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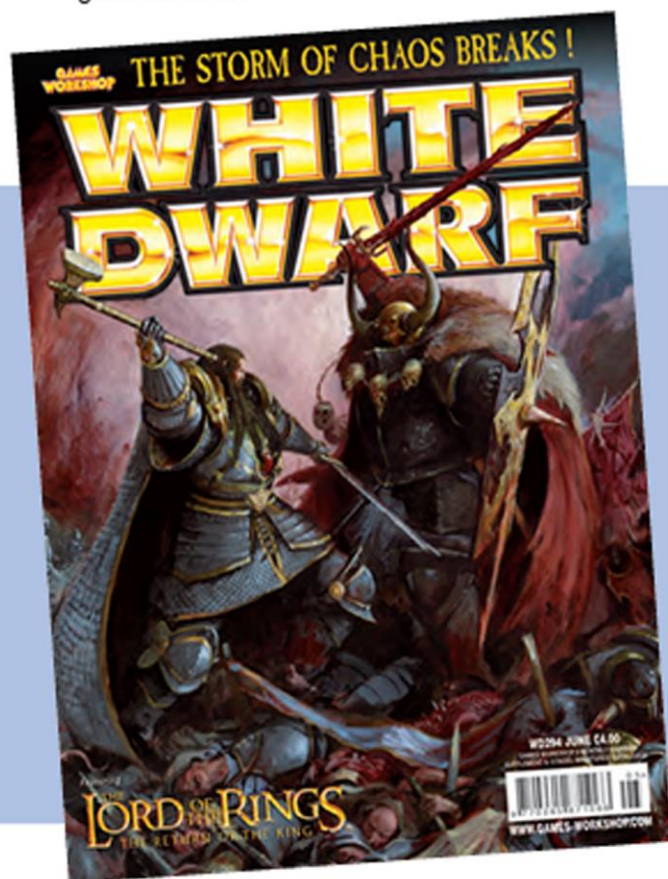
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WD234

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EDITORIAL

There are very few occasions that I'm stuck for something to bang on about. Unluckily for you this isn't one of them.

The two hot topics: Storm of Chaos and the upcoming revision of Warhammer 40,000 are well covered in the pages of this issue so no need for me to pontificate any further.

Dear to the hearts of many of you is our Specialist Games Range and so I'll use these few column inches to fill you in on our plans for the likes of Warmaster, Mordheim, Epic, Necromunda et al in the pages of White Dwarf...

The Big Picture™

White Dwarf is mainly concerned with covering our three main systems – Warhammer, The Lord of The Rings and Warhammer 40,000 in as much depth as we can. As such we simply don't have the pages to devote to all of the Specialist Games. On the other hand we know that these games can add a great deal of enjoyment to the Games Workshop hobby experience.

With this in mind we've started to cycle through each of the Specialist Games Range to give White Dwarf readers an 'in' on them. This material will be exclusive to White Dwarf and should help put each game into perspective for budding Necromunda Hivegang leaders and Battlefleet Gothic admirals. Each system will be covered for about four to six months before we move onto the next system. That doesn't mean we won't give these games coverage outside of that window – far from it. Expect to see linked Battle Reports featuring more than one system (Battlefleet Gothic and Warhammer 40,000 for instance) and we'll also be making good use of these systems during events we run. Storm of Chaos is a classic example of this, as you'll see later in this issue.

So, that's the Big Picture, now down to details...

Miniature miniatures

Having already covered Battlefleet Gothic (WD279-285) and Epic Armageddon (WD290 - 292) it's



now the turn of Warmaster. This ties in nicely with our planned coverage for Warhammer during the coming summer's Storm of Chaos campaign.

This time around, our Warmaster coverage will be split into two. One part will revolve around the Storm of Chaos campaign. Don't forget you can play and register Warmaster battles as part of the summer campaign so make sure your forces are duly mustered and ready for battle. The other part of our Warmaster support will cover the Warmaster system as a whole. All this kicks off this issue.

Mag full of Fun

Gone are the days of multiple pocket-sized mags for each Specialist Game system and the inherent problems of keeping up with which issue was out when for each system. Now you can grab a regular fix of support for all of the Specialist Games in Fanatic magazine, including new rules, scenarios army lists and the like.

The new magazine was launched last month and White Dwarf subscribers will have been sent a copy with their subscription. The



next issue will have rules for an Inquisitor Vindicare Assassin, Dark Elves in Blood Bowl, Pirate Fleets for Battlefleet Gothic... and that's just for starters!

As the chaps who put the new Fanatic magazine together like to say, their magazine is a sister publication to White Dwarf covering all of the Specialist Game systems in detail. Personally, I think Fanatic must have been adopted...

Until next month,



Paul 'Fat Bloke' Sawyer
Editor

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THE NEWS

WARHAMMER 40,000 UPDATED!

In case you haven't heard yet, a new era of war is dawning. An upgraded version of Warhammer 40,000 is on its way. The game itself will be available later this year, but we are previewing the rules on the internet. A PDF will be available from our website that reveals many of the changes the latest version of Warhammer 40,000 brings. If you have the old rulebook, this PDF will allow you to try out the updated version of the game straightaway.

There are several reasons we're doing this, the main one being that we want to keep you chaps out there happy. Whenever it is announced that we're altering a favourite game like Warhammer 40,000, rumours fly around as to what's being changed. Not that we don't want you to get excited, you understand. Excitement is good. But worrying that your 20-strong unit of beautifully converted and painted death-dealing super-elites will be rendered obsolete by the turning of one freshly printed page is not. So this time around we're simply going to tell you what the changes to the game are up front.

That leads us onto the second reason for this early release of the rules changes – that actually the game hasn't changed that much at all. The update really is just a refinement of the basic rules. Like all games systems, Warhammer 40,000 has gone through a few incarnations. All of these were pretty different to each other. But Warhammer 40,000 has been around for a while now. The designers in Games Development are pretty happy with the way it plays. It has reached a point where all that is needed are a few tweaks here and there, mostly refinements and standardisations. These mainly come from the Trial Assault and Vehicle rules we have published over the last couple of years, so they should be familiar to many players.

One thing that is of paramount importance is that the codexes will remain fully compatible. You can update your Warhammer 40,000 collection without spending a year and a half choosing your army from a stripped down version of your codex printed on a scruffy photocopied sheet and wondering if you get to keep all your unit types.

That is not to say that the game has not changed at all. As Andy Chambers and Pete Haines reveal in their interview, the alterations make the game all the more dynamic. The days of Rhino-Rushing Space Marines and stationary tanks pumping out cannon fire are gone. A whole new world of entertainingly tough tactical choices awaits you. This is a game that rewards more than just the clever use of a codex. The laurels of victory go to the most canny practitioner of tactics. It is increasingly a game of subtlety. A game of cunning.

Warhammer 40,000 has stepped up a gear.

- There is an updated Warhammer 40,000 coming out.
- The changes are adjustments, **not** a wholesale overhaul.
- All your codexes and miniatures will be fully compatible with the latest version.



Warhammer 40,000 designers Andy Chambers and Pete Haines spill the beans



To get the full story on the update, White Dwarf hooked up with Games Designers Andy Chambers (Warhammer 40,000 Overfiend) and Pete Haines (Warhammer 40,000 Senior Games Developer) to find out exactly what the rules changes mean for gamers.

"Any game that has supplements coming out for it will reach a point where the weight of supplementary material makes it harder and harder to learn the basic game from the outset," explains Andy Chambers. "One of the ironies about a supplement is that a lot of the material is about breaking the basic game rules. And after a while you can't see the rules you are breaking any more because there are so many exceptions to them. That's one of the biggest drivers with an ongoing games system like Warhammer 40,000 or Warhammer, going back to the core system and going, 'Right, in the course of doing these supplements we've learnt things that we need to do with the game.' It's a very evolutionary process."

Andy points to the rule of True Grit as an example. This rule is written up in three different places in three different ways. The new rulebook has a definitive version.

But though much of the book deals with similar codification and clarification, there are three more substantial changes. The first of these concerns the Assault phase.

"Assault was an interesting one, because it kind of changed direction a couple of times," says Pete, referring to the trial Assault rules released here in White

Dwarf a couple of years back. "In the second edition Warhammer 40,000, combat was very much a model versus model system, and we broke away from that and moved towards unit versus unit combat, but in filling in some little loopholes, it accidentally took a swerve back towards being individual model versus individual model. We just wanted to break that link once and for all."

The same goes for the vehicle rules, the second rules section to see more detailed changes.

"In terms of game dynamic in the current edition you have an army that very much falls into one of two camps, where you rush across the table to get into assault as fast as possible or you stand there and shoot the people who are rushing across the table as fast as possible," adds Andy. "We wanted to get to a point where all armies could manoeuvre more. So we've loosened up on allowing vehicles to move and shoot, so they aren't just static pillboxes. Being given a choice between moving a bit or shooting, you're just going to sit there and shoot all your guns all the time."

Other changes include subtly altered damage charts, and making assault from a closed transport illegal under most circumstances.

"The problem identified with things like the Rhino Rush was that it was too easy to effect," explains Pete. This often-used tactic, where a bunch of rock-hard Marines pile into combat virtually immediately, is a particular bugbear of his. "When a tactic's very effective and very easy to do, then that takes skill out of the game. It's a leveller, to a degree, but not a very good leveller, because inevitably everyone just apes a standard tactic that they've seen before," he says.

"Being on the receiving end of it is not much fun either," adds Andy.

Finally, Rapid Fire weapons have had their rules changed making games flow better and more dynamic. Rapid Fire weapons can shoot 24" if they do not move, but may always fire twice at 12", even if they moved in the Movement phase. Pete says they had very good cause to affect this alteration.

"The flipside of the static armies was that effectively they only had one part of the turn sequence to play in, and that's the Shooting phase. It's an old rant of mine, but I think games work better when both players get an equal amount of playing time. And if you've got a three hour game, you don't want one person getting three quarters of an hour of it and the other, two and a quarter, because then one's more of an observer and less of a participant."

Andy sums it up for us. "We've basically done a few tweaks in response to observing where the third edition's gone and said alright, how do we push this towards a more in the middle game where a shoot, fight, manoeuvre army is fun to play and effective in the game? These are not major alterations. The core rules remain the same."

"We've tried to make it so close range firefights can be as effective as assaults," says Pete. "So if you can't push someone off a position with bayonets, you can mass a lot of firepower, close in and drive them off with shooting. One thing that's worked out very well in playtesting is that the game is now divided into three distinct phases. Long range suppression fire, then close-range firefights, then, with the enemy disrupted, following up to finish them off with assault. Now you're going up through the gears with each army, and I think it's worked quite well."

THE FUTURE

Can't wait until you turn on your PC to find out what's what? Here's a brief taster of some of the upgrades to Warhammer 40,000. For more information, you'll have to log onto the Games Workshop website, where the full details can be downloaded as a PDF file.

Vehicles

- Vehicles can now shoot more guns on the move! The system works on a Strength-based criterion. Any weapons of Strength 6 or less count as 'Defensive' weapons. You can fire as many of these as you like when moving up to 6". Any weapons of Strength 7 or higher count as 'Main' weapons. Only one of these may be fired on the move. Of course, if you move more than 6" you can't fire anything, unless your vehicle is fast.

- There is no more assaulting out of closed vehicles. Your troops may disembark as per the current rules, but may not then Assault in the same turn. Open-topped vehicles are not subject to this rule, and there are a few exceptions for closed vehicles.

- The damage tables have been redesigned to make them more realistic in effect. This includes forcing disembarkation for passengers on some results, and automatic pinning for those bailing out of a destroyed vehicle under others.

Shooting

- Rapid Fire weapons can shoot twice at 12" even if they move. This makes certain basic troop types in almost every army more effective, and encourages some really exciting close-range gun battles.

- Shooting at units with multiple Toughness values and/or Armour saves has been tidied up. Running throughout the new edition there is a new credo, that of "the majority rules".

- There's a nifty new rule that allows you to sometimes choose which model takes Armour saves in an enemy unit. This only applies if you wound all the models in the unit, but can prove very useful under certain circumstances.

Assault

- Like in shooting, the majority rules for hits in close combat. This helps clear up those nightmare Assault phases where you have an Ork Warboss accompanied by various Nobs and Grotts fighting Black Templars. The complicated differences in Toughness and Armour saves have now been smoothed over.

- Models in close combat within 2" of a friendly model engaged with an enemy get to use all their Attacks, including any special abilities bestowed by wargear and weapons. This makes combat a rapid and brutal affair.

- Units that Fall Back and are caught by their pursuers are wiped out. Ouch.

Right, that's enough of that! If you want to know more you'll have to turn your computer on and head off to:

www.games-workshop.co.uk/warhammer40k

THE UPDATED WARHAMMER 40,000 RULEBOOK IS RELEASED ON 28TH AUGUST

THIS MONTH IN FANATIC MAGAZINE

Issue 2 of Fanatic magazine is a Spyrer special – not only updating the Spyrer rules for the new version of Outlanders but also including two new Spyrer types, the deadly Matriarch and Patriarch. Other features include Storm

Over Gehenna – an Epic campaign where forces of the Imperial Guard fight against the Orks over a troubled planet in the Imperium. The Vindicare Assassin for Inquisitor is released with support in issue 2, including a Masterclass painted by Tammy Haye, as well as rules and advice on how to use the model in your games. Blood Bowl is well catered for with the latest Rules Review published and a Dark Elf playbook for all the budding coaches that want to play with the dark side of the Elves. For Battlefleet Gothic we have the first part of Battlefleet Gothic: Privateer – a whole new supplement dealing with reaver and piratical fleets in Warhammer 40,000. We also have the usual suspects in the Town Cryer classifieds, Lord Borak continues to answer your questions in Spike!, and we air your views in The Void.



STORM IN THE NORTH

The Games Workshop Northern Europe territories, which this edition of White Dwarf services as well as the UK, have their own Storm of Chaos website. At www.storm-of-chaos.com you will see a constantly changing flag with the initials NE below it. This is the portal to the Northern European Storm of Chaos pages. If you live in one of the following countries use this part of the website to register your results.

- Norway
- Sweden
- Denmark
- Belgium
- Russia
- Holland
- Finland
- Iceland
- Poland

And if that weren't enough to occupy those long, northern summer days, Northern Europe also has its own set of events!

To start the campaign, Northern Europe's Retail stores, Partnerships and Elites will be hosting a Speed Painting Competition. The stores taking part will be providing the model – one of the excellent new Chaos Warriors – and paints. Why not come along and test your skills? You even get to keep your efforts.



GAMES WORKSHOP ONLINE

STORM OF CHAOS

Registration for the Storm of Chaos campaign will be going live in June! Make sure you register early for this online campaign.

Also, the UK website is going to be producing some fantastic extra material, including:

- Great hobby content!
- Galleries
- Downloads
- Campaign Maps and Results
- Daily News Updates
- Introduction
- Online Competition
- UK Gaming Activities

This information will be updated weekly (often daily) throughout the campaign!

Storm of Chaos website:
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It's our goal to bring you all the latest information on what's happening at Games Workshop and in the hobby on the UK's own Games Workshop website! Just some of the great examples include:

- New releases
- New hobby articles
- Sneak Peeks of upcoming information
- Event information
- The Poll of The Week
- In-depth White Dwarf previews!

RECENT HOBBY ARTICLES

Every single week of the year Games Workshop Online also produces some fantastic hobby material to add to our already vast archives! Recent articles include:

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 - Wrath of the Emperor – weapons choices for Imperial Guard

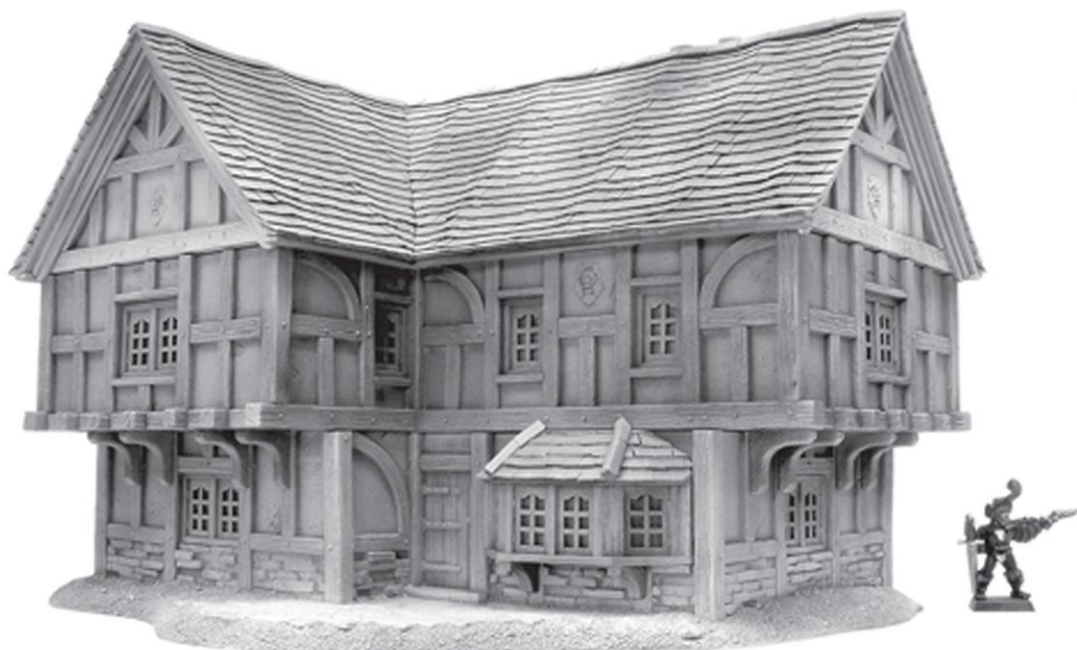
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- Mark Bedford's Mordor Orcs
 - Rise of Minas Morgul
 - The Lord of The Rings Tactics!



FORGE WORLD NEWS

The talented guys at Forge World have a new piece of scenery to add to their already impressive ranges. The Warhammer Inn looks stunning and can make even the most ordinary battlefield look fantastic. This fabulous terrain piece is available soon.



CREATURE FEATURE

A couple of months back some Snotlings got into our office and ate part of our hard drive, the result being that there was some text missing from WD 292's Chapter Approved "Creature Feature". We're sorry about this, and hope you are not traumatized by not knowing what a Lesser Catachan Barking Toad does when attacked. The last paragraph on page 108 should read:

"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 as WS1, T2, I2. If it is wounded it is removed as a casualty, but if it survives to strike back it will immediately explode."

The Snotlings have since been dealt with.

NORTHERN EUROPE PRICE RISE

On July 1st there will be a price rise in Games Workshop's Northern European territories. The details are given below.

• Price Band AA	Sweden	25kr to 30kr
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• Price Band C	Denmark	55kr to 60kr
• Price Band D	Sweden	80kr to 85kr
• Price Band D	Denmark	70kr to 75kr
• Price Band E	Sweden	90kr to 100kr
• Price Band E	Denmark	80kr to 90kr

• Lord of the Rings Boxes with Price Band H in Sweden go to Band I (150kr to 180kr)

• Lord of the Rings Boxes with Price Band H in Denmark go to Band I (125kr to 150kr)

Currently those boxes in price H in Sweden and Denmark are:

- Hordes of Moria
- Warriors of the Last Alliance
- Warriors of Middle-earth
- Uruk-hai Siege Troops
- The Fighting Uruk-hai
- The Warriors of Rohan
- The Fighting Uruk-hai
- Mordor Orc Starter Set
- Minas Tirith Starter Set
- The Return of the King Paint Set
- Mordor Orcs
- Warriors of Minas Tirith

WARP ARTEFACTS

We really like this Space Marine Hoody from the Warp Artefacts clothing range, the Warhammer 40,000 imagery has never been worn so cool. You'll recognise this Space Marine, the design is based on the Pre-Heresy Dark Angel in the first Index Astartes. And of course, if you're looking for something lighter, the Space Marine T-shirt is still on sale. To have a rifle through the whole Warp Artefacts wardrobe visit:

<http://www.warpartefacts.com/catalog/clothing.html>



CAREER OPPORTUNITIES AT GAMES WORKSHOP

We are always looking for keen and enthusiastic staff to work for Games Workshop, both in our retail chain of 120 hobby centres in the UK and across Europe, as well as at our head office in Nottingham.

All you really need to work for Games Workshop is the right attitude and the desire to have a great career, though a knowledge of the Games Workshop hobby is obviously desirable. In return, we can offer competitive rates of pay and a comprehensive benefits package. Check out our current vacancies on our website at:

www.games-workshop.com/employment/employment.UK

A small example of the vacancies currently available are:

- Direct Sales Hobby Specialists
- Retail Trainee Store Managers
- Apple Mac Operator
- Logistics Co-ordinator

THE WHITE DWARF TEAM

There have been a whole lot of changes on your favourite magazine recently. One of which, and the most important, is that White Dwarf now has a new team of crack hobbyists chomping at the bit to bring you the best in Games Workshop gaming entertainment. Fresh new faces have been added to the familiar Longbeards.

With the recruitment of Guy Haley, the final new Beardling, the magazine is now poised to take you to a whole new level of excitement. There'll be a lot of new things happening over the next few months here in the UK's edition of White Dwarf, not least of which will be more articles of the kind that you really want to see. All these things and more will become apparent as the wheels of time grind ever on.

For the time being, we thought it would be great if the chaps here in the mountain hall of the White Dwarf could introduce themselves so you can get to know them a little better. You will, after all, be seeing quite a lot of them in coming months.



PAUL SAWYER: Editor and Fat Bloke

What that means: Making sure my minions do all my work for me.

Age: 38

Birthplace: Nottingham, Notts.

White Dwarf arrival: November 1997, WD214

Favourite core game: Warhammer - far better than that round-based nonsense...

Favourite specialist game: Currently, Blood Bowl, although my all time fave was epic Space Marine. Now there was a game...

The Time Before: I've been with Games Workshop for more than a decade and before that I used to work as a Graphic Designer. My career at Games Workshop has seen me as a layout designer in our German studio and supervising Mail Order promotions. This led to me being given editorship of the old Citadel Journal. I must have done something right because shortly after I was given White Dwarf...

Armies: I love Warhammer. The world of Dwarfs, Chaos and Elf corpses is where my heart lies. My two current forces are my beloved Dwarfs, the Kazad Bolg Expeditionary Force and Vradchuk

the Heinous' Chaos warband (see Lure of the Gods from WD271 - 285). For Warhammer 40,000, I've flirted with Ultramarines and Imperial Guard but I have a Tyranid army underway ahead of the updated version of the game. I'm also starting a Rohirrim force for The Lord of The Rings.

This month: Storm of Chaos is dominating my painting time with Deamonettes of Slaanesh on steeds on the go. I'm also doing a big conversion to put my Chaos Lord, Vradchuk on a Daemonic steed. Though I seem to spend all my time painting Chaos models I always end up finishing yet more Dwarfs...



GUY HALEY: Managing Editor

What that means: Making sure stuff gets done.

Age: 30

Birthplace: Halifax, Yorkshire

White Dwarf arrival: January, 2004

Favourite core game: Wavers between Warhammer 40,000 and Warhammer

Favourite specialist game: Battlefleet Gothic, as you just can't beat big spaceships blasting each other to pieces. I do venture into Necromunda's underhives, too.

The Time Before: I worked as the Deputy Editor on SFX, the science fiction magazine, for six years. But I always fancied working here at the throbbing nerve centre of the hobby, as I've been playing GW games since 1983. Though I'm a relative newcomer to Games Workshop HQ, I've had a long association with the place. Now I'm here full-time, it's even more fun than I could have possibly imagined. It's hard work - we don't spend all day playing games - but it's great to go up to Bugman's for a quick dice-chucking session after the day is done.

Armies: I have an Empire army and an Orc and Goblin army for

Warhammer, an Imperial Guard Mechanised regiment (which you can see in this month's Battle Report), a Speed Freaks army, (featured in White Dwarf 280) and an Imperial Fleet for Battlefleet Gothic. There are some truly ancient models in my collection.

This month: At the moment, I'm busy getting ready for the Storm of Chaos. I'm finishing off some new units for my Empire, and starting a Dark Elf Slaaneshi army. On top of that, I'm converting up some Relictor Space Marines and trying to get a The Lord Of The Rings force together, all while redecorating my house.



GREG MacGREGOR: Content Editor

What that means: Proofreading... and more proofreading.

Age: 25

Birthplace: Norwich, Norfolk

White Dwarf arrival: July, 2003

Favourite core game: Warhammer 40,000

Favourite Specialist Game: Epic (the old Space Marine boxed set was my first GW game).

The Time Before: After spending as long as possible at University it was time to get a job, so I fled to Germany to work as a freelance journalist for a year. I then worked on a paper as a sub-editor for another year, learning the odd trick or two, before returning to Uni for beer and Warhammer 40,000 in the afternoons again. Fortunately, I managed to gain employment with Games Workshop (ha ha ha, the fools...) after undertaking an MA in Journalism in Nottingham.

Armies: I have an Eldar army and yes - it's Ulthwe, but I promise it's not that beardy Star Cannon and three Wraithlords-laden army that

beat you in last year's Grand Tournament. I'm a fan of the Undead for Warhammer and work is currently underway on my new Lahmian Vampire Counts force. "Lovely ladies..." I've also got a small contingent of Ringwraiths and Mordor Orcs that I've just started for The Lord of the Rings.

This month: We're all going Storm of Chaos crazy here. I'm finishing off a new seductive, young female of the night for my Lahmians. Next up I'm thinking of painting a unit of Grave Guard to accompany her. And I can never have too many Aspect Warriors for my Eldar: note to self - must finish those Fire Dragons.





PAUL RUDGE: Layout Designer

What that means:

When a job needs doing...

Age: Old

Birthplace: Hartlepool, Cleveland

White Dwarf arrival:

January 2000 (WD257)

Favourite core game:

Warhammer 40,000...

Favourite specialist game:

Either Blood Bowl or Mordheim, too close to call really.

The Time Before: Before joining Games Workshop way back when, I worked as a Textile designer for several years (too many). So armed with a background in design, I applied for a job working for White Dwarf. I, of course took some of my painted miniatures along to the interview, but it was a large bag full of my terrain that convinced Paul Sawyer to give me the job. Since then I have produced a series of painting and modelling guides, but the article I'm most proud of featured in WD267, The Abbey of La Maisontaal.

Armies: Necrons are my army of choice for Warhammer 40,000. I

used to field nothing but Space Wolves, however, they have since been buried in a carry case and will probably never see the light of day again. The Army of the Undead carry my banner for most of the other game systems. Blood Bowl is the exception, as the always-brutal Orcs take to the field, although I have been known to dabble with a team of sandal-wearing ballet dancers (High Elves).

This Month: Well that's easy. I, like everyone else here at GW HQ, have been carried along on the Storm of Chaos wave. I'm building an Undead army based on the variant list in the Storm of Chaos book.



NICK KYME: Layout Designer

What that means: Making the magazine look pretty.

Age: 26

Birthplace: Humberston, Grimsby

White Dwarf arrival: July, 2003

Favourite core game: Ooh,

Warhammer methinks but I'm

digging the Witch Hunters for

Warhammer 40,000...

Favourite specialist game:

Mordheim

The Time Before: I've been gaming for about fourteen years or so. In classic Troy McClure style, some readers might remember me from such publications as The Citadel Journal, Deathblow and most prolifically, Town Cryer. As well as layout, I'm also a bit of a bard on the side and write a fair bit of colour text in the mag (see Rules of Engagement in this issue) and as well as my Fanatic stuff, I've also written some stories for Inferno.

Armies: I collect Dwarfs for Warhammer but I've also got a Vampire Counts army, which boasts all of the Bloodlines (I can never decide which one I like the

best). My Daemonhunters stride forth to mete out justice and punishment on the battlefields of the 41st millenium, but I've got one eye on those Witch Hunters too. Speaking of the puritanical ones, I've got a Witch Hunters warband for Mordheim as well.

This month: Well, the Storm of Chaos beckons and I've been painting up a unit of Slayers to add to my army. I've also got a Border Patrol of Empire on the go too. A radical Daemonhunter and his mighty Daemonhost should be making an appearance with the Relictors in next issue and I've started an army of Gondor as well.



CHRISTIAN BYRNE: Layout Designer

What that means: Being part of the team that puts White Dwarf together.

Age: 27

Birthplace: Auckland, New Zealand

White Dwarf arrival: June, 2003

Favourite core game: I like both

Warhammer and Warhammer

40,000, it's hard to choose.

Favourite specialist game:

Necromunda

The Time Before: After I finished university in Australia, I migrated to England to seek my fortune. I started working for Games Workshop after getting a job at the Bluewater store at the beginning of 2003. Six months later I found myself in Nottingham as a part of the new White Dwarf team, and I haven't looked back since.

Armies: My main army is my beloved Black Legion Chaos Space Marines (featured in the Chaos Space Marine Collectors' Guide), they have exploded in size and currently total over 3,500 points (and I still have to fill all my Fast Attack slots yet!). Then there is my

slowly expanding Iron Warriors which I'm collecting for a Conflict. You can read about these over the next few issues as I get them all converted and painted. For Warhammer, I've got 2,000 points of High Elves that grow slowly each month and a Chaos army that's only starting to see the light of day.

This month: The Iron Warriors are my main priority at the moment (lots of painting and gaming). The rest of my painting time is taken up with adding a new unit of Swordmasters and two new characters to my High Elves, as well as creating an Uruk-hai force for The Lord of The Rings.

AIR TATTOO COMPETITION!



This month we've got 15 pairs of tickets for the Royal International Air Tattoo (RIAT) 2004 to give away.

Experience the excitement of RIAT 2004 on July 17th-18th as some of the world's most amazing flying machines and Top Gun pilots take to the skies above RAF Fairford in Gloucestershire.

2004 is the 60th anniversary of the D-Day invasion, so RIAT is featuring some of the aircraft that contributed to its success, including Dakotas, Mustangs and Spitfires. It's also the 60th Anniversary of the Great Escape, and to mark the occasion the last two surviving UK veterans will be attending the event.

This year's theme – Fighter '04 – will see one of the largest collections of modern fighter aircraft from around the world in an unforgettable display.

You can buy tickets at:
www.airtattoo.com
Or from 0870 758 1918

To win a pair of adult tickets, simply answer the following question:

Name one aircraft that supported the D-Day landings.

Then fill in the form and send it in to the address below.

RIAT M063
Royal International Air tattoo 2004
Competition, RAF Benevolent Fund
Enterprises, PO Box 1940, Fairford,
Glos, GL7 4NA.

Answer

Name (Mr/Mrs/Miss)

Address

Postcode

Data Protection Act 1998: From time to time the RAF Benevolent Fund Enterprises may wish to send you details of other events and services which they feel may be of interest to you. Please tick if you do not wish to receive this information.

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 you need to know...

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

30 May for WD297 (August 2004)
14 June for WD298 (September 2004)

Please note all dates and details are correct at the time of going to print 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

JUNE

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 and 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

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 a unique model 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.co.uk/events

BLOOD BOWL 7'S TOURNAMENT

Date: 19th June, 2004

Venue: GW Carlisle Hobby Centre
Details: A fast and furious Blood Bowl tournament. The tournament uses a condensed version of the game and is played over one day. At stake is the coveted Blood Bowl 7's Cup. Kickoff is at 11am.

Contact: 01228 598216
Website: www.games-workshop.co.uk/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 is included in the ticket price. The entry fee is £20 for members and £24 for non-members. WPS members get

priority entry to WPS events over non-members.

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

THE SPIKY CLUB PRESENTS: TIDES OF CHAOS III WARHAMMER CAMPAIGN

Date: 19th and 20th June, 2004

Venue: TBC
Details: 2,000pts, restricted magic items. Cost (approx.) £29, includes lunch for both days.
Contact: Dave Palmer
ace2k00@hotmail.com
07798 825696

DUTCH GRAND TOURNAMENT

Date: 19th and 20th June, 2004

Venue: Universiteit van Tilburg, Sporthal, Academielaan 5, Tilburg, Holland.
Details: Tickets are € 40, available from the 24th April. Six game Swiss Draw tournament. Entrants require a 2,000pts painted WH army - full details provided with tickets.
Website: www.games-workshop-hobby-nl.org

ARCON GAMING FESTIVAL

Date: 25th, 26th and 27th June, 2004
Venue: Vilhelm Bjerknes Hus, University of Oslo, Norway (travel directions are on the website).

Details: WH to be played on the Friday, 40K on Saturday. BB, BFG and Epic will also be played. See the website for specific rules and army composition. Food will be sold throughout the day. Register before 14th June: Nkr 250,- on the door; Nkr 320,- or Nkr 170 per day. International tickets (for those that do not live in Norway) cost Nkr 200,- for the whole weekend.

Contact: arcon@spillfestival.no
Espen Sortland - 0047 92442211.
Website: www.spillfestival.no

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. Tickets cost £100 each and there are 50 places available.
Contact: events@games-workshop.co.uk
Website: www.games-workshop.co.uk/events

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.co.uk/events

A WAR OF GRUGGES

Date: 27th June, 2004

Venue: GW Newcastle Metro Centre Hobby Centre.
Details: The horns of war sound again. Now is a time for old scores to be settled and grudges avenged. This tournament is limited to 18 people and will follow all the rules from the recent Call to Arms event. It lasts from 10am-6pm. Please call the store to register.
Contact: 0191 2322418
Website: www.games-workshop.co.uk/events

SIEGE OF GONDOR

Date: 27th June, 2004

Venue: GW Aberdeen Hobby Centre.
Details: Bring your painted The Lord of the Rings models and either muster to defend or gather to sack the cities of Osgiliath and Minas Tirith in this giant participation event.
Contact: 01224 649779
Website: www.games-workshop.co.uk/events

JULY

BOLTGUNS AND BATTLEAXES

Date: 3rd and 4th July, 2004

Venue: Warhammer World, Lenton.
Details: The Gaming Club Network, in association with the Oxford Gaming Club and Leeds Night Owls, presents Boltguns at Beilial IV: A 40K Campaign Weekend, and Battleaxes of Blood: A WH Campaign weekend.

EMPIRE IN FLAMES

The storm has broken. Like a comet, Archaon and his hordes have fallen upon the northern Empire. Yet before the Lord of the End Times can reach the city of Middenheim, where his ultimate goal lies, he must pass through the province of Ostland. The province's grim defenders refuse to abandon their homes and are ready to sell their lives dearly to stop Archaon. They will offer determined and stalwart resistance to the forces of

darkness. With Ostland banners raised, Valmir von Raukov, Elector Count of Ostland, rallies his troops as he and his allies set forth to stem this inexorable tide.

To join in this special campaign day, come along to GW Metro Centre, Gateshead, on the 29th August. All you need to take part is a fully painted 2,000 point Warhammer army. Call the store now on 0191 461 0950 to reserve your space in the game.



All tickets are priced £35 and include meals on both days.

Contact:

Mike Sharp – 07802 764143.

Stephen Thorpe – 07906 145025.

CALL TO ARMS

Date: 10th and 11th July, 2004

Venue: Warhammer World, Lenton.

Details: Two-day tournament for Warmaster. One-day tournament for Mordheim (Saturday).

Tickets are £40 for Warmaster and £25 for Mordheim.

Full details for each system will be sent with your tickets. Tickets on sale now.

Contact:

specgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

MIGHTY EMPIRES CAMPAIGN DAY

Date: 17th July, 2004

Venue: GW Carlisle Hobby Centre.

Details: A full day of plotting, backstabbing and bribery. Who will win the greatest empire? Phone GW Carlisle for more details.

Contact:

01228 598216

Website:

www.games-workshop.co.uk/events

AGRAM ARENA SUMMER 2004

Date: 17th and 18th July, 2004

Location: Museum of Technology, Zagreb, Croatia.

Details: International LOTR and 40K Tournament. 40K – 1,500pts, LOTR – 1,000pts of Good and Evil forces.

Tickets: € 10-20 (Lunch and Accommodation included.)

Contact:

ums-agram@net.hr
(+0038) 05917 620584

Web site:

www.ums-agram.hr

TOY SOLDIER 3

Date: 17th and 18th July, 2004

Venue: The University of Preston, Preston, Lancashire.

Details: Two-day tournaments for WH (2,000pts), 40K (1,500pts) and WAB (2,000pts). Tickets are £15 for entry and £20 for an en-suite single room per night. Free buffet on Saturday night.

Full details will be sent with your tickets. For an entry form send an e-mail to the address below or write to: Tim Haslam, 164 Hereford Way, Middleton, Manchester M24 2NJ. The closing date for entries is 31st June, 2004.

Contact:

mm@seaford-corporation.ltd.uk

Mark Muslek – 07709 456555 or 01606 852580.

TANKS AND VEHICLES WORKSHOP – HOBBY MASTERCLASS

Date: 17th and 18th July, 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 modelling and

ASSAULT ON MIDDENLAND

Archaon has ordered a flank attack on the vulnerable left side of the Imperial army defending Middenland. The only obstacle to the attack is the beleaguered garrison of Castle Whealdorf. The scattered remnants of the Kislev relief force have fallen back there, rallying under the banner of Sigmar led by the Warrior Priest Willhelm Saustus. Whealdorf must hold

at all costs. Friends of the Empire, now is the time to stand and be counted. Followers of Chaos, heed the call of Archaon.

Battle commences on 21st August in the Watford (01923 245388), St Albans (01727 861193), Hemel Hempstead (01442 249752), Bedford (01234 273663) and Milton Keynes (01908 690477) Hobby Centres, contact store staff for full details.



painting skills. This weekend will focus on modelling tanks and vehicles. Tickets cost £100 each and there are 50 places available.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

WARHAMMER DOUBLES TOURNAMENT

Date: 24th and 25th July, 2004

Venue: Warhammer World, Lenton

Details: Two players ally together to take on other doubles. With 500pts per player this tournament relies on skill and trust. The weekend will involve several games and the ticket price includes two lunches and Saturday's evening meal.

Tickets on sale from 24th April 2004, and are priced £55 for each team.

Contact:

whgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

THE TANELORN MORRIS DANCING POWER FIST TOURNAMENT

Date: 31st July to 1st August, 2004

Venue: Roding Valley High School, Alderton Hill, Loughton, Essex.

Details: Morris strikes back! This is a WH tournament. Players need a 2,000pts army. Tickets are £20 and include lunch on both days. Entry forms can be downloaded from:

<http://www.tanelornwgc.org/events/downloads/twgc2004entry.pdf>

Contact:

conrad.gonsalves@mirageit.com

Website:

www.tanelornwgc.org/index.php?page=701

AUGUST

ONLY THE STRONG SURVIVE

Date: 1st August, 2004

Venue: GW Metro Centre Hobby Centre.

Details: As the Storm of Chaos approaches the armies of the Warhammer world make ready for battle. Only the strongest can hope to win total victory. If you have the courage to take up the challenge, then paint up a 1,500pts Warhammer army and call the store to register your place in this fantastic, three-game tournament.

Contact:

0191 2322418

Website:

www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 200s: HEAT ONE

Date: 7th and 8th August, 2004

Venue: Warhammer World, Lenton.

Details: You will need a 2,000pts painted Warhammer army. Full details will be sent with your tickets. The weekend will involve six games and ticket prices include two lunches and Saturday's evening meal.

Tickets on sale from 1st May, priced at £50 each.

Contact:

whgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

STORM OF CHAOS CAMPAIGN WEEKEND

Date: 21st and 22nd August, 2004

Venue: Warhammer World, Lenton.

Details: Halt the tide of Chaos or attack at the head of Archaon's horde in this Warhammer campaign weekend. The results of the battles will affect the global campaign, so your forces can really make a difference to the way the war goes! There are 96 places available, with 48 for good and 48 for evil armies. Tickets are for sale at £40 each, with meals and evening entertainment included in the price.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

WARHAMMER 40,000 GRAND TOURNAMENT 200s: HEAT ONE

Date: 28th and 29th August, 2004

Venue: Warhammer World, Lenton.

Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. To take part you need a 1,500pts painted 40K army. Full details will be sent with tickets. The weekend involves six games and ticket prices include two lunches and Saturday's evening meal.

Tickets are on sale from the 15th of May, priced at £50 each.

Contact:

40kgt@games-workshop.co.uk

Website:

www.games-workshop.co.uk/gt

WAR ROOM

Date: 28th August, 2004

Venue: GW Middlesbrough Hobby Centre.

Details: As the Storm of Chaos campaign reaches its epic finale, enlist

your army for this day long battle that could shape the future of the Warhammer world forever.

Contact:

01642 254091

Website:

www.games-workshop.co.uk/events

WARMASTER BIG BASH

Date: 29th August, 2004

Venue: GW Aberdeen, Hobby Centre.

Details: The armies of Chaos are pouring out of the mountains into the vulnerable farmlands of the Empire. The Imperial forces must prevent the Chaos horde from penetrating too deeply into the Empire's heartlands. Play as either a defender or attacker. You will need a painted detachment of up to 2,000pts to participate.

Contact:

01224 649779

Website:

www.games-workshop.co.uk/events

SEPTEMBER

PAINTING WORKSHOP – HOBBY MASTERCLASS

Date: 4th and 5th September, 2004

Venue: Warhammer World, Lenton.

Details: Spend two days in the company of some of the greatest heroes of the Games Workshop Hobby.

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. Tickets cost £100 each. Places available are limited to 50 places.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.co.uk/events

WARHAMMER GRAND TOURNAMENT 200s: HEAT TWO

Date: 11th and 12th September, 2004

Venue: Warhammer World, Lenton.

Details: Round 2 of the build up to this prestigious tournament. 2,000pts painted WH army required. Full details with tickets.

Tickets on sale from the 26th of June, priced £50 each.

Contact:

whgt@games-workshop.co.uk

Website:

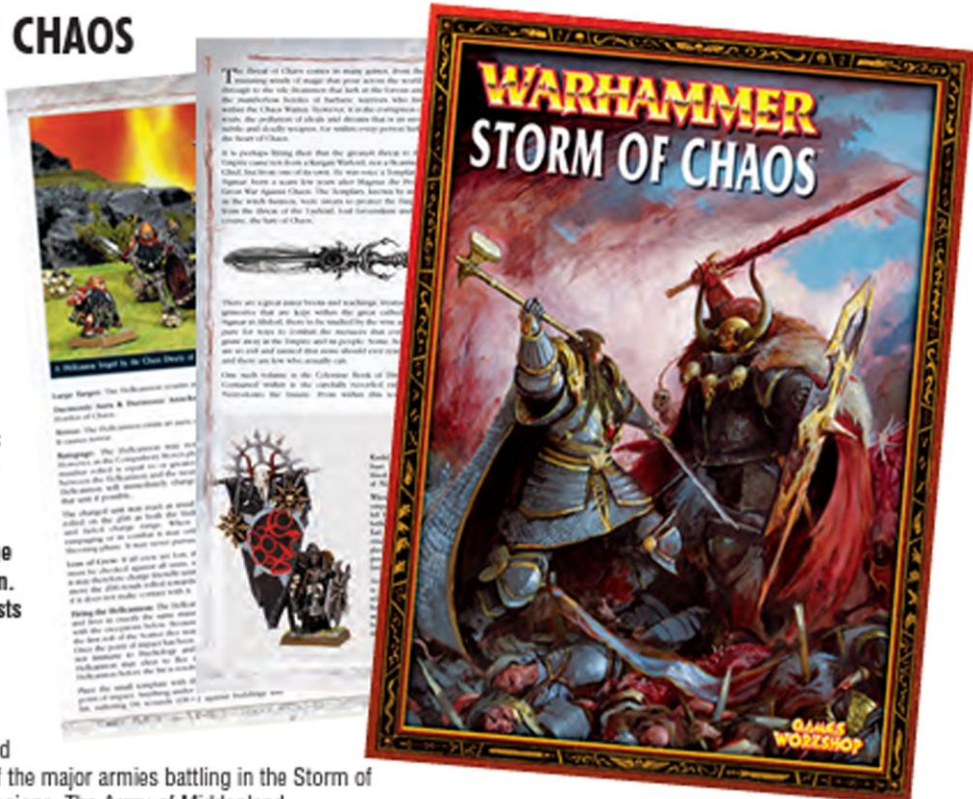
www.games-workshop.co.uk/gt

THE STORM COMETH...

WARHAMMER STORM OF CHAOS

Dark days have come to the Empire. The Realm of Man stands upon the very brink of complete and utter destruction. From the north, like an inexorable plague, the hordes of Archaon pour forth. Many evil forces have been drawn to his banner, eager for the spoils or merely in fear of his wrath. Orcs swarm from the east led by the brutish Warlord Grimgor Ironhide and Daemonic Legions march from the Realm of Chaos itself. At Middenheim the last stand of Man will be fought. Here the Emperor Karl Franz assembles his armies alongside Ar-Ulric, High Priest of the Wolf God. Men of Sigmar and Ulric stand shoulder-to-shoulder, as they make ready to meet their destinies. In the mountains the Dwarfs of Karak Kadrin, led by the Slayer King Ungrim Ironfist, march to Peak Pass to challenge the might of Vardek Crom, the Herald of Archaon. And through the smoke and fire, through the mists of fear and uncertainty a hero stands alone, a symbol of hope in Mankind's bleakest hour – Valten, Exalted of Sigmar.

This army book contains background, painting and modelling guides, and full rules for fielding five of the major armies battling in the Storm of Chaos conflict: Archaon's Horde, the Daemonic Legions, The Army of Middenland, Grimgor's 'Ardboyz and the Slayer Army of Karak Kadrin. There are also five additional army lists, concentrating on those forces playing a lesser yet significant part in the campaign. These include the Cult of Slaanesh, the Army of Sylvania, Bretonnian Errantry War, Skaven Clan Eshin and High Elf Sea Patrol. In addition to the army lists there are rules for fighting a Chaos invasion and two scenarios.



HELLCANNON OF CHAOS

Born from the forges of Chaos, the Hellcannon is a horrific war engine. Fuelled by the very tortured souls of its enemies the Hellcannon spews terrible, evil fire into the ranks of the Empire and its allies. No mere war machine, it is a Daemonic creature, simmering with malicious rage, a frenzied leviathan all too eager to break its chains and set about both friend and foe.

This boxed set contains enough parts to make 1 Hellcannon of Chaos and 3 Chaos Dwarf crew, designed Aly Morrison and Dave Thomas.

This model requires assembly.

ARCHAON'S SIEGE ATTACKERS ARMY

From the Chaos Wastes they come. Archaon's hordes are vast and bent upon the destruction of the fortress-city of Middenheim and all its defenders. Howling Marauders from the Kurgan tribes surge forth, eager for bloodshed. Grim Chaos Warriors march with dark purpose, encased in thick armour wrought with runes and sigils of evil. Dread Chaos Knights borne upon mighty Chaos steeds whose eyes glow with flames of malice charge headlong into the enemy ranks alongside crazed Marauder Horsemen. At the very heart of this terrible horde squats the Hellcannon, a blasphemous engine fuelled by the souls of the fallen, belching fire and death. At the very head of the army Warlords scream their commands, promising violence and death, their unfurled standards hanging like grim and bloody tears in the sky.



This army boxed set contains the following:

1 Chaos Lord	2 units of 12 Chaos Warriors
1 Chaos Battle Standard Bearer	5 Chaos Knights
1 Hellcannon	5 Marauder Horsemen
	16 Marauders

These models require assembly.



Also includes this special edition Chaos Battle Standard Bearer, designed by Dave Thomas.



MIDDENHEIM SIEGE DEFENDERS ARMY

The men of Middenheim must be brave if they are to stand against the Chaos hordes from the north. Beyond the walls of the great fortress-city stout Soldiers of Middenland stand shoulder-to-shoulder with Free Companies drawn from the city's militia. Mortar and Cannon are wheeled into position to smash the siege engines of the enemy with iron and fire. Courageous knights heed the clarion call signalling them into battle, pennants fluttering in the wind. Called to the battlements, grim-faced Teutogen Guard prepare to repulse the warriors of Chaos with their mighty hammers. And from the highest tower the banner of Middenheim is caught by the breeze, a flicker of bright hope against the darkling sky.



Also includes this special edition Empire Battle Standard Bearer, designed by Dave Thomas.



This army boxed set contains the following:

1 Empire Grand Master	20 Teutogen Guard
1 Empire Battle Standard Bearer	2 units of 8 Empire Knights
1 War Machine (allows for Cannon/Mortar)	19 Soliders of the Empire
	20 Empire Militia

These models require assembly.



WARRIORS OF CHAOS REGIMENT

The elite foot soldiers of Archaon's armies are the Chaos Warriors. Wielding blood-soaked blades and they are awesome fighters. Pacts sworn with the Ruinous powers grant them tremendous prowess in combat, prowess honed by many years of warfare. With an insatiable battle-lust, the Warriors of Chaos crush their enemies with deadly ease.

This plastic boxed set contains enough parts to make 12 Chaos Warriors armed with either two hand weapons or hand weapon and shield, including Champion, Standard Bearer and Musician, designed by Brian Nelson, Jes Goodwin, Alex Hedstrom and Colin Grayson.

These models require assembly.



SLAYER DOOMSEEKERS

Throwing themselves into the enemy, Doomseekers know no fear. They swing their whirling blades of death with furious vigour, slicing enemies apart and sending them flying. A blurring whirlwind of steel, the Doomseekers are difficult to hit in hand-to-hand combat and all attacks against them are at -1 to hit. Like all Slayers they are Unbreakable, and their bodies are daubed in Slayer tattoos. These magical Wards of Grimnir protect them from hostile magic and grant them a Magic Resistance of 1.

This blister pack contains 3 Slayer Doomseekers, designed by Aly Morrison.

These models require assembly.

GARAGRIM IRONFIST

Garagrim Ironfist is the War-mourner of the Shrine of Grimnir and son to Ungrim Ironfist, the Slayer King of Karak Kadrin. He has renounced his courtly obligations and embraced fully the death-quest of a Slayer to release his family of their conflicting vows. Wielding the twin Axes of Kadrin he is a whirling maelstrom of death in battle. These potent magical axes are inscribed with the Master Rune of Skalf Blackhammer, which means he automatically wounds any enemy he hits in hand-to-hand combat.

This blister pack contains 1 Garagrim Ironfist, designed by Dave Thomas.

This model requires assembly.



MALAKAI MAKAISSON'S GOBLIN-HEWER

Makaisson's propensity to build disastrous air ships, a practice that was frowned upon by other Dwarf Engineers, led to his expulsion from the conservative Engineer's Guild. Shamed by this, Malakai Makaisson took the oath and became a Slayer. But an inventor he remains. His latest creation, the Goblin-hewer, is a wicked machine capable of hurling a barrage of spinning axes into the enemy. The Goblin-hewer inflicts D3 Strength 4 hits for each rank in a unit making it deadly against large blocks of troops.

This boxed set contains enough parts to make 1 Goblin-hewer, 2 crew and 1 Malakai Makaisson, designed by Aly Morrison and Tim Adcock.

This model requires assembly.



TEUTOGEN GUARD

Grim and unyielding, the Teutogen Guard are the elite foot troops of the Middenheim army. Hefting mighty White Wolf hammers they crush the enemies of the Empire with righteous fury. The Teutogen Guard will often fight to the last man, even in the face of overwhelming odds, so are considered *stubborn* in the game, and their full plate armour makes them resilient against attack. They are a veritable wall of unshakeable steel before the hordes of Chaos.

Teutogen Guard Command: This blister pack contains 1 Teutogen Guard Champion, 1 Teutogen Guard Standard Bearer and 1 Teutogen Guard Musician, designed by Dave Thomas and Adam Clarke.

These models require assembly.



Teutogen Guard: This blister pack contains 3 Teutogen Guard, designed by Dave Thomas and Adam Clarke.

NEW RELEASES

EMPIRE BATTALION

This Battalion boxed set contains everything you need to start collecting an Empire army or expand an existing force. It includes a brave captain to lead your troops either on foot or upon a steed, courageous armoured knights to smash the enemy with lance and hammer, and stout soldiers who stand shoulder-to-shoulder with sword, shield and halberd. The thunderous power of awesome Imperial war machines can be harnessed too as the box contains enough parts to make a Cannon or Mortar to blast the enemy apart in a shower of flame and gun smoke.

The Empire Battalion plastic boxed set contains enough parts to make:

- 1 Empire General
- 23 Soldiers of the Empire
- 8 Empire Militia
- 12 Knights of the Empire
- 1 War Machine (allows for Cannon/Mortar)

These models require assembly.



HIGH PRIEST AR-ULRIC EMIL VALGEIR

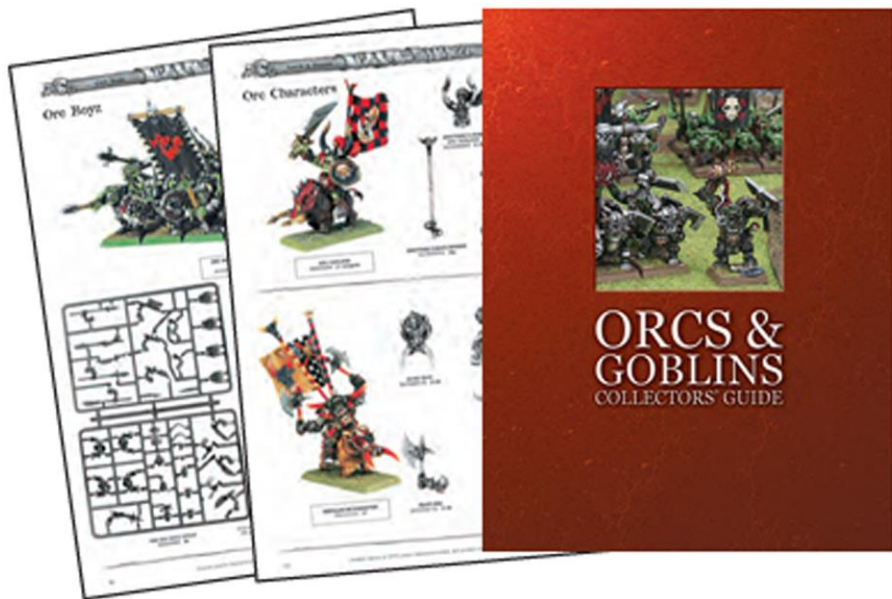
Ar-Ulric, High Priest of the Wolf God and co-ruler of Middenheim, is every inch a mighty warrior, as formidable a soldier as he is a statesman. Wielding the Hammer-axe of Skoll he is a dangerous opponent, for this ancient weapon confers many abilities to the High Priest. At the start of each battle the Hammer-axe can grant Ar-Ulric +2 to his Strength, the Killing Blow ability or increase his Attacks and Strength. Such is his devotion to Ulric he can use two Prayers in each Magic phase and adds +2 dice to the Empire player's dispel pool.

This blister pack contains 1 Ar-Ulric, designed by Adam Clarke.

This model requires assembly.

ORC AND GOBLINS COLLECTORS' GUIDE

Containing a wealth of models and background material, the Orc and Goblin Collectors' Guide is the must-have resource for all serious greenskin players. As well as our current range of models, the guide has a plethora of classic and collectors' models perfect for giving your army a unique feel. A sizeable section of background material is also contained within, along with tips and ideas for creating your own Orc Waaagh, and some awesome conversions to inspire you.



SISTERS OF BATTLE CANONESS

The Canoness is the spiritual and martial leader of the Sisters of Battle. She inspires utter devotion in her charges and is a fierce warrior. In battle she attacks with righteous fury and adds +2 to the army's Faith Point total. The Canoness may wield all-manner of esoteric wargear like the inferno pistol – a devastating, short-range, Strength 8 weapon, and the Cloak of St Aspira which adds +1 to her Armour save.

This blister pack contains 1 Sisters of Battle Canoness and comes with a choice of weapon and equipment options including: power sword, chainsword, bolt pistol, inferno pistol, scroll and holy book, designed by Juan Diaz.

These models require assembly.



SISTERS OF BATTLE EXORCIST

An arcane war engine from the Age of Apostasy, the Exorcist is both a fearsome battle tank and potent symbol of the Emperor. It provides devastating long-range support with its Exorcist Launcher, a deadly weapon capable of delivering a punishing salvo into the enemy. With Strength 8, AP 3 missiles it is adept at wrecking vehicles and laying waste to heavily armoured infantry with equal and frightening ease. When the Exorcist moves inexorably onto the battlefield, the enemies of Mankind tremble.

This plastic and metal boxed set contains enough parts to make 1 Sisters of Battle Exorcist, designed by Tim Adcock, Juan Diaz and Aly Morrison. An expert level kit, the Exorcist can be ordered from any instore order point, the GW website or by calling: 0115 9140000. For a limited time it will also be available from GW Hobby Centres.

This model requires assembly.



PRICE LIST

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WARMASTER DAEMON ARMY

The Daemonic Legions inhabit the dread Realm of Chaos. Summoned by the Sorcerers of Archaon, they exist in the material world only if sustained magically. Fell creatures of many shapes and sizes, they hunger to slay the free peoples of the Old World, bent on destruction and disorder.



Warmaster Greater Daemon of Slaanesh: This model is also available in a blister pack containing 1 Greater Daemon of Slaanesh, designed by Dave Thomas.

This model requires assembly.



Warmaster Daemon Characters of Slaanesh: These models are also available in a blister pack containing 2 Daemon Characters of Slaanesh, designed by Dave Thomas.



This boxed set contains the following:
 2 Daemon Characters of Slaanesh
 3 Daemon Horde of Slaanesh stands
 3 Daemon Horde of Khorne stands
 3 Daemon Horde of Tzeentch stands
 3 Daemon Horde of Nurgle stands
 3 Daemon Cavalry of Slaanesh stands
 3 Daemon Hounds of Khorne stands
 3 Daemon Swarm of Nurglings stands
 3 Daemon Screamer of Tzeentch stands
 1 Greater Daemon of Slaanesh

These models require assembly.



Warmaster Daemon Horde of Slaanesh: These models are also available in a blister pack containing 3 stands of Daemon Hordes of Slaanesh, designed by Colin Grayson.



Warmaster Daemon Cavalry of Slaanesh: These models are also available in a blister pack containing 3 stands of Daemon Cavalry of Slaanesh, designed by Colin Grayson.



Daemon Horde of Tzeentch: Designed by Steve Buddle.



Daemon Horde of Khorne: Designed by Colin Grayson.



Daemon Horde of Nurgle: Designed by Colin Grayson.



Daemon Horde of Tzeentch: Designed by Steve Buddle.



Daemon Hounds of Khorne: Designed by Colin Grayson.



Daemon Swarms of Nurglings: Designed by Colin Grayson.

INQUISITOR CONSPIRACIES 3

The world of Equinox was once a beautiful and verdant Eldar Maiden World. Then the teeming masses of the Imperium arrived, and soon the toxic rain came, destroying and rotting the once-glorious landscapes. Now a strange group of nobles calling themselves the Restoration wish to bring Equinox back to its former glory – but at what cost?

This supplement contains:

2 complete campaigns comprising of

10 unique game scenarios and 12 narrative chapters.

A detailed overview of the Equinox Adventurescape including special rules for the different eclipses.

Descriptions of important characters, organisations and history of the Graia sector.



Epic Ork Landa: This blister pack contains 1 Ork Landa, designed by John Manders.

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

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

THIS MONTH'S RELEASE FOR THE LORD OF THE RINGS

In the Clutches of Shelob

Designed by Trish Morrison and Michael Perry, this boxed set contains Shelob, Frodo and Sam.

IN THE CLUTCHES OF SHELOB ... £20.00

Denmark kr 250.00
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Shelob



Frodo



Sam

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The Eye of

STORM
OF
CHAOS

As the war approaches, the scribes and scholars of Games Development huddle into their cells to chronicle the coming of these dark days. Loremaster Gav Thorpe begins.

Gav: Warhammer has reached a unique stage of its two decades of development. The game system itself, in this 6th edition, is fundamentally sound and any future developments are not likely to make radical changes to the game mechanics themselves. We have almost completed the update of the Warhammer Armies range to the new edition, and it is our intention that these volumes will be on the shelves for many years to come.

This means that we have an opportunity to broaden the range of supplements available to Warhammer. Our long-term plans include new and revised army books, but also books that change the way Warhammer is played, such as the ever-popular Siege rules. Storm of Chaos is the first of a third type of volume we plan to introduce, that of the campaign sourcebook.

THE CONCEPT

Since Warhammer's earliest inception, the idea of campaign packs and books has existed. These earliest supplements, such as the infamous McDeath campaign and Terror of the Lichemaster, allowed players to recreate detailed events in a series of linked battles. Most veteran gamers out there will no doubt, like me, fondly remember these campaigns (although I'm not too sad to see some of the more obvious joke character names consigned to history!). This concept was revisited towards the end of the 5th edition with campaign packs such as Idol of Gork and Circle of Blood.

The campaign sourcebook is simply a new take on this well-established idea, so I take no credit for originality. However, a good idea is a good idea nevertheless! The principle is straightforward enough. Each

campaign sourcebook contains the background, army lists and additional gaming material to enable players to re-fight a particular series of battles from the history of Warhammer. That history is replete with all manner of epic conflicts ranging in scale from the centuries-long Clan Pestilens invasion of Lustria, to the fall and attempted reclamation of Karak Eight Peaks, to the tumultuous times of the bloody Elven Sundering.

Campaign sourcebooks allow us to look at these periods of history and add detail to the characters and battles that took place. Not only can we do this with events already mentioned in the background, but we can also create new areas of conflict for players to explore with their games.

At the heart of a campaign sourcebook are its army lists. Storm of Chaos

www.storm-of-chaos.com

the Storm



boasts an impressive ten variant army lists, though it is our intention that most future sourcebooks will focus on three or four armies. The majority of these army list variants will be designed to integrate with the Warhammer Armies range and be usable by players in their regular gaming, as well as in the campaigns detailed. Of course, some of these lists will be designed for specific scenarios or opponents, such as the War of the Beard lists published in White Dwarf 265 and 266.

A part of this is to look at the heraldry, colour schemes and iconography of the armies involved, so that players can not only collect a variant army, but also characterise it with their painting. We hope to show shield and banner designs of the heroes and regiments involved, and also to provide modelling tips on different types of terrain or unique features of the armies not covered by the miniatures released.

As well as the background, and the army lists, it is important that these books contain the information and guidance to enable players to recreate the campaign in question. The exact nature of this gaming material will vary from book to book depending on what is appropriate, but will commonly include scenarios and campaign trees, alternate terrain rules, special characters and perhaps even things such as unique weather, supply or magic rules. So, all-in-all, each book contains everything a hobbyist needs to collect and play with their army within

a specific place and time. It provides an opportunity to expand your collection, create new challenges for your skills of generalship and generally take your games in as many different directions as you like.

THE NARRATIVE

So that's campaign sourcebooks explained, but you want to know about Storm of Chaos. Regular readers will know that it is the culmination of many storylines that we have been publishing through the army books and White Dwarf over several years. There's far too much going on to summarise properly here, but the basic areas follow.

The Chaos Champion Archaon has recovered the six artefacts required for him to be recognised as the Lord of the End Times. Once a noble servant of the Empire, Archaon has now turned on Sigmar and his worshippers and is resolved to destroy them both. In Storm of Chaos, his attention is focussed upon the city of Middenheim, and the great temple of the god Ulric that stands there. Meanwhile, his Herald, Vardek Crom, attacks the Empire from the east. All over the rest of the world too, the forces of Chaos spill out of the Northern Wastes.

In response to this threat, Emperor Karl Franz has forged a grand alliance with the other Electors, the High Elves and the Dwarfs. He is aided by the enigmatic youth called Valten, believed by many to be the reincarnation of Sigmar himself. Even as their armies

assemble, Middenheim must stave off the attack of Archaon. The hordes of Chaos must storm Middenheim and sack the temple of Ulric, before the forces of Karl Franz and Valten arrive with an overwhelming strength of arms. The race is on!

This is only the broadest gist of all the stories that have been gathered together to create the Storm of Chaos, but our website will contain an archive of all the great articles you may have missed if you've only joined us in the last few months.

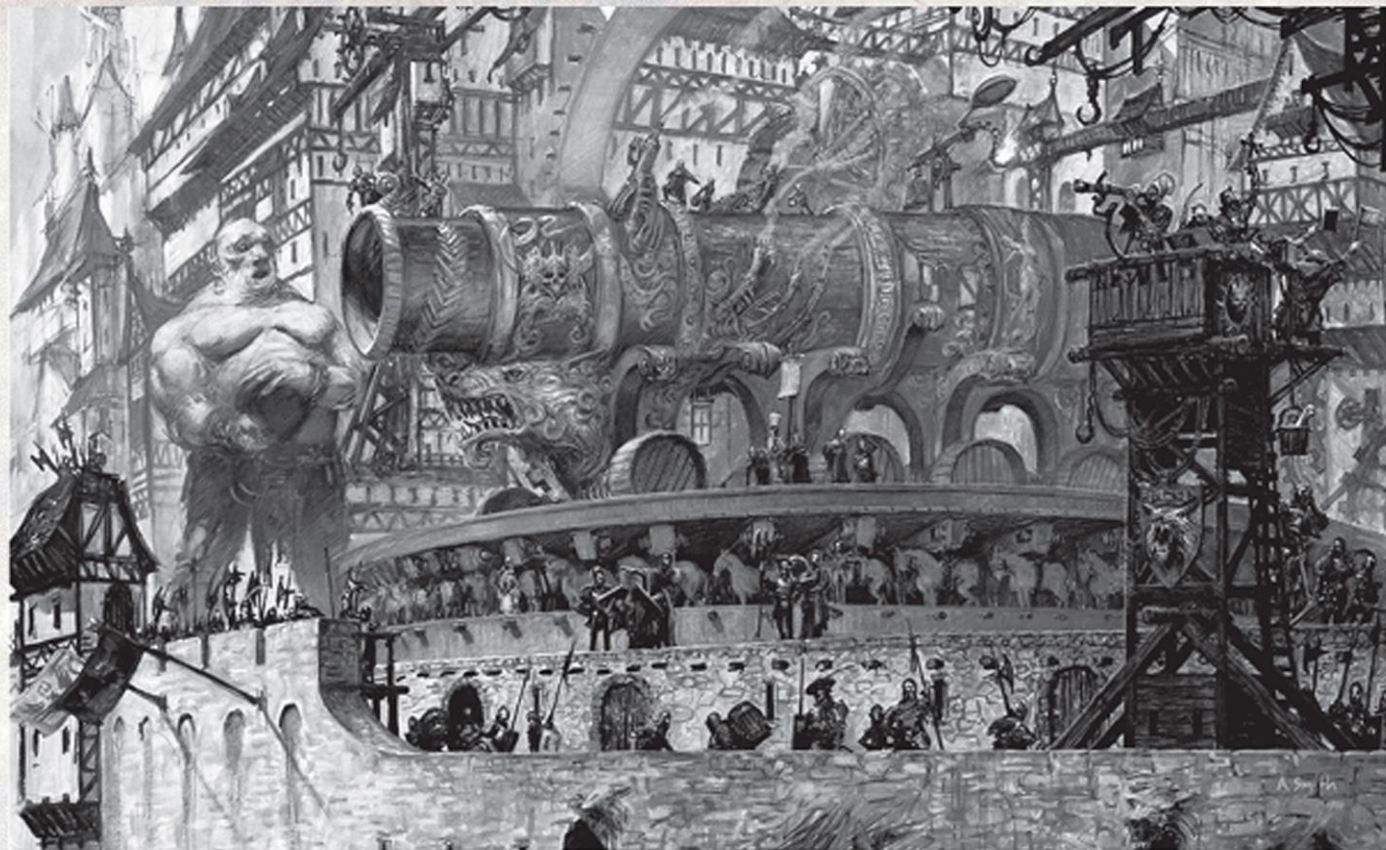
THE MINIATURES

As you can see on these pages, there are quite a few new miniatures being released alongside Storm of Chaos. Some of these can be used by players in their regular armies, such as the new Warriors of Chaos regiment (more on them elsewhere) and the Black Orcs with great weapons. Some of them are specific to the armies detailed in the Storm of Chaos book, of which my favourites are obviously (being a Dwarf player) the new Dwarf Doomseekers and Garagrim Ironfist.

It is common practice to praise the efforts of those who have designed and sculpted these miniatures, and I am not one to make an exception. I have a great job working in the Design Studio, seeing the best stories, illustrations and miniatures as they roll off the desks of our design teams. It is sometimes easy to succumb to 'quality fatigue', whereby one merely accepts that everything will

Malakai Makaisson prepares his Goblin-bewer for battle.





be fantastic. However, the excellence of the miniatures for Storm of Chaos has once again raised the bar in terms of design and sculpting quality. It is a testament to everyone involved, including concept artists and miniatures designers, that I believe a new standard has been set for Warhammer for the future. I hope you agree.

THE GLOBAL EVENT

Back in the days when everything was made of wood, and I was working as part of the White Dwarf crew, the venerable Jervis Johnson (who probably won't thank me for calling him venerable) had an idea. As he wrote at the time, good ideas generally end up with a lot of work being done, and that was true, but the result was a first for Games Workshop (and miniatures gaming as a whole, to my knowledge). I am referring to the Ichar IV Warhammer 40,000 campaign.

Back in those days, when the Internet was still something most people had never heard of, Jervis decided the fate of the Tyranid-stricken world by sifting through a massive pile of postal results, ably aided by others around Games Workshop in various countries.

Suffice to say, Ichar IV was a massive success, and the idea was revisited with the Third Armageddon War a few years later. By this time, the rest of the world had caught up with this interweb-

thingy, and a website was created for players to register their results on.

Last year saw the Eye of Terror campaign for Warhammer 40,000, the most successful event we've ever run. Not to be outdone by all those raygun fanatics, it is our duty as Warhammer players to make Storm of Chaos every bit as massive! To this end, our US Web team (veterans now of three global campaign websites) have done a tremendous job with Storm of Chaos. Taking on board all the lessons of previous campaigns, we have planned the best website so far. One that is easy to access and use, yet contains a wealth of information, that all players of Warhammer will find interesting.

To drive the campaign, I've drawn on the fact that Warhammer has a very specific geography to drive. As outlined in the section on the narrative above, the focus of the campaign will be Archaon's drive on Middenheim. The campaign takes place on a map that shows the approaches to Middenheim, with 25 battlefields. The forces of Archaon start on the east of this map, with several of these battlefields open for results. Each of these battle sites will have one or more victory conditions, which, if achieved, indicate it has fallen to Chaos. As one town, castle or battlefield falls, it will open up one or more areas closer to Middenheim. In this way, the campaign progresses and

we can chart the progress of Archaon's armies towards Middenheim. The period of the campaign is the amount of time the attackers have to sack Middenheim and defile the temple of Ulric, before Karl Franz, Valten, Teclis and the other great heroes of the world arrive with their armies.

As the players input these results, we'll be reviewing the victory conditions of each active battlefield to see if they have been met. I'll be acting as Loremaster of the campaign, providing updates on the progress of the fighting, detailing which locations have fallen and also introducing storylines and events that you can incorporate into your games.

As well as these 'common' battlefields, there are a number of 'local' battlefields, varying from country to country. These local battlefields are tied to specific real world activities and events, such as a store gaming nights, roadshows, Games Day and so on. Winning these specific events will garner a bonus for the victors in their fight for nearby common battlefields.

In addition to the campaign map, we plan for the website to contain even more scenarios and scenario suggestions, modelling articles and stories, that relate to the battlefields the players can fight over. On top of this, we'll also be providing specific community areas for you to discuss

Chaos Warriors of Khorne



NEW CHAOS WARRIORS

I want to single out the new plastic Warriors of Chaos regiment, not only because of the excellent miniatures themselves, but also to explain our future plans for Chaos plastic kits. This regiment set is but the first in what we hope will be a project extending over the next few years, creating the most flexible and characterful plastic range in Warhammer.

These Chaos Warriors are assembled from two sprues – the Body sprue and the Command sprue. This first set provides bodies for Warriors armed with hand weapon and shield or two hand weapons, and a Command sprue for Chaos Undivided. In the future we are planning to produce a new Body sprue to enable players to assemble Warriors with great weapons and halberds. After that, we'll be turning our attention to the Command sprue, looking at each of the Chaos gods in turn, with themed weapon designs, shields, banner tops, helmets and so on. There's even wild talk about plastic Knights and a Chariot someday down the line, but we'll have to see how that works out. The fittings on these will be interchangeable across the sets, so that a player could, for instance, create Nurgle Warriors with great weapons, or Khorne Knights.

All of this has been made possible by the planning and foresight of the esteemed Jes Goodwin, Design Manager Gordon Davidson, and immeasurably useful input from many others. I'm very excited about the prospects for this range and the future of Warhammer plastics in general, and I hope we'll see the fruits of this vision in the coming years.

strategy with your fellow generals, so that you can coordinate their attacks or defence, swap tactics and army comments or just generally chat about the events.

When the time limit is up, we'll be measuring the success of the dreaded Chaos attack against our victory criteria to determine how well Archaon has done, and what consequences that might have. The Lord of the End Times may well have brought the final downfall of the world that much closer, or perhaps the fragile civilisations of mortals have bought themselves a few more precious decades of existence.

Get your armies ready for war, for your battles will decide!

THE ARMY LISTS

As you're all eager to find out about the variant army lists. I've saved them to last though, to allow each of the designers to explain (in their own idiosyncratic fashions) a little bit about each of their creations.

ARCHAON'S HORDE

Phil Kelly: At first, they seemed like two innocuous enough words: Archaon's Horde. Sounds exciting. Unfortunately that means:

- A Warhammer Chaos Army that is as competitive (but not more so) than the hugely versatile parent army list.
- Ideally led by Archaon. 855 points of spiky death and one of the most

expensive special characters in the whole game.

- Adequately fulfils the term 'Horde'.

And therein lay the rub. Any sentence including the term 'Horde' and 'Archaon' is kind of an oxymoron, a bit like 'an intelligent Ogre' or 'a fat Elf'. After you've spent the best part of 900 points on Archaon, his 'horde' would comprise of about thirty of his drinking buddies and a couple of favourite gribbles for laughs. As Archaon's Stag Party didn't have the same ring to it, I began to think outside the box a little.

Help was at hand in the form of Eldreth and his Last Stand, from the Warhammer rulebook. It's one of my favourite scenarios – pitting the defender against twice his amount of points. Sure, the defender will probably get annihilated, but if he can take out his own points value from the enemy force, he claims victory. I love this kind of challenge, and the core rule mechanic has always proved to be very nicely balanced. So I nicked it.

As a result, Archaon's Horde can be used as a standard variant list with the focus on Chaos Undivided troops, including Chosen Chaos Warriors, Chosen Knights and the siege-specialist Flayerkin as Special choices, plus the mighty Hellcannon as a Rare choice. However, it is best used with the big man at the helm in the Halting the Tide scenario, vastly outnumbering their pitiful foes and sweeping all before them in a tide of blood. Take up the challenge if you dare, and face or field Chaos troops of twice the points of the defenders, led by either Archaon or Crom the Conqueror. You may want to keep a record of your best 'high scores' – the highest number of Victory Points you have scored against the Horde when trying to Halt the Tide, and compare it to the high scores of the other gamers in your group.

MIDDENHEIM SIEGE DEFENDERS

Gav Thorpe: This army will not be new to players who have seen the Cult of Ulric list, written by Ian Hawkes. The followers of the god of battle, wolves and winter, eschew the more ranged elements of the Empire army, for a bit more meat in close combat. At the time we published that list, we also gave details of Boris Todbringer and the army of Middenheim. As the principle leader of the defence against Archaon's attack, it would have been unthinkable not to spend a bit more space on his army. This combines units and

characters from both the regular Empire list and the Cult of Ulric, allowing Priests of Ulric and units such as the Wolf-kin, but without all of those volley guns and engineers.

This emphasis on priestly virtues over blackpowder and magic gives the army a distinctive close-in feel, and the Ulric-specific items and abilities are also available to the defenders of Middenheim. Now with miniatures for the elite Teutogen Guard – Knights of the White Wolf on foot – I hope that many of the fans of this northern army will be able to expand their collection.

In addition, we have created a new special character, Emil Valgeir. The current Ar-Ulric, head of the worship of Ulric in the Empire, and one of the few who decides who will be Emperor, Emil Valgeir stands shoulder-to-shoulder with Boris Todbringer in his defiance of Archaon. His inspirational abilities are a great boon when facing the terrors of the Northern Wastes.

GRIMGOR'S 'ARD BOYZ

Pete Haines: As usual I was minding my own business, working out some new naughtiness for the updated Warhammer 40,000 and Codex: Space Marines, when my spider-sense started

DARK SHADOWS

Storm of Chaos is not the first Warhammer global campaign. A couple of years ago, Dark Shadows (also known as the Albion Campaign) saw players from all over the world sending in the results of their games to decide the fate of the fog-shrouded, storm-wracked island in the north of the world.

The feedback on the free Dark Shadows supplement that was given out in White Dwarf at the time, taught us a lot about what players are looking for in their campaign games. The special scenarios and weather rules, in particular, were very welcome, and we've taken that to heart when devising our ideas for Storm of Chaos and the future.

In addition, Dark Shadows also began one of the plot threads that have culminated in the Storm of Chaos story – the introduction of the shadowy being known as the Dark Master, now known to be the insane Daemon Prince Be'lakor.



The Daemon Prince Be'lakor

tingling. Mere seconds later, I was (apparently) writing the list for Grimgor's 'Ard Boyz.

Now it's not that I don't play

Warhammer, I do, but I use Dwarfs and the Slayer list would have to be prised from Gav's cold, dead fingers before I got a go at that. So, I went off and quizzed every frothy Orc player who

Archaon's Horde, less of a stag do, more of a threat.



would stand still long enough about what needed doing.

Thanks to lots of insight from Gordon, "I want a Level 4 Shaman and a Black Orc on a Wyvern", Davidson, it soon became apparent that dropping the Goblin tricksiness from the army would leave the Orcs carrying a lot of the strain. As there was no way I was going to fiddle with stat lines for what was basically a variant list, I needed some way of making basic Orcs a bit more potent. Once again the solution came from Gordon who evoked the image of a monolithic Effigy, large enough for a full song and dance number, complete with drummers and capering Shaman. For my part, I playtested a version of the Effigy that acted as a source of various Bound Spells. This didn't work (big time!). So after a bit of fiddling, I came up with the idea of using it as a focus for units of Orcs to gain the blessings of Gork, and suddenly all was well. Rather than relying on guys with balls and chains and wolf chariots, Grimgor's Boyz could boast a solid line of tough Orcs, able to take on the enemy as Gork always intended, eye-to-eye and choppa to intestine.

SLAYERS OF KARAK KADRIN

Gav Thorpe: If I were a Member of Parliament, it is at this point that I would have to declare a vested interest. It is no secret that I have a Dwarf army, and I have a place in my heart for the bearded little beggars. Some would consider it a hideous abuse of my position, when I declared that one of the new army lists in Storm of Chaos

should be a Dwarf list. With new soldiers to boot!

That aside, it's been a good while since the Dwarf book was released, and some fresh blood would be welcomed by Dwarf players and their opponents. We started off initially with two ideas for Storm of Chaos, those of an Engineer Guild Expeditionary Force, and a Slayer Army from Karak Kadrin. Well, the header above gives away the result of that decision. The Engineers are gone, but not forgotten.

Let's face it, Slayers are cool. From Ungrim Ironfist to Gotrek Gurnisson, everyone likes Slayers. They epitomise Dwarfishness in such a simple and spectacular fashion, that they deserve some extra attention.

It would be unfair of me to steal more space than the other designers, so I'll be brief. With some new releases to play with, I've done away with the appendix list in Warhammer Armies: Dwarfs, with its reliance on Clan Dwarfs as a Special choice. This is an army of Slayers, and if it wasn't a Slayer, it wasn't going to get in!

To add variety and to offset some of the disadvantages Slayers face when fighting lower Toughness, well-armoured troops, I have given them the option of swapping their two axes for a great axe. In a similar vein, I have introduced the Doomseekers, even crazier than normal Slayers, which wield axes on chains. There is also the revealing of the crazed Slayer Engineer,

Malakai Makaisson, and his latest invention – the Goblin-hewer. Like a bolt thrower, the larger, more numerous the target of this axe-chucking war machine, the more potential for damage it has. Incidentally, the Goblin-hewer is a Regiment of Renown and so is also available to normal Dwarf armies and Empire generals. To top this off, I have also introduced the Brotherhood of Grimmir (sort of Inner Circle Slayers) and a number of Slayer Skills with which to upgrade your characters.

Without a doubt, the Slayers of Karak Kadrin are very close-combat orientated, and some measures have been taken to offset their vulnerability to shooting and magic. On the whole, they provide Dwarf players with an extremely offensive army, providing you've got a nice, quick technique for painting orange hair and Dwarf flesh...

CULT OF SLAANESH

Anthony Reynolds: When it came around to dishing out the work for the Storm of Chaos, there was one particular army list that I had a hankering to do – the Cult of Slaanesh. I've always thought that Dark Elves are cool – their imagery, their background, their unrepentant viciousness and their awesome models. The Cult of Slaanesh was basically what caused the catastrophic rift that broke the Elves into High Elves and Dark Elves, so it holds a pretty important position in Elven history. The idea behind the list is that Morathi has kept the Cult alive, though secret until now, and has sought



The Teutogen Guard stand firm against Chaos.



more allies to fight for her cause. The Chaos worshippers of the north are an obvious ally for her, and are certainly people whom she could easily manipulate and throw away once they had fulfilled their use to her. Dark Elves are nothing if ruthless.

In game terms, the Cult of Slaanesh started as a Dark Elf army with all the Khaine elements stripped away, as

Khaine is diametrically opposed to Slaanesh. As such, there are no Witch Elves, Executioners or Harpies (who are often regarded by the Druchii as an aspect of Khaine). In addition, there is no Black Guard, as they are the personal guard of Malekith. If Malekith truly knew what Morathi is doing, he probably wouldn't be too impressed. Another removal from the list is Cold One Chariots, being that Morathi is

leading her army into the swamps of Lustria, they would probably get bogged down rather quickly. However, all is not grim, for the Cult of Slaanesh has access to some Chaos troops (all suitably marked by Slaanesh, of course). And not only Mortal troops. The Cult has access to Slaanesh Daemons, the Devoted of Slaanesh (think near-naked Witch Elf types that have dedicated themselves to Slaanesh, rather than



Daemons assault the mortal world.



Khaine) and the powerful Druchii Anointed – an ancient Dark Elf from the time of the Sundering who harnesses the power of a Daemon Prince within his Elven form. Add in some extra magic items, some tweaking of the position of units between Core, Special and Rare, and you have an army list variant that will hopefully add something new, slightly different and interesting to existing Dark Elf and Chaos players alike.

ARMY OF SYLVANIA

Mat Ward: Where the mainstream Vampire Counts list represents what happens when the dead are abroad, this one allows players to field a von Carstein army on its own turf. Foremost in my mind when I started writing the list was that this army should play very differently to a standard Vampire Counts list, and two themes began to jockey for attention. The first stemmed from the fact that in Sylvania the land itself possesses a peculiar form of awareness, and reacts to invasion as a living body reacts to a wound, by spitting forth Undead warriors into the path of an invading army.

With this in mind, the first thing that needed to go into the army list was a way of allowing players to do this. By placing markers at the start of the game, a von Carstein player can dictate points at which he can summon reinforcements throughout the game, without relying on an *Invocation of Nebek*. Moreover, because the von Carsteins maintain state troops, I wanted these newly risen dead to be equipped on a par with other Empire warriors, leading to options for crossbows, spears, and shields, both on

the risen troops, and those purchased for the army.

The second, and slightly more predictable, theme was that of the von Carsteins' predilection for bats and wolves. This was easily fixed, with a few tweaks to the troops available to the army and a few magic items and bloodline powers, to give this side of the army a real kick.

Naturally, the von Carsteins do have a weakness, in this case their stiff-necked pride. On the basis that they would refuse to acknowledge any need for Necromancers on their land, I cheerfully stripped these cadaverous wizards out of the list – I've never been a fan of Vampire armies led by Necromancers anyway. While this makes the army a little prone to magical attacks, the von Carstein player is able to use those Hero slots on Wights and Thralls instead. So, if anything, this army hits a little harder than a standard Vampire Counts list. Happily, enemy wizards need to really take care where they stand because of the huge numbers of Dire Wolves and Fell Bats that take the field in this list. Ultimately, if you like powerful characters, ambushes, or purple and black uniforms, it's worth giving this army a good look.

CLAN ESHIN

Phil Kelly: The Clan Eshin list was a fresh challenge for me, and a great chance to have a crack at one of my favourite Warhammer armies, the Skaven. As with the Archon's Horde list, to really get the theme of the army across (teams of stealthy and elite ratmen doing everything possible to get a

blade to your throat), I reasoned I would have to try something a little off the wall. Again, it is possible to play the Eshin list as a fairly straightforward variant of the Skaven army, but the real fun is in a slightly more off-the-wall version – an all-skirmishing force that attacks by night.

The Under Cover of Darkness rule will be familiar to Warhammer players who remember the Albion campaign. On any given turn, simply roll an Artillery dice and multiply it by three – this is how far your units can see for that turn. This throws up some nice tactical situations and stops the Eshin force from getting shot to pieces before it can engage, which is handy.

This is very much an army that can pick its fights, as almost all of the Clan Eshin army can move 12" as Skirmishers. New additions (at the expense of many of the other clans' specialists) are the Eshin Triad, a small, super-elite unit of three Skaven Assassins (no magic items I'm afraid) and the Eshin version of Skitterleap, allowing you to teleport your killers right into base contact with enemy characters. I promise you this welcome spin on an old spell really keeps your opponents on their toes.

The icing on the cake was provided by Anthony Reynolds, whose suggestion that every character assassinated counted for an extra 100 Victory Points, just like a slain general, was unhesitatingly incorporated. The end result is an army which excels at killing off the top brass, and leaving a leaderless army milling behind it, as it vanishes into the darkness – just the ticket for Skaven Assassins!

BRETONNIAN ERRANTRY WAR

Anthony Reynolds: When it came time to write up the rules for the Bretonnian Errantry War variant list, I was fresh from just finishing off the Bretonnian army book itself, so all those knights and noble deeds were still running around in my head. As a coincidental bonus, I had already drawn up a rough draft Errantry War list just for fun, while I was working on that project. I had a think about what really characterised an Errantry War. And not surprisingly, the majority of the force consists of units of Knights Errant, for this is their chance to prove their worth and attain their full knighthood.

After having a think about how the army would operate, I came to the conclusion that I wanted it to be a bit more uncontrollable than a normal Bretonnian force. I wanted the army to feel like it was filled with a bunch of slightly overenthusiastic youngsters, determined to prove themselves (and so fight with great passion), but one that could inadvertently get itself into some hot water by being too exuberant.

The most characterful and simple way I saw to do this was to play around with the Knights Errant Impetuous rule. I came up with the idea that ALL Knights Errant would carry the Errantry Banner, thus making them more likely to charge when you might not want them to, but when they do charge they get +1 Strength to simulate them trying extra

hard. To further push this theme, I introduced a table of additional negatives to the Leadership test, made to try and hold them back. For instance, they will be a bit more likely to charge if the enemy is particularly frightening (causing *fear* or *terror*), as they want to prove how brave they are. In the same vein, if they are wildly outnumbered, they will be more likely to charge. And of course, if there is a lady nearby (a Damsel), they will obviously want to try and impress her, so will also be more likely to charge.

A bit of tinkering around with the army list, such as Grail Knights acting as unit champions for the reckless young knights rather than units in their own right, and the Errantry War army list was done.

LOTHERN SEA PATROL

Andy Hoare: The Sea Patrol was an interesting list to write. As a sea-borne force, constantly engaged in ship-to-shore raiding missions, it is essentially a light infantry army. However, the Lothern Sea Guard, who form the core of the list, cannot really be described as light troops.

So with the Lothern Sea Guard as the mainstay of the army, I needed to decide what other units from the High Elf list would be appropriate to include. I added Shadow Warriors in the guise of the Lothern Sea Rangers, as I felt the army could use the extra dynamic such a unit can provide, and this helped to

build the idea that the armies are engaged upon specific missions, in which the Sea Guard provide a solid, defensive line, while the more mobile and stealthy Sea Rangers infiltrate forward to capture an objective, assassinate an enemy leader or retrieve an artefact.

I added the Ship's Company, as such a troop type felt appropriate, and Repeating Bolt Throwers were a must as they are carried in land from their mounts on ship. Eagles were appropriate, as were the Heroes and Lords of the High Elves, albeit with slight tweaks, and some new spells which reflect their mastery of the ocean's weather.

But I still felt the list needed a little something to theme it as coming from a seagoing race. That something was the Merwyrm, a category of beastie that represents the monsters of the deep that populate the vast oceans of the Warhammer world, that the mightiest mages of Lothern can summon and bind to their will. These beasts aren't always as willing to help out like the Dragons of Caledor, and are wont to run amok, should the mages lose control of them.

In all, the Sea Patrol is a High Elves army with a difference. Shooty certainly, but solid in defence and with a few tricks up its sleeve in terms of magic, stealth and those unpredictable beasts from the deep!



Impetuous, young Bretonnians try to impress the ladies.

DAEMONIC LEGIONS!

Alessio Cavatore: Since writing the army list and rules for the Daemons in the Hordes of Chaos book, battlefield experience had convinced me that I hadn't done them justice. The Daemons in Hordes of Chaos make an interesting addition to a mortal force, but they cannot stand as an army of their own. A player fielding a Daemon-only list from Hordes of Chaos is too limited in his choice of troops, and would end up with a predictable army that is similar to every other Daemon army (big blocks of Daemonic infantry with one or two flying large Daemon characters).

So, it was with great gusto, that I accepted Gav's offer to write the new Daemonic Legions army list, to finally allow players to field varied and competitive Daemon armies. I began with retouching the basic Daemonic rules. First, I raised their Leadership by one point, as Instability tests were proving too much of a deadly weakness for them, putting people off from fielding large units and Greater Daemons, in the fear of seeing them disappear in a puff of smoke. That weakness is still there, but it's now considerably less of a problem.

Secondly, I turned their Daemonic save into a true Ward save, as the relatively low Toughness of the core troops was making them too vulnerable to magic heavy armies (and to Skaven warpstone-based firepower!).

I then added new Heroes to the Daemons list, allowing the army to have characters that are not flying large targets, and can therefore be used to bolster the fighting effectiveness of units. They can also carry the army battle standard to war, and when they are equipped with the Banner of the Gods, it now has an effect on Daemons!

I also eliminated the 0-1 from some Core troops, allowing each one of the Chaos Powers to field main Core units of Daemonic infantry and secondary Core units of stranger Daemons.

For the Specials I resurrected some old Daemonic cavalries and made up some new ones, again to ensure an even spread among the Powers, and so the Changebringers were born, which are Flamers riding Discs of Tzeentch and the Pleasureseekers, heavy cavalry mounted on the new, large Steed of Slaanesh.

For the Rare choices, we introduced a Daemonic Chaos Chariot, for each of the Chaos Gods, allowing Daemonic generals to field a powerful war engine.

Paul: Spending rather too many hours sat in Frankfurt airport en route to Poland was a bit of an epiphany for me. No, I'm not a born again plane spotter. I whiled away the hours reading BL novels based around the Storm of Chaos. It hit me then that although there will be new models, the campaign sourcebook, the website and lots of painting, modelling and gaming advice in White Dwarf that wasn't the end of it by far. BL Publishing have produced several entertaining novels detailing the lead-up to the campaign. Since I read the first couple, I've been hungrily devouring anything they've published on the subject. In fact, I got so hooked I commissioned the compilation you'll find free with this issue of White Dwarf so you can see what I'm on about. Read on for the lowdown on these evocative novels...

RIDERS OF THE DEAD



Dan Abnett weaves a fast-paced tale of two Imperial cavalymen whose fates take a distinctly different turn after they are separated at a battle in the land of Kislev.

The story unfolds as they each play a pivotal role during the bitter fighting as the forces of Chaos lay waste to Kislev and the northern lands of the Empire ahead of the Storm of Chaos.

This tale not only gives a much greater depth to the Marauder tribes of the Chaos Wastes but also gives an invaluable insight into the hardy Kislevites of the northern steppes. If you're anything like me you'll find yourself totally immersed in this book, unable to put it down until you've finished.

The exclusive new story in the free *Chaos Rising* mini-book ties in very nicely with this novel.

MARK OF DAMNATION



Where *Riders of the Dead* and *Magestorm* are set against the larger picture of the Storm of Chaos and its massed battles, author James Wallis sets *Mark of Damnation* right at the heart

of the Empire and focuses on the hidden canker eating away at that great nation – the Chaos cults.

Celebrated army officer Karl Hoche finds his life irreversibly changed after foiling the plots of an insidious ring of Chaos worshippers in the ranks of one of the most distinguished knightly orders.

Hoche's actions soon attract the attention of a clandestine group dedicated to fighting the dark forces of Chaos in all of its guises. But betrayal and corruption are not far away, and when Hoche becomes the very thing he has sworn to destroy, his mortal soul is torn between salvation and eternal damnation.

Whilst *Mark of Damnation* is set in a very different environment to *Riders of the Dead* I think this is possibly my favourite of the Storm of Chaos books I've read to date as it depicts the Warhammer world, and the Empire in particular, as a less than savoury place. This isn't high fantasy with gallant knights saving the damsel in distress – it's Chaos-mutants-under-the-bed-and-by-the-way-all-your-friends-are-dead fantasy!

MARK OF HERESY



Continuing the story of Chaos Hunter Karl Hoche as he struggles with Chaos Cults, Witch Hunters, subterfuge, intrigue and his own dark secrets. This novel also sees the introduction of

Luthor Huss, infamous Warrior Priest of Sigmar, as he leads a rag-tag crusade of god-fearing fanatics in a search for the rumoured reincarnation of Sigmar himself. The story builds the reborn deity, Valten, into the Storm of Chaos storyline very well and continues in the deliciously dark atmosphere of the previous book, *Mark of Damnation*. Can our hero and Luthor Huss lead Valten to the safety of the Emperor's Palace before the multifarious cults of Chaos can intervene? Or will the Ruinous Powers triumph?

Oh, and if James Wallis is reading this, please, please, PLEASE write more for this series!



KNOWLEDGE IS POWER

Paul Sawyer explains that preparation for the upcoming campaign is more than just painting and modelling...

MAGESTORM



MAGESTORM
JONATHAN GREEN

Jonathan Green's latest novel is closely connected to *Riders of the Dead*, with both sharing the same timeline. I'd recommend reading *Riders of the Dead* before *Magestorm* but that's just my preference, you could happily read this title first.

Archaon's dark hordes of Chaos are rampaging across the Old World and men of the Empire must heed the call to fight against the encroaching evil. Standing to the fore is the Fire Wizard, Gerhart Brennend, a loner whose mysterious past is drenched in tragedy. But as the Storm of Chaos approaches the Imperial city of Wolfenburg, a desperate battle looms and blood will flow like never before...

WORDS OF THE EMPIRE



An anthology of dark tales set in the world of Warhammer, *Words of the Empire* also contains stories that prelude the Storm of Chaos. There are also appearances by old favourites like Gordon Rennie's sage-investigator, Zavang Konniger. In this new story, Konniger investigates a series of gruesome murders by the appallingly vicious Reikerbahn Butcher in Altdorf. In another, Jonathan Green's mercenary captain Torben Badenov visits an old friend in the village of Nagenhof and is beset by the minions of the Horned Rat. I was delighted to see James Wallis had penned another short story that crosses over with the *Marks of Chaos* books, this time involving a plot to assassinate an

Elector Count. No BL collection would be complete without the prolific Dan Abnett. Dan (have I mentioned he's prolific?) provides the cover story, *Swords of the Empire*, about a troop of Reiksguard Knights acting as bodyguard to a wizard of the College of Light on a fact-finding mission to the steppe lands of Kislev. Unsurprisingly, all does not go well...

AND THERE'S MORE...

Even with all of these titles under my belt (no gags please...) there is still more to be had from the chaps at BL Publishing. Three more books directly relate to the Storm of Chaos: *Sacred Flesh*, *The Ambassador* and its sequel, *Ursun's Teeth*.

Having written this as I'm about a third of the way through *The Ambassador*, I'm not best placed to review the next three novels so will let the chaps at BL give you the lowdown on my behalf. A note about *The Ambassador*. When I started looking at BL books to read I skipped over this novel purely because the title had me thinking of a certain brand of chocolates. How shallow of me. Now I'm reading it, I'm thoroughly enjoying being proved wrong by Graham McNeill's captivating writing.

The more I read the more I look forward to the summer campaign. I only have a couple of units to paint and a suitably ambitious conversion for my Chaos Lord, Vradchuk the Heinous, to do and I'm ready to aid Archaon in his quest to breach the walls of Middenheim. Bring it on!

THE AMBASSADOR

Grizzled ex-general, Kaspar von Velten, find himself unprepared for his duties as the new ambassador to the court of the Ice Queen of Kislev. Unused to the power struggles and politics at court, Kaspar soon learns to apply his battlefield experience in order to cajole and influence events. But when the Tzarina's cousin is found murdered in a debtors

prison in Kaspar's homeland, relationships become strained to the point of war. Amidst this, and prophecies of impending doom, a bestial serial killer prepares to strike at the very heart of power.

URSUBN'S TEETH

Following the war-torn events in *The Ambassador*, ex-general Kaspar von Velten continues his role as the Empire's ambassador to the court of the Tzarina. But with the massed hordes of Chaos rampaging from the north, Kaspar must uncover the dark agents hidden within the city before they can bring the defences tumbling down. As a combined Empire and Kislevite army ride out to meet the Dark Lord Archaon in battle at a vital rock formation known as Ursun's Teeth, Kaspar faces a desperate race against time!

SACRED FLESH

A wave of terror is sweeping through the Empire and Chaos is on the move. Mutations are increasing and strange creatures roam the streets at night. Some say it is the end of the world, whilst others say it is the beginning of a new order! Against this backdrop of terror, battlefield looter Angelika Fleischer meets up with a group of pilgrims heading for a remote abbey in the dangerous Blackfire Pass. Dogged by Goblin attacks and an unknown killer in their midst, they journey together to see the most holy Mother Elsbeth, the great Priestess of Shallya, Goddess of Mercy. But with Empire forces and the hordes of Chaos converging on their destination, Angelika uncovers a dark secret that could cost her her life.





STORM OF CHAOS

CHAOS WARRIORS

Mark Jones, our resident terrain builder, painted these Chaos Warriors. He settled on a Chaos Undivided scheme and so chose a naturalistic palette of colours. Rather than blending his colours together, Mark used drybrushing to achieve the smooth graduation on these models.

Drybrushing is ideal for picking out all the detail on a model and is perfectly suited to the armour of the new Chaos Warriors. Mark used layers of paint, drying off his brush thoroughly before applying each one. He worked over a black undercoat and painted the shield separately.

FUR



- 1** Paint the fur trim a basecoat of Scorched Brown.



- 2** Lightly drybrush the fur with Vomit Brown.

ARMOUR & WEAPONRY



- 1** Start by thoroughly drybrushing Tin Bitz over all the areas of metal, leaving a little of the undercoat in the deepest recesses.



- 4** Apply a final, very light, drybrush of Mithril Silver, concentrating the colour around the edges of the plates.



- 2** Lightly drybrush Boltgun Metal over the Tin Bitz, taking care to leave a little of the original colour showing.



- 5** To redefine the armour plates, paint a very thin wash of Chaos Black into the recesses of the armour, followed by a final wash of Vermin Brown for a rusty effect.



- 3** To further lighten the armour plates, carefully apply an even lighter drybrush of Chainmail over the Boltgun Metal.



SHIELD



- 1 Lightly drybrush the shield background Codex Grey around the edges.



- 2 Paint the shield icon Boltgun Metal, leaving Chaos Black showing around the rivets.



- 3 Apply a wash of Vermin Brown to the icon.

SWORD



- 1 Ensure an even coverage of Tin Bitz through drybrushing.



- 2 As with the armour, lightly drybrush Boltgun Metal over the Tin Bitz.



- 3 Apply a final, very light, drybrush of Mithril Silver

CLOAK



- 1 To begin with, the cloak gets an initial basecoat of Dark Flesh.



- 2 To finish off, lightly drybrush the cloak Dwarf Flesh.

FINISHING OFF

To finish off the entire model, repaint the boots, belt and gloves Chaos Black. Lightly drybrush Scorched Brown over the gloves and boots then apply a coat of gloss varnish to the horns. Glue the shield in place and finish the base.



Mark Jones

Mark applied his drybrushing over all his Chaos Warriors, giving the whole unit a strong, unified appearance. His technique is so controlled that it results in a remarkably

smooth and consistent appearance. Even small touches, such as the subtle highlighting of the boots and gloves, together with the gloss varnish on the horns, makes all the difference to the finished result.



Chaos Warriors can be painted in the specific colour palettes of the Chaos gods or you can go for the more natural colour schemes that are more commonly applied to the Warriors of Chaos Undivided. On the following pages are a number of example Chaos Warriors regiments that show the breadth of options open to you.

MIKE ANDERSON

Mike: I always like to convert the models I own and the Champion model in this regiment of Chaos Warriors is a good example. Inspiration for characters comes from lots of different sources; in this case I based the look and feel of the miniature on a piece of artwork from the Hordes of Chaos book: Korpus Festerheart, Champion of Nurgle by Adrian Smith.





FRED REED

Fred: Khorne is my favourite Chaos god, but, for a change, I decided to paint my Warriors blue and yellow, the colours of Tzeentch. However, yellow paint doesn't cover dark colours very well, so instead I used Bleached Bone shaded with Chestnut Ink and finished it off with three coats of Yellow Ink. This gives me a solid bright yellow that I really like.



MIKE DODDS

Mike: To get a really smooth graduation of colours on my models I like to apply lots of thin layers of paint. Take the armour, for example. Starting with Scab Red, I highlighted all the way up to Golden Yellow using Red Gore, Blood Red and Blazing Orange, mixing colours together as I went. This amounted to a grand total of eight layers of highlighting!



NICK CRISTOFOLI

Nick: When I started to assemble my Warriors I imagined they were part of an ancient tribe of Nurgle worshippers who roam far and wide, scavenging pieces of armour. So I added parts from the Zombie, Chaos Mutation and Marauder sprues to the models, and based the Nurgle colour scheme around a palette of murky green and brown paints and inks.



ANDY BROWN

Andy: My Chaos Warriors have given their lives over to the Chaos god Khorne. Although I was quite happy with how they looked at first, I really wanted something to mark them out on the battlefield. Then I hit on the idea of literally drenching their shields in blood. This makes them stand out, boldly declaring their allegiance to the God of Blood and Skulls.



MARK BEDFORD

Mark: For my Chaos Warriors I decided on a realistic palette of warm, earthy colours, including Dwarf Bronze with a Brown Ink wash for the metal. The shields were painted to look like wood and the cloaks have a plaid design applied to them. This creates the feeling that these Warriors were once great men from the north who were corrupted by Chaos aeons ago.



DAVE TAYLOR

Dave: The face is one of the most important parts of any model. It's the first thing people look at so I like to apply as many stages as I can to get the best result. For my Chaos Warriors I started with a mix of Bestial Brown and Tanned Flesh, highlighting with Tanned Flesh, Dwarf Flesh, and Elf Flesh. A lot of stages, certainly, but worthwhile nevertheless.



STORM
OF
CHAOS

PREPARING FOR THE STORM

Games Workshop HQ has its very own Storm of Chaos to deal with at the moment. Warhammer players have been frantically revisiting their armies in preparation for the coming campaign, and pieces of model and blobs of paint are flying left, right and centre. With so many army lists available for the campaign pretty much everyone has a chance to give their existing force a new slant, or even start one afresh. Here's what some of Games Workshop's Warhammer generals have to say about their plans for their armies.

BLOOD FOR THE BLOOD GOD

Adi Wood: Storm of Chaos is a great opportunity for me to fight games with my Chaos army as Archaon's Horde and add some new units to boot. For instance, Chosen units are a must in any Chaos army as they have an extra Attack and better armour. In Archaon's Horde, they count as Special choices, so I can now have more units of them.

My standard army consists of a core of tough units: Chosen Chaos Knights and Warriors, with the full compliment of characters. Smaller, lighter units of Marauder Horsemen and Hounds of Chaos are used to guard the flanks of the army. I often vary the composition by adding an extra unit of Knights or Warriors to the mix. With the Halting the Tide scenario, I can field them all at once as the scenario allows the Chaos player to field twice the amount of points as the opponent, a Chaos general's dream.

In the beginning I concentrated on collecting Chaos Undivided troops in order that I could really get my head around how the army played. These will form the backbone of my army when I use it as Archaon's Horde. But I'm now in a position where I want to add units of troops dedicated to specific Chaos gods. But which Chaos power? I'm not a huge fan of magic, but recently I did

try my hand at an all-Tzeentch army and that was good fun. This magic-heavy army blasted my Empire opponent quite successfully.

However, my preference is for the Blood God, Khorne. The red colour scheme is striking and the Daemons classic; horned, cloven hooved and carrying a huge axe! With the Mark of Khorne, characters and units are *frenzied* and so will tear enemy units to pieces. The extra Dispel dice that units with the Mark of Khorne generate help to keep magic under control so the army doesn't get overwhelmed – the Halting the Tide scenario only allows the Chaos player the same number of

Lord and Hero choices as his prey... sorry, his opponent.

So I'm going to add some Chosen Knights and Chosen Chaos Warriors of Khorne, with some conversions using the Chaos Mutation sprue on the new Chaos Warriors to make them unique.

Finally, the new centrepiece to the army will be a Hellcannon. Its long-range firepower will give me the opportunity to smash the enemy from afar on Turns One and Two, something I've never been able to do before, plus it's a really cool model! I'm looking forward to putting it together. To the paint station!

Adrian Wood's Chaos Undivided army.



Adrian Wood's first Khorne Chaos Warrior



LOTHERN CITIZEN LEVY

Andy Hoare: When it came to decide which army to play in the upcoming Storm of Chaos campaign, I was faced with a decision – whether to finish the steadily growing Lizardmen army I started last year, or to exploit the opportunity the campaign offered to try something a bit different.

As is so often the case, the choice was pretty much taken out of my hands. I was given the very welcome task of writing the Lothern Sea Patrol variant army list for the High Elves and I'd need to playtest the list. The Games Development High Elf army was looking somewhat tired after many years of sterling playtest duties, so it looked like time to build a new one.

At the core, quite literally, of the

Lothern army are the Lothern Sea Guard regiments, versatile units armed with a mixture of spears and bows. I followed the example given in the High Elf army book colour section when it came to assembling these, mixing the various components on High Elf Archers and Spearmen sprues to create my three Sea Guard regiments.

I chose three regiments of 16 for the Sea Guard, with the full Command compliment of Champion, Musician and Standard Bearer. These would form a solid defensive line, but would also be able to pour accurate bow fire into the enemy and receive the inevitable charge after a couple of turns. They are also useful before the battle, as the Sea Patrol get a special round of shooting before the game begins.

As the army is heavily geared towards infantry, I wanted to spice things up with a unit that really exemplifies its character. I was looking to exploit the 'fishy' feel of the army, so a Merwyrm or two was a must, but I've also mounted my Commodore upon the back of a Dragon which I'm going to paint in suitably marine colours.

When it came to painting the army, I choose three main colours that I felt exemplified the theme I was looking for – Scaly Green, Skull White and Burnished Gold. These colours are also fairly quick to paint, as I can use Scaly Green as a base over a black undercoat, and use Jade Green to highlight. So far I've painted the first regiment, and I'm pleased with the results and the short amount of time it took to paint.





Mat Ward's Nurgle Plaguebearers.

NURGLE WANTS YOU!

Mat Ward: One of the most colourful lists in Storm of Chaos is the Daemonic Legions army. It is jam-packed with all of the twisted, colourful, bizarre (and occasionally slightly gooey) denizens of the Realms of Chaos. All of the Daemons from Hordes of Chaos are here, giving you access to Bloodletters, Daemonettes, Plaguebearers and Horrors – all of which can take full Command groups if they are part of a

Daemonic Legion – as well as Flesh Hounds, Nurglings, Screammers and Mounted Daemonettes. Of course, you can take most of this in a regular Chaos army, so what's the difference?

First of all, Daemons who take to the field as part of a Daemonic Legion have their Aura save transmuted into a 5+ Ward save – they're now just as tough against Ratling guns and fireballs as they are against a volley of crossbow bolts. On top of that, all Daemons in this list benefit from a +1 bonus to their Leadership value, making them that much less likely to vanish in a cloud of brimstone.

Naturally, this isn't all the list offers. In the Special slots the disturbingly destructive Daemonic cavalries, which we have missed for so long, return to the battlefield. Bloodletters riding unstoppable Juggernauts, Flamers riding pulsing Discs, Daemonettes riding agile Steeds of Slaanesh, Plaguebearers riding putrescent Beasts of Nurgle... They're all here. Though you'll often only get one good-sized unit of these in your army, they are more than a match for pretty much any mortal cavalry.

Then we have the Rare units. It seems that everyone loves chariots, and the Chaos gods are no exception. Each of the gods gets a monstrous Daemonic Chariot which exemplifies their respective characters. The Nurgle chariot, for example, is slow

(Movement 6) but durable (Toughness 5 and 5 Wounds), while the Tzeentch one is more nippy (it flies) and carries Flamers who fling firebolts at enemies. Whichever you go for, satisfaction (and plenty of dead enemies) is guaranteed. Last, but not least, is the introduction of a Daemonic Herald, a lesser Daemonic Hero who can either bear your battle standard or join a unit to give it some more punch.

As far as I'm concerned, this list is pretty close to heaven. It's a small, elite army that will intimidate the socks off your opponent as soon as you put it on the table. But that isn't the main reason why I like it so much. If a Chaos army is a converter's dream, then a Daemonic Legion is doubly so. Other than the Core troops, you have to convert everything that goes into the army. For someone like me whose modelling desk (also writing desk, shelves, floor, and on one occasion, the ceiling) is forever covered in conversions of one degree of insanity or another, it's a license to have some serious fun.

I could, of course, have chosen to do a mixed force, but to me Chaos is all the more fun if you stick to one power. After a brief fight for candidacy between Tzeentch and Nurgle, Nurgle won (you have only to witness my ability to miscast to understand why), and now I'm armed with a box of metal oddments and a vat of Green Stuff with which to build my army.

As I write, I'm well on the way to a 1,000 point force and am looking forward to flinging it into the fray as part of the campaign. I've plumped for a small unit of Plagueriders, backed up by a nice big regiment of Plaguebearers and a smattering of Nurglings. The downside to this is that I've had to field the cheapest Exalted Daemon I could make, but hey ho. You must excuse me, the Green Stuff calls...



The torso of this Plaguerider is made from the body of a Chaos Spawn with the head of a Great Unclean One. I pinched everything that I could find that was tentacle-shaped and then welded it into place with Green Stuff.



I can offer no explanation for my choice of Nurgling miniatures, given that there are perfectly good Nurgling figures already, except that I like these models. Besides, they look so happy (in a slightly mischievous and evil way) which is what being a Nurgling is about, after all.

DEAD AND LOVING IT

Anthony Reynolds: I've collected Undead models for years now – the old Skeleton Horde was an early purchase at a tender age – and the appeal of ancient, long-dead people continuing to fight still seems strangely attractive. As such, when Mat Ward began writing up the von Carstein list for Storm of Chaos, I took a keen interest in how it progressed. It wasn't long before I started trying it out myself, and now I've started to put some new models together to make a variant army for my Vampire force.

The army that the ever-devious and cunning Mat has devised places less emphasis on Necromancers and more onto the Vampires themselves. For myself, this has got to be a good thing, as Vampires are pretty much the best aspect of the army and I always think it's a shame there aren't more of them. Having a 2,000-point army with three or four Vampires is pretty cool. The magical side of things comes from Grave Markers. These are essentially marker stones for mass graves, from where, in true horror style, a near endless horde of the dead claw their way out of the earth every turn. Scary stuff for your opponent! So there was my first couple of painting and modelling missions: paint up another von Carstein Vampire and a handful of Grave Markers.

Anthony has used the Mordheim stagecoach as the basis for his Black Coach.



The von Carsteins, being the archetypal Vampire bloodline, have a particular affinity with wolves and bats and things that go bump in the night. I decided to reflect this in my army by painting up a host of more Dire Wolves, Fell Bats and Bat Swarms. I really wanted my von Carsteins to look different from the Vampire Counts army I usually field, and five units of 5 Dire Wolves will certainly go a long way towards that.

Another typically von Carstein unit is the Black Coach (which incidentally costs fewer points in this list than

normal to reflect this). I do not field one of these in my usual army, so decided now was the time! Preferring to make the models in my armies unique, I decided to convert one, using the Mordheim Stagecoach as the basis. So far, the army is running quite well. It plays very differently from my normal force, and my Vampire collection has expanded. Now we will have to see how it fares in the Studio Storm of Chaos campaign...

Anthony's Grave marker



The core of Anthony's von Carstein army.

SLAYERS AMASS!

Gil Surepi: Looking at the different army lists for the upcoming Storm of Chaos summer campaign, my attention was immediately attracted to the Slayer Army of Karak Kadrin. Written by an avid Dwarf player, Gav Thorpe – the Loremaster himself, I was looking forward to an interesting list with some mad new bits. I wasn't disappointed. The army itself consists entirely of Slayers, making it very different from the variant Slayer list in the back of the Dwarf Army book. You might think that battles would look the same every time, but this is not so, I can assure you, for the list contains new units and rules that make it able to act very differently on the battlefield.

Starting with the characters, obviously the only Slayer King you can field is Ungrim Ironfist himself; all other Daemon Slayers are 'just' very tough Slayers. The Slayers get one extra Hero slot, allowing you to field more death-seeking heroic killing machines, and, on top of that, one of the Dragon Slayers may be upgraded to a Battle Standard Bearer for free (Slayers being Unbreakable) giving them the opportunity to take some of the expensive Runic Banners. Finally, the characters get access to Slayer skills, which may be taken in addition to a magic weapon or banner, in the case of the Battle Standard Bearer. My Lord is equipped with the Skavenslayer skill, which lets him multiply the number of attacks on his profile with the number of models in base contact (up to a maximum of 10). Combined with a Runic weapon, this makes him very capable of taking on big units by himself and coming out on top. With a

skill that confers Killing Blow he should be able to deal with characters as well. Bring them on!

In the Core section we get Doomseekers, Slayers who have gone completely over the edge. They launch themselves into combat whirling axe-heads on the ends of long chains. These madmen operate as a single model but can hold their own (and the models look absolutely amazing).

For Special choices we see the Brotherhood of Grimnir, Troll Slayers with increased Strength and Initiative, Wards of Grimnir (tattoos to stop magic) and the option of a Runic standard. These beefed-up Slayers should be able to deal out some damage to the enemy. Long Drong and his Slayer Pirates are also available here. They obviously remember their ancestors and have come home to defend the way of the Dwarfs!

These two unit types pack a little more punch than normal Troll Slayers, and demand respect from the enemy.

The Rare section is where the most unusual entry comes in, Malakai Makaisson and his Goblin-hewer. This mad Slayer-Engineer has invented a machine which throws axes at the enemy in large numbers and at high speed. Those who have read the Gotrek and Felix novels will recognise Malakai as the one who built the large airship, Spirit of Grungni, Gotrek and Felix used to travel to the Chaos Wastes and back. I am a big fan of the novels, with Malakai being a favourite. After seeing the model, there was no choice. Must



Gil's Doomseekers

include this cool-looking war machine able to kill many Goblins!

For the new special rules we have: "Look Snorri, Trolls!" – when surrounded by their fellows, the Slayers will surge forward to get at the enemy faster. A Glorious Death – Slayers receive a Victory Points bonus for dying in combat with a worthy opponent, thereby fulfilling their Slayer oath. Dispel dice – Slayers are even more stubborn than your average Dwarf and therefore more resistant to magic.

For me, all this was a gift from above (literally, since Gav works above my office) giving me the opportunity to field a whole army of Slayers. One annoying factor for me with the Dwarfs is not having many opportunities for conversions, except for characters and standards. This list provides ample opportunities for conversions, including Dragon Slayers, Army Standards, unique Doomseekers and the Brotherhood of Grimnir. Even if some of the models are going to be released (like the Doomseekers), that's no reason not to make your own.

As for my army's composition and look, I'll create some nasty and colourful characters to deal with any tough or heavily armoured units or characters, and have started with a nicely converted Army Standard bearer. Luckily I already have one unit of Slayers from my normal Dwarf force painted to a good standard, so that will be the start of my new army. To complete a 1,000 points force, I'll need some Doomseekers to fill out the Core choices and a Brotherhood for combat power. The next additions to the army will be Malakai, and then Long Drong.



Gil Surepi's Dwarf Trollslayer regiment. The first of many.



Martin Isaakson's Eshin Triad join forces with Phil's Sorcerer-led Gutter Runners.

Already having a unit of Slayers painted up helped me decide on the colour scheme for the Army. Of course, with Slayers, you don't have much room to play around with other colours except for their trousers and tattoos, but I wanted something other than just flesh tones and orange, so I went for blue and black as secondary colours. After finishing the Battle Standard Bearer in this colour scheme, I started on four Doomseekers and, to make them look different to the ones that the 'Eavy Metal team had painted (these guys also had blue tattoos), I painted the trousers blue and the tattoos in a different pattern. It was then I decided to keep half the face tattooed blue across the whole army.

Next on the agenda was the Brotherhood of Grimnir. Most of these super-Slayers were converted using Slayers from the Warhammer, Mordheim and Blood Bowl ranges. I put together a standard for them bearing the heads of a Chaos Troll, a Minotaur, a Rat Ogre and a Stone Troll, showing that these guys have met and bested all kinds of evil monsters. I needed something to make them stand out from the normal Slayer units, and, after much thought, decided to paint their hands completely blue. Although I painted a 20-strong unit, I don't see me fielding more than 16 of them in battles of 2,000 points. They're quite pricey, and rightly so.

I have already tried a few 2,000 point battles with the army, and am very happy with the way they work. Now I just need to paint a Daemon Slayer, a Dragon Slayer, one more unit of Troll Slayers, Long Drong and friends and, to finish it off, Malakai Makaiison and his Goblin-hewer.

Now if only I can get the Army Standard to stand up without tipping over...

WAY OF THE RAT-NINJA

Phil Kelly: Skirmishers with a move of 6" are just great. The feeling of freedom when your troops scoot a full foot through a wood or marsh and out the other side, in any direction, at a speed that leaves your opponent's eyes widening... Not to mention neatly getting out of his charge arc and threatening his flank. Excellent fun. Any fellow Skaven player with a squad of Night Runners, Gutter Runners or Rat Swarms knows just what I'm talking about, and the Clan Eshin army has these in spades. So, with the Storm of Chaos campaign approaching, I thought what the heck – it's ninja time!

With such an abundance of Skirmishers, including probably the best Skirmishers in the game, you can really engage the enemy on your own terms. So I broke open yet another boxed set of Skaven Nightrunners to use as Gutter Runners (let's face it, those twin fighting claws are just the coolest). The slings also come in very handy, there's nothing like a full squad of Gutter Runners unleashing a hail of 30 Ballistic Skill 4 shots into the enemy ranks every turn to give your foe a nasty surprise. Poisoned throwing stars are also good fun. In fact, combined with items such as the Headsplitter and the Warpstone Stars, the Eshin army has a solid short-ranged shooting ability you'd do well to capitalise on before combat starts. As you will know, Skirmishers have trouble against full units.

But it's the party tricks of the Eshin list that really appeal. The Master Assassin is a lightning-fast killing machine (Initiative 10, lovely) who can run as fast as a horse and has a Weapon Skill most special characters would be jealous of, all before you buy him his

magic items. The best news is that he and his Assassin buddies can be *Skitterleap*-ed straight into base contact with the enemy in this list, perfect for dispatching that troublesome Archmage or Helblaster crew. Even my Eshin Sorcerers have nabbed themselves a Skink Priest here and there. Your opponent ends up dreading the Eshin Magic phase in case he fluffs his dispel attempts. The new Eshin *Skitterleap*'s something I'd even swap the notorious *Warp Lightning* for.

Naturally, the list lacks almost all of the other Skaven clans' goodies, and if you're thinking of taking advantage of the special Under Cover of Darkness rule you'll have to field all Skirmishers and therefore restrict your choices even more. However, in return, the Eshin lads have a new unit – the Eshin Triad – a trio of Skaven Assassins (no magic items, mind you) that form an elite Skirmishing unit quite capable of taking down detachments, light cavalry and characters without breaking a sweat.

I think I might even keep a tally of the characters those little ninja rascals behead over the summer. The best thing about the Eshin army? Just spray 'em black, give the furry bits a brown drybrush and they're pretty much painted already...

Phil's Tunnel Team marker





Kenton's first Knights Errant unit, ready to make their names on the field of battle.

FOR THE LADY!

Kenton Mills: My gaming obsession began many years ago with HeroQuest, and since that time I have dallied with Chaos hordes and legions of the Undead. But no army has captured my imagination more than the gallant Bretonnians. With tales of an uncountable horde of Chaos spilling from the Northern Wastes, and unprecedented numbers of Beastmen massing in the forests of fair Bretonnia, it became clear that only one course of action lay before me. It was time to take up lance and shield once more.

Unfortunately my old Bretonnian army has not heard the rattle of dice on table for some time, and although when I painted them I thought I'd done a great job, they're looking a little shabby now, so I decided to paint up an entirely new army of the new models.

Although I'm familiar with the Bretonnian army on the battlefield, the stunning new range complicated my army selection. I wanted them all! In an effort to begin gaming as soon as possible, I set out to put together a 1,000 points core army to which I could bolt on extra units as I finished them. A perusal of the new Bretonnia army book and the first units chose themselves. I decided to go one better and field an Errantry War list, to take the fight to Archaon. In any Bretonnian army the Battle Standard Bearer becomes a compulsory, albeit freely upgraded, Hero choice. This means that even in the smallest army you need both a Battle Standard and General, as a single Paladin cannot fulfil both roles. A unit of Knights of the Realm are also obligatory, and in larger point games you shouldn't hesitate to take two units of them. For my starting army, however, a unit of Knights Errant was vital, as their charge can be devastating, especially when given the Errantry banner that all Knights Errant in this list must take.

Despite their combat prowess a Bretonnian army's knights need to be adequately supported by Peasants or risk being pinned in combat and surrounded. I've previously found that two small units of Peasant Bowmen to each unit of knights works well, although the new Men-at-arms models look so intimidating with their tower shields I had to take a unit of them too. Finally a small unit of the new Pegasus Knights would add a tactical edge to my

army. No units of pesky Fast Cavalry would be interrupting my knight's plans now, not with such a formidable counter strike waiting for them!

With most of my core troops chosen I still have a host of cool units to be worked into the mix. There's the new Questing Knights and the new Trebuchet too, which is just far too imposing to be left behind. And I haven't even thought about the new Battle Pilgrims yet, or Grail Knights. Oh and I'll need a Damsel, and a...



Kenton's converted Bretonnian General.



Matt Hutson's Dark Elf Sorceress leads his Slaaneshi Cult into battle.

A DARK PACT

Matt Hutson: I've always played Dark Elves – they were the first Warhammer army I collected and, despite Wood Elves and Tomb Kings distracting me for a very short while, have been the only Warhammer army I have seriously collected since I started playing. My current Dark Elf army is actually the third one I have collected and it's grown to quite a formidable size, including most of the different unit types available.

The introduction of a Slaaneshi Cult variant list is the perfect opportunity to do something different with my army and try out some different troop types and tactics. My first idea was to make my existing army look more Slaaneshi in appearance and add a few Daemon units to it. After a bit of experimentation with pink paint I soon realised the existing red armour of the army wasn't all that Slaaneshy and in fact tied in much better with Khaine the Bloody-handed God. I thought that it would actually be quite a shame to defile it by repainting, so in the end I decided an all-new army would be needed, and with this thought the fourth age of my Dark Elf army began.

The Dark Elf armies I have collected in the past have always had an emphasis towards shooting and counter-attacking. This time, however, I thought I would go for an all-out attack force. The additional units that can be taken in a Slaaneshi Cult are ideal for this;

Mounted Daemonettes are amazingly fast and are perfect for attacking the flanks of your enemy, while Daemonettes on foot move at the same speed as a Dark Elf (which is pretty quick) and are savage on the charge. For an Elf player Spawn are something of a novelty, being expendable, tough and Unbreakable. One thing really stands out in the new list, though. In a recent game against Anthony Reynold's Vampire Count's Mark of Slaanesh really did change things. Where usually my expensive Dark Elf units would have been running for the hills after being beaten by *fear*-causing armies, they stood firm. The Mark of Slaanesh changes the dynamic of the Dark Elves a lot, meaning your opponent can't rely on *panic* and *fear* to defeat your army.

I plan to make all the units of the army be composed of warriors in multiples of Slaanesh's sacred number 6. Although this gives no benefit in gaming terms it is quite characterful.

On a final note, my favourite part of the Cult list are the Druchii Anointed, ancient and powerful Elf followers of Slaanesh from the time of the Sundering. These Lord characters are exceptionally tough and quite capable of taking on any character your opponent cares to throw at them. Also, they are magic users, which makes them surprisingly good value, especially in 2,000 points games, where their versatility comes to the fore.

Matt's converted Druchii Anointed.



The colour scheme Matt selected is very quick to paint as it only uses 5 colours. The glossy black armour contrasts well with the pale flesh tone.



WARMASTER MIDDENHEIM



Andy Holmes: About six months ago my partner in crime Thomas Webster-Deakin, or TWD as he is known in these parts, decided to try and get more folks in the office to play the wonderful game that is Warmaster. Not having an army, I borrowed TWD's Empire force and proceeded to smash his Dark Elves into the floor. Not bad for an amateur, I felt. Excited by my victory, I began to delve deeper into the game.

TWD's Warmaster workshops continued regularly over the next few months, with more and more of the Hobby Specialists in the office beginning to decorate their desks with tiny figures. Having learnt the basics, I was loaned TWD's Empire yet again so that I could

teach my fellow Hobby Specialist, Tom Gilbert, how to play. For the battle he took Dark Elves. Tom picked up the game very quickly and did himself proud (I suspect he had read the rules beforehand). However, he suffered the same fate as TWD before him.

Now there were several possible reasons for this – I have a natural ability for commanding the Empire in Warmaster; I have a natural ability to defeat Dark Elves in Warmaster; or I have a natural ability to defeat people called Tom at Warmaster. I know which option I prefer, but only time will tell.

When Storm of Chaos came along, I realised that it would be brilliant to

collect an army for the campaign.

I have collected The Empire in Warhammer for longer than I can recall and during this time have owned both a Middenheim and a Talabheim army (see below). It seemed only right that I continue my allegiance to the great Karl Franz when collecting my new Warmaster army.

Initially I wanted to collect a replica of my current Warhammer army in Warmaster scale, which, I am told, is a common ambition when starting out. This would mean painting the state troops in the red and white colours of Talabheim and using Warmaster

ANDY'S WARHAMMER EMPIRE ARMY

My Talabheim Warhammer army, which I'll also be using in the Storm of Chaos campaign, was built early last year when my friend Matt and I decided to attend the Warhammer Doubles Tournament. Matt took Dwarfs and I took command of a new Empire army. It was Matt's decision to paint both forces in a striking red and white colour scheme, which consequently meant my army was from somewhere near Talabheim.

We had several months of frantic collecting and painting, finally

finishing our last figures the night before the event!

To give the armies a theme, we decided to take as many black powder weapons as we could. This meant that my army consisted of a unit of Handgunners, a unit of Pistoliers and a unit of Knights. To back this up we had a unit of Dwarf Clansmen to provide solid infantry support and a unit of Thunderers to put people off attacking our firing line. I included a marksman armed with a Hochland Long Rifle in my Handgunners and

this proved itself on several occasions. In the Doubles Tournament players have a Border Patrol force, so the rifle's effect was magnified.

I converted a general to lead my little band. He was a Captain in Full Plate Armour who led The Knights of the Black Cross. We decided that my hero would be armed with the Dragon Bow as this would add more firepower and would be a nasty surprise to any Vampire Counts who brought a Banshee along. To fit the theme, I converted him to carry a pistol too.



Andy will be playing in the campaign with his Warhammer army too.



Andy's first units are already painted.

Reiksguard Knight figures to represent my own knightly order, The Knights of the Black Cross. But after some thought I became tempted to recreate my first ever Empire army in tiny scale, painting them in the blue of the warriors of Middenheim as they are more appropriate to the forthcoming battles. The background for the Cult of Ulric army list in the Warhammer 2004 Annual has helped me to get a better feel for the region, culture and religion. I would be able to theme the army using this information. In addition, the city of Middenheim is the home of two of the greatest and most famous of the knightly orders of the Empire, namely the Knights of the White Wolf and the Knights Panther. There are some fantastic figures to represent both of these famous units in Warmaster scale and I have heard that at some point in the not too distant future we are adding Teutogen Guard to the Empire range as well!



Having decided what army to collect and also on a theme for this army, that of a Cult of

Ulric and Middenheimer defender, I now came to the task of deciding what to include in my starting force. My first game against TWD was won by a decisive cavalry charge from a full brigade of Knights. This showed me how important cavalry is in Warmaster and so I was determined to include as many cavalry units as possible in my army. "Cavalry is king in Warmaster," as TWD likes to say.

I have decided to plan my army in manageable 1,000 points chunks with the hope that I can get the majority painted by the time the campaign starts. Each troop type in Warmaster has a minimum and maximum number of units that can be included per 1,000

points of your army. Looking at the minimum requirements in the army list for the Empire meant that I had to have two units of Halberdiers, two units of Crossbowmen and a Command stand to represent my general.

With the fate of 325 points already decided for me, I turned my attention to the rest of the army. I decided that my Middenheimer force should not include any black powder weapons, as this was in keeping with the character of the army. Therefore, my choices were somewhat limited, as this cuts out Handgunners, Pistoliers, Steam Tanks and artillery. Not including any of these units makes it very different from if I had decided to collect my Talabheim Warhammer army in Warmaster, which has lots of guns.



In Warmaster, units can be grouped together in fours to form brigades. A brigade can be given a single order and all units in that brigade will be allowed to move. For this reason, it is good to plan how you intend your army to manoeuvre and therefore purchase your units in 'brigadeable' numbers.

THE ARMY OF MIDDENHEIM.

Here is the army that Andy is currently collecting and painting. Once he's finished this, he'll be expanding the force up to 1,500 points and beyond.

General	125 pts
2 Wizards	90 pts
2 units of Halberdiers.....	90 pts
2 units of Crossbowmen.....	110 pts
1 unit of Flagellants.....	70 pts
3 units of Skirmishers.....	75 pts
4 units of Knights of the White Wolf	440 pts
Total.....	1,000 pts

The next units to go on my list were four units of the Knights of the White Wolf. I intended to use this armoured column as a decisive punch, keeping it together as a seriously hard-hitting, battle-winning brigade.

Keeping with the Middenheimer theme, I decided to include a unit of Flagellants to represent Warriors of Ulric and Wolfkin from the Cult of Ulric army list. This entails a little conversion work and some careful painting. On such a small scale, I hope it goes well!

Lacking a bit in firepower, having consciously dropped the option of Cannons and Handgunners, I decided to include two more Character stands of Wizards. The spells Ball of Flame and Weird Enchantment should make up for this shortcoming and their



presence will allow me to make more Command rolls and hence give my army better mobility. While they only have a Command value of 7 and a Command radius of 20cm their effect is limited but they will, on average, pass their Command check for a single order. This means that the general can concentrate on ordering the cavalry into position. Should they fail they can always have a go at casting the Voice of Command spell that allows a brigade to move as if it had just received a successful order.

I intend to group the Flagellants and the Halberdiers into a single infantry brigade. Three units of Skirmishers, which can be attached to infantry units, will round the force out and assist the infantry, protecting the flanks and rear of the brigade and increasing the field of vision of the parent units.

TINY HORDES OF CHAOS



Chaos in Warmaster scale. Small, but deadly.

Tom Webster-Deakin: I've been a huge fan of Warmaster since it was released and I'd go so far as to say it is probably my favourite Games Workshop game. The sheer scale combined with the opportunity to use some advanced tactics means I really enjoy getting my Warmaster soldiers out.

When I learned about Storm of Chaos I knew I had to collect a new Warmaster army to take part. The whole idea of

Chaos forces rampaging down towards Middenheim has really caught my imagination. Fortunately, I also happened to have a pile of unopened Chaos blisters under my bed, ready for just such an eventuality.



I always like to try and give my armies a theme, so I had to decide to which power my horde would dedicate themselves. I've recently finished off my Warhammer Slaanesh army and I've got an Emperor's Children army for Warhammer 40,000, so the answer appeared to be obvious. However, as I started opening the purple and pink paints I noticed the characterful new Tzeentch Daemons for Warmaster. There are suggestions in the first edition of Fanatic magazine for mixing Daemon models into a mortal Chaos army – so it was that I sold my soul to the Lord of Change and broke out the yellow and blue paint instead. The only thing left to decide was how large the army would be. Warmaster is designed for quite large armies and the bare minimum is really a 1,500 point force – fewer points than this and the battles tend to be decided by a single charge. With Storm of Chaos scant months away and a new baby at home

my time is limited, so I intend to build a 2,000 points army. This is a good size for a decent game and will give me some flexibility. I'm doing this by getting an initial block of 1,500 points and then adding a further 500 once I've got a bit of experience of playing with Chaos. This will give me the chance to get a feel for the army and expand it to either fit my style or cover up the horrendous mistakes I've made!

With my initial decisions made I set about planning the first 1,500 points of my army. Although I've been playing Warmaster for some time now, I always find it helps to get other players' perspectives on the game, especially when choosing a new army, so I asked around about the strengths of Chaos.

I'd recommend that anyone serious about playing Warmaster, indeed, any game, does this and taps into the excellent advice other gamers can offer. The guys I asked were very helpful. Armed with their suggestions and my own ideas I drew up an army list.



When picking an army for Warmaster I find it helps to think in terms of brigades rather than just units. Movement of units is vital in Warmaster and the Brigade rule allows you to move several units by issuing only one order, so it makes sense to collect brigades of models instead of units. I learned this the hard way with my Dark Elves. This army contains nine units of

infantry meaning I always seem to have a unit leftover that doesn't fit into a brigade. The other key element to a Warmaster army is the compulsory units that form the part of any force.

TOM'S CHAOS ARMY

General	125 pts
Sorcerer with Ring of Magic	120 pts
2 units of Chaos Warriors	300 pts
2 units of Marauders	120 pts
2 units of Chaos Knights	400 pts
2 units of	
Marauder Horsemen ...	180 pts
2 units of Chaos Chariots	190 pts
1 unit of Harpies	65 pts
Total	1,500 pts

Chaos in Warmaster, like Chaos armies the Old World over, consists of small numbers of elite troops. This can be a problem in Warmaster, as any army reduced to half its starting number of units has to immediately withdraw, so Chaos armies generally have a low break point compared to most other Warmaster forces. However, as you might expect, the toughness of the troops and their capacity to take out large numbers of enemy units goes some way to compensating for this.

My compulsory choices for the army are a general, a unit of Marauders and a unit of Chaos Warriors. Taking this as a starting point for my force I decided to add another unit to each of the Marauders and Chaos Warriors. This will form my first brigade of infantry and give the army a good solid core. I also happen to think that every Chaos army should have a good basic component of mortal Warriors before you start adding in all the gribbly Chaos monsters and daemons!

BREAK POINT

The number of units in a Warmaster army is very important. When your army is reduced to half or less of its starting units, it must immediately withdraw. This is the first challenge of the game. Do you go for a few powerful units who, though they may be strong and die hard, might well be forced to fall back early on, or a huge horde of weaker troops who may stick around for longer?

With my first brigade chosen it was time to add some mounted troops. In Warmaster cavalry is king. The narrow frontage, high Armour save and high number of Attacks of most mounted units combine to make them nigh-on unstoppable on the charge.

Unsurprisingly Chaos Knights are the best in the game; equally unsurprising they also eat up points. Although I could have a potential maximum of four units of Knights in 1,500 points I decided to stick with two units to begin with. To this I added two units of Chariots and two units of mounted Marauders. My Warmaster advisors

suggested doing without the mounted Marauders altogether as the consensus is that Chariots are far better for the points, but I think Marauders on horseback should be part of any mortal Chaos horde, and besides which, I had some in the blisters under my bed. I'll field these six units as two brigades containing one of each unit.

To enable me to command these three brigades on the battlefield I settled on a Sorcerer to fit with my Tzeentch theme and equipped him with the Ring of Magic. As this means he can cast one spell once in the game without rolling to do so, I can guarantee that I will get off the extremely nasty *Rage of Chaos* spell (which gives the targeted Chaos unit extra Attacks). This should transform my already powerful Knights into true death dealers.

Finally I went for some flying support in the shape of some Harpies. This was largely because I already have a unit of these painted for my Dark Elf army, so

that's one less unit to paint, but I actually intend to replace them with the very cool Screamer models just as soon as I can get my hands on them.

That brings me nicely up to 1,500 points with a Break point of six units – very respectable for a Chaos army.



With the army picked I turned my thoughts to tactics. As with Chaos armies in Warhammer the fundamental plan with Chaos in Warmaster is to get across the board and into contact with the enemy as soon as possible. The absence of shooting means there's no

holding back with a Chaos army, but its small size should make it fairly manoeuvrable on the battlefield. In my initial battles I intend to place the infantry brigade at the centre of my line and flank them with the two brigades of cavalry. Then charge. Meanwhile the Harpies can become a nuisance and try to pick off enemy war machines. Once I've actually tested this against the enemy I'm sure I'll be rethinking parts of it, but it's a good enough start.

PAINTING WARMASTER CHAOS WARRIORS

Usually I paint my Warmaster models as individual strips and then glue them down and base them when they're finished. This can be a bit fiddly and time consuming. I wanted to get this army done quickly, so I took some advice from Graham Davey in an

old White Dwarf who pointed out that if you can't get your paintbrush to something, chances are it won't be seen. I'm pretty pleased with the results and it was certainly quicker and easier than my usual method. I'm still toying

with adding some static grass to the bases, but I'll wait until I've finished the entire army and see how it all looks. If you want to try this method, here's how I did it.



- 1** Glue both strips of the models to the base with superglue. Once dry, apply watered down PVA glue and then sand.



- 2** Undercoat the strips with Chaos Black spray. When dry, fill in any bits you've missed with Chaos Black paint.



- 3** Overbrush with Boltgun Metal, then drybrush with Mithril Silver. When dry, wash with thinned down Blue Ink.



- 4** Paint weapon hafts with Chaos Black. Paint shields, flags and plumes with Bubonic Brown. Paint cloaks Storm Blue. Paint horns Bestial Brown. Use Shining Gold to edge shields and other detail.



- 5** Overbrush the Bubonic Brown items with Golden Yellow. Highlight cloaks with Ultramarines Blue. Paint Bleached Bone onto the horns. Wash the gold areas with Chestnut Ink.



- 6** Highlight yellow areas with Bad Moon Yellow and cloaks with Ice Blue. Drybrush the base with Shadow Grey, followed by Codex Grey and then Ghostly Grey. Finish the base edge with Goblin Green.

From the frozen wastes of the north the hordes of Chaos pour forth. Archaon and his dark generals marshal their forces with cruel discipline – the Kurgan Marauder tribes, packs of viscous Warhounds slaving with bloodlust, towering Knights of Chaos blessed by Dark Gods and legions of Daemons summoned by evil Sorcerers.

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BORN TO BE GREEN

George Dellapina's Speed Freek Army.





George Dellapina

George Dellapina works at Warhammer World in Nottingham and is one of Games Workshop's resident scenery and painting maestros. His Orky Speed Freaks army is a real tour-de-force of

cool conversions, general orkiness and has scores of admirers.

George describes himself as a fanatical painter and modeller. If you've seen any of his work at Warhammer World, you'll know what a huge understatement this is. He is renowned for his heavily converted Space Wolves, and Imperial Guard armies, as well as some very ambitious modelling feats for our other systems (if you come to Warhammer World, check out the Lord of The Rings siege tower. He built that). But

it is Orks that really float this cheeky London chap's boat. In fact, the nutter even thinks he's an Ork!

"I've been into Games Workshop for twenty years, ever since I was eight years old," says George. "I was getting loads of stuff from my local model shop as a kid. The first models I bought were the original metal Space Marines from Rogue Trader (the very first edition of Warhammer 40,000 - Ed).



TANK, ORK WARBOSS



My Warboss was extensively converted. He has Ghazghkull's legs and body with a Black Orc banner top as a head and the sun icon from the same banner as an armour plate at the back. I wanted him to have the biggest, snippiest claws I could find, so I gave him Krieger 'Krash' Thrax's arms from Inquisitor. I also used Thrax's backpack and a piece of plastic rod for the exhaust on Tank's Mega-armor. All the wiring came from my bits box with some green stuff used to blend it into the model. The Gretchin sat on his shoulder is from the Scorcha and his back banner came from an Ork Nob. A few Black Templar heads rammed on spikes finished the model off nicely.

"They were great but it was with the first plastic Ork kit that I fell in love. I have had Orkiness running through me since then!"

As we talk, a man approaches and presents George with a mighty bag of Blood Axe Commandos for another modelling project. He's so Orky the green aliens are attracted to him like a magnet!

"I really feel Orkoid and love general Orkiness. I've got an Italian heritage and it's a tradition there to go mushroom picking. I was told when I was young that I was found under a mushroom as a baby – so I totally believe I'm actually an Ork!"

"Until a couple of years ago I never used to play. It was only when I visited a gaming club and had a quick game of Warhammer 40,000 with a guy there called Sean Howells that I fell in love with the game and got the link between gaming and painting. I was invited to SELWG (South East London Wargames Group), where Lee Brown, my Jedi Master taught me serious chess game playing."

George is part of a gaming quartet called the Jedi Council, which includes himself, Lee, Sean and a fourth guy, Mike Reynolds. These four mighty players practise their own no-holds-barred style of tournament gaming.

"I love tournament gaming. I love to win but I don't like being beardy. I always take the models I like, sometimes over more powerful ones. The Jedi Council are regulars at the Mayhem event in Tolworth, Surrey. We're there twice a year. I just love that tournament, it's such a laugh and there's a nice atmosphere. My most recent tournament was the Warhammer 40,000 Grand Tournament this year where I came 14th overall and got

the Best Painted Army award for my Space Wolves. These guys are the army that I really trust to take to a table. I just love Space Wolves. They're feral, the most convertible chapter going. The pack mentality is important to me and I like the idea that they are so bonded as a chapter.

"Playing games is really fun, man. That's how I get to know my army personally – you can't have a faceless army. My Speed Freeks have a lot of background story to them. They are a desert-dwelling, nomadic tribe of scrap scavengers and their yellow colour scheme fits in with this. All the characters in my Speed Freeks are named and converted – if you're going to do Orks, have a BIG bits box. This army is all about extreme conversions. Don't be afraid – anything goes with Orks."

As for painting, George has a bold style which favours vivid contrasts. This is primarily because he is colour blind!

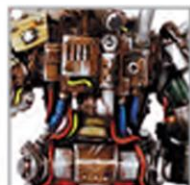
"I take a mathematical approach to painting and don't bother with shading. I take the paint directly from the pot – it's more about tone, painting in layers and using progressive highlights. The Speed Freeks were a real rush job to paint. I was at it for sixty hours straight – not recommended, people – as I was using them in the 2003 Mayhem tournament in Tolworth. But I got it finished at seven in the morning of the tournament – as I was unpacking I could smell the Purity Seal."

"Now I'm working on a feral Orks army. This is going to be mad with a huge Squiggoth. The whole army is going to be dominated by Squigs, sub-species of Squigs and Boars – it'll be the coolest thing you've ever seen."

LUGNUTZ THE BIG MEK



Lugnutz the loony built Tank from bits of Trukk and gave him life. Like his boss, he had a lot of conversion work done to him. He has Ghazghkull's head on top of the 'Eavy armour Ork Nob's body. His backpack is made from the Inquisitor range model Krieger 'Krash' Thrax's and a Mekboyz's pack. I finished this off with the spinney gubbins from the Ork Shokk Attack Gun.



'ARDBOYZ

The 'Ardboyz are my favourite unit in the army. They are the toughest Orks and wear the most armour. An Ork's only weak point is his neck, so they all have Black Orc heads from Warhammer as these have the right kind of armour protecting this area. These 'Ardboyz are just that – dead 'ard. They have no weakness. In keeping with his mob, the 'Ardboyz Nob has loads of protection and has his glyph plate on his chest for even more armour. I often get asked about the burnas in this unit. Their mesh masks were made from two Ork jaws from an 'Ardboyz metal sprue and car body mesh bent into the right shape. They also have shields to protect their fuel tanks.

Ork Warboss Tank disembarks from the Battle Wagon with his 'Ardboyz in preparation for a brutal assault.



Ork Skarboyz spearhead the Speed Freek advance.



SKARBOYZ

These guys are the Ork Nobs in training. All my Skarboyz, including the Nob, have prominent pink scars over their dark skin. This is made simply from a line of green stuff and given a cross-hatched impression to represent the knitted skin. Skarboyz are some of the meanest Orks in the army – they've been in loads of battles and are completely mental from too many knocks over the head. For this reason all my Skarboyz have feral Ork Boar Boyz heads and even the burnas are designed to look meaner, made from the Ork Dreadnought skorcha.



ORK WARBUGGIES


My vehicles were the spawn of Gorkamorka (for our more recent readers this was an Orky game that was part of our Specialist Games Range and was dominated by Trukks and Buggies – Ed). My Big Mek is obsessed with big wheels – the bigger the better! – and my Buggies are no exception. All the wheels came from a 4-wheel drive toy, like my Trukks. The Buggies were inspired by Mad

Max and Dark Future (another ancient game from the annals of Games Workshop history). Keeping this theme, I scratch built one of the Buggy's engines that sticks out of the bonnet and another I gave a tank of NOS (Nitrous Oxide). My third buggy was based upon an Ork Warbike with a plasticard frame scratch-built around it. Like everything else they're painted in a rich yellow colour scheme.



TRUKK BOYZ

My Trukk Boyz Nobs are Lance and Spike. Lance is a fairly standard Nob but with all the extra bits to make him look bigger and tougher. Spike's named after the dog in Tom and Jerry. He'd always look after Jerry in the cartoons and I've even got a little Grot on Spike's base that I call Jerry. All my Trukks are scratch-built from plasti-card. The original Ork Trukk chassis is used as a base which I just built around. I love the big wheels. I took them from a kid's toy car and liked them so much I bought about twenty cars, which gave me loads of wheels. I really like the way they make the Trukks look much bigger and meaner – just like an Ork Trukk should look.



DETH KOPTA

I chose Deth koptas over Warbikes when making my army. Deathkoptas have better armour, +1 Strength and have a free Mekboy upgrade who can potentially take a lot of cool gubbinz. That's exactly what I did, giving my Mek a Kustom Force Field that was made from two bits of stikk bomb chukka and two spinny discs from my bits box. All my Koptas have got their twin-barrelled shootas on the side (I belt out Ride of the Valkyries whenever they attack in a game). All the pilots are sixty percent scratch built, barring the steering arm and feet as there is only one Deathkopta pilot and I wanted them to all look different. I gave the Mek a double rotor on his kopta to make him stand out and a big, dirty, snippy power claw. I originally had them on flying bases but they kept breaking so I constructed some extreme flying stands to keep them in the air instead!



HOBBY ADVICE

George is available to help you with anything hobby related. So if you need to improve your painting and converting skills (vehicles are his specialty) or you want an introduction to the basics of building terrain, then George is your man.

To book a lesson with George all you need to do is call Warhammer World on 0115 916 8410, or email your booking to warhammerworld@games-workshop.co.uk and make sure you leave your details so we send you a reply.

There are many ways to enjoy the Games Workshop hobby, including modelling and painting scenery. But if you're new to wargaming, building terrain can seem like a daunting task. We make a range of pre-made scenery which you can use to make playing simple and quick. However, we also have a range of tools perfect for making terrain of your own.

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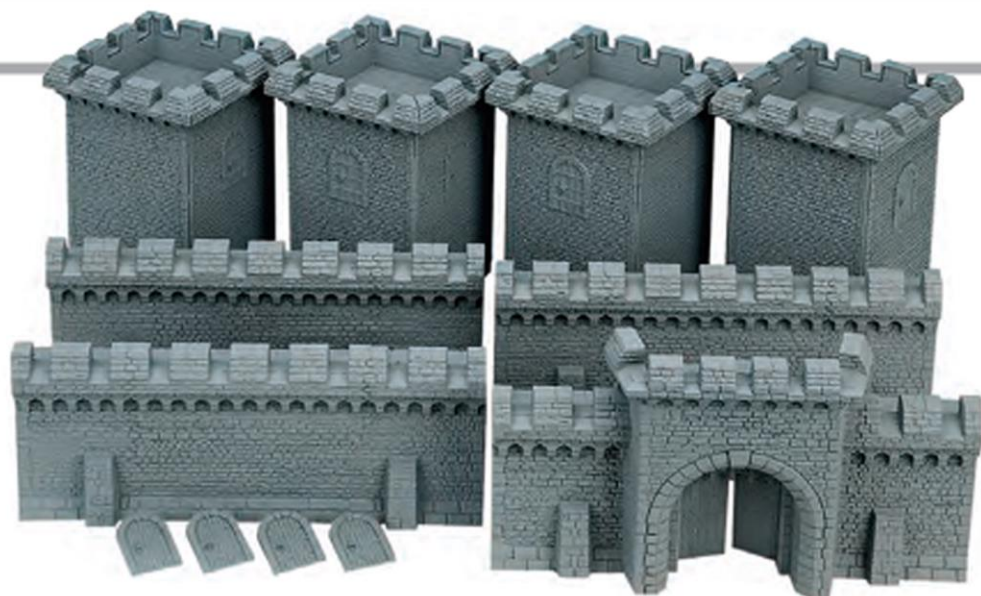


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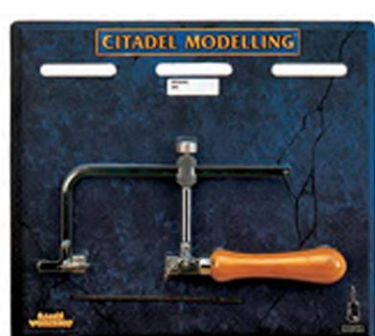
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RULES OF ENGAGEMENT

A new objective-based scenario generation system for Warhammer 40,000

Bored of playing the Cleanse mission? If you're anything like us here at White Dwarf the vast majority of our Warhammer 40,000 games revolve around this default mission and after a while it can seem a bit bland. And it's not always possible for players to decide ahead of a game what scenario they'd like to play, especially if you're pitting yourself against new foes at a club or in a Gaming Room. Ryan Powell, Kurt Pertolat and Chris Hutchings took this as a challenge and have come up with a set of rules for generating scenarios on the day. Even better than that their objective-based system brings a great new dynamic to your games set in the 41st millennium adding even more atmosphere to battles. Read on as the three of them spill the beans...

In the grim darkness of the 41st millennium, countless armies fight pitched battles across a war-torn galaxy. From massive, planet-wide sieges to surgical raids against isolated outposts, the armies of the far future are often called upon to complete difficult missions under terrible conditions. Warfare in this dark time is not for the armchair commander, but for the relentless general who pursues victory at any cost and under any condition.

The scope for gaming is huge. Imagine small-scale fighting for a bunker complex, or a desperate attempt to recover lost plans. So why, when we gamers turn up to our local Gaming Room or club, do we always end up playing Cleanse?

As veterans of innumerable Cleanse battles, the three of us decided that the game could benefit greatly from a new, alternate way of

generating missions and building army lists. The Rules of Engagement system is intended to create missions that cater to fun, eventful games that are rarely the same. The focus of our system is on pitched battles between desperate forces, requiring your army to engage in strategic movement rather than wholesale slaughter if they are to achieve the objectives set out before them.

Rules of Engagement also brings the opportunity for some atmospheric narratives. The objectives given here can help inspire a story for your games, from the protection of a comms station, attempting the assassination of the enemy commander to surviving a bombardment or retrieving vital documents from behind enemy lines.

The following rules detail how to generate a scenario for Warhammer 40,000, set up and play a game using the Rules of Engagement.

"Maintain barrage!" Captain Landeer of the Gundam Heavy Infantry bellowed to his mortar crews. The tell-tale 'crump', 'crump' of their weapon platforms, dug in behind the thick walls of the Imperial Bastion, answered. Smoke and fire erupted like incandescent blooms upon the nearby killing fields, kicking up vast clods of snow and ice with every impact.

They were almost overrun.

The Tyranids had crashed through the first of the outer barricades like a furious and unrelenting storm. The Gundam defences were spread thin across a wide plain and yet the alien's advance was precise, seemingly geared toward penetrating the



command bastion and the vox tower. Landeer had watched from this vantage point in horror as his men were massacred, torn apart by terrible claws and dissolved by the alien horde's horrific bio-weapons. The 8th and 16th platoon were in full flight, dragged down and consumed as the rampaging mass overtook them.

And yet there was still hope. Corvar and his crack units could still achieve their objective. Landeer just had to keep the aliens at bay for long enough.

Landeer looked out to the land at the fringe of the fighting. The barren waste of arctic tundra and frozen chemical lakes made for a bleak vista.

He looked at Stannard, his vox operator. The man was at his station, one ear cupped by the headset, tweaking the dials frantically for a signal.

Landeer's head pounded from the sub-sonic throb of the 'nid bio-construct that was scrambling the vox somewhere out there on the field of battle. He felt its presence crushing his skull and sapping his will, even at this distance.

"Stannard?" Landeer ventured.

Stannard shook his head.

Turning his attention back to the battlefield Landeer watched as the last outer barricade was overwhelmed, a mass

of Termagants dragging down the first line of Guardsmen like a swarm of malevolent ants. He was certain now, they were headed for the bastion.

Landeer tapped his microbead.

"All platoon commanders," Captain Landeer bellowed above the awesome din of the heavy artillery thundering from the bastion walls, "Fall back and consolidate at the Bastion."

The signal only just prevailed. Compliance came back through frenetic static.

The heavy weapons continued to pound, punctuated by the staccato crack of lasfire, but the alien horde did not slow and even as the last of the platoons mobilised and withdrew to the shelter of the Bastion, the Tyranids threw themselves against the first wall with frenzied abandon.

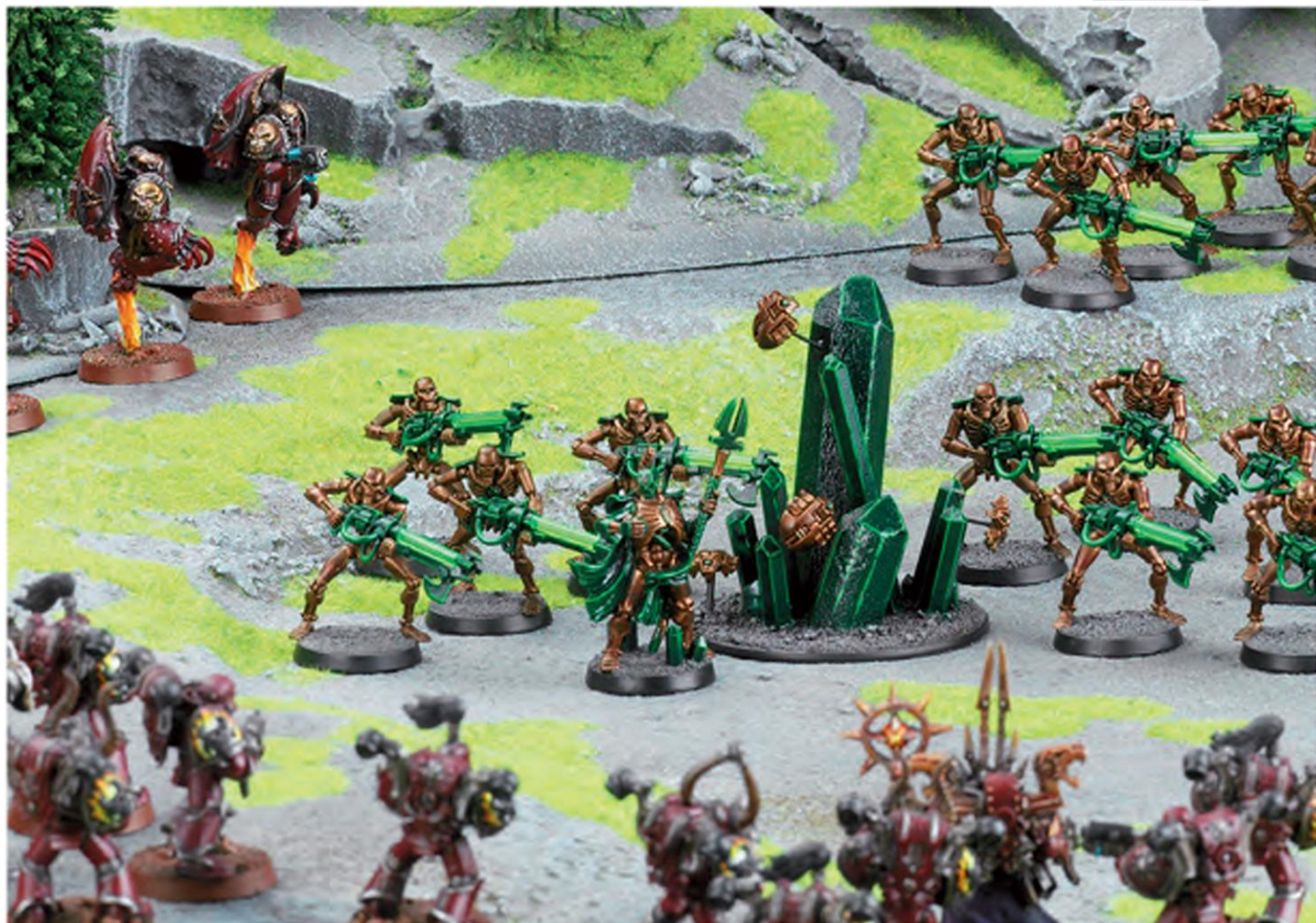
Landeer looked back to the vox.

Stannard rubbed his temples from the neural interference that had scrambled the long-range vox.

"Nothing sir," he returned.

Landeer turned back. He gripped the aquila at his breast.

"Come on, come on," he urged with quiet desperation, beneath him the frenzied tide was growing...



Necrons protect a crystal communication node from an attack by the Word Bearers Chaos Space Marines.

OBJECTIVE MARKERS

Rules of Engagement requires that each player has two objective markers. This gives players the opportunity to make items relating to their army (check out our examples at the end of this article – Ed). All measurements are taken from the centre of the marker, so exact size does not matter. We recommend a 60mm round base. Objective markers are not considered difficult terrain and do not block line of sight, regardless of how the marker looks.

ARMIES AND TERRAIN

Armies are chosen using the standard force organisation chart. Point values should be

RULES OF ENGAGEMENT STEPS:

1. Determine point values and construct army lists.
2. Place terrain and roll for deployment zone measurements.
3. Dice to select deployment zones.
4. Place objective markers.
5. Determine Mission for each player.
6. Deploy armies.
7. Roll for first turn and begin game.

decided by both players beforehand. While Rules of Engagement works for any size game, it has been our experience that 1,000 points is the optimum for exciting, well-paced games. After you have selected your army, terrain should be placed by any mutually agreed upon manner.

DEPLOYMENT

To determine deployment zones, both players should roll a die and add the two results together to find the total, then consult the Rules of Engagement Deployment Chart.

Once the type of deployment zone has been determined, each player then rolls dice equal to their strategy rating, choosing the highest result. The player with the highest roll may choose which deployment zone to set up in.

SETTING UP OBJECTIVE MARKERS

Each player takes turns placing their objective markers. Each player rolls a dice to determine who places a single marker first, with the winner getting to choose first or second placement. Each player must place one objective marker within their deployment zone and one in the No Man's Land outside both deployment zones. These objective markers must be farther than 6' from any table edge, and no closer than 18' to another objective marker. The players alternate

deploying their objective markers until all four of them are placed.

After all markers have been placed, each player rolls a Scatter dice for their markers, on a 'hit' result the marker will remain where it was placed, otherwise roll a single dice for the number of inches the marker scatters. Note that markers may scatter out of deployment zones and may end up within 18' of each other after they scatter. Players should keep in mind that you will be randomly determining (explained below) which, if any, of the objective markers you will need to control to win the game. Placement of markers is crucial, as you may end up defending the markers you place, and likewise you may be assaulting the enemy's. It would be wise to place markers in a position where they cannot be easily captured by the enemy, but could potentially be defended by you.

CONTROLLING OBJECTIVE MARKERS

Many of the scenarios used in Rules of Engagement require you and/or your opponent to control various objective markers at the end of the game. To control an objective you must have more models than the enemy within 3' of the objective (measured from the exact center of the marker – a good reason to put them on

round bases) at the end of the game. Models who are broken or falling back may not be counted for the purpose of controlling objectives. Vehicles with a base front armor value of 12 or more count as two models for the purpose of controlling objective markers. Multi-wound models such as Ork Nobs, Eldar Wraithlords, and Space Marine Commanders still count as a single model for this purpose. Additionally, any unit that specifically states that it may not hold table quarters or objectives (such as Nurglings) obviously cannot control an objective marker.

SCENARIO MISSIONS

After terrain and objective markers are set up, it is time to determine what your orders are. Each army will have orders from their high command detailing what their purpose on the battlefield will be. These may or may not be the same as the enemy and may or may not affect what your enemy does during the game. Each player should roll two dice,

add the results, and consult the Rules of Engagement scenario table (to the right of these pages) to determine their mission. Both players should tell each other which mission they rolled. In addition to the basic objectives needed to achieve victory, the mission you roll may also offer additional rules, such as Infiltrate or Deep Strike, that are in effect for your army.

Since each player rolls separately, any special rules for their mission apply ONLY to their army and not their opponent's force. This means that one army may have the ability to use deep striking units such as Terminators, while the other army may only have the option of infiltrators or no special rules at all. These rules are detailed in the Rules of Engagement Mission Chart opposite.

GAME LENGTH

All games have a fixed length of six turns.

DEPLOYMENT AND FIRST TURN

The player who won the dice roll for choosing deployment zones must place a unit first. Players alternate deploying a single unit/vehicle in the following order: Heavy Support, Troops, Elite, HQ, and Fast Attack until both sides are setup.

If the mission allows, infiltrators are placed last, anywhere on the table so long as they are at least 18" away from any enemy model and in or behind cover. If allowed, units that Deep Strike may be held in reserve as per their normal rules.

After all the units have been set up each player rolls a single dice, the player with the highest roll may choose whether they want to go first or second.

VICTORY CONDITIONS

If one side completes all of their objectives while the opposing player has achieved half or none of theirs, then the game is a major victory. If one side completes half of their objectives while the opposing player has achieved none of theirs, then the game is a minor victory. If both players have achieved either all, half, or none of their objectives, then the game is considered a draw.

EXPANDING RULES OF ENGAGEMENT

Although the Rules of Engagement are excellent for one-off games, you can just as easily use the system to help you build scenarios for narrative battles, or campaigns. Use the table to randomly determine objectives for the battles in your campaigns. See this month's Warhammer 40,000 battle report for an example of how we've used a randomly generated scenario in the context of a narrative campaign. If your campaign is run by a Gamesmaster they can alternatively select the missions in the table opposite to drive the campaign storyline.

RULES

Each player rolls two dice and consults the table below to determine their army's mission and victory conditions.

2D6	MISSION
2	Assassinate
3	Sabotage
4	Lightning Raid
5	Foothold
6	Hold Out
7	Firebase
8	Bridgehead
9	Rescue
10	Unconventional Warfare
11	Hold the Line
12	Bombardment

ASSASSINATE

Your army has been given strict orders to assassinate the enemy command in order to cause disarray and hopefully rout the opposing army.

Objective 1: You must destroy the enemy general. If a player has more than one HQ choice that may act as the general, they must nominate before the game which model is their army general.

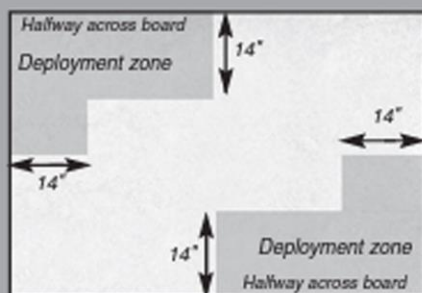
Objective 2: You must control any one enemy objective marker.

Special Rules: Deep Strike, Infiltrate

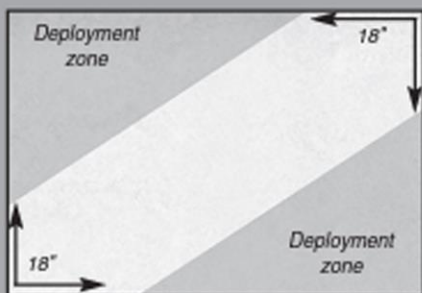
SABOTAGE

Equipped with explosives, your army has been tasked with the thankless job of sabotaging enemy objectives, be they fuel

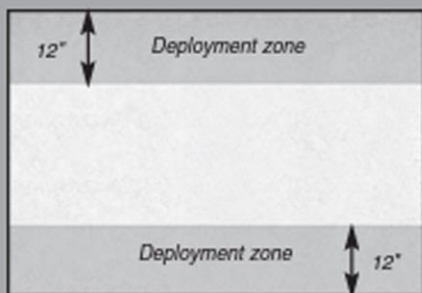
DEPLOYMENT CHART



2-4



5-8



9-12

Sergeant Corvar and his men moved like silent shadows across the tundra, a drift cloaking their advance.

To his left he was acutely aware of the surging alien horde rampaging past, a mere 100ft from their position. Corvar felt the slick chemicals daubed over his skin to ward off the effects of the bitter cold and interfere with the alien acute olfactory senses.

They were close to achieving their goal. Only one more objective to neutralise. He could feel the pressure of the bio-construct upon his skull. He stopped and made a fist in the air. The rest of his men replied, punching upwards in perfect unison. Sergeant Corvar tapped his microbead.

OF ENGAGEMENT MISSION TABLE

dumps, ammunition tenders, or monoliths to the dark gods.

Objective: You must destroy both enemy objective markers in close combat. Every non-vehicle infantry unit carries the charges for this task but you can only use them to destroy enemy objective markers. To destroy an objective, you must end your movement in base-to-base contact with it and spend your entire assault phase doing nothing other than setting the charges. At the end of your assault phase, the objective is destroyed. The destroyed objective marker may not be controlled by either side and should be removed from the table after the assault phase.

Special Rules: Infiltrate

LIGHTNING RAID

By concentrating your attack, you hope to push through the enemy lines and strike deep in enemy territory.

Objective 1: You must have two units above 50%, or two mobile vehicles, in the enemy deployment zone at the end of the game.

Objective 2: You must control any one enemy objective marker.

Special Rules: Deep Strike; Infiltrate

FOOTHOLD

Orders are clear: secure a path through the enemy lines in this sector so that reinforcements may break through and carry the battle to the enemy.

Objective: You must control both enemy objective markers.

Special Rules: Deep Strike; Infiltrate

HOLD OUT

Your army finds itself pinned down by suppressing fire. As the opposing force approaches, you hope to simply hold out

long enough for fresh reinforcements.

Objective: You must control both of your own objective markers.

Special Rules: None

FIREBASE

Often during the heat of battle, exact and precise orders are impossible to follow. Finding yourself under the heel of the enemy, you strive to take whatever land you can during the ensuing combat.

Objective: You must control any two objective markers.

Special Rules: None

BRIDGEHEAD

Your army has been tasked with securing a foothold on this territory. By controlling this bridgehead, you hope to provide a clear route to allow the rest of your forces through to assault the enemy.

Objective 1: You must control any one of your objective markers

Objective 2: You must control any one of the enemy objective markers.

Special Rules: Infiltrate

RESCUE

Your army has been ordered to rescue a vital military item from the battlefield. This could be a wounded soldier, military documents, or intelligence. Whatever the item may be, you must secure it and ensure its safe extraction from the battlefield.

Objective 1: You must rescue one strategic military item. To rescue the item, any non-vehicle unit in your army must spend one full movement phase in base to base with an enemy objective to recover the data, gather information, etc. Once this has been achieved the item is considered 'rescued'.

Objective 2: You must control any one of

your own objective markers.

Special Rules: Infiltrate

UNCONVENTIONAL WARFARE

Contact with high command has been broken. Your exact orders may or may not have been determined correctly. Without further contact, you find yourself forced to work with the last intelligible message you received, praying that the mission is somehow a success.

Objective: You must control two randomly determined objective markers to win the game. Randomise by numbering the markers one to four then rolling a die. On a roll of a 5 or a 6 you may choose which of the objective markers to control.

Special Rules: Deep Strike

HOLD THE LINE

The enemy is pushing into your territory. You hope to stop their advance in order to prevent further attacks.

Objective 1: You must have more friendly units than enemy units in your own deployment zone at the end of the game.

Objective 2: You must control one of your own objective markers.

Special Rules: None

BOMBARDMENT

You have your opponent pinned down. The distant support weapons of your heavy artillery rain a constant hail of high explosive death upon the beleaguered enemy. The pure definition of war lies before you, grind your opponent into the dirt.

Objective 1: You must reduce all enemy units to under 50%.

Objective 2: You must control one of your own objective markers.

Special Rules: Preliminary Bombardment

"Objective bio-construct ahead," he said, "swallow inhibitors."

There was a sharp crack in Corvar's mouth as he split the plastic casing around the neural inhibitor capsule that would enable them to get close enough to the Tyranid bio-construct to strike.

Swallowing the chemical within, Corvar and his unit advanced...

.....

The first wall had fallen, only the inner tower of the bastion remained. Men of the Gundam 5th, 14th and 21st platoons were fighting a desperate rearguard with short-range fire and fixed bayonets to give the rest of the army a chance to fall back

and regroup within the tower.

The aliens were fighting hard to get in at them and suddenly Landeer was aware that the vox tower might not be their only mission. As a field Captain he was privy to war plans concerning the Guard push on this planet. He heard of the alien taking captives, of them boring into men's minds for information.

"Fall back, fall back!" Landeer yelled from the tower wall into his microhead. The chaos of men dying punctuated by the chattering of the enemy was the only reply.

The long-range vox screeched with persistent static.

Landeer took out and primed his laspistol,

then unsheathed his chainsword.

"Keep trying Stannard," he said grimly and descended from the wall to join his troops.



USING RULES OF ENGAGEMENT FOR 40K IN 40 MINUTES

Although Rules of Engagement were designed with big armies in mind, there is no reason why you cannot use them for smaller games. The following rules should be used when playing games smaller than 1000pts. They are also ideal for games of 40K in 40 Minutes.

All of the standard Rules of Engagement steps should be used, with the following modifications:

OBJECTIVE MARKERS - Players should only use one objective each, placed within No-Man's land as normal.

SCENARIO MISSIONS - Each player should roll a single die and consult the following reduced chart for their mission.

D6	MISSION
1	Lightning Raid
2	Sabotage
3	Hold Out
4	Foothold
5	Firebase
6	Hold the Line

A Termagant exploded in a mass of alien flesh and viscera.

Grenade launcher barrel smoking, trooper McIntyre didn't stop firing.

Corvar and his storm troopers waded in like men possessed, destroying the bodyguard protecting the bio-construct with furious lasfire.

"Charges!" he cried, hefting a tube-charge from his stripped down field kit. The rest of the men did the same.

The bio-thing was immense. Like a huge and throbbing intestine, it pulsed with sentient menace. Its flesh-pink body-sac dripped with fluids and its tiny eye and



Lightning Raid: By concentrating your attack, you hope to push beyond the enemy lines and strike deep into enemy territory.

Objectives: In order to win, you must have one unit above 50% or two mobile vehicles in the enemy deployment zone at the end of the game.

Special Rules: Deep Strike; Infiltrate

Sabotage: Equipped with explosives, your army has been tasked with the thankless job of sabotaging enemy objectives, be they fuel dumps, ammunition tenders, or monoliths to the dark gods.

Objectives: You must destroy the enemy objective marker in hand-to-hand combat. Every non-vehicle infantry unit carries the charges for this task but you can only use them to destroy enemy objective markers. To destroy an objective, you must end your movement in base-to-base contact with it and spend your entire assault phase doing nothing other than setting the charges. At the end of your assault phase, the objective is destroyed. The destroyed objective marker may not be controlled by either side and should be removed from the table after the assault phase.

Special Rules: Infiltrate

Hold Out: Your army finds itself pinned down by enemy suppressing fire. As the

mouth pinched into an expression of loathing as it regarded them.

"McIntyre," Corvar shouted, feeling suddenly light-headed.

It was trying to repel them. They had to be quick.

McIntyre nodded and blasted a series of holes in the creature's fleshy body.

Corvar and the rest of his men threw their explosive charges in through the gaping wounds.

"Okay," Corvar said, spitting the charge's ignition tape from between his teeth. The wailing screams of the bio-construct resounded in his ears.

"Ten seconds. Let's move!"

They turned and ran like hell.

* * * * *

The explosion lit up the sky. For a moment the battle seemed to stop.

Landceer felt his headache ebb and heard Stannard frantically shouting co-ordinates

opposing force approaches, you hope to simply hold out long enough for fresh reinforcements to arrive.

Objectives: You must control your own objective marker to win the game.

Special Rules: None

Foothold: Orders are clear: secure a path through enemy lines in this sector so that reinforcements may break through and carry the battle to the enemy.

Objectives: You must control the enemy objective marker to win the game.

Special Rules: Deep Strike; Infiltrate

Firebase: Often during the heat of battle orders are impossible to follow. Finding yourself under the heel of the enemy, you strive to take whatever land you can during the ensuing combat.

Objectives: You must control any one objective marker to win the game.

Special Rules: None

Hold the Line: The enemy is making a push for victory, and is advancing into your territory in great force. You hope to stop their advance before they get too far.

Objectives: You must have more friendly units than enemy units in your own deployment zone at the end of the game.

Special Rules: None

down the vox in the comms tower above his head.

After a few moments, the sound of thundering engines could be heard on the breeze, faint at first but growing with intensity with each passing second.

A great roar exploded over the sounds of battle and a squadron of Imperial aircraft soared across the sky above, scorching the air with twisting contrails.

The Marauders surged over the Tyranid horde, forming up into a bombing pattern, preparing to discharge their payload onto the enemy.

Landceer looked up to the sky as the fury of the Imperial Navy made its awesome presence felt.

They'd done it. The vox was back up and the horde was overstretched and vulnerable. They had protected the bastion from the alien assault and the Imperial battle plans were not compromised. Landceer muttered a quick prayer to the Emperor for Corvar and his men then saluted the Marauders, as fire exploded in their wake.

"Give 'em hell boys."

MAKING OBJECTIVE MARKERS

Inspired by Rules of Engagement, the White Dwarf team modelled and painted up some objectives for their own armies. These are all great examples of how simple yet effective your own objectives can be.



Ammo Depot: Vital ammunition to supply troops is a much fought-over objective. Nick Kyme made this marker from plastic accessories and weapons.



Daemonic Monument: A foul monument used in summoning rites by Chaos cultists. It was made by Christian Byrne from a Chaos Fury set upon a column from the Arcane Architecture range.



Imperial Statue: Old models make for great statues. Nick Kyme used a classic Adeptus Arbites. A statue such as this could be a rallying point for friendly troops.



Stasis Hover Platform: A Lexmechanic has imprisoned a Necron for study – held in stasis it is unable to phase-out. Paul Rudge uses this as an objective marker for his Necron army.



Aldrop Recovery: This Imperial reconnaissance trooper has found a valuable supply pod. Guy Haley made this using the battlefield accessory sprue and a plastic Cadian.



Stolen Imperial Data: A Chaos cultist hails his brethren to secure enemy tactical data. Christian Byrne used the Imperial Guard accessory sprue to make the data containers.



Tyrantid Ripper Pods: Paul Sawyer used pistachio nuts to make the pods and added Ripper swarm models. Copious amounts of PVA glue was used for the ichor.



Necron Crystals: Another objective for Rudge's Necron force. The large crystal was made from polystyrene, the smaller crystals came from hexagonal plastic rods.



Tyrantid Seeding Spore: Paul Sawyer used peanut shells as the basis for the spore. The spiky bits are the ends of plastic devourer weapons from the Tyrantid Gaunt sprue. PVA tinged with purple ink has been added as ichor.



TO THE DEATH

A battle report where a swarm of Tyranids chances upon an Imperial Guard column.



Over the course of numerous battles two players can sometimes develop a healthy rivalry with each other, just like generals in real life. While Jes Bickham and White Dwarf's Guy Haley's mutual antagonism may not exactly match Wellington and Napoleon's, the pair's games have acquired something of a competitive edge. They have been regular opponents now for three years, playing Warhammer 40,000 once a week, with many bloody defeats and triumphant victories on both sides.

Sometimes the joy of battering your friend's army into tiny pieces is not enough. You have to make it more interesting, spice things up a bit. So who better than to test out this month's Rules of Engagement?

This handy system for scenario generation (see page 60) helps you to create interesting games for one off-battles or as part of a

campaign. Although one of its big advantages is that it lets you play something other than the basic missions when you meet a new gamer, it's also a good way to create narrative driven games. The nature of the system – turn up, roll for the conditions of battle, then play – creates interesting surprises for the players, and in turn this begs for some kind of story to explain how the fight came about.

So it was that Guy and Jes decided to take the objectives given to them, create a story and weave it into their ongoing campaign, a long-running tale concerning a Tyranid splinter fleet's invasion of a civilised group of systems in the Segmentum Obscuras.

With such rivalry, and two armies heavily customised with the Imperial Guard Doctrine and the Tyranid Mutable Genus rules facing off against each other, we were in for a memorable clash.

Colour Sergeant Furlon pushed himself up through the hatch and leant against the turret rim of the command Chimera. He rested his hand upon the metal of the tank. It was warm in the weak greenish sunlight, the vibrations of the vehicle's engine as it idled below were something of a comfort to him, almost as much as its thick armour.

"Sir, we've heard from forward patrol. Recon 1 has found the supply drop. It came down by Comms Post 43. Looks like the Navy boys were aiming for something they could see. Do we advance?"

Beside the tank Captain Merck scanned the valley below with a pair of magnoculars. "Yes," he said. His voice was roughened by years of shouting over the roar of engines. "I can see the team, the supplies are within our reach.

Any news on enemy movements?"

"Negative sir. Recon 2 have reported no contacts."

"Hmm. Patch their vox through to HQ microbeads. I want to talk to them."

Furlon relayed the order. His car filled with the chatter of the recon crew as they searched through the abandoned comms post. According to their communications, the place had been hurriedly stripped by whoever had been manning it. He squinted into the distance to where he knew the Recon team to be, but could not see them. The air was heavily clouded by xenos spores, and he was glad of his respirator. Nearby, a group of conscripts stood pale-faced and wheezing, their eyes watering. Some had been taken seriously ill, the sicker ones sitting listlessly upon the armoured flanks of the company's great Demolisher. He didn't know exactly where they were from. Urskot, he thought. Their equipment wasn't up to much, and the Mechanised Infantry had none to spare.

"Here," said the captain, tossing his field glasses up to Furlon. "To the southeast."

Furlon lifted his goggles, and immediately his eyes began to hurt. No wonder the

USING RULES OF ENGAGEMENT IN A CAMPAIGN

Guy: *Jes and I have been playing a series of battles that have gradually evolved into a narrative campaign. At first these were purely stand alone affairs, but as time rolled by and we witnessed some truly awesome moments on the battlefield, it was inevitable that we'd begin to come up with stories for each clash. These then began to merge into a linked storyline. This is a great way of creating a narrative campaign.*

THE STORY SO FAR

In our ongoing narrative campaign, Jes's Hiveworld Eumenides has been pushing into a cluster of worlds surrounding the industrialised planet of Haliene. On the recently Ork-conquered world of St Capilene they ate two-thirds of the Warband of Razgrad Duffsnik before the Warboss wised up (possibly because he was fitted with a shiny new tin head). Nevertheless, the Tyranids, having seen to the few remaining Imperial defenders, have since stripped St Capilene bare and are moving ever closer to Haliene, the regional capital world.

Many of our recent battles have taken place on Carpathia, a productive agri-world.

Urskot boys looked half-dead. He put the magnoculars to his eyes, the heavy cowl round the viewfinder offering some respite from the choking spores. At first he could see little, but then the glasses' inbuilt machine spirit began to strip away the visual interference, and the recon party appeared through the haze. He watched as a couple of men jumped down from the back of one of the Salamanders. They rushed to an ammo-pod, half buried in the earth. Its grav-chute must have failed on the way down. Furlon hoped that the contents were undamaged by the fall. Since the fall-back from Primo they'd been short on everything, ammo, weapons, rations. The worst thing was that this world had been one of Haliene's primary agri-colonies. Furlon remembered when he was first posted here. There was food everywhere for the taking. Now most of the crops were blighted and the water so full of the damnable spores the company's filtration gear couldn't process more than a couple of litres a day before it became clogged and useless.

"Bravo team here sir," Furlon barely recognised the voice through the static, it was Chek, the company recon leader. "I've detailed Sentinels two and three to stand guard while my men dig out the pod."

Though Haliene is far from being an environmentally devastated hellhole like Armageddon, it still harbours a larger population than it could ever hope to feed, and thus Carpathia, as primary food supplier in the area, is of vital strategic importance.

Though Carpathia is mountainous, it also has a great many large plains, perfect for tank battles, and therefore well-suited to Haliene's numerous Mechanised Infantry regiments. At least, that was the idea.

Sadly, things have been going badly for the men of Haliene. In the background, by the time the Tyranids get onto a planet, things are already looking pretty dicey. However, I can't blame it all on narrative, as in very solid game terms, Jes gave me several thrashings as I got used to playing with the new Imperial Guard army. Actually, make that a lot of thrashings. I could say that this was because we were playtesting the army list and it was new, but really, he just beat me.

We included these defeats into our story by saying that one of the regiments, the 25th, has been wiped out to a man. Even now their Chimera APCs stand shattered and rusting in

fields full of spawning pools where once orchards grew.

Thankfully for my sense of pride, the 29th have retaliated in grand style. They have been fighting a desperate rearguard action against the ravening hordes of Hiveworld Eumenides as they attempt to pull back to the main spaceport and exit the planet. Although they have pulled off some stunning victories (the Eumenides Norn Queens must be tired of giving birth to new Hive Tyrants) they are now a weary and ragged bunch of men. They would also no doubt be less than thrilled to learn that they have essentially been sacrificed. With its rich diversity of environments and their concomitant flora and fauna, Carpathia was a tempting target for the Tyranids, and the Haliene High Command has played a desperate card. Carpathia is a lure. The Tyranids have been long delayed there, and now must deal with the vanguard of a large Imperial Navy Fleet, who are doing a sterling job of pasting the intergalactic menace in our games of Battlefleet Gothic. For the time being at least.

All things considered, this will be scant comfort to the men below, who are engaged in a tense struggle for survival.

THE STORY CONTINUES

The question was how we were going to include our latest battle into the campaign. Sometimes we just turn up and play something, making up the story as we get increasingly game-crazed over a few beers, other times we come up with a scenario the week before. The trouble is, coming up with something on the day is all well and good, but the building of the story is rooted entirely into things that happen in the game itself, and often lacks objectives. Though the latter method gives the most satisfying results, it is also the most effort. Random Rules of Engagement scenarios cleverly offer the best of both.

Jes rolled up Bridgehead. He would have to take one of my objective markers while keeping hold of at least one of his own while I rolled a 7 – Firebase. I needed to finish the battle in possession of any two objective markers. As my objective markers were based on the Battlefield Accessories sprue, this gave us the idea that I would be looking for supplies dropped perilously close to enemy lines, while he, like Tyranids generally do, would be trying to stop me and eat my troops. Sorted. This further feeds into the idea that the 29th Haliene are now on the run. Though any victory they can claw back might be merely a delay to their ultimate demise, it will buy time for the Imperial Navy to engage the Tyranids in space.

"How many are there?" growled Merck.

"Two, there's a larger resupply half a click back. Grav-chute worked, looks like. We've also got a couple of weak locator signals coming from the northeast. Want us to investigate?"

"We need everything we can get. But Chek, there's heavy enemy activity up there. I want you back first sight of a 'nid. You understand?"

"Yes sir."

Furlon watched as the Salamanders roared off. They had to have more supplies, and though the Navy had been trying its best, the xenos had some way of scrambling their ordinarators, telemetry was totally unreliable, and they'd been dropping pods all over the place in the hope of hitting at least some of the survivors falling back to the spaceport.

"Furlon," said Merck. The colour sergeant looked at the colonel. Merck, their indomitable leader, seemed tired. The spores were affecting even him. "Give the order to move out. We have to get to that supply drop. Let us pray to the Emperor the Tyranids give us the time."

WE NEED MORE TIME!



Guy Haley

Guy: A chance to defend the Imperium, eh? When do we fight? These weak xenos freaks cannot possibly stand up to the grit and steel of the might of Man! For are we not the supreme pinnacle of evolution in the galaxy? At least that's what the recruiting

officer told me. And look here, it says in the Imperial Guard's Uplifting Primer that the Tyranids are truly pathetic creatures, whose weapons, constructed of flesh, can you imagine, often fall apart in battle...

At least that's the way some over-optimistic young Guardsman might have it. I, however, as an officer of the Halienna 29th Mechanised Regiment 'The Steel Fists', know differently. Tyranids, an army almost exclusively composed of horrible monsters, are a tricky proposition for the Guard. Fortunately, I have some advance intelligence, Hive Tyrant Jes and I have clashed a great many times. Though his Hivefleet Eumenides is a truly terrifying opponent, at least I know what he has in his collection... I mean swarm. He nearly always fields lots and lots of broods of tiny 'Nids, backed up by some seriously hard gribbly monstrosities. The question is, how many and which ones? He also has a great many Tyranid Monstrous Creatures on the shelves back home. I remember quite clearly one occasion when Jes took three Carnifexes against my Ork Speed Freaks. Three! Thankfully chopas saved the day that time round, though I don't think lasguns will have quite the same effect should he choose to do the same once again. Besides, if I know Jes, and I do, he'll have lots and lots of Gaunts, perhaps even more than normal to swamp my lines and shred the woefully fragile human bodies hiding behind my tanks. No doubt these will have been genetically fiddled with in his fiendish gene-vats, specifically for the purpose of killing my poor, brave boys. Hopefully he won't have got round to painting up his patented Spinegaunt genus brood. He has a ton of these cheap troops (five points each!), and they'll form a very irritating screen for me to destroy before I can get at his Hormagaunts. These are the real threat, but I doubt he'll have got round to doing the Spinegaunts. He's had them for years and not done them yet...

Onto the Halienna 29th. Actually, what Jes takes has little bearing on my army choice for this battle. I nearly always take the same army. This is because I like to take time over painting my models, it is after all as much fun as gaming. When I am collecting I always try to settle on an army of a fixed points value as this allows me to get it all painted

(eventually). In fact, for me, the Halienna 29th were painted in pretty short order as I took them to the Eye Of Terror Campaign Weekend last year where they enjoyed some measure of success, winning three out of five battles. Since the new codex came out they have changed little, except for the addition of 20 Conscripts to fill out my Troops choices.

That brings me onto my army's biggest drawback. It utilises the Mechanised Infantry Doctrine. Though this is a brilliant Doctrine, allowing all Imperial Guard Infantry Units to take a transport, it also means the squads are pricey, a bad thing when one of the Guard's greatest strengths is their cheap cost. This also restricts the choices available to me, as the rigid organisation of the Imperial Guard dictates I take all my infantry squads in platoons. These have to include a command section and at least two full-size infantry squads. Even with the bare minimum of kit – no extra guns, no vehicle upgrades – this comes in at 400 points, nigh on a third of my army. Of course, once you add in all the heavy and special weapons that I'll need to blow up Jes's monstrous nasties, it works out at a lot more. The Command HQ, with Commissar, takes the points dangerously high. One unit I always take are Hardened Veterans, their ability to take three special weapons (in my case plasma guns) and a heavy weapon, all hitting on 3+ makes them essential. They require no Doctrine, and the fact that they look pretty much like other Guardsmen means that they tend to be overlooked by the opposing player until the air fills with speedy bolts of highly energised gas! With these taken, I needed something to fill up my other compulsory Troops slot so for one of my Doctrines I took Conscript Platoons. Twenty of these with two flamers cost 98 points! Plus, because they are not counted as an Imperial Guard Infantry Unit they do not have to ride in a Chimera, saving more points for the big guns...

Ah, the big guns. Unusually for me, Mr Paint-Then-Play, my force has a bit of flexibility to it. I recently purchased a standard Leman Russ and a Basilisk. As they're still only half-painted, you'll realise I did not take them. This is partially cowardice on my part. Jes nearly always takes Biovores, and the effects of these on open-topped vehicles are irritating to say the least. Likewise, I discarded the Leman Russ in favour of the Demolisher. This was because I didn't know if I could have painted it in time (did I mention I spent ages finishing off my Conscripts? Like in the case of Jes's Spinegaunts, I think I balked somewhat at the size of the unit, and did not get round to painting them for a long time). However, I justified losing the longer range of its battlecannon for the awesome AP1 of the Strength 10 Demolisher Cannon

WARHAMMER 40,000		ARMY NAME: The 29th Halienna Mechanised Legion - Imperial Guard (900)														
Unit	Points	W	T	A	L	U	W	T	A	L	U	W	T	A	L	U
Command Section	100															
Hardened Veterans	100															
Conscript Platoons	198															
Demolisher Cannon	100															
Basilisk	100															
Ork Speed Freaks	100															
Hive Tyrant Jes	100															
Hivefleet Eumenides	100															
Tyranid Monstrous Creatures	100															
Carnifexes	100															
Gaunts	100															
Spinegaunts	100															
Hormagaunts	100															
Chopas	100															

and the thicker armour. I must have been thinking about those three Carnifexes. I also have two Griffins, but again, I decided against these because of the open-topped versus spore mine issue, choosing two of my three trusty Sentinels in their stead. One of these has a lascannon – that should blot the bugs big time.

The other doctrines in my army were chosen to reflect the elite status of my mechanised troops, and more importantly, as there are so few of them, to make them stick around.

DOCTRINES

Doctrines generally apply to Imperial Guard Infantry units, which means Hardened Veterans, Command, Infantry, Anti-Tank, Fire Support, Special Weapons, Mortar and Armoured Fist squads.

Mechanised – All Imperial Guard Infantry units must have a Chimera

Iron Discipline (+5pts per officer) – Applies to officers. When using the Leadership of an officer with this ability the Guard Infantry units ignore the -1 Morale modifier for being under half-strength and may regroup if they are under half-strength.

Close Order Drill – Guard Infantry units and Conscript platoons gains +1 Initiative and +1 Leadership in close combat if all the models in the unit are in base-to-base contact.

Conscript Platoons – May include Conscript Platoons in the army

Die Hards – Ignore Outnumbering in close combat.

Guy: Nuts. He painted up those Spine Gaunts. And his Gargoyles! Yipes. Didn't expect to see those. Whilst I must doff my cap to my opponent at finally getting his lovely army all painted, this presents me with a bucket load of problems. Dammit, stop it Guy! Think man! Don't let yourself be scared of that huge horde of tiny yet nasty 'Nids, nor about the smaller groups of huge and even nastier 'Nids. Though Jes has even more Tyranids than normal, my targets must as always remain the same. I cannot let the Hormagaunts get into close combat. You can keep your giant gribbly horrors. For my money Hormagaunts are the real nasties in the Tyranid army, fast and numerous, they can go through anything like a dose of salts. On paper, they may not look that tough, but they get so many Attacks they're deadly.

Here comes a weeny little problem. The Spinegaunts. Jes will be sticking them right in front of his Hormagaunts who they'll be able to keep up with thanks to them both possessing the Fleet of Claw rule (an extra D6' move in the Shooting phase if they do not shoot). As I doubt I'll kill them all, I'll need a 'speedbump' unit, a sacrificial band who'll stand in the way and fight to the last, thus holding up the Gaunts so my other men may continue to fire upon the main horde unmolested. Red Platoon Guard Squad One drew the short straw and deployed in the woods in the centre. Hopefully this would give them some protection from both shooting and assault (Gaunts don't get frag grenades). Their Chimera stays hull down nearby, able to extract them if need be.

Much of the rest of my army deployed on or around the objectives as I had to hold any two objectives (Jes and I decided to deploy both our objectives in our deployment zones to fit our story). The Veterans, Sentinels, Demolisher, Chimeras and Platoon Command Squad could set up a wicked crossfire, targeting Hive Tyrants and Warriors who come close to the core of my army. My HQ, my only combat unit, can move in to finish off weakened Monstrous Creatures in melee. The conscripts hold the centre – they are so numerous they should provide numerical

superiority in deciding who wins the objectives, while the Demolisher also covers the centre of the board. I can't get too distracted by the Hormagaunts, as his Gargoyle-backed flying Hive Tyrant needs dealing with pronto, as do his ever-present leaping Tyranid Warriors. His Carnifexes, on the other hand, are too slow to be much of a threat to my forces.

I decided to try and get one Chimera round behind Jes. The reasoning for this was that

he would pretty much be barreling forward, so maybe I could snatch victory by claiming one of his objectives... (and kill off his pesky Biovore). Plus, it has two heavy flammers. Even one round of shooting from this tank could seriously thin out those Gaunt broods.












I often ask myself, in the quiet moments before the clatter of dice fills the air: 'What would Solar Macharius do if he were in my shoes?' The answer "probably win" is not much help...

MAP KEY

IMPERIAL GUARD

 HQ Colonel Halon Merek – Command HQ	 20 Conscripts
 V Hardened Veterans	 Sentinel 1
 CP Platoon Command Squad	 Sentinel 2
 G1 Infantry Squad 1	 Leman Russ Demolisher
 G2 Infantry Squad 2	

TYRANIDS

 T1 Mutable Hive Tyrant	 Hormagaunts
 TG Tyrant Guard	 Hormagaunts
 T2 Mutable Hive Tyrant – Wings	 Gargoyle Brood
 W Mutable Reaver Warriors	 Biovore
 SG Mutable Spinegaunts	 Carnifex – Venom Cannon
	 Carnifex – 2 Scything Talons



Hive Fleet Eumenides

C1 Carnifex – Venom Cannon

H2 Hormagaunts

W Mutable Reaver Warriors

T1 Mutable Hive Tyrant

TG Tyrant Guard

SG Mutable Spinegaunts





B Biovore


T2 Mutable Winged Hive Tyrant


G Gargoyle Brood

C2 Carnifex 2 - Scything talons


H Hormagaunts

The 29th Haliena Mechanised

 Leman Russ Demolisher

 Infantry Squad Two



 Infantry Squad One



 Hardened Veterans



Legion

S1 S2 Sentinels

C 20 Conscripts

CP Platoon Command Squad

HD Colonel Halon Merek – Command HQ



TYRANIDS TURN 1

Jes: Obviously affected by the pernicious influence of the Hive Mind – or perhaps simply once again succumbing to abysmal dice rolls, for which he is justly famous – Guy lost the roll for first turn. Triumphantly, Hive Fleet Eumenides moved forward at speed.

On the southern slopes of the battlefield, trees fell, arboreal creatures scattered and squirrels were squashed as Carnifex 1 stomped its way clear of the woods, intent on stopping the Leman Russ Demolisher from impeding the swarm's progress. While it scored two hits from its venom cannon (not bad, with Ballistic Skill 3) it failed to roll the 4's required to glance the tank. Behind it, the Biovore squatted silently, its mission to protect the rearmost objective while raining fungoid death from above. Targeting Platoon Squad 1 in the central wood, as they offered my advancing swarms of Gaunts the most immediate threat, a poison Spore Mine managed to hit five Guardsmen, but killed only one – not enough to force a Morale check. Carnifex 2, meanwhile, kept a vigil over the second objective in the bio-beast remains, moving forward cautiously, but making sure to remain in cover.

The great mass of Tyranids in the centre rushed forward as one, impelled by the psychic commands of Hive Tyrant 1, who moved around the bio-beast and found it could see Platoon Squad 1's Chimera. Despite a single hit from its venom cannon, no glancing hits were forthcoming. Pah! The Spinegaunts and the Hormagaunt brood behind it headed towards the wood containing Platoon Squad 1, backed by the other brood of Hormagaunts bringing up the rear. Poor-to-middling Fleet of Claw rolls (2", 2" and 3" respectively) meant they didn't cover as much ground as I would have liked. Given our deployment zones, a Fleet of Claw

roll of 6" might have allowed my Hormagaunts to charge the platoon in the woods, thanks to their Leaping assault range of 12" ... still, there was always next turn.

Meanwhile, the Warriors slunk towards the rocky formation to their right and the cover it provided. Behind them, Hive Tyrant Two and its flapping coterie of Gargoyles took to the air, hoping to take the flank with their speed and present any creeping Chimeras with something big and horrible. And lo and behold, as the Tyrant swooped 12" forward, the Chimera containing Platoon Squad 2 came into view. Contracting like a grotesquely alien muscle, the Tyrant's weapon spat acidic death-slime at the Guard transport, scoring three hits (justifying the points spent on tweaking the Tyrant's genetics – the improved Ballistic Skill 4 meant I hit on 3's, very valuable and unusual for Tyranids). Sadly, only one glancing hit was scored, but it was enough to shake the Chimera, meaning it wouldn't be able to shoot at my beautiful spiky green babies when it came to Guy's turn, which was all I needed.

IMPERIAL GUARD TURN 1

Guy: Hee hee! Jes seemed to have contracted some of the notorious Haley dice luck. This is something I share with my father. Though my brothers roll high, sadly none were present to be my dice familiars. Touching Jes's dice seemed to transfer some of my ill-fortune. The result was that my tanks were safe for the time being, only the advancing Chimera, 'Lucky' 303, being compromised – I'd miss those heavy flammers. As it couldn't shoot, I moved 303 up behind the rocks, thus presenting Jes with another tempting assault target, whilst keeping it out of the line of fire next turn. If he did charge the Chimera, I'd still be able to shoot at his troops. My Demolisher moved up to further menace the centre – Jes had deployed all his troops on



my left just to avoid it, while Sentinel 2 followed up on its initial scout move to continue round the abandoned facility.

The Shooting phase was a little desultory, Squad 1 and their Chimera failing to wipe out the Spinegaunts, though I did kill six of them. This, in the end, did not matter too much, as the pesky Hormagaunts would be in assault range no matter what next turn. I would not be able to shoot at them anyway.

One Gargoyle was scythed from the air by a multi-laser shot from Chimera 300, the HQ Squad's transport, while a volley of fire from the Veterans, Sentinel 1 and the Platoon Command squad knocked one wound from the Carnifex, thus proving the value of the Veteran's Ballistic Skill 4, and shaming their supposed betters in the Platoon Command.

So far the plan was working. Jes should be tempted onto 'Lucky' 303 and the hapless Squad 1. Though this squad looked seriously vulnerable, they were not a total loss. The cover of the woods had saved them from the Biovore, it might just save them from the Hormagaunts. If you get to hit Hormagaunts first, which my boys would, they can prove to be surprisingly fragile.

The rest of my men were left fingering their triggers and watching the tree line. It would only be a short time before some nervous conscript started shooting bushes, fearing a Lictor lurked behind every one...



The massed Tyranids advance, intent on capturing the vital objectives.





TYRANIDS TURN 2

Jes: A good Tyranid general always expects his Gaunts to drop like ninepins, but as long as they were being shot at, my big, tough monsters were fine. As it was, thanks to my central route of attack, not much of Guy's army could see me, so I got away fairly lightly. The Spinegaunts were simply there to mop up small-arms fire anyway, and provide a diversion from the more-valuable Hormagaunts. The loss of a Carnifex wound to a Sentinel was irksome, but it was gratifying to see that Guy was too afraid to advance much of his army. If I reached his objective I'd be facing a fearsome wall of firepower (Guy's Hardened Veterans have always been a pain in the spiracle, with three plasma guns and a heavy weapon) but I could at least ensure getting my Tyranids as close to it as possible before the inevitable bug-hunt began.

Both Carnifexes strode forward (Carnifex 2, I felt, would be wasted skulking behind bones and it was better to try and close with Guy's puny humans than wait for an advance that might never happen). Carnifex 1 took a pot shot at the advancing Leman Russ and scored two glancing hits, shaking it. Again, this was all I needed, simply to prevent the thing from shooting, and I was happy to commit one of my living Heavy Support bruisers to this activity if it meant I would be blessedly free of returning fire. Behind the Carnifexes, I moved Hive Tyrant 1 and his Guard into the bio-beast cover, principally to help out with Demolisher-busting, but also to cover both sides of the battlefield. As it was, the Tyrant couldn't resist taking a shot at the Chimera that had trundled towards my battle lines – consolidating a tradition established in the opening turn, the Tyranids' fearless leader only managed to score one glancing hit. It's back to the vats for you! Still, it ripped off a heavy flamer, which would otherwise have barbecued plenty of Gaunts. The winged

Tyrant spurted crystal-delivered toxins at the same vehicle and – hurrah! – immobilised it. The cowering grunts inside would surely be sending soiled britches back to the company laundry if they survived the game. Behind the intervening rock formation, the Warriors moved forward while still keeping in cover, my intent being to use them as a late-game assault unit.

The Biovore squeezed, strained, and popped out another payload of viral lethality at Platoon Squad One. Disappointingly, the Spore Mine scattered 9' backwards towards the five remaining Spinegaunts, who themselves continued their advance with a poor 1" Fleet of Claw move. Behind them, both broods of Hormagaunts surged forward, with the leading brood's Fleet of Claw roll of 4", combined with their glorious 12" assault move, allowing them to reach and assault

Platoon Squad 1 in the woods. Refreshing nutrient-soup-made-from-rendered-Guardsmen all round!

Guy should really have been used to my Tyranids springing across the board at him after previous engagements, but as the speed of them became apparent to him once more, his face crumpled. It was like kicking a puppy. But then, I am a Tyranid player after all. It's nice to be the bad guys sometimes.

Sadly though, two things prevented a wholesale slaughter occurring. Guy got to attack first, being in cover, and only a few of my troops could get into base-to-base contact. Even with the Leaping special rule allowing all attacks to be counted within 2", I only got 12 Attacks. In the end, Guy killed three Hormagaunts and my plucky troops scored three casualties in return. A draw! As we were playing the Assault rules from the rulebook, this meant a Moral High Ground dice-off, which Guy won, so he moved the remainder of his squad forward so that all models were in base-to-base contact with the enemy. Harrumph – not quite as decisive as I'd have liked...

Finally, the Winged Hive Tyrant followed up his shooting by assaulting the cheekily-advancing Chimera, assisted by the Gargoyles. The sooner I eliminated this threat the better – I didn't want my creeping Warriors or second brood of Hormagaunts to take casualties, and outside of an assault, both units are traditionally very fragile. Seeing as the Chimera moved over 6' the Tyrant needed 6's to hit and only hit once, but it was enough to rip off the second heavy flamer. The Gargoyles tried to use their Bio-Plasma on the rear armour of the transport, but to no effect. This vehicle was proving harder to crack than I thought...



IMPERIAL GUARD TURN 2

Guy: I always do it. I always underestimate just how far Hormagaunts can move. Though in a way, I expected them to get into combat quickly, it still would have been reassuring to have another round of shooting at the 'Nids. As it was my guys got to attack first. They put up a brave show, the Sergeant in particular showing us all what a well timed swipe from a chainsword can do to intergalactic menaces, but though I killed three, they got three of my men. There were still 13 of the horrors, 13 who would be striking first from now on. I knew this was a numbers game I could not win. Looks like the points I spent on that autocannon were going to go to waste, though at least they were doing their job. That's the trouble, I am loathe to throw my men's lives away, it's like they are all alive. Still got to focus on the plan...

That, at least, was working out. It wasn't much of a plan I admit, but the nature of my mission was forcing me to leave one of my main advantages, mobility, unused. This army is a flexible one, and ordinarily I might well have begun to retreat my men away from the swarm, using the tanks to cover each other as they backed away from the speedier elements of Jes' army. But in this situation, I had to stay put. Going for Jes' objectives was out of the question – his disposition meant he could easily divert plenty of six-limbed monsters off to block my advance. It was going to have to remain a case of pounding them with as many guns as I had. Which, I am pleased to say, I had a lot of. Still, I could at least move my Demolisher, which drove to the top of the Guard outpost to cover the centre of the field, Sentinel 2 moving up to join it.

Sentinel 1 opened fire first, a bright lance of laser energy burning a smoking hole in

Carnifex 2's horny armour plates. The Veterans followed suit, 'Dead Eye' Tvissek on the lascannon nailing the thing. It roared with pain. Though it carried on forward, it was moving unsteadily, leaking ichor as its cauterised wounds cracked.

Chimera 340 had a pop at the Spinegaunts, killing one, as the Command Squad hurried on board, intent on taking up a safer position.

Chimera 342 reversed away from the men in the wood – my maxim of 'Better to move it than lose it' – eliciting groans from all present. Back in the 41st millennium, the driver steeled himself, and ignored Platoon Squad 1's pleas for immediate extraction. Halon Merek is not an uncaring officer, but even he knew that leaving it out there would simply ensure its destruction, and the Guard in the wood were already lost. Now on the hill, it joined Chimeras 300 and the Veteran's 341 in a blaze of heavy bolter and multi-laser fire directed at the Gargoyles hammering on the hull of 'Lucky' 343, while out popped the

plasma gunner of the squad for a quick shot. Four of the winged creatures fell from the sky, yet their numbers seemed undiminished.

In the assault in the wood, things looked like they would follow a predictable path. Jes scooped up 20 dice in fingers that looked suspiciously spiky. Smirking uncontrollably, he flung the dice down with an even smarmier, "Sorry mate", his grin wide. Sorry my skinny Yorkshire behind – 19 hits! There followed some sorry wailing from me – the indomitable commander of the Imperial Guard (got to watch that, a Commissar may shoot me for it one day). Yet, Jes' pleasure turned to despair. Only four wounds! Ho ho ho. Though I saved only the one, the now five-strong squad stood firm thanks to my Doctrines, medals winging their way through the warp to grieving mothers back home.

Things were looking a little sticky. I'd knocked a few of Jes' broods down in size, but all of them were still on the board, while not one of his 'Big Ones' had bitten the tainted dust.

The two generals carefully ponder over what to have for lunch.





TYRANIDS TURN 3

Jes: Oof. Two wounds off a Carnifex in one turn – painful. Still, serves me right for plodding one of my Monstrous Creatures across open ground – a foolish manoeuvre indeed, but I figured risking the beast was worth it once it had become apparent that Guy was going to ignore my objectives and not bother to advance. Otherwise, a few light Gargoyle casualties didn't really worry me, although my Hormagaunts' disappointing close combat performance was irksome. Still, they hadn't taken any casualties and, while in an assault, were safe from enemy fire.

There was no choice this turn but to continue advancing, under cover where possible. I rolled a 'Hit' for the Spore Mine movement, so I made sure it wobbled over towards the nearby Chimera, just in case any Guardsmen might disembark. The Biovore attempted to target the Hardened Veterans beyond the wood, but, unsurprisingly, they were way out of range. Both Carnifexes moved purposefully forwards, Carnifex 1 again harrying the Demolisher with venom cannon fire. The tank was stunned, preventing it from shooting, although the machine's extra armour downgraded the result to shaken, so it could still move, and presumably retreat next turn. Cowardly humans! Hive Tyrant 1 and its complement of Tyrant Guard moved out of the bio-beast cover, and I realised that I had fallen rather too much for the bait provided by the Lemn Russ. There was no way my boss-beast was going to get involved in the thick of things this far away from the action, and being my hardest unit, that was a waste. Still, it shot at the Platoon Command Squad Chimera hiding around the corner of the

The steel chariots of the Imperial Guard roll steadily forward, grinding chitin under their tracks.



command bunker and blew off a heavy bolter – every heavy weapon destroyed increased my chances of survival. As long as targets presented themselves to its gun, the Tyrant could still be useful.

On the other flank, Hive Tyrant 2 turned his attentions from the nearby Chimera and flapped over to the edge of the woods where the close combat was taking place, loosing a volley of shots at Platoon Squad 1's retreating Chimera. Two hits, no glances! Its been said before, but I'll say it again: never rely on Tyranid shooting. Behind, the Spinegaunts moved up to support my winged monstrosity, as did the other Hormagaunt squad, while the Gargoyles shrieked and screamed and wrapped around the immobilised Chimera.

In the Assault phase, they were joined by the Warrior brood, which leapt 12" towards the Chimera in a furious frenzy of spikes, claws and more spikes. Three of them contacted the frontal armour. With an armour rating of 12 on that facing, they really needed their rending claws to do some damage. Slashing manically at the metal hull, four 6's were duly rolled, for an eventual total of two glancing and two penetrating hits. Surely the annoying transport was not long for this world? Alas, no! The net result was two more weapon destroyed results, meaning this most vicious of assault broods only managed to knock two lasguns off the Chimera, with the Warrior that managed to contact the side armour simply doing nothing. Pathetic. Both Hive Tyrants put their heads in their claws and sighed deeply. The Norn Queens would not be happy, although spirits were lifted by the

Hormagaunts in the wood finally wiping out Platoon Squad One by scoring a total of 8 Wounds. They consolidated 3' forward, gearing up for a sprint over open ground towards the conscripts. If I was lucky enough to get into assault the rest of my army would be spared some heavy shooting...

IMPERIAL GUARD TURN 3

Guy: The steely nerves of Halon Merak did not give out, even though his Chimera's guncrew could not shoot, too busy were they clearing their gunning mechanisms of acidic goo. Instead, the bold colonel strode from his transport, readying himself for a spot of man-on-bug pugilism. Chimera 340 took up a new

position, the embarked Command Squad within running from the tank to take up new firebases. The comforting form of Sentinel 1 stood nearby, its lascannon barrel glowing dully with the heat of repeated firing. The Sentinel's gun spoke again, felling Carnifex 2 (I must admit, there was a fair bit of capering performed by myself at this point, however, no matter what Jes might say, I did not hoot like a gibbon. I am incapable of such animalistic vocalisation, and indeed am far from simian, possessing no monkey-like characteristics, whatsoever). Sentinel 2 tried the same trick on Carnifex 1, who was now getting uncomfortably close, but its multi-laser failed to hurt it. Great weapons multi-lasers, lousy Armour Piercing value.

Shooting after this was less than spectacular. The immediate threat was the Hormagaunt brood in the woods. Chimera 300 opened up from the side, killing four of them. Heartened by this success, Chimera 342 followed suit, but felled only one. There were eight left. Chimera 341 fired too. This was the Hardened Veteran's transport, and must have been crewed by equally hard-bitten warriors, for it hit many times, heavy bolter shells and laser beams smearing all five through the foliage. Three left, it was imperative they all die. The conscripts hit four, not bad for Ballistic Skill 2, but wounded only one, which saved. Chimera 340 failed to kill any. In desperation, I was forced to open fire with my Veterans. This was bad, as I would rather have saved my lascannon shot for the remaining Carnifex. At least they were all dead, a good thing, as the last thing I could afford was them charging in and getting all choppy with my very valuable Hardened Veterans squad. That just would not do.

There was still all to play for, though it was looking like Jes may pull off his favourite tactic, hitting me with everything at once.





TYRANIDS TURN 4

Jes: Guy really doesn't like Hormagaunts. In a stunning display of overkill, practically everything in his army shot at them, so it's no surprise that he wiped them out. Bless their little hearts. And I have only my own stupidity to blame for the loss of the close-combat Carnifex. It seemed at the start of Turn 4 that things were going to go from bad to worse. First off, the Spore Mine drifted into the side of the immobilised Chimera and promptly detonated, doing not one jot of damage to what is surely the luckiest vehicle this side of the Imperium, but unfortunately

catching the Spinegaunts in the blast, killing one, and also taking a wound off the Warriors! Guy's chuckles did little to endear him to me, and not for the first time did I wonder whether it might have been better to include more Hormagaunts, rather than an erratic Biovore.

But in an effort to actually do something useful, the said living artillery piece spewed a Spore Mine exactly 48" away. I knew the Hardened Veterans were out of range, but if I fired as far forward as possible, perhaps the Spore Mine might drift into them. Grasping at

straws, I know, but better than doing nothing and being a complete waste of points.

Denied a shot at the retreating Demolisher, the remaining Carnifex howled in rage, and fired instead at the lascannon-toting Sentinel that finished off its brood-brother, immobilising it and presumably splattering the pilot in all manner of virulent Tyranid gun-gunk. The Tyrant and attendant Tyrant Guard trudged onwards, targeting the other Sentinel and immobilising it too.

The remaining Hormagaunt brood moved forward cautiously behind the central wood. I didn't want to move them into the cover as, if I stayed behind it, Guy couldn't shoot through it – a lesson learned the hard way by the now-deceased, other brood, of Hormies. A plan was beginning to formulate: Guy's failure to advance was, as expected, my biggest asset, and my mission – hold one of my own objectives and capture one of Guy's – meant that I simply had to have some models on one of his objectives at the end of the game. The problem was all the guns pointing at them. It was time to start co-ordinating my army properly. Rushing the remaining Hormagaunts forward would be just plain foolish. It was best to bide my time and use them in the later turns – potentially, I was in the better situation, but sooner or later I was going to have to weather the intensity of Guy's guns.

The winged Tyrant and the Gargoyles took to the air and swooped down to the side of the

From atop the crag, the Conscripts look fearfully upon the seething mass of aliens below them.



Command Chimera, the Tyrant firing as it came at the Chimera just beyond, stunning it. The Gargoyles rolled 5+ for their Fleet of Wing and sped onwards, towards the stunned vehicle. Hopefully their Bio-Plasma might result in a lucky glance in the Assault phase meaning that, if the Tyrant didn't mess up, I'd be able to incapacitate two transports. Behind them, the three remaining Spinegaunts moved to cover the rear exit of the longest-lived transport in the history of the Imperium. There was absolutely no way it would survive this turn, I was sure of it, and so my Warriors set to work. In a confidence-restoring display of animal ferocity, they ripped the Chimera to shreds, causing two penetrating hits, one of which I rolled a six on the penetrating hits chart! The Chimera exploded, and, best of all, the squad of meatlings inside couldn't get out as the Spinegaunts were covering the exit, so they promptly expired. It was most pleasing.

Sadly, the radius of the explosion caught everything involved in its creation, and the Spinegaunts' brutal little lives were ended just at the moment of their triumph, with a single unsaved wound also finishing off the already-damaged Warrior. A fair trade, I reckoned, although it was scant recompense for Mr Haley, who made soft weeping sounds at the horrible flaming death of his own men. As this happened, the winged Tyrant lowered its gun and charged the Chimera next to it, puncturing the vehicle's armour as if it were wet tissue paper. Three penetrating hits later, the transport miraculously survived, but at the cost of both its heavy flamer and heavy

bolter. It was also shaken, meaning those annoying lasguns on the back couldn't fire next turn.

The Gargoyles, meanwhile, charged the Chimera shielding Guy's command group, hoping against hope that their Bio-Plasma attack – which adds one to their Strength for a total of four – would enable them to penetrate the side armour with a roll of six. It did! Enough gobbets of super-heated beast-phlegm burned into the vehicle to cause a single glancing hit, and a Shaken result.

Not a bad Assault phase, all told, although next turn, both the Gargoyles and the Winged Tyrant would be sitting ducks (albeit enormous, reptilian ducks) as the Chimeras currently shielding them would no doubt move off. With the Hormagaunts and Warriors still to come, though, I thought I might just have enough bio-engineered monstrosities left to contest the vital objective I was after... if they could survive another two turns.

IMPERIAL GUARD TURN 4

Guy: Looks like 'Lucky' 343 was lucky even in death, fragging the remainder of those irritating Spinegaunts and doing for one of his very expensive warriors. With the first brood of Hormagaunts dead, I had to destroy the Gargoyles before the Tyrant and the second wave of Hormagaunts could reinforce them. This would be the turn that would decide the game, and we both knew it.

I could not move Chimera 342 out of the way, as it was shaken, so was forced to march my HQ squad, the only serious assault proposition in the army, round the flanks of the tank. With luck, I would be able to get them all in and bash them from the sky. The Demolisher moved round the outpost. It was now finally in a position where it could not be targeted, thus guaranteeing me a direct shot into the middle of the onrushing horde next turn. Though the Demolisher had not caused much damage yet, it had diverted three of Jes' big monsters away from the centre of the fighting. This just might have saved my bacon. In any case, though it could not fire its ordnance weapon this turn, it was nicely lined up for a lascannon shot on the second Hive Tyrant this go, having moved only 6'.

Shooting got off to a rocking start, the ancestral Haley bad dice luck deserting me for a moment. The Veterans caused seven hits on the Hive Tyrant, wounding it three times, with no Armour save! How I dearly love Veterans and their plasma guns. There was much punching of the air. No doubt some victorious whooping. This time, Jes was too shocked to liken my celebrations to the mating call of a gibbon.

The Hive Tyrant had one wound left. It had to go down this turn, or all was lost.

The Demolisher opened fire, then the usually accurate Sentinel 1. Though rocked by the searing bolts of light, it stood firm, alien fluids dripping from its wounds, a low and dangerous growl rumbling in its throat. Madly, the Conscripts blazed away, though precious few could see. Their inaccurate lasgun shots were not even an irritation to the mighty beast.

Panicked, I fired everything I had at it. The Platoon Command squad, Chimera 341, Chimera 342. There were some hits, even a few wounds, yet when the smoke cleared, it still stood defiant! Casting nervous glances at the beast, the Command squad opened fire on the Gargoyles, hoping to kill enough to whittle them down, but not so many so as to prevent them from getting into combat. Two were felled, leaving six. Time to unsheathe the close combat weapons.

With a roar of 'For Halienna! For the Emperor!', the Command squad, accompanied by Commissar Meath Dulac, charged at the Gargoyles. Hideous sacs pulsed in the alien beast's tails, stingers curling under their segmented bodies to release a storm of Bio-Plasma at my men. Yet they weathered it, and contacted with the foul creatures. The Gargoyles, having higher Initiative, went first. This is where it could all go wrong. They inflicted one Wound. I failed the save, yet the presence of the medic ensured the injured man was patched up and sent back into the fighting. Now it was my turn to strike back. My Colonel strode forward, power sword crackling, ready to do some serious damage. With five attacks on the charge, hitting on 3+ and wounding on 4+, he would wreak bloody doom upon them!

Two hits. One wound. One dead. Oh dear. Never mind! My Command squad will do them in. Between them, these plucky chaps could muster 13 Attacks.

They also killed one.

Alright then! Let's see if I can bring them down with my Commissar. It's a long shot, but with his four power fist attacks, he could do the business...

He did no wounds at all. This is where Haley dice luck is at its worst, truly. In my first three months at Games Workshop, I rolled so badly, so consistently, that I was beginning to get a bit of a reputation. People would turn up to laugh at my endless rolls of 1 to hit and my inevitable double 6 Psychology tests. In fact, this game was a bit of a high point in terms of dice rolls. It got better later. Honest.

Now there was a very cross Hive Tyrant aching to dish out some hurt on my Command squad. It might have been almost dead, but that did not stop it still being very, very dangerous.



TYRANIDS TURN 5

Jes: My winged Tyrant had survived by the barest of margins, Guy's Hardened Veterans once again proving their deadly accuracy. The safest place for it was in assault, where they couldn't be shot, but could rip man-flesh into bloodied strips with no more effort than punching a hole through a wet paper bag...

Before it got stuck in, though, there were things to be done elsewhere. On the left flank, the Carnifex and Hive Tyrant 1 moved onwards. I had resigned myself to the fact that they weren't ever going to see combat. Ah, well, at least there was a little shooting to be done, with the Tyrant spying the Chimera ahead of the Hormagaunts. Incredibly, although it only scored one glancing hit, I

rolled a 6 and the transport erupted into flames. The Biovore once again hopelessly fired another mine 48' forward, and the remaining Carnifex completely failed to hit the Veterans' Chimera.

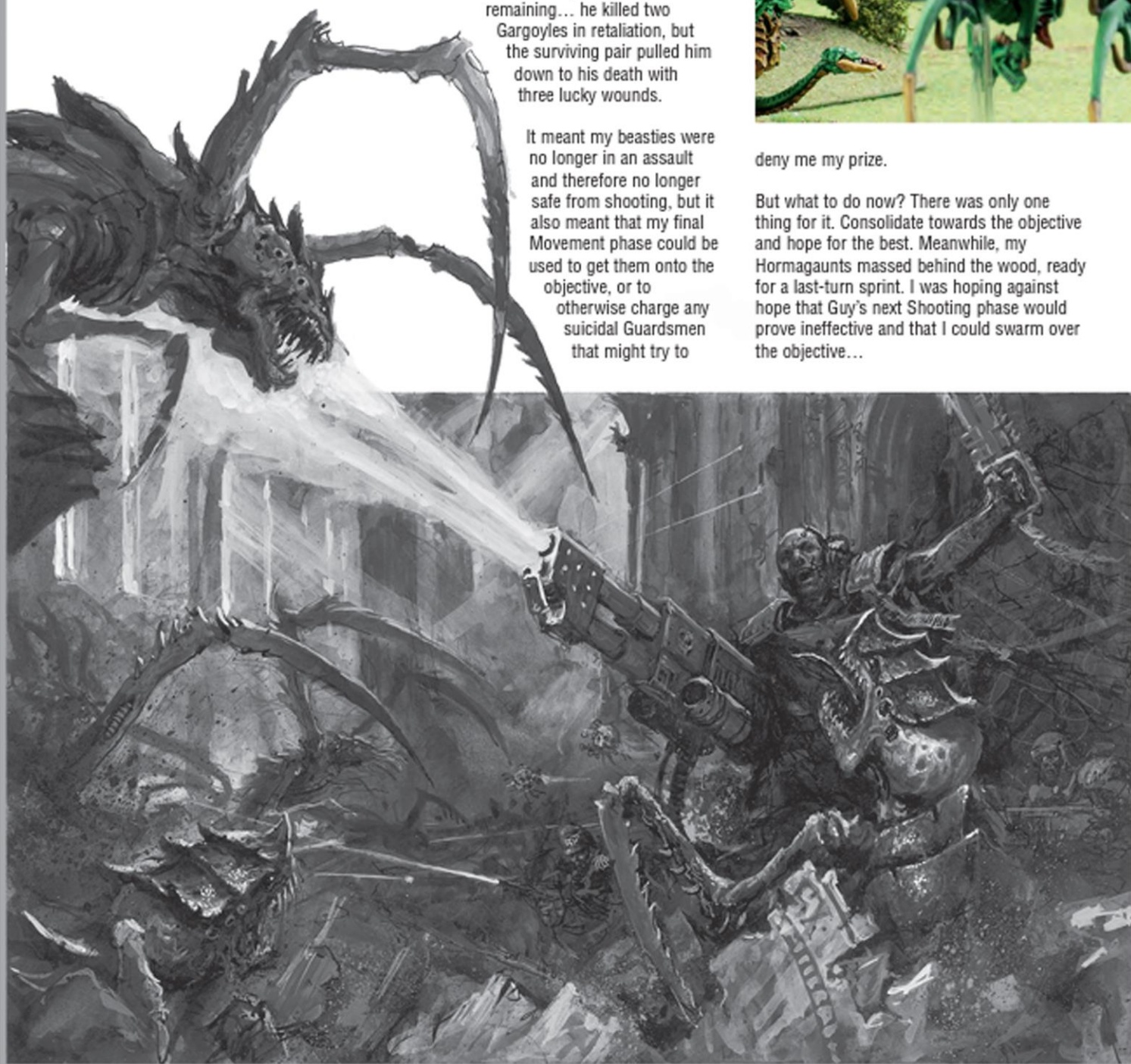
And so back to the Assault phase. Quite simply, I had to keep my game-winning monsters – the Warriors, the Tyrant and Hormagaunts – alive until the next turn and then hope Guy's final turn wouldn't prove too brutal. The Tyrant and Warriors, accompanied by what was left of the Gargoyles, charged Guy's Command squad, and the results weren't pretty at all. The Gargoyle's Bio-Plasma went first (striking at 18) but completely missed. However, after four Monstrous Creature wounds and six wounds from the Warriors, only the Colonel stood alive, but with just a single wound remaining... he killed two Gargoyles in retaliation, but the surviving pair pulled him down to his death with three lucky wounds.

It meant my beasties were no longer in an assault and therefore no longer safe from shooting, but it also meant that my final Movement phase could be used to get them onto the objective, or to otherwise charge any suicidal Guardsmen that might try to

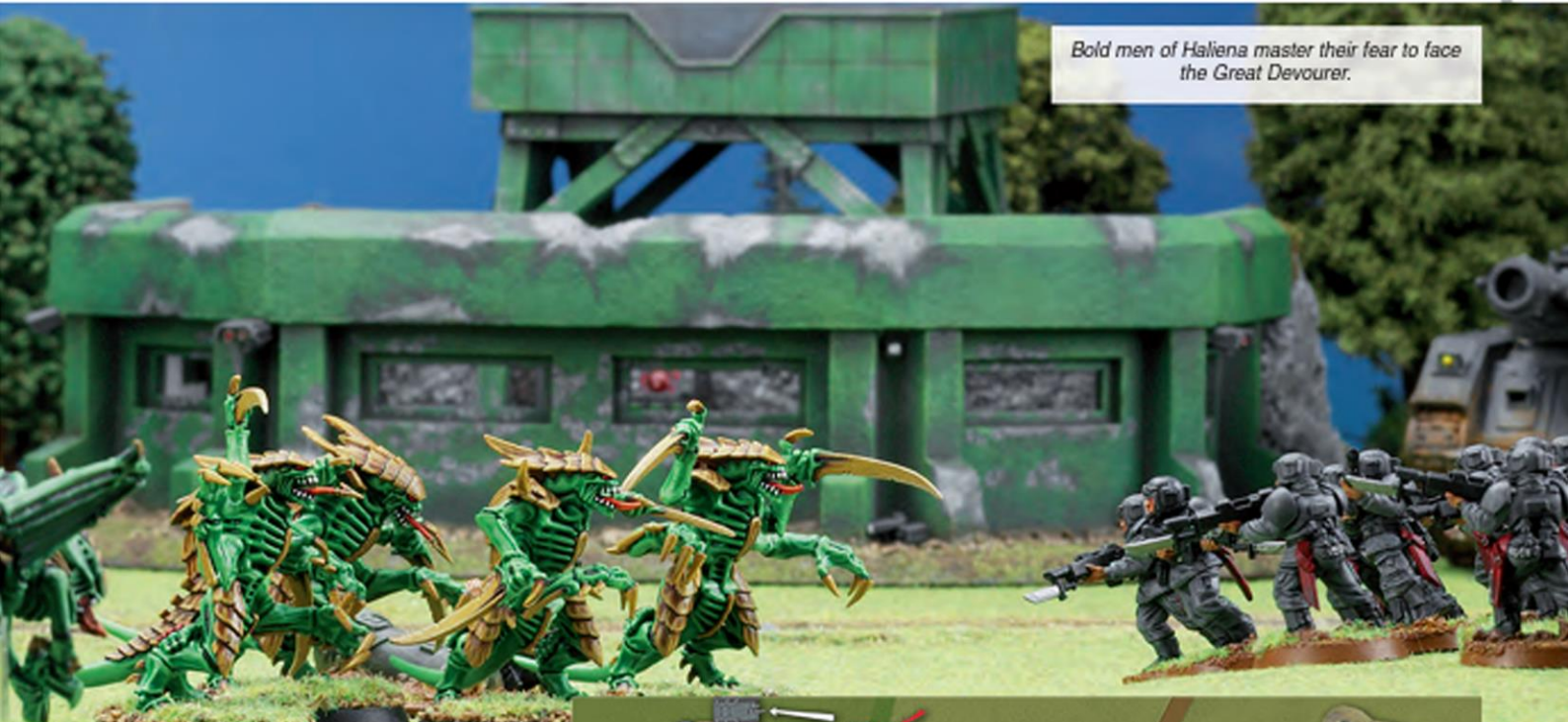


deny me my prize.

But what to do now? There was only one thing for it. Consolidate towards the objective and hope for the best. Meanwhile, my Hormagaunts massed behind the wood, ready for a last-turn sprint. I was hoping against hope that Guy's next Shooting phase would prove ineffective and that I could swarm over the objective...



Bold men of Haliema master their fear to face the Great Devourer.



IMPERIAL GUARD TURN 5

Guy: Stand firm bold warriors! Stand firm! Halon Merek's death, pulled down to a horrible fate by a flailing mass of scything claws, sent a ripple of unease through the army. Merek had been with them from the beginning, leading from the front the day they had arrived on Carpathia. Now, he was almost certainly dead. Worse, there was a wall of giant monstrosities to deal with. This is Jes' preferred tactic. If you shoot the big ones, then the littles will rip you apart. If you shoot the little ones, the big ones will inevitably land on your doorstep, slathering and possessed of altogether too many teeth and pointy claws. The Tyranids were far closer than comfort required.

Now the game hung in the balance. I had to destroy the Tyranid Warriors and the Hive Tyrant. There was also that huge unit of Hormagaunts round the corner, whose sheer numbers meant that even with my conscripts I was not guaranteed the objective in front of the rocks. I had to move enough men up to challenge Jes' Hormagaunts for it. The only unit both close enough and big enough to do this was the unit of Conscripts. But if I moved them, it would leave my second objective marker unclaimed. Cursing, I moved my Veterans, thus forgoing my Ballistic Skill 4 lascannon shot at the Hive Tyrant. Very annoying, still, at least I would get a plasma gun shot per plasma gunner. Chimera 342, now a little battered, retreated backwards to help contest the objective and leave a clear field of fire for my army. Movement done, we were on to the all-important Shooting phase.

It was here that my plans went a little awry. Sentinel 1 failed to hit the Hive Tyrant, a shot that would almost certainly have killed it. But



at least my Leman Russ Demolisher now had a chance to fire its mighty Demolisher cannon, a weapon Jes is justly frightened of. The cannon spoke, but missed! It scattered right off the Tyranid Warriors and, humiliation upon humiliation, killed one of my own plucky Conscripts! There must have been some bio-acid eating through the tracking mechanisms. This was disastrous. I had hoped that at least my Veterans could have fired at the Hive Tyrant, finishing him off, but now they were forced to train their weapons on the even bigger threat of the Tyranid Warriors. Once more, they did not disappoint. Three wounds were knocked off the mindless gene-spliced abominations, bringing their number down to three. Chimera 340 and the Platoon squad did nothing. Oh no! It seriously looked like I would be left with a Hive Tyrant, the Warriors and the Hormagaunts to deal with. Fortunately

Chimera 341 opened up with all its weapons, blasting the remaining creatures across the once-fair land of Carpathia.

Lastly, the Conscripts pointed their wavering guns at the two remaining Gargoyles. The beasts dodged their ill-aimed shots, and flapped closer.

If only I had been a bit luckier with my shooting. Now my none-too-brave Conscripts (they are possessed of a mighty Leadership of 5) were very close to the Hive Tyrant and the Gargoyles. To make matters worse, I still had not managed to dent the Hormagaunts hiding behind the woods, which Jes was holding back for a last minute rush at my objectives. As clouds of spores began to mask the setting sun, my weary men dug in to fight off the advancing swarm, almost certain they would not secure their supplies.



Jes removes yet more broken bodies of Guy's Imperial Guardsmen from the field.

TYRANIDS TURN 6

Jes: Frankly, it was a miracle my winged Tyrant survived, and victory was now within my grasp, just as long as I boxed clever. Guy had one more turn than me after all, and even the massed lasgun fire of the Conscripts could prove deadly. My success now depended on two things: a Shooting phase that dented Guy's vehicles enough so that they couldn't mobilise effectively to meet me at the objective, and a decisive Assault phase to take care of the infantry – which depended on the continued survival of my heavily wounded winged Tyrant. It was going to be very close.

The Hormagaunts, realising it was now or never, hurtled around the wood, and with a dramatically-perfect Fleet of Claw roll of 6, they moved en masse to cover the objective.

Even though the Demolisher messed up royally in Guy's last turn and only succeeded in smearing a Conscript across the landscape, I wasn't going to let it try and rectify its mistake. The Carnifex managed to stun it twice (reduced to shaken, of course), thankfully, and the tank was too far away to be able to contest the objective. Excellent. Hive Tyrant 1 managed to both shake and immobilise the Veteran's Chimera. I risked a small smile, and turned my attentions to the Winged Tyrant – it cracked off three shots at the Chimera behind the Conscripts, immobilised it and destroyed its multi-laser. Fantastic! I had managed to get rid of a lot of firepower and immobilised the two most-threatening vehicles.

The Assault phase, though, was the important bit. The Veterans were too far away to get

near the objective, so I was forced to do something about the Conscripts. There were a lot of them, but I'd get to hit first with an enormous chitin-covered alien beast armed with gigantic scything talons. That had to count for something, right?

It did.

"This is it, my friend", I said solemnly to Guy, as the Tyrant and remaining Gargoyles charged the cowering Conscripts. The Gargoyles had shot the Conscripts with their fleshborers in the Shooting phase, causing a single casualty, and now their Bio-Plasma accounted for one more. When it came to their proper close combat attacks, they wouldn't do anything, but that would be after the Tyrant got stuck in...

To force a Morale check on the Conscripts I would need to kill at least five. I had already minced two... the Tyrant got five Attacks on the charge, hit a pleasing four times, and needing only 2's to wound, it horribly eviscerated four novice Guardsmen. That was six casualties in total.

The Conscripts struck back, killing the two remaining Gargoyles, losing the combat overall, taking their Morale test, failing, and promptly falling back 12". Everything was going to plan!

I idly toyed with sweeping into the running Conscripts, which would enable me to hopefully wipe them out and move them towards the second objective, but I figured I'd take one more risk. If the Conscripts rallied, they'd outnumber the Tyrant and there would be absolutely no benefit being near the

second objective. So it consolidated back towards the Hormagaunt-held objective, much to Guy's amazement.

At this stage in the game all that mattered was that I presented Guy with as many targets on the nearer objective as possible. I just hoped that he couldn't wipe everything out. He could pull back a draw if he routed or killed the Hormagaunts and the winged Tyrant, as he couldn't now get anything onto the vital objective, but if anything of mine survived there then the objective and the game was mine. The stage was set for what would be the tensest, most dramatic final turn I have ever played.

IMPERIAL GUARD TURN 6

Guy: This is exactly what I had feared from the very beginning – Jes had got most of his army right on top of me. Curse those Navy fly-boys! If I wasn't compelled to fight for these wretched objectives, I'd have been whizzing about all over the board and he'd not be able to catch me. Ah well, best not dwell on what might have been, perhaps I should be paying attention to the nightmarish nasties right in front of me. Things off the battlefield had also reached a fever pitch, with Jes happily singing and swearing like a trooper as his dice went against him. And I really must stop giving him advice! There was now another Spore Mine in front of my Veterans. He was originally going to drop it on Sentinel 2, which is effectively out of the game. I'll keep quiet in future. At least my Conscripts killed the last Gargoyles off. Sadly, they were too far away from the remaining officer for me to use his Voice of Command

The remaining Guardsmen try to destroy the Tyranids swarming round their supply drop.



rule. They also do not have a vox, as Conscripts are too low in the Imperial food chain to warrant such expensive equipment. This means they're testing on their piddly Leadership. Perhaps they'd rally anyway. I rolled the dice. Perhaps not. They pegged it right off the board as if the very devil himself were behind them. He wasn't, but a Hive Tyrant was, which pretty much amounts to the same thing in the short term. Stuff 'em. I don't need them. When they stagger into some acid pool as the Hive-Mind eats the planet, they'll feel sorry.

I could still do it. I had one objective covered by the Veterans and, though I couldn't win, if I could wipe out or drive back the Hormagaunts I could force a draw. This was a tricky proposition, as Jes had done a good job of knocking out a lot of my firepower the previous turn. Two of my Chimeras were unable to fire, as was my Demolisher. (Jes' hysterical cries of: "That's all I need! That's all I need!" almost earned him a slap in the chops). A direct hit on that lot of Hormagaunts from the tank would have made a satisfying mess (if you are worried about the supply pod, it is designed to be dropped out of a spaceship – I doubt the cannon shell would even dent it). Whatever, it was all academic. It was down to my trusty Veterans to try and save the day.

First of all, Sentinel 1 loosed its final shot of the game at the wounded Hive Tyrant. If this didn't work, I was royally stuffed. I really, really needed to hit it. The atmosphere round the table was so tense, my hands went clammy as I threw the dice. It was a 4. The

beam of light struck home with the force of a word from the Emperor's very mouth. The behemoth toppled forward with a keening shriek which made all who heard it quail, to lie unmoving and ruined upon the earth. A ragged cheer went up from the men. Nice one, as they say.

Feeling more secure now the Hive Tyrant lay dead, the rest of the army were free to lay havoc upon the Hormagaunts. The Platoon Command finally hit – the only time during the entire game – with their missile launcher, killing two with a frag missile (I don't hold with not calling it a missile launcher because of the 'miss' in the word. I'm sure I'd miss with it if it were called a 'hittile launcher' too).

Chimera 340, the only tank able to fire this turn, killed two more. There were 12 left. I

needed to kill at least nine to force a Morale check at -1, as Jes always takes the Hive Node mutation, granting his Gaunt broods a Leadership of 10. The Veterans opened up, a veritable hail of lasgun fire cut five down. The plasma gunners followed suit, destroying three more. The final shot came from the lascannon team. They missed, the only time in the entire game, bless their army-regulation socks.

There were four Hormagaunts left. Jes needed to roll a 9 or less.

He rolled precisely 9. Both of us started jumping about, I, because that cost me my draw; Jes, because he thought he'd fluffed it. But his cries of woe soon turned to joy, and my men wearily withdrew from the field of battle to leave the Tyranids victorious.



DEVOUR THE FLESH-TREATS! DIGEST THE WORLD!



The Face of Victory.

Jes: What an ending. Incredible! That final dice roll couldn't have been any closer, and it capped a final couple of turns full of dramatic twists and 'what-ifs'. For instance, if Guy's Sentinel hadn't missed the winged Tyrant, it would have, in all

probability, taken the last wound off it and left the Conscripts free to advance and gun down the Hormagaunts. Great stuff, and it just goes to show how a game can hinge on one or two tiny dramatic moments. It also showed that Hive Nodes are a truly indispensable mutation – the Hormagaunts would have scarpered without one.

Nevertheless, at the end of the day I was aware that I'd been very lucky indeed. I had wasted points on a couple of indulgent units – the Warriors finally got to do some damage, destroying a Chimera and helping to decimate Guy's HQ squad, but their drawbacks became eminently clear when they were left in the open after winning the

assault, and were promptly gunned down. Ah well, they'd done their job, and frankly anything that's left in full view of an entire army doesn't deserve to live long anyway. The single Biovore did next to nothing. In all, more Hormagaunts and possible a Lictor (imagine the horror on Guy's face if I had put it in that central wood) might well have been more effective choices.

On the plus side, I was pleased with the performance of my Gargoyles and winged Tyrant, and their placement on the flank really worked out. The Gargoyles lasted much longer than I had hoped, and played an essential part in routing the Conscripts, another hinge on which my success rested.

However, I squandered the most powerful unit in the game. If I had been cleverer I would have put the Tyrant and its Tyrant Guard right up front to absorb firepower and scare the living daylights out of Guy's front line. As it was, they were wasted, ending up at the back of the field and pursuing a central line, able to affect very little. I wasn't annoyed, however, at the performance of my two Camifexes. The one with the venom

cannon kept the Leman Russ Demolisher out of action for the whole game, and the close combat beast, although finished off in short order, undoubtedly had something to do with Guy's decision not to advance as it covered one of my objectives.

I was glad, however, that I hadn't counted on getting the first turn and deployed my entire army as close to Guy as possible. Slow and steady wins the race, even if slow and steady, in this case, refers to legions of hyper-fast alien marauders from another galaxy.

In the end, Guy's decision to sit back and wait meant he had a late-game advantage but failed to hurt me too much in the early-to-mid game. Arguably his shootiest unit, the Veterans, may have been best served by using their Chimera to get into a position to really halt my advance. As it was, whatever they pointed their guns at they hurt terribly, but imagine if he'd managed to touch my second brood of Hormagaunts before they rounded the wood... ouch.

All in all though, despite the miracle of hindsight, my army proved to be effective and flexible enough to succeed, even if my success, in the end, had a little more to do with Guy's bad luck than my superior tactical brain. But that's what made the game so much fun – the little unscripted moments, the drama that arises from a dice roll and an unexpected situation. For all the tactics that paid off, it was having a tremendous laugh playing with a friend, that really made the game such a success. No doubt there'll be a rematch soon, and I'm sure Guy will have learned some very telling lessons.



NO TEA FOR THE GUARD TONIGHT



See Guy weep.

Guy: It is games like this that make some kind of campaign a must. It was so dramatic, it just has to have a story!

Though Jes says my bad luck undid me, this is not strictly the case. One should never rely on one's luck. The dice

are there to provide a variable, and it is they that make Warhammer 40,000 so exciting. Rather, you should always prepare for misfortune, for then you are better placed to take advantage of good dice. (Though perhaps no-one could plan for the below par performance of my Chimeras...)

In reality one thing, I think, cost me the game. It was only a little thing really – the deployment of my Veterans. Had they been in the rocks from the start, I would not have lost a vital turn of full-effect shooting from them, and would in all probability slain the Hive Tyrant earlier. From the rocks they would have been able to cover both objectives, a task they are eminently better suited to than the feeble Conscripts. It would also have afforded them a better field of fire. From the off, I was thinking about their lascannon, and how many Monstrous Creatures I would have been able to target with it. The trade off for this was a less than ideal position for them, which meant compromising on the number of Rapid Fire shots I could muster. The other mistake I made was to leave 'Lucky' 303's squad inside. They should have formed up in front of, or even in, the rocks. On its own the



It's victory for Jes but back to boot camp for Mr Haley.

tank would have diverted Jes, a job it did well, though it was a pity it never got to fire its heavy flammers. As it is, I wasted a squad that was armed with a valuable plasma gun and lascannon. Sheer stupidity on my part.

Other than these mistakes, the army performed well. I was slightly hampered by the low numbers of men a mechanised army gives you. This is a fragile army in Guard terms. Yet those tanks do kick out a lot of weapons fire, and I tend to find that lots of men get in the way. What really did for me was the mission, and the fact that I could not utilise my mobility, but as they say in France, c'est la guerre. It's hats off to the throbbing

strategical prowess that lurks within the Bickham brainpan.

No doubt Jes and I will hook up again soon to write the next chapter in the saga of the Men of the 29th. I reckon we'll play a couple more games, then finish it off on the airfield board at Warhammer World, as the ragged survivors try to escape the doomed planet of Carpathia. The battles before that should be great, as Jes has a Scythed Hierodule from Forge World he has yet to try out, and the 29th have a few detachments left who may yet halt the Tyranid advance. Until then, I will mutter curses upon Hive Mind Eumenides Bickham and his relentless horde!



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CONFLICT ON A GRAND SCALE

Take gaming in the Warhammer World to a new level with Warmaster

Warhammer is a brilliant game. Whether you want to recreate a castle siege or stage a merchant caravan ambush, the system is versatile enough to accommodate. But what if you want to fight a battle so big, your models just won't fit on the table? That's where Warmaster, with its huge armies and strategic gameplay, comes in. Rick Priestley explains.

Rick: At the heart of it, Warmaster is all about great BIG battles. Conventional Warhammer and Warhammer 40,000 games use models about 30mm high. The size of the models places a natural restriction on the type of encounter that can be fought on a tabletop. This is especially true of the fantasy game where a typical regiment of troops occupies a relatively large dollop of the gaming area and models start the game virtually within spitting distance (and boy can those Dwarfs spit). As a result, big Warhammer games rarely have a sense of grand manoeuvre. Warmaster is very different.

Right from the start I set out to create a game that was about huge armies

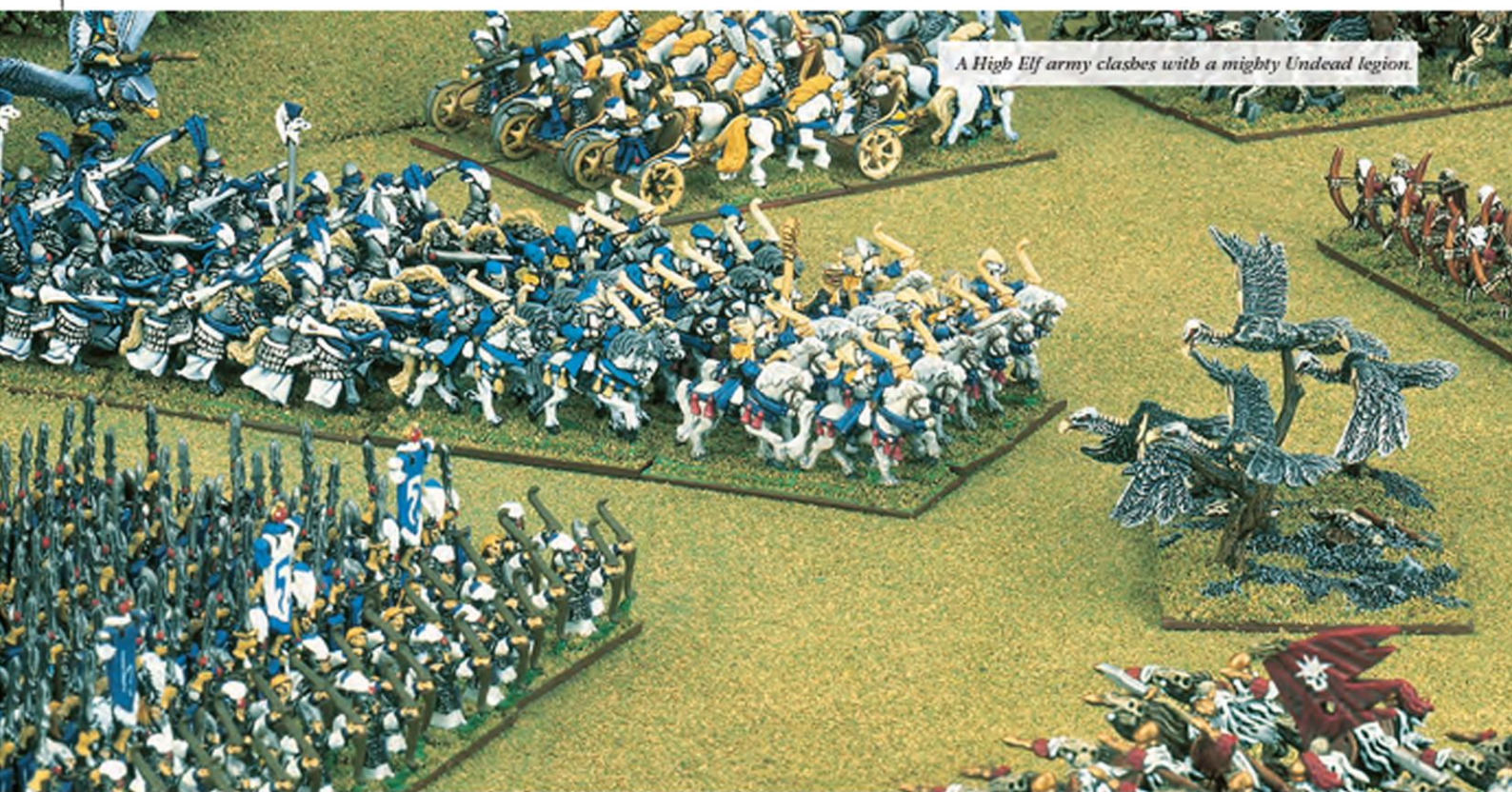
fighting over vast landscapes – a game in which snaking columns of hundreds of warriors might march along dusty roads towards a vista of farms, villages and towns, where flanking forces can gallop out of sight of their commanders and reappear at the enemy's back, and where artillery pieces must be laboriously dragged to within range of their targets. Part of this vision of hugeness are big tabletop landscapes: roaring rivers rather than piddly little streams, fortified towns rather than one or two pokey houses, and enclosed valleys and rolling hills rather than the usual flattish field punctuated by a lonely tree.

So, huge battles then – but how? The obvious thing to do is to use smaller scale models, effectively shrinking the size of a regiment and making more use of the area available on the tabletop. Warmaster models are about 10mm tall for a human-sized warrior, which is just about big enough to show off the character of the race without being too small to paint. A Warmaster battlefield can easily accommodate many hundreds, even thousands, of individual combatants. Most importantly, it can do

so comfortably, without putting undue strain on either the games system or the player's pocket.

Warmaster is a game about generalship rather than the prowess of individual warriors. It is a game where strategy counts far more overall than the fate of individual warriors or even individual regiments. The most important parts of a Warmaster army are units of troops. In the game rules these are divided into the following types: infantry, cavalry, chariots, monsters, artillery and machines. Units in Warmaster are always of a fixed size, varying only slightly from one troop type to another. A typical unit consists of three 'troop stands', a stand being a 40x20mm plastic base onto which rows or strips of warriors are fixed. Some units come in units of two or even just one stand, but human-sized troops are represented by a unit of three stands in most cases. Some units consist of a single model, such as a Giant, a Dragon rider, or a large machine like the Empire Steam Tank.

This uniform unit size has been carried over to the model range to make purchasing an army as straightforward as



A High Elf army clashes with a mighty Undead legion.

possible; each pack contains one entire unit. This makes it really easy to build up an army or to add to it once you have started. One blister of models always gives you one unit of troops. Oh, and you can get an entire army in a single carrying case too!

Although troops are the most conspicuous portion of all the armies, characters are important too. They have little fighting value but their role on the battlefield is vital nonetheless. In fact, the key to successful Warmaster generalship is in the way players use their characters. Character models are also fixed onto stands. The character model plus his aides, messengers, runners, guards and associated hangers-on are all on the same stand in whatever quantity the player feels appropriate. There are three kinds of characters: generals, wizards, and heroes, and a single character pack contains an assortment of metal models sufficient to make at least one stand of each.

As you would expect, the armies are based upon the known races and histories of the Warhammer world as developed and described in the Warhammer game. The variety and types of warriors have been modified appropriately to take account of the different scale. In 10mm scale the difference between a Trollslayer, Giantslayer and Daemonslayer isn't worth worrying about so we just have Slayers. Similarly, the profusion of similar troop types in Warhammer is something of an unnecessary luxury in Warmaster where individual prowess takes second place to strategy, and a sword is 5mm long at best.

HOW THE GAME WORKS

The game is played in turns much as Warhammer players would expect, first one side and then the other. The sequence within the turn is also much like Warhammer, with troops moving, shooting and then working out combats. However, the way troops move is vastly different and forms the most important aspect of the game. Where Warhammer is undeniably a game about fighting, Warmaster is a game about strategy and manoeuvre. Warhammer games are won or lost in the Combat phase, Warmaster games are usually decided when the armies move.

There is no Movement phase as such, instead the player moves his army in his Command phase. In the Command phase each character can issue orders to units nearby and a unit can move when it receives an order. To give an order the player takes a dice test and, if this is passed, the unit can be moved. A character can give the same unit several orders in succession, so it is possible to move a unit several times during the same turn. Theoretically, a unit can be given a whole series of orders and moved right from one side of the table to the other. Theoretically that is! In practice that rarely, if ever, happens because of the checks and balances worked into the system.

When a test to give an order is failed the message is assumed to have been lost, the runners have been captured, or the general's plans have been lost in the fog of war. A unit cannot be given orders by different characters in the same turn, so a failed order will bring a unit's move to a halt. As a result it isn't possible to be

certain of moving all of the units in the army during the turn, so it is vital to plan moves very carefully indeed. A character who fails to give an order can give no more orders that turn either, so other units will probably not move at all. Furthermore, if the general fails to give an order, no further orders can be given by any characters that turn, not even by characters that have not yet given orders in that turn.

To allow the armies to keep coherent battle lines, units are allowed to form into brigades which move as a body and which require only a single order to move. Some troops are more amenable to this than others – being brigaded with a unit of Trolls is never a good thing, for example. Another way in which units can function without orders is by using their Initiative. Units that are very close to the enemy at the start of their turn are allowed to move by using their Initiative, so you don't need to issue orders to units that already have the enemy in their sights.

Needless to say, issuing orders can be made more difficult by various factors. These include the distance between the character giving the order and the unit he wishes to move, the number of times the unit has already moved that turn, the presence of dense terrain, the proximity of enemy troops to the unit, and loss of enthusiasm due to casualties the unit has suffered. These things mean that the positioning of characters is every bit as important as the positioning of troops, as the characters form points from which the battle is orchestrated.

Shooting and combat are both conducted in a similar way. Each stand of troops can strike a number of Attacks at a time and can take a number of Hits before it is destroyed. Most stands also have an Armour saving throw in much the same way as in Warhammer. The average value for hits and attacks is 3. So, for example, a stand of Empire Halberdiers has 3 Attacks, 3 Hits, and an Armour save of 6+. To work out how many hits are scored by a unit when shooting or fighting combat, add up the unit's attacks and roll 1 dice per attack. With Warmaster being a game based on tactics, the score required to inflict a Hit depends not only on the fighting qualities of the troops but upon their tactical position. So, an enemy unit which is in the open is hit on a score of 4 or more, a unit which is in a defended position is hit on a 5 or more, and a unit in a fortified position is hit on a 6. Once hits have been worked out, any whole stands that fall casualty are removed.



Odd hits left over at the end of the phase are simply ignored.

A novel aspect of Warmaster is that combats are worked out in their entirety during the Combat phase. A round of combat is fought, then losers retreat, victors pursue, and a further round of combat is fought until either one side is destroyed or until the victorious side declines to press its advantage and either holds its ground or falls back. The effect of this is to telescope the effect of combat once troops are committed – the result will almost certainly be decisive. As a consequence, players must be very careful before sending a unit into the fray. Well-coordinated attacks are the answer, with combat bonus Attacks available for units which charge or pursue, and penalties for troops facing terrifying foes or fighting enemies to their side or rear. Infantry can also offer support to

adjacent stands, which gives them a bonus when determining which side wins the combat.

The aim of the game is, as always, to grind the enemy into the dirt and jump up and down on his mangled corpse. Warmaster achieves this by means of a points value system, which is used to choose armies and to calculate which side has won at the end of the battle. The game can be played for a pre-determined number of turns or until one side has lost half its number of units – points are then added up and the side inflicting the most damage on the enemy is the winner. The loss of one side's general also ends the battle.

PAST, PRESENT AND FUTURE

Warmaster began life based upon 5-6mm scale models, the same size as the Epic models you may have seen. Epic has always been a popular element of

the Warhammer 40,000 universe, and players had long clamoured to know when we were going to produce an Epic scale equivalent for Warhammer. For a long time, such a game was probably the thing most sought by veteran gamers and long time hobbyists.

In 1995 we had a series of test models designed and put together three armies for Undead, Orcs and Goblins, and Bretonnians. The old Man O' War range provided a few flying monsters and scratchbuilt items were made for things like war machines and fortifications. The basic game was put together in 1996 with a planned release in late 1997 as a boxed set including plastic figures. We'd actually started work on the masters for the plastics before it was decided to delay the project whilst we concentrated on producing a more conventional game.

WARMASTER FAQ

For any readers who perhaps haven't come across Warmaster before, we present answers to some of the most commonly asked questions below.

Q How can a book be a game? I don't understand!

A Unlike Warhammer, Warhammer 40,000 or The Lord of The Rings, there isn't a boxed game for Warmaster – it's just a rulebook all on its lonesome. The Warmaster rulebook is just that, a book of rules that explains how to move and fight with your armies. To actually play the game, you will need enough metal models to represent two armies, and a few other bits and pieces such as some 6-sided dice and a tape measure. Scenery, such as model hills, makes games more interesting.



Q What size are the models, and what are they made from?

A Technically speaking, Warmaster models are described as being "very, very tiny". The average Warmaster troop model is 10mm high. Obviously, cavalry, war engines, special characters

etc are bigger, and some are a little bit smaller (Dwarfs, for example). Because they are so tiny, Warmaster troops are supplied moulded together in little groups or 'strips', which you glue onto plastic bases, usually in pairs. These bases are usually referred to as 'stands'. All Warmaster models are made from white metal, like all our miniatures.

Q How many models do you need for an army?

A The size of a typical army depends on what kind of army you want to collect. Undead armies contain lots of cheap troops so a small (1,000 points) army might typically have 10-12 units for example. Chaos armies tend to be costly in points, so a typical 1,000 points is more likely to have 7-8 troop units. Other armies tend to fall in between these extremes – about 8-10 troop units. Of these troop units most would be infantry or cavalry (each unit consisting of three stands of two metal castings making six stands per unit in all). In addition, all armies will need characters and a 1,000 points army would typically have a general, a hero and a wizard.

Q What do you mean by units?

A As with most games, troops are organised into units or regiments, which move and fight together in orderly groups. Warmaster models are glued onto bases so you can move regiments around in a block, rather than trying to herd lots of individual models across the table in a neat formation. Warmaster models come

ready supplied with plastic bases for this purpose. Most Warmaster units consist of more than one of these bases (usually three for troops, less for artillery or monsters) and the army lists specify exactly how many stands form a unit for that troop type.



Q How easy is it to learn how to play?

A Warmaster is really intended for gamers who've had some previous experience of wargaming, so we wouldn't recommend it as a beginners' game. Warmaster is really the kind of game we design for players to 'move on to' as their knowledge and passion for the hobby grows and they are perhaps looking for something other than, say, Warhammer or whichever game they first started playing. Having said that, we've done our best to make the rules sufficiently clear and straightforward for anyone to understand them. Warmaster certainly isn't a very complex game in terms of rules, and readers familiar with such wargaming terms as 'D6', 'Combat' or other common concepts will find the rules easy to pick up.

The original 5mm trial models were made by Alan and Michael Perry and Dave Andrews. Dave later produced the first concept models for the 10mm series and went on to design the bulk of the Chaos and Undead models for the final range, as well as the Bretonnians, which were released later.

When one of our mould makers saw Dave's trial model he was inspired to have a go himself. Colin Grayson's first attempts were so good we stopped him making moulds and put him on our designer trainee program. Colin went on to make the Empire range and a large portion of the Orc and Goblin models. Since then, Colin has forged a position for himself as the man for tiny figures, having made the Kislevite, Lizardmen and Skaven ranges for the game as well as countless new units.

The real modelling work began with a

Q How long does a game last?

A A typical game of Warmaster, played with two medium-sized armies, will last about a couple of hours, though the exact time depends on how well the players know the rules – and each other!

Q What armies can you have in Warmaster?

A At the moment, you can collect armies for the Empire, Undead (both Tomb Kings and Vampire Counts), High Elves, Dark Elves, Dwarfs, Chaos (both Daemonic and Mortal armies), Orcs and Goblins, Kislevites, Bretonnians, Lizardmen and Skaven. Rules for these armies can be found in the rulebook or in one of the annuals and supplements produced for the game. We will release roughly one new army a year for Warmaster, so the range of armies will definitely keep expanding for some time to come!

Q How do you paint those tiny figures?

A The best advice we can give you is not to worry about the detail, but just to make the troops look good when seen in a mass. Although the models are individually quite detailed, the bits you see when playing are the shields, heads and weapons, so make these neat and don't worry too much about the rest. Remember that once infantry are stuck down you really don't see much of the rear of the front rank, or front of the rear rank.

series of trial models that were used for manufacturing tests and to give us some models to play with. Designer and trainee boss Gary Morley led the project and made the first trial models producing, what else but, High Elves (Gary made the latest 28mm range). At the same time Gary was teaching his other trainees how to make Warmaster scale models.

One of the first changes to Warmaster was the name – the original version had been called Warhammer Epic but it was felt that this might be confused with Epic itself. Also it was not quite appropriate once we decided to change the scale. Warmaster was a name we'd already registered and one I rather liked... so Warmaster it became.

Games Development got lucky in 1999 benefiting greatly from a chance meeting between myself and Stefan Hess at the US Warhammer tournament in Baltimore. Waiting at Baltimore airport for our flight Stefan and I soon started chatting about Warmaster. The upshot was that Stefan very bravely offered his services helping to develop the game. Stefan's regular e-mails of comments and suggestions soon became an invaluable part of the design process

and as a result the finished Warmaster is a far better game and is better presented than might have been the case had the two of us not met.

The game was completed and released in 2000, with the initial six armies released over the course of a few months following that. Soon afterwards, Fanatic press launched Warmaster magazine, which ran for a glorious 21 issues, continuing to develop the game and to introduce new units, rules and armies. In future, Warmaster will be covered in Fanatic magazine. You can find out more about Fanatic at www.specialist-games.com

Since the game's release, we've introduced no less than seven new armies, so that Warmaster now covers almost all the armies from its sister Warhammer game (we haven't got around to Wood Elves or Beastmen yet). In addition, there's talk of an Araby army for Warmaster next year, opening up regions of the Warhammer world not previously explored.



With the Storm of Chaos upon us, there is no better time to get involved in Warmaster, a game of enormous battles set in the Warhammer World. This is war on a different scale, where huge empires do battle against each other. Here a Warhammer-scale army would be but a small part of your mighty force!

MARCH TO WAR!

Battles in 10mm scale



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This 160-page rulebook contains rules, army lists and painting and modelling guides, as well as full appendices to summarise play.

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WILL OF IRON

ONE MAN'S QUEST TO BUILD A TOURNAMENT ARMY FOR WARHAMMER 40,000



Christian Byrne.

Our resident antipodean Chaos Warmaster Christian Byrne is a long time player of Warhammer 40,000, but tended to steer away from tournaments – until recently. After having an epiphany last year, he discovered

that tournaments are actually a great way to play the game. So, he decided to give one a try, all he needed was a suitably dangerous force. Join us as we follow his quest to build an Iron Warriors army, so he too may tread the hall of champions.

Christian: Tournaments have never really excited me. There was something about the competitive atmosphere that put me off. When it comes to Warhammer 40,000 I'm really only a social player. I always figured I was just too laid back for tournament play. Then, last year, I helped out at Conflict London. To my surprise, people actually seemed to be having a lot of fun, so I decided to give it a go. It was time to expand my horizons as a player. I would build an army specifically for a tournament which would not only appeal to my sensibilities as a painter and modeller, but which would also hopefully carry me to victory!

The idea for my army dates back to last year when I was completely overwhelmed by the

style and standard of John Thompson's Emperor's Children army in White Dwarf 291. My own Black Legion army (featured in the Chaos Space Marine Collectors' Guide) was basically straight out of the box, with a neat, quick colour scheme. They're okay but they're not as special as they could be. So it was back to Codex: Chaos Space Marines for a brief look at what the other legions had to offer. After experimenting with various army lists and trawling through every catalogue we had looking for components (the Chaos Space Marine Collectors' Guide was invaluable), my decision was made for me when I saw the new Iron Hands Space Marines. I would build Iron Warriors, even though I'd originally dismissed them because everybody seems to have Iron Warriors armies. They'd have lots of cybernetic bits as well as every other cool plastic and metal component I could get my hands on. I started writing my shopping list.

My idea of a conversion spans everything from a simple part swap to cutting up half a dozen models to make a new one, unfortunately for me my skills with green stuff are pretty much limited to filling gaps and not getting it all over my clothes. Still, half the fun of this project has been finding cool components and gluing them together to create something at least a little bit different. So, over the next three issues, I'll take you through how I put together my army, plus how I painted it and how it fared upon the field of battle. Now all I have to do is track down some tournament veterans to show me

the subtleties of Warhammer 40,000 before the big fight. It'll be messy at first, I'm sure, but that's what learning is all about.

THE STORY BEGINS

It's great to have some kind of history for an army. It helps you to set down in stone important things like the components and style of your force. There is already a lot of Iron Warriors history, from the codex, Index Astartes and not to mention the Storm of Iron novel by Graham McNeill. The Iron Warriors are cruel and calculating siege veterans who live and breathe the science of warfare. At the very least, to make my little army stand out from the rest, I had to give my Chaos Lieutenant a name – Vathek. His right hand man would be called Kheldoth (the ill-tempered looking Space Marine with the power fist) and the squad that would accompany him make up his personal guard. The rest of the army is pretty much what you can expect from the Iron Warriors, lots of force selections designed to knock holes in things. Although Vathek and his evil minions are no doubt up to no good, being that he is only a Lieutenant and not a Lord, he's not likely to be the biggest mover and shaker to come out of the Eye of Terror. And, er, that's as far as I got. Though I have a name for my leaders, I'll need to spend the next few weeks pondering the story of Vathek and his lads, details of which we'll look at in a future issue. Now let's look at the next important stage in the process – the methods of painting and converting these archaic warriors.

The Chaos Lieutenant Vathek leads his troops into battle.



VATHEK, CHAOS LIEUTENANT



As Vathek is the main man of the army I wanted him to look really interesting. So I went to work slicing up the Iron Warrior Warsmith, for his legs (which I attached to the groin area of a plastic Khorne Berserker and filled-in with green stuff), and his arm, to which I fitted a bionic hand from a Space Marine Veteran Sergeant (shown above). I cut the chainsword off this hand, and replaced it with the sword from the Chaos Space Marine sprue. The other arm is from the Iron Hands boxed set (the hand I saved for a future

conversion) with a plastic Space Marine bolt pistol. The wire running from his arm to his shoulder was attached by drilling two holes, one where the original used to be and the other under Vathek's shoulder plate.

For Vathek's head I picked the most cybernetically enhanced Iron Hand head I could find. I drilled a hole and used a length of guitar wire to create a cable running to his servo-arm. I thought that this would make him look like he has a hardwired link to the

arm. I also thought that the servo-arm was a little small, so I decided to lengthen it with a short piece of brass wire. The last thing added was Cherubael the Daemonhost's parchment (from the Inquisitor Specialist Games Range of models) as a loin cloth. It also hides some conversion underneath.

Vathek was painted just like the rest of the Chaos Space Marine squad, save for a couple of extras, namely the cabling and his power weapon, which required a little more detail.

KHELDOTH, ASPIRING CHAMPION



Kheldoth is a glorified parts swap, inspired by the grim looking Master of the Ravenwing. Using more Iron Hands parts (this time the bionic legs), Kharn the Betrayer's backpack and a filed-down power fist from the Space Wolf Sprue. I think I created quite an intimidating looking champion to act as Vathek's second-in-command.

PAINTING THE ARMOUR



1 The basecoat is three equal parts of Tin Bitz, Boltgun Metal and Black Ink. At this stage apply the colour liberally and basecoat the entire model.

2 Drybrush the model with Boltgun Metal a couple of times to get a good, amount of coverage. You don't want to go overboard though, try to keep it subtle.

3 Using Chainmail highlight the edges of the armour. This is also a good point to cover the recesses in the joins with Black Ink.

4 Finally, paint the highest edges of the armour with a thin line of Mithril Silver. It now seems to have more contrast than it actually has.

IRON WARRIOR ASSAULT SQUAD



The Chaos Space Marine above was a bit tricky at first. I managed to get hold of some of the classic Space Marine bodies and this was my first attempt at using one in a conversion. After cutting the original in half with a modelling saw (and taking great care whilst doing so), I filed it down and pinned it to some plastic Chaos Space Marine legs (which I filed down flat along the top). But there was a great big gap in the back, so I had to use green stuff to create extra armour. It didn't have to be too flash as there would be a backpack masking the conversion. The shoulder pad is another hijacked Iron Hands part, this one with the symbol filed down.



This Chaos Space Marine pictured above has the benefit of having the really cool Iron Hands Sergeant head and the chainsword hand of a Chaos Raptor. When this hand is attached to a standard Chaos Space Marine arm it makes it look as if he's directing his comrades into battle.

PAINTING THE ARMOUR TRIM



1 The basecoat is a mixture of equal parts of Brown Ink, Tin Bitz and Dwarf Bronze. This mixture, like the base coat for armour should be quite a fluid consistency.



2 The next stage involves applying Dwarf Bronze to most of the raised areas, leaving the deepest areas alone.



3 After that Shining Gold is painted over about 50% of the area that the Dwarf Bronze was painted on. This is concentrated on the edges and raised areas.



4 The final stage is a 50/50 mixture of Mithril Silver and Shining Gold painted in a thin line on the edges of the armour trim.

The two Chaos Space Marines pictured below are just a couple of examples of creative part swapping. The first Chaos Space Marine has the torso from the Chaos Vehicle Accessory Sprue combined with some standard Space Marine and Chaos Space Marine plastic parts. The head is one of the four Iron Warrior heads available, but the

right shoulder is from the Thousand Sons range – good for instant chevrons! The second Chaos Space Marine is much the same except for the right leg. I cut a pair of legs from the Iron Hands boxed set in half, and attached the right one to a left leg taken from the running plastic Space Marine assault legs.



PAINTING HELMET LENSES



1 Use watered down Fortress Grey to paint a thin line of colour along the bottom part of the lens.



2 Apply more Fortress Grey to the front corner of the lens, this heightens the effect of the previous step.



3 Use Skull White to add a small dot towards the rear of the lens, where the paint is still mostly black.



4 Use 'Ardcoat to varnish the lens. Do this last, after the entire model has been sprayed with Purity Seal.

The last two members of Vathek's Chaos Space Marine Squad have been posed to look like they are charging into battle. Their legs are a combination of Khorne Berzerker and Space Marine assault squad legs. The Berzerker legs may sometimes require some filing down in places to get rid of the Khorne iconography. This is something I have done a lot of for the army, as some of the shoulder pads are filed-down Iron Hands pads. Like the rest of my Chaos Space Marines I have used a combination of traitor and loyalist components to complete the models.

ARMY COMPOSITION

Usually how I design a Chaos Space Marine force depends on the opponent I will be facing. But this army has to be able to handle all kinds of enemies, so it requires some serious thought. The first place I looked was at a typical tournament mission which is normally a variation of the Cleanse scenario from the rulebook. The Iron Warriors need to be designed to take advantage of their strengths, which for me is shooting, while at the same time maximising their ability to take and control table quarters. With that in mind I set about creating the list.

First of all is the leader, Chaos Lieutenant Vathek. I have armed him with a power weapon, and given him Daemonic Strength to make him Strength 5. He also has a servo-arm which will strike like a power fist after all the rest of attacks. Finally, Daemonic Aura and Bionics gives him extra insurance, in the form of a 5+ Invulnerable save and a further one in six chance of surviving a killing blow. He will accompany the squad of Chaos Space Marines in the Rhino. Their two main purposes are to capture or contest a quarter and to assault enemy units who are threatening other elements of my army. The squad is streamlined, carrying only what they need, no extra weapons like plasma pistols or meltaguns. Their Champion is armed with a power fist to take down any vehicles should they become a problem. He also has the Daemonic Aura/Bionics combo.

The next Chaos Marine Squad has Infiltrate, for two reasons. One, they can be deployed

closer to another table quarter, hopefully in some advantageous terrain. And two – they carry two plasma guns. The Champion is carrying the lethal Kai gun (Assault 2, Strength 6, AP 3, range 24"). These guys can start the game in range of enemy Space Marines, which, if all goes well, means they can kill up to four per round, without having to spend Turn 1 moving into range. They also provide a guide to where I can place the Havocs, my next unit with Infiltrate. These guys can be very nasty if left alone. Two autocannons and two missile launchers, combined with the Tank Hunters veteran skill, gives this squad four Strength 7 and two Strength 8 shots (with +1 to Armour Penetration). More than adequate to pop open enemy transports, allowing the rest of the army to open fire while they foot-slog their way across the table. The Havocs will also wreak destruction on any lightly armoured targets like Imperial Guard or Eldar.

The last two options are a Basilisk (half the reason you play Iron Warriors) and a Dreadnought. The Basilisk is a no-brainer, sit back behind cover, lob massive amounts of artillery on as many units as possible. The Dreadnought, however, has

the unpleasant job of drawing fire. It moves forward, shooting its plasma cannon, hopefully getting into a Fire Frenzy or Blood Rage which may do extra damage. If it makes it into combat, all the better.

My army will probably be subject to change as I begin testing it, which means some playing to work out and refine my tactics.

WARHAMMER 40,000											
ARMY NAME											Points
Vathek's Iron Warriors											
Unit	WS	BS	S	T	W	I	A	Ld	Size	Notes	Points
Chaos Lieutenant	5	5	4	4	2	5	3	10	35	Mark of Chaos Undivided, bolt pistol, servo-arm, power weapon, frag grenades, Bionics, Daemonic Aura, Daemonic Strength, Sage Specialist.	127
7 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Mark of Chaos Undivided, bolt pistol, close combat weapon, frag grenades, Sage Specialist.	150
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Power fist, Bionics, Daemonic Aura.	
9 Chaos Space Marines	4	4	4	4	1	4	1	9	3+	Mark of Chaos Undivided, bolter, close combat weapon, 2 plasma guns, Infiltrate, Sage Specialist.	205
Aspiring Champion	4	4	4	4	1	4	2	10	3+	Kai Gun, Bionics.	
5 Havocs	4	4	4	4	1	4	1	9	3+	Bolter, close combat weapon, 2 missile launchers, 2 autocannons, Infiltrate, Tank Hunters, Sage Specialist.	180
Vehicle											
Vehicle	Front	Side	Rear	BS	Type & Notes	Points					
Chaos Rhino	11	11	10	4	Combi-Dur, extra armour, smoke launcher.	58					
Basilisk	12	10	10	3	Barricade and heavy gun, extra armour, heavy bolter, indirect fire.	110					
Dreadnought	12	12	10	4	Dreadnought close combat weapon, plasma cannon, 2 plasma guns, whole lot of other stuff.	123					
TOTAL											938

PAINTING CHEVRONS



1 Carefully paint on black and white stripes at about a 45-degree angle. You'll need to have bit of patience and care at this stage, but if it's not perfect then it can easily be fixed.



2 Go over the white stripes with Bad Moon Yellow. Painting the white first means that the yellow appears bolder.



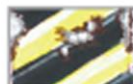
3 Along one edge of each stripe carefully apply a thin strip of either Fortress Grey (for Chaos Black), or a 50/50 mix of Skull White and Bad Moon Yellow (for the Bad Moon Yellow).



4 Now for the first stage of wear and tear. Using Tin bitz, apply the paint unevenly to some of the edges and surface area of the chevrons. This is great for covering up mistakes.



5 Use Boltgun Metal over the same areas as the Tin Bitz, leaving some of the Tin Bitz exposed.



6 Use Mithril Silver to add small extra highlights over the Boltgun Metal, again leaving the previous colours exposed at the edges.



7 As an added last touch I mixed red and brown ink and applied it to the chains of the sword to simulate blood. Then, while it was still wet, I used Blood Red to give it a little extra highlight. You may also want to paint tiny flecks of blood on the armour to make it look like the blood has splattered.



NEXT MONTH

Vathek rolls out the big guns in the form of a Basilisk and a squad of Havocs. This means I will be focusing on applying the techniques featured in this article to vehicles (as I didn't have space to show you how I painted the Rhino). The conversions also get a little more interesting as vintage Space Marine models get a bit of a make over. See you next time.

PENITENT ENGINE

An expert painter tells us how he went about painting this centrepiece model.

When we saw the new Penitent Engine we decided it only fitting that one of our expert painters should get the chance to model and paint it. Golden Demon winner, Mark Talt, stepped in, and here's the result of his endeavours.



Mark: When I first saw the Penitent Engine, I was struck by its arcane look, a vast machine of torture with a human being at the centre. The sheer mechanical awkwardness of the model was fantastic,

and I soon had a clear idea in my mind of the kind of pose and colour scheme that I'd like to apply to it. I like to take my time when painting models but this time I decided to give myself an added challenge. I would paint the model in a week, for me, that is a very short amount of time!

As far as a painting schedule was concerned, I had five days to work with, so began to divide up my time based on that. Preparation is important, and so I put aside a day to get this sorted out. I also wanted to take as much time

as possible at the beginning to get the pose right. Of course I wanted to spend a full day on the pilot, but only after I'd painted the engine itself. Two or three days seemed right for that part, the faster the better really.



Mark has labelled up his Penitent Engine so you can follow what he did. **A** refers to the main body, **B** is the pilot, **C** the right leg and **D** the left leg.

DAY 1: PREPARATION & CONSTRUCTION

I started by constructing the base. This is a good place to start as it allows you to create a context for the model, particularly with centrepieces for your army. The base was made using three 60mm bases glued on top of each other and then surrounded with thin plasticard.

So that the model could be used on any battlefield, I decided to keep the theme simple: small chunks of slate stacked and filled with some sand fitted the bill. This had the major benefit of raising the model even higher off the table, giving it a more threatening posture!



One thing I didn't want to do was convert the model, so decided to pose it (using Blu-Tac) so that it really looked as though it was throwing itself into the heart of the battle.

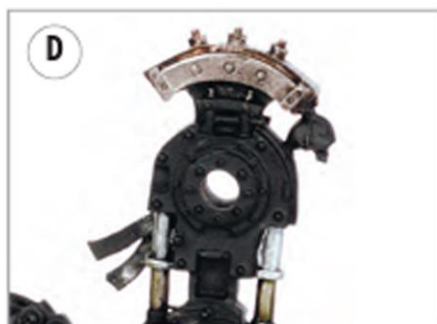
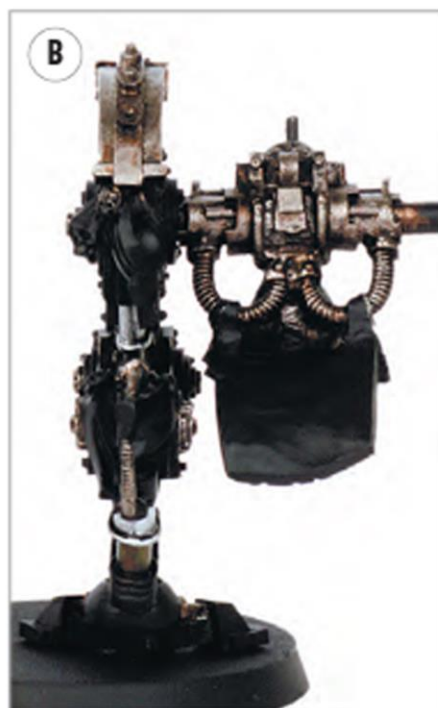
SUB-ASSEMBLIES

I assembled all the pieces into big chunks or 'sub-assemblies' that I could paint and assemble afterwards. In particular, I left the

'pilot' free so I'd be able to paint finer detail on it. I have always found that working on flesh areas separately (the head in the case of Space Marines, for example) allows you to add more detail to the focal point on a model.

DAY 2: PAINTING THE METAL
STAGE ONE

I began to work on the messiest area of the model – the metalwork. Starting with a basecoat of Tin Bitz, I applied a thin coat of an equal parts mix of Tin Bitz and Chainmail to the pistons and weapons. To make it more distinct from the rest of the model I painted the boiler (figure 1) a coat of Tin Bitz and Dwarf Bronze.


STAGE TWO

At this point I then used an equal parts mix of Brown and Green inks to wash over the pistons. I find this a very effective way of representing well-oiled machinery. To finish the pistons and weapons I painted on a thinned down highlight of Mithril Silver. Moving on to the boiler I applied an equal parts mix of Tin Bitz and Shining Gold, finished with a highlight of Shining Gold and Mithril Silver. To complete the effect, I painted all the metal with a thin glaze of Brown Ink.



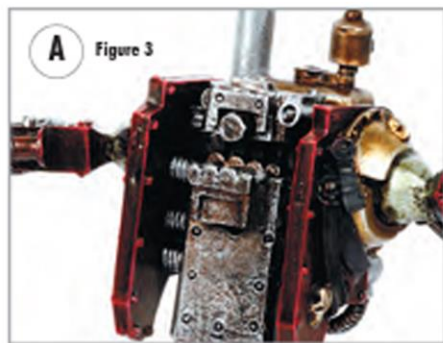
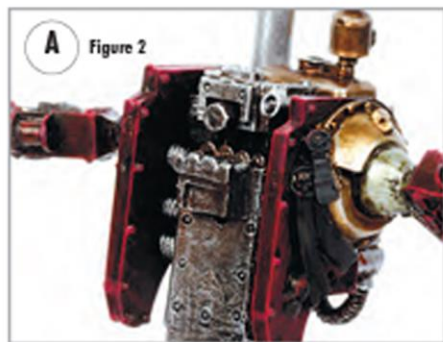
DAY 3: PAINTING THE HULL

It was now time for me to tackle the main body of the monster. I decided to tie the colour scheme to a similar one that I had used on the Preacher Sentinel that I had done some years earlier (pictured below).

To begin with, I applied a basecoat mix of Red Gore and Scab Red all over the main metal struts and bodywork. A wash of thin Red Ink glaze made the colour more intense (figure 2).

The next stage was to highlight all the edges with an equal parts mix of Red Gore and Bronzed Flesh followed by another Red Ink glaze over the top (figure 3).

Finally, I applied a highlight of Scab Red, Bronzed Flesh and Skull White to the corners. Two very watered down glazes of Red and Brown Ink were then washed over the hull area. To add an embattled appearance, I added little chinks of Mithril Silver to the edges of the armour in random places as though it had been neglected for some time. I was on still schedule and had plenty of time to concentrate on details.



DAY 4: PAINTING THE PILOT



Now I had finished the bulk of the model, I could move onto the more fun areas, for example the pilot, parchments and skulls!

To start with I painted the skin an equal parts mix of Midnight Blue, Warlock Purple and Dwarf Flesh, and then highlighted this using Bronzed Flesh. This mix of colours gave the effect that this particular host had



been strapped in for some time. A final highlight was applied by adding Skull White to the original mix.

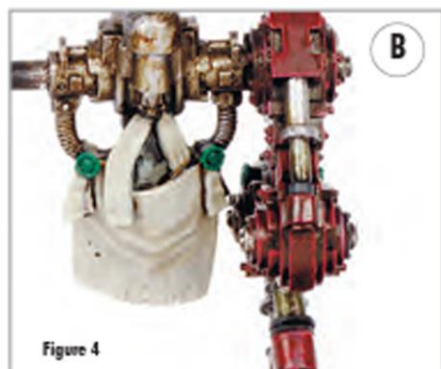
I painted the metal of the chair in exactly the same way as the main body and picked out the piping using Enchanted Blue, Red Gore, Snot Green and Codex Grey.

DAY 5: DETAILS

Now I had a full day to pick out any fine details on the model (*figure 4*) There was plenty of time to experiment with a new technique on the parchment and cloth. I applied two thinned down coats of Graveyard Earth as a basecoat.



To give areas of the model a sun bleached effect I highlighted the edges of parchment with a thin coat of Bleached Bone followed by Skull White (*figure 5*).



Trophy skulls are dotted around the model and I wanted to make these appear old and sun bleached. I gave them a basecoat of Chaos Black and Brown Ink, adding Skull White to this mix until only white was being used on the sharpest edges. I advise anyone who tries their hand at this approach to temper the mixes with a lot of water so that they are almost like glazes.



For the wax seals I decided that the typical red would not stand out from the main body and so went for green to contrast. I started with Snot Green as a basecoat. To highlight, I mixed Snot Green and Scorpion Green and then glazed down again with Dark Green Ink.



To create the impression that the model was in the midst of battle, I stippled pure Red Ink onto the saw blades and extended it down the arms to represent freshly spilt blood.



For the flame effect I started with a basecoat of Scab Red, which I then highlighted with Red Gore. While this was still partially wet, I painted on a little Blood Red followed by an equal parts mix of Blood Red and Sunburst Yellow.

To finish off, I applied a thin coat of Sunburst Yellow to the points and, to tone the colour down, I painted on a thin glaze of Red Ink over the whole area.

Once I'd finished painting the separate sections of the model, I drybrushed the base with Codex Grey and finally Skull White. A few tufts of Static Grass finished off the base ready for me to assemble the whole model into the pose I wanted. I'm very happy with the final result, considering how little time I gave myself to paint it, all of five days in total. This Penitent Engine will make a suitable companion piece to my Preacher Sentinel.

PAINTING THE LITURGY

Finally, it was time for me to paint the liturgy on the purity seals. I used more Chaos Black and Brown Ink applied with a standard brush. It holds more paint than a small brush, so keeps it fluid longer. Providing the point is sharp, it will do just as good a job as any one-bristle brush!



Mark's freshly painted Penitent Engine charges into the enemy lines.

The Art of Warhammer: MAGIC

Optimising your use of Magic in Warhammer



Jeff Leong

Jeff Leong continues his series on Warhammer tactics with a look at the Magic phase – an important part of the game. Disrupt your opponent's army and enhance your own,

or simply blast him to bits. Whilst Magic is not necessarily game-winning in itself, it can be a powerful ally.

To begin, you should understand what types of magic exist in the Warhammer world. It seems almost every race has its own unique magical abilities – from the innately magical High Elves to the magic-resistant Dwarfs. Including army-specific magic lists, there are more than 15 different Lores of Magic. As we hardly have the space to go through all of them here I will break the spells into four basic categories based on their effect in game play: *direct damage*, *movement*, *augmentation*, and *disruption*.

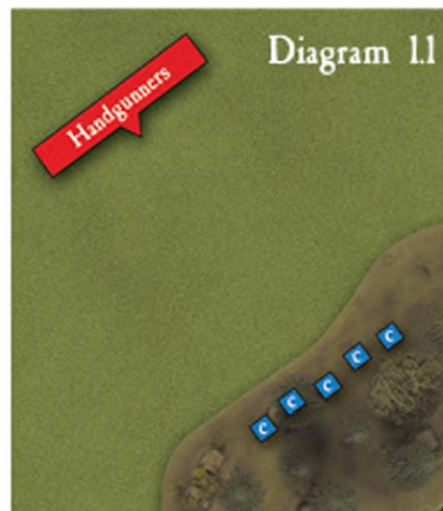


ZAP! BOOM! BAM!

Direct damage spells are just that – spells that do damage directly to a unit. Magic missiles, such as *Fire Ball* (D6 automatic Strength 4 hits on a single unit within 24") or the deadly Slaaneshi spell *Blissful Throes* (D6 automatic Strength 6 hits on a single unit within 12"), are typical spells of this type. However, you must also include non-missile direct damage spells in this category, spells such as the Waaagh! Spell *Fists of Gork* (every model in the target unit counts as being attacked by a charging Orc with a choppa – suffering a single attack at Weapon Skill 3 and Strength 4) or the Dark Magic spell *Soul Stealer* (every model in the target unit takes a Strength 3 hit). These spells are designed to cause immediate casualties on their targets.

Direct damage spells are best to either reduce the unit strength of large enemy formations or to destroy or incapacitate smaller units. Killing a few models in a large enemy formation may mean that your units will outnumber your opponent in an upcoming combat. This can result in your opponent losing the +1 bonus to combat resolution for outnumbering and you receiving the point instead – a swing of two points in real terms. Direct damage spells are also quite useful in reducing or eliminating fast, hard-to-hit units such as Skirmishers or Fast Cavalry.

In the example below, a unit of Empire Handgunners are trying to shoot some Lizardmen Skinks (Diagram 1.1). The Skinks are Skirmishers (which gives a -1 modifier to hit when shooting at them), they are in the forest (which counts as light cover, giving a further -1 to hit), and they have the Chameleon special rule (another -1 to hit). Since the Handgunners have a Ballistic Skill of 3, they now need a 7 to hit (obviously not possible on a D6, but represented by an

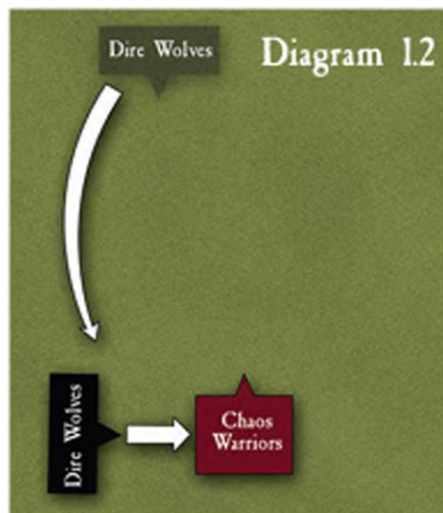


initial roll of a 6 followed by a roll of a 4+). With ten Handgunners in the unit, they'll be lucky to hit even one of the shifty Chameleon Skinks. However, a simple *Fire Ball* spell ignores all the negative shooting modifiers and does D6 automatic Strength 4 hits, which is likely to kill the Toughness 2 Skinks. Because spells do not suffer any shooting modifiers, they are excellent for destroying such hard-to-hit units. Similarly, Fast Cavalry are quite vulnerable to direct damage spells as well. Fast Cavalry depend on their manoeuvrability, rather than their armour, to survive and are often fielded in small units. This means that even minor direct damage spells can be potentially devastating.

A SHUFFLE TO THE LEFT

Movement spells move your units during the Magic phase. These include spells that move single models, such as *Steed of Shadows* (which allows for a single model to take a flight move), spells that can move an entire unit, such as *The Wolf Hunts* (moves a unit of cavalry, swarm, or monster 2D6") and the Tomb Kings' *Incantation of Urgency* (allowing a unit to take another Movement phase). Movement spells are designed to enhance the manoeuvrability of your forces by providing additional movement in the Magic phase.

If you set it up properly, getting a movement spell off in the Magic phase can be catastrophic for your opponent. In the example below (Diagram 1.2), the Vampire Counts player has used his Movement phase to manoeuvre his Dire Wolves into a position on the flank of the Chaos Warriors. If he is able to successfully cast the spell *Van Hel's Danse Macabre* (which allows his Dire Wolves to move up to 8"), he can charge the flank of the warrior unit, negating their rank bonus and putting them in dire straits. A word of warning, however,



Empire Handgunners spy a unit of Chameleon Skinks hiding in the woods.

a canny opponent knows how devastating these spells can be, so don't be surprised if they hold back some Dispel dice or a Dispel Scroll for just that right moment.

I AM INVINCIBLE!

Augmentation spells provide enhancement to, or protection for, your units. These include spells such as the Howler Wind (prevents shooting of Strength 4 or less at units within 12" of the caster and slows enemy movement) and *Pelt of Midnight* (all shooting at your unit requires a 6 to hit and shots using the scatter dice automatically deviate) that reduce your vulnerability to enemy attack. The Lore of Shadows spell *Shades of Death* (makes your unit cause fear) or the Lore of Light spell, *Guardian Light* (units within 12" of the caster are immune to psychology), enhance your unit by adding or negating psychological effects.

Both Undead armies have the ultimate augmentation spells: *Invocation of Nebek* (raises new Skeletons or Zombies to fight for the Vampire Counts) and the *Incantation of Summoning* (which can replenish lost troops in Tomb Kings' units) – these allow them to replenish forces lost through the course of a battle. In general, augmentation spells provide some form of assistance to your units during the battle.

While the *Invocation of Nebek* and the *Incantation of Summoning* are rather straightforward in their application, the rest of the augmentation spells require careful planning. Many of these spells remain in play, meaning that your opponent is likely to have an opportunity to dispel them prior to his next Shooting or Close Combat phase. Regardless, they are still worthwhile, particularly used in combination. For instance, if you are fortunate enough to cast both the *Second Sign of Amul* (allowing you D3 re-rolls) and *Fiery Blast* (2D6 Strength 4 hits), you can use your re-rolls to ensure that your *Fiery Blast* does a significant number of hits on your target. This is by no means the only effective combination. As you can see below, the Wood Elves can use their *Treesing* spell (moves a wood D6" in a nominated direction) to extend the range of *Master of the Wood* (D6 automatic Strength 5 hits within 12" of a wooded terrain feature) (Diagram 1.3 below). Even if you cannot get a great combination, a 'remains in play' spell can still benefit you. If your opponent is forced to dispel these spells in his Magic phase, it puts him on the defensive and limits the number of Power dice he has available to use against you.

YOU ARE GETTING VERY, VERY SLEEPY

Disruption spells restrict your opponent's ability to accomplish his

Diagram 1.3



Needless to say, the Knights fail the test and flee towards the Dark Elf lines (if you fail a Terror test, you run directly away from the source of the *terror*), where they are summarily run down by a unit of Dark Riders.

DIFFERENT STROKES

Hopefully you're thinking, "Wait! Not all spells fit neatly into these categories." You're right! Several spells have the ability to fill multiple roles (usually *direct damage* combined with *disruption*), which makes them especially dangerous. *Pit of Shades* combines the direct damage of a single Strength 3 hit on every model under the template and the potential disruption of causing the unit to move at half rate as it struggles to get out of the pit. As a Dark Elf player, one of my favourite spells is *Black Horror*, the perfect combination of *direct damage* (each model under the template must pass a Strength test or suffer a wound with no Armour saves possible) and *disruption* (any unit that takes a casualty must take an immediate Panic test). These spells can be used essentially as spells of either category.

INTO THE GREAT BEYOND

Once you can see the spells for what they do, i.e. the four basic categories above, rather than how they do it – the different names/wording of various spells, it is far easier to defend yourself against even a heavy magic attack. In most cases, your opponent will have more Power dice than you have Dispel dice, essentially because wizards generate a greater number of Power dice than they do Dispel dice, which means that you will have to manage your defensive Magic phase carefully to succeed. I try to follow these three steps: *evaluate*, *decide*, and *execute*.

NOW I KNOW EVERYTHING

Before your opponent's Magic phase starts, you need to *evaluate* the spells that your opponent has available. For each spell, make sure that you know what type of spell it is (*direct damage*, *movement*, *augmentation*, or *disruption*) and what it does – 2D6 Strength 4 hits, 8" of movement, etc. Then look at your army and see what effect that will have on each of your units. For instance, a *Fire Ball* may be devastating to a unit of five Pistoliers (Fast Cavalry with a 5+ Armour save), but the same spell would have little impact on a unit of 25 Swordsmen. In the case of the Pistoliers, taking as many as 6 hits (*Fire Ball* does D6 Strength 4 hits) could destroy the unit outright. For the Swordsmen, however, even a worst-case situation where the *Fire Ball* gets 6 hits will not significantly affect the unit.

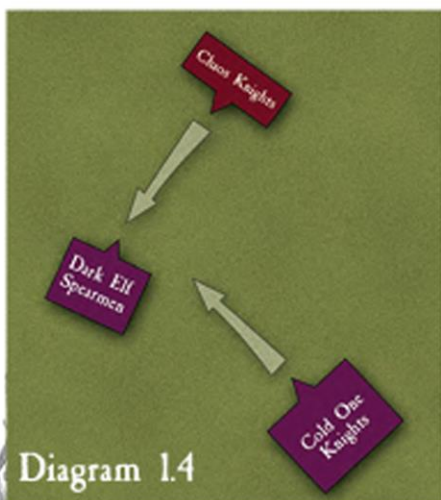
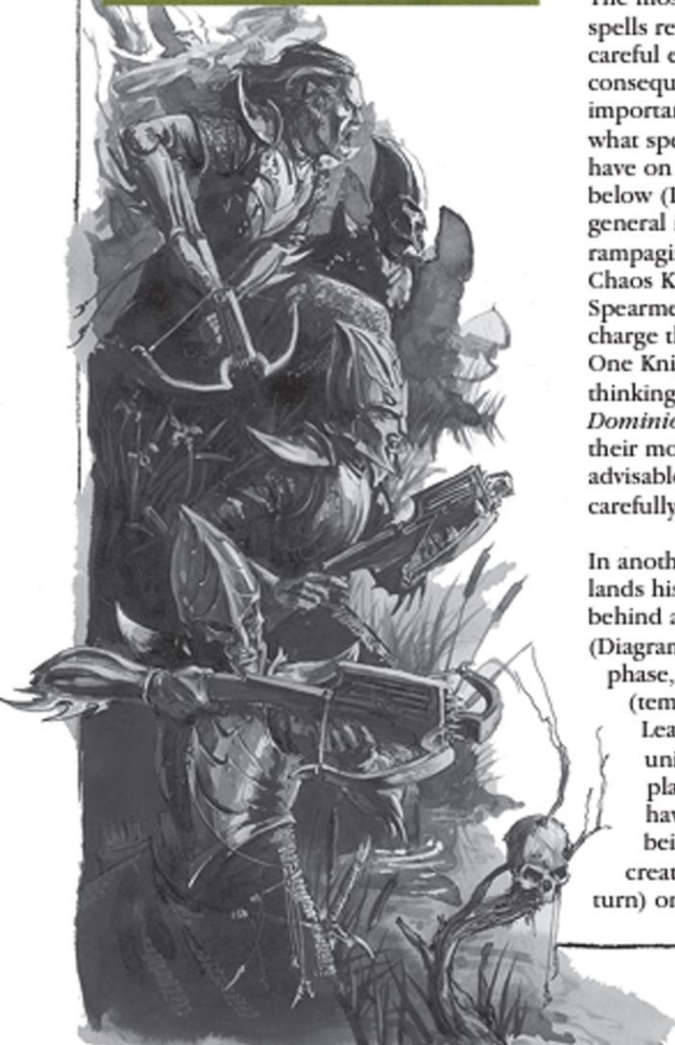


Diagram 1.4

battle plan. For example, you may deny his units the ability to move through the use of the Dark Magic spell, *Dominion* (the Sorceress can stop a unit within 12" from either moving, shooting or casting spells in their next turn). Disruption spells may also force your opponent to move his units where you would like them to go, using the Slaaneshi spell *Titillating Delusions* (forces an enemy unit to move towards a point chosen by the Slaaneshi Sorcerer). These spells are by far the most insidious, and potentially the most dangerous. These spells are designed to disrupt your opponent's battle plan.

The most effective use of disruption spells requires a good battle plan and a careful evaluation of the potential consequences. Your battle plan is important, because you have to know what specific effect you want the spell to have on your opponent. In the example below (Diagram 1.4), the wily Dark Elf general is setting a trap for the rampaging Chaos Hordes. He wants the Chaos Knights to charge into his Spearman regiment so that he can then charge them in the flank with his Cold One Knights. However, if he isn't thinking and has his Sorceress cast *Dominion* on the Chaos Knights to stop their movement (which might be very advisable in another situation), his carefully laid trap will be for nothing.

In another game, a Dark Elf general lands his *terror*-causing Manticore behind a unit of Chosen Chaos Knights (Diagram 1.5). In his ensuing Magic phase, he casts *Doom and Darkness* (temporarily reducing the enemy Leadership by 3) on the Knight unit. At the beginning of the Chaos player's next turn, his Knights now have to make a Terror test (for being within 6" of a *terror*-causing creature at the beginning of the turn) on a Leadership of 5 instead of 8.



It's not even enough to cause a Panic test as six of 25 models is not quite the 25% casualties required to cause a Panic test. When you are learning to evaluate, it may help to use a simple risk matrix, like the one shown on the next page.

The risk matrix forces you to look at each spell and rate the potential impact on each of your types of units in a simple format – low, medium, and high risk. Low risk means there is minimal chance of unacceptable damage to the unit from this spell; either as a result of the unit's size, in the case of the Swordsmen above, the unit's Toughness (a spell does Strength 2 hits to a Toughness 4 unit, where your opponent would need to roll a 6 to score a wound), or a unit's Armour save

(Strength 3 hits versus a 1+ or 2+ Armour save).

Let's see how this works for a Chaos General. Once he's filled in the basic spell information, he looks at the *Fire Ball* spell. He estimates that this spell will do 3-4 Strength 4 hits, the average for a D6. For his 16-strong unit of Chaos Warriors with shields, he decides that he is unlikely to lose more than one to two models from this spell (estimating about two Wounds, with his models getting a Saving throw of 5+), so he rates it as a low risk spell against this unit. For the unit of 6 Chosen Knights, with their 1+ Armour save, there is very little chance of taking even one wound, so he rates this low risk as well. For the Marauder Cavalry, however, four hits at Strength 4 could easily destroy the better part of that 5 man unit, so he rates the risk to this unit as high. Similarly, since the Furies will not get any save against damage from this spell (the Daemonic Aura Ward save does not work against magical attacks), four hits could seriously damage this five-strong unit, a high risk is given. The final unit, a Chaos Chariot, is also unlikely to be adversely affected by this spell, so a low risk is given. In the final column, he writes a note to remind himself that the Furies will lose their Daemonic Aura save against this spell so

that he won't forget during the game. He then performs similar evaluations for the *direct damage* spells.

Unlike the *direct damage* spells, the enemy's *movement* spells (and to some degree *augmentation* spells as well) do not directly affect your units. As such, you won't have a risk for each unit, but rather an overall risk for the probable impact of the spell. For the *Unseen Lurker* spell in the risk matrix, the Chaos player has decided that this spell is a high risk if there are enemy units positioned to execute flank charges on his troops. Since this spell doesn't allow any charge responses other than hold (which means that you cannot flee or stand and shoot if charged by this spell), a unit caught with an exposed flank could prove disastrous for the Chaos troops. Therefore, he has given a high risk factor to this spell, which is noted in the Notes column. Conversely, he has rated *Pelt of Midnight* as no risk because it only affects shooting, of which the Chaos player has none.

HA! YOU CAN'T HURT ME. MUCH

Now that you've evaluated your opponent's spells, you need to *decide* what you must stop in the Magic phase. This is dependent on your battle plan. For instance, on his second turn, our

Diagram 1.5



With the terrifying Manticore causing the ensorcelled Chaos Knights to flee, they are easy meat for the waiting Dark Riders.

RISK MATRIX

Spell Name	Fireball	Wall of Fire	Steed of Shadows	Creeping Death	Pelt of Midnight	Unseen Lurker
Range	24"	24"	12"	24"	24"	24"
Type	Direct Damage	Direct Damage/ Disruption	Movement	Direct Damage	Augmentation	Movement
Effect	D6 Strength 4 hits.	Strength 4 hit on each model in front rank. Take extra damage to move through wall.	Flight move for single model up to 20".	D6 Strength 3 hits with no Armour save.	All shooting requires 6 to hit.	Unit gets 8" move – can't respond if charged.
Chaos Warriors	Low	Low	–	Low	–	–
Chosen Knights	Low	Med	–	Med	–	–
Marauder Cavalry	High	Low	–	Med	–	–
Furies	High	None	–	Med	–	–
Chaos Chariot	Low	Low	–	Low	–	–
Notes	Magic hits negate Daemonic save for Furies.	Can't be cast on Skirmishers.	Be careful – can be used to send a character into a combat.	Magic hits negate Daemonic save for Furies. No Armour save could hurt Chaos Knights.	No problem – I don't have any shooting troops.	High Priority if any units are in flank charge position.

Example of a risk matrix for a Chaos player facing an Empire army which has a Lvl 2 Fire Wizard and a Lvl 4 Shadow Wizard.

Chaos player is planning on using his Furies' flying ability to charge and neutralise the Empire Cannon. Because of this, he may decide that they are to be protected at all costs. Therefore, he must stop both the *Fire Ball* and *Creeping Death* spells (which are a high and medium risk to the Furies) if his opponent targets them. At the same time, he needs to look at how his opponent might use the other high-risk spell, *Unseen Lurker*. This early in the game, there aren't any enemy units in range to flank charge any of his Chaos units, so he elects not to worry about it for the time being. So, based on his evaluation, the Chaos player has decided that his priority is to keep the *Fire Ball* and *Creeping Death* spells from hitting his vulnerable Furies. As the game progresses and situations change, so will the choice of the critical spell or spells to stop. Later on, *Unseen Lurker* may be able to propel an Empire Knight unit into the flank of the Chaos Warriors, so it becomes the highest threat. You must determine the 'must-stop' spells prior to the start of each Magic phase. Decide what spells you cannot allow to go off based on your own carefully thought out evaluation and risk matrix.

ALL IS CALM IN THE EYE OF THE STORM

To successfully defend against those 'must-stop' spells, the next step is critical – *execute* your plan. It's easy in the excitement of the moment to want to stop everything that your opponent throws out at you. However, you will rarely have the required Dispel dice or Dispel Scrolls to do this. The key, therefore, is to use your dispel capabilities wisely.

To accomplish this, decide how many dice to allocate to stopping any given spell. As a rule of thumb, I look at the casting cost of the spell. This is the minimum value your opponent must roll to successfully cast the spell, so your Dispel roll must at least beat this value. For instance, if you decide that you must stop the *Unseen Lurker* spell, with its casting cost of 10+, then save at least three Dispel dice (since the average roll on a D6 is 3.5, three dice will usually get you between 10 and 11). However, if this is a critical spell for your opponent, he will put a significant effort into its success, so, while your absolute minimum is three Dispel dice, it might be wise to save four dice if you really can't afford for this spell to succeed.

To truly be safe against a spell, you will need to hold back a significant number of dice. Although you may be tempted to spend your Dispel dice on lesser spells early on, stay focused on your plan. It will protect you from being vulnerable to high-risk spells later on. Either that, or you can pray for a miscast (which could prematurely end the Magic phase), but I wouldn't bet any money on that working out.

Proper magic defence is an effort in controlling your opponent's Magic phase rather than eliminating it. With a structured approach, you can maximize the use of your defensive capabilities.

SWITCHING TO THE OFFENSIVE

But magic is not just defensive. You get to throw spells too. Just as it is important to stop an opponent's magic, you've also got to get the most out of

your own Magic phase. This is actually far more straightforward than defending yourself from magic, but it still requires some forethought on your part. You need to set up your plan at the beginning of your turn. If you don't know what you want from your spells, you may not move your wizards into the proper positions to make the most of your capabilities. Just as with the defensive magic phase, we need to follow the three steps to develop our plan: *evaluate*, *decide*, and *execute*.

A PLAN IS NEVER WASTED

Just as you can *evaluate* the effect your opponent's spells will have on your units, you should plan what your spells will do to his troops. To *evaluate* your magic abilities, you can use a similar risk matrix. This time looking at what your spells can do to his units.

Based on this evaluation, *decide* what spells you will attempt to cast. I find it helpful at this point to jot down how many dice I plan to use for each spell. This gives me a good idea of what sort of approach to take as I actually *execute* the Magic phase.

After making this early decision on what to accomplish in the Magic phase, ensure that you manoeuvre your units and wizards into the proper positions so that spells will affect the units that you wish to target. You can set up a beautiful flank charge with your knights, planning on using *The Wolf Hunts* (allows a unit of cavalry, swarms or monster to move 2D6" towards an enemy unit, and counts as charging if it impacts the unit) to sweep in during the Magic phase, but if your wizard is out of range of the



The lone High Elf Mage has a choice of targets compared to his comrade in the Swordmasters unit.

Knights (the spell only has a 24" range) your grand plan will fail. Similarly, if you plan to destroy an enemy unit of Dire Wolves with a one-two punch of *Fire Ball* and *Fiery Blast*, it's a rude surprise to find out that you have mistakenly blocked your wizard's line of sight to his target. It is important to note here that wizards who are inside of ranked units have their arc of sight restricted to the unit's sight lines (Diagram 1.6), so it's sometimes advisable to pull a wizard out of a unit during the Movement phase to take advantage of a single model's 360-degree arc of sight (Diagram 1.7).

ON YOUR MARKS, GET SET... GO!

Now it's time to make things happen. There are many ways to *execute* your plan, but they tend to fall into two broad categories: the slow burn or the big whammy. I tend to vary these tactics depending on what I want to do.

The slow burn is designed to draw out Dispel dice with lesser spells to allow the big spell to be cast at the end of the phase. To do this, you cast several low-casting cost spells that your opponent will want to stop, hoping that he will use up his Dispel dice in the process. Ideally, this will leave him without any Dispel dice to stop the spell that you really want to use, which you will save to the end. An Empire player could execute this strategy by casting his *Fire Ball* and *Creeping Death* spells at the vulnerable Furies before finishing off the

Magic phase with an *Unseen Lurker* to charge his Knights into the flank of the Chaos Warriors.

On the other end of the spectrum, the big whammy is designed to use your big spell as a winner-takes-all contest to set up your Magic phase. To execute this tactic, you must have a spell that both you and your opponent know must be stopped – a good friend of mine uses the Dark Elf spell *Black Horror* (each model under the template must pass a Strength test or suffer a wound with no Armour saves possible) for this purpose. Cast your 'must stop' spell first in your Magic phase with a large number of casting dice. As these spells will usually have a relatively high casting cost, I recommend at least 4 Power dice for the big whammy spell using a Power Stone to beef up Level 2 wizards. This forces your opponent either to allow your spell to go off or to use up most of his Dispel dice in an attempt to stop it.

FORTUNE FAVOURS THE BOLD

When it's finally time to roll the dice and cast your spells, the last thing you want to worry about are Dispel Scrolls or Miscasts – so don't. If your opponent has Dispel Scrolls, he's going to use them at some point, and your worry will do nothing to change that. Similarly, you may miscast at various points throughout the game. Don't let this make you tentative – attack boldly, and let the spells fall where they may.

Diagram 1.6

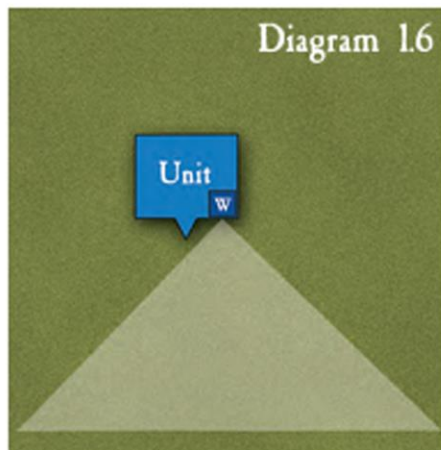
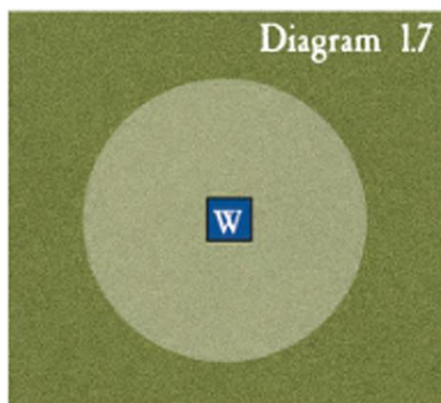


Diagram 1.7

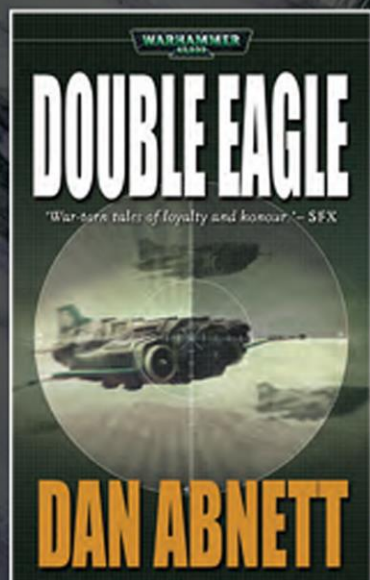


HOCUS-POCUS

Next month, we'll really get into the thick of things as we take a look at the Close Combat phase and explore some of the tactics you can use once you are engaged in melee. Until then, may the Winds of Magic blow strong for you.



INCOMING |

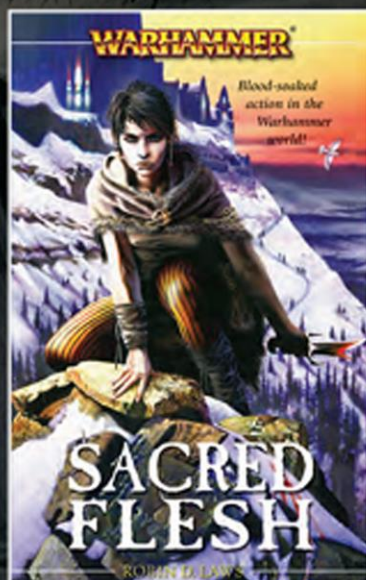


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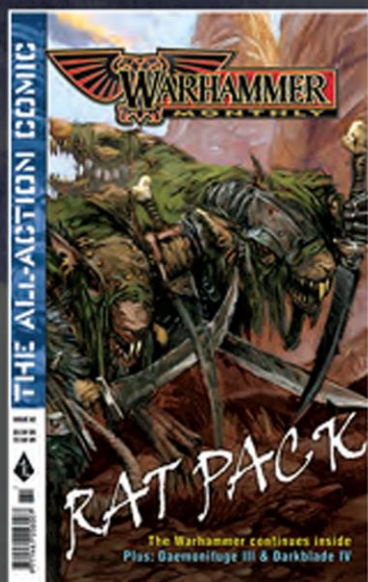


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THE STORM GATHERS

Come along to any Games Workshop Hobby Centre this summer and you can take part in a multitude of activities. A worldwide campaign, huge megabattles, gaming leagues, hobby classes and painting competitions are just a few of the activities we have on offer. Feast your eyes on these pages to see what you can do!

This July the worldwide Storm of Chaos campaign begins, so you just have time to prepare your forces.

An enormous allied horde of evil armies is massing to the east of the Empire city of Middenheim. Led by Archaon, Lord of the End Times, this seemingly unstoppable army desires nothing less than the total destruction of the ancient fortress-city and everything else that is in their path. Emperor Karl Franz and Valten, a great champion many believe to be an earthly manifestation of the god Sigmar, rush to defend the city of

Summer Gaming activities across the UK

Middenheim and the lives of every member of the civilized races. Will Middenheim fall to the Forces of Darkness, or will the allied defenders hold strong?

Over the summer all of our hobby centres will be running special scenarios, painting and modelling tutorials, competitions, roadshows and much more. Every battle you fight will count towards the campaign's outcome, as the centres will be entering their results on a daily basis. The battles fought in the centres also decide the fate of key battlefields. Don't miss out, ring your local Hobby Centre now and find out how you can participate.

Worldwide Web campaign

This summer, if you register online to the Storm of Chaos website, every battle you play will help decide the fate of the Empire and whether Archaon completes

his diabolical plan to become as powerful as a god. Visit the official Storm of Chaos website now and you can download one of the ten new army lists, view galleries of the new miniatures and much, much more. In June, register to take part and discuss your strategy with people from all over the globe, ready for when the campaign begins in July.



If you are a Warhammer 40,000 or The Lord of The Rings fan we also have some great gaming and hobby activities for you too!



Though Storm of Chaos will soon be in full swing, we have not forgotten about our thousands of Warhammer 40,000 gamers out there. In every Hobby Centre you will be able to join in two great events, the Warhammer 40,000 League and the Cup. Using special scenarios and random events tables only the best generals will be able to try to become the League and Cup Champion. On top of all this will be several larger battles, painting and modelling classes and much more. Do not miss out on the action.



WARHAMMER WORLD

Warhammer World are having two major events that will have a direct effect on the Storm of Chaos campaign, as well as a Warhammer tournament.

10-11th July: A CALL TO ARMS

Use your Warmaster armies to defend or destroy Middenheim.

24-25th July: WARHAMMER DOUBLES

A chance for you and a friend to bring along two allied Border Patrol forces and fight for the title of Doubles Tournament Champions.

21-22nd August: STORM OF CHAOS CAMPAIGN WEEKEND

Fought out over the last days of the war. Will your force help turn the tide? Keep your eyes peeled for ticket availability on our website:

<http://uk.games-workshop.com/news/news.uk>



Battle of the Pelennor fields

This summer all our Hobby Centres will be recreating some of the many battle scenes from the amazing The Lord of The Rings trilogy. With the imminent release of the Battle for the Pelennor Fields supplement you will be able to refight such pivotal events as the charge of the Rohirrim and the arrival of the Haradrim. You will also be able to participate in a The Lord of the Rings mini-campaign and play in the final battle of the summer, The Black Gate Opens.





THE END TIMES ROADSHOW

Over the summer period you can participate in the End Times Roadshow which will be visiting over 50 locations around the UK. The roadshow provides everything you will need to play, an awesome battlefield, two massive armies and unique scenarios. All you have to do is come along. The roadshows also feature competitions and you will have the opportunity to purchase a special edition Chaos Sorcerer. This exclusive miniature will only be available on that day on a strictly first-come, first-served basis. Sign up now to avoid disappointment.

STORM OF CHAOS
WORLDWIDE CAMPAIGN

VIEW THE STORM OF CHAOS TEASER (345 KB)

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COMING IN JULY!

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South West

17th JulyGW Cardiff
24th July.....GW Bristol
6th AugustDibs Toymaster
Llandudno
7th AugustGW Exeter
9th AugustArtists Corner,
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10th AugustAustins,
Newton Abbot
11th AugustCrackers,
Taunton
14th AugustGW Poole
20th August.....Farcham Toys,
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21st AugustGW Milton Keynes

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3rd JulyGW Aberdeen
10 JulyGW Edinburgh
17th JulyGW Glasgow
24th JulyGW Carlisle
28th JulyCycle Services,
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Inverness
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Glasgow
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North Shields
7th AugustGW Newcastle
10th AugustByte Size,
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13th AugustWargames World,
Ilkley
14th AugustGW Newcastle
28th AugustGW Chester
GW Leeds
4th SeptemberGW Liverpool
GW Hull

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17th JulyGW Nottingham
24th JulyGW Leicester
28th JulyDE Knowles,
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2nd AugustBattle Honours,
Evesham
3rd AugustMiniature Merchants,
Newbury
7th AugustGW Derby
9th AugustGreens,
Retford
11th AugustQuesting Knight,
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12th AugustMel's Models,
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14th AugustGW Sheffield
17th AugustSpeeding Bullet,
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21st AugustGW York
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28th AugustGW Worcester
4th SeptemberGW Birmingham

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GW Romford
24th JulyGW Harrow
GW Maidstone
31st JulyMarquee Models,
Harlow
5th AugustWestgate Dept Store,
St Neots
6th AugustSports and Fashion,
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7th AugustGW Ipswich
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11th AugustKC Games,
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12th AugustMorningstar,
Camberley
14th AugustGW Uxbridge
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19th AugustHamicks,
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20th AugustCuddlers,
Leighton Buzzard

The special edition
Chaos Sorcerer
model is only
available at The End
Times Road shows.



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

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

WHAT'S IN STORE FOR YOU?

A Games Workshop hobby centre is more than just a shop...



FREE GAMING AND TACTICS ADVICE

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



FREE PAINTING AND MODELLING ADVICE

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



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

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



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout **Sundays**, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

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.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space in 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! The following Games Workshops all have Gaming Rooms: GWR Aberdeen, GWR Bolton, GWR Bromley, GWR Burton, GWR Castle, GWR Chester, GWR Exeter, GWR Ipswich, GWR Macclesfield, GWR Maidenhead, GWR Middlebrough, GWR Newport, GWR Poole, GWR Stroud, GWR Uxbridge, GWR Worcester.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at: www.games-workshop.co.uk

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a

week and open late for gaming evenings, but please contact your local store for more details. Stores highlighted in yellow indicate new stores.

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**.

Hobby centres marked with a cross (x) have Gaming room facilities.

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HEREFORD, Hereford Model Shop:
Tel: 01432 252939
LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782
ROSS ON WYE, Lisle & Hall:
Tel: 01889 562 636
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GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 01442 249 752
GW ST ALBANS:
18 Heritage Close, off High Street,
Tel: 01727 851 169

BARNET, Murray & Brand:
Tel: 0208 4490827
BERKHAMSTED, Hemlins:
Tel: 01442 854542
BISHOP'S STORTFORD, Beardmans:
Tel: 01279 854 033
CHORLEYWOOD, Chorleywood Models:
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HARPENDEN, Feldstraters:
Tel: 01442 622154
HATFIELD, Mr Games:
Tel: 01707 285039
HEREFORD, Marquee Models:
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HITCHIN, Mainly Models:
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LEICHTWORTH, Comics Unlimited:
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WELWYN GARDEN CITY, Toys Toys Toys:
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DOUGLAS, Jac Distribution:
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NEWPORT, Wight World of Wargames:
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RYDE, The Sports & Model Shop:
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SANDOWN, Toymaner:
Tel: 01983 454182
SHANKLIN, Toymaner:
Tel: 01983 960824

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GW BLUEWATER:
Unit 62D, Upper Thames Walk, Bluewater,
Greenhithe, Kent, Tel: 01322 422 980
GW CANTERBURY:
Unit 5, Iron Bar Lane, Tel: 01227 452 890
GW MAIDSTONE:
7a Pudding Lane, Tel: 01622 677 435
GW TUNBRIDGE WELLS:
4A Camden Road, Tel: 01892 525 792

ASHFORD, Omakars:
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Tel: 0202 290 7177
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TONBRIDGE, Kids Surf:
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BOLTON, ToyMaster:
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BOLTON, Whisker's ToyMasters:
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CHORLEY, Hampsons Toys & Nursery World:
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GW LEICESTER:
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SCUNTHORPE, ToyMaster:
Tel: 01724 271020

SCUNTHORPE, Waigata Department Store:
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SPALDING, Mason's Models:
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SPALDING, Waigata Department Store:
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TAMWORTH, Geoff's Toys:
Tel: 01530 820796

UTOKETER, The Toybox:
Tel: 01889 595 337

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SUDBURY, Toy Connection:
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WOODBRIDGE, Toytown:
Tel: 01284 382170

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GW GUILDFORD:
Unit 1, 9/12 Turagale, Tel: 01483 451 702

GW WOKING:
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GW NEWCASTLE (METRO CENTRE):
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SOUTH SHIELDS, Coon Models:
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SUNDERLAND, The Toy & Computer Shop:
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MELKSHAM, The Toyshop:
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GW LEEDS (WHITE ROSE):
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Tel: 0113 272 3470

GW SHEFFIELD (central):
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GW SHEFFIELD (MEADOWHALL CENTRE):
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Booby), Tel: 0114 256 8835

GW YORK:
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161 King Street. Tel: 0206 946 9744

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25 Skinner Street. Tel: 01623 256 285

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45 Princeps Way. Tel: 01792 483 668

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BANGOR, ACME Computers:
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BRECON, J Clark Toys & Gifts:
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AGERDEENSHIRE, Toyworld
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Tel: 01349 682346

EDINBURGH, Marlborough Models:
Tel: 01213 177910

ELGIN, Junner's Toymaster:
Tel: 0143 542 492

RIFE (CUPAR), The Nappy Pic:
Tel: 01234 623 160

FORT WILLIAM, The Granite House:
Tel: 01297 708851

GALASHIELS, Books Plus:
Tel: 01896 752843

GLASGOW, Seair Games:
Tel: 0141 2265454

GLASGOW, Toys Extra:
Tel: 0141 2265454

HADDINGTON, Cycle Services:
Tel: 01620 308889

INVERNESS, Junners Toymaster:
Tel: 01463 222324

KINCARDINE, Sanchery Toy & Gift shop:
Tel: 01330 625586

KINROSS, The Hope Chair:
Tel: 01577 682516

KIRKCUDBRIGHT, SW Computers:
Tel: 01557 201622

KIRKCALDY, The Hope Chair:
Tel: 01582 280116

KIRKWALL, George Leonard & Co:
Tel: 01856 677788

NORTH BERWICK, Lawn Cycles:
Tel: 01620 680843

ORKNEY, McInnes-Toymaster:
Tel: 01856 677788

PETERHEAD, George Donald:
Tel: 01779 474737

SHELLAND, Harrys Dept Store:
Tel: 01595 652027

STIRLING, Do It @ Your Leisure:
Tel: 01798 826879

THURSO, J Allen:
Tel: 01847 862323

WEST LOTHIAN, Toy Works:
Tel: 01506 422200

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187

GUERNSEY, ST. PETERS PORT, Croysa Toymaster:
Tel: 01481 720200

GUERNSEY, ST. PETERS PORT, Carousal:
Tel: 01481 721721

NORTHERN IRELAND

GW BELFAST:
25A Castle Court (towards back of the Centre). Tel: 02890 23 36 94

CO. ANTRIM, Modelmania:
Lisburn. Tel: 048-20234491

CO. ANTRIM, Camerons:
Ballymena. Tel: 0209-48821

CO. ARMAGH, D. Jeffers:
Portadown. Tel: 0782-320689

CO. DOWN, Replay Games:
Bangor. Tel: 048-91452210

CO. DOWN, Stewart Miller & Sons Ltd:
Bangor. Tel: 1247270108

CO. FERMANAGH, Modellers Corner:
Enniskillen. Tel: 048-6922267

CO. TYRONE, Whibs Toymaster:
Omagh. Tel: 0962-242427

EIRE

GW BLANCHARDSTOWN:
Unit 240a, Blanchardstown Shopping Centre, Dublin.
Tel: 00 353 1822 2668

GW DUBLIN:
Unit 2, Lower Leffey Street. Tel: 00 353 1872 5791

CO. CORK, Mary's Toymaster:
Macroom. Tel: 005-42461

CO. CORK, Murphy's World of Wonder:
Mallow. Tel: 022-21167

CO. CORK, Murphy's World of Wonder:
Blackpool. Tel: 021-4210445

CO. CORK, Naddy's Toymaster:
Cork. Tel: 021-275946

CO. CORK, Other Realms:
Cork. Tel: 021-4022224

CO. DUBLIN, Banta Toymaster:
Dun Laogha. Tel: 01-2804011

CO. DUBLIN, Nimble Rings:
Stillorgan. Tel: 01-2880788

CO. DUBLIN 1, Banta Toymaster:
Tel: 01-6727100

CO. DUBLIN 2, Furlongs Toymaster:
Clontarf. Tel: 01-6532365

CO. DUBLIN 5, Toymaster:
Malshute Road. Tel: 01-6532926

CO. GALWAY, Gamers Realm:
Tel: 091-563006

CO. GALWAY, It's Magic:
Galway. Tel: 091-563215

CO. KERRY, Kilarny Model Railway:
Kilarny. Tel: 064-24200

CO. KILDARE, World of Wonder:
Newbridge. Tel: 045-447267

CO. KILKENNY, Michael Crony Toymaster:
Kilkeny. Tel: 056-21238

CO. LIMERICK, The Gathering:
Limerick. Tel: 061-215123

CO. LOUTH, Pick & Save:
Dundalk. Tel: 042-6227266

CO. WATERFORD, Murphy Toy and Cycle Specialist:
Dungarvan. Tel: 058-41208

CO. WATERFORD, The Hobby Shop:
Tel: 051-852227

CO. WATERFORD, Flammarion Toymaster:
Tel: 051-870526

CO. WEXFORTH, Toy City:
Arkona. Tel: 0503-79831

CO. WEXFORTH, Play & Learn:
Tel: 053-23188

CO. WICKLOW, ER Harris & Sons:
Wex. Tel: 01-2867985

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SOUTH AFRICA

CAPETOWN, The Boys and Mera Hobby Shop:
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CAPETOWN, Wizards Warehouse:
Tel: 021-6830300

LIMMEYER, Dragons Den:
Tel: 0027 082 837 4124

FRITSBIA, The Smelly Troll:
Tel: 0027 0223 979107

JOHANNESBURG, Esmea Retail:
Tel: 0027 11 8982619

JOHANNESBURG, Wizards Warehouse:
Eden Vale. Tel: 0027 21 683 0300

DURBAN, Wizards Warehouse:
Tel: 0027 031 3128271

DURBAN, Durban North, The Hobby Specialist:
Tel: 0027 031 564 6706

PORT ELIZABETH, Wizards Warehouse:
Tel: 0027 041 5819727

MALTA

Forbidden Power: 63 Triq M'aroh Il-Barriell,
Maida. Tel: 00358 21 227968

K Hobbies Ltd: Hempstead Road,
Fgura Pla 13. Tel: 00358 21 685403

GIBRALTER

Bon-Max Hobbies:
15 Parliament Lane.

UNITED ARAB EMIRATES

Fantasy Games Trading:
Jumeira Plaza Se 24 Beach Road, Dubai.
Tel: 0071 506444689

GREECE

ATHENS, Action Hobbies:
Chalcoyia. Tel: 0030 210 6564515

ATHENS, Fantasy Shop:
3 Septemvriou 103. Tel: 0030 210 8231072

ATHENS, Fantasy Shop:
Agou Ioanna. Tel: 0030 210 9033212

ATHENS, Fantasy Shop:
Drossi & D. Kyzakou. Tel: 0030 210 8019041

ATHENS, Fantasy Shop:
Thessalonica 45-45. Tel: 0030 210 9628877

ATHENS, Kalasa Amaraoulas:
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ATHENS, Kalasa Chess & Games:
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ATHENS, Kalasa Giftdora:
Xorkon 4. Tel: 0030 210 8662 057

ATHENS, Kalasa Halandrou:
Doxipia Plakentias. Tel: 0030 210 6886485

ATHENS, Kalasa Monekorea:
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Ippokratou 174-176. Tel: 0030 210 4298 630

ATHENS, Kalasa Pigeas:
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CRETE, Kalasa Ioaniki:
Kytima 187. Tel: 0028 28210 88866

HALKIDA, CD Corner:
Maeul 24. Tel: 0030 2201 087315

LARISAS, Kalasa Larissa:
Kaukondouza 22. Tel: 0030 2410 537237

PATRA, Fantasy Shop:
Parasava 75. Tel: 0030 2610 221014

THESSALONIKI, Fantasy Shop:
Sira 2. Tel: 0058 2210 248192

TURKEY

ISTANBUL, Sbir:
Pinarisdere C, Akifitas sok 27/a.
Tel: 0090 212 227 9625

DENMARK

GW KODENSHAVN:
Fredriksholmsgade 59L, 1360. Tel: 0045 3312 22 17

AALBORG, Aalborg Hobby Service:
Narngade 18, 9000. Tel: 96721213

AALBORG, Bag & Ide Aalborg, Nytorv:
Nytorv 5, 9000. Tel: 98 11 66 11

AALBORG, Genu & Games:
Dammarogade 45, 9000. Tel: 98 13-0300

AALBORG, Smaasom Bag & Ide Aalborg:
Slottsgade 15, 9000. Tel: 98 12 05 82

AALBORG, Vejgaard Bag & Ide:
Hasselvang 29, 9050. Tel: 98 16 68 00

AALBORG SV, SB Games:
Aarhøjvej 45G, 8050. Tel: 96157520

ÅRSNUS C, SB Games:
Vestergade 58, 8000. Tel: 88121788

ÅRS, Ting og søger:
Sanktmandsgade 86C, 8000. Tel: 85012127

ÅBENHÅ, Legakanden:
Storøgade 17, 8200. Tel: 74622045

ÅLBERTSLUND, Ålborslund Bag & Ide:
Glebskovsvej 2, 2620. Tel: 43 54 68 77

AALBORG, BAO Bager Ålborg:
Ålborg St. Center. 8050. Tel: 9619701545

AALBORG C, SB Games:
Bjergsgade 93, 9000. Tel: 98115543

ALLERØD, Bag & Ide:
M.O. rodesvejvej, 3450. Tel: 67420144

AALBORG C, Bag & Ide:
Christens Gade 25, 8000. Tel: 87480000

ÅRSNUS C, SB Games:
Årsnustorveg 26, 8000. Tel: 87480000

ÅRSNUS C, Dragons Lair:
Åbølvejvanden 23, 8000. Tel: 80190063

ÅRSNUS C, Hobby Huset:
Narngade 51, 8000. Tel: 98120082

ÅRSNUS C, Svend A. Larsen Bag & Ide:
Sander Allé 4, 8000. Tel: 98 12 06 11

ÅSNÆS, Bag & Ide:
Aarsna Centret 2, 4520. Tel: 52622014

BALLERUP, SB Games:
Ballerup Center 1, 2750. Tel: 44974422

BILLUND, Nicolise:
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BIRKERØD, Bag & Ide:
Storøgade 4, 8820. Tel: 89591077

BRABAND, SB Games:
Gustavsvej 7, 6200. Tel: 66258669

BRONDSØLEV, Bag & Ide:
Branderslev Allé 18, 6700. Tel: 698822520

BRONSHØJ, Charlottes Legende:
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CHARLOTTEBLUND, Bag & Ide:
Jagersborg Allé 5, 2500. Tel: 30643840

ESBJERG, B.O Bager:
Kongensgade 33, 6700. Tel: 75121177

ESBJERG, Junkens Danmark:
Kongensgade 99, 6700. Tel: 75191199

ESPERGÅRD, BAO Bager Espergårde:
Espergårde Cent. 3000. Tel: 45 131546

ESPERGÅRD, Legakanden:
Vester torv 96, 3000. Tel: 49132911

FÅBORG, Onkel Kai Legakander:
Dorvegade 15, 5800. Tel: 65111140

FAKSE, Fakse Bag & Ide:
Torvegade 14, 4640. Tel: 58 71 30 13

FARUM, Bag & Ide:
Farum Bytorv 64, 3550. Tel: 44851225

FREDERIKSBERG, SB Games:
Falkoner Allé 48, 3000. Tel: 35268800

FREDERIKSBERG, SB Games:
Falkoner Allé 29, 3000. Tel: 35268800

FREDERIKSHAVN, Frederikshavn Bag & Ide:
Sandsgade 4, 5600. Tel: 66 43 25 94

FREDERIKSHAVN, Rosas Bagherdel:
Sandsgade 41, 5600. Tel: 66 43 1654

FREDERIKSUND, Onkel Buch:
Jernbanegade 31, 3600. Tel: 47383669

FREDERIKSUND, Rosas Bag & Ide:
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FREDERIKSVÆRK, Hobby & Legende:
Narngade 38, 2000. Tel: 47721693

GILLERLEJE, Lilla Legene:
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GESNÄ, Bog & Ida:
Torvet 8, 8505, Tel: 08321833

GREVE, B.O. Bøger:
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HADERSLEV, Legokæden:
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HADSTEN, J.N. Gemær:
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HÅNDSDUN, Lone og Nielsen Bog & Idé:
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HALSINGØR, Schwartz Bog & Idé:
Helsingør Odegade 17-18, 3200, Tel: 48 70 43 01

HALSINGØR, B.O. Bøger:
Sturup Plads 1, 3000, Tel: 49215000

HALSINGØR, Hobby & Frilid:
Rosenkildvej 2, 3000, Tel: 49214542

HERLEV, Bog & Idé Herlev:
Herlev Dyrsted, 2730, Tel: 44 04 04 77

HERNING, B.O. Bøger Hernalag:
Bredgade 6, 7400, Tel: 97120747

HILLERØD, Legokæden:
Storøgade 27, 3400, Tel: 48043959

HILLERØD, Lille Svernyrland:
Storøgade 15, 3400, Tel: 44071985

HJØRRING, Bog & Idé Hjørring:
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HJØRRING, Basals Boghandel:
P. Nørtingvej 4, 9800, Tel: 98321744

HOLBÆK, Goppels legesøj:
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HOLBÆK, Strørlæk Bog & Idé:
Holbæk Allé 21, 4300, Tel: 59 43 00 74

HOLBÆK, Wulf Bøger & Papir:
Allé 53, 4300, Tel: 59 43 00 45

HOLSTEBRO, Legokæden:
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HORSENS, Bog & Idé Horsens:
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HORSENS, Legokæden:
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HORSHOLM, Bog & Idé:
Horsbølgade 55 C, 3370, Tel: 97850456

HUMLEBÆK, Rode:
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HVIDOVRE, Frithedens Bog & Idé ApS:
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KBH 5, EB Gemær:
Arna Jacobsen Allé 12, Busk 102, 2300,
Tel: 33630087

KBH V, EB Gemær:
København Ringvej 1560, Tel: 33127172

KBH V, EB Gemær:
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KGS L, EB Gemær:
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KJELLERUP, Legokæden:
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KØBENHAVN K, Foros Cigaretter:
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KØBENHAVN K, Fontæne:
Skt. Pedersstræde 18, 1450, Tel: 33965638

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KØBENHAVN NY, Arena:
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KOLDING, B & O Bøger Kolding:
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KOLDING, GK Legesøj:
Odegade 16, 6000, Tel: 75238423

KOLDING, Munk Bog & Idé, Kolding:
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LEHVIK, Legokæden:
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MARIBO, Legokæden:
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NARUM, Narum Bog & Idé:
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NAKSTVED, Bog & Idé Aalborg:
Nashtved Aalborg 12, 4700, Tel: 55 72 20 24

NAKSTVED, Holmsed Bog & Idé:
Nashtved Skarvstræde 16, 4700, Tel: 55734241

NAKSTVED, Langes Bog & Idé:
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NAKSKOV, Legesøjcentrer:
Søndergade 12, 4600, Tel: 54922697

NYKØBING F, Nykøbing S. Bog & Idé:
Jernbanegade 9, 4600, Tel: 54 85 33 73

NYKØBING M, Marsen Boghandel:
Algade 1, 7000, Tel: 97721070

NYKØBING SJ, Nykøbing Bog & Idé:
Algade 20, 4600, Tel: 59 91 30 08

ODER, Kjeldsens Bog & Idé:
Rosengade 8, 8200, Tel: 86 54 10 50

ODER, Legokæden:
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ODENSE C, EB Gemær:
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ODENSE C, Oregers Lær:
Kongensgade 71, st. th, 5000, Tel: 66197071

ODENSE C, B.O. Bøger Odense C:
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ODENSE SO, Bog & Idé Odense:
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Tel: 66 15 99 26

ODENSE SO, EB Gemær:
Odevej 70, 5200, Tel: 69660070

PADBOERG, Padberg Bog & Idé:
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RANDERS, Børge Sørensen Hobby:
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RANDELS, Randers Hobby Import:
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RINGE, Florida Bog & Idé, Ringe:
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RINGKØBING, GK Legesøj:
Algade 4, 6950, Tel: 97253835

RINGSTED, Bog & Idé:
Sct. Hans Gade 7, 4100, Tel: 57610010

RISKOV, Vejby-Risikov Bog & Idé:
Vejl Centret Fjellerborgevej 5, 8240,
Tel: 66 31 83 26

RODØVE, B & O Bøger:
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RONN, William Dam Bog & Idé:
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ROSkilde, Flensborg Bog & Idé:
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SILKEBORG, Bog & Idé:
Vestergade 24, 8000, Tel: 96202697

SILKEBORG, Bog & Idé - Torvet ApS:
Torvet 5, 8000, Tel: 96 82 06 99

SILKEBORG, Byens Hobby & Frilid:
Bredgade 40-41, 8000, Tel: 88158115

SKAGEN, Legokæden:
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SKANDERBORG, Hobbygemær:
Adegade 118, 9000, Tel: 90201626

SKANDERBORG, Schmidt Bog & Idé:
Skanderborg Adelgade 82, 9050, Tel: 95200007

SKIBBY, Skibby Bog & Idé:
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SKIVE, Jydsk Boghandel:
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SLAGELSE, Bog & Idé Slagelse:
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SLAGELSE, Uldsmær:
Nygade 2, 4200, Tel: 58530035

SØNDERBORG, Bøgercentret:
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SØNDERBORG, Sønderbog Bog & Idé:
Perlegade 15, 6400, Tel: 74 42 18 20

ST. HEDDINGE, Hobbyfrilid:
Løjsskjovvej 19, 4000, Tel: 56508510

STENLØSE, Snerreoppen:
Svanestræde 1, 3600, Tel: 47173220

STRUER, Hanne Madson Bog & Idé:
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SVENDBORG, B & O Bøger:
Gentlegade 20, 5700, Tel: 62210023

SVENDBORG, Forve & Hobby Hjørner:
Klostergade 4, 5700, Tel: 62212121

TAASTRUP, Genbrugsbøger:
Kæmvej 96, 2630, Tel: 45719715

TÅSTRUP, Bog & Idé:
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THISTED, Bog & Idé:
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THISTED, GK Legesøj:
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TØNDER, Jøttens Bog & Idé:
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TORSHAVN, P.F. Thomas Dam Wholesale:
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VÆRLØSE, Varless Bog & Idé:
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VEDBÆK, Træed Bog & Idé:
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VEJEN, Vejen Bog & Idé:
Vejen Centret, 6600, Tel: 75 36 00 23

VEJLE, B.O. Bøger:
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Tel: 76595544

VEJLE, Bog & Idé:
Rådhusstræde 71, 7100, Tel: 75202644

VIBORG, Hobby World:
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VIBORG, L. K. Bog & Idé:
Viborg Sct. Mathias Marked 202, 8800,
Tel: 88 66 77 62

VIBORG, Schous Bog & Idé:
Viborg Sct. Mathiasgade 50, 8800, Tel: 88629899

VIEK, Tjerner Bog & Idé Viby J:
Viby Centret 609, Tel: 86 11 64 30

VODINGBORG, Thrøil Legesøj:
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NORWAY

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Tel: 70149700

ÅSENDAHL, Nari Åsenszenner:
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BERGEN, Avalon Bergen AS:
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BO I TILLEMAR, Ringo Bø:
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BODØ, Underholdningsgemær:
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BRÛNE, A. Tjernerud:
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ØRSMARK, MIA:
Nedre Skarvstræde 6, Magasinet, N-2015,
Tel: 20269190

EGERSUND, Glasmagasiner Øyreg:
Skjerg. 23-26, N-4070, Tel: 51461602

ELDSVOLD, Brio Eldsvoll:
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FAUSKE, Smør:
Skjerg. 72, N-6030, Tel: 75649022

FLISA, Ringo Børsmær:
Flisa Strømand, N-2270, Tel: 62966050

FROED, Ringo Kuben ApS:
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FRODE, Løkkehus AS:
Skarvstræde 9, N-6000, Tel: 57820102

GOVJIK, Leka-Olsen:
Skjerg. 10, N-2615, Tel: 61103210

HALDEN, H. Andersen Interbok:
Skjergade 16, N-1781, Tel: 69178400

HAMAR, Leka-huset Mær:
Aslak Døla's gt. 48, N-2216, Tel: 62533803

HUGGSUND, Sørensen Lekar AS:
Haraldsgt. 121, N-5527, Tel: 52731500

JESSHIM, Kunsten AS:
Ringve 4, N-2550, Tel: 63974687

JESSHIM, Brio Jussheim:
Jussheimers Strømand, N-2050, Tel: 63972770

KARMSUND, Cerro Handel A/S:
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KLOFTÅ, Brio Trille:
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Tel: 63982006

KONGSBERG, Bøll Liane AS:
Kirkagaten 6, N-2616, Tel: 20731161

KONGSVINGER, Gøga Lekar:
Jernbaneg. 6, N-2611, Tel: 62817611

KRISTIANSAND, Gunnar Federsen:
Henrik Wergelandsgt. 27, N-4012, Tel: 38023622

KRISTIANSAND, Hobby Husen:
Henrik Wergelandsgt. 27, N-4012, Tel: 38020010

KRISTIANSAND, Outland Kristiansand:
Mørkeneg. 24, N-4011, Tel: 38069420

KROKSTADSLIVA, Heimax Lekar:
Bjævelund Strømandstræde 24, N-2054,
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ANTWERPEN, Toys 4 All Antwerpen Toys Shop NV:
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BORGESHOUD, Medelbouwenaar Bilieren:
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BRUGGE, Fair Play:
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GEL, Medelbouwenaar:
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HALLE, Mihara's Playground:
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HALLE, Top 1 Toys Hallie:
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CHARLEROI, Full Option:
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WAVRE, La Caverne du Dragon:
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WINEGEM, Toys 4 All Winegem Toys Shop:
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GW ROTTERDAM:
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- In the sixth instalment of a Tale of Good and Evil the players look at using named characters and Easterlings in their forces.
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

• A Tale of Good & Evil (Part Five)

• She Hunts: Shelob Scenario

• War In Middle-earth: Mirkwood

• River Assault Rules

• Painting Shelob

RIVER ASSAULT RULES

A rules supplement for The Lord of The Rings

The Lord of The Rings is a game that enables you to customise your own ideas for various situations and scenarios. Mat Ward shows what's possible with rules for playing on the open water.

DEEP OR SHALLOW?

The following rules are normally only used on deep water – for example a river or lake. Generally speaking, if a scenario describes a water terrain feature as being impassable (rather than difficult terrain) then these rules are suitable – although players should always agree terrain before a game begins.

DRIFT

There is an element of drift in all nautical departures, whether from wind, current, tides, or simply the flow of the river. At the start of the game, players should determine the rate and direction of Drift in the river or sea. Players are free to decide upon the amount and direction of Drift (if any), but generally speaking it is a good idea for Drift to be either D3"/D6cm (a slow flowing, but still strong, river) or D6"/2D6cm (a fast flowing river). During the Priority phase, but before Priority has been determined, each model (including boats) moves in the direction and speed of the Drift (see right). If a model or boat Drifts into another model, boat or terrain feature, treat it just like a collision.



On a fast river, the boat drifts D6"/2D6cm in the direction of the current.

BOATS

These rules are designed for small boats and rafts between 4"/10cm and 12"/28cm in length. Larger vessels, such as the ships of the Corsairs of Umbar, are considerably bigger and not entirely suited to these rules.

Boats are always deemed under the control of the player with the greatest number of models touching either the sails or the oars of the boat. Models that are lying down or incapacitated for any reason (as the result of a Paralyse spell, for example) do not count for the purpose of determining control. Models with a Strength of 6 or greater count as three models for the purposes of determining control. If both players have an equal number of models, touching either the sails or the oars of the boat, then either player can move the boat (although it will still Drift).

Moving Within The Boat

Models may move around the boat freely in accordance with the normal rules.

Depending on the size and construction of your boats, there may be various obstacles or even areas of difficult terrain – as normal, agree these with your opponent before the game.

Moving The Boat

The controlling player may assign any number of his models within the boat to propel it (either using oars or any sails the craft may have) at the start of his Move phase. Boats may only move on deep water. Any number of warriors may propel the





The Rangers track the movements of the enemy, waiting for the call to strike.

boat, but if fewer than four models are engaged in this way the boat will move slower. If no models are assigned to propel the boat then the boat will not move but may still Drift. Models that are engaged in combat, or lying down, may not propel the boat. Warriors propelling the boat cannot fire missile weapons, cast spells or use spears (although other models within the boat may still do so if the controlling player wishes it).

Boats are always moved directly forwards by the controlling player. They can be turned to face any direction at the start of their move, but cannot change direction whilst moving. When moving a boat, the controlling player rolls a D6 and consults the Handling chart (below).



The Evil player has rolled a 6 in the Handling Chart and so the boat moves 6 1/4cm.

Handling Chart

- 1 The boat goes **out of control**. The warriors spend the rest of their Move phase trying to regain control – the boat may not move this turn but will drift with the current as normal.
- 2-5 The boat is **under control**. The warriors carefully guide their boat over the water – the boat moves $D6 \times 2D6cm$ plus $1\frac{1}{2}cm$ for each additional model beyond the fourth that is propelling the boat (a boat propelled by 6 models would move $D6 + 2\frac{1}{2}D6 + 4cm$).
- 6 **Excellent seamanship**. The boat moves $6\frac{1}{4}cm$ plus $1\frac{1}{2}cm$ for each additional model beyond the fourth that is propelling the boat (6 models would move a boat by $8\frac{1}{2}cm$).

The boat can move at full speed if there are four or more models propelling the boat, if there are less than four models then the speed of the boat is halved.

Note that the boat need not always move the full distance indicated by the chart. If the boat moves into contact with other models or terrain features, treat it as a collision.

Collisions

It is eminently possible that a boat can collide with other boats, the bank, or even models in the water. If a boat collides with a model with a Strength of 5 or less, the model is pushed $1\frac{1}{2}cm$ back from the boat – the boat completes its move as normal.

If a boat collides with a model with a Strength of 6 or greater or another boat, it immediately comes to a halt. In this case when this happens both the boat and whatever it collides with suffer a Strength 6 hit for each $1\frac{1}{2}cm$ of unused movement.

Example: The Good player has control of a boat. He has four models assigned to propel it and rolls on the Handling chart to determine how far the boat travels.

He rolls a 6 so the boat moves $6\frac{1}{4}cm$, bringing it into contact with a Troll floundering in the water after moving $4\frac{1}{10}cm$. As a collision has now occurred, both the Troll and the boat take two Strength 6 hits (one for each $1\frac{1}{2}cm$ of remaining move).

Embarking And Disembarking

Any model may make a Jump roll to embark or disembark using the normal Jump rules. If a 1 is rolled on the Jump roll then the model falls into the water. If a model attempts to jump onto a defended obstacle (the side of a boat, or a bank defended by the enemy), treat it as an attacker charging a defended obstacle.



If a boat capsizes its occupants have no choice but to swim.

Attacking Boats

Boats may be attacked like any other model and have the following profile.

	Strength	Defence	Batter Points
Boat	-	8	4

A model can attack a boat just like they would attack another model – by moving into touch with it. As a boat cannot fight back the attacker will automatically win and may inflict a single strike on the boat (regardless of the number of attacks on its profile). If the attacker is also engaged by other enemies in a multiple fight, the fight is worked out as normal. If the warrior wins the fight he can direct a single attack on the boat. Roll on the Wound chart as normal to see if the strike would normally inflict a wound. If the roll is not sufficient to cause a wound then the strike has no effect. If the strike would usually inflict a wound then roll a dice and consult the Battering chart. Roll once on the chart for each blow that would normally inflict a wound.

Battering Chart

- 1 No effect – Your blow rebounds uselessly from the hard surface.
- 2-5 Damaged – You have damaged the target and score 1 Batter Point on it. (strikes with a Strength of 10 cause 2 Batter points of damage, not 1).
- 6 Heavy Damage – The target is badly damaged and suffers 2 Batter Points (strikes with a Strength of 10 cause 4 Batter points of damage, not 2).

Boats that are reduced to 0 Batter Points sink instantly – any models inside are tipped into the water. Cavalry models that are cast into the water are treated as if they had just rolled a 1 on the Thrown Rider chart.

MODELS IN THE WATER

Warriors and Heroes may attempt to swim through deep water – indeed if they have been tipped into a river as a result of a boat sinking, they'll have no other choice.

Mounted models may not attempt to swim – though they may dismount and attempt to cross without their mount. Swimming models are moved in the controlling player's Move phase as normal. Roll a D6 for each swimming model and consult the following chart.

JUMPING IN

Models may jump into the water in the same way as jumping a gap (see the main rulebook). If a model falls into the water from more than twice its height, for any reason, it takes damage from falling in the normal way.

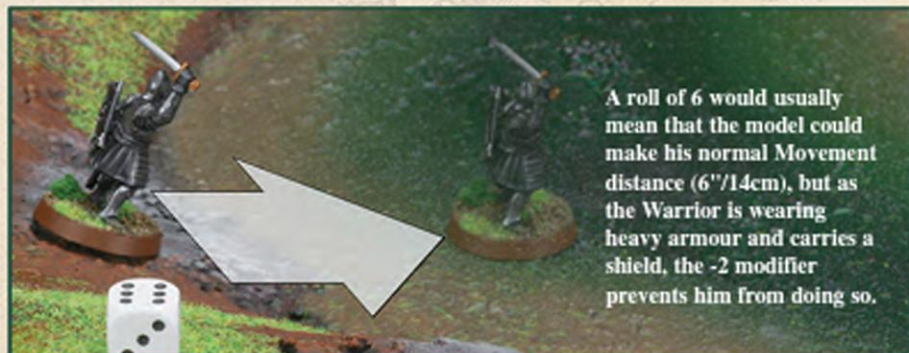
Swimming Chart

- 1 Sink – The model is overcome by the weight of his wargear and drowns. Remove the model as a casualty.
- 2-5 Swim – The model may move up to half its move through the water. If it reaches the bank it may not move further this turn but may make a Climb test to pull itself out of the water and onto a bank or a boat.
- 6 Swim strongly – The model may make its normal move through the water. If it reaches the bank it may not move further this turn but may make a Climb test to pull itself out of the water and onto a bank or a boat.

The amount of armour that a model is wearing can adversely affect its ability to swim – this chart represents the ability of a model wearing armour (including special kinds of regular armour, such as Dwarf armour). To represent this, apply the following modifiers to the Swimming chart:

Model is wearing no armour/ Mithril armour	+1
Model is wearing heavy armour/ Dwarf heavy armour	-1
Model is carrying a shield	-1
Model carrying a shield and wearing heavy armour/Dwarf heavy armour	-2

Swimming models may not lie down, shoot, or carry burdens but will fight as normal.



HOW TO BUILD YOUR OWN BOATS



Chris Bone is mad about boats, something he puts down to being born in Portsmouth, though we suspect he may be part dolphin. He's a great fan of naval wargaming of all kinds, so it was no surprise to find out that he'd been inspired by *The Return of The King* film to make two excellent ships.

You will need:

- a sharp craft knife
- mounting card
- balsa wood
- foamcard
- a ballpoint pen
- PVA glue and/or a hot glue gun
- barbecue skewers or toothpicks
- twine
- polystyrene insulation foam (The pink stuff from builders' merchants.)

ORC LANDING CRAFT

Chris: Watching the *Return of The King* I was particularly inspired by the assault landing by the hordes of Orcs on the ruined

city of Osgiliath. So I decided to re-create an Orc assault-landing barge. These are vessels constructed by brutish Orcs, so they should appear as though they have been hastily knocked together.

First cut out a rectangular piece 2" by 6" long from 10mm thick foam-card. This should be sufficient space to fit 10 Orcs. Then cut an identical shape from 3mm thick balsa wood. Draw the planks onto the wood using a ruler and ballpoint pen. Apply a bit of pressure with the pen to leave indentations in the balsa about 4mm apart. Always draw the lines running along with the grain. Glue this onto the foamcard. You can use PVA but I prefer a hot glue gun. Cut three thin pieces of balsa to glue across the width of the deck. Next cut out the sides and stern of the vessel from the mounting card and glue around the sides and rear of the deck, ensuring that the bottom of your vessel is flat. The sides should stand proud of the deck by about 1cm to give your figures some cover.

Now cut out two strips of balsa to be glued over the card. You will need to draw in the planking with a ballpoint pen, so remember

to cut the strips so that the grain will run top to bottom when glued to the boat. With a sharp knife, cut in little v's into the balsa and bevel them slightly on one side. This gives the effect of sharpened stakes. Strengthen the ends of the stakes with a blob of superglue before painting.

Make the landing ramp from slightly thicker balsa wood and make indentations on both sides. Glue it to the front of the boat so it is at an angle. Using long strips cut from 5mm balsa wood, make roughly hewn timbers and glue these horizontally along the sides and at an angle on the prow for the reinforcements. Get some wooden barbecue skewers and glue these upright along the sides. You can also add chains, spears and shields, gluing them on at random for a rough-built Orc look, as Orcs are not careful craftsmen.

Spray the entire boat with Chaos Black Undercoat spray. Using a tank brush, lightly drybrush the entire boat across the grain of the balsa with Scorched Brown. Repeat using Bubonic Brown and finally Bleached Bone. Use a bit more Bleached Bone on the sharpened ends of the planks to give them that freshly cut look.



The Orc landing craft's simple construction means there is no right or wrong way to detail the model. Just keep adding pieces of balsa wood until you are happy.





Balsa wood is an extremely versatile material and with a few tools and little effort you can create a variety of different figure heads.



You can use a strip of wood beading which you can buy at your local DIY store to add some simple details for very little effort.



THE SWAN BOAT

The same techniques were used to make my Swan Boat, a smaller version of the kind the Ring-bearer sailed off in.

The real difference is the hull. I used a flexible metal curve to create a template on graph paper for the shape of it. This template was pinned to a 20mm thick piece of polystyrene insulation foam. For the planking on the sides I cut four strips of cereal packet card, about 1cm thick and the length of the sides of the cereal packet. I curved them using my fingers so that they would easily fit and glued them on, starting from the bottom of the hull and then laying the next plank 5mm over the first one to

give a clinker-built effect. The swan's head and tail were made from two pieces of 5mm thick balsa glued together and then carved with a sharp knife and smoothed with a needle file and sandpaper.

I cut a small slot in the figurehead's base and fitted it over the prow and wound some craft twine around both prow and stern to give the effect of lashing. Four triangular pieces of mounting card were cut and glued to the stern and prow of the hull to reinforce them. The rails of the ship were simply lengths of wooden-embossed beading which you can buy from DIY superstores. Pieces of 6mm dowel were used to make the mast and thinner dowel was used for the cross spar.

The mast was put into a hole in the deck and reinforced with a square of foamcard.

After painting it in the same manner as the Orc boat, I attached the sail. This I created on my computer, using a word-processing package to make the stitching and ties, before printing it out and scrunching it up to make it appear worn.

You may wish to make a white ship which Cirdan the Shipwright would be proud of. In which case, start with a grey undercoat spray and drybrush white. Use watered down brown or green ink to create streaks of weathering, then paint the swan head and tail in gold and give it a Chestnut Ink wash.

A Tale of Good & Evil

Part Five – Ranger Captain & River Terrain

Last month Steve Cumiskey hit upon the idea of fighting a scenario based on an escape across the river from the occupied half of Osgiliath. No sooner had the idea been suggested than Adrian Wood was messing about with various pieces of cardboard and wooden boats. The idea proved infectious. Within a few days not only did they have their boats, but they also had rules for using them, courtesy of a wandering Mat Ward. The only thing they were missing was a river...

While Adi was busy with putting one together, Steve decided to take the opportunity to give his Rangers a helping hand.

RANGER CAPTAIN

Steve: The idea for a river-based game came to me while watching the Osgiliath sequence at the end of *The Two Towers*. I could visualise a small group of Rangers helping Warriors of Gondor, trapped in the occupied half of the city, escape back across the river through the Orc lines. I could imagine getting a series of games out of the one idea, involving sneaking through the lines undetected, breaking through the enemy surrounding the trapped warriors and the final flight to the boats and freedom.

Having built a table that can have sections added or removed without any difficulty, it would be easy to build some river sections onto some of the spare boards we still had lying around. Adi was immediately taken with the idea of building the boards and set about burying the department in polystyrene shavings. While he was getting on with that, I decided to use the time to finally get round to converting a captain for my courageous Rangers.

If you're like me and aren't gifted with the ability to sculpt fantastic (or even remotely recognisable) models from scratch, then you have two choices when it comes to making captains. The first is to take an existing model of a basic warrior and change its weapons, head or pose. The second is to take an entirely different model and make it look something like your warriors.

The basic Ranger models are all in a firing pose, which makes it difficult to convert them in any way other than a head swap. I wanted my captain to stand out from the rest of his men, which meant doing something a little more dramatic than that. As I want to add Damrod and Faramir to my force at some point, I decided against using either of them for this. In the end, I

settled on using the Aragorn model from *The Heroes of The West* box.

That was two months ago. Since then, all I'd got round to doing was using his sword on my Knight Captain. I needed to change him enough that when you saw him, you'd think of a Ranger captain and not of Aragorn. With the sword gone, the most recognisable part of the model is the head. It would have to go. At the same time, I would have to add a bow and quiver, and some details that would help to tie him more closely to his men.

Finding the pieces

I've had a spare Ranger model set aside to make a captain ever since I painted my original warband. The first step was to saw his head off and replace it with a new one. I chose one with a hood, partly because it's unique to the Rangers and also because the Ranger models are slightly larger than Aragorn. If I had used a bare head, the size difference would be obvious, whereas I could probably get away with a bulky looking hood.



Steve's captain was based upon Aragorn.



The second thing to come from the Ranger was his bow. I didn't fancy trying to pin two halves of a bow to Aragorn's existing hand, so I decided to take the hand and bow together as a single piece.

The only place I could think to get a quiver from was a Warrior of Minas Tirith archer.



Being a plastic model, it was easy to cut the quiver free with a knife. I would have to round it out somewhat when I attached it to the captain, but that's within the limits of my 'green stuffing' ability, so that's fine. The sword came as a straight swap from the model I had used for the Knight Captain last month.

Assembling the captain

The first stage of assembly was to put the model onto its base. I used the same style of base as usual, keeping it quite flat and simple, then I set about cutting off all of the parts that I didn't need. I'd already taken the sword hand away, so that only left cutting the head off and removing the other hand, which was easy to do.

I started with the quiver. After trying out a few different positions, I decided to put it in the same place as it had been on the donor warrior. Once it was glued in place, it just needed a little green stuff to fill out the shape of the quiver and arrow feathers, and take away some of the flatness that came from cutting the quiver off the original model.

With the quiver in place, I could glue on the bow. The sword was plastic, making it light

enough to superglue in place without any extra work.

The head needed a little green stuff, partly to raise it off the shoulders a little, and partly to make the hood look more like it's part of the coat.

Painting the model

To make him fit in with the rest of my Rangers I've used the same colours as I used on them. For his coat, I used Catachan Green as a basecoat, followed by Catachan Green mixed with Graveyard Earth, and a highlight of Graveyard Earth mixed with Bleached Bone. The shirt is a basecoat of Dark Flesh, followed by Vermin Brown and highlighted with Vermin Brown mixed with Blazing Orange.



A small blob of green stuff raises the head off the shoulders.



The conversion required a bit of Green Stuff to finish it off, but the effort has given Steve a completely unique model.



Warriors of Minas Tirith fend off an Orc ambush from the riverbanks.



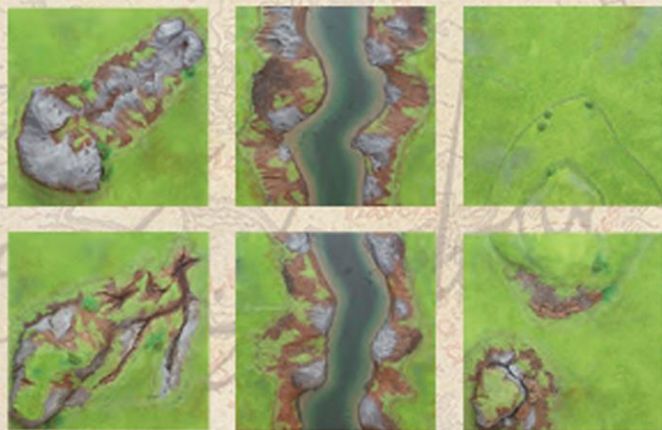
BUILDING A RIVER

Adi: I really liked Steve's idea for fighting a series of battles, in particular the attack along the river. This meant that we'd have to make a river, of course, but I

wanted to add a couple of boards to our terrain set anyway. The idea appealed to me, as I'd never made a river before – now I was going to make a detailed model of one. If I'm going to make a river, I'll go to town on it! The river itself would be sculpted across two sections of board and to

allow the boards to be used in any combination, the river would have to enter and exit from the same point on each board edge. This would give us a certain amount of flexibility with future board set-ups.

Example 1



Example 2



The Boats

The boats were simplicity itself to make. The most important consideration was how many models we could get inside. When planning the size of the deck I aimed for about nine models. Any larger and the boats wouldn't fit the river.

As I wanted to make two or three of them, I decided to make some templates to help keep their size and shapes uniform.

As I said, assembly was easy. I cut the base of the boat from 3.5mm foamboard and the sides of the boat from thin card. Then I glued the side with the prow and the tiller first, followed by the other side. They were so simple to do I made three!

After undercoating them black, I painted the deck and the outside of the boats Codex Grey and then enhanced their appearance by drybrushing with Fortress Grey followed by Bleached Bone onto the hull.

The templates are available for downloading at:

www.games-workshop.com/LOTR



Sculpting the river

I assembled the two board sections in the same way as we'd done with the last set (see *Tale of Good and Evil part 2*). I marked out the path of the river on both boards, making sure that it started and finished at the same point on each. That would allow us to put the boards together in any order and still have the river sections meet up. Initially, we were unsure how deep we wanted the river to be. In the end I cut all the way down to the wooden baseboard. Next time I make a river section I'll cut the river out *before* I stick the polystyrene down!

Sculpting the riverbank was immense fun to do, I just had to ensure that the profile of the bank matched on all four board edges. Next, we textured and painted the two new boards to match the others we'd made.

Painting the water

To create the water effect, I started by painting the board Dark Angels Green. I then drybrushed Catachan Green near the bank of the river, followed by Graveyard Earth at the very edges. A couple of coats of gloss varnish finished off the surface. It was important to avoid any painting effects that indicated the direction of the water flow, again to ensure that the boards could be matched up in any combination.

Now that I've completed the river boards, I can finish the Warg Riders I began painting ages ago. I'm going to use them to fight The Great River scenario... I can't wait to see Steve's face when I put them on the table!



MODELLING AND PAINTING SHELOB

Shelob makes a great addition to any The Lord of The Rings miniature collection. Here Adrian Wood guides you through assembling and painting this giant spider.

The Return of The King's Fearsome Spider



One of the most memorable creatures from The Return of The King film is Shelob the Spider, who catches Frodo after he is betrayed by Gollum in the pass of Cirith Ungol. Sam bravely fights her off, even though she is several times the size of him – the model is just as imposing as her movie counterpart, standing over 6 cm tall, from the ground to the tip of her front legs. On these two pages we'll show you how you can assemble the model and paint it.



ASSEMBLING THE MODEL Stage 1

After you've cleaned any mould lines and flash from the two back body halves, try a dry fit to see if they fit snugly together. If they don't, carefully file down the flat inside surfaces until they do. Finally, using superglue, glue the two halves together.

GAP FILLING WITH GREEN STUFF

When you fit together any miniature there may be small, unsightly gaps. You can fill these with a two-part epoxy putty called Green Stuff.

It's a good idea to mix up more Green Stuff than you think you'll need. Cut off a piece from the roll and mix the two parts together until you get a consistent coloured putty without streaks in it. If you find any hard 'bits' from where the two parts meet, cut this away and consign it to the bin.

Apply a piece of putty large enough to fill the gap and lay it over the top. For a long thin gap, make a thin sausage of putty. Push the putty into the gap using your



Mix the putty and roll a small piece into a sausage or ball.

knife or modelling tool if you have one. Trim away any excess but aim to slightly overfill the gap – you can file the putty back later.

Let the putty cure – it will set faster if slightly warm. Place a desk lamp about 6" away from the model, that should help. Be careful not to go too close or any plastic components may melt.



Push the putty into place with the tip of your modelling tool.

Stage 2

Fit the front body part to the back half, to see if you will need to remove any metal from the join to make it fit properly. Then, after you have done that, glue the front piece to the back with superglue. You may need to use some Green Stuff to fill in the gap between the two.



Stage 3

Now that the body has been assembled, it's time to attach the legs. If you look closely, you will find out that the tags all have a code on them, for instance L3. There are 8 legs and two feelers, so start with the two front legs, L1 and R1, and remove any flash and mould lines. Make sure you remember which goes on which side! Drill holes in the legs and pin them in the appropriate sockets.



Stage 4

Take the other legs, and pin them into the appropriate sockets in a similar manner as the first set, starting with the second row, then the third and finally the fourth. If necessary, fill any gaps with Green Stuff.



Stage 5

Attach the feelers to the head in a similar fashion.



Stage 6

Finally, you might want to pin the legs to the base before you start painting her, just to make sure she doesn't break off when you're using or transporting her.



PAINTING THE MODEL

Painting Shelob is very straightforward since most of the model is black. Start by undercoating the model with Chaos Black spray. Then mix Chaos Black with a small amount of Bleached Bone and carefully drybrush the hind body with this. Next highlight the edges of the carapaced legs, the mandibles, feelers and head.



Add more Bleached Bone to the mix and highlight all these areas again, focusing on the highest detail and sharpest edges. Next glaze the whole model with a mix of watered-down Black and Brown inks.

Scab Red was used as a basecoat on the reddish areas, and then highlighted with a mix of Scab Red and Dwarf Flesh. Add more Dwarf Flesh to the mix and highlight the spots on the back and the edges of the mouth. Paint a final highlight of Dwarf Flesh on the very edges of the mouth and the centre of the spots on the back. Apply a mix of watered-down Brown and Red inks over the red areas.



Shelob is a fun model to paint, due to the effective colour scheme and the impressive pose. The trick to painting creatures like this is to keep the colours muted and realistic, staying true to the film.



Shelob ambushes Frodo at Cirith Ungol.

The offspring of Ungollant, Shelob preys on any who are foolish enough to enter her domain. Be they good or evil, they all serve the same purpose: food.

Cirith Ungol, or Spider Pass, is a treacherous and sinister pathway through the mountain range that guards the western border of Mordor. It is the one passageway into the Dark Land without braving the Black Gate itself. Despite this, it is only scantily guarded, the Orcs who act as sentinels are only a token gesture of defence, for Sauron is unafraid of the risk that Spider Pass presents to his domains. He knows the secret that lurks within the twisting pathways and caves of that place, and he is all too willing to risk a few Orcs for the security that 'she' gives him.

She is Shelob, the terrifying child of Ungollant. Throughout her long and evil lifetime she has preyed on all manner of living creatures. This day, however, it is the unfortunate Orc patrol led by Ufthak. Of all the loathsome duties the Orcs who watch over Cirith Ungol are cursed with, the most undesirable is the all too frequent patrol across the bleak landscape surrounding Minas Morgul. The Orcs fear to tread too far from the walls of the tower, for terrible

SHE HUNTS

A The Lord of The Rings scenario

evil stalks those unfortunates who stray near the lair of Shelob.

Ufthak has his orders. He is to lead his patrol along the mountain pass, keeping alert for intruders. Shelob is starving hungry. Spying Ufthak, and seeing his significant bulk, she recognises a hearty feast should she be able to slay him.

"Good"

- Ufthak (Orc Captain)
- 2 Orcs armed with bows
- 2 Orcs armed with spears
- 2 Orcs armed with shields
- 2 Orcs armed with two-handed weapons

Evil

Shelob

Layout

Set up a 48"/112cm x 48"/112cm board. Scatter as much terrain as you have which will suit the imagery of the pass. The more rocks and boulders that you can place on the board, the better the game will be, and the more evocative the board will look. Take

care, however, to leave a definite pathway to represent the pass.

Points Match: Hunt

If you want to play a Hunt scenario using alternate forces, then the Evil side should take one Hero. The Good side should then choose a Hero costing no more than 50 points, and enough Warriors to make the points equal. Being exact isn't important, as a few points either way won't really matter. You could, for example, have a Ringwraith hunting a Captain of Gondor through the ruins of Osgiliath if you wish to try an alternate 'Hunt'.

Objectives

Shelob must kill Ufthak and drag him off the board to win this scenario. Should Shelob flee or leave the board without Ufthak for any reason, Evil is considered to have lost the scenario. For Good to win the scenario, Ufthak must escape from the opposite board edge, alive and able to make his report to his masters.

Starting Positions

Shelob should be deployed within 12"/28cm of one table edge. This is the edge from which Ufthak is trying to escape. On the first turn, Ufthak and his Orc Warriors should move onto the table from the opposite edge.

Special Rules

Dragging Ufthak. When Ufthak loses his last Wound, do not remove him from play. Instead lie him on his side to represent him succumbing to the effects of Shelob's poison. To drag him, Shelob must move into contact with him. She may then complete her move, moving as normal from that point onwards, taking Ufthak with her as she goes. If Shelob is engaged in a fight, she will immediately drop Ufthak to fight her opponent. When carrying Ufthak, Shelob is allowed to use her move to leave the playing area – thus winning the game.

The Patrol. If an Orc Warrior is killed there is a chance that another will enter play, representing the laggards who have fallen behind the main patrol catching up. Each Good Move phase roll a D6 for each dead Orc Warrior. On a 4 or more the model may enter play from the same table edge as Ufthak. They may not charge on the turn they enter, but they may shoot as normal.





Shelob stalks her prey with preternatural stealth.

Following on from last month's Introduction of the Inhabitants of Mirkwood, Mat Ward returns with a look at the forest of Mirkwood itself.

In the heart of the land of Rhovanion lies the forest of Mirkwood. Indeed, to a very great extent, Mirkwood is the land of Rhovanion, for its massive presence dominates the plains and hills that surround it. In the closing years of the Third Age, Mirkwood, as its name would suggest, is a gloomy and haunted place that only few would dare enter. Spiders of immense size and appetite spin vast webs between the moss-coated trees, Wargs prowl through the leafy glades and, in the darkest depths of the forest, fouler creatures yet wait to ensnare the unwary.

It was not always so, and in the early years of the world, the forest was a very different place. In those times, Greenwood the Great was its name. Beneath its canopy, one of the largest of all the Elf-realms thrived and traded with the nearby realms of Men and Dwarves. Though their king, Thranduil, had pride enough to rival the great Noldorin kings of old, for the most part they lived in peace with their neighbours, for it was not just Elves that lived beneath the trees. Small communities of Men dwelt upon the borders of the wood, the noble houses of Rhovanion from which the people of Rohan would be born. Alas, in the middle years of the Third Age, these happy days came

WAR IN MIDDLE-EARTH MIRKWOOD

Fighting battles in the land of Mirkwood

forever to an end when Sauron took up abode in the south of the forest.

Seeking a haven from where he could recover and rebuild his strength, Sauron constructed the fortress of Dol Guldur in the southern reaches of the forest. Though he took great care to prevent the Wise from learning of his survival, evil things were ever drawn to the Lord of the Rings. Slowly, but inexorably, his taint began to fall upon the forest. Malign spirits began to gather about the tower of Dol Guldur and Ores, hunted by the Rohirrim in the plains to the south, began to venture under the shade of the trees. Little by little, the forest itself became corrupt and befouled. The spirits of the trees, once peaceful, in the south became spiteful and bitter. As the blight grew, the Wise became ever more concerned, and though they knew Dol Guldur to be the source of this corruption, they were unaware that Sauron still lived within its walls. Instead, the ruler of Dol Guldur became known as the Necromancer, and it was not until Gandalf the Grey passed into its dungeons that Sauron's identity was revealed.

Upon discovering that the Dark Lord still lived, Gandalf argued for the assemblage of

the Wise, the White Council, to assail him and drive him from his lair before his strength could be fully recovered.

In this he was opposed by Saruman the White, then apparently still true to his task in Middle-earth, who argued for patience and caution.

In time Gandalf prevailed, and the White Council stormed Dol Guldur, driving the Lord of the Rings before them, but the fortress remained, and so did its taint on the forest about it.

For the remainder of the Third Age, the site remained an evil place and chief stronghold of the great enemy.

Though Sauron had fled, returning to Mordor, Dol Guldur's armies slowly grew once more, watched over by the Nazgûl whose power was second only to that of the Witch-king, Khamûl the Easterling.

It was not until the final defeat of Sauron that his touch fell from Mirkwood. A force of Elves out of Lothlorien, led by Celeborn and Galadriel, routed the defenders and smote the corrupted tower's ruin upon the black earth.



The Elves of Mirkwood rally quickly to banish the Goblin intruders.



The taint of Mirkwood attracts the forces of Evil to its dark and secluded areas.

PLAYING SCENARIOS IN MIRKWOOD

Touched by darkness, Mirkwood is an intimidating site for a battle. If you wish, you can play the Points Match scenarios (from White Dwarf 288) beneath the canopies of Mirkwood. 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 – note that multiple rolls of the same rules do not stack (you could not end up with two sets of Spiders! for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice	Result
1	Spiders!
2	The Enchanted River
3	The Shadow is Strong
4	Tangled Undergrowth
5	Unfriendly Eyes
6	Roll twice more on this table

Spiders! Kin to Shelob and Ungoliant, the spiders of Mirkwood are smaller but no less cunning than their forebears. Avoiding direct confrontation with their prey, they spin great webs from tree to tree, returning to devour any that they ensnare. During the Priority phase, each player rolls a dice for each of his models that are within 1 1/2cm of a tree. On the roll of a 1, the model has been caught in a web and may take no further action until they escape. Models caught in webs count as having a Fight value of 1 and roll only a single dice in

combat – if they win, they may not strike. They always count as trapped. At the end of the Fight phase, webbed models may roll one dice for each Attack on their profile. Friendly models in base contact, who have not fought in a combat that turn, may attempt to assist them – roll an additional D6 for each attack from friendly models. If one or more 6's is rolled, then the victim has escaped from the web and may move normally next turn (provided, of course, that they do not get caught up within the web again in the following Priority phase).

The Enchanted River. In the northern part of Mirkwood, a small river flows through the trees. Though it appears to be an ordinary river, its waters contain a powerful enchantment, capable of putting mortal creatures to sleep if they drink so much as a single drop. Place a river no more than 2 1/4cm wide on the board, running from the centre of one short table edge to the other. This river can be jumped across, as described in the main rules, but any model entering the river for any reason is instantly paralysed and their body drifts to the nearest bank by the shortest route. Paralysed models are knocked to the ground and may do nothing until they recover. If engaged in combat, the model automatically loses and counts as trapped. At the end of the Fight phase, the controlling player may roll a D6 for each paralysed model. On the roll of a 6, the model recovers and may immediately stand up. Friendly models in base contact that

spend the Fight phase doing nothing else may attempt to rouse the model, in which case, the controlling player rolls an extra D6 for each model attempting to assist.

The Shadow is Strong. Sauron's presence is all too noticeable in this part of the wood, giving heart to Evil creatures and uncertainty to the Free Peoples. All Evil models may re-roll any failed Courage tests they are called upon to take in this game as they feel their master's will spurring them on. Conversely, Good models have every reason to question their own resolve – all Good models must re-roll successful Courage tests.

Tangled Undergrowth. This area of Mirkwood is a mess of tangled briars and thorns, making progress incredibly difficult. To represent this, the entire board counts as difficult terrain. Note that it also counts as woodland terrain, so Wood Elves and Ents may still move without penalty.

Unfriendly Eyes. The Elves of Mirkwood are fiercely territorial and do not take kindly to the presence of intruders. Whenever the roll for Priority is drawn, the Wood Elves have taken exception to the combatants and fire a shot at one of them. The player who loses Priority may choose one of his opponent's models. That model takes an automatic Strength 3 hit, exactly as if it has been shot at by an Elf bow.

BUILDING HELM'S DEEP ON A BUDGET

The tale of how one White Dwarf reader built Helm Hammerhand's fortress in his shed

After his son Stephen read the Building Helm's Deep article in White Dwarf 278 the talented Dave Goulding decided to have a go himself. His brilliant efforts with bits of old packaging and odd ends from his well-stocked shed have resulted in this fantastic wargaming terrain-piece.

Dave: My version of Helm's Deep came into being as my son Stephen wanted to re-enact the siege from The Two Towers. I was always quite a Lord of The Rings fan from around Stephen's age, so I was enthusiastic about this myself. I thought it would be fairly easy to get the fortress ready for my son. All I had to do was buy the three terrain pieces made by Games Workshop, which I found down at a friend's shop in Buxton. But having obtained this must-have model for Stephen, who was nine-years old at the time, little did I know this was going to be just the start of things. As my son rightly pointed out, there were other parts to Helm's Deep besides the gateway.

Being the dutiful father, I said I would have a go at building the whole thing for him. I didn't know exactly how to go about it, though I was armed with a determination to be successful. Stephen showed me a copy of White Dwarf, where there was an article about the full model being built.

Inspired by Tolkien, armed with the basic idea from White Dwarf, I set about finding bits to build the model with. After finding a decent base in my shed to

build it on, I noticed that the main ingredient of White Dwarf's model seemed to be polystyrene. I had various packing pieces of polystyrene left over from Christmas, so I decided to incorporate these into the design, which would also save some money.

Finding pieces thick enough or tall enough was quite difficult. As I went along I scavenged more bits from various places including skips. Where it wasn't possible to find pieces of the correct thickness or height, I got round this by either hacksawing them down to make them smaller or gluing them together with PVA, using pins to hold the pieces in place, to make them bigger. Very gradually my construction came together, lining up with the walls I had bought. I raised these up to a higher level by sitting it on odd bits of polystyrene to form rocks. As I went along I found polystyrene that looked like turrets which, with a slight modification, fitted onto the front and Deeping wall.

For the slanted inner path steps and the courtyard I used cardboard, cut and angled to get the right effect. This was then glued into place using PVA, again using pins to



hold it temporarily. For the main tower I mounted a large cardboard tube (saved from an aluminium foil container) and packed odd large bits of polystyrene to its side to blend it into the hillside. I limited the height of the tower because to build it full-size would have made the model impossible to transport. Making it larger would also mean it would become more easily damaged.

Slowly, I could see the people of Rohan's unconquerable fortress appearing. But then I hit a setback. After building the internal wall to the courtyard, I realised that I was running out of room towards the back of the model, so the hall entrance was painted onto a piece of hardboard scrounged from my father-in-law which I jigsawed to fit the shape of hills and screwed to the back of the base.

To add detail to the hall I glued pieces of polystyrene to it to give the effect of the mountain's rock-face jutting out above.

All the walls, rocks, and floors I painted with an old tin of white undercoat that I

found in my shed. This helped to prepare the model for final painting by filling in the cracks. It also acted as a barrier to stop spray paint melting the polystyrene. Where large cracks existed I used a tube of filler. To produce the effect of boulders I roughly cut and broke bits of polystyrene to the desired shape and glued them in place. The doorways I made by cutting the polystyrene with a small circular hole-saw at the top for the arch and then ran down either side with a hacksaw blade to finish.

All the stonework was finished off with hundreds of thinly cut pieces of polystyrene. These were all individually glued in place. The arch to the courtyard was made out of a small cardboard box cut to shape and lined inside with a curved strip of cardboard, then glued and fixed next to the wall.

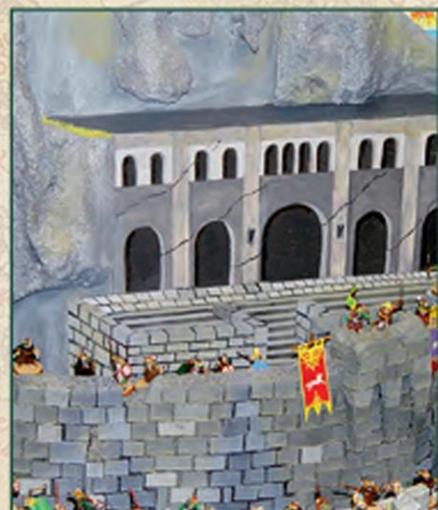
The causeway to the main gate was just a strip of polystyrene cut and angled so that it was resting on other rough bits of polystyrene to make it fit in with its surroundings. Leaving parts to dry overnight before attaching them to the next

bit allowed me to complete the model stage by stage.

I would go back to the project every now and then for a couple of hours. Over time it came together, each stage bring it one step closer to life. I sprayed the model with black paint, painted each stone individually, painted the rocks, flagstones, made banner poles out of cocktail sticks and coated the ground with sand and gravel. Then, after sticking bits of moss from my garden here and there to depict bushes or ivy, the model was finally complete.

It had taken approximately three months to do and all I had paid for was two tubes of PVA, two tubes of filler, a full can of black spray, and the paints to finish it, which were mainly Fortress Grey and Chaos Black, mixed together to get the desired shade.

Though it is all done now, I wondered if we would ever see the finished product. Even so, as I completed the project, I thought of the Ring Bearer's bearer's quest. My monumental task paled in comparison.



David, Stephen and Doug Knowles outside Dougie's Shop in Buxton

David Goulding and his son Stephen are regulars at Doug Knowles' shop, D&E Knowles Toys and Models. The shop is a treasure house crammed with toys and models of all descriptions. Included in Dougie's stock is a large range of Games Workshop miniatures and games. Doug himself is a real character. He knows his subject backwards, and is always ready to help.

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