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WHITE DWARF

283 July 2003

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EDITORIAL

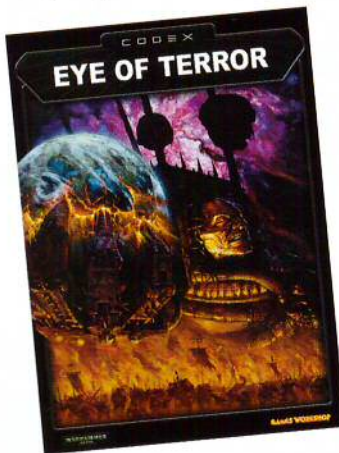
EYE OF TERROR

Well, it seems as if I've been banging on about it for ever but it's finally here – the Eye of Terror worldwide campaign is now upon us!

All that time spent building a new army for this cataclysmic event, adding new units to your favourite force or making new terrain for your forces to fight over won't be in vain – we have a superb campaign for you and a few surprises too. The Third war for Armageddon campaign run in 1999 was a great campaign but the Eye of Terror promises to be even better.

It won't have gone unnoticed that the Archfiend, Abaddon the Despoiler, is launching his Thirteenth Black Crusade as he attempts to do what his predecessor, the Warmaster Horus, could not – to cripple the Imperium of Mankind. Launching his attacks directly on the strategically vital Cadian system, his vile traitors will be swarming and writhing across many sectors intent on destroying all in their path.

The Imperium and their allies are in danger of being swept away as this torrent of hate and depravity surges towards them. They will fight with their faith in the Emperor undiminished and with His will burning bright in their heart, surely they will prevail?



This is a massive event in terms of the future of the Warhammer 40,000 universe and the ramifications will be felt across the galaxy. Even the distant Tau Empire will have to deal with the fallout of this campaign as will Ork, Tyranid and Necron players...

HOW DO I GET INVOLVED?

Well, your first port of call should be the Eye of Terror campaign website:

www.eyeofterror.com

This site will have stacks of information about the campaign as it unfolds and is the place you'll be entering your results as you try to smash the weakling Imperium or drive off the Traitorous scum (depending on your viewpoint, of course...).

One distinct difference between this campaign and those that have preceded it is that all results will be posted through the website. There will be no postal results, so please don't send us any! On the other hand, we'd love to see pictures of your games and hear about how they went, so please send those in.

WHAT'S NEXT?

Get playing! This summer will see a huge upsurge of Warhammer 40,000, Battlefleet Gothic and Epic 40,000 gaming as players across the world try to influence the campaign. Make sure you regularly visit the website as we'll be adding new information all the time and the state



of the campaign will fluctuate much more than it did in the Armageddon campaign.

Of course, we'll be supporting the campaign here in White Dwarf. Expect plenty of articles on painting and playing with the forces in the Eye of Terror campaign and stacks of background too.

So, what are you waiting for? Muster your troops and do battle!

ROUND-BASED NONSENSE?

For those of you who staunchly stick to your square bases and much prefer swords and sorcery to lascannons and Land Raiders all is not lost – we'll still be bringing your lots of great Warhammer articles. For a start, you'll have noticed that bagged with this issue is the Paths to Glory booklet. This is a compilation of the best articles seen in White Dwarf about how to play with Chaos Warbands. Also included are all-new rules for including Beasts of Chaos in your games as well as a few clarifications to the rules. So, whilst all around you are wracking Imperial held territory or cleansing the Emperor's planets of heresy you'll have plenty to keep you busy...

Until next month,

Paul Sawyer

Editor



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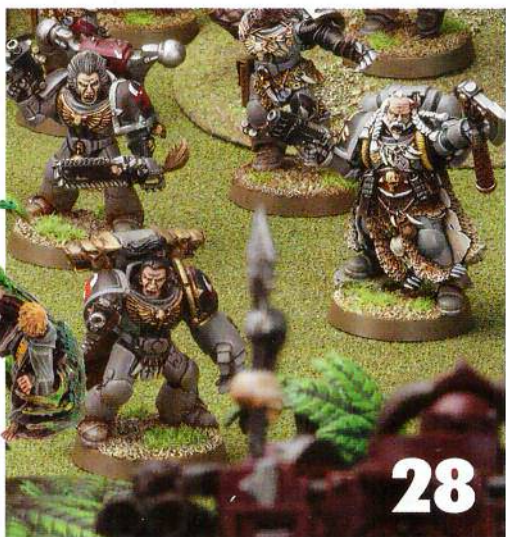


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MAN BECOMES BEAST..



"Deep within the dark and twisted forests dwell countless horrifying and deadly creatures – tainted beasts warped by Chaos. The Beastmen are a plague on the civilised races, preying on the weak and striking without warning in a rampage of killing and destruction before disappearing into the protective darkness of the wilderness. All manner of mutated and blood-hungry creatures join these raids – towering, nightmarish beasts whose whole existence centres on the rush of blood that comes during the slaughter."

When most people of the Old World think of Beastmen, they imagine the savage creatures of the great forests of the Empire, especially in the Drakwald and the Forest of Shadows where it is at its darkest and most impenetrable. They think of monsters that bear the shape of Men crossed with cattle or goats or vermin. And as long as they do not travel far from the Old World, there is no reason for them to believe that things are otherwise elsewhere.

However, it would be wrong to assume that the power of Chaos is as uniform and predictable as to mould

its children into the same shape the world over. Chaos is, by its very nature, inconsistent and malleable and, just as it has an effect on the world it passes over, the world in turn influences Chaos. Beastmen exist in many places besides the Old World and invariably display characteristics that reflect their habitat and the fears and legends of other inhabitants of the land.

Next month sees the launch of the new *Beasts of Chaos* army book, along with many new miniatures with which to build your own army of chaotic ferocity. Prepare for war...



THE WINDS OF MAGIC

● Unleash the fury of The Winds of Magic, the first expansion to the WarCry Collectable Card Game (CCG)! Power cards abound in this all new 120-card set that turns the game of WarCry on its edge. This set introduces the full rules on how to add the power and wonder of magic to your WarCry deck.

Wizards, Shamans, Runesmiths, Daemons, and super-powerful magic items pit their awesome powers against each other and these new cards also open up new possibilities of strategic play, providing additional combinations and battle tactics that increase the depth of this exciting game.

In addition to the introduction of magic, the latest expansion for The WarCry CCG also provides reinforcements for the various armies struggling for domination in the war-torn Warhammer universe. Add to these reinforcements some

of the most powerful characters in the titanic struggle between the Grand Alliance and the Hordes of Darkness – like Morathi, Teclis, the Everqueen, and the Lord of Change – and the battlefield is sure to run red with blood.

For more information on WarCry, or how to get your eager mitts on the Winds of Magic, check out Sabertooth Games' website:

www.war-cry.com



FORTHCOMING TOURNAMENTS AT WARHAMMER WORLD

TICKETS ON SALE DATES

Warhammer 40,000 GT Heat 1
27-28 September
ON SALE NOW

Call To Arms (Warmaster/BFG)
4-5 October
Tickets on sale from 19th July

Warhammer GT Heat 2
25-26 October
On sale from 26th July

Warhammer 40,000 GT Heat 2
22-23 November
On sale from 23rd August

Warhammer GT Final
7-8 February 2004
On sale from 17th August

Warhammer 40,000 GT Final
6-7 March 2004
On sale from 28th September

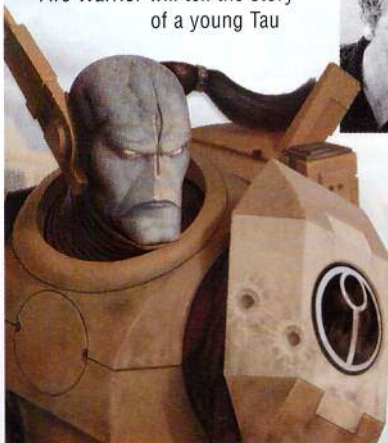
The Lord of The Rings Grand Tournament
3-4 April 2004
On sale from 10th January 2004

The Blood Bowl
8-9 May 2004
On sale from 7th February 2004

BLACK LIBRARY NEWS

● The awesome new Fire Warrior game from THQ is not too far away now and the Black Library are very excited to announce the novelisation based on the game! Written by noted 2000AD author Simon Spurrier, *Fire Warrior* will tell the story of a young Tau

warrior's attempt to save his Ethereal from the clutches of the Space Marines! Look out for it in September 2003.



● William King is currently tucked away in his Czech hideaway writing the further adventures of Space Wolf

Ragnar. The fourth novel in the Space Wolf series, called *Wolfblade*, will see the disgraced Ragnar sent to the holy planet of Terra to help guard the ancient Navigator House, Belisarius. Rest assured, there'll be action and adventure all the way!

TWO TOWERS COMPETITION

● Make sure you don't miss next month's issue of *White Dwarf* because we will be running an exclusive competition for all you

Tolkien fans out there to get your grubby little hands on a copy of *The Lord of The Rings: The Two Towers* DVD.

PAGES FROM THE PORTAL



● Remember to keep checking www.eyeofterror.com for all the latest updates, news, astropathic messages, and much more! The Eye of Terror campaign begins 1st July – remember to register on the website and make sure your results count towards the fate of the Imperium!

The UK news pages will also have lots of information about this campaign, including sneak peeks of upcoming miniatures!

The Warhammer section will be updated with brand new Lizardmen articles, including new scenarios, scenery articles and a brand new campaign!

The Lord of The Rings section of the website is continually updated with new hobby, painting, gaming, terrain and tactics articles, so expect this to continue as brand new material is released to support *Shadow and Flame!*

● With the upcoming new Cadian plastics and awesome 'Beasts of Chaos' ranges, some of the older models in these ranges have now achieved 'classic' status. What this means is that you will no longer be able to buy them from the stores. Do not fear, though, as these classic models will still be available through the in-store order point, direct by ringing **01159 140000**, or by visiting our website at:



NORTHERN EUROPEAN EVENTS

During the Summer selected independent retailers along with all Northern European Games Workshop stores will be running the following exciting events. Check with your local store for further details...

PLANETARY ASSAULT SATURDAY 5TH JULY

Following a furious deep space engagement at the edge of the Cadian system, Abaddon has managed to land his first wave of Traitor Legions on Cadia. These legions must be held off by the Cadian Planetary Defence Force until reinforcements arrive.

CRY WOLF SATURDAY 19TH JULY

Having held off the first wave of invaders, the Cadian Shock Troops have been reinforced with the Space Wolves led by Wolf Lord Sternhammer. With their combined strength, they will attempt an all-out attack against the minions of the Warp!

FALLEN HEROES SATURDAY 16TH AUGUST

Recent sightings of the Fallen Angels fighting alongside the Chaos Marines have attracted the attention of both the Dark Angels Marines and the Grey Knights. Both will use any means necessary to capture and interrogate these traitors during the next battle.

● A hearty and resounding 'Good luck!' to all of the competitors taking part in the Warhammer Grand Tournament Heat One 2004 on 16-17 August 2003 from everyone here at Games Workshop.

If you missed the chance for a ticket to this event, Heat Two tickets are on sale from **0115 91 40000**, priced £40 each, after 8am on 26th July 2003. The Warhammer Grand Tournament Heat Two will take place at Warhammer World on 22-23 November 2003.

For more information on all of our Grand Tournaments, visit: www.games-workshop.com/gt

● The new model in the Warhammer 40,000 Collectibles range of figures is a Tau Fire Warrior with pulse rifle. Based on the character KAIS from the awesome video game *Fire Warrior* by THQ, it is a limited edition collectible of 5,000. Every figure is hand-painted and hand-numbered, each coming in a full-colour window box with detail pictures and equipment specifications. You will be able to buy this model on the release of the game in September at a cost of £30.00. Take a look at the Sideshow Collectibles website for more details. www.sideshowcollectibles.com

● Oops! In *White Dwarf* 281, we showed a *The Lord of The Rings* diorama called *Attack at Weathertop*. We should have credited Robert Cardiss from GW White Rose, rather than GW Hammersmith. Apologies to Robert.

THE ONSLAUGHT BEGINS

13TH COMPANY GREY SLAYERS

At the core of the 13th Company are the Grey Slayers packs, Space Marines who have served for millennia and are as dependable and experienced on the field of battle as any mortal could aspire to be. Whether in attack or defence, their True Grit skill (which allows them to count their boltgun as a single-handed weapon in close combat giving them an extra attack) combined with the fact that they have 2 Attacks on their profile, makes them an extremely staunch opponent.

This boxed set, designed by Jes Goodwin, Mark Harrison, Juan Diaz and Alex Hedström, contains 1 Space Marine sprue, 1 Chaos Space Marines sprue, 1 Space Wolves sprue, 1 Space Marines backpack sprue, 4 Chaos Space Marines backpacks and 6 Space Marines boltgun sprues, allowing you to build 10 plastic 13th Company Grey Slayers.

These models require assembly.



13TH COMPANY STORM CLAWS

Though all members of the 13th Company have reached the levels of skill in warcraft equivalent to a Space Wolves Wolf Guard, the Storm Claws are equipped to fully utilise these skills in hand-to-hand combat. They have access to the most revered and prized wargear, such as power weapons and the feared plasma pistols. The unit can also be led by a Wolf Guard giving the unit access to three deadly power weapons, making them more than capable of dealing with the most heavily armoured of enemies.

This boxed set, designed by Jes Goodwin, Mark Harrison, Juan Diaz and Alex Hedström, contains 1 Space Marines sprue, 1 Chaos Space Marines sprue, 1 Space Wolves sprue, 1 Space Marines backpack sprue, 4 Chaos Space Marines backpacks and 8 Space Marines assault arm sprues, allowing you to build 10 plastic 13th Company Storm Claws.

These models require assembly.





SPACE MARINES COLLECTORS' GUIDE

WARHAMMER
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SPACE MARINE COLLECTORS' GUIDE

This updated *Space Marine Collectors' Guide* is the definitive tome for anyone interested in the Space Marines miniatures range. It's ideal for anyone who collects Space Marines, containing the full range of Space Marines models and their component parts. The *Space Marine Collectors' Guide* is far more than a simple catalogue – it also includes a number of other features such as painted examples of Space Marines Chapter colours, some fantastic armies painted and collected by Games Workshop staff, conversions, Golden Demon winners and great dioramas. So if you collect, paint or game with Space Marines then this is the book for you.

SPACE WOLVES RUNE PRIEST

Exactly how the 13th Company navigate and travel through the Eye of Terror is a mystery, but some believe that the Rune Priests hold the key. On a successful Psychic test, the Rune Priest can use the psychic power, *The Gate*, at the start of the Movement phase instead of moving normally. The Rune Priest and up to one squad of Grey Slayers, Storm Claws or Long Fangs within 6" of him is removed from the tabletop and then immediately placed anywhere on the tabletop using the Deep Strike rules, allowing the 13th Company to strike at the heart of the enemy's lines.

This blister pack contains 1 Space Wolves Rune Priest, designed by Jes Goodwin.

This model requires assembly.



13TH COMPANY WULFEN

Those brothers of the 13th Company upon whom the Curse of the Wulfen is fully manifest are banded together into packs of snarling, feral beasts. With matted pelts and wild eyes, they stalk their prey as little more than voracious beasts. Their Animal Rage special rule which allows them to move an extra D6" in the Movement phase to quickly close on their chosen prey. This speed, combined with their Strength of 5 and Initiative of 5, makes them more than capable of tearing and rending their enemies asunder.

This boxed set contains 5 Wulfen, designed by Mark Harrison.

These models require assembly.



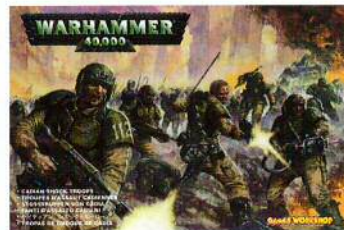
NEW RELEASES

CADIANS SHOCK TROOPS

The Imperial Guard contains countless regiments raised on innumerable worlds. Amongst these, several have achieved a glorious reputation in the Emperor's service. Few, if any, have been as loyal, resourceful or courageous as the Cadians. Each Cadian Infantry Platoon is controlled by a Command section, which directs the actions of the squads that make up the platoon. Each Infantry Platoon consists of 1 five-man Command section and 2-5 ten-man Infantry squads making the massed firepower of a combined platoon (55 Guardsmen) a deadly force, capable of out-shooting almost anything.

This boxed set contains 20 multi-part plastic Cadian shock troops and includes parts to make Sergeants and Guardsmen armed with either flammers or grenade launchers, designed by Brian Nelson.

These models require assembly.



ELDAR STORM GUARDIANS

Guardian Storm Squads are formed from Eldar who were once warriors from one of the close combat Aspect Shrines, such as the Striking Scorpions. Some Guardians carry close-range weapons, such as the fusion gun, which enables them to fire a powerful and deadly blast of energy at any enemy that get too close. However, the Black Guardians of Ulthwé are a standing army rather than a militia and have extra training in their chosen battle skills giving Black Guardians Storm Squads an improved Weapon Skill of 4, making them a very effective assault unit.

This box contains 8 multi-part metal and plastic Eldar Storm Guardians, designed by Mark Harrison and Jes Goodwin.

These models require assembly.



URSARKAR CREED AND JARRAN KELL

Ursarkar Creed has always insisted that no officer should fear front-line duty and habitually lives up to his own words. His lifelong comrade Sergeant Jarran Kell always accompanies him to battle and is responsible for ensuring his survival. Ursarkar Creed and Jarran Kell are always used together although on the battlefield, although both are independent characters and can separate to join different units as desired. An excellent tactician on the battlefield, Creed can use his special ability, Master Strategist, to either choose to win the dice roll for choice of table edge or request that the dice for the first turn are re-rolled, giving the Cadian a definite tactical advantage.

This blister pack contains 1 Ursarkar Creed and 1 Jarran Kell, designed by Brian Nelson.



STARTER PAINT SETS

A starter paint set is perfect for every beginner venturing into the world of collecting miniatures and wargaming for the first time. In the box you will find several detailed plastic miniatures, a comprehensive painting guide, paints and a paintbrush. Assembling and painting these miniatures is not only fun but also the ideal first step into the fantastic world of tabletop wargaming.

Warhammer Starter Paint Set

This boxed set contains 5 plastic Chaos Warrior miniatures, 6 Citadel Colour paints (4ml each), 1 Citadel paintbrush & 1 Citadel painting guide.

These models shown at 50% of actual size



Warhammer 40,000 Starter Paint Set

This boxed set contains 5 plastic Space Marines miniatures, 6 Citadel Colour paints (4ml each), 1 Citadel paintbrush, 1 Citadel painting guide and 1 Space Marines transfer sheet.

These models require assembly, models shown at 50% of actual size



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Euro	€ 25.00	

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Denmark	kr 185.00	Sweden kr 225.00
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13TH COMPANY STORM CLAWS	£15.00	
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SPACE WOLVES RUNE PRIEST	£5.00	
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GAMES WORKSHOP HOW TO PAINT CITADEL MINIATURES



HOW TO PAINT CITADEL MINIATURES

Fully illustrated throughout with examples from the Warhammer, Warhammer 40,000 and The Lord of The Rings ranges, *How to Paint Citadel Miniatures* clearly explains how to assemble and paint your models for gaming and display using the Citadel Colour range. Whatever your level of experience, this is the indispensable guide for anyone wanting to learn more about painting miniatures.

Included in this book are sections on:

- Which tools and materials to use.
- How to prepare and assemble your models.
- A comprehensive guide to different techniques: blending, drybrushing, glazes, layering, mixing and washes.
- 12 complete stage-by-stage examples using the techniques described.

Also featured is the work of many gamers and painters, including avid army collectors, display artists and members of the renowned Games Workshop 'Eavy Metal team.

GAMES WORKSHOP PAINT SET

Containing nine of the most regularly used colours in our paint range, this paint set will provide a great platform for your own palette of colours. This paint set also contains a comprehensive painting guide, 1 Citadel paintbrush and the following colours:

- Goblin Green
- Blood Red
- Bronzed Flesh
- Snakebite Leather
- Sunburst Yellow
- Enchanted Blue
- Mithril Silver
- Chaos Black
- Skull White

This boxed set contains 9 Citadel Colour paints (12ml each), 1 Citadel paintbrush & 1 Citadel painting guide.



'ARDCOAT

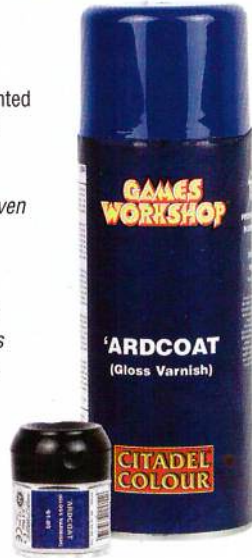
A layer of 'Ardcoat (Gloss Varnish) is the perfect way to help protect your newly-painted miniatures from the rigours of wargaming.

'Ardcoat Spray 400ml:

The spray is the easiest way to apply an even coat of varnish to your finished models.

'Ardcoat Pot 12ml:

This is best used to pick out parts of your painting that you want to give a high gloss finish to, such as slime or blood, giving a moist look to the area painted.



NEW CITADEL PAINTS

Six new colours are released into our paint range this month. These new colours come in the new flip-top pots.

Also available this month are empty pots which are ideal for holding quantities of your favourite mixed colours.

New Citadel paint colours:

- Tanned Flesh
- Terracotta
- Graveyard Earth
- Kommando Khaki
- Desert Yellow
- Catachan Green



LIZARDMEN TERRADON RIDER

Dwelling in the jungle canopy hundreds of metres above the ground, Terradons are dangerous predators. On any turn that Terradons charge they will make a special Hit-and-Run attack, working out combat as normal. If the Terradons lose the combat or the combat is a draw, they will automatically fall back exactly like fleeing, except that the Terradons will automatically rally at the end of the fall back move and the enemy cannot pursue them. The Terradons may also elect to fall back even if they win combat, allowing the Terradons to attack and harass large units, which would normally hold them in combat and slowly destroy them.

This blister pack contains 1 Lizardmen Terradon and 1 Skink, designed by Trish Morrison and Mark Harrison.

These models require assembly.



NEW RELEASES

LIZARDMEN: LORD KROAK

Venerable Lord Kroak is the oldest and most revered of all the Relic-Priests. Like all Slann, Kroak is an extremely powerful wizard and knows a total of eight spells including the destructive *Ruination of Cities*. Lord Kroak simply nominates a point on the table where he wishes the spell to be focused. After rolling for scatter the tremors radiate 2D6" outwards from that point. Any unit within this radius suffers 2D6 Strength 5 hits. If there is a building or wall section directly underneath the place where this spell is centred then it automatically collapses and is destroyed, proving that his spirit is still strong enough to topple buildings with powerful earthquakes.

This boxed set contains 1 Lizardmen Lord Kroak, designed by Juan Diaz.

This model requires assembly.



LIZARDMEN: SAURUS ON COLD ONES

One of the spawnings that has become more common in the temple-cities is that of Saurus Warriors who come into the world instinctively knowing how to ride the dangerous Cold Ones. These creatures make powerful mounts for those able to ride them. Saurus Warriors riding ferocious Cold Ones add power and speed to the Lizardmen army. With a charge range of 14" and armed with spears that gives each Saurus Warrior, two Strength 5 Attacks, this makes them the perfect attacking unit.

This blister pack contains 1 Saurus Cold One Rider, designed by Mark Harrison, Mark Bedford and Colin Grayson.

These models require assembly.



LIZARDMEN: STEGADON

The hostile jungles are home to a phenomenal array of creatures, almost all deadly in their own way. Stegadons are among the largest and most aggressive of all. Gigantic, armoured beasts, they feed upon almost anything they come across. A charging Stegadon is a truly terrifying prospect, inflicting D6 + 1 impact hits against any unit that gets in its way. Many Stegadons are taken into battle with a giant bow mounted on their back. The giant bow can inflict a single Strength 5 hit that does D3 wounds, providing the Lizardmen army with some much needed long-range firepower.

This boxed set contains 1 Stegadon and 5 Skinks, designed by Alan Perry, Trish Morrison and Mark Harrison.

This model requires assembly.



Olde Weirde's INCUNABULUM

Being an Essay on the Runelord Kadrin Redmane

After some desultory and fairly tedious research within the Imperial Library and Museum of Curious Antiquities, concerning the nature of the greenskin foe, I came across a singular reference that peaked my interest. A battle, not much recorded in the annals of Men, took place some three and a half thousand years ago between a host of Dwarfs and an Orc horde upon the shores of the great lake Blackwater.

To remove myself from the contagious confines of my home (my wife currently suffers from an outbreak of weevil cough, yet it seems to have had no effect on her incessant chatter), I sought further information on the Battle of Black Mound. My earlier suspicions were proven true, for it is a

most entertaining and historically interesting battle, with no short measure of greed, evil, heroism and legendary acts, as well as accounts of bloodletting and dismemberment that are unsuitable for publication here, but can be purchased for the highly desirous price of three shillings in the tome 'Redmane and Gorgrim - Battle to the Death!'. A great tale it makes, and I hope you shall enjoy my telling of it. I must thank my stalwart companion, Guzlok Redmane who is descended from participants of the actual event and who also contacted his distant relative Durgrim Redmane for confirmation of certain facts, and mention must also go to Bookmaster Halle at the Imperial Library for his help. Gratitude also to the keen eye and steady hand of Felix Stuerh for the woodcuts and

illustrations that accompany my text, which are available in a separate bound edition entitled 'Friends and Fiends of the World', available from the same trader where you located the parchment you now hold.

Eleven hundred and eighty five years before the Great Sigmar founded our fine nation, the venerable Dwarf Runelord Kadrin Redmane (founder of the great tradition of the Hammerers, for those who study Dwarf-lore) travelled to the creature-infested ruins of the stronghold of Karak Varn. He drove out the verminous beasts that had settled in the once mighty Dwarf hold, and mining operations began anew, digging at a rich vein of the legendary gromril ore. Under official seal from the High King of Karaz-a-Karak, Redmane began to rebuild the hold and many Dwarfs, the majority of them miners and prospectors, flocked to settle the reclaimed stronghold.

For nearly fifty years, they dug at the gromril seam, and rich were the mule trains that travelled the shores of Blackwater southwards to Karaz-a-Karak. The summer of -11361C was particularly prosperous, and a rich vein of gromril gave up over five years' worth of ore in a single season. By due tradition, one fifth of this ore was due to be sent as tithe to the High King. Not only wishing to personally protect such a precious convoy, but also wishing to see the High King, who was a close friend, Kadrin Redmane himself accompanied the mule train.

Setting out at the start of autumn, later than usual to allow time to mine as much ore as possible, Redmane decided to make his journey via Zhufbar, to see his cousin Hodrik before taking the more circuitous eastern road around Blackwater. This was to prove a costly mistake. Wolf-riding Goblin scouts



Dwarf Clansmen carried the valuable gromril in specially constructed chests made from iron-bound 500 year-old heartwood.

from the greenskin lair of Mount Gunbad spied Redmane's wagon train as it set out, and hurried back to their cruel master, the Warlord known as Gorbak the Spike (after his spiteful fondness for impaling captives along the Silver Road which passes south of Mount Gunbad). Perhaps history would have taken a different course, for Mount Gunbad lies some seventy five leagues east of Blackwater and Gorbak was not known as an adventurous leader, had not the wolf scouts run foul of the nomadic Orc tribe who called themselves the Bad Skulls.

Learning of the ore train from the Goblins, the Bad Skulls Warlord, Kruk Gorgrim, immediately roused his warriors and set about laying an ambush. In a display of patience and cunning rare in a greenskin leader, Gorgrim travelled southwards for several days until he located an area that was perfect for his plan. He had the wolf riders shadow the mule train from a distance, sending messengers back to report on its progress. Why the wolf riders remained with the Bad Skulls tribe is unclear, though fear and greed were most likely the dominant factors.

Gorgrim had picked a spot some seventy miles south of Zhufbar, and waited for over a week for the mule train. The promise of loot obviously quelled the normally unruly and impatient nature of the greenskin mob, backed by Gorgrim's fearsome reputation (it is said that this was the same warlord who was later to venture westwards and ravage the lands of the Bretonni and Thuringians). Kept informed by his wolf riders, Gorgrim launched his attack just as the Dwarfs were setting out on the tenth day of their journey from Karak Varn.

The battleground he had picked was near to where the road itself wound close to the shores of the Blackwater, passing between a blasted outcrop known as Black Mound and a range of hills and defiles that allowed the Orc Warlord to conceal his warriors until his attack was ready. It is widely believed that Gorgrim had fought against Dwarfs on several previous occasions, one presumes victoriously, because he showed an unnatural insight

into the Dwarfen nature and the way they would react to the attack. Using this knowledge, he mustered his forces in such a way as to direct the Dwarfs in the same manner as a shepherd steers his flock.

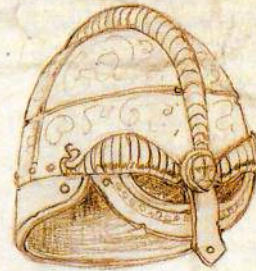
He sent forth the wolf riders first, who charged out from a narrow gully to the east of the road and attacked the rear of the mule train, before fleeing. Fearing further attack, Redmane ordered his host to take up defensive positions on the Black Mound, whose summit was dominated by the scorched and toppled stones of an ancient Dwarf outpost (hence the name). The Runelord divided his forces into four parts: one to protect the northern approaches to Black Mound, two to take up position in the ruins themselves on the southern summit and the fourth to fill the gap between these forces and act as a reserve if necessary.

The first sign of the true attack was the return of the wolf riders from the north, which advanced along the road. The Dwarfs to the north set up a shield wall as the wolf riders galloped back and forth unleashing their arrows. The Goblin attack had little effect, and Redmane ordered the contingent to advance north and force the Goblins back off Black Mound. This was probably better than Gorgrim hoped, and showed uncharacteristic impatience on the part of the Dwarf commander, though most accounts of Redmane that I could find did imply he was of a hasty nature for a Dwarf.

With Redmane's attention drawn to the north, Gorgrim sent forth his burly Orc boar riders and a handful of crude boar-pulled chariots which attacked from the south. Thundering across the road, the boar riders and chariots were met with a hail of crossbow bolts and jeering shouts, and the attack faltered as it encountered the steep slopes of Black Mound. Pressing on, the Orcs failed to break through the defensive cordon of warriors, while the chariots rode ineffectually around the ruined walls, unable to close with the Dwarfs. It seemed as though the Dwarfs would be able to hold out.

Yet the cunning of Gorgrim was more devious than Redmane realised for the

A collection of ornate Dwarf battle helmets.



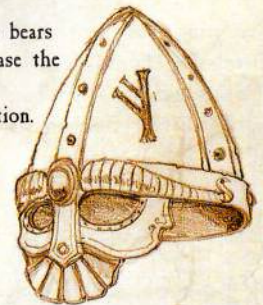
Helmet typical of Dwarf clan warrior.

Helmet design common amongst crossbow-armed warriors - note rune to increase accuracy of the wearer.



Ironbreaker helm belonging to Thodric Strongfist.

This helm also bears a rune to increase the potency of the helmet's protection.



chariot and cavalry attack was just another diversionary tactic that allowed him to muster the largest part of his force just beneath the crest of a high hill north-east of the Dwarf positions. Blinded by the early morning sun, the Dwarf lookouts did not spy the gathering warband who came together from their hiding places amongst the hillocks of the Blackwater pass.

Having manned the walls to defend against the boar riders, the Dwarfs were also now vulnerable to attack

from ramshackle stone throwers and bolt throwers, which the Bad Skulls tribe had constructed over the last few days at the edge of the tree line to the east and south of Black Mound. Boulders and sharpened stakes crashed into the decrepit ruins, sending shards and splinters into the Dwarf ranks, though few of the doughty warriors fell to the barrage. The artillery volley also fell upon the Orc warriors on the boars and in their chariots, though Gorgrim was obviously unconcerned by their fate. They too seemed to be entirely confident of victory and pressed their attack harder against the increasingly pressured Dwarf line.

Now came Gorgrim's killer stroke. His main force marched quickly over the hill and attacked from the north-east. The northern contingent that were returning from their pursuit of the wolf riders now found themselves between the harrying light cavalry and the right flank of Gorgrim's Orc line. This in turn had isolated the central part of the Dwarf army situated outside of the ruined outpost between the two peaks of Black Mound. Gorgrim's true cunning showed through. The boar chariots broke off their attack against the main Dwarf host and circled the ruins, attacking between the crests of the hill from the west.

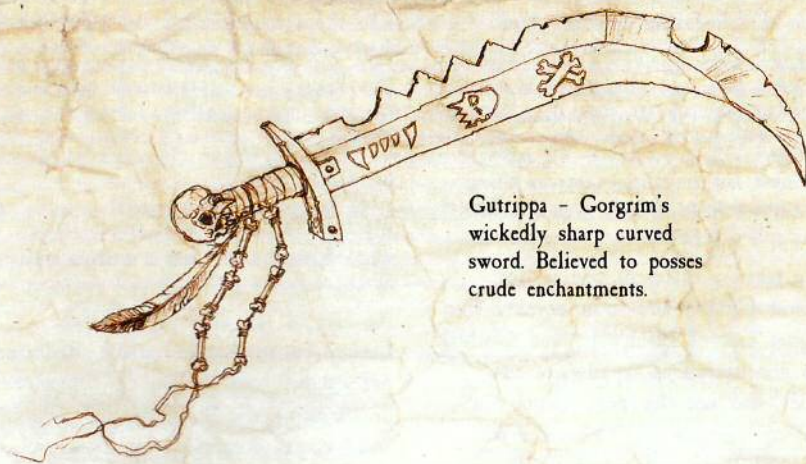
Retreating from the main body of Orcs, the Dwarf centre attacked the chariots, suffering severe casualties but finally driving through the ramshackle



Kadrin Redmane's magnificent heirloom, the Hammer of Ages.

machines to link up with Redmane. The northern contingent was driven further north and was almost wiped out by the wolf riders and Orc infantry some two miles from Black Mound, and it is from the accounts of survivors of this contingent who struggled back to Zhufbar that has made up the bulk of my research. Meanwhile, Gorgrim led the main attack on the ruined fort. Redmane stood at the centre of the Dwarf line, bellowing orders and directing the defence. He wielded the Hammer of Ages, the ancient rune weapon gifted to Kadrin by the High King for his part in the defence of Gunbad, though the hold was retaken by Goblins a few years later. Gorgrim carried a wickedly sharp curved sword, which was imbued with magical power. In the Bretonni legends, this weapon was supposedly called Gutrippa by the Bad Skulls tribe, and was their emblem of leadership. That fateful day, the foul enchantments of the weapon took a heavy toll, cleaving through the finely wrought Dwarf armour with ease, while the Hammer of Ages wielded by Redmane also did bloody work, accounting for at least three dozen Orcs at the battle for the north wall of Black Mound.

The fighting was bloody and bitter, and the Dwarfs held a dominating position making it difficult for the Orcs to gain any foothold. Surrounded from three out of four directions, their mules at the heart of the outpost, the Dwarfs swore to fight to the last man. And fight they did, chopping down nearly half of Gorgrim's warband.



Gutrippa - Gorgrim's wickedly sharp curved sword. Believed to possess crude enchantments.

However, the Orcs were undaunted by their losses. I suspect that their courage was bolstered by the knowledge that every warrior who fell simply increased the share of the spoils for those who survived. While Dwarf axes crashed on Orcish wooden shields, and crude swords and clubs battered against shining Dwarf mail, the boulders and bolts from the Orc artillery continued to rain onto the beleaguered Dwarfs.

The final episode came mid-morning, when a renewed charge led by Gorgrim himself managed to break through the ring of Dwarfs to the north of the ruins. While Gorgrim, and the huge Orcs who made up his bodyguard, held off the Dwarf counter-attack, more Orcs poured into the breach, tearing down the wall itself to allow the two remaining chariots to enter. Supported by Gorgrim, the chariots crashed into the Dwarfs, running them down under their wheels, the vicious boars squealing and biting. Gorgrim continued relentlessly, pushing home his advantage of numbers.

Seeing the end could be near, Redmane mustered his warriors for one final fight, and attacked Gorgrim himself, slaying many of his bodyguard, though the two commanders never met each other in battle. Unfortunately, a wild Orc axe blow found the gap between Redmane's helm and his mail coat, biting deep into his shoulder. Severely wounded, bellowing oaths to his ancestors, Redmane slew the Orc and threw back the enemy with wide swings of the glowing Hammer of Ages. He fought his way clear of the mêlée, vowing aloud that no greenskin

would claim his prized weapon as a trophy of victory. Following his lead, many of the Dwarfs grabbed chests and sacks of gromril from the mules and followed him.

Accompanied by his fiercest warriors, Redmane battled his way out of the ruins and down the slopes of Black Mound to the shores of Blackwater. His strength almost deserted him there on the water-slicked pebbles of the shore, and he fell to his knees. While his faithful comrades stood over him, Redmane mustered the last of his strength and hurled the Hammer of Ages far out into the deep waters of the sea. With the knowledge that no foul hand would ever wield the magnificent heirloom, Redmane died. The Dwarfs cast what gromril they could out of the Orcs' reach, and then resolved to fight to the last. The battle went on until noon, the Dwarf with their backs to Blackwater, the Orcs unable to use their massive advantage of numbers, but eventually the last of the stout warriors of Karak Varn fell.

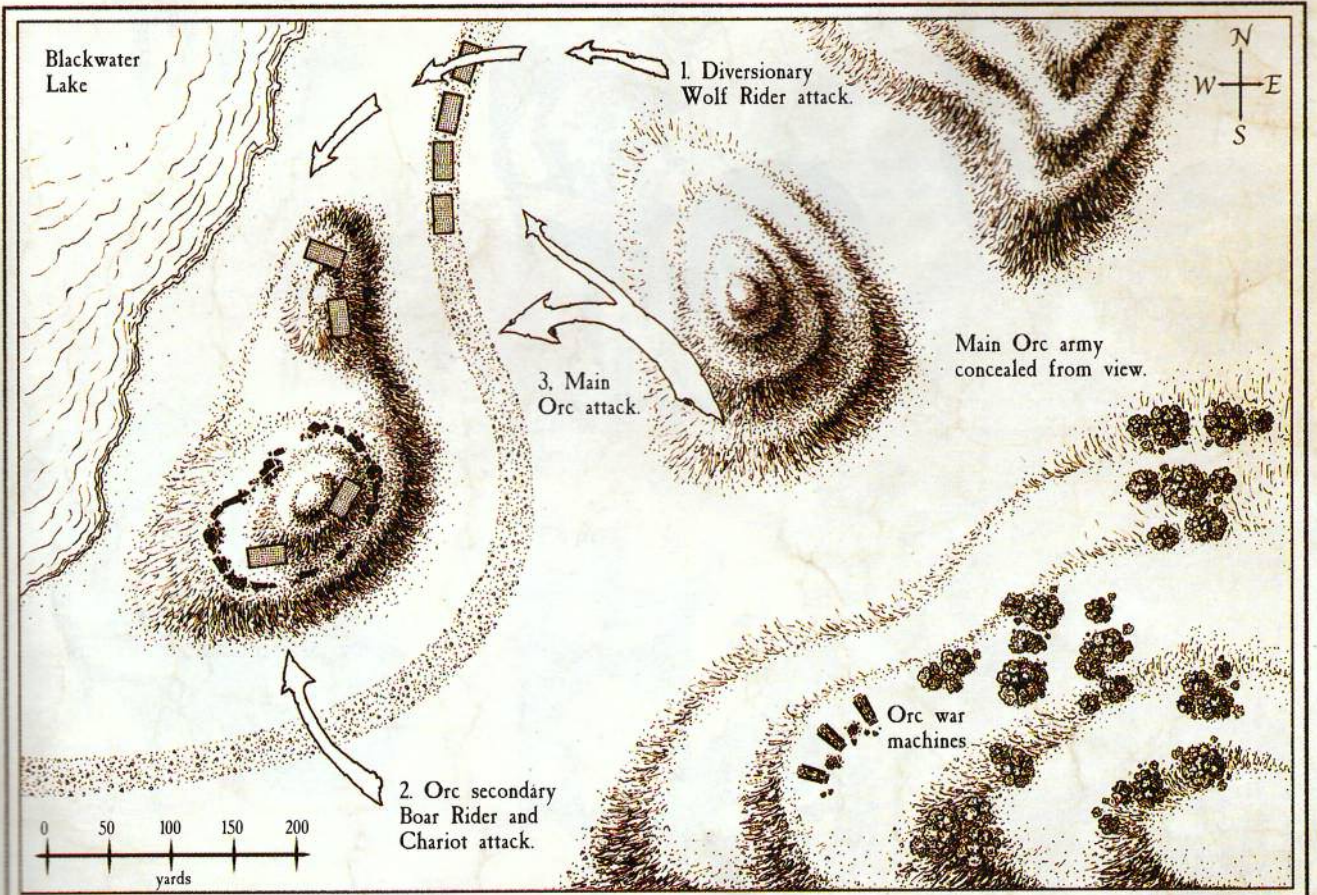
The Battle of Black Mound was to prove more costly than simply the mule train of gromril ore. Dispirited and without the driving personality of Redmane to bolster them, the Dwarfs of Karak Varn began to move out. The final blow came when the hideous creatures that they had driven forth in their reconquest gathered in numbers again and attacked once more from below, slaying the last Dwarfs to stay in Karak Varn. Thus, the gromril mines fell again into the possession of dark, spiteful creatures.

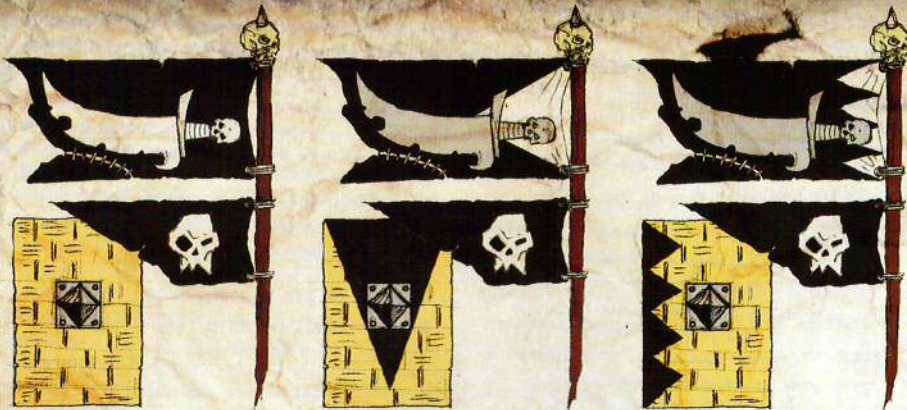
On the following pages, you will find a number of images pertaining to the Battle of Black Mound, for those parties interested in such things. This information was delved from old records of the Karak Varn clans, most particularly the Redmane clan, which survives to this day as I've noted previously. Sources for information concerning the Bad Skulls are, as any scholar will already know, hard to come by. However, Herr Stuerh assures me that he has conscientiously researched this subject, including

reviewing the works of the renowned and trustworthy traveller and adventurer Jakob Stackeldhorf, and essays from such luminaries as Venerable Hieronymous of Nuln. The expenses docket on the desk next to me testifies to his persistence and rigour, which I shall be duly passing on to the Bursar of the college, along with my own receipts for recompense.

And as my candle burns low, and I hear the bells tolling the start of the watch patrols, I shall lay down my quill. The wracking coughs of Frau Weirde echo through the cold chambers of my home, and the delights of the Hanging Crow beckon me into the city, as does the knowledge that I still owe Guzlok Redmane a firkin of Owd Badgers. His ability to recall in detail the debts of beer I owe him is more than enough to vouchsafe the accuracy of his memory regarding tales of the Dwarf kingdoms.

Fare thee well, may Sigmar, Ulric and Shallya protect you.





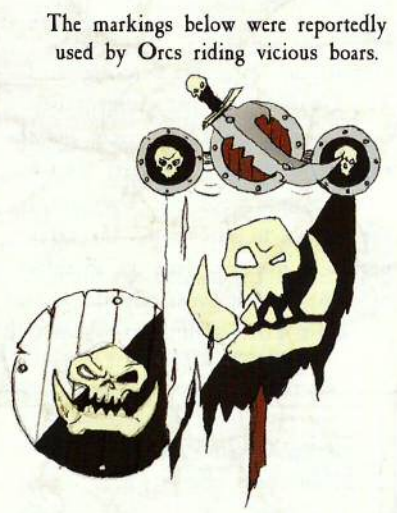
Goblin Wolf Rider banners and shields - Lower pennon believed to have been imposed as indication of servitude.



Banner of the Bad Skulls
Orc Boar chariots.

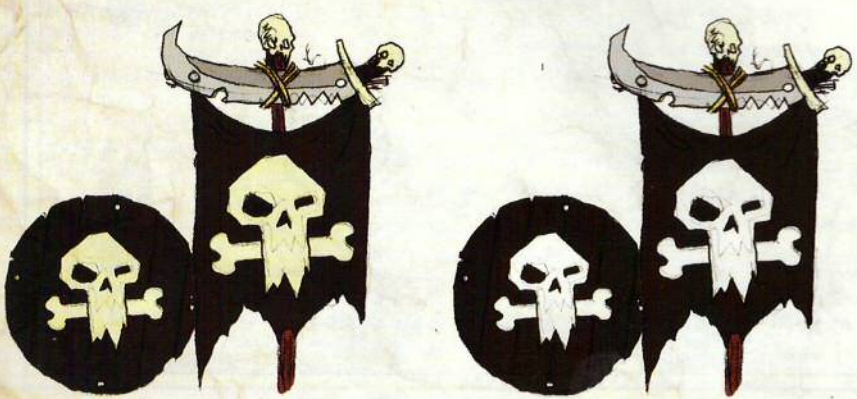


A selection of shields and banners, crudely designed to mark out differing regiments of Orc warriors.



The markings below were reportedly used by Orcs riding vicious boars.

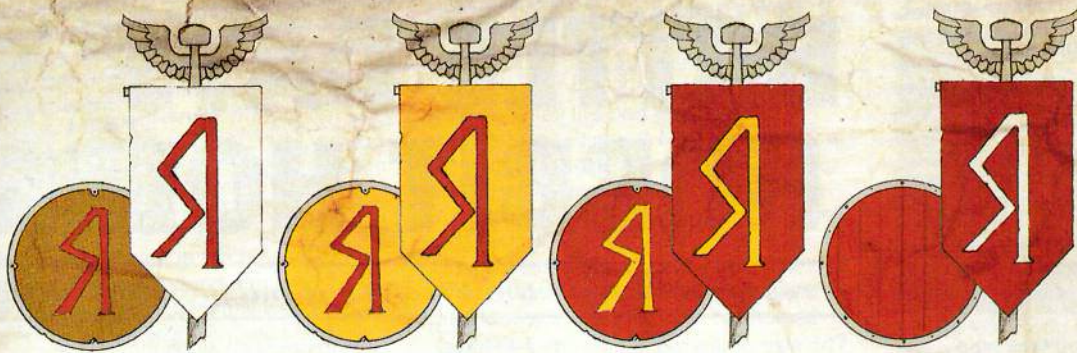
The titular 'Bad Skull' symbol of the tribe was rendered and decorated in many different ways.



The banners and shields of the largest and most brutal Orcs were said to bear a skull and bone motif.



The toughest, darkest-skinned Orcs wore heavier armour and their shields bore designs wrought from iron.



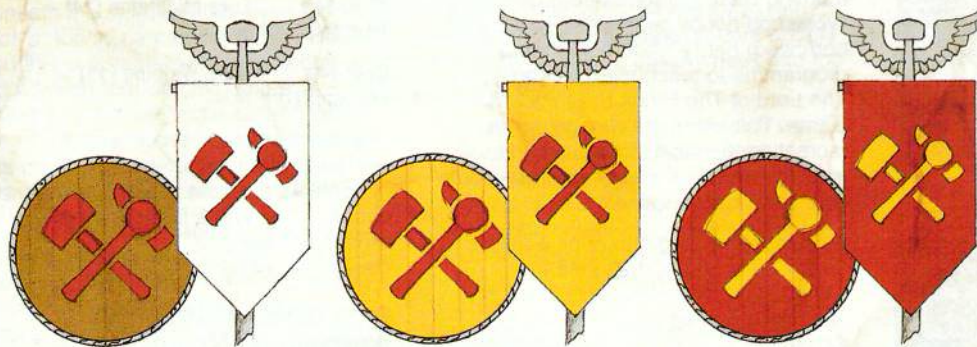
The bulk of warriors from Karak Varn bore the Redmane rune on their wargear. The above designs show the colours used by the Redmane clan itself.



Thane Ironeye's shield.



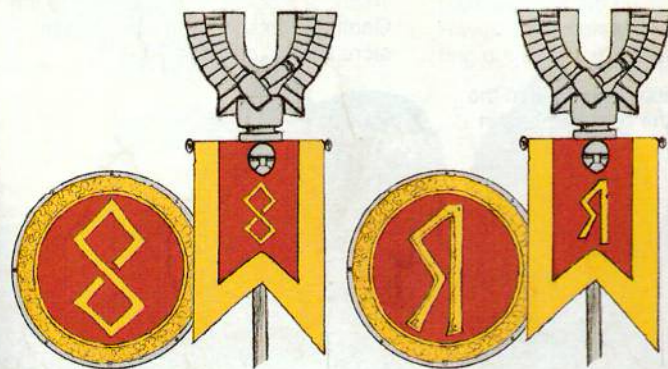
Kadrin Redmane's personal banner



In Karak Varn, crossbow regiments were drawn from various clans and their clan rune was replaced by a symbol denoting the forges of the hold.

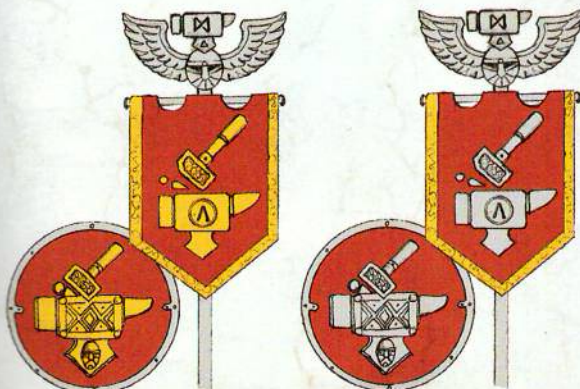


Battle Banner of Karak Varn

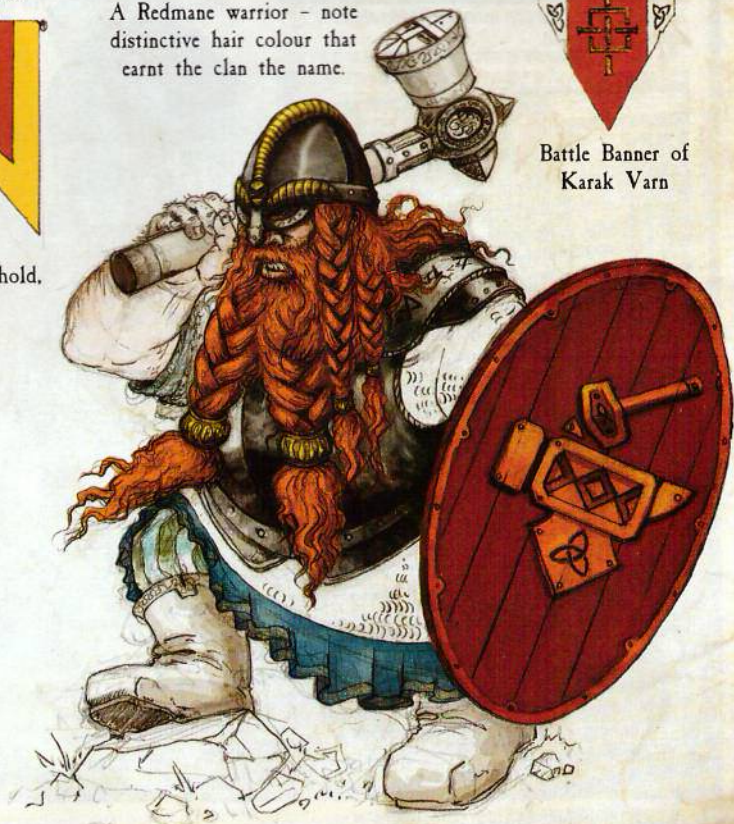


The design on the left was carried by the Longbeards of the hold, the one on the right by the Redmane Ironbreakers.

A Redmane warrior - note distinctive hair colour that earned the clan the name.



In the time before the term 'Hammerers' was adopted, veterans usually carried the symbol of the blacksmith.



BATTLE DAYS & HOBBIT HOLES

Games Workshop products are sold through a large number of independent retailers throughout the UK. Many of these stores run events and clubs, so to find out what all the fuss was about we sent Ian Huxley down to D&E Knowles in Buxton, and Mark Chambers visited Artists Corner in Chepstow. Both were in for more than they could have guessed!



Ian: It was on a freezing cold February morning, just after my bacon butty, that I set off from Games Workshop's Nottingham Headquarters for the one hour drive to the

small town set deep within the Peak District called Buxton. The Buxton Battle Day kicked off at 10:00 am. At 10:01 am the place was packed with over 40 avid *The Lord of The Rings* gamers ready to give their all to fight the cause for good or evil.



The painting competition winners holding aloft the prizes they selected.



Mark Wheatley teaches the finer points of painting Uruk-hai warriors.

Right: In the thick of battle, these gamers decide that the best way to deal with the mighty Uruk-hai warriors is a frontal charge led by the heroic Aragorn.

The size of the room allowed us to have a 4' x 4' gaming table, a painting and modelling area and plenty of tables and chairs where gamers could exchange painting tips or show off their painted armies. The gaming table provided two purposes throughout the day. In the morning Sean Hill (one of our Games Workshop hobby centre staff whom we borrowed) held a short beginners programme to teach everyone how play *The Lord of The Rings Strategy Battle Game*. The afternoon was given over to recreating the most ferocious battles from the two films where everyone could take part on either side.

Gamers eager to get to grips with the modelling side quickly turned the painting and modelling table into a hive of construction and painting that even Saruman's Goblin slaves would be proud of. Again, Sean Gill was on hand to give helpful advice and clean up the spills. GW's Mark Wheatley held court as he gave painting advice to some of our younger gamers on the finer points of painting Uruk-hai Warriors and Gondorian Spearmen.

A painting competition was held in the afternoon so that the best painters in

Buxton could show off their latest creations, we had 27 entries overall and the competition was fierce but the three winners were:

Under 12's Luke Yates (11)
Ultramarines Dreadnought

12 to 14's Luke Middleton (14)
High Elf Spearmen

Over 14's Mark Waining (15)
Minotaur Lord

The day was a lot of hard work for everyone involved but it was well worth it. Look out for more independent store events in the White Dwarf listings and on our website at:
www.games-workshop.com/news/uk/events

WANT TO KNOW MORE ABOUT INDEPENDENT ACCOUNTS?

Games Workshop products can be purchased from over 500 independent accounts throughout the UK.

To find a stockist near you, turn to the Games Workshop and independent store listings on page 70.





Mark: When I was asked to visit 'Artists Corner' in Chepstow I must admit I didn't know what to expect... well, I was in for a big surprise.

When I get lost in a city or town, what I normally do is park in the biggest car park and wander around aimlessly. The medieval town of Chepstow was no exception and it was with relief that the first person I encountered directed me 100 yards to the very door of Artists Corner. Now, when you look at the outside of this Games Workshop independent store it lives up to its name ie, a very respectable purveyor of all things arty, but it holds a 'dark secret'... beneath the store are two large cellar rooms, fondly named the Hobbit Hole, and this is a veritable hive of hobby activity with four gaming tables, a painting and modelling area and very friendly staff who are on hand to look after shy newcomers like myself and offer loads of advice on the hobby

The store is owned and run by Jacqui and Steve Sullivan who have been selling Games Workshop products for over three years. After painting a Warhammer Giant in 'alternative' colours complete with bells, Jacqui was happy to leave the hobby to the experts and employ some 'real' hobbyists to look after the Hobbit Hole. I met Sean, the model manager, who is responsible for looking after the thirty plus hobbyists who visit every Saturday and here is what he had to say:

"I have been into the hobby for more years than I care to mention (I managed to find out – over 19 years!), collecting Warhammer 40,000 Tzeentch army and just about all the bad guys for Warhammer Fantasy. My main jobs here are introducing new people to the store to other hobbyists and running gaming and painting sessions. We generally get between 30-35 people on a Saturday and the same number during school holidays, with ages ranging from eight all the way up to over 30. I am helped by Rhodri, who is my second in command and is really good at showing people how to paint."

This was borne out as he ran a Warhammer demonstration game with his Chaos horde against Stuart McCorquindale's Tomb Kings army. He probably will not thank me for saying that a Chaos Dragon-riding Lord should never try to have a sneaky peek into the Casket of Souls.

The atmosphere in the store club was great, with lots of interesting and enthusiastic hobbyists. I was particularly pleased to see the Slaanesh Chaos Space Marines of Roy Price smiting an Imperial Guard force (his Chaos Hounds were in fact large man-eating pigs... mutated 'Pigs of War' he explained) as I am looking forward to the fall of Cadia this summer!

If you are in the area, I would definitely give it a try. To find out more visit their website: www.artistscorner.co.uk (designed by the owners' son Tom, a Raven Guard player!) or give them a ring on: 01291 627393.



From the outside a nice normal art shop, but below there is a dark secret, fondly named the Hobbit Hole.



All ages are welcome to play. Just bring your army along and let battle begin.



One side of the Hobbit Hole has been set aside for modelling and painting.

The club is open every Thursday evenings (though all day Tuesday and Thursday during school holidays), and all day Saturday.



When long-time army collector Dave Cross came to paint his Cadian Imperial Guard army, he wanted the force to have a strong militaristic feel. However, rather than simply pick green, he decided on an overall brown look instead. Scorched Brown is the darkest of the brown Citadel paints, and Dave chose it as the base colour of his infantry.

PAINING CADIANS

A quick and easy way to paint an army in no time!



To create a strong contrasting appearance, Dave applied Kommando Khaki to the areas of cloth, leaving the armour on the model in the original basecolour. This contrast creates a pleasing effect over the entire army.

Dave painted the cloth on the troops using three stages of layering. The technique not only enabled Dave to quickly paint the large numbers of squads in his Imperial Guard army, but it also gave the individual miniatures a high level of finish.

As he paints models to fight battles with, Dave prefers not to paint unnecessary details on his models. The eyes, pouches and belt buckles are ignored as no one can see them when the whole army is fielded on the tabletop.



1
Working from a Chaos Black undercoat, paint a basecoat of Scorched Brown over the whole miniature. Don't paint the boots or the barrel and bayonet of the lasgun.



2
Apply a layer made up of equal parts mix of Scorched Brown and Kommando Khaki over the cloth, leaving Scorched Brown showing in the deep recesses of the creases.



3
Paint a final layer of Kommando Khaki onto the raised areas of the uniform.



4
Apply a coat of an equal parts mix of Scorched Brown and Dwarf Flesh to the skin areas. Leave the basecoat showing in the deepest recesses of the skin.



5
Layer Dwarf Flesh onto the skin as a final highlight.



SQUAD MARKINGS

To add a personal touch to his force, Dave applied a squad marking to the model's left shoulder pad. It is made from Roman numerals from the Forge World Imperial Guard tank transfer sheet.

The 801st Regiment try to ambush an Orc horde in the dense forest.



7



Paint a basecoat of Boltgun Metal onto the metallic areas of the lasgun.

8



To finish off the metal areas, apply Mithril Silver as a final highlight.



LAYERING TECHNIQUE

Layering gives a nice neat result when painting squads of miniatures 10 models at a time. Many consider layering to be the classic army painting technique as it creates a pleasing highlight and shade effect that looks good on the tabletop. If you want to quickly paint up your Imperial Guard regiments, give this approach a try.

For more details, read *How To Paint Citadel Miniatures*, available now.

9



Paint a basecoat of Codex Grey onto the eagle motifs.

10



To finish off the eagles, overbrush Skull White onto the raised surface.



11



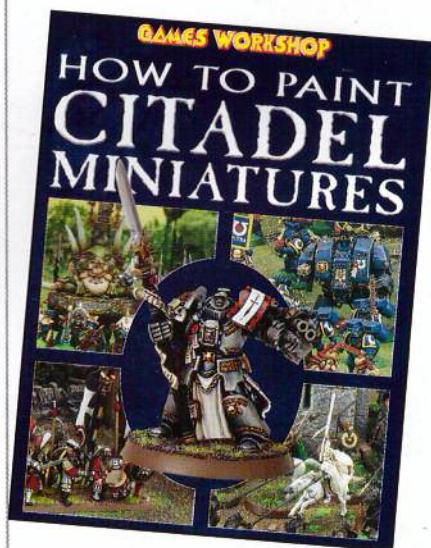
Apply a highlight on the edges of the armour plates, a mix of Scorched Brown, Graveyard Earth and Skull White.

12



Glue sand onto the base with PVA glue. Undercoat the glue Chaos Black and then overbrush with Graveyard Earth. Paint the edge of the base Graveyard Earth and to finish off glue static grass on the surface of the base with PVA glue.

FINISHING TOUCHES



How to Paint Citadel Miniatures is an introduction and general guide to assembling and painting Citadel miniatures, whether plastic or metal. The chosen examples concentrate on the most popular Games Workshop ranges – but the methods and materials discussed are applicable to all similar models.

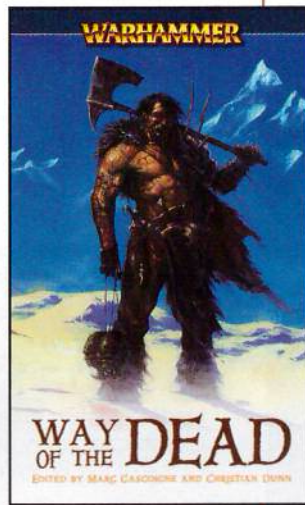


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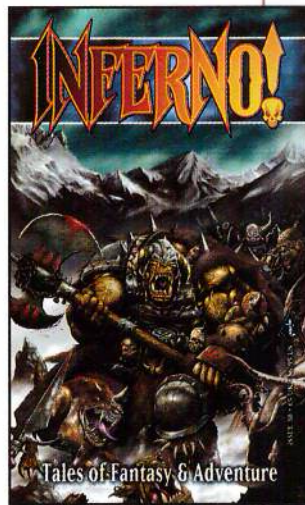
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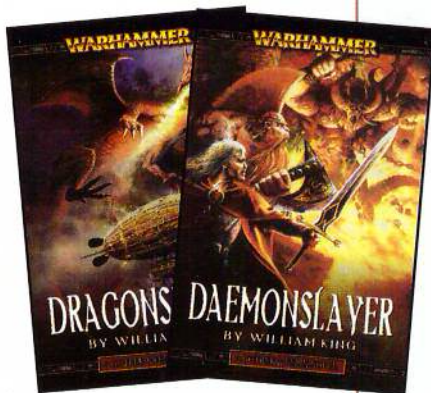
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CHILDREN OF THE NIGHT

The Space Wolves
13th Company

by Andy Hoare

With Abaddon's 13th Black Crusade reaching its bloody climax, a new force has joined the war. Small warbands of elite warriors have been sighted, falling upon the servants of Chaos with a feral savagery matched only by their bestial appearance. Beleaguered Imperial forces have been relieved by these bands on numerous occasions, though every attempt to contact them has resulted in the threat of further bloodshed.

Origins

Legend states that many centuries ago, the Space Wolves numbered thirteen Great Companies. To this day, a place is reserved at the feasts held in the Hall of the Great Wolf for a Lord who has not attended his liege since the time Russ himself led his sons into battle. Tales of this Company are vague and often contradictory, but one fact is known: the men of the 13th Great Company were marked apart from the rest of their Chapter, for every one of them bore the Curse of the Wulfen.

The origins of the 13th Great Company lie in the dawn of the Age of the Imperium, when the Primarchs were reunited with the Emperor and their legions. The Space Wolves, the 6th Legion were the genetic progeny of Russ, and carried within them a unique gift: the Canis Helix, the Mark of the Wolf that sets the Space Wolves apart from the Space Marines of other Chapters. The Canis Helix invests the Space Wolves with the acute predatory senses of the wolves native to their homeworld of Fenris, but this gift comes at a price: the Curse of the Wulfen. Those brothers who succumb to the curse degenerate into savage, malformed parodies of their brethren, in most cases during their training, but in others many years later in the heat of battle. The Space Wolves' harsh induction regime generally ensures that these individuals perish at an early stage in the process. However, at the time of the Great Crusade, when the Emperor and his Legions were conquering vast swathes of the galaxy in the name of Mankind, those brothers touched by the curse were banded together into the 13th Company, where their feral ferocity could be brought to bear en masse, as well as contained for the safety of the whole legion.

That the 13th Company accompanied Russ on the Great Crusade is known, although the details of the campaigns in which they fought are lost to antiquity. Only the names of actions, long since forgotten appear in the archives, battles such as the First Siege of Methrix and the Battle of the Plains of Mo-Shan, the Fall of the

Paramours of the Morpheus Rift, and the Crossing of Hangman's Void.

The fate of the 13th Company is a subject of numerous myths, and the Space Wolves themselves will not be drawn as to which holds the true account. In truth, it is probable that an element of veracity exists within each, and that none are wholly inaccurate.

There are some sagas which outsiders are never permitted to hear, ones told by the Rune Priests on only the most sacred of occasions. Though some sagas have been set to record by strangers, and the Space Wolves have spoken, some would say bragged, at length regarding certain aspects of their long and glorious history, there are certain passages that mean death should outsiders overhear them.

The saga known as 'The War of the Giants' purports to be a record of the fall of Prospero; one of the opening conflicts of the Horus Heresy. The Space Wolves were ordered to assault their brother legion, the Thousand Sons, and to call them to account for the sorcerous actions of their Primarch, Magnus the Red. The saga states that the 13th Company were at the head of the assault on the Thousand Sons' homeworld, and that the sheer ferocity of their attack smashed a hole in the traitor lines through which the remainder of the Space Wolves could penetrate. At the height of the battle, it is told that Magnus opened a portal, a means of escaping the destruction wrought by the Space Wolves. Magnus and the remnants of his legion fled, but it is said that Russ ordered the 13th Company to give chase, and in so doing they left the realm of Man, never to return.

Fragments of other records suggest that the disappearance of the 13th Company did not occur until after the Siege of the Emperor's Palace, which saw the rebel Warmaster Horus finally defeated and the Traitor Legions routed to the Eye of Terror. It is stated that in the wake of the galaxy-spanning civil war, which saw the Imperium brought to its knees by Horus's treachery, the Ultramarines' Primarch Roboute

Guilliman sought to consolidate the forces of Mankind. But Leman Russ, headstrong and proud as he was, demanded that the Traitors not be allowed to establish a foothold within the Eye of Terror, and that the Imperium should strike immediately. Though Guilliman and Dorn overrode him, it is suggested that Russ may have despatched the 13th Company with orders to hunt down Abaddon, the Warmaster's Lieutenant, and bring his head as a trophy to set before the Emperor. Other, less charitable theories suggest the Wulfen gave chase of their own accord, and some even whisper that they were tainted by Chaos all along, and were seeking to join the ranks of the Traitors.

This legend bears up well to the little evidence that exists to support it, and that the Wulfen have embarked upon some form of pursuit is given credence by the timing of their emergence from the Eye.

FROM THE SAGA OF JORIN BLOODFANG

In time the ranks of the 6th Legion swelled to a great host

And many bore the Mark
[FRAGMENT MISSING]

And so Russ banded them all into one Great Company

And to Bloodfang fell the honour,
Of leading them to laurels and glory

In the name of Russ and the
All Father

Bloodfang named [FRAGMENT
MISSING]

Grail; Orkbanc; Sigurd; Thorbrand
and Grafeld.

To each a retinue was granted

And as a band of brothers the
13th Great Company

Reaved across the stars

Neither Xenite, nor Apostate
nor Fieud

Could stand before [FRAGMENT
MISSING] the Were was upon them.

But at the Gates of [FRAGMENT
MISSING] did Bloodfang rage

And plunge headlong into
[FRAGMENT MISSING]

Neither Kin nor Master could
restrain him

And beyond the Gates did the
Wulfen-kind pass.

At Asaheim the Wolves did cry for
one hundred nights

Mourning the passage of their kin.

A further legend speaks of the disappearance of a Space Wolves force through an Eldar webway portal, though in this particular case the story relates to the so-called 'Wolf Brothers'. Little information as to the true identity of this group survives, though what scraps of data have been recovered suggest that the Wolf Brothers were in fact a successor Chapter of the Space Wolves that was disbanded due to some form of genetic instability. A passage in The Calleria cites the Wolf Brothers as pursuing an Eldar force through a mystical portal, from which they never returned. The similarity between this and other legends suggests that a kernel of truth lies at the heart of the matter, though the exact details will likely never be known.

Homeworld

Little needs to be said of Fenris, the inhospitable, ice-bound world from which the Space Wolves come, but whether the 13th Company have found a home within the Eye of Terror is unknown. Certainly, the Canis Helix would prove a vital factor in survival within the Eye, for it is known that the Curse of the Wulfen is wont to surface as a defence against the influence of Chaos. No doubt the Wulfen-kind have walked upon daemon worlds the like of which would drive a Space Marine of any other Chapter beyond the point of sanity. Whether they have ever paused in their hunt long enough to establish any sort of permanent base of operations seems unlikely, and against their nature.

Combat doctrine

To date, only a handful of reports have been logged regarding actions in which the newly emerged 13th Company have taken a hand. In each of these battles, the company has attacked without warning, penetrating deep into enemy lines before launching a devastating close range assault. It has been observed that 13th Company warbands prefer to attack during the hours of darkness, where the element of surprise can be used to greatest effect, but even in the daylight hours, its ambushes and infiltrations have proven decisive in a number of early engagements in Abaddon's latest Black Crusade.

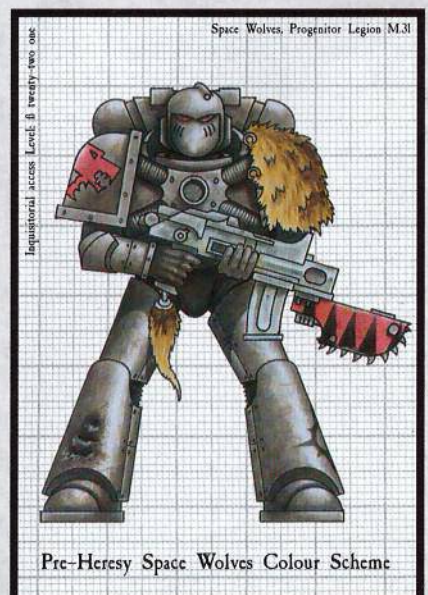
In terms of equipment, the warriors of a 13th Company warband fight, and travel, light. They have never been observed to use transports of any type. It is of course entirely possible that the 13th Company were never issued with any vehicles in the first place, as their

superior infiltration skills would make the use of front line vehicles undesirable and unnecessary.

The equipment carried by the Company appears basic, and even debased compared to a conventional Space Wolves force. Each Space Marine carries a variety of weapons, from bolter to primitive blade, and many of these weapons appear to have been scavenged from Chaos forces, or have been adorned in such a manner as to appear that way. There is no doubt that some of the men of the Company wear power armour stripped from the bodies of fallen Traitors, and this is a matter that the Ordo Malleus will no doubt wish to pursue when the current crisis has been resolved. Indeed, a number of Inquisitors have already expressed a desire to call them to account: amongst them radicals who see the Company as successfully having turned the weapons of Chaos upon itself, and puritans for the very same reason.

Organisation

A conventional Space Wolves Great Company is formed around a core of Grey Hunters – experienced warriors capable in a number of battlefield roles. Supporting these are the Long Fangs, who provide heavy firepower, and alongside fight the Blood Claws, packs of eager young aspirants who throw themselves into battle in an effort to prove themselves to their superiors. Leading the Great Company is a Wolf Lord and his retinue of Wolf Guard; highly accomplished warriors who provide an officer cadre within the company. The force can call on support from any number of armoured vehicles, Dreadnoughts, transports, bikes and Land Speeders.





A 13th Company warband differs from a Space Wolves Great Company in a number of respects, most of which can be explained by the circumstances of the Company's disappearance.

At the core of the army are the Grey Slayer packs. These squads fulfil a similar role to Grey Hunters in a Space Wolves Great Company, but each Slayer is far and away a superior fighter to his Grey Hunter equivalent. This is no surprise to Imperial observers, as the normal flow of new recruits into a Great Company has been cut off, making the progression from Grey Hunter to Wolf Guard impossible. The Company has adopted an ad hoc structure, often separating men into specialised units that support one another, in the manner of a pack of wolves on the hunt. The core of this force remains the equal of the elite elements of many other armies.

As the Grey Hunters are unable to advance to the traditional post of Wolf Guard, so it can be noted that there are no Blood Claws within the Company. It can be expected that any Blood Claws that disappeared with the Company would have either died in action, or long since progressed up the ranks, and that no replacements would have been forthcoming within the Eye of Terror with which to replenish them.

Some of the senior ranks found within the Space Wolves are also absent from the 13th Company. Other than the Wolf Lord himself, the only leaders to be found operating outside of the packs are the Rune Priests and Wolf Priests. It is assumed that this is due to the fact that casualties amongst the other ranks could not be replaced due to the lack of specialised training and resources. This poses some interesting questions regarding the Rune Priests, as the Company appears to have had no trouble maintaining a cadre of these psychically gifted individuals. Evidently, the Eye of Terror has had some effect on the men of the Company, apparently unlocking previously untapped psychic ability within its ranks.

The formation that represents the most drastic departure from the Space Wolves organisation is the Wulfen packs. The Wulfen are consummate predators, who throw themselves at their foe as soon as he is scented. Whether the Wulfen packs are standing formations, or are formed on a temporary basis as men succumb to the Curse of the Wulfen is, at this stage, unknown.

The first reported instance of direct contact between Imperial forces and a 13th Company warband was during the raid on the Ormantep Listening Post. One of only a handful of survivors, a Sanctioned Psyker stationed with the post's Kasrkin defenders reported that she was almost decapitated by a Wulfen with whom she tried to communicate, and it was only on the orders of another 13th Company leader that the beast spared her. That the Wulfen are highly effective in close quarters combat is evident, but it is also clear that they are potentially as dangerous to Imperial troops as they are to the enemy.

'On three occasions have I witnessed these beasts do battle, and each time I have been sickened: not by their methods, nor even by the terror they have wrought within our own ranks, but by the fact that to look upon a brother of the 13th Company is to witness the beast within us all given hideous form.'

Inquisitor Asmorales

It has been noted by Inquisitor Asmorales that the numbers of the Wulfen-kind that disappeared 10,000 years ago must have been equivalent to a contemporary Space Marine Chapter, based on the far larger size of the First Founding Legions. To date, only a handful of men of the 13th Company have been observed, and so the Inquisitor believes that the majority of the Company remains within the Eye of Terror, slain, or engaged upon a mission only they know the nature of. It is also likely that a number of separate contingents of Wulfen-kind are at large, each harrying the forces of Chaos and each led by a Lord who is vassal to an individual yet to reveal his hand in the conflict.

Beliefs

The 13th Company has reappeared at a time of great peril for the Imperium, and is mercilessly hounding Abaddon in a campaign of ambushes and infiltrations. That they are engaged upon a pursuit is evident, and is entirely consistent with the legend that Russ despatched the Wulfen-kind to hunt down the Despoiler. That they must have been engaged upon their hunt for 10,000 years is testament to their persistence, though none can tell how many years have passed for them within the warped dimensions of the Eye of Terror.

One question that remains to be answered is just how the Space Wolves Great Wolf Logan Grimnar will receive the returned Wulfen-kind. Will they disappear once more when some unknown short-term goal is met, or will they seek to return to their Chapter? Some say that the Wulfen have spent too long within the Realm of Chaos, expressly against Inquisitorial dictate, and this alone should preclude their return to the Imperium. Of course, the Space Wolves, known for their strident independence from the institutions of the Imperium, may well oppose any and all censure of their erstwhile brothers. With Abaddon's invasion at full height the Imperium can ill-afford internecine conflict.

Gene-seed

That the Canis Helix is responsible for the condition of the Wulfen is known, and it has been suggested that it is this savage force of nature that resides within each Space Wolf that has allowed the 13th Company to survive the long millennia of corruption by the power of Chaos.

What is not known, and remains to be seen, is whether their presence within the Eye of Terror has tainted the gene-seed of the 13th Company in any way. Many simply point to the bestial appearance of the Wulfen-kind, and their use of scavenged Traitor wargear as all the evidence needed to condemn them, but others defend their methods as pure necessity.

Wulfen packs are often led into battle by Wolf Priests, and it is theorised that these individuals play a vital role in controlling the excesses of the Wulfens' curse. Wolf Priests of the Space Wolves are the keepers of the genetic lore passed down to them in a direct line from Russ, and appear to be the only men able to control a Space Wolf when the Were is upon him. The Wolf Priests are obviously acting as guardians, leading packs of Wulfen in combat, and ministering to their charges between conflicts.

The Adeptus Mechanicus undoubtedly wish to analyse the gene-seed of slain 13th Company Space Wolves, though to date they have not succeeded in doing so. Should they find any impurities then the scale of the Imperium's response, and what side the Space Wolves take, could only be imagined.

Battlecry

Legends tell of the howl of the Wulfen; mortal ears have now heard it for the first time in 10,000 years. Eyewitnesses report that the effect is devastating to enemy morale, and often equally unnerving for friendly troops.

THE ORMANTEP RAID

On the thirteenth day of Secundus in the Imperial year 999.M41, Cadian sector High Command lost contact with the world of Ormantep, a sparsely populated mining planet situated on the outskirts of the Cadian Sector. The planet's proximity to the Cadian Gate made it an ideal location for a listening post, a narrow astropathic duct focused on the approaches to the Gate, and guarded by a company of Cadian Kasrkin.

The attack that crippled the station came without warning, and left only a handful of survivors. A single, dying Astropath was able to call for aid from a nearby Imperial Navy cruiser.

The attackers were a small, elite company of Black Legionnaires, who fell upon the listening post with cold, methodical brutality, cutting down all they encountered, but determined specifically to murder the Astropathic Choir that resided within the central keep. The Kasrkin mounted a heroic defence that held off the Black Legionnaires for several hours, before aid came from a totally unanticipated quarter.

As the Traitors closed on the hastily constructed barricades of the inner sanctum, survivors report that the night was filled with a mournful howl. Answering calls sounded from all directions, yet the source could not be seen. As the Black Legionnaires

faltered in their attack, casting glances in all directions, the rearmost were dragged into the shadows. Soon the Legionnaires were firing their bolters on full automatic, emptying entire magazines into the gloom as more were set upon by an enemy the Kasrkin defenders could not discern.

In minutes, all of the Black Legionnaires lay dead. Their bodies were found savagely ripped open as if worried by hugely powerful jaws or raked by savage claws. The only evidence of the force that attacked them was the distorted, low-quality vox-recording of the howls that filled the complex in the moments before the Chaos Marines were attacked.

MODELLING WORKSHOP

Steve Cumiskey's 13th Company

Steve Cumiskey, a newcomer to the Games Workshop Hobby Department, delves into the abyss that is the Eye of Terror for his new 13th Company Space Wolves army, and reveals his modelling and painting techniques for the Wulfen...

At first glance, the warriors of the 13th Company, featured in the new Codex: Eye of Terror, appear to be conventional Space Wolves. A closer look, however, reveals them to be something different. The models themselves are even more feral looking than the rest of the Space Wolves Chapter, with their armour painted in pre-Heresy army colours, battered and aged looking. They even incorporate bits of armour torn from the bodies of defeated Chaos Space Marines.

This mismatched, battered and savage appearance is part of what makes the army so distinctive and absorbing to build and paint. I decided to talk to the other people in the Studio who've been involved with building both the Studio army and armies of their own, before trying to build some of these models for myself. Using what I learned in those conversations, and through my own experience, I've assembled this guide to constructing 13th Company Space Wolves.

BUILDING THE BASIC MARINES

The appeal of building these models is the possibilities for creating Space Marines with a great deal of individual character. Part of what will give your Space Marines that distinctiveness is the relative freedom you have to combine components from the Space Marine, Chaos and Space Wolves kits in a wide variety of ways. The thing to bear in mind is that the 13th Company may look even more savage than normal Space Wolves, but they still regard themselves as loyal Space Marines.



When I look at a Space Marine, the head, shoulders and backpack are the most visible parts of the model, and so exert the most influence with regards

MODELLING WORKSHOP

Steve Cumiskey's 13th Company



CREATING THE DAMAGED LOOK

The armour of the 13th Company Space Wolves is old and patched up with bits of armour taken from dead enemies. Getting that image across on the models is mostly done at the painting stage, but if you're prepared to do a little conversion work, that image can be evoked with a few simple effects.

Shoulder pads with overt Chaos symbols can be damaged to make them look as though the wearer has torn the hated symbol from his

armour. Clippers can be used to crudely remove the Chaotic designs, leaving enough of a trace behind to show what used to be there to anyone who looks closely at the model. A modelling knife can be used to put gouge marks in the armour from old weapon blows, and shallow holes can be drilled with a pinvice and then widened slightly to look like old dents or bullet holes. The horns of the more overtly Chaotic helmets can be cut or hacked into in the same way as the shoulder symbols.



Above: An example of some of the results that can be achieved by implementing some of these techniques.



When you open the box, you'll find that there are just enough legs to build the ten Space Marines, the bodies are where the choices begin. As we're dealing with Space Wolves here (albeit a strange breed of Space Wolves), it's a good idea to use all the available bodies from the Space Wolves accessory sprue. Try out a

few different combinations to see what works best for you. In the Studio we decided to alternate Chaos parts with Imperial, to keep the overall appearance of the models looking Imperial. In this case that meant giving all the Chaos legs Imperial bodies.

Because of the number of possible ways in which these models can be assembled, it's a good idea to have a few trial runs before getting the glue out.

to how I feel about the model as a whole. In our early experiments with building 13th Company models, using Chaos components for these parts tended to tip the balance towards the model looking too much like a Chaos Space Marine.

The Chaos backpack and shoulder pads make this experimental model look like a follower of Chaos.



Experimenting by sticking the models together roughly with Blu-tack will give you the chance to check out combinations of parts until you arrive at a look you feel happy with.



Generally, Space Marines arms come in pairs, designed to fit together to hold a boltgun between them. This wasn't an issue in the case of the Storm Claws,

as both arms carry a weapon each, so you won't have any problems having one Chaos and one Imperial arm.

With Grey Slayers, I tended to stick to a full set of Imperial or Chaos arms to make matching them up to carry a boltgun easier. If you do want to combine Chaos and Imperial arms on a model, try out the fit first with some Blu-tack. For my own Grey Slayers, I went with the option of giving them one arm holding a boltgun, while the other has a combat weapon.

Many of the Chaos shoulder pads are very ornate, frequently with embossed designs. We found that leaving the left shoulder with a blank shoulder pad allowed us to add the company markings without any difficulty. This will make your life easier if you decide to use a transfer sheet for the badge later on. Shoulder

pads with overt Chaos iconography, such as the eight-pointed star or a specific legion symbol, are best avoided unless you're going to do some conversion work to them. A 13th Company Space Wolves Marine is still an Imperial Space Marine after all, and loyal Space Marines don't go around wearing the icons of the enemy.

As with the shoulder pads, some of the wilder looking Chaos helmets are best avoided unless you're prepared to do a little alteration. In the case of the 13th Company, the Space Wolves sprue provides a good selection of heads, and I used all of them to keep the Space Wolves image as strong as I could. The same applies to the wolf head backpack. For the other backpacks, we found that adding Imperial packs to anyone with Chaos shoulder pads helped the model fit in more with the rest of the army.



The Imperial backpack on this model helps to balance the effect of the Chaos shoulder pads.

Finally, both the Space Wolves and Chaos sprues contain plenty of holsters, wolf charms and knives. These can be great for giving the models a more ragged and slightly less uniform appearance.

USING OTHER PLASTIC KITS

All of the Space Marines plastic kits have interchangeable parts, so this opens up more possibilities if you have access to pieces from other kits. For instance, I used the running legs from Assault Marines to give my Storm Claws the appearance of charging into the assault. Spare parts from your 13th Company Space Wolves can also be combined with the Space Marine Bike kit to create Storm Claw Bikers.



Even the mighty Defiler can fall to the tenacity of the 13th Company.

COLOUR PALETTE

	Chaos Black		Skull White
	Codex Grey		Boltgun Metal
	Fortress Grey		Brown Ink
	Bestial Brown		Scab Red
	Bleached Bone		Red Gore



PAINTING THE 13TH COMPANY

The parts of the armour that are taken from the Chaos sprue should remain their original legion colour and not the grey of the Space Wolves uniform. This means that the choice of which Chaos Legion uniforms to use, along with just how far you want to take the weathering and ageing effects, will greatly influence the character of your army. The variety of choices available is the other aspect of the 13th Company that means that no two of these armies will look the same.

PAINTING THE BASIC UNIFORM

To paint the basic uniform of the 13th Company start with an undercoat of Chaos Black, followed by a basecoat of Codex Grey. Finally, highlight the armour with Fortress Grey.

PAINTING FUR

Paint the pelts and charms with Bestial Brown, then overbrush Bleached Bone, leaving the root of the pelt or any shadowed area mostly brown. Finally, lightly drybrush Skull White near the tip of the pelt.

WEATHERING AND AGING

There are several ways of giving the armour a beaten and dirty appearance. Chipped paintwork can be shown by painting a small patch of the armour, generally near an edge or joint, with Chaos Black paint and then painting the same area with Boltgun Metal. To make the chipping more visible, make sure to leave a small outline of black around the chipped area. Mud or dirt can be added by drybrushing Bestial Brown on the legs or feet of the model.



A wash of Brown Ink applied in small streaks going from joints or seams in the armour can also be used to give the impression of oil leaks. Chemical stains on the armour can be created with the same ink wash applied to the armour in blotches.

MODELS WITH CHAOS LEGS

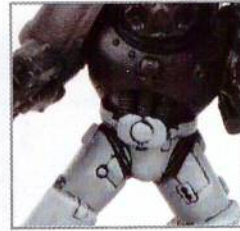
For the Studio army, when we used Chaos legs we didn't paint both legs in their original Traitor Legion colours. Instead, only one whole leg, or the lower parts of one or both legs were painted in Chaos colours. This will stop the model

losing too much of his Space Wolves uniform colour, and keep your army looking more coherent.

Only a single panel on each of these sets of Chaos legs were painted in their original Traitor Legion colours.

ICONOGRAPHY

Following the Space Wolves Doctrine, the company badge of the 13th Company goes on the left shoulder pad on a black background. Using the transfer sheet provided for the company badge is definitely a good



Left to right: Chaos Black undercoat, Codex Grey basecoat and Fortress Grey highlight.



Left to right: Bestial Brown layer, Bleached Bone layer and Skull White highlight.



The 13th Company have spent millennia fighting the forces of Chaos, trapped within the Eye of Terror.



idea. The Pack markings on the right shoulder are specific to the each individual Pack, so feel free to design something appropriate.

SUMMARY

The 13th Company represent a great opportunity to field a very striking and original force, with plenty of scope for enterprising modellers and painters.

Hopefully, we've given you some ideas that will inspire you to create your own warband of 13th Company Space Wolves.



For Mark Tait's 13th Company Space Wolves, he made use of extra Ork and Chaos parts to give his models even more character.

CHOOSING LEGION COLOURS

Because the salvaged pieces of Traitor armour retain their original uniform colour, choosing the right Chaos uniforms to incorporate into your colour scheme at the beginning is vital. For the Studio army, we decided to go with two legions, the Word Bearers and the Black Legion. By picking only two legions, we were able to maintain the appearance of a unified colour scheme for the army. The choice of uniform also adds background depth to your army, showing which legions they've fought most recently or who their most hated enemies are.

Below are a series of pictures with the colours of the main Traitor Legions combined with the 13th Company uniform, to help you in making your choice.



From left to right, starting at the top: Alpha Legion, Black Legion, Death Guard, Emperor's Children, Iron Warriors, Night Lords, Thousand Sons and World Eaters.

Pictured above: Word Bearers.

MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Matt Hutson continues his fight for the forces of Order in the Studio 'Fast and Furious 40k in 40 minutes' campaign. This month his force takes part in a multi-player battle.



Matt: Since last month's article I've been concentrating on playing a few games to get to grips with the

tactics of the 13th Company. This has left me without any time to paint up any new miniatures (although I have stuck together a new squad of Grey Slayers). As mentioned last month the first game I played using the new army list was against Alex Boyd's Orks. Since I played him last he too has been tinkering with his army and to my relief dropped two of his Killa Kans and instead taken some of his newly converted and painted War buggies.

My plan for the game was to charge the Wulfen up the flank to avoid the attention of the Orks so-called inaccurate firepower and hold off with the Grey Slayers, then at the crucial moment use 'The Gate' to get the Grey Slayers across the table to a position where they can use their meltaguns to destroy the Killa Kan. Hopefully, at the same time, I could

use the Wulfen to tie up any Orks nearby. I deployed the Wulfen on one flank directly opposite the War buggies and out of sight of the rest of the Ork army. The Grey Slayers led by the Rune Priest were deployed on the opposite side of the table. Alex deployed his army quite spread out and luckily for me deployed his Killa Kan on the flank where I could take it out at close range (using the above tactic) without an entire Ork army charging me.

I have to say that the game went really well for me and the new look force worked a treat. Failing the psychic test for the Rune Priest on

the first turn wasn't quite in the plan so all I could do was charge the Wulfen towards the Orks. On the second turn though I teleported the Grey Slayers across the board to the perfect position (with the help of the Scatter dice) where they destroyed the Killa Kan. At the same time the Wulfen assaulted the War buggies and unsurprisingly wiped them out. In the next turn one Ork unit managed to charge into combat against the Grey Slayers and Rune Priest but were no match for my Space Wolves. After they were despatched all that was left to do was for the Rune Priest, Grey Slayers and Wulfen to charge across the table and finish off the remaining Orks. In all the new army worked really well, 'The Gate' psychic power allowed the Grey Hunters to get to the action at the same time as the Wulfen. The two meltaguns in this unit gives the army a powerful punch against any enemy armour, especially if you can teleport behind them and get within 6".

WOLF GUARD PACK LEADER

My Pack Leader with the Mark of the Wulfen was a very easy conversion to do. All I had to do was cut off the arm and hand from a Wulfen model and replace them with parts from the Chaos Space Marines sprue. The running pose makes the model look suitably fierce and helps him really stand out from the rest of the pack.



▲ The Wulfen rip apart the Ork Wartraks simultaneously as the Grey Slayers use 'The Gate' to redeploy and destroy the Killa Kan.

This month I have also managed to play a four-player game, a sort of '800 points in 80 minutes' game. I've teamed up with the Dark Angels 'feud aside' of Darron Bowley to do battle against the combined forces of Graham Davey's Black Legion and Alex Boyd's Orks.

Darron's Dark Angels complimented my force quite well as they contained a lot of heavy weapons, which included a Whirlwind, but no close combat troops. Opposed to us were three Killa Kans, two Ork mobs, a Chaos Space Marines squad, a large squad of Mutants and a Chaos Lieutenant on a bike.

We deployed with the Dark Angels holding one flank and my Space Wolves on the other. The early turns consisted of the Dark Angels softening up the Ork advance (mainly by stripping the weapons of the Killa Kans) and also of my inability to pass the Rune Priest's psychic test. The Wulfen got into trouble quite early on when they were forced to assault a Killa Kan. Although their Strength of 5 meant that they could harm it, I just couldn't roll the necessary 6s and so this ultimately lead to their death.

The game really kicked off when the Rune Priest and Grey Slayers teleported into the heart of the enemy where they managed to kill most of the Chaos Space Marines squad and rout them in one turn of shooting. Unfortunately they were then assaulted by the Mutants and an Ork mob where they put up a miserable defence resulting in only the Rune Priest surviving. The next turn though he did manage to teleport out leaving the Mutants and Orks concentrated, ready for a



▲ My 13th Company warband so far. Next on the agenda is a second Grey Slayers pack...

barrage of frag missiles from the Dark Angels (quite a good tactic and something I intend to use in the future). I repositioned the Rune Priest next to the Dark Angels' firing lines just in time to destroy a Killa Kan threatening their flank with his plasma pistol.

The rest of the game was pretty one-sided with the Chaos contingency and Orks slowly getting wiped out by the Dark Angels' firepower and their last Killa Kan getting destroyed by the teleporting Rune Priest resulting in a good victory for the forces of Order.

The best thing to come out of this game was the discovery of the trick of using 'The Gate' to clump the enemy up ready for template weapons. To make the most of this the next unit I plan to paint is a second Grey Slayers pack armed with flammers. This will also mean I can start playing bigger games using the proper Force Organisation tables.



▲ The Grey Slayers redeploy using 'The Gate' and rout a squad of Chaos Space Marines.



▲ The Rune Priest comes to the aid of the Dark Angels by destroying a Killa Kan with his plasma pistol.

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Intent on fulfilling a 10,000 year old oath, the Space Wolves of the 13th Company battle the hordes of Chaos as they begin the Thirteenth Black Crusade. Available from your Games Workshop stores, in-store order point, independent stockists (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 create the 13th Company you can use the new Grey Slayer & Storm Claws and also parts from the components section to mix and match your models. Add parts from the Chaos Space Marine sprue to represent armour taken from the 13th Company's foes or use some of the metal component bodies for antique versions of Space Marine armour.



13th Company Grey Slayers

This boxed set contains 10 multi-part plastic Grey Slayers.

£15.00

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00



13th Company Storm Claws

This boxed set contains 10 multi-part plastic Storm Claws.

£15.00

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00



Space Wolves Long Fangs

This boxed set contains 5 Long Fangs.

£18.00

Denmarkkr 225.00
Swedenkr 270.00
Euro€ 30.00



Space Wolves Rune Priest £5.00

This blister contains 1 Rune Priest.

Denmarkkr 55.00
Swedenkr 65.00
Euro€ 8.00

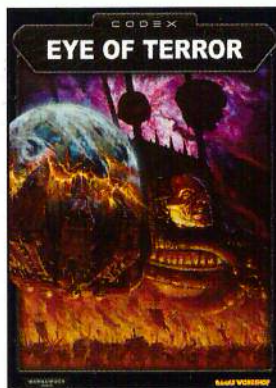


13th Company Wulfen

This boxed set contains 5 Wulfen.

£15.00

Denmarkkr 185.00
 Swedenkr 225.00
 Euro€25.00



Codex: Eye of Terror

£8.00

This book contains full rules and background for the Eye of Terror worldwide campaign, as well as army lists for four forces.

Denmarkkr 115.00
 Swedenkr 140.00
 Euro€15.00

Using the models and components below you can create stunning conversions to make your 13th Company force totally unique.



WOLF GUARD POWER FIST
 9947010101407 £1.50



WOLF GUARD CHAIN FIST
 9947010101408 £1.50



FORCE AXE
 9947010106811 £1.50



WOLF GUARD POWER SWORD
 9947010101409 £1.50



WOLF GUARD STORM BOLTER
 9947010101405 £1.50



TERMINATOR RUNE PRIEST
 9947010106810 £5



WOLF GUARD TERMINATOR 1
 9947010101401 £4



WOLF GUARD TERMINATOR 2
 9947010101402 £4



WOLF GUARD TERMINATOR 3
 9947010101403 £4



GREY HUNTER 1
 9947010101302 £2



GREY HUNTER 2
 9947010101303 £2



BLOOD CLAW 1
 9947010101602 £2



BLOOD CLAW 2
 9947010101603 £2



BLOOD CLAW 3
 9947010101604 £2



WOLF SCOUT SERGEANT 2
 9947010106102 £4



SPACE WOLVES CAPTAIN
 9947010106505 £6



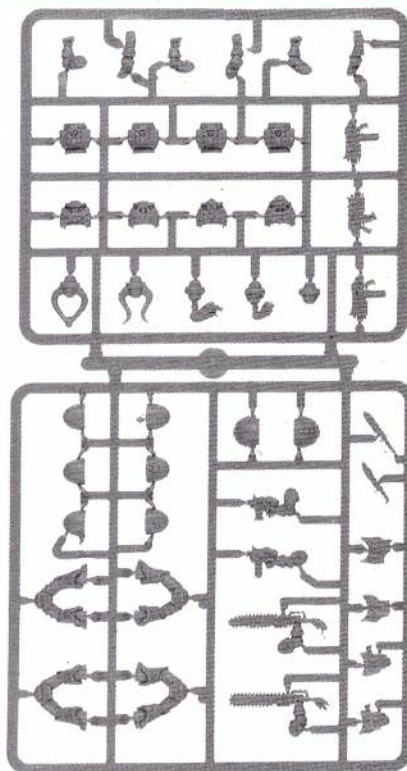
WOLF SCOUT SERGEANT 1
 9947010106104 £4



WOLF SCOUT SERGEANT 3
 9947010106103 £4

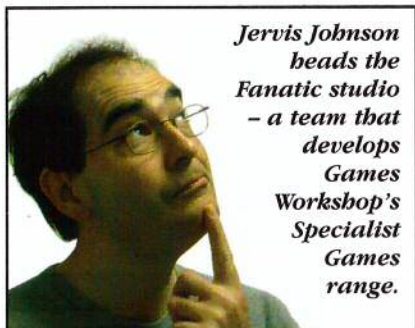


WOLF SPRUE
 9947010106103 £3



CHAOS SPACE MARINE SPRUE
 99380102004 £6

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 not shown at actual sizes.



*Jervis Johnson
heads the
Fanatic studio
- a team that
develops
Games
Workshop's
Specialist
Games
range.*

JULY'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

There is so much I could write about this month's models that I hardly know where to start, but I'll kick off with the two Inquisitor models we're bringing out. These models come as a matched pair (although they can be used separately too) consisting of a Navis Nabilitai and his bodyguard in the form of an Imperial Navy Bosen. The Navis is another great miniature from talented Citadel Designer Alex Hedström, and is every bit as good as the incredible Eldar Ranger model he made that already graces the Inquisitor range. The Bosen is an imposing giant of a figure produced by veteran Designer Bob Naismith, and acts as a superb counterpoint to the frail and aesthetic looking Navis. Background, rules and painting information for both models can be found in Exterminatus Magazine 7.

For Mordheim we have one of my absolute favourite Fanatic releases so far, another matched set of models that can be used together or separately, consisting of a Stage Coach, a Highwayman, and a Road Warden. All of these models have been designed by Fanatic's own 'in-house' Designer Mark Bedford, and really are a labour of love. Quite aside from the quality of the miniatures, I really like the way that they illuminate an aspect of the Warhammer world's background that really couldn't be covered in the Warhammer range itself. Rules and background for these models can be found in Town Cryer 26 as part of the ongoing 'Empire in Flames' series of articles.

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
Inquisitor Conspiracies: The Cirian Legacy	Inquisitor	June
Warmaster Magazine 17	Warmaster	June
Skaven Clanrats	Warmaster	June
Skaven Jezzails	Warmaster	June
Skaven Plague Monks	Warmaster	June
Skaven Rat Swarms	Warmaster	June
Skaven Gutter Runners	Warmaster	June
Skaven Rat Ogres	Warmaster	June
Skaven Characters	Warmaster	June
Battlefleet Gothic Magazine 15	BFG	June
Daemon Cruiser	BFG	June
Exterminatus 7	Inquisitor	July
Navis Nabilitai	Inquisitor	July
Bosen	Inquisitor	July
Town Cryer 26	Mordheim	July
Stage Coach Set	Mordheim	July
Highwayman	Mordheim	July
Road Warden	Mordheim	July
Blood Bowl Magazine 8	Blood Bowl	July
Elf Team	Blood Bowl	July
Elf Team Booster Pack	Blood Bowl	July
Elf Cheerleaders	Blood Bowl	July
Necromunda Magazine 2	Necromunda	July
Redemptionist Gang	Necromunda	July
Redemptionist Champ. Booster Pack	Necromunda	July
Redemptionist Gang Booster Pack	Necromunda	July



The brand new Stage Coach for Mordheim.



Out this month for Necromunda is Shane Hoyle's new Redemptionist gang. Rules and background for the Redemptionists appear in Necromunda Magazine 2. Due to the subject matter, we've decided to put a 'Mature Content' warning on the front of the magazine, and we'd like to warn readers of White Dwarf that the content of Necromunda Magazine may not be suitable for younger gamers - you have been warned!

The last of July's releases is Dave Thomas' fantastic new Elf team for Blood Bowl. Full rules and background for the new Elf team can be found in Blood Bowl Magazine 8, but one thing I think I should explain here is that the new Elf team is not a replacement for the High Elf team already in the range. Instead, the new team represents a team made up of professional Elf Blood Bowl players that play in the Old World Leagues, as opposed to the state-sponsored High Elf Blood Bowl team that play matches as representatives of the High Elf Empire.

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.

"Now that Necromunda is back out, are there any plans to re-release Gorkamorka?"

Necromunda Senior Editor Matt Keefe replies:

"Once we have the Necromunda rules review up and running the sensible thing to do would be to use it to go over all the existing Ash Wastes material we have produced and slowly begin to make it all official. This will eventually lead us to a point where we can combine it into a stand-alone supplement, acting as both a new setting for the game, and providing additional rules for vehicles. This will leave us in a position to deal with Gorkamorka..."

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!).

I say the above with some hesitance because, to be brutally honest, Gorkamorka is years away from being something Fanatic will be in a position to support. The game just wasn't that popular first time around, so we've spent our (rather limited) time and resources supporting Necromunda instead, which has always been very popular.

I know Gorkamorka has its adherents – (hello to everyone who has been systematically bombarding me with e-mails from the various mailing list and web communities out there – we do know you exist). The truth is, Gorkamorka won't ever get its own magazine, or a relaunch as a brand new game, but somewhere down the line we will probably be in a position to treat Gorkamorka in the same manner we do the Ash Wastes – as a new setting that uses the Necromunda rules. What this means is that we'll probably release Gorkamorka as a kind of sourcebook that

can be combined with the Necromunda rules, throwing in all the background, gangs and campaign rules that appeared in Gorkamorka and Digganob. The book would be unnecessarily long (and costly!) if we were to reprint the basic game rules, so you'd need the basic rules from Necromunda: Underhive, and the new improved vehicle rules from the (eventual) Ash Wastes supplement to play.

I'm sure this approach won't please everyone, but in truth it's by far the best way of making Gorkamorka available again, since it will broaden its appeal by putting it into a format that is easily accessible to Necromunda players. The success of Mordheim's alternate settings (Lustria, Land of the Dead, the current Empire in Flames etc.) is a good indicator for how best to treat Gorkamorka in relationship to Necromunda. And, I say again just for clarity, this is all years away anyway."

LIFE IN THE BUNKER

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

- The Battlefleet Gothic Annual was due to be published this month, but we've decided to hold it back and instead bring out a supplement that we are calling Battlefleet Gothic: Armada. This book will come out in December and will cover all of the new fleets that have been produced for Battlefleet Gothic since the game came out, and will become a permanent part of the range. Fans of the Annual shouldn't worry though, it will be back in all its glory in 2004.
- After over a year of development and play-testing the new Epic rules are entering their final editorial stage. By the time you read this the Fanatic team will be hard at work making Epic terrain, painting Epic models and taking Epic photographs ready for the new book, and a host of Miniatures Designers will be working on new Epic miniatures to go in the range. You can find out more about the new Epic rules by visiting the website at:

www.epic40000.com

- Steve Hambrook and Rick Priestley have been putting the finishing touches to the Mighty Empires campaign system for Warmaster. We're also doing our best to get the Studio Warhammer Development team to write some rules for using Mighty Empires to run a Warhammer campaign too. You can find details of the Mighty Empires rules at:

www.warmaster.co.uk

- Jervis Johnson has started work on the Pit Fighter game that he promised to have finished back in December. Unfortunately Pit Fighter had to be put on a back burner while Jervis finished off the Epic rules. He has now been able to return to Pit Fighter and hopes to have the game ready asap. More on his progress next month...

And that's all for this issue of Fanatic News. Please don't hesitate to get in touch with us at: fanatic@games-workshop.co.uk 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.

The new Highwayman model for Mordheim, available now.



Best regards,


Jervis Johnson
Head Fanatic



A selection of the fantastic new Elf team available for Blood Bowl.

Never been to Games Day? Been a hundred times? Make sure you're there this year because you will find:



Design Studio

Meet the people who design, make and paint the models that you collect. Chat with them and find out how they do it, where the ideas come from and what's in store for the future. This is your opportunity to meet 'Eavy Metal painters, miniature designers, artists and games developers all in one place!



Participation Games

Over 70 individual battles, covering all of our game systems from Warhammer, Warhammer 40,000, The Lord of The Rings to specialist games like Inquisitor, Battlefleet Gothic and Mordheim. Featuring games from the Gaming Club Network and Games Workshop stores, there'll be something for everyone.



Forge World

One of the most popular stands at Games Day, on the Forge World stand you'll see super-detailed tanks and vehicle kits, character models and busts as well as all the very latest releases and sneak previews. Also meet the Forge World designers and see the projects they are currently working on.



Studio Archive

See the history of Games Workshop with fantastic displays of archive miniatures and games – the things that are normally locked away in the Games Workshop vaults.



Fanatic Design Studio

Meet Jervis Johnson and his fellow Fanatics and see all the latest Fanatic miniatures. Your opportunity to hear about new rules and ask your burning questions about your favourite game.



Black Library

Meet up with authors and artists behind the novels, comics and characters like Kal Jerico and Gaunt's Ghosts. Get your favourite tale signed and hear about work in progress.



Golden Demon

The ultimate painting competition. Get modelling and painting now as with 11 painting categories, plus the Young Bloods and the Open category there will be stiff competition.

Hobby Areas

Join the Warhammer World hobby team and take part in all manner of hobby activities. Three areas covering painting, terrain building (make it and take it away with you!) and the ever popular Conversion Competition. The team are on hand to answer your questions and give you tips on any aspect of miniature or scenery modelling.



Mega Battles

Warhammer 40,000

Abaddon the Despoiler launches forth from the Eye of Terror to smash Cadia. There will be no less than 20 Titans on the battlefield.

Warhammer

Join in with the war that shook the Warhammer world. We refight the climatic battle of the sundering of the Elven kingdoms.

The Lord of The Rings: The Two Towers

Relive the mighty battle of Helm's Deep.

All specially built gaming tables and mega battles feature hundreds of miniatures.



Seminars

Hear about the latest projects and releases, ask questions about your favourite armies and pick the brains of some of the most famous people in the Games Workshop world. Tickets are only available from the Games Day website.

Mail Order and Retail Stands

New releases, specialist games, Warhammer, Warhammer 40,000 and The Lord of The Rings – just about everything we do! Whatever you're after we can supply it on the day or through mail order.

We hope this gives you a flavour of Games Day and Golden Demon 2003. There's plenty of things happening at the show that we're keeping secret for now – but keep an eye on White Dwarf and the Games Day website for more news in the run up to the show. If you have any questions or just want to know, ask a member of staff who'll be more than happy to help.

So why not join us for the biggest and best day of hobby gaming and activity!

GAMESDAY & 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 are on general release from May 31st 2003, order yours by calling 0115 91 40000
Check out www.gamesday.co.uk for more information about the show.
Visit www.games-workshop.com/ukevents for further details about this tournament and other events.

GOLDEN DEMON

Each year around two thousand entries are brought to the Golden Demon painting championships, with each of the entrants hoping to win one of the Golden Demon trophies or even the coveted Slayer Sword itself. This survival guide should help this year's hopefuls to enter the Golden Demon tournament as easily as possible.

SURVIVAL GUIDE 2003

How to survive Golden Demon 2003

When and where to queue

The Golden Demon tournament opens for entry logging at 9am, one hour before the main event opens its doors. To log in your entry you can either queue by the Golden Demon entrance, or enter through the main Games Day doors (after 10am). There will be signs around the arena directing you to the Golden Demon entrance but if you get lost, simply ask one of the dozens of Games Workshop staff who are bound to be milling around. It goes without saying that the earlier your miniature is on display the better, as this gives it more chance to catch the judges' eyes. The last entry must be booked in by 12pm to allow the judges to complete their first round of judging by 12.30pm.

How do I book in my entry?

So you're queuing up and the row of booking-in tables are rapidly getting nearer – what do you need to have prepared? The answer is a completed entry form. It is important to have a separate entry form for each entry you have. Please complete the whole form using clear block capitals. Entry forms can be photocopied from the Golden Demon article in White Dwarf 282. Printed versions will also be handed out on the morning of the event. Obviously you should have filled in as much information as you can before you reach the booking-in tables. Once you reach the booking-in table, hand over your entry form and you will receive a competitor's receipt/entry number card. A number will be printed on both parts of

this card. This number will be recorded on your entry form and the category number will be circled on all three items. Your entry card will then be carefully filed and you will be given a Golden Demon competitor's sticker.

Now your entry has been allocated a number, all that is left is to place your miniature in the appropriate category cabinet. From the booking-in table, move through to the display area where you will find the individual categories designated by large, hard to miss posters!

Category Tables

The first category you will reach is the Young Bloods, which is always the most popular. The Open Competition is situated at the far end. In between these two categories are the eleven Golden Demon categories and the winning entries area. When you reach the appropriate cabinet, hand over your miniature and the entry number part of the card to a staff member who will display the entry on the card behind a glass screen. Make sure you keep the competitor's receipt part of the card safe as you will need this to collect your entry later (no receipt – no miniature!).

Running repairs

If entries become damaged, repairs can be made at the repair table which will be situated next to the booking-in area. Carrying cases or packing you may have for transporting your entries cannot be left in the Golden Demon area and must be taken away by entrants (bringing a rucksack is a good idea).

Timetable:

- 9.00 am - Golden Demon competition opens for entry booking in.
- 10.00 am - The Games Day event opens.
- 12.00 pm - Last entries must be submitted before 12pm.
- 12.30 pm - 1st round judging will be complete.
- 1.00 pm - All miniatures that are not in the winning entries area may be collected.
- 2.30 pm - Final judging complete – all winning miniatures may now be collected.
- 2.45 pm - All category winners are asked over the arena tannoy to gather by the main stage.
- 3.00 pm - Category winners are presented with their statues and Studio invitations.
- 3.45 pm - Winners assemble by the main stage for Slayer Sword presentation.



Making the grade

The judges mark all entries that have made the first round cut by placing a small, round, green sticker on the relevant entry number card. These successful entries are then moved to the winning entries area and displayed in the appropriate category. It is from these groups of entries that the first, second and third place winners for each category are chosen.

Collecting your entries

After 1pm all entries not in the winning area can be collected. Simply locate your miniature and present your competitor's receipt to a staff member who will check that the number on your

receipt is the same as the number on the entry number card, and will hand you your entry.

And the winner is:

By 2.45pm the names of the Golden Demon winners will be called out over the arena tannoy system and they will be asked to gather by the Games Day stage.

At 3pm the judges will present the trophies to the winners of the 11 Golden Demon categories, the Young Bloods and the Open competition.

All the winners are invited to Nottingham where White Dwarf editor Paul Sawyer will give a tour around Games Workshop

HQ, and the winning miniatures will be photographed for inclusion in a future issue of White Dwarf.

There can be only one

At 4pm the 1st place winners from each category will be introduced on the Games Day stage, and one of these twelve skilled painters will become the Slayer Sword winner. After a brief introduction, a GW Studio personality will open the all-important envelope and announce the winner of this year's tournament, who will then strike the traditional pose by lifting the Slayer Sword in triumph.

Good luck!



Warhammer 40,000 Single Miniature:
Tau Water Caste Ambassador by Mark Tait



Warhammer Single Miniature:
Slaaneshi Champion by Mike Anderson

Here's just a few of last year's Golden Demon winners.

Open Category:
Nurgle Daemon Prince
by Seb Perbet



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. 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.

When it comes to making mutants, the rules are... there are no rules! Mutants are the greatest opportunity to let your imagination run riot. To prove this point Adrian Wood gave out bags of Warhammer and Warhammer 40,000 plastic sprues to modellers that he knew would be up for the challenge.

MODELLING WORKSHOP

Expert advice on how to construct your hordes!

Adrian: The raw materials we sent out were Catachans, Zombies, Orks and of course Mutations sprues: the only instruction was 'Make Mutants'. Over the weeks that followed boxes and packages would arrive at Games Workshop containing the most outlandish creatures imaginable. Every time I opened a packet it was like looking at a painting by Hieronymus Bosch. What twisted imaginations these guys had! Not only had the plastic sprues been plundered, but in a frenzy of modelling madness, metal parts from the modellers own bitz boxes had been mixed in.

I wanted to know where these guys got their ideas from to make such radically different models from each other. As I began to collect information on how they went about making their models it was obvious that they had all taken different approaches. I started my investigations with Dave Cross.



The following are just some of the tools and materials used to make these mutants. Some modellers used more, some a lot less. Dave Cross only used Plastic Glue and a pair of clippers!

- 1 Cutters
- 2 Craft Knife
- 3 File
- 4 Glues
- 5 Saw
- 6 Pin Vice
- 7 Green Stuff
- 8 Sculpting Tool
- 9 Catachans, Zombies, Orks and Mutations sprues
- 10 Bits Box



Dave's models in all their mutated glory.



DAVE CROSS

When Dave Cross sat down one weekend with clippers and Plastic Glue in hand he had but one challenge: to combine together the 14 models worth of

parts on the sprues he'd been given and make fifteen mad mutants.

With this in mind, he began experimenting with different combinations of parts. As he freely mixed the thin Zombie parts, the Catachans and the huge Ork body parts, Dave found he couldn't help but get a set of grotesque models. By using arms for legs and a head for a torso, he soon got his fifteen models.

Dave was so inspired he had another go at making fifteen mutants but this time he used the Marauders of Chaos sprue instead of the Catachans one.

Dave built the models from the bottom up, lining up fifteen bases. The fourteen

sets of legs were glued in place, leaving one base left over.

To get round the lack of legs he took an Ork torso and glued on a pair of arms instead, then attached the base. The Ork head was large enough to become a torso on a pair of Zombie legs.

When it came to combining the Ork parts with the Catachans and Zombies, Dave had to cut the ball joint on the Ork torso to get it to fit the legs from the human proportioned models. The amount he flattened the ball joint down made the model appear either long in the body, or much squatter.



Dave's gruesome mutants, along with one of his impressive mutant Sentinels.



ALY MORRISON

As a Figure Designer, Aly knows a thing or two about making miniatures. He also has a reputation for making some

truly impressive conversions, a notable example being the Mordheim Possessed warband in WD 243.

He only used the parts that came on the sprues (Aly had been given a Marauders of Chaos sprue rather than a Catachan sprue) and was even able to incorporate the tombstone from the Zombie sprue into one of his models.

After building them, Aly came up with a list of 'Top Tips' for making mutants:



ALY'S TOP TIPS

- Have a good look at artwork for inspiration.
- Cut the parts off the sprue, clean them up and group as possible combinations. That way you can swap the parts around and have a good look at what your finished models will be like.
- Aim at building a minimum of ten models and don't skip on parts. Save any leftovers for your bitz box.
- Do a dry run assembly with Blu-tack.
- Use glue to blend and melt the joins together naturally.
- Be patient and take your time.
- Create usable troops.
- Avoid goofy and badly positioned miniatures. Try to make the mutations look convincing.
- Build strong solid models that will withstand the rigours of the gaming table.
- Save at least half your accessories for covering up any joins that look a little strange.



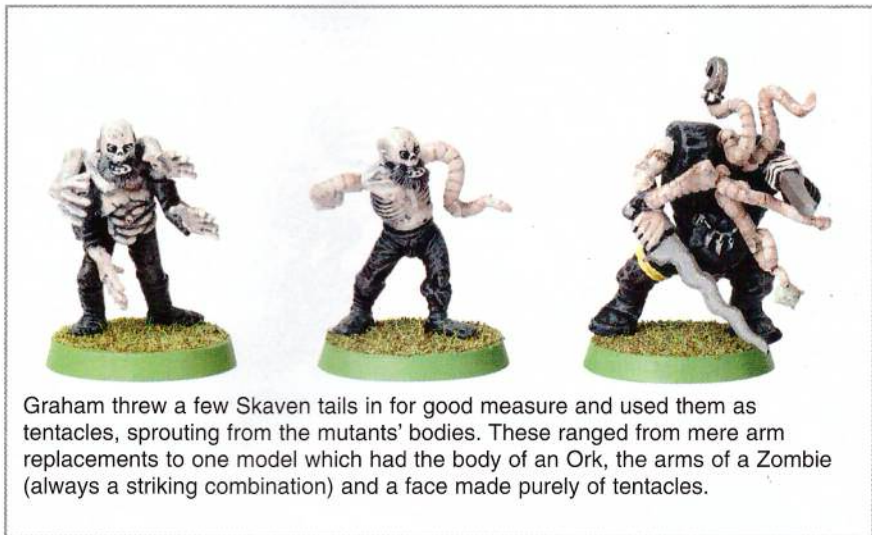
Graham's mutant horde advances on a Blood Angels outpost.



GRAHAM DAVEY

When Dave Cross first showed me the 'scarecrow' mutant I was impressed, and wanted to know who'd dreamt up that monster. I

was pleased to discover that it had been made by a long-time gaming opponent of mine, Chaos Space Marine Lord Graham Davey. I tracked him down and discovered a box full of Plague Zombies that now graced his desk. They look superb. Not only was I impressed with the models, but I was particularly struck by how he'd applied his army's colour scheme to them.



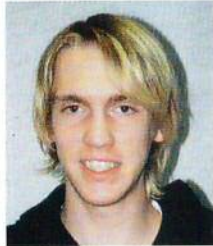
Graham threw a few Skaven tails in for good measure and used them as tentacles, sprouting from the mutants' bodies. These ranged from mere arm replacements to one model which had the body of an Ork, the arms of a Zombie (always a striking combination) and a face made purely of tentacles.



Initially Graham had concentrated on using the Zombie sprue to give him the parts he needed.



Graham really liked adding unusual parts to some of his models. For instance the bull's skull was a banner top that became a huge head. The Zombie drum became a face mask. Probably the most striking example is a mutant with a head made from hooks from a Chaos vehicle sprue. It gives the model a really insect-like appearance.



MARTIN PETERSON

Flipping through a few issues of White Dwarf, his codices and rulebooks before he started, Swedish modeller Martin

Peterson took inspiration from the Inquisitor rulebook and Aly Morrison's Mordheim warband. He then began to pick and choose parts from the plastic sprues he'd been sent, as well as some additional body parts and weapons of his own.

Martin sees mutants as outcasts, the very dregs of society, scavenging weaponry from any source. The mix of weapons reflects this and includes an Ork choppa, a chainsword from a Space Marine and a Kroot rifle.



Of all the sprues he was sent, Martin favoured the Zombie sprue the most. One model features the spines from the back of a Kroot torso.



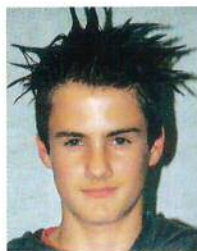
CHRIS BLAIR

The first model that Chris assembled was a real tour de force. With a body made from a Kroot torso (and cloak) attached to the tentacle

arm from the Mutation sprue, he nicknamed the creature 'The Snake'.

The spines from a Kroot's head were cut away and attached to a head from the Mutation sprue. Chris made one arm from Skaven tails whilst the other is straight off the sprue.

Chris also sent a Chaos Marauder model with three faces from the Mutation sprue buried in the chest!



TOMMY JUSKUS

I phoned Young Blood winner Tommy Juskus to ask him about his mutants. The huge limbs and

tentacles on the Mutation sprue were what really inspired him. When combined almost exclusively with the Catachans the monstrous effect was even more marked. In addition, Tommy had also made use of the Kroot sprue and gave a couple of his mutants the alien torsos which had the effect of elongating the models.

After his visit to Games Workshop with the rest of the Golden Demon winners, Tommy was inspired by a Nurgle Daemon Prince (by Seb Perbet) he saw and so added a spine bursting from one of the model's backs. When it was time to paint the models he chose to paint the skin with an unhealthy green tinge, which made the bright red blood stand out even more.





JAKOB NIELSEN

When given complete freedom to build whatever mutants he wanted, Slayer Sword winner Jakob looked to the Warhammer 40,000 rulebook

for direction. Imagining that he was part of a design team creating concept models for a possible 'Codex: Muties', Jakob made five models representing different categories of the Standard Missions chart: HQ, Troops, Fast Attack and Heavy Support.

He used mostly metal models for the basis of his mutants with the addition of a few plastic parts from the Ork and Kroot sprue.



Starting with the torso from a mutie from Gorkamorka, Jakob attached a pair of Ork legs to make his leader, filling the join with a monstrous belly made from Green Stuff. As well as a Skaven Globadier backpack, the model is covered in all manner of wargear and trophies.



By the time we'd got all the miniatures in from our willing monster makers, there were so many to choose from that we knew we wouldn't fit them all into this article. Each batch of models used the parts we sent out in a different way. A few modellers deliberately limited themselves to what was on the sprues. This was a real challenge, particularly when it came to finding a way of using

the Zombie tombstone! Well done Aly. Others raided their bits boxes and added all manner of extra parts to their models.

So there you have it. With only a few pieces of equipment and a bit of imagination, these modellers demonstrate how to make a huge variety of models, and each in a different way.



Big Mutants are made by mixing and matching metal and plastic parts from our huge range of Citadel miniatures. These monsters were made by Kirsten Mickelburgh of the 'Eavy Metal team.

BESTIAL MALEVOLENCE:

The Beasts of Chaos army is a truly varied one that contains all manner of disturbing and powerful creatures rallying under one banner. Their vicious raids strike without warning and they are intent only on mayhem and slaughter. The bestial appearance of the Beastmen belies their cunning intelligence, and their ambushes are enacted with brutal swiftness. The Beastmen rampage towards the foe in great and unruly hordes and are backed up by such fearsome creatures as Minotaurs, savage Centigors and the horrendously powerful Dragon Ogres.

A Beasts of Chaos army can contain all manner of creatures, and monsters of all shapes and sizes can be collected to add to your force. Preparing such an army ready for battle can be surprisingly quick, as a few simple techniques can be used to paint up a battle-ready force in a short time.

Next issue sees the release of the new Beasts of Chaos Armies book and the start of a superb range of miniatures to complement it. As well as being a stand-alone Armies book, Beasts of Chaos is also fully compatible with Warhammer Armies: Hordes of Chaos, and can use army list entries, special rules and magic items from that volume. Details of how to do this can be found in the relevant sections throughout this book.



BEASTS OF CHAOS PREVIEW



Khazrak stared blearily towards the fires burning through the twilight, his mind pleasingly addled with drink and the day's victory. The beating of drums pounded rhythmically in his ears, and his nostrils twitched as the scent of roasting flesh reached him. He lurched upright, suddenly overcome with the desire to gorge. He kicked out with a heavy, cloven hoof, sending an Ungor sprawling. The creature turned, a snarl contorting its bestial features, but it flinched as its gaze met Khazrak's eyes, and it picked itself up and slunk into the surging mass of celebrating Beastmen.

Bursts of harsh, bestial laughter and roars echoed around the massive clearing. Black, coiling smoke rose from dozens of fires into the night sky, filling the air with the cloying stench of burning fat, bone and rotten wood. Shoving his way towards the closest fire, Khazrak saw the mutilated bodies that had been hurled on the flames as fuel. They burnt furiously beneath the body of a spitted horse that was being crudely butchered by a pair of Gors.

Khazrak snarled as he grabbed a leg bone from the grasp of a massive Bestigor, the sound emanating from deep within his chest. He laughed contemptuously as the Beastman turned away, and he sank his teeth into the poorly cooked, blackened flesh. Rivulets of searing blood ran down his hand and jaws, matting into his fur as he stuffed the meat into his mouth. Snatching up a wine-skin, he upended it into his maw, washing down the flesh with the alcohol, unknowing and uncaring that he drank the finest Bretonnian wine.

A broad Centigor stood by the fire, its brutal head lolling heavily to the side, a thick strand of drool dripping from its broad lips. Even over the thunderous drumming that pounded through the clearing, the Centigor's violent snores could be heard. A clay jug that had been grasped in its clumsy hands dropped to the ground, spilling its contents into the dirt. A pair of Gors strode up to stand beside the sleeping Centigor. With a look of savage glee passing between them, they heaved against the Centigor's heavy sides. It toppled into the middle of the fire, its eyes opening wide in shock and pain. Thick matted fur immediately took flame, and the beast roared, rolling from the fire and throwing itself into the dirt, attempting to quell the flames that licked at its thick hide. Khazrak snorted, and the other Beastmen laughed uproariously as they kicked at the creature with bone shattering force. The Beastmen were in high spirits this night.

The drumming that had been echoing through the clearing ceased abruptly, and the Beastmen fell silent. They turned their gaze towards the great herdstone towering in the centre of the clearing, and began to move towards it; a powerful, dark beacon that called to them. Draining the wine-skin and throwing it away blindly, Khazrak barged aside a handful of Ungor so that he could approach the sacred herdstone.

The Beastmen gathered in a surging, excited circle around the massive obelisk. A pair of thick, rusted chains hung from a massive ring over the top of the sacred stone, and strung up in these chains was a writhing human soldier, a captive taken in the day's battle. His screams sounded pathetic and weak to Khazrak's ears, and he grinned as a pair of powerful Bestigor underwent their task of skinning the man alive as he thrashed in agony.

Stalking around the herdstone was the massive chieftain, Beastlord Graktar. His chest was puffed out, and he swayed slightly as he walked,

surveying his mighty herd with pride. Khazrak dimly perceived that the fur under the Beastlord's right arm was matted and dark - he had been wounded in battle - and Khazrak's features twisted into a sneer. The screams of the human diminished into wretched moans that continued even as the Bestigor completed their gory duty. The human's blood splashed down onto the treasures and artefacts piled around the base of the herdstone, staining the earth.

The bloody skin was placed reverently before the hooded figure of Darkgave, the herd's Shaman. Wasting no time, the Shaman crouched in the dirt and began cutting the skin into a rough square shape using a serrated knife. Pulling a bone needle from the folds in his robe, Darkgave threaded a strand of tough sinew and began his work. With practised efficiency, the Shaman began to sew the ragged piece of skin into the herd's massive banner, pulling the tough thread through the skins with his teeth. Having completed his stitching, the Shaman spat into his hand and drew his blade across his palm. Muttering words of dark power, Darkgave rubbed the foul mix of blood and sputum onto the new addition to the great herd banner. With a nod to his chieftain, the Shaman backed away.

Striding forwards, Graktar bent down and grasped the gnarled and twisted banner pole, and hoisted his standard high in the air. As one, the herd erupted into braying cheers and roars of approval. Amongst them all, only Khazrak was silent. He felt power and confidence filling his being, and excitement made his blood pump quickly through his limbs. With a deliberate step, he entered the circle, a clear challenge to the herd's leadership, and silence fell over the clearing.

All eyes turned to Khazrak, then to Graktar to see his reaction. The two powerful Beastmen glared at each other across the empty space between them, neither flinching from the other's gaze as they sized each other up.

Darkgave stepped between the two warriors, breaking their eye contact. Raising his hands to the sky, he brayed in a cracked voice:

"Bray herd, sky and gods will judge. By horn and hoof, loser will be forgot, crushed to nothing and swallowed by beast. For champion, great things to come..."

The drumming started up again as Darkgave took the banner from Graktar's grasp and shuffled to the edge of the ring. The two powerful Beastmen began to slowly circle each other. Graktar was the larger of the two, and he flexed his huge arms, looking hungrily at his challenger. Khazrak was younger and leaner, and stalked around the Beastlord like a predatory wolf treading warily around dangerous prey. The entire herd began to roar and shout, so that no single voice could be picked out. A surging mass, the Beastmen fought to get closest to the challenge. Ungors



were clubbed to the ground and trampled, while others slunk towards the back, licking their wounds and glaring hatefully at their larger brethren.

Khazrak and Graktar came together with an almighty crunch, horn meeting horn, and a great cheer went up through the clearing. The two powerful Beastmen lowered their heads, horns locked. Neck muscles strained while they grappled, hands gripping strong shoulders and arms. With a powerful shove, Graktar threw Khazrak off balance, but the younger Gor recovered quickly. Baring his teeth and lowering his head, he sprang forwards. With a crack, the skulls of the two warriors again came together. Graktar staggered backwards in the face of the younger Gor's ferocity, blood trickling from his brow.

Khazak's momentum carried him forward, and he swung a fist at the Beastlord. The blow caught Graktar on the side of his long face, spinning him half around. Khazrak grabbed the Beastlord's horns, twisting and yanking them back sharply as he thundered a kick into the larger Gor's lower-back, dropping him into the dirt. Still holding onto Graktar's horns, Khazrak followed him onto the ground, pinning him down with a knee in the back. Pulling back Graktar's head, he pounded the Beastlord's face into the earth, again and again.

With a roar, the larger Beastman threw Khazrak off, and rolled to his knees, his face bloody and covered with dirt. He snorted in anger as he stood. Khazrak stepped forwards and slammed a punch into his face, but Graktar ignored the blow and grabbed the leaner Gor in a vice like grip. He drew him into a vicious head butt that crunched Khazrak's flat nose. Holding Khazrak around the scruff of his neck with one hand, he pounded a fist into his face, feeling bone yield beneath the impact. He smashed his meaty fist into his rival's face again, holding him up with the other hand, and followed it with a solid knee into Khazrak's groin.

As Khazrak doubled in pain, Graktar hammered a blow into the back of his neck, knocking him to his knees. Seizing the younger Beastman's horns, Graktar used his superior size to swing the bloodied Gor through the air, slamming him into the black rock of the herdstone. Khazrak sunk to its base, bloodied and broken, amidst the rusted and broken weapons and shields.

"Graktar still strong, whelp," the Beastlord snarled, spittle and blood spraying down into the bloody face of his challenger. He slammed one of his hooves down onto Khazrak's wrist, pinning to the ground the hand that had been inching towards a serrated blade at the base of the herdstone.

Graktar lifted the battered figure of Khazrak up, forcing the challenger to stare into his rage-filled eyes. Khazrak's eyes were half closed and bleary, and he stared back vacantly.



Dropping him to the ground with a snort of disgust, Graktar turned away. He glared around the circle until none would meet his gaze.

"Graktar strong!" he roared, punching his massive fists into the air. "Graktar rule here!"

Spinning back to Khazrak, Graktar stalked towards him and raised him to his feet once more, ready to pummel his rival to death. Khazrak's eyes flashed, and he reached quickly forwards, putting his hand to Graktar's bleeding side. With a snarl, he pushed his clawed thumb deep into the wound, sustained in the ambush earlier that day, and ground it painfully inwards. Roaring, Graktar slammed his fist towards Khazrak's head, but he ducked back out of the way.

Khazrak seemed to stumble in the dirt in near-exhaustion, and fell to his knees. Still roaring and fuelled by anger, Graktar closed on his opponent, determined to finish the upstart. He approached swiftly, hands raised high to smash his rival into the ground.

Having feigned the slip, Khazrak exploded forwards from his hunched position. His long, straight fore-horns ripped upwards, plunging deep into Graktar's belly and slipping through internal organs. The

Beastlord stood transfixed, eyes blinking in disbelief. After a moment of silence, for even the drumming had stopped – Khazrak pushed the heavy body of Graktar to the ground – his bloody horns slipping effortlessly from the wounds.

Still the stubborn Beastlord tried to raise himself to fight, until Khazrak stepped a cloven hoof onto his chest. Reaching down, Khazrak gripped one of Graktar's horns, and bunching his muscles, he began to rip the horn from the Gor's head. Ribs cracked beneath Khazrak's hoof, even as Graktar roared in agony as his horn began to tear loose. Bellowing, Khazrak continued to pull the horn, his muscles straining. With a sickening sound of ripping flesh, the horn was torn loose. The herd waited with hushed anticipation for the killing blow, but none came. Khazrak spat derisively at the fallen Beastlord, and turned away from him.

Darkgave raised his voice over the cacophony of shouting that erupted: "Sky and gods have judged. Graktar No-Horn walk alone now..."

Khazrak roared his victory to the heavens, raising his bloody trophy – skin, flesh and fur still attached – high into the air.

With the Eye of Terror worldwide campaign underway, Andy's workload is pretty hectic but he's found time to badger the Warhammer 40,000 team into coming up with a few scenario ideas.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings Citizens and welcome to this month's Chapter Approved. This month we've had a bit of a brainstorm in Games Development and come up with a few scenario ideas for the Eye of Terror campaign.

EYE OF TERROR CAMPAIGN GAMING IDEAS

The fate of the Imperium hangs in the balance. The forces of the Despoiler stand poised to deliver the deathblow to the Cadian sector and pour forth from the Eye of Terror to wage endless war on the Emperor's realm. Now you can take part in the battles that will decide whether the Cadian Gate will fall to Abaddon or whether its brave defenders are able to repulse his massive invasion.

The Eye of Terror campaign spans a multitude of sectors of the Imperium and there are battles of all sizes raging, from system-spanning conflicts involving hundreds of regiments and battlefleets, to the actions of individual squads of soldiers, or even lone Inquisitors. This diversity enables you to play any size of game you like, and also allows you to fight battles using the different game systems set in the Warhammer 40,000 universe. As well as playing Warhammer 40,000, you can devise games of Battlefleet Gothic, Inquisitor and Epic40,000 to capture every aspect of the Abaddon's 13th Crusade.

Not only that, but the sheer diversity of worlds and sectors being fought over enables you to play games on any scenery imaginable. The sectors surrounding the Eye of Terror include an almost limitless potential of world types, hive worlds, ice worlds, desolate ruins or anything else your imagination can conjure, so it doesn't matter what scenery you have available, you'll be able to replicate the battlefields of the Eye of Terror. Remember, the army lists presented in this book are not the only forces fighting; there are huge numbers of other Imperial Guard regiments, Space Marine Chapters, Chaos warbands and cults involved in the campaign as well as Eldar and Necron forces. Many of the forces involved also employ the dubious services of mercenaries, so almost any army can be fielded.

In a warzone of this size, there are innumerable types of battle being fought, from nightmare sieges of Imperial fortifications, gruelling trench warfare, sweeping battles across desert plains or small-scale skirmishes on space stations between warring Space Marines. Hopefully, the background presented in the Eye of Terror codex will give you plenty of ideas for games, whether they are one-off battles or vast, linked campaigns. One-off games are

fun, but it's always more involving to feel that your victories have an impact on a larger scale and campaigns are a great way of achieving this. For example, your gaming group could fight battles revolving around the siege of the hives of Subiaco Diablo against the hordes of Chaos and shambling Plague Zombies. Games could involve the fight to recapture a military base that has fallen into Chaos hands. Victory or defeat would have consequences for both sides and will lead to other battles being fought as the campaign progresses. Other games might involve the defence of a Medicae facility treating the victims of the Plague of Unbelief, which, if it falls, swells the ranks of the Chaos player in the next game. These are just a few examples of what you can do, and campaigns such as this add great depth to your games when there is something at stake other than your own kudos.

White Dwarf, Games Workshop website (www.games-workshop.co.uk) and the Eye of Terror campaign website (www.eyeofterror.com) will be keeping you up to date with all the happenings throughout the warzones, and as the campaign progresses, your gaming group's battles can play a part in deciding the fate of a particular world, or even sector. As well as the actions of soldiers on the ground, the war against Chaos takes place in the vastness of space; so don't forget to take your Battlefleet Gothic ships into action. The fleets of Abaddon have achieved domination of space, but the Imperial Fleet has survived intact and is engaging on daring hit and run actions throughout the sector. Reinforcements are en route from adjoining sectors and the space around Cadia is riven with war as the Chaos ships seek to prevent any reinforcements from reaching the front line. Games of Battlefleet Gothic can lead onto even more games. For example, you could play a game of

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

Battlefleet Gothic representing the forces of Chaos approaching a world with a small fleet of Imperial ships trying to slow them before they reach it. The outcome of this can lead to games of Warhammer 40,000 or Epic 40,000 as the Chaos forces land on the planet. You'll find rules that represent this in Gav Thorpe's article on planetary assaults entitled 'Death from the Skies', first published in White Dwarf 237 and appearing in the Battlefleet Gothic supplement & Warp Storm. As the battles progress, you could involve games of Inquisitor, where the warband of an Inquisitor attempts to recover a potent artefact from a sacred reliquary or any other reason you can think of. The more bizarre and esoteric the better!

The following are a number of ideas for games you can play in the Eye of Terror campaign, but they are by no means exhaustive:

HOLD THE LINE

The Charlemagne Line must be held at all costs, lest the hordes of Chaos break

through and pocket the hard-pressed Imperial defenders. This is a desperate situation for the Guardsmen holding the crater-strewn trenches, and each expects the order to 'hold and die' to come at any moment. Play the game using the Bunker Assault mission, but the attacker benefits from the Sustained Assault scenario special rule. The defender receives +200 Victory points for each bunker occupied by only his troops, rather than the normal +150. The attacking side receives +100 Victory points for each bunker destroyed or occupied by only his troops.

TRAITOR DROP

The skies above the defender's position are turned black by a swarm of traitor drop pods and Dreadclaw assault craft as the forces of Chaos catch them totally unprepared. Fight the Planetary Assault mission from Codex: Space Marines, with Chaos Space Marines attacking. In this mission even troops that cannot normally deep strike are able to, thus all Chaos Space Marine forces are able to deep strike.

ASSASSINS

By treachery or by stealth, a small Chaos force has somehow infiltrated a strategically vital Imperial headquarters, and is intent on eliminating the Imperial command staff at all costs. Play the Assassins missions from the first Chapter Approved annual, with Chaos as the attackers. Note that only one Imperial HQ has to be eliminated, not all of them. The mission will work better if you can agree on which HQ is to be the objective before the game but, if not, then the one containing the most expensive independent character will be 'it'.

EXPENDABLE

An important Imperial world has fallen to the forces of Chaos, and only a small pocket of resistance survives, desperately holding out for the relief fleet that has just entered orbit. But the Chaos attackers have captured a ground-to-orbit missile silo, and plan to use it to destroy the reinforcements before they can complete their drop. They must be stopped at all costs. Play



A 13th Company warband appears from nowhere to attack a Chaos force.



the game as a Take and Hold mission, except the game length is 4 turns and the Variable Game Length special rule is not in effect. Also the defender (Chaos) may only start with his Troops choices defending the objective: the remainder of the defender's army is held in reserve.

RESCUE

The Sacred Endeavour, flagship of Admiral Von Klaust, has been lost in battle, but the Admiral himself managed to escape the doom of his vessel in an escape boat. The admiral's pod has crash-landed on the world below, and Chaos forces are at this moment racing to recover this irresistible prize. Play the Hostage Situation mission from Codex: Tau, with the Imperial player taking the role of the Tau.

UNKNOWN ALLIES

A remote Astropathic relay post defended by a small force of Imperial Guard has come under attack by the hordes of Chaos. The defenders are almost overcome when unexpected aid arrives in the form of a 13th Company warband. Play the game as a

Strongpoint Attack mission. Both armies are made up of two detachments. The Chaos (attackers) detachments should be of roughly equal size. The defenders detachments should consist of one detachment of Imperial Guard and one detachment of 13th Company. The 13th Company units set up in reserve and only that detachment can include any Fast Attack units. The 13th Company detachment should be the smaller of the two but the exact proportion is up to the players. Otherwise each detachment must abide by the Force Organisation chart limits. For an interesting and characterful variation on this game, try it with the Night Fighting scenario special rule in effect.

CAVE AMBUSH

Imperial reinforcements are on their way to defend the munitions bunkers on Belis Corona when they fall into a Chaos trap. The ground gives way beneath them and they fall into the underground cavern networks that riddle the surface of the planet. You can easily represent the tunnels by using black card to block off those parts of the table that are solid rock. Play the Breakout scenario as the

forces of Chaos spill from their hiding places to bury the Imperials forever. Use the Night Fighting special rules to represent the darkness in the caverns. Remember to leave plenty of routes to the surface, that is tunnels exiting the sides of the table, you are not limited to tunnels for terrain, large caverns, fungi, stalactite terrain and rocky areas where collapses have occurred can all feature. Assume that indirect fire cannot be used as the ceiling is too low to allow high trajectory fire. You could even ban use of jump packs for the same reason. This mission variant will work really well with largely infantry armies.

THE STRUGGLE IN THE WEBWAY

In one of the main arteries of the webway, an Ulthwé Strike Force encounters a contingent of Thousand Sons Space Marines (or Dark Eldar) intent on stopping them from springing their webway strike upon their allies. The Ulthwé Eldar must force their way through the enemy as soon as possible. Divide your board in half, lengthways, to provide a 6' x 2' playing area. Play the Blitz mission, but disregard the Fortifications, Preliminary Bombardment



and Obstacles special rules. Hills should be the only terrain on the board, preferably covered by a sheet of black cloth to represent the undulating passageways of the webway. To add an anarchic element to the game put three archways on either side of the main webway passage along the length of the table, each of these leads to a side passage, each of which is numbered 1 through 6. Units may exit the webway into the side passages and are then removed and put into reserve. On each subsequent turn, roll for each exited unit's arrival needing a 3+, however when a unit returns roll randomly to see which side passage it is arriving through.

THE DARK TIDE

Members of the Ordo Malleus assigned to investigate a disturbance in the Warp find a breach of catastrophic proportions, from which pours an innumerable horde of mutants, traitors and hideous Chaos Spawn. Play a Meat Grinder mission, with the Lost and the Damned as the attackers. However, no single model in the attacking force may cost more than 75 points. The defending force may be from any Imperial army list

but must contain at least one unit from Codex: Daemonhunters as per the normal rules.

The normal victory conditions apply so if any of the Imperial forces survive to the end then they will win. Either a massive orbital bombardment will cause the rift to collapse on itself or supporting members of the Ordo Malleus perform a ritual to seal it or destroy the artefact that has caused it to open.

VESTED INTERESTS

Cadian forces are desperately defending a mysterious Cadian Pylon from a massive Chaos assault. They are preparing to sell their lives dearly when help arrives from the most unexpected quarter imaginable. Play a 2,000 points a side Sabotage mission, with the Pylon as the objective, and 1,000 points of Cadians (Troops and HQ choices only) defending it. The Cadian reserves comprise of 1,000 points of Necrons, for which you should enlist a third player. The Cadian and Necron forces may not attack each other for the purposes of this battle and act as a single army for the purposes of sequence of play and so on.

HIVE ASSAULT

The Imperium has quarantined an entire hive infected by the Plague of Unbelief and is preparing to flatten it with a series of bombardments. However, the Administratum enforced the quarantine whilst a contingent of Space Marines were still in the bowels of the hive, attempting to find the source of the plague or die in the attempt! Play the Terminate the Daemonvessel scenario with the Lost and the Damned as the defenders. Each side benefits from a free Barrage Bomb Strike resolved at the beginning of each of their turns, this strike may be targeted anywhere on the table (see Codex: Daemonhunters for details). This represents the ongoing barrage laying waste to the hive around the combatants.

TO BATTLE!

These ideas are just scraping the surface of the kinds of games you can play in the Eye of Terror campaign. Codex: Daemonhunters is also a great source of ideas, as a Chaos incursion of this magnitude is sure to attract the attention of the Ordo Malleus. Not only does it contain many narrative plot hooks that involve Chaos (obviously), but also great advice on running narrative campaigns.

PAINTING WORKSHOP

Andy Hoare's Plague Marines

If you're looking for an army with lots of conversion opportunities, Chaos are the undisputed choice. Nurgle, in particular, allows you some extremely gruesome changes and Andy Hoare, one of Nurgle's devotees, reveals here how he painted his Plague Marines.

NURGLE PLAGUE MARINES

Painted by Andy Hoare



A brush loaded with watered-down inks can be used effectively to mottle the power armour.

GETTING STARTED

Each model was assembled with Citadel superglue, and undercoated with Chaos Black spray. The bases were decorated at this stage, and undercoated along with the rest of the model. Any areas not completely covered by the spray were given a coat of slightly watered-down Chaos Black paint.

PAINTING THE POWER ARMOUR



The first area of each model to be painted was the armour. This was first given a coat of Camo Green, followed by Rotting Flesh. This was applied in a deliberately haphazard manner to

create a blotchy texture appropriate for a Plague Marine. Using this method will mean that some other areas of the model get paint on them, but these areas can either be painted over with Chaos Black, or blended into the other colours as you go along – Plague Marines should not look crisp and clean, so a certain amount of unevenness in tone and colour can work well.

Next, a watered-down coat of Dark Green Ink was applied and, once this was dry, blotches of Rotting Flesh were also added to create a mottled pattern reminiscent of slimy mould or fungus.



The banding and other metal areas, such as pipe work, were painted to appear rusty and decayed, by first applying Tin Bitz, then Boltgun Metal, followed by a watered-down wash of Brown Ink.



FLESH

To create the pox-ridden flesh of the Aspiring Champion, a mix of Dwarf Flesh and Camo Green was used, which was highlighted

by adding Bleached Bone. Over this, a watered-down wash of Purple Ink was applied, which gives the flesh a pallid, unhealthy tone, helping to convey the character of the Champion's patron Chaos power.

PUSTULES, SORES AND BOILS

These areas were painted with a 50/50 mix of Red Gore and Brown Ink, which was applied in the recessed Plague Marine symbol, and around areas such as the eyes and holes in the armour. A Fine Detail brush was used to paint the blood running out of the sores.

ASPIRING CHAMPION'S LOINCLOTH



The loincloth was painted Scorched Brown, and highlighted with Bestial Brown and Bleached Bone. In order to give the fabric a decayed, dirty appearance, a pattern was

created by splashing Brown Ink over the area.

SLIMY BITS

The areas of slime and goo on all the miniatures were painted Scorched Brown, over which a highlight of a varied mix of Scorched Brown and Camo Green was applied. Two thick layers of Citadel Varnish were applied next to give the slimy areas a really wet appearance.



BOLTERS

The bolters were painted using the same technique as the armour banding – Tin Bitz, Boltgun Metal followed by a Brown Ink wash, again, to appear rusty and uncared for. The stock was painted to resemble rotting wood, by using Scorched Brown with a small amount of Camo Green mixed in, and highlighted with Bleached Bone. A layer of Citadel Varnish was applied to the stock afterwards, so it appears wet and mouldy.



highlight with Bubonic Brown, and finally Bleached Bone. A thinned-down wash of a 50/50 mix of Green and Brown inks was applied last.



BONES

The bone adornments on the shoulder pads were initially painted Scorched Brown, then

highlight with Bubonic Brown, and finally Bleached Bone. A thinned-down wash of a 50/50 mix of Green and Brown inks was applied last.



CONVERSIONS

The power fist worn by the Champion is from the Space Wolves Accessory sprue, which has had the Space Wolves symbol filed off, and a shoulder pad from the Chaos Space Marines sprue was also added.



Extra details have been added to the miniature using Green Stuff, to emphasise his allegiance to the Plague God. The areas of slime around the model's shoulders were sculpted by simply packing Green Stuff into the joins and using a wet sculpting tool to drag out and score the putty into a suitably disgusting shape.



BASING THE MODELS



Each model has been given a scenic base made from an extensive range of odds and ends from the bits box. Most of the bits have been cut from a spare Land Raider sprue, and arranged to appear as wreckage. A coat of PVA was applied to the base, overlapping the wreckage where appropriate, and the entire base was dipped into sand.

Several of the models have been positioned so they are standing atop the wreckage on their bases. This is achieved by using a pair of clippers to remove the tab from the model's feet and, if necessary, gently bending the legs so the miniature stands astride the wreckage.

The bases were drybrushed with a 50/50 mix of Codex Grey and Chaos Black, which was highlighted up to pure Codex Grey. Metallic areas were first painted Tin Bitz, then Boltgun Metal, and finally given a thin wash of Brown Ink.



Andy's Plague Marines in all their (putrid) glory.

The Games Workshop UK Online Store has recently undergone a facelift. It now has improved navigation, an expanded range of products and a host of other features to make it easier to place orders online. So what have we changed and why? Thomas Webster-Deakin, our Online Store manager (known around here as Webstore-Deakin), talks to you through the latest developments.

Games Workshop UK has had an Online Store for the last four years and it's proved to be very popular with customers, both for shopping and as a general Direct Sales catalogue. Since the store was launched we have worked to expand and improve it, but it became apparent that if we were to have a store that matched the improvements elsewhere on the web and provided the best service we could to our users, the store needed a complete overhaul. So after twelve months of consultation, planning and hard work we are now ready to unleash the all-new Games Workshop Online Store.

So, what has changed? Well, the good news is that although some new things have been added, all the great stuff you've come to expect from the UK Online Store is still there. We've kept everything that everyone liked about the old store and added some new features to make shopping online even better. All in all we think it's a huge change for the better, but this is just the start. We'll be adding and improving the store even more over the coming months and years.

Here's a list of the main features of the new look store:

HOME PAGE

This is the first page you will see when visiting the online store, so we wanted to make sure it was as useful, user-friendly and easy to use as possible.

NEW UK ONLINE WEB STORE

A facelift for our expanding web store

The first major change we've made is to add in navigation tabs at the top of the page, so you can quickly jump to your favourite section of the store. The same navigation tabs appear on every page in the store, so it should be easy to find your way around.

We've also made it possible to buy things from this page, rather than have to make lots of clicks to get to what you want, so you can guarantee it'll be easy to pick up the latest releases online.

Finally, after you've used the store for the first time you'll be offered the chance to have your name recorded, so that the next time you come back you'll find the store 'remembers' your name and welcomes you back, which also helps speed up the checkout later on.

SECURITY

Security is one of the most important aspects of shopping online. We're confident that the Games Workshop Online Store is 100% secure. We use an SSL certificate and 128 bit encryption, all of which means the whole checkout is completely secure (look for the padlock in the bottom of your browser) so you can rest assured your details are safe when shopping with Games Workshop.

SPEED

People used to tell us that the UK store was too slow. Not any more! We've beefed up the servers, reduced image sizes and made a number of other changes to make sure the products and pages download quickly.



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Welcome to Games Workshop's Online Store

Welcome to the new look UK Online store, we hope you like the changes we have made.


Use the top navigation tabs to browse the store. If you know exactly what you want, use the search box on the top left.

For assistance with using the store, consult our [help pages](#).


Essentials




1. [White Dwarf Issue 281](#)
- £3.50




2. [Warhammer 40k Starter Paint Set](#)
- £16.00




3. [Warhammer Fantasy Starter Paint Set](#)
- £15.00



4. [Citadel Miniatures Super Glue](#)
- £3.00




5. [Citadel Plastic Glue \(Polystyrene Cement\)](#)
- £3.00




6. [Citadel PVA Glue](#)
- £3.00

Gift Ideas



Over £15



£15 or under


Limited Edition

Out Now **GamesDay 2003 Ticket - £20.00**

Games Day is a massive one-day event that takes place once a year. This year it is being held in Birmingham, at the National Indoor Arena. Around 8,000 enthusiasts come from all over the country to play games, meet the Studio staff, find out about what's coming soon, and to take part in the Golden Demon painting competition. NOTE: Until the 31st of May, these tickets may only be ordered by current White Dwarf Subscribers, or anyone subscribing on the same order, if you do not currently have a subscription we will not process your order.

Blister


Out Now **GamesDay 2003 Miniature - £7.00**



This Wolf Priest is available only to anyone attending GamesDay. This Special Edition figure can only be purchased on the same order as a GamesDay 2003 ticket, if it is ordered without we will not be able to process your order.

Book


Out Now **Lizardmen Army Book - £10.00**



This book is the essential guide for putting together a Lizardmen army. Inside you will find complete Army List for both Lizardmen armies and the Skink armies of the Southlands, Magic Items, two new Special Characters, painting and modeling tips and more.

Advance Order - Book

Release Date: 07/06/2003 **Codex: Eye of Terror - £8.00**



This codex gives you four army list variants allowing you to field the shambling Chaos hordes of the Lost and the Damned, the Eldar of the Uthwe Strike Force, the savage warbands of the Space Wolves 13th Company or the stalwart Cadrians of the Imperial Guard. The codex also contains comprehensive details of Cadia, the Eye of Terror, the Plague of Unbelief and the war in the webway.

History

- [Warhammer 40000](#)
- [Warhammer](#)

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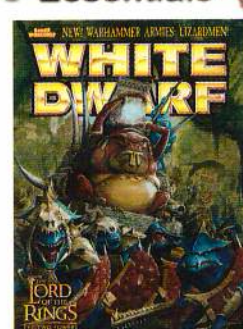
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All Systems

SEARCH

The main change to the search function is to allow you to search just specific parts of the store. So now if you're looking for Ork ships for Battlefleet Gothic, you don't have to look at all the Ork items for Warhammer 40,000. This is just the first improvement we've got lined up for the search, over the next twelve months we'll be working hard to make it easier and more effective to use.

Essentials



1. [White Dwarf Issue 281](#)
- £3.50

ESSENTIALS

Every page has a list of essential products on the right. These are the kind of thing that every hobbyist needs, like glues, paint and, of course, the latest edition of White Dwarf magazine.

Wish List

Click [here](#) to create a new list

WISHLISTS

This is a cool way of letting your family know what you'd like next for your army (and avoiding getting Orks when you wanted Orcs!). Simply use the Wishlist button to select what you're after, then e-mail it to your family and loved ones so you get exactly what you want for your next birthday.

History

- [Warhammer 40000](#)
- [Warhammer](#)

HISTORY

The History box shows you the last few pages you've visited, so you can quickly retrace your steps to see the things you were looking at earlier. Every time you look at a new page, it will store the last four pages you visited.

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- [Warhammer Monthly](#)

BROWSE

After some comments from customers we've made sure that the Browse menus on the left of each page are much shorter and neater. Now you only see the browse menu for the game you are looking at – so no more Space Marines showing up in the Warhammer pages!

www.game-workshop.com/ukstore 59

SHOPPING CART

The shopping cart is clearly displayed at the top of every page. It shows the number of things you've got in your cart, how much it's going to cost and even shows you the postage too!

WELCOME BACK!

We've also added the function for the store to 'remember' your details from visit to visit, so you don't have to type in your name and address each time you place an order. Of course, we don't store sensitive payment information, so your credit card number remains completely safe and you don't have to store any other information if you choose not to.

RANGE

The same huge range of models is available in the new look store, which means all the current range of boxes and blisters and their components are available online. By the end of 2003 we'll have made sure that every model we have available for sale, no matter how new or old, is included in the online store.

CODEX CATEGORIES

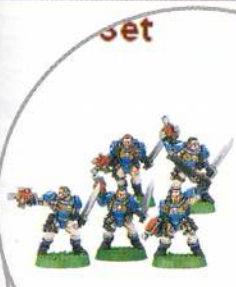
To make it easier for you to choose what to buy next for your forces we've grouped things in the same way they appear in the Codex or Armies book. So if you know you need some troops but aren't sure what exactly to get, you can get them all displayed on one page so you can compare and contrast!

- [Terminator with Heavy](#)
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- [Thunder Hammer Terminator](#)
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- [Space Marine Tactical Squad](#)
- [Space Marine with Assault Weapon](#)
- [Space Marine Scouts \(5 models\)](#)
- [Space Marine Scout sergeant](#)
- [Space Marine Scouts \(3 random\)](#)
- [Space Marine Scout With Heavy Weapon](#)
- [Space Marine Scouts With Heavy Weapon](#)
- [Space Marine Scouts With Heavy Weapon](#)

BIG LISTS

People kept telling us that they wanted lists, and to be able to add products to their cart more quickly, so that's what we've given you: a huge list of all the available models for the range, along with the option to buy without having to download the images. All of which makes the store much quicker and easier to use. Each list is broken down as it would be in your armies book or Codex, so for Warhammer 40,000 there would be HQ, Elites, Troops, Fast Attack and Heavy Support sections.

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Scout squad
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DESCRIPTIONS & COLOUR PICTURES

All our current range models now have descriptions telling you what the models can be used for in the game and how many you get.

Also, our current range models now have full colour pictures, just like the ones here in White Dwarf, so you can clearly see what you're buying.

COMPONENTS

If a model has components available for sale then they'll be in the online store. Just click the thumbnail, or the More Information button and you'll see all the available parts. So if you're planning a conversion that needs Archaon's sword and the head of a Griffon, you'll be able to find them in the online store.

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History: Space Marines, Warhammer 40000, Warhammer

Wish List: Click here to create a new list

Space Marines Troops

Boxed Set

Out Now Space Marine Tactical Squad (10 models) - £15.00
Tactical squads form the mainstay of each Space Marine Chapter. They are versatile fighters, able to speed forward in a Rhino, or stay back and give supporting fire. Tactical Marines are chosen in squads of between 5 and 10 models. The box contains 10 multi-part Marines, including sergeant, leader and missile launcher models.

Blister

Out Now Space Marine with Assault Weapons (1 random model) - £3.00
The melta-gun is capable of taking out the most heavily armoured vehicles, while the plasma gun can take out multiple armoured infantry. A single member of a HQ, Tactical or Veteran squad may be given an assault weapon. This blister contains a random Space Marine model armed with either a melta-gun or plasma gun.

Boxed Set

Out Now Space Marine Scouts (5 models) - £10.00
Scout squads are experts at fighting independently from the main force. They strike deep into enemy territory, destroying supplies and the enemy's communications with their commando raids. Scouts are chosen in squads of between 5 and 10 models. The box contains 5 Scouts, including a Sergeant model.

Blister

Out Now Space Marine Scout sergeant (1 model) - £4.00
A Scout squad will always be led by a Sergeant, a veteran of many battles. The Sergeant may be upgraded to a Veteran Sergeant adding even more combat experience to the squad. A blister contains a single model.

Blister

Out Now Space Marine Scouts (3 random models) - £6.00
Scouts can move through cover much quicker than Marines in power armour. They can strike deep into enemy territory, destroying supplies and the enemy's communications. Scouts are chosen in squads of between 5 and 10 models. A blister contains 3 random Scouts.

Blister

Out Now Space Marine Scout With Heavy Bolter - £4.00
As Scout squads often do not know what they will be facing during their missions they usually are equipped with a heavy weapon to take out any enemy vehicles they encounter. The heavy bolter is perfect for hitting out groups of infantry and can even be used against light vehicles. One model in a Scout squad may be armed with a heavy weapon. A blister contains a single model.

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Browse: Space Marines, Eye of Terror, Chaos Daemon, Chaos Marines, Imperial Guard, Orks, Eldar, Dark Eldar, Necrons, Tau and Orks, Sisters of Battle, Novas

History: Space Marines, Tau and Orks, Warhammer

Wish List: Click here to create a new list

Space Marine Command Squad (5 models)

It is usual for noted space Marine warriors to be accompanied by a cadre of highly disciplined veterans with various specialised skills. The Command Squad is part of the same HQ choice as your Commander, Librarian or Chaplain. The box set contains a Space Marine Commander, a Veteran Sergeant, Apothecary, Standard Bearer and Technician.

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Components: [View Components](#)

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Part Code	9947010107203	Price	£2.00
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Space Marine Commander Storm Bolter

Part Code	9947010103002	Price	£1.00
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Space Marine Command Veteran Sergeant

HELP PAGES

We've got extensive online Help pages that should help to answer any questions you may have. All the important stuff is covered like Security, Terms and Conditions, Privacy, and delivery times, together with an ever-expanding set of Frequently Asked Questions.

- FAQ
- Security
- Charges
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- Advance Orders
- Customer Service
- Cancellation and Returns
- Privacy Policy

Frequently Asked Questions

Below are some questions we are often asked about the UK Online Store.

If you can't find the answer you are looking for, please e-mail us at mailto:motroll@games-workshop.co.uk

- Q. My country is not listed in the dropdown list.**
- A.** The countries are listed alphabetically, with the United Kingdom at the top. Please remember that Scotland, Northern Ireland and Wales are part of the United Kingdom, along with England. We also class the Isle of Man and the Channel Islands as UK as this makes things easier. We could count them as separate principalities or Kingdoms but then we'd have to charge international postage which would make things more expensive. If you still cannot find your country in the list please e-mail us.
- Q. There are no products in my basket when I get to the checkout.**

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ADVANCE ORDERS

Just like regular Direct Sales, we offer the option to advance order online. Each advance order has a picture, description, price and release date. All you have to do is add them to your cart just like buying any other model.

This way you guarantee delivery on the release date without having to fight your way through the throngs in your local Games Workshop store.

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Advance Order - Blister

Release Date: 17/05/2003 Skink Priest (1 figure) - £4.00

Very occasionally, a spawning will result in a single Skink being hatched. These Skinks end to be particularly attuned to the magical energies in the world or destined to become prophets or personal attendants to the Stann. This blister contains one figure.

Advance Order - Blister

Release Date: 24/05/2003 Saurus Oldblood (1 figure) - £7.00

Saurus Scar-Veterans and Oldbloods are ancient beings, some have been alive for several thousand years. Indeed, it has never been known for a Saurus to die of old age, for war is their life, their sole reason for being. This blister contains one figure.

Advance Order - Boxed Set

Release Date: 10/05/2003 Lizardmen Slann Mage Priest - £15.00

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 all-seeing. They can live for thousands of years, and their bodies become more bloated with the passing centuries. This box contains one complete figure.

Advance Order - Blister

Release Date: 31/05/2003 Temple Guard Champion (1 figure) - £5.00

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History

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- [Hordes of Chaos](#)

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CLASSIC AND COLLECTORS MODELS

A large number of our back catalogue models are already available online. Classic models are no longer available in our stores but can still be used in your games of Warhammer or Warhammer 40,000.

Collector's models are not covered by the current rules. However, they are great models to add to your collection. We'll be adding loads of these great models to the online store before the end of the year.



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Harlequin Solitaire 1 £5.00
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SPECIALIST GAMES

Direct Sales is the home of Specialist Games and the online store is the best catalogue for the Specialist Games ranges. We have every model and component available for all the Specialist Games ranges available online with colour photographs of all the complete models. The range is also updated each month with all the newest releases.

BLOOD BOWL

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Specialist Games

Over the years Games Workshop has produced some great games other than Warhammer and Warhammer 40,000. We've set up the Games Workshop Specialist Games Range to supporting these games.

Game

Out Now

Battlefleet Gothic - £40.00

The Battlefleet Gothic boxed game costs £40 plus postage and packing and contains everything you need to start playing including Battlefleet Gothic rulebook with campaign rules, 4 Imperial cruisers, 4 Chaos cruisers, 12 assorted dice, Fleet Registry roster pad, 2 plastic range rulers, Over 100 game counters, 2 reference sheets, Getting Started guide with exclusive comic strip.

[More Information](#) [Add to Wish List](#) [Add to Cart](#)

Essentials

1. **White Dwarf Issue 281**
- £3.50
2. **Warhammer 40k Starter Paint Set**
- £15.00
3. **Warhammer Fantasy Starter Paint Set**
- £15.00

Game

Out Now

Blood Bowl - The Game of Fantasy Football - £50.00

Blood Bowl is an epic conflict between two teams of quite insane warriors. Players pass, throw, or run with the ball, attempting to get it to the opposing end of the field, the End Zone. This box contains: 1 Handbook, 1 painting guide, 2 reference sheets, 1 team roster pad, 1 Blood Bowl field, 2 Dugouts, 4 Star Player cards, 2 Team cards, 1 Range Ruler, 1 Throw-in template, 1 Scatter template, 4 plastic footballs, 24 Orc and Human models, and all the counters you need to play the game.

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2. **Warhammer 40k Starter Paint Set**
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3. **Warhammer Fantasy Starter Paint Set**
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Game

Out Now

Inquisitor Rulebook - Softback - £25.00

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Warhammer 40k New Releases

Blister

Out Now

Cypher - The Fallen Angel - £7.00

Cypher, the Fallen One is an enigma to even the most learned minds of the galaxy. Spreading strife and animosity whenever he appears. It is rumored he was once a member of the Dark Angels Space Marines Chapter. The rules for Cypher can be found in UK White Dwarf 261. This blister contains a single model.

[More Information](#) [Add to Wish List](#) [Add to Cart](#)

Blister

Out Now

Inquisitor - Daemonhunter (1 random model) - £7.00

The path of the Daemonhunter, the sacred trust of the Ordo Malleus, is one of the hardest an inquisitor can take. They must bear witness to many insane and horrifying events. It is their duty to find and destroy the vile Daemonic minions of Chaos. These models can be used as either Inquisitor Lords or Inquisitors. The blister contains a single random Inquisitor model.

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Blister

Out Now

Grey Knight Terminator with Psycannon - £8.00

The psycannon are based on bolt weapons, replacing the bolt warheads with ritually inscribed silver tips. A Grey Knight Terminator armed with a psycannon can fire it at full effect even when on the move. Up to 1 model in a squad may replace his storm bolter with a psycannon or incinerator. The blister contains a single model in Terminator armour armed with a psycannon.

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Book

Out Now

Into the Maelstrom - £5.99

Anthology - Into the Maelstrom is an anthology of the very best Warhammer 40,000 short stories torn from the pages of the legendary Infernal magazine. Crammed within its action-packed pages are a dozen dark

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With untold horrors spilling forth from the The Eye of Terror, Heroes & Villains this month highlights one of the men charged with repelling these invaders- Lord Castellan Ursarkar E. Creed. Pete Haines tells all.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

URSARKAR E. CREED, LORD CASTELLAN OF CADIA

What do I ask of my officers? Merely that they do their duty with fire in their bellies and a prayer on their lips.

Lord Castellan Ursarkar E. Creed

Ursarkar E. Creed is the Lord Castellan of Cadia, charged with its defence against traitors and heretics. Arguably Cadia's greatest ever soldier, Creed has risen through the ranks to symbolise their courage, skill, and faith.

The boy who was to become the Lord Castellan of Cadia was found in the war-racked ruins of Kasr Gallan by soldiers of the 8th Cadian Regiment. He would not speak of the horrors he had endured but his faith in the Emperor and his own will were already forged into a weapon of iron that he did not hesitate to use.

Impressed by his courage and strength the 8th Regiment adopted him and he was inducted into the Youth Army, the famed Whiteshield corps. It was here he met Jarran Kell and the brooding Creed and garrulous Kell forged a bond that was to last for the rest of their lives. Already Creed was a natural leader and was driven by a fanatical devotion to the Imperial cause. Soon his Whiteshield platoon was hurled into the five-year Drussite crusade and by the time the Cadian army celebrated victory in the blaze of the xeno-pyres Creed was a captain of the Shock Troops and Kell his colour sergeant.

As an officer, Ursarkar Creed was demanding of his men and himself. His personal example earned him unconditional respect. In important matters he maintained the discipline expected of a Cadian unit but knew when to turn a blind eye; a quality that displeased many a Commissar. Creed rarely had to repeat an order; instead he exuded an intensity that compelled obedience from all around him. His greatest strength though was his





The 8th Cadian Regiment leave their jungle encampment under the watchful gaze of Creed.

understanding of how a Cadian force should fight, not for him the unthinking exchange of lives so beloved of other Guard Officers. Creed mixed resolute defence with blistering counter-attacks, proving himself as capable of leading an army as a platoon.

With Kell ever at his side Creed fought throughout the Hrud migration of M41.983-5 and was commander of the force that hunted down the Chaos Space Marine Lord Brule on Trecondal. His first action as a Lord General of Cadia saw him not only defeat but annihilate the Ulthwé raid on Aurent in M41.992. By now he was Cadia's most successful living commander, and only his lowly birth held his career in check.

In M41.999 a murderous plot by the forces of the Great Enemy killed several members of the Cadian High Command. In times of such dire emergency there existed a special military rank, Lord Castellan of Cadia, bestowed for life or until the emergency was over. Making the traitors pay for their murderous deeds Creed was received with massive acclaim from the rank and file of the Cadian army. One by one his potential rivals stepped down in the interests of unity until the foundling boy was, by common consent, Lord Castellan of Cadia. In the dark days that followed he would need all his faith and all his skill.

THE BATTLE OF TYROK FIELDS

From the history of the 8th Cadian Regiment –

"In the dark, doom-laden days before the Thirteenth Black Crusade of Abaddon the Despoiler was unleashed upon the dutiful servants of the almighty Emperor blessed Cadia was the scene of an act of base treachery.

As is ever the case with the foul tricks of the heretic, their deeds draw forth greater resolve and courage from the faithful and few are more loyal in their faith than the General, Ursarkar E. Creed.

At the time Cadia was alive with the diligent preparations of the servants of the Divine Emperor. Shock Troop Regiments were being mustered alongside Titan Legions and their Skitari. Regiments of mighty-thewed Feral warriors stood alongside brightly-accountured Mordian Guards. Amongst this mighty throng faith welled strong and the morale of every man soared to see the power of their Lord, the Emperor.

A vile serpent lay ready to strike however. The Volscani regiments were landed to join the muster. Many were the battles they had won against the Great Enemy and each of them had stared into the maw of hell and still fired his lasgun straight and true. It had been some time

since their last action though and the sure knowledge of the horror they would face again had worked on their minds. Sometimes knowledge of what the enemy truly is will stiffen a warrior's resolve to protect his hearth and home from such abomination. Other times the thought pushes men beyond their endurance, especially when given time to brood. Perhaps the Holy Inquisition should have retired the Volscani after their last battle but in such times soldiers cannot be easily discarded. Suffice to say the Volscani Regiments feared to face Chaos again and this fear led to their corruption. As is their way the fell powers promised much, but sent the Volscani to their death.

On the great landing fields of Kasr Tyrok the Volscani disembarked from their drop-ships. For each of their nine regiments there was a mighty Leviathan Command transport. Around each Leviathan the companies fell in, nine companies to a regiment each company three hundred strong. Around the dark phalanxes of infantry the Volscani armour, mostly light Chimeras and Sentinels, swiftly formed their squadrons. It was an impressive display and atop their own Leviathans the High Command of Cadia took the salute. Some wondered why the troops wore helmets with lowered blast visors rather than full dress kepis but no one was suspicious enough.

Then, in accord with a wailing klaxon from each Leviathan great banners of blue and yellow, showing sigils too obscene to be looked upon were unfurled over the sides of the great transports. With a roar the Volscani surged forward presenting a rolling sea of razor-edged sword bayonets.

The Cadian Honour Guards were unprepared but were trained to aim and fire without hesitation. The thin line of the 840th fired three volleys at the onrushing column but it did not halt. The Volscani Sentinels swept the line with multi-aser fire before their infantry struck home. The two companies of the 840th in the line died to a man as the enemy swept over them, outnumbered forty to one their sacrifice will be remembered.

From all along the Volscani line their Leviathans opened fire. The huge forward macro-cannons were heard in Kasr Valtoss some fifty miles away. Each Leviathan was rocked back on its tracks by the recoil and the swarms of infantry surrounding them fell to the ground unable to stand this close to the discharge. The ten-foot long cannon shells could scarcely miss the Leviathans of the Cadian command barely a mile from them. This first volley was aimed low, hitting the tracks. The

Cadian Leviathans had not had the chance to raise their void shields so each was rendered immobile by the fusillade. Too late their shields came to life, by this time the traitor Leviathans were roaring forward, their battlements swarming with traitors.

But woe to the traitors at that time an ornithopter in the markings of the 8th Cadian Regiment was approaching Kasr Tyok. Inside it was the General, Ursarkar Creed and his colour sergeant, Jarran Kell. Their instincts, trained by a life of battle were already aware something was afoot before the first terrible volley of the macro-cannon. It is said that Creed sniffed, like a great hound sensing a wolf near the flock and immediately began issuing his battle orders through the ornithopter's vox caster.

Back on the field of treachery the Volscani Leviathans rumbled through the void shields of the courageous Cadians. It is a fact that Leviathan armament is primarily devised to destroy infantry. Once another Leviathan has its void shields raised gunnery will not conclude the issue. As the first volley had immobilised the Cadians though another option was available. Pulling alongside the Cadians, the vile Volscani fired

grapples and dropped their corvus ramps, with a blasphemous roar they swarmed aboard. On each Cadian Leviathan the warning bells sounded 'arm topside' and the bastions filled with gallant defenders. In the iron heart of the Excubitoi Castellum, the Leviathan that had for four thousand years been the ceremonial transport of the Cadian High Command, Governor Primus Marius Porelska drew his sword and organised the defence of the command deck.

The huge doors of the Volscani Leviathans were opened, their infantry swarmed towards them and began to climb deck by deck to the battlements. Where each Cadian Leviathan had little more than a platoon of troops, the Voscani Leviathans bore a limitless horde of boarders. The Volscani Chimeras had meantime been filled with infantry and stood off to one side of the battle along with their Sentinels. Every time an Imperial detachment approached the battle this mobile force would fall upon them and destroy them piecemeal. Their commander was disturbed to see a dust cloud coming out of the west that betokened a strong force. He had not expected serious resistance this soon but still signalled for his Chimeras to move out.



According to the records of the *Departemento Munitorum* General Kleif had been a proud *Volscani* soldier, it is sad that his good service to the Emperor should now be rendered to nothing by an act of contemptible treachery. Better he had died in his first action but instead at his command a few *Chimeras* stopped to allow his heavy weapon teams to deploy. A line of *Sentinels* formed up ahead of them as a skirmish line while a further hunting party moved off wide to the right. The remaining *Chimeras* formed up in three huge chevrons and wheeled to the left. He would draw the enemy in on his *Chimeras*, hit them with flanking fire from his heavy weapons and then charge his *Sentinels* in behind them while disembarking the remainder of his infantry for a frontal attack.

It was now that the blessed Creed dismounted from his ornithopter and joined his waiting Command squad. In accordance with his orders the 8th *Cadian* was deployed in three lines each of five companies. Each company had six platoons, the front line companies had each deployed one platoon as a skirmish line and the centre platoon of each company was made up of *Elite Kasrkin* and the Company command. Banners fluttered over each company. In the gaps between the platoons the

Cadian heavy weapons teams stood ready. On each flank *Sentinel* squadrons strutted forward eager for the fight. At the rear, stationary for now but roaring their readiness, was a group of *Cadian Armoured Fist* squads and *Leman Russ* battle tanks. Creed fell in alongside them as Kell unfurled the *Banner of the 8th*. The sight of their blessed standard, its eagle a direct copy of the original, touched by the hand of the Emperor himself caused the loyal 8th *Regiment* to begin their *Imperium Gloriam* chant.

The nearest troops saw Creed kneel and make the sign of the *Aquila* across his chest. He placed one hand on the ground and concentrated, veteran soldiers say that Creed was able to sense from the vibration of the ground what troops were nearby and where, although no one was sure whether this was a skill or a sacred gift. The order went out.

'The 8th *Cadian* will advance, fix bayonets'.

And was answered by the sound of over four thousand bayonets being expertly socketed as the order was relayed from company to company. The sound brought a grim smile to the Lord *Castellan's* granite features. He had come to love the calm before the storm.

The *Volscani Sentinels* bounded forward their multi-lasers swivelling hungrily from side to side but before they could find their range the *Cadian* missile launchers, autocannons and lascannons ripped into them.

I am not averse to facing the enemy myself. Why should I be? In my right hand I hold the finest regiment of soldiers from a world of soldiers. In my left hand I hold the will and favour of the divine Emperor of Mankind.

Ursarkar Creed

General Kleif's stratagems might have worked on some enemies. Against Ursarkar Creed they were undone in a mere twenty minutes. The *Cadian* line marched over the wreckage of the *Volscani* mobile column. Their heavy weapon squads lay in *Earthshaker* shell craters where Creed's supporting *Basilisks* had found them thanks to the ornithopter-mounted observers high above. The *Volscani Sentinels* had been devastated by *Cadian* heavy weapons and then swept away by the *Cadian's* own *Sentinels*. Amidst the burning wreckage of their *Chimeras* the heretic infantry that remained was overwhelmed



Creed's *Imperial Guard* rush to meet their *Tyranid* foes.

From the despatches of Colonel Sackville Slade

I first encountered Creed twenty years ago, my own regiment the 219th Albitern Grenadiers was fighting alongside the 8th Cadian on Amistel. I, of course, was seconded to Lord Martial Kleomenes' general staff to liaise with the senior officers of the Departmento Munitorum. It was a proud time as I was the fifth member of my clan to receive this distinction.

I must confess that the then-General Creed's manner was not what I expected of an officer and it was apparent to me that he had no comprehension of the way to behave amongst the general staff. First of all there was the supplies incident. I was overseeing no less than five Munitorum magazines with full staff, nine companies of labour troops and a security company of the 219th to command. It was an important position. Then Creed and that roaring peasant of a colour sergeant of his emptied one of my magazines of ammunition and medical supplies without going through the correct procedures. The first I knew was when an ashen faced Lieutenant appeared in my office and told me that Creed had just turned up with his men, broken down the gates and helped themselves. Such anarchy cannot be tolerated in the forces of the glorious Emperor. Needless to say I pursued Creed with the full rigour possible under the provost codes of the Codex Imperialis. At that time though the 8th Cadian was contesting the Barbazzar Ridge with the Bluehacker Orks and I was unable to present a warrant to Creed as he was in the front line and there was no way of reaching him safely.

Infuriatingly, by the time the Cadians had pushed the Orks off the ridge and finished them off in a running fight on the plains beyond, Creed had not only used up all the stolen supplies but had gained some popularity with senior members of the general staff. Khan Harumann, fur-clad Atillan horse brigand that he is, couldn't stop referring to Creed as 'the finest of his hunting hawks' and bellowing toasts in his honour at every staff dinner. The Lord Martial put great store in Harumann's recommendation and my

warrant was quietly rescinded. I protested but it was made clear that I might find myself back with my company in the field and I could not bear to so disgrace the family name so held my tongue.

I then found myself attached to the staff of Field Marshal Kassel, he commanded my own glorious 219th, Creed's damned Cadians and some five other regiments. The army formed the right flank of our host and was charged with turning the Ork flank at Scardale, a region of intersecting ravines impassable to most vehicles. I, of course, counselled the Field Marshal to maintain a steady advance, ravine by ravine, leaving time for supplies to be built up before the next push. To this day I remember Creed snorting contemptuously at me. The impudence of the man beggared belief. It was, of course, impossible for me to demand satisfaction with that bull-necked assassin Jarran Kell at his back so I had no choice but to listen to his amateurish tirade saying that speed was the answer. I could not believe my ears when that dotard, Kassel, approved Creed's plan. I could not remember being angrier in my whole service as a soldier. I realised that I had to take action to protect the honour of the Emperor's Guard from this belligerent, disrespectful thug. I found half a dozen likely lads from the 219th and swearing them to silence made it clear that Creed must be taught a lesson. I was in the staff club, enjoying a drink and being seen when I was dragged away. Not only had my agents failed, but the disloyal dogs had implicated me.

My fate was sealed when Creed's attack covered thirty miles in three days and broke through to the plains. That one such as I should be brought so low, by a man like Ursarkar Creed, is an outrage to my clan and my heritage. There is no greater dishonour than to command a penal unit but that is my fate and I am sure it will be the fate of many other fine officers while a common hive thug is allowed to command armies.

Colonel Sackville Slade,
1st Bar-el Labour regiment.

Killed in 997.M41 during arregimental riot.

by the Kasrkin-led charge of the 7th Company. Creed had halted the Volscani with a volley from the battle cannons of his Leman Russ tanks and then decimated them with the fire of almost four hundred infantry-carried heavy weapons. His Command squad caught up with the 7th Company as it over-ran the last of the Volscani, Jarran Kell paced ahead of Creed slaying a heretic at every stride. He vaulted atop a burning Chimera and skewered the despised General Krief with a downward stab of his regimental banner.

Creed stood next to Kell surveying the battlefield, the Banner of the 8th flying the prouder for having been the death of a traitor. Creed was wise and knew that engaged so closely the void shields of the Leviathans would protect each other and be nigh impenetrable. The General was undaunted however as he had already made preparations for this stage. He ordered the ranks to be redressed and drew up his Sentinels on one flank and his armour on the other. The Cadian soldiery was eager to be at the enemy but none would disobey Ursarkar Creed even though they could see the hordes of the enemy still attempting to swarm aboard the Leviathans of the High Command.

It was then that Creed's delay was explained. Striding over the Tyrok Fens came three Warlord Titans of Legio Ignatum. The God-machines changed direction to fall in behind the 8th Cadian and the advance resumed. No one should ever forget the majesty of that advance, on the right Creed's armour roared ahead at full speed, on the left his Sentinels inclined outward ready to swing around the enemy. In the centre the 8th advanced as if on the parade ground with banners flying. The Volscani saw them coming and turned every available weapon from their Leviathans on them. Huge gaps were torn in the Cadian ranks by mega-bolters and macrocannon but they were immediately filled. Behind the Cadians the three Ignatum Titans turned their turbolasers on the Volscani, focusing on one Leviathan at a time they ripped through their void shields and began to tear great holes in their hulls. The Volscani infantry thronging up through the Leviathans died in their hundreds with each shot and leapt from the sides rather than be cremated.

Creed's armour was upon them next. Disdaining to fire they roared around the base of the Volscani Leviathans crushing the traitor infantry beneath their tracks and breaking up the few ordered formations they had left. The Chimeras then discharged their passengers, Cadian

Armoured Fist squads that rushed to surround the nearest Volscani Leviathan attacking Excubitoi Castellum. The Volscani traitors turned to find righteous justice at their backs.

The hammer blows devised by General Creed continued to fall. Led by the Kasrkin and the company Command squads the 8th Cadian struck the line. They swept the heretic infantry aside clearing the way through to the nearest Leviathans and linking up with the Armoured Fist squads. Of the nine Volscani Leviathans two were burning and two more were being cleared deck by deck.



Colour Sergeant Jarran Kell and Lord Castellian Ursarkar E. Creed.

Finally the exalted Titans reached the fray and, striding straight up to the remaining enemy Leviathans, seized each in turn tipping them over, spilling Volscani infantry like ants from a toppling anthill, before turning their weaponry on them.

All that remained now was to execute the richly deserved sentence of death. The 8th Regiment rightly showed no pity and fought their way to the ramparts atop the corrupt Leviathans. Within those defiled vehicles they saw things that honest soldiers should not have to. Still they pressed on until they in turn crossed over the boarding ramps to the embattled Cadian Leviathan Excubitoi Castellum which the heretics had boarded. Creed and Kell led the way now and it was they who reached the Command deck first and succeeded in preventing the foul desecration of the fallen body of Governor Primus, Marius Porelska. The Governor had fallen as a Cadian should, a blade in his hand and heretics at his feet.

General Creed carried the body of the Governor back to the battlements of the Leviathan wrapped in the banner of the

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Creed	105	4	4	3	3	3	4	3	10	4+

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Kell	-	5	5	3	3	3	4	3	8	4+

Any Cadian army of at least 1,500 points may be led by Creed. Creed has always insisted that no officer should fear front-line duty and habitually lives up to his own words. His lifelong comrade, Sergeant Jarran Kell, always accompanies him to battle and is responsible for ensuring his survival. If the army Command Platoon has a Chimera Transport then Creed and Kell may commandeer it for their own use (the original owners have to walk). If so, this must be declared before deployment commences.

Ursarkar Creed and Jarran Kell are always used together although, on the battlefield, both are independent characters and can separate and join different units as desired. Both must be used as listed occupying a single HQ slot on the Force Organisation chart. The points cost listed is for both characters.

Ursarkar E Creed

Wargear: Trademark Item (pistols), Refractor field, Carapace armour, two matched hellpistols (fire as twin-linked hellpistol, count as additional close combat weapon in close combat).

Abilities: Iron Discipline, Sharpshooter, Master Strategist.

Master Strategist: Where there is a choice of mission based on Strategy Rating an army containing Creed may always choose the mission. Similarly they may either choose to win the dice roll for choice of table edge or request that the dice for the first turn are re-rolled.

Colour Sergeant Jarran Kell

Where Creed is silent and calculating Kell is his voice, roaring and bombastic as only a colour sergeant can be. He has made keeping Creed alive his life's work and has the wounds to prove it. A fearsome fighter, his amplified voice drowns out the war cries of the enemy and ensures that Creed's orders are obeyed in the heat of battle. Although nominally a sergeant, Kell has all the privileges of being an officer including the Command special rule.

Wargear: Medallion Crimson, Carapace armour, Regimental Banner, power fist, power sword.

Abilities: Bodyguard, Iron Discipline, Sharpshooter.

Medallion Crimson: The Medallion Crimson is awarded to men who have suffered the most horrific injuries and have lost neither their faith in the Emperor nor their will to fight on. It takes a lot to stop a man who has earned this decoration. The first time the bearer is wounded by an attack that causes instant death he takes just a single wound instead.

Bodyguard. If within 2" of Creed, then Kell may change places with him at the start of either player's Assault phase. He will then fight Creed's opponents and Creed will fight his (if any).

8th. Many more Cadian regiments were now coming upon the scene and a great throng of them gathered around. The General being a pious man allowed them to sing their praise to the Emperor and then from his lofty position he delivered his first exhortation to the armies of Cadia, to strive without rest until every disciple of Chaos had suffered the same fate of the Volscani.

The host demanded that the noble Ursarkar become the Lord Castellian, three times he refused but ultimately he could only accede to the will of the regiments. As ever, greatness thrust itself upon Ursarkar E. Creed and he could but strain to bear its weight."

Lieutenant Orsani Ruvald,
Archivist, 8th Cadian Regiment

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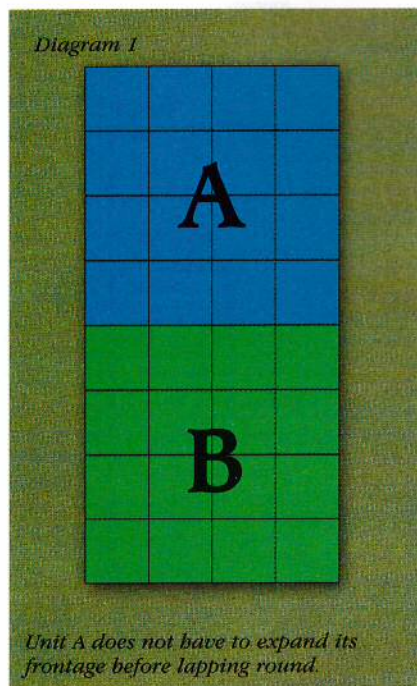
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Gav Thorpe's mailbag is constantly filling with new questions regarding all manner of rule queries. So this month Gav takes a look at the finer points of lapping round and answers a few of those queries.

Like earlier rules commentaries, the purpose of this article is to add some clarification and give some guidance on the rules as they are published in Warhammer. Some of this has been generated from questions I get asked frequently, and some of it is from my own gaming experience where we've had to resolve an odd situation. Lapping round, like so many of the Warhammer rules, is straightforward to resolve in the majority of combats. However, now and then a situation will crop up where the letter of the rules don't necessarily help you resolve the issues concerned.

EXPAND FRONTAGE

Before a unit can lap round, its formation has to be at least as wide as that of the enemy unit. In order to do this, the unit can expand its frontage by up to four models, two to either flank. Some players have asked me whether this includes corner-to-corner contact. Take the combat in Diagram 1. Does Unit A have to expand by another model to each flank, or can it lap round straightaway? Looking at the diagrams on the bottom left of page 77 of the Warhammer rulebook, we see that the Goblin unit laps around without making corner-to-corner contact first. However, if you wish, you can expand frontage to



Warhammer chronicles

A commentary on lapping round

make corner-to-corner contact, but cannot lap round in the same turn – you will have to wait until the next victorious combat round to lap again. Note that in the example in the top right of page 77, the Spearmen will have to expand frontage by another model to each flank before they can start lapping round.

SINGLE RANK UNITS

This subject of units consisting of a single rank lapping round is by far the most common question in this area. The rules state quite clearly, "...then models may be moved from the rear ranks round the sides of the enemy unit." In my own games, I have taken this as literal, which means that a unit with only a single rank cannot lap round.

There has also been a part of me that is always a bit suspect about this kind of thing – there are a few loopholes with single rank units that can be exploited and make things a bit tricky, so I err on the side of conservatism.

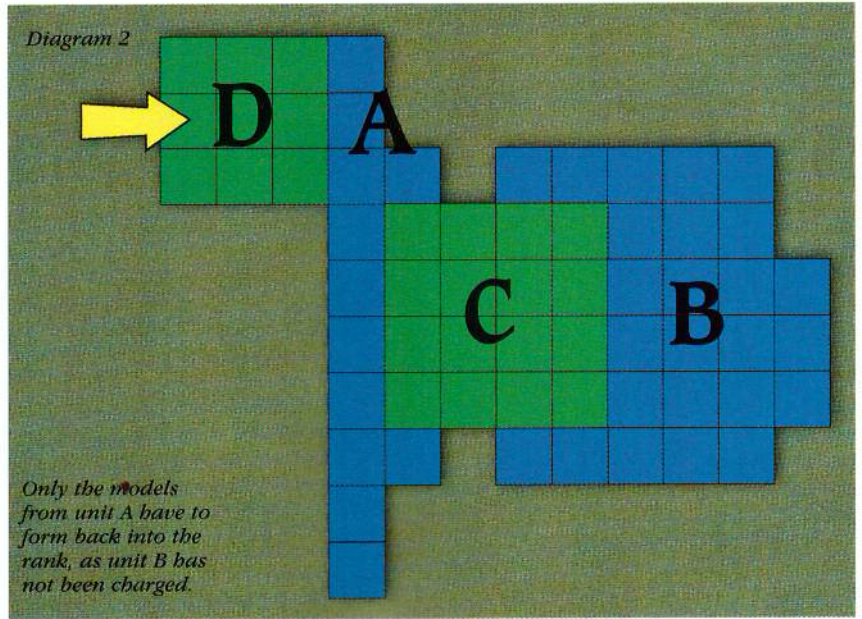
However, the counter-argument runs that a single rank is the back rank as well as the front rank, and it seems a bit odd that unengaged models would not pile in to help their comrades. Having thought about this quite a bit recently, I'm prepared to concede the point. I can't see that this gives any particular advantage to single rank units (and in fact counters the effectiveness of lone characters and monsters somewhat). So, a single rank unit can lap round unengaged models from either flank as normal.



The Skaven horde use their numerical advantage to quickly overwhelm and surround the Empire line.

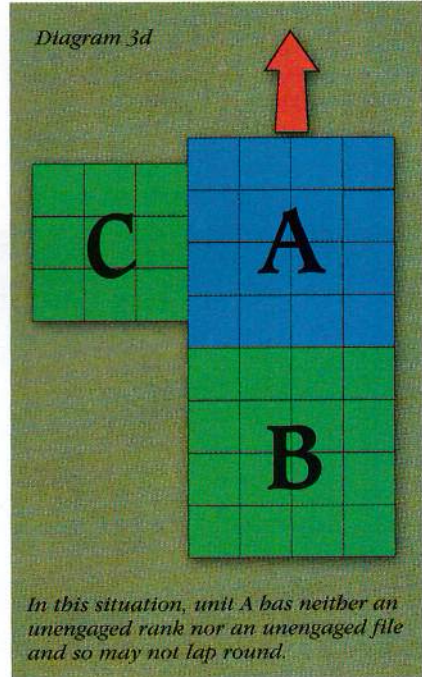
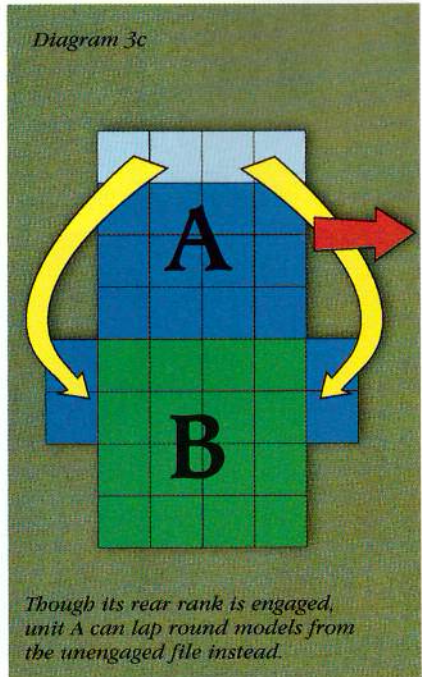
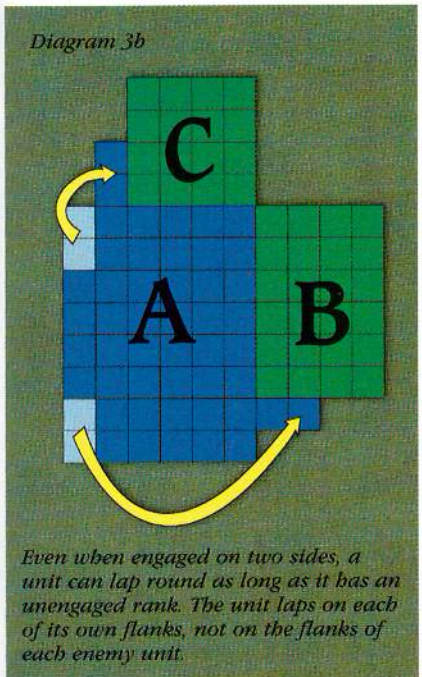
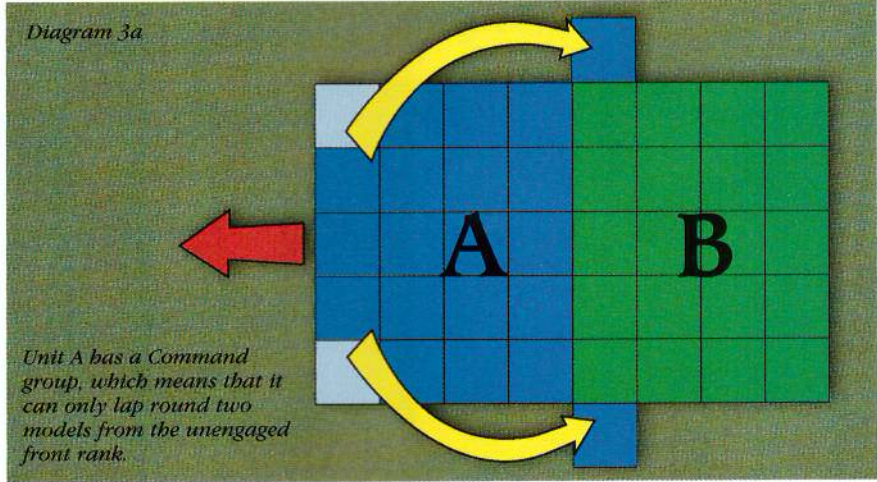
GETTING CHARGED

A unit that has lapped round the enemy must reform into its normal ranks if charged by an enemy. This can mean that the enemy may well be out of range and so will fail its charge as described in the rules. Another situation can occur that, because models have been moved back to their unit, the charging unit can no longer see the enemy unit, or cannot contact them with a single wheel manoeuvre. In any situation like this, if the charging unit is unable to charge the enemy within the normal rules, for whatever reason, then the charge is failed and it will only move at its normal movement rate. Only units that are charged must reform back into their standard ranks – if the enemy does not specifically charge a unit, it does not have to remove its lapping round models. See Diagram 2.



LAPPING ROUND TO THE FLANK AND REAR

I have also been asked whether a unit that is fighting to its flank or rear can lap round. The short answer is yes – if the unit can deal with getting charged in the flank and rear and still win the combat, I think they deserve it! In this case, 'rear ranks' means models not in the engaged rank, so they may well come from the front rank, or the opposite flank of the unit. Remember though, that your command models (Champion, Musician and Standard Bearer) have to remain in the front rank, so this isn't a sneaky way of getting your Champion into combat with a unit in the flank or rear. Here are some of examples to demonstrate this.

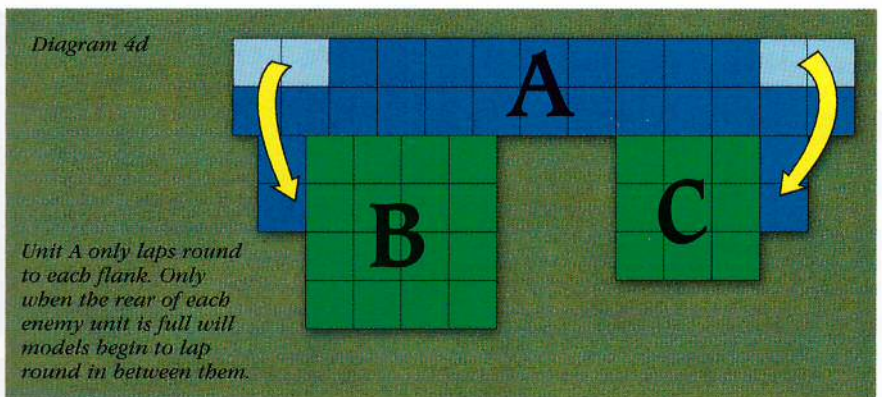
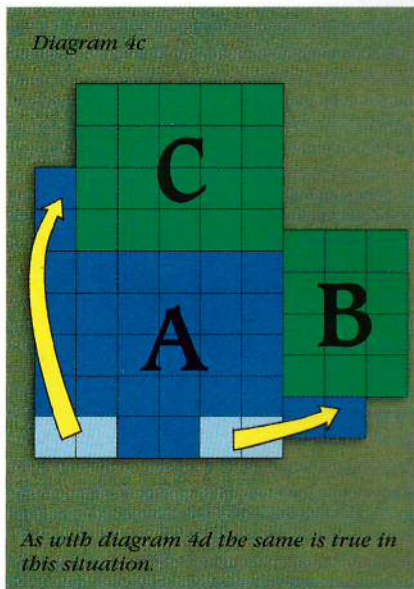
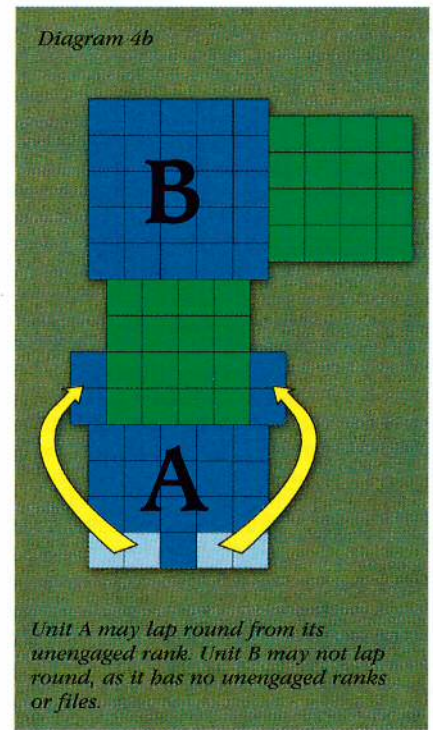
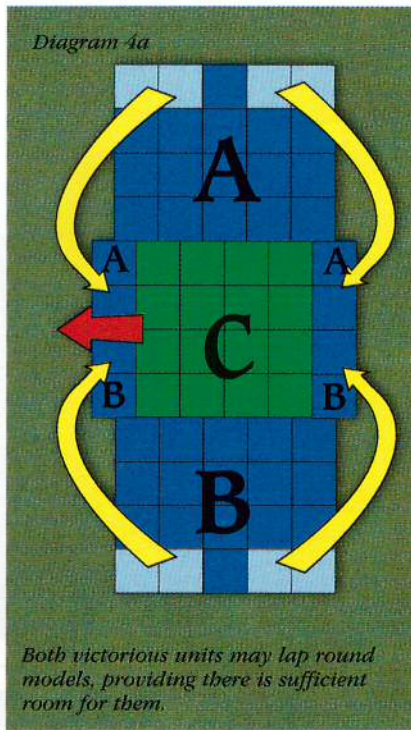


LAPPING ROUND IN MULTIPLE COMBATS

With a single unit fighting one opposing unit, lapping round is relatively simple. Things start to get a bit more complex when you have lapping round in a multiple combat. However, by applying the rules logically, you should be able to resolve any odd situations that might crop up. These rules are:

- Each unit on the winning side may expand frontage/lap round.
- Each winning unit can lap round up to two models from each of its flanks.
- A unit can continue to lap round over successive turns until it is blocked by another unit's models or terrain.

See the examples given here:

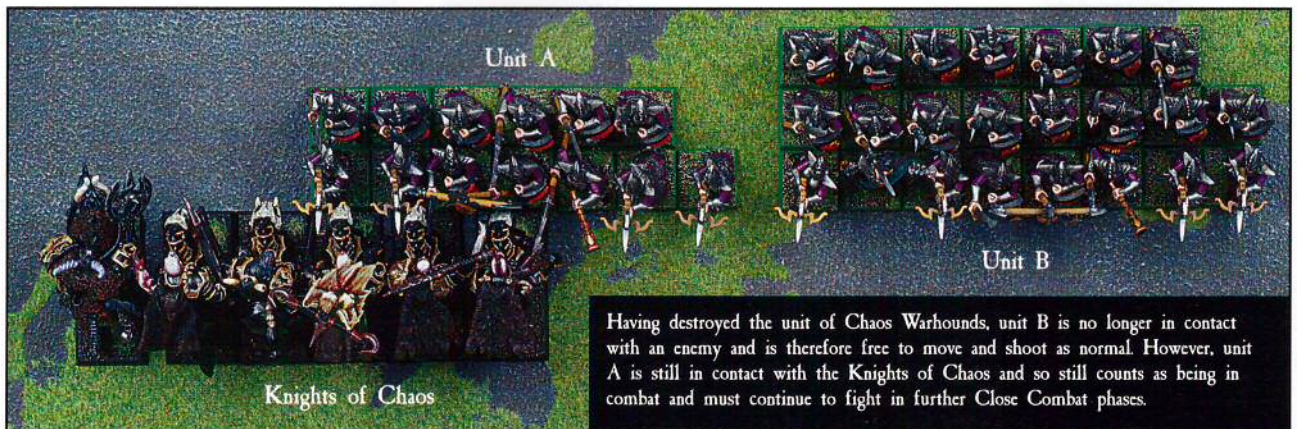


BATTLE OF BLOOD PASS

An interesting situation had arisen in the battle report featured in WD274, at the end of the combat round in Chaos Turn 2. One of the City Guard units involved in the combat was no longer in base

contact with any enemies. The question arose as to whether they still counted as in combat. Normally, you can just 'fudge it' by shuffling the units together a bit and continuing the fight, but this wasn't an option in this situation. After a bit of discussion, I decided that all units

involved in a combat are subject to combat resolution and any resulting Break tests. However, if a unit is no longer in contact with the enemy due to casualties, they do not count as being in combat in subsequent turns, and so can charge, shoot, be shot at, and so on.



REMOVING CASUALTIES

Although not strictly about lapping round, this seems to be an opportune time to talk about removing casualties. Where possible, casualties are removed from the back ranks from unengaged models. But what if the back rank is also engaged or it is a unit in a single rank engaged from both flanks? Whenever possible, units and models should be in contact with each other once they are in combat. If this is impossible because an enemy unit has been destroyed (see example 5a, b & c), or if doing so means that unit might end up in the flank or rear of the enemy, then their involvement in the combat ends. After all combat results have been worked out, and any Break tests taken, any units that cannot be shuffled into contact no longer count as part of the combat. Hopefully, the examples presented here will help you resolve these situations.

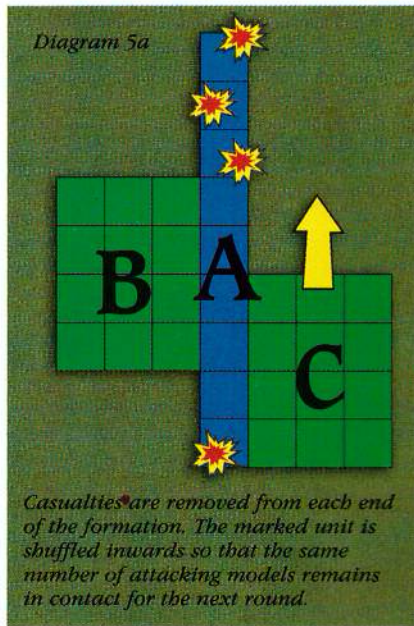
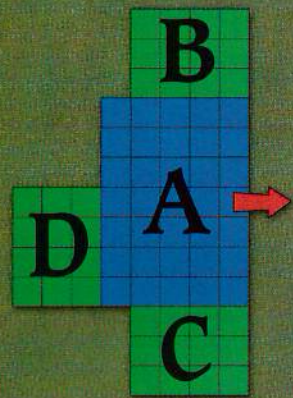
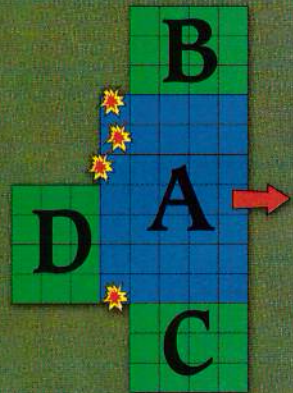


Diagram 5b & 5c

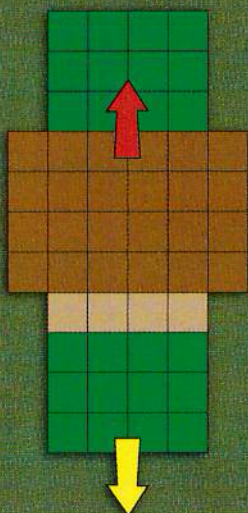
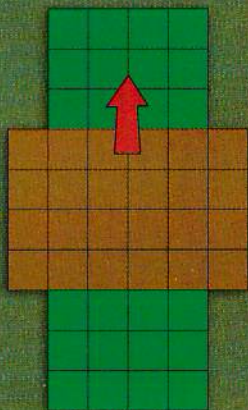


If unit A takes casualties, where should they be removed from?



They are first removed from unengaged models, and then from other models in the rear rank. Note that the unit to the rear does not need to be moved, as it still counts as being in contact with 5 enemy models (see Close Combat and the Incomplete rank on page 264 of Warhammer).

Diagram 6a & 6b



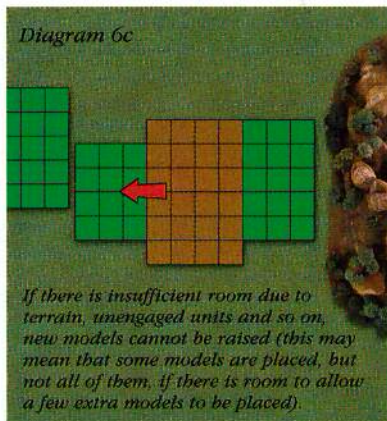
If necessary, enemy units should be moved back to allow the placement of raised models.

RAISING NEW MODELS

Although not strictly about lapping round either, the resurrection or addition of Undead models into a unit in combat can sometimes cause similar problems to those of removing casualties. Some added clarification about raising new models for existing units was included in Warhammer Armies – Tomb Kings:

“Rank and file models are added to the front rank until the front rank reaches at least four models. Then, additional models may be added to either the front rank or they can be added to create rear ranks. If the unit already has more than one rank, new models can only be added to rear ranks.”

If the unit is in combat, then enemy units can be shuffled backwards to make room for additional figures that have been raised. However, if, because of terrain or other units, it becomes impossible to create enough space to raise all of the new models, any excess models raised are wasted.



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

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

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

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Battlefleet Gothic offers some very interesting conversion opportunities. Here we show off two Chaos fleets that have had 'The Treatment'...

CHAOS SHOWCASE

Two heavily converted Chaos fleets



Chad Mierzwa

Chad: My goal in creating my Chaos fleet was to broaden the scope of my Warhammer 40,000 army, which essentially revolves around a Chaos Sorcerer Lord, his Acolytes, and the

reanimated Chaos Space Marines he uses to exact his revenge upon the Imperium. Although I like the look of the Chaos fleet, I like the Imperial ships even more, and the thought of my Sorcerer Lord turning the Emperor's own ships against him seems all the more sinister. Basically, as ships become lost in the Warp, my Sorcerer Lord and his daemonic horde fall upon them, enslave the souls of the crews, and bind them to their posts for eternity – a ghost fleet!

The idea behind the fleet's organisation was simple – have the most firepower at the longest range and pack a few nasty surprises. For my flagship, I chose the Retribution Class Battleship. In addition, I chose a Mars Class Battlecruiser and refitted the launch bays to accommodate mines rather than the typical ordnance. The bulk of the fleet consists of a Dominator and a Gothic Class



A Traitor Dauntless Class Light Cruiser



Chad's Traitor Retribution Class Battleship

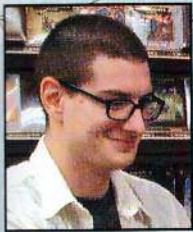
Cruiser, both escorted by two Dauntless Class Light Cruisers. A small group of four Sword Class Frigates would be accompanied by two groups of three Cobra Class Destroyers. Last, but certainly not least, was the choice to include four Fireships capable of delivering the final blow to any ships that make it past my line of defence.

With the exception of my flagship, the conversion and painting of my fleet was fairly simple yet effective. The Emperor Titan sprue (from the Epic 40,000 Archive range) has proved invaluable to me in my conversion madness. Its uses are endless! The Emperor Titan head fits perfectly, so it replaced the prow of the larger ships. Smaller Chaos Titan heads proved equally effective for my escorts. Small towers and the rams from the prows were added to the command decks. I wanted a dark, ominous paint scheme, so I used Shadow Grey lightly highlighted with Ghostly Grey. The prow heads were painted Red Gore with a Blood Red midtone and highlighted with Fiery Orange.

Finally, as a centrepiece for my fleet, I constructed a space station with pieces from the Emperor Titan sprue mounted on a volcanic planet (perhaps Prospero?). Tzeentch is pleased!



Chad's Space Station



Ty Finocchiaro

Ty: When I started thinking about Battlefleet Gothic again, Chaos continually clouded my mind. Though my Imperial fleet had vanquished many filthy traitor vessels in the name of the Emperor,

something continually whispered in my ear. Maybe it was the cold I'd just recovered from or the mouldy loaf of bread I found in the fridge, but it seemed that Nurgle was calling to me. I didn't even bother to resist. So, after being labelled *Excommunicatus*, I set out to build a fleet which Father Nurgle would be proud of.

After checking out the fleet list, I decided upon a 1,500 point force that would be capable of striking hard and fast and still be able to adapt to the opposition, just like a nasty virus does. So three Slaughter Class Cruisers were in order with a Devastation Class Cruiser in a support role. The flagship of the fleet for the repugnant Warmaster Festerpuss Spewtari simply had to be a Repulsive Class Grand Cruiser. I think the model is awesome, plus it's dead hard ta boot!

Toss in a heapin' helpin' of Iconoclasts, as well as a

pair of Infidels and I was ready to cause some pain.

Ship assembly was pretty standard with the exception of my Slaughter Class Cruisers. To these vessels, I added a pair of extra fin bits from the Repulsive Cruiser model. It made them all look like bloated flies or bugs, which I was sure would please Nurgle to no end.

When I set about modelling the fleet I attempted to achieve a really gritty and rusted feel for most of the ships. This was done quite simply by spreading superglue around random areas and dipping the whole ship into a bowl of fine sand. When it comes time to paint the ship, the sand picks up colour and looks great with little or no effort. Once the texture basics were out of the way I went about applying my fledgling sculpting skills to various cruisers and escorts with two-part epoxy putty. Utilizing repetitive patterns and strange, squibby shapes, along with a few plastic Skaven tails for use as tentacles, I managed to defile the vessels pretty nicely to reflect Nurgle's unholy touch upon the machines.

Painting the fleet was, surprisingly, not a big production. Using a Tank Brush, I progressively drybrushed the ships with a series of browns. The diseased areas of the ships were carefully drybrushed

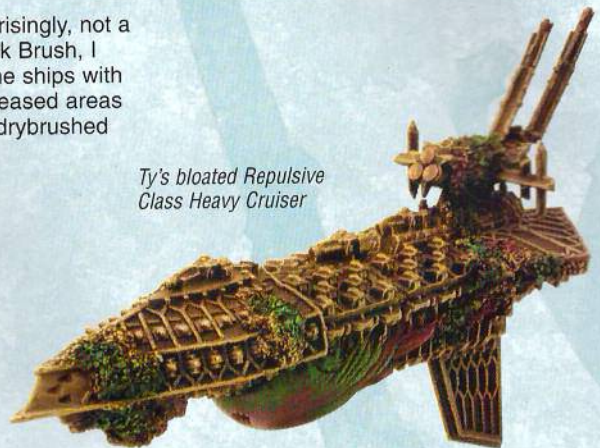
An Infidel and two Iconoclasts – gruesome parts of Ty's escort fleet.



with greens and purples. In all, it honestly took about four hours to paint – from the Chaos Black undercoat spray to the last tentacle. Now, all that's left to do is raid some Imperial worlds and spread the blighted embrace of Nurgle!



A disturbing, writhing Slaughter Class Cruiser



Ty's bloated Repulsive Class Heavy Cruiser



The massed presence of Ty's Nurgle Fleet: Spewtari's Plague.

In following with the Eye of Terror campaign, Matt Keefe gives us an insight into the detailed background and gaming ideas, and Pete Haines presents full rules for deploying Abaddon's Thirteenth Black Crusade in *Battlefleet Gothic*.

FLEET ACTIONS OF THE EYE OF TERROR CAMPAIGN

ABADDON'S CHAOS FLEET IN BATTLEFLEET GOTHIC



THE GROWING STORM

The beginning of Abaddon's Thirteenth Black Crusade was marked by an escalation in the number of raids on isolated, seemingly insignificant, worlds in the sectors outlying the Eye of Terror. Such raids, whilst certainly not unusual, had previously always been the work of small groups of pirates, acting without common motive, and invariably they dogged shipping lanes and the like, rather than directly attacking settlements. This new wave of attacks seemed too highly coordinated, based on far too detailed a plan to simply be the work of the wolf packs. Something terrible was clearly emerging.

Rashes of warp flares erupted all around the Eye of Terror, making travel impossible, disrupting communication and breaking supply lines. Around these warp flares, small Chaos fleets emerged to prey upon those Imperial vessels stranded in small numbers by the inhospitable conditions, brutally massacring them all. Most horrifically, alongside these emergent Chaos fleets, there came reports of weird, ethereal Daemonships, seemingly creatures of the warp carried into the material realm on the tides of Chaos. Imperial fleets engaged these vessels where they could, though many reported them

intangible and elusive, translating to and from the warp at will, making their ambushes and raids all the more deadly.

Patrol groups from all local battlefleets dispersed across the Agripinaa sector, the target of many of the fiercest and most brutal raids, hunting down and engaging the raiders where they could. The small raiding groups which Imperial command had anticipated invariably turned out to be drastically larger forces, and many of the Imperial patrols were lost before being able to give accurate reports of the opposition they faced. It quickly became apparent that a system of patrol and interception would do little more than plug the holes – not cut off the leak.

Under such an atmosphere of uncertainty, the decision was made to withdraw fleet resources to dock, where larger and more effective battlegroups could be mustered, and a common plan for defence determined. The captains of the returning vessels were grilled for what information they could provide on the growing threat, though so short and bloody had been their defeat that little of use could be gleaned. Confusing reports of Eldar vessels completely ignoring, or even aiding, Imperial fleets baffled many of those present, but the wisest amongst them realised instantly that such

unexpected unity could only stem from a common enemy. A foe to trouble even the Eldar was about to descend upon the galaxy, it seemed.

TRAITORS UNMASKED

It would not be long before confirmation emerged. Even as fleet commanders gathered in the Agripinaa sector to ponder their next move, news reached them of the Volscani Cataphracts' horrifying betrayal on Cadia. Chaos, it would appear, was not merely on their doorstep, but already deep within their house. The massacre on Cadia, however, meant that the Imperial fleets' numbers were bolstered dramatically in the following days, as reinforcements arrived from neighbouring sectors, including an almost unprecedented number of chapters of the Adeptus Astartes, also responding to the call for aid in the aftermath of Kasr Tyrok. The Gothic class cruiser, *Abridal's Glory*, even filed a report of a Fortress-monastery entering the region, suggesting that even to the Space Marines, coming events were of the utmost importance.

Understandably, most of the arriving chapters feared further revolts and uprisings across the sectors bordering

the Eye of Terror, and almost all elected to begin ground offensives against those systems where the strife and disorder had already become widespread. The Space Marines were similarly tasked with fighting through many of the raging warp storms and mounting assaults on the scattered and isolated worlds already fallen to the Curse of Unbelief. Here, the Space Marines would be far less hindered by the lack of numbers and adverse conditions than the Imperial Navy.

FIGHTING RAIDS

The numerous and brutal raids which pre-empted the Black Crusade proper make ideal candidates for Battle Fleet Gothic games. In a campaign, you could represent this effect by saying that for the first two or three turns of the campaign all battles fought are automatically counted as raids when determining the scenario since the full forces present have yet to be revealed. In individual games, The Raiders, Surprise Attack and Convoy all make ideal scenarios to represent the raids, especially if the Chaos player selects a Daemonship or two (as was common in these opening raids).

Against a host of worlds, the Adeptus Astartes fleets unleashed massive planetary assaults to corral and contain the spreading contagion, using planetary bombardments (and in the worst cases, Exterminatus) to control areas already deemed unclean.

The best this strategy could hope to achieve, however, was to stabilise conditions on many of the smaller worlds across the affected sectors, where Imperial rule had been placed under the most strain. A far stronger defensive strategy would be required if Cadia and its neighbours were to be truly ready for what few now doubted would be a major invasion.

To this end, the vast collection of ships assembled at the main sector docks around the Eye of Terror, were formalised into battlefleets and dispatched to defend vital supply lines, inhabited worlds, and known routes out of the Eye of Terror. Foremost amongst

FIGHTING THE DESTRUCTION OF URTHWART

It should be immediately apparent that this battle is a prime candidate for an Exterminatus battle (Scenario Nine in the Battlefleet Gothic rulebook), with the Chaos player as the attacker. Of course, the Chaos player absolutely has to have the Planet Killer for this one...

these would be battlefleets Cadia, Agripinaa and Scarus, which were detailed as the main crux of the Imperial fleet effort.

As these defensive preparations were made, unknown raiders hit the Tabor and Ulthor systems, but this time vessels of the Imperial Navy were in position to counter-attack. Three squadrons of Cobra Destroyers in conjunction with the Lunar class cruiser, *Goliath*, pursued the attackers into the Faberius Straits and, in a fearsome battle, crippled the Styx class cruiser, *Darkblood*. The engagement cost the Navy most of the Cobras and the *Goliath* was severely damaged, but at last the attackers had been identified. The *Darkblood* was codified as being attached to the Night Lords warleader, Tarraq Darkblood, one of the most vicious killers in a legion replete with sadistic butchers. Before Imperial reinforcements could arrive, a huge force of Chaos warships were picked up on long-range augers, and the surviving Imperial vessels were forced to withdraw and limp to the safety of the nearby port of Aurent.

A similar opposition was met by many of the Imperial battlegroups. The Imperium was able, largely, to stave off these small incursions, but often at a great cost in resources, invariably forcing back the Imperial fleet and leaving it poorly equipped to repel any subsequent attacks. Reluctantly, the Imperial vessels withdrew, realising that some massive attack must be imminent and that their best hope lay in a single, combined defensive effort.

This change in tack meant that the Imperium's highest priority very rapidly became predicting and pre-empting the location of any initial attack. The answer was to come in an unimaginably bloody fashion.

A patrol group, delivering Cadian Kasrkin to the planet of Urthwart, were to make the discovery. They came upon Urthwart to find it already lost, enslaved utterly by Chaos. Nothing there could be saved, and the Kasrkin made ready to withdraw, perhaps suspecting they had arrived too late. In truth, the fact that they had arrived at all was the enemy's ultimate success. As the Cadians made ready to withdraw, the space around Urthwart was eclipsed by an Chaos fleet emerging from the Eye of Terror. At the centre of this armada of the Dark Gods, horrifying and incomprehensible, came the *Planet Killer*.

In seconds, Urthwart became a victim of the aptly-named *Planet Killer* – the world and all it had ever contained committed instantly to history by this greatest of Abaddon's machineries. Like a herald of damnation, the arrival of the *Planet Killer* instantly announced

to all that a new Black Crusade had well and truly begun...

THE SPREADING PLAGUE

As if answering some unspoken signal, the destruction of Urthwart coincided precisely with the emergence of Typhus' Plaguefleet, the fiend himself in command at the helm of his flagship, *Terminus Est*. The fleet was immense, accompanied most alarmingly by two Blackstone fortresses (relics of Abaddon's previous incursions into the Gothic sector) though now hideously altered so as to appear artefacts of Chaos rather than the ancient bastions they once were.

If a stand was to be made, it was now. The Imperial fleet amassed at Ormantep, within the boundaries of a vast asteroid belt known as the Ilithrium Belt. It was here that the forces of the Imperium and those of the Dark Gods at last came face to face. The disruptive effect of the asteroid belt forced the fleets into brutally close range combat. Hordes of Chaos attack craft and torpedoes, unleashed at close range where their accuracy was highest, decimated the Imperial fleet. Even the fleet flagship, *Honour and Duty*, under the command of Admiral Pulaski, fell prey to the hungry guns of Chaos and exploded as its internal damage got the better of the ancient vessel.

FIGHTING THE BATTLE OF THE ILITHRIUM BELT

This battle is immense, representing the full, unleashed force of Typhus' Plaguefleet, accompanied by whatever subservient Chaos Lords he has mustered. You could re-fight this battle using Scenario Ten: Fleet Engagement from the Battlefleet Gothic rulebook, with a few modifications (and using as many ships as you can possibly find!). The Chaos player should have a much larger fleet (probably a 30-50% as many points again as the Imperial player). The Imperial player obviously has two fleets, but even these combined are smaller than the monstrous array of vessels Typhus leads! Battlefleet Agripinaa arrived later in the battle as reinforcements, but in a battle as big as this it's probably easier to set up all the ships at the start of the game. However, allow the Imperial player to choose his fleet formation after the Chaos player has made his formation known. This represents the outflanking effect of the Imperial reinforcements. Obviously, if the set-up requires separate divisions, it's only right that Pulaski and Quarren's fleets set-up in different divisions...

While strength of numbers and sheer firepower may have been advantages that lay squarely in the hands of Chaos, unbreakable faith and courage remained as ever the epitome of the Imperial Navy. If victory could not be gained at Ilithrium, defeat would at least be stalled. Captain Agenager, adopting control of the fleet after Pulaski's demise, ordered the fleet into a cross formation, arranging their broadsides against the Chaos fleet where vessels could defend one another with massed firepower and turrets, fending off enemy attack craft and creating a vicious zone of crossfire to their port and starboard. The immobility of the formation left Agenager with little hope of escape, but would at least stall the Chaos advance. With his decision made, Agenager and his fleet steered themselves for the fight, praying only that their sacrifice would not be in vain.

In the event, the sacrifice was not to be asked of them. As the Chaos fleet found itself stubbed by the unbreakable cross formation arrayed against them, its flanks first buckled then collapsed utterly as the mighty Battlefleet Agripinaa arrived to unleash its fury upon the traitors. It was immediately apparent to Admiral Quarren, arriving at the head of Battlefleet Agrapinna, that a final victory could not be achieved. Instead, his reinforcements could provide only respite and the chance of escape to their comrades – a chance which all the assembled Imperial Navy vessels gladly took, departing at once for the relative safety of port at Demios Binary.

The Imperial retreat, while undoubtedly successful in saving dozens of Imperial warships, allowed the rapidly separating remnants of the Chaos fleet to spread throughout the Agrpinaa sector at will. With the Imperial fleet not yet able to stage a rapid counter-attack, the worlds of the sector rapidly fell prey to the followers of Chaos. Instead, Quarren returned speedily to Cadia, hoping that the fleet could regroup there before the

Chaos onslaught reached that most crucial of worlds. Quarren deployed the fleet in a blockade around Cadia, and there made a most valiant of stands, but ultimately it was useless. The Imperial fleet was now too small, too damaged to survive the onslaught of Chaos from all sides. Quarren and his fleet held out for three long days, yet all the while the tide of Traitor vessels rolled on relentless. In time, their defences were breached and Quarren was left with no option but to retreat and preserve what he could of the fleet. Cadia's fate, the Admiral reluctantly admitted, would be decided on its own blooded soil, not in the cold vacuum of space around it...

BLOOD VENGEANCE

Any sailor will tell you that ships have souls. They may not live and they may not breathe, but they fear and they hate just the same. They hunger and burn with the memories of their millennia long existences, each carrying a character as distinct and as worn as the physical scars of battle emblazoned across their hulls. Crews come and crews go, captains rise, age and pass, and yet a ship will remain of the same sturdy character as always, for it is their wills – not those of their captains or crews – which will, for the most part, determine their fate. Some exude a proud wisdom borne of their incredible longevity, slow to anger, but slower still to forget, bearing grudges against past enemies long after any sailors remain who even remember the meeting of two such ships. Others are drenched in a seemingly insatiable fury, rash and hungry for war, always the first, always the foremost, often when their captain might wish otherwise. Some ships, of course, possess less obvious characters than others, though to most sailors such anonymity is not seen as an absence of spirit, rather as a sign that the ship is of a fairly affable and easy going ilk or perhaps somewhat retarded and slow to react.

The most characterful of ships, inevitably, are those which have at some

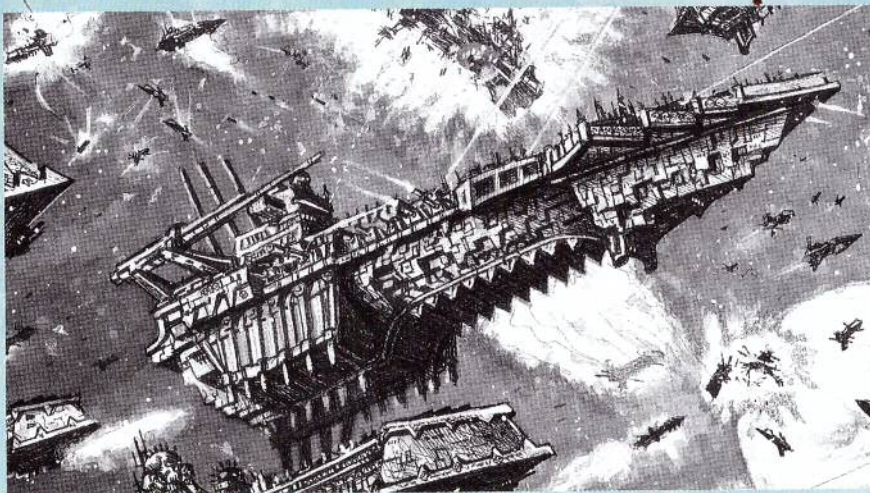
RETURN TO THE GOTHIC SECTOR

War is a crucible, a smouldering furnace in which heroes are forged and the unworthy or imperfect broken by the incredible forces exerted there. Even the great warships of the Imperial Navy are subject to this very same fiery test, and so it was that the Gothic War proved to bring rather mixed fortunes for the vessels that fought in it. The flotillas, squadrons and cruiser groups which set off from the Gothic sector at the end of the 41st millennium had hence changed somewhat from those which had last faced Abaddon.

The Gothic class cruiser, perhaps ironically for such an eponymous vessel, came out of the war with less than flying colours, its performance being viewed as average at best by most admirals. In other battlefleets across the Imperium it remained a stalwart, but with repair time at a premium in the Gothic sector, many such vessels found themselves languishing in poor condition for many years after the war. Few were ever properly recommissioned and fewer still actually constructed, so that the last few centuries have seen a marked drop in the number of Gothic class cruisers present in most fleets.

The fearsome reputation earned by the Mars class battlecruiser, Imperious, was such that the order was given to refit all returning battlecruisers of the same class with the same targeting matrix that the Imperious had adopted after the battle of Orar, as and when their recommissioning became necessary. Few such vessels now remain with the original Mars class configuration, much to the chagrin of the rather conservatively minded members of the Adeptus Mechanicus.

To prevent against any counter-attack by the traitor fleets in the immediate aftermath of the Gothic War, a plea for aid was sent out to the Adeptus Astartes and within fifty years large contingents of White Consuls and Exorcists vessels (many of whom had fought briefly in the war) became near permanent fixtures in the sector. By the end of the 41st millennium many of these remained still within the Gothic sector for at least part of their lengthy tours of duty, and as such a considerable number of Space Marine vessels journeyed with the rest of Battlefleet Gothic towards the Eye of Terror.



point or another been lost to the Imperium, perhaps having spent time adrift in the warp with their crew slain, or having been recovered from space hulks years after being presumed destroyed. The unknown past of such ships often leads to a mixture of awe, distrust and fear in their crews. Many sailors on such vessels will claim to have witnessed in dreams (or even been told by the ship itself) tales of the years spent in the wilderness, themselves relating these same legends to other sailors with all the fervour of a preacher spreading the word of the Emperor Himself.

Whether such traditions have any basis in truth is unimportant, the fact remains that a sailor's fate is inextricably bound with that of his ship – its victory will mean his glory, its defeat his dishonour and its destruction his bloody demise. Much of a sailor's understanding of a ship's character may well be founded upon misunderstanding or myth, but such beliefs will only ever heighten a crew's sense of unity, and hence ability, no matter how confused their origins may be. Sailors are largely uneducated men, and if knowledge that would otherwise be beyond their ken can be imparted to them in the form of superstition, its validity matters little.

The power of legend does not merely grasp the hearts of the sailors of the Imperial Navy, however. In a society as stagnant and unchanging as the Imperium, memories dwell long in the conscience. Word of mouth perpetuates the deeds of heroes and villains centuries after their flesh and blood has passed to dust. Terrifying monuments and uninhabited, abandoned cities across worlds once ravaged by war

stand as totems to what ever has passed there, while the sight of ever-ready patrol groups, battlefleets and infantry regiments prowling the stars serve as a constant reminder that wars which may have raged and burned out centuries before still flicker brightly enough to return and engulf Mankind at any moment.

So it is that across the Gothic sector – a place ravaged by Abaddon's twenty-year war in hungry pursuit of unspeakable goals – the infamy of his deeds, the bitter cost of his predations and the dread of his very name is still writ large upon a thousand worlds. It may be more than eight centuries since his war there ended, but with no greater or more recent evidence of his unholy campaigns known to them, the people of the Gothic sector have little reason to believe that the Despoiler has truly left them. Tiny, insignificant raids and ambushes, often conducted by little more than a handful of renegade vessels will to this day trigger a panic across whole systems and sub-sectors, driving people into a frenzy of superstition and false assumption as careless whispers grow and multiply into a hollering chorus of terror, each and every voice asking fearfully "Has Abaddon returned?".

So it was that as the first Imperium – wide calls for reinforcements rang out like a plea for salvation from Cadia, Agripinaa and the other sectors surrounding the Eye of Terror, few stood more ready than the warships of Battlefleet Gothic. Their paranoia, as many cynics might point out, had indeed been somewhat misguided, as the Gothic sector itself had escaped Abaddon's predations on this occasion – the Despoiler it seemed, had truly ended his war there. Nonetheless, the raging hatred of Abaddon's legions, and the very same traitor fleets once the scourge of the Gothic sector, had been fostered and sustained by centuries of legend and superstition now becoming a boon of faith for the sailors of Battlefleet Gothic.

Such confluence of opportunity, need and circumstance did not go unnoticed outside the Gothic sector, either. As rumours began to emerge of a vast monstrosity, dubbed the *Planet Killer*, in action around the Eye of Terror, many wise Imperial commanders gave thought to that infamous vessel's past. While many doubted the *Planet Killer* had ever existed at all, and more still doubted its return, those most erudite members of the Admiralty realised that if the *Planet Killer* did indeed exist it had been defeated, if not destroyed, at least once before.

At Kharlos II, more than eight hundred years earlier, the four Lunar class cruisers of the Omega squadron had engaged, and reportedly destroyed, a vessel they identified as the *Planet Killer*. While tales of the *Planet Killer's* monstrous power filled many with fear, it was sensibly reasoned that few could be

more ready to face the vessel again than those same ships who had once opposed it, and whose crews proudest inheritance was the tales of their predecessors' defeat of it. So it was that the order was given for the original member vessels of the Omega squadron to relocate to the Eye of Terror on special detail to find and destroy the *Planet Killer*.

Alongside them, almost two-thirds of Battlefleet Gothic would venture to sectors outlying the Eye of Terror to reinforce the beleaguered Battlefleets Cadia, Agripinaa and Scarus already valiantly engaged there.

By the time Battlefleet Gothic arrived in the region, however, the war effort was a sorry state of affairs. The Cadia and Agripinaa sectors lay under siege, annexed by the pincer movement of Abaddon's own Black Legion fleet and Typhus' Plaguefleet. Quarren had already ordered the fleet to withdraw from the vicinity of Cadia and much of Agripinaa – the war effort there would have to rely on the valiant Imperial Guard and Adeptus Astartes assembled there. Instead, Battlefleet Gothic and the other Imperial reinforcements joined Quarren in prowling space around the Eye of Terror making opportunistic attacks against smaller elements of the Chaos fleet where they could, slowly scouring the smaller systems and sub-sectors so that some kind of advantage might be restored. It would be an arduous task indeed...

PLAYING BATTLEFLEET GOTHIC IN THE EYE OF TERROR

A campaign on such an immense scale as Abaddon's 13th Black Crusade obviously takes in both ground offensives and space combat. The opportunities for games of Battle Fleet Gothic are many, ranging from the smaller raids and incursions which pre-empted the crusade right up to the immense fleet engagement between Admiral Quarren and the assembled Chaos fleet. We've including a number of gaming ideas throughout this article, though these are by no means exhaustive.

Issues 15 and 16 of Battlefleet Gothic magazine cover the Eye of Terror campaign in more detail than it is possible to include in the short space available here, so it's well worth checking them out if you want to add Battle Fleet Gothic games to your own Eye of Terror gaming activity. However, to get you started in this new theatre of war, Chaos players can use the following fleet list instead of the one presented in the Battle Fleet Gothic rulebook to more accurately represent the forces at Abaddon's disposal.

FIGHTING FURTHER BATTLES

As the Thirteenth Black Crusade gets underway, we find the Imperial fleet scattered, overwhelmed and outnumbered by the sheer size of the Chaos invasion. The campaign rules presented in the Battlefleet Gothic rulebook represent this perfectly, if you assume that most systems start under Chaos control, or in such disorder that the Imperium can't really control them properly. The aim is then for the Imperial player(s) to spread out from those few havens they still hold and slowly try and reconquer whole sectors (exactly as Battlefleet Gothic must attempt upon its arrival in the campaign). At the same time, the Chaos player is obviously attempting to destroy all enemy opposition. Codex: Eye of Terror contains a variety of sector maps to choose from, so simply use one of those instead of the Gothic sector maps presented in the main rulebook.

ABADDON'S THIRTEENTH BLACK CRUSADE FLEET LIST



FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any Capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by 2, to a maximum of 9.

Chaos Warmaster (Ld +2) 100 pts
Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown below.

The Warmaster may be given an extra re-roll at a cost of +25 points.

ABADDON

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld/10) 195 pts
Abaddon receives one re-roll per turn. In addition see his special rules as stated in this magazine.

Mark of Slaanesh +25 pts

The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15cm suffer -2 to their Leadership value.

Mark of Khorne +20 pts

Crewed by the homicidal followers of Khorne, the ship is extremely dangerous, doubling its value in boarding actions.

Mark of Tzeentch +30 pts

The captain can call upon the power of precognition as well as formidable magics to control his vessel. This ship has an extra re-roll.

Mark of Nurgle +35 pts

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage point and may not be boarded.

CHAOS LORD

Any Capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so, then add 1 to the Leadership rolled for the ship at the start of the game, to a maximum of 9.

Chaos Lord (Ld +1) 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list above.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon must be present, though he does not have to be aboard the Planet Killer.

Planet Killer 505 pts

BATTLESHIPS

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.

Despoiler class battleship 400 pts

Desolator class battleship 300 pts

GRAND CRUISERS

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Repulsive class grand cruiser . . . 230 pts

Vengeance class grand cruiser . . 230 pts

Retaliator class grand cruiser . . . 295 pts

Executor class grand cruiser . . . 210 pts

HEAVY CRUISERS

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser 290 pts

Chaos Hades class heavy cruiser . . . 200 pts

Chaos Acheron class heavy cruiser . . 190 pts

0-12 CRUISERS

Chaos Devastation class cruiser 190 pts

Chaos Murder class cruiser 170 pts

Chaos Carnage class cruiser 180 pts

Chaos Slaughter class cruiser 165 pts

DAEMONSHIPS

Any number of Capital ships in your fleet may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen.

Battleship +50 pts

Grand Cruiser +30 pts

Heavy Cruiser +25 pts

Cruiser +20 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Any number of Capital ships can be upgraded to Daemonships, subject to these limitations.

Any Daemonship may have a single Mark of Chaos with the same effects and cost in points as described in the list above.

ESCORTS

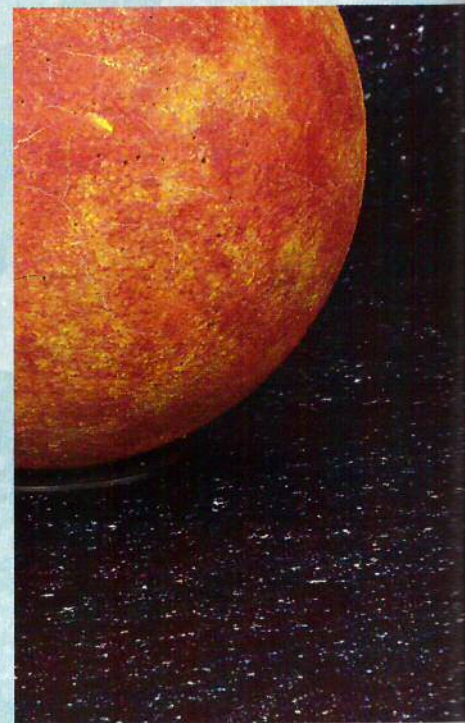
You can include any number of escorts in your fleet.

Chaos Idolator class raider 45 pts

Chaos Infidel class raider 40 pts

Chaos Iconoclast class destroyer . . . 30 pts

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew,



neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, although it will not have any game effect.

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk gunships but, if so, it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

CAPITAL SHIP SPECIAL RULES

Chaos Space Marines. Any Capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

Marks of Chaos. A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However, there are some restrictions on exactly which mark it can have based on the Chaos Space Marine legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew then the choice of Mark is limited as well. The options are shown below.

LEGION FLEETS.

If the Warmaster's ship has a Chaos Space Marine crew then all other ships in the fleet that have Chaos Space Marine crews must be of the same legion, unless a Chaos Lord captains them.

RIVALRY.

Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly members of the Death Guard and Thousand Sons may not be combined in the same fleet.

CAPITAL SHIP SQUADRONS.

If Capital ships are grouped as squadrons then each squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly a squadron may not include ships with different Marks of Chaos.

Example: A fleet Warmaster's ship has a Chaos Space Marine crew of the Death Guard. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crews and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another legion. Because the fleet contains members of the Death Guard the Lord's ship may not be crewed by the Thousand Sons but may be represent any other legion. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

CHAOS SPACE MARINE SPECIAL RULES

Leadership. A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses for having a Chaos Warmaster or Chaos Lord on board). Furthermore the maximum Leadership of the vessel is increased to 10.

Boarding and hit and run. The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds 2 to its roll when performing boarding actions and any enemy conducting hit and run attacks against them subtract 1 from their hit and run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add 1 to their result.

Planetary Assault. Ships with Chaos Space Marine crews in a planetary assault mission score 2 Assault points for every turn they spend landing troops.

Terminator Teleport Assault. For an extra 10 points battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may roll 2D6 when conducting hit and run teleport, attacks selecting which dice they wish to count. They will add 1, as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

The Chaos fleet gathers around the mighty Planet Killer.



PORT MAW

Now this really is something a bit different! Chad Mierza built this amazing space station for a rather special scenario. Enjoy...

OVERVIEW

The deluded slaves devoted to a decaying corpse have hounded your fleet across the sector. They have virtually annihilated your forces. It seems as though the Gods of Chaos have turned against you. But the Dark Gods are fickle, and they have given you a chance to redeem yourself. A series of solar flares has damaged the main base of your enemy's fleet. The sensors are damaged, and shields are down. A warp rift has opened nearby, which could allow you to bring your entire force against an unsuspecting foe. You will be heavily outnumbered, but the Dark Gods reward the bold.

FORCES

The Defenders have four times the points of the Attackers.

BATTLEZONE

The Defender places Port Maw in the centre of the table.

The Defender places any celestial phenomena.

SET UP

First, the Defender places his ships in the docking bays around Port Maw.

Next, the Attacker places his ships within 10 cm of any one table edge.

FIRST TURN

The warp rift gives the Attacker the element of surprise and thus the Attacker goes first.

SPECIAL RULES

Huge: Port Maw is huge and, as such, attacks against it will not affect the outcome of this game.

Low Power: Port Maw has been affected by a series of solar



flares. The shields normally protecting the station and the docked fleet are down. Port Maw does not have full power for its weapons and targeting systems. In the Defender's Shooting phase, roll a D6 for each enemy ship and ordnance counter within 30 cm of Port Maw; ships take one hit on results of 4+, and ordnance is destroyed on a result of 6.

Docked: The Defender starts with his entire fleet docked at Port Maw. Docked ships attack at half strength. The station's shields, which normally protect docked ships, are down; therefore, docked ships have no shields. Due to the power outages, docking linkages are not working properly. At the start of each

Defender turn, roll a D6 for each docked ship or squadron; on a roll of a 6, the ship may back away from the station. Once released, each ship's shields will power up, and all weapons systems will come online. Thereafter, the ship may fight normally. See *Manoeuvring Thrusters* for special movement rules.

Sitting Ducks: Docked ships are easy targets for the attacking fleet. All shots against docked ships count as closing.

Manoeuvring Thrusters: The docked ships that have been released must move away from Port Maw before engaging their main engines. Ships may only move 5 cm per turn until they are at least 10 cm away from the station.

GAME LENGTH

The game lasts for 12 turns or until a fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

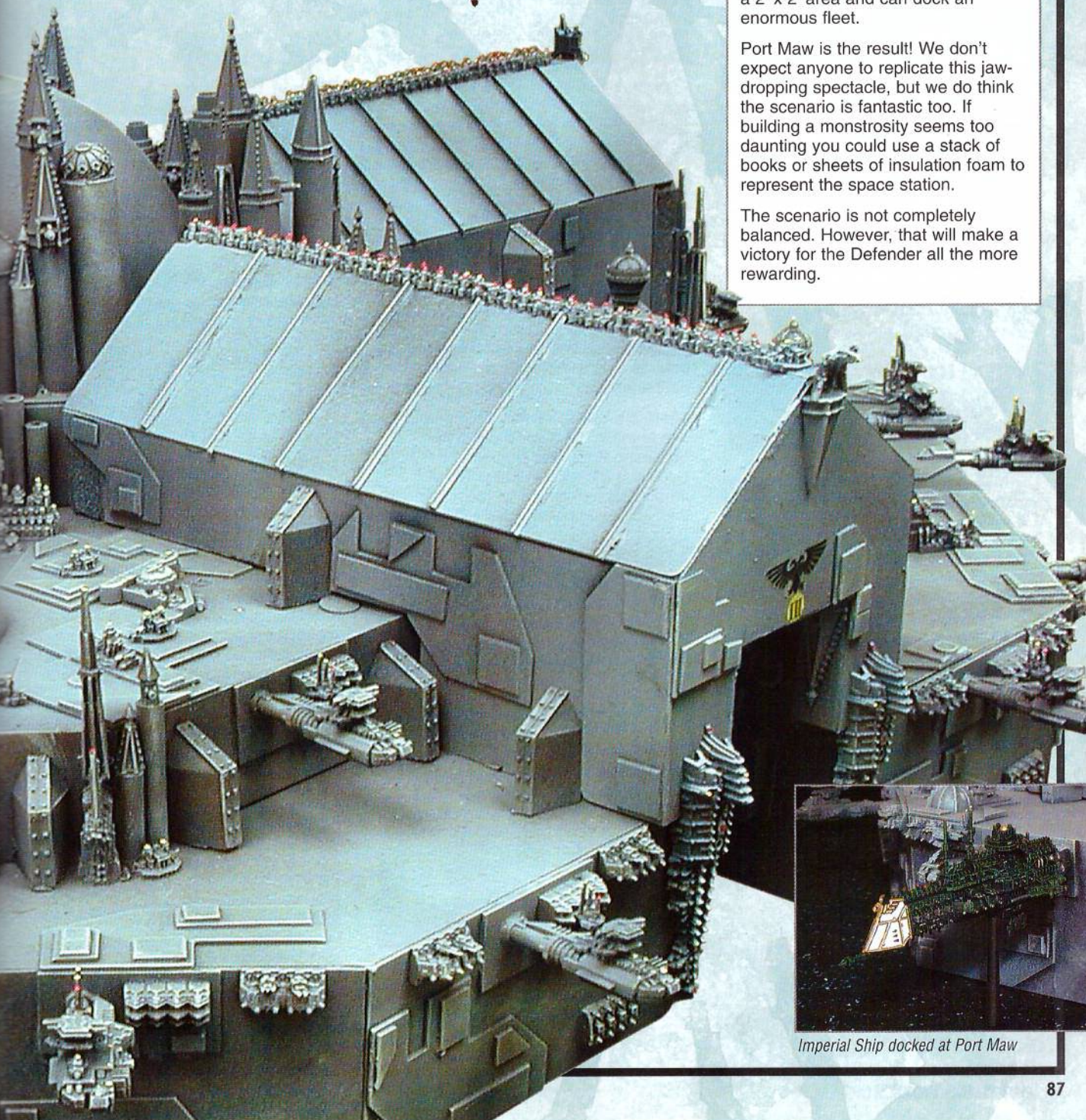
Use the standard Victory Points system found on page 66 of the *Battlefleet Gothic* rulebook.

CONSTRUCTING PORT MAW

Chad Mierzwa, scenery guru, was given a pretty open brief: Build a really cool space station that covers a 2' x 2' area and can dock an enormous fleet.

Port Maw is the result! We don't expect anyone to replicate this jaw-dropping spectacle, but we do think the scenario is fantastic too. If building a monstrosity seems too daunting you could use a stack of books or sheets of insulation foam to represent the space station.

The scenario is not completely balanced. However, that will make a victory for the Defender all the more rewarding.



Imperial Ship docked at Port Maw

MODELLING WORKSHOP

Building a Lizardmen Spawning Pool

For the release of the new Lizardmen Army book, 'Eavy Metal's Mark Jones created a set of terrain to complement the new Lizardmen models. Here we take a closer look at a spawning pool, as Mark takes us through a step-by-step guide on creating a pool of your own.



Mark adds the final details.

MATERIALS NEEDED

- 10mm thick foamboard
- Thick card
- Sand/gravel/flock
- Ready-mixed Polyfilla
- Cocktail sticks
- Texture Paint
- Plastic aquarium plants

TOOLS REQUIRED

- Modelling knife
- Steel ruler
- PVA glue
- Templates

In this ongoing series of articles, we detail how to make a piece of terrain similar to the Studio piece that featured in a recently released army book. The Spawning Pool is one of the terrain pieces made for our Lizardmen army and we talked to terrain builder Mark Jones about how he made it. Not only did Mark supply instructions, he has also included templates for the pieces so that anyone can have a go at building a Spawning Pool.

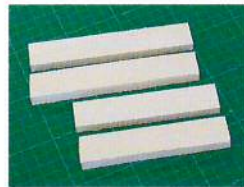
After the dimensions of the building were carefully calculated, a set of templates for all of the wall and roof sections were drawn onto a piece of paper. A copy of the templates can be downloaded at:

www.games-workshop.com/lizardmen

OUTER WALL

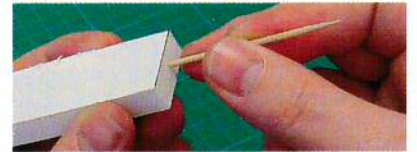
To make the Spawning Pool, begin by assembling the outer wall that contains the water. Rather than start with a large rectangle and then cut out the centre, it's more economical on foamboard to cut out four separate wall sections and then assemble them into a single perimeter wall.

There are two templates you need to use to make the outer walls of the Spawning Pool, one long and one short. Each one makes two walls. Trace around each template on the foamboard then cut along the outlines with a knife,

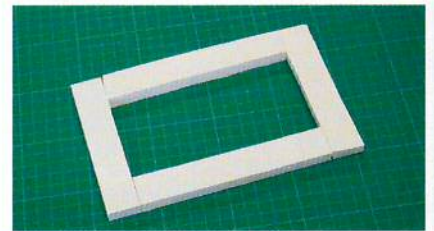


using your metal ruler as a guide to cut along. You should then end up with two short walls and two long.

Before assembling the four wall pieces together to form a rectangle glue was applied to the ends of the connecting sections. Cocktail sticks were also inserted into the end of each of the long sections and these were then pushed into the short walls.



This strengthens the outer walls and holds them together until they are dry.

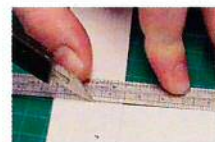
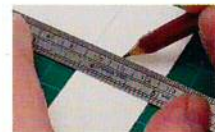


FLAGSTONES

Now that the outer wall is complete, a layer of flagstones is added to the top. Rather than cut out and overlay individual stones, it's much easier to model them as a single piece of card with flagstones marked on it. Use the flagstones template for this. Draw round the template onto thick card, then cut out both the outside and the inside of the rectangle.

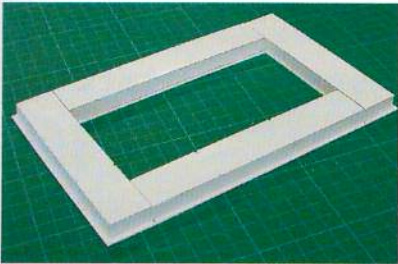
Drawn onto the flagstone template are dotted lines which indicate the individual stones that make up the floor. Copy

these lines onto the card using the ruler, and then score along these lines with the back of your modelling knife. This gives the appearance of flagstones without having to cut each one out individually.



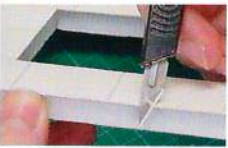
ASSEMBLING THE OUTER WALL

Before gluing the layer of flagstones onto the outer wall, place the flagstones face down, and then place the completed outer wall on top. Notice how it is narrower than the flagstones, creating a lip both inside and outside of the walls. Glue the outer wall to the flagstones making sure the lip is roughly equal all the way round. The outer wall of the Spawning Pool model is now put aside to dry.



FINISHING TOUCHES

Before moving on to make the base, there is one final finishing touch to add to the edge of the walls. Carve vertical grooves into the foam and card along the edges of the walls. Next use a pencil to press into the foam to define the block effect. This gives the appearance of individual stone blocks. Cut small slices of card out of the edges of the flagstones to give a chipped and worn effect.



MAKING THE BASE

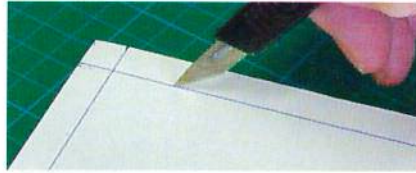
The base of the model is made out of foamboard. Trace around the completed outer wall onto the board.



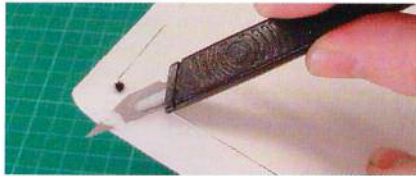
Measure 10mm around this outline and rule up a rectangle. This is the outline of the base. Cut the base without using a ruler and this will make it appear less regular and more natural.



Cut along the outline of the walls that had been traced onto the base and peel away the top layer of card from the foam.



Form a rough, natural angle by cutting away thin slivers of foam with your modelling knife.

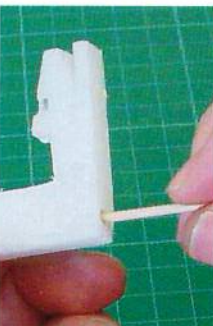
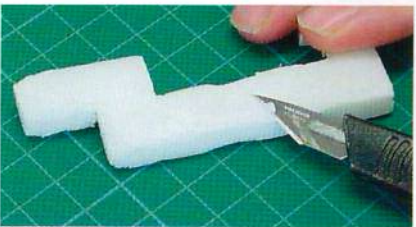


Finally, glue the complete outer wall section onto the base and the basic construction of the pool is now complete. Next we move onto decorating the pool.

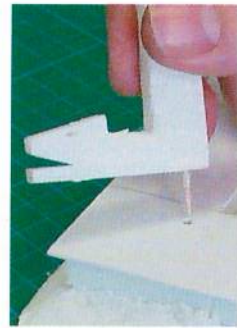


SNAKE STATUES

The Snake Statues around the edge of the pool are a characterful piece of decoration. Cut out the Statue template and trace four outlines on the foamboard. Next cut round each shape. The statues have an unnatural, regular shape, so peel away the card from the foam. Using your modelling knife, roughly shape the Statue so it appears more natural and weather-worn.



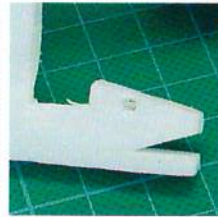
To attach your Statues to the outer walls, use cocktail sticks for strength. Press a hole into the floor of the Spawning Pool with a cocktail stick; make four holes at each corner. Insert the cocktail



stick into the base of the Snake Statue and, after applying some PVA glue, press it into the hole in the floor. A thin mix of Polyfilla and PVA is applied over the Snake Statues for strength.

EYES

There is an extra level of detail that you can add to your Snake Statues: eyes. Use a cocktail stick to press holes into the foam. Make sure you make the holes deep enough and wide enough so that when you apply the textured paint, they don't fill in.



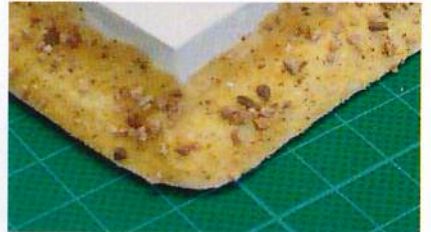
FILLING THE GAPS

Now that the model is complete any gaps should be filled with Polyfilla.



THE BASE

Use PVA glue to add sand or fine gravel to the edge of the base.



TEXTURING THE MODEL

Once the texture on the edge of the base has set, the rest of the model is painted with textured paint. You can buy textured paint from DIY shops, although you can make your own by mixing emulsion paint and sand together.



PAINTING THE MODEL

The stonework is painted with a basecoat of Codex Grey. This is then drybrushed with Fortress Grey, followed by a lighter drybrush of Bleached Bone. The base is painted with a basecoat of Bestial Brown, and then drybrushed with Vomit Brown.



To create an ancient and weathered appearance small touches of Dark Angels Green and Bestial Brown are painted into the cracks and recesses of the model.



To create the water effect, paint the pool a basecoat of Scaly Green, and then drybrush with Hawk Turquoise. Several coats of Gloss Varnish are applied to create the watery sheen effect.

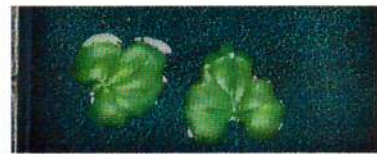


BATTLES IN LUSTRIA

Once you have finished painting the terrain you have a fantastic addition to your battlefield deep in the heart of Lustria. But it doesn't have to stop there. Now you've made a Spawning Pool, how about having a go at something larger. All the ideas and techniques that Mark used to make the Spawning Pool were also applied to the superb Temple model that you can see in this photograph. Now that's a challenge!

WATER LILIES

One nice touch that you can add to your Spawning Pool is the addition of water lilies. After drybrushing the pool, but before adding the varnish, glue leaves cut from plastic aquarium plants to the bottom. Use PVA for this and let the glue set thoroughly before applying the varnish (sometimes glue that isn't set properly can mar or 'mist up' varnish). You can also add more leaves and stems from aquarium plants to the base of the model.



Mads Ahrenst from our Direct Sales department created this fun scenic base for his Lizardmen army.





Riding on top of a ferocious Carnosaur, is one of Lustria's most revered leaders'- Lord Kroq-Gar. We couldn't resist getting 'Eavy Metal's Neil Green to take us through how this great miniature was painted.

'EAVY METAL MASTERCLASS

ANCIENT SCAR-LEADER LORD KROQ GAR ON GRYMLOQ



Designed by Trish Morrisson and Colin Grayson.

ASSEMBLING THE MODEL

The arms and tail of the Carnosaur were pinned and any gaps were filled with Green Stuff. Ancient Scar-Leader Kroq Gar was assembled separately and glued to a flying stand for easier access when painting. Both models were then undercoated with Chaos Black.

PAINTING THE MODEL



To paint the skin of the Carnosaur, a basecoat of Vermin Brown was used. Bleached Bone was then added to this for three successive highlight stages. Bleached Bone on its own was then applied, followed by a

final highlight of an equal parts mix of Bleached Bone and Skull White. This section was then given a wash with



thinned Chestnut Ink, which was applied to the recesses of the model.



Grymloq's scales were painted with a basecoat of Scab Red, to which a small amount of Chaos Black had been added. This was first highlighted with Scab Red on its own followed by an equal parts mix of Scab Red



and Dwarf Flesh. The scales were finally given a wash with Purple Ink before being re-highlighted with the final mix.



The Scar-Leader's flesh was painted with a basecoat mix of four parts Hawk Turquoise to one part Chaos Black. This was highlighted with Hawk Turquoise on its own followed by adding a small amount of Skull White for the final highlight stage.



Kroq-Gar's scales were painted with a basecoat of Regal Blue. Enchanted Blue was added to this in equal parts for the first highlight stage, followed by adding a small amount of Skull White to the mix for the final highlight stage. The entire area was then given a wash with Blue Ink.



FINE DETAIL



The gold sections were painted with a basecoat of Brazen Brass. This was highlighted with Shining Gold which was followed by a mix of three parts Shining Gold to one part Mithril Silver. The gold was given a wash of Brown Ink that had been thinned with an equal amount of water.



Bestial Brown was used as the basecoat to paint the bone sections. This was then firstly highlighted, with Snakebite Leather, and followed by a highlight with Bronzed Flesh. This was further highlighted with Bleached Bone and then a final highlight of Skull White. Brown Ink that had been thinned with water was then applied to any recesses.

FINISHING TOUCHES



The mouth of the Carnosaur was painted with a basecoat of Liche Purple. Skull White was then added to this for three separate highlight stages before the whole area was given a wash with a thinned Purple and Blue inks mix.



To paint the stone tip of the spear, a basecoat mix of equal parts Hawk Turquoise and Chaos Black was then applied. Fortress Grey was then added for successive highlight stages.



Scar Leader Lord Kroq Gar fights the Undead on a swampy isle.

SUMMER GAMING ACTIVITIES

Come down to your local Games Workshop hobby centre and see what's planned for this summer. Huge games, campaigns, gaming leagues, hobby classes and painting competitions. Don't be bored in the summer holidays the battlefield awaits you!

This summer the 'Eye of Terror' worldwide campaign begins in July and it's time for you to prepare your forces.

In the last 10,000 years Abaddon has made twelve incursions into the Imperium. These have ranged in size from small raiding forces that have been a minor inconvenience to the Imperium all the way up to the huge warfleets of the Twelfth Crusade that have cost countless millions of lives and the theft of two of the mysterious 'Blackstone' fortresses. All of these incursions have been ultimately thwarted.

Recently, however, Astropaths and those who can read the Emperor's Tarot have told tales of a time of darkness fast approaching, of an alliance within the 'Eye' of the mightiest warhosts all under the banner of Abaddon and his Black Legion. Other tales of the Farseers of Ulthwé mobilising the Black Guardians and entering the webway and the forces on Cadia being placed on high alert are also whispered... a storm is rising!

This summer in all our hobby centres you will be able to take part in this campaign. Special scenarios, painting and modelling tutorials, competitions, roadshows and much more will be going on. Every battle counts as the stores will be entering results on a daily basis. These in-store results have special weighting so are very important.

It is a time to choose... sign up now to take part in the action!

For more details on the Eye of Terror campaign look on our website at:

See what's happening near you this summer!

EYE OF TERROR

UK Roadshow Dates for Games Workshop hobby centres and independent stockists

19th July:	GW Glasgow, GW Poole, GW Sheffield, GW Brent Cross.	Battlezone (Barnstaple), World of Wonder (Co. Kildare).
22nd July:	Hammicks Bookshop (Oldham).	15th August: Toy Wonderland (Aylesbury), Nimble Fingers (Stillorgan), Micro Markets (Lancaster).
26th July:	GW Edinburgh, GW Cardiff, GW Nottingham, GW Kingston.	16th August: GW Manchester central, GW Bromley, GW Maidstone, GW Portsmouth, The Hobbit (Leeds).
30th July:	Borders Books (Ellesmere Port).	18th August: Comics Unlimited (Letchworth), The Generals Store (Evesham).
31st July:	Waterstones (Manchester).	20th August: Blundells (Sittingbourne), D&E Knowles & Sons (Buxton).
1st August:	Trinder Bros (Banbury).	21st August: Dark Matter Trading (Pontefract), Jade Martial Arts (Hastings), Gentle Gallery (Horsham).
2nd August:	GW Metro, GW Leicester, GW Ipswich, GW Bristol.	22nd August: Wargames World (Ilkley).
5th August:	Giles Sports & Toys (Carterton), Replay Games (Bangor).	23rd August: GW Liverpool, GW Stoke, GW Exeter, GW Plaza (London).
6th August:	Byte Size (Ashton under Lyne), World of Wonder (Lisburn), Minehead Toys & Models (Minehead).	27th August: Questing Knight Games (Telford).
7th August:	Hammicks Bookshop (Bracknell).	28th August: Artists Corner (Monmouthshire).
8th August:	Austins (Newton Abbot), Gamers Realm (Co. Galway), Wight World of Wargames (Isle of Wight).	30th August: GW Dublin, GW Guildford, GW Peterborough, GW Bluewater.
9th August:	GW Leeds, GW Oxford, GW Milton Keynes, GW Hammersmith.	2nd Sept: Sports & Model Shop (Dingwall).
11th August:	Cyberdyne (Stroud), The Gathering (Limerick).	For more information about your closest Eye of Terror Roadshow ring your local Games Workshop hobby centre. Phone numbers and full address details are on pages 70. You can also find them on the Games Workshop website at: www.games-workshop.com
12th August:	Morningstar (Camberley), Cyberdyne (Trowbridge), Noddy's (Co Cork).	
13th August:	Cuddlers (Leighton Buzzard), Cyberdyne (Newbury), Play & Learn (Co. Wexford), Dibs Toymaster (Llandudno).	
14th August:	A&B Games (Chorley), Time & Space (Broadstairs).	

WWW.EYE OF TERROR.COM

WARHAMMER®

BEASTS OF CHAOS

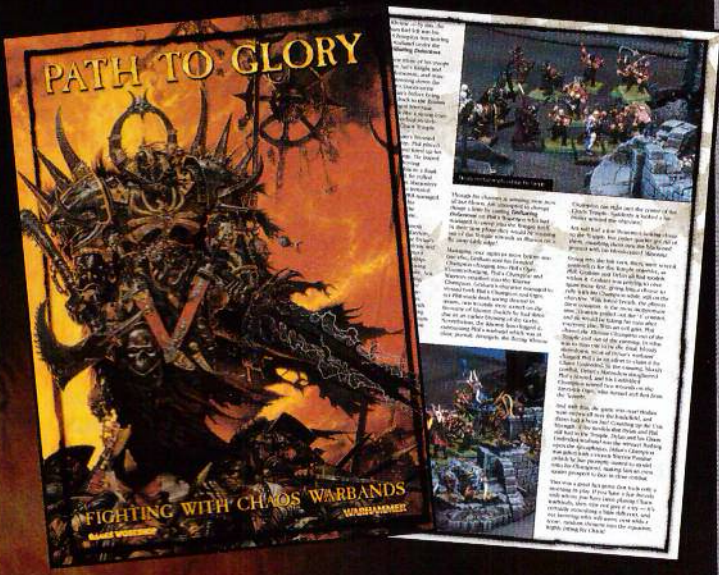
With the release this summer of the new Beasts of Chaos book, you'll naturally see Beastmen armies appear on tables across the land. However, there's much more for the Warhammer enthusiast in our stores across the summer months.

GAMING LEAGUE

Beginning in your local store from the start of the summer school holidays (as early as June in parts of Scotland and Eire), each store will host a Warhammer Gaming League to find local champions worthy of leading their faction in the eternal struggle between the forces of Chaos and evil and the mortal races. Sign up now in your local store and find out more.

CHAOS WARBANDS

In addition, this issue includes a compilation of all the Path to Glory articles plus brand new rules and material for running a Chaos Warbands campaign over the summer. Updated for the Beasts of Chaos release, this campaign is ideal for Warhammer beginners and veterans alike in its use of warbands made up of a small number of models and its linked battles (similar in style to the concept behind Necromunda and Mordheim). Make sure you don't miss out, by checking out the campaign your local store will be hosting.



WARHAMMER WORLD

31st May - 1st June: HOBBY MASTERCLASS

Spend a weekend in the company of the champions of the Games Workshop hobby, 'Mastercrafted' is a two-day intensive event focusing on the secrets and techniques of the Design Studio painters, sculptors and designers.

5th - 6th July: SPECIALIST GAMES CAMPAIGN WEEKEND

While titanic fleet actions rage overhead, rival Inquisitors struggle to unlock the secrets that will swing the balance of power in the Imperium's favour. This is a two-day campaign featuring Battlefleet Gothic and Inquisitor. Sign up for either the Battlefleet Gothic or Inquisitor campaign today!

19th - 20th July: DOUBLES TOURNAMENT (WARHAMMER & WARHAMMER 40,000)

Team up with a friend and play nine games of Warhammer or Warhammer 40,000 across a weekend. Based on the innovative '40K in 40 Minutes' and the new 'Border Patrol' Warhammer 500 points rules for small games, the event offers a fast-paced and easy going tournament with meals in Bugman's Bar and evening fun and games.

2nd - 3rd August: INTO THE EYE OF TERROR (WARHAMMER 40,000 CAMPAIGN)

Massive task forces assemble to do battle across a dozen war zones in this two day campaign event for veteran Warhammer 40,000 players.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

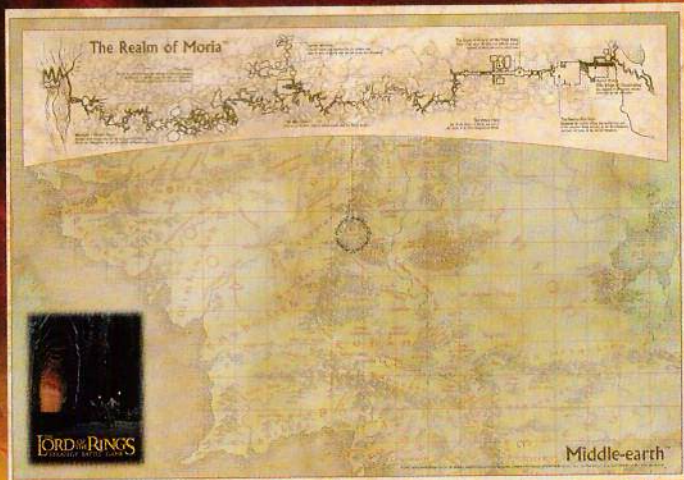
SHADOW & FLAME

Next issue sees the release of *Shadow & Flame*, the first supplement to The Lord of The Rings Strategy Battle Game featuring characters and background from the books by JRR Tolkien. To celebrate this milestone, we have arranged a grand campaign and nationwide painting competition in every store across the country.

The map-based campaign is based around the environs of Moria, allowing you to fight in the deep caverns of the mines itself. Not to worry if you don't have Moria Goblins, or plan on painting up some of the new Dwarfs from *Shadow & Flame*, the campaign allows the use of any of the Free Peoples or Forces of Darkness, including Elves, Gondonians, Rohirrim, Uruk-hai or Mordor Orcs. Check out your local campaign now to join the fight.

PAINTING COMPETITION

In addition, each store is allowing their local enthusiasts to flex their painting muscles in a prelude to Golden Demon itself, with a nationwide painting competition focusing on The Lord of The Rings.



For more information on what is going on in your local Games Workshop store, look on our website at: www.games-workshop.com or ask a member of staff.

BATTLE FOR THE BASILICA

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The first part of a massive, multi-player Warhammer 40,000 battle report fought between the followers of the Ruinous Powers and a combined force of warriors loyal to the Emperor and a mysterious force of Eldar. Played in Warhammer World this battle was so huge it took an entire day to fight from start to finish.

This month's battle report is a huge, multi-player, multi-table conflict that chronicles a titanic clash between Abaddon's nefarious legions and the forces of the Emperor and their allies. As the Despoiler's foul hordes pour from the Eye of Terror, countless worlds have fallen and his fleets rampage throughout the sectors surrounding the Eye. His objective is the fall of Cadia, the bastion world that protects the one stable route from the Eye of Terror to the realm of the Emperor, but between him and ultimate victory are the brave and resolute defenders of Cadia, a warrior people who have fought the forces of Chaos many times over the millennia and have never faltered in the face of the foe.

But Abaddon is much more than simply a ruthless war leader, he has great cunning and has plans turning within plans. He knows that without

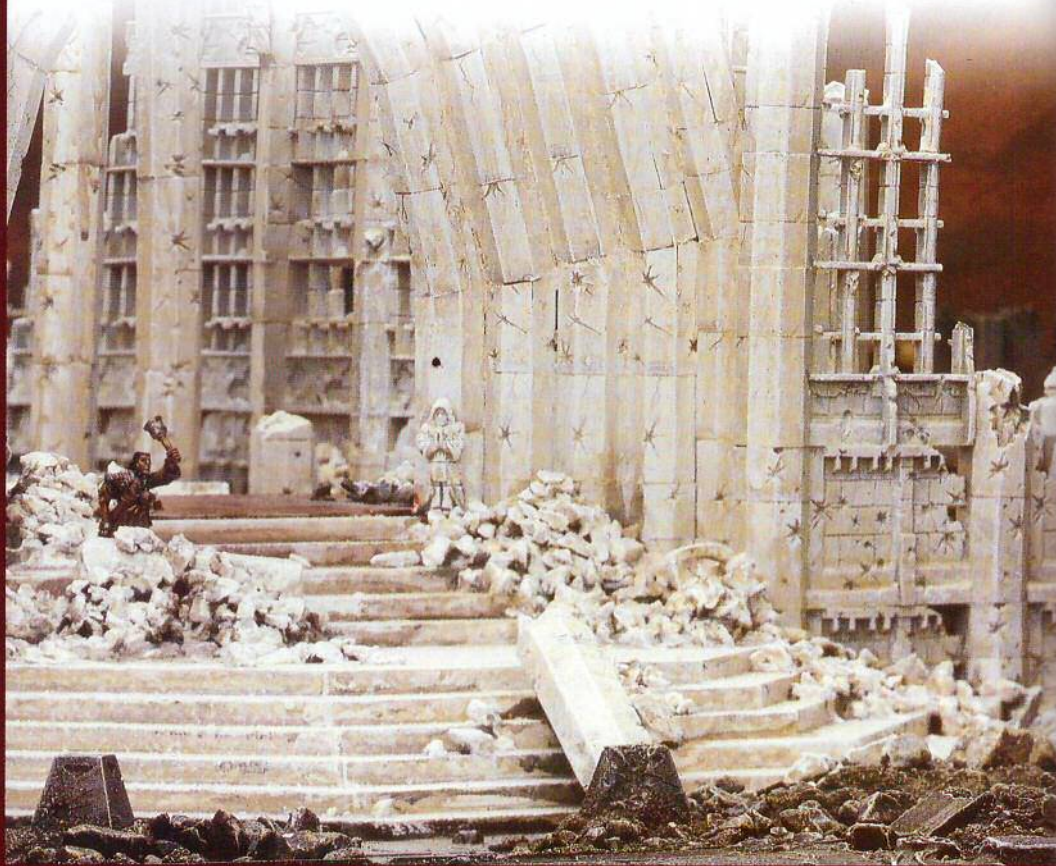
faith in the Emperor, the will of his enemies to fight will crumble and so has begun a campaign of desecration to crush the faith of his enemies beneath his armoured boot heel.

As the Chaos fleets surge from the Eye of Terror, distinct battle-groups split from the massive flotilla and have dispersed throughout the Agripinaa, Belis Corona and Cadian sectors. From the bridge of the *Harbinger of Doom*, Abaddon and a hand-picked cadre of Black Legion warriors have led a group of vessels towards the world of Xersia and the Basilica Dufaux. Lunatic cultists and hordes of the Lost and the Damned pack the holds of his ships, ready to spill out and destroy the faith of his enemies. Even as Abaddon's fleet draws near, Chaos Legionnaires of the Word Bearers move to implement their own plan of summoning daemons from the Warp to manifest within the holy Basilica, unaware that

an agent of the Ordo Malleus is already aware of their diabolical plot and is mobilising to stop them.

Forewarned of the attack, the Cadian Shock Troop regiments deployed on Xersia immediately requested aid from their High Command and Ursarkar Creed, the Lord Castellon of Cadia, petitioned the newly-arrived Dark Angels to fight alongside his warriors against this imminent attack. Led by no less a personage than Chapter Master Azrael himself, the Strike cruisers of the Dark Angels made their way at full speed towards Xersia as two very different forces of Eldar moved through the webway to pursue their own unguessable agendas...

To give you an idea of how massive this battle was, we fought the games over four tables, with ten players, a total of 18,600 points worth of models and had to spread it over two issues of *White Dwarf*. From the outset, we knew we wanted one apocalyptic main battle, fought over the shelled ruins of the Basilica with a number of smaller battles around it, whose results could potentially affect the main table. New scenarios, bonuses for victory on the smaller tables and how they would interact with the main table were devised. So enough with the introduction, let's get to the fighting!



Written by Graham McNeill

THE BASILICA DUFAUX

Situated close to the Cadian system, Xersia is a hive world much like Necromunda or Armageddon, but with one important difference. Legend tells that Saint Dufaux (the so-called Confessor-saint) famously spent a month on Xersia, extracting confessions from the palatine Cardinal and his coterie of priests and ecclesiastical staff for unspecified crimes against the Emperor. Hundreds were sent to the fires and Dufaux installed a more rigorous and pious regime before moving on to continue his great works. Upon his departure, a basilica was raised in his honour on the spot where he sent the heretic priests to their fiery deaths, which has since become a place of holy pilgrimage for cults of priests and zealots who favour ritual self-mortification. Numerous semi-permanent shanty towns have grown around it, populated with thousands of flagellating hordes of the faithful. A potent symbol of the power of the Emperor, the Despoiler knows that its destruction will be a severe blow to the defenders of the Imperium.

The zealot's flesh was laid open to the bone, yet still he lashed the barbed chain across his spine, shrieking chants in praise of the Emperor. Haz Loker shook his head as the bloody figure lurched through the rubble-choked street, dragging his gory chain behind him in the dust. Ahead, the Whiteshields parted to let the fanatic through and Haz chuckled at their quizzical expressions. This was more than likely their first posting from Cadia and they wouldn't be used to seeing such fanatical displays of piety, but Haz had been a Storm Trooper in the Cadian regiments for more years than he cared to count and had seen much worse than this. The shattered streets around the basilica were full of robed flagellants, scouring their flesh with barbs, spikes, rocks or whatever was to hand. Anything to show their devotion to the Emperor now that the fallen ones had come.

Roiling clouds of smoke rose from the basilica, the roof that had stood inviolate a thousand years or more reduced to smoking rubble that choked the nave, buried the sacristy and had demolished the reliquaries. The enemy's indiscriminate dawn barrage had blasted apart the holy building and laid waste to the flimsily constructed dwellings of the faithful. Hundreds or more were dead and

those that weren't were doing a fine job of finishing the job by themselves. Loose shale skittered from the piles of debris as a clanking behemoth of a tank rumbled through the ruins of the shanty town that clustered around the basilica. Beside him, the armoured carriers of the Adeptus Astartes crunched through the streets and further away to his left he could see the soldiers of the anti-armour squads hurriedly setting up their heavy guns.

But even over the rumble of vehicles and the shouted orders of officers, it was impossible to block out the insidious moaning noise that drifted through the air. A slow, rhythmic drumming, just at the threshold of hearing that sent sickly waves of nausea up his spine. He had fought the forces of the Great Enemy before, but something told Haz that this time would be different.

Keeping his head bowed, Elkanah Orrmayne did not see the Despoiler as he passed, but felt the rippling aura of bloodlust that radiated from the scabbarded blade at his side. He knew full well the penalty for daring to gaze on the favoured son of Chaos. The heaving masses of flesh and teeth dragged in the wake of the army on brazen chains had fed well on those

who dared such a thing. When he judged it was safe to raise his face, he saw a giant in bloodstained black power armour. Devram Korda, the Tyrant of Sarora, his helmet crowned with blades and a long, curving sword gripped in both hands. Abaddon's Chosen led a group of similarly armoured warriors towards the rubble slope that led into the ruined building before the Despoiler's army. From the look of it, Elkanah guessed it must have once been a church of some kind. The kind he had once blindly attended with the rest of his regiment. Before the revelation. Before their elevation to the armies of the great powers of the Warp.

He still wore the umber uniform he had been issued the day he was forced to join the old regiment, though he'd stitched a patch of cloth daubed with a symbol he'd copied from the flank of one of the great spider-legged machines over the black Aquila on his breast. His helmet was fashioned from beaten iron, with welded horns and curved cheek-guards giving it the appearance of a snarling monster. Instead of his right arm, he had been gifted with a scaled claw, like a giant scythe blade, and his lower jaw had become distended and was now filled with long, serrated fangs. The ground shook as one of the hulking Defilers passed him, its hissing, pistoning legs easily clambering over the giant chunks of rubble. Runes carved into its hull blazed with fire, and Elkanah was gripped by the passion of their cause. It still amazed him that he had given so many years of devotion to a rotting corpse on a faraway world, who cared nothing for his subjects, when there was a power within easy reach that took notice and rewarded those who served it.

Even as he pondered such thoughts, a shambling horde of twisted giants, limbs skewed and heads lolling on distended necks lurched down the ruined cloisters at the side of the church and, as the pounding drumbeat increased in tempo, Elkanah set off after them.

FORGE WORLD BANEBLADE

Forge World design and manufacture highly detailed multi-part resin kits and display models based on the imagery of our Warhammer and Warhammer 40,000 game systems. These models are predominantly for the serious collector and aren't designed for use on your average tabletop.

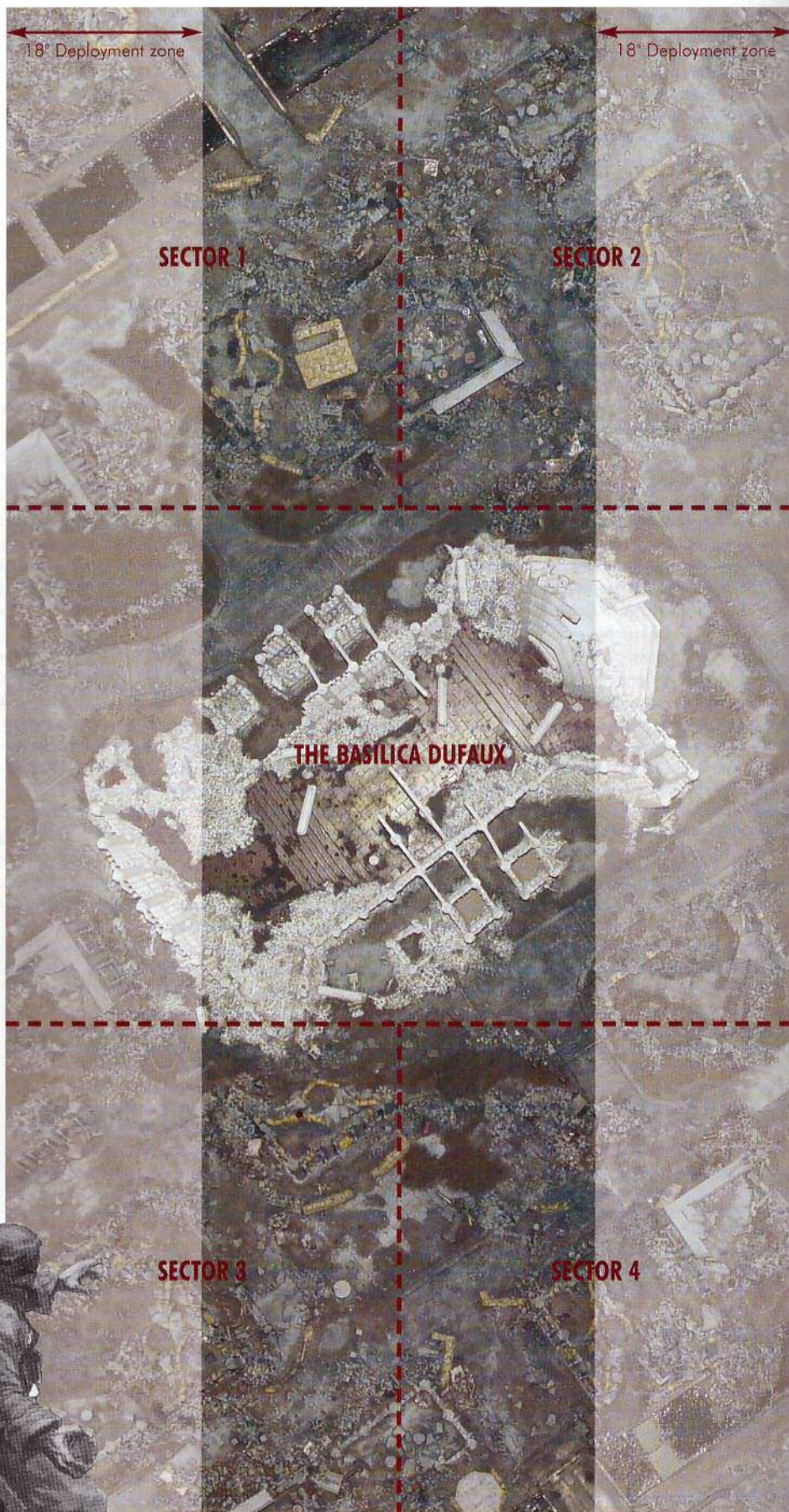
With this battle report being somewhat out of the ordinary we wanted to pull out all the stops and make it a real spectacle for you. So, we decided to include one of these behemoths on the main table. The Baneblade, or indeed any super-heavy tank, will unbalance all but the largest of games and it's sheer size can make game play awkward. Happily this is something our huge main table and the grand scale of the battle report negated.

Costing £135 and consisting of many finely detailed resin parts the Baneblade is a veteran modeller's dream. These kits aren't available through the normal channels – for details contact Forge World.



HOLD THE BASILICA

The main table represented the Basilica Dufaux itself, together with the ruins of the shanty towns clustered around it, the ramshackle dwellings of the self-mortifying zealots shelled to oblivion by the daemonic Defilers of Abaddon's main force. Warhammer World did us proud by making a suitably impressive ruined cityscape with the shattered Basilica as its centrepiece and the wasteland surrounding it. Fighting across this landscape would be the 40K Overfiend himself, Andy Chambers, with his horde of scum in the shape of the Lost and the Damned. This shambling horde of mutants and traitors would fight alongside the Black Legion forces of former White Dwarf, Graham Davey. Facing them would be the Cadian Shock Troops, ably commanded by the writer of their army list, Pete Haines, and the Dark Angels, led by Web Designer, Owen Rees. On this table, the objective would be to capture the Basilica and surrounding area by controlling the majority of the five sectors at the end of the game.



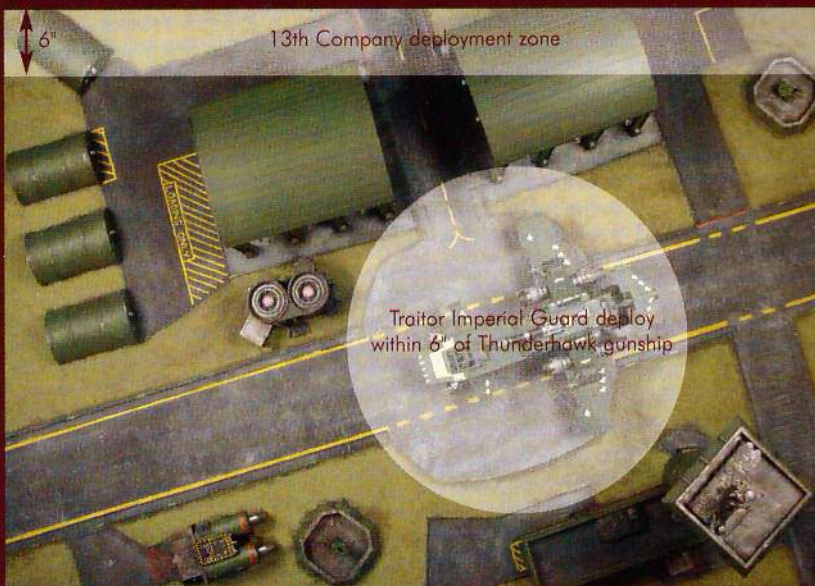
SHADOWS IN THE JUNGLE

The first of the smaller tables was a jungle table with the ruins of an Eldar warpgate obscured and forgotten in the depths of the greenery. Here the Dark Eldar commanded by Michael Andresen awaited to ambush Imperial reinforcements, only to find themselves under attack from an Ulthwé Strike Force under the control of Games Development's Phil Kelly who sought to prevent their debased kin from getting past them. The game follows the rules for a Recon mission. The winner would be able to teleport an HQ unit onto the main table.



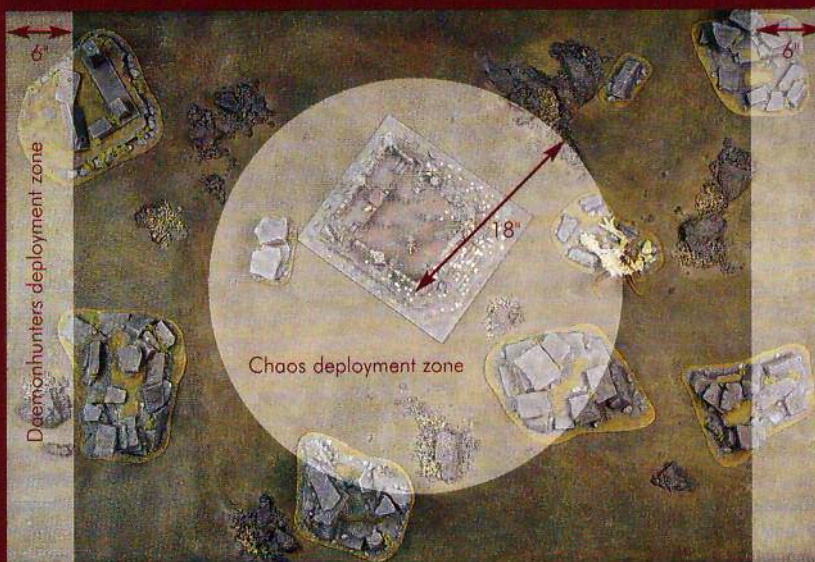
CAPTURE THE GUNSHIP

Warhammer World also built this Imperial airfield facility upon which sat a fully prepped and ready to fly Thunderhawk gunship we managed to purloin from Forge World. Here, Andy Hoare's 13th Company would be attacking Rowland Cox's traitorous Imperial Guard as night turns to day in an attempt to wrest control of this mighty flying machine. The mission follows the rules for the Take and Hold mission with two exceptions. To represent the 13th Company's ability to infiltrate the battlefield they get to set up 6" onto the table. Also because of the size of the Thunderhawk gunship it was decided that the defending forces could set up within 6" of it. Whoever claimed the gunship at battle's end (an special round of close combat would be fought if both players had models on it) would be able to mount a strafing run on the main table, a fearsome prospect indeed.

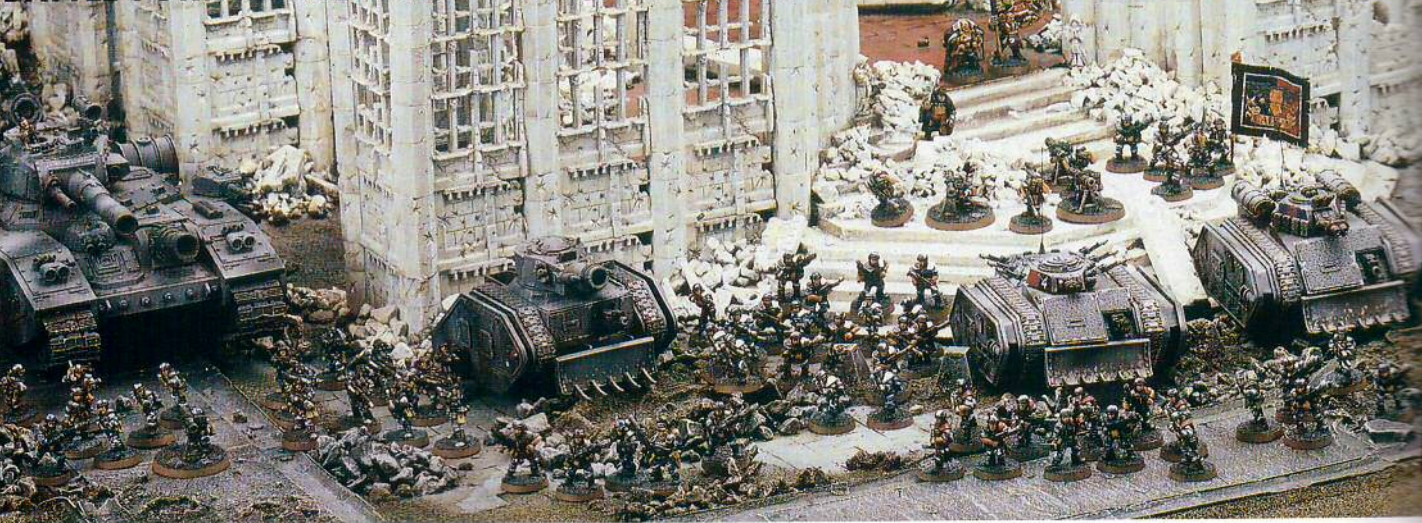


STOP THE RITUAL

The final table involved Matt Hutson's Word Bearers deep in the ash wastes of Xersia attempting to summon daemonic aid to fight at the behest of their diabolical master and Bo Tolstrup's force of Daemonhunters attempting to stop them (playing the new scenario from Codex: Daemonhunters). Should the Word Bearers succeed they would be able to summon packs of ravaging daemons to the Basilica, but a victory for the Daemonhunters would allow the Inquisitor to divert his forces to aid the Dark Angels and Cadians.



BATTLE FOR THE BASILICA – FORCES OF ORDER



Pete Haines: The Cadians would be led by Ursarkar Creed, accompanied by standard bearer

Jarran Kell. This gives my army a cunning leader and a great fighter. The next few selections were fairly routine, an infantry platoon, Armoured Fist squad and a Whiteshield platoon. The Infantry platoon has two Sharpshooter squads and an officer with Iron

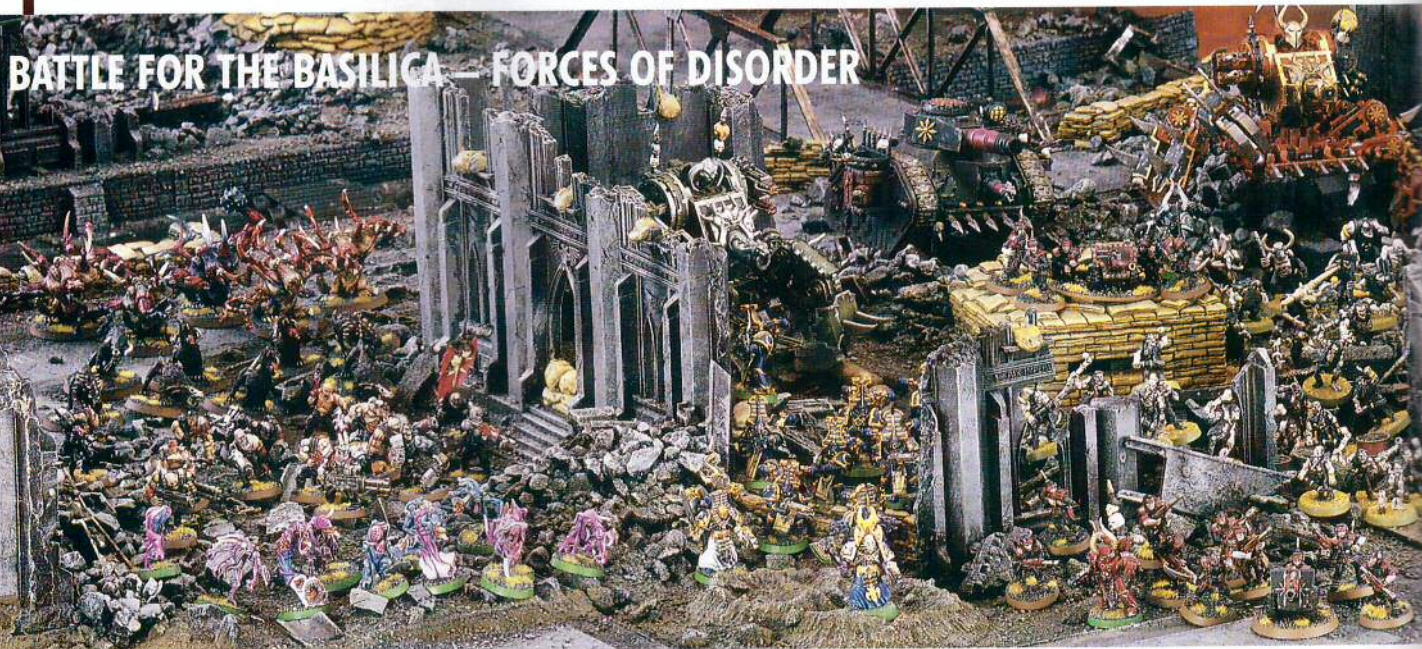
Discipline. I expect these to take a toll of the heretics at range and stand their ground when things get messy. The Whiteshields can be brittle, but I plan to keep them near an officer to make sure they don't panic.

The remainder of my units were selected to showcase some of the Cadians' special options. The Kasrkin give the Cadian army a cutting edge and provide me with a unit that will follow Creed and Kell to the gates of hell. The platoon HQ with a power

sword-wielding Captain and power-fist armed Commissar gives me the option of meeting the enemy hand-to-hand if need be. Meanwhile the Special Weapon squad would be used to cleanse any tight-packed Mutant masses that strayed too close while the missile launchers worked on any Big Mutants or Spawn. I expected T5 opponents to be a real problem which led me to include the Demolisher as its massive cannon was capable of killing T5 beasts outright. The army was

rounded out with a Hellhound and a Sentinel. Their ability to hose down areas of cover with a heavy flamer and an inferno cannon would prevent the Chaos hordes from creating staging posts from which to rush my lines. By now I had a good, balanced Cadian force, but I still needed something a little special though, something that my opponents would be thrown by. The final element was to be a ... Baneblade! Right, come here Abaddon I want to drive over you.

BATTLE FOR THE BASILICA – FORCES OF DISORDER



Andy Chambers: Those of you who have seen me pick an army before now know that I'm a firm believer in

having a horde whenever I can, elite troops always give me the uncomfortable feeling that they're going to get wiped out in Turn 1. So with this army I started out by taking

a core of troops – Traitors and Mutants. The Traitors are handy because they can infiltrate and secure some ground ahead of the horde, plus their heavy weaponry will help bulk out my measly firepower. I scavenged up two extra units of Mutants from Michael Andresen and Graham Davey.

A Chaos horde is nothing without a screaming wave of twisted

monstrosities to give it bulk, so the Mutants are something of a leading edge in this army. I chose to equip two units with firearms and heavy stubbers to give fire support, and the other two units to make the rush into close combat (please god(s) make their opponents Cadians and not Dark Angels). The assault Mutants will have some hefty back-up from Spawn, Hounds and Big Mutants so

if they can survive the Imperial's firepower then they should make a big dent.

Of course the real meat of the army comes with its armour – two Defilers and a Leman Russ, backed up by a squad of allied Thousand Sons and Daemon pack of Horrors and Flamers. I chose to make one of the Defilers able to fire indirectly so it could stay back and protect my



Owen Rees: The Dark Angels have once again been called upon to serve the Emperor and Mankind in

their darkest hour.

This would be a brutal and long game played on a huge area of dense city terrain. A war of attrition under these circumstances would be unavoidable. I would also be facing some of the best all-round assault

troops in the galaxy as well as the terrible Defilers.

My army would be led by no less than Azrael himself. His skills would mean that my army would fight on to the bitter end, no matter what the cost (his 'No Retreat' rule means my entire army is Stubborn!) With this in mind I chose a predominantly infantry based force, based roughly around half a company of Marines. The army is strong firepower wise (plenty of

plasma, anti-tank) but also mobile and contains potent assault forces.

The plan was simple, and played to the strengths of my army. Utilise the firepower of the Dark Angels for a couple of turns, before launching my own counter-assault on the objective. If I was sprung on by Chaos forces I could rely on my troops to hold till relief came from assault based elements. The bulk of the Dark Angels were to be positioned just inside the Cathedral and were there

to gun down anything advancing down the nave. The rest were there to support the Cadians on the flanks, but to also stay close enough to the Cathedral to launch the counter-attack when it came. These elements would be mainly assault based.

With the massed firepower of the Cadians and the tenacious Dark Angels we will win the day in the name of the Emperor. Here the Imperium will draw the line.



starting table quarter, while I gave the other one a mutated hull to increase its armour so it can back up the Leman Russ and give supporting fire to the Mutant wave. My Chaos Sorcerers and Aspiring Champion are all equipped with bolt of change for dealing with especially recalcitrant opponents (*cough* Baneblade *cough*) and to reinforce the general Tzeentchian theme of the army.



Graham Davey: This was a hard game to plan for because I was facing two very different armies

and I didn't know which one I'd end up deploying opposite. Still, whether it was the Imperial Guard or the Dark Angels, I expected to be outmatched in a firefight, so I knew I

would have to get into combat as soon as possible.

I picked my army in three sections. First a fast moving force with five Bikers and two Rhino-mounted squads, led by a combat monster Lieutenant. The Bikers were Skilled Riders, to cope with all the difficult terrain on the board without too much risk of crashing. Next, a slower assault force consisting of

Abaddon and his retinue, with a unit of Bloodletters enslaved in a Daemon Icon to give somebody a nasty surprise when I summoned them. Finally my fire support units – three Obliterators, a Tank Hunter squad with a lascannon and my latest model, a Defiler. This would provide more firepower than I usually take, and I was looking forward to the destruction they could cause.

SHADOWS IN THE JUNGLE – FORCES OF ORDER



Phil Kelly: I've got the chance to show just what the Studio's Ulthwé Strike Force could do against Michael Andresen's Dark Eldar. I've always had a healthy respect for Michael's playing style, and I was really looking forward to seeing our two lightning fast but fragile forces tearing into each other. Being as the scenario we were playing was Recon, I had a

feeling that Ulthwé's dark cousins would be in my deployment zone before you could say "pointy shoes".

The story behind the mission is that the Dark Eldar are filtering through the jungle with the intent of launching an attack on the rear of the Imperial battle line. Learning of this, the Seer Council set out to stop them, sure of the fact that the Phoenix Lord, Maugan Ra, is leading a Strike Force through the webway to converge on their position.

Unfortunately, the bad guys have access to the webway too, and are quite aware of the Strike Force's ambush in the jungle. As Michael put it, blood must flow.

Maugan Ra is a particularly groovy looking model, and he fits in very nicely with the Strike Force's background and imagery (it was Maugan Ra who organised the Strike Forces in the first place). The Strike Force itself cannot include anything larger than a Vyper, allowing it to

navigate the twisting capillaries of the webway, and so I'd be going into battle with a real dependence on infantry. That suited me fine; a ton of Black Guardians, backed up by their Guardian-crewed kit such as Vypers, D-cannons and jetbikes, should fit the bill. The addition of the obligatory Witchblade-toting Seer Council and a squad of Banshees provided me with some real punch. Time to show those spiky bondage freaks just who's king of the jungle...

SHADOWS IN THE JUNGLE – FORCES OF DISORDER



Michael Andresen: I started playing Warhammer 40,000 with the release of the third edition, and my attention was immediately drawn to the Dark Eldar... you might say I've been playing Dark Eldar as long as it's been possible. It's a brutal army that will not allow the slightest of mistakes, but all the more rewarding

when you beat the opposition into a pulp. Fragile and swift, yet able to damage the toughest of armour, which suits my gaming style perfectly.

I never leave Commorragh without large squads of Dark Eldar Warriors. The abilities the warriors of Ulthwé prides themselves on, we have in droves on the dark side (join us, you'll like it!). I choose squads of thirteen mainly because of the extra number of casualties an

opponent must inflict to cause Morale tests. Let's face it though, it's the special weapons you want and the extra 'protection' is always great.

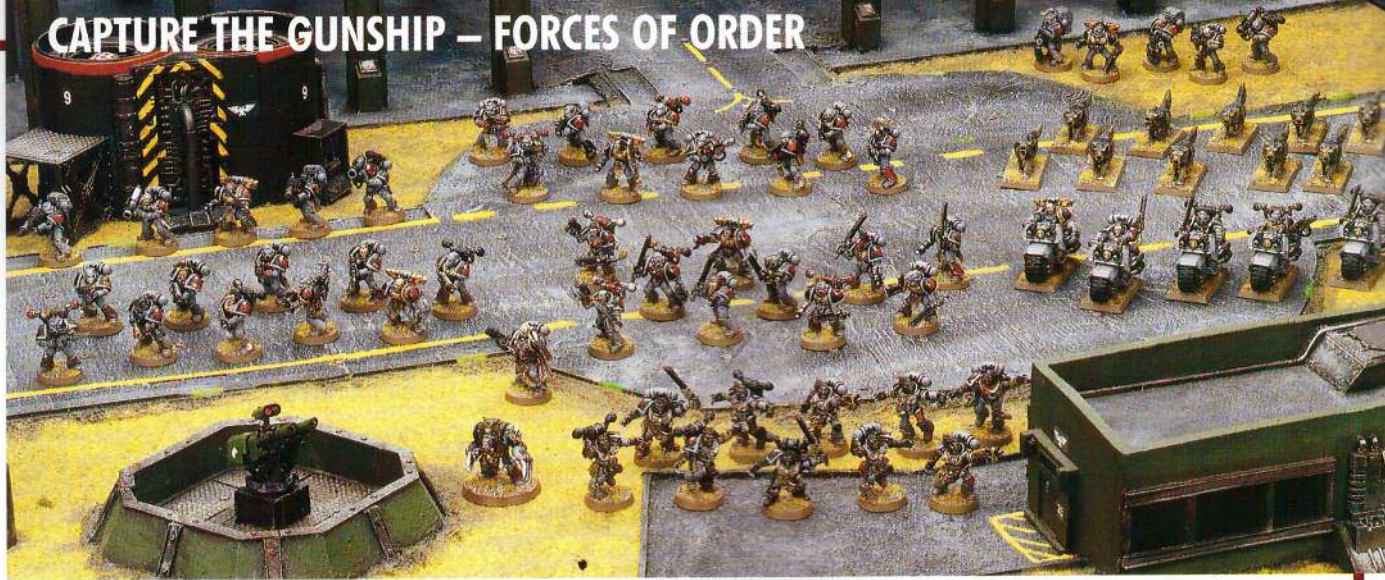
Next, a monster of an Archon with a mixed retinue of Warriors and Incubi, a few Splinter cannons (and a few bodies to soak up enemy fire as we close in) which I always mount in a Raider! For a second close combat squad I like Wyches.

My firepower is made up of my own personal 'devastators' – the

Scourges. Usually I field four Dark Lances but against Eldar I go with the Splinter cannons. I need a few extra troops to soak up bullets. For more firepower I added a Ravager.

My last choice (I regularly play 1,500 points, and have never tried 1,800 points) I thought I'd give the Hellions a chance. Fast moving Wyches that I haven't tried out since the tweak, and in the dense jungles we'll be fighting in they have a good chance of closing in quickly.

CAPTURE THE GUNSHIP – FORCES OF ORDER



Andy Hoare:
Playing a Space Wolves 13th Company warband attacking in a Take and Hold mission

sounds like an ideal game, but against Rowland's Traitor Imperial Guard? I'm sure he'll be starting with all his Troops and Heavy Support units defending the objective (the ramp of the Thunderhawk), so there could well

be an awful lot of fire coming my way on the way in.

On top of this, Rowland will be using the Daemonhunters Adversaries rules, so I'm expecting a number of Daemonic nasties to form a pretty solid counter-attacking force.

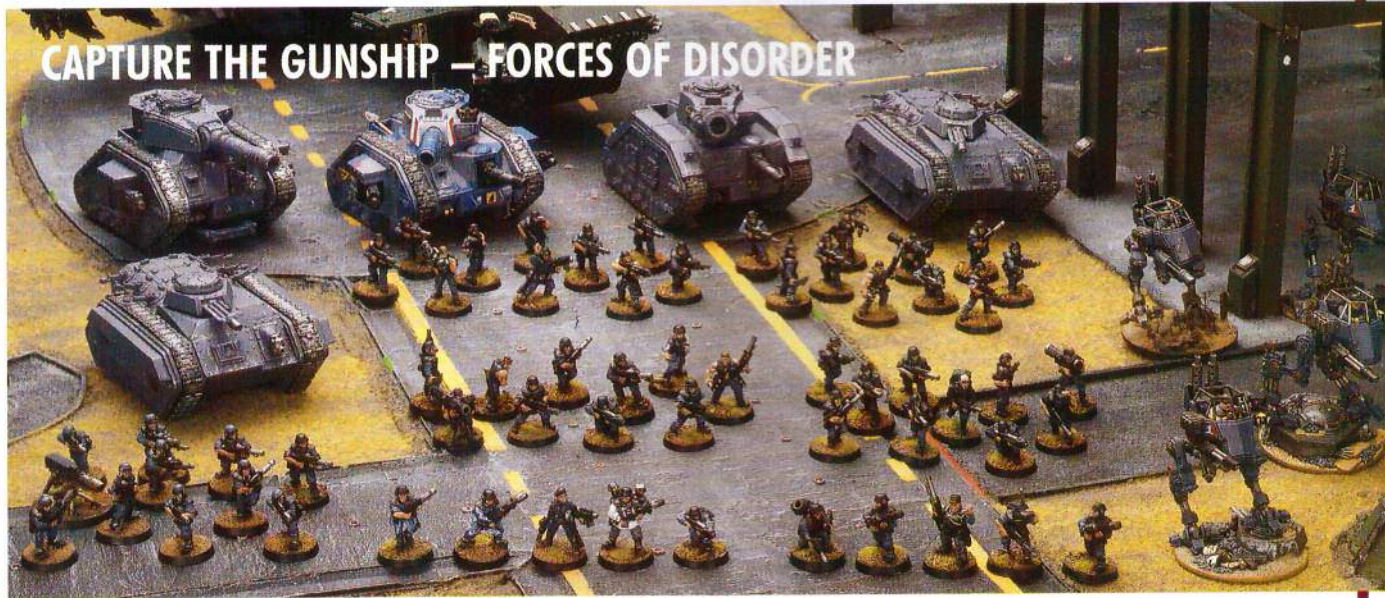
Choosing the miniatures in the Studio army gave a very usable force, with just enough points to kick out the Rune Priest to go Greater Daemon-hunting. The general plan

is to pile in with the bulk of the army, hopefully sweeping away the defenders, whilst the Long Fangs engage Rowland's tanks at a distance. Meanwhile, I'll have the Rune Priest with the Storm Claws waiting at a discreet distance, ready to use his power, The Gate, to teleport himself and the pack across the table as soon as Rowland's Daemons turn up.

With the bulk of the Imperial Guard Traitors hopefully wiped out

by the first wave of assault, and the Daemons occupied by the Rune Priest and Storm Claws, I just hoped I'd be able to hold the objective long enough for the Random Turn Length scenario special rule to kick in. Of course, a couple of ordnance blasts in the wrong place could end it all very quickly for a small, elite army like this, so, as ever with a Take and Hold mission, it'll all be about timing...

CAPTURE THE GUNSHIP – FORCES OF DISORDER



Rowland Cox: I'm feeling confident. I know I'm playing Take and Hold with an Imperial Guard army. I know I'm

facing the 13th Company, an army of close assault killers. There are 3 reasons for this, and they all start with Leman Russ. To be precise: 1 Leman Russ Demolisher, and 2 normal Leman Russ's. Oh the irony, pounding Space Wolves with a tank named in honour of

their Primarch! That's the joy of taking your own army, it's customised exactly the way you like it.

In addition to the Leman Russ tanks, I will take one large platoon of infantry, backed up by an Armoured Fist squad for added manoeuvrability. I was quite prepared to move my tanks to find better fields of fire; this would also keep Andy on his toes. In a scenario like this Sentinel support would be essential to hold back the enemy. Finally I really needed to put the fear of

Horus into Andy, so I possessed my Captain with a Bloodthirster, and attached a squad of Bloodletters to the Command HQ.

To win a game like Take and Hold against an opponent that specialises in assaulting objectives you need to win the psychological battle. Big tanks help, but I thought a Bloodthirster would put the shakes into any commander. Andy must feel threatened when approaching the objective, and if I've done my job right he will deploy further away from

the position than he would like. This will give me more time to pour ordnance and heavy weapon fire onto them. When Andy does arrive at the objective not only will there be tanks waiting, but also massed ranks of Imperial Guard infantry supported by Sentinels. My ace in the sleeve is my tooled up, demon worshipping Command HQ. They will unleash the Bloodthirster and Bloodletters on what's left of Andy's army. There's just one last thing to check; yep, still feeling confident.

STOP THE RITUAL – FORCES OF ORDER



Bo Tolstrup: I'm a man of my word. I could not beat them so now I have joined them. With an Inquisition themed force in mind I started looking for an appropriate army list to fit the theme. Usually I make a standard all-round army to participate in tournaments, but this time I looked at the scenario.

In order to finish my mission I would have to blast Matt to smithereens or cover the distance and do it man-to-man. The last had a certain appeal to be honest (must be those Viking genes!) and I have had a test game where I used inducted Imperial Guard in a shooty force. It did not work for me and my opponent Thomas Donslund trashed me. So I would go for Space Marines allies and make an assault

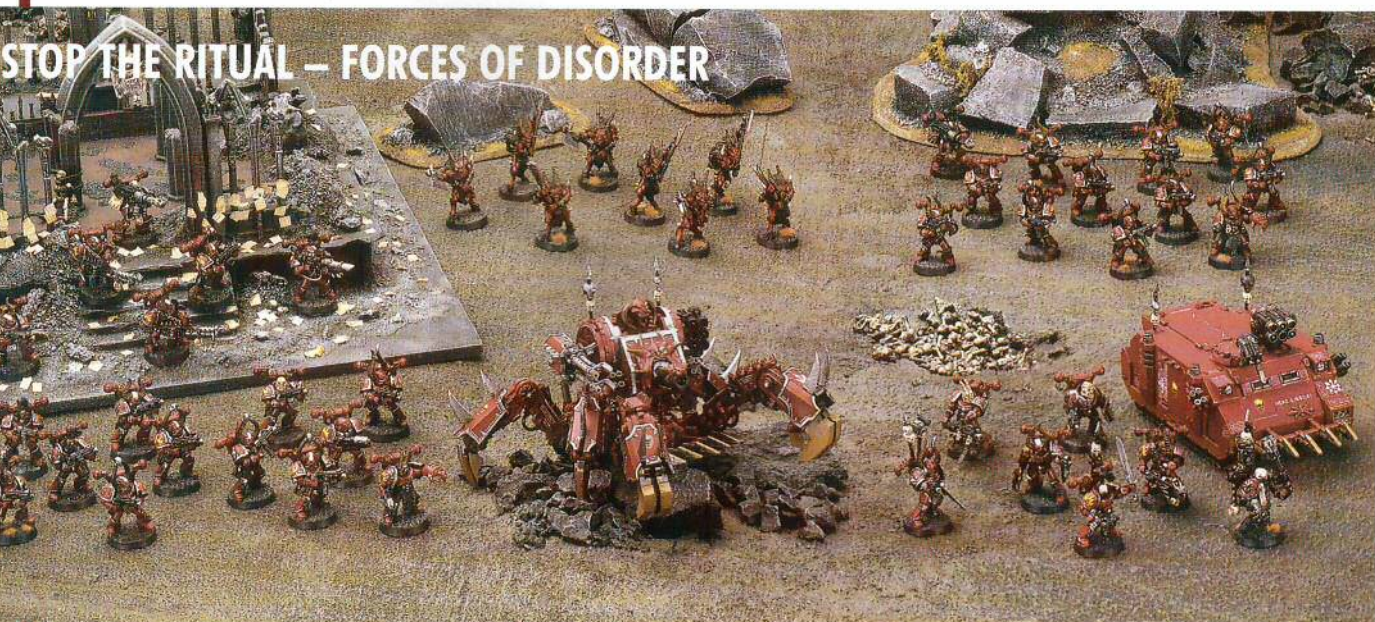
force instead. As troops I wanted Storm Troopers (always had a weak spot for them) to lay down a hail of plasma, covered by two Tactical squads of Space Marines with the winning lascannon/plasma combo. They would target Rhinos as priority and Heavy Support as second.

My Assault force would consist of Inquisitor Moerck with Henchmen – tooled to close combat (hand me those Daemons, Matt!), and a

Tactical squad in a Rhino led by Inquisitor Andresen. Lastly I wanted an Assault force of Space Marines with jump packs. Hopefully these would jump over screens and engage the enemy circles head on.

The idea of having Assassins was too tempting. They're really hard and, screened by my Assault force, they could do some real damage if they got into combat.

STOP THE RITUAL – FORCES OF DISORDER



Matt Hutson: This mission can be quite tricky for the defender as you have to devote a portion of your force to the circles which cannot actually do anything during the game. This is confounded even more for me as my troops are quite expensive. In a practice game I discovered that it was best to have one large circle as opposed to

several small ones because I just didn't have enough Chaos Space Marines to protect them all. My circle will consist of twelve Chaos Space Marines all with the Counter Attack veteran skill. As the circle counts as being in cover, this skill will hopefully allow me to mug any unit that tries to assault them before the unit has a chance to kill them. To protect the circle I've gone for a second unit of twelve Chaos Space Marines, a Dark Apostle

leading six Chosen in a Rhino, a Havoc squad armed with two lascannons and two autocannons, eight Bloodletters and, last but not least, a Defiler. The Rhino and Defiler are mainly there to be used as screens for the circle. The Chosen are equipped so that they can shoot at the enemy and then engage them in close combat when they get near enough. I've taken Bloodletters because they are my favourite Daemons and perfect

terror troops, quite capable of ripping their way through any army. The Havoc squad's armament is quite balanced so that they can take on either Space Marines or Storm Troopers. My plan is simple. Screen the circle from the enemies shooting with my own units while engaging the enemy from afar with my heavy weapons and, when the enemy gets close, counter-attack with the Dark Apostle, Chosen and Bloodletters. Simple!

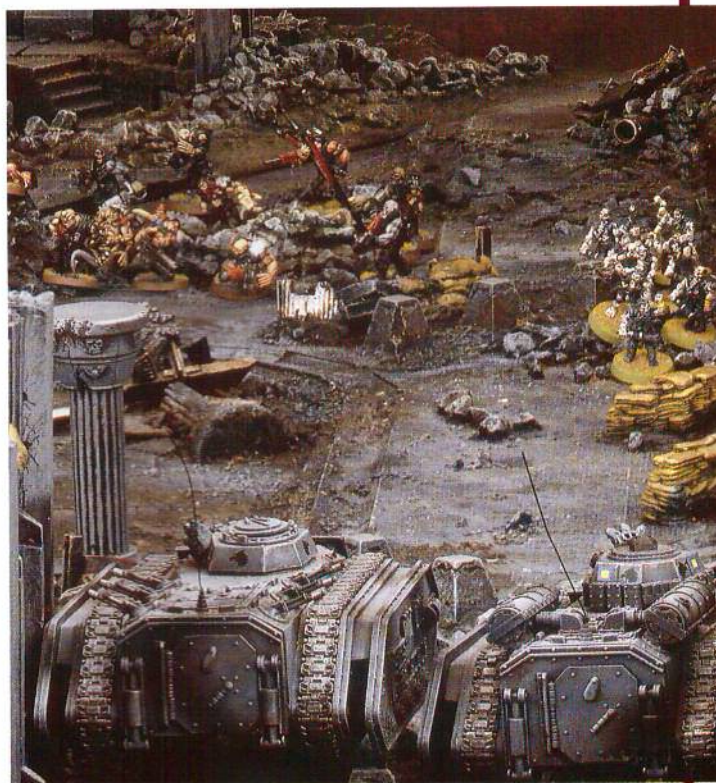
BATTLE FOR THE BASILICA – PART ONE

HOLD THE BASILICA TURN 1

The right flank of the Imperial forces advanced in a cloud of reeking exhaust smoke. A Hellhound flame tank with an accompanying Chimera packed with Guardsmen rumbled down the eastern streets, turrets swinging from left to right as they watched for any sign of the enemy. But as the Hellhound attempted to cross some dragon's teeth, the vehicle threw a track, grinding to a halt and no matter how hard the driver gunned the engine, the vehicle would not move. As the Chimera moved past the struggling Hellhound, a giant explosion cratered the ground, blasting the engine cowling of the Hellhound and rocking the Chimera, almost flipping it onto its side. Covering the vehicles, Dark Angels Devastators scanned the smoky ruins before them with their powerful weapons. Rubble was crushed beneath the leviathan-like tracks of the Baneblade super-heavy tank as it ground through the shattered ruins of the shanty town; its lethal battle cannons loaded and

ready to fire. Ahead, a scabrous horde of Mutants loped through the ruins, waving an eclectic mix of firearms, clubs and axes. But behind them, barely visible in the ruins, stamped a giant daemoniac war engine, its clawed legs pulling it through the ruins so that its powerful cannon could draw a bead on the Imperial forces.

But, before it could fire, a bolt of incandescent fire speared from the Dark Angels' position and struck the ruined building a grievous blow, bringing down hundreds of tonnes of rubble onto the daemon engine, crushing its legs and, with a tortured shriek of tearing metal, the hellish machine was stuck fast in the building. A battle cannon shell from the Baneblade exploded amongst the Mutants and incinerated four of the fell creatures, though their uncaring comrades pressed on regardless. In revenge for the wounded Defiler a Chaos Sorcerer unleashed a bolt of Warp energy that slammed into the flank of the Baneblade and hurled the crew around inside so violently that the vast machine ground to a halt.



▲ Foul Mutants of Chaos swarm across the blasted shanty town.

SHADOWS IN THE JUNGLE TURN 1

Splinter rifles raised before them, the warriors of the Kabal of Infernal Horror stealthily and rapidly made their way through the humid jungles, unaware that the forces of Ulthwé were awaiting them. Shadow-skinned Mandrakes ghosted ahead of the main advance, as Raiders filled with drug-crazed warriors

followed in their wake. The first sign of trouble came when a flurry of bright lance shots lit up the twilight jungle. The Wyches' Raider exploded and burning Wyches tumbled from the blazing wreck and a storm of unnatural origin roared into life around the dark-pinioned Scourges as the Seer Council unleashed their

most potent magicks. The fallen kin leapt into the air, readying their long-barrelled guns and laughing at the attempts of the venerable Farseers to pin them in place. Black tears in the fabric of reality opened as the Ulthwé D-cannons fired, writhing with powerful energies before the Dark Eldar Lord and his Incubi retinue as their Raider slid gracefully through the jungle. The Raider's

pilot, reacting with quicksilver reflexes, pulled his vehicle from the line of fire and the crackling warp rents succeeded only in ripping apart a number of trees.

Before the Dark Eldar could regroup to fire upon their attackers, the Vypers darted into cover, safe from the vicious weapons of their fallen kin, ready to attack when more targets presented themselves.



▲ The Eldar kin confront each other in the steaming jungles.

CAPTURE THE GUNSHIP TURN 1

With a howl of battle-lust, the feral warriors of the 13th Company charged through the echoing hangars of the darkened airfield, having already torn the base's sentries to shreds. Gunning the engines, the Bike squad hurtled through the deserted hangars towards the landing field where the Dark Angels' Thunderhawk sat idling. Without a Wolf Priest to

reign in their brutal animal instincts, the Wulfen charged alongside the hangar, drawn by the scent of their prey and the night-uncontrollable desire to shred their flesh. Behind them came the Grey Slayers and their accompanying Rune Priest while the Long Fangs braced themselves to cover their younger, more impetuous brethren. And such a decision was not

without cause as the clanking form of a Leman Russ Demolisher rumbled into sight, its mighty cannon traversing to engage the charging warriors.

Before its gunner could pierce the darkness to acquire his target, a lascannon shot streaked from the Long Fangs and slammed into the tank, blasting clear the Demolisher cannon and slewing the turret around. No sooner had this threat been dealt with, when another

Leman Russ, followed by a Chimera, came into view on the other side of the Thunderhawk. As the bikes skidded from the hangars, the cockpit of a Sentinel came into view and a flurry of bolter fire hammered the walker, stunning its pilot. Suddenly aware of this new threat, the traitorous Guardsmen of the nearest platoon opened fire on the bikes, and though several shots struck their targets, not a single Biker was pitched from the saddle.



▲ The Dark Angel attack begins.

Beneath the shattered cloisters of the Basilica, yet more Mutants – hulking brutes with crude axes and iron clubs – closed with the Imperial troops while the Warmaster of Chaos himself blasphemed the holy flagstones of the Basilica with his Chosen Retinue and the automaton-like warriors of the Thousand Sons at his side. Howling Chaos Spawn, thrashing pseudopodia cutting the air, slithered, limped and lurched down the nave of the Basilica as the Obliterators, warriors who had become a hellish amalgam of Space Marine, daemon and weapon, took up firing positions at the entrance to the desecrated building. Opposing them at the far end of the nave stood warriors from the Dark Angels, entrenched in the ruins with heavy weapons trained upon the forces of Chaos. Darting through the ruins, Space Marines Scouts levelled their rifles at the oncoming horde while the Dark Angels Dreadnought, Daniel, moved into position behind. Even as the Old One took up position before the sagging altar, a powerful shell from the Defiler slammed into its sarcophagus and split it from end to end. Amniotic fluids and ragged, scorched scraps of flesh spilled from the smoking war machine and Brother Daniel was finally at rest. Three Dark Angels from the nearby Tactical squad were also caught in the blast and as the smoke cleared, the Obliterators opened fire as well, bringing down a further two.

On the eastern flank of the Imperial advance, the Dark Angels' Rhinos sped forwards, supported by Dreadnought Emarziel and the Angel's Sword Land Speeder. Seeing Lord Castellan Creed nearby, the Whiteshields led the charge towards the Chaos forces, eager to prove themselves worthy of elevation to full trooper status. Behind them, the Storm Troopers and Sentinels moved up in support, ready to come to their aid. On the far left, the Dark Angels

Assault squad triggered their jump packs and soared forward with giant powered leaps.

Facing the advancing conscripts, a pack of baying hounds stalked through the fog of battle as yet more Mutants followed behind. From the ruins beside them came the throaty roar of bikes as Black Legion Bikers revved their engines and sped off through the ruins, expertly avoiding craters and rubble that could dash them to destruction. Bolters mounted on their fairings fired on the loping Sentinel before them, but failed to bring it down. A single hound yelped as it was incinerated by a shot from Dreadnought Emarziel and a dark, rune encrusted Rhino exploded as the heavy weapons of the Imperial Guard's Anti-Tank squad found their mark. Secondary explosions rippled from the blazing vehicle incinerating a nearby warrior, and though a handful of Black Legionnaires stumbled from the wreckage, many more did not. Across the corpse-choked river, a squad of Traitors unleashed a volley of shots at the squad that had so spectacularly destroyed the Black Legion's Rhino. Heavy calibre bullets ripped through the upper levels of the building and felled two men, but failed to dislodge the squad.

As the fog cleared in the streets below the Basilica, the conscripts suddenly found themselves facing a squad of Chaos Space Marines, hungry to avenge the deaths of their battle-brothers. Before they could do more than shout a warning, the traitors were upon them, hacking and killing with great disembowelling sweeps of swords and fists. Ten conscripts were cut down, though they refused to give up and dragged a Chaos Space Marine down to his death as well. Against such overwhelming odds, it seemed inconceivable that the Whiteshields would hold, but the stentorian tones of Castellan Creed rang out, demanding they hold firm, and not a backward step was taken.

TURN 1



▲ TURN 1 – Chaos forces advance on the Basilica.

STOP THE RITUAL TURN 1

Deep in the barren Ash Wastes far to the south of the Dufaux Basilica, a number of warriors clad in armour the colour of blood gathered in a circle and began chanting ancient, blasphemous words of summoning. Ash-laden wind scoured the ruins of an ancient, forgotten temple, howling between stumps of columns and through empty window frames. A heaving, spider-legged daemon engine sat behind the ruin, its armoured flanks pulsing as though it drew breath, while its brethren of the Word Bearers stood ready to defend their ritual of Summoning. Lone

sentries sought to pierce the gloom and as one rounded a glass-smooth outcrop of rock, he caught sight of the telltale gleam of armour, Blood Angels armour, and voxed a warning to his comrades as the forces of Inquisitor Moerck moved into position to stop the Word Bearers' damnable plan.

The monstrous Defiler roared and smashed its way into the abandoned temple, clambering awkwardly over the jagged ruins to join the waiting Havocs as a shot from the enemy smashed into its main gun. A Rhino emerged from the

ash, speeding towards the chanting Word Bearers and was immediately engaged by the Havoc launcher which blasted a long tear in its side and ripped off its tracks. Before the vehicle had even ground to a halt, the crew doors in its side ground open and a squad of Blood Angels debarked. Following behind the warriors of the Adeptus Astartes came a pair of squads of Inquisitorial Storm Troopers.

Inquisitor Moerck, able to pierce the fog with the blessed machine spirit of his personalised Rhino, saw that his enemies' ritual was nearing completion and ordered his driver onwards with all possible speed as

the Blood Angels Assault squad powered forwards to join him. Time was running out and they had but minutes to stop the ritual. A lithe Death-Cult Assassin, clad in a figure-hugging bodyglove, swiftly made her way forward as well, but as the ash winds lifted for the briefest second, she was horribly exposed before the Chosen warriors of the Word Bearers and paid the price for her lack of caution as she was gunned down in a hail of heavy bolter fire. From behind the Word Bearers, an Eversor Assassin charged from the cover of the rocks and cut down three warriors before they were even aware of his presence.





▲ In the shadow of the Basilica, the Dark Angels avenge the fallen Whiteshields..

HOLD THE BASILICA TURN 2

Edging past the madly revving Hellhound, the Chimera of the Armoured Fist squad threw open its crew ramp and the soldiers inside disembarked to take up position within the rubble ahead. Facing them, a tide of Mutant creatures charged through the ruins of the shanty towns. Gunfire from the covering Dark Angels' Devastator squad and several platoons of Guardsmen thinned their numbers, as did a mighty blast from the Baneblade's main gun. As the smoke drifted clear, ten of the foul Mutants lay dead. But despite such losses, the horde continued onwards, unleashing a salvo of bullets, rockets and pistol shots that devastated one platoon and drove the Armoured Fist squad back as a shell from the hellish cannon of a Defiler blasted their transport's track units clear.

The hulking Mutants advancing in the western shadow of the

Basilica came under fire from the platoon that had so recently been mauled by the Mutant horde's shooting, a shell from the Demolisher landing square on their position. But such was the resilience of these mutated giants that only a single beast fell. The ruined cathedral echoed to the rattling sound of the Scouts' heavy bolter that raked the shambling horrors that were the Chaos Spawn. But no matter how many shells detonated within their corrupted flesh, these creatures felt no pain and kept coming down the nave. The weight of this firepower was not enough to deter the advance of the forces of Chaos, the lumbering gait of the Thousand Sons following the Chaos Spawn. Behind them, Abaddon and the writhing flesh-forms of the Obliterators drew nearer to their ultimate objective, firing as they went and slaying two Dark Angels while a salvo from the Thousand Sons felled two Scouts.

However, it was on the eastern flank of the Basilica where the most vicious clashes in the battle so far were to occur as the combat between the Conscripts and the Chaos Space Marines of the Black Legion continued. Gunfire and shells streaked the air and twitched the smoke with their passing, but visibility was so poor that barely a single shot found its mark. The Angel's Sword Land Speeder avoided destruction at the hands of a Defiler thanks only to the preternatural skill of its Ravenwing pilot as the Rhinos of the Dark Angels skirted the raging combat in an attempt to outflank the Chaos forces moving through the Basilica. Unaware of this threat, the Mutants known as Canticlus' Children, the howling Chaos Hounds and the Black Legion Bikers continued through the easternmost ruins towards a dug-in unit of Cadian Guardsmen. Once again their bolters roared and, combined with fire from the Traitor unit across the

river, drove their opponents from their position.

As the Conscripts battled for their lives, help arrived in the form of the Dark Angels' Assault squad, who leapt into the fray with flashing blades and blazing pistols, and Jarran Kell, holding the Cadian banner high. The combat that followed was bloody in the extreme, neither side offering or receiving quarter. Such a furious charge of Imperial might was not to be denied and though the Conscripts fought bravely, they were all slain, becoming posthumous members of the regiment in death. They were avenged when the blades of the Dark Angels and the power fist of Jarran Kell, blazing with lethal energies, took a fearsome toll on their killers and wiped them out for the loss of a single Space Marine. The battle was becoming a bloodbath for both sides and only time would tell who had the reserves of courage to push on to victory.

SHADOWS IN THE JUNGLE TURN 2

With the advantage of surprise lost, the Ulthwé Strike force found themselves under vicious attack from all quarters. Moving through the thick jungle with unbelievable speed, the Dark Eldar moved to encircle the ambushing Eldar. Fast-moving Raiders and sweeping Hellion skyboard riders skimmed through the jungle, seeking their hated kin to kill or take into slavery.

On the right flank of the battle-line, the Eldar defenders endured a punishing barrage of weapons' fire from the shredders of the Dark Eldar. The Scourges added their

own weight of shots, and the defenders had no choice but to fall back before their foes. The Dark Eldar Lord and his retinue of deadly killers, together with a slaving pack of Warp Beasts caught the retreating defenders and though the Eldar killed the savage Beastmaster, the pursuing Warp Beasts tore them to bloody rags. The Seer Council was caught by the fire of yet more Dark Eldar warriors, though the power of their rune-inscribed armour shielded them from all but the most accurate of shots. A single Warlock

fell and one of the ancient Farseers was grievously wounded, though he fought on regardless.

As more and more Dark Eldar closed for the kill, the Seer Council activated the wraithgate, which pulsed and flared as four Jetbikes swooped from within, closely followed by a host of Ulthwé warriors and warlocks. Lastly, one of the legendary Phoenix Lords himself strode the field of battle as Maugan Ra, the Harvester of Souls, stepped through the wraithgate. D-cannon fire sucked a pair of Scourges howling into the Warp and smashed a Raider to the ground. To avenge the fallen Eldar

defenders, several units of Guardians and the Jetbikes closed on their killers and, with flame and shuriken, slaughtered them where they stood. The Scourges and nine Dark Eldar warriors died under the lethal volley, and the feasting hounds were wiped out to a beast. Maugan Ra led a charge towards the Dark Eldar Lord and his bodyguard of Incubi, but the combat was not so decisive, with neither foe able to gain the upper hand and the combatants danced around one another, ready to deliver the killing blow the instant their foes' defences slipped.

CAPTURE THE GUNSHIP TURN 2

The warriors of the 13th Company continued advancing on the Thunderhawk, as the Bikers realised that, even without its main gun, the Demolisher was still a fearsome enemy. They gunned their engines and charged the tank, firing a melta gun and readying their melta bombs. The Bikers' sergeant

was able to affix his charge to the armoured hide of the beast, but the resultant explosion failed to penetrate its thick armour and, oblivious to such minor annoyances, the Demolisher rumbled onwards.

Denied its most powerful weapon, the driver of the

Demolisher put the pedal to the metal and drove straight towards the charging Wulfen, hoping to crush them beneath his armoured might. With preternaturally quick reflexes, the beast-like warriors leapt clear of the roaring machine, though as the mighty tank continued onwards, the Fenrisian Wolves yelped in sudden panic and fled from the thundering behemoth.

On the far side of the gunship, the second Leman Russ moved into a firing position, but again the Long Fangs were ready for it and a pair of missiles leapt out to meet it. Its hull rang with multiple impacts, but none found their mark and though its gunners were rocked within the vehicle, it continued onwards as the Armoured Fist squad in the Chimera behind disembarked.



▲ Through sheer animal rage the Wulfen assault the Leman Russ Demolisher.

TURN 2



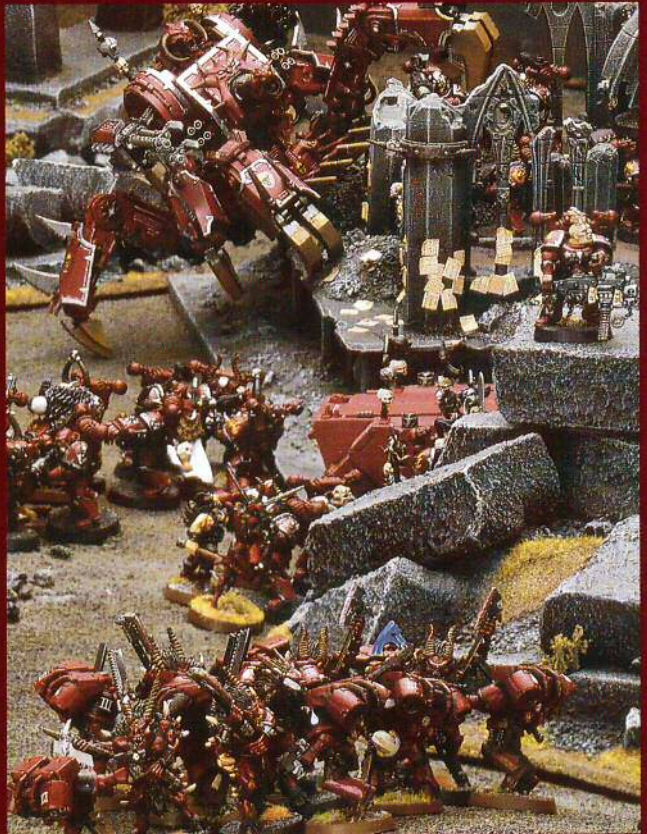
▲ TURN 2 – Hand-to-hand combat erupts to the east of the Basilica.

STOP THE RITUAL TURN 2

Once again the Defiler hauled its daemonic bulk across the ruined temple towards the advancing Daemonhunters, unleashing a hail of autocannon shots and Havoc missiles that miraculously failed to fell a single member of the Inquisitor's retinue, the rocks offering ample cover from the lethal volley. As the rest of the Inquisitor's force moved forwards, the Icon Bearer of the Chosen planted his defiled standard in the earth and raised his voice in a bloodthirsty chant to the Dark Powers. Before him, the air shimmered and the veil of reality was ripped aside as a gateway to the very stuff of the Warp was opened and the minions of the Blood God poured through. Armoured in brass and iron and bearing brazen axes, the Daemons of Khorne charged the Space Marines of Squad Ragnarok. The Avatars of the Blood God are amongst the most feared foes imaginable and their frenzy tore through the Space Marines without mercy, hacking all ten to death in the time it takes to draw breath. As they charged over

the mangled corpses of their victims, a volley of fire from the Space Marines of Squads Annihilator, Demolisher and the advancing Storm Troopers burst amongst them. But formed from impenetrable warp matter, the Daemons shrugged off such pinpricks and charged into Squad Demolisher.

Inquisitor Moerck himself charged forwards in his Rhino straight towards the chanting Word Bearers. He and his retinue swiftly debarked and attacked the Traitor Marines, killing three, but losing four of his Henchmen. But the faith of the Inquisitor was strong, and he did not flinch in the face of his enemy, standing firm against their attacks. Having seen the fate of their comrades, the Space Marines of Squad Demolisher fought the Daemons of Khorne with ferocious tenacity and managed to destroy the physical form of one of the Bloodletters without loss. However, the Eversor Assassin was finally brought down by the combined attacks of the Word Bearers. The ritual had been disrupted, but would Inquisitor Moerck be able to halt it completely?



▲ Attracted by death and bloodshed Bloodletters appear.



Haz Loker gagged on the stench of hot blood filling his nostrils, leaning on a fallen pillar and retching as he fought to comprehend the slaughter before him. The conscripts lay butchered in bloody chunks, hacked to ruin by the weapons of the enemy. But the slaughter visited upon the youths of Cadia paled into insignificance next to the massacre the Angels of Death had wrought. Dropping from the sky on fiery trails, silver swords flashing in great disembowelling strokes, the Dark Angels' assault unit had carved their way through the Chaos Space Marines with righteous fury and zeal before he and the Storm Troopers even had a chance to strike a blow. Without pausing for breath, the Dark Angels had triggered their jump packs, streaking through the air towards the basilica, leaving nothing but corpses and the acrid stench of propellant gasses in their wake.

Deafening noise surrounded him, explosions and gunfire echoing weirdly through the smoke of battle. The shredded corpses of zealots and conscripts lay sprawled about the ruins of shattered buttresses and as Haz looked up from the slaughter, he saw a spear of light pierce the drifting banks of smoke, shining through a

rippling rectangle of coloured cloth, the Cadian standard carried aloft by a grizzled sergeant, his power fist dripping with the blood of traitors.

'On your feet, men!' bellowed Jarran Kell, his voice amplified by a battered vox-amp fixed to the shoulder of his armour. 'There's enemy still to be killed!'

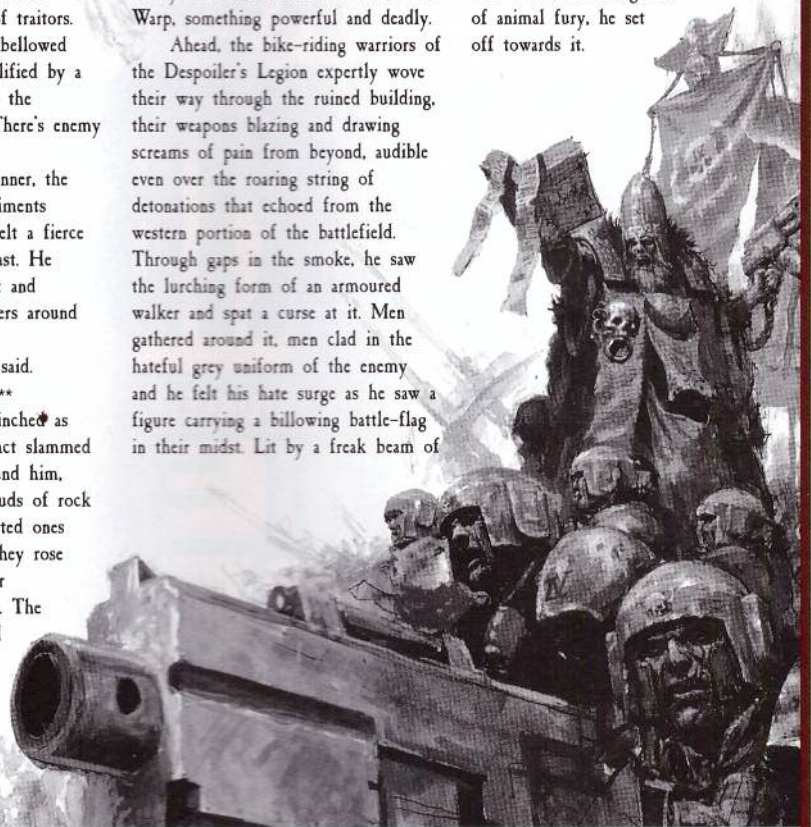
Haz looked at the banner, the symbol of the Cadian regiments proudly borne aloft, and felt a fierce pride swell within his breast. He pushed himself to his feet and gathered his Storm Troopers around him and nodded to Kell. 'We're ready, sergeant,' he said.

Elkanah Orrmayne flinched as another missile impact slammed into the rubble around him, throwing up billowing clouds of rock and smoke. His fellow gifted ones squealed and jabbered as they rose from cover and scuttled or clambered across the ruins. The enemy was close, he could taste it as clearly as the blood and fear. He could sense the build up of Warp energy in the air, a thrilling, electric sensation that sent his blood

singing through his veins. Something was close to pushing its way into this reality from the blessed realms of the Warp, something powerful and deadly.

Ahead, the bike-riding warriors of the Despoiler's Legion expertly wove their way through the ruined building, their weapons blazing and drawing screams of pain from beyond, audible even over the roaring string of detonations that echoed from the western portion of the battlefield. Through gaps in the smoke, he saw the lurching form of an armoured walker and spat a curse at it. Men gathered around it, men clad in the hateful grey uniform of the enemy and he felt his hate surge as he saw a figure carrying a billowing battle-flag in their midst. Lit by a freak beam of

light, it encapsulated everything he had come to despise about his former life and with a screaming roar of animal fury, he set off towards it.



MORE NEXT MONTH!

All four battles hang at critical points. Inquisitor Moerck has disrupted the Word Bearers summoning circle, but will he survive long enough to halt their blasphemous ritual completely? The dark kin have surrounded the Ulthwé Strike Force, but with Maugan Ra leading their forces, the day is not yet lost. The 13th Company draw closer to the Thunderhawk, but the massed forces of the rebel guard await them, with a nasty surprise in store... And as the forces close in the Basilica, there is sure to be a conflict of titanic proportions unleashed. Don't miss it!

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THE CHILDREN OF DURIN

With the release of the *Shadow and Flame* gaming supplement this month, Matthew Ward takes a closer look at the strengths and tactics of another of the elder races of Middle-earth, the Dwarves.

Introducing the Dwarves

With the release of *Shadow and Flame*, some new warriors have marched to join the Free Peoples. Being Dwarves, they haven't marched very quickly ("Keep breathing, that's the key! Breathe!") but they're here now to take their rightful place. The

Dwarves in *Shadow and Flame* represent the folk of Moria and Erebor, stalwarts in the fight against evil, great craftsmen and hardy warriors. Though not the swiftest or most graceful of the Free Peoples, the Dwarves are rightly respected throughout Middle-earth. Without further ado, let's dive in and take a look at what they have to offer.

UNYIELDING AS STONE

The key advantage that Dwarves have is a simple one: Defence. These doughty folk are incredibly hardy, capable of great feats of endurance and of shrugging off blows that would injure or kill another. Added to this is their great craft with metals of all kinds, leading to the creation of armour that is superior even to that produced by the Elves. Together, these factors make the Dwarves the toughest race in Middle-earth. Even the most lightly armoured Dwarves have a Defence of 6 without a shield, and a Defence of 7 with one. This, as you can imagine, makes them a very challenging proposition to slay.

AND MY AXE!

Dwarves are not only tough in defence they're also fairly solid in attack too. With a Fight value of 4 they are able to draw combats with Uruk-hai and can beat Orcs hands down. Combine this with their resilience, and a despairing Evil player may think his only option is to pincushion the sturdy fellows (a difficult enough proposition with Defence 6 and 7). Alas, for the Forces of Darkness, the Dwarves are no more easy pickings at range than they are in close combat. Bringing great expertise and craftsmanship even to their bows, Dwarves pack quite a punch at range as their arrows hit home at Strength 3. Before the forces of Evil despair entirely, this increased power comes at a price – Dwarf bows have only a range of 18"/42cm.

LET THEM COME

The final advantage a Dwarf player can muster is that of Dwarven bravery. With a Courage value of 4, Dwarves are more likely to pass their Courage tests than they are to fail – a useful thing when trying to attack those terrifying creatures, and in the final phases of a battle. As normal, this slopes pretty steeply with Captains and named characters taking Dwarven Courage to the same level as that of Elves – Dwarves do not run if there is a chance of enduring.

THE ELDER DAYS ARE PASSING

Like the Elves and Ents, Dwarves are one of the Elder races and, in the closing days of the Third Age, are in decline. While mightier than the younger races and having some distinct advantages, all of these advantages come at a cost. Dwarves are



expensive – nearly twice as expensive to field as Men and Orcs – but given that a Dwarf is easily the equal of two Orcs (naturally) this is not such a problem. The main disadvantage they suffer is a lack of mobility due to their short legs. Dwarves may be natural sprinters, but larger bipeds can leave them behind with great ease. Fortunately for the Dwarves the key footsoldiers of Sauron – Orcs and Goblins – move no faster than they do, which serves to even the score somewhat.

THE DWARF LORDS

Mighty Heroes lead all of the races of Middle-earth and the Dwarves are no exception. Chief amongst these are the cousins Gimli and Balin. Both of the ruling line of Durin, each has survived great perils in their lives, Balin in the quest to free Erebor and Gimli in the War of The Ring. Unfortunately, while Gimli's tale continues well into the Fourth Age of Middle-earth, Balin's ends in tragedy within his ancestral halls of Moria. With very little to choose between the two in their profiles it is very much a personal choice as to which you want to field, Gimli has more survivability, while Balin has more Will and is a little cheaper, and also has the option to carry Durin's Axe. Either way, they are both veritable mincing machines and are quite capable of challenging any of the Evil Heroes. Of course, you can always include them both. Dwarven Captains and Kings are in the traditional way progressively better than basic Dwarves. Accordingly, they are

your best value way of holding weak sections of the line. With a high Fight and Defence and with plentiful Might you can quite happily leave these guys to their own devices while you worry about other portions of the battle.

THE KHAZÂD GUARD

A final mention should be given to the doughty defenders of the Dwarven Lords: the Khazâd Guard. Clad in heavy Dwarven armour, and wielding two-handed axes, these individuals are truly great fighters. Such is their great power, their blows hit home with a Strength of 4, and when this is combined with their two-handed axes, they can cut down all but the toughest foes with ease. You needn't worry about them being overwhelmed either, as they can always switch to using their hand axes to increase their chance of winning a fight. The final, and in some ways most important, thing about Khazâd Guard is their unshakeable courage. Given their nature as a bodyguard, Khazâd Guard are always assumed to pass any Courage tests while their nominated ward is still alive. Admittedly with their high Courage Dwarves don't tend to fail many tests, but a certainty is always worth trading for a possibility.

ON THE BATTLEFIELD

As you're probably beginning to realise, Dwarves are incredibly tough individuals and a daunting proposition indeed. However, as with all of the Elder races,

their high points cost limits their numbers and it is here, in the battle of numbers, that Dwarves are vulnerable. Because of this, you should always think about your deployment with extra care; Dwarves do not move very fast and this can make a lightning redeployment a most difficult task. On the plus side, Dwarves can be pretty much assured to win any one-on-one fight that comes their way (okay, perhaps an exaggeration – a Cave Troll will probably still clobber them) and therefore your key objective should be to tackle the enemy in small groups to prevent them bringing their numbers to bear.

YOU COULD HAVE PICKED A BETTER SPOT

An added chink in the Dwarven armour is their limited selection of troops. While tough beyond comparison, Dwarves only have infantry available to them – no cavalry or magic users for Durin's folk. This can make Dwarves very vulnerable to highly mobile enemies, such as Warg Riders, and forces with strong spellcasters, such as Nazgûl. When faced with opponents such as these, your best bet is just to shoot them – even if you don't score that many kills you can probably panic them into diving for cover. This does mean that you have to get your archers into the best possible position – think about their primary missions and possible secondary targets and deploy them accordingly. Don't be in a situation where you end up moving your archers halfway across the battlefield if you can avoid it.



TO BATTLE

With an overview of the Dwarves completed, you're probably mulling over a few more specific tactics in your head. In a skirmish game like *The Lord of The Rings*, manoeuvrability is very much the key, a fact that can create challenging situations for the Dwarves. However, over the course of playtesting I've had the opportunity to put Durin's folk through their paces and have found some fairly reliable tactics.

DIVIDE AND CONQUER

As I've said before, the Dwarves are best off fighting in one-on-one combats so a good start is to focus your strategy on this point. Surprisingly enough, Dwarven lack of mobility need not cause problems here. Remember that most of your opponents can only move as fast as you can, so you're not at a disadvantage – just equal footing. Divide and Conquer tactics come in a few simple steps. The first is to locate your archers on a suitable vantage point and form a defensive line in front of them. The next step is a little unorthodox: concentrate your fire carefully when the enemy advance. Fah! I hear you cry, what's unorthodox about that? It's simple, you shouldn't be concentrating your fire on the front ranks, but instead on the third or fourth – effectively cutting the enemy in half. Remember that your Dwarves can happily win one-on-one combats, so what you are doing is buying time with Orc blood. The bigger the chunk that you tear out of the centre of the enemy force, the more time your stalwart defensive line has to mop up before the stragglers hit. This tactic is easily adapted to a long thin line of enemies;

simply deploy at one end of the table and cut out the centre of the enemy line. Oddly enough, this tactic tends to work even better on mixed cavalry/infantry opponents because there is a much bigger delay between the first and second wave hitting.

HEADHUNT

The tenacity and endurance of Dwarves makes them ideal for taking out enemy characters. It's often a good idea to take a group of half a dozen Khazâd Guard and a Captain or King who are tasked to sow confusion amongst the enemy lines. Cave Trolls, Nazgûl, Saruman all of these are vulnerable to a band of Headhunters and all are often key to an Evil player's strategy. If you're lucky you can force your opponent to commit the foremost military sin: indecision. A Headhunt can get the initiative firmly in your court – always a good thing in any game. Of course, it's always advisable to keep your Headhunters' backs clear with some careful archery. If you perform the Headhunt properly, your opponent will either lose his characters or have them running around in circles for so long that they become ineffectual.

HEAVY SKIRMISH LINE

Dwarves do not have spears. This means that you can't form the kind of tight attacking formations that Men and Elves (or even Orcs and Goblins) can utilise. The next best thing, and the only real alternative for Dwarves, is to form a Heavy Skirmish Line. By placing your best troops (Khazâd Guard and Dwarves with shields) in the front line – being careful to leave a gap between them – and archers and two-handed axemen in the

second line you can begin to advance on the enemy. As the line advances, your bowmen can fire through the gaps, picking off the odd enemy and trying to make a hole (possibly to clear the way for some Headhunters). When the line reaches the enemy, your front line charges in, tying up as many enemy troops as possible, while your secondary troops either pitch in with the combats or sweep towards the flanks of the enemy force. Due to the superior Dwarven skill at arms, you should easily win the first round of combats, swinging the odds in your favour for the next turn. If using a Heavy Skirmish Line, it's always worth using a Heroic Move to keep the initiative on second or subsequent turns – again, making your opponent react to you rather than vice versa.

THE AXES OF THE DWARVES ARE UPON YOU!

Ultimately, Dwarves are nicely versatile – even their archers can handle themselves in combat – which, when combined with the fact that they are as hard as nails, makes them a very nice, well-rounded and rewarding force (although one that can take some getting used to). When collecting Dwarves it's a good idea to start with a character, like Balin or Gimli, plus a few Khazâd Guard and add to it from there depending on your preference for axes or bows. You could even go for a force made exclusively of Khazâd Guard, although you won't get many for your points...

Anyway, on with this month's scenario 'The Rescue of Thrâg' in which you'll be able to put the strength of the Dwarves to the test against their old adversaries, the Goblins of Moria.



Balin directs the Dwarves' assault.

SCENARIO – THE RESCUE OF THRÁR

DESCRIPTION

We have returned victorious from the Redhorn Mines, our foes broken and scattered before our might. Though many brave warriors fell, Moria is once more ours. Balin already directs the rebuilding of the realm with an unmatched vigour and energy. The fruits of victory are not unmarred by troublesome incidents; one of our prospecting parties sent to the Redhorn Mines has not returned. Balin fears that Goblins still prowl in the depths, and that Thrár and his companions are cut off from the upper halls – if they still live...

In the aftermath of the Battle for the Dwarrowdelf, Balin has sent numerous prospecting parties into the mines, trying to discover how best to get them operational once more. However, the Goblins have not been annihilated, only scattered, and one such group has come under attack and been forced to retreat further into the mines. As they become overdue, Balin decides to set out in rescue of the beleaguered party, leading a small force into the mines in search of them.

PARTICIPANTS

The Good side consists of Balin, Thrár (a Dwarf Captain), 2 Dwarves with shield and 8 Khazád Guard.

The Evil side has 6 Goblins with spear, 6 Goblins with bow, 6 Goblins with shield, and a Goblin Drum.

POINTS MATCH

If you want to play this game with other forces, choose at least 250 points of troops for the Good side and at least 250 points of troops for the Evil side. The Good force should always include at least one Hero.

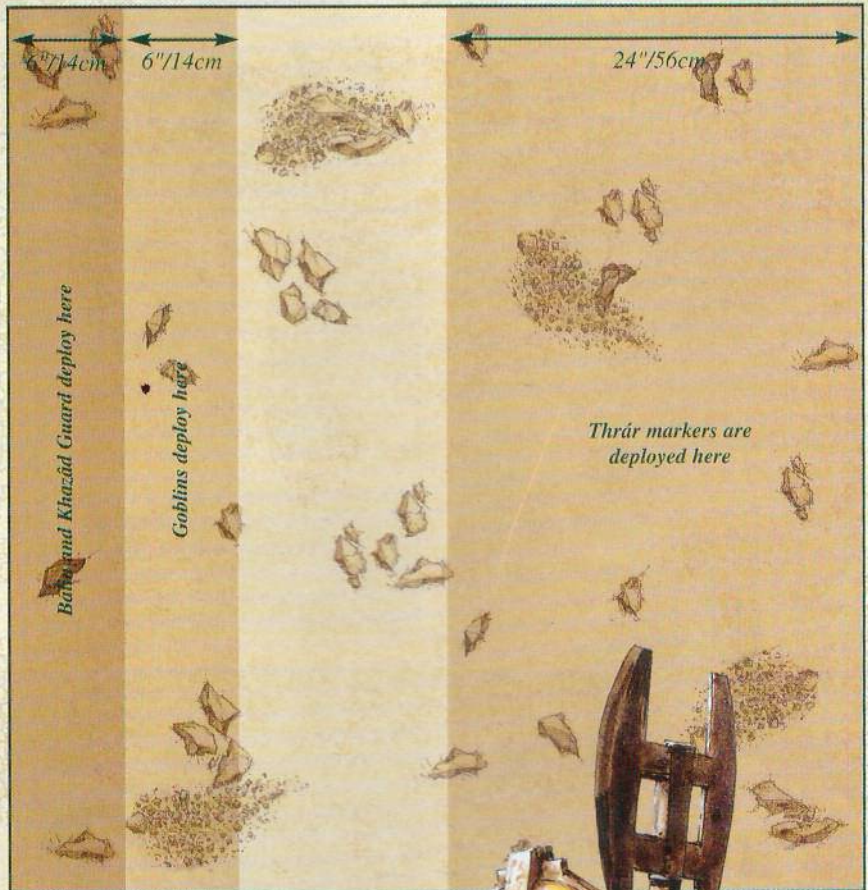
LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. As this scenario takes place in the depths of Moria, there should be plenty of rocky outcrops and areas of rubble.

STARTING POSITIONS

The Good player first of all takes three pieces of paper and writes Thrár's name on one. He then passes the pieces of paper (face down) to the Evil player who places each piece next to some rubble or another suitable terrain feature. No piece of paper may be within 6" of another. This represents where Thrár is hiding from the Goblin searchers. In this way, neither player should know where Thrár is hiding, but the papers will give some idea. The Evil player then deploys his force within the Goblin deployment area as shown on the map.

Finally, the Good player deploys Balin and the Khazád Guard within their deployment area as shown on the map.



OBJECTIVES

The Good side wins the battle if it manages to kill all of the Evil force or drive them from the field.

If Balin or Thrár is slain, the Evil side wins the battle.

If both sides meet their victory conditions in the same turn, the game is a draw.

SPECIAL RULES

Thrár: The hidden Dwarves are not deployed at the start of the game. When a model from either force comes within 6"/14cm of a piece of paper it is turned over. If Thrár's name is on the paper, then the Good player may place Thrár and the two Dwarves with shields within 1"/2cm of the piece of paper - they may act normally from the start of their next Move phase. If the paper is blank, simply remove it from the game – Thrár is elsewhere.

If playing a 'Points Match' game the cheapest Hero in the Good force takes the place of Thrár - he may be accompanied by up to two warriors.



PAINTING MASTERCLASS

Durbûrz the Goblin King and Balin

This month we release the first of the new range of Shadow and Flame miniatures; Durbûrz the Goblin King and Balin, sculpted by Alan Perry and Michael Perry. Darren Latham of our 'Eavy Metal team explains how he painted them...

PREPARATION

The arms of the Goblin King were glued on and both models were then given an undercoat of Chaos Black spray. Any parts that the spray missed were then painted over with watered-down Chaos Black paint.

BALIN



An equal parts mix of Dark Angels Green and Snot Green was applied as a basecoat to the green cloth. This was followed by a layer of Snot

Green, with a highlight of Snot Green mixed with Bleached Bone.



The cloak was painted with a basecoat of Scab Red, followed by successive layers of Red Gore and an equal parts mix of Red Gore and

Blood Red paint. For the highlights, a small amount of Bleached Bone was added to the Red Gore and Blood Red mix.



Bronzed Flesh was used to paint the design onto the finished cloak and this was then highlighted with Golden Yellow.



Balin's hair and beard were painted with a layer of Scorched Brown. An equal parts mix of Scorched Brown and Codex Grey

was used for the first highlight. The amount of Codex Grey was gradually increased for successive layers, with a final highlight of Fortress Grey.



Tanned Flesh was used as a basecoat for the skin, followed by a layer of Dwarf Flesh. Highlights were painted by gradually adding Elf Flesh to the Dwarf Flesh and the final highlight was with pure Elf Flesh.



The gold armour and decoration were painted with Shining Gold with Chestnut Ink then applied over the top. The gold was then

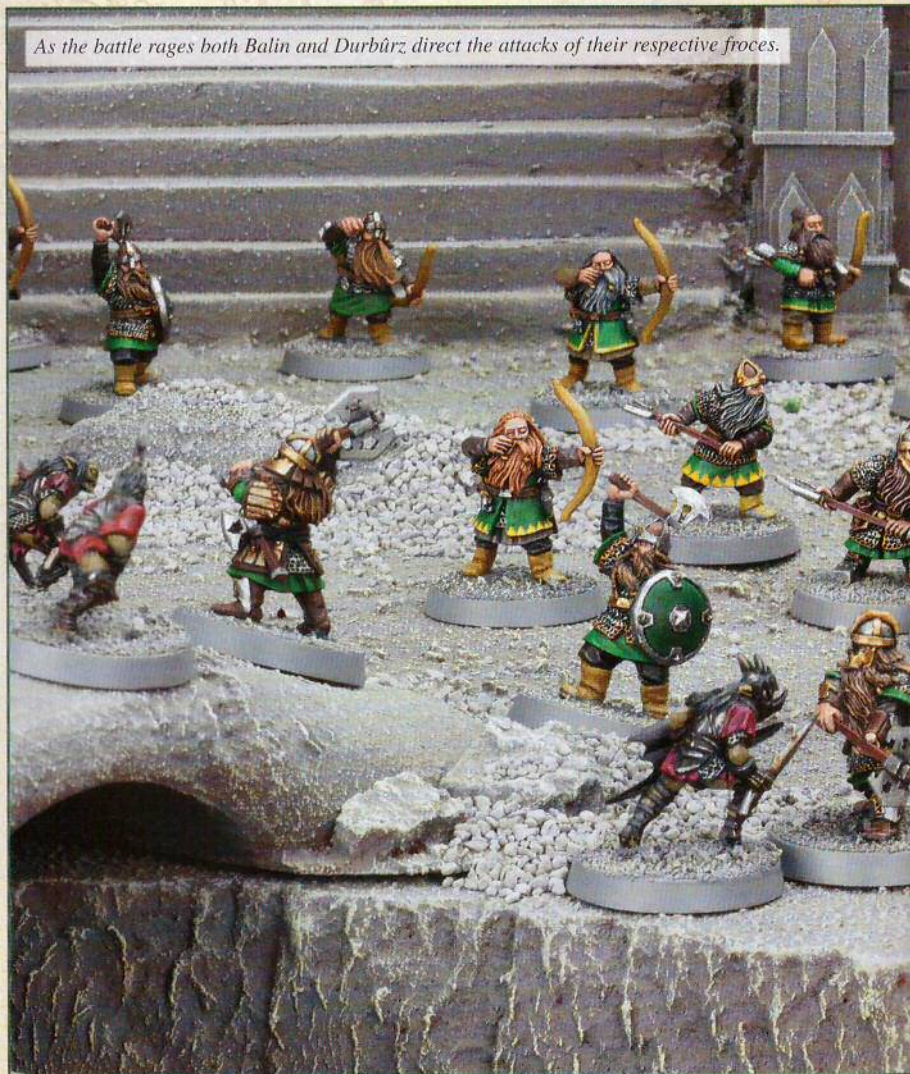


highlighted with an equal parts mix of Shining Gold and Mithril Silver.



A layer of Boltgun Metal was applied to the remaining metal parts. This was then highlighted with Chainmail. Finally, the metal parts were given a wash of equal parts Black and Brown inks watered down.

As the battle rages both Balin and Durbûrz direct the attacks of their respective forces.



DURBÜRZ, THE GOBLIN KING.



The armour was drybrushed with Tin Bitz, followed by a more selective Boltgun Metal drybrush on the chainmail and armour plates. Finally Chainmail was drybrushed lightly onto the armour, followed by a highlight of Codex Grey on the edges of the armour plates.



The Goblin King's tunic was given a basecoat of Red Gore, followed by a layer of equal

parts Red Gore and Blood Red. A small amount of Bleached Bone was added to the mix for the final highlights.



The sword was drybrushed with Boltgun Metal followed by a further drybrush of Chainmail. A wash of equal parts Black and Brown inks then applied.



An equal parts mix of Chaos Black and Codex Grey was drybrushed onto the hair, followed by a highlight of pure Codex Grey.



The rock was drybrushed with Snakebite Leather, then with Fortress Grey.



The Goblin King's eyes were painted Vomit Brown. This was followed by an equal parts mix of Sunburst Yellow and Skull White with the centre of the eye being applied with Chaos Black.



Catachan Green was used for the basecoat on the Goblin King's skin. Successive layers of paint were added to the skin, each time adding more Desert Yellow to the Catachan Green.

BASING



The bases of both models were painted with Codex Grey. A very dilute wash of Chaos Black

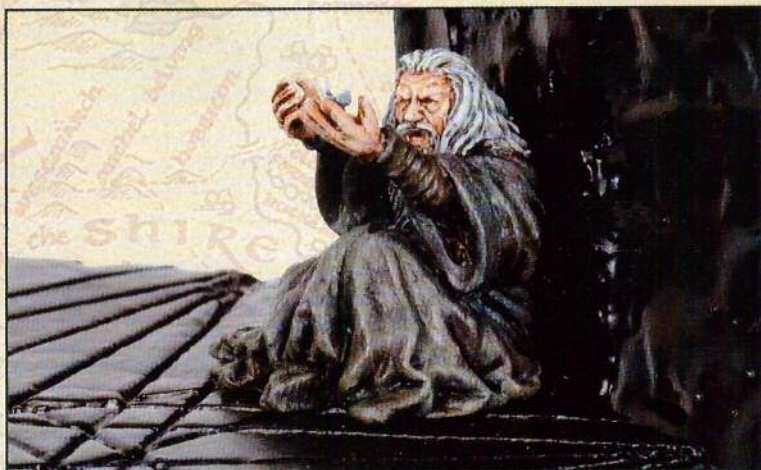
paint was then applied and the bases were then drybrushed with Bleached Bone. The rims of the bases were left Codex Grey.



This month, we bring you dioramas based on scenes from the two films so far, two by Matt Parkes, and another by Daren Parrwood.

DENIZENS OF MIDDLE-EARTH

The Lord of The Rings Gamers' Models

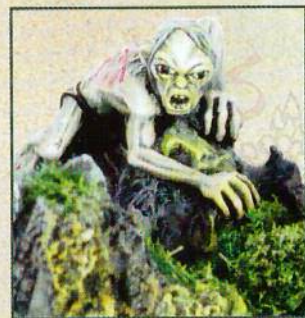


(Above and left): Daren Parrwood was responsible for this diorama of Gandalf delicately giving a message to a moth on top of Orthanc, also known as Mount Fang. Much of the diorama was scratch-built by hand.





(Right): This wonderful diorama was made by Matt Parkes. Depicting Sam and Frodo's first meeting with Gollum, Matt made a special effort to capture the light effects from the campfire on the surrounding rocks and on Gollum's face as well.



(Left): Treebeard's first encounter with the Hobbits is shown in this great piece, again produced by Matt Parkes.



BATTLE FOR THE DWARROWDELF

In the great ages of legend, long before the Fellowship took up its quest, titanic battles raged between the forces of Good and Evil. One such conflict was Balin's defence of Khazad-dûm from Durbûz, the Goblin King.

A The Lord of The Rings Battle Report

DESCRIPTION

Balin's attack on the gates was a success. We drove out the Goblins from the great gate and guardroom. With surprise on our side, we slew many in the bright sun in the dale. We have taken the twenty-first hall of North end to dwell in. There is a shaft there that leads to the lower mine workings. Balin has set his seat in the Chamber of Mazarbul and claimed Moria for his own. However, the truth is that we still must drive the Goblins from our home. We hear them in the dark below, down in the mines.

The Dwarves have successfully recaptured the upper levels of Moria, and Balin is now proclaimed as its lord. However, deep below in the mines, Durbûz the Goblin King assembles his army and prepares to drive the Dwarves from Moria. The two forces meet as Balin descends to the mines, and the battle for Moria begins in earnest!

PARTICIPANTS

The Good side consists of Balin, 2 Dwarf Captains, 8 Khazâd Guard, 10 Dwarves with axes and shields, 9 Dwarves with axes and Dwarf bows, and 5 Dwarves with two-handed axes. Balin has Durin's Axe. The Evil side consists of Durbûz, 1 Moria Goblin Drum, 1 Goblin Captain, 2 Goblin Shamans, 12 Moria Goblins with swords and shields, 12 Moria Goblins with spears, 12 Moria Goblins with Orc bows and 1 Cave Troll armed with either a Troll chain or a spear.

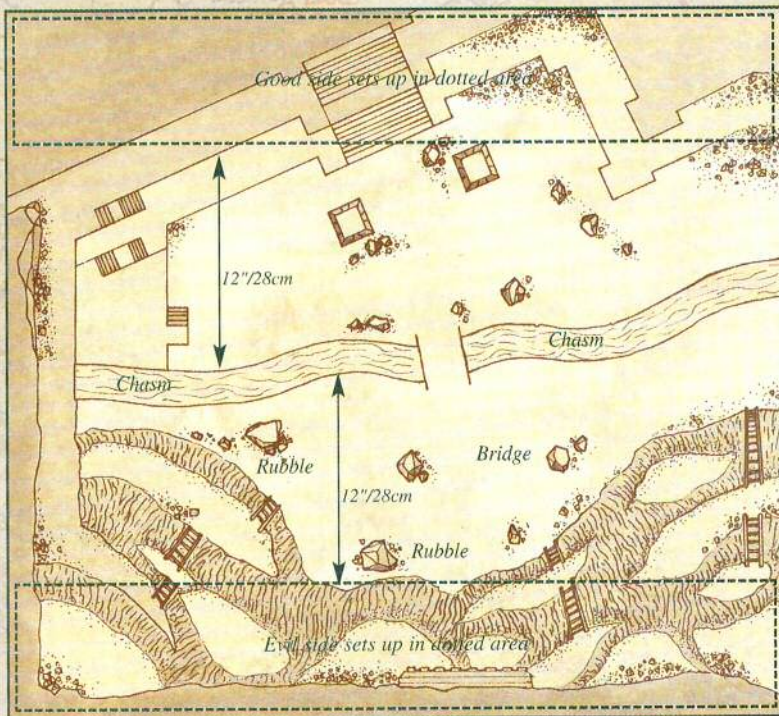
POINTS MATCH

If you want to play this game with other forces, choose 600 points of troops for both sides. Neither player may spend more than 50% of his points on Heroes and neither side may have more than a third (33%) of its models armed with bows.

LAYOUT

This scenario is fought on a low level of the Mines of Moria, where the Dwarven living quarters meet the mine workings. A chasm runs through the centre of the board – this counts as impassable terrain but should be no more than 2"/4cm wide to allow all models to be able to attempt to leap it. A narrow bridge (approximately 4"/10cm wide) crosses the chasm in the middle of the board.

The rest of the board is built up as a succession of levels. These are smooth, finished stone on one side (the Dwarven



living quarters) and rough scree on the other (mine workings). The floor is covered with rocks and debris.

STARTING POSITIONS

The Good player deploys half his force first, anywhere more than 12"/28cm from the chasm on the living quarters side of the board. The Evil player then deploys half of his force, anywhere more than 12"/28cm from the chasm on the mine workings side. Then the Good player deploys the rest of his force as described above, and finally the Evil player does the same.

OBJECTIVES

The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. Should both forces be reduced to a quarter of the original numbers at the end of the same turn, the final result is a draw.

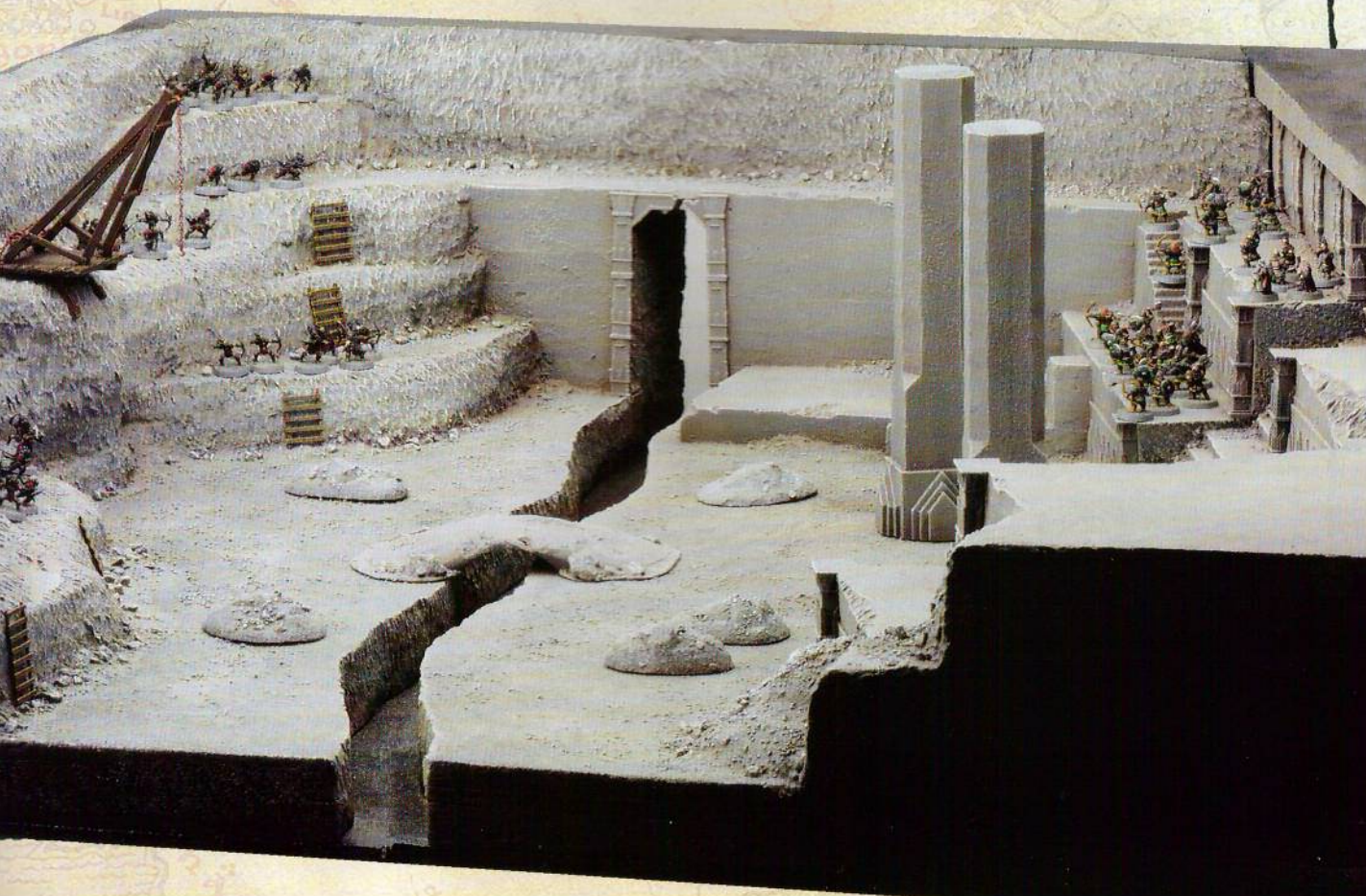
SPECIAL RULES

Chasm. The chasm is an obstacle and may be jumped as described in the main rules manual. However, if a model fails to jump the gap, they are removed as a casualty as they fall to their death.



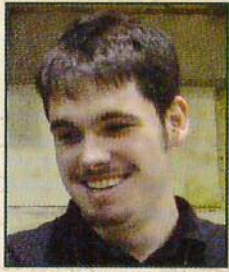


The Goblins rise up out of the deeps.



THE GOOD SIDE

HAMMER INTO ANVIL



Matthew Ward

To slightly misquote Goethe 'You must be anvil or hammer.' As I was to be fielding the Dwarves in this, the first battle report of *Shadow and Flame*, this did

seem to be quite apt. Dwarves have a great love of metalworking and smithying, and so the philosophy of 'the Hammer and the Anvil' would doubtless be one that they would apply in their battles. The principal as I interpreted it was simple: either I could be hammered upon, or I could be the one that does the hammering – fairly obvious advice really, but when I thought about it in wider terms a cunning plan began to emerge...

Goblin tactics, when faced with a superior but less numerous foe (which, let's face it, is pretty much everyone but Durlendings), tend to be to attack *en masse*, hoping to overwhelm a section of

the enemy line through sheer weight of numbers. Occasionally there will be a few stray Goblins to give the Evil player a little versatility but there will almost always be a main group – the Anvil. With this in mind I decided to use Balin and the majority of the Khazâd Guard as my 'Hammer', but the problem remained of how to keep the Anvil in one place long enough for me to hit it. To do this I would need a second group of Dwarves to hold the 'Anvil' in place long enough for me to strike it – not an enviable task, as they would be heavily outnumbered for several turns. If Alessio instead chose to go for an attack across the full frontage of the cavern, I would be equally happy as I could then throw my two groups at the weak spots in his line. Once the Goblins were broken the going would get a lot easier – if only I could keep my Dwarves intact long enough.

Three things in the Goblin force were worrying me: the Troll, the Shamans, and the Drum. The Shamans and the Drum would interfere with my intention of breaking the Goblins, making the late game that much harder. The Cave Troll is just annoyingly hard. With a higher Fight value than most of the Dwarves and

three Strength 6 attacks, this brute could easily tear through the heart of the Dwarven formation. My plan for dealing with it depends on where it goes. If it strays too far from support I could ambush it with a knot of Dwarves and hope that I get lucky. By far the best option, though, is to try and avoid it and, if necessary, sacrifice one Dwarf at a time to keep it locked down and away from the key fights.

With these thoughts in mind I chose to split my forces into two groups: a large force of warriors led by a Captain to cover both the ledge and form a solid defensive position below, while Balin and his guard formed the second group. The intention was to hope Alessio went after one group (to bring his superior numbers to bear), which could then hold the Goblin 'Anvil' in place long enough for the second group of Dwarves to 'Hammer' them apart. Of course, this whole plan relied solely on the unfortunate lure being able to survive long enough for help to arrive, but Dwarves are incredibly tough and I had every confidence that they would endure.

They would have to...

THE EVIL SIDE

WE HAVE A CAVE TROLL!



Alessio Cavatore

Let's face it, against enemies whose lowest Defence value is an outstanding 6, and will mostly be 7 with peaks of 8, a lumbering brute with Strength 6 is definitely

going to be your best friend. I will try and bring the Troll into combat without exposing it to too much bow fire and then support it with some of my Heroes that have Might. I'm thinking in particular of a combination Cave Troll/Durbûrz attack, maybe with a Shaman not too far behind.

To break the Dwarves I'll have to concentrate first on the Defence 6 warriors, which my Troll wounds on a nice 4, my mighty Heroes on a 5 and my archers on a 6 (better than needing a 6 followed by a 4...). The Dwarf archers and two-handed axemen are definitely the softer targets, and I should go for

them whenever the opportunity presents itself. Only after these have been cut down should I try and wound the much harder enemies, against which many an attack is bound to bounce off harmlessly. Hopefully, the Dwarves should break and this is when my Drum would prove itself very useful.

Another vital thing to keep in mind is trying to surround as many of the Dwarves as possible in order to use our numerical advantage to its maximum and bury as many enemies as possible under a veritable avalanche of Goblins.

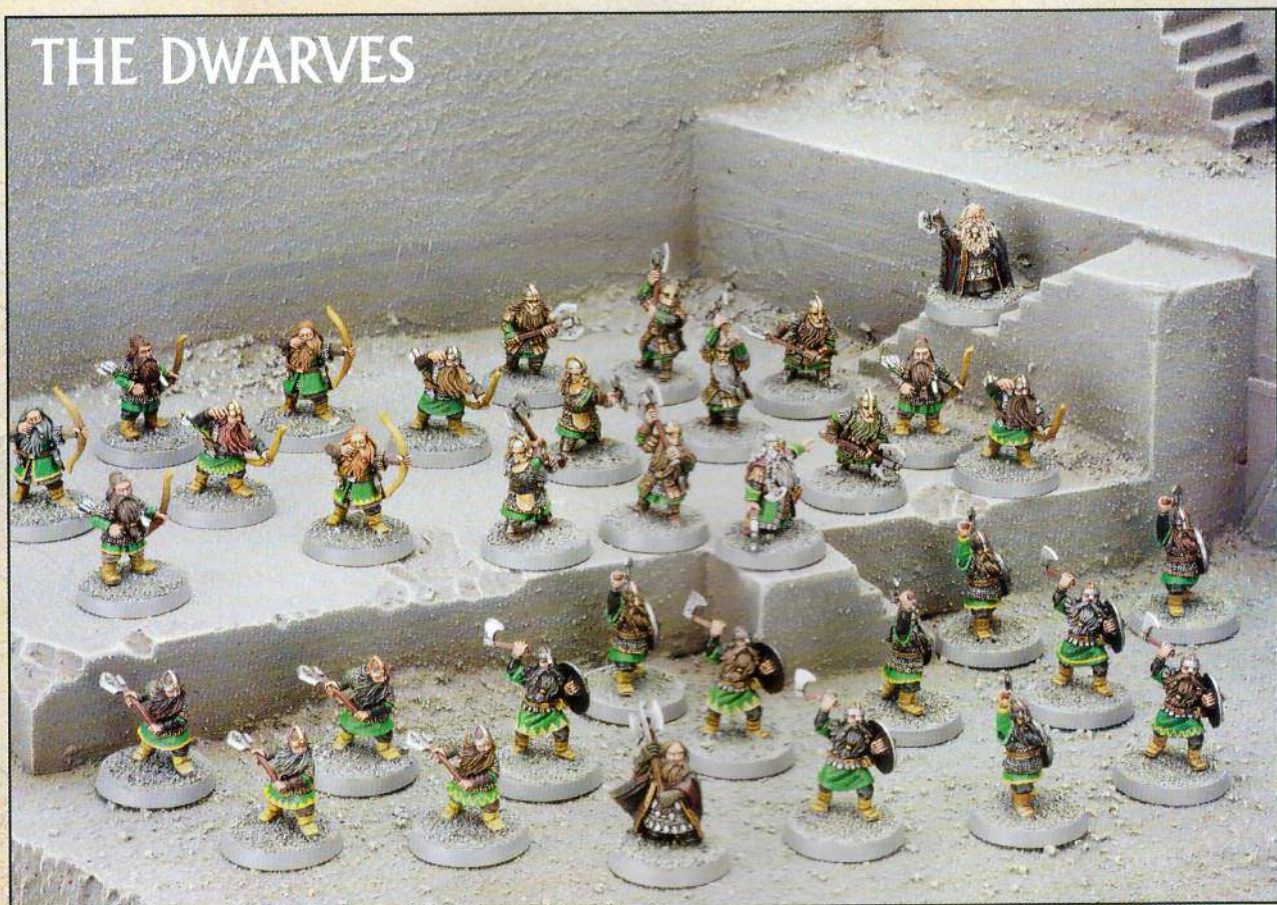
The dynamics of the game are intriguing; the Dwarves have a superior firepower, and that means that I have to close in quickly. Also, on the map it's easy to identify the two critical points of the table: the only two points where my Cave Troll could cross the chasm without risking a deadly fall – the bridge and the ledge on my left. I believe the Dwarves have two main tactical solutions available. They can concentrate on these two points, either coming forward to meet the Goblins as they jump across the chasm and forcing them

to fight with their backs to the abyss, or they can fight more defensively, letting the Goblins through and delaying contact as long as possible, to give time for their bows to reduce the enemy numbers as much as possible.

Having the advantage of deploying half of my force last, I will hold back my hardest things in the second half and decide whether to concentrate all my best stuff on a central assault or split them into two assault groups. This would be my favourite battle plan, having the main force led by Durbûrz, the Troll and a Shaman, and a second assault party under the Captain and the other Shaman.

The idea is to feint by initially threatening the Dwarves in two areas, in order to split them into two halves. If that works, then both of my assault groups will suddenly converge on one of the Dwarven halves and destroy it! Failing that, we'll keep our fingers crossed and hope the Cave Troll wins the game for us...

THE DWARVES



THE GOBLINS



The Dwarven contingent ready themselves for the onslaught of Durbûrz and his Goblin horde.

TURN ONE

With Balin's arrival at the entrance to the mines the first sparks of battle spread across the cavern. As the Dwarf Lord and his escort began to descend the stairs, the remainder of the Dwarves held their position remaining content to cede the narrow stone bridge and allow the Goblins into range of their bows. Across the chasm the Goblin horde began their climb down to the rocky floor, effortlessly skipping from rock to rock. The cavern rang to the guttural chanting as both Goblin Shamans cast Fury, inciting their companions to battle. With both armies out of bowshot the turn ended with no blood spilt.

TURN TWO

Spurred on by their fiendish commander, the Goblins stole Priority away from the Dwarves and continued to swarm towards them across the stalagmite-cluttered and debris-strewn floor. In the centre, Durbûrz led a cluster of Goblins towards the bridge, the Cave Troll striding easily on ahead, while the remainder of the vicious creatures moved into flanking positions either side of the main group, and a small force struck out across the ledge. On the other side of the subterranean vault Balin and his guard took up flanking positions on the stairs, willing to let the Goblins decide the strategy of the battle. On the southern end of the ledge the knot of

Dwarves reformed, readying themselves to counter the Goblins that threatened their position while Náli hurried forward to join them. As the Goblins had all surged forward at full speed, the Dwarves were unthreatened by archery, while a single Dwarf archer was able to take a hasty shot at a Goblin on the far side of the chasm. Some sixth sense warned the Goblin of the incoming missile and he crouched low behind his shield, the Dwarven arrow sticking fast into the crude surface and leaving him uninjured.

TURN THREE

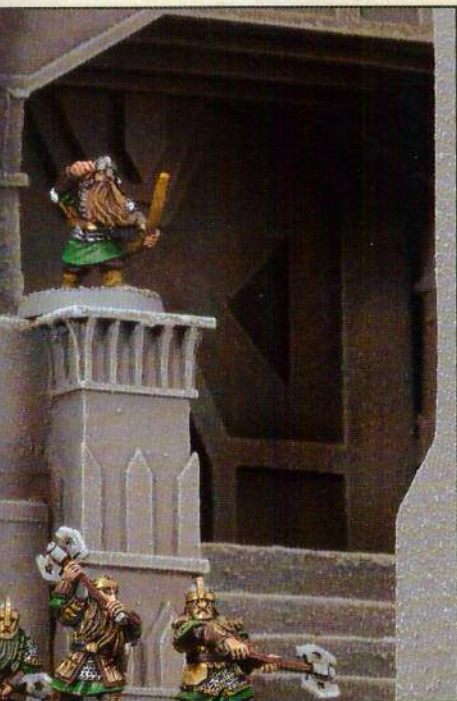
With the Dwarves content to let the Goblins come to them, Priority remained with the Evil side and the Goblins advanced all across the vault, some of them readying their bows as they came. Again content to allow Durbûrz's tactics to reveal themselves, Balin commanded his folk to hold their positions, the only exception being Náli who finally reached the group by the ledge. In the Shoot phase a handful of Goblins let fly with their bows, but their aim was astray and nary a single Dwarf was hit. In return, fully half a dozen Dwarves took careful aim but though all the shots were true, only a single Goblin fell – one of the Drummers. Oblivious of his colleague's fate, the remaining Drummer played on...

TURN FOUR

Priority stayed with the Goblins, and Durbûrz made his strategy known. His group changed direction towards the bastion of archers and the eastern flanking group leapt the chasm and scampered on towards the Dwarves. In response, Balin commanded the other Dwarves to reform to meet the threat with half moving to join Balin's group and the rest moving eastwards to counter the Goblin force there. Only the archers remained in position, the better to lay down covering fire. Unfortunately for one bold Dwarven archer, the Goblin archery proved to be more accurate than the previous turn and he fell, pierced by many black-feathered bolts. Furious at the death of their kinsman, the marksmanship of the Dwarves proved to be mostly inaccurate with only a single Goblin plucked from Durbûrz's entourage.

TURN FIVE

Both forces were now within charge range of one another, making Priority crucial. In a stroke of fortune, Balin was able to steal the initiative from his loathsome opponent. In response to his orders the Dwarves on the eastern end of the battlefield bellowed their war cries and charged headlong into the Goblins, giving Durbûrz a tempting group to outflank and destroy. Balin held his group in check waiting to see if Durbûrz would go after the bait, hoping his forces could hold off long enough to close the trap



on the usurper. Seemingly unaware of the Dwarf Lord's strategy, Durbûrz led his group towards the eastern force of Dwarves but was unable to reach the combat that turn. Across the cavern, Goblin archers shuffled forward, searching for targets amongst the rubble. In the brief but fierce flurry of shots that followed, both sides suffered casualties, with three Goblins falling to Dwarven skill and only a single Dwarf archer slain in the return fire. In the Fight phase the impetus of the Dwarven charge helped them easily win their fights, but their axes failed to cleave even a single Goblin.

TURN SIX.

Fortune and Priority remained with Balin this turn and he finally gave the order for his reinforced bodyguard to advance on the enemy. Further to the east, the two Dwarven Captains led the charge on the Goblins both atop the ledge and far below on the cavern floor. In response, Durbûrz mustered his group of Goblins forward but directed the

Cave Troll towards the Dwarf archers. Such a shallow wall was of no hindrance to the Troll and finding handhold after handhold he clambered up to engage the archers above him. Even losing three possible shots due to the charge of the Cave Troll, the Dwarf archery managed to claim another Goblin from Durbûrz's entourage. Better still, but for the intervention of Fate, a wound would have been scored on the Shaman atop the eastern ledge. Alas for the Dwarves, Goblin archery again took its toll, pitching yet another Dwarf archer onto his face. As the Fight phase commenced blow after blow rang out upon the ledge, but Náli and the Goblin Captain were apparently well matched and neither could find a weakness in their opponent's defence. Below them it was a completely different story and the Dwarves managed to crush two of their cursed foes beneath their keen axes. Finally, with a mighty bellow, the Cave Troll easily beat aside the defence of the Dwarf archers, plucking one off the ledge as he hauled himself up into the Dwarf's place.



Durbûrz orders his troops forward, under the protection of a vicious Cave Troll.

TURN SEVEN

With Priority being crucial in this turn, the Goblins managed to wrest the initiative from the Dwarves and Durbûrz urged his followers on. Seeing the danger at the foot of the ledge, Frár declared a Heroic Action, hoping to keep Durbûrz pinned that much closer to Balin. Conscious of the proximity of the Dwarves behind him, Durbûrz desperately countered the Captain's Heroic Move with one of his own, and with the dice roll favouring the forces of Evil, threw his forces into that of the beleaguered Captain, pinning him in place and leaving Balin without an opponent for another turn. Some way above the head of the Goblin King, the Goblin Captain once more led his group into combat against the Dwarves who challenged his control of the ledge. Further along, the Cave Troll charged into

the remaining two archers who readied themselves once more for an uneven fight. On the other side of the vault the western force of Goblins was slowly dragging itself into range of the action, its bows now in range of Balin and his entourage. When the Dwarves came to move Balin hustled his group forward, leaving behind a solitary axeman tasked with keeping the Cave Troll clear of the others should it manage to defeat the brave archers. In a change of tactics and to try and contain Durbûrz's group, the Dwarven archers near the east ledge leapt down from step to step, reinforcing the outnumbered lower group. In the Shoot phase, all the Goblin archers on the far side of the chasm and on the bridge let fly at Balin's entourage but not a single shot hit home. With all the Dwarf archers otherwise engaged there was no return fire from Durin's folk, but they did manage to hack down two Goblins from



With the three Dwarves at the Cave Troll's mercy, Balin looks on in frustration.



Durbürz throws himself into combat against a Dwarven captain.

Durbürz's retinue in close combat. The feeling of ascendancy was fleeting however as Durbürz claimed a kill, as did a Goblin spearman. On the ledge the tale was no better, as the darting blade of the Goblin Captain found a chink in the armour of the Dwarf Captain and scored a wound that fickle Fate did not prevent. At the close of the Fight phase the Cave Troll once more proved his worth, his hammer bludgeoning another Dwarf archer to a ruined mess on the ground.

TURN EIGHT

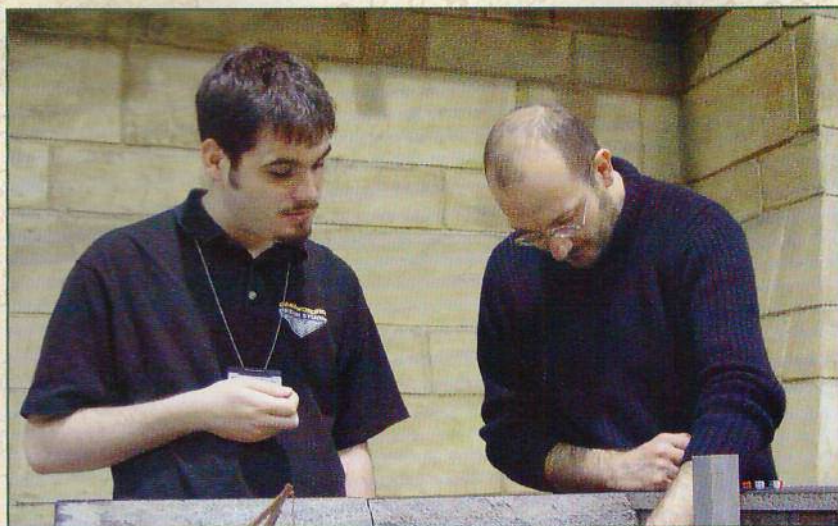
As he lost Priority to the Dwarves, Durbürz declared another Heroic Move to try and retain advantage, bellowing at his underlings with a ferocity he probably thought was motivating. While the Goblins milled in disarray Frár made a Heroic Move of his own and led his warriors forward once more into the fray hoping to hold the Goblins at bay until Balin could reinforce him. Sensing victory slip away, Balin hurried his bodyguard forward, detaching two Dwarves to engage the Goblin archers by the bridge. Seemingly unworried by his near fatal wound, Náli clashed once more with his bitter rival upon the ledge. In a selfless display of bravery, the remaining archer opposing the Cave Troll hurled himself back into combat with the beast whilst the axeman held back once more to keep the Troll away from Balin, should it kill the archer. Possessing more than two Goblins for every Dwarf that opposed him, Durbürz directed his forces in an attempt to maximise his chances, even flinging

himself into combat with a Khazád Guard. Near the bridge, the western force finally made contact with the Dwarven lines, charging the two Dwarves that Balin had dispatched to guard his flank. In the Shoot phase the Goblin archers tried to pluck the lone Dwarven axeman into eternity, but all the shots went wide. In the Fight phase, Náli once more failed to fell his adversary – wasting 2 points of Might in the process. In the thick of the fight around Frár the tide of battle swung against the Dwarves with three falling in quick succession, one to the crooked sword of Durbürz himself. In return, only two Goblins were felled, although the Goblin Shaman lost both the fight and the effects of Fury. In a desperate

struggle Balin's rearguard were able to contain the Goblins by the bridge but not inflict any damage. In a valiant effort, the Dwarf archer managed beat back the Cave Troll but failed to wound it.

TURN NINE

Fortune smiled on Balin this turn and Priority went to the Dwarves but, before Balin could capitalise on it, Durbürz initiated a Heroic Move. The suddenness of the action took Balin by surprise and his attempt to counter the move failed, allowing Durbürz to charge deeper into the roiling tide of life and death combat below the eastern ledge. Denied of his adversary,



Matthew watches with interest as Alessio makes his move.



The battle rages in a circle of destruction.

Balin had to content himself by hurling his guard into combat with stray Goblins around the edge of the fight, while two Khazâd Guard and a Dwarf axeman charged at a lone spearmen on the edge of the plinth that the two sides now fought over. Náli once more charged forward into combat on the ledge, determined that this should be the final clash between him and his Goblin adversary. By the bridge the two members of Balin's rearguard charged headlong into combat once more, thinking nothing of their own lives, while the archer and the Cave Troll continued their deadly dance along the south wall of the cavern.

Both around Durbûrz and around the bridge the Goblins piled forward, trying to overwhelm the still outnumbered Dwarves, the Goblin Shaman near to Durbûrz casting Fury once more to bolster the flagging spirits of the Goblins. The handful of unengaged Goblin archers loosed their arrows at the Dwarf axeman once more but failed to strike him down. In the Fight phase, the lone Goblin spearman defending the plinth proceeded to kill two of his attackers and drive the other off, while Durbûrz managed to strike down another Dwarf. As yet another Dwarf vanished beneath a flood of Goblins, Frár fended off his attackers, slicing one down as they

retreated before his rage. Against the south wall, the archer once more managed to parry the blows of the Cave Troll, while on the ledge Náli finally defeated the Goblin Captain that opposed him, inflicting four wounds on the hapless Goblin and hacking him to pieces. Last but not least, the Axe of Durin found a target as Balin effortlessly beheaded a Goblin archer in one massive sweep.

TURN TEN

Priority remained with Balin this turn, and with a grim flourish he threw himself into combat with Durbûrz. All across the

battlefield his folk followed his example, charging their nearest opponents in an attempt to hold back the flow of Goblins. With the exception of the archers on the other side of the chasm, and the remaining Drummer, all of the Goblins followed suit – one drawing Balin away from the Goblin King – and a series of vicious combats broke out across the cavern. Once more, the only shooting was on the side of the Goblins, and once more they failed to kill a single Dwarf. As the Fight phase started, Balin initiated a Heroic Combat, effortlessly cutting down his opponent and then following up into Durbûrz and dealing the brute two deep wounds. Fate however, was merciful to the Goblin King and he remained unhurt. Elsewhere, the same Goblin who had dispatched two opponents last turn again managed to kill a Khazâd Guard, while the Cave Troll managed to dismember the archer that had been bedevilling him for several turns. Seemingly inspired by Balin's example, the Dwarves were fighting ferociously all across the vault, four Goblins crushed beneath their might. Better yet, as both Goblin Shamans lost their combats, the effects of Fury were dissipated. In the closing stage of the turn, a lone Goblin struck down another Dwarf and uncertainty spread along the Dwarf lines – with half of their numbers lying dead or wounded, things were not going well for the Dwarves.

TURN ELEVEN

With the Dwarves now broken, the Goblins won Priority. Seeing their chances slip away, Balin declared a Heroic Move and, after passing his Courage test, once more clashed with the Goblin King, bringing the remains of his Khazâd Guard with him. Here and there lone Dwarves charged dense knots of Goblins hoping to buy Balin the time to slaughter his foe. With Balin's Heroic Move completed, the remaining Goblins barrelled into combat, the archers leaping the chasm to add their weight to the skirmish on the plinth. The Cave Troll chose to ignore the lone axeman by the south wall and instead charged into the fight around the Goblin King. As the lone Drummer continued to beat out his doom-laden rhythm, Náli's nerve broke and he fled towards the entrance. Where possible the Dwarves were shielding, desperate to buy time for Balin to defeat Durbûrz in combat but even so, in the ensuing combats two more Dwarves fell to the Evil force, one pulverised by the Cave Troll and one skewered by the same Goblin spearman who had already killed three Dwarves. For their part, the Dwarves managed to kill another Goblin, and in the thick of the fight Balin and Durbûrz circled one another warily. With practised skill, Balin beat aside the feeble parries of his despotic opponent. As Balin raised his axe for the kill, Durbûrz tried to



Alessio and Matt manage to retain some humour in the bloody battle.

back away but found his path blocked by two Khazâd Guard. The Axe of Durin came flashing down, cleaving the usurper of Moria in twain, from head to toe. Breathing hard, Balin stepped back and looked about to assess the situation.

heels and fled towards the mines. The Drummer played on, seemingly unaware of what had occurred nearby. With his blood up, Balin disembowelled two more Goblins, while Frár dispatched yet another. Even the Cave Troll suffered a wound, his tough

TURN TWELVE

The Goblins had broken with the death of Durbûrz, and both forces were now losing resolve. In the confusion Balin managed to steal the initiative, held his courage and threw his warriors into combat with redoubled effort. Náli's courage failed him again and he continued towards the exit, as did the remaining Dwarf warrior at the bridge. Under the influence of the Drum, the Goblins nearest to the fight passed their Courage Tests, while those that were more distant turned their



hide penetrated by a Dwarven great-axe wielded with incomparable skill by a desperate Dwarf. Set against this was the death of another Dwarf who disappeared under a mass of Goblins led by one of the Shamans.

TURN THIRTEEN

Priority remained with the Dwarves and Balin charged down the Goblin spearman who had killed four Dwarves single-handedly. At the last second before contact, a finely-crafted hatchet left Balin's hand and buried itself deep in the Goblin's brain, leaving Balin free to engage another Goblin. Náli and the Dwarf warrior who had fled the previous turn kept on running for the exit, but otherwise the Dwarves kept their cool and launched themselves at the foe with a bitter enthusiasm. This enthusiasm was not matched within the ranks of the Goblins, and four Goblins fled the fight, although the rest were encouraged by the sonorous beat of the Drum. The Cave Troll, however, could take no solace from the sound, and lost his nerve. The Fight phase proved good for the Dwarves with another two Goblins slaughtered where they stood but, with another Dwarf pulled down by weight of numbers, the Goblins were now dangerously close to victory.

TURN FOURTEEN

The Goblins managed to steal Priority and, even worse for the Dwarves, almost all

passed their Courage tests (the Cave Troll being a notable exception) and set upon the Dwarves with renewed vigour. Save for the fleeing Captain and warrior – both of whom failed their Courage tests once more – the Dwarves were all engaged in combat and though they cut down another Goblin, two Dwarves fell in exchange.

TURN FIFTEEN

Priority remained with the Evil side this turn, but the Drummer finally lost his nerve and fled, leaving the Drum behind – a welcome sight indeed for the Dwarves. About Balin the combat went on as the Goblin Shaman rallied the remainder of the Goblins to the fight. Even the Cave Troll recovered his wits and lurched towards the fight. Once more, Balin passed his Courage test and battle was joined as Náli, whose will to fight must have been totally destroyed, came to within two moves of leaving the battleground. Around the Goblin Shaman and Balin the two sides clashed once more but this time no casualties were inflicted, although both Shamans lost their Fury.

TURN SIXTEEN

The Dwarves wearily prepared to rejoin battle once again, but before they could do so the courage of the Goblins evaporated and many of them darted away from the Dwarves. The Cave Troll, confused by the constant change, decided to go with the majority opinion and loped off after the

fleeing Goblins. Once again, it came down to the two Goblin Shamans to rally their forces and stand against Balin. Fortunately for the Dwarves the lone warrior by the south entrance recovered his nerve and moved towards the action, but Náli still fled towards safety. In combat the Goblins managed to pull down another Dwarf, while the combined efforts of Balin and his remaining Khazâd Guardsman managed to dispatch two more Goblins. With the Dwarves needing to kill only two more Goblins and the Goblins having to kill only one more Dwarf it was going to be a close finish.

TURN SEVENTEEN

With a last desperate gamble Balin stole back the initiative, winning Priority and passing his Courage test and in a last effort the remaining Dwarves pitched in once more, even Náli recovering his courage on the very edge of the board. In comparison the Goblins appeared to have given up hope, with all the unengaged models fleeing the fight. In a very tense Fight phase, both Balin and Frár each killed a Goblin, reducing the enemy force to a quarter and claiming victory. As the remaining Goblins fled the blood-slicked rock the Dwarves were left as the undisputed masters of the field, but the price had been a high one...



Balin finally manages to defeat Durbuf, and send the Goblin horde into disarray.

THE GOOD SIDE

THERE IS ONE DWARF YET IN MORIA THAT STILL DRAWS BREATH

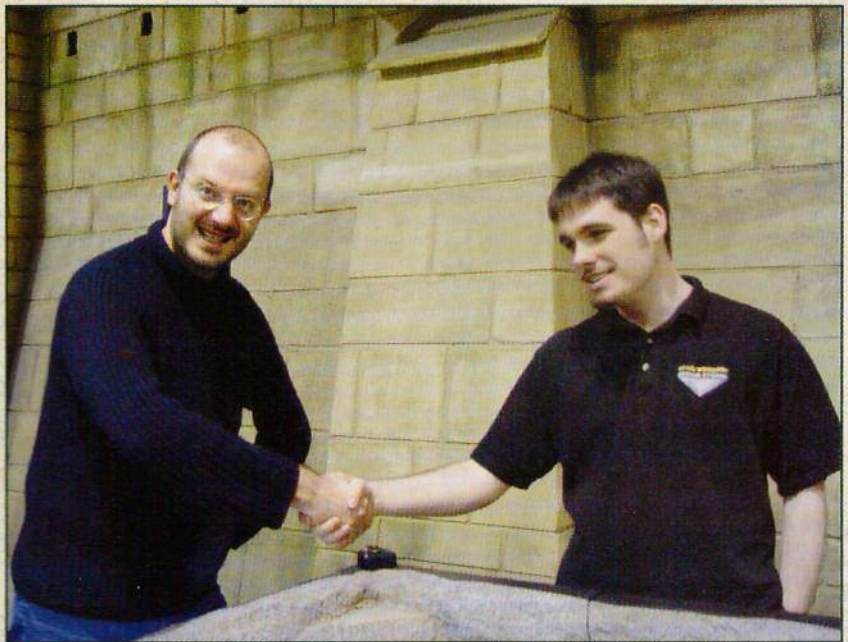


Matthew Ward

Well okay, there's more than one, but that was far too close for comfort. With just barely a quarter of the Dwarves that entered the battle leaving it under their own steam, Balin's lordship of Moria was earned at a very steep price indeed. An incredibly closely-fought battle, that could have so easily gone the other way at almost any point – if either of the fleeing Dwarves had left the board as they so very nearly did; if the Goblin Drummer had stayed at his post instead of fleeing; even Balin arriving into the fray a turn later would have probably cost the Dwarves victory.

By and large I think that my tactics worked, the 'Hammer and Anvil' approach paid off very nicely with the outnumbered Dwarves holding their ground long enough to give Balin a crack at Durbûrz which, in nicely dramatic terms, broke the Goblin force and probably changed the tide of the battle. Dwarves really are tough warriors for the points they cost, I really wouldn't have liked to try this with any

other force – even High Elves. The extra defence of the Heroes really does pay off and Balin's deadly swinging of Durin's Axe saved me more than once.



Matt takes the pain with a smile.

Speaking of Balin, he proved to be the star of the battle for me. Seemingly unstoppable, he cast aside dead Goblins wherever he went and generally engaged in displays of heroism and derring-do befitting a Dwarf of his rank. I was also incredibly fortunate in Alessio's

abominable ill-fortune with the Cave Troll who seemed to have real trouble clobbering his opponents, and then promptly dithered backwards and forwards across the battlefield when the Goblins finally broke. That said though, that damnable spearman who skewered four of my brave Dwarves more than made up for that (in my eyes anyway). All in all, a very closely fought game and tremendous fun.

appalling performance of the Cave Troll on the ledge. It took him an unbelievably huge amount of close combat turns to kill just a couple of Defence 6 Dwarves. He was losing fights with three dice against one (and with a better Fight value!) and even when winning he was failing to roll the single 4 he needed to kill his opponent! How frustrating! How infuriating!

THE EVIL SIDE

CAVE TROLL? WHAT CAVE TROLL?



Alessio Cavatore

One Dwarf! We only needed to kill one more Dwarf! If I had killed one more enemy in Turn Sixteen I would have won, and the result would have been a draw if I had done it in Turn Seventeen.

But it wasn't to be. The Goblins have been defeated and the Dwarves can have their mines back... for now.

I think what lost the game for me was the

Being trapped on the ledge fighting archers he wasn't where I needed him the most – in the thick of the fray, where his Fight 6 value would have really helped. If he had quickly dispatched the archers and jumped back down (as I was planning), I might have broken the Dwarves earlier on, which would have been decisive.

Unfortunately though, I was broken with the demise of Durbûrz, and the panic attack of my remaining Drummer sealed my fate.

I think I should make a special mention of the Goblin spearman that cut his way through no less than four Dwarves (wasn't one a Khazâd Guard?). How hard was the little fellow? Sadly the nasty Dwarves finally overpowered him through sheer weight of numbers...

All in all a very interesting game. Well played by Matt and very, very close.

Enjoy your pyrrhic victory, bearded ones! The conquering of the mines will eventually bring about your doom. Keep delving greedily and deep and see what you find... <chuckles maniacally>

EYE OF TERROR



Scourge of the Imperium: Abaddon the Despoiler

PATH TO GLORY



FIGHTING WITH CHAOS WARBANDS

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PATH TO GLORY

RULES FOR FIGHTING WITH CHAOS WARBANDS

By Anthony Reynolds

For the tribesmen living in the Shadowlands of the north, the lands of Chaos, there is no greater glory than to become recognised by the Gods themselves and exalted above their peers. Though the risks are many and great, they are far outweighed by even the smallest chance of gaining the Gods' favour, for down that path lies the chance of attaining immortality...

Path to Glory came about with a bunch of us reminiscing about the old *Realm of Chaos* books while working on the new *Hordes of Chaos* Armies book. One of the coolest and most characterful parts of *Realms of Chaos* were the warband rules, but the problem that I always found with them was that the warbands tended to become quickly unbalanced. This was

fine in a way, and fun to play, but rolling up a warband consisting of a couple of Goblins and a few Beastmen, and playing your mate who had two Minotaurs and a flying Chaos Spawn — well, sometimes that wasn't so much fun. So, I set about trying to put together a set of simple rules that would enable small battles to be played with Chaos warbands that had some of the randomness of the *Realms of Chaos* rules but was a bit more structured, so you could play games with relatively even forces.

While playtesting these rules, we came to the general agreement that the skirmish rules, as presented in the back of the Warhammer rulebook, were not particularly suited to the game and made it a bit too slow, particularly when your warband was quite large. So, I decided to try out using just the normal Warhammer rules, treating every model as an independent character. It quickly became apparent that to make the game run a bit faster

again, as well as making it more tactical, more changes would have to be made. We ended up making only big creatures (like Ogres) and your Champion count as independent characters, while the other models formed up into small skirmisher units, or ranked up into regiments. Playing with the normal Warhammer rules, these games proved to be quick, fun and bloody, and we have found that we could easily play a game or two in a lunch break.

Another way of looking at these rules is as a way for all you budding Chaos generals to start playing games without having to have an entire army to begin with. As your warbands and model collection grows, you can slowly start to put together an entire Chaos army.

Stop ranting and tell us how to start your own Chaos warband, I hear you say. Well, just follow these simple steps, and start to gather the makings of your own Horde of Chaos...



Two warbands clash in the Chaos wastes.

FORMING YOUR CHAOS WAR BAND

FAVOUR POINTS

Favour Points represent how much attention your Aspiring Champion is attracting from the gods of Chaos. The more battles he fights and mighty deeds that he and his warband perform, the more attention he will attract. This correlates in game terms in two ways. Firstly, Favour Points can be used to 'buy' new followers.

They are not so much mercenaries receiving payment from your Aspiring Champion, but are the followers that are becoming attracted to the Champion's warband as his fame spreads. The second way that Favour Points are represented is to reflect the number of gifts that the Gods may boon upon the Champion. In the next section of this booklet we will be explaining how to gain additional Favour Points.

You begin the game with 35 Favour Points with which to attract followers.



STEP 1 - YOUR CHAMPION

Every warband is led by a Champion of Chaos for free, and starts with the following profile:

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

Equipment: Chaos armour, hand weapon plus a choice of any two items from Equipment Table 1. May be given a barded Chaos Steed for 4 Favour Points.

STEP 2 - CHOOSE YOUR GOD

Choose which Chaos god the Champion will follow: he can choose to worship Khorne, Tzeentch, Nurgle or Slaanesh. Alternatively, he may choose to worship all the Gods equally and is said to follow Chaos Undivided. Before any game, a Champion of Chaos Undivided may choose to align himself with one of the four Greater Powers, or a Champion who is already worshipping a single God may choose to worship Chaos Undivided. Champions may only ever make one such transition, however (this could incite the rage of the God they follow, which is not a wise thing to do!)

STEP 3 - FORMING THE WAR BAND

There are two tables of followers. The first table consists of the more common Chaos followers, the second more rare and more dangerous creatures. It costs 1 Favour Point to roll on the first table, and 2 for the second. Remember to keep a tally of how much Favour you have spent. The dice roll determines what creatures/followers have approached your Champion and become available. If you choose, you can then spend the Favour Points necessary to recruit the follower/s as listed in the Favour Points per model column. On the other hand, if you cannot afford or do not wish to recruit the follower/s that you have rolled, you do not have to. For example, if you roll a 6 (Marauders) and then roll a 3 (resulting in 3 Marauders) you may choose to recruit none, 1, 2 or 3 of them

FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favour Point to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and Beasts of Chaos.)

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Marauder Horsemen	D3	3	Warhorse, light armour, hand weapon + roll on the Equipment Table 1*
4-5	Chaos Hounds	D6	1	None
6-7	Marauders	D6	1	Light armour, hand weapon + roll on the Equipment Table 1*
8-9	Chaos Warriors	D3	3	Heavy armour, hand weapon + roll on the Equipment Table 1*
10-11	Beastmen Gors	D6	1	Hand weapon. (Roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon)*
12	Roll immediately on Table 2 overleaf. You may recruit what you roll at the Favour Points indicated.			

**Note that only one roll for equipment is made and all the warriors are armed with the same weapon. For example, if you recruit four Marauders on one roll, then only one roll on the Equipment Table is made.*

as you like. If you choose not to recruit any, those Favour Points that were spent to roll on the table are lost, however, and you must spend more points if you wish to roll again on the table.

In addition, you may alter the number you roll on the dice by one in exchange for a further Favour Point.

For example, if you rolled a 11, resulting in Beastmen, you could spend 2 further Favour Points to alter the dice number to 9 so that you could 'purchase' a Chaos Warrior. In this way, you could spend your points on recruiting anyone you come across, or spend extra points to choose who you really want.

FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favour Points to roll on this table

(The special rules and characteristics of all the following models can be found in Hordes of Chaos and the Beasts of Chaos.)

2D6	Follower	Number	Favour Points	Equipment per model
2-3	Chaos Sorcerer <i>(re-roll for Khorne)</i>	1	7 <i>(9 for Tzeentch)</i>	Chaos armour, hand weapon (Lvl 1 Wizard) <i>(If Tzeentch, have a +1A and roll twice on Equipment Table 1 and choose which one you want)</i>
4	Minotaur	1	8	Hand weapon + roll on Equipment Table 2
5	Chaos Daemon	1	4	Nothing <i>(Light Armour for Bloodletters)</i> <i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>
6-7	Chosen of Chaos	1	3	Chaos armour, hand weapon + roll twice on the Equipment Table and choose which you want
8	Knight of Chaos	1	6	Chaos Steed, heavy armour, shield, hand weapon
9	Ogre	1	6	Light armour, hand weapon + roll on Equipment Table 2
10	Chaos Troll	1	9	Hand weapon
11	Chosen Knight of Chaos	1	8	Chaos Steed, Chaos armour, shield, hand weapon
12	Chaos Spawn	1	11	Nothing

Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers — see page 27 of Hordes of Chaos.

ORGANISING YOUR WARBAND

Before each game, organise your followers into small units. Units must have a Unit Strength of at least 3 if possible, and can only form into units with other models of the same type (so Warriors of Chaos can never join with Chosen Warriors of Chaos to form a single unit). For example, if you have 6 Marauders, then you could form them into two units of 3, or one unit of 6. If you had 4 Marauders, they must form into one unit. If you had only 2 Marauders, then they form into a unit of 2. Models on foot always skirmish, while cavalry or models on 40mm bases or larger, form into regular units.

Champions of Chaos and Sorcerers act as independent characters, so may join any unit freely.

Play games with your warband using all the normal rules for Warhammer — combat resolution, Panic tests, fleeing and pursuit etc. We found that tables about 4' by 4' were a perfect size, with quite a lot of scenery scattered around.



Salanthus the Dark faces a mighty Champion of Tzeentch in mortal combat.

EQUIPMENT

Most followers attracted to a warband will bring along some of their own equipment.

The equipment that they start with cannot be swapped — they will not give up their equipment and will always keep their starting equipment, though they can be given additional items as the warband progresses.

EQUIPMENT TABLE 1

(Additional rolls can be 'purchased' for individual models for 1 Favour Point, re-rolling if 'Nothing' is rolled.)

D6 Equipment

1	Nothing
2	Great weapon (re-roll for Marauder Horsemen)
3	Shield
4	Additional hand weapon (re-roll for Marauder Horsemen)
5	Flail
6	Throwing axe (re-roll for Beastmen)

EQUIPMENT TABLE 2

(Additional rolls can be 'purchased' for 2 Favour Points, re-rolling if 'Nothing' is rolled.)

D6 Equipment

1-2	Nothing
3-4	Additional hand weapon
5-6	Great weapon

STEP 4 - GET PLAYING

So there you have it — having followed the steps above, you should have a newly formed Chaos warband ready to take on other warbands in an effort to gain the attentions of the Gods. On the following page is Anthony Reynold's Chaos warband (go Slaanesh!) that I rolled up and have started playing some games with against other Studio members.

Try playing a few games with your new warband before moving onto the next section which introduces rules for advancement. With these rules you can see your Champion become more powerful as he gains the attention of the gods of Chaos. Good luck, may the Dark Gods smile on your warband, and happy bloodletting!



The warbands of Anthony Reynolds and Graham McNeill clash.

SALANETHUS THE DARK AND HIS WARBAND OF SLAANESH

I decided that my Chaos Champion was going to worship Slaanesh. I was inspired by the 'Eavy Metal Slaanesh army, which just looks so cool with its contrast of black armour and pale skin (though I was sorely tempted by the foulness of Nurgle, mainly because of the modelling possibilities). Having settled on Slaanesh, I immediately started converting and painting a Champion. It was only once I got that model finished

that I rolled for my warband, and got a nice mix of troops, though I didn't get any big monstrous creatures. Oh well, I could always recruit one later on (see the following section to see how you can make your warband grow). Already having a Chaos army of my own, it was a simple matter of picking the models to fit what I had rolled up. In between games, I have started to go back to these models and add extra detail to them, repainting

parts of them to make them look more like devotees of Slaanesh. In battle, I arrange the Chosen of Chaos with the two Warriors, and the three Beastmen together. The two Marauder Horsemen also form into a unit together (they have to in order to get Unit Strength 3). The Knight works on his own. My Champion starts on his own, and joins either the Beastmen or the Warriors, depending on where he is needed most.



Anthony Reynolds' warband is set all and ready for some serious action.

RULES FOR ADVANCING YOUR CHAOS WARBAND

In this section of *Path to Glory*, you will find the rules for advancing your Chaos warband. By fighting battles and achieving specific objectives therein, you will accumulate additional Favour Points.

You can spend these points as you did when you first created your warband to gain additional followers and equipment. In addition for every 6 Favour Points you gain, your Champion will advance. His basic characteristics may increase or he may gain special abilities, acquire new magic items or become marked by the Gods with special mutations.

This section of *Path to Glory* concludes with the rules for resolving the fate of models taken out of action during the course of your battles and for calculating the relative strength of your warband (the Warband Favour Rating) so you can see how your warband stacks up against the enemy.

Again we recommend that you play a few games using only the rules from the first section of this booklet before you incorporate the rules from the second section. Try to get a feel for the basic rules before using these rules for advancement.

But anyway, enough rambling, let the Chaos show continue!

GAINING FAVOUR POINTS

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

These Favour Points can be used to recruit more followers using the same method as was used when rolling up your warband.

BASIC FAVOUR TABLE

Playing a battle	2
Playing a battle against a warband with a Warband Favour Rating 10 or higher than your own	+5
Taking an enemy Champion out of action	2
Winning a battle	2
Winning a battle against a Warband Favour Rating 10 or higher than your own	+5
Wiping out an enemy warband (No enemy models on the table at the end of the game)	+2
Refusing a challenge	-2

UNDIVIDED FAVOUR

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

TZEENTCH FAVOUR

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

SLAANESH FAVOUR

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

NURGLE FAVOUR

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

KHORNE FAVOUR

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





Nurgle and Tzeentch warbands battle it out.

CHAMPION ADVANCEMENT

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

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

A Champion of Chaos can never exceed the characteristics shown below. Any further advancement rolls are wasted.

	M	WS	BS	S	T	W	I	A	Ld	
Champion	6 ¹	8	0	5 ²	5 ³	4 ⁴	8	5	9	¹⁷ for Champions of Slaanesh ²⁶ for Champions of Khorne, ³⁶ for Champions of Nurgle, ⁴⁵ for Champions of Nurgle.

UNDIVIDED ADVANCEMENT

2D6 Result

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

CHAMPION ADVANCEMENT TABLE

2D6 Result

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

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

NURGLE ADVANCEMENT

2D6 Result

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



Two mighty Champions confront each other.

SLAANESH ADVANCEMENT

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

KHORNE ADVANCEMENT

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

TZEENTCH ADVANCEMENT

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

MUTATED INTO A SPAWN

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

MUTATIONS

If your Champion has gained a mutation, roll a D6 to see what mutation he has been gifted with (remember that your dice roll may be altered with Favour Points). However if a model gets 5 mutations (9 for Tzeentch), he is turned into a Chaos Spawn.

D6 Result

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

MODELS TAKEN OUT OF ACTION

After a game, roll a dice for each model that has been removed from the table as a casualty during the game. On the roll of a 1, they are dead, and are removed permanently from the warband. On any other result, they recover from their injuries and may fight in the next battle as normal. However, you may spend 1 Favour Point to re-roll this dice, although the second roll stands; so if you roll another 1, you are stuck with it. (See the extended Injury table in section four: Rules for Fighting with Chaos Warbands, for your Champion).

WARBAND FAVOUR RATING

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

Eg, a warband consists of:

- The Champion (6 points)
- Barded Chaos Steed (4 points)
- A Chaos Knight (6 points)
- Three Marauders (3 points)
- A Chaos Warrior (3 points).

It has also had one Advancement roll (2). So, the total Warband Favour Rating is 24.

So there we are! Once you have got used to playing with the rules from the first part of this booklet, implement what you have learned from this second section of *Path to Glory*, and you will then be well on your way towards rising to greatness in the eyes of the Gods! Once you have mastered these first two bits, you will be ready to start increasing the size of your warband through some smaller battles and skirmishes, which is what we cover in section four: Scenarios for use with your Chaos Warbands.



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

RULES FOR FIGHTING WITH CHAOS WARBANDS

The powers of Chaos offer great rewards to those warriors who fight victoriously in the name of the Dark Gods. Their Champions are bestowed with gifts with which to further glorify their chosen deity, all in the hope of one day themselves achieving immortality in their quest for Daemonhood. Be it physical or psychological, these gifts of the Gods can enable a Champion to wreak havoc on his enemy single-handedly.

In *Path to Glory* each player takes control of a Champion of Chaos and his warband and battles against their rivals. The players fight each other and the winning Champions gain the favour of their patrons and are rewarded for their service. As Champions grow in strength, followers flock to their warbands and they become more and more powerful. The ultimate aim for these powerful Warriors is to achieve immortality and become Daemon Princes.

Chaos offers powers to the ambitious, to the adventurous and to those who thirst for conquest and glory. To some, Chaos offers hope in an unfair world where wealth, justice and happiness are the domain of a privileged few, and where the only escape from starvation and persecution lies in the favours of Chaos; for they believe Chaos judges only on merit and rewards their faithful followers accordingly.

In this section of *Path to Glory*, I will introduce some expanded rules to enhance your games. First off, I will present a new bunch of tables for mutations specific to the main Chaos powers. Thanks go to Phil Kelly for these, who was inspired to create these tables after starting his own Tzeentch warband. Secondly, I will introduce expanded rules for injuries, giving more of a realistic feel to your warband as they suffer debilitating injuries or get hit in the head once too often and go bonkers. Enjoy!

CHAOS GIFTS

Mutations – Roll a D6 to determine what mutation has been gifted, rolling on the table that is appropriate for the Warrior's Chaos allegiance. The dice roll can be modified up or down by 1 point per Favour Point expended. Duplicates must be re-rolled.

NURGLE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Nurgling Infestation:** The Warrior's body is infested with tiny daemons of Nurgle that can swarm from the dripping orifices in his body. Once per game he may direct them to attack an enemy. At the start of any Shooting phase, choose a single target within 2" of the Warrior, even if either model is in combat. The target suffers an automatic Strength 3 hit.
- 3 **Torrent of Foulness:** The Warrior can vomit forth a stream of maggots, pus and slime at his foes. He may use the Breath Weapon template once per game in the Shooting phase; all models completely covered by the template suffer a Strength 2 hit with a -1 to saving throws. Models partially under the template suffer a hit on a 4+.
- 4 **Volcanic Pox:** Boils on the Warrior's skin burst violently and continually, with gruesome results for anyone close by. In any combat that results in a draw, the Warrior with Volcanic Pox will win the combat by 1 (as if he were a Musician).
- 5 **Secondary Jaws:** The Warrior has a snapping, drooling maw that can shoot out of his own and gift his enemy with the Kiss of Nurgle. The Warrior gains a special attack at Strength 2 which always strikes first, even before charges. If another model has the ability to strike first, the model with the highest Initiative prevails. There are no Armour saves against this attack.
- 6 **Massive Bulk:** The Warrior bulges out of his armour that splits under the strain of his enormous mass. He gains +1 Toughness, and suffers -1 Movement. If the model is mounted, his mount suffers -1 Movement.

TZEENTCH

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Petrifying Gaze:** The Warrior's gaze can cause his opponents' bodies to turn to stone. The gaze is a Bound spell with Power Level 3 and range 8" (needing line of sight, naturally). Any model it affects must pass an Initiative check or stay in place for the remainder of the game. They may not be harmed and can do nothing for the entire game. After the game they recover automatically, and so do not roll on the Injury table.
- 3 **Distended Maw:** The Warrior can dislocate his mouth to an incredible extent. If he hits and wounds with three or more of his attacks against a single target, the opponent is swallowed whole and removed from play with no saving throw, Ward save or Regeneration possible. After the game, roll on the Injury table as normal for the swallowed model.
- 4 **Tendrils of Tzeentch:** The Warrior has thick, ropey tendrils waving around his body that can manipulate the Winds of Magic. A Wizard with this mutation may re-roll any 1s rolled when casting. The second result stands, even if a further 1 is rolled. This second result may cause Irresistible Force and Miscasts.
- 5 **Protean Form:** The Warrior's substance constantly flows, remoulding itself in ever more bizarre, alluring or horrific forms, and minor wounds merely disappear into the streaming flesh. A model with this mutation has the Regeneration ability.
- 6 Roll once on this table (re-rolling results of '1' and '6') and once on the Chaos Undivided Mutations table.



Mourdark the Blooddrinker leads the charge against a rival warband.

KHORNE

D6 Result

- 1 Roll on the Chaos Undivided Mutations table.
- 2 **Bloodfever:** The ruddy mist that surrounds the Warrior induces frenzy in those nearby. The model is subject to frenzy. In addition, any model, friend or foe, that is within 2" of the Warrior at the start of their Movement phase becomes subject to frenzy for the remainder of that turn.
- 3 **Burning Blood:** Any enemy taking the Champion out of action suffers an automatic S3 hit with no Armour save allowed.
- 4 **Deafening Bellow:** The Warrior can cry the name of his God at such volume even the ground shakes. Enemy models in base contact suffer -1 to hit the Warrior on the turn that he charges.
- 5 **Spellgreed:** Each spell cast at the bearer merely fuels his unstoppable anger, the arcane energies coursing through him adding to his Strength. He gets +1S for each spell cast at him, successful or not, for the remainder of the game. This may take him over his maximum Strength value.
- 6 **Mighty Blow:** The Warrior may choose to attack with a single attack at +2 Strength (added after other benefits, from weapons etc) rather than his normal number of attacks. If he chooses this attack, he may not benefit from using a shield in that turn.



A Sorcerer of Chaos, replete with the Tendrils of Tzeentch gift. This enables the Sorcerer to re-roll any 1s when casting.



A Champion of Nurgle, bulging out of his armour that splits under the strain of his enormous mass. He gains +1 Toughness, and suffers -1 Movement.

SLAANESH

D6 Result

- 1 Roll on the Chaos Undivided Mutation table.
- 2 **Pendant of Slaanesh:** A pendant grows from the Warrior's flesh, and pain merely infuses the Warrior with renewed vigour. Whenever the Warrior suffers a wounding hit (whether he saves it or not) he will immediately make one attack on the model that wounded him, rolling to hit and wound with his basic WS and S.
- 3 **Word of Pain:** Slaanesh has gifted the Warrior with the ability to speak one of the true words of pain. He can whisper it to any foe in base contact during the Shooting phase. That model must pass a Ld test or take a wound with no Armour saves allowed.
- 4 **Hellshriek:** Once per game, at the start of any Magic phase, the Warrior can emit a screech that blurs reality and the Realms of Chaos for a split second. All Wizards on the board immediately suffer a Miscast.
- 5 **Conjoined Familiar:** The Warrior has sprouted a Familiar of Slaanesh from his body. He counts as a level 1 Wizard with one randomly determined spell. If he was already a Wizard he gains an extra spell.
- 6 **Serpent Body:** The Warrior's lower body has mutated into that of a serpent's. Gains +1 Movement and +1 Initiative (can exceed usual maximum M and I).

INJURY TABLE

D6	Result
11-13	Dead.
14-15	Captured: The Warrior is captured by the enemy warband, and is sacrificed to their God. The enemy warband gains +1 Favour Point.
16-21	Multiple Injuries: Roll a further D6 times on the Serious Injury table, re-rolling any 'Dead', 'Captured' and further 'Multiple Injuries' results.
22	Leg Wound: -1 Movement (if the model was riding a steed, roll a further D6: 1-3: Steed loses 1 Movement, 4-6: Rider loses 1 Movement).
23	Arm Wound: Roll a D6. <ul style="list-style-type: none"> 1 Severe Arm Wound The arm must be amputated. The Warrior can only use a single one-handed weapon from now on. 2-6 Light wound Miss next game.
24	Madness: Roll a D6: <ul style="list-style-type: none"> 1-3 The Warrior suffers from Stupidity. 4-6 The Warrior suffers from Frenzy.
25	Smashed Leg: Roll a D6: <ul style="list-style-type: none"> 1 The Warrior may not make march moves anymore, but may still charge. (If the model was riding a steed, roll a further D6: 1-3: Steed suffers the penalty, 4-6: Rider suffers the penalty). 2-6 Light Wound Miss next game.
26	Chest Wound: -1 Toughness.
31	Blinded in one eye: Randomly determine which eye -1 BS. If the Warrior loses all its eyes, it must retire from the warband.
32	Old Battle Wound: Roll a D6 at the beginning of each game. On a 1 the Warrior must miss the battle.
33	Nervous Condition: -1 Initiative.
34	Hand Injury: -1 Weapon Skill.
35	Deep Wound: Must miss the next D3 games.
36-61	Full Recovery
62-63	Bitter Enemy: From now on the Warrior Hates the following (roll a D6): <ul style="list-style-type: none"> 1-2 The Champion of the enemy warband. 3-4 The entire enemy warband. 5-6 All warbands devoted to the Chaos Power that the enemy warband is aligned to (re-roll if they worship the same power).
64	Hardened: Immune to Fear.
65	Horrible Scars: Causes Fear.
66	Survives against the odds: + 1 Favour Point.

MODELS TAKEN OUT OF ACTION

This is an expanded Injury table that you might like to use when your models are 'killed' in a game. In our Studio campaign, we only used this table for our Champions (keeping things simpler), but if you want a more detailed game, you could extend this to all your models.

To use the Injury table, roll 2D6. The first dice represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36 etc. This type of dice roll is referred to as a 'D66 Roll.'

Favour Points can be used to alter the result of this table - it costs 2 Favour Points to alter the first dice rolled (tens) and 1 Favour Point to alter the second (units).

CHAOS UNDIVIDED

D6	Result
1	Acid Ichor: The Warrior can spit a thick ichor of poison and acid at his foe. One of his attacks is always at S4 with no Armour save allowed.
2	Tentacle: Roll a D6: <ul style="list-style-type: none"> 1-2 A tentacle replaces one of the Warrior's arms. May not carry a weapon or shield in this tentacle. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1. 3-5 A tentacle sprouts from the Warrior's body. May grapple with a single opponent, forcing him to lose one attack of the mutant's choice, down to a minimum of 1. 6 An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!). Comes with a hand weapon.
3	Extra Arm: An extra arm has sprouted from the Warrior's body. The Warrior may carry an additional single-handed weapon giving him an extra attack, or carry a shield in his extra hand (a model may only ever carry one shield!). Comes with a hand weapon.
4	Cloven Hooves: The Warrior's legs end in cloven hooves. The Warrior gains +1 Movement (cannot be combined with Serpent Body).
4	Horns: Mighty horns sprout from the Warrior's brow. When charging, the model gains an additional attack, which adds +1 to the model's base Strength value.
5	Bestial Visage: The Warrior's face is twisted into a bestial or daemonic visage. The model causes Fear.

Over the page you will find a selection of different scenarios for you to re-enact in your own *Path to Glory* campaigns. Through these smaller battles your army will grow, so remember, show no mercy, and may the Gods be with you...

WARRIORS OF THE PUS by Space McQuirk

Below, we take a look at how Space McQuirk's Nurgle warband came about...

Space: Nowadays I find it difficult to pick up a figure without attacking it with a pair of clippers. It's not that I don't like the models, far from it. The current range of Chaos rates high amongst my all time hallowed favourites, but more than anything I love the idea of owning a truly unique collection.

With this in mind Nurgle seemed to be an obvious choice for my warband. There are endless possibilities to make the models look grotesque, but it was

when I rolled up a Minotaur that my warped mind began to work on overtime. I wanted him to be absolutely repulsive, so using Green Stuff I sculpted a huge belly on the beast, detailing it with even more foul additions.

The Chaos Warriors were converted using Zombie heads to give them a really diseased and rotten appearance. Having always thought that Nurgle suits a rather direct and unsubtle approach I was pleased to roll Great weapons for my Chaos Warriors. To my great joy it meant converting the figures, and there is something about a dirty, spiky mace that fits in well with Nurgle.

I used this spiked mace as a running theme for the warband. I find once you have a theme, go with it as often as you can. I've used bellies, maces, and Zombies, combined with a dark and dirty palette to make my force look cohesive. The boys have proven deadly so far, undefeated on the battlefield and helped by advancement rolls that have obviously been blessed by my patron deity. I relish my next fight but, at present, no one seems willing to take me on. Come and have a go if you think you're hard enough!



SCENARIOS FOR USE WITH CHAOS WARBANDS

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

Path to Glory allows you to fight small-scale games of Warhammer with Chaos warbands, and allows your warband to grow and gain more experience as you fight more games. It is a good way of playing games if you haven't yet got enough models for a full-scale Warhammer battle, or just as a fun game to play if you have an hour to spare. The basic rules for generating a warband have been covered in the first two sections of this booklet, so now you should be ready to move on...

So what's in this section? Well, there are a bunch of warband scenarios, allowing you to do more than just the standard 'line up and bash them' fight — as fun as that is, it's nice to occasionally try something a little different. Also there is a mini battle report fought between Anthony Reynold's Slaanesh warband and Space McQuirk's rotting Nurgle boys. Later on in this booklet you will find a roster sheet making it easy to see how much Favour your warband has, and keeping everything neat and tidy.



Anthony and Space clash once more on the battlefield.

WARBAND SCENARIOS

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

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

1 PITCHED BATTLE

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

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

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

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

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

2 DEFEND THE STONES

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

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

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

Starting the game: The attacker has the first turn.

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

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

3. BREAKTHROUGH

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

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

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

Starting the game: The attacker has the first turn.

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

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

4. TAKE AND HOLD

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

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

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

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

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

5. SURPRISE ATTACK

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

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

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

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

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

In the next section of *Path to Glory*, we show you what happened when four of us got together and fought out a bloody battle in a savage attempt to take control of the Chaos Temple! Once you have played a few of the smaller scenario's listed in this section, you should be ready for some full-scale battles yourself! On the following two pages is a battle report to whet your appetite...



This is how Anthony's warband currently stands.

CLASH OF THE FAVOURED

KOL SHAARGOL RAIDS INTO THE REALM OF YABRA FOULSTINKA

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

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

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



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

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

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

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

Seeing the Marauders stuck out in the open, the Daemonettes, Kol Shaargol and the Warriors declared a charge against them. I hoped that I could destroy them, and that my overrun or pursuit move would take me out of line of sight of Space's Champion and the dreaded 'Belly'. Meanwhile,

my Marauder Horsemen failed to rally and raced off the board. Darn. The Beastmen, however, did manage to rally and turned to face the angry-looking Minotaur.

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

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

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

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

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

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



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

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

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

POST GAME SEQUENCE

Adding up the Favour Points our warbands had earned from the game, we found that my warband was a clear underdog, for Space's warband was more than 10 Favour Points larger than my own. Because of this, I gained 5 Favour Points from the game, while Space gained 6. Space had gained enough Favour Points from the game to give his Champion an Advancement Roll — he gained an additional Attack. Yikes! I would be even more careful about

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

As I had stored up a few Favour Points from previous games, I had enough Favour to roll on the Second Table. Rolling the dice to see what I could get, I got double 1s. A Sorcerer! Cool! And I already had a Slaanesh Sorcerer painted up as well!

Space's warband gained an Ogre — his warband was now easily the most powerful in the group. I think I might have to try and secure myself an ally and gang up on this upstart Nurgle warband in the near future...

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



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

MULTI-PLAYER RULES

The sections in this *Path to Glory* booklet describe the rules for creating a Chaos warband led by a powerful Champion, taking it through battles against rivals — the Champion gaining mutations and blessings along the way, as well as attracting more followers.

Following are the rules for a multi-player warband battle, and a short battle report to see what happened when four warbands from the Studio met...

THE CHAOS TEMPLE

An ancient temple dedicated to the Chaos gods has been discovered. Word has spread quickly, and several warbands have converged on its position, determined to claim it as their own. Rumours have it that in the centre of the Temple is the sarcophagus of a mighty Chaos Champion who was killed in battle in ages long past. Who knows what treasures might have been entombed with him...

TABLE SET-UP

Use a table at least 6' x 4'. Set up the Chaos Temple in the exact centre of the board (it should be around 1' by 1').

DEPLOYMENT

Before the game begins, make a counter for each player with a number written on it. So, if there are 6 players you will need 6 counters numbered 1 to 6 (alternatively, you might like to use a pack of cards, shuffling the numbers 1 (ace) to 6, or roll a dice).

Each player draws a counter. This is the order that the players setup their warbands. Warbands can be set up anywhere at least 16" away from the Temple itself. All models within the warband must be within 6" of the Champion if at all possible. In addition, no model may be placed within 8" of an enemy model.

STARTING THE GAME

At the beginning of each turn, each player again draws a counter. The number indicates which order they take their turn in. Once the order of play has been established, players take their turns as normal. The above procedure is repeated at the beginning of each following turn.

ENDING THE GAME

Unlimited turns. From Turn 6 onwards; if at the start of a player's turn he has at least one model within the Temple, and there are no enemy models within it, he automatically wins.

If there is only one player left with models on the board (if all the others have been wiped out or routed) then he is automatically the winner. Note that if all players flee in the same turn, then the scenario is considered a draw and no one gets any bonus for winning. A player may elect to voluntarily rout at the beginning of any of his own turns, and his models are all removed from play.

All warbands that take part in the game get 4 Favour Points rather than 2 for playing this battle.

SPECIAL RULES

Each game turn is a little different from normal games. Follow the steps below:

- 1 Movement phase.** Randomly determine the order of movement, and each player then moves their models.
- 2 Magic phase.** This is a single phase in which all players may cast and dispel. (See below for details.)
- 3 Shooting phase.** This is a single phase in which everyone may shoot. (Randomly determine the order.)
- 4 Combat phase.** (See below for details.)

MAGIC PHASE

The Magic phase works a bit differently than it does in a normal game. Basically there is a single combined Magic phase in which everyone gets to cast and dispel spells, but this Magic phase happens after every player has had their turn.

Start by working out the Casting dice and Dispel dice that everyone gets. This is done as normal, but gives each player the Power dice he'd normally have in his own turn, and the Dispel dice he'd have in his opponents. Eg, a warband with a level 1 wizard would get three Power dice and three Dispel dice. Make sure you keep these separate so you know which are your Dispel dice and which are your Power dice, possibly by using different coloured dice. If you want to dispel something which is already in play, then you can do so once everyone has finished casting, although you can only use your Power dice. Note that you may not do this to dispel a spell that was cast that turn — you'll have to wait until next turn if you failed to stop it when it was cast.

Draw a counter to see the order of casting. When it is his turn a player can cast one spell. Then, starting with the player on his left, the other players declare how many Dispel dice they will use to dispel it. These are all placed in the middle of the table, and once everyone has had the opportunity to place dice in, the last



Three Chaos warbands battle it out for control of the Temple.

person to put dice in rolls them. If someone uses a Dispel scroll or equivalent, then everyone gets their dice back. When the spell has been dispelled or cast, the next in line (ie, with the '2' counter) gets to cast a spell in the same manner. Once everyone has had the chance to cast, place the counters back in the cup, and draw them again (so long as somebody still has spells to cast). A player cannot cast if he has already passed on an opportunity to cast in that same Magic phase. A player may use a Bound item in any of his magic turns, but cannot cast a spell and use a Bound item at the same time. When all Power dice and items have been used, the Magic phase is finished.

TARGETING MODELS IN COMBAT

A model with a missile weapon (or a magic missile) may target models in close combat so long as there are no friendly models in the combat. Roll to hit as normal, then randomly determine who is hit. Eg, if there are five models in combat, give each model a number and roll a dice to see which is hit (re-rolling 6s).

CLOSE COMBAT PHASE

After everyone has moved their models, cast spells and fired missile weapons there is one general Combat phase. These combats can turn into really messy fights involving several different enemy units fighting each other, so I've put together a set of rules to try and make them a bit simpler.

Basically, follow these steps to work out what happens in multiple combats:

1. Work out the combat results, with models fighting in the order they charged. For models that did not charge, work out the order of attack in the normal fashion.
2. Once all fighting has taken place, work out each individual side's Combat Resolution. The side with the highest Unit Strength gets the +1 Outnumbering bonus (they do not have to outnumber all the enemy models combined). In the case of a draw, nobody gets the Outnumbering bonus.
3. Each side, except the one with the highest Combat Resolution, must take a Break test, comparing their own Combat Resolution to the highest in the combat.
4. Once all the units that are fleeing have done so, randomly determine the order that units may elect to pursue in. A unit may only pursue if there are no enemy models in contact. Resolve this fleeing and pursuit carefully (remember, units will flee away from the enemy unit with the highest Unit Strength that it was fighting), because this may often generate new combats.

These multiple fights will sometimes lead to very strange and messy situations, so players will have to use their common sense to make them work. If in doubt, roll a dice!



A Champion of Slaanesh defends the casket from the followers of Tzeentch.

AND TO THE VICTOR GO THE SPOILS

Whoever wins the scenario gets to open the casket (within the Temple). In addition, the winner receives an additional 4 Favour Points (on top of the normal bonuses for winning, etc) for claiming the Temple for their own God.

To determine what is discovered within the casket, roll a D6 and consult the table below (the item must be given to the warband's Champion, even if he was taken out of action):

- 1 **Soul of the Damned** – The black spirit of the entombed warrior reaches from his grave and grasps the Champion, dragging him to the Realm of Chaos... Fortunately, this is merely an inconvenience to the Champion, and he spends the next few weeks travelling out of the twisted realm to find his warband, becoming infused with Chaos energy on his journey.
The Champion must miss the next D3 games (no other warrior in the warband may step into the role of leader while the Champion is away). In addition, he counts as having rolled the '12' result on his relevant Power Advancement Table twice, and has started down the path (or continued further along the path) to becoming a Daemon Prince.
 - 2 **Blade of Blood** – The Blade of Blood was forged by evil sorcerers and quenched in the blood of vampires. It retains a vampiric ability to sap the strength of its victims by draining their essence.
For each unsaved wound that the Blade of Blood causes, the wielder may take a Strength test. If the test is passed, the wielder gains +1 Wound for the remainder of the game. This may not increase his Wounds value above double its normal number of Wounds. If the test is failed, the wielder loses one Wound.
 - 3 **Bane Shield** – The Bane Shield discharges a magical blast every time it is struck, rebounding the enemy's attack back at them.
The Bane Shield is treated exactly as a normal shield. In addition, for each successful Armour save in close combat, the shield inflicts a Strength 4 hit on the model that struck the blow.
 - 4 **Soul Cleaver** – This blade was forged over a fire of starving souls. Its edges are worked into a thousand tiny mouths, each studded with spiny teeth and rasping tongues. When it strikes a victim, its vitality is drained away by the Soul Cleaver's dark magic. Any model wounded by the Soul Cleaver (after saves etc) must pass a Toughness test or suffer an additional wound (with no saves allowed).
 - 5 **Helm of Many Eyes** – This ornate helm has no eyeholes, but is covered with wrought eyes all over its surface which, it is said, can see into the souls and minds of men.
The wearer always strikes first in close combat, even if charged or armed with a weapon that normally strikes last. If any of the wearer's opponents also strike first, revert to normal Initiative. The model is also subject to Stupidity (even if immune to psychology) due to the random and conflicting images that confront him.
- Warrior Familiar** – A pendant is found which contains the spirit of a Warrior Familiar.
- 6 It accompanies its master and fights to protect him, usually taking the form of a diminutive Chaos Warrior or tiny monstrous creature.

At the beginning of the Close Combat phase, before blows are struck, the Familiar inflicts one Strength 5 hit on a single model chosen by the warrior from amongst those in base-to-base contact. Wounds inflicted do count towards combat resolutions.

WHEN CHAOS COLLIDES

Four Chaos warbands and four disturbed players leading them, all with the same goal — to claim the Chaos Temple and its treasures for themselves. What resulted was a bloody game, where no mercy was expected or given, and where, in true Chaotic style, alliances were formed and broken just as quickly. Old rivals all, Phil Kelly, Graham McNeill, Dylan Owen and Anthony Reynolds brought their warbands along to duke it out. There can be only one...

Even before the warbands had been set up, dubious alliances began to emerge. Graham's Khorne warband and Anthony's Slaanesh warband had a deep-rooted enmity, while Phil, in pure Tzeentch fashion seemed content to try and ally himself with all. Dylan's large Undivided warband seemed uninterested in alliances, preferring to go straight for the kill (possibly his Champion is beginning to lean towards Khorne?).

Almost immediately, Ant's Slaanesh warband came under the attention of both Dylan's sizeable force, and a strong contingent of Graham's followers (who had appropriately begun the battle around an immense skull), including his powerful Khorne Champion. Others of Graham's force headed towards Phil's Tzeentch followers, who climbed onto a strong defensive position on top of a pile of rocks. In an attempt to avoid being crushed between two warbands, Anthony moved most of his men behind the rocky hill, leaving him to face just Graham's



The four disturbed players...

Warriors, while his fast moving Mounted Marauders and Knight tried to line up a good charge against Dylan.

While Graham's Knights moved in behind Phil's defensive position, Phil's monstrous Ogre, mutated Hound and Beastmen crept towards Graham's slower foot troops. Kicking their steeds forwards, Ant decided to grab the initiative and attack Dylan with his Knight of Chaos and Mounted Marauders. Moving after Ant, Dylan countercharged with his Beastmen, thus kicking off the fighting. First blood went to Ant, killing a pair of Hounds, and losing a Marauder to Dylan's Beastmen Gors, resulting in a draw.

Ant's Sorcerer climbed to higher ground, gaining a protected position to cast spells from. Seeing the Khorne Champion readying himself to charge, Ant cast *Titillating Delusions* on him (with

Irresistible Force!), forcing the Champion to move towards an illusion (probably a particularly attractive skull) in the middle of Phil's warband, thus drawing the powerful fighter away from his own troops.

Meanwhile, Phil's Champion directed a burst of *Red Fire* towards Graham's Marauders. Confidently, Graham placed his two Dispel dice into the Dispel pool. Grinning evilly, both Ant and Dylan threw in all their dice — resulting in a double 1 — so that the spell got through. Graham's face grew redder so that he began to resemble Khorne himself as his Marauders were all slain by the spell.

Ant suddenly found himself under attack from all sides, as Graham got the first turn for the third time running, charging with his Beastmen, Warriors and Bloodletter. Dylan snuck his warband closer to the Chaos Temple, while other Marauders prepared to enter the ongoing combat with Ant. Launching themselves forward, Ant's Daemonette and Slaanesh Champion entered the fight with Graham's Khorne devotees. In a spectacular display of poor dice rolling, Graham managed to kill only a single one of Ant's models, losing five in the process. His Warriors fled and were cut down, while his Beastmen fled out of range of their pursuers. In the following turn, Graham's Beastmen were chased off the table by Ant's blood-hungry Gors.

On the other side of the battlefield, Phil charged his Ogre and Hound towards Graham's Ogre for a big-guy showdown. Phil's Ogre wounded his opponent, taking no wounds in return, forcing Graham's Ogre to flee, only to be run down by the Chaos Hound.

Worse was to follow, for Phil's Ogre and Hound overran straight into the side of Graham's Knights. In the following round of combat, one of the Knights was chopped down, and the remaining one was forced to flee from the fear-causing Ogre.



A mighty Champion of Khorne leads his Warband.

Not a good day for Khorne — by this, the fourth turn, all Graham had left was his Champion, and that Champion was moving towards Phil's entire warband under the compulsion of his *Titillating Delusions*.

Meanwhile, Dylan threw more of his troops into the combat against Ant's Knight and remaining Marauder Horseman, and managed to tip the scales, running down the Slaaneshi followers. Ant's Daemonette killed a stray dog of Dylan's before being chopped apart and sent back to the Realms of Chaos by Dylan's enraged Minotaur. Dylan was starting to look like a strong contender, with loads of untouched models lurking ever closer to the Chaos Temple.

In an attempt to lure Graham's frenzied Khorne Champion into a trap, Phil placed his Marauders in his path, and lined up his other models to countercharge. He hoped to flee with the Marauders, leaving Graham's Champion vulnerable to a flank charge. Unfortunately for Phil, he rolled low on his fleeing roll, and the Marauders were crushed underfoot by the frenzied Khorne Champion. However, Phil managed to salvage some comfort when his Tzeentch Champion wounded the Khornate hero with a throwing axe.

Ant's great weapon-wielding Slaanesh Champion, accompanied by his Warriors, hurled himself into the fray against Dylan's Marauders. They managed only a draw, and Dylan moved his entire warband into a position to crush the Slaaneshi worshippers once and for all. Cunningly moving his Slaanesh Champion within his unit, Ant tried to avoid Dylan's Minotaur making mincemeat of his leader. However, the Chaos gods did not smile on such cowardice, and a pair of Dylan's Marauders managed to slay the Slaanesh leader with their flails. The Slaanesh Warriors, seeing their leader cut down, fled, and were trampled into the ground. The first Champion had fallen!



Bloody combat erupts outside the Temple.

Though his chances at winning were now all but blown, Ant attempted to disrupt things a little by casting *Titillating Delusions* on Phil's Beastmen who had managed to creep into the Temple itself. In their next phase they would be running out of the Temple towards an illusion on a far away table edge!

Managing once again to move before anyone else, Graham sent his frenzied Champion charging into Phil's Ogre. Countercharging, Phil's Champion and Warriors smashed into the Khorne Champion. Graham's character managed to wound both Phil's Champion and Ogre, yet Phil made both saving throws! In return, two wounds were scored on the favourite of Khorne (luckily he had three due to an earlier blessing of the Gods). Nevertheless, the Khorne hero legged it, outrunning Phil's warband which was in close pursuit. Strangely, the fleeing Khorne Champion ran right into the centre of the

Chaos Temple. Suddenly it looked a lot busier around the objective!

Ant still had a few Beastmen lurking closer to the Temple, but Dylan quickly got rid of them, smashing them into the blackened ground with his blood-crazed Minotaur.

Going into the last turn, there were several contenders for the Temple objective, as Phil, Graham and Dylan all had models within it. Graham was praying to once again move first, giving him a chance to rally with his Champion while still on the objective. With bated breath, the players drew counters. At the most inopportune time, Graham pulled out the '4' counter, and so would be taking his turn after everyone else. With an evil grin, Phil chased the Khorne Champion out of the Temple and out of the running. In what was to turn out to be the final, bloody showdown, most of Dylan's warband charged Phil's in an effort to claim it for Chaos Undivided. In the ensuing, bloody combat, Dylan's Marauders slaughtered Phil's Hound, and his Undivided Champion scored two wounds on the Tzeentch Ogre, who turned and fled from the Temple.

And with that, the game was over! Bodies were strewn all over the battlefield, and damn had it been fun! Counting up the Unit Strength of the models that Dylan and Phil still had in the Temple, Dylan and his Chaos Undivided warband was the winner! Pushing open the sarcophagus, Dylan's Champion was gifted with a vicious Warrior Familiar (which he has promptly started to model onto his Champion), making him an even nastier prospect to face in close combat.

This was a great fun game that took only a morning to play. If you have a few friends with whom you have been playing Chaos warbands, then why not give it a try — it's certainly something a little different, and not knowing who will move next adds a tense, random element into the equation; highly fitting for Chaos!



The warbands fight for control of the casket.

BEASTMAN Warbands

As the coming Chaos incursion grows nearer, more and more warriors have begun battling against each other in an attempt to gain the attention of their gods. This is not only taking place in the far northern wastes, but even in the midst of the lands of Men, Elves and Dwarfs. With the release of Beasts of Chaos, I was given the opportunity to expand on Path to Glory by creating a new warband list! Most excellent! Now you are free to have a warband consisting entirely of Beastmen and the other twisted creatures of Chaos that dwell within the dark forests of the Old World...

To create the Beasts of Chaos warband list, I've come up with two new tables to recruit followers for Beastmen Champions. These reflect the differences between them and the other followers of Chaos, obviously with more of a focus on the Beastmen themselves. In the same way, the chance of rolling Minotaurs on the Beast Followers Table 2 is much greater than on the normal Followers of Chaos Table 2, for they are more frequently seen amongst Beastmen than other Chaos warbands.

I've also started thinking about Chaos warbands fighting deep in the realms of Chaos – where the landscape itself shifts and changes, where legions of Daemons march freely and the rules of the world are

altered. When I get a chance, I'd like to put pen to paper to get some of these ideas down. Daemonic champions and their daemonic minions vying against each other – hmmm. But anyway, I'm getting away from things. Here are the rules for Beastmen warbands. If you haven't already started a Chaos warband of your own, this might be a good chance to join the fun. And for existing players, here is a chance to fight some new, rather different up and coming Champions, or even perhaps time to start an entirely new warband. You never know, as your warband expands, your Champion could end up leading an army in the coming war...

BEASTS OF CHAOS Warbands Notes

Beast Champions follow the normal rules for gaining Favour Points, for Champion Advancement, etc.

Ungors and Gors may join together in the same unit (against missile fire, the Ungors will always be hit first.)

The mutation 'Cloven Hooves' must be re-rolled (They've already got them!).

Follow the normal rules for starting a warband (Choosing a Chaos power, etc.)



A mighty Beastman Champion of Chaos



Bray-Shaman, practioner of the Dark Arts

BEASTMAN CHAMPION

	M	WS	BS	S	T	W	I	A	Ld
Beastmen Champion	5	5	3	4	4	2	5	2	7

Equipment: Heavy armour, hand weapon plus choice of any two items from Equipment Table 1.



The Beastlord Ghorkhan gazes upon his territory.

WHEN TO STOP?

It's up to you how far you want to take your warband. If the warband is getting so big as to make games unwieldy, it might be time to start a new warband – you might even like to take a follower from your current warband and have him go off by himself and start a warband of his own. Some people have expressed concern over Champions becoming so powerful that they can demolish warbands on their own – good! Obviously their quest for glory goes well! If you are finding that such characters are too overpowering, however, it is a good indicator that

it might be time to retire the warband (though of course it might appear from time to time to face a particularly powerful rising warband). At the end of the day, what I would like to stress most of all is that this is meant to be fun – it's not a serious, completely balanced tournament rules set – it was made so you could have fun with a group of like-minded players. If you want to make up extra rules, restrictions and scenarios, then do it! Enjoy your games, make up narratives to go along with them, and make up quirky rules or more mutations if you like. May the powers of Chaos smile upon you...



An unruly herd of Beastmen Gors.

BEAST FOLLOWERS OF CHAOS - TABLE 1

Pay 1 Favour Point to roll on this table

(The special rules and characteristics of all the following models can be found in the *Beasts of Chaos Armies* book).

2d6	Follower	Number	Favour Points	Equipment
2-3	Centigor	D3	3	Spear, light Armour (Roll a dice. On a 1 or a 2, they have a shield).
4-5	Chaos Hounds	D6	1	None.
6-7	Ungors	D6	1	Hand weapon, spear (Roll a dice. On a 1 or a 2, they also have a shield).
8-9	Gors	D6	1	Hand weapon. (Roll a dice. On a 1-3 they also have a shield, on a 4-6 they have an additional hand weapon).
10-11	Bestigor	D3	2	Heavy armour, great weapon.
12	Roll immediately on Table 2 below. You may recruit what you roll at the Favour Points indicated.			

BEAST FOLLOWERS OF CHAOS - TABLE 2

Pay 2 Favour Points to roll on this table

(The special rules and characteristics of all the following models can be found in the *Beasts of Chaos Armies* book).

2d6	Follower	Number	Favour Points	Equipment
2-3	Bray-Shaman	1	7	Bray-staff (level 1 Sorcerer).
4	Chaos Daemon	1	4	Nothing (light armour for Bloodletters).
<i>Bloodletter, Plaguebearer, Daemonette, Horror or Fury dependant on aligned Chaos Power.</i>				
5	Chaos Troll	1	9	Hand weapon.
6-7	Minotaur	1	8	Hand weapon + roll on Equipment Table 2.
8-9	Chaos Ogre	1	6	Light armour, hand weapon + roll on Equipment Table 2. (Roll a D6. On a 1 or a 2, their light armour is replaced with heavy armour).
10	Roll immediately on Followers of Chaos – Table 1 (ie, Not the Beast Followers of Chaos –Table 1). You may recruit what you roll at the Favour Points indicated.			
11	Chaos Spawn	1	11	Nothing <i>Chaos Spawn have the special rules for specific powers if the warband is aligned to one of the Chaos Powers – see page 27 of Hordes of Chaos, or page 28 of Beasts of Chaos.</i>
12	Dragon-Ogre	1	12	Hand weapon + roll on Equipment Table 2.

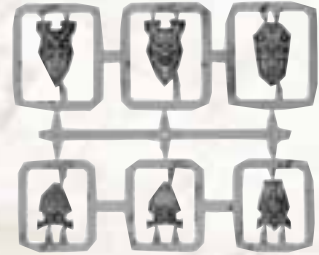


HORDES OF CHAOS

Rules for playing Chaos warbands can be found in the Warhammer Armies: Hordes of Chaos, and Warhammer Armies: Beasts of Chaos armies books. As your Champion earns Favour Points and becomes more powerful, your followers will increase in number, and the box sets shown opposite will allow your warband to grow. Or you can increase the size of your units, and customize your army, by buying the sprues from the regiments separately. Each set of two Chaos Warrior or Marauder sprues will allow you to build four extra Chaos Warrior or Marauder models for your units. You can also buy the shield sprues and the amazing Chaos Mutations sprue separately, to further customize and convert your Chaos horde!

COMPONENT SPRUES

Sprues not shown at actual size.



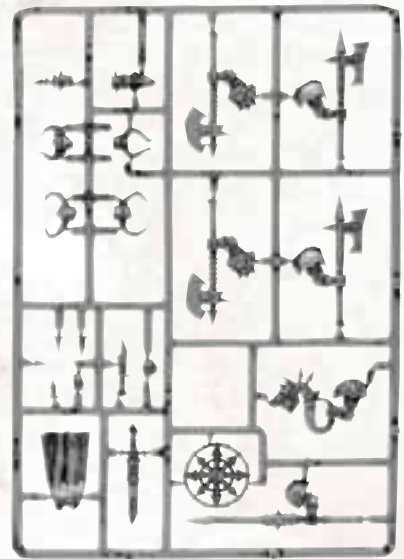
CHAOS WARRIOR SHIELD SPRUE
99380201007 £1



CHAOS MARAUDER SPRUE B
99380201011 £2.50



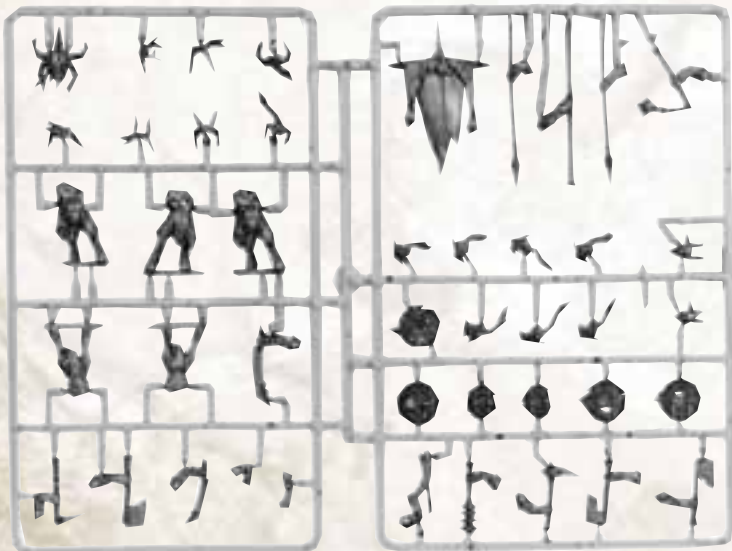
CHAOS WARRIOR SPRUE A
99380201008 £2.50



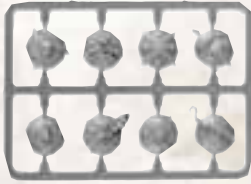
CHAOS WARRIOR SPRUE B
99380201009 £2.50



CHAOS MARAUDER SPRUE A
99380201010 £2.50



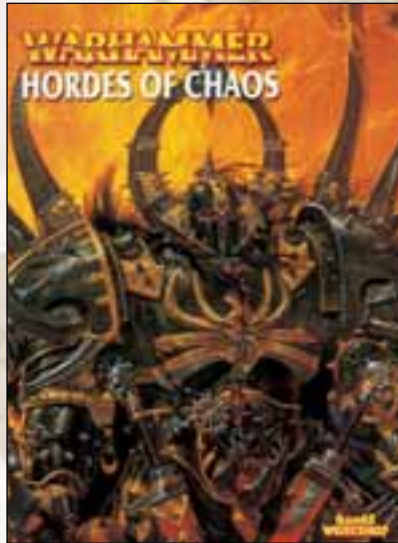
CHAOS BEASTMEN SPRUE
99380201013 £5



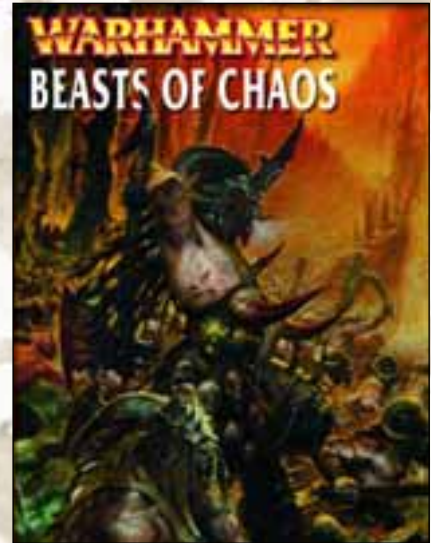
CHAOS MARAUDER SHIELD SPRUE
99380201002 £1



CHAOS MUTATIONS SPRUE
99380102003 £3



Hordes of Chaos Army Book £12
This 112 page book contains complete rules and background for the servants of the Chaos gods. 60030201002



Beasts of Chaos Army Book £12
This 84 page book contains complete rules and background for Beastmen armies. 60030201003

Models shown at 75% actual size.



Warriors of Chaos Regiment £15
This boxed set contains 12 plastic Warriors of Chaos models and one Chaos Mutations sprue. 99120201004



Beastmen of Chaos Regiment £15
This boxed set contains 20 plastic Beastmen of Chaos models. 99120201002



Marauders of Chaos Regiment £15
This boxed set contains 16 plastic Chaos Marauder models. 99120201003



Spawn of Chaos £10
99119915001

Available from your local Games Workshop store, in-store order point, independent stockist, www.games-workshop.com/ukstore or direct on 0115 91 40000. Models not shown at actual size.

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

COMPONENTS



NURGLE CHAMPION FLY
MUTATION AND AXE
73167/5 £4



NURGLE CHAMPION
WITH MACE
73167/1 £4



CHAMPION OF SLAANESH WITH AXE, 2
HEADS & TENTACLE ARM
73142-18 £4



KHORNE CHAMPION WITH
SWORD AND BONE ARMOUR
73130/3 £4



KHAZRAK THE ONE-EYE'S BODY
9947020108001 £4



KHAZRAK THE
ONE-EYE'S HEAD
9947020108002 £1



BEASTMAN SHAMAN 1
9947020100401 £4



BEASTMAN CHAMPION 1
9947020100301 £4



BEASTMAN CHAMPION 2
9947020100302 £4



BEAST LORD BODY
9947020103901 £4



BEAST LORD AXE
9947020103903 £1.50



BEAST LORD BANNER
9947020103902 £1.50



MINOTAUR LORD
SHOULDER
9947020104504 50p



MINOTAUR
LORD LEGS
9947020104505 £2



MINOTAUR
LORD BODY
9947020104503 £6



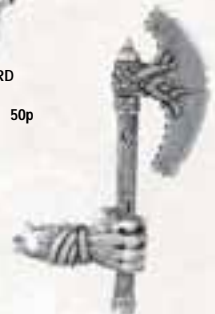
MINOTAUR LORD JAW
9947020104502 50p



MINOTAUR LORD HEAD
9947020104501 £1



MINOTAUR LORD
LEFT ARM
9947020104506
£1



MINOTAUR LORD
RIGHT ARM
9947020104507
£1



BEASTMAN GOR CREWMAN WITH
TWO-HANDED AXE
9947020106701 £2



BEASTMAN GOR CREWMAN
WITH WHIP
9947020106702 £1.50



BEASTMAN GOR CREWMAN
WITH WHIP SWORD ARM
9947020106703 50p

Shield not included with Beastmen models 1-8.



BEASTMAN 1
9947020102801
£2



BEASTMAN 2
9947020102802
£2



BEASTMAN 3
9947020102803
£2



BEASTMAN 4
9947020102804
£2



BEASTMAN 8
9947020102808
£2



BEASTMAN 5
9947020102805
£2



BEASTMAN 6
9947020102806
£2

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



CHAOS HOUND 1
BODY LEFT
9947020108101 £1



CHAOS HOUND
1 TAIL
9947020108103 50p



CHAOS HOUND 1
BODY RIGHT
9947020108102 £1



ARCHAON'S
HELMET
9947020107903 50p



ARCHAON'S
SHIELD
9947020107904 50p



CHAOS HOUND 2
BODY RIGHT
9947020108105 £1



CHAOS HOUND
2 HEAD
9947020108104
50p



CHAOS HOUND 2
BODY LEFT
9947020108106 £1



ARCHAON'S BODY
9947020107901 £2



ARCHAON'S CLOAK
9947020107902 £1



CHAOS SPAWN HEAD 3
9947020104907 £1



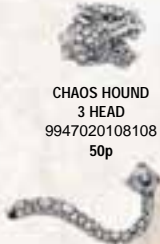
UNGOR STANDARD TOP
9947020104104 50p



CHAOS SPAWN HEAD 2
9947020104906 £1



CHAOS HOUND 3
BODY RIGHT
9947020108109 £1



CHAOS HOUND
3 HEAD
9947020108108
50p



CHAOS HOUND 3
BODY LEFT
9947020108110 £1



UNGOR STANDARD
BEARER 1
9947020104102
£1.50



UNGOR STANDARD
BEARER 2
9947020104103
£1.50



UNGOR WITH
SPEAR 2
9947020104002
£1.50



UNGOR WITH
SPEAR 3
9947020104003
£1.50



CHAOS HOUND 4
BODY RIGHT
9947020108113 £1



CHAOS HOUND
4 HEAD
9947020108112 50p



CHAOS HOUND 4
BODY LEFT
9947020108114 £1



UNGOR WITH
SPEAR 1
9947020104001
£1.50



UNGOR WITH SPEAR
HORN BLOWER
9947020104101
£1.50



UNGOR WITH
SPEAR 4
9947020104004
£1.50



UNGOR WITH
SPEAR 5
9947020104005
£1.50



GORTHOR'S
BODY
9947020108401
£4



GORTHOR'S
HEAD
9947020108402
£1



GORTHOR'S
SPEAR
9947020108403
50p



GORTHOR'S
TROPHY RACK
9947020108404
50p



UNGOR WITH
SPEAR 9
9947020104009
£1.50



UNGOR WITH
SPEAR 6
9947020104006
£1.50



UNGOR WITH
SPEAR 7
9947020104007
£1.50



UNGOR WITH
SPEAR 8
9947020104008
£1.50

PATH TO GLORY

IMMORTALISING YOUR WARBAND ON PAPER

USING YOUR NEW ROSTER SHEET

The savage conflict brought about by the Chaos Warbands has resulted in massive destruction, which has divided the desolate Chaos wastes. Dark Gods vie for power and send forth their pawns to prove their worth on the bloody plains of battle. The Champions of Chaos ruthlessly lead the masses in their pursuit of slaughter and hope to one day gain a seat alongside their omnipotent masters by finally achieving the darkest of goals: Daemonhood!

If you have played a few games of a

warband campaign, then you will already know that your Champions earn advancements very quickly. In addition, your troops are constantly threatened by untimely deaths and are consequently replaced with fresh new recruits. All of this record keeping can add up to a real headache. We also found that flipping through *Warhammer Armies: Hordes of Chaos* every 10 minutes and looking for a statline was a bit bothersome and detracted from the quick play of a warbands game.

Consequently, we whipped up this fine piece of parchment to clean up all of these loose ends and make the task of trudging through the corpses of the fallen a bit more bearable. You'll find all you need to document your warband's progress on this sheet, and you should feel free to photocopy and distribute it to friend and foe alike. We hope this roster sheet makes your warbands campaign more enjoyable and easier to keep track of. So what are you waiting for? The Dark Gods are waiting, and the Path to Glory lies ahead!

TITLE BAR

This space is reserved for characterful information pertaining to your warband. The warband's name, the Patron God it follows, the Warband Rating, and the Champion's name can all be entered here.

CHAMPION'S PROFILE

Note down any statistical changes to your Champion in these fields. Watch as your Champion's stats and effectiveness in battle continue to develop throughout a campaign.

FAVOUR POINTS

This area is reserved for noting how many Favour Points remain unspent in the warband and determining when your Champion receives his next advancement. Every "A" means another roll on the charts.

ADVANCEMENTS

Use this area to note down all the advancements your Champion receives throughout his reign of bloody conquest.

PATH TO DAEMONHOOD

If the Dark Gods so desire, your Champion may be bestowed with the ultimate gift of Daemonhood. There are four levels that can be achieved on this treacherous road toward your Champion's ultimate goal. Note your Champion's progress here.

WARBAND BANNER

Use this area to display the twisted heraldry of your mighty Champion. If the design turns out well, you could photocopy and paint the design as a standard that your warband can carry into battle.

WARBAND ROSTER

This area is for noting down all of the followers that your Champion attracts and the equipment that they carry. From meager warbands mighty armies grow!

MINIONS OF CHAOS

A summary of all of the troops that your warband may include. Additional rules can be found in the *Warhammer* rulebook and in this booklet.

GLORIOUS WARBANDS

COOL CHAOS WARBANDS AND MODELS FROM GW US

John Shaffer's Slaaneshi warband is lead by Balthazar Vice



Sol Blair's Slaaneshi warband starts to grow, using Dark Eldar and Warhammer Chaos models.



Joe Sleboda's Chaos Champion, Unificus, converted using archive components.



David Cole's Nurgle warband on the move.

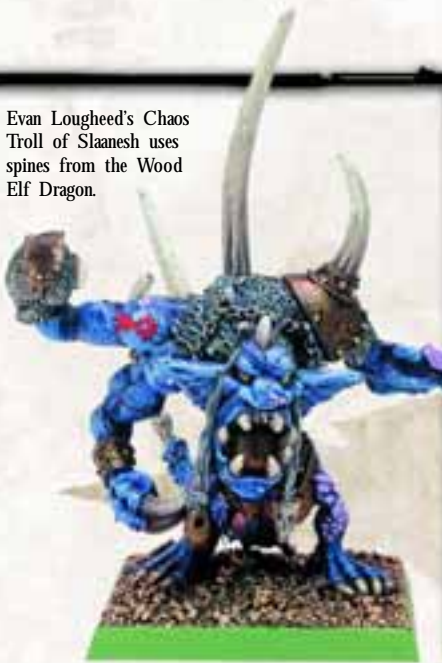


Chad Mierzwa has used a mix of classic archive models and crazed conversions of new models for his awesome Nurgle warband, lead by Sauny Bean.



John Conner's Champion of Khorne. Note the intricate armour decoration.

Evan Lougheed's Chaos Troll of Slaanesh uses spines from the Wood Elf Dragon.



Eric Sarlin has substituted emaciated Slaaneshi Cultists for Chaos Marauders in his warband.



THE BLOATED FOLLOWERS OF GORMANN FESTERHEART

Like many Chaos players who take a look through these rules for the first time Dave Taylor thought his army could provide every model he would need to build a warband. After rolling up his warband Dave discovered he would need to add a few more. Grabbing his trusty clippers, modelling putty, and bits box, he converted the new leader of his warband, Gormann Festerheart (the bloated Warrior pictured with the enormous Great Axe). A couple more converted Warriors (one with a great weapon and one with a flail) and a Beastman and the warband was ready to roll.

Dave has added Gormann Festerheart to his army as an Aspiring Champion, and is currently working on a unit of Chaos Warriors with great weapons. Perhaps they'll even be Chosen...(insert evil laughter here.)

Gormann Festerheart drives his warband before him.



Gormann Festerheart's warband has joined the horde of Hak'flemm Pox.

CHAOS WARBANDS: PATH TO GLORY

The powers of Chaos offer great rewards to those warriors who fight victoriously in the name of the Dark Gods. Their Champions are bestowed with gifts with which to further glorify their chosen deity, all in the hope of one day themselves achieving immortality in their quest for Daemonhood. Be it physical or psychological, these gifts of the Gods can enable a Champion to wreak havoc on his enemy single-handedly. In *Path to Glory* each player takes control of a Champion of Chaos and his warband and battles against their rivals. The players fight each other and the winning Champions gain the favour of their patrons and are rewarded for their service. As Champions grow in strength, followers flock to their warbands and they become more and more powerful, with the ultimate aim of achieving immortality and becoming a Daemon Prince...



Champion of Khorne



Champion of Nurgle



Champion of Slaanesh



Champion of Tzeentch

Models shown at 100%.

Path to Glory is a compilation of articles about fighting with Chaos warbands that have previously been featured in White Dwarf magazine. In addition there is new unpublished material included. Inside this booklet you will find rules for fighting with Chaos warbands, battle reports, and rules for multi-player battles, as well as scenarios for use with your Chaos warband. White Dwarf is Games Workshop's very own monthly hobby magazine. Every issue is packed with exciting articles and features that keep you up-to-date with what's going on. You'll be able to read about the latest games and supplements, and see color photos of all the latest Citadel Miniatures. Whatever Games Workshop games you play, you'll always find something to interest you in the pages of White Dwarf.



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