several different things in the Mould Room. I'm doing the moulds for a couple of things for Forge World at the moment, but I'm finding time to work on my next The Lord of The Rings project, which is going to be a diorama featuring the Riders of Rohan. I'm not going to be doing any illuminated parts, though so I think that this one's going to be pretty straight-forward to be honest!"



"To fit the lighting system into the body, parts of the model were hollowed out, not only to provide the space to house the light bulb and wires, but also to allow extra light to shine through the model. The largest amount of hollowing was in the neck, where the light needed to be at its most prominent. The arms also had some hollowing done to them. The lighting system simply consists of a small, single light bulb, positioned in the Balrog's neck, attached to a battery housed in the base of the model. The wires were fed down from the light bulb, through a hollowed-out part of the Balrog's legs, to the base."

"The mouth served a very important purpose on the model. The biggest concern that I had was that if the light was left on for a prolonged period, it would cause the clear resin to melt, distort, or slowly-but-surely warp out of shape. The mouth needed to act as a kind of exhaust vent for any excess heat that would build up in the body of the model. It required quite a bit of extra hollowing out, but it does the job perfectly. When I came to paint it, I blackened out everything but the eyes and nose, so that the light shining out of these points would look more dramatic."

"The base was actually quite time-consuming to do. The flames were initially sculpted using Green Stuff, leaving a gap for the Balrog model to stand in. Once they had set sufficiently they were then cast up and turned into a mould. A clear resin version was then produced and coloured in an identical manner to the rest of the model. I then put a small modelling light bulb underneath the flames, so that when the light was turned on, you would get a nice, warm firelight effect on the Balrog model. Finally, I used a nice, simple wooden base to house the batteries and switch of the lighting system, and to stand the model on."

THE HOUR IS LATER THAN YOU THINK

This month Matthew Ward confirms his allegiance to the evil forces of Sauron and shares with us his thoughts and tactics for getting the best from the varied dark forces of Isengard.

Tactics for using the forces of Isengard

As part of the continuing series of tactics articles, this month I've decided to focus on the forces of Isengard. Whether you're building an army for a tournament, or purely as an alternative 'points match' battle for one of the many scenarios, there are plenty of options available to you as a general of the White Hand. As there is such a large range of troops to hand for an Isengard general, I've also tried to look at the army from a 'characterful' perspective and look at the force on its own merits, rather than as part of the forces of Evil as a whole. Generally speaking, the army of Isengard can be quite versatile and it does really depend on your own personal preference as to how a force should fight. If you enjoy the freedom and flexibility of a fast cavalry force, you can concentrate on fielding Warg Riders. If you prefer a swarm of infantry, you can instead field a mostly Orc or Dunlending force or go to the other extreme and marshal an elite band of Uruk-hai. However you choose to assemble your force you'll find that the forces of the White Hand are more than capable of leading you to victory!

As with all the forces in The Lord of The Rings, the denizens of Isengard can be split into two main categories: Heroes and Warriors. Let's start by taking a look at the Heroes available to you:

Saruman, the master of Isengard.

SARUMAN

Saruman, the White Hand, is the power of Isengard. Fallen wizard and former head of the coalition against Sauron, Saruman is the key behind most Isengard armies. Although he has a relatively limited repertoire of magical powers, he is still a powerful spellcaster and is an incredibly valuable support for your main army. His Sorcerous Blast is a useful way of walloping inconvenient enemies, whilst the slightly subtler Immobilise can be used to great effect in weakening the enemy force at key moments. Better still, at 3 Wounds and Defence 5 he is fairly robust for a non-combat character, and can be trusted to shake off the majority of enemy attacks.

LURTZ AND SHARKU

Lurtz and Sharku both fulfil pretty much the same role in your Isengard force – it really does just become a question of where you want your focus to be. As with many named Evil characters, the only real difference between this unlovely pair and a captain of the same race is the extra point of Might. However, even if you don't consider the extra point of Might enough of a reason to choose these gentlemen, there is something to be said for having named characters over generic captains. If you're looking to choose between them the best thing to do is to take a look at the force you are assembling. If you're looking to field a mobile, Warg Rider based force, then Sharku is probably the Orc for you. Alternatively, if you're looking for a character who can provide a lot of extra muscle behind a mostly infantry force, then Lurtz is almost a must. One final point that is worth mentioning is that Lurtz is the only Uruk-hai who comes with heavy armour, allowing him to remain Defence 6 whilst using both a bow and shield. This makes Lurtz a very flexible character indeed.

CAPTAINS

There are three kinds of captain available to a thematic Isengard force: Uruk-hai, Orc, and Dunlending. Although there are various pros and cons as to which you choose for your force, personally I would always stay with the theme – if your army is heavily Uruk-hai based, field Uruk-hai captains, and so on. Although not as glamorous as named Heroes, captains can be daunting opponents for regular troops and can nicely strengthen your force. As with all Heroes, it can be tempting to use your Might to influence dice rolls. Fight the temptation! Heroic moves win games, and this is where your captains are most useful.

WORMTONGUE

A final mention should go to the devious Grima Wormtongue. While not a combat character, you should not underestimate the effect he can have on your opponent. Because enemy Heroes must expend twice as much Might to influence dice or initiate heroic actions within 6" of Grima, he can get very annoying, very quickly. The best use I've found for Grima is to keep him as close to your main attack as possible – this means that your opponent will have to think very carefully about how they spend their Might. Heroic actions can change the course of the game, and using Grima to make them pay double for every action can give you the edge in manoeuvrability.

With your characters chosen and arrayed for battle, it's time to think about the warriors you want them to lead. Isengard is blessed with a fairly wide variety of warriors and can draw from Uruk-hai, Orcs, and Dunlendings.

URUK-HAI

Uruk-hai are amongst the toughest and strongest creatures in Middle-earth. Consequently they are quite expensive to field, weighing in at 11 points for each warrior equipped with either a shield, a pike or a crossbow. However, Uruk-hai do repay your investment; Men are no match for them in combat, and only the martial skills of the Elves can defeat them blade against blade. The equipment options available to the Uruk-hai mean that you can choose either to use them in large, ordered groups (shields or crossbows backed up by pikes) or as a more flexible skirmish-line (bows and shields). I generally find that a mixture of the two is generally the most effective. As Uruk-hai are currently the only troops able to be equipped with pikes you can, with some careful manoeuvring, bring three or more Uruk-hai to bear on a single enemy – even mighty Heroes such as Aragorn can be taken out in this way.

Special mention should be given to the Uruk-hai Berserkers. Armed with long swords that they can use either as a single-handed or two-handed weapon, and with a mighty 2 Attacks, Berserkers are your weapons of choice for breaking enemy resistance. With their Uruk-hai Strength of 4 and Defence of 6, they are every bit as hard as your regular Uruk-hai, but hit just that little bit harder. It can be tempting to use your Berserkers to headhunt characters, but they are much better used against regular troops first. When the enemy warriors have been thinned, you can then gang your Berserkers up on an unsuspecting Hero, and by using a mix of single-handed and two-handed attacks, you can easily dispatch them from the battlefield.

ORCS

Though not as numerous in the forces of Isengard as the Uruk-hai, Orcs do have their role to play. Coming somewhere between Dunlendings and Uruk-hai in terms of resilience and strength, Orcs do not immediately appear to add anything of any real value to your Isengard force. However, because Orcs can have quite a high Defence for considerably less cost than Uruk-hai, they can be used to increase the size of your force without compromising its survivability. Where Orcs really come into their own though is when they are fielded as Warg Riders. Warg Riders are almost an essential for your army of Isengard, giving it a fast, hard-hitting force. I've discussed general cavalry tactics in an earlier article, so I won't repeat them here, but at the same cost per warrior as an Uruk-hai, it is always worth fielding at least one or two of these feral creatures.

DUNLENDINGS

Last, but not least, we come to the Dunlendings. Poorly armed and armoured, these warriors are often shunned by Isengard generals, but the truth is that Dunlendings are worth their weight in gold! Unfortunately, because of their low Defence and relatively high points cost, Dunlendings do not make an efficient arrow screen (they generally only stop one arrow before expiring). Instead, I've found the best way to use Dunlendings is to keep them in reserve and throw them into combat wherever an Uruk-hai needs backup or a hero can be trapped. Alternatively, when you get to grips with your enemy, you can use the Dunlendings to neutralise any control zones that prevent your Uruk-hai from charging your real targets, such as enemy Heroes. I always attempt to pair an Uruk-hai with one or more Dunlendings, just for the extra dice it yields in combat.

The might of Isengard, ready for war.

TACTICS OF THE WHITE HAND

We've taken a look at the forces available to you in your goal of crushing the world of Men, so now let's take a look at some of your options for fielding them.

COLUMN

A good tactic for a mixed Isengard force, the Column is composed chiefly of pike-armed and shield-carrying Uruk-hai ranked up with shields to the front and two ranks of pikes behind. The back ranks of the Column are filled up with Dunlendings and Orcs which lap around the sides of the enemy once the Column is engaged.

The Orcs and Dunlendings don't have to win their combats, but merely prevent enemy spearmen from supporting their friends. With three Uruk-hai on each enemy, it's highly unlikely that you can lose. By using the odd Warg Rider or Saruman's spells to deal with stray enemies, you'll find that the Column can quite happily plough through anything in its path. In some scenarios you may find that the Column doesn't have the manoeuvrability to be truly effective, but bear in mind that you can alter the formation into something more suitable whenever you like.

SKIRMISH CHAIN

A Skirmish Chain is possibly the most straightforward tactic to use. By keeping a loose formation for your troops yet making sure that they are close enough to each other to give support (I've found that 2"-3" is ideal) you can cover an awful lot of ground and keep your tactical options open. Once more, because of the wide variety of troops you can field, the army of Isengard comes into its own in a Skirmish Chain. By taking mostly Orcs and Dunlendings you can field enough troops to make either a very long chain or a chain with two 'ranks'. You can then intersperse Uruk-hai and Berserkers along the length of the line to give the weaklings an extra push in combat. Against Elves you'll generally find you have more troops so you can nullify their high Fight by outnumbering them, while against Men you'll have roughly the same numbers and can use the high Fight of your Uruk-hai to cut the odds down to your liking!

ENVELOPING SKIRMISH CHAIN

A more interesting form of the Skirmish Chain involves using Warg Riders instead of Uruk-hai. You can, of course, use the Wargs in the same way you would the Uruk-hai – adding extra weight to your line. However, a very effective thing to do, especially against a less numerous Skirmish Chain or an Infantry Square, is to send your Wargs around the flanks and rear when your attack closes – once more you rob your opponent of his spears and hopefully trap his models to give you double strikes. An added bonus to this formation is that your Warg Riders can nicely protect your flanks and keep those wretched enemy cavalry at bay.

PINCUSHION

The final tactic I like to use with my Isengard forces is the Pincushion. Not surprisingly, this consists almost entirely of crossbowmen and pikes, the crossbowmen at the front and the pikes behind. Although effective, the pincushion is an almost entirely defensive formation, relying on reducing the enemy numbers as far as possible with crossbowfire before they charge in. Using a Pincushion can be a risky business; none of the troops can have shields so they are limited to Defence 5 – which can make all the difference against Elven bowfire. Also, because crossbows cannot move and fire, you give away a lot of your tactical flexibility by committing to this formation – if you then change your mind and have to redeploy, those crossbows are just so much firewood until you have finished redeploying. One final point to bear in mind when using a Pincushion is enemy flank attacks. If the enemy rob you of your pikes, you're likely to be in trouble – even weakling Men only need 5's to kill an Uruk-hai crossbowman or pikeman...

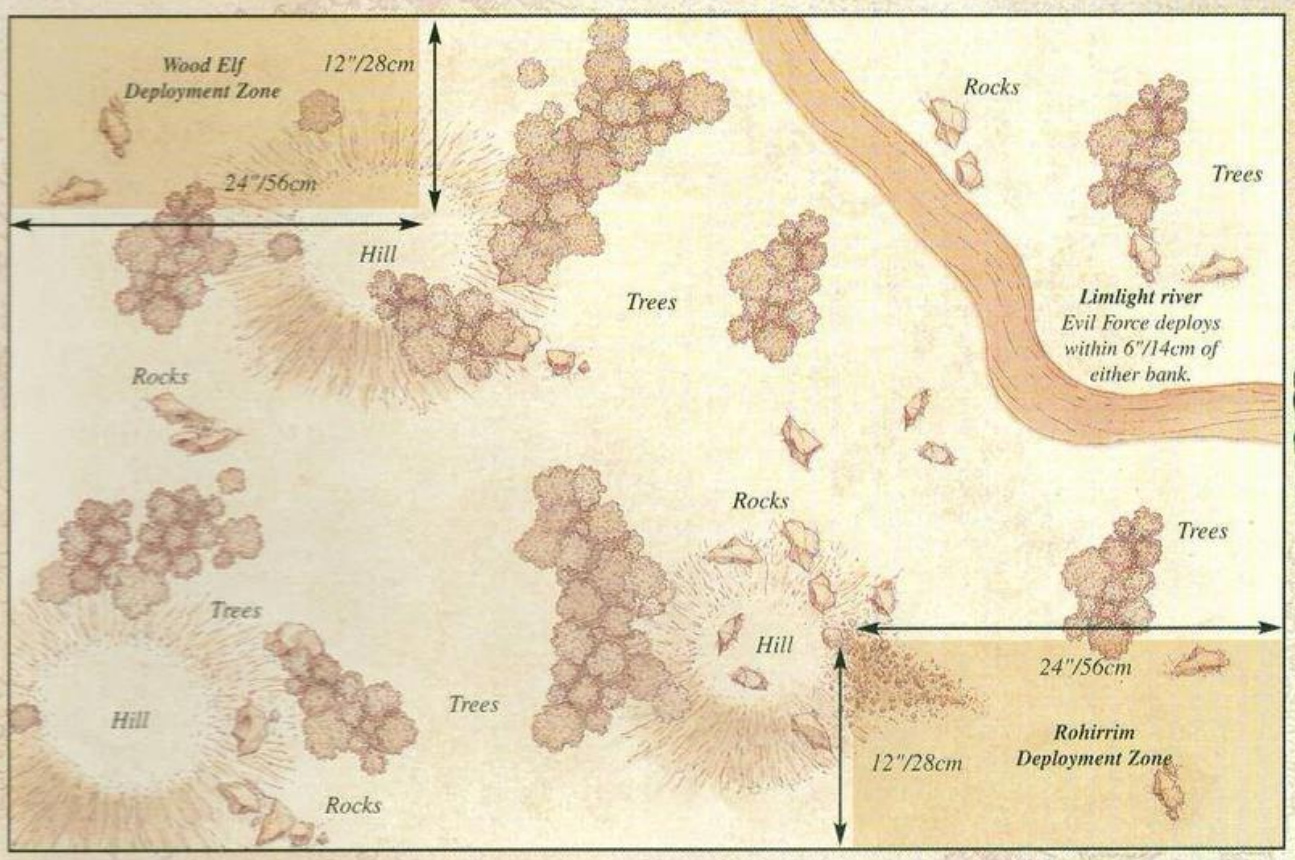
A FINAL THOUGHT

With the range of troops and character options available to you as a general of the White Hand, you'll probably already be thinking of different ways to combine them to the detriment of your foe. Ultimately, as with any force (or any game for that matter) it is important to assemble a force that suits you. You don't need to dive into something entirely new – start with a force and a tactic you are comfortable with and try new ideas over time. For example, begin with the Uruk-hai force in The Two Towers box set. Once you're comfortable with them, add a few Warg Riders to the mix to give some speed and flexibility. Later on you may want to bulk out your force by adding in a few Orcs and Dunlendings – but whether you want to field a tight, elite, force or a sprawling horde, Saruman will provide.

As part of this article I've included a new scenario 'A New Power is Rising' which uses the entire range of warriors available to an Isengard general. Hopefully this will give you the opportunity to put to the test any new ideas I may have sparked – just don't get carried away with the character of the army – eating manflesh is much frowned upon these days.

The Orcs and Dunlendings quickly fall upon the flanks of the Gondorian defensive line as the Uruk-hai column rolls forward.

SCENARIO – A NEW POWER IS RISING



DESCRIPTION

With his army assembled, Saruman begins his reign of terror over the lands of Rohan. Raiding parties of Orcs sweep back and forth across the Wold, the Westfold and the Eastfold. As farms and villages are razed, their inhabitants slaughtered, it soon becomes clear that Saruman will not rest until the land of Rohan is no more.

The famed Riders of Rohan do what they can to prevent this destruction, but with Theoden drained of his resolve there is little aid from the throne of the kingdom. What makes the raids more devastating is the presence of the newly created Uruk-hai within each group. Larger and more ferocious than their smaller cousins, the Uruk-hai seem to know no fear, and through sheer anger and intimidation keep the Orcs fighting for longer.

Heedless of the danger of confronting such a large force with so few, Eomer pursues an army of The White Hand northwards, seeking to avenge his fallen countrymen. Fortunately for him, the Wood Elves of Lothlorien have long observed the Isengard force as it heads north. Aware of the possibility that the Orcs will attempt to attack Lothlorien should they remain unhindered, Galadriel sends a force south to assist the Rohirrim in their vengeance.

PARTICIPANTS

The Good side consists of a Captain of Rohan, 1 Wood Elf Captain, 6 Wood Elves with armour and bow, 6 Wood Elves with bow, 6 Wood Elves with armour and two-handed sword, 10 Riders of Rohan, and 10 Warriors of Rohan with shield.

The Evil side consists of 1 Uruk-hai Captain, 5 Uruk-hai with shield, 10 Uruk-hai with pike, 5 Uruk-hai with crossbows, 4 Warg Riders with throwing spear and shield, 5 Orcs with shield, 5 Orcs with Orc bows, and 10 Dunlendings.

POINTS MATCH

If you want to play this scenario with different forces, choose 400 points of troops for each side.

LAYOUT

This scenario is played on a board 48"/120cm by 72"/180cm. The Limlight river flows through one corner of the battlefield (see map). This counts as difficult terrain but can be crossed. The rest of the board should be covered with a few hills and occasional trees.

STARTING POSITIONS

The Evil player deploys his force within 6" either bank of the Limlight. The Good player then deploys the Rohirrim within the Rohirrim deployment zone (see map) and the Wood Elves within the Wood Elf deployment zone.

OBJECTIVES

The Good side wins if all of the Uruk-hai are slain.

The Evil side wins if it reduces either the Wood Elves or the Rohirrim to 25% strength or below (see below).

SPECIAL RULES

Unwilling: Orcs are not naturally brave creatures, and faced with such a large enemy force it is only the leadership (and threats) of the Uruk-hai warriors that keep them in the fight. Accordingly, should all of the Uruk-hai be slain, the remaining Orcs will flee the battlefield and the Good side will win.

Twin Assault: The Rohirrim have little or no faith in the inhabitants of Dwimordene (as they refer to Lothlorien). Likewise, the Wood Elves consider the resolve of the race of Men to be lacking and put no faith in their staying power. To represent this, each force is considered separate for the purposes of determining whether they have been reduced to half strength or not for the purposes of Courage tests.

The Saurus Cavalry leads the charge against the forces of Chaos.