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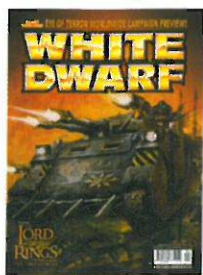


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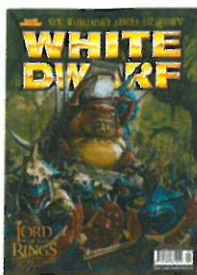
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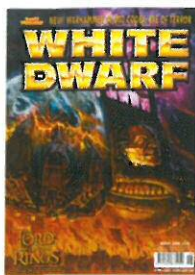
WD280:

- Battle Report: Eldar vs Daemonhunters
- Tactics: Fast Cavalry
- Scenery Workshop: Rohan house
- Painting Masterclass: Rangers of Gondor
- Heroes & Villains: Logan Grimnar



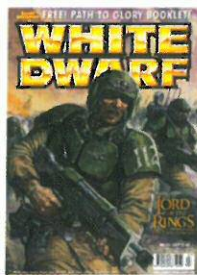
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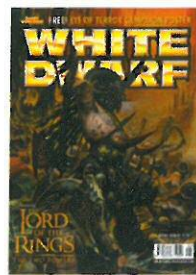
WD282:

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- Two Battle Reports: Cadians vs Death Guard
- The Watcher in the Water
- Tactics: Ulthwé Strike Force
- Slann Mage-Priest colour schemes
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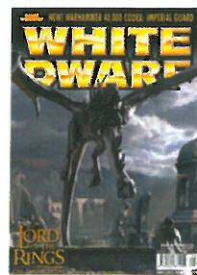
WD283:

- **Free Path to Glory Booklet**
- Two Battle Reports: Battle for the Basilica
- Shadow & Flame
- Preview: Beasts of Chaos
- Index Astartes: Space Wolves
- Scenery Workshop: Saurus Spawning Pools



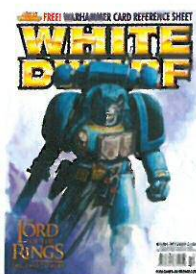
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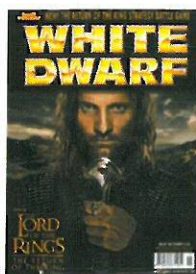
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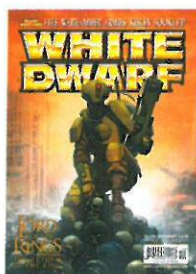
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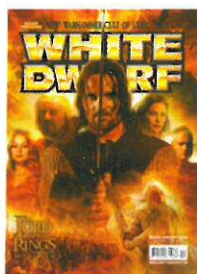
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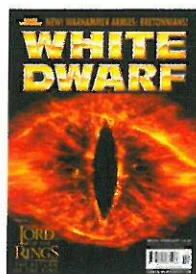
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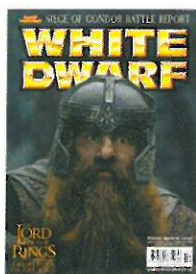
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WD291:

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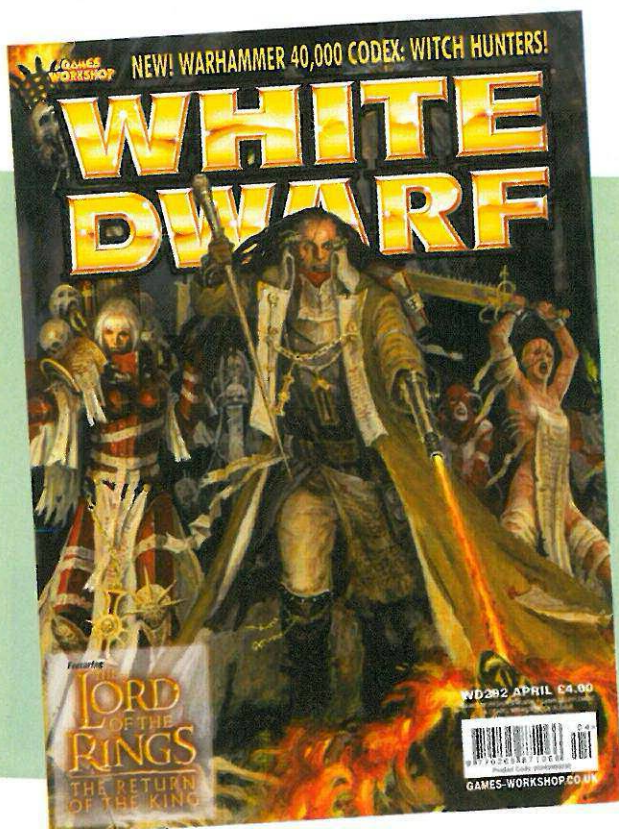
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Hell rolls in...

The terrifying war machine above is the dreaded Hellcannon of Chaos.

Aly Morrison and Dave Andrews have laboured long and hard in the Design Studio to give form to this most twisted of concepts – a daemonic cannon that fires blasts of devastating soul-fire. As you can see, the model they have produced is extremely detailed, even down to the screaming faces pushing their way out of the barrel (check out the novel *Magestorm* by Jonathan Green for more on how these diabolical machines are created). And yes, those are Chaos Dwarf engineers manning the cannon.

Phil Kelly was the games designer tasked with producing the rules for the Hellcannon. He told me that the daemonic construct can choose to use any of the three plastic Warhammer templates on its enemies when it opens fire. This practically indestructible machine is a terrifying opponent and has only one Achilles heel – it's as bloodthirsty as a Minotaur!

More good news for those of a Chaotic persuasion is that although this daemon engine was specifically designed for Archaon's Horde, normal Hordes of Chaos armies can also field a Hellcannon. So if you're sick of artillery making a mess of your Chaos Knights before they close with the enemy, don't get mad, get even...

Storm Warning!

The Storm of Chaos worldwide campaign grows ever closer. Archaon is marshalling his innumerable hordes, the Orcs are pouring over the Worlds Edge Mountains and the enemy within is erupting across the Empire. All is not lost, however, for the forces of light are marching to war.

The Storm of Chaos book has a total of **TEN** new army lists! Each has a refreshingly different look and playing style to their parent army book. Here's the lowdown on a few of them:

Archaon's Horde: Almost exclusively comprised from the mortal worshippers of the Chaos gods, Archaon's Horde armies can either be fielded as a standard sized army complete with Chosen and the mighty daemonic Hellcannon, or in a special scenario as a mighty horde twice the size of the opponent's army – led by none other than Archaon himself.

Grimgor's 'Ardboyz: Led by the warmongering Orc Warlord Grimgor Ironhide, Waaagh! Grimgor is an army of battle-hardened Greenskin nutters – only the hardest Orcs have survived their boss's rampage around the outskirts of the Old World. With the emphasis on Orcs, bigger Orcs and really big Orcs, this is an in-your-face, violent army list for those wishing to field a lean, mean killing machine.

Siege Defenders of Middenheim

The Empire strikes back in this siege defence list as the proud sons of Middenheim fight tooth and nail to keep Chaos from tearing down their city. Led by Boris Todbringer, this list includes many new troops devoted to the god of winter, wolves and battle, such as the Teutogen Guard and Ar-Ulric, the High Priest of the Cult of Ulric.

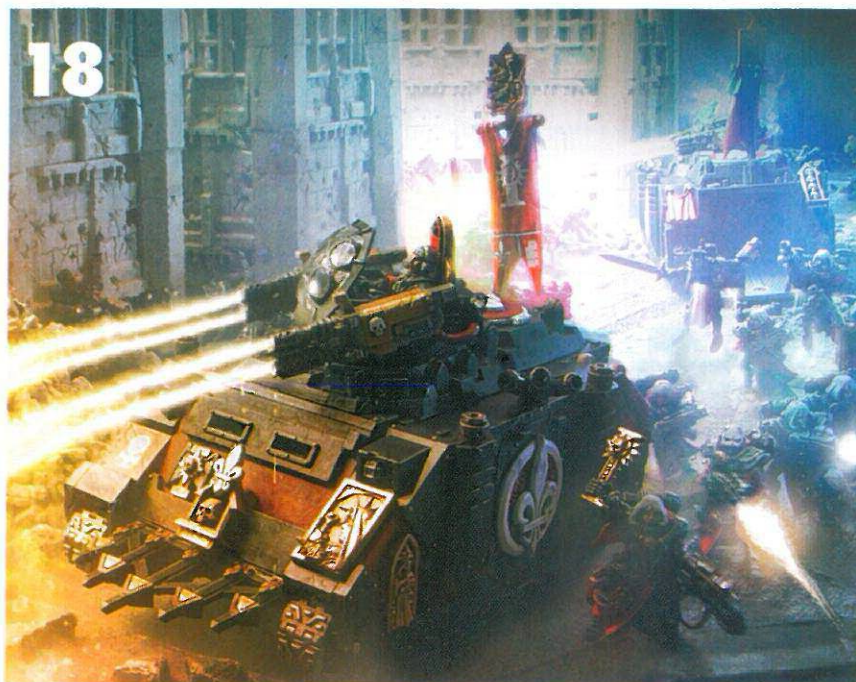
Slayers of Karak Kadrin: The Trollslayers return, and this time in force. Hundreds of axe-wielding Dwarf psychopaths have marched to the front lines, intent on seeing their death wish fulfilled and ripping the heart from the Chaos armies into the bargain. With new Slayer Skills, Slayer troop types and even a Slayer war engine, there's really only one way to take this all-unbreakable horde down, and they aren't going down without a fight.

We're pleased to say that's not all, as there are plenty of other variant lists in the Storm of Chaos book for players of other races to get their teeth stuck into. Sadly, I'm out of room, so watch this space...

Until next month,

Paul Sawyer
Editor





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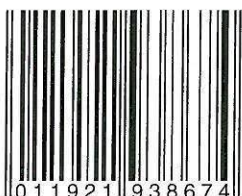
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THE LORD OF THE RINGS THE TWO TOWERS

MAMMOTH PLASTIC KIT!

Mumakil have dominated most conversations here at Games Workshop HQ and when you look at the monstrous model below you'll understand why.

These huge beasts play such a major part in the fight against the Riders of Rohan that it would have been folly not to have included them in

The Mûmak is massive and dwarfs everything we have ever made.

The Return of the King game. Of course, that presented us with the problem of producing a model in scale as it dwarfed any of our previous plastic kits and was way too big to consider as a metal miniature.

At first we thought Forge World would probably have to make them in resin. Luckily, we found out that by scaling them down a little bit (not much!), it was actually possible to produce them, even though such a gigantic and complex project was to push the

boundaries of our plastic moulding technology to the limit. After much effort and ingenuity we have finally managed to make it happen. The result is the largest and most ambitious plastic kit we have ever produced! The Mûmak of Harad (or Oliphaunt, as the Hobbits would call it) is about as big as a Necron Monolith stuck on the back of a Land Raider!

Alan Perry spent many days on the colossal creature whilst his brother, Michael, toiled away on its crew of 16 Haradrim Warriors.

Unfortunately the project is so huge that there was no way we could release it in time for The Return of The King game. So we postponed it until the supplement Battle of the Pelennor Fields was released, as these mighty beasts play such an important role in the battle. Both the supplement and the Mûmak are out in the summer.



*Even he likes it!
Film Director Peter Jackson
checks out the early sculpt
of the Mumak.*



For all those eager to find out the latest and greatest in the world of Warhammer Online then check out the very latest portal at <http://wol.warcry.com>

This official site is packed to the

gills with Warhammer Online information as well as some exclusive images to whet your appetite until the game is released.

Warhammer Online will be recruiting for a variety of vacancies in 2004. If you are interested in working for Warhammer Online then visit www.warhammeronline.com where we have the full details of all

the vacancies we are currently recruiting for. Don't worry if you don't find what you are looking for now, complete a speculative application and send your CV to us online and we will let you know if anything in your chosen area comes up in the very near future. Visit us now at:

www.warhammeronline.com



BUGMAN'S RETURN!

The Dwarf master brewer Josef Bugman is back! One of Warhammer's oldest and most loved special characters has a brand new model. In his latest incarnation, the Old World's most famous maker of beer stands astride barrels of his famous XXXXXX bitter, raising a pint pot to victory! The new Bugman model is detachable, so if you need a bit of help on the battlefield just place him on a 20mm base where he can heed your call for aid and ale. When you're done battling with him, he simply drops back onto his barrels, making for a fantastic display piece.

Designed by ace Dwarf sculptor Aly Morrison, cast in metal, 45mm high (including his barrels), Josef Bugman is a mere £10. The famous Dwarf is available exclusively from Bugman's Bar at Warhammer World, where you can enjoy a pint of his renowned brew, provided you're 18 or over, of course.

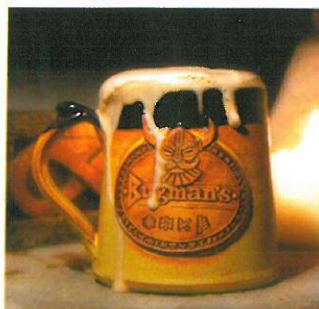
Speaking of which, ceramic mugs to hold your pint are also available. Handcrafted by British potters, there are three to choose from – a pint pot, a half-pint mug and a goblet. Equally good for tea, ale or cola, or

even as highly cool dice shakers, these mugs were designed by Nuala Kennedy and are £13, £10 and £10 respectively.

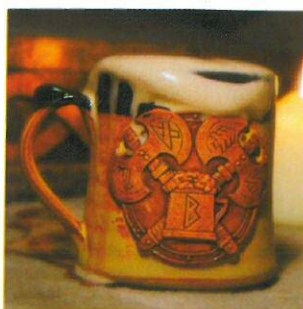
Still available from Bugman's Bar is the Josef Bugman Forge World bust. Proving to us all that the Dwarfen capacity for beer is indeed prodigious, Bugman is depicted once again toting a pint. The bust is cast in resin and costs £40.

For more details check out: www.games-workshop.co.uk/bugmans

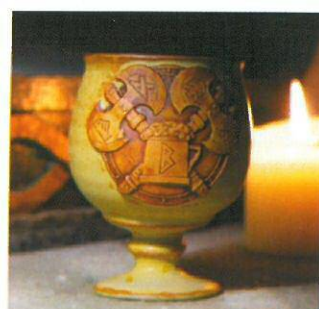
But remember, you can only buy these excellent goodies from Bugman's Bar at Warhammer World in Nottingham itself.



Pint Pot



Half-Pint Mug



Goblet

COMPETITION WINNERS

Here are the winners from our Fire Warrior, Imperial Armour and Gandalf's Sword competitions. Congratulations!

WD 287 Fire Warrior: Clive Ryan from Kings Lynn; Gavin MacBeath from Inverness; David Ellis from Egremont; Alasdair Macgregor from Shadoxhurst; David Fynn from Birmingham; Hugh McEwen from Bedford; Jack Wade from Oxford; Simon Brassington from Trowbridge; Jacob Smith from Cradley Heath; Jonathan Moss from York.

WD 287 Imperial Armour: Joseph Archer from South Shields; Alex Bell, Blair Bailie from Portaferry.

WD 285 Gandalf's Sword competition: Richard Cookson (pictured below, right, with his fantastic prize, Nick Kyme! Er, we mean Gandalf's Sword from The Lord of The Rings films).



ROGUE TRADER SHIPS

This month sees the release of the Rogue Trader vessels for Battlefleet Gothic. Rogue Traders are a crucial, but often overlooked, element of the galaxy of the 41st millennium. It is the Rogue Traders who constantly explore the most distant, volatile and dangerous regions of space in the name of the Emperor (or at least nominally so).

It is they who are charged with making first contact with alien races, scouting out new worlds ripe for colonisation and generally furthering the aims of the Imperium beyond its boundaries. At least, in theory. Few Rogue Traders are quite so pure in outlook. Most are

highly pragmatic – the situations they find themselves leave little room for rigid philosophies – and the worst are little more than treasure hunters. As a result, they can be found in the company of all manner of races from across the galaxy.

The new models, and the accompanying rules from Battlefleet Gothic magazine issue 19, allow you to add these enigmatic individuals to your games of Battlefleet Gothic.

The Rogue Trader Cruiser boxed set allows you to make one complete Rogue Trader Cruiser.

The Rogue Trader Escort pack contains one recommissioned vessel, one Xenos vessel and one armed Cargo ship.



FORGE WORLD NEW RELEASES

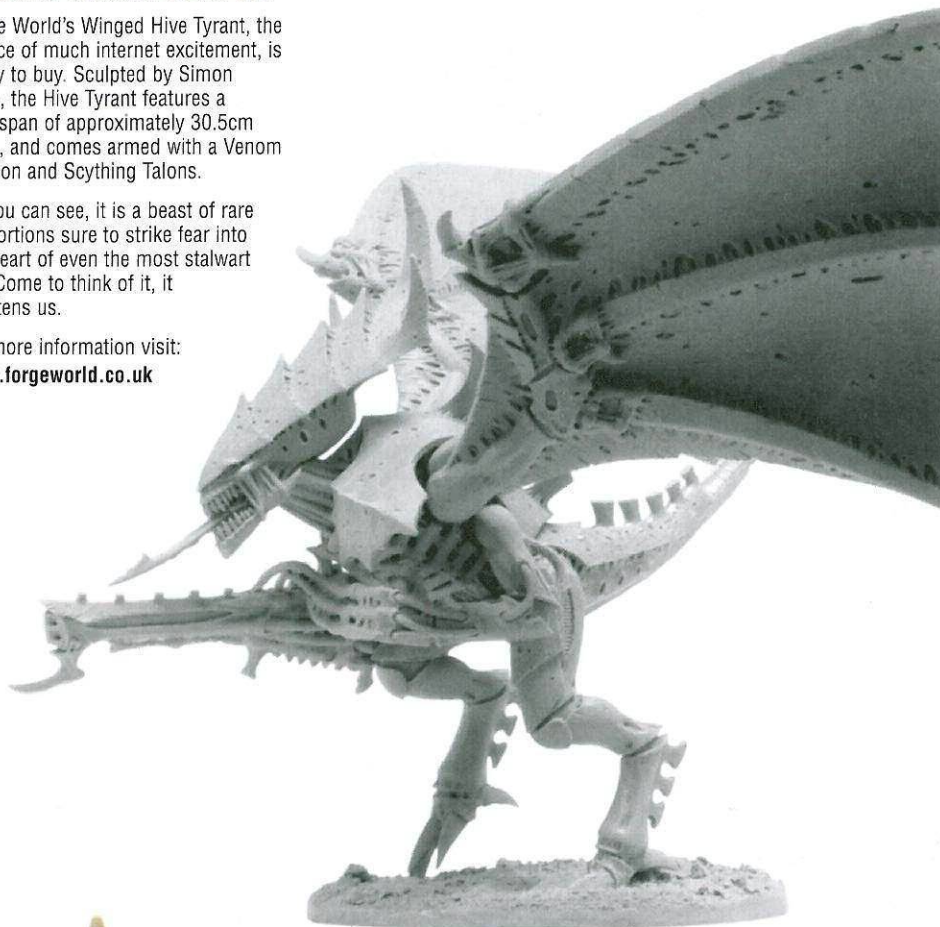
DEATH FROM ABOVE

Forge World's Winged Hive Tyrant, the source of much internet excitement, is ready to buy. Sculpted by Simon Egan, the Hive Tyrant features a wingspan of approximately 30.5cm (12"), and comes armed with a Venom Cannon and Scything Talons.

As you can see, it is a beast of rare proportions sure to strike fear into the heart of even the most stalwart foe. Come to think of it, it frightens us.

For more information visit:

www.forgeworld.co.uk



ADEPTS OF THE MACHINE GOD

This month Forge World have really surpassed themselves. The first of their amazing new Imperial releases is a Titan crew on foot. The three figure set, sculpted by Simon Egan, includes a Princeps and two Moderati cast in resin on integral terrain bases. These guys would make excellent objectives for Warhammer 40,000.

In a similar vein, and possibly even more fantastic, is the Titan Techpriest. Consisting of an incredible nine parts, this Warhammer 40,000 scale model includes a superbly detailed Techpriest servo harness and a servo skull. The Techpriest is sculpted by Simon Egan and Will Hayes.

Simon has also sculpted two new Imperial Tank Commanders, one from the Death Corp of Krieg and a Commissar.



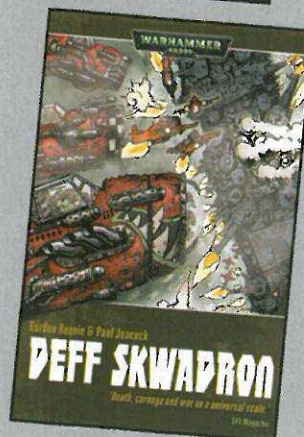
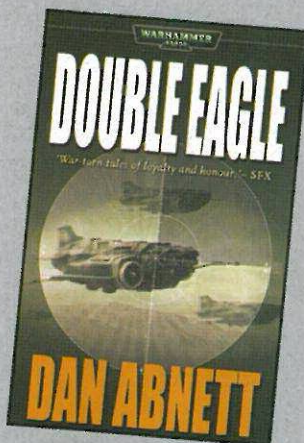
WATCH THE SKIES!

The Orks of the Deff Skwadron are famous for many things – their tireless devotion to increasing the killing power of their planes, their disregard for personal safety to get the mission finished and their uncanny ability to wreck the plans of their power-hungry commander. Crammed with Orks, Bommerz and dead things, the Boyz of the Deff Skwadron line up for their first graphic novel. Comics legend Gordon Rennie teams up with Games Workshop artist Paul Jeacock to bring you death and destruction on a universal scale!

Also watch out for the latest novel from Dan Abnett as the king of Sci-Fi storms in this summer with an awesome new tale set in the Sabbat System! This time it's not Gaunt's Ghosts who are the heroes, but the pilots of the Phantime Fighter Corps. Flying dangerous and often suicidal missions, they struggle to hold back the vast squadrons of the Blood Pact's air cadre. As the desperate fight for air supremacy begins, the fate of the entire crusade hangs in the balance. Look out for this awesome hardback novel in June.

For more information visit:

www.blacklibrary.com



EVENTS DIARY WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details so read on...

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23rd February for WD293 (May 2004)

Please note all dates and details are correct at time of going to print the but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB Warhammer Ancient Battles
WPS Warhammer Players' Society
WECW Warhammer English Civil War
Epic Epic Armageddon
LOTR The Lord of The Rings
GW Games Workshop
GT Grand Tournament

APRIL

DRAGON WARS TOURNAMENT

Date: 14th to 16th April, 2004

Venue: Munkebjergskolen Odense, Denmark.

Details: WH and 40K tournaments. 2,000pts and 1,500pts respectively. Five games Swiss Draw (GT style).

There will be a 500pts Youngbloods beginners tournament for WH and 40K.

Contact: Dragons Lair, TEL: 0045 65919701

Website: www.dragons-lair.dk

WARHAMMER PLAYERS' SOCIETY WARHAMMER 40,000 GRAND TOURNAMENT

Date: 10th and 11th April, 2004

Venue: Warhammer World, Lenton.

Details: Five games of 40K. Lunch will be included in the ticket price. Entry fee £20 for members and £24 for non-members. WPS members get priority entry to WPS events.

Contact: tournieinfo@players-society.com

Website:

www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms).

WARHAMMER 40,000 GRAND TOURNAMENT 2004: SCANDINAVIA

Date: 24th and 25th April, 2004

Location: Helsinki, Finland.

Details: Five-game Swiss Draw 40K tournament. You will require a 1,500pts painted army, full details with tickets. Tickets on sale from the 1st March, 2004, priced at £30.

Contact: scandagt@games-workshop.co.uk

Website: www.games-workshop.com/events

THE LORD OF THE RINGS GRAND TOURNAMENT

Date: 3rd and 4th April, 2004

Venue: Warhammer World, Lenton.

Details: Eight games played over two days using 1,000pts of troops divided between Good and Evil forces. Ticket

price includes two lunches and Saturday evening meal. Tickets on sale from the 10th January priced £40.

Contact: lotrgt@games-workshop.co.uk

Website: www.games-workshop.com/events

HEIR TO AVERLAND

Archaon is preparing for the last great war of the Old World this summer in the Storm of Chaos campaign. These six dates will see his five most trusted lieutenants leading pre-invasion attacks to weaken key areas of the Empire. What they are not expecting is that the three mad sons of the dead Elector Count of Averland, Marius Leitdorf, are each currently on a quest to find the Runesword of Averland and stake a claim to their father's state. Both Luthor Huss and the fiery leader of Men

known as Valtin are already engaging the forces of Chaos openly. Now is your chance to take to the field of battle and prepare for the greatest war to ever come to the Old World!

03/04/04 GW Nottingham

10/04/04 GW Burton

17/04/04 GW Derby

24/04/04 GW Loughborough

01/05/04 GW Macclesfield

08/05/04 GW Stoke

15/05/04 GW Lincoln

Contact your local Hobby Centre manager for more details.

CONFLICT NORTHAMPTON AND SLAYER DAY

Date: 30th May, 2004

Venue: The Pemberton Centre, HE Bates Way, Rushden, Northamptonshire.

Details: Tournaments for 40K (1,000pts), WH (1,500pts) and LOTR (500pts of Good and Evil). All armies must be painted. Also participation games, painting workshops, painting competition, scenery making for non-tournament Open Pass attendees. Tournament tickets £25 - full details will be supplied. Open Pass tickets £6.

Contact: events@games-workshop.co.uk

Website: www.games-workshop.com/events

GANG WAR - SPECIALIST GAMES WEEKEND

Date: 15th and 16th May, 2004

Venue: Warhammer World, Lenton.

Details: Bands of swordsmen and gangers battle for supremacy in this campaign weekend for Necromunda and Mordheim. Will your Gang Leader ascend to join the Guilders and live a life of plenty. Will your warband collect on the greatest bounty ever offered? Find out at Gang War.

Contact: specgt@games-workshop.co.uk

Website: www.games-workshop.com/events

A SMALL MATTER OF HONOUR

Date: 8th May, 2004

Venue: Church Cottage, Church Street, Basingstoke.

Details: The Sad Muppet Society proudly presents its first 1,750pts 40K tournament. On the world of St Michael, armies from across the galaxy search for something powerful, something terrible, something lost... Entry is £10 for the whole day.

Contact: muppet@genesis-sf.org.uk

Website: www.rkerry.fsnet.co.uk/sms

price includes two lunches and Saturday evening meal. Tickets on sale from the 10th January priced £40.

Contact: lotrgt@games-workshop.co.uk

Website: www.games-workshop.com/events

MAY

THE CHAOS DYSFUNCTION

Date: 1st and 2nd May, 2004.

Venue: Royal Post Office Sports and Social Club, Richfield Avenue, Reading.

Details: The Spiky Club are proud to announce next year's 40K campaign weekend - St Valentine's Day Aftermath 4: The Chaos Dysfunction.

You will need a fully painted 1,500pts army. You will also need 400pts and 1,000pts army listings, as we plan to run six different point-sized games over the weekend. The campaign will be run on domains. Each domain is anticipated to contain five to six people. We will endeavour to accommodate both team/club and individuals where we can. Each domain will be themed into the relevant army background where practical.

The ticket price has yet to be confirmed, but will include lunch on both days.

Contact: Sean Curtis at: ookthelibrarian@hotmail.com

Telephone: 07798 825696

WARHAMMER PLAYERS' SOCIETY CLUB CHALLENGE

Date: 22nd and 23rd May, 2004

Venue: Harvey Hadden Sports Centre, Bilborough, Nottingham.

Details: Club-based event for the WPS Club Challenge Shield. Various gaming systems including WH, 40K, WAB, Warmaster, BB, WECW, Epic and LOTR. Lunch is included in the ticket price. £20 for members and £24 for non-members. WPS members get priority entry to WPS events.

Contact: tournieinfo@players-society.com

Website: www.players-society.com

A SHOW OF FAITH

Luthor Huss and Valtin, the chosen of Sigmar, have found allies in the state of Averland in the form of Marius Leitdorf's three mad sons. They have begun to show the dread forces of Chaos that they fear them not and have ridden day and night to make it to the very edges of Kislev to declare their faith to Sigmar on the open battlefield. Archaon is wary of this new threat and has sent his second-in-command, Crom the Conqueror, to deal with them swiftly.

Over the course of these two days we will be fighting these massive battles. The core of each army (over 2,000pts) will be supplied by the stores and will contain all of the converted characters for the battles. We invite players to bring in their own painted 1,000pts armies and join in. You will need to talk to the staff of these Hobby Centres for any army list requirements. You will also need to get your name down quickly as there are limited places available.

15th & 16th May, 2004
GW Burton's gaming room

22nd & 23rd May, 2004
GW Macclesfield's gaming room

Join or oppose the Witch Hunters as they attempt to rescue the shrine world of Ventris IV from foul aliens and the taint of heresy!

- 04/04/04 The Little Shop**
St Helier, Jersey
(01534) 732187
- 05/04/04 Dentons**
Cowley, Oxfordshire
(01869) 749746
- 05/04/04 Byte Size**
Ashton Under Lyne
Lancashire
(0161) 343 7556

PURGE THE UNCLEAN!

- 06/04/04 Sanda Games**
Telford, Shropshire,
(01952) 676722
- 06/04/04 Wizard's Taxi**
Felixstowe, Suffolk
(01394) 275555
- 06/04/04 Static**
Glasgow, Scotland
(0141) 226 5414
- 06/04/04 Battle Honours**
Worcester,
Worcestershire
(01386) 45875
- 07/04/04 Gaming Crypt**
Birmingham,
West Midlands
(0121) 360 5080
- 07/04/04 Comics Unlimited**
Letchworth,
Hertfordshire
(01462) 480018
- 07/04/04 Do it At Your Leisure**
Stirling,
Scotland
(01786) 826975
- 08/04/04 Croppers**
Bridlington,
East Yorkshire
(01262) 677727
- 08/04/04 Battlascar**
Bournemouth, Dorset
(01020) 258194
- 08/04/04 Cycle Services**
Haddington,
East Lothian
(01620) 826989
- 09/04/04 Rossendale Models**
Rossendale,
Lancashire
(01706) 250007
- 09/04/04 Toymaster**
Keighley,
West Yorkshire
(01535) 604045
- 13/04/04 PSI Soft Games**
Stroud,
Gloucestershire
(0870) 2427428
- 13/04/04 Richards Of Abergavenny**
Abergavenny,
Monmouthshire
(01873) 852466

CONFLICT BRISTOL

Date: 16th May, 2004
Venue: British Empire and Commonwealth Museum.
Details: WH (1500pts), 40K (1000pts) and LOTR (500pts Good and Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass Ticket.
Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.com/events

CONFLICT LEEDS

Date: 6th June, 2004
Venue: Leeds United football ground.
Details: WH (1,500pts), 40K (1,000pts) and LOTR (500pts Good and Evil forces) tournaments. A wide range of hobby activities for non-tournament Open Pass holders. Tournament tickets are £25; Open Pass £6.
Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.com/events

PORTENT TOURNAMENT 2004

Date: 29th and 30th May, 2004.
Venue: Warhammer World, Lenton.
Details: Portent presents its second tournament for both WH and 40K. Dare you take up the challenge? Competitors will need a painted 1,500pts army for the five-game event. The ticket price of £30 includes meals on both days.
Contact:
SimonTull1@aol.com
Website:
www.portent.net

FANATIC TOURNAMENT

Date: TBC
Location: Arnhem, Netherlands.
Details: WH (2,000pts) and 40K (1,500pts) tournament.
There is also a Youngbloods beginners' 500pts tournament for both WH and 40K.
Contact:
Spelkwartier, TEL: 026 35 17 669
Website:
www.spelkwartier.nl

WARHAMMER HISTORICAL

Date: 1st and 2nd May, 2004
Venue: Warhammer World.
Details: WAB (2,000pts). Five games of Warhammer Ancient Battles.
Tickets £38. Includes hot food on Saturday and Sunday lunchtimes and Saturday evening.
Contact:
Rob Broom 0115 916 8466
Website:
www.warhammer-historical.com

SCANDINAVIAN WARHAMMER GRAND TOURNAMENT 2004

Date: 22nd and 23rd May 2004
Location: Oslo, Norway.
Details: Five game Swiss Draw tournament. Entrants require a 2,000pts painted WH army - full details with tickets.
Tickets on sale from the 1st April 2004, priced at £30.
Contact:
scandagt@games-workshop.co.uk
Website:
www.games-workshop.com/events

THE BLOOD BOWL GRAND TOURNAMENT

Date: 8th and 9th May, 2004
Venue: Warhammer World, Lenton.
Details: The return of the BB Grand Tournament to determine who will be the new holder of the Blood Bowl.
Ticket price includes two lunches and Saturday's evening meal. Tickets £40.
Contact:
specglt@games-workshop.co.uk
Website:
www.games-workshop.com/events

JUNE

CONFLICT LONDON

Date: 27th June, 2004
Venue: Alexandra Palace
Details: WH (1,500pts), 40K (1,000pts) and LOTR (500pts Good and Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for the Open Pass ticket.
Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.com/events

WARHAMMER PLAYERS' SOCIETY WEYMOUTH WAAAGH

Date: 19th and 20th June 2004
Venue: Upwey and Broadway Memorial Hall, Broadway.
Details: WH, 40K and WAB. Lunch will be included in the ticket price. Entry fee £20 for members and £24 for non-members. WPS members get priority entry to WPS events over non-members.
Contact:
tourneyinfo@players-society.com
Website:
www.players-society.com (Check the Upcoming Events from the main menu for more details, including entry forms)

GAMES WORKSHOP OPEN DAY

Date: 19th June, 2004
Venue: Warhammer World, Lenton.
Details: Great participation games for many of our games systems, latest releases and sneak previews. 'Eavy Metal painting advice, Fanatic Specialist Games Conversion Corner (make it and take it away with you!), Design Studio guests and seminars.

Tickets are £10, on sale from May.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.com/events

SCULPTING AND MODELLING WORKSHOP - HOBBY MASTERCLASS

Date: 26th and 27th June, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the company of some of the greatest heroes of the Games Workshop hobby. The Games Workshop Masterclass series gives you a chance to hone your hobby skills over a whole weekend at Games Workshop's Lenton headquarters.
Top class hobbyists from the Design Studio, Warhammer World and the Gaming Club Network will be on hand to offer guidance and advice on a range of modelling and painting skills.
Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.com/events

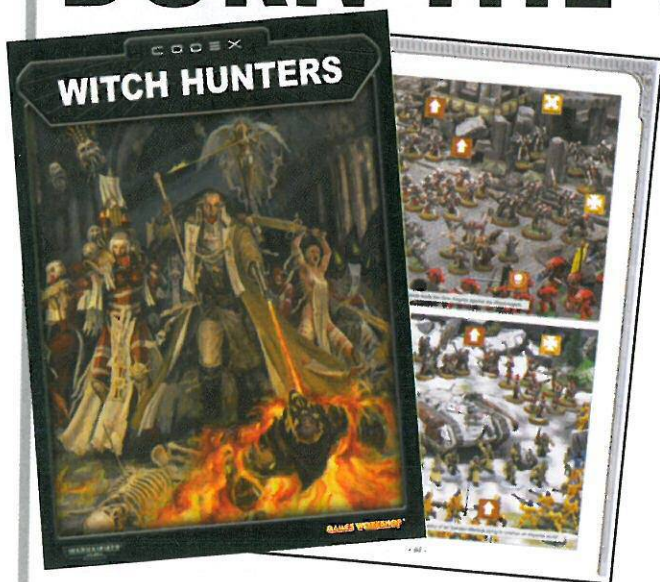
THE SIEGE OF MINAS TIRITH

'It is the Third Age, the time for Men to prove themselves is at hand. The Dark Lord Sauron's eye is turned to the ancient unbreachable city of Minas Tirith. Following word that the hordes of Mordor are on the march, all of the fields and territories of Gondor have answered the call of Denethor.'

Date: 17th April, 2004
Venue: GW Birmingham
Details: The Birmingham store are recreating the siege of Minas Tirith on a huge 12' by 8' gaming board. You will control your own territories in the kingdom of Gondor and fight for the good of Middle-earth. The fate of the White City is in your hands.
For more details, contact the Birmingham Hobby Centre on: 0121 236 7880



BURN THE HERETICS!



CODIX: WITCH HUNTERS

Inquisitorial agents of the Ordo Hereticus the Witch Hunters seek out the enemy within. They are the sinister punishers of the faithless and deviant, without mercy or restraint and rightfully feared throughout the Imperium and beyond. Such is their importance and influence that the Inquisition can second a variety of Imperial forces in the assistance of its work. The militant arm of the Ecclesiarchy, the Adepta Sororitas or Sisters of Battle are regularly placed at the disposal of the Witch Hunters. Faithful Battle Sister squads purge the unholy with righteous fire, whilst the angelic Seraphim soar into the enemy with bolt pistols and hand flamers. The Witch Hunters also use the penitent against the agents of heresy such as manic Arco-flagellants and dread Penitent Engines.

This Codex contains background, painting and modelling guides, and full rules for fielding a Witch Hunters army.

SISTER SUPERIORS

The Sister Superior leads her Battle Sister charges into combat wielding a chainsword and bolt pistol. If upgraded to a Veteran Superior the unit can perform miraculous Acts of Faith and the Sister Superior herself can carry all manner of wargear, such as a deadly plasma pistol.

This blister pack contains enough components to make 1 Sister Superior, designed by Juan Diaz and Jes Goodwin.

These models require assembly.



SISTERS OF BATTLE SQUAD

Also known as the Adeptus Sororitas, the Sisters of Battle are the militant arm of the Ordo Hereticus sect of the Inquisition. Encased in power armour the Sisters of Battle are formidable foes, purging the unholy with righteous flamers. Their faith knows no bounds and such is their utter devotion that Sisters of Battle have been to perform incredible deeds of valour and skill when times are at their most dire. After praying to the Emperor the Sisters of Battle can call upon miraculous powers, such as the Hand of the Emperor which adds +2 to their Strength, or the Spirit of the Martyr which makes the unit's Armour save Invulnerable!



This boxed set contains enough components to make 1 Sister Superior and 9 Sisters of Battle including one with a flamer and one with a storm bolter. Designed by Juan Diaz and Jes Goodwin.

These models require assembly.

WITCH HUNTER AND RETINUE

The sinister Witch Hunters of the Ordo Hereticus know no mercy. In the persecution of the enemy within, the witch, the heretic and the mutant they are unswerving. Feared servants of the Imperium the Witch Hunters are made all the more powerful by their Henchmen. Dread Chirurgeons allow the Witch Hunter to ignore the first wound he suffers in each turn while a Penitent grants the Witch Hunter and his unit a 4+ save against the effects of psychic powers. Witch Hunters can also carry a variety of potent wargear to despatch the forces of heresy such as Hexagrammic wards, which reduce the Leadership of enemy psykers within 24" by -1 or a Power stake, which counts as a power weapon always wounding psykers on a roll of 2+!



This boxed set contains enough components to make 1 Witch Hunter and 6 Henchmen, designed by Adam Clarke and Aly Morrison.

These models require assembly.

SISTERS OF BATTLE IMAGIFER

The Sisters of Battle Imagifer is entrusted with carrying one of the holy symbols of the Ecclesiarchy, the Simulacrum Imperialis. Often wrought from the saintly bones of their forebears, these holiest of icons allow a Faithful unit to roll one extra dice when performing a Test of Faith and discard any dice.

This blister pack contains enough components to make 1 Sister of Battle Imagifer, designed by Juan Diaz and Jes Goodwin.

These models require assembly.



WITCH HUNTERS PRIEST

Fanatical zealots, Priests lead the warriors of the faithful into battle. Buoyed up by their fervent rhetoric and righteous fury, any unit accompanied by a Priest may re-roll any failed to hit rolls when they charge.

This blister pack contains enough components to make 1 Priest, designed by Brian Nelson.

These models require assembly.

NEW RELEASES

WITCH HUNTERS PENITENT ENGINE

The ravaged body of a repentant heretic is bound within the metal confines of a Penitent Engine. Rampant death machines, these frenzied constructions of the Ecclesiarchy have D6 Strength 10 Attacks in close combat and wield a scorching flamer on each arm, which, when fired in unison, count as a heavy flamer.

This boxed set contains enough components to make 1 Penitent Engine, designed by Aly Morrison and Tim Adcock. Also comes with two pilot options.

This model requires assembly.

PRICE LIST

CODEX: WITCH HUNTERS.....£12.00			
Denmark	kr 125.00	Sweden	kr 150.00
Euro	€ 17.50		
SISTERS OF BATTLE SISTER SUPERIOR.....£4.00			
Denmark	kr 50.00	Sweden	kr 60.00
Euro	€ 6.50		
SISTERS OF BATTLE SQUAD.....£20.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
WITCH HUNTER AND RETINUE.....£18.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
SISTERS OF BATTLE IMAGIFER.....£4.00			
Denmark	kr 50.00	Sweden	kr 60.00
Euro	€ 6.50		
WITCH HUNTERS PRIEST.....£6.00			
Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		
WITCH HUNTERS PENITENT ENGINE.....£20.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
SISTERS OF BATTLE SERAPHIM SQUAD.....£18.00			
Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		
THRONE OF JUDGEMENT.....£25.00			
Denmark	kr 300.00	Sweden	kr 350.00
Euro	€ 40.00		
WITCH HUNTER HENCHMEN.....£6.00			
Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		
THE FAY ENCHANTRESS.....£12.00			
Denmark	kr 150.00	Sweden	kr 180.00
Euro	€ 20.00		
BRETONNIAN GRAIL KNIGHTS BOXED SET.....£25.00			
Denmark	kr 300.00	Sweden	kr 350.00
Euro	€ 40.00		
BRETONNIAN GRAIL KNIGHTS.....£6.00			
Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		
BRETONNIAN PEGASUS KNIGHTS.....£20.00			
Denmark	kr 200.00	Sweden	kr 250.00
Euro	€ 25.00		
BRETONNIAN GRAIL PILGRIMS.....£6.00			
Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		

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.



SISTERS OF BATTLE SERAPHIM SQUAD

The angelic forms of the Seraphim soar across the skies, buoyed up by their jump packs, an inspiration to the faithful. The Seraphim are the elite shock troops of the Adeptus Sororitas. Highly manoeuvrable and armed with deadly hand flamers and inferno pistols, the Seraphim are the scourge of heretics, exacting their righteous fury without mercy. Such is the reverence with which the Seraphim are beheld by their comrades, any friendly unit within 6" of them may add +1 to their Leadership for Morale tests.

This boxed set contains enough components to make 5 Seraphim, including Sister Superior and one with twin hand flamers, designed by Juan Diaz and Jes Goodwin.

These models require assembly.





THRONE OF JUDGEMENT

Inquisitor Lord Karamazov sits atop the Throne of Judgement, ready to mete out punishment against deviants of the Imperial Creed. The Throne of Judgement is a potent relic that increases Karamazov's Strength, Toughness and Wounds. Such is its size that the Throne is regarded as a Monstrous Creature and encompasses two Servitor

Henchmen, a Lexmechanic who counts as two Sages increasing Karamazov's Ballistic Skill by +1, and an Execution Servitor armed with a multi-melta.



This boxed set contains enough components to make 1 Throne of Judgement, designed by Juan Diaz and Tim Adcock.

This model requires assembly.

WITCH HUNTER HENCHMEN

An Inquisitor gathers his Henchmen from the various missions he undertakes in service of the Emperor, aiding him in his work and augmenting his own abilities. Sages increase a Witch Hunter's Ballistic Skill by +1, whereas a Crusader Warrior is armed with a power sword and suppression shield which gives him a 4+ Ward save.

This blister pack contains 3 Witch Hunter Henchmen, designed by Juan Diaz and Alex Hedström.



THE FAY ENCHANTRESS

The Fay Enchantress is the very personification of the Lady of the Lake. Her will and power are legendary and she is one of the most potent sorceresses in all the Old World. The Fay is truly blessed by her patron and benefits from the Supreme Aura of the Lady, which gives her a Magic Resistance of 3. Enemies quake at her merest attention, for any models in base-to-base contact with the Fay Enchantress must pass an Initiative test or suffer a wound from her dreaded Spiteful Glance. Resplendent and noble, the Fay rides into battle upon the Unicorn, Silvaron, and is protected by the Girdle of Gold, granting her a 4+ Ward save.



This boxed set contains enough components to make 1 Fay Enchantress, designed by Gary Morley, Trish Morrison and Dave Thomas.

This model requires assembly.

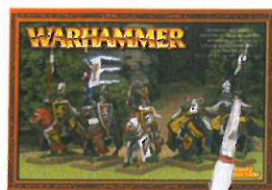


NEW RELEASES

BRETONNIAN GRAIL KNIGHTS

The most devout warriors in the service of the Lady of the Lake are the Grail Knights. These mighty champions have supped from the legendary Grail itself, their bodies and minds changed irrevocably as a result. They are no longer mere mortal warriors – they are living saints, stalwart and dire champions in the face of the enemy. The courage of the Grail Knights is such that they are immune to psychology, furthermore, such is their affinity to the Lady of the Lake that they benefit from her blessing whether the army prays or not, granting the Knights a special save against the weapons of their enemies.

This boxed set contains enough components to make 5 Bretonnian Grail Knights, including Standard Bearer and Musician, designed by Colin Grayson, Dave Andrews, Gary Morley and Michael Perry. These models require assembly.



Blister pack: This blister pack contains enough components to make 1 Bretonnian Grail Knight, designed by Dave Andrews, Colin Grayson, Gary Morley and Michael Perry.

These models require assembly.

BRETONNIAN PEGASUS KNIGHTS

Only the wealthiest of Knights can afford such a steed as a Pegasus. These warriors are drawn from Knights of the Realm around Parravon, where the steep slopes of the Grey Mountains are home to these magnificent flying creatures. Faster and stronger than ordinary Bretonnian warhorses, Pegasus Knights soar high into the sky upon their noble mounts seeking battle wherever it presents itself. Pegasus Knights can deliver a crushing charge with their lances and are also highly manoeuvrable, regarded as flying cavalry.

This boxed set contains enough components to make 3 Bretonnian Pegasus Knights, designed by Michael Perry, Trish Morrison and Dave Thomas.

These models require assembly.



BRETONNIAN GRAIL PILGRIMS

Grail Pilgrims are the fanatical worshippers of the knights from which they derive their namesake. They are furious warriors, utterly dedicated to their patrons. A ramshackle band of zealots, Grail Pilgrims make up for what they lack in skill with fury and righteous fire. As such Grail Pilgrims are subject to the rules for *Hatred* and count as *Stubborn*.

This blister pack contains 3 Bretonnian Grail Pilgrims, designed by Dave Thomas.





SPACE MARINE VINDICATORS.....£9.00

This blister pack contains 4 Space Marine Vindicators, designed by Martin Footitt.



SPACE MARINE RAZORBACKS£8.00

This blister pack contains 4 Space Marine Razorbacks, designed by Martin Footitt.

These models are available via the in-store order point, the website at: www.gamesworkshop.com/storefront or direct on 0115 91 40000.

All our Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com



SPACE MARINE THUNDERHAWK GUNSHIP.....£9.00

This blister pack contains 1 Thunderhawk Gunship, designed by Mark Bedford and Tim Adcock.



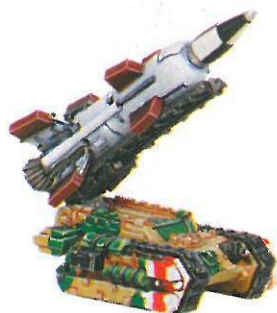
IMPERIAL GUARD HELLHOUNDS£8.00

This blister pack contains 3 Imperial Guard Hellhounds, designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD GRIFFONS.....£7.00

This blister pack contains 3 Imperial Guard Griffons, designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD DEATHSTRIKE MISSILE£7.00

This blister pack contains 1 Imperial Guard Deathstrike Missile, designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD VALKYRIES & VULTURES....£10.00

This boxed set contains 4 Valkyries and 2 Vultures, designed by Mark Bedford and John Manders.



IMPERIAL WARHOUND TITAN£10.00

This boxed set contains 1 Imperial Warhound Titan, designed by Mark Bedford.

This model requires assembly.



IMPERIAL MARAUDERS.....£7.00

This blister pack contains 2 Imperial Marauders, designed by Mark Bedford and Tim Adcock.



IMPERIAL GUARD STEEL LEGION SENTINELS ...£8.00

This blister pack contains 8 Imperial Guard Sentinels, designed by Mark Bedford and Tim Adcock.



SPACE MARINE LAND SPEEDERS£8.00

This blister pack contains 5 Space Marine Land Speeders, designed by Martin Footitt.



ORK GUNFORTRESS£8.00

This blister pack contains 1 Ork Gunfortress, designed by Norman Swales.



ORK FLAK WAGONZ£8.00

This blister pack contains 4 Ork Flak Wagonz, designed by Norman Swales.



ORK DEATH KOPTAS£7.00

This blister pack contains 8 Ork Death Koptas, designed by Mark Bedford and Aly Morrison.



IMPERIAL GUARD STEEL LEGION ROUGH RIDERS.....£8.00

This blister pack contains 6 Imperial Guard Rough Rider stands, designed by Mark Bedford and Aly Morrison.



IMPERIAL GUARD STORM TROOPERS.....£8.00

This blister pack contains 8 Imperial Guard Storm Trooper stands, designed by Mark Bedford and Aly Morrison.



ORK WarBIKES.....£9.00

This blister pack contains 5 Ork Warbike stands, designed by Aly Morrison.



Mordheim: Empire in Flames

The first supplement for Mordheim allows players to fight battles in the lonely wilderness of the Empire. Included are complete new setting rules, two new warbands and three new Hired Swords.



Inquisitor Annual 2004

The Inquisitor Annual collects together all the best articles from Inquisitor magazine: it includes additional rules for your games, new archetypes like the Eldar and Kroot and sample characters, as well as the previously unpublished rules review.

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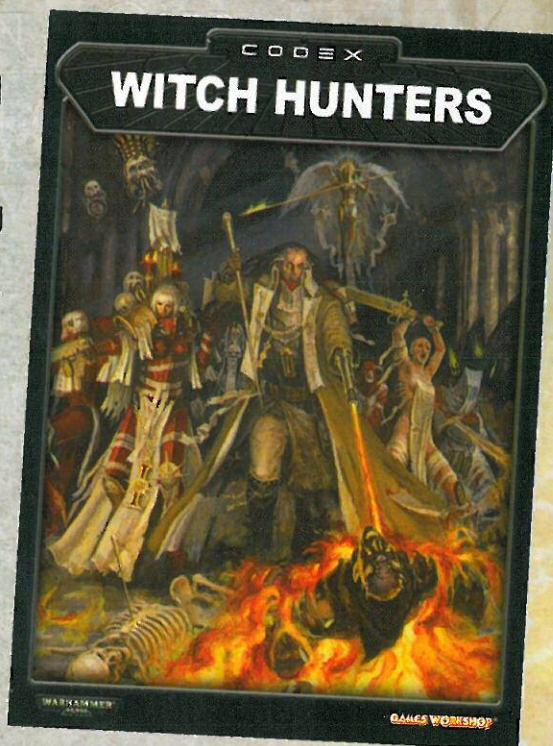
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BAPTISM

Codex: Witch Hunters authors **Graham McNeill** and **Andy Hoare** explain how they went about developing this amazing new Warhammer 40,000 army. Read on to explore the inspiration behind these feared zealots and their powerful Chamber Militant, the fanatical Sisters of Battle.



Graham McNeill: The Witch Hunters are the branch of the Inquisition tasked with rooting out heretics, mutants and – most importantly – witches from within the Imperium. Aided by their Chamber Militant, the zealous and uncompromising Adepta Sororitas; the Sisters of Battle, they purge the unclean and wicked from the Emperor's realm. Codex: Witch Hunters allows you to field them on the tabletop battlefield. Aren't you lucky?

Codex: Witch Hunters is the second book in our trilogy of Inquisition codexes (which includes Codex: Daemonhunters and the forthcoming Codex: Alien Hunters). When Andy and I were first handed this project just before Christmas 2002, we jumped at the chance to take a project from its earliest conception through to a finished product. It was a great opportunity for us and we weren't about to let it go.

Codex: Witch Hunters was the first project for Warhammer 40,000 that would go through a new design process. The initial stages of this required a number of people with a scarily vast knowledge of the 40K universe sitting in a room and collecting everything we knew about the Inquisition, the Witch Hunters, the Sisters of Battle, the Ecclesiarchy and anything else that would be relevant in establishing this codex.

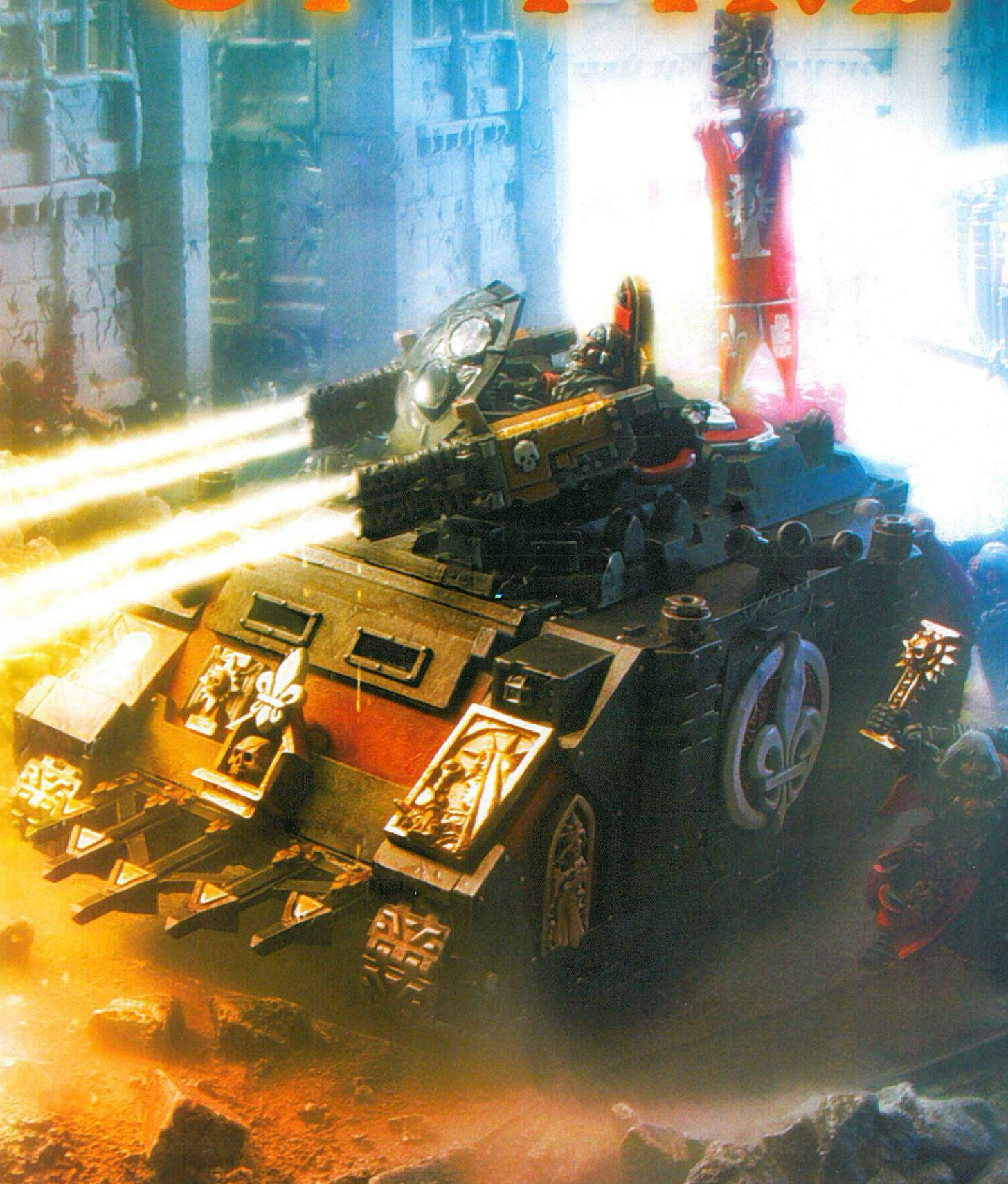
As well as drawing upon existing material

(which stretched back 15 years!) we threw idea after idea around the group, batted them about and allowed every mad, insane thought its time in court. This allowed our conceptual artists to go off and sketch out every bonkers idea they could think of, based on what had come out of our meetings and whatever insanity bubbled from the depths of their crazed minds. You never know what might come out of the maddest idea. Just check out Inquisitor Lord Karamazov's Throne of Judgement if you don't believe me.

As well as imagery, we needed to ask the big questions. Who are the Witch Hunters? Where and what do they do? How and why do they do it and, perhaps more importantly, what are the consequences if they fail? We knew that before we focussed on the actual content of the book, we had to answer these questions, and even though the book could not possibly contain everything that would emerge from this process, it was important to establish as much about the Witch Hunters and their forces as we could before we even put finger to keyboard.

The end result of this process was a wealth of conceptual imagery and reams of paper describing everything from how the Witch Hunters go to war on a planetary scale (complete with the colossal Cathedral on tracks...) to the subtle nuances between all

OF FIRE





▲ No heretic is safe from the Sisters of Battle.

the shades of grey that distinguish a Radical Witch Hunter from a Puritan one. It was enormous fun to take part in these meetings, spending entire days coming up with ideas and concepts for something that was, essentially, brand new. Once we were done, we could begin the process of actually writing the book.

TWISTED SISTERS

Andy: Once the Design team had detailed the insanity of the Witch Hunters, many dark secrets and matters, which no man should know, were revealed. Bearing in mind the sinister character and

role of the Ordo Hereticus, the Sisters of Battle slotted right in as their Chamber Militant, though we were keen to maintain their identity as separate from the Inquisition. They are still primarily controlled by the Ecclesiarchy, but given that the Ordo Hereticus must police the Adeptus Ministorum, we decided that there should be more than a small amount of crossover.

So, allying the Sisters to the Witch Hunters puts them in an interesting context. You'll have noticed that the Inquisitors and other agents of the Ordo Hereticus are somewhat sinister and dark, quite unlike the shining paladins of the Ordo Malleus and

their Grey Knight allies. Presenting the Sisters as holy and pure, yet vengeful and uncompromising, in my view compliments the Witch Hunters. On one hand providing an example to Humanity of the very best a person can aspire to, yet on the other, showing the necessarily harsh actions Humanity's guardians must take in order to protect its future. By the standards of the 21st century, these girls are fanatical zealots, but in the context of the 41st millennium, they're paragons of virtue, whose every action is a manifestation of the divine will of the God-Emperor of Mankind. It's all a matter of perspective, you see.

FROM ROGUE TRADER

Andy: The Battle Sisters of the Adepta Sororitas made their first appearance in the Warhammer 40,000 universe back in the days of Rogue Trader. Though they had no list of their own (hardly any race did back then – players had to rely on their own mental powers to enjoy the game), they did have a couple of miniatures.

When it came to presenting the Sisters in the new codex, we decided to start by going way back to their roots. The description of the Adeptus Ministorum in Rogue Trader actually said an awful lot, and, thinking of the role we envisioned for the Ordo Hereticus, I was particularly struck by the following passage:

'Every single day, squads of Battle Sisters descend upon unsuspecting departments of the Adeptus Terra, administering genetic and psychological tests in order to expose wrongdoers, mutants and malcontents. Whole companies of Battle Sisters travel out to warzones, to the fortress-monasteries of the Adeptus Astartes, to the fleets and to the scattered worlds of the Imperium. No one is free from their vigilance.'



▲ Sisters of Battle storm a heretic hive.

Pretty much the same as the Ordo Hereticus then, eh? This gave us a basis for the character of the army – vengeful warrior-adepts tasked with enforcing the purity of other Imperial organisations. The Rogue Trader art even shows a Battle Sister exacting that vengeance upon a Space Marine, so this seemed particularly appropriate (in fact, the Space Marine is from the 'Rainbow Warriors' Chapter, and as we haven't heard of them for some time I guess the Sisters' mission was successful!).

After a brief mention in Codex Imperialis in 1993, and an army list entry for use as allies, the next time the Sisters of Battle made an appearance was, unsurprisingly, in Codex: Sisters of Battle in 1997. This fine tome, penned by none other than Warhammer Loremaster, Gav Thorpe, expanded the small amount of background on the Ecclesiarchy and the Sisters in to a hugely detailed, richly evocative history that traced the roots of the Sisterhood back to the darkest days of the Age of Apostasy. The Adepta Sororitas were refined as holy warrior-women, the shock troops of the Ecclesiarchy, ready to sacrifice all for their holy cause. A 'get-you-by' list in the third edition Warhammer 40,000 rulebook, a couple of Chapter Approved updates, and an expanded list in the Second Book of the Astronomicon brings us up to date with the history of the Sisters in the game.

DESIGNING THE DIFFERENCES

Graham: Another new tool we used in designing Codex: Witch Hunters was a 'visualisation' book, where we sat down with the art and graphics department to sketch out how we saw the look and feel of the book developing. One thing we had in mind from the outset was that the codex's character should be quite different from that of Codex: Daemonhunters.

Where the Daemonhunters are portrayed as shining paladins of virtue who stand toe to toe with the daemon and chop its head off, we wanted to take the Witch Hunters in a much darker direction. Where your average citizen of the Imperium would no doubt be happy to see the warriors of the Ordo Malleus or Ordo Xenos turn up (since they're probably on the verge of being

eaten by a daemon or alien) they might be a bit more hesitant about rolling out the red carpet for the Ordo Hereticus.

Inspired by the phrase 'Who watches the watchers?' we wanted the arrival of an Ordo Hereticus Inquisitor to be greeted with a mixture of awe and dread, the feeling that, yes, he might have come to take down the powerful rogue psyker eating your babies, but could just as easily have come for you...

To that end, we wanted the book to reflect the sinister nature of the Ordo Hereticus and in our discussions with the artists, we emphasised this point above all others. Early on in this process, John Blanche gave us a copy of the *Malleus Maleficarum*, the tome dealing with the persecution of Witches that was written by two inquisitors in the 15th Century. It provided oodles of character for Codex: Witch Hunters. We wanted the book to look and feel like a 40K version of the *Malleus Maleficarum*, like a tome an Inquisitor of the Ordo Hereticus would have sitting on his desk and that he'd refer to whenever he needed to better understand the machinations of his foe. So it was to be dark, very gothic and replete with sinister imagery that undercut the heroic nature of the Daemonhunters codex that had gone before.

By the time we'd gone through this with the artists, we had a folder put together with the look and feel of the book. This allowed us to establish where everything went and how we



Penitent Engine

could relate one part to another with the art and text working together. With this basic framework of the book we were able to get stuck into the mechanics of putting an army list together.

THE ARMY LIST - A NEW ORDER

Andy: From the beginning of the project, we knew that the Witch Hunters list would work in the same way as it did in Codex: Daemonhunters, with the same format for Inquisitors, Chamber Militant and allied units. Removing those units specific to the Ordo Malleus, and replacing them with those more in character with the Ordo Hereticus was a fairly simple task. As with Codex: Daemonhunters, you'll also be able to use Witch Hunters as allies and include allied Imperial Guard and Space Marines, so it will be easy for existing Imperial players to integrate the Witch Hunters with their own armies. The Chamber Militant of the Witch Hunters are the Sisters of Battle, so first we'll have a look at what's happened to them in their latest incarnation.

One major change that existing Sisters players will be pleased to see is the reintroduction of Rhinos as transport vehicles for Battle squads. These were removed from the Chapter Approved list, and for good reason – under the Warhammer 40,000 rulebook list, every single Sisters of Battle army we saw consisted of Rhinos and Immolators, and precious little else. Invariably, the Sisters themselves remained packed away in the carrying case, while the transports sped around the table conducting devastating drive-by shootings with flammers and heavy flammers.

The Chapter Approved list shifted the balance back towards infantry, but this made for an army that was somewhat expensive for players to get into, and somewhat specialised in its tactics. So, in Codex: Witch Hunters we've adjusted the balance again and now believe we have things just right. Battle squads get their Rhinos back, but have a minimum squad size of 10, meaning the minimaxing seen before will be less prevalent. Similarly, Retributors lose their heavy flammers, but



Arco-flagellant

Retributor



▲ Celestians are fervent adherents to the Imperial Creed.



▲ The Sisters Repentia are formidable foes.

these have been passed onto the Battle squads. All in all, the potential for drive-by flaming is reduced, but still remains a viable tactic for those who want to specialise that way.

SHINY STUFF

When it comes to new, shiny stuff, there are three all-new units for players to get their teeth into. Firstly, the Penitent Engines. These miniatures have generated a lot of excitement amongst players who have seen them, and quite rightly, as Tim Adcock and Aly Morrison have done a fantastic job of realising the concept of a crazed, death-dealing flagellant machine. We started with

the initial concept that some Ecclesiarchy shrines would keep a 'temple guardian' machine, to be animated in times of direst need, inspired by the 16th century Golem myth. The concept evolved, and crossed over into Arco-flagellant territory to become the beast we see now. The Penitent Engine performs a very useful role, being excellent at countering rampaging enemy assault units and vehicles. Of course, these are not the tactically flexible Dreadnoughts of the Space Marines, and are by nature unpredictable, so they must always move towards and assault the nearest enemy, and get D6 Attacks in close combat.

The Arco-flagellants were a must for this codex, and, as their description in the Inquisitor game described them as sometimes being fielded in "the Ecclesiarchy's fighting forces in 'suicide attack units'", that was all we needed to theme the unit. The rules actually went through a lot of development and playtesting, as any unit consisting of vulnerable, yet deadly in close combat, troops is very difficult to assign a points value to. In some games they were shot down by heavy bolter fire before doing a thing, in others they went through Terminators like curried grox through a Ratling. The trick is choosing their target well, and doing all in your power to allow the unit to get there. In the end, the rules and attached points value reflect what the unit will be capable of most of the time – to some they will appear grossly over-powered, to others too random to be worth the points. It all comes down to your own playing style (but I guarantee those who think them too powerful will soon field them as allies!).

Then we have the Sisters Repentia. These girls first appeared in the Inquisitor game, and we've expanded the idea of the penitent Sister for Codex: Witch Hunters. In Inquisitor, they were represented as individuals in self-imposed exile, determined to gain absolution before returning to their order. We

introduced the idea that another suitable punishment for a Sister who has broken some obscure rule of her convent would be banded into squads with other such miscreants and led into battle by a Mistress; a harsh leader upon whose whim the Sisters' fate is determined. The Repentia needed a strong hook, so rather than make them just another assault unit armed with bolt pistols and close combat weapons, we decided to give them all suitably large and ornate ceremonial Eviscerators. This means the unit strikes last in assault, but when it hits back, it hits back hard – just right for a unit of Penitents desperate to gain absolution for their sins.

DOING IT FOR THEMSELVES

One of the earliest design objectives we identified when it came to writing the list was that the long-time fans of the Sisters of Battle should be able, if they so wish, to field an all-girl force. After all, a nicely painted all-Sisters army is a real treat to see set up on the battlefield. Of course, we believe even the most hardened purist won't be able to resist fielding a squadron of Penitent Engines or a unit of Arco-flagellants, but there's no accounting for taste!

So a pure Sisters of Battle force is not only viable under Codex: Witch Hunters, but in the hands of a good player can be downright offensive. By foregoing all the cool Inquisitorial characters and units, you gain more Faith Points, with which your girls can unleash their faith in the Emperor in the form of a number of Acts of Faith, small miracles that, when used in the right combinations at the right time, can prove game-winning.

On the subject of Acts of Faith, players of the Chapter Approved army list will immediately notice that their army will be generating fewer Faith Points. This is because we've increased the potency of the Acts, so that, rather than a steady drizzle of Acts that are really neither here nor there throughout the game, you'll be using them in potentially devastating combos at pivotal moments in the game.



Left: Inquisitor Lord Karamazov sits atop the Throne of Judgement.

CUT FROM A DIFFERENT CLOTH...

Graham: When we began writing the codex, we already knew that the distinctions between Radical and Puritan Witch Hunters were a good deal subtler than was the case in Daemonhunters, or will prove to be in Alien Hunters. After all, if you're an Inquisitor who traffics with daemons or aliens that pretty much puts you in the Radical camp. But with Witch Hunters, the division wasn't so cut and dried. Was a Puritan one who believed that all psykers (including Astropaths, Librarians etc) were evil? Or was that an ultra-Radical? Might an exceptionally Puritanical Inquisitor extend his hatred of psykers to the Emperor himself, the greatest psyker of Humanity? All in all, it led to many a theosophical discussions about the nature of divinity and what made a being a god... And you thought this was all about toy soldiers and rolling dice!

When we realised that the distinction between Puritans and Radicals was far from clear we decided that the whole area is best viewed as shades of grey. The upshot is that we decided that whether your Inquisitor views himself, or is viewed by his peers, as a Radical or a Puritan is entirely down to you – it's a personal decision, not one forced upon you by the army list. Differences between the philosophies of Radicals and Puritans aside, we still wanted a clear distinction between the Inquisitors of the Ordo Hereticus and their brethren in the Ordo Malleus.

Andy: When we set about making the Ordo Hereticus Inquisitors distinct from the Ordo Malleus we realised that we needed a more complete solution than simply a different model. We wanted them to play differently as well as look different and, for inspiration, we went back to the core ideas that differentiated the two Ordos. The Daemonhunters tend towards going toe-to-toe with the diabolic, wielding their shiny hammers of Daemon smacking, and we opted to take the Witch Hunters the other way, moving them away from close combat and towards 'psychological warfare'. To this end, we've removed such items as Terminator armour and power fists from the armoury of the Witch Hunter, and added all manner of scary psychic powers and toys that attack his enemies through Leadership-based psychological attacks. The upshot of this approach is that it gives the Adepta Sororitas a clearer role in the army, as the Canoness is the girl to call when settling things the old fashioned way, and close combat is the only way to deal with those pesky witch-related problems. Hopefully, when players of other Imperial armies are thinking about taking Inquisitorial allies they'll be doing so based on the job at hand and the abilities of each of the Ordos. It's almost as if we planned it...

ENEMIES GALORE

Graham: We've continued the idea of adversaries as established in Codex: Daemonhunters, giving your Witch Hunters a real reason to be fighting the enemy force. This section was actually fairly easy to write as some of the natural enemies of the Witch Hunters – mutants and traitors – have already had their rules written for them in Codex: Eye of Terror. These are Troop selections available to an army that opposes the Witch Hunters, allowing them to field hordes of cheap, scummy mutants and deviants that have turned from the



Saint Celestine

Emperor's Light and deserve a good flaming.

We also have rules to represent powerful Rogue Psykers and Apostate Cardinals, and rules that represent existing HQ units (such as an Imperial Guard Colonel) suddenly developing latent psychic powers and being driven insane by the metamorphosis. Some of these powers are very nasty (though pointed appropriately of course), but we felt that was perfectly in character.

Andy: Existing Sisters of Battle players will be able to testify that they seldom suffer from the 'blue-on-blue' games we often see, where two armies that really wouldn't fight each other are slugging it out to the death. While it may be tricky (though far from impossible) to explain just why an Ultramarines army is fighting a Crimson Fists force, Sisters of Battle players have always had the luxury of knowing that their army would fight anyone! The reason for this is simple – anyone can be labelled a heretic, and therefore anyone, even the Imperium's finest, can be called to account by the Sisters, and the sinister Ordo Hereticus.

The various story hooks in the Narratives section of the codex are actually reasons for fighting other armies of the Imperium, as is appropriate for a force that sees enemies wherever it looks. Of course, there are plenty of reasons for the Witch Hunters to be fighting every other race, and these are explored in detail in the codex.

SUFFER NOT THE WITCH TO LIVE

Graham: Over the four years that I've been with Games Development, I've worked on all of the codexes we've produced since Codex: Tyranids. And, though all of them have been immensely enjoyable to work on, Codex: Witch Hunters has been the first project that myself and one other Games Developer have been in charge of writing. It's been a fantastic chance to really get to grips with the job of taking a book from nothing but a concept and a few ideas on paper to a fully realised product with accompanying miniatures, artwork and everything else that comes with it. Andy and I really enjoyed working on this codex and I hope you enjoy the results of our labours. I think we've managed to produce a book that looks great and will allow you to field an army that is more than capable of holding its own on the tabletop. And remember, in the grim darkness of the far future, the only good witch is a dead witch...

Andy: With this Codex we've aimed to remain faithful (pun intended) to the rich history of the Sisters of Battle and the Ecclesiarchy, but we've also aimed to move the story on. Not by contradicting anything previously published, but by expanding the background in directions not previously explored.

By linking the Ordo Hereticus and the Adepta Sororitas, we feel we've opened up the possibilities for an already cool army, and introduced an exciting new one. I hope that even the most die-hard Sisters of Battle purist will be happy to find that their army suddenly has a host of new possibilities open to it. And those who appreciate just how dark the dark millennium really is will have a whole new army through which to express their darker side.



The Sisters of Battle, have six major convents which are all featured in the codex. All use variations on the same basic heraldry, made up of red, black, white and a silver metallic colour. Here Mike Dodds, Martin Isaksson and Sam Lee take you through the thoughts and processes of painting these models.

PAINTING MASTERCLASS SISTERS OF BATTLE

How to paint your Sisters of Battle

ORDERS MILITANT



Order of Our Martyred Lady

Armour: Chaos Black

Robes: Blood Red

Weapons: Boltgun Metal



Order of the Valorous Heart

Armour/Weapons: Chaos Black

Robes: Chaos Black with Skull White edging and gloves

Weapons: Chaos Black and Boltgun Metal



Order of the Argent Shroud

Armour: Boltgun Metal

Robes: Skull White

Weapons: Blood Red and Boltgun Metal



Order of the Bloody Rose

Armour: Blood Red

Robes: Chaos Black

Weapons: Chaos Black and Boltgun Metal



Order of the Sacred Rose

Armour: Skull White

Robes: Chaos Black

Weapons: Chaos Black and Boltgun Metal



Order of the Ebon Chalice

Armour: Chaos Black

Robes: Skull White

Weapons: Boltgun Metal

ALTERNATIVE COLOUR SCHEMES



Whether you decide to paint your Sister of Battle in the uniform of one of the major convents, or want to create your own using the same heraldry, the same colours and techniques should still prove useful.

Of course, you may simply choose to use a whole new colour scheme from your own imagination. Here are a few examples of dramatically different colour schemes to get the inspiration flowing.

HAIR



1 The hair is given a basecoat of Shadow Grey.



2 An equal parts mix of Shadow Grey and Space Wolves Grey is carefully applied to the strands of hair.



3 Skull White is then used to highlight the sharpest edges of detail.



METAL



1 The tubing and the metal on the boltgun are given a basecoat of Chainmail.



2 A wash of Black Ink mixed with a little washing up liquid and water is applied to the metal colour.



3 Chainmail is drybrushed over the raised areas.

SKIN



1 Dark Flesh is applied as a basecoat.



2 The darker shade remains for shadows, and Tanned Flesh is layered over the Dark Flesh.



3 Dwarf Flesh is used to highlight the prominent features of the face.



RED ROBES



1 A coat of Scab Red is applied to the robes.



2 An equal amount of Red Gore is mixed with Scab Red and then layered onto the robes, leaving the darker tone in the deepest recesses.



3 Blood Red is added to the mix and used to highlight the sharpest edges.

BLACK ROBES



1 The robe is painted using a mix of two parts Chaos Black and one part Codex Grey as a base colour.



2 The base colour is highlighted with a mix of equal parts Chaos Black and Codex Grey.



3 The final highlight consists of two parts Codex Grey and one part Chaos Black.



WHITE ROBES



1 The inside of the robes are painted with Shadow Grey.



2 Highlight the Shadow Grey with Space Wolves Grey.



3 To finish off, Skull White is applied as a final highlight.



1 Paint equal parts Scab Red, Scorched Brown and Chaos Black onto the armour.



2 Apply a highlight of equal parts Red Gore and Blood Red, followed by another of Blood Red.



3 A final highlight of Blood Red mixed with Blazing Orange is then applied to the edges of the armour and the rivets.

RED ARMOUR



WHITE ARMOUR



1 Paint the armour Codex Grey all over.



2 Apply a layer of Codex Grey mixed with Fortress Grey onto the armour, leaving Codex Grey in the deepest recesses.



3 To finish off, thin Skull White with water and apply this onto the armour.

Although the six major convents all have heraldry based on a few restricted colours, they all have their own, instantly recognisable uniforms. So whether you make use of some, or all, of the colours and techniques we have looked at here, or inject your own ideas into the mix, there's enough variation to make your force unique.



1 Begin by applying a mix of four parts Chaos Black and one part Bleached Bone.



2 Highlight the basecoat with more Bleached Bone added to the original mix. To finish off apply a glaze of Chaos Black thinned with water.

BLACK ARMOUR

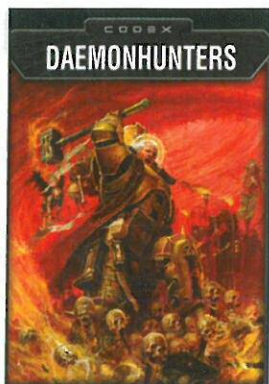




Whether you collect Daemonhunters, Witch Hunters or simply fancy starting an Inquisitorial force, check out these parts to help you make your army unique.

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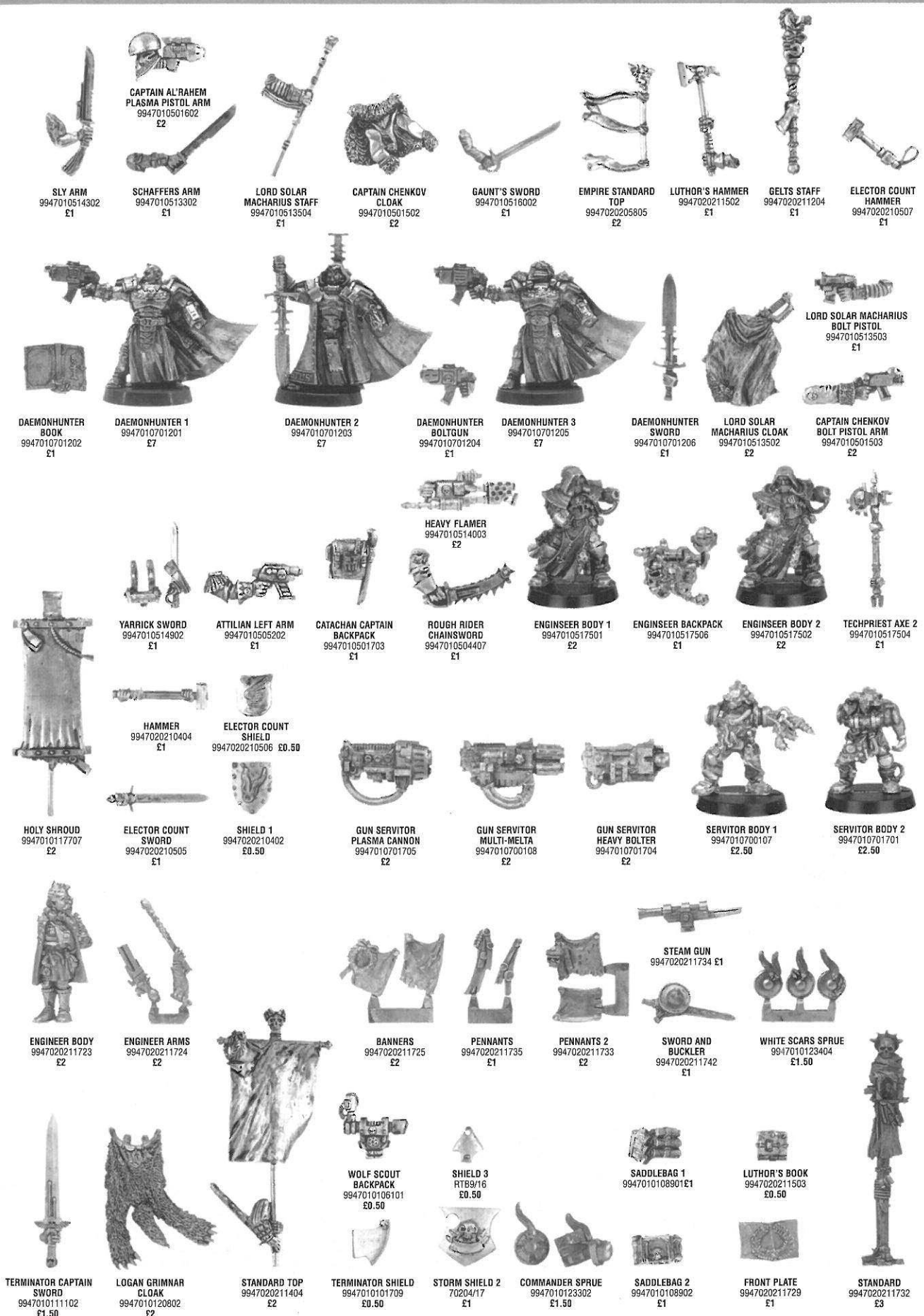


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Heat 2 of the 2003/2004 Warhammer Grand Tournament showcased some great looking armies, many of which stood out because, not only were they well painted, but they also had a consistent theme.

Sander Tijssen's Dwarfs of Kadrin Drakk is one such army.

KADRIN DRAKK

Sander Tijssen's Dwarf Tournament army

Sander has been playing Warhammer for about five years now, starting with a Bretonnian army in the 5th edition. But a few months before the 6th edition was released, he decided he wanted a change and started a Dwarf army. He hasn't played with another army since.

After countless battles against his friend's Dark Elves, Sander had got to the point where they would be able to predict who was going to win by Turn 2.

It was at this point that he and his friends felt it was time to find some new opponents. That's when their interest in playing in tournaments began.

The first tournament they entered was Heat 1 of the 2002/2003 Grand Tournament season, and they had a great time. Sander says that the real enjoyment of tournaments comes from meeting new players and seeing all the beautifully painted armies there. It is for these reasons, rather than winning

all the time, that he returns time and time again.

When Sander was looking for a change from his Bretonnians, the Dwarfs were appealing because they seemed to be tactically the opposite. However after reading through the army book, Sander began to love the character and background of the army. Since then he has been hooked on Dwarfs.



The first Dwarf army he used was fairly standard and didn't include many conversions. It was only after his first UK Grand Tournament, that he decided he wanted to do something special.

Sander took inspiration from the Dwarf army book, in particular, a piece of background about Dwarfs living outside of the Worlds Edge Mountains. It was the section about the Norse Dwarfs that caught his attention. Sander then started thinking about how he could convert the Dwarf models to have a more Norscan appearance. One of the ways to make them more distinctive was to give them different shields to the standard Dwarfs. The plastic Chaos Marauders' shields came in useful here, but it was quite a bit of work to cut off all the Chaos symbols on them. It was worth the effort though.

Sander also went to great lengths to try and give all the Dwarfs horns on their helmets, to match the Viking image he had in mind. Unfortunately, the Warriors

with great weapons don't have them, due to the size of their axes. Sander wanted all of his Warriors to be wearing fur cloaks, and for this he used Green Stuff.

This took less time than expected after he discovered a quick method of doing them. First a base layer is applied to give the rough outline of the cloak. After letting this layer harden for a day or so, a second layer of Green Stuff is applied. Then, by using an old metal fur cloak he found in his bits box, the texture was stamped into the Green Stuff. Finally, the last thing Sander did was to put snow on the bases. This he found at a local modelling store. One converted unit Sander is really pleased with is the Dwarf Crossbowmen. He wanted them to be aiming their weapons, so instead of using the arms from the Dwarfs boxed set, he used the the Empire Militia crossbow arms instead. As you can see it has worked out really well.

The Norse Dwarf army was used by

Sander for the first time at the 2002 Dutch Grand Tournament, where it won the Best Army award there. Since then, Sander has done a lot of work on the army. Generally, he includes a new unit in the army for each tournament he goes to, forcing him to paint a new unit every couple of months. The army is about 3,500 pts right now, and Sander has plans to include a unit of Longbeards in the near future. After that, he will round out the army with some more character models which will bring it to a grand 4,500 pts or so.

Currently, Sander is busy painting a Tomb Kings army as well which he wants to have finished by the 18th of January for a Fanatic tournament in Maastricht. After the Tomb Kings and his Dwarfs are completed, he has tentative plans to collect a Slaaneshi Chaos army. But history may repeat itself with the release of the very tempting new Bretonnian models. So, who knows what he'll bring to the next UK Grand Tournament.





Some examples of Sander's Thunderers, with converted Chaos Marauder shields strapped to their backs.



*Thorindil Grimbeard,
Lord of Kadrin Drakk.*



*Barik Svensson,
First Advisor of the Runesmith Guild.*





Some of Sander's Trollslayers, notice the detailed designs on the bandana and trousers.





*Thane Hargor Durinsson,
Elder of the Stonemasons.
Sander has used a converted
Dwarfen Treasure Hunter from
Mordheim to represent him.*



*Above: Warriors of the Dragon Clan, wielding great weapons.
Sander wasn't able to give these Dwarfs the Viking horns that are so
prevalant in the rest of the army, due to the way their great
weapons are positioned.*

*Below: The Anvil Guard are each carefully converted to run with
the Norse theme that pervades the army.*





'The Hammer'
Sander has gone to the trouble of giving everything in his army a proper name and title, even his Stone Thrower!



*Durin Ironmane,
Bearer of the Royal Standard.*



'Old Reliable'
The second of Kadrin Drakk's war machines.



There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. If you are new to wargaming, collecting and painting an army can seem like a daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience and the right tools...

PAINTING SUPPLIES

A Guide to Paints and Painting Accessories



Citadel Colour Mega Paint Set

£120

Contains the entire range of Citadel Colour paints with the new flip top design, PVA (white) glue, a painting guide, brushes, empty pots, and more!

Denmark...kr 1375.00
Sweden ...kr 1700.00
Euro.....€ 175.00



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This boxed set contains 5 plastic Chaos Warriors, 6 paint pots, a paintbrush & painting guide.

Denmark...kr 200.00
Sweden ...kr 250.00
Euro.....€ 25.00



Warhammer 40,000 Starter Paint Set

£12

This boxed set contains 5 plastic Space Marines, 6 paint pots, a paintbrush & painting guide.

Denmark...kr 200.00
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This paint set contains nine of the most regularly used colours in our paint range, a painting guide and a paintbrush.

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There is also a range of 250ml spray cans available. Colours available are as follows:

- Shadow Grey
- Ultramarines Blue
- Blood Angels Red
- Dark Angels Green
- Boltgun Metal

Denmark...kr 50.00
Sweden ...kr 60.00
Euro.....€ 6.50

CITADEL BRUSHES



Fine Detail Brush £2



Detail Brush £2



Standard Brush £2



Basecoat Brush £2.50



Large Brush £2.50



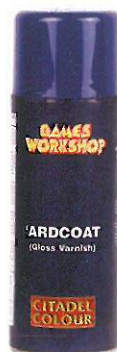
Small Drybrush £2.50



Large Drybrush £2.50



Tank Brush £4



'Ardcoat Gloss Varnish

£6

Also available in a 12ml pot.

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



Paint Station

£18

Self assembly modelling & painting area.
Models & paints etc. not included.
Dimensions: 60cm x 40cm approx.

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



Paintbrush Set

£6

Detail Brush, Standard Brush, Small Drybrush.

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



Be careful when using glue.
Make sure you read and follow the
instructions on the packaging.



Plastic Glue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Superglue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Empty Paint Pot £0.50

Denmark.....kr 7.00
Swedenkr 10.00
Euro.....€1.00

Citadel Colour Paints

Paints & Inks – £1.75 each

Scab Red	Dark Angels Green
Red Gore	Snot Green
Blood Red	Scaly Green
Blazing Orange	Goblin Green
Fiery Orange	Scorpion Green
Golden Yellow	Camo Green
Sunburst Yellow	Kommando Khaki
Bad Moon Yellow	Rotting Flesh
Scorched Brown	Fortress Grey
Graveyard Earth	Codex Grey
Bestial Brown	Shadow Grey
Snakebite Leather	Space Wolves Grey
Desert Yellow	Chaos Black
Bubonic Brown	Skull White
Vomit Brown	Mithril Silver
Bleached Bone	Boltgun Metal
Dark Flesh	Chainmail
Terracotta	Tin Bitz
Vermin Brown	Dwarf Bronze
Tanned Flesh	Brazen Brass
Dwarf Flesh	Burnished Gold
Bronzed Flesh	Shining Gold
Elf Flesh	Red Ink
Liche Purple	Magenta Ink
Warlock Purple	Yellow Ink
Tentacle Pink	Chestnut Ink
Midnight Blue	Brown Ink
Regal Blue	Flesh Wash
Ultramarines Blue	Purple Ink
Enchanted Blue	Blue Ink
Ice Blue	Dark Green Ink
Hawk Turquoise	Black Ink
Catachan Green	Gloss Varnish

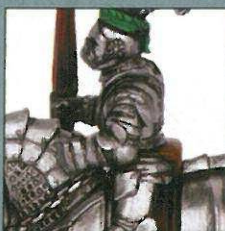
Hobby Tip: Painting Armour



Begin with a basecoat of Boltgun Metal, watered down slightly to allow the paint to cover better.



Use watered down Black Ink to paint into the recesses of the armour, this gives you some extra depth.



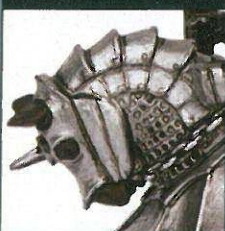
Then paint Chainmail onto the raised areas of armour. Again water the paint down slightly.



On the most extreme edges of the armour, (which also includes the rivets), paint on some Mithril Silver.



Watered down Scorched Brown can be painted in the crevices to replicate dirt. Finally Shining Gold is used on the trim.



Gav Thorpe reveals his brand new scenario generator. This is a means by which Warhammer players can vary their battle types, and which introduces an element of strategic thinking to the game.

WARHAMMER SCENARIO GENERATOR

Adding variety to your games of Warhammer

Many players have cited playing scenarios as a good way to ensure that games continue to be challenging week after week as this invites broad-based army selection and adds narrative and background to their games. Well, I've taken the bull by the horns and created a system that will, hopefully, allow people to generate different scenarios for their games. Obviously with something as complex as a scenario generator, the more games played using it, the better we can hone it. Let me know what you think at the usual Warhammer Chronicles address or on the website and we'll hopefully update and expand the system in future issues or online.

There are many ways to create a scenario, and an almost limitless variety of Warhammer battles to play. However,

rather than try to encompass all of these in one immense system (it's pretty long as it is), I've created this scenario generator with a simple goal in mind.

The scenario generator is intended to be used for 'pick up and play' games – you know, at the local club or Battle Bunker, or at an event. This means that players can go to the venue with an army (or armies, depending on their collection size!) already picked, find an opponent with a same-sized army and they can throw down and get going. It could be used in campaigns, but if you're playing a campaign anyway, then there's all sorts of other ways to create scenarios. For this reason, there are no uneven Points Matches, it doesn't take into account siege games, skirmishes, or other types of games. The scenario generator is not intended to encompass the entirety of the Warhammer gaming experience, but

hopefully offers an alternative to the straightforward 2,000 points Pitched Battle.

This scenario generator comes in two parts. First of all, I will present the Random Scenario Generator. This allows players to create a scenario to play in a short space of time. After that you will find the Master Strategists' scenario generator. This introduces a much more strategic level of planning for players to consider when choosing their armies and represents their pre-battle manoeuvres. There's a lot more thinking involved with the Master Strategist's version, so I suggest playing with the Random Generator a few times to learn the basic system before launching into your bid for general of the year. Or, if you like, just stick with the Random Generator for your games.



The Artillery Train of Nuln prepares to unleash a salvo of blackpowder death upon the Skaven.



RANDOM SCENARIO GENERATOR

PRE-BATTLE SEQUENCE

There are a number of stages to generating a scenario that the players need to complete in a certain order. This is designed to represent the pre-battle manoeuvring of the two armies to try and gain an advantage over the opposition through the manner in which they engage each other, the choice of battlefield and their deployment. It also takes into account unforeseen circumstances that may befall the armies, such as a turn in the weather or changes in the winds of magic.

The sequence of these events is as follows:

1 Choose Armies. The players agree on a points value for the battle and choose their armies (before they know the exact details of the battle to be fought).

2 Determine Engagement Type. The manner in which the armies meet is resolved here. For example, does one side manoeuvre into a position to ambush the enemy, or do the armies run into each other before they have the chance to deploy from their column of march?

3 Determine Objective. Most armies have a reason for fighting each other (except possibly Orcs). In this pre-battle phase, the players determine what their armies are trying to achieve.

4 Determine Terrain. A general who scouts out the land ahead can choose a more advantageous battlefield to attack his enemies or make a last stand.

5 Determine Deployment. An astute general might send part of his army away to act as a flanking force, or perhaps try to surround the enemy before battle is joined.

6 Determine Special Circumstances. Is everything going as planned, or have the gods chosen to visit the generals with an extra challenge?

7 Deploy Armies. Here the players determine who begins to deploy their army first, and they set up their miniatures ready for battle.

8 Determine Game Length and First Turn. Getting the first shots off can prove to be vital, though a cunning commander might wish to surrender the initiative to the foe to lure them into a trap.

9 Fight the Battle! Play the game, to see if those careful preparations have given you the edge you need.

1. CHOOSE ARMIES

Both players agree a maximum points value for the battle and choose their armies from the appropriate army list. At this stage, they may also detach one or more units to form a Vanguard or a Rearguard. This can become important depending on the Engagement type the armies fight. Depending on the size of the game being played, there are maximum sizes to the Vanguard and Rearguard, and a minimum number of units that must be kept in the Main Force (see table below). War machines can never be part of a Vanguard or

Rearguard. An army does not have to have a Vanguard or Rearguard, but it is usually advisable.

If characters are to start a battle inside a unit, then this must be noted on the army list (and which unit they are leading), and they are deployed within the unit when it is placed on the table. For the purposes of Vanguards and Rearguards, characters within a unit do not count as an additional unit in the Vanguard/ Rearguard, nor do they count towards the minimum number of units required for the Main Force. However, characters deployed on their own do count towards this limit. For example, in a 3,000 points army, the army may have four units in a Vanguard, any of which may contain any number of characters. Alternatively, it may have three units and a separate character in its Vanguard, or two units and two separate characters, and so on.

Note: In certain engagements, the Vanguard will move onto the table in front of your Main Force. This means that if you have slow units in your Vanguard it will impede the deployment of the rest of the army. For this reason, it is often best if your Vanguard includes the faster units in your army, such as Flyers or Cavalry.

VANGUARD AND REARGUARD CHART

Army size ^(in points)	Max Vanguard	Min Main Force	Max Rearguard
Up to 999	1	1	1
1,000 to 1,999	2	2	2
2,000 to 2,999	3	3	3
3,000 to 3,999	4	4	4
Each additional 1,000	+1	+1	+1

2. DETERMINE ENGAGEMENT TYPE

There are three possible types of engagement which categorise the various ways in which the armies might meet on the field of battle. Roll a D6 to find out what type of engagement the armies are fighting:

D6 Engagement type

1-2 Pitched Battle. The two armies manoeuvre for a battlefield suitable to their liking, then make camp for the night. The following day, the armies are deployed and battle commences! Pitched Battles are the most straightforward type of engagement.

3-4 Meeting Engagement. The two armies close with each other quickly, and must deploy from their column of march to fight. A meeting engagement favours a faster army, or one with a substantial Vanguard.

5-6 Assault. One army attacks the other in a defended position. Each player rolls a D6, the highest scoring players decides whether to be the attacker or defender (re-roll ties). An assault gives the attacker advantages in deployment, but an enemy Rearguard can cause trouble.

3. DETERMINE OBJECTIVE

Sometimes an army will be out for conquest, other times it may have been sent to hunt down the opposing general. Each player rolls 2D6 on the table to find out what the objective for the battle is. The objective depends upon the engagement type determined in the previous pre-battle phase. The table below details the victory conditions for each of the various objectives. Most use the Victory Points table on page 198 of the Warhammer rulebook.

DO AS YOU SEE FIT

Each player selects one of the objectives and notes this in secret. Both players then reveal their objective.

Special Rules: As per chosen objective. Note that if you choose the 'Kill them all' objective only opposing units may rally below 25% strength.

KILL THEM ALL

Double Victory Points for destroyed units and characters. No other Victory Points are scored – none for table quarters, fleeing units, units below half strength, captured banners, etc. Units that have fled off the battlefield do count as destroyed for this purpose.

Special Rules: Units may rally below 25% strength.

CAPTURE*

Normal Victory Points. Place an objective in the middle of the table, no larger than 6" square. At the battles end, add up the Unit Strength of all non-fleeing units within 6" of the objective. The side with the greater Unit Strength earns +500 VPs.

Special Rules: None.

CONQUEST

Normal Victory Points.

Special Rules: None.

ADVANCE

Normal Victory Points. Non-fleeing units in the enemy deployment zone at the end of the battle earn VPs equal to their points value (or half their points value if below half strength). In the case of a Meeting Engagement objective, units that are within 12" of the enemy entry point earn these bonus Victory Points.

Special Rules: None

VENGEANCE*

Normal Victory Points. Enemy general is worth +500 VPs rather than +100 VPs.

Special Rules: Both generals *Hate* each other, even if normally Immune to Psychology.

BRING ME VICTORY!

Each player secretly chooses either Capture or Vengeance objectives. Both players then reveal their objectives – the Or Else! rules apply in both cases.

Special Rules: As per chosen objective.

2D6 ROLL			OBJECTIVE
Pitched Battle	Meeting Engagement	Assault	
2	2	2	Do as you see fit
3	3	3-4	Kill them all!
4-5	4-6	5	Capture*
6-8	7-8	6	Conquest
9-10	9-10	7-9	Advance
11	11	10-11	Vengeance*
12	12	12	Bring me victory!

*Roll an additional D6. On a roll of a 4 or more, these become 'Or Else!' objectives. Normal VPs are not calculated in an 'Or Else!' game. Only the army that achieves the objective wins. If both armies achieve their objective, it is a Draw. For an event such as a tournament, treat as a Massacre if one side wins.

Note: It is at this stage High Elf players must determine who their general is using the Intrigue at Court rule.



4. DETERMINE TERRAIN

An army that can fight the battle on favourable terrain has a distinct advantage. Securing a wood or river to anchor a flank, or choosing a clear field for glorious cavalry charges, is one of the challenges of generalship.

Here are two basic methods of working out the terrain of the battlefield. The first is what is termed 'free placement', the second is 'random placement'. We'll deal with free placement first.

Both players roll a D6 (re-roll ties). The player who wins has manoeuvred for battle more effectively and has found more favourable terrain. He may choose any piece of terrain and place it on the table. Limits for the size of terrain are listed later. The limits of the terrain that can be placed are those pieces of terrain that are available. In a club or at home this will be anything you can lay your hands on, while at a tournament this may be restricted to the terrain pieces on the table already.

Once the player has placed a piece of terrain, his opponent may do the same. A player may not place a piece of terrain within 6" of another piece of terrain, unless continuing or ending a river. Exception – you may place terrain on a hill, such as a building or wood, providing that you placed the hill on the table.

Each player must place at least one piece of terrain. There is also a maximum number of pieces of terrain that can be placed by each player, equal to one piece for every 2' of long table edge the battle takes place over. For example, if playing on a table 6' long, no player may place more than three pieces of terrain each (and this would be considered to be a dense terrain set-up!).

The players alternate placing terrain like this until the player who won the roll-off decides to stop. He may do this at any time; either after placing terrain himself or after his opponent has placed a piece of terrain.

In random placement, the same method is used with one exception. After players have chosen their armies, they should choose one of the Random Terrain tables given on pages 222-228 of the Warhammer rulebook. Rather than picking a terrain piece, the players randomly determine the type of terrain they can place by rolling on the table first. If no suitable terrain piece can be found, the players immediately stop placing terrain.

In Pitched Battles, Wood Elves players may place their free wood as normal.

Bear in mind that you don't know where you'll be deploying yet, so be careful when giving too much of an advantage to one side or the other!

These two methods work if you are using terrain 'features' (scenery placed onto a flat table). If you are using some other type of terrain, such as modular boards or a pre-fabricated gaming table, then the player who won the roll-off may arrange the terrain. The other player automatically wins the roll-offs for the Determine Deployment and Deploy Armies pre-battle phases. This means they will be able to choose where the two armies deploy, so it's best not to make the terrain too heavily favoured towards one area of the battlefield.

Of all the pre-battle phases, terrain placement is the most open. Players should, if they wish, feel free to use any other mutually-agreed method for placing terrain. Some examples include random placement using a Scatter dice, or having a non-player to set up the terrain.

Note: Remember that placing terrain is not a competition in itself – the aim is to create a battlefield that will present tactical challenges and opportunities for the players to overcome or exploit. If it takes you more than 30 seconds to place a piece of terrain, you're probably thinking about it too much!

TERRAIN LIMITS

Each of the following is classified as a single terrain feature:

An area of difficult terrain, woods or building(s), no smaller than 3" by 3", no larger than 6" by 6".

A linear obstacle no shorter than 6" and no longer than 12".

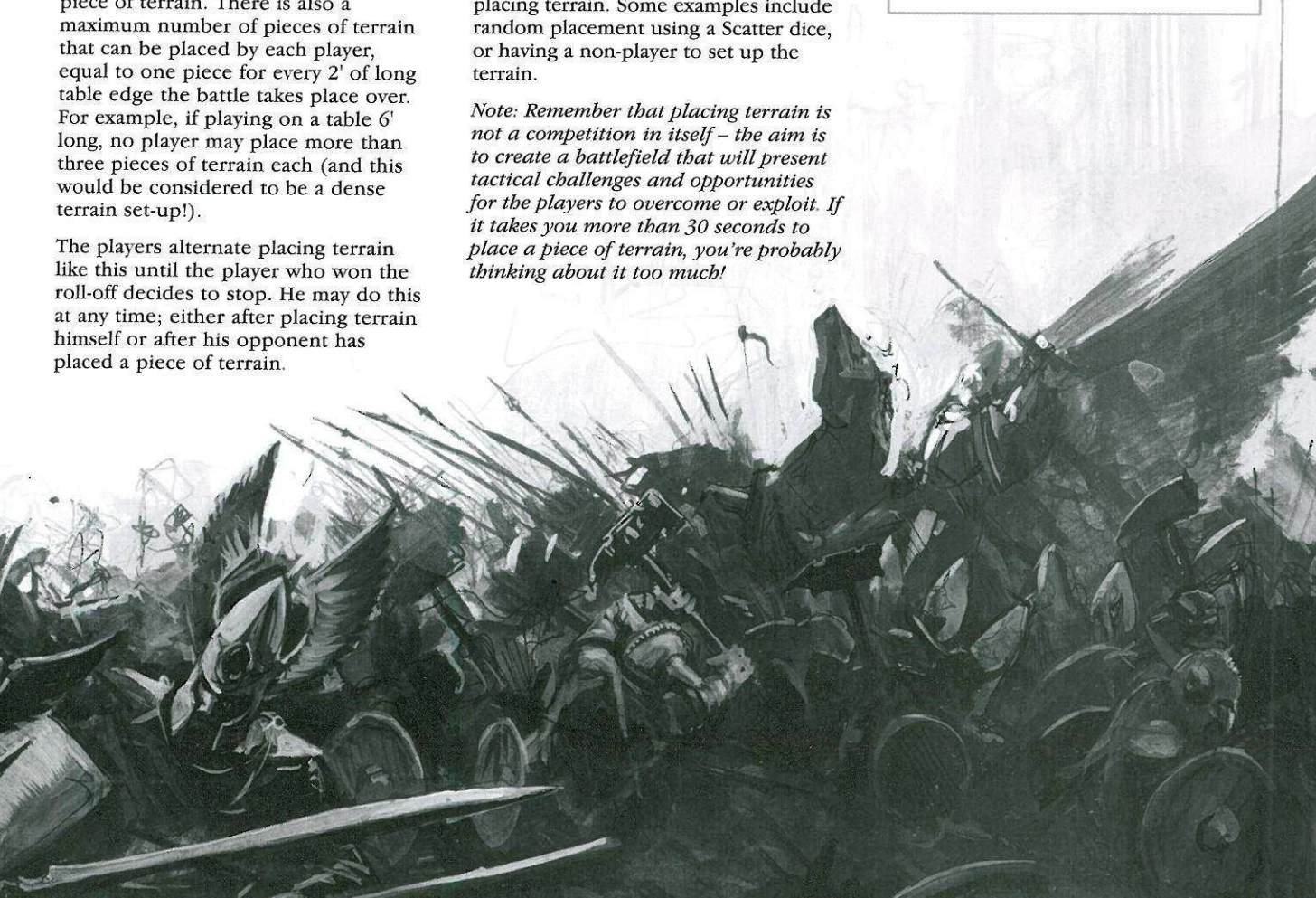
A hill no larger than 12" by 12".

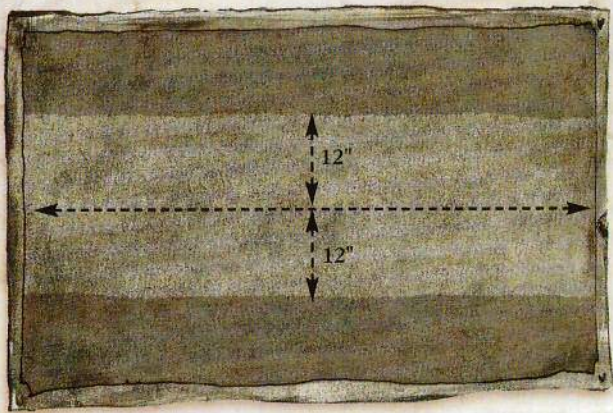
An area of very difficult terrain no larger than 6" by 6", no more than one per player.

An area of impassable terrain no larger than 6" by 6", no more than one on the table.

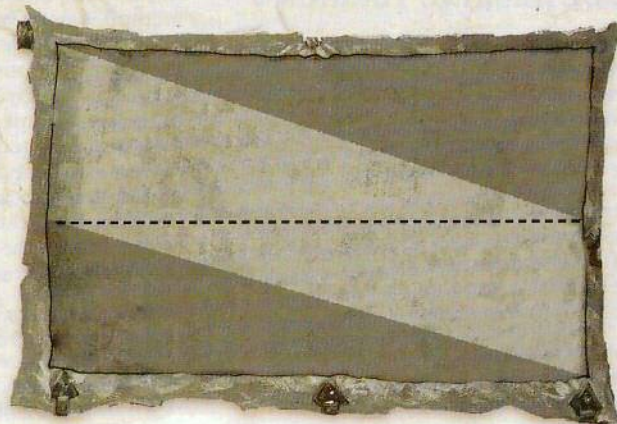
A river section no longer than 12" and no wider than 6", which must be connected to a table edge, existing river terrain, or a lake or pool. The should be a bridge or ford at least 4" wide for every 12" in length.

Obviously players' collections of terrain can vary considerably, and so if you have any oddities in your collection, discuss this with your opponent before any terrain is placed. This will avoid confusion and debate once the placing of terrain begins.

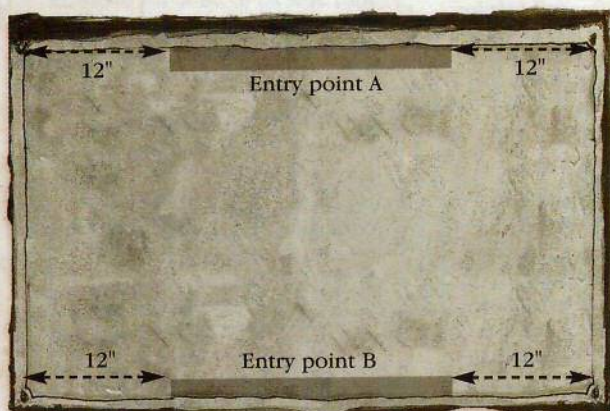




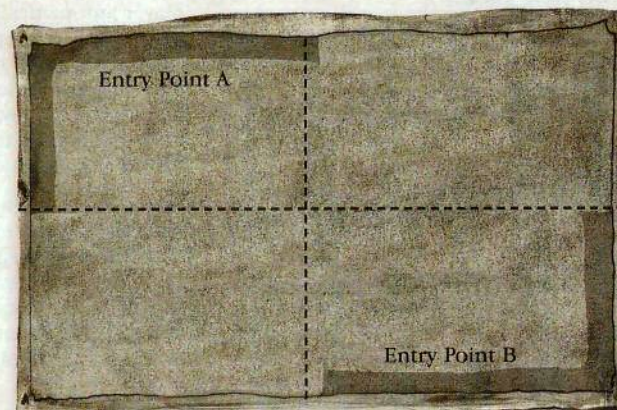
PITCHED BATTLE 1



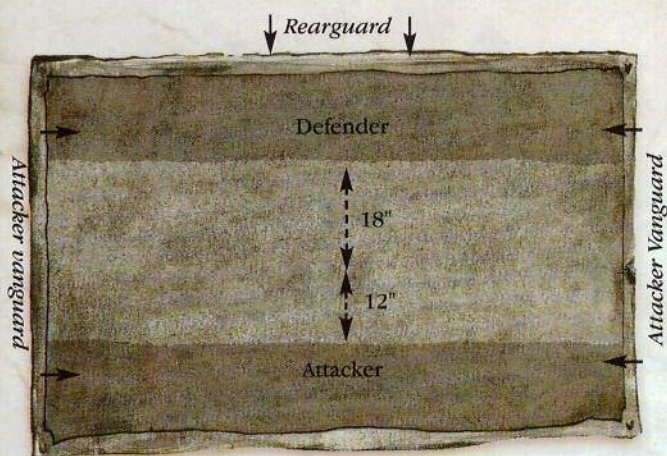
PITCHED BATTLE 2



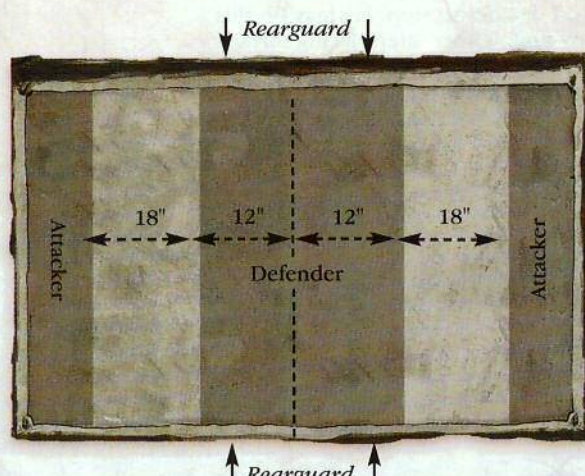
MEETING ENGAGEMENT 1



MEETING ENGAGEMENT 2



ASSAULT 1



ASSAULT 2

5. DETERMINE DEPLOYMENT

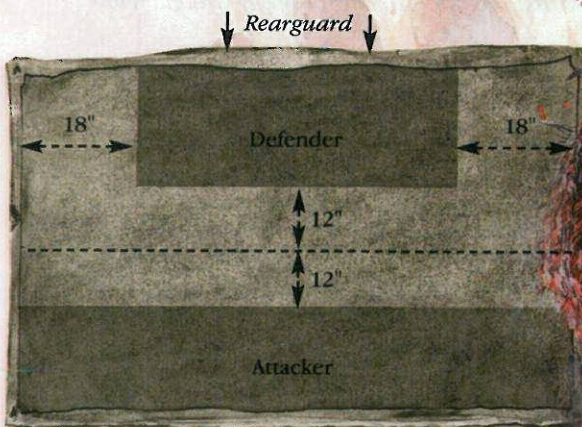
In this phase, the players determine the deployment zones for their armies, as each manoeuvres to gain possession of the best areas of the battlefield. Roll a D3 to determine deployment zones used, as shown in the diagrams below. This varies depending on the engagement type. See section 7 on deploying armies.

In Meeting Engagement 3, the players roll a D6 each. The highest scoring player nominates a 12" stretch of table edge (which may not be around a corner) to be entry point A. The other player then nominates another 12" stretch of table edge to be entry point B. Entry point B must be at least 30" from entry point A.

PITCHED BATTLE 3



MEETING ENGAGEMENT 3



ASSAULT 3

6. DETERMINE SPECIAL CIRCUMSTANCES

Although the most organised army led by the most brilliant general is a force to be reckoned with, there are some things that all the planning in the world cannot prepare an army for. Sudden adverse weather may strike your war machines, the winds of magic may blow strong or weak, or perhaps even stranger things may happen! In this phase, the players will determine what, if anything, is special about the battle.

Each player rolls a D6. If the players roll a double between them, consult

the Major Events table to see what special rules apply. If they total a 7, then look up the two scores on the Minor Events table. Any other roll means that there are no special circumstances for this battle.

Special Note for Tomb Kings: The Magical Flux and Unstable Magic results affect Tomb Kings slightly differently. Instead of rolling Power dice at the start of the phase with Magical Flux, any dice that score a 1 when casting an incantation are

immediately passed to the opposing player. An incantation that scores 1s on all its dice is not cast (even the age-old practices of the Liche Priests have been foiled by the winds of magic this time). With Unstable Magic, if a Tomb Kings player would normally be allowed an extra Power dice, this may be used once in the phase by the Hierophant to roll an extra dice for one of his incantations (decide before rolling for the incantation if the bonus dice is to be used or not).

MAJOR EVENTS TABLE

Double rolled Special Circumstance

- 1 **Fog.** A mist envelops the battlefield, obscuring the enemy. At the start of each game turn, roll an Artillery dice and multiply the result by four to find out how far in inches the troops can see through the cloudy mists. If you roll a Misfire then fog has lifted enough for normal warfare for that game turn. You cannot shoot, charge or cast spells at targets you cannot see.
- 2 **Boggy ground.** Recent weather has made footing treacherous, hampering the movement of troops. Roll a D6 for any cavalry or chariot unit before it moves, after declaring charges. On a roll of a 1, the unit has wandered into a patch of poor ground and counts as being in difficult terrain for the turn. Units that begin their move in or on a terrain piece (such as on a hill, in a wood, and so on) do not need to test.
- 3 **Storm clouds.** Dark thunderheads gather in the skies, and flickers of lightning fork down, accompanied by strong winds. Flyers and flying units reduce their maximum move by D6". Roll each time the unit moves, after declaring charges.
- 4 **Magical flux.** The winds of magic are particularly unstable in this region. At the start of the Magic phase, the player whose turn it is must roll all of their Power dice. Any that come up as a 1 are passed to the opponent and may be used as Dispel dice that turn. The other dice may be used as Power dice as normal.
- 5 **Unsteady footing.** The ground is soft, and it is almost impossible to site war machines without risking them shifting or sinking when fired. Before firing each war machine, roll a D6. On a roll of a 1, 2 or 3, it has worked loose from its securing ropes, boards, and so forth and the crew must spend the phase steadying it again – the war machine may not shoot that phase. On a roll of 4+ the war machine may fire normally. Note that this is in addition to any other rolls required by spells (such as Rainlord) or other effects.
- 6 **Foreboding!** A conjunction of the sun and moons shrouds the battlefield in shadow, or perhaps the omens of the Shamans the night before battle were not good. The end result is that both armies are unnerved and likely to run if things turn against them. All units suffer a -1 to their Ld (after any other modifications, such as using the General's Ld) when taking Panic tests.

Note that these special circumstances have a distinctly Old World feel about them. Feel free to think of something more appropriate for your armies or terrain set up, by replacing Rain with Sandstorm, for example, or Boggy Ground with Quicksand... it's the effect that's important.

MINOR EVENTS TABLE

'7' Rolled Special Circumstance

- 1+6 **Unstable magic.** The fickle winds of magic are more fickle than normal around the battlefield. At the start of each Magic phase, each player rolls a dice. The player who rolls highest gains an extra dice for the phase – a Power dice if it is their turn, a Dispel dice if it is the opponent's turn. If the roll is a tie, then neither player gets a bonus dice.
- 2+5 **Plague.** Some badly-cooked chicken from the night before, a virulent fever or some other illness sweeps the two camps. Every character must take a Toughness test. Any character that fails is feeling under the weather and reduces their WS and I by 1 point each. Characters with the Mark of Nurgle or from Skaven Clan Pestilens only fail on a roll of a 6, regardless of their Toughness.
- 3+4 **Pride.** Both armies are feeling stirred up by the rousing speeches of their leaders, and the regiments are all trying to outdo the other. Any unit not led by a character must always pursue and overrun if possible. Orc units (not Goblins or other Greenskins) must always pursue and overrun, even if led by a character!



7. DEPLOY ARMIES

In this stage the players deploy their armies ready for battle, depending on the engagement type:

Pitched Battle: The players roll a D6 each (re-rolling ties). The player who wins the roll can choose to either deploy first or second. If deploying first, the player takes one of his Vanguard units and places it in the deployment zone of his choice. His opponent then takes one of his Vanguard units and places it in the other deployment zone. The players then alternate placing their remaining Vanguard units in their chosen deployment zone. If the winning player decides not to deploy first, then his opponent must choose a deployment zone and place a unit first. Once both players have placed all their Vanguard units, they then roll off again and place their Main Force, and then repeat the procedure for their Rearguard.

All war machines in a player's Main Force are placed at the same time, though they may be deployed onto the battlefield apart from each other. Scouts may be deployed using their special rules once both armies have been deployed.

The player that finishes their deployment first in each stage (ie. Vanguard, Main Force and Rearguard) adds +1 to their dice roll for determining who gets the first turn. Eg. a player who finishes deploying his Rearguard first adds +1, whilst his opponent, having finished deploying his Main Force and Vanguard will add +2. The player with the most Vanguard units also adds +1.

Meeting Engagement: The players roll a D6 (re-rolling ties). The player who rolls highest chooses an entry point to denote where his army is arriving from. He then makes a move onto the table with a unit from his Vanguard, as if it were a normal Movement phase. The unit moves on from within the entry point as if it has pursued an enemy off the table in a previous turn. Therefore, no charges may be declared. All other special movement rules apply (such as random movement distances, activating Night Goblin Fanatics, etc). Note that Orc & Goblin units not on the table do not test for animosity, and Unruly Beastmen units do not have to test either before moving on. Creatures suffering from *stupidity* must test, and if they become stupid, only move at half their normal speed. Once the first player has moved on a Vanguard unit, the second player repeats this procedure with a unit from his Vanguard from the other entry point. The first player then moves on another Vanguard unit, and so on with the players alternating until all Vanguard units from both armies are on to the table.

Starting with the winning player, the players then alternate moving on their Main Force, moving on one unit at a time, following the rules given above for the Vanguard. They may, if they wish, forego moving on a Main Force unit to instead advance a Vanguard unit already on the table. The Vanguard unit may make another move, as if it were the Movement phase. As before, no charges may be declared. No Vanguard unit may be advanced more than once. The players continue this until all Main Force units have moved on to the table, and all

Vanguard units have had the option to advance if the player wishes.

Units in the Rearguard are not deployed, but must move on from the player's entry point in their first Movement phase, as if they had pursued an enemy off the table in a previous turn.

No units may use special deployment rules (except for hidden models, such as Fanatics and Assassins).

The player that finishes deployment first (including advances with Vanguard units) adds +1 to their dice roll for determining who gets the first turn.

Assault: The defender deploys first, placing his Vanguard and Main Force in his deployment zone. The attacker then deploys his entire army in his deployment zone. Scouts and other units with special deployment rules may use them as normal after both armies have been deployed. The defender's Rearguard is then deployed. They move on to the table as if they had pursued an enemy off the table in a previous turn.

Notes: In Assault deployment 1, the attacker may send his Vanguard to be a flanking force. Before deployment begins, nominate whether each unit will be attacking from the left flank or the right flank. Roll a D6 at the start of the attacker's 2nd and subsequent turns. On a roll of a 4+, the Vanguard arrives and moves on from the table edge as if it had pursued an enemy off the table in a previous turn.

In Assault deployments 1 and 3, the defender chooses which long table edge he is defending.

DEPLOYMENT SUMMARY

Engagement	Vanguard	Main Force	Rearguard
Pitched Battle 1, 2 or 3	Deployed together		
Meeting Engagement 1, 2 or 3	Moved on first	Moved on second	
Assault 1 Defender	Deployed together		Reserve
Assault 1 Attacker	May Flank	Deployed together	
Assault 2+3 Defender	Deployed together		Reserve
Assault 2+3 Attacker	Deployed together		



A Lizardmen army attempts to rid the world of yet more foul Skaven.



8. GAME LENGTH AND FIRST TURN

To determine the number of turns to be played, roll a D6 on the appropriate table below:

D6 Roll	5 Turns	6 Turns	Random Length
Pitched Battle	1	2-5	6
Meeting Engagement	1	2-4	5-6
Assault	1	2-3	4-6

Random: Roll a D6 at the end of the 5th turn. On a roll of a 1 the battle ends. If not, roll again at the end of the 6th turn. On a roll of a 1, 2 or 3 the battle ends. If not, roll again at the end of each subsequent turn, the battle ends on any roll except a 6.

Both players roll a D6 (re-roll ties). In an Assault, the Attacker rolls 2D6. The player who scores highest may choose whether to have the first turn, or allow his opponent to have the first turn.

9. GET FIGHTING!

What are you waiting for? Onwards to victory!

MASTER STRATEGISTS' SCENARIO GENERATOR

Rather than using random dice rolls to determine the scenario you can use the rules below to generate Strategy Rating. This makes army selection even more important, and also the option of choosing a Strategy means that you can deliberately try to influence one particular phase of the pre-battle sequence to your advantage, be it to have terrain suitable for your army, or an engagement type that suits your tactics.

STRATEGY RATING

Throughout the pre-battle sequence, you will need to determine your army's Strategy Rating. This is a measure of how well the army responds to the orders of the general, how organised and prepared they are, and also how easy the army is to manoeuvre en masse. An army that has a high Strategy Rating is fast, disciplined and decisive, while one that has a low Strategy Rating is undisciplined, slow and generally difficult to command.

An army's Strategy Rating can be improved at different phases of the pre-battle sequence, depending on the Strategy chosen by each player. This is covered in more detail below.

Unit Type	Strategy Rating value
Skirmisher	1
Dwarf infantry*	1
Fast Cavalry	2
Scouts	3
Special units**	2
Flyer/ flying unit	2
War Machine	-1

**This includes all Dwarf units not armed with a missile weapon. Dwarfs are feared for their endurance and ability to force march over long distances!*

***This category includes units with special deployment rules that are not Scouts – for example, tunnelling units, Dwarf Miners, Beastmen units with Ambush, and so on.*

CALCULATING STRATEGY RATING

An army's basic Strategy Rating is determined by its leader and the units it comprises. Simple add up the values on the chart below for each of the listed units in your army. If a unit qualifies for more than one bonus (for example, a unit of skirmishing scouts) use only the highest bonus listed.

Next, add the General's Strategy Rating. This is equal to half the General's Ld (rounding up) for every 1,000 points being played. For example, in a 3,000 pts game, a General with Ld 9 would add 15 to your Strategy Rating.

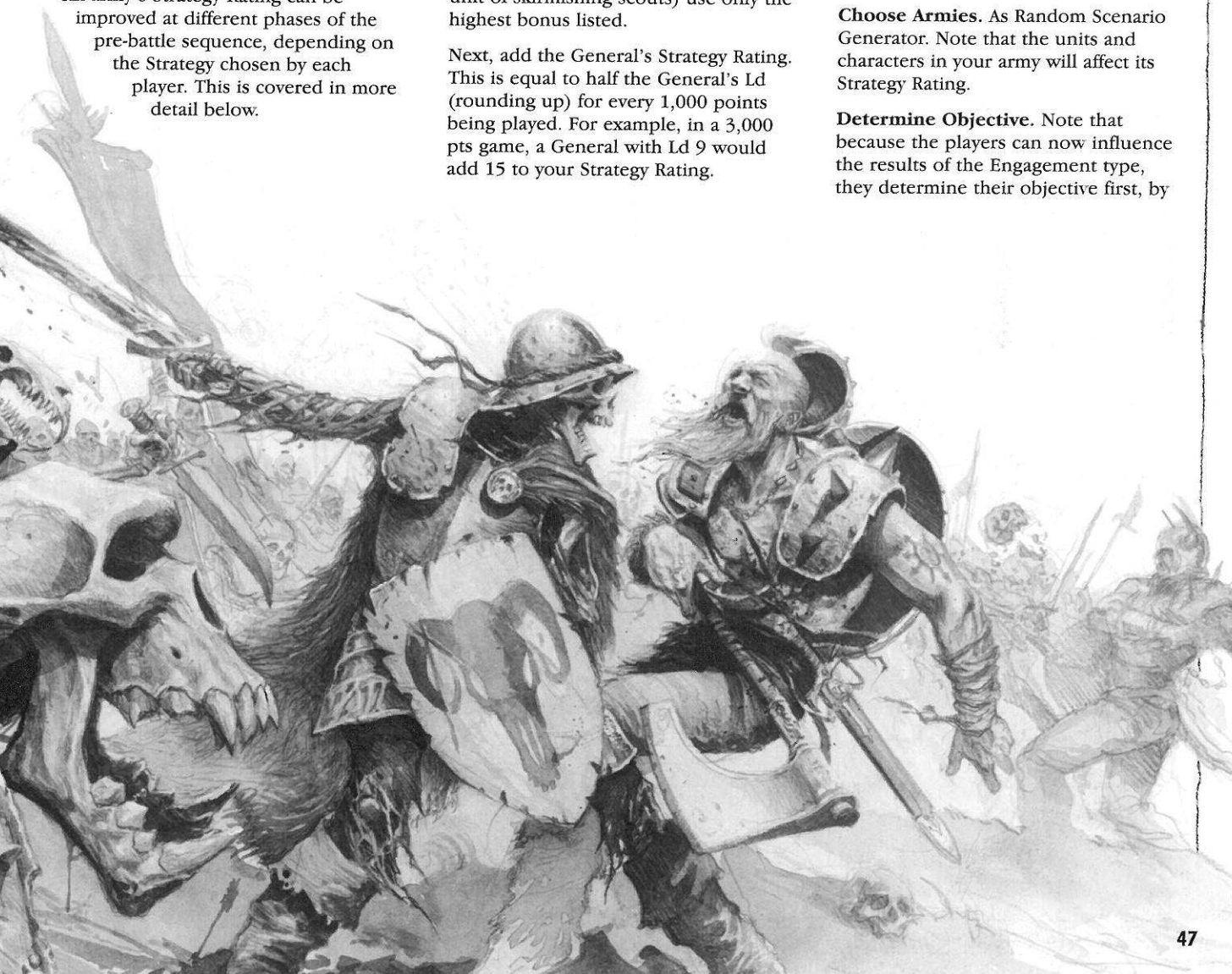
Characters are never counted into an army's Strategy Rating, unless mounted on a flying monster.

THE PRE-BATTLE SEQUENCE

The following changes are made to the pre-battle sequence:

Choose Armies. As Random Scenario Generator. Note that the units and characters in your army will affect its Strategy Rating.

Determine Objective. Note that because the players can now influence the results of the Engagement type, they determine their objective first, by



rolling on the Pitched Battle column. Knowing what you are trying to achieve, you can then try to choose the Strategy, Engagement type, Deployment Zones and such to help you achieve the objective or hinder your opponent. In the case of 'Bring me Victory' or 'As you see fit', these are not revealed until the pre-battle sequence is complete.

Choose a Strategy. There are several possible strategies a player can employ, to give them an advantage during the pre-battle sequence, or to negate the advantages of the enemy. Each player secretly notes down which one of the strategies in the box to the right they are going to pursue, and reveals it to the opponent at the appropriate time. **Strategy Bonus:** If the chosen Strategy gives a Strategy Bonus, this is determined at the start of the appropriate pre-battle phase. The bonus is equal to a D6 for each 1,000 points being played. For example, in a 3,000 points game, the Strategy Bonus will be +3D6.

Determine Engagement Type. The players roll a D6 and add their Strategy

Rating. The player with the highest score chooses which engagement type to play. In the case of an Assault, they also choose whether to attack or defend.

Determine Terrain. As normal, except roll a D6+ Strategy Rating to determine who begins placing terrain.

Determine Special Circumstances. As normal.

Determine Deployment. The players roll a D6 and add their Strategy Rating. The player who scores highest decides which of the possible deployment zone options is used.

Deploy Armies. The players roll D6 and add their Strategy Rating to determine who chooses deployment zones and begins deploying first.

Determine Game Length and First Turn. Game Length is determined as normal. The players also add their Strategy Rating to any dice roll to determine who gets to choose whether to go first or second.

Fight the Battle! You're all done, now get going!

STRATEGIES

Recon. The army gains +D6 to its basic Strategy Rating (roll each pre-battle phase).

Extra Pickets. The enemy does not get any Strategy Rating from Skirmishers, Scouts or Fast Cavalry.

Study the Maps. The army gains a Strategy Bonus during the Determine Terrain pre-battle phase. **Command the Heights.** The army gains a Strategy Bonus during the Determine Engagement Type pre-battle phase.

Lay of the Land. The army gains a Strategy Bonus during the Determine Deployment and Deploy Armies pre-battle phases.

Fast March. The army gains a Strategy Bonus during the Determine First Turn pre-battle phase.

Disruption of Support. The army reduces its basic Strategy Rating by D6 (roll each pre-battle phase). The engagement type is automatically an Assault, and the opposing player is the attacker. If both players opt for this strategy, then the engagement type is worked out as normal.

Elfkín clash as the High Elves are ambushed by their dark cousins...





SCENARIO NAME

ENGAGEMENT TYPE

DEPLOYMENT ZONES

DEPLOYMENT RULES

SPECIAL RULES

GAME LENGTH

VICTORY CONDITIONS

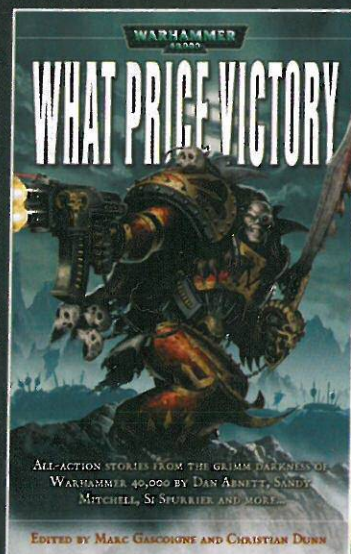
SPECIAL CIRCUMSTANCES

USE THIS TEMPLATE TO MAKE A RECORD OF THE SCENARIOS YOU HAVE GENERATED





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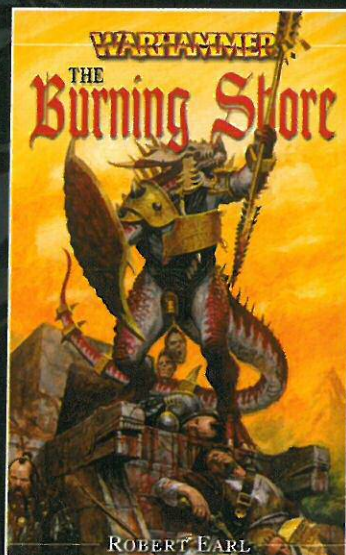


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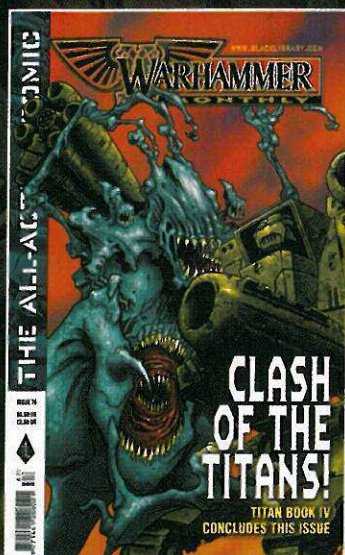


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Robert Earl

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Warhammer Monthly 80

The All-Action Comic

In this month's action-packed issue: Hellbrandt Grimm returns for a brand new adventure! The crew of Titan come to the end of the line! Plus more Tales from the Ten-Tailed Cat!

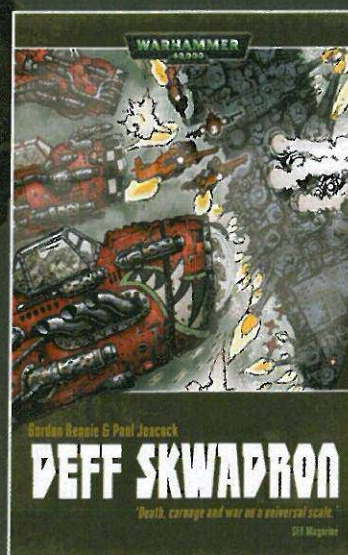
Anthology • £2.50

Deff Skwadron

Gordon Rennie & Paul Jeacock

The boyz of the Deff Skwadron line up for their first graphic novel and you can be sure that it'll be packed with Orks, Bommerz and dead things... lots of dead things!

Graphic novel • £5.99



Way back in White Dwarf 278 Adi McWalter pitted his Bretonnian army against the Tomb Kings of Pete Scholey in the 'A Quest into The Unknown' battle report. Now that the new Bretonnian army book is available we asked him to run through the ideas behind his new army.

Adi: I'll have ten of those, more of these, some of them and a bucket full of those...

My usual response when I see new Warhammer figures leaves me feeling like a drooling halfling in a pie shop, and on seeing the new Bretonnian range on a recent visit to Games Workshop HQ, nothing had changed. I wanted the whole range and I wanted it there and then. To do that I would have had to club Ant Reynolds senseless – you see Ant knew I was Bretonnian mad and had allowed me a sneak preview of the new

COLLECTING BRETONNIANS

Mustering the host of The Lady

range of figures. To repay him by doing a runner with the lot wouldn't have looked very good, (there was also a good chance that I would have been caught, what with the size of those Games Workshop guard dogs, I'm sure they modelled the new Chaos Hound figures on them. And the handlers – well that's another story).

So I decided to act cool and bide my time.

"No you didn't!"

Thanks for that Ant...

Okay I'll admit it, there was only one course of action to take and that was to plead, beg and grovel – surely that would get me what I wanted (which of course was lots of new Bretonnian miniatures as well as the chance to tell you why I picked the ones I did.) Well, the plan worked, so without further ado I will begin – thank you Mr Reynolds Sir, lots of groveliness to you.

First things first; every respectable army needs a theme and this one was going to be no different, I don't know whether you remember but in WD 278 I fought a



The crusading army of Theodoric de Fois clashes with the undead legions of Khemri.

battle report with my old Bretonnian army against my good friend Pete Scholey's Tomb King army. Well by sheer luck and a bribe (honest) from Pete I lost the game and had my general run down and killed. That general was Theodoric de Foix.

I decided that my new army would be led by Theodoric's grandson, Henri, whose aim was to find the old general's remains in the baking sands of Araby (a quest, if you like). I also decided that I wanted a combined arms force of cavalry, infantry and war machines that would allow me to take part in every turn of the game.

The army that I was going to select therefore had to reflect that of a Questing/Crusading army that had magic, shooting and combat potential.

The first problem I had to resolve was the type of character I wanted to lead the army – Bretonnian Lord, Prophetess of the Lady or a Paladin. Well, I was selecting a 2,000 point force and therefore had total belief that I could afford one or the other of the Lord characters, so out went the Paladin leader. The Prophetess was very tempting as she would give me the foundation stones of a very offensive Magic phase, and I would only have to change my theme a little (grandson becomes granddaughter). In the end though I opted for the Bretonnian Lord, my reasoning being as follows; the Lord character fitted my theme perfectly, his extra Leadership was a must and the devastating effect that he could have on a combat with four Strength 6 attacks made him the ideal choice of leader for the army.

Next I looked at his magic items and virtues. I spent quite a few points kitting Henri out. As he was on a quest it was quite appropriate to give him the Questing Vow, which should keep him on the field of battle longer. He was also given the Virtue of Discipline, which would mean that enemies could not gain the +1 Outnumbering bonus against him or any unit of Knights that he led – these units by their very nature are usually small and I had a feeling that the Knight units that I was going to create would follow this trend.

Henri was then rewarded with Sirienne's Locket. This item, in brief, meant that



Adi and his old adversary Pete Scholey, after their last encounter in White Dwarf 278.

he could never suffer more than one non-magical wound in any phase of the game. He could therefore enter combat against tougher opponents who were armed with mundane weapons and still have a good chance of defeating them. To increase his chances of hitting when it was absolutely essential I also gave him the Tress of Isoulde. As Henri had the Questing Vow, I was allowed to arm him with a great weapon, which I duly did (explaining where the four Strength 6 attacks come from). To finish off my choices for the general I mounted him on what every respectable Bretonnian nobleman should be mounted on; the good old barded warhorse.

With my general sorted I moved on to the other characters I needed. My next choice was simple. You see, no Bretonnian army would be seen on the streets of downtown Parravon without a Paladin Battle Standard Bearer. This choice was out of my hands, as it is

a 1+ army list selection. Don't get me wrong though, I'd have chosen him anyway, or should I say her, as this Paladin was Henri's wife (another part of my theme).

The Battle Standard was going to fight at the right-hand side of Henri and for that reason she was given the Questing Vow. As for the standard itself, well after much musing I chose the Conqueror's Tapestry – a magic standard that could tip the balance of any game if the unit that the Standard was in collected enough enemy banners.





Duke Henri de Fois, leads his army on a crusade to recover his grandfather's remains.

As a Bretonnian Battle Standard Bearer can have a magic standard of any points cost, as well as a virtue worth up to 50 points, I decided to take advantage of this and gave the Paladin the Virtue of Duty, adding an additional +1 combat resolution. A barded warhorse completed my selections for this character.

Moving on, I had already decided that my army should be able to compete in every phase of the game. This led me to take the following two selections... can you guess what they are yet?

Yep, you got it. Two Damsels mounted on warhorses carrying three Dispel Scrolls and the Chalice of Malfleur between them. Henri's daughters (you

see I'm back with my theme) would allow me a reasonable Magic phase with 6 Casting dice and a good magic defence capability with 4, probably 5, Dispel dice with the Chalice. This defence was backed up by the Scrolls. The Aura of the Lady would also assist the units that they were attached to (giving them Magic Resistance) and help defend against the foul magic of the enemy.



Bretonnian armies are allowed one more Hero level character over and above any other army, and I would have loved to have chosen a Paladin with the Grail Vow, but realised that I couldn't fit this living saint in my 2,000 point army – well, not if I wanted lots of those lovely new knight and infantry figures. With my characters chosen it was time to move onto my troop choices.

First things first, when I pick any army and get to this stage I always select a unit of troops that my general is going to accompany on the field of battle. My first unit for this army was to be no different and the choice was easy. Yes, you got it, a nice new unit of Questing Knights complete with their very big shiny greatswords. Six in number, and with the addition of their Lord, Battle Standard and one of the Damsels, I had an imposing unit. It goes without saying that the unit had a Champion, Musician and Standard Bearer.

I now required units that would assist my general and his fellow Questing Knights in defeating the enemy. To do this I had to choose units that fitted both my theme and filled vital battlefield roles. The roles that I required were:

1. Units that were able to protect the flanks of my general's unit.
2. Units that were able to screen my general's unit from enemy fire.
3. Units that were able to draw enemy units onto, or deviate from, my general.
4. Units that were capable of softening up the enemy.

5. Units that were capable of defeating the enemy in combat.

I immediately looked to units that were not only able to protect the flanks of my general's unit but were also capable of defeating the enemy in combat. I found this in the shape of two units of Knights of the Realm, each unit six strong with full Command group. I imagined these two units, either side of the Questing Knights, making a solid wall of knight and horse. To back these two units up in their role I selected a unit of Knights Errant. Although these hot-headed young knights will sometimes charge the enemy before ordered to do so, they are a good solid unit capable of holding their own. The new plastic Knights Errant are great too.

As I had selected three core choices, I decided to stick with this category. My theme was a combined arms force, so it was therefore appropriate to have a look at some infantry units. I found what I was looking for in two units of ten Bowmen and 20 Men-at-arms. The Bowmen would be useful in softening up the enemy – their defensive stakes would also mean that they could hold their own against the lighter units that are often sent against this troop type. The Men-at-arms' role will be to provide valuable rank support to the Bowmen.

Happy with my selections so far I moved onto the Special unit section of the army list. Here I found units that would play a valuable role in category two and three above. They were two units of five Mounted Yeomen. These Peasants are

very versatile horsemen with both spear and bow, and as I wanted to keep them in their fast cavalry role, I decided against giving them armour. To assist with any rally attempts that I would surely have to make with these units, each one was given a Musician.

Still in the special section, and new to the Bretonnian list, are the Pegasus Knights. These models are awesome and I was definitely going to have some in my army. I was unhappy that I could only afford a unit of three, but at least I had managed to squeeze some in. As well as looking great they also had a battlefield role to hunt out enemy war machines and roaming characters (especially wizards).

My last choice for this army came from the Rare section and again was new to the Bretonnian list. I selected a Trebuchet; this war machine fitted in with my combined arms theme and would assist in softening the enemy up. It was also a fantastic model to add to my host.

Well that's that. Some 2,000 points of awesome new Bretonnians selected, and I believe that it is a rounded force that complies with my theme and has a good chance in a fair fight. It's a pity that I couldn't afford Grail Knights and their followers the Battle Pilgrims, but I do have plans to extend this army by at least another 750 points. All I have to look forward to now is hours and hours painting the models... Ain't life the pits sometimes? NOT!



Valiant Pegasus Knights strike swiftly at the Skaven, to protect the Peasant Bowmen.

This month Che Webster takes a look at the Imperial Guard Steel Legion for Epic: Armageddon. In this article he examines how the various elements of the army work, as well as offering some invaluable tactical advice.

Che: Epic is easy to get into and the truth is you don't need a pile of miniatures to get started. In this short article we investigate how to build yourself a starting Imperial Guard army ready to get into the Armageddon War.

The Epic: Armageddon rulebook provides you with a very simple set of 'Training Missions' to try out at the back of each section of the rules. These missions give you a taste of the action using the stuff you've just learn. Inspired by these and the Space Marine forces suggested, we decided to expand this material a little and offer options for similar games using Imperial Guard.

The Imperial Guard lists in the Epic game are based around the imposing might of the Steel Legion. Using the army selection options offered you can quickly assemble forces and try them out in lightning-fast short games, all the time honing your battle experience and knowledge of the rules. The games are so fast you can run through a couple in the average lunch-hour, or play them all in an evening. Once you've finished painting up the army, you're ready to

start making better informed decisions about what to collect and field next.

STAGED BUILD UP

Like any general, you can benefit from the concept of delivering a staged build up to hostilities. By requisitioning limited quantities of troops in a series of pre-planned steps, you can prepare them for battle much more easily and then test them in isolation before combining them in larger engagements. Before you know it, you have a sizeable army ready to trounce some Orks.

The principle outlined here is to build your forces steadily and piecemeal. The template forces we suggest are easy to collect and will each add a few new rules to your play.

Each of the following template forces can be tested using the Training Mission Scenario, which is outlined later in this article.

INFANTRY

The first and most basic building block of the army to master is the infantry. No one can take difficult or urban terrain better than the ground-pounders, and

there is no substitute when in defence for a strong core of Imperial Guardsmen. As a first step in building your Imperial Guard army, simply collect a pair of Steel Legion Infantry Companies and you can test your mettle straight away using only the Core Rules of the game.

MECHANISED INFANTRY

The second step in your build up is simply to add seven Chimera armoured troop carriers to your arsenal. Try using the foot infantry to anchor your defensive positions or to advance in steady support of the fast-moving mechanised force. After you've tried a couple of swift grabs to take objectives using Chimeras you will probably want to mount all your infantry. However, if you can resist that urge you can instead learn the more advanced technique of pinning the enemy with foot troops whilst encircling them with your faster moving units.

TANKS!

Having mastered the use of infantry to pin and mechanised forces to encircle

ARMAGEDDON STEEL LEGIONS

EPIC-SCALE WARFARE IN THE 41ST MILLENNIUM

Gary Roach's Steel Legion prepare to do battle with the Ork horde.



enemy positions and isolate them from their supporting units, you are ready to test out the tanks.

No tank is more reliable or numerous than the Leman Russ. The trick, however, is to remember that the armour is used for one key purpose in Epic: Armageddon – to neutralise enemy armour. After this, tanks can support the mechanised infantry in encircling and destroying isolated pockets of enemy resistance.

Use your tanks to destroy enemy tanks and armoured vehicles. One volley is often all the Leman Russ needs to deliver to Ork Gunwagons – use them boldly and watch the Greenskins withdraw and burn. Once you have eliminated all the enemy armoured threats, link the tanks to the mechanised infantry and complete your objectives.

COMBINED ARMS

The final addition to your army comes in the shape of artillery tubes – a battery of Basilisks. These formidable support forces are primarily designed to suppress and break up formations of enemy infantry – the very troops who will try to hold objectives and deny ground to your own infantry.

Use the artillery to barrage the enemy infantry, in game terms laying in Blast markers and allowing your forces to engage a much weakened and disorganised enemy.

Once the enemy infantry are reeling and your tanks are engaging the enemy tanks, your own infantry will find it even easier to move in and claim victory.

IMPERIAL GUARD INFANTRY TEMPLATE FORCE (500 pts)

Group Alpha:	Steel Legion Infantry Company (12 x Infantry Units)
Group Beta:	Steel Legion Infantry Company (12 x Infantry Units)

IMPERIAL GUARD ARMoured TEMPLATE FORCE (1,300 pts)

Group Alpha:	Steel Legion Mechanised Infantry Company (12 x Infantry Units + 7 x Chimera)
Group Beta:	Steel Legion Infantry Company (12 x Infantry Units)
Group Gamma:	1 x Steel Legion Tank Company (10 x Leman Russ)

IMPERIAL GUARD COMBINED ARMS TEMPLATE FORCE (1,950 pts)

Group Alpha:	Steel Legion Mechanised Infantry Company (12 x Infantry Units + 7 x Chimera)
Group Beta:	Steel Legion Infantry Company (12 x Infantry Units)
Group Gamma:	1 x Steel Legion Tank Company (10 x Leman Russ)
Group Epsilon:	1 x Steel Legion Artillery Company (9 x Basilisk/Manticore/Griphon)

PUTTING IT ALL TOGETHER

By now you will realise that, as well as teaching yourself to play the game, you have also achieved two key objectives as a general.

1. You have assembled a complete army. A little under 2,000 points of troops is no small feat.
2. You have begun to understand Imperial tactics and apply them in battle.

The final step is to take the army against the invaders and drive them from Armageddon. Go to your duty, commander, for all of the Imperium expects you to bring us victory!

Suggestions for Training Missions using the Orks are available in a free download:

www.gamingclub.org.uk/resources

Just in case you were worried, you can build the whole Combined Arms Force using only the items listed here, which is a great and easy way to get into Epic: Armageddon:

- 1 Imperial Guard Infantry Company Box
- 1 Imperial Guard Chimera Box
- 1 Imperial Guard Artillery Company
- 1 Imperial Guard Tank Company.





STEEL LEGION ARMY LIST

Steel Legion Imperial Guard armies have a Strategy rating of 2. Steel Legion Imperial Guard formations, Imperial Guard formations and Imperial Navy aircraft formations have an Initiative rating of 2+. Titans have an Initiative rating of 1+.

STEEL LEGION COMPANIES

UPGRADE	UNITS	COST
Regimental HQ (only one allowed)	One Supreme Command unit, 12 Imperial Guard Infantry units, and seven Chimera transport vehicles (one for the Commander).	500 points
Steel Legion Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units.	250 points
Steel Legion Mechanised Infantry Company	Imperial Guard Command unit, 12 Imperial Guard Infantry units, and seven Chimera transport vehicles (one for the Commander)	400 points
Steel Legion Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher Command tank at no additional cost.	650 points
Steel Legion Super-Heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two.	500 points
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore.	650 points

STEEL LEGION SUPPORT FORMATION

(TWO MAY BE TAKEN PER STEEL LEGION COMPANY)

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units.	150 points
Storm Trooper Platoon	Eight Storm Trooper units. (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore.	250 points
Sentinel Squadron	Four Sentinels.	100 points
Deathstrike Missile Battery	Two Deathstrike missile launchers.	200 points
Super-Heavy Tank Platoon	One Baneblade or Shadowsword.	200 points
Orbital Support	One Imperial Navy Lunar class cruiser Or one Emperor class battleship.	150 points 300 points
Flak Battery	Three Hydra.	150 points
Vulture Squadron	Four Vultures.	300 points

STEEL LEGION COMPANY UPGRADES

(THREE MAY BE TAKEN PER STEEL LEGION COMPANY)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support.*	100 points
Infantry Platoon	Six Infantry units.*	100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher.	200 points
Hellhound Squadron	Three Hellhounds.	150 points
Griffon Battery	Three Griffons.	100 points
Snipers	Two Snipers.*	50 points
Ogryns	Two Ogryns.*	50 points
Flak	One Hydra.*	50 points

*These units' formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

TRAINING SCENARIO

This Epic Training Mission is designed to be used with any of the Template Forces. We are pretty sure you can play this scenario with any small force of no more than 2,000 points; we haven't tried anything bigger than that with this scenario – we'll leave that up to you.

FORCES

Both players pick armies. You need to play matched forces, so only match infantry forces against infantry forces, armoured forces against armoured forces, and so on. Alternatively, design your own forces to match the points (give or take up to 100 points) and give the scenario a go.

TERRAIN

We recommend that you use a table area no larger than 180cm x 120cm.

Use the following guidelines when setting up terrain for Training Mission games. These are not a set of hard and fast rules but, if they are used, will ensure a good game:

- Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note on how to deal with rivers and roads.
- Divide the table into 60cm square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm x 180cm, you would have 6 areas and should place 12 terrain features.
- Within the limits above, place between 0-4 features in each 60cm square.
- The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm x 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.
- Roads may be added after all terrain features have been placed. Any number of roads may be used. Roads need to enter on one table edge and either exit from another or end at a terrain feature.

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may

choose where to deploy. If you set up the terrain as a joint effort then the player with the higher Strategy rating may choose the table edge he sets up on. If both players have the same Strategy rating then dice off to see who gets the choice of table edge. You can pick a long edge, or a short edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge.

DEPLOYMENT

You must deploy all of your units within 15cm of your table edge.

OBJECTIVE

Place a single Objective marker (a coin will do nicely) in the exact centre of the battlefield. This is the objective.

You capture the objective if you have a unit within 15cm of it in the End phase and your opponent does not. To win

the game you must capture the objective and hold it for one full game turn.

TIME ESTIMATE

This game usually takes around one hour to play with the armoured force. It takes much less time with the other, smaller forces. Of course, the first time out you should expect the game to take a little longer to allow for a bit of referencing of the rules and general discussion with your opponent.

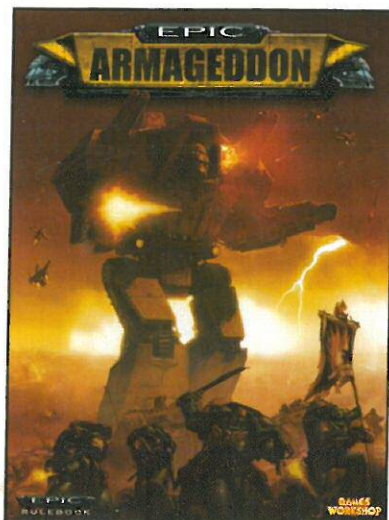




Huge armies clash upon the blasted battlefields of the 41st millenium. Towering Warlord Titans and huge Ork Gargants pound the earth, entire legions of infantry and tank companys mobilise for war and fighter squadrons rake the sky with blistering tracer fire as battle is joined on an Epic scale!

WAR ON AN EPIC SCALE

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Epic: Armageddon rulebook £25

The Epic: Armageddon rulebook contains the full rules for the Epic game system, and army lists for Space Marine, Ork and Imperial Guard armies.

Denmark.....kr 300.00
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This boxed set contains enough individual models to make 44 stands, which can typically be assembled into the following models:

- 24 x Ork Boyz stands (top left)
- 8 x Gretchin stands (middle left)
- 4 x Stormboyz stands (bottom left)
- 4 x Kommando stands (top right)
- 4 x Nobz or Ork characters stands (either Ork Boss or Ork Warboss) (bottom right)

Denmark.....kr 55.00
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Denmark.....kr 200.00
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Euro.....€25.00

Models shown at 100% actual size. Models supplied unpainted.

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.



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£12

This boxed set contains enough individual models to make 32 stands which can typically be assembled into the following models:

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These can also be used to make Devastator Marines.

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



Imperial Guard Chimeras

£12

This boxed set contains 7 Imperial Guard Chimeras.

Denmark.....kr 150.00
Swedenkr 180.00
Euro.....€20.00



Imperial Guard Leman Russ Tank Company

£20

This boxed set contains 9 Imperial Guard Leman Russ Tanks (left) and 1 Leman Russ Vanquisher Tank (right).

Denmark.....kr 250.00
Swedenkr 300.00
Euro.....€35.00



Space Marine Predators

£9

This blister pack contains 2 Predator Annihilators (left) and 2 Predator Destructors (right).

Denmark.....kr 115.00
Swedenkr 140.00
Euro€15.00



Imperial Guard Infantry Company

£12

This boxed set contains enough individual models to make 36 stands which can typically be assembled into the following models:

24 x Imperial Guardsmen stands (top left)
4 x Ogryn stands (top right)
4 x Imperial Guard Sniper stands (bottom left)
4 x Officer stands (can be any combination of Supreme Commander, Commander and Commissar) (bottom right).

Denmark.....kr 55.00
Swedenkr 65.00
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Space Marine Land Raiders

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This boxed set contains 4 Space Marine Land Raiders.

Denmark.....kr 150.00
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£9

This blister contains 3 Space Marine Whirlwinds (left) and 1 Hunter (right).

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Imperial Guard Artillery Company

£20

This boxed set contains 6 Basilisks (left) and 3 Manticores (right).

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Reaver Class Battle Titan - Mars Pattern

£15

This boxed set contains 1 Reaver Class Battle Titan.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00

Models shown at 100% actual size. Models supplied unpainted.

Now that the Bretonnians have finally seen the light of day, it's time to put them to the test. Veteran players, Pete Scholey and Adi McWalter return to do battle once again, as the Bretonnians seek to reclaim what is rightfully theirs...

LEGACY OF VENGEANCE

Old foes meet again in the deserts of Khemri

Way back in White Dwarf 278 Pete Scholey participated in the inaugural battle report for the Tomb Kings of Khemri, taking on the Bretonnian army of Adi McWalter. The Tomb Kings won the battle, killing the Duke, Theodoric de Foix, and sending the survivors fleeing in terror.

Now the Bretonnians have a chance for revenge. With a new army book and an amazing range of new models at hand, Adi's army once again rides forth into the blasted wastes of Araby. This time it is

Theodoric's grandson, Henri de Foix, at its head. His mission will be a dangerous one – to reclaim the remains of his long dead grandfather.

The opponents used the Warhammer Scenario Generator (see page 39) as inspiration, to help them design a mission that would capture the spirit of the clash. The Assault scenario was an ideal model for this.

In the sun-baked desert, the Tomb Kings deploy in the centre of the field. They

desire to stop the main Bretonnian army joining with an expeditionary force of Grail Knights who have recovered the remains of the long dead duke, Theodoric de Foix, represented here by a Grail Reliquae.

Experienced players Pete and Adi have a long rivalry. In fact, Pete has been baiting Adi about his battle report win for the last year, so Adi is itching for victory.

Watch on, brave souls, as the flower of chivalry takes on the undying might of the Tomb Kings of Khemri...

Lord Henri de Foix spurred his steed to the crest of the rocky dune and looked across a wide expanse of golden sand.

The silence of the desert was deafening, a shallow breeze blowing over the plain below was gently disturbing the surface.

"The sun is fading," Henri remarked to his standard bearer, Valdair, who rode up alongside him.

"Tis as well, this heat can fashion visions and worse out here in the desert."

"Yes, it has claimed much over the years." Henri gripped the sword at his waist. It had been his grandfather's, Theodoric de Foix. It was the only memory he had of the man now, the only thing that could be salvaged from the battlefield all those years ago.

He had been told it was a sun-scorched eve much like this, when the blood of Bretonnia was spilt and its loyal sons put to flight and slain.

He stared out upon the plain as his ancestor had done all those years before and felt his anger rise, with a bitter yearning vengeance.

"This day will be different," Henri promised, with a clenched fist, framed by the sun like some avenging shadow. "We will bring my grandfather back to the land of his forefathers and take our

revenge against the abominations that ended his life."

"The expedition should be returning soon," Valdair remarked impassively.

The wind had begun to rise and brought with it the heat of the desert lands.

"Let us hope they make haste. Look!" Lord Henri pointed to the distance.

The wind rose to a keen roar, and kicking up into a swirling tempest.

"Something stirs!" Valdair cried above the massive din of the sandstorm, shielding his face with a steel gauntlet.

Henri looked on into the raging storm and did not flinch.

Slowly and steadily the skeletal remains of warriors long dead began to emerge. With the practiced efficiency born of an eternity of servitude the Undead legions ranked up into formation and made ready with shield, spear and sword. The hulking forms of the Ushabti heaved themselves forth towering alongside the Skeleton legions; chariots were pulled free by kicking skeletal horses, sand cascading off weather-beaten, ornate carriages. Other steeds joined them, charging from the desert as if horrifically born.

A lone figure emerged from within a cohort of the eternal guardians, their gilt armour tarnished with age. The eyes of the

Tomb King flared bright like balefires. Within them the hate and malevolence forged across ages could be seen.

As the gaze of the Tomb King swung over to regard Henri, the Bretonnian Lord felt a sudden shudder. There was recognition there – did the nefarious Undead thing know Henri was the descendant of Theodoric, his grandfather?

Henri matched his gaze and stared back grimly.

Valdair held aloft the Banner of de Foix, resplendent in the dying windstorm, fluttering defiantly.

A mighty host suddenly emerged from behind the Lord and his banner bearer.

Questing Knights reined their steeds into position, forming up into the Bretonnian Lance formation. Joining them were Knights of the Realm and eager Knights Errant who were champing at the bit to earn their spurs. Beyond them were the peasants, grim and ready to serve their noble Lords under the watchful gaze of the wealthy and glorious Pegasus Knights.

A great surge of pride swelled with Henri. He looked down upon the horde before him and was filled with vengeance. He held aloft Theodoric's sword and cried:

"Sons and daughters of Bretonnia, to battle!"



THE DEAD RISE AGAIN



Pete Scholey

Pete: They said I had lost my gaming prowess when I shaved off my moustache earlier this year. So, you can imagine my trepidation at being asked to fight a rematch with the

Tomb Kings against the Bretonnians. Not only was I a shadow of my former self (allegedly), but I was also facing the new, improved Bretonnians. There was one glimmer of hope, however, as I was playing Adi again.

The new Bretonnians have changed quite a lot. They now have access to war machines, flying knights, the rock hard Grail Knights, a host of new magic items and a new version of the Lance formation. This really worried me because, with the way the new lance formation fights, it means you face a lot of attacks, (all models in the front rank and each flanking model in the rear ranks fight on the turn they charge). The new Lance formation is now tighter and more focused meaning that you can easily get two units of Knights into combat against a block of infantry. And as Bretonnians love to charge this is something that is really going to hurt my army.

So, bearing all this in mind I needed plenty of solid infantry blocks to soak up the charge, Chariots and cavalry to counter-attack, Undead Constructs to batter at the heavily armoured Knights

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Tomb King	4	6	4	5	5	4	3	4	10	5+	Vambraces of the Sun, Collar of Shapnuh Scorpion Armour, Great Weapon	216
Tomb Prince -Chariot	4	5	4	4	5	3	3	5	9	1+	Chariot of Fire, Living Blade, Enchanted Shield, Light Armour	192
Hierophant	4	3	3	3	5	2	2	1	8	-	Cloak of the Pines, Hieratic Jar	180
Liche Priest	4	3	3	3	3	2	2	1	8	-	2 Dispel Scrolls	165
20 Skeleton Warriors	4	2	2	3	3	1	2	1	3	5+	Hand weapons, light armour and shields, Champion, Musician and Standard Bearer	205
20 Skeleton Warriors	4	2	2	3	3	1	2	1	3	5+	Hand weapons, light armour and shields, Champion, Musician and Standard Bearer	205
12 Skeleton Warriors	4	2	2	5	3	1	2	1	3	5+	Hand weapons, Bows	96
10 Skeleton Heavy Horseman	4	2	2	3	5	1	2	1	5	4+	Hand weapons, spears, light armour, shields, Champion, Standard Bearer, War Banner	213
5 Skeleton Light Horseman	4	2	2	3	3	1	2	1	5	6+	Hand weapons, Bows	70
3 Chariots	-	-	4	3	-	-	-	-	5+	-	Hand weapons, Spear, Bow Standard Bearer	140
3 Chariots	-	-	4	3	-	-	-	-	5+	-	Hand weapon, Spear, Bow Standard Bearer, Standard of the Cursing Word	165
20 Tomb Guard	4	3	3	4	4	1	3	1	8	5+	Hand weapons, light armour and shields, Champion, Musician and Standard Bearer, Banner of the Undying Legion	235
3 Ushabti	5	4	0	6	4	3	3	10	-	-	Huge Ritual Blades	195
Tomb Scorpion	7	4	0	5	5	4	3	4	8	-	Stinging Tail, Claws	85
Tomb Scorpion	7	4	0	5	5	4	3	4	8	-	Stinging Tail, Claws	85
Bone Chant	6	3	0	6	5	6	1	4	8	3+	Rule of Burning	220
TOTAL											2747 points	

and Tomb Scorpions to harass the war machines. I picked two large units of Skeleton Warriors and my Tomb Guard, which would act as the Tomb King's bodyguard. Ever since the last battle where my Tomb King lost his Chariot in a duel with the Bretonnian general, the King fights on foot. His combination of the Vambraces of the Sun and Collar of Shapesh means that he will always fight a challenge. The Vambraces takes an attack off his opponent, which in most cases means he will only be facing three Attacks maximum, and hence shouldn't die (in the first round of fighting anyway). The Collar of Shapesh acts as a 4+ Ward save with any saved wounds being taken by friendly models within 4" instead. Together with his Scorpion Armour he can soak up extra wounds from any lost combat the unit endures and negate half of them. With the unit's Banner of the Undying Legion, which restores D6 wounds to the unit in the Magic phase, it means that this unit is virtually indestructible.

My Tomb Prince was going to be important in this battle. Riding a magical Chariot of Fire he would lead a unit of three Chariots with the Standard of the Cursing Word. His manoeuvrability and

the fact that he can use his 'My Will Be Done!' ability to move the unit, make this the perfect counter-attacking force. His D6+1 Impact hits makes their charge much more potent, but it is the Banner's effect that I would be hoping to use most. A lot of Bretonnian Leadership is 8 and below, and on a 50mm wide Chariot this would mean that at the start of the Magic phase there would be a lot of models in base contact required to take an unmodified Leadership test. If this failed, the model would take an unsaved wound and possibly die. I have used this combination in other games to cause units to panic and flee, allowing me to then magically move the Chariot unit in the Magic phase also. The Prince has light armour and the Enchanted Shield, which means that, with the 6+ save from the Chariot, he could still save a Strength 6 lance hit, which would surely come his way.

My Liches had their usual equipment. One had two Dispel Scrolls whilst the Hierophant had the Hieratic Jar and the Cloak of the Dunes. I had a feeling that, with fighting on two fronts, the flying ability of my Hierophant would be crucial.



FOR THE HONOUR OF BRETONNIA



Adrian McWalter

Adi: An angry and grieving Bretonnian nobleman Henri de Fois is hell-bent on returning to the place of his grandfather's death so that a great wrong can be put right, and his

grandfather's remains can be recovered. White Dwarf wanted Pete Scholey and myself to do a re-match battle report to showcase the new Bretonnian army and, with the scenario firmly agreed between all parties, it was time to select the two forces that would undoubtedly win me the game. The 2,000 points force was easy for me to select as I had recently written an article on all things Bretonnian (which appears in this very issue). My reasoning still held good so the force would remain unchanged. Apart from one minor detail. You see, I know Pete Scholey. He is somewhat "tricksy" and will have studied my list from the article in detail. Having done that, he will know that my general was kitted out with Sirienne's Locket, an item that means you can only lose one Wound per phase from any non-magical attack. The downside of it is that if Pete took any magic weapons, my general would be doomed. So I decided to swap this for the Insignia of the Quest, which gave my general a 3+ Ward save on his last Wound. It also fitted with my army's theme, as my general is a Questing Knight.

This 2,000 points force is balanced, including enough elements that would allow me to take part in every phase of the game (which is more enjoyable, I believe).

I had a harder time with the 750 points block that would form the expeditionary force. To fit the scenario I decided upon a Grail expeditionary force made up of either Grail Knights or units with a great affinity to Grail Knights.

It was only right and proper that the leader of the expeditionary force should be a Grail Paladin. The Virtue of Purity (5+ Ward save) and the Enchanted Shield would keep the Paladin in the battle and the Sword of Might would give him a healthy set of three Strength 5 Attacks.

For the rest of the force I decided to spend my points on two units. The first was a unit of eight Grail Knights with full command. These living saints would ride with the Paladin to form a formidable problem for Pete.

I had no choice at all with the second unit and neither did I want one, the Grail Reliquae was screaming out to be taken. Battle Pilgrims are renowned for honouring fallen Grail Knights and so

fitted my theme and scenario perfectly. The unit being *stubborn* and suffering from *hatred* was also a big plus. I chose another 12 Battle Pilgrims to accompany the Reliquae.

So, with my army chosen, everything felt right. I had a good scenario, a good force (I think) and a load of great looking new Bretonnian models to play with. I had an instinctive feeling about my chances going into this game and, thinking about my opponent, the founding member of the washed-up and slightly disgruntled Warhammer Players' Association, confirmed my thoughts. One thing was for sure – there was more riding on this game than any I had played in the past. Forget, table one in the last game of a UK Grand

Tournament, the bragging rights from this game would last for years.

We decided at an early stage that we didn't want to do a straightforward Pitched Battle. We had used this scenario in our previous battle (WD278). In that encounter, Pete's Khemri host defeated the Bretonnian army of Theodorick de Fois killing the Bretonnian leader into the bargain, (obviously it had nothing to do with me controlling them.) So, we decided to incorporate the idea of a descendant of the dead general returning to the deserts of Nehek into a solid scenario, that would stand up to the rigours of play.

(It just goes to show that even experienced tournament players like Adi can make a mistake, as his army list came up 39 points short – Ed.)

WARHAMMER ROSTER SHEET											Bretonnians	
Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Svc	Notes	Points Value
Bretonnian Lord	4	6	3	4	4	3	6	4	9	2+	Hand weapon, heavy armour, great weapon, shield, Questing Vow, Insignia of the Quest, Tress of Isoulde, Enchanted Warhorse	202
Paladin -Battle Standard Bearer	4	5	3	4	4	2	5	3	8	3+	Hand weapon, heavy armour, Questing Vow, Virtue of Purity, Conqueror's Tapestry, Enchanted Warhorse	137
Dame of the Lady	4	3	3	3	3	2	3	1	7	-	Hand weapon, Level 2 Upgrade, 2 Dispel Scrolls, Warhorse	165
Dame of the Lady	4	3	3	3	3	2	3	1	7	-	Hand weapon, 1 Dispel Scroll, Obedience of Malfluz, Warhorse	125
5 Knights Errant -Cavalier	4	5	3	3	3	1	3	1	7	2+	Hand weapons, lance, heavy armour, shields	100
6 Knights of the Realm -Ollant	4	4	3	3	3	1	3	1	8	2+	Hand weapons, lance, heavy armour, shields, Musician, Standard Bearer	168
6 Knights of the Realm -Ollant	4	4	3	3	3	1	3	1	8	2+	Hand weapons, lance, heavy armour, shields, Musician, Standard Bearer	168
10 Peasant Bowmen	4	2	3	3	3	1	3	1	5	-	Hand weapons, long bow, defensive stakes	60
10 Peasant Bowmen	4	2	3	3	3	1	3	1	5	-	Hand weapons, long bow, defensive stakes	60
20 Men-at-arms	4	2	2	3	3	1	3	1	5	5+	Hand weapon, shield, light armour, pole-arm, Champion, Musician, Standard Bearer	127
6 Questing Knights -Paragon	4	4	3	4	3	1	4	1	8	2+	Hand weapons, great weapon, heavy armour, shields, Musician, Standard Bearer, War banner	245
3 Pegasus Knights -Ollant	4	4	3	3	4	2	4	1	8	2+	Hand weapons, lance, heavy armour, shields	165
5 Yeomen	5	3	3	3	3	1	3	1	6	6+	Hand weapon, spear, bow, Shield, Musician	87
5 Yeomen	5	3	3	3	3	1	3	1	6	6+	Hand weapon, spear, bow, Shield, Musician	87
Field Trebuchet	-	-	-	-	7	4	-	-	-	-	Hand weapons, Yeoman Craftsman	100
Paladin	4	5	3	4	4	2	5	3	8	1+	Hand weapon, heavy armour, Grail Vow, Virtue of Purity, Enchanted Shield, Enchanted Warhorse	125
8 Grail Knights	4	5	3	4	3	1	5	2	8	2+	Hand weapons, lance, heavy armour, shields, Musician, Standard Bearer, Banner of Defence	364
Grail Reliquae -15 Battle Pilgrims	4	2	2	3	3	6	3	4	8	-	Hand weapons, light armour, shields	226
	4	2	2	3	3	1	3	1	8	5+		
TOTAL												2,711 points

DEPLOYMENT

Pete: The scenario we were playing meant that I would be deploying first. Consequently, I would be making the best use of the terrain but the advantage would be with Adi since he would be able to position his troops accordingly. I was hoping to get first turn as I expected him to pray. That 5+ (and to a lesser extent 6+) Ward save would be very useful against my Constructs.

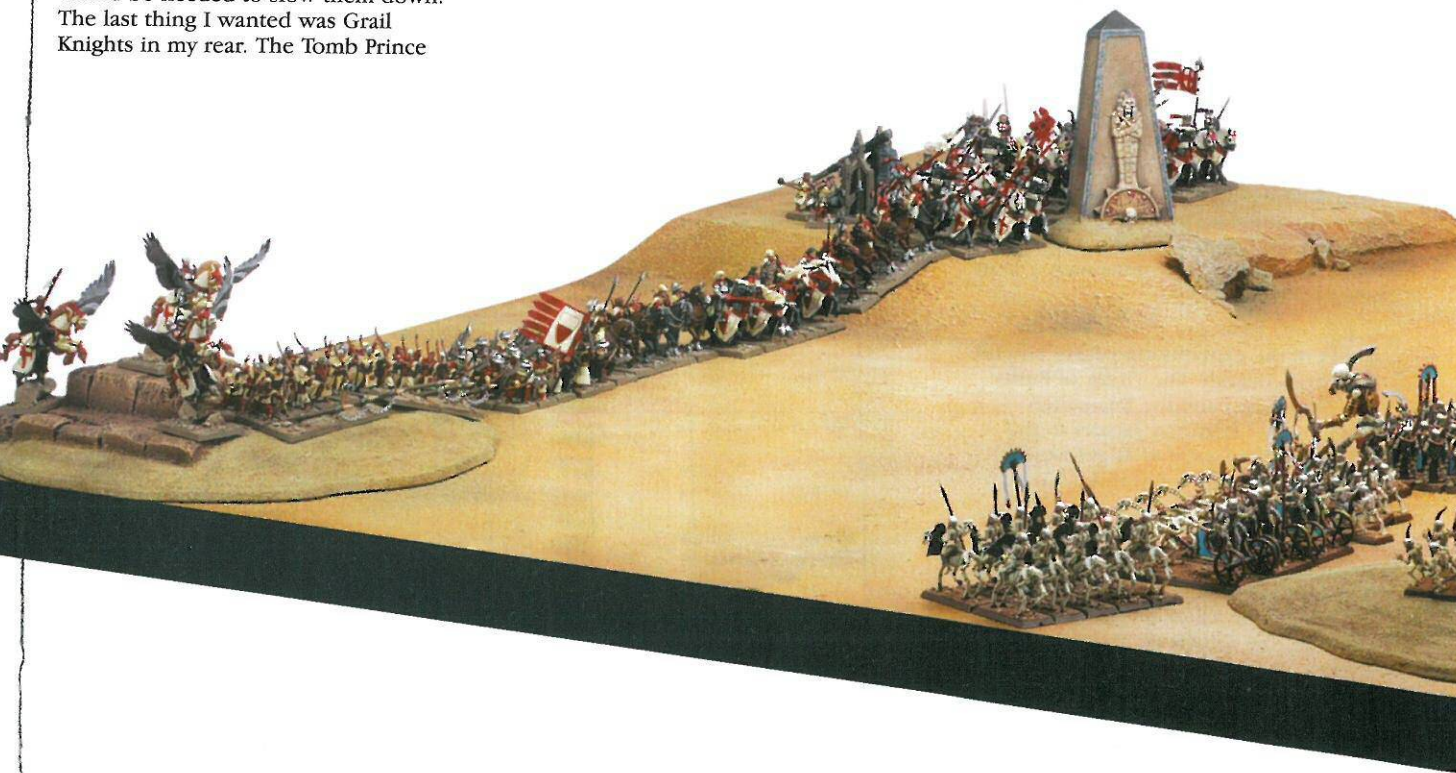
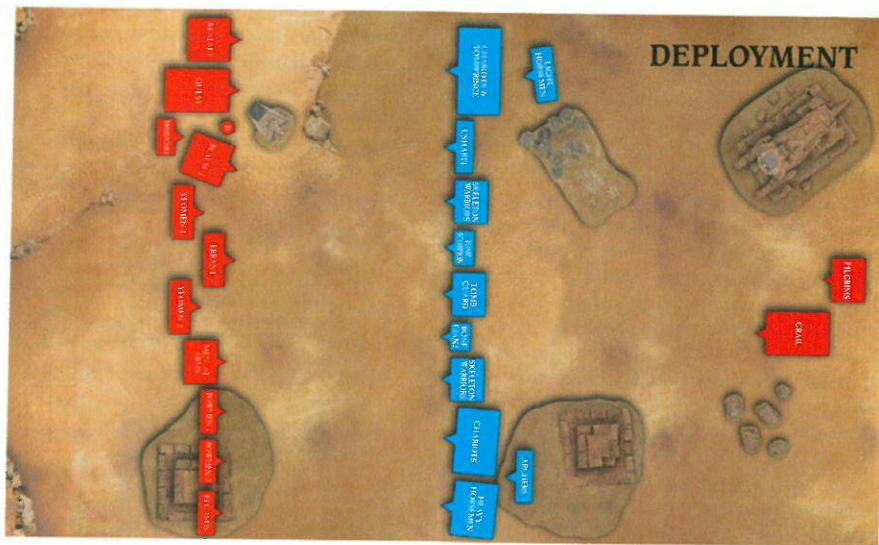
I was going to need a flexible battle line – one that would be able to react swiftly to any threat as a result. As Adi has a fast army and the advantage of a two-pronged attack, I was going to ensure I had a solid centre. The infantry would account for that. A unit of Chariots and 10 Heavy Horsemen with the War Banner would ensure one flank was well protected whilst a small unit of Archers would hunt down any Mounted Yeomen. The Bone Giant and Ushabti would be used to flank the infantry whilst my Tomb Scorpions were there to tunnel and attack the Trebuchet. With the Tomb Prince's unit on the opposite flank with the Light Horsemen support, I believed I had a balanced force that could hold the centre whilst being able to react to any threat from in front or behind.

But it was the Grail Knights I feared the most. In my opinion they are potentially the best cavalry unit in the game and able to punch their way through anything. If, as I expected, Adi used them to accompany the Grail Reliquae, then my Tomb Prince and his Chariots would be needed to slow them down. The last thing I wanted was Grail Knights in my rear. The Tomb Prince

would hopefully get down a flank and threaten to charge into the flank of the Grail Knights as they advanced. This would hopefully divert the Grail Knights from my rear and allow me to deal with the main part of Adi's army.

The best way to deal with Bretonnians is to charge them. I would be relying on my magic to do this since I would be outmanoeuvred and out-paced by the Knights. Magic is relentless and it makes Adi come out in a rash. No doubt Adi

will have a few Dispel Scrolls and I intended to draw them out early in order to get my movement going. But if that does not work then I have large infantry blocks to soak up his charges, as the only guarantee when playing the Bretonnians is that you WILL be charged. I just needed to reduce the effectiveness of his lances so that their impact would not be fatal. As long as I could hold them up then I was confident I would win. Well, it looked really easy on paper.



Adi: I have played many a game and many a tournament but none meant as much to me as this one. I had to get my revenge on Pete – we had built the game up so much. This was going to be a titanic struggle.

I was worried though. We had played a couple of practice games at Pete's house. In the first game he had absolutely hammered me and the second saw a very lucky Bretonnian win. Pete had the edge and took great delight in reminding me of that fact.

In addition to the overall Assault scenario rules we also rolled on the Scenario Generator tables to see if any

special circumstances would have an effect on the game. We came up with 'Kill them all'. This meant that points would only be scored for destroyed or fleeing units. Nothing for capturing standards and the like, which made my choice of the Conqueror's Tapestry a waste of time. In addition, Pete and I decided that points would be awarded to the player who had the most units near to the Grail Reliquae at the end of the game. These conditions would be at the forefront of my considerations when setting my army up.

Pete did not surprise me with his set up, a solid centre of infantry with flanks of fast moving cavalry and Chariots, the standard Tomb Kings deployment.

If I was to win this game I would have to do something radical, something that Pete hadn't seen before. Something that would throw my old adversary.

I decided to split my army in two. I would load my left flank with my heavy cavalry and my right flank with my Peasant infantry. In addition, my Pegasus Knights would provide valuable Leadership to my Peasants. A very weak but mobile centre of Mounted Yeomen would link the two flanks and Knights Errant. I hoped that Pete would believe that he could easily deal with my army centre, dividing my force and then dealing with each flank at his leisure. If he attacked my centre then my heavy cavalry would burst through his lines

and join the expeditionary force.

If Pete chose to attack my right flank he would have to commit good quality troops. I reasoned that the Peasant Bowmen would take some shifting due to the combined effect of their stakes and their new improved Leadership bonus gained from the flying Knights.

The Pegasus Knights had another vital role. They would make Pete think twice about approaching me with weak units and any unit he turned to face the expeditionary force would be in danger of being attacked in the rear, as the knights have an impressive 20" charge. If Pete dithered I could have a shooting gallery in front of me.

With my force deployed, I rolled to see where the expeditionary force appeared. I rolled a Scatter dice and it came up a hit, that meant the expeditionary force would be placed on the table a march move directly forward from the centre of the opposite table edge. A good result.

Everything set up, first things first. Do I take to my knees? By that I mean would I allow my army to pray prior to the battle commencing. A big fat 'yes' to that! The extra Ward saves that my Knights would gain could prove decisive, even though I'd lose the first turn.

I therefore decided to receive the Blessing of the Lady. While I prayed I wondered what Pete would do to ruin my plans in his first turn...

Character Icon Key:

TK Tomb King

H Hierophant

LP Liche Priest

QUEST 6 Questing Knights

-Bretonnian Lord

-Paladin (Battle Standard)

-Damsel of the Lady

D Damsel of the Lady

GRAIL 8 Grail Knights

-Paladin



PEGASUS



BOWMEN



YEOMEN



MEN-AT-ARMS



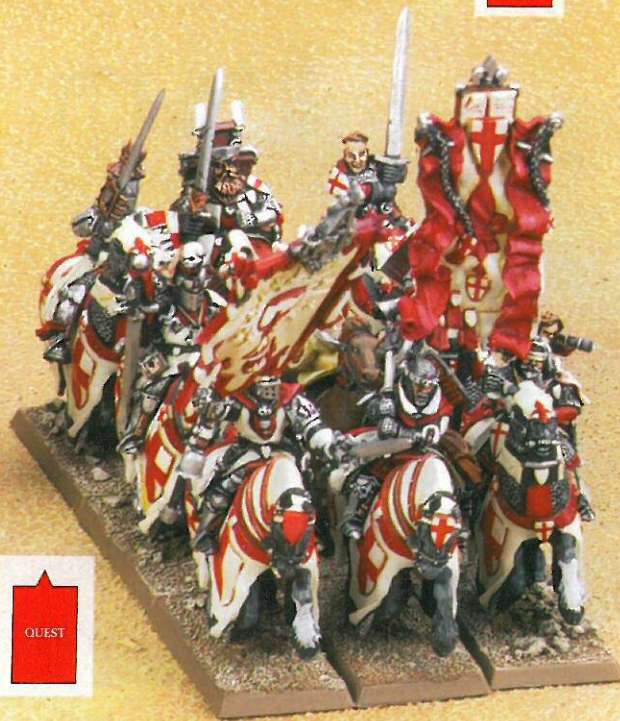
REALM



QUEST



QUEST



DUKE HENRI'S CRUSADE OF VENGEANCE



BOWMEN 2



YEOMEN 2



REALM 2

GRAIL

THE RESTLESS DEAD OF KHEMRI

CHARIOTS



TOMB SCORPION



TOMB SCORPION



H



SKELETON WARRIORS



USHABTI



LP



TOMB GUARD

TK

LIGHT
HORSEMEN



HEAVY
HORSEMEN



BONE
GIANT



ARCHERS

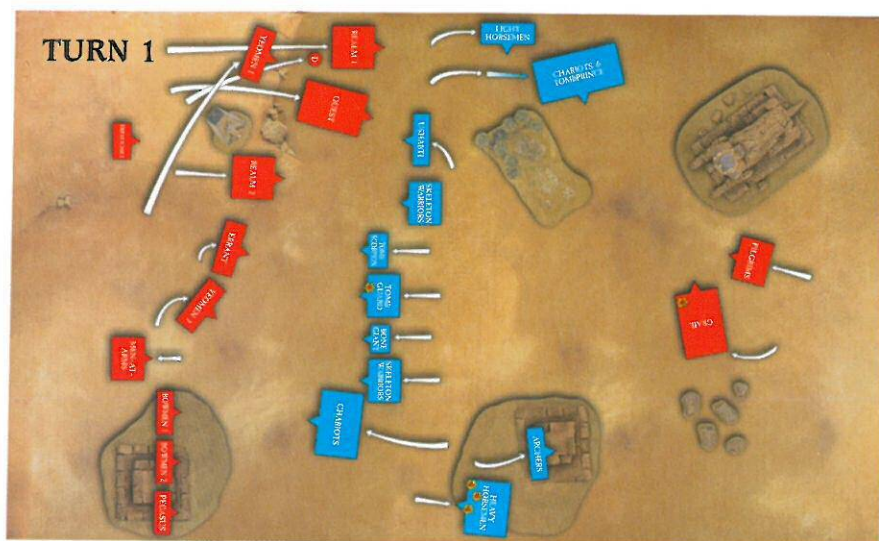


SKELETON
WARRIORS



CHARIOTS &
TOMBPRINCE





TOMB KINGS TURN 1

Pete: I got the first turn as Adi prayed to gain the Lady's Blessing. All his Knights would have a 6+ Ward save because of this increasing to 5+ against attacks of Strength 5 or more, so it was going to be doubly hard to kill them. At least the Blessing did not extend to the Peasantry.

Adi had obviously been thinking about this battle a lot. We'd played a couple of practice games at my house prior to the report and both games were very close, and we'd won one each. But this time he had set up considerably differently.

I had gone with my basic plan of holding a solid centre and having my fast units on the flanks, but he had stacked his left flank with his heavy cavalry, leaving the Peasants in the right hand corner. With the Grail Knights and Reliquae having emerged directly behind my battle line, I was in for a difficult time.

But I had a plan – attack the Peasants, cause *panic* and gain Adi's right flank, whilst moving towards his Knights using the Tomb Prince's unit to delay the Reliquae and Grail Knights. It sounded good, anyway.

However, I dithered a bit. My Heavy Horsemen were causing me a headache. I was concerned that the Pegasus Knights could destroy them if they got to charge, so I ended up retreating them a short distance out of the flyers' charge range. The Tomb Prince and his Chariots used their Fast Cavalry ability to reform and snake backwards to face across the battlefield, waiting for the advance of the Grail Knights. It was my intention to use the Tomb Prince's unit in this manner to prevent the Grail Knights getting into a position to threaten the rear of my army. If they smashed into a unit they would do horrendous damage, so it was important for the Prince's unit to remain a threat if I was going to win this battle.

As we had rolled 'Kill 'em all' on the victory Conditions part of the Scenario Generator (see p12 for Gav's Scenario Generator) then double Victory Points would be scored for destroyed units and characters. However, anything else, table quarters or standards etc, were worth nothing. With this in mind I decided to concentrate on trying to kill all Adi's main force while keeping the expeditionary force in my rear at bay. The extra points awarded for being near the Reliquae at the end might be important, but I decided to deal with that later in the battle.

The rest of my army manoeuvred. The Archers on the hill turned around and moved to the brow of the hill in order to target the Grail Knights. The Ushabti moved to their right to pose a threat to any Knight units advancing from Adi's left. The infantry in the centre moved forward towards the Bretonnian line whilst the Chariots on my left moved slightly in front and to the side of the left-hand Skeleton unit. I was intending to use my incantations to magically charge the Chariots at the Men-at-arms – breaking them and cause Panic tests on the surrounding Peasants. With my tunnelling Tomb Scorpion due to emerge next turn, I wanted to remove any missile threat and concentrate on killing Knights.

My Magic phase brought the usual reaction from Adi. He hates the Khemri Magic phase. He starts to twitch and sniffle at the thought of having to use Dispel Scrolls straight away. I made sure he took some bitter medicine. The Prince tried to cast 'His Will' on his unit but Adi easily dispelled my attempt. He had used the Chalice of Malfleur to successfully give him an extra Dispel dice, so with five dice and at least two Dispel Scrolls, I was going to have to work hard to move anything this turn. But that is part of the tactics of the Tomb Kings, draw out the Scrolls so you can dominate magically later in the game. My main plan for the phase was

to charge the left-hand Chariots at the Men-at-arms. The unit was within a tantalising 6" of my Tomb King. It was tight, and twice my Tomb King failed to move the unit through magical means, but, eventually, I got rid of all Adi's Dispel dice. The Liche successfully moved the Tomb Prince's unit towards the centre of the table leaving the Hierophant finally able to cast *Mankara's Incantation of Urgency* on the Chariots again. This time, Adi had no option but to use his first Dispel Scroll. Knowing he did not want me to get the charge off, I did not waste the Hieratic Jar, which surely would have drawn out a further Dispel Scroll. Moderately satisfied, I moved on to the Shooting phase, which was uneventful apart from one of my Archers killing a dreaded Grail Knight, even with his 2+ Armour save and 6+ Ward save. A couple more kills like that and my Archers would have paid for their points cost in Victory Points.

With no combat, my first turn ended.

BRETONNIANS TURN 1

Adi: There are two things in the game of Warhammer that I hate, Khemri Archers and the relentlessness of the Khemri Magic phase, and, due to both of these, I have developed an in-game nervous twitch. The Archers had killed a priceless Grail Knight, Pete's Magic phase had already drawn out a Dispel Scroll and I hadn't even moved a figure. I had to remain positive if I was going to win.

I was surprised by Pete's Movement phase, it appeared to me that my deployment had thrown him as he didn't appear to be his usual self. He made tentative moves and appeared to be uncertain.

I had to move my army to capitalise on Pete's indecision and that's what I attempted to do. I knew that Pete wanted to charge my Men-at-arms, but if I allowed that to happen he would be right in the midst of my army with a powerful unit of Chariots, so I pulled the Men-at-arms back out of charge range to the edge of the table.

Defensive Stakes

The stakes are set up at the beginning of the game when the unit is deployed. Every model in the front rank is placed directly behind them. The stakes are removed from the game if the unit makes any kind of movement.

Enemies attempting to charge the Bowmen, measure to the base of the stakes. Models positioned behind the stakes may attack in the same way as the second rank would in a unit of Spearmen. Units that charge into defensive stakes lose any bonuses for doing so (like the +2 Strength bonus from charging with a lance).

I decided to keep my Pegasus Knights stationary, in keeping with my plan to add valuable Leadership to the Peasants. I was very tempted to charge the threatening Chariots but I didn't believe I would do enough damage and would instead be locked in combat from turn to turn, which would not be good.

On my left flank I kept to my battle plan. I needed to give support to the expeditionary force and my heavy cavalry were the boys to do it. I took a risk here and moved my Questing Knights to face off against the Ushabti. I knew Pete could charge me in his second turn with these formidable fighters but I reckoned that if they did I still had a good chance of destroying them in one or two turns. I put faith in my armour and the Blessing of the Lady. I now had to stop other Khemri units supporting the Ushabti. One thing was for sure, I could not allow my Questing Knights to get pinned in combat for too long.

My two Knights of the Realm units moved to support the Questing Knights. My lone Damsel and a unit of Mounted Yeomen then supported this flank.

The rest of the centre of my army edged away from Pete's infantry blocks, instead moving towards my left flank.

I had allowed Pete to magically move his

The Lance Formation

The Lance formation has changed somewhat in the new book. Units of Knights are able to form a complete rank of three models abreast. In combat the Knights on the flank may also attack as long as they are directly behind a model in the front rank that is engaged in combat.

Character models must be placed in the front rank if possible, displacing any command models to the second or even third rank. The exception to this is a Damsel. It is assumed that the Knights form up a protective circle around her. While in the centre of the unit, she may cast magic (although she won't have line of sight) and the unit may use her Leadership.

Casualties are always removed from the centre of the back rank, with the remaining models staying on the edges to maintain the Lance formation.

Tomb Prince's Charioteers towards my expeditionary force. I didn't think it was a threatening move as I had two units to his one in this part of the battlefield. I reasoned that for a while a stalemate would ensue with the three units staring at each other. This would allow more

time for my heavy cavalry to make their presence felt.

In my Magic phase I had a couple of good spells at my disposal, *Mistress of the Marsh*, twice, and *Master of the Wood*. I was pleased with these, as prior to the battle, whilst looking at the game, Pete had stated that the oasis terrain feature was classed as both a wood and a water feature. This could really help my battle plans as these two Lore of Life spells would make best use of it.

I first attempted to cast *Master of the Wood* on the Ushabti from my Damsel in the Questing Knight unit. A massive roll of 15 on three dice drew out a Dispel Scroll from Pete. The Magic phase then petered out without significance.

Then the Shooting phase. I was really looking forward to this. In our last battle report for White Dwarf, Pete had fielded a Screaming Skull Catapult and I believe that it had won him the game. I fully intended a payback session using my Trebuchet. My guess at the Tomb King and his unit was right on the nail but, as the huge chunk of masonry hurtled towards its target, the Tomb King managed to move position resulting in a Tomb Guard biting the dust instead.

With no combat, it was time to hand the turn over to Pete to do his worst.

The Bretonnians move quickly to punch a hole through the lines of the undead.



Pete: I was surprised Adi didn't charge my left-hand Chariot unit with the Pegasus Knights. He must have had a plan for them.

The Chariots on my left didn't need magic now. Being within 16" of the Archers on the hill, I charged them.

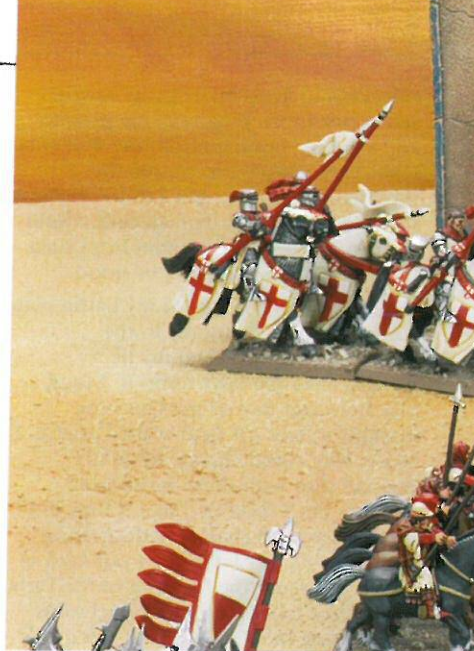
My main concern was my right flank. There was lots of horseflesh there and I had to do something about it.

I had positioned my Ushabti so that if Adi advanced enough they would be in a position to charge him, which they did this turn. It is a good job for Adi that my target, the Questing Knights, can re-roll failed Psychology tests, as it took Adi two attempts to pass his Fear test. I really needed my Ushabti to cause some wounds. I didn't think they would be

The Tomb Guard unit moved again this time, turning towards the right to menace Adi's left flank. The Hierophant used his Cloak of the Dunes to fly from his Skeleton unit on the left to join the Liche at the rear of the right-hand side Skeletons. My reason for this was that I did not want the Pegasus Knights to be able to charge the Hierophant whilst in the Skeleton unit. Adi would surely target him, knowing that his death would start the crumbling of my army.

My Movement phase was completed with another set of dithering moves. The Heavy Horsemen shuffled to their right. I was still wary of the charge of the Pegasus Knights and, after losing three models to Adi's Archers, this was even more of a threat. On my right flank the Tomb Prince's Chariot squadron remained in position, still threatening the emerging Grail Knights. The Light Horsemen moved to join the Chariots, hoping to shoot at the flanking Knights of the Realm, but the damned Pegasus Knights on the hill still bothered me.

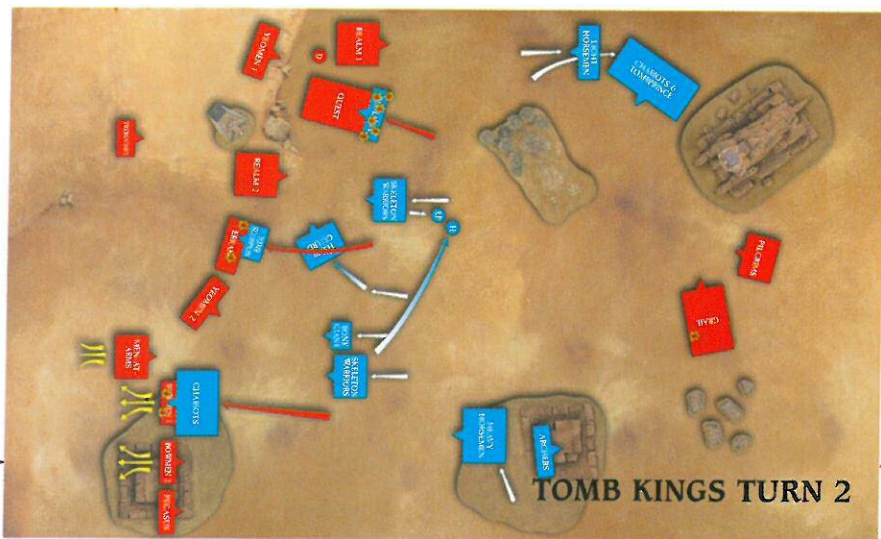
As we moved into my Magic phase Adi's twitch started up again. First off, I activated the Tomb Guard's Banner of the Undying Legion. At Power Level 3 it is a steal for the points and unvaryingly works as my opponents save their Dispel dice to stop my movement. Adi didn't attempt to stop the banner working and I restored a fallen Skeleton Warrior to unlife. The Tomb Prince's success at casting *Horekbah's Incantation of Righteous Smiting* was wasted as the shooting from the Charioteers at the



Shooting, again, brought a dead Grail Knight but the tough armour and the Ward save were proving effective.

But the Ushabti were a different matter. Nine Attacks and only 1 hit on the Questing Knights. True to form I rolled a 1 to wound. Oh dear, I was in trouble. Adi could see his chance and he seized the moment. This unit contained his General, Battle Standard and Damsel, as well as a full command group.

The Tomb Scorpion killed two Knights Errant who, in turn, failed to wound the creature. However, with their General nearby the Errant Knights passed their Break test and stood their ground.



TOMB KINGS TURN 2

The Tomb Kings surge forward to catch the Bretonnians before they can charge.

BRETONNIANS

[illegible]

My plan was working, though Adi wouldn't believe this was part of my plan so I had to show him my notes. I had managed to take a firm hold on Adi's right flank but my right was now looking fragile. The Questing Knights did not overrun but were in an excellent position to charge the flank of my right-hand Skeleton unit. My worst fears were about to be realised.

Adi: Well that was a definite turn of highs and lows! The luck on the table was split between my left flank's dice rolling, which was brilliant, and my right flank, which was shocking.

was also caught out by the 14" charge of the Tomb Scorpion. That error had left my Knights Errant in a bad p could save them

It was time to declare a few charges. The Questing Knights had a fantastic target in the form of the flank of a Skeleton infantry unit. It was too good an opportunity to miss. I hoped by adding a Knights of the Realm unit to the combat with a frontal charge, I would destroy the Skeleton infantry in a turn. The Pegasus Knights were then directed at the flank of the victorious Charioteers. The chargers on my left flank surged

My Pegasus Knights' Leadership still helped my Peasant Bowmen to rally through. In the Movement phase I pushed my remaining Knights of the Realm up the left flank to threaten Pete's mounted Archers and the flank of his Tomb Prince's Chariots. A unit of Mounted Yeomen and my lone Damsel supported the Knights of the Realm.

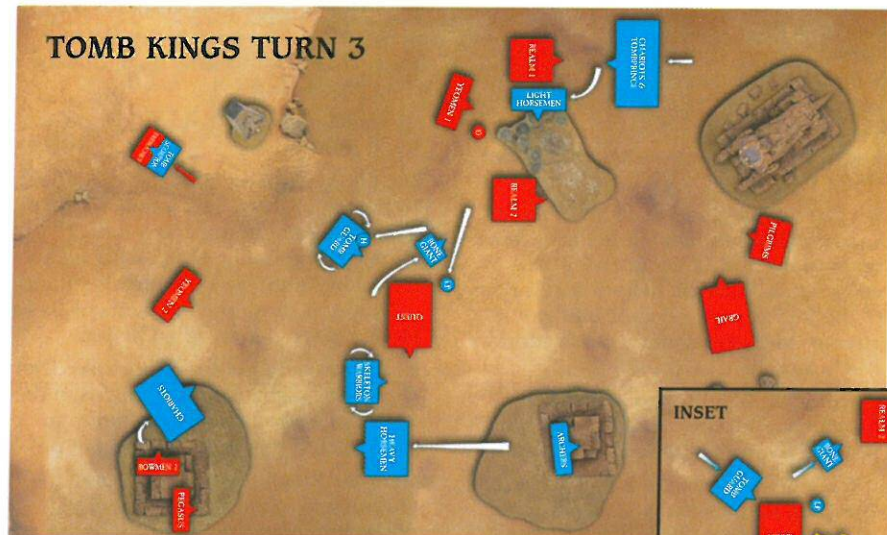
The expeditionary force itself continued to face off against the Charioteers and Tomb Prince, with a little readjustment of its positioning.

The Shooting phase was pathetic. The Trebuchet misfired and, with a roll of 6, was unable to fire until next turn. I doubted it would be there, what with a tunnelling Tomb Scorpion ready to pop up in Pete's turn. The two units of Mounted Yeomen fared no better.

Both the Knights of the Realm and the Questing Knights overran. The Knights of the Realm edged nearer to the expeditionary force but the Questing Knights ended up right in the middle of Pete's army. I knew that with Pete's ability to use magic incantations to move units again, my Questing Knights could be in trouble. Lastly, The Tomb Scorpion defeated the Knights Errant and ran them down, running far enough to be able to charge my Trebuchet next turn.



TOMB KINGS TURN 3



TOMB KINGS TURN 3

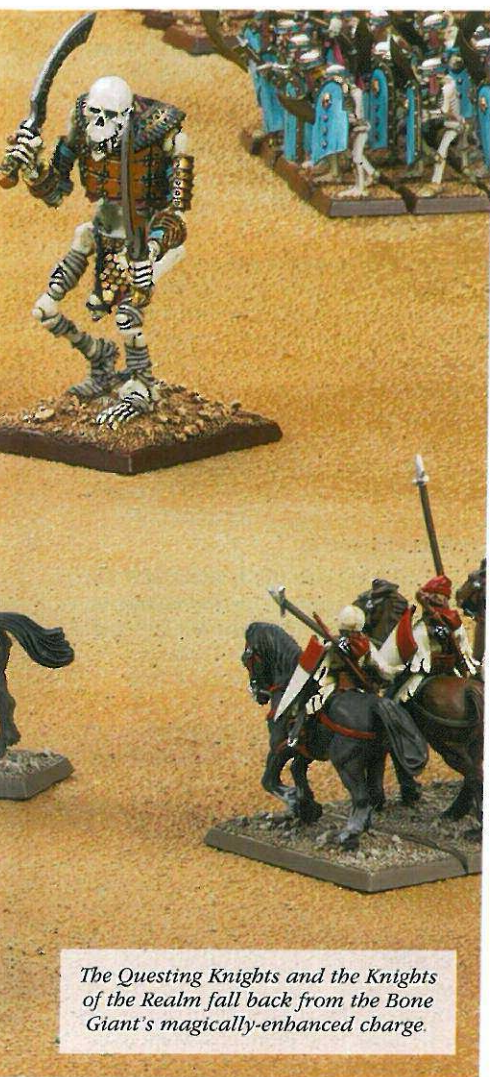
Pete: That turn wasn't pretty. Adi had managed to get behind my battle line. But all was not lost. I had an idea. However, I could do with the Tomb Scorpion emerging this turn. Sadly, you guessed it, he didn't want to come out to play.

The other Tomb Scorpion now charged the Trebuchet hoping to wipe out the machine in one turn. My next set of moves was intended to set up my units in order to charge in the Magic phase. The Hierophant flew

over and joined the Tomb Guard, who had turned on the spot and moved forwards towards the flank of the Questing Knights. The Bone Giant similarly turned and moved towards the rear of the Knights of the Realm, hoping to avenge the Skeletons with an Unstoppable Charge. With the remaining Skeletons turning around to move back towards the centre of the board, it became evident that the main part of the battle would now be fought facing the Grail Knights and Reliquae.

My Chariots, having defeated the Peasant Bowmen, could do little but start the long trip back to the centre of the board to join in the fight. My Heavy Horsemen suddenly became decisive and made their way towards the Pegasus Knights. But it was my Light Horsemen and Tomb Prince's unit that I had high hopes for.

Adi had left his unaccompanied Damsel in the open near to the oasis. Checking I had enough room, I managed to snake the Light Horsemen between Adi's left flanking Realm Knights and the oasis in order to, hopefully, shoot the sorceress. The second part of this plan was to reform the Prince's unit facing towards



The Questing Knights and the Knights of the Realm fall back from the Bone Giant's magically-enhanced charge.

the now revealed Realm Knights, the idea being to magically charge these Knights next. The phase ended as I moved my Liche towards the Questing Knights.

The Prince's attempt to move his unit was easily dispelled – I wasn't surprised. I would have liked the Liche Priest to give assistance but with Adi having Mounted Yeomen nearby, I could not risk him being isolated.

The Tomb King now used his *'My Will Be Done'* on the Bone Giant to charge the Realm Knights, and then on his own unit to charge the Questing Knights. Both were successfully cast and both had the same effect, Adi fled with both units. This was significant since the Questing Knights and the Realm Knights had both now lost the Blessing of the Lady.

The Liche cast *Mankara's Incantation of Urgency* on the Skeleton unit, moving them 4" towards the rear of the fleeing Questing Knights. The Hierophant cast *Sekhubi's Incantation of Vengeance* (a D6 hits Strength 4 magic missile) at the Questing Knights, but it did no damage.

The Shooting phase caused a bit of discussion. I had moved the Light Horsemen in order to shoot at the unaccompanied Damsel. However, even though the Damsel was the nearest target to the front of the Light Horsemen, it was argued that, since the Light Horsemen are Fast Cavalry and hence have a 360-degree line of sight, they couldn't target the sorceress as the Realm Knights behind them were actually the nearest target. Agreeing with this, I only managed to kill one Knight. A minor success but the Realm Knights could now charge the rear of the Light Horsemen. That would destroy them.

Finally, in the Close Combat phase, the Tomb Scorpion killed three of the Trebuchet's crew. Now having a Unit Strength of 1, the remaining crewman auto-broke and fled the table. The Tomb Scorpion passed its Leadership test and didn't pursue.

With my turn at an end, I was happy. I had Knights on the run, held the centre of the table and was in a good position.

BRETONNIANS TURN 3

Adi: With my Questing Knights and a unit of Knights of the Realm fleeing, this would be a crucial turn. I was very pensive at this point as I carefully considered my options – all this caused by the hated Khemri Magic phase. I also felt the loss of my Trebuchet keenly.

First, though, I had a charge to declare. My Knights of the Realm on my far left had an easy win in charging the Khemri Light Horsemen in the rear. I should be able to destroy them in a turn.

Okay, drum roll please, on to the Rally tests. I rolled my dice and was really pleased to see both units rally. I was now in a strong position with several cavalry units nearer to the expeditionary force than Pete would have hoped. A word on the Blessing of the Lady here (and I don't mean asking the missus if you can pop down the local for a pint). I had lost the Blessing on a unit of Knights of the Realm and, more importantly, my Questing Knights as the

result of fleeing from Pete's magic-induced chargers. The strong position that I was now in justified that loss.

Following the charge of the Knights of the Realm who passed their Fear test with ease, I continued with my normal movement. I decided against moving my Pegasus Knights. I was going to use them to counteract the threat of the Chariot and Heavy Horsemen. I wanted to see what Pete intended to do with these units before I committed them. They also made it virtually impossible for Pete to turn these two units and move to the aid of the Tomb King.

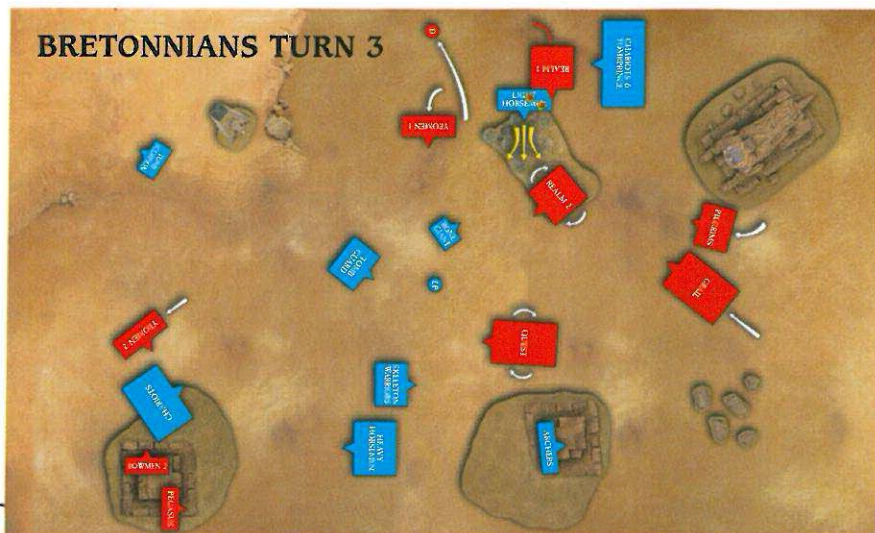
My Mounted Yeomen made what I call distraction moves. By that I mean moves that have no great impact upon the game but will divert your opponent's attention. One moved onto the flank of the smaller Chariot unit and the other onto the flank of the Bone Giant. My Damsel just got out of the way of everything as fast as she could.

I had already drawn two Dispel Scrolls from Pete and I fully intended to make Pete pay in this Magic phase, that is, if he didn't have any more Dispel Scrolls.

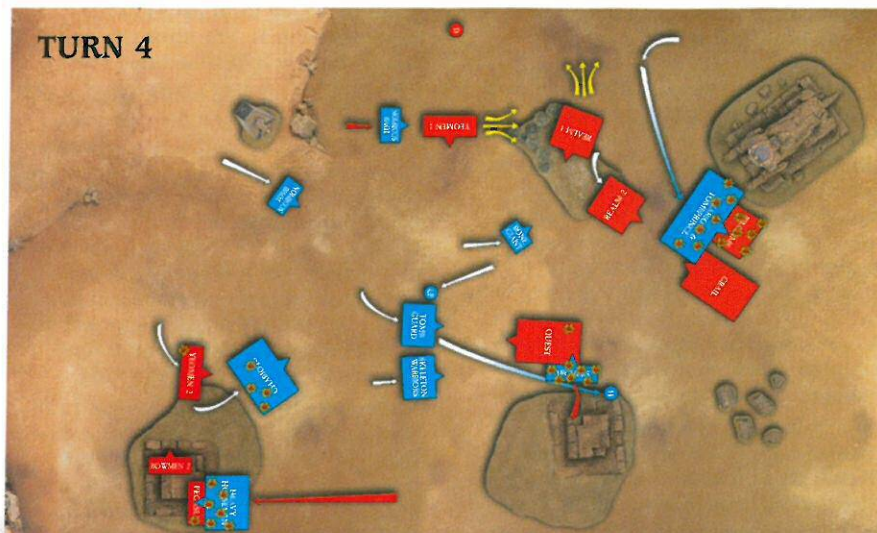
I knew that the Bone Giant was going to cause me a lot of problems with its Unstoppable Charge. I had to slow it down and I had just the spell to do it. *Mistress of the Marsh* was directed at the great Undead Construct and what a result! I again rolled 15 on three dice. Pete revealed that he had no Dispel Scrolls and, after Pete's dismal roll to dispel it, I successfully cast the spell.

My Shooting phase was at the other end of the spectrum. Bah, Peasants! Despite lots of targets, no wounds were caused.

On the plus side, the Close Combat phase went well, with the Knights of the Realm smashing into the Skeleton Light Horsemen and wiping them out as a result of wounds and combat resolution. I decided to overrun this unit into the oasis, joining the Knights of the Realm. This difficult terrain would make Pete think twice about following me with the Chariots as they would suffer automatic hits when entering the difficult terrain.



TURN 4



TOMB KINGS TURN 4

Pete: My position suddenly didn't seem so rosy. I could cope with the loss of the Light Horsemen. They were a sacrificial unit anyway, but the Bone Giant being reduced to half movement really bugged me. I had big plans for him and now he was reduced to a shuffle. I had some compensation when the tunnelling Tomb Scorpion had finally decided to emerge, scattering 6" towards the flanking Mounted Yeomen on Adi's left. I needed to get to the oasis as this contained two units of Realm Knights, and, with their movement being reduced by the terrain, I might just be able to catch them.

My Prince's Chariot squadron could see the Realm Knights in the oasis, but, with the possibility of causing automatic damage to the Chariots if I entered the wooded terrain, I sought a target elsewhere. We were moving into the second half of the battle and I was looking for Victory Points. It was time to take the fight back to Adi and so I got ready for some charges.

The Heavy Horsemen finally became decisive and charged the Pegasus Knights on the hill.

With their

Unit Strength, outnumbering and War Banner as an advantage, I felt confident of beating the flyers. They passed their Fear test and accepted the charge. The newly arrived Tomb Scorpion declared a charge on the Mounted Yeoman on Adi's left flank. The Peasants decided to flee well outside of the creature's charge range.

With the Questing Knights having rallied and threatening to charge my infantry in the next turn I decided to throw the Archers into their flank in order to hold them up. I knew that there was little chance of the Archers wounding the Knights, let alone beating them, but having a flank charge, a rank and probably only contacting against two Knights, I was sure Adi could not wipe them out. Executing a big wheel, the Archers charged in.

The remaining part of my move saw me manoeuvring again to try and charge in the Magic phase. I thought Adi still had one Dispell Scroll left but I wasn't certain. With that in mind both the Tomb Guard and the Skeleton unit moved forward towards the newly rallied Questing Knights. With the Archers in the flank, a fully ranked-up infantry unit to their front might just be enough to auto-break the Questing Knights. Would Adi stop my magic? I would have to wait a while longer whilst I moved the Hierophant from the Tomb Guard unit towards the Archers. This, in hindsight, was a mistake on my part, as I stupidly forgot that magic comes before combat. I blame it on getting old. It was one of those mad moments when logic goes out of the window. I had purposefully moved the Hierophant in order to use Djedra's Incantation of Summoning to restore wounds to the archers should any die. I wanted to keep the unit at maximum strength in order to tie up the Questing Knights. If only I had left him near the Tomb Guard!

The Chariot squadron and the remaining Tomb Scorpion moved back towards the centre of the table and the Tomb Prince once again turned towards the Grail Knights and Reliquae. Moving forward slightly to within charge range of the Reliquae, I prepared for the Magic phase.

Adi knew what I was going to do and so it came as no surprise that he allowed the Tomb Prince's unit to magically move into combat. He had little choice, really, since his sorceress had just been poisoned by drinking from the Chalice of Malfleur, (Adi had rolled a 1 which means the Chalice does not generate a Dispel dice and the caster suffers 1 Wound). This meant Adi only had 4 Dispel dice and a possible third Dispel Scroll.

The Chariots charged at the Reliquae. I thought that with the possibility of 16 impact hits and lots of attacks from the crew and horses I could do enough



The Chariots charge into the Reliquae and the Grail Knights.

damage to break the unit. The Reliquae is subject to *stubborn* and *hatred* rules, but if I killed the front rank then there would be no use for *hatred*, and *stubborn* would not prove to be crucial. As the Chariots wheeled around the Sphinx towards their target, however, the right-hand Chariot contacted the Grail Knights as the remainder of the squadron crashed into the Reliquae. The Grail Knights were drawn into the combat as a result, with two of them being able to fight, one of whom was a Paladin.

Meanwhile, the Tomb King tried twice to charge the Skeletons at the Questing Knights. With no dice left, Adi used his third Dispel Scroll to prevent the Liche from doing the same thing. With the Hierophant out of range he only cast *Horekhab's Incantation of Righteous Smiting* on the Archers. With an attack each, they failed to wound the Questing Knights. If only I hadn't moved the Hierophant, I would certainly have got the charge off.

The Shooting phase was uneventful. One of the Charioteers managed to kill a Mounted Yeoman behind him but with everything else tied up we quickly moved onto the Close Combat phase.

The Heavy Horsemen inflicted one wound on the flyers whilst I lost three Horsemen. With Adi having the high ground the combat was a draw.

Unsurprisingly, the Archers lost their combat and with all resolution modifiers considered, they suffered three additional wounds.

Things were looking grim as I moved onto the fight between the Tomb Prince's unit and the Reliquae and Grail Knights. The Prince issued a challenge, which was accepted by the Grail Paladin. Splitting my attacks between the two units I killed five models in the Reliquae and nothing from the Grail Knights. Suffering one wound in return my

Chariots still lost combat on resolution. The two heroes didn't wound each other and this brought my turn to an end...

That had been a terrible turn for me and I could see some of my units disappearing in Adi's next turn.

BRETONNIANS TURN 4

Adi: Pete really got aggressive this turn. With a massive number of charges all over the table most of my units were in combat. I was really surprised by Pete's decisiveness. I was even more surprised that the Khemri heavy cavalry had the range to reach my Pegasus Knights. On the upside I was winning all the combats. If I continued to retain the advantage I would have the game in the bag, though I made a quick mental note, not to do anything stupid.

I must have forgotten, as here is the stupid moment. I decided to charge the Realm Knight unit facing off against the Bone Giant. Yes I know, and yes, they did fail their Terror test, flee and open up a path for the Bone Giant clear to the Reliquae or my Questing Knight unit. I couldn't do with the Undead giant lending its support in the crucial combats of the game. This had, for the moment, let Pete back into the game.

Things went from bad to worse when the Mounted Yeoman, who had fled away from the Tomb Scorpion in Pete's turn, decided that the day was lost and fled the table. Peasants. Pah.

I didn't have much in the way of movement this turn and what I did have wasn't going to set the world alight. My other Realm Knight unit managed to extricate itself from the oasis whilst my surviving Mounted Yeoman unit moved to the rear of Pete's Chariot unit on my right flank. This was in the vain hope that Pete would think that the Yeomen were a sufficient threat and turn the Chariot unit towards them, therefore

diverting his attention from the main action further up the table. I also remembered to move my Battle Standard Bearer into combat with the Skeleton Warriors as the model was stranded.

I was really pleased with my Shooting phase. The remaining Peasant Bowmen targeted the nearby Chariot unit and, out of 4 hits, they caused 3 Wounds, which Pete didn't save. A destroyed Chariot to shooting was a real bonus.

Remembering that I still had control of the game and trying to remain positive, I moved onto my Magic phase. I was right to remain positive. In an attempt to slow the Bone Giant down I again cast *Mistress of the Marsh* on it. I knew that I would need double 6, as Pete would do everything in his power to stop the spell. You know what's coming next don't you? Oh yes, get in my son! Double 6 – bring on the limping giant dude again!

The Close Combat phase was a real breakthrough. In both of the main combats my units were awesome. The Questing Knights wiped out their Archer adversaries. Doing this before Pete could get some support to the Undead Archers was really good. The real clincher was the way in which the Grail Knights and the Battle Pilgrims despatched the Tomb Prince and his Chariot unit, causing 6 unsaved Wounds out of 11 attacks.

The Pegasus Knights also got in on the act, managing to destroy the Khemri Heavy Horsemen.

At the end of the turn I was left looking at a battlefield where all my units were free of attackers. I still had the upper hand and intended to maintain the initiative. But, at the back of my mind, I remembered the fact that Pete is a slippery old boy and could still wrestle the game from me.

TOMB KINGS TURN 5

Pete: What a good turn that had been for Adi. Even though his Mounted Yeoman had fled off the table and the Realm Knight had run away from the Bone Giant, he had still destroyed three of my units and had cast *Mistress of the Marsh* on the Giant again. I had to do something pretty drastic if I was going to pull this one out of the bag. Adi had his Grail Knights free to charge next turn and with the Pegasus Knights still looming to my rear, I had to be careful.

The Skeletons charged the Questing Knights. I hoped that they would fail their Fear test and flee, but even if they didn't I could still beat them in combat since I would have five to add to my combat resolution even before I caused any wounds.

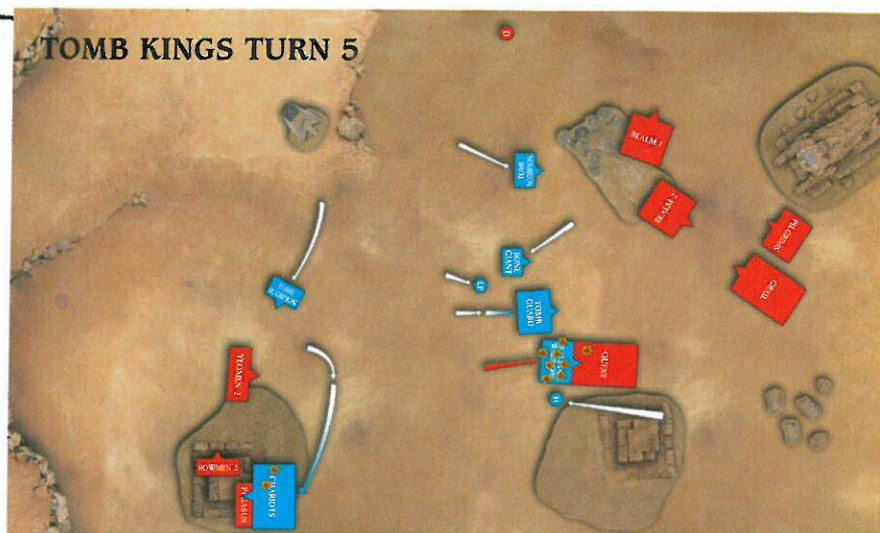
The Chariot squadron, well, Chariots duo, continued to move towards the centre of the table to come under the influence of the Liche Priests. Upon finishing their move I utilised their Fast Cavalry ability to turn them around to face the Pegasus Knights. Surely if I could magically charge the Chariots at the flyers I would beat them this time.

The Tomb Guard moved slightly forward towards the right flank of the Questing Knights whilst the Bone Giant again shuffled a full 3" back away from the threat of the Grail Knights. With the two Tomb Scorpions moving to threaten the Mounted Yeoman in Adi's deployment zone, and the Knights of the Realm near

the oasis, I finished my moves with the Hierophant flying back towards the Skeleton unit. I positioned him just on their right-hand flank and near enough to the Chariots to affect them. However, as you will see, this proved eventually to be a costly mistake.

The Tomb King managed to move his own unit forward again but Adi stopped his attempt to cast *Horekbab's Incantation of Righteous Smiting* on the Skeleton unit. Moving on in hierarchical order the Liche successfully cast *Mankara's Incantation of Urgency* on the Chariots. They set off, crashing into the annoying Pegasus Knights on the hill.

TOMB KINGS TURN 5



Finally, the Hierophant also tried to cast *Horekbab's Incantation of Righteous Smiting* on the Skeletons and again Adi stopped it.

Combat was quick. The Chariots did nothing against the Pegasus Knights, who in return destroyed one machine in combat and the other through combat resolution. With the Pegasus Knights electing to overrun forward towards what remained of my army, I could see what Adi would be doing next with the flyers. He would be charging my Hierophant.

The Skeletons, in good Undead fashion, lost their combat with the Questing

The Questing Knights move in for the kill, while the rest of the Bretonnian army manoeuvres into position.





Knights even though in the challenge my Champion had killed the Questing Knight Champion. As the unit expanded to maximise its fighting potential in the next turn, I could see any chance of a victory quickly disappearing.

Oh dear, what a mess.

BRETONNIANS TURN 5

Adi: This is just getting better and better. Although my Questing Knights were locked in combat with the Skeleton Warriors I was confident that they would continue their work and could even destroy them this turn. I was absolutely amazed at the performance of the Pegasus Knights, managing to destroy the Chariot squadron in a turn in which they got charged gave me a real warm feeling inside (or was it the pained look on Pete's face?)

Despite these victories, I would not be getting complacent. Pete had moved both his Tomb Guard and Bone Giant into threatening positions. I would attempt to counter these with my Grail Knights and Pegasus Knights.

The flying Knights had a little job to do first. In Pete's turn they had overrun after defeating the Chariots. This brought them into sight and charge range of the Hierophant. The first thing I did was declare the charge, they passed their Fear test and moved in for the kill. I managed to rally my fleeing Knights of the Realm unit and a roll of double 1 saw the other Realm Knight unit pass their Panic test. I then manoeuvred the

rest of my army into positions to threaten the Tomb Guard and Bone Giant. It wasn't all good. I did do one stupid thing during my movement and that was placing the remaining Mounted Yeomen directly in front of a Tomb Scorpion. Don't ask me why I did it, I think I must have been getting giddy.

In the Magic phase I had one goal and that was to slow down the Tomb Guard unit. I didn't want them to charge the flank of my Questing Knights. I would therefore be attempting to give them a large portion of *Mistress of the Marsh*. My first attempt at casting it was stopped by Pete but my second attempt did the trick. Pete was gutted.

In the Shooting phase the only viable target for my Peasant Bowmen and Mounted Yeomen was the Liche Priest,

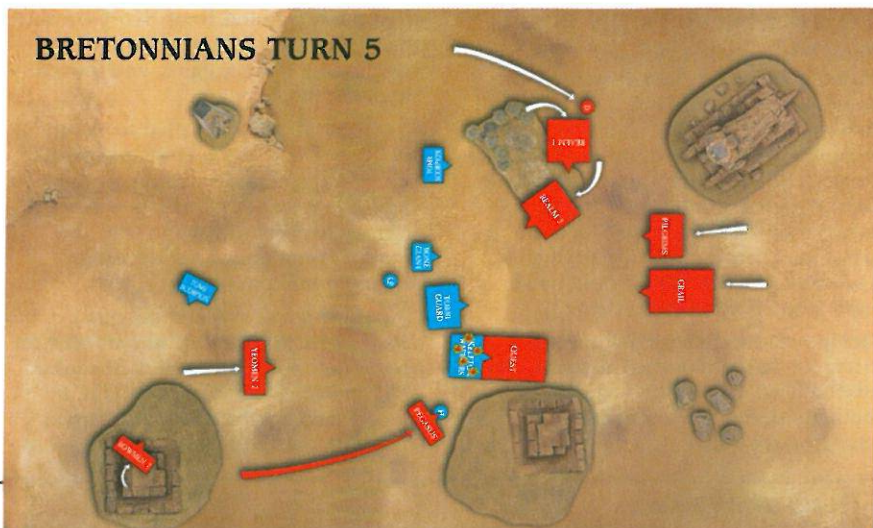
so I thought I would try my luck. No hits.

In the Close Combat phase the Pegasus Knights suffered a severe case of the rubber lances and caused no wounds. But as they took no wounds in return they defeated the Hierophant by outnumbering only, I couldn't believe it. The evil thing was still alive.

My Questing Knights continued their sword work on the Skeleton Warriors but didn't manage to wipe the unit out. The Questing Knights were well on top though and I was sure I would see the back of the bony horrors in Turn 6. I just needed to stop Pete getting any other units into the combat.

And the Tomb Guard and Bone Giant still scared me...

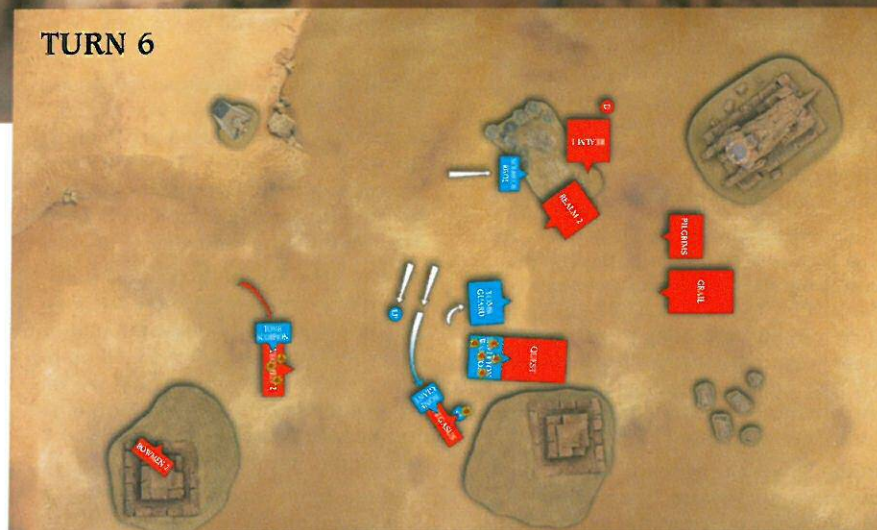
BRETONNIANS TURN 5





The Pegasus Knights hold off the Bone Giant's brutal assault. Meanwhile, the Questing Knights take heart from their comrades' bravery and smash into it from the side.

TURN 6



TOMB KINGS TURN 6

Pete: It was my last turn and there was nothing left to do except try and claw some Victory Points back. I still couldn't believe that my Hierophant was alive. If I could get the Bone Giant to charge the Pegasus Knights then I might just save him. With the Tomb Guard being affected by *Mistress of the Marsh* there was little chance of them charging the Questing Knights. They would be an easy target if Adi wanted them.

Being positive, I charged the Tomb Scorpion at the Mounted Yeoman. They elected to flee but didn't run far enough as they were caught by the charging creature.

I hid the remaining Tomb Scorpion at the rear of the oasis, out of the charge angle of the Grail Knights, and moved on to the Magic phase.

The Tomb King twice failed to charge the Bone Giant at the Pegasus Knights but with the superior casting power of the Liche Priest, the Undead Construct eventually got into combat with the flyers. Passing their Terror test they prepared for combat.

The Hierophant successfully cast *Djedra's Incantation of Summoning* on the Skeleton unit to swell their ranks. Adding five more Warriors would, I hoped, prevent the unit being wiped out. With the last throw of the dice I

used the Hieratic Jar to cast *Horekhab's Incantation of Righteous Smiting* on the Giant. However, all that time I had held onto the Jar was for nothing as Adi easily dispelled it. Perhaps it was not to be my day.

Things started to look up as the Bone Giant swung into action. With his Unstoppable Assault he finally ran out of Attacks after causing 5 Wounds on the Pegasus Knights. But, as luck would have it, the flyers saved 2 Wounds with their Armour save and the other three with their 5+ Ward save from the Blessing of the Lady. Fighting back, the Pegasus Knights killed the Hierophant and inflicted a wound on the Bone Giant. Taking a further wound due to combat resolution, the Bone Giant remained locked in combat.

Even though their ranks had been swelled by the Hierophant, the Skeletons were overpowered by the Questing Knights and they disappeared as a result of the fierce fighting.

With my army taking a 'Crumble' test for the death of the Hierophant my turn was over. I hadn't lost any further models from the test because all the remaining units were in range of the Tomb King's Leadership. But with very little left on the board Adi just had to mop up the rest.



BRETONNIANS TURN 6

Adi: It had gone from bad to worse for Pete in his turn. Although I hadn't managed to keep the Bone Giant out of combat, the Pegasus Knights had valiantly withstood the Construct's Unstoppable Charge and in return had killed the Hierophant. The Questing Knights were now free to move as they had finally seen off the Skeleton warrior unit.

I couldn't believe it. I had the game in my hands and there was nothing that Pete could do about it! He tried though. I should have just sat there and let the game end, but I let Pete talk me into charging my Questing Knights at his Bone Giant, even though I knew there was a chance of failing a Terror test and losing the unit in the last turn. Likewise, I charged my Grail Knights at his Tomb Guard, again with the chance of losing them.

I thought, what the heck, I am playing with my favourite army, an army that is at its best when it charges so I will do exactly what Bretonnians do best. Charge!!!

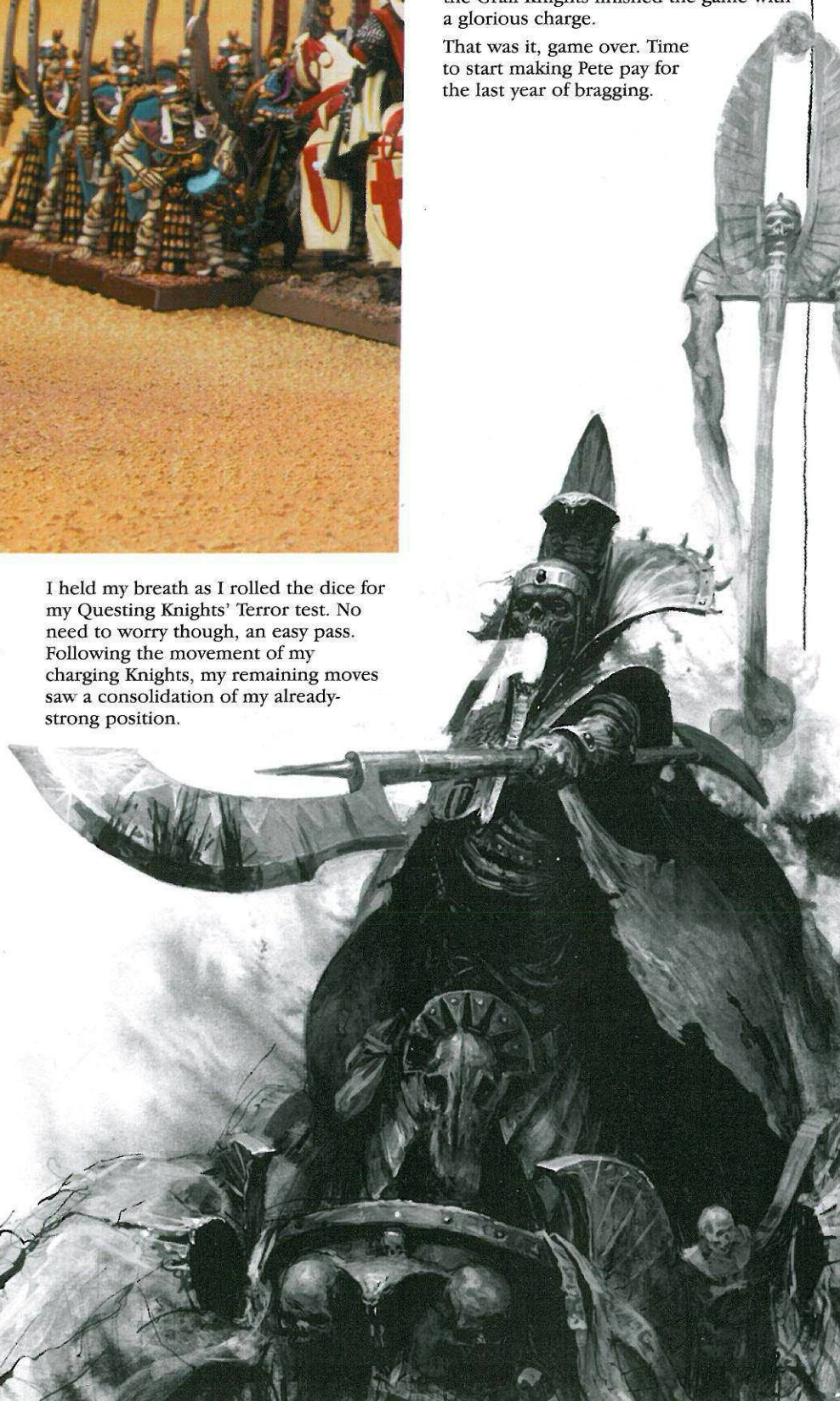
I held my breath as I rolled the dice for my Questing Knights' Terror test. No need to worry though, an easy pass. Following the movement of my charging Knights, my remaining moves saw a consolidation of my already-strong position.

My Shooting phase and Magic phase had the same result. I did absolutely nothing in each phase, so with the game nearly over I moved onto the Close Combat phase.

The charge of the Questing Knights proved absolutely awesome and resulted in the Bone Giant being well and truly defeated.

The Grail Knights did make a big dent in the Tomb Guard, but didn't wipe them out. At least I didn't lose the combat and the Grail Knights finished the game with a glorious charge.

That was it, game over. Time to start making Pete pay for the last year of bragging.



THE DEAD ARE LAID TO REST

Pete: I could tell from the look on Adi's face that he dare not lose this battle. This was confirmed halfway through the first turn when he declared: "This is more important than being on the top table in the last game at the Grand Tournament." I suppose a year's gloating on my part since the last battle report hadn't helped. But what are friends for if not to inflict pain and suffering at every possible moment? Oh well, all good things have to come to an end.

And in the end I had been well and truly beaten. It wasn't even close, which was surprising since up to about Turn 4 I thought I was going to win.

It would be easy to look for excuses, blame bad dice-rolling and complain that the new army always wins battle reports. But the truth of the matter was that I had made a couple of silly mistakes and had been indecisive. And when you are playing a good opponent, you don't usually recover.

I thought my basic plan was fine, but in hindsight I didn't use my Tomb Prince very well and the fact that the Tomb King and his unit only got to fight in the last turn of the game meant that I had wasted my two main combat units. I spent too much time worrying about the Pegasus Knights and their threat to my cavalry instead of dealing with the flyers positively. In the end, the Pegasus Knights brushed off everything I threw at them and the last straw was seeing them save all 5 wounds from



Finally, after a year, Adi has his revenge on Pete.

the Bone Giant. I know that during the playtesting of the new Bretonnians the Blessing had caused Anthony and the development team the biggest headache in order to get the balance right. Well, I think the experience from this battle proved he has got it spot on. It is subtle

when needed, sometimes useless, but an intrinsic 5+ Ward save against high Strength attacks really comes in useful.

The new Scenario Generator added extra spice to the game but playing the Assault scenario and being ambushed had put me on the back foot from the off. However, the real turning point in the game was when the Ushabti disintegrated against the Questing Knights and Adi followed this up by wiping out a Skeleton unit. I thought I was in real trouble but in my following turn I managed to charge his Knights forcing them to flee and lose their Blessing. It was at this point that I thought I had him. But looking at the models on the table our position had reversed, he was now able to regroup all his Knights together and attack me from the rear. It just proves that tactical fleeing can really work to your advantage.

All in all, it was a very exciting game and one in which we both had a chance of winning. The new Bretonnians are a challenging army to play with and against. They have enough special rules and abilities to make the most demanding gamer take notice and the flexibility in the list allows players to build up a host of differently themed armies. They are a lot more flexible than previous incarnations and, with a range of figures second to none, are a great addition to the Warhammer world.

It's just a pity that I lost. I can always blame it on the lack of moustache.

Henri smashed another Skeleton with his mighty greatsword, bone fragments and age-old tomb dust scattering over the sand.

All around him, the Undead horde was crumbling as the ravages of time were visited upon them with the weakening of the magic that bound them to the mortal world.

Ushabti were reduced to nothing but blackened sand, spirited away on the breeze until nothing remained of the Undead constructs, horse and chariot dilapidated before the eyes, carriages splitting, and horses decomposing until there was nothing left.

Slowly but with inexorable finality, the horde sank beneath the sands from whence it had come.

Last of all was the Tomb King himself, his eyes still burning with rage and promised vengeance as he was enveloped by the dunes.

"Victory!" Henri cried and gazed across the sands to see the Grail expedition bring forth the body of his grandfather.

His armour was tarnished, worn and eaten away by age and desert parasites. The man and his steed were now little more than a skeleton with

greyish strips of flesh sunken into the bone and withered away, paper thin and desiccated. Ironically, Theodoric looked every inch the walking dead, such was the nature in which he had been posed by the triumphant Grail pilgrims, their saintly patrons waiting silently nearby, massive and otherworldly upon their steeds.

Henri approached his grandfather and, dismounting, drew his sword and laid it upon the sand at the feet of the Grail pilgrims.

"Set him down," Henri ordered and the Battle Pilgrims reverently eased the corpse of the dead lord and his steed upon the sand and backed away.

Henri knelt before him and, removing his helmet, bowed his head.

"Grandfather," he whispered, emotion in his voice.

Henri looked up into the hollow eye sockets of Theodoric.

"Your honour is restored. One final journey, my liege, and you will rest in the lands of your forefathers for eternity."

A KNIGHT TO REMEMBER

Adi: I had finally done it – I had regained my honour and defeated a man who, for the past year, had not let me forget that I had come second in the last game we played for this hallowed magazine. Bragging rights were now mine. Get ready, Pete!

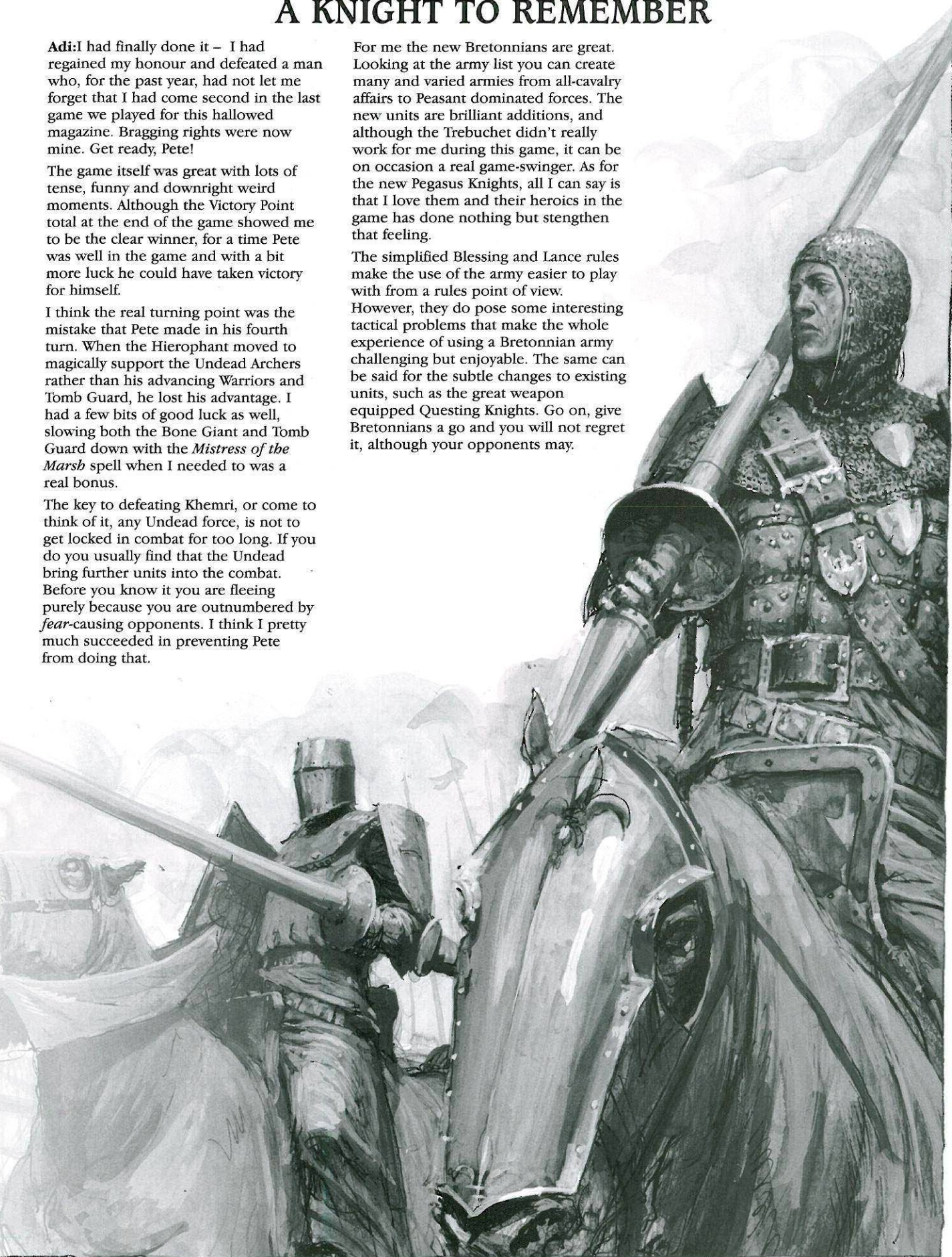
The game itself was great with lots of tense, funny and downright weird moments. Although the Victory Point total at the end of the game showed me to be the clear winner, for a time Pete was well in the game and with a bit more luck he could have taken victory for himself.

I think the real turning point was the mistake that Pete made in his fourth turn. When the Hierophant moved to magically support the Undead Archers rather than his advancing Warriors and Tomb Guard, he lost his advantage. I had a few bits of good luck as well, slowing both the Bone Giant and Tomb Guard down with the *Mistress of the Marsh* spell when I needed to was a real bonus.

The key to defeating Khemri, or come to think of it, any Undead force, is not to get locked in combat for too long. If you do you usually find that the Undead bring further units into the combat. Before you know it you are fleeing purely because you are outnumbered by fear-causing opponents. I think I pretty much succeeded in preventing Pete from doing that.

For me the new Bretonnians are great. Looking at the army list you can create many and varied armies from all-cavalry affairs to Peasant dominated forces. The new units are brilliant additions, and although the Trebuchet didn't really work for me during this game, it can be on occasion a real game-swing. As for the new Pegasus Knights, all I can say is that I love them and their heroics in the game has done nothing but strengthen that feeling.

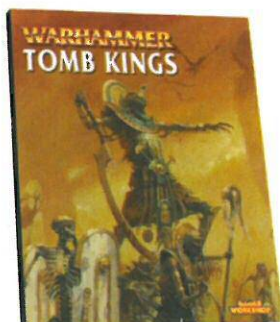
The simplified Blessing and Lance rules make the use of the army easier to play with from a rules point of view. However, they do pose some interesting tactical problems that make the whole experience of using a Bretonnian army challenging but enjoyable. The same can be said for the subtle changes to existing units, such as the great weapon equipped Questing Knights. Go on, give Bretonnians a go and you will not regret it, although your opponents may.



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EYE OF TERROR REDUX

PART TWO

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Following on from last month, Phil Kelly & Graham McNeill show you how to structure your campaign's narrative, and provide you with a set of Event Cards to make your campaign more exciting.

Phil: Hello and welcome to the second part of the Eye of Terror campaign revisited, where we show you how to battle for the fate of entire star systems in your local gaming club. Rather than contributing a drop in the ocean as part of the international gaming community, these articles allow you to seize entire planets for yourself, plunging the Imperium into Chaos or

sending Abaddon slinking back into the Eye of Terror with his tail between his legs. Last month we took you through the 10 easy steps necessary to run your own Eye of Terror campaign, and how to pick it up from where the fighting left off back in July. This month we look at how to start the campaign over from the beginning for those generals with a taste for nostalgia or who simply

wish to show how much better they could have done if they had been at the head of the armies involved. We've got a lot of intergalactic strife to cover, so without further ado, on with the show...

REFIGHT!

For those of you who want to refight the Eye of Terror campaign from Day One to see whether you can utterly crush Cadia into dust or save the Cadian Gate with the brave forces of the Imperium, read on. The table opposite gives the initial control percentages of the Eye of Terror warzones. Simply follow the 10 steps listed in last month's White Dwarf but use the following values instead of those published there. Graham has also put together some top-notch special rules to reflect the over-arching themes of the campaign.



▲ Glenn More's Ulthwé Strike Force fight valiently against the invading Thousand Sons of Keith Robertson.

ADDING NARRATIVE TO YOUR OWN EYE OF TERROR CAMPAIGN

Pre-Campaign Control Percentages

WARZONE	INITIAL CONTROL (%)	INSTABILITY
Cadia	95	0.01
Demios Binary	85	0.01
Medusa	85	0.01
Solar Mariatus	80	0.01
Elnaur Delta	90	0.02
Kasr Holn	95	0.02
Kasr Sonnen	95	0.02
Thracian Primaris	90	0.02
Xersia	85	0.02
Agripinac	85	0.03
Kantrael	85	0.03
Macharia	90	0.03
Subiaco Diablo	70	0.03
Ulant	60	0.03
Bar-el	75	0.04
Belis Corona	85	0.04
Kasr Partox	95	0.04
Vigilatum	95	0.04
Amistel	50	0.05
Finreht	75	0.05
Nysa Stromlo	65	0.05
Yayor	50	0.05
Aurent	85	0.06
Caliban	50	0.06
Gudrun	70	0.06
Imbrium	70	0.06
Lelithar	35	0.06
Malin's Reach	35	0.06
Morten's Quay	85	0.06
Tabor	70	0.06
Albitern	65	0.07
Belisar	80	0.07
Chinchare	45	0.08
Lethe Eleven	70	0.08
Mordax Prime	65	0.08
Ulthor	75	0.08
Dentor	65	0.1
Eidolon	5	0.1
Narsine	65	0.1
Nemesis Tessera	95	0.1
Scelus	20	0.1
Sentinel Worlds	20	0.1
St Josmane's Hope	75	0.1
Belial IV	35	0.1

NARRATIVE THEMES

Graham: Ok, so Phil's already explained how the campaign system works and you've got your armies and players all set to get going. It's time to add a little more of the narrative to the campaign. One of the most enjoyable aspects of any campaign is the stories that flourish around the various battles, the personalities that develop and the narratives that grow throughout it. Now, not everyone has time to develop these complicated plots, but they don't need to be that complicated to be interesting. A couple of twists on a normal game of Warhammer

40,000 are all you need to add a bit of a story to your games. The Eye of Terror had a sweeping narrative running through it, which was broken down into eight separate themes for each week and, while we can't hope to replicate the scale of a worldwide campaign in this article, we can add a few special rules to each themed week to add some of the flavour of that particular week to each of your games. Some of these might seem to favour one side over the other, but hey, that's war for you. Don't worry though, as the weeks progress things even out (kind of...)

Note – these special rules apply to all the games you play in that particular week, not just one. For each game played, roll a D6 and see which of the special rules applies to your game.

WEEK 1 – INSURRECTION

As cults and recidivists emerge all across the sector, loyalist armies are stretched to the very limit in containing incidences of assassination, sabotage and ambush. The Forces of Order struggle with fifth columnists and sabotage to their supply lines, finding it difficult to muster coherent forces when targets of opportunity arise.

Special rules

1 – 3: One Forces of Disorder infantry squad chosen from the Elites section may infiltrate, as described in the Recon Mission in the Warhammer 40K rulebook.

4 – 6: The Forces of Disorder player may force one unit of the Forces of Order's army to deploy from Reserves. This unit will then enter play following the normal rules for Reserves.

WEEK 2 – CRUSADE

The Forces of Order reel under the impact of the enemy assault as it is launched in all its fury. All across the warzone, enemy assaults come in a never-ending tide of fire and steel, but isolated pockets of resistance continue to hold the line against all assaults.

Special Rules

1 – 3: Before each game, the Forces of Disorder may call down a Preliminary Bombardment, regardless of the scenario being played.

4 – 6: The Forces of Order army may include up to D3 Bunkers and can include Obstacles, as described in the Warhammer 40,000 rulebook.

WEEK 3 – ELДАР SIGHTED

Eldar forces using the webway strike hard and fast at the advancing Forces of Disorder, destroying supply bases, disrupting communication and assassinating key leaders. In other areas of the fighting, squads of Eldar warriors fight alongside the soldiers of the Forces of Order.

Special Rules

1 – 2: Roll a D6 for each unit from the Forces of Disorder army. On a 6+ that unit must enter play from Reserves.

3 – 4: One, randomly determined, model from the army of the Forces of Disorder with access to its armoury (Independent Characters, Veteran Sergeants etc) has been targeted by Eldar snipers and may not be deployed in the battle. The army will have to do without that character for this battle...

5 – 6: If you have access to Codex: Craftworld Eldar then the Forces of Order player may make one roll once on the Ranger Disruption chart and apply the result to the Forces of Disorder army. If not, then roll again on this chart, ignoring this result if you roll it again.

WEEK 4 – WEB WAR

The ancient enemies, the Dark Eldar and Craftworld Eldar, stalk each other through the myriad, twisting passageways of the Webway, springing ambushes and constantly trying to outmanoeuvre each other. Each force that eludes the other is able to lend its martial skill to a pivotal point in the many battles raging around the Eye of Terror.

Special Rules

1 – 3: Midnight terror attacks from Dark Eldar raiders have left many troops on the front line deathly afraid, unwilling to move from defensive positions for fear of these shadowy killers. Roll a D6 for each Forces of Order unit; on a 5+ that unit begins the game Pinned.

4 – 6: Deadly Eldar strikes behind enemy lines has made the Forces of Disorder wary of ambush and has slowed their advance to little more than a crawl. Roll a D6 for each unit, on a 5+ that unit suffers -1 to its Leadership value for the whole of the game.

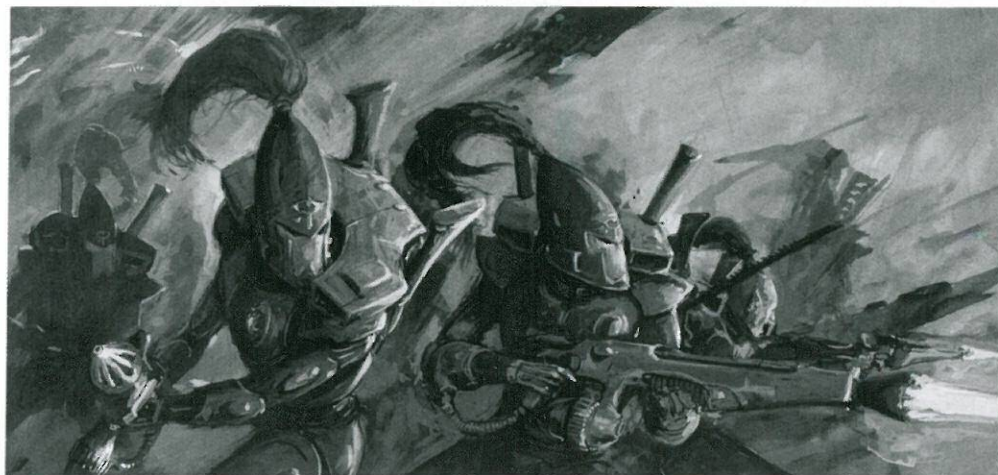
WEEK 5 – NAVY

The Imperial Navy, resurgent after an initial mauling, strikes back with all the fury, courage and daring its best commanders are famed for throughout the galaxy. Reinforcements are able to break through enemy blockades and orbiting Imperial ships are able to bombard enemy positions from afar.

Special Rules

1 – 3: Before the game, the Forces of Disorder suffer the effects of a Preliminary Bombardment, as printed in the Warhammer 40,000 rulebook, though units will be hit on a 5+ rather than a 6+.

4 – 6: Orbiting Naval vessels pound the enemy positions with devastating barrages. If you have access to Codex: Daemonhunters, this functions exactly like an Orbital Strike as printed in the Heavy Support section and follows all the rules for this as normal (Available from Reserves, must be plotted to a scenery feature etc). Randomly determine which form of Orbital Strike lands each turn by rolling a D6: 1-2: Lance Strike, 3-4: Melta Torpedo, 5 – 6: Barrage Bomb. If you don't have a copy of Codex: Daemonhunters, roll again on this table, ignoring this result.



WEEK 6 – WARP STORMS

The forward edges of Warp Storm Baphomael rage and seethe, saturating the air with dark magicks and every soul with a gnawing sense of doom. The fragile veil of reality stretches and becomes thin as the power of the Immaterium seeps through into the material realm.

Special Rules

1 – 3: Screaming creatures of the Warp intrude on the waking nightmares of those with even the smallest psychic potential. To those with the curse of psychic ability, they are driven almost to madness by the screaming in their skulls. As a result, any character that employs psychic powers will be affected by an automatic Perils of the Warp attack, regardless of the dice rolled (even if they would normally automatically pass any Psychic test they are required to take). This is in addition to any Perils of the Warp attacks suffered through rolling a double 1 or double 6. Unlucky...

4 – 6: As the veil between reality and the Immaterium weakens, the foul denizens of the Warp find they are able to force themselves more easily into the material world. Players with Daemons held in Reserve and/or an army that includes a Daemonvessel may add or subtract 1 to any Summoning or Possession roll they are required to make.

WEEK 7 – THE BIG PUSH

As more and more areas of space are reconquered by the Imperial Navy, the Space Marines are able to join the fight in meaningful numbers. Like bolts of lightning from a cloudless sky, they strike without warning and without mercy, destroying all before them in a whirlwind of destruction.

KEEPING TRACK

Here's a handy alphabetical list of the warzones you can photocopy, enlarge and pin up next to your Eye of Terror map so that each planet's control percentage can be easily found by avid conquerors. You might find it wise to run off a photocopy for each week so that you can see the progress of each world across the campaign!

WARZONE	CURRENT CONTROL (%)	EVENT CARDS PLAYED	COMMENTS
Agripinax			
Albiter			
Amistel			
Aurent			
Bar-el			
Belial IV			
Belisar			
Belis Corona			
Cadia			
Caliban			
Chinchare			
Demios Binary			
Dentor			
Eidolon			
Elnaur Delta			
Finreht			
Gudrun			
Imbrium			
Kantrael			
Kasr Holn			
Kasr Partox			
Kasr Sonnen			
Lelithar			
Lethe Eleven			
Macharia			
Malin's Reach			
Medusa			
Mordax Prime			
Morten's Quay			
Narsine			
Nemesis Tessera			
Nysa Stromlo			
Scelus			
Sentinel Worlds			
Solar Mariatus			
St Josmane's Hope			
Subiaco Diablo			
Tabor			
Thracian Primaris			
Ulant			
Ulithor			
Vigilatum			
Xorsia			
Yayor			

Special Rules

1 – 2: Attacking behind the lines, Space Marine Scout squads destroy fuel bowzers and supply dumps earmarked for enemy vehicles. Each turn, roll a D6 for each Forces of Disorder vehicle. On a 6+ the vehicle has exhausted its supply of fuel and counts as immobilised from now on.

3 – 4: If you have access to Codex: Space Marines, then the Forces of Order player may choose one Troops selection from the Space Marine Army list, together with all the accompanying options, to accompany his force. Note that you must pay the requisite points for this and that it does not count towards your army's Compulsory Troops choices, you must fill these slots from the 'parent' army list. If you don't have a copy of Codex: Space Marines, then roll again on this table, ignoring this result.

5 – 6: As the lightning assaults of the Space Marines push the Forces of Disorder back, they reoccupy their bridgehead positions and hunker down, desperately awaiting reinforcements. The Forces of Disorder army may include up to D3 Bunkers and can include Obstacles as described in the Warhammer 40,000 rulebook.



▲ The Tau of Steve Cumiskey come up against the might of Matt Hutson's ever-present Word Bearers.

WEEK 8 – APOCALYPSE

Driven on to insane heights of bravery by their masters, the armies of both the Forces of Disorder and Order throw everything they have into the final struggle. Quarter is neither given nor asked for and only the bravest or most insane will survive to tell of the battles fought here.

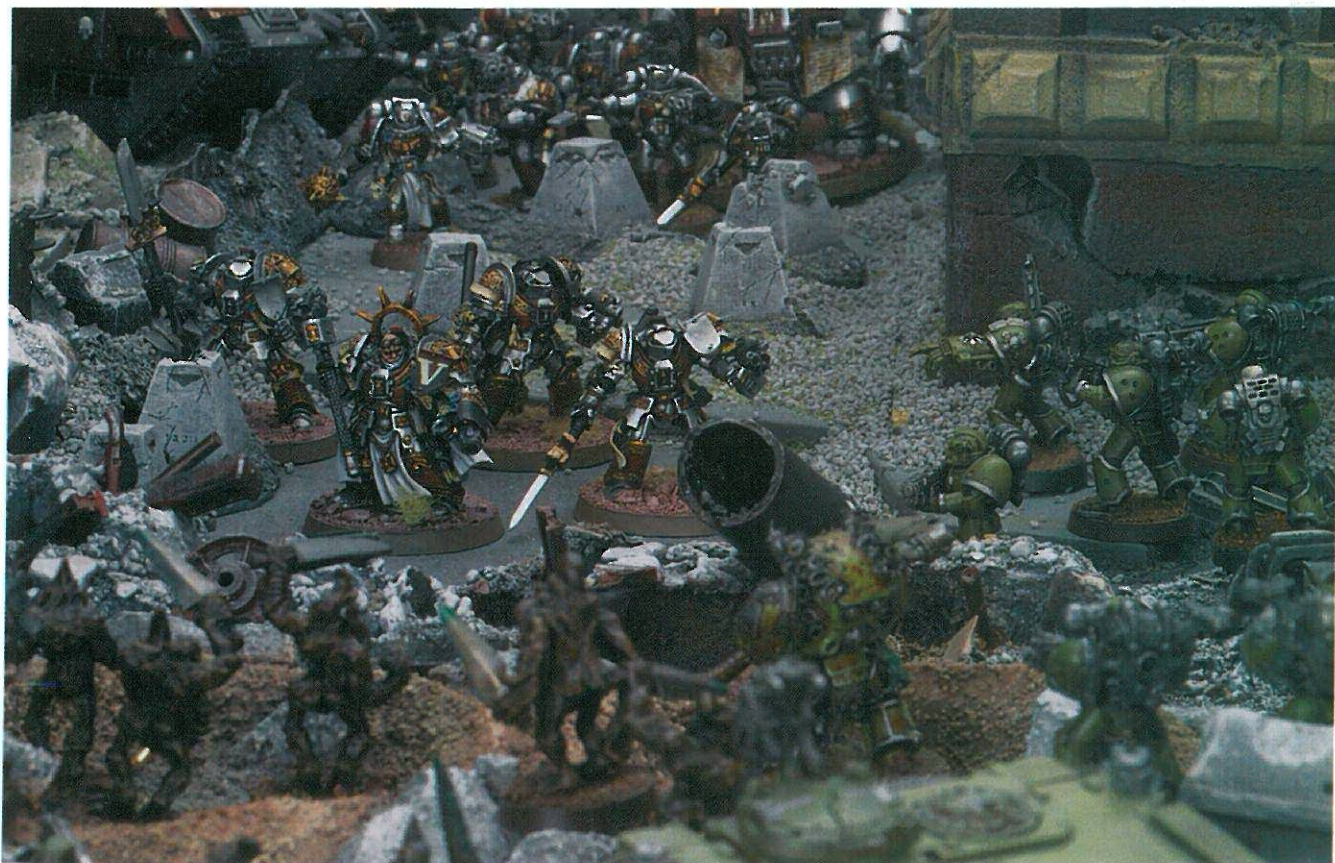
In this final week, the special rules apply equally to both sides.

Special Rules

1 – Regardless of Mission played, the game lasts for a variable number of turns. Use the Random Game Length special rule, but only begin rolling for the game's end at the end of Turn Six.

2 – Units recycle as described in the Sustained Attack special rule. Though in these games, all units (with the exception of HQ units) can be recycled.

3 – Units still in their deployment zone at the end of their Movement phase will be targeted in the enemy Shooting phase by a Preliminary Bombardment as described in the Warhammer 40,000 rulebook.



▲ Tom Hibberd's Cursed Company meets stiff resistance in the shape of Alun Davies' Viesian Order of Grey Knights.

USING THE EVENT CARDS

Phil: As mentioned last month, the Eye of Terror Event Cards can greatly affect the results of a game. An Event Card might add troops to your arsenal, or magnify a successful result garnered after a hard fought victory. Here's some guidelines for using the Event Cards printed throughout this article.

- Photocopy the Event Cards, enlarging them if you wish, and stick them onto pieces of card – use different coloured card for the Order and Disorder cards. Remember to keep the Forces of Order Event Cards (denoted by an **O** in the bottom right) separate from the Forces of Disorder Event Cards (denoted by a **D**). Then deal them out to the players, ensuring each player has an equal number of cards (if you have some left over then use them yourself as the GM!). They may then play them as detailed on the cards.

- Remember these Event Cards are time specific. The campaign is designed to last eight weeks, so the players should make sure they use their cards in the allotted week, otherwise they will have no effect.

- When a player uses an Event Card, he should play it face up, next to the battle in which it has been played, and follow the instructions detailed on the card. The results of playing the card should be announced to the GM after the game.

- When an Event Card refers to a specific warzone, it must be used when the owning player plays a game set on that warzone unless specified otherwise.

- If you fancy it, players from the same side as each other can freely barter and swap their Event Cards –

this is good fun as part of the grand strategy of the campaign as a whole.

THE BATTLE FOR THE STARS

Readers with a yen for Battlefleet Gothic will likely want to incorporate some good old fashioned spaceship combat into their campaign. What self-respecting BFG player could pass up the opportunity to re-enact Admiral Hadrian Quarren's masterful command of the Battlefield Tempestus, or the scouring of Macharia by the immensely powerful Planet Killer?

You might want to make up a couple of rules for as and when these games are played, for instance, if a player wishes to invade a world on the opposite side of the map to his own, he might first have to play a game of BFG to represent his fleets crossing the segmentum and coming across an enemy fleet. Alternatively, if you're really keen, you could have every game preceded by a BFG battle, with the success or failure of any given force directly affecting the corresponding 40K game. The sky's the limit, but those of you with BFG fleets would do well to check out issue 18 of Battlefleet Gothic magazine.



▲ Darron Bowley's Dark Angels clash against Graham Davey's Chaos hordes.

THAT'S ALL FOLKS

We're quite sure that you'll have more than enough to run a colourful and varied campaign with all the information printed in these articles. Each game should have a location, sometimes rich with history in its own right, a sub-plot or two because of the narrative special rules, and possibly even a special event affecting the fate of the forces battling there. Once you've done a bit of preparation, the stage will be set for eight weeks of solid carnage. Grab some dice, you're going to need them.

Don't forget that there was a massive internet element to the campaign at www.eyeofterror.com. There is tons of information on each planet and warzone that we just don't have space to publish here. It's also a good place to compare just how each of your planets did historically, and whether or not you did a better job of holding them in the name of the Imperium or Chaos than the worldwide gaming community managed as a whole!

Thought Begets Heresy

Skilled demagogues and rabble-rousers are inciting civil unrest throughout the smaller hives of the system. It seems that their evil words are taking root, for the walls of the hives are becoming covered in pro-Chaos graffiti, and soon the tendrils of Chaos have spread far enough that entire continents defect to the Dark Gods.

With every uprising crushed by the Imperium upon a hive world, another cult seems to declare for Chaos. Play this card to double the results of a victory on a hive world in favour of the Forces of Disorder.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Suffer not the Unclean to Live

In the beleaguered system of Thracian Primaris, the few citizens still faithful to the Emperor rally to the call of the charismatic Hive Confessor Hubre Vaccillos. Together with his ever-growing horde of frothing Redemptionists and the armed might of House Cawdor, Vaccillos's followers unleash a series of purges.

Loyalty to the Imperium in the Thracian Primaris system is improved considerably due to the faithful fighting back with flame and firebrand. Play this card after fighting a battle on any warzone in the Thracian Primaris sector; that warzone's loyalty to the Imperium is increased by D6 x 10%.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Witch Hunt

Inquisitor Karamazov of the Ordo Hereticus has pursued the Apostate Witch-Cardinal Jak Obi to the mining world of Vermaard, determined to bring the scourged heretic to justice for his study of the forbidden arts. After obtaining irrefutable proof that Obi is in league with Abaddon, Karamazov launches his attack. With the aid of a concourse of his brother Inquisitors, and a strike force of Adepta Sororitas, the Apostate Cardinal is at last brought to justice.

Play this card to trigger the final showdown between Karamazov and Obi. Choose a world in the Scelus sector; that world has its loyalty percentage boosted by 10 x the number of battles fought in that sector during this week.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Missing Fleet

The Remdas clan, owner-operators of the largest merchant fleet operating in the Chinchare sector have been turned to Chaos. Their entire fleet has gone missing along with most of the clan. Much valuable cargo has gone missing with them. This has left several worlds with dangerous shortages resulting in hoarding and rioting. No trace has been found of the merchant fleet and whilst the individual ships are not known to be heavily armed there are over fifty of them, the largest freighters displacing almost as much mass as an Imperial cruiser.

The Remdas fleet resupplies Chaos vessels operating above Jubal, and then acts as privateers preying on Imperial commerce. This boosts the effects of Chaos victories in the Chinchare warzone. Any battle fought on Chinchare may multiply the amount of percentage shift it incurs by a factor of 3.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Forgotten Debts

The upper spire of Ketryst Hive of Ulant has been destroyed by a thermal explosive. Ketryst Spire houses the Departamento Munitorum's Title Assessment Scriptorium for the entire sub-sector, including its records vault. Without these records it is impossible to prove exactly what is owed by each Planetary Governor, both in theory and in practice. Whilst the obligations remain this act of sabotage will make it much easier for any Governor to hold back and hoard revenues for their own purposes.

The loss of supplies reduces the effect of any Imperial victories in Ulant as they are unable to follow up their hard-earned successes. Any game fought on Ulant this week can have its results nullified on a roll of a 3+ by playing this card.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

A Dagger in the Dark is Worth A Thousand Swords at Dawn

Mandrake Assassins are in place to strike down key figures in the command structure of the Kantrael system in the Cadian sector. When they strike the Imperial lackeys will be thrown into disorder as their leaders writhe in agony from the kiss of Dark Eldar poisons.

All Chaos victories registered for Kantrael are increased in value until the end of the week. Any results of games fought there must incorporate a bonus +30% to the Forces of Disorder.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

By the Authority of the Immortal Emperor of Mankind

Inquisitor Echran takes control of the 312th Gudrunite Rifles regiment of the Imperial Guard by Inquisitorial authority and restores order on Kantrael. Rebel cadres of the hated Traitor 9th are weeded out and Imperial loyalty bolstered by whatever means necessary.

The Inquisitor improves Imperial control in Kantrael. Any games fought there, and on nearby Fremas, are subject to an extra +20% bonus to the Forces of Order this week.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Keeping the Faith

Imperial Preachers and Confessors are spreading the Light of the Emperor throughout the Belis Corona system, bringing about a great resurgence of faith and renewed pledges of loyalty. Masters of the Imperial Guard are swelled by millions of men and women desperate to join the fight against the forces of Chaos.

As the ranks of the Guard swell with new recruits, morale is at an all-time high and Imperial forces receive a much-needed boost to numbers in the Belis Corona system. Any game fought in the Belis Corona system this turn may incorporate a free platoon of Imperial Guard worth up to 200 points.

Play this card between Days 1-7 of your Eye of Terror campaign by informing your Games Master of the warzone in question.

Ultimate Sacrifice

Defiant to the last in the face of overwhelming odds, the defenders of the hive city Pyhrus, on the world of Chima Lomas, have set the geo-thermal power synchs to overload the city's plasma exchangers. Triggering an explosion that destroys their entire city, the brave defenders take untold thousands of the enemy with them, at the very moment the invaders' victory is assured.

Play this card when you're ready to make your selfish last stand, and it will seriously set back the Chaos forces upon Chima Lomas, bolstering Imperial control in the Nemesis Tessera sector. Nemesis Tessera loses 5% Imperial control, but any Imperial victories played in that sector for the next three weeks will be worth double the normal percentage shift.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Ultimate Betrayal

There can be no more tragic a betrayal than when brother turns upon brother. At the height of the defence of Chinchare, a formally loyal regiment turns upon its fellows, turning a heroic stand in the face of adversity into a one-sided massacre. The traitors make good their escape and join the untold millions of the Lost and the Damned.

Play this card when you're ready to reveal your true colours and join the all-conquering hordes of the Despoiler massing upon Ortenes, bolstering Chaos forces in the Chinchare sub-sector. A Forces of Disorder player with this card may multiply any result he garners in Chinchare this week by 3.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Angels On High

Operating independently of Abaddon's main fleets raiding forces from the Night Lords Legion conduct hit-and-run attacks throughout the Cadian system. Unknown to them an advanced force of Dark Angels, under the command of Interrogator Chaplain Phaleg, is in the sector following up on reports of Fallen activity. The Dark Angels intercept the Night Lords in the midst of their most significant raid upon Kasr Partox and, exploiting the element of surprise, defeat them utterly.

Chaos Space Marine forces on the fortress world of Kasr Partox meet with surprise resistance; it will be impossible for them to drive home any advantage they might win in this sector. During any game fought in that warzone, the Forces of Order player may force his opponent to re-roll one single D6 per phase.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Redemption

Vorhiss, Sorcerer of Tzeentch, has been the pawn of Chaos for ten thousand years. With each year he has felt his humanity slip away little by little. While navigating one of the great ships of Abaddon's fleet he feels the death cry of a mortal world echoing through the Warp, another world slaughtered by the Despoiler. In that moment he decides he can no longer walk the path of damnation and looks upon the Light of the Emperor, in the hope of redemption. He is rewarded with the strength to steer the vessel he is navigating into a raging Warp maelstrom thereby ensuring that at least one host of monsters will not reach the Imperial world of Agripinaa.

When you play this card, Chaos Space Marine reinforcements do not arrive upon Agripinaa as planned, throwing their plans awry. Play this card to force all Forces of Disorder units to start the game in Reserve for games played on Agripinaa.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Big Guns Never Tire

Abaddon dispatches three cruiser squadrons to bombard the major cities of Mordax Prime in the Scarus sector, aiming to terrorise the populace and sever Imperial supply lines at the source. The Chaos cruisers Bloodshrike, Cackling Hate and Azrubael break through in a running battle and subject Mordax Prime to a two-hour long pounding with lance strikes, bombardment torpedoes and plasma annihilator batteries. Mass panic kills thousands, and the bombardments themselves incinerate millions more.

Imperial control in the Scarus warzone will be reduced after any game played there by an extra 5D6%. Furthermore, Forces of Disorder players will always use Orbital Bombardment on games fought in this warzone from now on.

Play this card between days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Plague Front

The ships of the Death Guard move into orbit around the world of Amistel and unleash a viral contagion more virulent than anything the Apothecaries of the Space Marines have seen before.

Toxins so virulent that they prevent even the warriors of the Adeptus Astartes from remaining in the field for any length of time rampage across the blasted warzone of Amistel. Play this card to cause a single automatic S3 hit on all models in the Forces of Order's army.

Play this card between Days 8-14 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Secret Way

The Webway contains more paths than even the Eldar have knowledge of, and their Scouts and Pathfinders are embarked upon a never-ending quest to locate lost portals to worlds no Eldar has walked upon since the time of the Fall. A team of Pathfinders has recently found and activated a Webway portal thought lost for millennia, and have used it to strike deep into enemy held territory.

The Eldar fight their way onto the Dorsia in the Scelus sub-sector. Any Eldar player (any Craftworld) fighting in the Scelus warzone may play this card to multiply the percentage shift garnered from a successful game by a factor of 5.

Play this card between Days 15-21 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Daemon in the Infinity Circuit

When an Eldar cruiser responded to an incursion by the Chaos Cruiser Feral Scream in the Eidolon sub-sector they were quickly surrounded by a radar field lurking beyond a gas cloud. A coven of Chaos Sorcerers then performed a ritual of summoning whilst actually aboard the Eldar ship. Worse, the daemon they conjured was bound directly into the ship's Infinity Circuit. The Daemon was able to directly attack the consciousness of any Eldar using the Infinity Circuit, tormenting any occupants of spirit stones affixed to the circuit.

Eldar activities in Xersia are disrupted by the presence of a daemonic entity in their Infinity Circuit. Any Forces of Disorder player may play this card to force any Eldar psykers in the opposing force to suffer a special S4 Perils of the Warp test at the beginning of every game turn.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzones in question and what effects this event has upon it. You will be contacted to confirm your instructions are not heretic propaganda.

Sorcerer of the Red Cyclops

While defending the world of Belisimar, soldiers from the 103rd Narsine are attacked by Chaos Space Marines from the Thousand Sons Legion, emerging from a host of shimmering warp gates. All across the world, Imperial forces are driven from their strongpoints.

All across Belisimar, Imperial forces are in retreat, falling back to their rally points to regroup. Play this card to capitalise on the confusion and panic. When this card is played, all Forces of Order tests to regroup are taken at -3 for the rest of the game.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Grand Pavane

The Eldar march to war and to celebrate this glorious occasion the greatest of the Harlequin troupes assemble to dance the Jhael Shabbar, the Grand Pavane, a paean to death and the courage that allows an Eldar to face their doom in a righteous cause. The Jhael Shabbar is, however, a dance of blood, a dance performed on the battlefield on the bodies of the enemies of the Eldar. It is a statement of intent and a salutary lesson.

Eldar troops in the warzone of Scelus are inspired by the Harlequin's performance to fight with a determined ferocity that few can match. A Forces of Order player may play this card to trigger their bloodlust. You may add up to 200 points of Harlequins or Eldar Aspect Warriors to your force for one game played in the Scelus warzone.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Defence of Ulthor

The 3rd, 5th and 7th companies of the White Consuls Space Marine Chapter join the defence of Ulthor in the Agripinaa sector. A series of direct strikes against Chaos Space Marines of the Warp Ghosts hurl back the Chaos forces threatening the system.

The White Consuls improve Imperial control in the Agripinaa sector. Play this card to multiply a Forces of Order victory percentage shift by a factor of 2.

Play this card between Days 15-21 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Artefacts

With the Webway the site of running battles between the Eldar and their dark kin, other parties have gained access to the ancient labyrinth between worlds. Agents of Abaddon have visited the One world – those ancient, lost homeworlds of the Eldar – and returned to their master with all manner of forbidden artefacts. Abaddon has allowed his Chosen to carry these twisted remnants of damned people into battle, where their terrible powers have been put to full, horrific effect.

The newly-acquired weapons can be distributed to your champions fighting on Eidolon. You may include up to three extra Daemon weapons in your force for this game, free of charge.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Incursion

Ahriman, Chief Librarian of the Thousand Sons Legion, has sought the Black Library for millennia. Many fear that should the sorcerer gain access to this repository of ultimate evil then he would gain the power to cast down the Emperor in an instant and install himself as a deity to rival the Ruinous Powers themselves.

Ahriman's search for the Black Library is one step nearer to completion...

This card is played on the Bellal IV sub-sector, and will increase the Forces of Disorders' control over it. Any Forces of Disorder result registered in Bellal IV this week may multiply its percentage shift by a factor of 1.5.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Leviathan Rises from the Warp

At the command of Magnus the Red and by the machinations of Ahriman the warp-beast Leviathan has been summoned into normal space. More massive than any battleship and wreathed in flame Leviathan is a cyclopean daemonic monstrosity. Schools of Screamer follow in his wake, which drags not only the Warp but the Webway as well. While Leviathan remains in real space, warp travel to the sub-sector he is in becomes dangerous and the Webway becomes impassable.

When you play this card, all victories against Eldar in the Bellal IV system are more effective as the Eldar are unable to use the Webway to escape. Any Chaos player with this card may play it to multiply a percentage shift in Bellal IV by a factor of 2. Any Ulthwé Strike Force army must deploy and fight as a standard Ulthwé army in any game this is played upon.

Play this card between Days 22-28 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Blessings

The forces of the Blessed Emperor of Mankind are based on all fronts by blasphemies and fiends, and only an unshakeable faith will see them survive the horrors they face. An Ecclesiarchal Delegation has visited forces in Ovaris Gulag, and many thousands of troops have been blessed in mass-consecration ceremonies.

The delegation will bestow its blessings upon the troops at Ovaris Gulag when you play this card, bolstering Imperial control over the Nemesis Tessera system. Any Forces of Order player may include an Inquisitor Lord and retain costing up to 200 points in their force, provided they have no aliens of any kind in their army and are fighting at Nemesis Tessera. The army in question also benefits from D6 re-rolls for that game only.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Blasphemous Shrine Of Orphia

Word Bearer Chaos Space Marines enslave innocents in the Caliban sector and force them to build a blasphemous shrine to the Ruinous Powers. Thousands are ritually slain during its construction and hundreds more pass through its forbidding portal each day, the shrieks of the dying tormenting those that still live.

All Chaos victories registered for the Caliban sector are increased in value until the end of the week. Multiply any Forces of Disorder percentage shift by the number of games that have already been played in the Caliban sector this week. All LD tests are at -1 in that sector after this card has been played.

Play this card between Days 22-28 of the Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Commorragh Rising

Dark Eldar raiders have suddenly attacked and destroyed the system of Medusa, though how these raiders were able to circumvent the system's defences is unknown. The Imperial Navy is tasked with hunting down these raiders.

When you play this card, the Dark Eldar forces attack across Medusa. The Forces of Disorder can only benefit from this incursion. When this card is played, you may immediately Deep Strike up to 250 points of Dark Eldar into the game on which it is played – they are under your control for the rest of the battle.

Play this card between Days 22-28 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Root of All Evil

En route to reinforcing the naval deadlock that surrounds the hive world of Xersia, an Imperial fleet is waylaid by Ork mercenaries who attack with uncompromising fury. The fleet is not just delayed but severely damaged by what the Imperials have termed an 'unforeseen complication'. As a result Chaos is able to consolidate its hold over the outlying worlds of the Cadian sector.

When you play this card, bonus Chaos victories will be registered at the Xersia warzone this week. Subtract D6 x 5% from the Imperial control percentage of Xersia when this card is played.

Play this card between Days 29 - 35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Defence Laser Batteries

The Techpriests of the Adeptus Mechanicus have finally managed to activate the ancient defence laser batteries hidden under the surface of Demios Binary. Huge sections of the planet's steel skin rumble open as the guns unleash a storm of destruction into the heart of the Chaos fleet.

All those prayers and obeisances to the Machine God have finally paid off, and the Chaos fleet pays the price. Imperial control over Demios Binary and Belisar is increased by D6 x 2 % when this card is played. In any game played on those planets, the Forces of Order player may unleash a preliminary bombardment.

Play this card between days 29 - 35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Blockade Run

Despite the enormous build-up of enemy vessels in the warzone, an Imperial Navy convoy has succeeded in bypassing the Chaos blockade. A squadron of troop carriers has brought desperately needed reinforcements to bolster the defences of Scelus.

When you play this card, the Scelus sub-sector benefits from the massive influx of reinforcements. You may spend D6 x 100 more points on your army than your opponent in any games you play in the Scelus sector this week (roll once per game).

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Minefields

Having broken through the cordon of Chaos warships blockading the area around Vermaand and Scelus, the Imperial Navy find themselves in the midst of an orbital minefield. Stricken ships must limp to a safe port or be picked off by the Wolf Pack squadrons of Chaos.

Play this card for the world of Vermaand in the Scelus sector to be surrounded by the Chaos minefields, improving the chances of Chaos achieving naval supremacy in the sector. Any Forces of Disorder game played in the Scelus sector in which this card is played may multiply its percentage shift by D3.

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

It Matters Not from where the Blood Flows

Beneath the shadow of the warp storms in around Belial IV the followers of Khorne enter a raging fury greater than anyone has seen before. They become uncontrollable, attacking their allies if there are no Imperial forces available to attack.

When you play this card, Khornate forces in Belial IV become uncontrollably aggressive and attack everyone in sight. All models with the Mark of Khorne benefit from an extra Attack during the game on which this card is played provided it is in Belial IV. Any victory for the Forces of Order and Disorder in this warzone have their effects doubled for the rest of the week.

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Orbital Bombardment

With the Imperial Navy gaining a foothold in the warzone of Setvan in the Sentinel Worlds system, ground commanders once again have the option of calling upon orbital strikes with which to punish the enemy before a new offensive can be launched. The full wrath of the Imperial Navy is about to be brought to bear upon the craven servants of the Ruinous Powers.

This card may be used to rain death and destruction upon the heads of your foes in the Sentinel worlds. You count as having three Orbital Strike Heavy Support choices (see Codex: Daemonhunters) in any game you play in the Sentinel worlds this week, and any victory you secure will be worth double the normal percentage shift.

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Blood Vengeance

To the members of Battlefleet Gothic the warfleets of Abaddon are ancient enemies. The hulls of their vessels still carry the marks of the Gothic War and their crews have been taught to hate by their ships' Commissars.

When Battlefleet Gothic enters the fray around Belis Corona it does so with a fury such that even the Warmasters of Chaos are shaken by their ferocity.

Battlefleet Gothic storms into the Belis Corona system and launches a ferocious counter-attack. You may use both the Orbital Bombardment rules and also a Lance Strike, as detailed in Codex: Daemonhunters, for any game you play this week in the Belis Corona system.

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Darkblood's Diabolic Devices

Chaos raiders, led by the Styx class heavy cruiser Darkblood, slip into the Belis Corona system and seed it with minefields of daemonic origin. Any ship passing through them risks madness and death as a host of Warp spawned monstrosities swarm forth to drag them into the Empyrean, where they will be consumed.

Imperial loyalty in the Belis Corona system is decreased by the blockade. All worlds in the Belis Corona sub-sector have their Imperial loyalty decreased by 3D6%.

Play this card between Days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Convoy Run

Desperate shortages of munitions, supplies and troops are rife throughout the Eye of Terror campaign. Pirate Wolf Packs cluster thickly along every trade route and Chaos raiders stalk the stars. The desperately needed Imperial convoy IR901 braves the odds and fights its way through to Lethe Eleven in the Scarus sector, led by the famous light cruiser, Duke Lurstophan.

Imperial loyalty on Lethe Eleven is increased by the arrival of the convoy. All Forces of Order units fighting there may re-roll their Leadership tests during the game on which this is played. Furthermore any control percentage shift toward Imperial loyalty is doubled.

Play this card between days 29-35 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Hunter/Prey

The war rages on, and upon Kasr Holn the tides of Chaos appear without number, but there is hope yet for the beleaguered defenders. At the very moment of their victory, the servants of Chaos are thwarted by the arrival of a warband of the legendary 13th Company of the Space Wolves Chapter. Inflicting a crushing defeat upon the enemy, the warband disappears as mysteriously as it arrived.

The mysterious 13th Company take a hand in the fighting upon Kasr Holn. Play this card to unleash the legendary company upon their ancient enemies. You may include up to 500 points of 13th Company troops in your force, provided that this includes one unit of Wulfen and that the game takes place upon Kasr Holn. These will enter play as Reserves.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Storm of Change

A devastating warp storm nears the surface of Imbrium and scrambles reality, alignments changing in a split second, the pure debasing themselves and the unholy finding redemption.

When you play this card, the alignments of these fighting upon Imbrium are irrevocably reversed as a wave of mutation and unreality infects the planet. Permanently swap the Chaos and Imperial loyalties around on Imbrium, so if the Imperial loyalty was at 25%, it is now at 75%.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Lost in the Warp

The machinations of Abaddon's witches come to fruition at the height of the most blasphemous of ceremonies. Through the sacrifice of a thousand innocents, a great warp storm is called into existence above the world of Solar Mariatus and the Imperium's reinforcements rushing towards the warzone are lost forever within its tumultuous depths.

When you play this card upon a game in Solar Mariatus, the warp storms work to the advantage of Chaos troops. All successful Reserve rolls made by the Forces of Order player must be re-rolled for the duration of the game upon which this card is played.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Cathedral of Chaos Ascendent

The Word Bearers have begun to build a great cathedral to the Chaos gods upon Belial IV. While the warp storms isolate that world they are able to complete construction of their Black Cathedral. When it is complete their dedicated worship is able to stem the warp storms surrounding Cadia, stabilising the existence of daemons on nearby worlds.

Throughout all the warzones Daemons become stable and can remain in existence long after being summoned. All Daemons automatically pass all Instability tests across the whole campaign for the rest of the week when this card is played.

Play this card between Days 36-42 of your Eye of Terror Campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The Road to Sainthood

It is said that Sebastian Thor, the greatest and most revered of the Imperium's many saints, had the power to calm the Warp wherever he passed, quelling warp storms that had raged for decades.

Now another has manifested this ability, the Missionary Joachim of Ulant. Leading a crusade of the faithful, and bringing calm to the Warp in his wake, Joachim brings relief to the Imperial forces besieged on Ulant by the Great Enemy.

St. Joachim will bring his aid to Ulant in the Scarus sector when you play this card. Include up to 400 points of Witch Hunters/Sisters of Battle troops in the game upon which this is played (this must include at least one Priest to represent St. Joachim) under the control of the Forces of Order player. All Acts of Faith used in this game are automatically passed.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Into the Storm

Navigators on most vessels around the Eye of Terror refuse to navigate. They say it is suicidal to try and move through the powerful eddies and currents stirred up by the warp storms. Not so aboard the Duke Lurstophan, whose intrepid navigator, Aldous Bellissar, undertakes to lead a convoy through the storm to the very battlefield on Cadia itself.

Imperial loyalty upon Cadia is increased by the arrival of the convoy. Any victory for the Forces of Order, when this card is played upon Cadia, count for D6 times their usual amount of percentage shift.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Curse of the Lysander

Huge warp storms engulf the Eye of Terror, making inter-system travel dangerous and highly unpredictable. At their height the ancient hulk of the Lysander, a long-lost ghost ship, is vomited from the Warp on the edges of the Gudrun system. It is crewed by the damned, the once-men aboard nothing but drained husks possessed by daemonic entities of all forms. The Lysander's arrival unleashes a tide wave of terror on Gudrun.

Imperial loyalty upon Gudrun is decreased by the arrival of the Lysander. When this is played, lower the Imperial loyalty upon Gudrun by 2D6%.

Play this card between days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Hell Awaits

The nightmare substance of the Warp engulfs entire worlds and, as the barriers between dimensions break down, Daemons form out of the ether to attack and kill without warning or mercy.

When you play this card, gibbering hordes of Daemons pour from the Immaterium into the Thracian Primaris system, plunging its warzones into Chaos. Any Forces of Disorder player fighting in the Thracian Primaris system may use up to 300 points of Adversaries, as detailed in Codex: Daemonhunters, in their force.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Following Winds

The unpredictable nature of the Warp can sometimes have unexpectedly beneficial effects. Imperial reinforcements travelling from Segmentum Solar, not expected for many weeks, suddenly emerge from the Warp at a time when they are needed the most.

Imperial forces receive a much-needed boost to their depleted numbers at Agripinaa and rally around Admiral Quarren. Play this card when you wish the fleet to tip the balance in the Agripinaa system. Imperial control on a warzone of your choice in the Agripinaa system is increased by 2D6%.

Play this card between Days 36-42 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Counterstrike

The massive influx of the Adeptus Astartes in the Cadian system is not unexpected, and Abaddon has reserves in place to counter such measures. The Chaos rearguard, including the dreaded Violators, commit their strike cruisers to blocking the Imperial Fists advance. Needless to say, bloody carnage ensues.

The Chaos rearguard join the fight, with Abaddon committing every last man to halting the Space Marine advance upon Kantrael. When you play this card control on Kantrael will shift towards Chaos. Deduct a bonus 10% from Kantrael's control percentage per game won by the Forces of Disorder there that week.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

The Griffon Resurgent

The Howling Griffons bear a rancorous hatred of the warband of the Daemon Prince Periclitur, who not only defeated, but brutally humiliated their Chapter Master Orlando Furioso at the Battle of Arios Quintus in 220.M38. Now, the score is settled, as Periclitur is banished at the height of a titanic space battle between the Howling Griffons First Company and the Chosen of the Great Enemy.

This titanic clash between the old enemies will occur in orbit above Albiter when you play this card. Imperial victories in this region are boosted by the Howling Griffons' presence, so multiply any percentage shift earned by any Forces of Order player on Albiter this week by a factor of 3 when you play this card.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Vendetta

At the height of the Imperium's defence of the beleaguered worlds of the Sentinel Worlds sector, the Dark Angels and the Space Wolves, engaged upon a joint operation, are sidetracked by the ancient rivalry that exists between them. Brothers come to blows at the worst possible moment, and the only victors in the ten millennia old vendetta are the forces of the Great Enemy.

The clash between the two chapters takes place on Yavor. Play this card to maximise the effects of this discord. Any Forces of Disorder victory on Yavor should keep track of the number of Victory Points they earn. Divide this number by fifty and deduct this in percent from the percentage of Imperial control upon Yavor.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Blood Calls for Blood

After their rampages during the time of the warp storms the remaining World Eaters begin to mass together. Forming the largest single Berzerker warband seen in living memory they await the arrival of the Blood Angels upon Kasr Partox, intent on settling their rivalry once and for all.

When you play this card, any Space Marine or Chaos Space Marine result in the Kasr Partox warzone will be magnified by the titanic clash of the World Eaters and the Blood Angels. You must play this card at some point during the week. Any percentage shift garnered from that game's result is multiplied by a factor of 2.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Face of Fear

Typhus, the Herald of Nurgle, chooses this moment to personally confront the Cadians. Typhus knows that Nurgle is strongest when mortal men fear death. He launches a personal attack on a powerful Cadian position to establish himself as a figure of terror among the loyalists and thereby herd many more souls into Nurgle's keeping.

When you play this card, a key Imperial position upon Machana is attacked by Typhus. You may use the special character Typhus free of charge in the warzone of Cadia – he immediately Deep Strikes into play when you play this card. If you win the game all Forces of Order units fighting upon Cadia this week are at -2 LD.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Sons of the Lion

In the Caliban sector, the warriors of the Dark Angels hunt elusive clues that lead them to the hive world of Orphia in search of their most hated prey, the Fallen. In furtherance of this, they are able to capture one of Abaddon's most powerful lieutenants.

The loss of this powerful commander is a severe blow to the forces of Chaos, and their attacks falter. Imperial control in the Caliban sector will increase by D6x5% when you play this card. This may only be played after a victory.

Play this card between Days 43-49 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Knights of the Ordo Malleus

After a massive daemonic manifestation upon Cadia itself, the Grey Knights attack in force. Not since the first war of Armageddon have the elite of the Ordo Malleus been seen in such numbers, and the warzone rings to the clash of force weapon upon Hellblade.

The Grey Knights teleport onto the midst of battle. Play this card to push home this advantage when fighting against a Chaos player upon Cadia. You may use a squad of Grey Knight Terminators worth up to 350pts in your force. These enter play via Deep Strike. You may multiply the percentage shift gained from a win in the game in which this card is played by a factor of 4.

Play this card between Days 50-56 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effect this event has upon it.

Grey Knights Intervention

War rages across the surface of every world in the Cadian sector, and Daemons walk freely upon the hive world of Xersia. No mortal is safe from the terrible predations of the creatures of the Warp, but there exists one force capable of opposing them: the Grey Knights. Through the intervention of these most noble and heroic of all the Emperor's warriors, a cataclysmic daemonic incursion is thwarted and the forces of the Imperium given the chance to fight another day.

The incursion upon Xersia is halted when you play this card. Both players get 400 points to spend on either Grey Knights or Adversaries from Codex: Daemonhunters when they fight upon Xersia. If there are any Grey Knights alive at the end of the game the percentage shift from that game can be multiplied by D6.

Play this card between Days 50-56 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Last Stand

With the Forces of Disorder ascendant in the Thracian Primaris system, nothing now remains for its defenders but to make them pay dearly for their victory. Every citizen able to lift a weapon is extolled to give their all in a last ditch defence of their world, and hurl themselves at their foes in a frenzy of righteous zeal.

The last stand can be played to enhance the Imperium's control over the worlds of the Thracian Primaris system. All games played on Thracian Primaris or Elnaur Delta can have their percentage shift multiplied by D3 at the owner of this card's discretion.

Play this card between Days 50-56 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

Visions

In the Belis Corona system Cardinal Holchis Barruva is seized by visions of an Imperial victory and claims to have heard the rallying cry of the Emperor to his loyal troops. Cardinal Barruva carries his message to the front lines on Belis Corona itself with the full sanction of the Ordo Hereticus who declare him a true prophet.

The Imperial forces on Belis Corona are inspired by the words of the Emperor and strive to throw back the foe. Any Imperial unit counts as Fearless for the duration of the game in which this is played. Any percentage shift in favour of the Imperial players can be multiplied by the number of Forces of Order infantry units left above half strength at the end of the game.

Play this card between Days 50-56 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The End Times

Typhus himself takes to the field of battle on Agripinaa and his warriors fight with an even greater hunger for victory. Lethal contagions, more virulent than Exterminatus itself, are unleashed and not even Space Marine power armour can withstand them for any length of time.

Agripinaa suffers horrendously under the vile toxins of Typhus and many believe they are entering the final days. Play this card to Deep Strike Typhus and a retinue of up to 200pts of Plague Marines into a battle played upon Agripinaa. When this happens, inflict a single S4 AP3 hit on every model in the opposing army. This may not be done before Turn Three.

Play this card between Days 50-56 of your Eye of Terror Campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

The End is Nigh

The Planet Killer nears Cadia and everything Admiral Quarren can put into space is mustered to stand before it. All sense a time of great importance is upon them and no quarter is offered or asked for in the battles raging around Cadia.

When you play this card, Imperial reinforcements across the Cadian system battle to prevent the Planet Killer from reaching Cadia as Chaos forces throw themselves forwards with even greater ferocity. All games fought on Cadia for the rest of the week have their results multiplied by a factor of 4.

Play this card between Days 50-56 of your Eye of Terror campaign by informing your Games Master of the warzone in question and what effects this event has upon it.

THE ART OF WARHAMMER: MOVEMENT

Outmanoeuvring your opponent in Warhammer

Jeff Leong returns with part two of his Warhammer tactics series. This month the veteran gamer takes an in-depth look at how to co-ordinate and support your attacks in the Movement phase.

Jeff: Last time, we looked at a broad overview of the Warhammer game – the basic principles of getting more of your guys to a critical spot (*mass*) while keeping the other guy in a bad position (*manoeuvre*) and forcing him to react to you (*initiative*). Now, I'd like to focus a bit more on how exactly to accomplish that – **movement**. The Movement phase is the most critical phase in Warhammer – if you can outmanoeuvre your opponent, you will defeat him more often than not.

MOVEMENT, MOVEMENT EVERYWHERE

As with most things worth doing, this is more easily said than done. While you're trying to outmanoeuvre your opponent, your opponent is also trying to outmanoeuvre you, and is continually working to thwart your carefully constructed battle plan. In the end, it comes down to who does the better job of manoeuvring and who makes fewer mistakes. What are you really trying to do in the Movement phase? Simple: set

up desirable combats. Just remember that these are not always the combats in which you are favoured to win. If properly planned, the doomed stand of a hopelessly outclassed unit can divert a powerful enemy formation from the centre of your battle line. This sacrifice can often mean that this powerful enemy unit is now effectively out of the game for two or three turns as it must reposition to get back into combat. I'll address this tactic (called *diversion*) in more depth in a later article. We don't really have the time to go into every situation, so let's look at a few key elements to the Movement phase. I call them the Four Rules of Movement:

ALREADY KNOW WHAT'S BEHIND DOOR NO.1

The first Rule of Movement – *Anticipate*. Fortunately, you don't have to belong to the Celestial School of Magic to be an effective general – but you should be able to predict what will happen in the next turn.

Part of this is knowing when to charge and when not to. Before you decide to declare a charge, know the answer to these two questions: "What happens if I win?" and, perhaps more importantly, "What happens if I lose?". Most players have a good idea of what will happen if they break the enemy and run him down, but the real problem lies in failing to plan for your enemy staying or, even worse, your unit running away. Many is the time that failure to plan for these possibilities has spelled the doom of a battle plan. In the example below (diagram 1.1), the Chaos Knights have charged the Empire Spearmen, hoping to open the door for the Chaos Warriors to advance on the Empire Halberdiers. The Chaos Warriors have confidently pushed forward to trap the Halberdiers and give them no option but to fight. If the Knights win their charge and beat back the Spearmen, all is well. However, if the mighty Empire fighters drive the Knights back, the Spearmen now have the run of the Chaos Warrior's flank, a sure disaster for the Chaos player.



Chaos Knights of Khorne smash into the Empire Spearmen but risk exposing the flank of the Chaos Warriors if they are defeated.

Diagram 1.1

To expand on this, we must also consider Pursuit and Overrun moves. Whether as a result of a charge or from a continuing combat, one side will eventually wear down (or just go away, as in the case of Undead, who will crumble due to combat resolution, or Daemons, who are subject to Instability instead) and flee. When this happens, it is key to consider a couple of things before you make the decision to Overrun (in the case of a charge) or Pursue (in the case of a continuing combat). First, you should consider the timing – if the pursuit or overrun is occurring in your turn, your opponent will move next and have the opportunity to react. However, if it occurs in your opponent's turn, you will have another Movement phase before your opponent can capitalise on any problems your pursuit may cause for you. You must also consider where your unit's pursuit is likely to take them. Although Pursuit and Overrun distances are variable (2D6" if you move 6" or less and 3D6" if you move more than 6"), you can approximate where your unit will end up. Look at this probable position and decide if it will adversely affect your battle plan. Of course, it may not be up to you – remember that Frenzied units must pursue (and overrun) and other units must pass a Leadership test to restrain pursuit. I still remember a game against the Skaven – I had a Dark Elf Spearman unit in combat with a unit of Slaves (diagram 1.2). After much effort, I finally beat them back, forcing them to run. Unfortunately, my over-eager Spearmen failed to restrain their pursuit and ran after the Slaves, only to present their flank to the Skaven Warlord's own unit. Needless to say, the resulting Skaven charge blasted my Spearmen off the table – they are now the slaves of their rat-men captors.

In general, the key to anticipation is to visualize the battlefield as it will be once you are finished moving and then place yourself in your opponent's position and

predict his most likely responses. Consider possible charges, but don't forget to account for other movement, such as the ability for Fast Cavalry to sweep around and expose a flank or for his infantry to skulk behind terrain that he may use to block access to his critical units. This can be quite challenging, but it gets easier with practice. Start by taking a few minutes after your Movement phase to jot down what you think your opponent will do (although, as this will slow things down, make sure he doesn't mind). Then, as your opponent moves in the next turn – see how well you anticipated his movements. After a while, you won't need to write anything down, and, eventually, you will be able to think about it *before* you move, rather than afterwards. Eventually, you want to be able to envision the next two or three turns and predict what your opponent is going to do and where his forces will be, but this is a more long-term goal.

Diagram 1.2

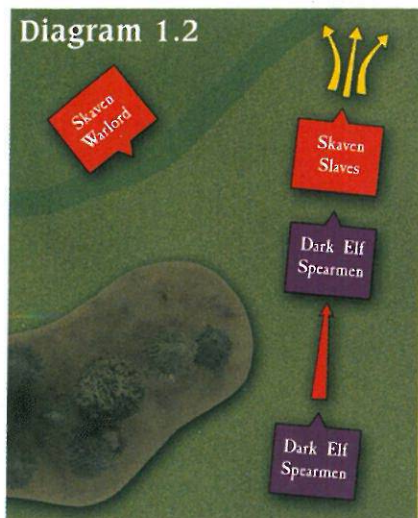
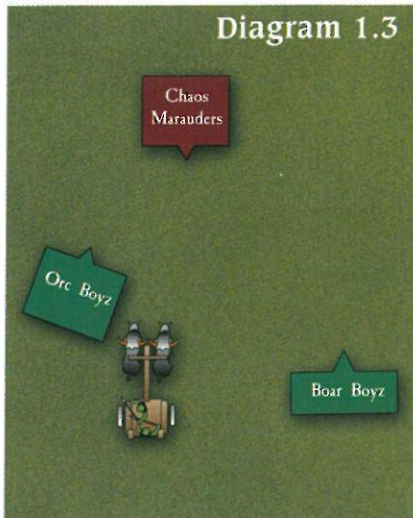


Diagram 1.3



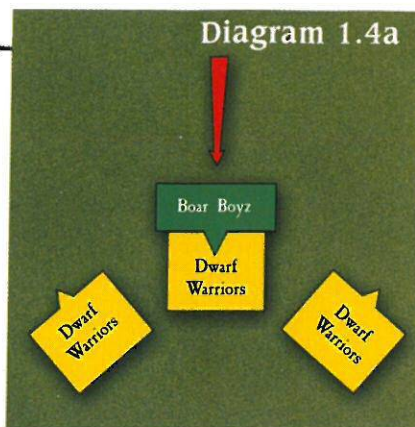
I'M WITH YOU

The second Rule of Movement – *Coordinate*. This works on both the tactical and strategic levels regarding unit 'teams' and the overall battlefield. Both are critical to the overall success of your battle plan.

In the tactical sense, you develop 'teams' of units and manoeuvre them together to target your opponent's army. The goal, of course, is to overwhelm your opponent at a single point so that you can break his battle line, destroy a vital unit, or occupy a position critical to the battle. Teams usually consist of different unit types, for instance, an infantry unit and a chariot or Heavy Cavalry and Fast Cavalry. These teams then focus on a specific objective, for instance overwhelming a key enemy unit (diagram 1.3). In this example, an Orc Boyz/Boar Chariot (infantry/chariot) 'team' is advancing on a lone Chaos Marauder infantry unit. Without some quick help, the Marauders will stand little chance against the ensuing charge. While important to coordinate individual units, you must also realise that these 'teams' need not be strictly applied, as the changing situation throughout the game will no doubt alter both the make-up and mission of various teams. If, in the example above, the Orc Boyz were somehow taken out of the fight (perhaps through *animosity*), the Boar Chariot could now team up with another unit, the nearby Boar Boyz, for example. As you get used to working with teams of two to three units, try adding units to the teams and operating them against larger enemy formations. This sort of 'game within the

game' eventually builds to a more strategic coordination of forces.

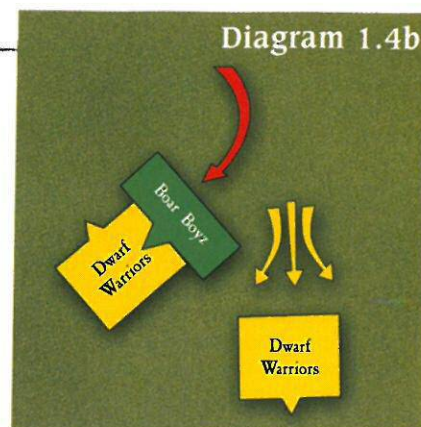
As a battle unfolds, most people see the battlefield in discrete sections – just think about how you would describe a fight to a friend. You'll talk about how the knights charged between the forest and the building, how the infantry held the middle and right flank, and how the Fast Cavalry zipped around the woods on the far left. In a sense, your mind broke the field into four distinct sections. This is a good start to visualising the battlefield, but you have to take the next step. Within each section, you are coordinating unit teams, each consisting of one or more units, but you must also plan for and achieve coordination between sections as well. This is usually the real problem: coordination at the seams, or where two sections or two unit teams overlap. While you may be able to coordinate them once they are in place, a failure to anticipate their arrival often means that they are not in the ideal positions. You may now be in a bad position yourself or be unable to capitalise on your enemy's weakened condition. It really just takes practice – you're already seeing the sections of the board, just take the next step and use that to your advantage. As you learn to coordinate your forces across the sections, you will be able to view the battlefield from a more strategic, 'big picture' perspective. The more strategic your view, the better your coordination, and the more deadly your army becomes.



HEY, A LITTLE HELP OVER HERE!

The third rule of movement – *Support*. While coordination is vital to battlefield success, your units must also *support* one another at all times. You have seen it before – a unit of unstoppable nastiness (Chosen Chaos Knights, with a 1+ Armour save and two Strength 5 attacks each come to mind) goes charging across the field only to be mobbed and overwhelmed by hordes of lesser troops. Why did this happen? The Knights weren't supported properly.

The most obvious need for support is to protect the flanks of your advancing army. We all know what happens when someone gets around the flanks of your battle line – combats are easily lost as you scramble to realign and stop the carnage. We'll get into more detail on this in a future article, but for now let's address a few things. The best way to



protect your flanks is to keep your units aligned so that your opponent can't charge your flanks, but there are a couple of important things to consider: Pursuit/Overruns and large flyers.

You can see that, in my haste to ensure that my flanks were covered from an Orc and Goblin horde, I aligned my Dwarf Warriors in a semi-circle to protect their flanks from being charged (diagram 1.4a). Unfortunately, the Boar Boyz blasted through my initial Warrior unit, which gave them an overrun path directly into the flank of another Warrior unit (diagram 1.4b). Needless to say, the initial disaster was only the beginning of my problems. Also, never forget that Large Targets can see over interposing units... and that Flyers can charge over another unit so long as they can see their target before they charge. In combination, this means that scary, flying monsters, such as a Dragon or Wyvern, can be very hard to stop. If a

High Elf Swordmasters valiantly confront a Dark Elf Dragon preparing to fly over them and charge into the flank of the Swordmasters.



Diagram 1.5

Large Flyer gets to the flank of your line, he has his choice of targets, not just the one in front of him (diagram 1.5). This Dark Elf Highborn can easily fly his Dragon over the interposing High Elf Spearmen that have turned to meet him, and slam into the flank of the waiting Swordmasters. The combination of the flank charge (and resultant removal of ranks, as the Dragon has a Unit Strength of greater than 5) and the attacks of the Highborn and Dragon are likely to rout the unit with ease.

You can also support your overall battle plan by denying certain movement areas to the enemy. This can be done in a variety of ways – for example, shooters can often make an opponent hesitant to bring his fast (and often lightly-armoured) units into range, thus closing off a flank area. The Empire's Helblaster Volley Gun is superb at this task – this fearsome weapon can keep an entire portion of the board free of enemy manoeuvre simply through its presence. You can also use Chariots or Cavalry units in this role (diagram 1.6). Here you see the White Wolf Knights lurking around the edge of a forest on the far left flank of the Empire battle line. The High Elves have loaded this side with a unit of Dragon Princes, a unit of Reavers and a Chariot. However, the positioning of the White Wolves means that the White Wolves will be able to charge anyone who comes around the woods. Almost certain death for whoever sticks their head out first.

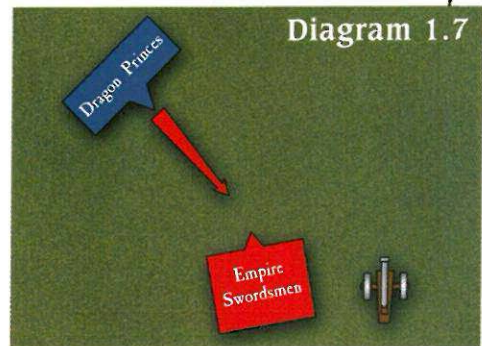
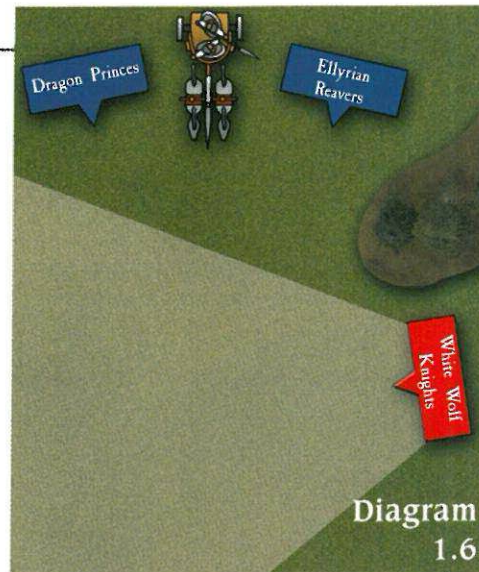


The final, and perhaps most underutilised, means of support is what is referred to as 'asymmetric' support, meaning that you utilise the strengths of different types of units to support each other. War machines excel at dealing death at a distance, but they rarely fare well once engaged in combat. Combat infantry, on the other hand, lack the ability to affect other units at range, but they excel at receiving a charge and winning combats. If you team up a war machine and an infantry unit to support one another, you can combine their strengths while accounting for their weaknesses. In the example shown, (diagram 1.7) the Empire Great Cannon can strike at the advancing Dragon Princes, safe in the knowledge that the Swordsmen will interpose themselves to prevent the Elven elites from charging the vulnerable war machine. Similar tactics can protect cavalry from unwanted charges by using infantry to absorb or divert threats as the cavalry advances. Asymmetric support enhances the survivability and effectiveness of both units. While not always appropriate in all situations, this technique can be decisive if used properly.

WE ARE INVINCIBLE!

The fourth Rule of Movement – *Resolution*. While no unit or army is ever invincible, remember that combat resolution, not just casualties, wins combats. Although some might disagree, I hold that movement determines combat resolution more often than hand-to-hand fighting.

If you have *anticipated* your opponent's moves and *coordinated* your own forces to *support* one another, you already have combat resolution well in hand. Predicting combat resolution is easy. It is right there in the rulebook and it's just numbers. If your opponent has a fully ranked unit that outnumbers you and has a standard, he starts with a combat resolution of 5 (assuming +3 for ranks, +1 for a standard, and +1 for outnumbering). If you also have ranks and a banner, he starts combat up by 1. However, if you are able to *coordinate* your attack with a flanking unit (who will both get you a +1 bonus for a flank attack and negate your opponent's ranks), your opponent's combat resolution score drops to 2 (assuming he still outnumbers you) and *you* now have the advantage by 3. These are all things that you know before combat even starts. In the second case, you know that your opponent has to kill three more of your troops than you kill of his to even draw the combat. Unless you are facing some truly stiff opposition,



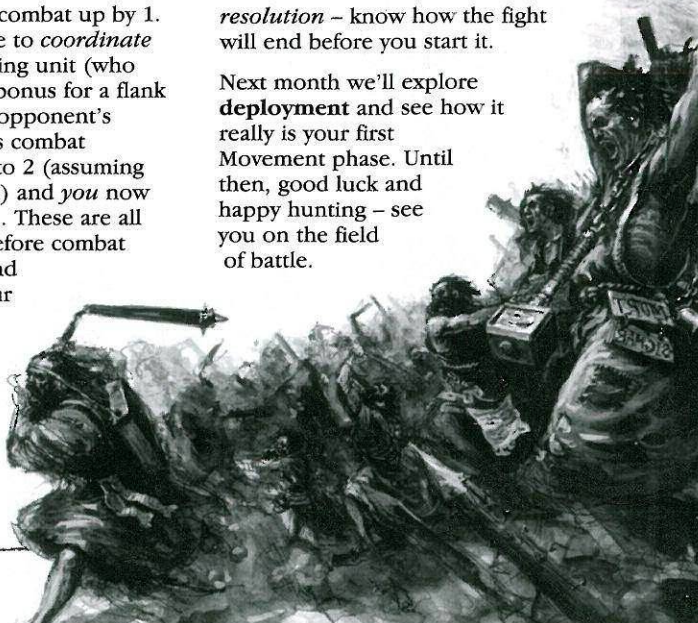
this fight is probably already over before it even starts.

Bottom line – keep in mind what's going to happen when you finally engage in combat. If you slant combat resolution sufficiently in your favour, it's all over before you even pick up the dice.

DO A LITTLE DANCE...

Movement is the key to a Warhammer battle. Learn to *anticipate* your opponent's moves and set up your forces to take advantage of his mistakes. *Coordinate* your units to maximise your hitting at the point of attack. Always *support* your troops as they advance. Then it all comes down to *combat resolution* – know how the fight will end before you start it.

Next month we'll explore **deployment** and see how it really is your first Movement phase. Until then, good luck and happy hunting – see you on the field of battle.



Greetings citizens, in this Chapter Approved we assess some of the more eclectic monsters in the Warhammer 40,000 universe. With the scribes being allowed to run riot with their imaginations, some of the most fearsome, grotesque, and downright strange beings take centre stage.

CHAPTER APPROVED

CREATURE FEATURE by Andy Chambers, Pete Haines, Andy Hoare, Phil Kelly, Graham McNeill and Mat Ward

This month's Chapter Approved takes something of a break from the normal fare of interesting army variants and indispensable FAQs to bring you rules and background for using some of the more combatant fauna to be found in the Warhammer 40,000 universe. The reason for doing this is simple; we believe that we're all guilty of focusing on what's 'official' and usable in tournaments, sometimes at the expense of what's just good clean fun. Such rules as these formed the mainstay of *Rogue Trader*, the first edition of Warhammer 40,000, and as we all fondly recall many of the more wacky rules from those days we thought

it might be fun to revisit some of them in Chapter Approved... 21st century-style.

Some of these rules are essentially 'random encounters' – creatures that pop up during a normal game and cause all manner of mayhem. Graham's Crotalids and Andy Hoare's Barking Toad are both good examples of this. You'll need to agree with your opponent well before the game that this is the sort of battle you're after, and play it in that spirit. Phil's Giant Reptiles introduce a new unit type into your army, which provides a cool modelling project as much as an opportunity to field an unusual unit every once in a while. Pete has taken the opportunity to provide Imperial Guard players with a new Regimental Doctrine, one of many he has squirreled away for future use after his work on *Codex: Imperial Guard*.

Andy Chambers' Enslavers and Mat's Catachan Devils rules are something else again – unusual projects for modellers and gamers that fancy a challenge.

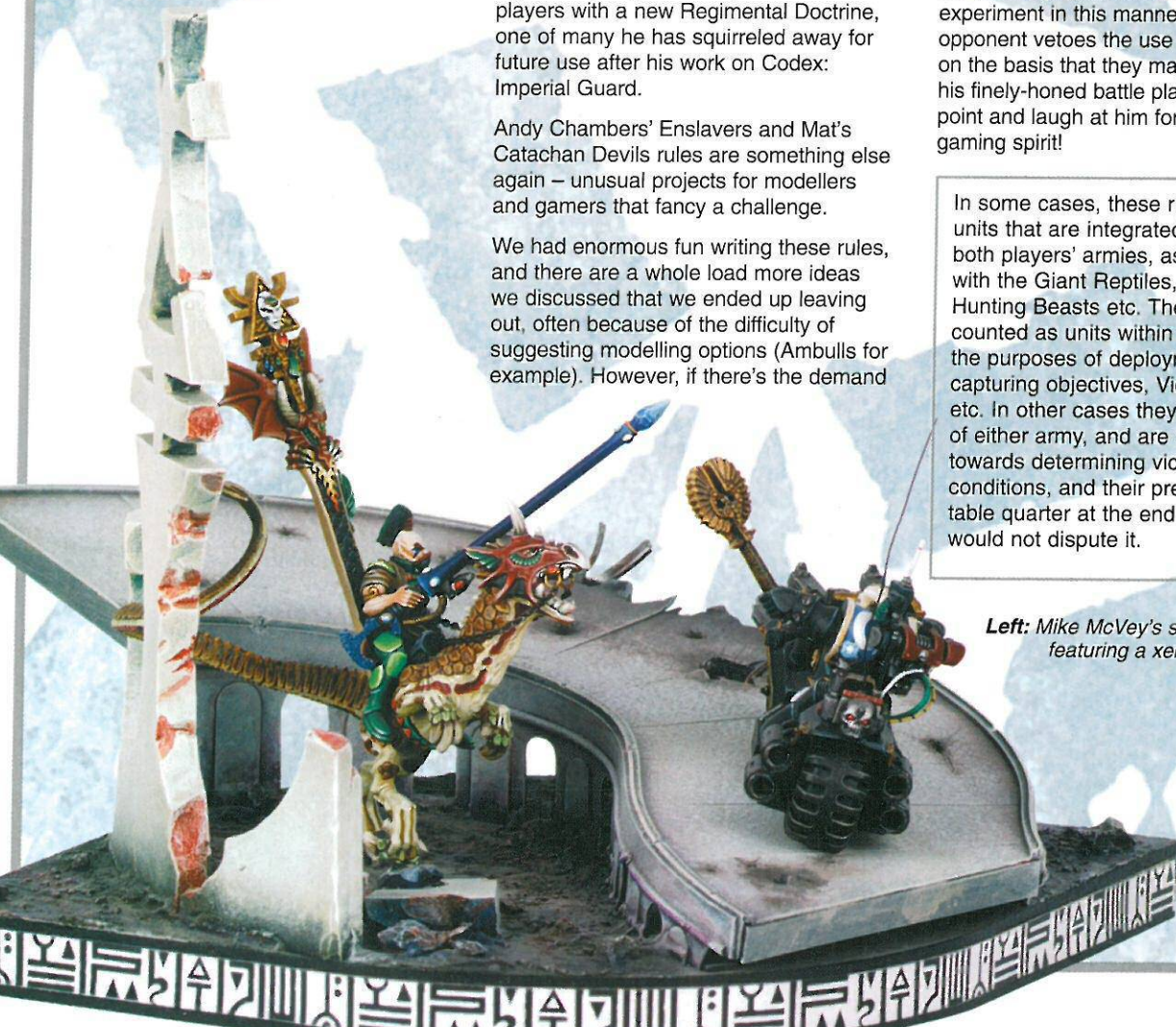
We had enormous fun writing these rules, and there are a whole load more ideas we discussed that we ended up leaving out, often because of the difficulty of suggesting modelling options (Ambulls for example). However, if there's the demand

for it we may revisit the Creature Feature in the future. We'd also like to encourage players to write their own rules for such creatures, and although you obviously don't need our blessing to use them in your own games, we'd be interested to see what you've come up with, and perhaps may include some in a future Chapter Approved.

One last word on these rules. It goes without saying that they all require your opponent's consent and are optional. Players should agree whether any of these rules are to be used, and in this sense they are ideal for use in a campaign. Even in one-off games though, we reckon players should be open to experiment in this manner. If your opponent vetoes the use of optional rules on the basis that they may interfere with his finely-honed battle plan, feel free to point and laugh at him for his lack of gaming spirit!

In some cases, these rules provide units that are integrated with one or both players' armies, as is the case with the Giant Reptiles, Natives Hunting Beasts etc. These are counted as units within the army for the purposes of deployment, capturing objectives, Victory Points etc. In other cases they are not part of either army, and are not counted towards determining victory conditions, and their presence in a table quarter at the end of the game would not dispute it.

Left: Mike McVey's stunning diorama featuring a xenos riding beast.





SOMETHING NASTY IN THE JUNGLE – CATACHAN DEVILS BY MAT WARD

Catachan Devils are native to the Catachan system, and these ferocious and rapacious beasts have truly earned their name. The Devils are superbly adapted to their jungle environment, their segmented, multi-legged bodies able to move with surprising speed over all manner of terrain before coiling to spring upon their unsuspecting prey. Once captured, the unfortunate victim is either shredded by razor sharp claws or stung into insensibility by the poisoned barbs around the mouth of the Devil and then consumed. Fully grown Devils vary in size from a few metres to over thirty. Older male Devils occasionally develop stronger grasping claws, one of which is often much larger than the other. These highly individualistic creatures have been dubbed 'fiddlers' in Jungle Fighter slang and are rightly feared for their strength and ferocity. Territorial yet social creatures, Catachan Devils tend to form nesting groups of several large Devils and several dozen juvenile 'Devilspawn'. The entire group will always defend its territory from any intruders, whether they be competing Devil nestings, other predators, colonists, or even Imperial Guard Tank companies.

For many years Catachan has been prized by the Imperium for the excellent training that its denizens provide to the units of the Imperial Guard formed there and has often sought to further utilise the sheer killing power of the Devils. Though the Imperium has been unsuccessful in training or taming them, Devils have often been introduced to Imperial worlds in order to dissuade invaders. This proliferation has inevitably led to escapes, and there have been rumoured sightings of Devil nests on hive worlds and colonies all over the Imperium.

USING CATACHAN DEVILS IN WARHAMMER 40,000

Catachan Devils know no allegiance save to their own nestings and, to a degree, their own stomachs. This makes them well suited to being used by a third player (or a referee in the case of campaign games) in any of the standard missions. They are deployed using the Hidden Set-up rules anywhere on the board other than established Deployment Zones before any other player places his forces. Note that as Catachan Devils and Devilspawn never capture objectives or table quarters, their only way to win missions such as Cleanse is through sheer attrition. More often, the Catachan Devils player will just want to make life difficult for the other players!

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Devil	100	4	0	6	5	3	3	3	10	3+
Devilspawn	15	3	0	4	3	1	5	1	10	5+

Number/Squad: 1 Devil or 1-5 Devilspawn (if constructing an 'army' count the Devils as HQ or Elites and the Devilspawn as Troops, Fast Attack or Heavy Support).

Options: One Devil may be upgraded to a Fiddler for +25 points. Fiddlers are Strength 8.

SPECIAL RULES:

Monstrous Creature: Catachan Devils are massive, brutal killing machines. They roll 2D6 for Armour Penetration and ignore their opponent's Armour saves in close combat. This special rule does not apply to Devilspawn.

Difficult and Impassable Terrain: Both Devils and Devilspawn can negotiate all kinds of impeding terrain with ease. Devils and Devilspawn roll an extra D6 when negotiating difficult terrain. In addition, they treat Impassable Terrain as if it were difficult, so long as they roll high enough to pass through it in one move – if they do not roll high enough they simply stop at the edge.

Stealth: Devils and Devilspawns are able to blend into foliage silently and swiftly, all but invisible to the naked eye. They gain +1 to their Cover save while in jungles or forests.

Fleet of Foot: Devils and Devilspawns are able to cover a vast distance swiftly in great bounding springs. In the Shooting phase, any Devil or brood of Devilspawn may move an additional D6" (provided they are not engaged in combat). This additional movement ignores difficult terrain.

Burrow: Devilspawn often creep up on their prey by tunnelling underground. Devilspawn may Deep Strike if the mission allows.

Objectives: Devils and Devilspawn never capture objectives of any kind. They have no interest in things they cannot eat or kill.

With a little conversion work, a Tomb Scorpion from the Warhammer Tomb Kings range could be used to make a Catachan Devil. Devilspawn could be made from a variety of sources, such as the Tyranid range and Necromunda Ripperjacks.



ENSLAVERS BY ANDY CHAMBERS

The origins of these strange creatures, also known as Psyrens, Krell, dominators or puppeteers in different parts of the galaxy, is a complete mystery to Humanity. They have physical bodies but appear to exist in Warp space for at least part of their life cycle and pose a terrible threat to all living creatures when they breach the material realm. Descriptions of Enslavers are rare and fragmentary but they all indicate beings with a spherical (or conical) body trailing a mass of tentacles and capable of floating up to 3 metres above ground level. The tentacles can be used to manipulate objects and climb, and their body colour can be changed at will but is most commonly reported as leathery brown with paler, pinkish tentacles.

In human terms it is impossible to say whether Enslavers are intelligent. They appear to act in a rational manner and seem able to make reasoned decisions about their actions. However, if they are able to communicate with other races they make no attempt to do so, and they use no tools or equipment of any kind. All manual work is done by psychically controlled slaves, and it is this power which gives them their name. Enslaver victims become complete puppets to the alien's will, performing even the most self-destructive acts without hesitation.

Enslavers travel on the currents of the Immaterium and are drawn to the psychic emanations of living creatures. The strongest emanations come from unprotected psykers and Enslavers can detect these from tens of light years away. Once a psychic host is found Enslavers form a mental bond with it and bring about a sickening transformation. The host is distorted and twisted over a period of days to form a living warp portal, a pulsating arch of ruptured flesh which permits the Enslavers egress into the material plane. Once Enslavers have appeared on a world they seek out and transform more psykers so that more and more Enslavers appear. Once an Enslaver infestation has begun it is very hard to stop.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Enslaver	25	3	3	5	5	3	4	1	10	6+

USING ENSLAVERS IN A GAME

The easiest way to use Enslavers is as an alternate HQ choice to represent an enslaved army. Alternatively in games with multiple players and/or a games master Enslavers make an ideal 'unknown force' to plague all sides by enslaving their units.

Unit size: Enslaver 1-3

SPECIAL RULES

Deep Strike: Enslavers may always opt to stay in reserve and enter play using the Deep Strike rules even in missions which

do not use the Deep Strike rules. Enslavers cannot contribute dice to the Enslavement pool until they are on the tabletop.

ENSLAVEMENT

Enslavers get a dice pool for mind control. Each Enslaver contributes 1 dice. Enslavers may upgrade to contributing up to 5 dice at an extra +15 pts per dice.

Dice are used to control enslaved units and to mind control new ones! The dice pool is used as follows: In the Enslaver's turn it allocates dice to utilising its already enslaved units. Any dice left over can be used to try and take over opposing units either in the Enslaver's turn or the opponent's turn. At the start of the next Enslaver's turn the pool is refilled with the exception of dice that have been left with units to show they are in danger of permanent enslavement (see below).

Exceptions: Many, many beings and entities in the Warhammer 40,000 galaxy could claim to be an exception to being enslaved. However, Enslavers seem capable of controlling absolutely anything with an unstoppable combination of psychic trickery and sheer mental force, so for these (slightly tenuous) reasons ALL units can potentially be enslaved, even vehicles, Necrons, Tyranids, Daemons etc etc. Units without a Leadership characteristic count as having Ld 10. Enslavers count as psykers but their Enslavement dice cannot be countered by any known means such as psychic hoods or Runes of Warding.

CONTROLLING ENSLAVED UNITS

Enslaved units require one dice a turn in order to do anything, two to be brought fully under control. Enslaved units with just one dice have to roll it;

- 1-3 May only move or shoot, may not assault but will fight if already in close combat.
- 4-6 May move, shoot and assault normally.

Enslaved units without any dice are left confused and starting to come to their senses, they do nothing at all for the turn, they will not even fight back in close combat, although their weapon skill is unaffected.

Enslaved units are always Fearless so they automatically pass all Morale checks and cannot be pinned.

ENSLAVING NEW UNITS

Enslaving new units is achieved by allocating dice to them and rolling against the target unit's Leadership characteristic. A maximum of three dice can be allocated per enemy unit and one dice is lost per full 24" there is between the closest Enslaver and the target (ie. 24"-47" -1 dice, 48"-71" -2 dice, control is not possible at 72" or greater). The dice can be rolled at any time but must be allocated at the start of the Enslavers turn. The following result apply;

Equalling the Ld: The target is confused and does nothing, this has no immediate effect if it's the Enslaver's turn but if it's the opponents turn the unit takes no other actions for the remainder of the turn and will not fight back in close combat. The opponent must remove one model from the unit for each 6 rolled on the dice to represent infighting - individuals being completely controlled and killing another unit member, ones winning free only to be slain by the others, suiciding and so forth.

Beating the Ld by one: The Enslaver can cause the unit to move, this will be an additional move of up to 6" in the Enslaver's turn. The unit can be moved into terrain that is dangerous or difficult for it, but not impassable. If the dice were rolled in the opponent's turn treat this as equalling the Ld of the target.

Beating the Ld by two: The Enslaver can cause the unit to move as above and shoot in the Enslaver's turn, targeting the nearest unit, friend or foe. If the dice were rolled in the opponent's turn treat this as equalling the Ld of the target.

Beating the Ld by three or more: The Enslaver can cause the unit to move up to 6", shoot and assault up to 6", effectively controlling the unit for the Enslaver's turn. If the dice were rolled in the opponent's turn treat this as equalling the Ld of the target.

Permanent Enslavement: Each time an enemy unit is affected by the Enslavers leave one of the dice from their pool with it. Once three dice have been accumulated the unit becomes fully enslaved and is part of the Enslaver's forces from then on. At this point the accumulated dice are returned to the Enslavers' dice pool.

Mind control: The Enslaver's effect gets more powerful the closer you get. Within 6" units are at Ld -2, within 12" -1 Ld. Psykers suffer an additional -1 at any range.

Psychic Lash: In close combat Enslavers can add unused Mind Control dice as additional attacks to represent the effects of its psychic lash. An Enslaver may not use more dice for attacks than they contribute to the dice pool. Close combat attacks from Enslavers ignore Armour saves.



Above: Andy Chamber's Enslavers were made from the bodies of old squig models, the tentacles from spore mines and the flesh hooks from the Tyranid Lictor. Mmmm, gribbly!

GIANT REPTILES BY PHIL KELLY

Giant reptiles are a relatively common life-form throughout the galaxy, especially on death worlds and feral worlds where they are often the main predator type. A giant reptile typically ranges from the size of a bike to that of a Land Raider, is possessed of considerable strength and ferocity, and has vicious natural weapons ranging from sharp bony protrusions and claws to jaws capable of ripping open the hull of a Rhino APC. It is quite common for the worlds from which the Space Marines recruit to have such lethal predators stalking the inhospitable terrain, and for young aspirants to prove themselves by slaying one of these immense beasts and taking a trophy to prove his ascent to manhood. Needless to say, few make it back alive. Carnosaurs prowl the blasted wastes of the Triath sector, and the infamous Arcanadonts, top of the evolutionary ladder in the honeycombed mining world of Mordant, are sold across the Segmentum as vicious pets and status symbols at a great cost in both life and raw meat. Giant reptiles are also used by other races, the feral Eldar of the Exodite worlds often harnessing the gigantic megasaurs native to their world, forming a limited symbiosis and even riding them to war.

USING GIANT REPTILES IN WARHAMMER 40,000

You can use giant reptiles in your games in two different ways, you must agree upon which way you use them with your opponent. They can be fielded either as denizens of the world upon which you are fighting, or as riding beasts for your own troops. Untamed, they are voracious predators without fear, and will attack anything that they come close to. As riding beasts, they can be controlled, and add a tremendous amount of power to any close combat specialists' attack.

If you decide to use them as native beasts, agree with your opponent to set up as many giant reptiles as you want in areas of difficult terrain at the beginning of the game. They move towards the nearest non-giant reptile unit on the D6 roll of a 2-6 at the beginning of each turn, otherwise they will move D6" in a randomly determined direction. If they are within range at the beginning of any Assault phase, they will engage the nearest unit and fight as if they were an assaulting enemy unit. A unit that kills a giant reptile gains Victory Points for the kill as if it were a member of the opposing force.

If you decide to use a giant lizard as a riding beast, pay the points listed below from your army list allowance. It counts as a Heavy Support choice and

as part of your army in all respects; you may control it as you wish. Mount a suitable model on the back of the beast or to the rear of it to represent its rider/handler; the profile of the rider/handler is included in the giant reptile's profile and to all intents and purposes it is treated as a single model.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Carnosaur	120	5	0	7	6	5	5	5	7	4+
Megasaur	170	6	0	8	7	6	3	6	9	3+

Monstrous Creature: A giant reptile is a huge and fearsomely strong beast. It is most definitely a monstrous creature and therefore rolls 2D6 for Armour Penetration against vehicles and ignores opponent's Armour saves in close combat.

Crushing Bite: If a giant reptile hits with all of its attacks, it may nominate one model in base contact with it. That model takes a further D3 wounds with no Armour saves allowed at the end of the round, in addition to the normal consequences of such a successful attack.

There are many models that would make good giant reptiles, and the Lizardmen Carnosaur is ideal. You could replace the rider with a converted trooper from your own army, in a Space Marine army for example you could mount a biker on its back, or in an Imperial Guard army a Rough Rider.



CROTALIDS BY GRAHAM MCNEILL

Amphibious carnivores that prefer to live in and around large tropical and sub-tropical rivers, Crotalid are large, reptilian beasts with long, scaled bodies supported on short, powerful legs capable of short bursts of speed when attacking. A Crotalid's head is draconic; its powerful jaws filled with serrated, triangular teeth that never stop growing throughout its life and are fully capable of biting through the thickest armours. Imperial xenologists are unsure how long Crotalid live, as their unique migratory habits mean it is almost impossible to track packs of these beasts (see below). It is suspected that the Crotalid originate from somewhere around the Lost Hope death world, though this has never been verified.

Crotalid are fearsome predators, lurking in deep waters or concealed along the banks of rivers to attack their prey, and a fully-grown specimen is fully capable of bringing down prey many times its size with its vicious jaws and razor sharp claws. They are almost impervious to injury, their rudimentary nervous systems able to withstand the most heinous damage before the animal dies. Crotalid quickly grow to dominate their habitats, ascending to the top of the food chain within a few decades. Once the Crotalid population reaches saturation point the Crotalid begin their unique form of migration.

MIGRATORY HABITS

Once the Crotalid population have dominated their current habitat to the extent that they have destroyed the creatures they feed upon, it becomes necessary for them to move on or face extinction. While most creatures migrate simply by walking, flying or swimming to new habitats, the Crotalid employ an altogether more unusual method to reach new feeding grounds. The Crotalid travel through the medium of Warp space, vanishing from the depopulated habitat and reappearing on a new world, often many light years away. There appears to be no conscious manipulation of this power as Crotalid are not creatures of intelligence, displaying pack animal mentality and often appear on worlds not particularly suited to their needs. When they arrive on their new homeworld, Crotalid are extremely aggressive, attacking anything within sight to establish their territory and dominance of the local area, though if they encounter a threat they cannot defeat, they will often simply vanish, seeking a less hazardous environment.

How the Crotalid are able to achieve travel through Warp space is unknown, as repeated dissections have not revealed any method by which this ability might be manifested. Migrating packs vary in number from between four or five beasts to anything up to a hundred, though given the difficulty in tracking these creatures through the Immaterium, this is hard to say with any degree of certainty.

USING CROTALID IN GAMES OF WARHAMMER 40K

If the idea of aggressive, Warp-travelling reptiles appeals to you, then introducing a pack of angry and hungry Crotalids

could be just the thing. Obviously, you and your opponent will have to agree to use these toothy reptiles beforehand, as it would be a little unfair to spring them on someone who wasn't expecting these new arrivals to the battlefield.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Crotalid	18	3	-	4	5	1	3	2	10	3+

SPECIAL RULES

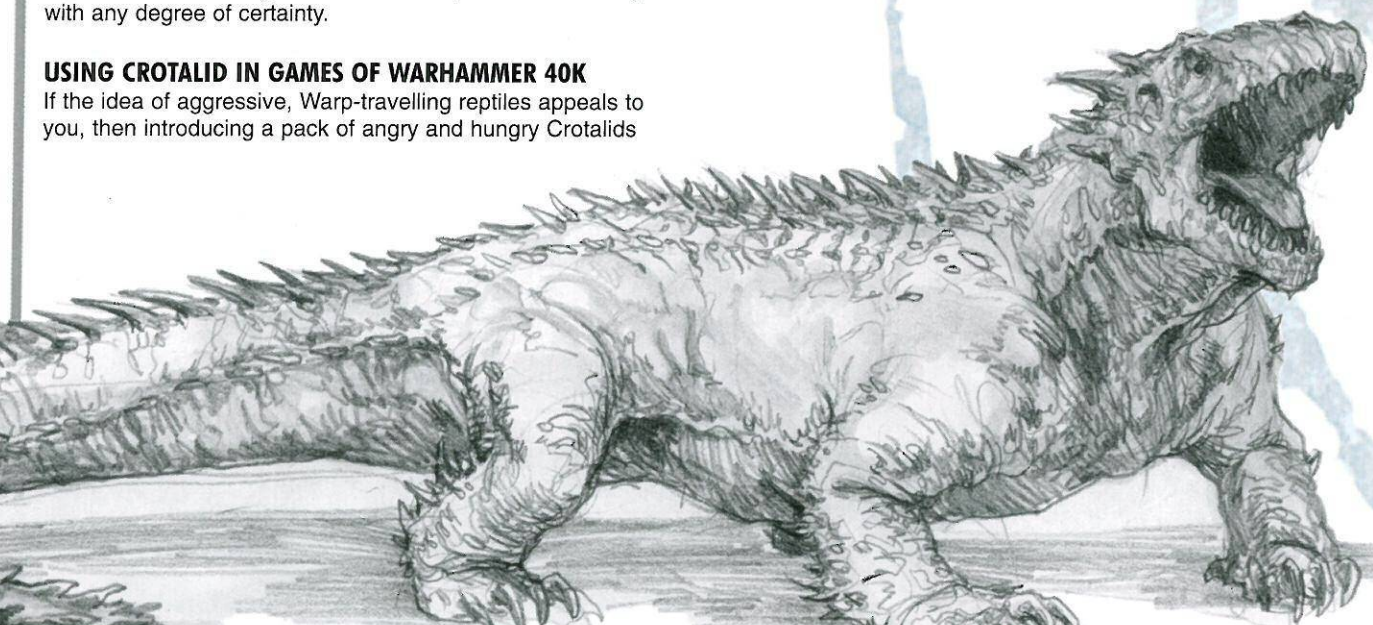
Unexpected Migration: To represent the sudden arrival of a pack of Crotalids, these creatures always start the game in Reserve, even in missions that don't normally allow it. Roll at the beginning of the game turn and when they become available, roll a Scatter dice and 3D6 in the centre of the table and place the large blast template that number of inches from where the Scatter dice lands in the direction of the arrow. If this carries them off the table, or into impassable terrain then simply re-roll the dice. A pack of 2D6 Crotalids (or as many as you have available) appears at this point and immediately follows the rules below.

Territorial: Crotalid are extremely territorial and once they've arrived, they're going to fight to drive any other inhabitants out of their new habitat! If not engaged in an assault, move the Crotalid pack 6" towards the nearest model (from either side) at the beginning of each player's Movement phase, before any other rolls or moves have been made. If this carries them into contact with a model from either side, then the Crotalid count as having charged.

Animal Nitrate: Though Crotalid are not normally particularly fast, they are capable of short, rapid bursts of speed when attacking. If, at the beginning of each player's Assault phase, the Crotalid pack are not already engaged in close combat, they must make an Assault move of 12" towards the nearest model (from either side) if this would bring them into contact with it. If no model is in range, then the Crotalid do not move.

Animalistic: Crotalid may retreat from their new habitat if they encounter a species more powerful than they are and to represent this, if a pack of Crotalid fails a Morale test from any source, they will immediately trigger their Warp-travelling ability and vanish from the battlefield. Victory Points are scored as normal by the player that manages to drive the Crotalid from the battlefield, either by killing them or causing them to disappear into the Warp.

You can make Crotalids easily using the Salamander bodies from the Lizardman range together with heads from Cold Ones to make a suitably gribbly predator.





Above: Ash Barker's Plague Zombies.

THE LIVING DEAD BY PHIL KELLY

Ah, the delicate bouquet of rotting flesh, the signature shambling walk, the dulcet cry of 'braiins'. Who can deny the appeal of the good old-fashioned living dead? Almost every horror or sci-fi fan has a soft spot for our squishy cannibalistic friends, the zombies. Including us.

Those of you involved in last summer's Eye of Terror Campaign will most likely remember the Plague Zombies, victims of a virulent and deadly infection spread by the minions of Nurgle. Not only did they shuffle off this mortal coil as a result of the Chaos invasion, but they shuffled right back again as undead, hell-bent on adding their former comrades in arms to their number.

Luckily for zombiephiles out there, not only is there an excellent plastic kit of zombies that combines perfectly with many of the other plastic kits in the 40K range (notably the Cadians and Catachans), there are many and varied reasons for including the living dead in your games. Here's a few of them for you to incorporate into the storylines of your games.

- The Zombie plague has been making its way around the 40K universe for quite some time, from the underhives of Necromunda to the furthest corners of the Segmentum Obscurus. Guess what? It's just spread to a world near you. Grab a bolter and get busy.
- A rogue Alpha level psyker, calling himself the Puppet Master, is delighting in killing off all who displease him with vicious psychic attacks and then having them fight on his behalf as zombies animated by his psychic might alone. You may want to grab a copy of Codex: Witch Hunters and use the Adversaries rules for Rogue Psykers for this set-up.
- The Catachan brain-leaf, a plant from which the merest touch can reduce a trespasser to a dribbling, psychopathic automaton, thrives in the sector that an entire platoon of Imperial Guardsmen has been posted to. Break out the machetes.
- The Pandoraque - an ancient Eldar device that boosts the life-force of a planet to incredible levels has been unleashed, and even those who

have suffered the most horrific of injuries are still stalking the lands, craving a release from their constant pain. That's where you come in.

- An infestation of Tyranid Cortex Leeches has hit an outlying settlement in the world on which your forces are posted. These loathsome things leap onto their prey's head, inserting long feelers into their ears and noses with which they manipulate their host's brain. This reduces their hosts to nothing more than dribbling puppets under the sway of the hive mind. You must reduce them to even less.
- Chaos did it.

OK, you get the picture. Here are some hard and fast rules for Zombies in your games, feel free to modify them to fit the game you're thinking of playing.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Zombie	6	1	0	3	4	1	1	1	10	5+

Number/Squad: 1-50

Weapons: Broken dirt-encrusted nails, crude clubs, yellowed teeth, limbs, bones, scythes, chainsaws... Regardless of what the Zombie attacks with he is always treated as having a single close combat weapon.

Options: Any squad can be upgraded to being Relentless at +3pts per model, and if so will benefit from the Feel No Pain rule, below.

SPECIAL RULES

Shamblers: Zombies always move as if in difficult terrain.

Fearless: Zombies are Fearless and hence will automatically pass any Morale or Leadership test and cannot be Pinned.

Feel No Pain: If a Relentless Zombie loses a wound, roll a D6. On a 4+ the wound is ignored – the Zombie has lost its legs or some other non-vital part and keeps on crawling. This ability cannot be used against weapons whose Strength is at least twice the Zombie's Toughness or against close combat weapons that allow no Armour save.

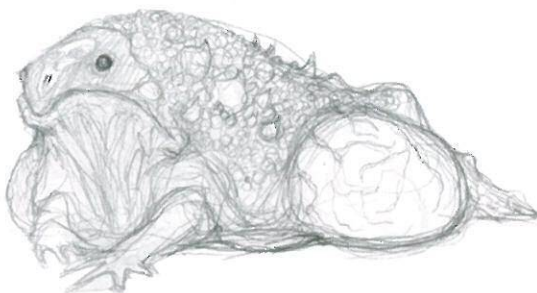
Now grab a bunch of Zombie models, get a scenario together, and go send some undead back to their graves...

NATIVE HUNTING BEASTS BY ANDY HOARE

On many worlds inhabited by humans, as well as those under the sway of deviant xenos, native fauna are utilised as hunting beasts or pack animals. These rules allow you to field hunting beasts of your own devising in your army. Examples of such creatures include the Mordant Pit Rat, the Gladehounds of Canak, the Icebacks of Cthelle and the Bloodstalkers of Flotis III. There are no restrictions on which army can take these beasts, so long as they are represented by thematically appropriate models. For example, it may seem odd for a Necron Lord to be accompanied by such a beast, but if it were modelled similar to a Scarab would be perfectly appropriate. Similarly, some of the old Tyranid range could be used to create hunting beasts to accompany a Tyranid Hive Tyrant.

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Hunting Beast	7	3	0	3	3	1	3	1	3	-

Up to four Hunting Beasts may be taken as wargear by any character in the army with access to its armoury. If taken by an Independent Character they form a unit with that character but do not prevent that character joining a unit as normal. If selected by a model that is not an Independent Character they will form part of the unit that the character belongs to. They are removed if their owner is killed. Hunting beasts move and assault at the same speed as their master. They do not have to take Difficult Terrain tests. They may board the same transport as their master and take a single space each.



BARKING MAD – THE LESSER CATACHAN BARKING TOAD (CATACHANUS MORIBUNDUS MINOR) BY ANDY HOARE

The Great Barking Toads of the death world of Catachan are believed to be the most devastatingly poisonous creatures in the galaxy. These reclusive amphibians have a unique self-defence mechanism – upon contact with a predator, the Barking Toad simply explodes, releasing a cloud of the most deadly poison known to Mankind half a kilometre in every direction. So virulent is this poison that no known armour will hold it at bay. Every biological organism within the poison's zone of effect, including the Barking Toad itself is reduced to a formless, slimy mass, and no vegetation will ever grow there again.

USING BARKING TOADS IN WARHAMMER 40,000

Tempting as it is to include rules for a Great Catachan Barking Toad, any game involving such a creature would be over the first time a shot was fired, or a chainsword powered up. So, instead of the Great Barking Toad, here's the rules for its smaller cousin, the Lesser Catachan Barking Toad, an altogether less destructive, though equally poisonous creature that can be introduced into your games of Warhammer 40,000 should you be in the mood for some toad-related shenanigans...

SPECIAL RULES

Society for the Appreciation of the Lesser Barking Toad: By mutual consent, any number of Barking Toads can be introduced to a game, but they should only be used if both players are looking for an entertaining battle. One toad will make for an interesting twist that shouldn't interfere with gameplay too much, and the more you use the more they will dominate the game, in

SPECIAL RULES

Bio-diversity: There are so many different hunting beasts utilised by the different races of the galaxy that to include even a small proportion of them here would be impossible. In order to represent some of their different characteristics, you may choose to upgrade all the beasts taken by a character by choosing one or more of the following upgrades. You must upgrade all of a character's beasts to represent the same beast – things would get ugly if the pack was made up of different animals.

Agile (+2 points per beast): Each beast has an Initiative of 4.

Vicious (+2 points per beast): Each beast a Weapon Skill of 4.

Snappy (+2 points per beast): Each beast has a Strength of 4.

Alert (+1 point per beast): The beast is able to detect hidden enemy troops. If enemy infiltrators set up within a distance equal to 1D6 for each hunting beast accompanying the character, the character is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the character is part of a unit, the whole unit may shoot. These shots are taken before the game begins and may cause infiltrators to fall back.



terms of both army's tactics and the amount of time spent moving them around. They are particularly appropriate for games using the Jungle Fighting rules found in Codex: Catachans.

Habitats of the Lesser Barking Toad: Catachan Barking Toads tend to live in or near dark, dank, shady places, and don't really appreciate being disturbed. At the beginning of the game, before rolling for sides, who goes first or who's making the tea, but after terrain has been placed, choose the piece of terrain closest to the centre of the table, and place the Barking Toad in the centre of it. Then roll a Scatter dice and move the Toad 2D6" in the direction indicated (if a 'Hit' is rolled use the small arrow). Once this is done, carry on with the game setup as normal.

Habits of the Lesser Barking Toad: Catachan Barking Toads can be unpredictable little blighters, one moment hopping all over the place, the next hiding under a nice dark rock. At the beginning of each player's Movement phase, before any other rolls or moves have been made, roll a Scatter dice and move the Toad D6" in the direction indicated. This move is unaffected by difficult terrain. If the Scatter dice rolls a 'Hit' then the Toad decides to stay right where it is for the moment.

Biology of the Lesser Barking Toad: The Toad will unleash its poison attack if it makes contact with any enemy (ie. not another Toad) other than Imperial Guard with the Jungle Fighters Doctrine, or Kroot warriors, or if any unit or vehicle shoots while within 3" of it. Resolve the detonation once the unit/vehicle's shooting is complete. When it explodes place the large blast marker over the Toad. All models under the template, except close-topped vehicles, Necrons, C'tan, Daemons and Eldar Avatars take a single Strength 10, AP1 hit, even if only partially covered by the template. Invulnerable saves are allowed as normal.

Should the Toad be assaulted, it will explode before the enemy has a chance to strike. It will also explode should it be successfully hit by any shooting attack, tank shocked or included in the area of another Toad exploding. Should a Kroot or Imperial Guardsman with the Jungle Fighters Doctrine assault it, treat it

The Bretonnian Frog, available from the Citadel archives makes an ideal Lesser Catachan Barking Toad.

XENOS MOUNTS BY PETE HAINES

'Now I'm not saying that horses are without their uses. They can get a move on and if worse comes to worse one can feed a platoon for a week. Thing is though, once the slugs and lasbolts start flashing about being on a horse ain't that much use. On Kashann though we have hunting lizards. They have a hide thick as a flak vest and a bite that'll take your arm off. Now you tell me, if you were going to ride into a battle, what would you rather be on?'

Troop Sergeant Uriens Quist of the 3rd Kashann Xeno Riders

Imperial Guard armies often contain squadrons or even regiments of Rough Riders. The most famous of these are the Atillan regiments, fierce nomads born in the saddle who have served the Imperium since its earliest days. The majesty, speed and ruthlessness of these warriors has led to many other regiments of horsemen being incorporated into Imperial armies. Ultimately though their weakness lies in the vulnerability of their mounts. There is a strong affection amongst Mankind for horses, based on their long association that encourages their weaknesses to be overlooked. In the grim darkness of the 41st millennium, however, the demands of constant war have led some to consider whether there are xeno species that could do the job better.

One of several species that have been experimented with is the hunting lizard of Kashann.

Kashann is a young world, mountainous and volcanic with thick, fast-growing jungles and oceans of primordial swamp. The hunting lizards were one of the most successful local predators, functioning in packs they posed a very real threat to the early human colonists until they were successfully domesticated and bred in captivity. Over time the hunting lizards became a much-valued means of patrolling the wild expanses of Kashann and when the world was populous enough to be tithed it was inevitable that the regiments raised there would be cavalry mounted on hunting lizards.

NEW IMPERIAL GUARD DOCTRINE

This doctrine may be selected by an Imperial Guard Regiment that has access to Rough Rider Squadrons. Treat this as a special kit doctrine.

XENO MOUNTS (HUNTING LIZARD)

Whole squadrons of Rough Riders may replace their horses with hunting lizards at a cost of 4 points per model. Hunting lizards do not have the sheer pace of a horse and do not

therefore get a Fleet of Hoof move. They improve the rider's Armour save by 1 as their thick hides and bulk offer considerable protection. In close combat each rider will have an additional attack at their own Initiative and Weapon Skill but with Strength 4 representing the fearsome bite of the lizard. This attack is unmodified by weaponry.

You can make xenos mounts easily using the Cold Ones from the Lizardmen range, or you might like to look into the Citadel archives for a variety of older models, many of which would prove ideal with only a little conversion.



THE BATTLE OF TALAVAR

During the Imperial Crusade to cleanse the Fascene system (592-602 M41) from the H'rud an entire regiment of Kashann Xeno-riders served with the Imperial Guard Sixtieth Army. Fascene had three worlds in its biosphere each of which was urbanised but in a state of ruined decay. One of the worlds, Talavar, was home to an enslaved human population and was the first targeted. Attempts to clear the ruins with infantry regiments were wholly unsuccessful. The H'rud, emerging from their warrens conducted highly effective hit-and-run attacks, focused on destroying ammunition and fuel stockpiles. The preternatural speed of the H'rud defeated all attempts at pursuit until the Kashan were deployed. Using feral hunting techniques the bulk of the regiment closely pursued the H'rud while detached squadrons raced forward on the flanks to herd them together and finally encircle them. The raids were swiftly contained allowing the Sixtieth Army's infantry to concentrate on launching set-piece assaults on the H'rud warrens themselves.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

something good for Chapter Approved then write to me at the address given here.

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

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



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

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Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



STORE CLUBS

Many hobby centres that do not have the facilities of extra gaming space run in-store clubs for the benefit of veteran gamers. These are evenings where the hobby centre closes to the general public, but remains open for hobby and gaming activities. Please call your local centre to check out the facilities they offer.



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Many of our larger hobby centres now have additional space to the normal shop floor in the shape of Gaming rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment!

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

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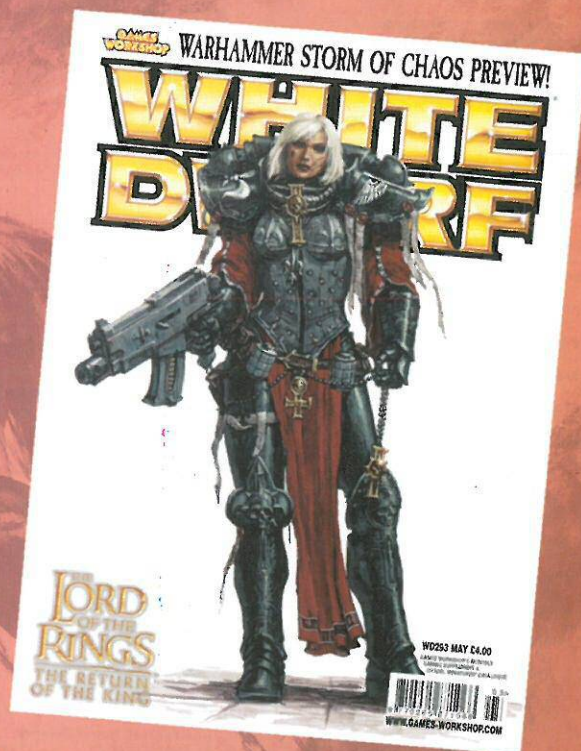
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A Storm is Coming...

STORM OF CHAOS

War is upon the Empire! Get ready to battle for the fate of Mankind as Archaon's hordes pour from the north...

- Battle is joined! Storm clouds gather to the north as the Chaos hordes of Archaon muster to launch an assault upon the lands of men. Join us as we take a look at the forces of disorder and light as they prepare for the coming conflict.
- Morathi renews her pact with Slaanesh ahead of the coming conflict.



On sale 30th April

WARHAMMER 40,000

- We take an in-depth look at the various Orders of the Sisters of Battle in Liber Sororitas.
- Blazing with righteous fervour, Zealots rally to the Emperor's cause in Chapter Approved.
- Index Malleus presents rules for Dan Abnett's infamous Blood Pact and delves into their obscure origins.
- A desperate mission to recover lost relics as Witch Hunters clash with the mysterious Tau in this month's battle report.

THE LORD OF THE RINGS

- Minas Tirith's enemies remain an ever-present threat as we present two new scenarios for the Siege of Gondor supplement.
- Be ever-vigilant over the lands of the Free Peoples as we show you how to construct a Rohan Watchtower.
- The Tale of Good and Evil continues with Part 5 in the series.

EPIC: ARMAGEDDON

- Eldar, Tyranids and Adeptus Titanicus; Jervis waxes lyrical about the future of Epic.

DON'T MISS AN ISSUE!

Turn to the inside front cover to find out how to subscribe to every hobbyists' essential monthly magazine!

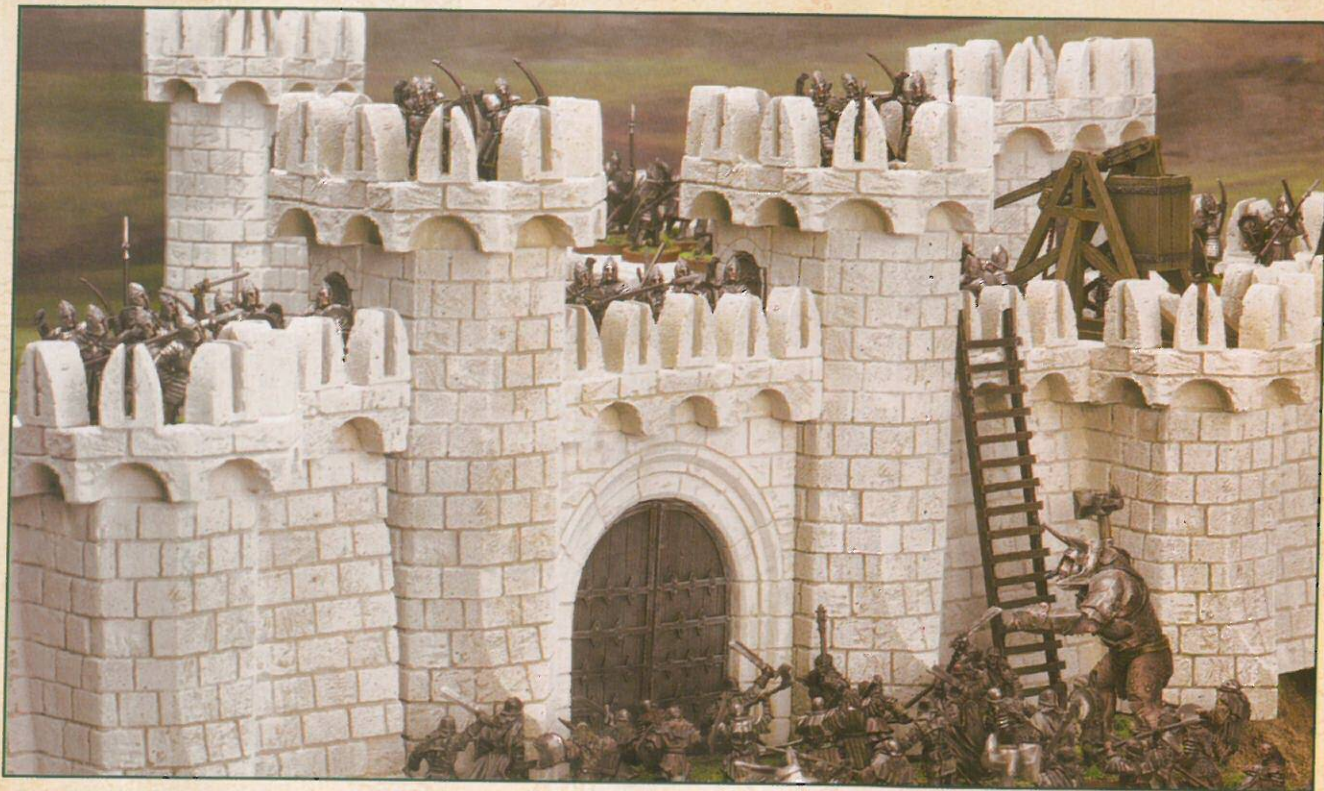


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THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS



MINAS TIRITH

Relive the epic battles of The Lord of The Rings: The Return of The King with this recreation of Minas Tirith, The Last Bastion of Gondor.

This box contains 1 Minas Tirith. This model is supplied fully painted and is comprised of five pieces: a fully assembled gatehouse, two towers and two wall sections.

MINAS TIRITH£75.00

Denmark	kr	650.00
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Euro	€	80.00

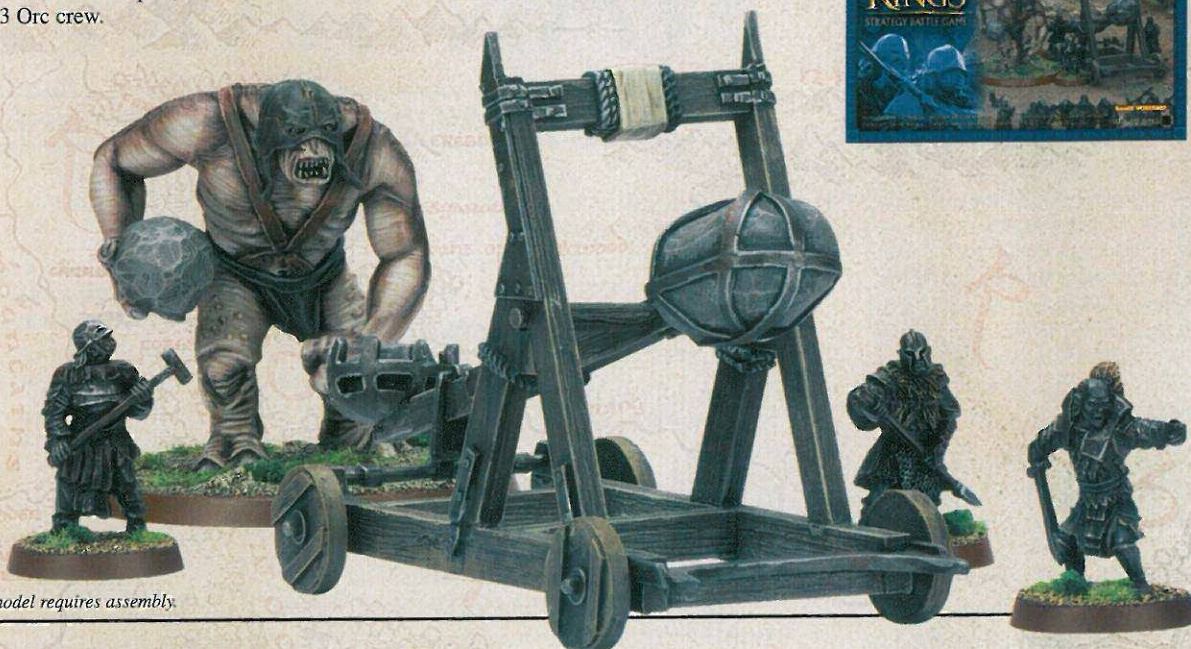
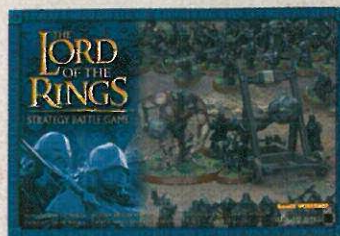


Mordor War Catapult

Designed by Tim Adcock, this boxed set contains 1 Mordor War Catapult, 1 Mordor Troll loader and 3 Orc crew.

MORDOR WAR CATAPULT ...£30.00

Denmark	kr	300.00
Sweden	kr	350.00
Euro	€	40.00



This model requires assembly.

Orc Shaman

Designed by Mark Harrison, this blister pack contains 1 Orc Shaman.

ORC SHAMAN£5.00

Denmark	kr	55.00
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Beregond

Designed by Gary Morley, this blister pack contains 1 Beregond.

BEREGOND£5.00

Denmark	kr	55.00
Sweden	kr	65.00
Euro	€	8.00



Minas Tirith Citadel Guard Archers

Designed by Michael Perry, this blister pack contains 3 Minas Tirith Citadel Archers.

MINAS TIRITH CITADEL GUARD ARCHERS ...£6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00

Having seen the superb The Return of The King film with its massive armies, it would take colossal willpower not to want to build an army for one of the races of Middle-earth. However, you have to start somewhere and so Che Webster explains how to create small forces to play games in under an hour. This is a great starting point for your new army...

Imagine Faramir leading a daring band of Rangers of Gondor on a raid deep into Mordor, seeking to cause mayhem and disrupt the deployment of the Haradrim. Picture Lurtz leading his rampaging Uruk-hai in pursuit of the Fellowship, crashing across Rohan and clashing with enemy scouts. These small battles are what inspire us to play The Lord of The Rings. In addition, clubs always have chaps who want to play a quick game but find it difficult to set-up for a fixed scenario without quite a bit of preparation. Being of a lazier disposition I wanted to address these challenges.

Wanting to fight short battles with The Lord of The Rings, use cool Heroes and still get a game in under an hour meant that we had to devise some fast-play scenario rules. These are our suggestions for playing War Party games that simulate small clashes between the various armies on Middle-earth.

The greatest strengths of War Party battles are that you can fight with any force, even Good versus Good or the like, and that the games take only a short time to play. This makes War Party battles great for office lunch breaks, school club meetings and a quick 'knock about' after work.

WAR PARTY

Fast-play heroic action in Middle-earth

RULES OF ENGAGEMENT

The Lord of The Rings War Party battles are played with forces drawn using the following guidelines:

- Players have not more than 250 points to spend on their force.
- Each force must consist of at least 5 models and can include a maximum of 30 models.
- Each force must include a Hero to lead it into battle.

1. If your Hero is a named character you may only have this single Hero to lead your force. You may not take any other Hero in your force.

2. If you do not take any named Hero you may take up to TWO Heroes. Neither of these Heroes may be named.

- No more than a third (33%) of each force's models can be armed with bows or crossbows.
- Evil Forces cannot include Gollum or Gríma Wormtongue.

- Good forces cannot include Tom Bombadil or Goldberry.
- Heroes, such as Galadriel, that have special rules related to a specific location always count as "beyond the borders of their realm" if used.
- Whenever any rule is repeated in several publications, use the 'The Return of The King' edition rules.

Special Note: Rohan Cavalry

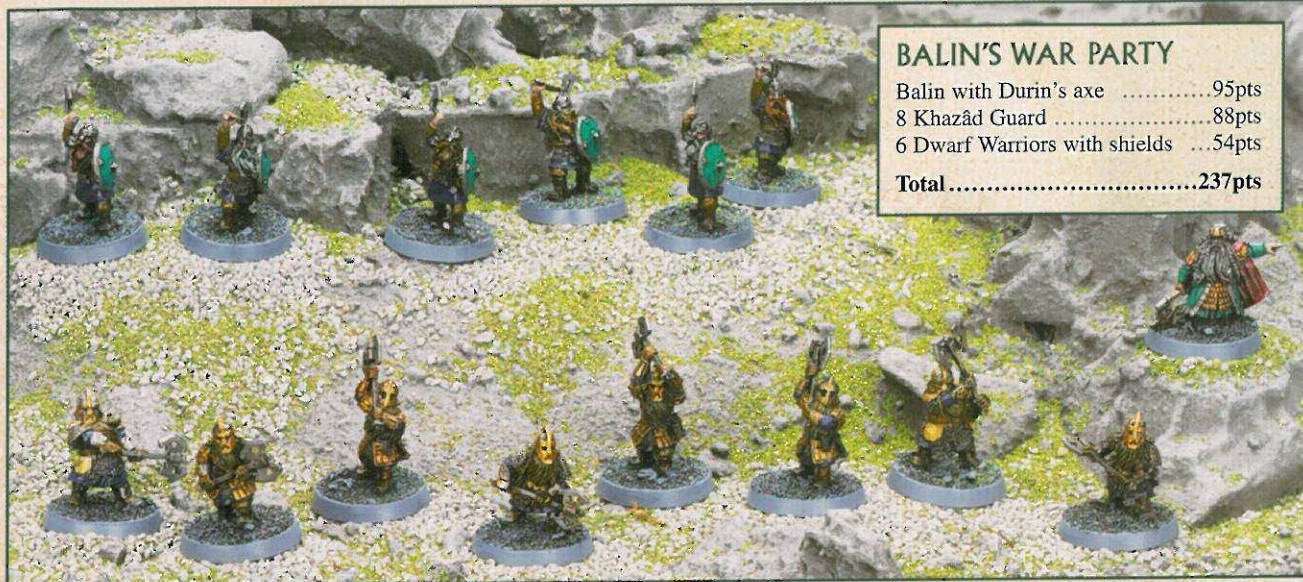
- Only the Riders of Rohan models that are actually firing a bow count as being armed with bows. All the Riders that are carrying a bow on their back do not count as being armed with a bow. Note that their points cost remains the same

SCENARIOS

Battles need a scenario suitable for the forces involved. We have devised some general notes to bear in mind for any War Party battle. We have also devised a sample scenario for you to try.

- When you set up a War Party battle, for the purposes of the rules, designate one player as the Good force and the other as the Evil force. Of course, the forces might both be Good in the rulebook, but this is a convention to make life easier.
- If two players bring the same named Hero to the battle then they must dice-off to see what happens. Each player rolls a die, with the highest winning.
- The winner may use the Hero as usual.
- The loser will count the Hero model as a Captain of the same (or nearest) race as the named character. For example, Aragorn becomes a Captain of Gondor.
- The loser may (if they have the models) take the difference in points value between the original Hero and the Captain as extra replacement models. The Captain and the new models cannot cost more than the points value of the original named Hero being replaced. The restrictions for War Parties apply as usual.
- In War Party battles, the first turn's Priority does not automatically go to the Good side. It is instead determined randomly by rolling a die: the player who scores the highest gets Priority for the first turn (re-roll any ties).





BALIN'S WAR PARTY

Balin with Durin's axe	95pts
8 Khazâd Guard	88pts
6 Dwarf Warriors with shields	54pts
Total	237pts

PUTTING IT ALL TOGETHER

To show you how a War Party force might be put together here is my own suggestion for an easy way to collect Dwarfs.

In the beginning you need a Hero. I chose Balin because he represents the very best of Dwarf heroism in my mind, having accompanied Bilbo on his early travels and then going on to reclaim Moria. Having chosen him, however, I could not take any other Heroes. Giving Balin Durin's Axe

beefs him up considerably as well as adding to his character and stature as the future Dwarf King of Moria.

As Balin is such a high status Hero, I felt that the Khazâd Guard were the appropriate core to the force. Lending their heavy armour, double-handed axes and true grit to the mix would make the difference against the Shadow. As there were eight models accompanying Balin's model in the box, I decided to use them all.

Finally, having agonised for at least ten minutes over whether or not to take Dwarf Bowmen, I opted instead for an extra contingent of six Dwarf Warriors bolstered with a shield each. These would round out the force with numbers to allow me to meet tougher opponents head on, or survive the massed onslaught of weaker foes with tough Dwarf armour. Painting just two packs of Dwarfs also appealed to me, making the force easy to collect.

SCENARIO: CLASH OF ARMS!

DESCRIPTION

Your War Party has met another and both sides take to the field of battle! Only the Valar know who will win the day!

STARTING POSITIONS

- Use a battle area no larger than 36"(90cm) by 24"(60cm).

- Both players roll a die and the player who scores highest can choose the side of the table to play from (re-roll any ties).
- The side with the most models in his force starts by deploying half their force (rounding fractions up) no more than 8"(20cm) from their own edge of the table. (If the forces are equally-sized, roll a die to decide who deploys first).

- The other side then deploys half of their force no more than 8"(20cm) from their own edge of the table.
- Finally, the first player deploys the remainder of their force, followed by the second player with theirs.

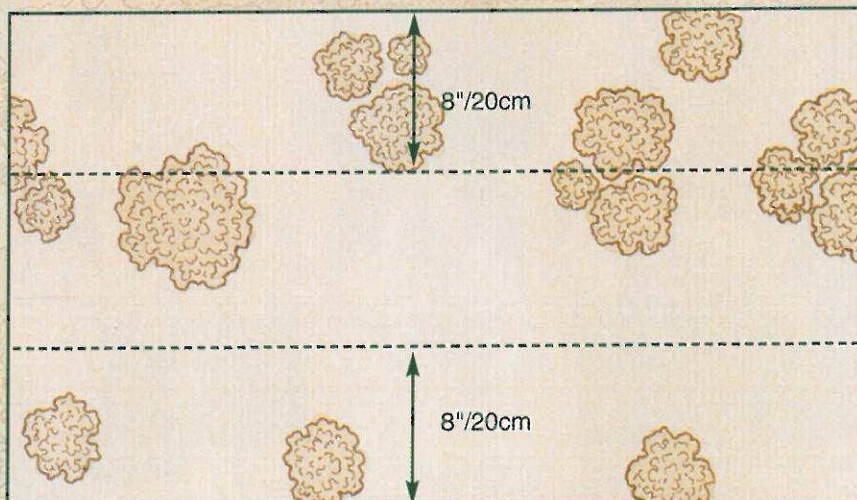
OBJECTIVES

The game is played until the end of the turn in which one force is reduced to one quarter of its original number of models or one hour of time expires.

Major Victory/Defeat: Three-quarters of the enemy force has been destroyed and there is at least one surviving Hero on the winning side.

Minor Victory/Defeat: Three-quarters of the enemy force has been destroyed, but there are no surviving Heroes on the winning side.

Draw: Both forces destroy three-quarters of the enemy at the end of the same turn, or the time expires before the victory condition is achieved.



Mat Ward focuses on one of the most crucial aspects of war in Middle-earth. Deployment and strategy in a siege scenario are vital to your success, and here Mat offers some advice on how to repel your enemies.

The Defences Must Hold!

Siege tactics for The Lord of The Rings game

Sieges are, let's face it, probably the bloodiest and most gruelling engagements possible on the field of war. Historically, as many warriors could be lost in the assault upon a fortress as in a pitched battle, even though the defenders were generally outnumbered many times over. Accordingly, actually storming the defences was often seen as a last, but almost always necessary, measure. Of course, being wargamers we tend not to care very much at all for the lives of the troops under our command, nor about sacrificing our minions by the hundreds if it means we achieve victory. Let's take a look at how to improve to our chances of doing that...

DEFENDING

As a defender, you're just going to have to get used to two unwelcome thoughts. The first is that you're going to be outclassed pretty heavily – if not in raw numbers then

in quality of troops. The second, and more critical, is that the initiative is almost always in the hands of the attacker – he knows where you are, but you don't know where he's going to be. As the game goes on, these two issues will slowly swing closer to being in your favour. Once the attacker is committed, it's very hard for him to rearrange his strategy and, as he marches into your carefully prepared defences, his numbers will be dropping constantly. All you have to do is hold the line long enough.

Given that you're always going to be outnumbered, you should always make sure that the majority of your defenders are spread as evenly as possible across the battlements. This allows you to react quickly and decisively to attacks along the length of your defensive perimeter. Your remaining warriors should be spotted around weak points in your defences – gates, hatches, doors, climbable walls – all

of which are vulnerabilities your opponent can exploit. Always remember that if the enemy reaches the battlements – the Valar forbid behind the walls themselves – then you've lost your best line of defence.

Always try to avoid exposing your defenders to enemy missile fire. Much as it may rub against the grain to do so, lying the bulk of your defenders down behind the battlements will keep them safe from the besiegers' fire. In certain situations you'll want to keep troops with missile weapons on their feet, the better to whittle down the attackers' numbers, but if you look like losing the shooting war, keep them out of sight too. Remember that as the defender, you will feel individual losses more keenly than your opponent. He can afford to lose ten or twenty models. You cannot afford to lose even two or three.

When it comes to directing your own missile fire, think carefully about exactly

The warriors of Minas Tirith prepare for the coming of Evil.



what you're hoping to kill. With only comparatively few shots before the enemy is upon you, every arrow needs to count. Decide on your priorities and then destroy them one at a time, otherwise all you'll achieve is killing a few attackers. If, on the other hand, you do manage to kill enough enemies clustered around a single ladder or Battering Ram, you will (at the very least) force them to drop their burden and slow them for a turn – if you're fortunate you'll be able to kill enough to make that ladder or ram useless for the remainder of the game.

Of course, once the enemy actually reaches your walls you'll need a lot of your warriors to relocate in order to check the assault. The simplest and quickest way to delay the enemy is to shove any ladders back down as soon as they are thrown up against the wall. Obviously, it will often depend on how Priority fares as to how viable a stratagem this proves to be, but it is always worth having a Hero call a heroic move action to allow you to get the drop (quite literally) on your enemies. Unless you're really lucky, it's unlikely that you'll manage to fend off every ladder indefinitely. The main trick to defending walls is quite straightforward: shielding. As a defender, you're not concerned about slaying your opponent, just surviving – shielding helps you do this and increases the chance that your enemy will plummet to his death on the ground below...



An Orc charges into the ramparts.

ATTACKING

If you're planning on besieging a fortress, you'll no doubt have already turned much of what I've already said upon its head to better plan for what your enemy will do. This is all well and good, but there are a few other tricks that you can pull. Always choose your tools carefully. Most siege scenarios give you a lot of options as to how you wish to proceed with the assault. Do you want to use ladders, Siege Towers, or Battering Rams? Do you want to use Siege Engines or masses of infantry? My advice would always be to go for a mixed force because, while it is possible to carry the day with a focused force of say, Orcs carrying siege ladders, it will not be very flexible and, more importantly, won't be as much fun to use. I'd normally favour fielding a force with a Battering Ram, half a dozen ladders and, if possible, a Siege Tower.

The main advantage you have as an attacker (other than sheer weight of numbers) is one of initiative. Your opponent will be forced to deploy in such a way that covers all your eventualities, so by careful positioning, you can deploy your forces to trick him into a false defence. Siege Towers are perfect for this, as once they get close enough to the walls, they can strike home at almost any point across a 6"/14cm frontage, forcing your opponent to deploy his troops accordingly.

Always take plenty of missile troops and/or Siege Engines. If you can put out enough fire you can thin the defenders sufficiently to make any escalade you might try a lot easier. Even looking as if you have plenty of firepower can sometimes force the defenders into cover. Uruk-hai crossbowmen in large numbers are often far more intimidating than they are damaging, but scaring your foe is

often enough to give you an advantage. I'll look at Siege Engines in more detail later, but if you do take them, try to set them up outside the range of enemy bowfire but with a good field of fire of their own.

Obviously, when it comes to placing your ladders in an assault, try to avoid directly confronting enemy Heroes, unless you have one of your own who can give them a challenge. Attacking up a ladder is hard enough, but to do so when a killing machine such as Aragorn or Boromir is at the top, is just a little too much to ask of your troops. Escalades are fairly hopeless quests at the best of times but if you have killed enough foes before the ladders go up maybe, just maybe, you can carry the day.

Siege of Gondor introduces a whole new slew of options and machineries to both the attacker and the defender – let's take a look at what they have to offer.

SIEGE TOWERS

Siege Towers, frankly, are to an attacker what a well-armed company of Elves are to the defender: irreplaceable. Behaving like a larger and more deadly Siege Ladder, these massive constructions offer protection to your troops and feed them straight onto the battlements, avoiding problematic defences and enabling you to fight on equal terms. The only downside to Siege Towers is the fact that they require a large commitment in terms of troops to get them from A to B due to their immense weight. It is here that a defender's best hope lies – kill the troops pushing the tower and you render the tower useless.

SIEGE LADDERS

The trusty tool of an ill-prepared or hasty attacker, Siege Ladders offer a quick and simple way to take lightly defended

bastions or, with luck, swarm into moderately well-defended ones. At the end of the day though, Siege Ladders should be employed alongside other tools – alone they are just too simple to counter.

BATTERING RAMS

In the same way that the quickest way to a man's heart is often through his ribcage, the swiftest way into a fortress is through the front door (well, fortress gate, anyway). The only problem is that fortress gates tend to be ironclad, wooden monstrosities that are more than capable of keeping your loyal forces out. It is at times like these that you need a Battering Ram. Little more than a tree trunk bound with iron plates (or possibly a pillaged statue) Battering Rams are a straightforward means of giving your troops the necessary Strength bonus (up to a respectable Strength of 9) to take down a gate. The longer the ram, the more warriors can carry it and the stronger it becomes. The only real problem with Battering Rams is the vulnerability of the fellows crewing it – with no real protection (and the fact that they have to get in close to their target) it becomes quite easy to kill enough of them to render the ram useless. All you can do to prevent this is to make sure that you have enough warriors to take up the slack (and pick up the ram) as the casualties start to mount.

SIEGE ENGINES

Due to the size and power of Siege Engines they have one advantage and a disadvantage denied to other troops. The disadvantage is the fact that their shots scatter away from the intended target – although given that it will almost always hit an enemy, it's normally not so much of

a problem in itself, but its implications are if you're a Good player as you'll have to stop firing when your models get within the range of the scatter (normally 6"/14cm) for fear of hitting your own people. Evil players will, of course, not care one jot but can take advantage of their opponent's moral handicap and close the distance quickly, merrily firing into combats as much as they want.

To offset this tiny tactical problem is a much greater benefit – almost anyone hit and wounded by a Siege Engine dies instantly. Before Good players start collecting pitchforks and torches I'd add that Heroes do get to make Fate rolls to stay alive, but even so it's a simple way of encouraging Heroes to stay out of sight and out of harm's way...

AVENGER BOLT THROWER

This war engine is a defender's dream and an attacker's nightmare. Able to hurl up to six bolts into the enemy ranks, an Avenger Bolt Thrower can create a sizable gap very quickly indeed. While it is still subject to scatter when shooting at Battlefield targets, the rapid rate of fire pretty much guarantees that it'll hit something worth killing. The only downside to an Avenger is the fact that it can neither automatically kill Battlefield targets, nor can it knock them to the ground. That said, it still has a Strength of 7 which is high enough to wound most things on a 3 or more – it'll even give Trolls a moment of pause – which is not to be sniffed at. With a short range, these Siege Engines excel at culling large numbers of weak troops and so are best suited to defensive positions – if your enemy isn't coming towards you, an Avenger isn't likely to help you much.

BATTLECRY TREBUCHET

The Men of Gondor build their war engines well, and the Battlecry Trebuchet is no exception. Firing using the Volley Fire rules, and with a massive range of 96"/224cm, in most games, the general rule for this destructive machine is: 'If you can see it, you can hit it.' Although, as with all Siege Engines when firing at Battlefield targets, the Trebuchet will most likely scatter off your intended victim, but as it sends out a wave of debris up to 2"/4cm in radius it becomes far easier to strike down your chosen foe. Of course, what a Trebuchet is really designed for is knocking down walls, and this is how to get the best value out of a fairly expensive investment. Gifted as it is with the Wall Breaker special rule, a Battlecry Trebuchet will almost always wound a Siege target – even a stone wall with a Defence value of 100! A few turns of concentrated fire will almost certainly bring enemy fortifications to the brink of collapse.

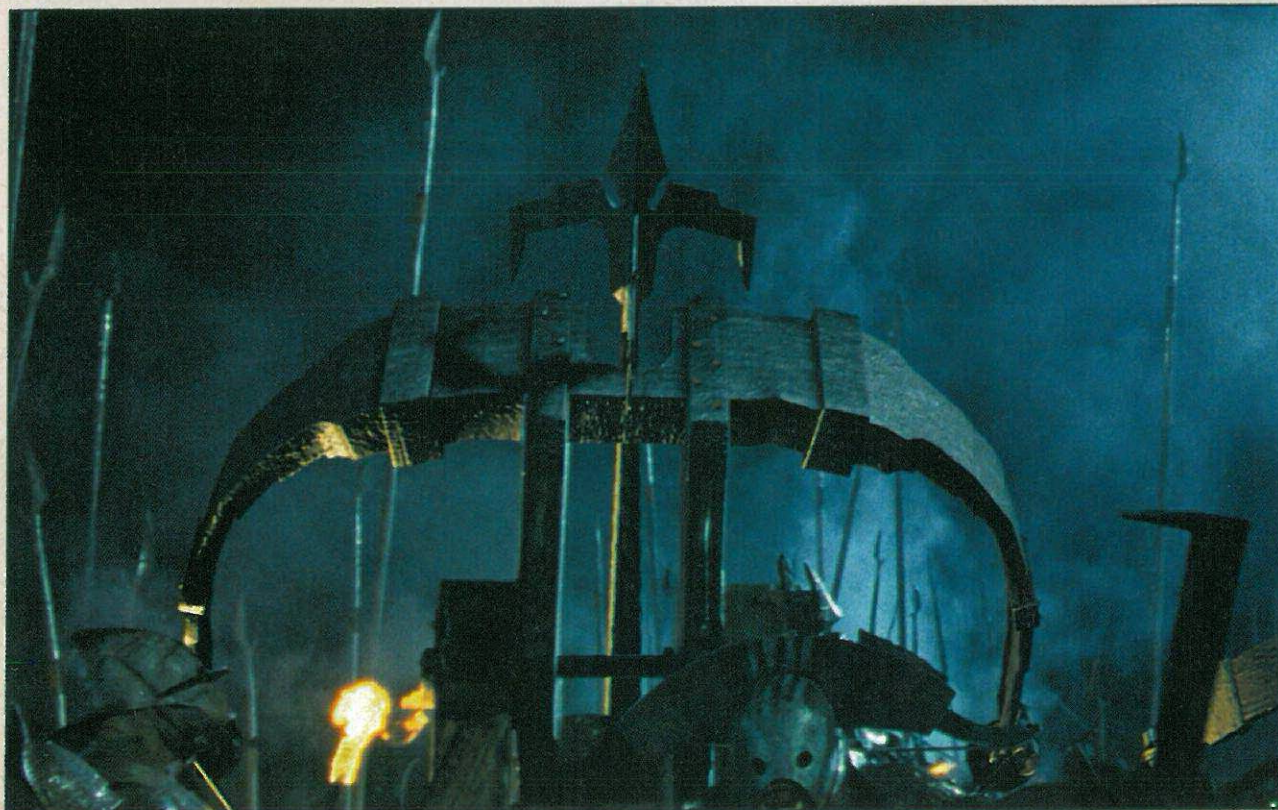
MORDOR WAR CATAPULT

The main Siege Engine available to the forces of Mordor, the War Catapult, does pretty much everything that the Gondor Trebuchet can do. As with its counterpart, it has a comfortable range of 96"/224cm (the days of Orcs being outranged by Men and Elves would seem to be over), better yet, a catapult always hits on a 4+, making it more accurate than pretty much anything else in a Mordor army. As with the Gondor Trebuchet, the debris from the impact of the shot can be relied upon to despatch a substantial number of enemies if you can get a shot on target. Where the Mordor Catapult loses out to its Good rival is in its battering efficiency. While it still has a Strength of 10, it does not have the Wall Breaker ability, making stone walls a fairly tough proposition. Then again, you can always fire it at the guys on the battlements if you'd rather...

MORDOR SIEGE BOW

While the War Catapult is comparable to the Gondor Trebuchet, there is little that the Avenger Bolt Thrower has in common with the Mordor Siege Bow. Whilst the former fires several small bolts, this deadly contraption fires a single massive missile, capable of killing half a dozen enemies with one shot! What you get with a Mordor Siege Bow is effectively a more powerful, long ranged, less accurate *Sorcerous Blast*. It sounds great for disrupting enemy formations, and it is, but what you'll find most of the time is that your opponent will become so wary of the Siege Bow that his troops will inexplicably scatter to avoid making obvious targets of themselves. Nine times out of ten, this isn't a problem and is, in fact, useful. If you can force your opponent to disperse





his carefully laid out formation, his troops become that much easier to envelop and destroy – especially if you continue to fire your Bolt Thrower into combat (oh dear, was that Aragorn?).

URUK-HAI SIEGE ASSAULT BALLISTA

Refreshed and revitalised for Siege of Gondor the Uruk-hai Siege Ballista remains the Siege Engine that any Uruk-hai general should not be without when assaulting a formidable enemy bastion. With its ability to raise Siege Ladders onto the walls, one of these machines is a godsend if you want to speed up your

assaults. When you combine this with the fact that you can also choose to fire it as a regular Bolt Thrower (remembering that Uruk-hai have a better Shoot value than Orcs) why would you not include one in your force?

DEMOLITION CHARGES

They're not really Siege Engines, but they fulfil much the same function, so the Uruk-hai Demolition Charges deserve a special mention. Like the Siege Assault Ballista, these have been refreshed for Siege of Gondor, resulting in Saruman's devilry now having a blast radius. While most useful against enemy walls, if you

get your timing and placement right they can tear huge holes in the enemy lines. These improvements come at a cost. A canny enemy can shoot and destroy the charges before they are used, and there is a chance the bomb will prove to be a dud when ignited but, overall, Demolition Charges are a good supplement to your force, whether you choose to fight a siege or a battle of another sort.

Well, hopefully this I've given you a few pointers in your siege games, whether you're planning on taking Helm's Deep or defending Minas Tirith. Just remember, sieges are real meatgrinders – he who grinds fastest, wins.



As part of The Return of The King project, terrain maker Mark Jones constructed a small section of the city of Minas Tirith. After sorting through a few ideas (including the mad ones, like building a scale model of the huge city walls), he decided to concentrate on making a street scene.

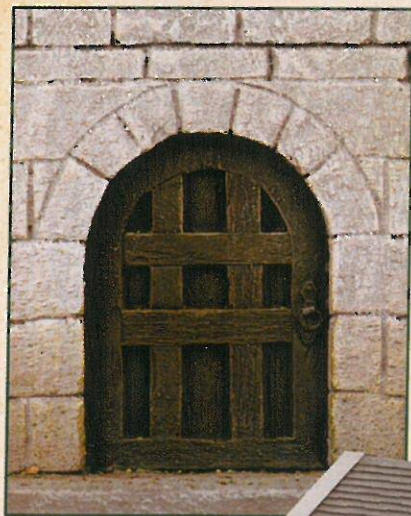
Constructing a set of buildings on a street-surfaced board has several advantages over some of the more grandiose projects he'd considered. The first being that by moving the buildings into different positions, it can be used to fight a variety of battles based in the streets of the White City. The board also shows off some of the architectural details that set the buildings of Gondor apart from those of the other nations in The Lord of The Rings.

Arches

A common feature shared by all of the windows, doors and colonnades are rounded arches. These are smoother than the angular shapes of the Dwarves, not as tall and slender as those of the Elves, and built in stone rather than the wooden structures favoured by Rohan.

MINAS TIRITH SHOWCASE

The Return of The King Minas Tirith Scenery Set



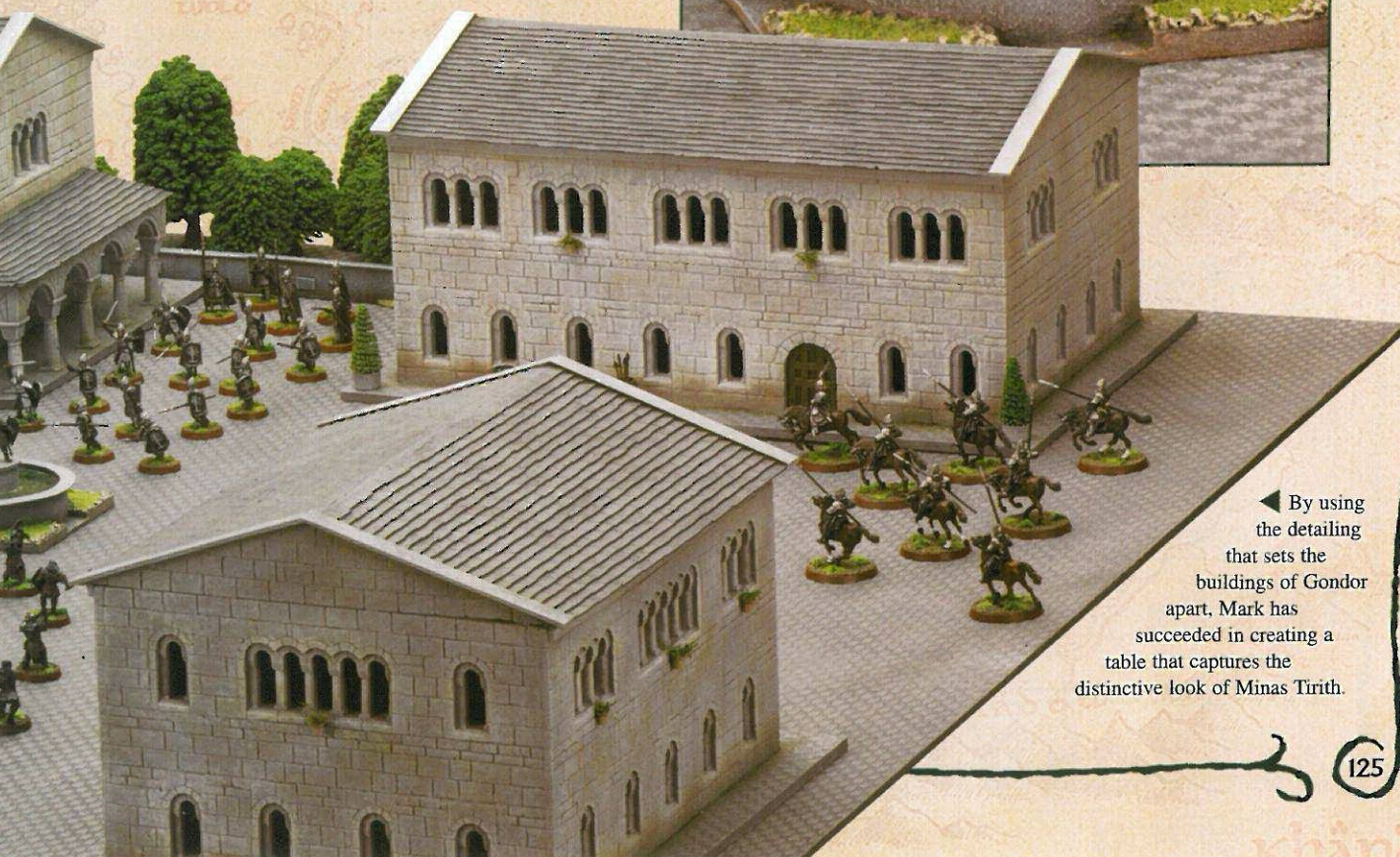


▲ Colonnades

Colonnades feature strongly on many of the buildings in the White City. Rows of columns topped with the distinctive rounded arches of Gondor support a roof along the side of the main building, forming an open, but sheltered, walkway.

► The Fountain

Statues of fallen heroes are another common sight in images of Gondor. For his table, Mark decided to build a fountain, topped by a statue of a Warrior of Minas Tirith.

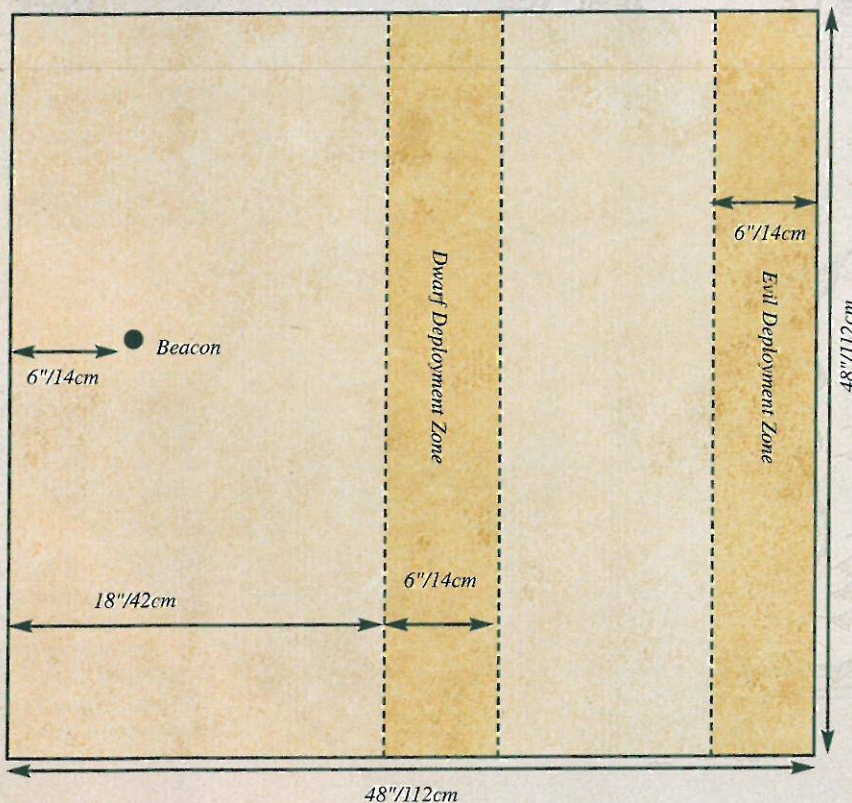


◀ By using the detailing that sets the buildings of Gondor apart, Mark has succeeded in creating a table that captures the distinctive look of Minas Tirith.

SCENARIO – THE RETREAT TO DALE

A The Lord of The Rings scenario

A group of Dwarves face a race against time to warn their brethern of the advance of Evil from the lands of Mordor. Aided by the Men of Rhovanion, can they prevail?



Description

Sauron's armies march on the north of Middle-earth. Beset on all fronts, the defenders of the lands around the Long Lake are stretched thin, and it is child's play for the Orc commanders to isolate and destroy the opposition. The first few watchtowers of Erebor fall swiftly, before warning can be given. Fortunately for the Dwarves a handful of Dwarven warriors have managed to evade the oncoming armies of Mordor. Though they could not remain hidden for long, the Dwarves have managed to put just enough distance between them and their foes. Seizing the time they have won, the Dwarves strike out for the nearest beacon to warn Dale and Erebor and summon aid. It will be a hard fight – can the Dwarves prevail?

Participants: Good

- 6 Dwarves with Dwarf bow
- 1 Captain of Rhovanion (use a Captain of Rohan)
- 4 Warriors of Rhovanion with shields (use Warriors of Rohan)
- 4 Warriors of Rhovanion with shields and throwing spears (use Warriors of Rohan)
- 4 Warriors of Rhovanion with bows (use Warriors of Rohan)

Evil

- 12 Orc Trackers
- 12 Orcs with shield

Up to one Warrior of Rhovanion may be given a banner.

Points Match: Light the Beacon!

As well as re-enacting the withdrawal to Dale, you can use this scenario to play other 'Light the Beacon!' games. If you want to play this game with other forces, choose a Good force of up to 200 points and an Evil force of up to 150 points.

Layout

This game is played on a board 48"/112cm by 48"/112cm. Set in the hilly uplands surrounding the Lonely Mountain, the board should be covered with a large number of hills, with a few trees and rocky outcrops interspersed over the scope of the board.

The warning beacon is placed 6"/14cm in from the centre of one board edge (see map).

Starting Positions

The Good player deploys the Dwarves in their deployment zone (see map) – the remaining Good models are held in reserve and may be available later during the game. When this has been done, the Evil player deploys his models up to 6"/14cm in from the board edge opposite the beacon.

Objectives

The Evil player wins if he manages to reduce the Good force to 25% of its starting strength or less or kill all of the Dwarves before the beacon is lit. If he does not achieve either of these objectives, the Good player wins.

Special Rules

The Beacon. A Dwarf may light the beacon if he spends his entire move touching it without

doing anything else (including fighting in close combat). If he does so, the beacon is lit and there is a good chance that reinforcements will start to arrive. At the start of each turn following the one in which the beacon was lit, after all Good models have been moved, the Good player may roll a dice for each of the Good models that was not deployed at the start of the game. On the result of a 4 or more, the model immediately moves onto the board from the Beacon table edge. Note that Might may not be used to modify this roll.

Clash of Skirmish Lines. As the Dwarves are part of a larger force, they will only need to start taking Courage tests once half of the entire Good force has been destroyed. Likewise, the Orcs are merely the vanguard of their army and, taking heart in the close proximity of the main force, do not take Courage tests until their force has been reduced to 50% of its original strength.



Dwarf bowmen keep the pursuing Orcs at bay.

A Tale of Good & Evil

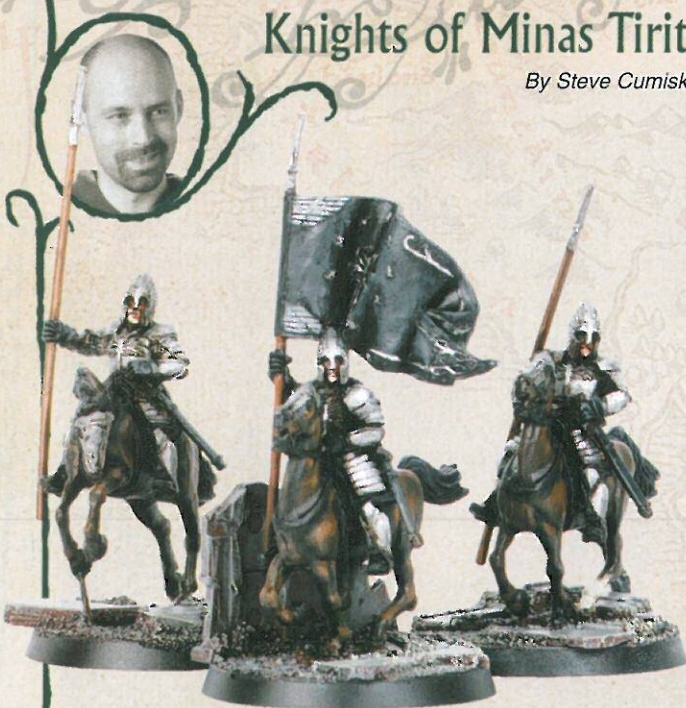
Part Four – Personalising Captains

After adding elite troops to their forces, both Adi and Steve had seen a marked difference in their fighting forces. Steve's force gained more effective missile troops, whilst Adi had even more combat strength to smash through the plate armour of Gondor. Steve decided to readdress the balance by adding some cavalry to his force.

Meanwhile Adi, less concerned with force of arms, was drooling over the latest Orc character models, Gorbag and Shagrat. Not content with simply adding the characters to his force, he decided to convert them into two new Captains instead.

Knights of Minas Tirith

By Steve Cumiskey



The Rangers I built over the course of last month have given me a bit more confidence in the shooting power of my force. I've begun to get the hang of using the volley fire rules to soften up the Orcs at long range before letting the Rangers melt back through the lines of armoured warriors when they get too close.

I've also reached the stage where I have more than 500 points worth of troops, which means that I have a lot more flexibility when I'm picking my force for a game. For defending a position, I could field all of my Rangers to fire on the attackers, and for an attacking force, I could replace Rangers with

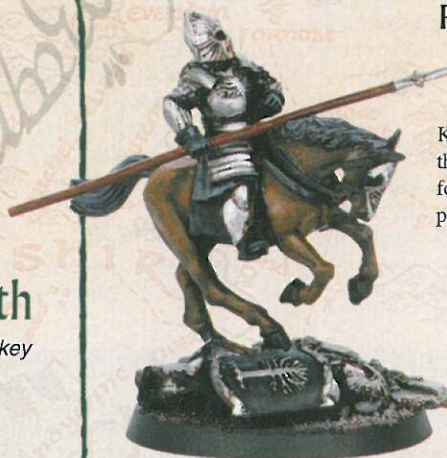
Warriors to give me an edge in the Fight phase.

That still leaves me with one gap in my abilities and that's speed. It would only be a matter of time before I started seeing Wargs or even mounted Ringwraiths on the table, and when that happens I'd like to have something fast to keep them at bay. For me that means the Knights of Minas Tirith.

I decided to go for a force of six basic Knights, a Standard Bearer and a Captain. That would give me quite a powerful mounted presence, with heroic movement supplied by the Captain and a valuable re-roll in combat from the Standard Bearer.

Painting the Knights

I didn't have to spend too much time thinking about colours for the Knights. The rider's armour is the same style as the Warriors on foot, so I just applied the same process as I had before.



Spears, bows and other wooden weapons are normally made from the heartwood of a tree. As a result of this the wood on the weapons would normally be light in colour. I decided to paint all of the wood on the weapons of my Minas Tirith force in a darker brown to give the appearance of older, much varnished weapons. I tried to get some impression of wood grain by painting strokes of Vomit Brown into the basecoat of Dark Flesh before it dried.

For the horses, I decided to paint them all in brown, with small bits of white around the legs to distinguish them from each other a little.

Painting the horses in grey or white would have left the warriors looking too cold and grey whereas the brown would add a little warmth to the models, as well as making them easy to paint over a black undercoat.



Basing the Knights

Once again, I decided to model the bases of the Knights in the same style as the rest of my force. Even so, the larger bases did give me a chance to try out some new ideas. I decided to try giving one of the Knights a dead comrade. A plastic warrior of Minas Tirith proved to be in a suitable pose for this, once his spear had been removed.

I used a knife to flatten his back a little, helping him lie flatter on the base, and then gouged gashes in his breastplate and shield. When it came to painting, I'd use Chestnut Ink to act as dried bloodstains on his armour.



Captain of Knights

The Captains of Minas Tirith wear identical uniforms to the rest of their men which means that it comes down to modelling to distinguish them from the rest of the Warriors. The simplest way to make a Knight Captain stand out is to replace his lance with some other weapon.

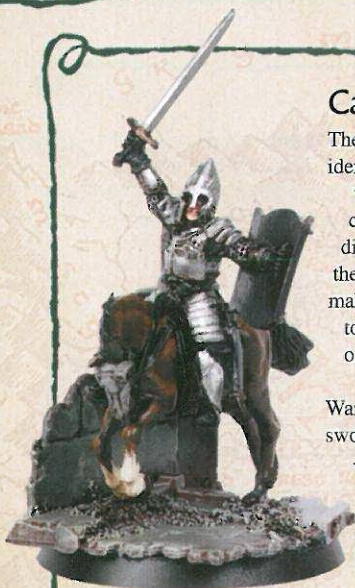
I had a look through the plastic Warriors and found one with a sword and shield, and a clear waist – the clear waist meant that I could take a normal Knight, cut him in half, and swap his body for that of the

swordsman.

I'd already been experimenting with using upright bits of scenery on the bases to frame models in a more dramatic mini scene. I decided to use the same technique to make the Captain look like he's charging through the ruined streets of Osgiliath.

The final touch on the Captain was to give him a more impressive sword.

The donor was the Aragorn model from the Heroes of the West box. I'd already decided to try to turn him into a Captain for my Rangers at some point, so I figured I could afford to use the sword now.



The Knights of Minas Tirith lead the forces of Good through the ruins of Osgiliath.



Mordor Orc Captains

By Adrian Wood



Orcs in combat can usually smash an opponent through sheer weight of numbers, but when going up against heavily armoured Warriors of Minas Tirith, I've found that Orc Captains give my forces the edge.

Choosing the Captains

All Captains are individuals who stand out from the crowd and Shagrat and Gorbag certainly do that. Gorbag's armour is quite intricate with lots of layers. Unlike other Mordor Uruk-hai who are swathed in cloth, Shagrat has no cloak or helmet, but plenty of mailed armour showing instead.



So far I've avoided adding named characters to my force, and this time would be no exception. They would make good additions to my force, once I'd chosen a suitable colour scheme for them and, of course, new names.



Borug and Orgoth lead the Orcs of Mordor.

Converting the Models

After some thought, I decided it wasn't enough to just paint them different colours. I would have to convert them slightly. In the case of Shagrath, he holds Frodo's mail shirt in his fist and I wanted him to have a hand weapon instead. Gorbag has a wicked-looking blade already, and his left arm was held close to his side, perfect for adding a shield.

At first I thought about sculpting shields for both models out of Green Stuff but in the end I chose to strip the weapons off one of the Mordor Orc Captains.



Top Tip

When I'm hacking pieces off a model I try, whenever possible, to keep it as undamaged as possible. Then I can always use the model for something else in the future.



To begin with I used a fine jeweller's saw to carefully cut away the shield from the Captain's arm.



Once I'd glued the shield onto Gorbag, I cut Frodo's mithril shirt from Shagrath's hand. I wasn't sure what I could use it for in the future, so I just put it in my bits box.



After cleaning up the hand with a file, I cut the pick from the Captain and then glued it onto Shagrath's hand.



Painting the Captains

The models already looked a little different now that I'd changed their weapons. Now that I could see the shape of my new characters, I decided to name them, choosing the suitably Orcish names of Borug (Gorbag) and Orgoth (Shagrath). All I had to do was paint them, preferably in a way that would contrast with the dark colours of Gorbag and Shagrath.

A good starting point seemed to be the palette of colours I'd applied to the rest of the Mordor Orcs and Uruk-hai. That way they would fit with the look of the whole force. Any changes I need to make them stand out I could address as I went along. This time I tried to spend more time on each model, applying extra layers of colour and drybrushing.



To paint Borug's armour, I first painted Tin Bitz all over the top then picked out the raised plates with Chainmail. The armour was now very bright over a dark base colour. I painted the leather straps used to hold the armour plates together with Bestial Brown, then I highlighted them with Vomit Brown. This made the leather stand out from the light metal, both in colour and tone.



Orgoth was painted in the same style as the rest of the Uruks, except I introduced a new colour I hadn't used before: Graveyard Earth. This made him stand out from the rest of the Orcs whilst still being a characteristically neutral tone. I also took the time to paint the raised detail of his face in Dwarf Flesh over Dark Flesh, a stark contrast that made his brutal features clearer.



The final effect I had achieved was that of two Captain models that shared many of the characteristics of the rest of their warriors. More importantly, both their pose and colour scheme made them appear distinct from the original models used to make them.

Next Month

After fighting some games with their new Captains, Steve was taken with the idea of playing something a little different. The scenes in Osgiliath at the end of *The Two Towers* provided the inspiration. A group of Rangers would lead some of the surviving defenders across the river to safety. Now all they'd need is a river and some boats...

Moria was once a mighty underground realm of the Dwarves. All that dwells there now are Orcs and older and fouler creatures best left unnamed. Mat Ward provides full rules for playing scenarios in the darkness of Moria.

THE DARKNESS DWELLS IN DURIN'S HALLS

New rules for fighting games in Moria

Moria was founded in the First Age of the world, long before the forging of the Rings of Power and even before the children of Númenor landed on the shores of Middle-earth. In the east of the Misty Mountains did Durin, the father of the Dwarves, make his home, far below the peaks of Zirak-zigil, Barazinbar and Bundushathûr. He and his folk fashioned a mighty underground realm, and Khazad-dûm (as the Dwarves name it) became a testimony to Dwarfish skill and proud splendour. As the numbers of Durin's folk grew, so did they fashion new halls from caverns, span bottomless chasms with bridges of stone and fashion sturdy gates from the very skins of the mountains themselves.

Deep below the crags, Moria may have been a place of strength, but it was not a place of darkness. Great windows were let into the

sides of the mountains and carefully crafted channels brought light to the halls below. For long years and through the lives of many kings, Moria was a mighty realm. Amidst the pillared halls, several generations of Dwarf kings sat on the carved throne of Durin, and the realm grew rich through the skills of his folk.

Moria was wealthy because the mountains were wealthy, and the Dwarves delved deep in search of iron, gold, and gemstones of all kinds. These were the toys and servants of the Dwarves, wrought with great skill and cunning to produce all manner of wondrous artefacts that were the envy of the other kingdoms in Middle-earth. Even so, the true riches of Khazad-dûm were not in gold or iron, but in what was called mithril by the Elves or known as Truesilver in the Common tongue. What the Dwarves called it no one knew, for they never told, but mithril was a substance of wonder. As hard as dragonscale,

it could be polished like silver and wrought like iron. The Elves adored mithril for its beauty, and soon a great trade route between Moria and the neighbouring land of Eregion was established. Over time, a great friendship grew up between the two peoples, nowhere more deeply signified than on the west gate of Moria where the emblems of Durin sat alongside those of the High Elves.

Alas, to all moments of happiness there is an end, and the days of Moria were numbered when Sauron came to Eregion. He did not come for mithril, but instead, with the aid of the Elven-smiths of Eregion, he forged the Rings of Power. He came in disguise to the Elves and with his aid and knowledge were forged nine rings for the kings of Men and seven rings for the Dwarf lords. The friendship between Moria and Eregion was such that of the seven rings forged for the Dwarf lords, one was gifted to the king of Moria. Sauron left Eregion for a time and in the far land of Mordor he forged the One Ring, a tool through which he could bend to his own the will of the other ring-bearers. Through their wisdom, the Elves of Eregion perceived Sauron's intent and hid from him the three rings they had forged for their people. His intent discovered, Sauron revealed his true nature, and his forces crushed the people of Eregion. The west door of Khazad-dûm was sealed, but the folk of Durin remained in Moria, safe in their fortress of stone. Or so they thought.

In the outside world, times changed. The Last Alliance overthrew Sauron and his fortress of Barad-dûr was broken. As time passed, the line of Gondor waned and the power of the Elves began to fade. As the Third Age passed by, a shadow fell once more upon Middle-earth. Unconcerned with the affairs of the outside world, the Dwarves continued to delve below the mountains in search of mithril. Alas, their greed proved to be their undoing, for as they went ever deeper, they unleashed a terrible power; a creature of shadow and flame, mightier and more terrifying than any Dwarf still living could recall: a Balrog. It slew Durin, the King of Moria, and countless others died at its hand. 'Durin's Bane' the Dwarves named the Balrog and, helpless before its power, they fled in terror. The gates to the once-proud realm were closed and the mighty halls fell into ruin. The Dwarves came eventually to the lonely mountain in Erebor and there made their



"They have TWO Cave Trolls!"

home, until the dragon Smaug took it from them. For a long time, Durin's folk were reduced to penniless exiles, their former wealth and glory denied to them. In desperation, the Dwarves attempted to reclaim Moria, but Goblins and Trolls now dwelt there and the Dwarves were driven away. Time passed and many years later, indeed the very year in which Bilbo Baggins found the One Ring, Smaug was slain by Bard of Esgaroth, and the Dwarves once more made the Lonely Mountain into their home.

Under the rule of King Dáin, the halls of Erebor took on a glory to almost rival the lost realm of Moria, but not all were content. Three decades before the Ring passed to Frodo, Balin, son of Fundin, persuaded Dáin to give him leave to attempt to reclaim Moria, thinking that it too could be restored to its former grandeur. Dáin let Balin go with a heavy heart, for although he too felt the lure of his heritage, fear of the evil in Moria and of Durin's Bane hung heavy on his mind. Balin took many of the folk of Erebor with him and for a time messages returned to Dáin that spoke of Balin's success and of the reopening of the mines. Ultimately though, Dáin's fears were correct, for after only a short span of years the messages stopped, and no more news came from Moria. Balin's fate would stay a mystery until the fellowship of the Ring travelled through those halls many years later.

PLAYING SCENARIOS IN MORIA

Moria is a foreboding network of catacombs and caverns far below the surface of the world. If you wish, you can play the Points Match scenarios from White Dwarf 288 (or any other scenarios) within Moria. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rules do not stack (you could not end up with two sets of Tremors for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice	Result
1	Unnatural Darkness
2	The Mines are no Place for a Pony
3	Ancestral Realm of the Dwarves
4	Crumbling Realm
5	Tremors
6	Roll twice more on this table

Unnatural Darkness. Moria is often covered in a pall of darkness that the sun cannot pierce. At the start of the game, roll on the Gloom chart to determine the level of visibility.

The Mines are no Place for a Pony. Though there are many places a horse can enter Moria, steeds dislike being underground and become very difficult to control. All cavalry models must take a Courage test at the start of



There are older and fouler things than Orcs in the deep places of the world.

each of their Move phases as if they were 'All on their own'. Of course, flying creatures, such as Fell Beasts and Eagles, will not enter Moria and may not be fielded in a battle taking place there.

Ancestral Seat of the Dwarves. All Dwarves hold some hope of one day reclaiming Moria and so no Dwarf will willingly flee a battle in the ancient seat of the Dwarven kings – some places are held in greater reverence than others, and this is such a place. All Dwarves may re-roll any failed Courage tests they are called upon to take in this game as they fight for more than just survival, but the restoration of their past glories. Conversely, Elves have ever been wary of the black pit of Moria and the horrors that lurk in its depths – all Elves must re-roll successful Courage tests.

Crumbling Realm. Though once well tended, most of these stairways have since fallen into disrepair and are now treacherous. If a fight occurs on a bridge, stairway or beside a precipitous drop there is a chance that the combatants may lose their footing. At the start of the Fight phase the controlling player rolls a D6 for each of his models in such a fight. On the roll of a 1-3, the model loses its balance and falls from the nearest edge of the stairway or bridge. Any models affected in this way suffer damage if they fall a distance greater than twice their height as described in The Return of The King rules manual.

Tremors. This part of Moria is prone to groundquakes, either due to tectonic movements or subsidence in the caves below. To represent this, whenever players are tied in the Priority roll an earthquake has struck – all

models on the board are immediately knocked to the ground. Models with a Strength of 6 or greater are only knocked to the ground if the roll for Priority was 4+.

Gloom Chart

Dice Result

- 1 Pitch Black.** The darkness is so total that warriors can barely see a hand in front of their face, let alone other warriors. Each time a model wishes to charge, cast a spell at or shoot an enemy, he must first roll greater than or equal to the distance in inches that separates them on a D6 (or 2D6 if measuring in centimetres). If the dice roll is not sufficient, then the model can instead attack a different enemy within the distance rolled. Might may be used to influence this roll.
- 2-5 Oppressive Darkness.** Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see other models up to 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge, cast spells or shoot at targets outside this distance.
- 6 Ample Light.** A hazy light breaks through the veil and, though weak, provides ample illumination to fight by.

At last year's Games Day, The Lord of The Rings gaming area was dominated by this impressive masterpiece – the tower of Orthanc. We managed to track down the creator of this gigantic terrain piece, Doug Bachelor, who was kind enough to tell us all about how he built his miniature Orthanc tower.

Doug: Having been a good friend and patron of Games Workshop Eastbourne for some time, I decided to smile kindly upon them and, as a surprise, present them with a one metre tall (condensed version) tower of Orthanc. It was well received and greatly admired all the way up the line of authority to the point that someone, somewhere, decided that the piece should leave its home to be used at Games Day. I, however, would not let it move. A one metre tall tower in the National Indoor Arena would be like sticking a toothpick in a tennis court!

I thought it would be best to start again and build one to fit a bit better. The second tower was proportioned to sit comfortably on a gaming table in a standard size store – this beast was going to be 1600mm tall and travel in two pieces. The choice of materials to use was simple, foam board... and lots of foam board.

I've worked in the graphics and exhibition design world for ten years now, so finding armfuls of surplus board is very easy for me. My reference for the piece was a book entitled, the *Lord of The Rings: The Making of the Movie*

THE TOWER OF ORTHANC

Saruman's Tower recreated in miniature

Trilogy by Brian Sibley. One of the many 'tie-in' publications. On p56 of this book there is a splendid full length shot of the movie miniature. I used this to roughly gauge proportion and the layout. Although larger than the first tower I had built, this one was still a little undersized. Using the height of a figure as a scale, the tower should have been another metre taller! Cutting holes in shop ceilings to accommodate a tower of this size would, however, be frowned upon. So, 1600mm it was to be. The base sits at about 500mm across and is mounted onto a thin plate of MDF board.

The main structural plates were cut and glued together using fast drying wood glue.

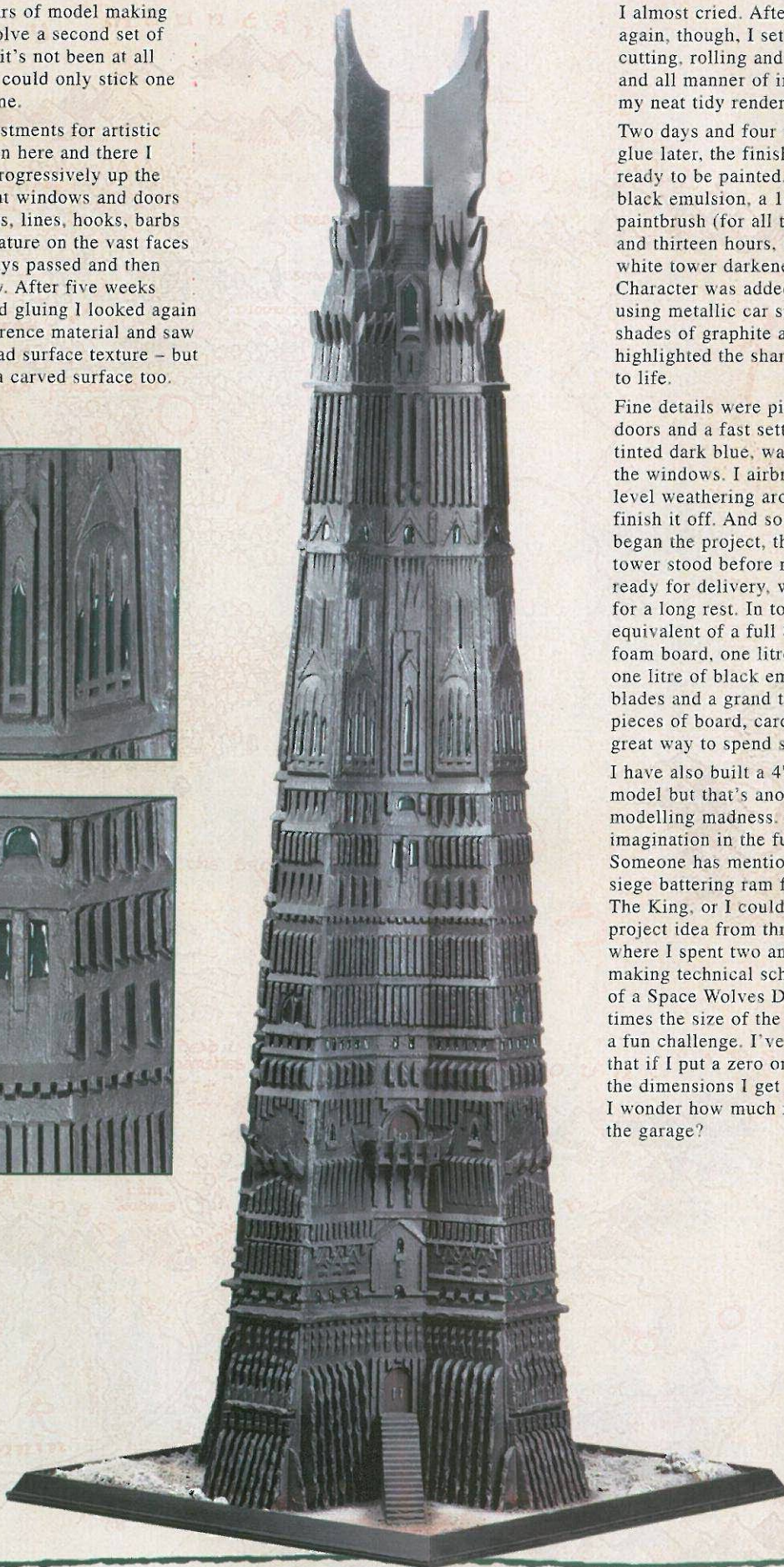
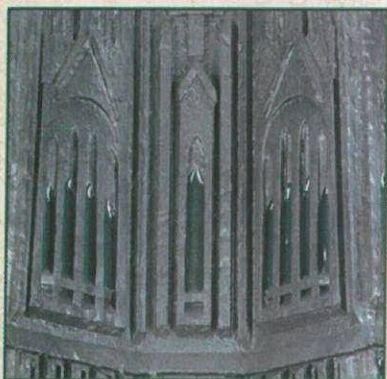
The main tower took a weekend to construct. A couple of days later, having gathered together as much courage as I could, I began the thoroughly rewarding, but mind-numbingly boring, task of detailing the beast. Beginning at the ground I started counting detail spines, replicating them approximately and gluing them into place. All the while keeping a written record of the number of bits I'd cut.



Saruman and Gríma Wormtongue observe the amassing Uruk-hai.

Over my 21 years of model making I've tried to evolve a second set of arms but so far it's not been at all successful, so I could only stick one piece on at a time.

With a few adjustments for artistic license thrown in here and there I made my way progressively up the tower cutting out windows and doors as I went. Spines, lines, hooks, barbs and claws all feature on the vast faces of the tower. Days passed and then weeks drifted by. After five weeks spent cutting and gluing I looked again through my reference material and saw that the tower had surface texture – but that it also had a carved surface too.



I almost cried. After composing myself again, though, I set about gouging, cutting, rolling and nibbling dents, cuts and all manner of imperfections into my neat tidy rendering.

Two days and four tubes of decorators' glue later, the finished structure was ready to be painted. Take one pot of black emulsion, a 1/2" artists' paintbrush (for all that fiddly detail) and thirteen hours, and the mighty white tower darkened its mood. Character was added to the model using metallic car spray paint, and the shades of graphite and silver blue highlighted the sharp bits, bringing it to life.

Fine details were picked out on the doors and a fast setting resin glue, tinted dark blue, was dripped into all the windows. I airbrushed some low level weathering around the base to finish it off. And so, six weeks after I began the project, the mighty black tower stood before me. It was finally ready for delivery, with my brain ready for a long rest. In total it took the equivalent of a full 8' by 4' sheet of foam board, one litre of wood glue, one litre of black emulsion, 50 scalpel blades and a grand total of 2,355 pieces of board, card and wire. What a great way to spend six weeks!

I have also built a 4' wide Helm's Deep model but that's another adventure in modelling madness. What awaits my imagination in the future, who knows. Someone has mentioned the grand siege battering ram from The Return of The King, or I could go back to a past project idea from three years ago, where I spent two and a half months making technical schematic drawings of a Space Wolves Dreadnought at five times the size of the kit. This might be a fun challenge. I've also discovered that if I put a zero on the end of all the dimensions I get one life-size – I wonder how much room there is in the garage?

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