

INSIDE SKAVEN VS DWARFS IN OUR MASSIVE BATTLE REPORT

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WD359 November 2009

GAMES WORKSHOP'S MONTHLY MAGAZINE

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Fang Campaign**

WD359 NOV 2009 WWW.GAMES-WORKSHOP.COM
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ISSN 0265-8712
9 770265 871073
UK £4.50, EURO €7.50, DENMARK godkr, SWEDEN/NORWAY 70skr/nkr



Empire and Skaven armies clash, as Deathmaster Snikch lurks behind the Empire gunline!

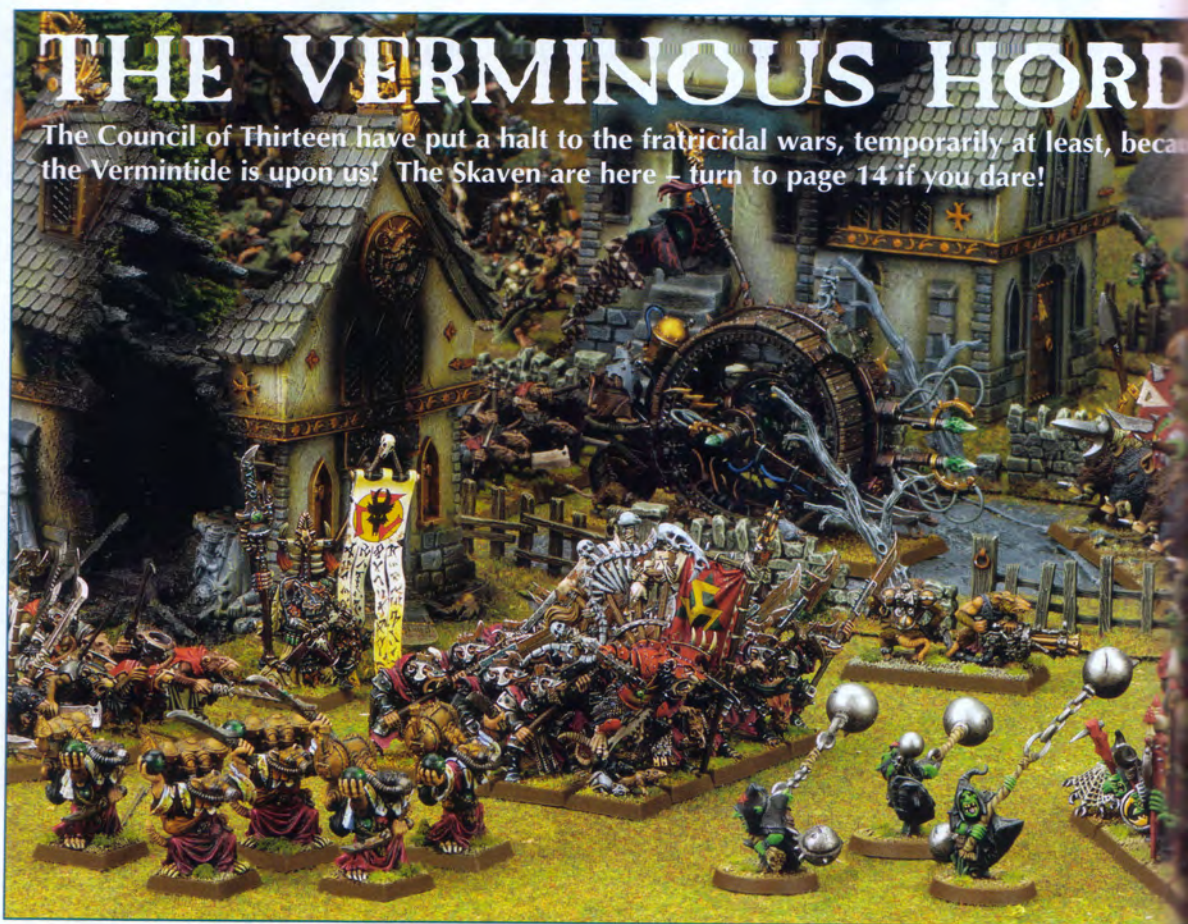


Skaven and Vampire Counts armies clash deep in the Worlds Edge Mountains.

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The Council of Thirteen have put a halt to the fratricidal wars, temporarily at least, because the Vermintide is upon us! The Skaven are here – turn to page 14 if you dare!



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BATTLE REPORT

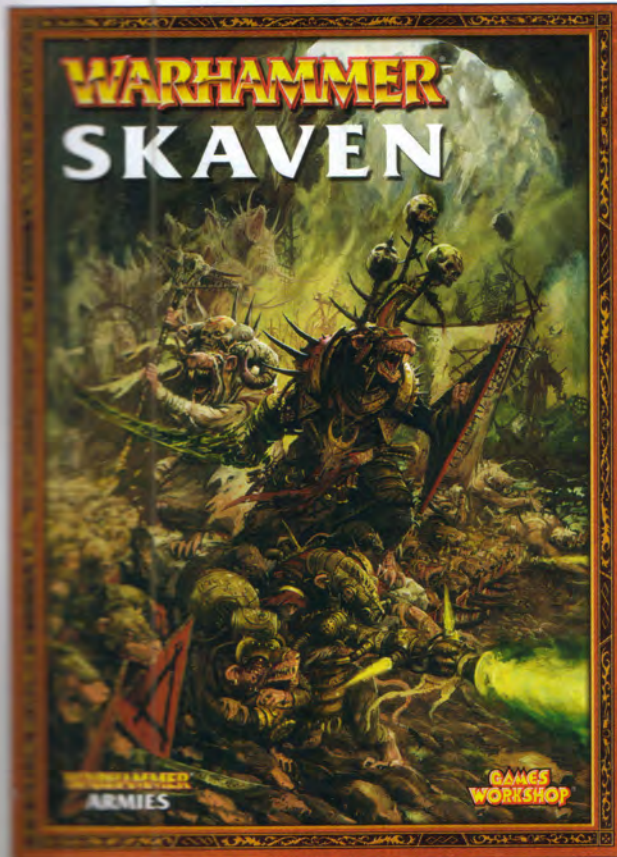
52 RETURN TO GRIM-DURAZ

Andy Hall and Glenn More take on the roles of rival Warlords as they battle Graham Davey's Dwarfs. Who will win and who will commit the first (inevitable) act of war?



WARHAMMER®

SKAVEN



WARHAMMER ARMIES: SKAVEN

The Skaven are a seething mass of vile ratmen, with evil hearts and gleaming red eyes. They reside in the darkest places of the Old World and have carved out a vast Under-Empire deep below the earth, from where they will burst forth and overwhelm all that stand in their way.

Warhammer Armies: Skaven is a 112-page book packed with all the information and rules you need to field a horde of evil Skaven in Warhammer. The book is rich in background hinting at the ratmen's fell origins, and piecing together their impact on the history of the Empire and beyond. Within its pages is the brand-new army list and descriptions of a host of new contraptions and creatures from the foul workshops of the Greater Clans.

WARHAMMER ARMIES: SKAVEN

Product code: 60030206003

Written by Jeremy Vetock

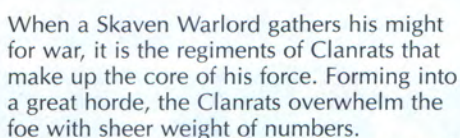
UK £15 Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

ON SALE NOVEMBER 7TH



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SKAVEN CLANRATS



The new Skaven Clanrat kit contains all the components you need to make 20 Clanrats including a Clawleader, musician and standard bearer. Each of the Clanrats is a three-part figure, allowing you to assemble them quickly.

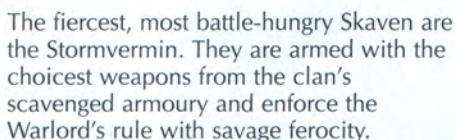
Euro	€26	Swe/Nor
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ON SALE NOVEMBER 11, 2010



A Clanrat armed with hand
weapon and shield. The
contains options for hand
weapons, spears and shields.

SKAVEN STORMVERMIN



The new kit allows you to make 20 Stormvermin armed with halberds and includes all the parts for a Fangleader, musician and standard bearer. 

OK	£301	Denmark
Euro	€39	Swe/Nor

ON SALE NOVEMBER 11



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SKAVEN SCREAMING BELL/PLAGUE FURNACE



SKAVEN SCREAMING BELL/PLAGUE FURNACE

Product code: 99120206010

Sculpted by Colin Grayson and Seb Perbet

UK £35+ Denmark 350dkr

Swm €45.50 Swe/Nor 440skr/nkr

ON SALE NOVEMBER 21ST

MULTI
PART
PLASTIC
KIT

The Screaming Bell is an iconic symbol of the Skaven. In battle the ominous tolling of the bell is a message of doom and despair to the foes of the ratmen, its dread peels cracking war machines, opening great rents in the ground and sending otherwise stalwart warriors fleeing. For the Skaven the sound has a different effect, for it is no less than a clarion call of the Horned Rat, instilling in them a vicious courage they do not normally possess.

The brand-new plastic kit not only allows you to build this formidable relic of Skaven superiority, but also gives you the option of making a dread Plague Furnace – a rotted carriage that carries a giant plague censer into the heart of the enemy.



The kit can also be assembled as a Plague Furnace. A massive plague censer swings from its mount, spreading choking fumes or wreaking havoc on an enemy unit in close combat.



A mutated Rat Ogre pulls the chain that tolls the ensorcelled bell, every clang a wall of unholy sound that rolls across the battlefield.



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SKAVEN DOOMWHEEL



One of Clan Skryre's more insane inventions, the Doomwheel comprises a warpstone generator powered by the motive energy of a giant wooden wheel and dozens of rats.

Colin Grayson and Seb Perbet have put their disturbed minds together and have come up with this brilliant plastic kit, the ultimate in Skaven infernal weapons with the potential to do as much damage to their kin as the enemy.

SKAVEN DOOMWHEEL

Product code: 9912020600

Sculpted by Colin Grayson and

UK £20+ Denmark

Euro €26 Swe/Nor

ON SALE NOVEMBER



The Warlock Engineer has much to do. There is steering, of course, but this is often less urgent than ensuring the generator doesn't overload!



Additional crew are needed to run the machine (or take the blame, whichever is more salient).

MULTI
PART
PLASTIC
KIT



PACKMASTER SKWHEEL GNAWTOOTH

Seb Perbet's metal rendition of Skweel Gnawtooth shows Clan Moulder's ultimate Packmaster in all his glory – surrounded by the creatures he effortlessly controls.

With his warpstone-studded lash extended and his faithful Wolf Rat, Gutsnagger, at his side, Skweel is a force to be reckoned with not just in guiding his creatures but in combat as well.



PACKMASTER SKWHEEL GNAWTOOTH

Product code: 99060206087

Sculpted by Seb Perbet

UK £8+ Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

ON SALE NOVEMBER 7TH



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WARLORD QUEEK HEADTAKER

Seb Perbet's new metal incarnation of this classic Skaven character is an exceptional piece of design, really capturing the dynamism of Warlord Queek Headtaker in mid-leap, seeking out another trophy to adorn his banner.



WARLORD QUEEK HEADTAKER

Product code: 99060206085

Sculpted by Seb Perbet

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skr/nkr

ON SALE NOVEMBER 7TH

DEATHMASTER SNIKCH

Clan Eshin's foremost assassin, Deathmaster Snikch, is given a new lease of life by the hands of Seb Perbet. This metal model is full of flowing lines and movement, from the swirling cloak to the weeping blades dripping poison.



DEATHMASTER SNIKCH

Product code: 99060206086

Sculpted by Seb Perbet

UK	£8†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skr/nkr

ON SALE NOVEMBER 7TH



SKAVEN BATTALION

The Skaven Battalion is a great way to start your horde or to add even more evil ratmen to your verminous force. Each Battalion box set contains 40 Clanrats, 20 Plague Monks, two Rat Ogres, six Giant Rats and three Packmasters.

SKAVEN BATTALION

Product code: 99120206011

UK	£55†	Denmark	640dkr
Euro	€85	Swe/Nor	780skr/nkr

ON SALE NOVEMBER 21ST

**MULTI
PART
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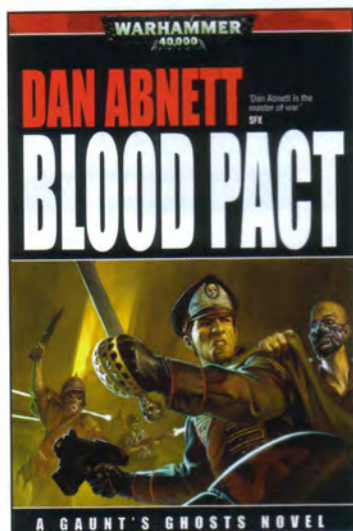
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Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com



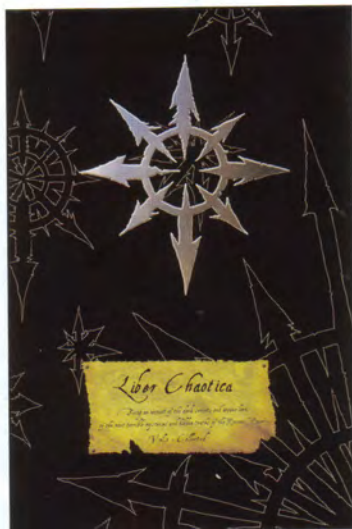
BLOOD PACT



Gaunt returns in the start of a brand-new story arc called 'The Victory', but who will be victorious? Gaunt is secretly summoned by Guard Intelligence. They have captured a high-level Chaos officer who is refusing to speak to anyone except Gaunt. The Commissar finds himself trapped in a deadly game of intrigue and murder.

BLOOD PACT
by Dan Abnett
ISBN: 978-1-84416-663-0
UK £16.99 Denmark 200dkr
Euro €25 Swe/Nor 250skr/nkr

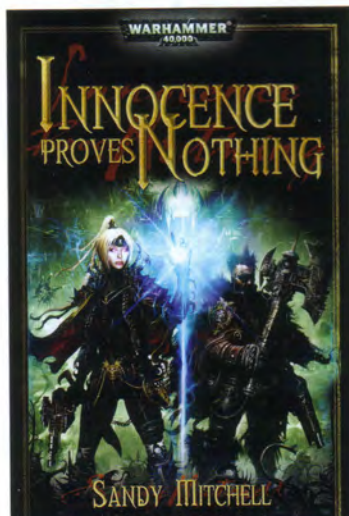
LIBER CHAOTICA (2009 EDITION)



The dread tome of Chaos returns in a massive new hardback edition. This heretical book is the Liber Chaotica, a study of each Chaos power – Khorne, Slaanesh, Nurgle and Tzeentch – by the scholar Richter Kless. But reader, beware! This work eventually drove him mad and your own sanity is forfeit should you study these corrupted pages.

LIBER CHAOTICA (2009 EDITION)
ISBN: 978-1-84416-800-2
UK £30 Denmark 300dkr
Euro €40 Swe/Nor 350skr/nkr

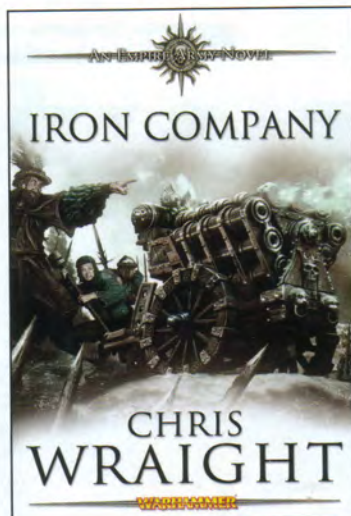
INNOCENCE PROVES NOTHING



The sequel to Scourge the Heretic by the author of the Ciaphas Cain novels. As operatives infiltrate two criminal organisations, they unravel clues that suggest both are part of one great evil. With danger at every turn, and paranoia running rife, can the Inquisition figure out what is going on before the Scintilla system is overrun by heretics?

INNOCENCE PROVES NOTHING
by Sandy Mitchell
ISBN: 978-1-84416-677-0
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

IRON COMPANY



The Empire Army series continues, this time focusing on the engineers of the Empire. When Magnus Ironblood is tempted into one more campaign, he finds himself working alongside some unlikely allies. This ragtag army finds itself outgunned and under-equipped. Nevertheless they must fight with what they have – but is it enough?

IRON COMPANY
by Chris Wright
ISBN: 978-1-84416-778-4
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

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FORGE WORLD

Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

www.forgeworld.co.uk



REAYER TITAN

The Forge World Reaver Titan stands a mighty 410mm/16" high, a towering god-machine on your tabletop! The model is incredibly customisable, with a variety of weapon options to choose from. These can be ordered with your Reaver Titan or purchased separately.

Titan and weapons designed by Will Hayes. Crew designed by Simon Egan and Mark Bedford.



Shown for scale purposes, and is not included.



Melta cannon



Laser blaster



Gatling blaster



Titan power fist



Missile launcher

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THE GREAT DEVOURER

The tendrils of the Hive Fleets continue to encroach ever deeper into the galaxy.

January is traditionally the beginning of a new year, but if you're a denizen of the 41st Millennium it could well be the beginning of the end! Once again, the Tyranids seek to devour all life, leaving dead and barren worlds in their wake.

The Hive Fleets are constantly adapting, developing new and deadly creatures with the genetic material they harvest from the unfortunate life forms they encounter. Adeptus Biologis Robin Cruddace and the sculptors of the Citadel Design Team have been busy cataloguing and rendering these new monstrosities in model form (including the new creature, shown on the right), the results of which you'll be able to see in January's White Dwarf.



IN BRIEF

Several members of the White Dwarf team attended The Lord of The Rings Strategy Battle Game UK Doubles Tournament recently. Although Adam Troke is too embarrassed to admit his final position, Christian Byrne and Nick Bayton won the Best Painted Army award for their Dwarf and Khandish doubles armies. Congratulations to both of them – you can see Christian's Dwarfs on page 75.

Andy Hall is trying to trace a chap who rang the White Dwarf bunker about eight months ago. If you're the guy who phoned up saying you planned to take a photo of your pet giant black scorpion, 'George', attacking a regiment of Empire Halberdiers, then we'd love you to get back in contact. We never received the picture and are curious to see how it all turned out!

Coming very soon, on November 29th to be precise, are the Crimson Fists Bitz Packs. These new packs include shoulder pads, backpacks, weapons, a banner and helmets adorned with the iconography of the Crimson Fists. Look online and in next issue for more details.

Warhammer: Invasion

The busy chaps at Fantasy Flight Games have been at it again, this time with *Warhammer: Invasion*. This new card game places the fate of the Old World in your hands. Direct your troops and war machines to destroy the opponent's capital, all the while building and developing your own city to supreme magnificence. As a Living Card Game, you get everything for two players to build their decks right out of the box, but can expand your game with monthly Battle Packs featuring new ways to grind your opponent into the dust!



Missing Giant Found!

You may think it hard to lose a Giant by the very nature of them being, er, big, but we've been on the hunt for one ever since we interviewed Alan and Michael Perry back in WD348. Alan's Citadel Giant, along with Michael's Emperor Dragon are two seminal models from Citadel's illustrious past. But the Giant has rarely been seen in the modern era, and curious hobbyists have been desperate to get a glimpse of it since its recent mention. After a couple of false starts we've finally got our hands on one courtesy of Mark Farr, from the Games Workshop HQ reception team. Thanks also to Dutch in Stamford, UK, and Robert Allen of Santa Cruz, California for sending in pictures.



WEB LORE

www.games-workshop.com

Adam Troke: We tried loading traps with cheese, I brought my cat in from home and we even reprogrammed Servitor III with enhanced anti-rodent protocols, but there's no getting away from the fact that the Skaven are here in a big way. Rather than get swept away in a tide of verminous confusion, Jim and I decided to embrace the Skaven as beloved neighbours, embarking on an exciting, rat-packed month of content!

As well as a great Getting Started Guide for the Skaven, which should show curious Warlords (old and new alike) how to get going with the new and improved army book, we've also got a horde of other support to back it up, including painting guides, an 'Eavy Metal gallery and a guide to building the new Screaming Bell and Doomwheel. That's not all either, we've also turned to some of the resident Dwarf experts here in the Studio for a great Warhammer Dwarf Tactics, and we've been looking closely at the Crimson Fists Space Marines. The Crimson Fists were my first Warhammer 40,000 army, so with a little help from Servitor III, who knows his Pugh from his Rantor, they'll be getting the full treatment this month too!

So, having endured a month of gnawed wires, disgusting furling noises from within the air-ducts and a constant scattering of rat-droppings, we're already embarking on some exciting web articles for December – and we've got some cool things in mind!

Getting Started with Skaven

A comprehensive guide to the dark, claustrophobic under-world of the Skaven. We'll be looking at the new rule and delving into the ratmen's mysterious background, and even some tactics for first-time players.



Dwarf Focus

With the re-emergence of the Skaven it's only fair that their arch-enemies (well, one of their many arch-enemies) the Dwarfs get some attention as well. The bearded-ones get an updated painting guide and a brand-new tactics article.



The Crimson Fists

Due to the forthcoming release of the new Bitz Packs, we take a look at Pedro Kantor's proud warriors, the Crimson Fists. As well as an in-depth look at the Chapter's history, there's a new scenario and a step-by-step guide to painting an entire squad.



Also on the Web...

The Internet never runs out of space, which is lucky because we always have a good go at filling it up. As well as the features already mentioned this month you'll also find loads of extra articles on the website, including:

- Skaven Clanrat, Screaming Bell and Doomwheel assembly and painting guides.
- Battlefields and terrain of the 41st Millennium.
- The Games Workshop Blog – updated every weekday!

Did You Know?

With Christmas approaching faster than a speeding Thunderhawk, now is the time to make sure your relatives buy you stuff you actually want! The Games Workshop website is perfect for confused relatives and partners who don't know the difference between an Orc and an Ork. We have online gift guides, or you can create a wish list that your gift-buyers can simply pick from. There are even virtual gift vouchers available! All you need to do to make sure your Christmas is full of Citadel miniatures and less about bad TV specials is go online and sign up now.

www.games-workshop.com

Christmas Activity in Stores

There is an amazing array of activities going on in our Hobby centres all year round, and the Christmas period is no exception! We have an infectious weekend of Skaven themed activity to mark the release of the new Army Book and miniatures on 4th October, and the ratty activity will continue throughout the month.

But that's not all! There will also be plenty of Planetstrike and Apocalypse gaming for 40K players and massed battles of War of The Ring for the Forces of Shadow and the Men of the West.

Right now our Hobby Centre Managers are getting together their plans for activities through the Christmas break and into the New Year. If you want to find out more, or even want to sign up right away, you need to get down to your local Hobby Centre and have a chat to the staff; but hurry, places may be limited for some activities and you don't want to miss out!



Christmas Wish Lists

Together with this issue of White Dwarf you should find your own Christmas Gift Guide. This is a great place for you to start planning what you want for Christmas, showing it to friends or relations and insuring you never receive socks or gaudy sweaters again!

This is just the start, however, as you can always get down to your local store and the friendly and helpful staff will be able to show you what's available, advise you what will go together to make a battle winning force and assist you in getting together the best list for you. You can then fill in your special Wish List Card, which can be logged in store to make sure that if your relatives come in, you get exactly what you want on Christmas morning.

The great thing about the Wish List Cards is that they make it really straightforward to get just the right presents, you can even let our staff round up the stuff while you have a sit down and rest from Christmas shopping.

Check out the website or pop into your local store to find out more about our Wish List services this Christmas!



Sub-in-a-Box Returns

Later on in this issue, page 76 to be precise, you will find all the news about this year's exclusive White Dwarf Subscription model – Grombrindal in an unexpected and amazing new guise! There are also designers notes and tips from 'Eavy metal for painting this very special model.

The model will only be available as part of the Sub-in-a-Box promotion or for existing subscribers to order from Direct, so there really is no better time to take out that money-saving subscription and get your monthly injection of hobby news and excitement!

The Sub-in-a-Box also makes a perfect Christmas present for that special hobbyist in your life.

You can get hold of the exclusive White Dwarf model in the Sub-in-a-Box in stores or, for existing subscribers, from our friendly and helpful Hobby Specialists on 0115 91 40000.



Starting a Gaming Club

Starting or joining a gaming club offers you loads of opportunities to pit your wits against a variety of armies and spend time with like-minded hobbyists. It can offer a place for you to play, test out your new tournament army or start a new hobby project or campaign.

There are many types of club; independent, school and library to name but a few, but they all centre around getting together and enjoying the hobby. We offer support to all kinds of clubs; you can talk to me, and we have loads of bits we can send to you to help you get started. Your local store is also a fantastic place to help get support for your club – from advice on making scenery to helping you find new members (if you are part of the GCN). There are also packs available to download from the website as well as all the news on what is happening in the gaming community.

Getting started is nowhere near as tricky as you might think; so if you're thinking about setting up a club, check out the website and give us a call.

Bek Hawkby, Community Coordinator

0115 900 4821

The perfect Christmas gift... A Warhammer World visit

What better Christmas present could you give yourself, or your favourite Hobbyist than a trip to Warhammer World, the Gaming Arena to top them all?

As well as the amazing boards and scenery to play on, you can book to play in the stunning, purpose-built gaming hall, enjoy a coffee and lunch (or, for the dutiful Longbeards, a pint of Bugman's XXXXXX) in Bugman's Bar, and visit the mind-blowing Miniatures Gallery, featuring 'Eavy Metal miniatures from the earliest days of the hobby to the very latest releases.

Meanwhile, the Art Exhibitions showcase many of the images and designs for our worlds from early concept sketches to masterpieces, while our Hobby Bar offers tuition in all sorts of hobby skills; from assembling and converting to painting and detailing your miniatures.

And, of course, there's the Warhammer World Store, with the unique facility of same-day ordering and access to Forge World's models! You can also order Forge World products from the store and get them delivered anywhere in the world free of postage. That's right, you can walk away from your visit with goodies from the entire Games Workshop range!

To find out about opening times and activities going on at Warhammer World you can call the store on 0115 916 8410 or check out the Games Workshop Website and store finder.

ANNOUNCEMENT



Due to a private function Warhammer World will offer a slightly altered service and opening hours from the 3rd to the 6th of December. We will try where possible to offer alternate facilities and apologise for any inconvenience which may be caused. We advise that if you can, try to visit another time, or contact us for details.

whworldevents@
games-workshop.co.uk.



Win a Battalion or Battleforce

Last year we ran the 'I Want a Store' scheme in which you told us about any great shops that you would like to see stock Games Workshop products. In fact, it was so successful, we're doing it all over again this year!

So, if you know of a store in your local area that you would like to see carry our products, why not let us know about it?

Email us or write to the address below with up to five suggestions. If one of those suggested stores starts stocking our products, and you were the first person to suggest it, we'll reward you with a free Battleforce or Battalion of your choice!

It really is that simple.

Email: iwantastore@games-workshop.co.uk

Or write to:

I Want a Store
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS



BECOME LEGENDARY

New Hobby Centres Opening

The opening of a new Games Workshop Hobby Centre is always an exciting event for us and for the Hobby Community for miles around. It allows us to provide an exciting new venue for all our existing customers and introduce new people to our hobby. So we have embarked upon a programme of store-opening across the whole world!

The last few months have seen new stores in **Cwmbran, Hereford, Stirling, Wigan, Ayr, Sunderland, Worthing, Stratford Upon Avon and Nuneaton**, in the UK alone, with lots more to come over the next few years. Watch this space and keep an eye on the Games Workshop website to see if there is a new store opening in your area.

Becoming Legendary

Of course, to open new stores we need more Store Managers. If you think you would like to run one of them just pop along to the Become Legendary website to find out more.

However it's not just managers we want; we also need great sales assistants to staff our stores. In fact, many of our Sales Assistants go on to manage one of our stores and start developing a career with Games Workshop within a year. If you want to know more about working at Games Workshop, why not pop into your local store and have a chat with the Manager about the opportunities that exist.

www.become-legendary.co.uk

THE VERMINOUS HORDE



WARHAMMER



The new Skaven army book is packed with all the information and rules you need to field an army of malicious ratmen in games of Warhammer. Inside the book you'll find comprehensive details on how the Skaven came to be and the Under-Empire they rule. There's also a complete bestiary with background and rules on all the different troop types, including brand-new creations such as the Plague Furnace. Finally, you'll find a packed colour section and the army list itself.

Beware the dark, look under the bed and lock the cellar door – for this month something is stirring in the Under-Empire; a malevolent presence that threatens to enslave us all. Jeremy Vetock talks to Andy Hall about the Menace Below.

As I sit down with Jeremy Vetock, the author of Warhammer Armies: Skaven, I can't help but notice that he radiates nervous energy, constantly glancing around and moving in sudden stop-start motions. Could this have something to do with him spending the last six months fixating on the Children of the Horned Rat? 'Either that or it's the caffeine,' says Jeremy.

But despite the physical side effects, Jeremy is an inspired choice to lead the ratmen onto their next expansion, having been familiar with them ever since he first started playing Warhammer. 'My earliest and fondest memories are of fighting the Skaven, they were my nemesis-army. I was a Dwarf player before I started my Orcs & Goblins and it was the Skaven I came up against the most, suffering many defeats at their malicious claws.'

Does this mean he's been bearing a grudge against them over all this time and is now in a position to seal their fate? 'Not at all!' states Jeremy, with a furtive grin. 'Heroes are only as good as their nemeses – Hannibal would be much less interesting

if he didn't have Scipio to oppose him. I love the Skaven in that respect and that's why this project's been so much fun – the more nasty, villainous and conniving I can make the Skaven, the more honourable, loyal and righteous the Dwarfs become.'

And Jeremy has really gone all out to explain just what a deplorable race the Skaven are. Never before has the origin of the Skaven or the dread mass of Skavenblight been described in such horrific detail. You'll quickly learn that the

“To what level is it human nature denying the terrifying truth or Grey Seer sorcery clouding their perception?”

life of a Skavenslave is a fleeting and pitiful one. The other thing gleaned from flicking through the first few sections of the new book is just what a sprawling empire the Skaven control. Underneath the Old World are entire networks of tunnels and caverns the Skaven have dug or laid claim to.

CLANRATS

The mainstay of any Skaven horde are the Clanrats; a vast and verminous mass that make up the warrior class of the Warlord clans. A single Clanrat is not a fearsome opponent, as they lack any degree of discipline and courage. But when banded together in large packs the Clanrats become visibly braver, their feral ferocity fuelled by the presence of their equally vicious brethren. This allows the individually cowardly Skaven to form massive units that will hurl themselves recklessly into the fray, even against superior troops.



Depending on how you assemble your Clanrats you can use them as packs of Skavenslaves as well. 'Eavy Metal have done just this for the Studio collection by using the unarmoured bodies as the basis for Skavenslave units.



This Under-Empire has not only spread beneath all the major conurbations of man but into the mountains and even across the oceans, with only Ulthuan seemingly untouched. Yet, despite massive concentrations of Skaven underneath their cities, men, in particular the scholars and academics of the Empire, refuse to believe in the existence of the loathsome ratmen. And of all their enemies, it's the Skaven that have come closest to destroying the Empire, be it with virulent plagues, poisoning the water supply or even emerging from the darkness to sack Nuln on one occasion. 'There's always been a dark humour surrounding the Skaven,' says Jeremy, 'about how no one believes that they are real despite the evidence to the contrary. It riffs off those apocryphal facts that you hear, in this case "In any major city you're never more than ten feet from a rat", which most people just dismiss as an urban myth, a tall tale like the crocodiles that live in the sewers of New York. The Skaven maintain their mythic status in a few ways: one is that it is human nature to dismiss something that is too terrible to comprehend, which the thought of teeming hordes of bipedal rats below the ground you live, work and sleep certainly is. The other is that the Council of Thirteen make good use of Clan Eshin to eliminate witnesses, recover lost Skaven artefacts and destroy any records that make mention of them. Finally, there is the gathering at Vermintide where the Grey Seers assemble, lock tails and

perform a mighty ritual they believe places a veil of obscurity over the entire race. No one knows if it truly works but I like that vagueness – to what level is it human nature denying the terrifying truth or Grey Seer sorcery clouding their perception?'

However, while the population remains in blissful ignorance, there are times when the existence of Skaven can no longer be denied – when they are revealed in full terrifying view as an uncountable mass of ratmen upon the battlefield. 'We didn't want to change the horde dynamic of the army. In fact, I've tried to reinforce that concept in the book. The emphasis is on the Warlord Clans which, as they form the vast majority of the Skaven populace, is as it should be. It is they who vie for power, enact the plans of the Grey Seers and commit thousands upon thousands of Clanrats, Skavenslaves and Stormvermin to war. That's not to say the four Greater Clans are less prominent – their power is undisputed, and while a themed Clan Skryre, Clan Eshin, Clan Pestilens or Clan Moulder army is more than possible, a typical Skaven force will most likely be formed of one or more Warlord Clans, supplemented by specialist troops and equipment provided by the Greater Clans – at a price, of course. I've reflected this in the army list in numerous ways, notably by making Stormvermin and Clanrats cheaper. But I've also made more subtle changes, such as removing a lot of the restrictions placed on the

CLANRAT FRAME DIAGRAM

The new kit contains 20 Clanrats with all the options needed to field them in your army, including a full command group, spears and shields. Each of the components has been sculpted to be completely unique, so by combining the bespoke bodies, shields and arms you can make a near endless variety of Skaven for your horde.

BODIES



COMMAND



SHIELDS



SPEARS



HAND WEAPONS



STORMVERMIN

The Stormvermin are the fighting elite of the Skaven Warlord clans. They are easily distinguishable from their scrawnier litter-mates and often stand a full head taller with a more powerful build, as befits their status. Stormvermin regiments are outfitted with the best wargear in a clan's armoury, with halberds a popular choice, giving them greater reach and more powerful attacks. After a battle it is they who will feed first to sate the Black Hunger, those who dare to eat before them will be attacked and even consumed by the elite Skaven warriors.

A formidable Stormvermin unit, armed with halberds and ready for battle.



previous list. So the 0-1 constraint on the Stormvermin has gone and other Skaven units are no longer governed by the amount of Clanrat regiments in your army. This gives you access to cheap, expendable troops with no limiting factor. At the heart of your force should be the Clanrats and Stormvermin; on their own they're not the greatest troops in Warhammer, but when they are in massive groups, outnumbering the foe two or even three to one, they can prove unstoppable. Surround these key units with packs of Giant Rats and swarms of vermin and even the hardest of foes will be overcome,' says Jeremy.

Having the chattering hordes scamper across the table at you en masse can be an intimidating experience and one Jeremy knows well from his past recollections of facing them, but for the Skaven, victory is never a sure thing. 'Skaven are cowardly, treacherous creatures who will turn tail and flee if they smell the musk of fear. And the best way for the enemy to force this is to charge the flanks of your large blocks of infantry, robbing them of their Strength in

Continued on page 20...

QUEEK HEADTAKER

Queek is the right-hand claw to the grand ruler of Clan Mors, Warlord Gnawdwell. His vicious temper is only matched by his cruel streak and immense ego. His reputation has been well earned, as he is a ferocious fighter taking particular pleasure in slaying enemy champions, displaying their remains on his trophy rack.

CLAN MORS

Clan Mors is one of the most successful Warlord Clans. It's meteoric rise in status is in no small part to the taking of Karak Eight Peaks, the City of Pillars, which is now a major nexus for many passageways that make up the Under-Empire.



DIABOLIC WAR MACHINES

CLAN SKRYRE

Clan Skryre specialises in the insane blending of sorcery and arcane technology. From their warpforges under Skavenblight, Clan Skryre has produced devastating warpstone weaponry and has risen to become, arguably, the most influential clan.



WARLOCK ENGINEERS

The notorious Warlock Engineers of Clan Skryre are the artificers of Skaven society, responsible for many of the maniacal Skaven creations seen on this page.

PLAGUE FURNACE

The Plague Furnace is a disease-ridden altar to the Great Horned Rat and makes an unholy pulpit for a Plague Priest. It is the noisy shrine of Clan Pestilens and ruination and corruption travel in its wake.



DOOMWHEEL

Few devices sum up the blend of science and sorcery, the sheer inhuman ingenuity of the Skaven, than the infernal war engine known as the Doomwheel. The Doomwheel was invented by Warlock Engineer Ikit Claw, its inception beyond the ken of the top minds of both Imperial and Dwarf engineers. The giant wooden, ramshackle wheel is powered by swarms of rats scampering inside it, sparking the warpstone generator from which deadly bolts of lightning arc out to strike the closest living thing in the Doomwheel's path – if you're lucky, that will be the enemy!



OF THE SKAVEN

WARP LIGHTNING CANNON

The Warp Lightning Cannon is a contraption powered by an enormous chunk of warpstone. This malevolent energy-cannon generates unearthly power, which is directed along a rune-etched barrel forged to channel such destructive fury.



POISONED WIND GLOBADIER

On the battlefield small groups of Globadiers lurk between formations, darting forwards to lob their deadly glass spheres of warpstone gas at the enemy. If fellow Skaven get in the way of a good throw, it matters not.



RATLING GUN

This multi-barrelled whirling death-dealing machine has become a very popular choice for ambitious Skaven Chieftains, so much so that Clan Skryre can't seem to keep up with demand.



WARPFIRE THROWER

Warfire Throwers are commonly attached to Clanrat or Stormvermin units. When fired, the device spews a blast of unnatural flame across the enemy or, more often than might be desired, the team's parent unit.



WARPLOCK JEZZAILS

These are long-barrelled rifles that require a two-Skaven team to load and fire. They are the bane of heavy cavalry, with their high Strength armour-piercing rounds.

SCREAMING BELL

Of all the infernal wonder weapons of the Skaven, none is as notorious as the Screaming Bell. It is from these unholy altars that the Grey Seers preach their plans of total domination. They are foul, mobile constructs that are pushed into battle, their bell tolling doom for the enemy.



...From page 17.

THE VERMIN LORD

A Vermin Lord is no less than a Greater Daemon of the Horned Rat, at once majestic and disgusting. The creature is never still, constantly pacing, stopping to tilt its head as if sniffing for the future. They are beings of terrifying power, magic-users more capable than Grey Seers yet as strong and proficient in combat as any weapon master to grace the world. Despite having such a capable ally at their disposal, Grey Seers are loath to summon a Vermin Lord except in the direst of circumstances, for they know that these creatures are wiser and more wicked than any living Skaven, yet they retain a lust for power and a treacherous love of betrayal.



Numbers rule, which gives them +1 Leadership for every rank they have in the unit. As the Skaven player you need to protect the flanks of your more important units and this is where units of Giant Rats, Rat Swarms and Skavenslaves come in. At points a model, Skavenslaves are there to add mass to your force, absorb missile fire and screen the more powerful units. They are expected to die, but they do have one nasty parting gift, as I've given them the Cornered Rat special rule so when they break in combat they scatter with no chance to rally, but in their determination to escape fight with a fierce desperation. This last effort causes D3 + their rank bonus Strength 3 hits to every unit within 6", explains Jeremy. This feels right as the background for Skavenslaves was that they were callously driven to the front to absorb casualties before 'evaporating' against strong enemy opposition. Now, Warlords are encouraged to treat their Skavenslaves in the same way, as in their death throes they'll be hurting the enemy.

Skavenslaves are not the only way to protect your flanks, however – there are the infamous Skaven weapon teams that can be

A pack of slaving, monstrous Rat Ogres is goaded into battle by the spiked lash of the Packmasters, while Giant Rats are formed into a seething pack of teeth and claws.



CLAN MOULDER

Clan Moulder has risen to infamy by mastering the art of growing, mutating and surgically creating monstrous fighting-beasts. The export of these creations has made them wealthiest of the Greater Clans, a fact not lost on its rivals.

RAT OGRES AND GIANT RATS

Clan Moulder is the Greater Clan responsible for the insidious beasts found in most Skaven armies. These range from the monstrous Hell Pit Abomination to the smaller, more numerous Giant Rats. The creatures are rounded up and sent into battle under the expert lash of the Clan Moulder Packmasters. Of all Clan Moulder's creations, it is the Rat Ogres that cause the most fear in the Skaven's foes, great hulking monstrosities incapable of anything except killing.



SKWEEL GNAUTOOTH

The majority of Packmasters drive their charges forward but Skweel guides his creatures, and they obey his every whim. Skweel's ability to control unruly packs makes him invaluable. As such the Clanlord of Moulder, Lord Verminkin, will only release Skweel's services to the highest bidder and even then only for a limited time.

PLAGUE MONKS

The Plague Monks of Clan Pestilens are zealots utterly dedicated to the spread of corruption and decay in the name of the Great Horned One. As the foul brethren march towards the enemy battleline they work themselves up into a fanatical frenzy. They foam at the mouth, blisters burst and sores weep as they charge forward, no longer caring if they die in their attempt to spread corruption to the man-things, Elf-things or beard-things. A unit of Plague Monks can push the mobile altar of Clan Pestilens, the Plague Furnace, into battle, greatly bolstering their lines.

CLAN PESTILENS

Clan Pestilens are the disciples of disease and decay. Their numerous members are known as Plague Monks, who dedicate themselves with insane ferocity to spreading pestilence and corruption in the name of the Great Horned Rat.



Plague Monks are Frenzied and armed with two hand weapons, making them deadly in close combat.



PLAGUE CENSER BEARERS

Only the most insanely devoted of the Plague Monks are given the honour of wielding a Plague Censer – a heavy flail that constantly seeps poisonous gases.

PLAGUE PRIESTS

It is the Plague Priests who stoke the pestilent fury of the Plague Monks, teaching the litanies of hate and intolerance. They have access to vile magicks that create deadly poxes and noxious blights on their victims.



attached to your main units, and old favourites like the Ratling Gun and Warfire Thrower are back, along with a host of new and even more experimental weapons such as the Doom-Flayer, Poisoned Wind Mortar and Warp-Grinder. I'm already looking forward to seeing what these devilish warp-contraptions will look like in the not-too-distant future. However, as you'll have seen from the host of new kits and models, our designers have been anything but slack in preparing for this release; Seb Perbet and Colin Grayson in particular have been the Warlock Engineers' most willing applicants, with the arrival of the Plague Furnace, Screaming Bell and Doomwheel. 'I love the Doomwheel!' says Jeremy in another burst of nervous energy. 'It's been missed and, to me, really encapsulates the Skaven's love of merging sorcery with technology. It can be quite devastating on the tabletop but, like all Skaven machines, that destruction isn't always aimed at the foe; there's always a chance it'll go badly for you as well. But Skaven players accept that, they've always

known all too well that life is cheap in the Skaven army!'

One of many brand-new additions to the army is the Plague Furnace. The new Screaming Bell kit has the option of being assembled into this awesome, pestilent icon of the Horned Rat. 'It's the ultimate mount for your Plague Priest,' says Jeremy. 'He stands on a carriage with a giant plague censer swinging above him that

“The Skaven are the only race with subterranean volcano lairs and a plan for taking over the world.”

billows noxious gases and acts as a massive wrecking ball in close combat. It's also a great position for him to cast his spells.'

A Plague Priest casting spells? 'Yes,' says Jeremy. 'Skaven magic has changed a great deal. You have two Lores: the Spells of Plague, which Plague Priests can use, and the Spells of Ruin, available to

NIGHT RUNNERS

Night Runners are the most numerous of Clan Eshin's warriors. Trained to move at speed, they sneak deep into the enemy's territory before the foe is even aware the Skaven are gathering. Unlike the more proficient Gutter Runners, Night Runners work best in numbers, taking advance positions and using their slings to rain shot down on the enemy.



CLAN ESHIN

Clan Eshin are the masters of stealth and murder. For the right price, Clan Eshin will slay any rival, steal any information or commit any act of sabotage needed. Their targets are not just the enemies of Skaven but more often than not members of their own kind.



ASSASSINS

Hidden in many a Skaven regiment is a Clan Eshin Assassin, ready to strike out at an important member of the opposing army as soon as they are within his deadly reach.



DEATHMASTER SNIKCH

Shrouded in legend, the Deathmaster is a figure of dread speculation. Just a whisper of his name is all that is needed to quell a rebellious Warlord, and it is said that he can reach any target in the world. In battle Snikch is like a shadow, able to appear at will with his weeping blades weaving a deadly steel blur, killing the enemy's general before the bodyguard are even aware he's there.

ANDY'S VIEW

White Dwarf's own Andy Hall has been a Skaven player for years (*Many, many years – Ed*), and with a horde of ratmen on his shelf he was called in to playtest. So, what does he think?

The Skaven were my second ever Warhammer army and I've been a loyal adherent of the Horned Rat in the years since. This is a really exciting time to be a Skaven player; on the tabletop they've always been a force to be reckoned with and the new book brings so many cool elements together with the return of some classics such as the Doomwheel, Queek Headtaker, the Vermin Lord and an upgraded Screaming Bell. But there are new options to try out as well, such as the Plagueclaw Catapult, and I can't wait to eventually get my hands on the Hell Pit Abomination.

How you play the Skaven hasn't changed – it's all about big units on the tabletop. The new plastics are great for building the core of your army. They are designed to be assembled in no time and painting them is a dream.

When your hordes are ready for battle you'll find that the Skaven have many options, able to excel in magic, shooting and combat. The new characters and monstrous creatures can pack a real punch, perfectly supporting your large infantry blocks in hand-to-hand combat. If the enemy can outfight you, then ravage them with warpstone-enhanced shooting instead; Ratling Guns, Warpfire Throwers and Warp Lightning Cannons will punish the foe as they close with you.

Finally, I should mention Skaven magic. Skaven spells are very offensive in both senses of the word! The two new Lores provide plenty of attacking spells such as the return of *Cracks Call*, *Pestilent Breath* and *Plague* to name but a few. You can also use magic to supplement your own troops, *Death Frenzy* is brilliant for casting on your largest unit as it goes into combat, giving each ratman an extra two attacks! And for those who like to gamble (which should be every Skaven player), there is *the Dreaded Thirteenth Spell*. It's difficult to cast but its effects can devastate the opposing army, potentially turning even their most powerful unit into chattering Clanrats.

Of course, if you want reliability then go and play Dwarfs or High Elves, because a Skaven army is anything but predictable. There's every possibility your troops will flee at the slightest provocation, while your war machines can kill as many of your troops as the enemy's. But that's the chance you take when you field Children of the Horned Rat on the battlefield... and I wouldn't have it any other way.

Warlock Engineers. Grey Seers can use both. The two spell disciplines contain classic Skaven spells and some new, deadly ones. Then there's *the Dreaded Thirteenth Spell* that only Grey Seers and the Vermin Lord know. It has a casting value of 25+ but if cast can be a game-winning event as an enemy unit is transformed into Clanrats!

As a Skaven player myself this is all music to my rat-like ears, but, wait a minute, did he really say a Vermin Lord? 'If you're going to bring the Doomwheel back, well you've got to include the other classic a Skaven Daemon! We're even bringing back the classic model because it's such a perfect representation of the Horned Rat's greatest servant. It's a creature of frightening power and magical ability. It gives the Skaven player a real heavy-hitter.'

So the Skaven are emboldened, their internecine wars temporarily halted as they prepare to rise up. But why does such a repulsive species have so many adherents? Jeremy is confident he has the answer. 'It's their unique blend of super-villainesque evil and devious cowardice. The Skaven are the only race with subterranean volcano lairs, a plan for taking over the world and a penchant for scurrying away from combats. Only a Skaven would duck a challenge and still act with swagger and bravado. If that doesn't grab you then the glorious models just might.'

PAINTING RATMEN

Nick Bayton has been busy painting hordes of Skaven recently, so we cornered him to ask for some tips and tricks for getting your clan on the battlefield.

SKIN



The Skaven's flesh was first given a basecoat of Scorched Brown, applied to the whole area.



Tallarn Flesh was then layered onto the face, particularly around the mouth and ears.



A 1:1 mix of Tallarn Flesh and Bleached Bone was used as a highlight, applied to the raised areas.



The final highlight was pure Bleached Bone, used on the very edges of the ears and the muzzle.

FUR



The fur was first painted with Scorched Brown.



A layer of Bestial Brown was then drybrushed over the fur, making sure to catch the raised hair detail.



A 1:1 mix of Bestial Brown and Dwarf Flesh was then applied to the fur as a very fine drybrush.



Using the fine detail brush, lines of Dwarf Flesh were painted onto the fur to emphasise strands of hair.

CLOTH



The cloth areas of the models were given a basecoat of Scab Red.



The recesses were shaded with a 1:1 mix of Scab Red and Chaos Black.



A 1:1 mix of Scab Red and Blood Red was then applied to the majority of the cloth area, avoiding the recesses.



Finally, the cloth was highlighted with a 1:1:1 mix of Scab Red, Blood Red and Vomit Brown.

ARMOUR



The armour was first painted with a solid basecoat of Bolgun Metal.



The edges and raised areas of the armour were highlighted with Chainmail.



A wash of Devlan Mud was then liberally applied over the whole area.



Finally, a hard highlight of Mithril Silver was carefully painted onto the very edges of the armour plates.

A finished Skaven Clanrat ready for the battlefield.



RUST



Paint the Clanrat's blade using the exact same method as the armour, detailed below.



Using the Stippling Brush, apply a light coat of Bestial Brown along the blade.



Then stipple on a 1:1 mix of Blazing Orange and Bestial Brown, followed by a stippling of Blazing Orange.



Finally, re-highlight the edge of the blade with a fine application of Mithril Silver.

Go online for complete assembly and painting guides for Clanrats.

IN STORES THIS MONTH
**MALICE IN
UNDERLAND**

WARHAMMER®

This month a chittering, diseased horde has vomited forth across the land, as the new Skaven army book scurries into stores, accompanied by a veritable plague of amazing new models. Dabbling in blasphemous technologies and wielding foul magics, the ratmen spread disease and death in their wake.

To mark this dreadful event, from October 4th your local Hobby Centre will be showing off the new Skaven models and rules and running a horde of events and activities, such as;

Die Man-thing, Die!

Slavering, disease-ridden Skaven rise from their lairs to vex all the races of the world in games of all sizes. Try your hand with your new Skaven or learn how to turn the tide with your own Warhammer army.

Call of the Clan

Plot, connive and design, with the help of our knowledgeable staff, a vermintide to stab, blast and infect all who oppose them!

Encrusted with Filth

Tricks, advice and techniques for painting your clan; fur, scrofulitic skin, rotting rags and more.

Going Underground

Find out how to build your own Skaven-themed terrain, from the caverns and tunnels of the Under-Empire to the abandoned buildings and mines which allow the pestilential horde egress into the world of light.

RING YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com



VERMINTIDE APPROACHES

The new Skaven plastic kits make it easier than ever to field a horde of Clanrats and elite Stormvermin to outnumber the foe, not to mention diabolic war machines and hulking monsters.

SKAVEN CLANRATS

This set contains 20 multi-part plastic Clanrats, including options for a Clawleader, standard bearer and musician.



SKAVEN CLANRATS99120206007
 UK£20† DENMARK200DKR
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SKAVEN STORMVERMIN

This set contains 20 multi-part plastic Stormvermin, including options for a Fangleader, standard bearer and musician.



SKAVEN STORMVERMIN99120206008
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SKAVEN PLAGUE MONKS

This set contains 20 multi-part plastic Plague Monks, including options for a Bringer-of-the Word, standard bearer and musician.



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SKAVEN NIGHT RUNNERS

This set contains 20 multi-part plastic Night Runners.

MULTI
PART
PLASTIC
KIT

SKAVEN SCREAMING BELL/ PLAGUE FURNACE

MULTI
PART
PLASTIC
KIT



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This kit will make
either 1 Screaming
Bell with Grey
Seer or 1 Plague
Furnace with
Plague Priest.

SKAVEN SCREAMING BELL/PLAGUE FURNACE99120206010
UK£35† DENMARK350DKR
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MULTI
PART
PLASTIC
KIT



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EURO€26 SWE/NOR250SKR/NKR

SKAVEN RAT OGRES AND GIANT RATS

This set contains 2 multi-part plastic Rat Ogres,
3 Skaven Packmasters and 6 Giant Rats.

MULTI
PART
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EVEN MORE AVAILABLE
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PAGE 118 FOR MORE
INFORMATION.

IN SAURON'S SINISTER SERVICE

Armies of the Free Peoples beware! The armies of Sauron see fresh reinforcements, as Mat Ward dons his best supervillain cape and stabbity knives, and goes in search of evil-doers.

So, here I am again with a whole passel of new warriors and Heroes for the Strategy Battle Game. The profiles on these next few pages cover all the releases from last month and, if I do say so myself, give some very interesting options indeed for Haradrim, Easterling and Mordor forces.

The Haradrim Abrakhân Guard and the Golden King have already wheedled their way into my War of The Ring army, but if I had to pick a particular pair of favourites for the skirmish game from the new arrivals, I'd have to go with the Easterling Dragon Knight and War Priest. Easterling armies have always drawn me like a fly to spiky amber, and these extra characters (in addition to Amdûr, who you'll remember was released earlier in the year) really help

with both the diversity and combat effectiveness of an Easterling horde.

Nevertheless, the Men aren't having it all their own way here in the Studio. Adam Troke (our resident Hobbit-botherer) has been eyeing the brutal Black Guard of Barad-dûr and I'll be very surprised if a few don't elbow their way into his Cirith Ungol army. Similarly, I know that the twin evils of Chris Peach and Nick Bayton are likely to pounce on the two new Nazgûl to lead their own malevolent minions. This is unfortunate, 'cos I want the Betrayer for my Haradrim, so every time we play a game we'll first have to play another game to decide who gets to use the Ringwraith in question. Madness, I tell you.

Anyway, I've wittered on enough, you want to see some rules, I'll be bound...

HARADRIM HEROES

Haradrim Taskmaster (Man)

Points Value: 60

Not all Haradrim march willingly to war – a few need a little encouragement from the whips of their taskmasters.

	F	S	D	A	W	C	M	/	W	/	F
Haradrim Taskmaster	4/-	4	5	2	2	3	2	/	1	/	1

Wargear

A Haradrim Taskmaster wears armour and carries a barbed whip (which counts as a throwing weapon with a Strength of 2 and range of 2"/4cm).

Special Rules

Whips of the Masters. Each time a Taskmaster, or an Evil Hero within 6"/14cm of him, attempts a Heroic action, roll a D6. On a score of 4+, there is no need to expend a point of Might – the action is instead free.

Haradrim Taskmasters can be included in the following armies: Serpent Horde, Harad or Umbar.



THE LORD OF THE RINGS
STRATEGY BATTLE GAME™

The Golden King of Abrakhân (Man)

Points Value: 115

The Haradrim city of Abrakhân sits upon one of the great crossroads of Middle-earth. It is a bloated spider grown fat and wealthy upon a web of trade routes, and the Golden King who rules the city takes his due of the many caravans that ply the roads to and from Khand, Mordor and the corsair city of Umbar.

Unlike other Haradrim Kings, Abrakhân's ruler holds little hatred in his heart for the folk of Gondor, seeing more profit in his illicit trades with the fiefdoms than in open war. Nevertheless, the Golden King fears the Dark Lord as much as any of his peers, and so the Golden Army of Abrâkhan marches to the Pelennor in Sauron's name.



	F	S	D	A	W	C	M / W / F
The Golden King	4/-	4	5	4	4	4	2 / 6 / 2

The Golden King and his bearers are represented by a single model with the combined profile shown above – the component parts cannot be attacked or wounded separately. Once the Golden King is reduced to 0 Wounds (or is otherwise removed as a casualty) remove the entire model from play. Treat the Golden King's control zone as being the area within 1" of either bearer's base.

Wargear

The Golden King carries a two-handed weapon. The Golden King's throne also counts as a banner (although as it does not hinder the Golden King in any way, he does not suffer a -1 penalty for 'carrying' it).

Special Rules

Chop! The Golden King does not suffer the -1 penalty for wielding a two-handed weapon.

Riches Beyond Renown. The lure of money can do much to change a man's allegiance. The Golden King can expend any number of Will points if an enemy Hero takes a Courage test within 12"/28cm. The enemy's Courage is reduced by 1 for every point of Will the Golden King expends. Note that the Golden King can wait for the Courage test dice to be rolled before deciding whether or not to expend his Will.

HARADRIM WARRIORS

Abrakhân Merchant Guard (Man)

Points Value: 8

The tradition of the Merchant Guard goes back to before the days of Jilaad, the original Golden King of Abrakhân. Though they are mercenaries, loyal only to their paymaster, the Golden King pays better than any other Haradrim Chieftain, and so commands the Merchant Guard's complete obedience.



	F	S	D	A	W	C
Abrakhan Guard	4/-	4	4	1	1	3

Wargear

Each Abrakhân Merchant Guard carries a two-handed weapon. Though an Abrakhân Merchant Guard doesn't wear armour, his massive bulk affords additional protection, as included in the profile above.

Special Rules

Chop! Warriors of the Merchant Guard have incredible skill with their massive blades and do not suffer the -1 penalty for wielding a two-handed weapon.

The Golden King and the Abrakhân Merchant Guard can be included in a Serpent Horde or Harad army.



Haradrim Hornblowers

Any Haradrim Warrior can be upgraded to a Hornblower for 20 points. Whilst you have at least one Hornblower on the battlefield, all of your models have a +1 bonus to Courage.



EASTERLING HEROES

Easterling Dragon Knight (Man)

Points Value: 60

Dragon Knights are the epitome of the Easterling warrior castes, whose lives of gruelling training and ceaseless war have honed their martial skills beyond the ken of ordinary men. Their swords flow like quicksilver, shifting from decapitating strike to flawless parry in the blink of an eye.

	F	S	D	A	W	C	M / W / F
Dragon Knight	5/-	4	6	3	2	4	2 / 0 / 0

Wargear

A Dragon Knight wields an array of swords (hand weapon). He wears heavy armour, and his parrying skill affords an extra 'pip' of Defence as included in his profile above.

Special Rules

Shield of Blades. Before he fights, a Dragon Knight can choose to whirl his blades in a defensive pattern. If he does so, he uses the rules for shielding in the ensuing combat.

Combat Stance. Whenever a Dragon Knight is knocked down for any reason, roll a D6 – on a 4+ he keeps his footing and is not knocked down.

Swordbound. Dragon Knights are fighters, not leaders. They may not make Stand Fast! tests and other models cannot benefit from their Heroic actions.



Easterling War Priest (Man)

Points Value: 60

Easterlings worship Sauron with a fanatical passion that surpasses that of even the most ardent Orcs. It is the War Priests that lead this adulation on the battlefield, striking down the foe in the Dark Lord's name, and claiming the wounded for sacrifice when the battle is done.

	F	S	D	A	W	C	M / W / F
War Priest	3/-	3	5	1	2	4	1 / 3 / 1

Wargear

A War Priest carries a battle stave (which can be used as either a spear or a two-handed weapon) and wears heavy armour.

Magical Powers

Fury. Range 6"/14cm. Dice score to use: 3+. This works in the same way as the Fury spell more commonly used by Orc-kind. It affects all Easterlings (yes, including Khamûl the Easterling) within range.

Bladewrath. Range: Self or a friendly Hero within 6"/14cm. Dice score to use: 2+. The War Priest channels his rage, causing a weapon to gleam dark red with molten power. Any blows the chosen model strikes in combat this turn are resolved at Strength 6.



Easterling War Priests and Dragon Knights can be included in an Easterling army.



BLACK GUARD OF BARAD-DÛR

The Black Guard of Barad-dûr are considered the most fearsome of all the Orc breeds to march in Sauron's armies. Not only are the warriors of the Black Guard stronger than ordinary Uruk-hai, they are led by Captains whose loyalty to Sauron renders them almost insensate to fear.

Captain of the Black Guard (Uruk-hai)

Points Value: 60



	F	S	D	A	W	C	M	/	W	/	F
Black Guard Captain	5/-	5	7	2	2	4	2	/	1	/	1

Wargear

A Captain of the Black Guard wears heavy armour. He carries a crude sword (hand weapon) and a shield.

Special Rules

For the Dark Lord! Whilst at least one Ringwraith or Sauron himself is alive and on the battlefield, a Captain of the Black Guard is treated as being Courage 6.

Black Guard Drummer (Uruk-hai)

Points Value: 45



	F	S	D	A	W	C	M	/	W	/	F
Black Guard Drummer	4/-	5	5	1	1	4	0	/	0	/	1

Wargear

A Black Guard Drummer wears heavy armour, and carries heavy drumsticks (hand weapon).

Special Rules

Advance! When the order to press forward is sounded, the Drummer beats out the signal, causing Uruk-hai to quicken their pace. At the start of the Move phase (after any Heroic actions have been called and executed) the Black Guard Drummer can sound the advance. If he does so, all Uruk-hai within 12"/28cm of the Drummer increase their Movement value by 3"/8cm for that turn, though they may not charge.

Black Guard of Barad-dûr (Uruk-hai)

Points Value: 12



	F	S	D	A	W	C
Black Guard	4/-	5	6	1	1	3

Wargear

A Black Guard wields a brutish sword (hand weapon). He wears heavy armour, and carries a shield. Any warrior can be given additional items at the following cost:

Banner30 points

Black Guards of Barad-dûr can be included in a Barad-dûr, Morannon, Cirith Ungol or Dol Guldur army.



ORC HEROES

Kardûsh the Firecaller (Orc)

Orc Shamans are a peculiar breed. They practise a primitive and brutish form of sorcery so distinct from the dread magics of the Nazgûl and the wonders of the Elves as to be unrecognisable as having common roots. The only exception is the magic employed by Kardûsh. The Wise believe Kardûsh of Barad-dûr to have been schooled in more learned sorceries by one of the Nazgûl – doubtless for the Ringwraith's own twisted ends, though the Orc surely remains ignorant of it.



Points Value: 60

	F	S	D	A	W	C	M	/	W	/	F
Kardûsh	3/-	3	4	2	1	3	1	/	3	/	1

Wargear

Kardûsh carries a spear and wears armour.

Special Rules

Heart of Darkness. At the start of any Priority phase (before any dice are rolled) Kardûsh's can drain the life essence from a nearby Orc to replenish his own sorcerous powers. Remove one of your Orc models (within 6"/14cm) of Kardûsh as a casualty. Kardûsh regains D3 Will points (this cannot take his total beyond 3).

Shadow Pawn. At the start of any Priority phase (before any dice are rolled) Kardûsh's controlling player can remove him as a casualty to restore D6 Will to a single Ringwraith within 6"/14cm (this cannot take the Ringwraith's total beyond its starting value).

Magical Powers

Fury. Range 6"/14cm. Dice score to use: 3+.

Flameburst. Range: 6"/14cm. Dice score to use: 3+. Fire leaps from Kardûsh's outstretched palm to strike a nearby foe. The target suffers a Strength 6 hit.

Kardûsh can be included in a Barad-dûr or Minas Morgul army.



A brave company of Warriors of Minas Tirith are ambushed by the Black Guard led by two of the dread Nazgûl.

THE NAZGÛL

The Betrayer (Spirit)

Points value: 120



Cursed long ago for yielding the Southlands to Sauron's rule, the Betrayer is driven by malice and self-hatred that knows no bounds. Of all the Nazgûl, the Betrayer is amongst the lowest of Sauron's lieutenants, for even the Dark Lord is leery of placing faith in one who betrayed his kin so readily.

	F	S	D	A	W	C	M	/	W	/	F
The Betrayer	5/-	4	8	1	1	6	2	/	14	/	2

Wargear

The Betrayer carries an ensorcelled blade (hand weapon). He may be mounted on one of the following at additional cost:

Armoured horse	15 points	Armoured Fell Beast.....	70 points
Fell Beast	50 points	Horned Fell Beast.....	75 points

Special Rules

Terror, The Will of Evil, Harbinger of Evil. See Ringwraith rules for details.

The Bane of Kings. The Betrayer's sword is coated with a virulent poison similar to that used by the Hâsharii. When the Betrayer strikes a model in close combat, but fails to wound, he must re-roll the dice.

Master of Poisons. All models with the 'Poisoned Arrows' and 'Poisoned Blades' special rule within 6"/14cm of the Betrayer must re-roll failed to wound rolls on a 1 or 2, rather than a 1.

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 5+.

Drain Courage. Range 12"/28cm. Dice score to use: 3+.

Sap Will. Range 12"/28cm. Dice score to use: 5+.

Compel. Range 12"/28cm. Dice score to use: 4+.

Transfix. Range 12"/28cm. Dice score to use: 4+.

The Knight of Umbar (Spirit)

Points value: 120



Like all of the Nazgûl, the Knight of Umbar's past is shrouded in mystery, yet, if the rumours pertaining to him hold any truth, he was once one of the great Númenórean kings who ruled the Southlands prior to the days of the Last Alliance.

	F	S	D	A	W	C	M	/	W	/	F
The Knight of Umbar	5/-	4	8	1	1	6	3	/	14	/	2

Wargear

The Knight of Umbar wears the Armour of the Sundered Land and carries an ensorcelled blade (hand weapon). He may be mounted on one of the following at additional cost:

Armoured horse	15 points	Armoured Fell Beast.....	70 points
Fell Beast	50 points	Horned Fell Beast.....	75 points

Armour of the Sundered Land. The Knight of Umbar only loses a point of Will for having been in a fight if he loses that fight (i.e. he doesn't win the roll to see which side strikes blows in the fight).

Special Rules

Terror, The Will of Evil, Harbinger of Evil. See Ringwraith rules for details.

Combat Mimicry. At the start of the Fight phase, the Knight of Umbar may elect to use the Fight, Strength and/or Attack values of his opponent instead of his own. He does not need to adopt all of the statistics; he could, for example, adopt only the Fight value.

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 5+.

Drain Courage. Range 12"/28cm. Dice score to use: 3+.

Sap Will. Range 12"/28cm. Dice score to use: 5+.

Transfix. Range 12"/28cm. Dice score to use: 4+.

Compel. Range 12"/28cm. Dice score to use: 5+.

The Betrayer and the Knight of Umbar can be included in a Nazgûl army.

BLOOD and SAND

◆ Campaigns in the South for The Lord of The Rings ◆



Last month we kicked off our Blood and Sand Campaign. Since then there's been a flurry of gaming as our The Lord of The Rings hobbyists have vied for control of the Southlands. This month, Adam Troke takes a look at how they got on, and introduces three more scenario packs.

To say there have been simmering rivalries over the past few weeks would be putting it mildly, as the forces of Gondor and Harad (and sundry allies on both sides) have clashed upon the sun-baked plains of the south. With our first round of games all played (and in fact, our second round well under way) we thought we'd track how things had gone so far, and give you an idea of how the campaign was unfolding.

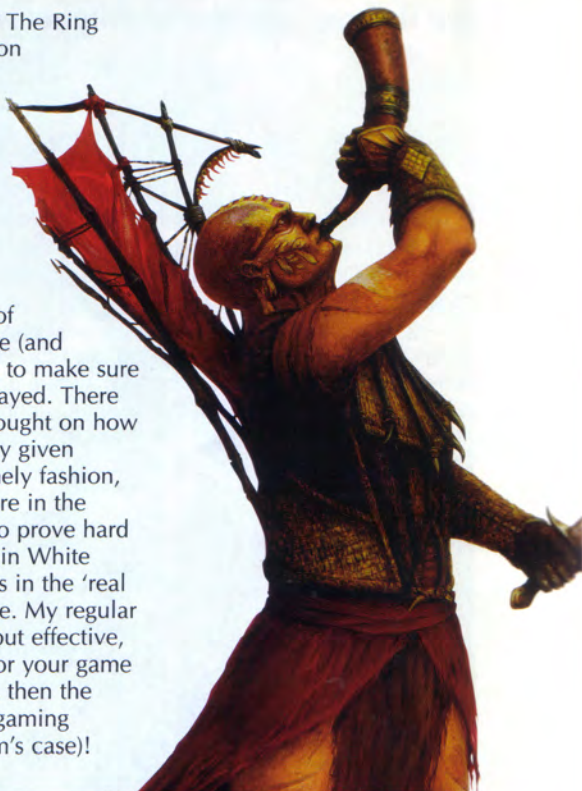
As soon as the scenario packs were issued last month, the two teams divided up to work out whose armies were best suited to the different scenarios. With the players matched against their respective opponents, and scenarios in hand, they headed off to the Studio gaming area to do mortal battle. I say they all split off – we had to excuse Dom Murray from one of his games, since he became a father during the campaign turn (*Congratulations to Dom! – Ed*). This meant that I got to stand in on his behalf and do battle against the nefarious Tom Webster-Deakin!

Over the next few pages we'll look at the outcome of these games (which included what was, without a doubt, the

closest-fought game of War of The Ring I've ever seen), the lowdown on which faction has the most Campaign Points and, of course, the scenarios for the next gaming period.

A Note on Herding Cats

Cat herding is a fair way to describe trying to keep a campaign or league on track. Whenever you've got a gang of players with a shared objective (and busy lives), it can prove tricky to make sure that you all get your games played. There are a number of schools of thought on how best to get all the games in any given campaign turn played in a timely fashion, but the best one I've found here in the Studio is to threaten those who prove hard to pin down with humiliation in White Dwarf. Of course, most groups in the 'real world' don't have that recourse. My regular gaming group uses a simple, but effective, system: if you fail to turn up for your game and play at the arranged time, then the drinks are on you at the next gaming session (and doubly so in Dom's case)!



Adam hands out the scenario packs to the gathered players.

CAMPAIGN TURN ONE

In the first month of gaming we saw each of the participants locked in furious battle, as the war for the South began in earnest. Over the next couple of pages, we'll show you the highlights from the first round of games.

SCENARIO A:

Battle on the Harad Road Duncan versus Mat

Duncan's first outing in White Dwarf (albeit a small one) was a tough challenge as he took on the might of Mat Ward's Haradrim. The skirmish scenario saw Duncan's Knights of Dol Amroth, Clansmen of Lamedon and Rangers of Ithilien do battle with a Mûmakil and a swathe of Haradrim Warriors, led by Mat's beloved Hâsharin. Mat dominated the game from the start, and for a while it looked like he was going to control all five objectives, but a brave counter-attack sent the Mûmak stampeding through Mat's own ranks, sweeping two objectives clear of Haradrim infantry!

The War of The Ring game went much the same way as the skirmish, as Mat dominated the early stages. He had gained three Fates from the previous scenario including two Evil Reputations and a Dark Shrine. Mat's Ringwraith fought a duel against Imrahil, who failed his Terror test because of the Evil Reputation and was killed outright. Although Angbor led the Clansmen of Lamedon in a countercharge it was too late; Mat had won the day.

CAMPAIGN POINTS: Mat: 10, Duncan: 0



Mat's Mûmak is coming through, even if it has to trample some of his own men.



Although Nick's Easterling's were the masters of the field, the Rangers of Gondor had one trick yet to play.

SCENARIO B

The Borders of Karûsh Chris versus Nick

This grudge match saw notorious rivals Nick and Peachy do battle across a board littered with buildings. The skirmish encounter was a sound thrashing as Nick's Black Númenóreans stormed across the rooftops, Nick's allied Troll Chieftain patrolled the Haradrim village as his Black Númenóreans swept Peachy's Gondor Warriors from the field. At the last, Chris controlled a single rooftop, thronged with heavily armoured warriors and archers, but the rest of the board lay firmly in the hands of Nick Bayton.

By contrast the second battle was as close as they come, with the ruined building in the centre of the battlefield changing hands repeatedly throughout the

battle. Chris finally managed to drive Nick's Easterling Warriors from the building, although it cost him all of his Osgiliath Veterans to do it, as Nick scythed them down with a deluge of archery. In the last turn of the game, neither player had any models in the building, and Nick, who had both a Troll and a formation of cavalry nearby, assumed he would be victorious until the remnants of Chris' Rangers snuck into range and claimed the objective from under Nick's nose!

CAMPAIGN POINTS: Chris: 5, Nick: 5

SCENARIO C:

The March on Mogurakh Dom (and Adam) versus Tom

The March on Mogurakh became a bloodbath as Dom and Tom fought for control of the hill in the centre of the board. A hard-bitten scenario gamer, Tom flourished in this scenario, initially driving Dom's men of Gondor from the hill in an impressive frontal assault. Although Dom's force was broken quickly, he managed to grimly hold on throughout the battle, with Boromir finally pressing his way back onto the hill with a wedge of Osgiliath Veterans and Warriors of Minas Tirith. As the game ended, both players were surprised to see that the result was a draw, with each having the same number of models within 6"/14cm of the centre of the board.

In the second scenario, I got to take over for Dom, since he was away taking care of his new family! The

board deployment certainly didn't do Tom any favours (since the previous game was a draw, we got a neutral party to set the board up), and though Amdûr, Lord of Blades was hacking his way through my Heroes at a terrifying rate, I was able to single out and kill Khamûl before turning my full attentions to the rampaging Amdûr. To be fair, I never managed to actually 'stop' the rampaging Easterling Hero, and had to settle for containing him and winning the battle by virtue of having inflicted more casualties elsewhere. Amdûr is certainly a frightening opponent in combat!

CAMPAIGN POINTS: Dom (and Adam): 10, Tom: 3

Boromir and the Osgiliath Veterans fight their way back onto the hill.



CAMPAIGN PROGRESS SO FAR

So, that brings us nicely up to date on the campaign, but there are a few things to point out. The first thing is that I had to soften up a little regarding some of the campaign rules during these games. Players found that they wanted to duplicate Heroes in their forces (everyone wanted Boromir, for example), and while I could have refused them, the point of the campaign is to have fun with our collections of miniatures. We agreed that if you 'bent' the rules and deviated from your original list your opponent would get a free Fortune or Fate worth up to 50 points.

The other thing that cropped up was the draw – Dom and Tom drawing highlighted a flaw in my scoring system. Both players fought so hard that we all agreed both players would score full campaign points in the event of a draw.

Next month we'll see how the gamers get along, and we'll unveil the mega-battle that will pit all six of our players into a massive scenario that will involve storming some custom-built Haradrim defences. Hobby guru Chad Mierzwa is currently up to his armpits building us an impressive stretch of wall, while Duncan's working his painting magic on several new formations that we'll need for the final battle. In the meantime, enjoy the next three scenarios, and tune in next month to see which faction will rise victorious from the blood-soaked sands of the South.



Chad beavers away to create our very own Haradrim city wall.

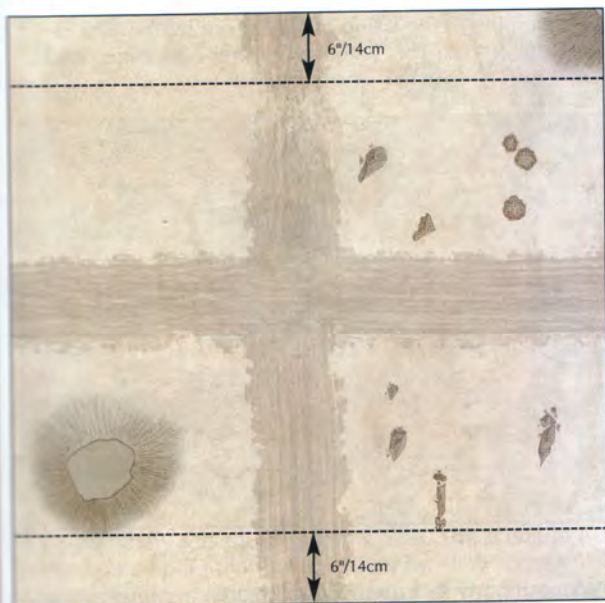
SCENARIO PACK A:

The Crossroads of Abrakhân

North-west of the mighty merchant city of Abrakhân lies the great crossroads where the Harad and Amrûn roads intersect. Whoever controls this juncture will have a dominating position where they can intercept enemy reinforcements heading along either of those two great arteries. So it is that two small vanguard forces arrive at the crossroads, paving the way for the mighty armies that travel in their wake, and in the shadow of Abrakhân, they vie for supremacy.

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 3 campaign points.



Set-up

A neutral party sets up the gaming area. The scenario is played on a board that is 48"/112cm by 48"/112cm. It should ideally have two roads on it, one travelling north to south, the other east to west – these should cross in the centre of the board. In addition, the board should have low hills, rocky outcrops and perhaps a stand or two of desert trees.

Deployment

Players roll a D6 and the highest scorer chooses a board edge and deploys his forces within 6"/14cm of it. His opponent then places his own force within 6"/14cm of the opposite edge.

Ending the Game

The two vanguard forces are seeking to secure the choicest areas of the battlefield for the main army and force the enemy into disarray. The game ends after ten turns. The winner is the player who controls the most of the board.

Special Rule

Dominate the Land: The sole objective of the battle is to secure as much of the battlefield for the advancing armies as possible. The roads divide the board into four areas. A player controls one of these areas if he has more models within it than his opponent. If both players have an equal number in the area, then it is contested.

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 7 campaign points.



Set-up

A neutral party sets up the gaming area, ideally with the road used in the previous encounter still crossing in the centre of the board. The battlefield should be littered with rocky outcroppings, occasional desert trees and other appropriate elements of scenery. The gaming area should be 72" by 48".

Deployment

The game is played using the deployment as described in Shieldwalls on page 79 of the War of The Ring rulebook, representing the two armies closing in on the crossroads.

The player that lost the skirmish scenario must roll a D6 for each of his formations before placing them on the table. If he scores a 1, that formation has been unable to arrive at the battlefield in good time, slowed by the chaos of the retreating vanguard. Instead it must move onto the board from the long board edge in his deployment area, in the Move phase of the second game turn.

Ending the Game

The battle will last for eight turns, or until one side is wiped out or concedes. The scenario uses the Fields of Swords objective: To the Death!



SCENARIO PACK B:

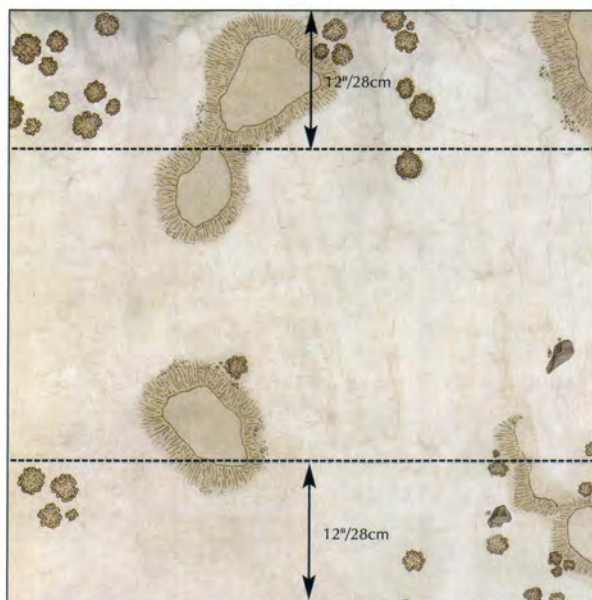
The Valley of Death

There is an area recorded on scant few maps of Harad known simply as Noduran's Cave. It is sited in a rocky, hilly region that lies between Umbar and Baldarum and is the perfect site for an ambush.

As the vanguard elements of each army seek each other out amid the high-sided valleys of the region, the main armies stumble closer towards one another; little knowing they could well be walking into an ambush.

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 2 campaign points.



Set-up

A neutral party sets up the gaming area. The scenario is played on a board that is 48"/112cm by 48"/112cm. It should ideally represent a series of winding valleys with high sides and feature plenty of scatter terrain such as rocky outcrops and low scrub. The neutral player (or both players, by agreement) should then place five small objective markers anywhere on the board, preferably so as to give neither player any specific advantage.

Deployment

Players roll a D6, the highest scorer chooses a board edge and deploys his models within 12"/28cm of it. The other player then places his models within 12"/28cm of the opposite board edge.

Ending the Game

The two vanguard parties are seeking to secure this region, the perfect site for an ambush, so as to catch the enemy army by surprise and crush them in a single decisive battle. The game will last for at least five turns, after which it might suddenly end. At the start of Turn 6 (and each turn thereafter) roll a D6: on the roll of a 1 or 2, the game ends at the end of that turn. Continue in this fashion until the game ends or one side is wiped out.

The winner is the player who controls the most objectives at the end of the game.

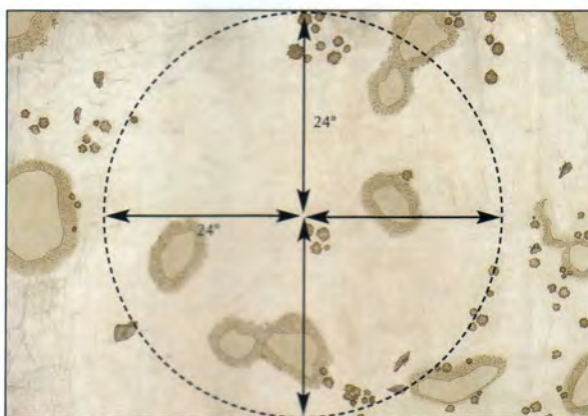
Special Rule

Controlling Objectives: There are five objectives on the battlefield. A player is considered to be in control of an objective if he has more models within 3"/8cm of it than his opponent.

Treacherous Valley: The valley walls are tall and rocky and littered with loose stones and rocks frequently fall down upon the unwary. Any time a model moves within 3"/8cm roll a D6. On the score of a 1 or 2 they have been struck by a falling rock. The model immediately takes a single Strength 8 hit (cavalry models randomise as per shooting).

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 8 campaign points.



Set-up

A neutral party sets up the gaming area, representing a valley much like the one used in the skirmish scenario. The battlefield should be littered with rocky outcroppings and low shrubs. The gaming area should be 72" by 48".

Deployment

The player that lost the skirmish scenario first deploys his army within 24" of the centre of the board (in the event of a draw in the previous scenario, dice off to see who deploys in the centre). The other player may then position his own models anywhere on the board more than 18" from any enemy model. Additionally, the player who lost the skirmish scenario may not benefit from the Ambushers rule.

Ending the Game

The battle lasts for eight turns, or until one side is wiped out or concedes. The scenario uses the Fields of Swords objectives: Kingslayer, Battle Flags and To the Death!



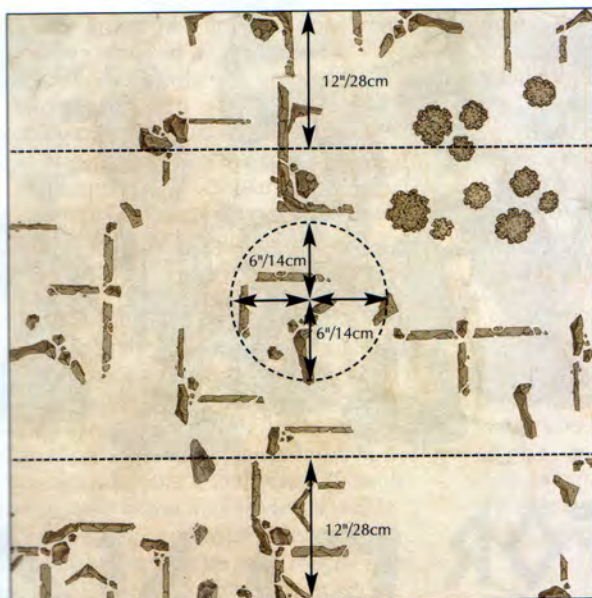
SCENARIO PACK C:

The Ruins of Kârna

Despite Kârna's dark reputation, it presents a tempting target for an army travelling through the region. Who knows what marvels and treasures might remain within the city's ravaged borders?

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 5 campaign points.



Set-up

A neutral party sets up the gaming area. The scenario is played on a board that is 48"/112cm by 48"/112cm. Kârna is a ruined city that has been much overgrown by the surrounding fauna, and so the board should be liberally covered with ruined buildings, rampant foliage and enough terrain to create a tense, claustrophobic scenario. Lastly, the neutral player should position five plunder markers anywhere on the board more than 6"/14cm from any model. The harder these markers are to reach, the better.

Deployment

The forces are deployed along opposite board edges. Players take it in turns (rolling off to see who goes first) deploying their forces within 12"/28cm of a board edge. Finally the Dimlokhi are placed within 6"/14cm of the centre of the board (see below).

Ending the Game

The game will end when one force is reduced to 25% of its starting strength. At this point the winner is the player who controls the most 'plunder markers'.

Special Rule

Plunder Markers: There are five objectives on the battlefield. These are heavy objects as described in the main rules manual. A player controls a plunder marker so long as one of his models is carrying it.

The Dimlokhi: Restless spirits haunt the ruins of Kârna, preying on those who trespass. The Dimlokhi are represented by a Barrow Wight and 8 Army of the Dead. Ideally these are controlled by a neutral player (although, if you don't have one, the player who has Priority controls them on a turn by turn basis). The role of the Dimlokhi is to protect the plunder markers, recapturing them if possible. The Barrow Wight may cast his *Paralyze* power for free (using three dice) against any model carrying a plunder marker.

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 5 campaign points.



Set-up

A neutral party sets up the gaming area, representing the outskirts of Kârna. Ideally there should be plenty of vegetation and some city ruins. The gaming area should be 72" by 48".

Deployment

The game is played using the deployment as described in Maelstrom of Battle on page 80 of the War of The Ring rulebook. The one exception to this is that the player who won the previous scenario (in the event of a draw, roll off) must choose any one of his formations. This formation begins the game within 12" of the centre of the board (see special rules before for more).

Ending the Game

The battle lasts for 8 turns, or until one force is wiped out or surrenders. The scenario uses the Field of Swords: Kingslayer, Battle Flags and To the Death objectives. The player that controls the plunder marker (see below) at the end of the game receives 5 bonus victory points.

Special Rules

Plunder Marker: The plunder starts in the possession of the formation in the centre of the board as the battle begins (see above), and may be passed about in the same way as the prize in the Seize the Prize scenario. Additionally, the unit that possesses the plunder may opt to use it at the start of any Fight phase, in which case it counts as being armed with Morgul Blades. But such an artefact is not used lightly, so the unit also suffers D6 hits at the end of the Fight phase, which count towards casualties caused when determining the victor.



BATTLE FOR THE FANG

Only the truly desperate or insane would ever attempt to invade Fenris and besiege the Fang, one of the Imperium's greatest bastions. Adam Troke stokes up the campfire and recounts two such tales of battle on the Space Wolves' home world.



The Fang is reckoned by many to be the mightiest fortress in the Imperium, save only the ancient defences of Terra. For millennia it has stood inviolate against the worst horrors of the galaxy, proof against any and all attackers. It has been said that only a madman would choose to march upon the savage world of Fenris, and only the truly desperate would make war against its principle defence,

The Fang is the towering citadel of the Space Wolves, a mighty stronghold carved into the flesh of the tallest mountain peak on all of Fenris. The Fang thrusts proudly into the sky, piercing the very heavens with its soaring majesty, and at its peak the war-fleets of the Space Wolves can dock and take on the weapons, munitions and warriors to crush the foes of Mankind.

There is no weakness in the defences of the Fang, no secret flaw that might enable the Space Wolves' foes to lay them low – the machineries within their great fortress are unequalled examples of lost technology, powered by thermal reactors that have operated without fault or failure since the days when Leman Russ strode the stars. Orbital defence lasers, massive weapons that can shatter the greatest starships, stand sentinel against enemies borne amid the stars, concealed from prying eyes deep

within the slopes of the Fang. Turrets sporting battle cannons and heavy bolters guard the great gates, maintaining a watch of constant vigilance on the snow-covered slopes below, sweeping the terrain around the Fang for the enemies of the Chapter.

So it is that the future of the Space Wolves Chapter is secure, for none but the utterly insane or vengeful would dare to make an assault on the Fang – for if the planet's cruel climate and brutal fauna aren't deadly enough, the Fang is garrisoned by the Space Wolves themselves, fiercest and most deadly of all the Adeptus Astartes.

And yet, in spite of all these risks, the enemies of the Space Wolves have tried again and again to storm this great bastion of Imperial might. Each has failed, their efforts utterly crushed at the last. The two most notorious of these treacherous efforts are detailed here.



THE THOUSAND SONS INVADE

During the 32nd Millennium, the Fang faced the sternest test since its creation as Magnus the Red, Primarch of the Thousand Sons, sought vengeance for the ravaging of Prospero during the Horus Heresy.

During the Horus Heresy, Leman Russ, Primarch of the Space Wolves Legion, was charged with bringing Magnus the Red to justice. In an extraordinarily violent and brutal planetary invasion, Leman Russ and his scions drove the Thousand Sons from their home world in a cataclysmic encounter. That battle was immortalised as the Sack of Prospero, a grievous wound to the pride of the Thousand Sons that Magnus long sought to avenge.

His campaign of vengeance began with a number of speculative incursions intended to misdirect and confound the Scions of Fenris. In an effort to divide the Space Wolves and scatter their resources, Magnus and his allies commenced a series of raids upon the worlds near Fenris, each attack bloodier and more brutal than the last. These attacks had the effect of drawing Great Wolf Harek Ironhelm and his warriors away from Fenris and into a protracted hunt that lasted years. Though they wrought many mighty deeds within this time, the Space Wolves never once were able to get to grips with Magnus the Red. Several times Magnus appeared to Harek as a vision, taunting him amongst the ruins of devastated cities, each time leading the Space Wolves further from Fenris, and from Magnus' true goal. A final Warp-dream cast into the mind of the Great Wolf drew the Space Wolves to the Chaos-held world of Gangava, and what Harek Ironhelm believed was a secret Thousand Sons' stronghold – wasting no time, the Space Wolves, supported by the vast majority of the Chapter's strength, launched a full-scale offensive.

This, of course, was Magnus' greatest deception, for Gangava was indeed a stronghold, but garrisoned by Magnus' allies. Though it was strongly held, Magnus and the Thousand Sons were elsewhere. Indeed, as Harek and his warriors hurled themselves against the Chaos forces on Gangava, Magnus and his war-fleet launched their own attack on Fenris.

Defending the Fang against the Thousand Sons Legion and their Chaotic allies was a token force of Space Wolves numbering perhaps a few hundred. Most of the Space Wolves that remained on Fenris were Wolf Scouts caught unawares in the wilderness of Asaheim, and Blood Claws barely raised up from their initiation. The defenders of the Fang realised they faced certain annihilation unless the remainder of their Chapter returned to aid them. In

desperation, the Space Wolves awoke the slumbering form of one of their Chapter's greatest heroes, and so Bjorn the Fell-Handed rose to do battle against the scions of Prospero once again.

For forty days and forty nights Bjorn and his scattered forces held the Thousand Sons at bay, even resorting to luring many of Magnus' warriors into catacombs beneath the Fang itself where they could collapse tunnels upon the foe, and where the ferocity of the Blood Claws in close assault could negate the numerical advantage of the Thousand Sons and their allies.

While Bjorn oversaw the desperate defence of the Fang, a small task force of Scouts, led by the hard-bitten Haakon Blackwing fought their way free of the citadel and took ship to Gangava, bringing word of the siege to Harek Ironbrow and the rest of the Space Wolves.

Overcome with fury and shame, Harek led his forces back to Fenris with all haste and finally brought Magnus to battle on the blood-stained slopes of the Fang. There, Harek and Magnus fought in vicious close combat, and though the Wolf Lord was slain, Magnus too was injured and his warriors were forced to retreat in the face of the vengeful Space Wolves.

HAREK IRONHELM

Harek Ironhelm was the Great Wolf at the time of Magnus the Red's invasion of Fenris in M32. For two hundred years or more Harek led the sons of Fenris in scores of successful campaigns, including crushing the Legions of Rolante and halting Waaagh! Starbiter within the Eurydian Cluster.

Harek's reputation and legend, millennia after his passing, is a mixed one. Though there is great shame in allowing the Space Wolves' most hated foes to tread the snows of Fenris, and lay siege to their fastness, Harek redeemed himself at the last, striking a blow against the vile Primarch of the Thousand Sons that has reverberated throughout the ages.



THE PLAGUE OF UNBELIEF

KYRL GRIMBLOOD

Within the Space Wolves' Hall of Heroes are statues, trophies and relics that honour the triumphs of the greatest champions of the Space Wolves Chapter. Here are commemorated those great warriors whose sagas stand as a record of the Space Wolves' most glorious deeds. Even amongst these most legendary of Space Wolves, Kyril Grimblood holds a place of honour, for it was he and his Great Company that saved Fenris at a time of ultimate peril.

Though Grimblood fought in a thousand or more battles and personally slew countless enemies of Mankind, in delivering the Fang, and by extension all Fenris, from the clutches of Cardinal Bucharis' renegade armies, Kyril restored hope to the floundering Imperium and heralded the end to the tyranny and oppression that had been ravaging the Emperor's domain.



The Spirit Wolf is a badge that is not often chosen by the Wolf Lords, for it is considered a sign of ill-omen by many. Kyril Grimblood is perhaps the most famous Wolf Lord to have chosen it as his sigil. For Kyril, at least, this choice of badge was proven to be not just well-omened, but prophetic. Throughout his tenure as a Wolf Lord, Kyril became renowned for attacking from an unseen quarter, swift and terrifying like a blood-soaked spectre.

In the second quarter of M36 the Plague of Unbelief sundered the Imperium. A by-blow of the Age of Apostasy, the Plague of Unbelief is the name given to the massive uprising created by Cardinal Bucharis, who in a few short years managed to raise a military force powerful enough to utterly destabilise the Imperium. Entire star systems were swiftly absorbed by his wanton greed and brutal conquests as Bucharis sought to redefine the Imperium into a new, cruel regime based around the world of Gathalamor. Soon entire Imperial Guard regiments had thrown their lot in with Bucharis, as well as the Battlefleet Pacificus and countless mercenaries, aliens and degenerates.

The northward expansion of Cardinal Bucharis' pitiless empire quickly brought his fleets into contact with the domain of the Space Wolves. During this time of great upheaval, the Space Wolves had kept themselves aloof from the infighting and treachery infecting the Imperium, preferring instead to defend the systems around their home world. Bucharis' encroachment into the systems around Fenris, however, was all the cause the Space Wolves needed, and soon full-scale war erupted between the Space Wolves and the forces of the renegade Cardinal. A massive invasion fleet soon arrived within the range of Fenris and a fierce space battle broke out. Though the Space Wolves' small picket fleet was grievously outnumbered, they succeeded in crippling many of the renegade vessels before escaping, beginning a hit-and-run campaign against Bucharis' rebel fleet that would last years.

Braving the punishing fire from the Fang's many defence lasers, thousands of troop transports descended on Fenris. Though many were reduced to flaming wreckage, others arrived intact and disgorged troops and vehicles onto the continent of Asaheim. Bucharis' forces cut a bloody swathe across Asaheim, dogged at every turn by the vicious Fenrisian weather, the scout parties of the Space Wolves and even the indigenous population of Fenris. Whole communities were butchered as Bucharis' savage army approached the Fang, villages were razed to the ground and thousands were enslaved. Soon the Fang was surrounded by a sea of traitorous soldiers that stretched off into the horizon.

For all their numbers and brutality, however, the forces of the Apostate Cardinal were small match for the kindled fury of the Space Wolves. Enraged at the treatment of their fellow Fenrisians and the temerity of these renegades at invading their realm, they struck back with all the

savagery they could muster. Wolf Scouts severed lines of communication, assassinating unit leaders with pinpoint attacks, exploding munitions caches and sowing discord amongst the foe. Blood Claws emerged from hidden passageways beneath the Fang, hurling themselves at the traitors in a gore-soaked frenzy. Long Fangs executed careful ambushes, eliminating armoured convoys with heavy weapons fire, and collapsing mountainous valleys onto miles-long convoys of vehicles and enemy reinforcements.

For three years the Cardinal threw his best warriors against the Fang, promising them wealth and glory beyond measure, should they be victorious. For three years the Space Wolves held them at bay, inflicting monstrous casualties every time they repelled an assault.

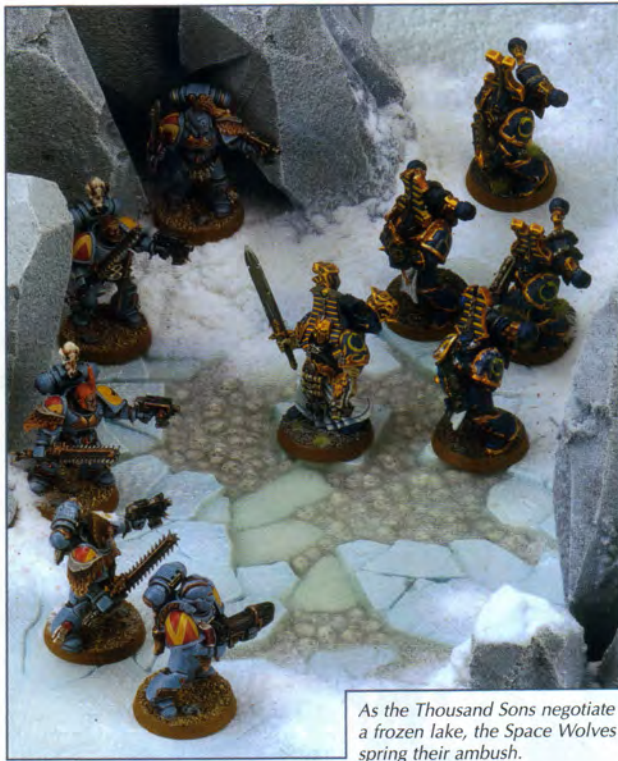
The end of the siege came with the return of Kyril Grimblood and his Great Company who, returning from a Great Hunt within the Eye of Terror, quickly took stock of the situation. His fleet appeared within the Fenris system and immediately engaged the renegade ships there. Trapped between the wrathful forces of Kyril Grimblood and the remnant forces that had dogged them for three years, almost half of Bucharis' fleet was annihilated in one perfectly executed engagement. The survivors fled the system – leaving the soldiers on Fenris to their fate.

Grimblood's initial counter-attack on the surface of Fenris killed tens of thousands of Traitor Guardsmen, hurling them from the mountain passes and driving them back towards the flat plains of Asaheim. Drop Pods disgorged Grey Hunter Packs into the heart of the enemy, while Thunderhawk Gunships deployed Predators and Land Raiders into dominating positions. Grimblood himself plunged into battle alongside the warriors of his elite bodyguard, the Oath Brothers – more than fifty Wolf Guard veterans in Terminator armour who tore the heart out of the traitor's command structure. Retreating and leaderless, the renegades' fate was sealed as giant wolf packs and the vicious climate of Asaheim finished what Grimblood's Great Company had begun.





PLAYING GAMES ON FENRIS



As the Thousand Sons negotiate a frozen lake, the Space Wolves spring their ambush.

Having shared two great tales of heroism and bloodshed that are stained into the history of Fenris, it's highly likely that your appetite for fighting battles upon the ice-blasted home of the Space Wolves has been whetted – who could resist the chance to play games set upon one of the Imperium's most notorious death worlds? On this page you'll find some simple house rules for playing games on Fenris. Obviously you'll need to check with your opponent before you arrange a Fenris battle, but, with prior warning, I'm sure he'll agree. You can always play a game on your opponent's home turf next time, after all.

Fenrisian Storms

Fenris is a notorious death world, considered among the very deadliest of planets in the Imperium. It appears that every aspect of the world conspires to kill those who walk upon it.

Fenrisian storms are unforgiving, as punishing as the most savage ice-storms that can be found in the galaxy. A blizzard can change in an instant from a snowy deluge to a barrage of razor-sharp ice-shards, lacerating the flesh of the unwary and clogging the workings of armour and vehicles.

At the beginning of the game, roll a D6 and consult the Fenrisian Storm table below. Roll again at the start of each game turn, adding +1 to result for each full turn of the game that has passed.

- 1-2 The Storm Abates:** The wind howls and snow smothers the ground. No effect.
- 3-4 Blinding Flurries:** The driving snow obscures all vision. All shooting attacks suffer a 25% penalty to their range, rounding fractions up.
- 5-6 Brutal Winds:** The winds buffet and pummel anyone caught in the open. Non-vehicle units moving in open ground must pass a Strength test or move as though in difficult terrain.
- 7-8 Howling Death:** Moving swiftly during an intense storm such as this can bring death. Models that travel more than 6" in any single phase must take a Dangerous Terrain test.
- 9-10 Ice-storm:** Shards of ice lash the combatants, flaying the unfortunate. Every unit on the table suffers 1 wound/glancing hit on the roll of a 2+, allocated by its controlling player.
- 11+ The Wrath of Fenris:** All of the above effects are in play. In addition, all non-Space Wolves are at -3 Leadership.

EXAMPLE FENRISIAN TERRAIN FEATURES

Here are two examples of special terrain features, which you can use in battles set on Fenris. Why not invent more of your own?

FROZEN LAKES/RIVERS

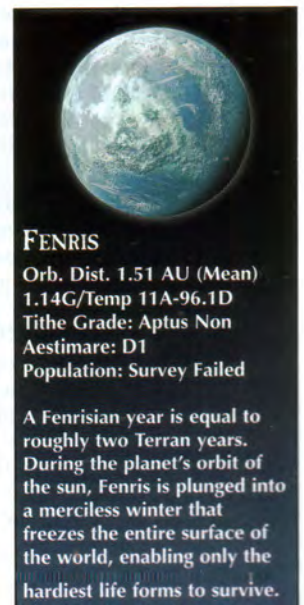
Lakes and rivers freeze solid in the depths of a Fenrisian winter. While the ice is strong, these features are still perilous for any daring to cross it. Any unit or vehicle that stops on a frozen lake or river risks death.

Any model wishing to move over a frozen river or lake must declare how far it wishes to travel. For models with a Wounds characteristic, if the total distance is equal to or greater than the model's armour save, then it must *fail* an armour save or suffer a wound. Models with an Armour Value (not including skimmers, amphibious vehicles and flyers, who are unaffected) that travel over such features must roll over their highest armour value on 4D6 or be removed from play.

ICY CRAGS

Icy crags make for perilous locations, where the unwary can slip and fall to their death in an instant. With great care and attention, a skilled warrior could traverse them unharmed, but in the heat of battle the slightest slip or error of judgement can cost a warrior his life. Should a fighter lose his footing, even for a moment, his foes will surely strike!

When fighting close combats upon icy crags, pay special attention to your dice. Should you roll any 1s when rolling to hit, your warrior has momentarily lost his footing. One enemy model in base contact (chosen by the controlling player) may immediately make an additional attack.



FENRIS

Orb. Dist. 1.51 AU (Mean)
1.14G/Temp 11A-96.1D
Tithie Grade: Apts Non
Aestimare: D1
Population: Survey Failed

A Fenrisian year is equal to roughly two Terran years. During the planet's orbit of the sun, Fenris is plunged into a merciless winter that freezes the entire surface of the world, enabling only the hardest life forms to survive.

THE FENRIS CAMPAIGN

Having delved into the background of two of the most devastating invasions in Fenris' history, we decided to focus on the attack of the Thousand Sons Chaos Space Marines. Such an exciting battle between two ancient enemies really plays to the wonderful history and narrative at the heart of the Space Wolves Chapter.



SCENARIO ONE: LANDFALL

The Thousand Sons and their allies' arrival in orbit of Fenris was almost entirely unexpected, and though the massive defence lasers embedded in the mountainsides of the Fang wrought a bloody toll on the attackers, thousands of Chaos troopers, led by Magnus the Red and his Thousand Sons, had effected landfall. What commenced in these early stages of the invasion were a series of brutal hit and run attacks, orchestrated by the Wolf Scouts present on Fenris. Dour and fierce, these veterans of the Chapter fought desperately against their Chapter's greatest foes in an effort to deplete the enemy's strength and slow the advance of the Thousand Sons, perhaps buying time for their brethren back at the Fang.

Objective: A Bloodied Nose

The Wolf Scouts seek to wreak as much damage on the enemy as possible, before fading away into the swirling snow. At the end of each game turn, calculate how many models each player has lost. If either player has lost half or more of their starting army, the battle ends and the other player wins. If both players are reduced to half their starting numbers in the same turn, the game is a draw.

Size of Game

This is a relatively small game, around 750-1000 points.

Set-up

1. Set up a 4'x4' battlefield. The Thousand Sons player deploys his army anywhere within 9" of the centre of the board.
2. The Space Wolves player deploys his models within 3" of any board edge.
3. Models with the Scouts rule roll to see who moves first as normal.
4. Players roll to determine who gets the first turn.

Game Length

The game lasts six turns, or until the objective is met.

Special Rules

Touched by Lokyar: The Wolf Scouts stand as the first line of defence for the Space Wolves, swiftly reacting to the presence of the Thousand Sons and attempting to cut off their advance. At least half of the models in the Space Wolves army must be Wolf Scouts. Wolf Scouts are considered to be a Troops choice in this scenario.

Cunning of a Wolf: The Space Wolves are outnumbered and scattered across the ice-plains of Asaheim. They must rely on stealth and guile to defeat their many enemies, and as a result the Space Wolves may not select any vehicles in this scenario.



SCENARIO TWO:

BJORN'S STAND

While the Wolf Scouts unleashed the wrath of the Chapter upon the advancing Thousand Sons, the few Iron Priests remaining within the Fang, realising their predicament, awoke the slumbering Bjorn. Shaking off the fugue brought by decades of torpid dormancy, Bjorn the Fell-Handed, who once fought at the side of Lemman Russ, gathered the defenders of the Fang together and outlined his plan of defence.



Bjorn would form the bulwark in the plans of the Space Wolves, for who better than he who stormed through the burning fortifications of Prospero, knew the minds of the Thousand Sons and their daemonic Primarch? Flanked by the awed ranks of Blood Claws and a scant handful of Grey Hunters and Long Fangs, Bjorn the Fell-Handed prepared to halt the maniacal intentions of Magnus the Red once again.

Size of Game

Around 1500-2000 points.

Objective: Hold the Gates!

While the main gates to the Fang are guarded by heavy weapon batteries, some of the smaller portals and sub-fortifications that lead into the citadel are less protected. Bjorn's force must stop the enemy from breaching the gates and gaining access to the Fang. The Thousand Sons win the scenario if they inflict a penetrating hit on the gates (armour value 16), otherwise the Space Wolves win.

Set-up

1. Set up a 4'x4' table, with a suitable representation of the gates at the centre of one board edge. The Space Wolves player then deploys his forces within 12" of that board edge.
2. The Thousand Sons player positions his forces within 12" of the opposite edge.
3. Models with the Scouts special rule make their scouting moves as normal.
4. Players roll off to see who goes first.

Game Length

The game lasts for at least six turns. Begin rolling for the random game length in the manner described on page 90 of the Warhammer 40,000 rulebook.

Special Rules

Defensive Shielding: The arcane technologies that protect the Fang make it almost impervious to missile fire. Shooting attacks directed at the gates from a distance of more than 12" will have no effect on them whatsoever.

Demolition Charges: The Thousand Sons are equipped for the task of breaching the gates. Any model assaulting the gates is considered to be armed with melta bombs, regardless of their other wargear.

SCENARIO THREE:

HAAKON'S MISSION

While Bjorn orchestrated the defence of the Fang, another daring mission fell to Haakon Blackwing, a notoriously cunning Space Wolf. Haakon, choosing an elite band of Wolf Scouts bolstered by a hand-picked force of Blood Claws and Grey Hunters, set off to seize a craft capable of escaping Fenris and bringing aid to the Chapter.

Size of Game

Around 750-1000 points.

Objective: Summon the Wolfpack

Haakon and his chosen men are set to launch a desperate bid to summon aid, breaking through a cordon of Thousand Sons and fleeing in a liberated space craft. The Space Wolves win if, at the end of any game turn, there is a Space Wolves squad on the landing pad.

Set-up

1. Set up a 6'x4' table with a landing pad (the Skyshield Landing Pad is ideal) in the centre. The Thousand Sons player deploys his forces anywhere within 24" of the landing pad.
2. The Space Wolves player places his forces within 12" of their short board edge (he may split his forces between them).
3. Any models with the Scouts special rule may make their moves as normal.
4. Players roll off to determine who goes first.

Game Length

The game lasts for at least 5 turns, as described on page 90 of the Warhammer 40,000 rulebook.

Special Rules

Desperate Raid: The forces involved in this battle are a hastily gathered group of Space Wolves and the rearguard elements of the Thousand Sons invasion. Neither player may select Elite, Fast Attack or Heavy Support choices. In addition, Wolf Scouts are considered to be Troops for the purposes of this scenario. Each side may select only a single HQ choice.

HAREK IRONHELM

When Magnus the Red slew Harek Ironhelm, the Red Giant cast the Great Wolf's broken body down upon the crimson-spattered slopes of the Fang. Where Harek fell there is now a sombre crypt, a shrine to the memory of that noble Wolf Lord who battled the Chapter's gravest foe. Whenever an aspirant Rune Priest undergoes his ordeal of initiation, he must first make a pilgrimage to this mighty edifice and call upon the spirit of Harek Ironhelm. It is said that the spirit of the fallen Great Wolf appears to warn the aspirant against trusting visions granted by Chaos.



Before his elevation to the status of Great Wolf, Harek Ironhelm and his Great Company bore the badge of the Iron Wolf. As the Iron Wolf bore the mountains of Asaheim upon its back, Harek claimed that the honour of the Space Wolves rested upon the shoulders of his Great Company.



Magnus struck him thrice and thrice more, but even these wounds were not enough, and Harek did rise again. Though gore stained the snow and his heart was broken, he faced the giant. Though his beard and hair were ablaze, skin blackened through eldritch flame, he did roar his hate of the Red Witch of Prospero. Once fell his right axe, and the giant did bellow, twice fell its twin and all gathered did stare amazed. Had Harek slain the father of a thousand sorcerers?

Nay, for the Red Giant had sworn the craven oaths of a traitor, and though he was rent and torn, death would not claim him. Claspings mighty Harek by the throat he raised him up, and with a look from his baleful eye he did murder a legend.

A WOLF SCORNE

Haakon Blackwing and his elite force of Wolf Scouts succeeded in breaking through the Thousand Sons cordon and taking ship towards Gangava. During this time, Bjorn and the remaining defenders found themselves increasingly hard pressed as Magnus the Red and the greatest warriors of the Thousand Sons besieged the Fang. Casualties on both sides were horrendous as the Chaos Space Marines hurled themselves at the Fang with relentless fury. For forty days and forty nights Magnus and his warriors sought a breach in the defences of the Fang, but each time the ancient cunning of Bjorn the Fell-Handed countered them. Unseasoned Blood Claws became hardened veterans, carving their own sagas through the ranks of the Thousand Sons, even as the eldritch powers of the Chaos Space Marines flensed the souls of the Space Wolf defenders.

Finally, as even Bjorn's masterful defence began to falter and it looked as though all was lost, dark shapes appeared in the skies, rapidly enlarging to take the shape of Drop Pods and Thunderhawk Gunships, bringing the wrathful Space Wolves of Harek Ironhelm plunging towards the planet's surface. Even as they landed, the Space Wolves mercilessly punished the rear echelons of Magnus' army, slaughtering hundreds of his warriors and thousands of his allies. Within hours the full fury of the Space Wolves Chaper was roaring towards his position, Rhinos and Land Raiders filling the horizon as they approached. Magnus the Red bellowed with savage delight, for though the Siege of the Fang was over, the Battle for Fenris had only just begun – the fate of both the Space Wolves and the Thousand Sons Chapters hung in the balance.



THE BATTLE FOR FENRIS

When Harek Ironhelm led the Space Wolves to the defence of the Fang, he brought with him the unbridled strength of his Chapter. Only on a few occasions have more Space Wolves been assembled for a single battle.

This force represents but a portion of that total force, the vanguard elements who, alongside their Wolf Lord, plunged deep into the Chaos hosts, seeking to slay Magnus the Red.

Wolf Lord Harek Ironhelm 175 pts

Harek Ironhelm was notorious for his close combat prowess.

- Wolf Lord, Terminator armour, Saga of the Bear.

Rune Priest Skalf Halfhand 100 pts

Skalf's role within the Chapter far outlived Lord Harek.

- Rune Priest

The Twice-Blooded 325 pts

Harek's sworn brethren have taken an oath to protect their lord.

- Nine Wolf Guard, three clad in Terminator armour. The squad is armed with an assortment of close combat and ranged weapons and rides in a Land Raider (Old Ironheart).

Old Ironheart 250 pts

Old Ironheart has served with the Chapter for over a millenium.

- Land Raider.

Thorik Crowbane 135 pts

Cut in two during the Battle for Gethrom's Reach, Thorik has since served the Chapter with his battle-lore as a Dreadnought.

- Dreadnought with twin-linked lascannon.

Njarm's Black Striders 255 pts

Njarm's Black Striders are a close band of warriors.

- 10 Grey Hunters with flamer, meltagun, power fist, plasma pistol, wolf standard and Rhino (with extra armour).

Bran One-Eye's Wolfkin 268 pts

Since Bran had half of his face torn away by an Ice Troll, his demeanour has become increasingly dark.

- 9 Grey Hunters with flamer, meltagun, powerfist, plasma pistol, wolf standard and Rhino (with extra armour).
- 1 Wolf Guard with power weapon.

The Bloodbound 210 pts

This pack of Blood Claws fight without the aid of the Wolf Guard.

- 10 Blood Claws, with power fist and Drop Pod.

The Snow Reavers 160 pts

Heavily armed, these Reavers are able to tackle a variety of foes.

- 4 Swiftclaw Bikers with a flamer and power weapon, and one Swiftclaw Attack Bike with multi-melta.

Haakon's Claw 185 pts

It was Haakon who escaped Fenris to bring word to Harek.

- 6 Wolf Scouts with plasma gun. Wolf Guard Battle Leader with wolf claw.

The Wolves of Asaheim Land Raider Armoured Spearhead 800 pts

- A three-strong armoured spearhead, boasting Land Raiders Mjolnir, Fang's Wrath and Wyrmbane.

Vindicator 'Ansvaar' 115 pts

Whirlwind 'Winter's Rage' 85 pts

Bjorn's Defenders

Bjorn the Fell-Handed 270 pts

Most ancient of all Space Wolves, Bjorn is held in unparalleled esteem by all Space Wolves.

- Bjorn the Fell-Handed with assault cannon.

Horgan Steelsoul 85 pts

The duty of waking Bjorn fell to Horgan Steelsoul, a young Iron Priest who has shadowed the noble Bjorn since his awakening.

- Iron Priest with three Thrall-Servitors, one with heavy bolter.

The Wolfings 250 pts

Under the gaze of Bjorn they have waged war with distinction.

- Fifteen Blood Claws with power fist and flamer.

Winter's Shadow 180 pts

The Wolf Scouts did much to keep the Fang from falling to Magnus.

- Ten Wolf Scouts with a plasma pistol and plasma gun.

The White Beards 145 pts

The White Beards have turned the tide of numerous assaults during the forty-day siege of the Fang.

- Six Long Fangs with two heavy bolters, two missile launchers and a lascannon.

TOTAL: 3993 pts

The Battle for Fenris is an Apocalypse scenario, and should follow the force selection rules as explained in the Apocalypse Expansion.

Objectives: Annihilation

Both sides in this battle are fighting for their honour, either to avenge the tragedy of their destroyed home world or to prevent the same fate being enacted on their own planet. Each player has three objectives (see special rules).

Set-up

1. Set up your board in a mutually agreeable manner.
2. The Space Wolves player deploys roughly 25% of his forces within 12" of one board edge. The rest of his army is held in reserve.
3. The Thousand Sons player may deploy his army anywhere on the board.
4. The Space Wolves receive first turn.

Ending the Game

The game ends after an agreed number of turns.

Special Rules

Living Objectives: Bjorn the Fell-Handed, Harek Ironhelm and Magnus the Red (you'll need an impressive model to represent him; you can count him as a Daemon Prince or come up with some special rules of your own) each count as objectives, and are counted towards the objective totals for each side. While they live they are in possession of the controlling player. Should they be slain, leave them in place, they may then be contested as normal.

Strategic Assets: The Space Wolves receive the Careful Planning and Flank March strategic assets. The Thousand Sons receive the Vortex Grenade (held by Magnus, this represents a mammoth psychic attack) and the Supreme Headquarters asset (centred on Magnus the Red).

WARHAMMER 40,000 BATTLEFORCES

Warhammer 40,000 Battleforces are a perfect foundation to start a brand new army or bolster your existing force with reinforcements. Each set is packed with plastic Citadel miniatures ranging from a solid core of troops to more specialist warriors, designed to give you the edge in a war-torn galaxy.



Space Marines

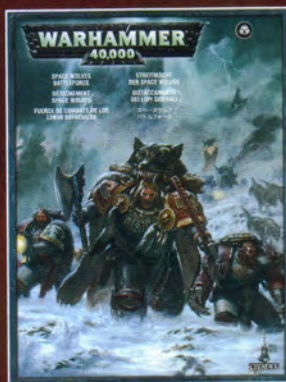
Humanity's mightiest warriors, the Space Marines still uphold their 10,000-year-old oaths to protect the Imperium of Mankind.

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Space Wolves

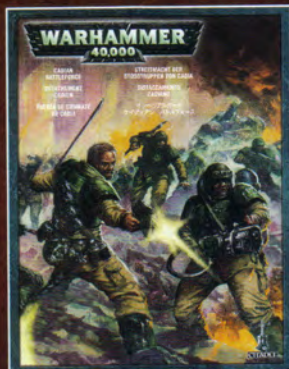
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RETURN TO GRIM-DURAZ



In this month's battle report the foul Skaven and the redoubtable Dwarfs fight for the citadel of Grim-Duraz. Andrew Kenrick introduces the proceedings.

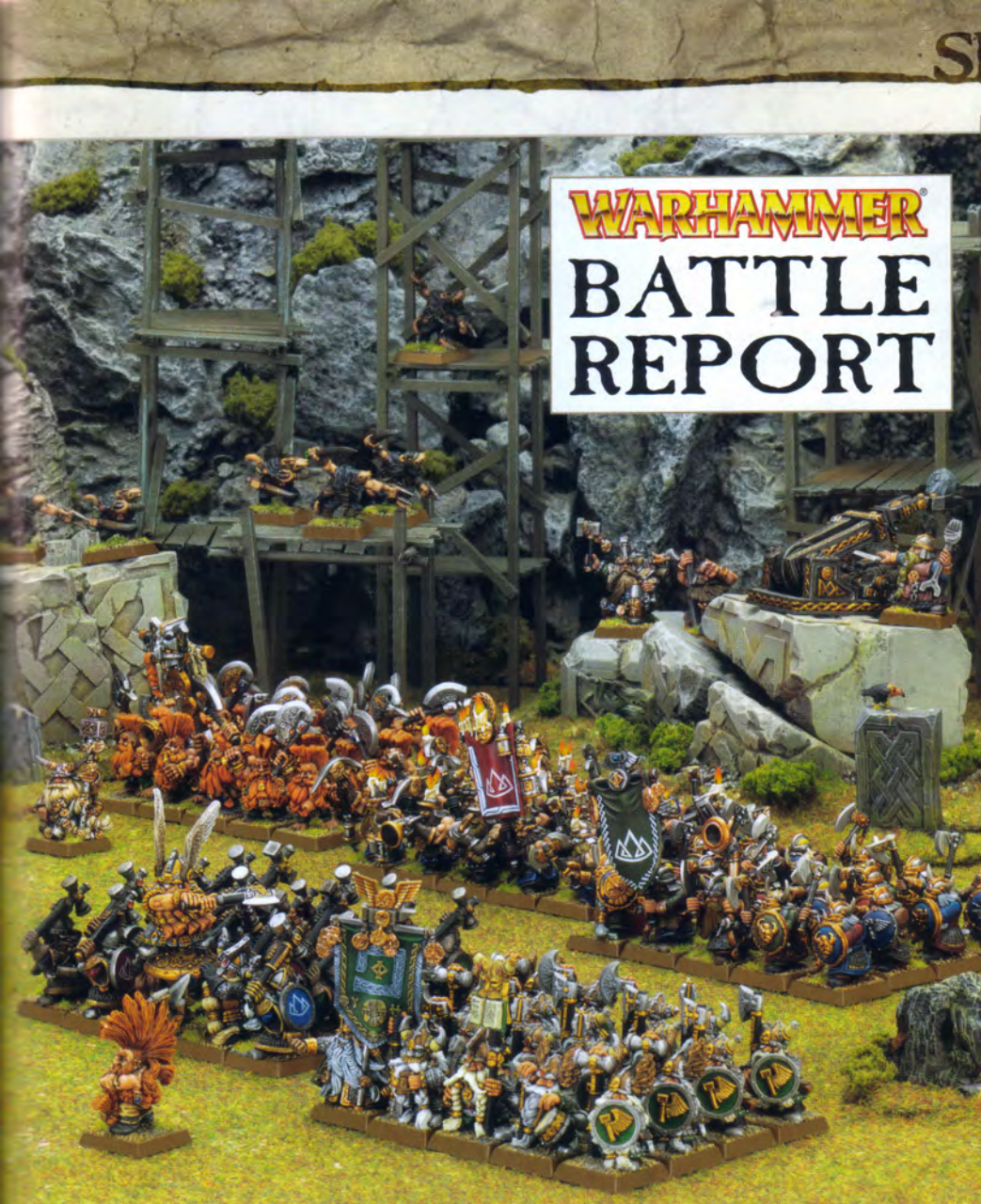
Those of you who have read the Old War Stories series will know that Jeremy Vetock, author of the Skaven army book and general Studio hooligan, has a penchant for narrative games and games-mastered scenarios. So when the Skaven were released, how could we decline his offer to write and GM us a bespoke scenario, pitting Skaven player against Skaven player against the world! But, no sooner had he deposited his new scenario on White Dwarf's doorstep, than Jeremy vanished with a puff of smoke and a melodramatic swirl of his cloak, retreating to Clan Eshin's hidden lair across the seas (or Baltimore, USA, the Council's spies have yet to determine which); which meant that we needed a stand-in GM to actually run the scenario. Enter games developer and all-round dastardly genius, Mat Ward (and my humble self, to balance out his evil tendencies and add reasoned and educated debate to Mat's mad proclamations).

The great thing about games mastering a battle is that it's really no work at all, even though a cunning GM will make it look like it is. But it's not, let me tell you; all you need to do is to lurk on the edges of the battlefield and

occasionally check your notes, making suitable noises ('hmm' or 'aah, I see' will do). Then, at various inconvenient points in the battle, throw a new rule or table into the mix (either one you've already written, or one you've just invented, the players need never know), and be on hand to answer/encourage the crazy schemes the players come up with ('Can my Night Runners clamber up the tower?' or 'How do I stab Andy's troops in the back?'). But, most of the time, all you need do is sit back and enjoy the mayhem that you've been so careful to sow...

...Or, as in this case, the mayhem that Jeremy has sown, for one look at his scenario told us that it wouldn't just pit the Skaven against their age-old nemesis, the Dwarfs, but also against one another. The Skaven players are conspiring to not only win the scenario, but also to be more victorious than their rival general.

All we needed now was a pair of rodent-like players with an inbuilt tendency to argue, and an equally stoic Dwarf Lord. Enter White Dwarf's Andy Hall and Glenn More (both long-time Skaven generals and equally long-time bickerers) and stalwart Studio editor Graham Davey.



WARHAMMER BATTLE REPORT

The Dwarf mine holdings of Grim-Duraz had fallen in just three days. The Skaven assault had been swift, savage, and planned to perfection. The ratmen had simultaneously attacked the front gate on the surface, collapsed the lower mine workings, and penetrated tunnels into the main underhalls. Even the secret exits of the Dwarfs had been discovered and rigged with intricate deathtraps or guarded by deadly ambushes. Whether miner or warrior, the Dwarfs did not know which way to turn – from the poisoned wind attacks or the wave assaults by a living tide of Skaven. In final desperation, the Lord of Grim-Duraz and his bodyguard fought their way out of the front gates and escaped with much loss of life, over the mountain passes. So they finally came to Karak Norn, the largest of the great Dwarf strongholds of the Grey Mountains.

A fierce desire for revenge burns in the heart of any Dwarf, even those slightly wronged. Although the Dwarfs of the Grey Mountains were not rich by Dwarf standards, the copper mines of Grim-Duraz had been lovingly carved out of the living stone over an age. Soon the fiery passions of the refugees enflamed the warriors of Karak Norn, many of whom had also lost relatives to the verminous ratmen over the long centuries of bitter warfare. So a hardened army of Dwarfs, a brotherhood of revenge-seekers, marched out of Karak Norn only a few months after the fall of Grim-Duraz. They would retake the ancient Dwarf mine or die trying.

In the three months since wresting the hold away from the Dwarfs the Skaven had not been idle. Night and day, slaves toiled under the directing lash of Clan Skryre Engineers. Grim-Duraz will form the centre point from which the Skaven could dominate the whole of the Grey Mountains. Already new tunnels were excavated, ornate hallways were gnawed and enlarged, and defences added. When the bearded-things launched their inevitable counter-attack, the Skaven would be ready.

SCENARIO RULES

VICTORY CONDITIONS

The player that controls the Warlock's Tower at the end of Turn 6 is declared the winner of the game.

SCENARIO SPECIAL RULES

The Warlock's Tower: The Warlock Engineers set about turning the captured tower into the housing for all manner of nefarious contraptions. Foremost amongst these is a warp energy generator devised by the furious workings of several Skaven to supply power to the enormous tunnel-excavators working far below, but can be manipulated into an impromptu weapon of sorts. Of course the Clan Skryre Engineers 'disappeared' at the first sign of trouble, so how it works is a mystery. But by throwing different levers *something* will happen... In the Magic phase, after distributing power dice, the owning player must roll 2D6 on the Infernal Chart (see overleaf).

Controlling the Tower: To control the Warlock's Tower a unit must be within 12" of it and closer than any enemy units. Units that are fleeing cannot control the tower. A unit occupying the Warlock's Tower counts as being 'closer' to it than any unit outside.

Skaven Reserves: At the start of each Skaven turn after the first, both Skaven players can roll a D6 for each unit. On a roll of 4+ the unit can enter play from either the main gate or any part of the western table edge within the Skaven deployment zone. The Grey Seer's units can also choose to deploy first, before any from the Warlord's units. Units entering play act like units returning from pursuit – they cannot charge or march, but can move normally. If the way is blocked and there is no room to deploy, the Skaven must wait until there is sufficient space to

deploy. Units that never reach the tabletop are considered to have been ambushed, fallen victims to traps, or been bribed by rivals.

SKAVEN SPECIAL RULES

Rival Objectives: The two Skaven armies are both competing to be top dog. Therefore it is only natural, given the backstabbing nature of Skaven, that a little unfriendly competition takes place. These additional rules should only be known to the player in question.

GREY SEER GLENIKUS

Special Objective: Grey Seer Glenikus must end the game with the tower controlled by Skaven under his command to claim ultimate victory.

Claimed by the Council: If, at the end of the battle, the tower is claimed by the rival Warlord Hallscurry then the Grey Seer can still usurp it in the name of the Council of Thirteen if he is within 12" of the tower. The Warlord must step down and hand all honours to the Grey Seer (who is, of course, allowed to sneer).

The Council Favours ME: Once per game the Grey Seer can choose to 'usurp' a successful reserves roll from the Warlord's forces. Simply say so (pompously) and choose one of your own units to place instead.

WARLORD HALLSCURRY OF CLAN MANGE

Special Objective: Warlord Hallscurry must end the game with the tower controlled by Skaven under his command to claim ultimate victory.

Clan Eshin Favour: Warlord Hallscurry has called in a big favour from Clan Eshin. There is an Assassin hidden in Grey Seer Glenikus' unit that only the Warlord knows about. He can only attack the Grey Seer after the battle is over. If the Grey Seer survives the battle, the Warlord (or any of his surviving clan) can signal the attack. Fight out a single round of combat against the Grey Seer as if he was in a challenge (and the Grey Seer cannot refuse or climb atop the bell – the Assassin is ready for such gambits!).

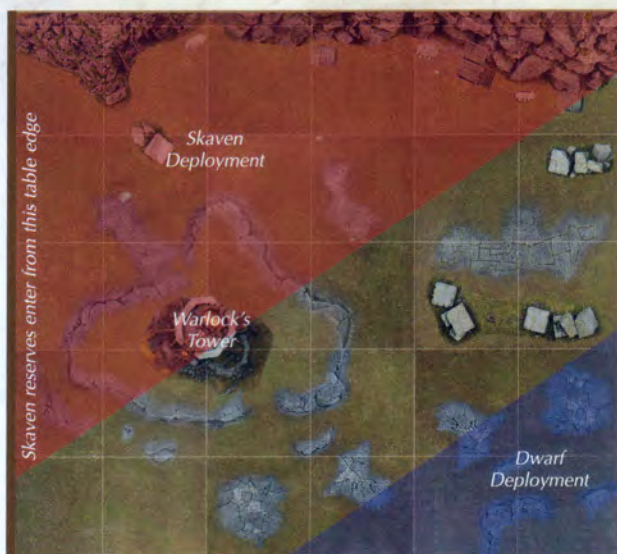
DWARF SPECIAL RULES

Hidden Mine Workings: A secret Dwarf tunnel escaped the ratmen's notice. A single unit of Miners can charge on the turn they arrive (coming in from the table edge, including the mountainous north table edge).

The Grudge of King Forik Ferrus-hammer: Any Dwarf unit can re-roll its Break test as if from a Battle Standard so long as King Forik is still alive. If the unit is within range of the Battle Standard as well it can re-roll a third time!

GAMES MASTER'S NOTES

There would not just be a winner and a loser in this game, but a winner, and two losers! Therefore it falls to each of the Skaven players to make sure that not only the ratmen won and the Dwarfs lost, but also that their force of ratmen won! Naturally, the various hidden objectives and secret rules – not to mention the natural inclination for Skaven players to squabble with even the slightest provocation – will encourage this no end. With the addition of the delayed reserves, the chance for bickering between Skaven fighting for the best deployment spots, and their general mistrust of each other, it is entirely possible that the slow-moving but relentless Dwarf army actually wins the scenario against the more numerous Skaven!



THE INFERNAL CHART

- 2 **Catastrophic Meltdown.** Every unit within 12" takes 3D6 Strength 4 hits with no armour save allowed, distributed as per shooting. Any unit that takes a casualty must immediately take a Panic test. The generator no longer works.
- 3 **Overload.** The unit controlling the tower takes 2D6 Strength 4 hits, distributed as per shooting.
- 4 **Klonk-klonk-klonk.** The machine shudders and several important-looking pieces fall off, but nothing else happens. All remaining rolls on the Infernal Chart suffer -1 to their total.
- 5 **FizzzzzzlePop!** A burst of warp energy escapes the tower. Roll 2D6 and the scatter dice. Measure from the centre of the tower and place the large round template. Any models touched take a Strength 8 hit.
- 6-8 **ZZaark!** 1D6 bolts of Strength 5 warp lightning streak out of the tower, hitting a single unit within line of sight of the controlling player.
- 9-10 **Surge of Power.** The battlefield surges with magical energy. Any dispel attempts this turn suffer a -2 penalty. Dispel Scrolls or Runes of Spellbreaking will only work on a D6 roll of 4+.
- 11 **Even Bigger ZZZaark!** The same as ZZaark! but roll 2D6 instead of 1D6. The Skaven player can add 1 power dice to each Skaven spellcaster within 24" of the tower.
- 12 **Ba-oooGah, Ba-oooGah!** A fountain of magical energy explodes upwards in a geyser. The controlling player can place the large template anywhere within 24" of the tower. Any models touched by the template suffer a single Strength 4 hit with no armour save allowed. Additionally a single Skaven spellcaster within 24" can immediately cast any one spell automatically, counting as rolling irresistible force.

THE GRUDGE OF KING FORIK FERRUS-HAMMER



Graham Davey: I've recently started painting a Dwarf army of my own, but have yet to field them in great numbers, so I am really looking forward to this game to see how 3500 points of

Dwarfs perform on the battlefield. Are they really as tough as their reputation suggests? And can these Movement 3 foot-sloggers actually make it across the table to the objective? I'm going to try out some of the units I'm thinking about adding to my own army too, including a big unit of Hammerers and a Grudge Thrower.

So after talking to some of the many existing Dwarf players in the Studio for a few tips, I set out to put together a

balanced army that would let me try out plenty of different troop types. This includes lots of Core troops, a selection of war machines, Unbreakable Slayers that I can rely on to hold a flank, Miners to tunnel up using the special scenario rules and Hammerers to serve as bodyguards to my mighty Dwarf Lord, who is covered in runes to turn him into a real combat monster. All of this is backed up by a couple of Thanes – one with a Battle Standard – plus a Runelord and a Runesmith to counter any Skaven magic.

My battle plan is pretty simple really. In order to win I have to capture the tower in the middle of the table, so my most powerful unit – the Dwarf Lord and Hammerers – will head straight for it, while the rest of my army will do its best to hold back the Skaven hordes and clear the way.

	King Forik Dwarf Lord Master Rune of Gromril, Rune of Resistance, great weapon with Master Rune of Kragg the Grim, 2 Runes of Cleaving, Shieldbearers.	286 points
	Runelord Master Rune of Balance, Spelleater Rune.	240 points
	Runesmith 2 Runes of Spellbreaking.	120 points
	Thane Rune of Striking, Rune of Resistance, handgun, shield.	112 points
	Thane Battle Standard Bearer, Master Rune of Stromni Redbeard.	190 points
	Dragon Slayer Master Rune of Alaric the Mad.	100 points
	20 Dwarf Warriors Shields, full command.	205 points
	20 Dwarf Warriors Shields, full command.	205 points
	20 Longbeards Shields, full command.	265 points
	10 Thunderers Veteran.	150 points
	10 Thunderers Veteran.	150 points
	10 Quarellers Veteran.	120 points
	18 Hammerers Shields, full command.	264 points
	20 Slayers 1 Giant Slayer, full command.	253 points
	20 Miners Blasting charges, full command, steam drill.	300 points
	Grudge Thrower Rune of Accuracy, Rune of Reloading, Engineer.	130 points
	Cannon Rune of Forging, Rune of Reloading, Engineer.	150 points
	Organ Gun	120 points
	Flame Cannon	140 points
Total:		3500 points

Grey Seer
Shadow Magnet Trinket,
Warpstorm Scroll,
Portents of Verminous
Doom, Screaming Bell.
540 points

Warlock Engineer
Level 2 Wizard.
100 points

Chieftain
Battle Standard Bearer,
shield, Sacred Standard
of the Horned Rat.
142 points

Assassin
Blade of Corruption.
135 points

30 Clanrats
Shields, spears,
full command.
170 points

42 Clanrats
Shields, full command,
Warpfire Thrower.
279 points

22 Giant Rats
3 Packmasters.
90 points

20 Skavenslaves
40 points

3 Rat Ogres
2 Packmasters.
136 points

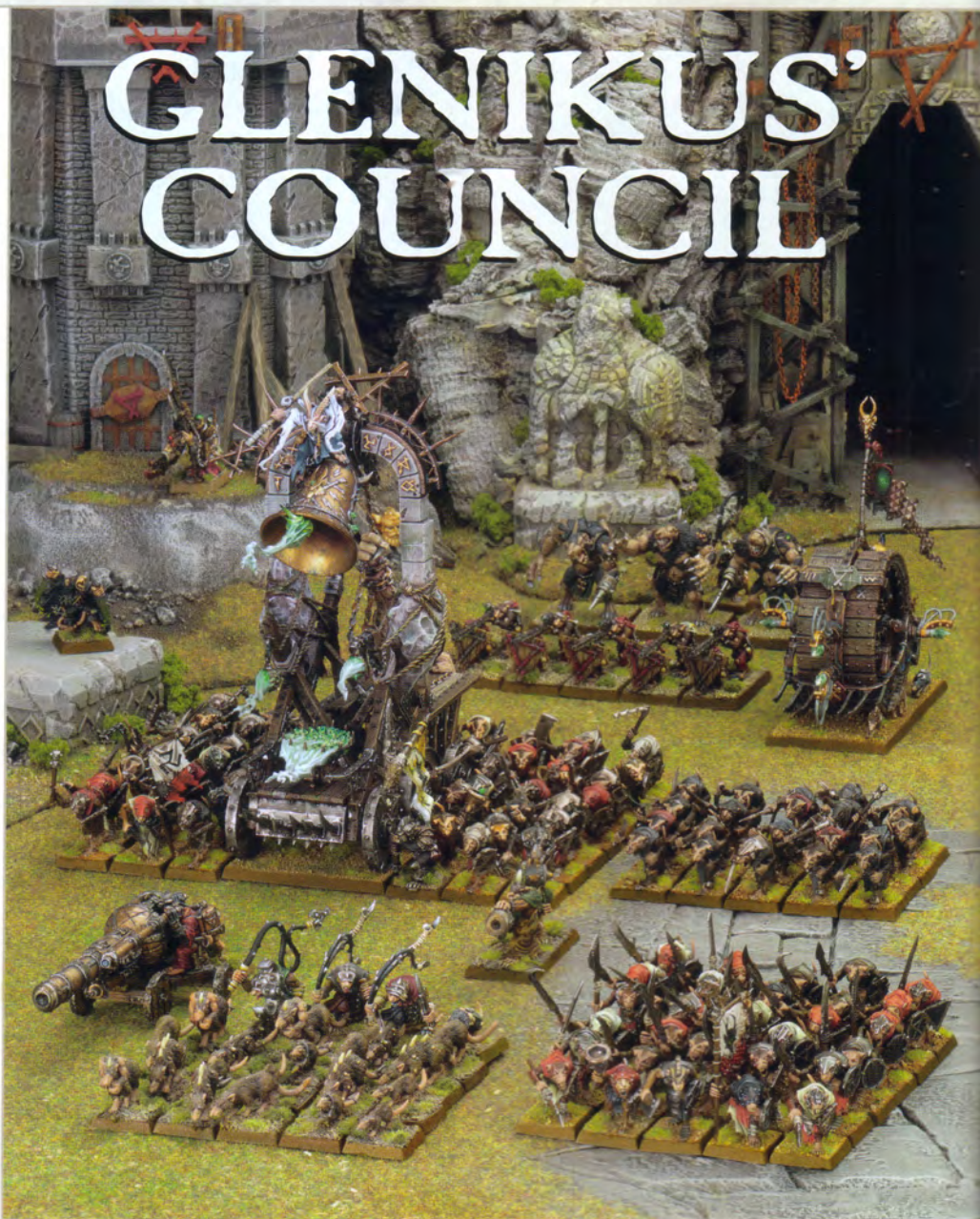
5 Jezzails
100 points

Doomwheel
150 points

Warp Lightning Cannon
90 points

Total: 1992 points

GLENIKUS' COUNCIL



Glenn More: My strategy for conquest is simple but not without a few risks. It's all about making the ultimate regiment, a massive horde of Unbreakable Clanrats, accompanied by a

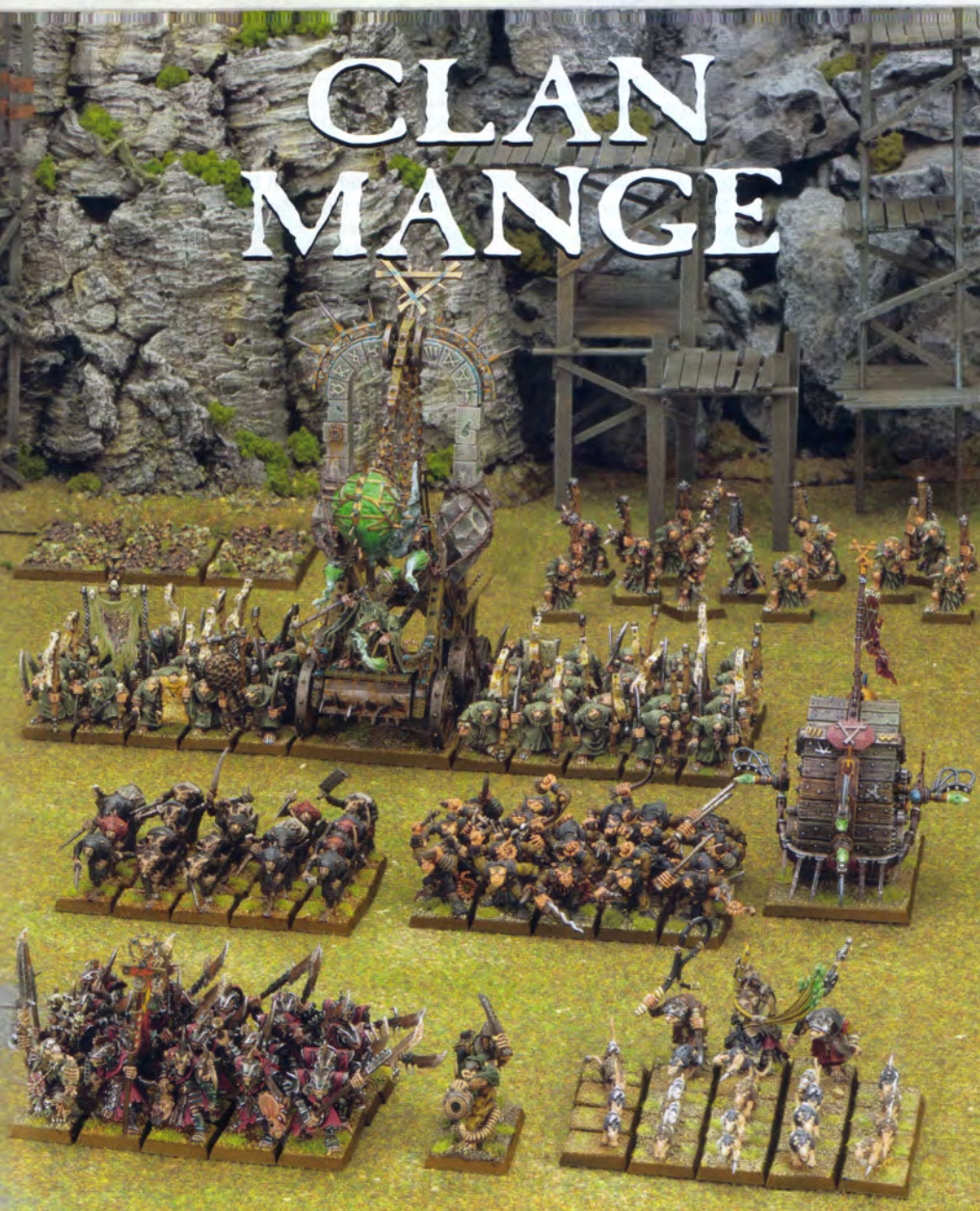
high-level magic user and a giant cursed bell with the potential for untold amounts of carnage. The rest of the force will be relatively cheap, designed to be more of an annoyance for both the Dwarfs and my Skaven rival.

The unstoppable Clanrat unit is very expensive, meaning that I've put all of my eggs in one basket. However, I'm confident it will be all but impossible to destroy, and, as long as I keep it within 12" of the tower,

victory should be easy thanks to the Claimed by the Council scenario rule. Just to make sure things run smoothly and nothing unforeseen happens to my prize unit, the Skavenslaves will be positioned slightly closer to the tower so they can take any and all damage that is caused by Clan Skryre's infernal device.

Andy's unit of Plague Monks is a concern should open warfare happen between the two Skaven factions, so I'll keep my Doomwheel close to that unit and happily let the lightning zap them rather than my own forces. If Andy should bare his yellowed incisors at me about this, then a few more bolts of lightning from my Grey Seer will put him back in his place. Although we need to kill the Dwarfs before we start on each other, that's not always the Skaven way.

CLAN MANGE



	Skaven Warlord Dwarfbane, Shield of Distraction, Rival Hide Talisman.	145 points
	Plague Priest Level 2 Wizard, extra hand weapon, Plague Furnace.	287 points
	Plague Priest Plague Censer.	116 points
	20 Stormvermin Full command, Fangleader with tail weapon, Warfire Thrower.	243 points
	20 Skavenslaves	40 points
	20 Night Runners Night Leader.	148 points
	6 Rat Swarms	150 points
	20 Giant Rats Skweel Gnawtooth, 2 Packmasters.	184 points
	50 Plague Monks Full command, Banner of Scurrying.	385 points
	10 Plague Censer Bearers	160 points
	Doomwheel	150 points
Total:		2008 points



Andy Hall: At last, a chance to teach those Dwarf-things who really rules the caverns and catacombs of the Grey Mountains! Jeremy has obliged by writing a great scenario that will not only have

us face a mortal enemy but let me get one over on fellow Skaven player, Grey Seer Glenikus. And, as every Skaven player will tell you, nothing makes our whiskers twitch more than the chance to increase our standing at the expense of other rat-kin.

With all this in mind I set to work designing an army list that could smash aside the Dwarfs and lead me to victory. I dithered about getting a Vermin Lord as they are an awesome presence on the

battlefield, filling even the doughtiest Dwarf Lord with Terror. However, to fit the scenario I really needed Hallscurry himself on the field of battle and so I went for a Warlord, tooling him up with appropriate weaponry to fight the Dwarfs (at least on paper – and some of his equipment should prove doubly useful against my Skaven rivals). I've armed him with Dwarfbane, which not only gives him +1 Strength, but against Dwarfs allows me to re-roll failed To Wound rolls and is Armour Piercing as well. He was placed in a solid unit of Stormvermin. My other major unit is a 50-strong horde of Plague Monks. These will march towards the Dwarf lines, absorbing any shooting aimed at it and then hitting like a hammer blow with the aid of the Plague Priest atop the dread Plague Furnace. This is going to get nasty!



TREACHERY AND DECEPTION

TURN 1

RAT LINES

A Andy deploys his Night Runners in the Warlock's Tower, hoping that their slings and knives can keep it from both the Dwarfs and Glenn!

B The Grudge Thrower launches a stone at the Plague Furnace but misses, hitting the Plague Censer Bearers instead. Two of the foul Skaven are slain.

C The Dwarf Cannon manages to hit both of the Doomwheels with a single, well-guessed shot by the Engineer.

D The Grey Seer miscasts as he attempts to cast *Scorch* on the unit of Dwarf Warriors, inflicting a wound on himself instead.

E Andy's careening Doomwheel fails to restrain itself, and ends up unleashing a burst of warp lightning at the closest target – Andy's own unit of Plague Monks!

F Glenn's Doomwheel misfires, heading straight towards his own gunline.

G The Warplock Jezzails open fire at the Organ Gun, destroying the accursed war machine.

H The Warp Lightning Cannon overshoots the Trollslayers, exploding amidst the Thunderers. The surviving crew of the Organ Gun are slain as well.

Graham deployed first, concentrating his forces around the hill in the corner of the board, his artillery in prime position at the top. Andy won the dice-off to see which of the Skaven forces deployed next, and the first bickering of the game started soon after, with Glenn squealing that his rival was stealing all the best bits of the deployment zone. Andy staked his claim to the centre of the board, anchoring his battleline around the huge unit of Plague Monks and the Plague Furnace. Glenn deployed his large unit on the extreme right, hoping to roll up Graham's flank, and his artillery behind Andy's left flank, giving him a clear shot at the Dwarfen lines. Andy deployed a unit of Night Runners in the tower, claiming it for Warlord Hallscurry, and all that Glenn could do was deploy a unit of Skavenslaves right next to it.

Surprising everybody, Graham began his turn by advancing with his battleline, beginning the long walk towards the tower. The Longbeards and Warriors faced off against the Plague Monks, whilst the Hammerers and the second unit of Warriors hastened towards the tower, hoping to reach it before the Screaming Bell reached them. As they advanced the Dwarfen artillery provided covering fire. A stone from the Grudge Thrower arced overhead, ploughing into the cloud of fumes surrounding the Plague Censer Bearers, slaying two of the maddened Skaven. The cannon crew took careful aim

NIGHT RUNNERS IN THE TOWER

Andy: I won the roll for deploying first and placed the Night Runners in the tower. I was tempted to put the Stormvermin and Warlord Hallscurry in there, but after studying the Infernal Chart I thought it would be better to have the cheaper and more dispensable unit in control of the tower. The Stormvermin could then enter the board in a more supporting role, heading off any attacks against the tower with a well-timed flank charge. Here's hoping the Night Runners put up a fight.



**“Why did we deploy them in front of the cannon?”
“Because we were too busy squabbling to notice!”**

– Grey Seer Glenikus and Warlord Hallscurry get their squabbling in early.

at the pair of Doomwheels, and their shot was true. The cannonball struck the ground right in front of the closest Doomwheel, before bouncing through both of the contraptions. Each Doomwheel was damaged, but the pilots kept control.

The ratmen's turn began with more bickering amongst the Skaven generals, with Glenn urging Andy to use his Banner of Scurrying to close the Plague Monks with the Dwarf lines. Andy was wary of Glenn's motives, as he didn't want the extra movement to bring him into charge range of the Dwarfs, nor did he want to sustain 2D6 S2 hits. The Skaven line skittered forwards as one, advancing on the Dwarfen lines as a chattering mass.

The Magic phase began with a surge of power from the warp generator atop the tower, sending the Winds of Magic into a flux and interfering with the Runesmiths' attempts to strike their Runes of Spellbreaking. The Screaming Bell was struck, but the first peel of the game was only a result of a 6, allowing all Skaven within 24" to re-roll failed Leadership tests until the end of the turn. The remainder of the Magic phase continued in that desultory vein, with the Grey Seer's *Warp Lightning* failing to wound the Flame Cannon, and his attempt to cast *Scorch* resulted in a miscast, wounding him as the baleful energies coruscated over the surface of the bell. Both Plague Priests failed to cast their spells, so the Runesmiths had no need to recourse to their pool of dispel dice to prevent the paltry Skaven sorcery, this turn at least.

In the Shooting phase, the Skaven unleashed some of their crazier arcane technology. Both Doomwheels were still dangerously close to the Plague Monks,

SNIPER TRAINING

Graham's artillery fire proved to be particularly accurate with its first salvo of the game, prompting the Skaven players to wonder whether the Dwarf Engineer had trained as a sniper. The Dwarf Cannon landed right in front of the first Doomwheel, the bounce taking it through both.



and any lightning discharge risked striking the Clan Pestilens footsoldiers. Andy's Doomwheel attempted to restrain itself from firing, but failed, its lightning striking down three Plague Monks. Glenn had no such compunctions and let rip with his Doomwheel, but cruel irony struck him down for his underhanded ploy and it misfired, the insane contraption careening backwards straight towards the Jezzails.

Heedless of the danger rapidly approaching, the Jezzails let rip at the Organ Gun, hitting it three times and destroying it in a volley of bullets. The Warp Lightning Cannon was unleashed at the Trollslayers, but overshot spectacularly, exploding amidst the Dwarf gunline on the hill. Two Thunderers and two of the Organ Gun's former crew were slain, and the smell of burning fur and beard alike drifted across the battlefield.

RAT-STABBING

Glenn: Andy was quite put out that I had deployed my Doomwheel next to his Plague Monks so when it fired lightning bolts they would earth into them for the first few turns as the closest unit.

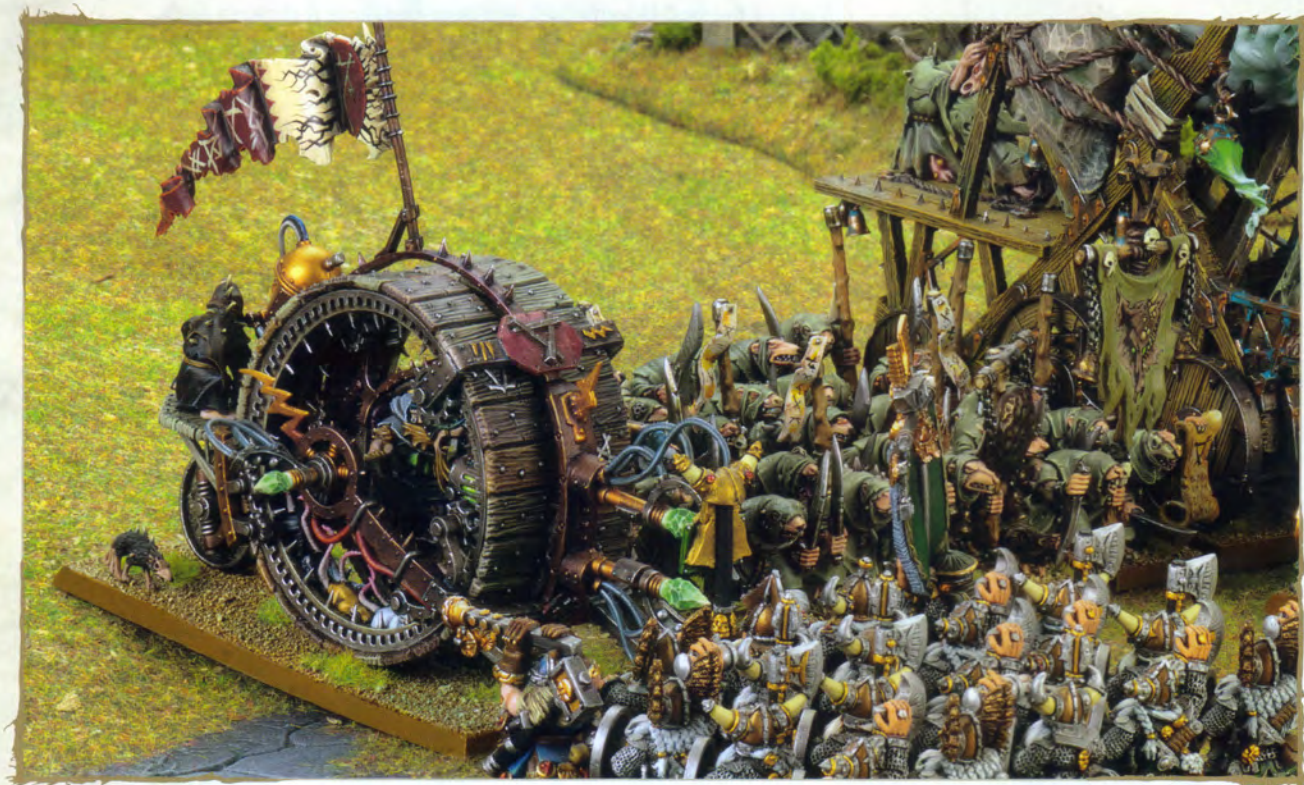
The Shooting phase came and Andy attempted a Leadership test to restrain from unleashing the warp lightning on his own unit. I had no such compulsion and so unleashed the bolts without a moment's guilt!

However, to Andy's unabashed joy, I got a misfire result when rolling for the Strength of the lightning, which sent it out of control and heading in the opposite direction, towards my Jezzails. Maybe the Horned One was trying to tell me that we should be concentrating on the bearded-things instead. Although a quick glance at Andy told me that revenge was already being planned...



FOR WHOM THE (SCREAMING) BELL TOLLS

TURN 2



The Doomwheel careens into the front of the Longbeards, crushing them beneath its giant wheel.

The Dwarf turn began with curses from Graham as the Miners failed to arrive. The Slayers hurled themselves forwards and the Hammerers and Warriors continued their advance towards the tower, but the centre of the Dwarf line not only held firm, but took a couple of steps back from the Plague Furnace.

The Dwarf Shooting phase began with the Organ Gun missing its target, but the Flame Cannon was more accurate, hitting

the large Clanrat unit. The Warlock Engineer in the unit quickly scampered out of the way, pushing a hapless Skaven into the flames in his haste to avoid danger – not so much ‘Look Out Sir!’ as ‘Get Out of My Way!’ Three Skaven Clanrats were incinerated in the blast. Elsewhere the Dwarf Engineer couldn’t repeat the trick from last turn, the cannonball bouncing just short of the Doomwheel. Most of the rest of the Dwarf gunline opened fire at the Doomwheel too, but either failed to hit or wound it. The second unit of Thunderers took aim at the Plague Furnace, managing to wound the construct once, yet it continued to creak inexorably onwards.

In stark contrast to the Dwarf reserves, almost all of the Skaven reinforcements swarmed out of the tunnels at the start of the turn. The only unit that failed to turn up was Greyseer Glenikus’ unit of Clanrats with spears, but Glenikus squeaked loudly and proudly and usurped Hallscurry’s Stormvermin, forcing both the elite Skaven and the Warlord himself to wait. The Skaven rolled forwards across the battlefield, Andy’s Doomwheel slamming into the front of the Longbeards, whilst the frothing Plague Censer Bearers hurled themselves at the Trollslayers.

The Magic phase began somewhat underwhelmingly, the warp generator emitting a loud ‘klunk klunk klunk’ and a

PRAT-STABBING

Andy: We still had the small matter of Graham’s Dwarfs to destroy before we could turn on each other and so some insincere platitudes were needed to calm the Skaven alliance and stop internecine war breaking out too early. Even so, I was still smarting from Glenikus’ cheap-shot attack with his Doomwheel, despite it back-firing.

The Screaming Bell then rang out and caused the tower to unleash D6 bolts of warp lightning. This presented a perfect opportunity to get my own back. Yes, I could have sent it the Dwarfs’ way, but the spite in me was too great so I targeted Glenn’s Doomwheel. This way I could get my revenge but blame it on an accident (actually caused by Glenn’s Screaming Bell) and not openly jeopardise the alliance.



cloud of steam, but little else. A moment later, however, the Screaming Bell emitted a deafening peel as Glenn rolled a double 6. All war machines on the table suffered a hit, and the Flame Cannon was destroyed. In addition, every building within 18" of the bell – including the tower – would be destroyed on a roll of a 5+, which Glenn duly rolled. However, we decided that it would be more fun for the Screaming Bell's unholy utterings to have another effect on the tower, triggering a further roll on the table. Andy rolled again, and this time the generator sputtered violently into life with a loud 'zzaark!' Looking to exact revenge upon Glennikus' overeager attempts to kill his ally's men, Hallscurry directed the lightning against the Doomwheel, but if anything the electricity seemed to empower the infernal contraption. The hapless Night Runners skulking in the tower were less fortunate, and six were crushed by the masonry crumbling all around them.

To make matters worse, the Plague Priest atop the Plague Furnace then miscast whilst attempting to cast *Cloud of Corruption*, inflicting a wound to every model in base contact – unfortunately, the Plague Furnace has a rather large base, and ten Plague Monks died to the magical backlash. After this (self) destructive start to the Magic phase, it was all the Skaven spellcasters could do to cast another spell, let alone inflict any damage to the enemy. So much for the supposedly fearsome Skaven magic – at the hands of Glenikus

and Hallscurry it had inflicted more harm than good. Clearly the Horned Rat was displeased with these two servants.

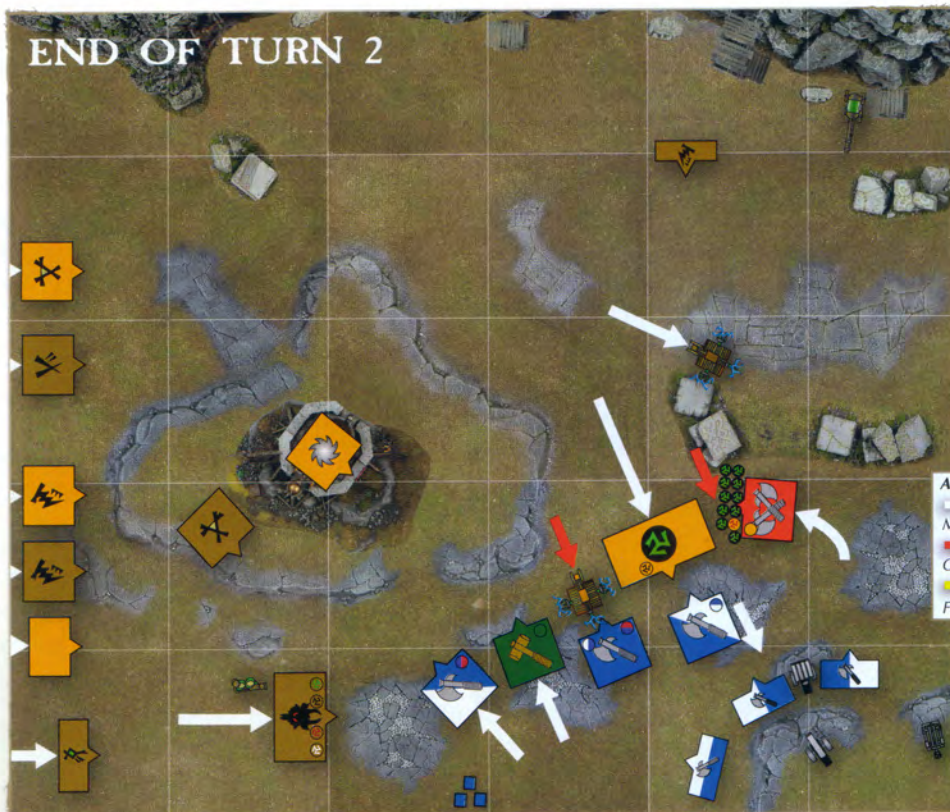
Whether he had learned his lesson from last turn, or whether he didn't fancy shooting at his Jezzails, Glenn restrained his Doomwheel from shooting this turn. Andy's Doomwheel, engaged with the Longbeards, unleashed the full power of its lightning, killing two. The Plague Monks swung their giant censer out towards the nearest unit of Warriors, the clouds of choking fumes hitting fifteen and killing seven Dwarfs. Glenn's shooting had similar, if more modest, success, the Jezzails killing one of the Handgunners, and his Warp Lightning Cannon killing a Thunderer and the Dwarf Cannon. Thanks to the Skaven bombardments, the Dwarf artillery was now looking heavily depleted.

In the thick of the Dwarfen lines, the impact of the Doomwheel slew two Longbeards, and the twelve attacks from the swarms of rats that provided it with motive power managed to kill another two Dwarfs. The Doomwheel lost the combat to the sturdy unit, but stayed put.

Elsewhere the Plague Censer Bearers' fumes were proving almost as dangerous to the Skaven as to the Dwarfs, with two of the plagued ones succumbing to their own vapours, whilst three Trollslayers found an inglorious end to the foul stench. Four more Trollslayers died beneath the frenzied Skaven's flails, and the frothing Plague Priest cut the Dragonslayer down in a furious challenge.

THE CM SQUEAKS

Andrew: This turn began with some prize bickering, with Glenn usurping one of Andy's reserve rolls for his own. You could hear the squeals of indignation all the way across the Studio! When Glenn rolled the deafening peels result for the Screaming Bell, there was a real risk that it would destroy the objective for the game, the Warlock's Tower. We'd had a chat about this happening before the game, and all agreed that for such a great centrepiece to be destroyed so early in the game would be a bit of a letdown (especially when it has the potential to wreak such havoc!). So instead we said that any result that destroyed a building would instead trigger a roll on the Infernal Chart, as the resonations interfered with the device. If the bell threatened to destroy the tower a second time, then the tower would finally collapse and be destroyed.



THE CHITTERING HORDES DESCEND

TURN 3

With a rumble of collapsing earthworks, the Dwarf Miners emerged behind the Skaven battlelines and charged straight into combat with the Warp Lightning Cannon. The hapless Skaven crew had little choice but to face the mattock-wielding Dwarfs. The rest of the Dwarfs held off charging, giving themselves one final turn of shooting the Plague Furnace before it crashed into their lines. The Hammerers continued their march towards the tower, closing on the key objective.

**“I want to move there!”
“Well you can’t, my models are there!”**

– the Skaven plan continues apace

In the Shooting phase the Grudge Thrower unleashed another rune-inscribed stone into the air, this time pitching it at the Screaming Bell. The rock clattered off the bell, damaging the bell and slaying two Clanrats. The Grey Seer scarpered behind the bell and was unharmed. Fortunately for all concerned, Glenn made his ward save for the bell – had he failed, the Strength of the stone was high enough to ring the Screaming Bell, potentially proving devastating to either side!

Every Dwarf who could then opened fire at the Plague Furnace. Six shots hit, wounding both the Plague Furnace itself and the Plague Priest riding atop it. Whilst the Plague Furnace was sturdy enough to

survive the blows, the Plague Priest was not so lucky and tumbled from the top, stuck full of quarrels.

In combat the Doomwheel managed to kill another Longbeard, but this time failed its Break test and fled. The Dwarfs restrained, readying themselves to charge into the flank of the Plague Monks next turn. Another Trollslayer succumbed to poisonous fumes, and the strikes from the Plague Censer Bearers and Plague Priest claimed another six Dwarfs. So far, the ratmen had denied the Slayers any chance to strike back! Elsewhere the Miners destroyed the Warp Lightning Cannon.

The last of the Skaven arrived, with Warlord Hallscurry deigning to make an appearance on the battlefield at last, to make sure the Skaven victory was all going to plan. At the same time as he arrived, the Skaven line charged into combat. The Clanrats pushed the Screaming Bell into a unit of Dwarf Warriors guarding the Dwarf flank, whilst the Plague Furnace and the Plague Monks thundered into the centre of the Dwarf battleline. Andy’s Doomwheel rallied, whilst Glenn’s Doomwheel continued to move around the left flank.

The highlight of the turn was when the Skaven generals almost came to blows in real life! Distracting Andy, Glenn leapt to the other side of the board and moved his Giant Rats and Clanrats in such a way that Andy’s own Giant Rats were blocked from reaching the tower. The wily Grey Seer now had it surrounded with his own rats!

Sparked back into life by the dread tolling of the bell last turn, with a ‘zzaark!’ sound the warp generator discharged three

Clearing away the debris that concealed their hidden mine entrance, the Miners charge into the open, their eyes fixed firmly on the Skaven gunline.



blazing bolts of lightning that earthed through the nearby Hammerers unit. Two of the King's Bodyguard fell to the blast. The Screaming Bell tolled once more, a *Scorch* spell began to be cast by its sonorous droning. The Dwarf Runelord cast his runes, however, and the magic dissipated. Spurred on by the sound of the bells growing ever-louder, the Grey Seer attempted to cast the most potent of spells – the *Dread Thirteenth Spell* – but his concentration was broken as the bell lurched into combat and the spell failed.

No sooner had it turned from its flight, than Andy's Doomwheel misfired, wounding itself four times. Glenn's Doomwheel, trundling dangerously close to the Skaven lines, restrained itself again.

The Close Combat phase began with a surprise for the Dwarf Runelord engaged against the giant unit of Clanrats, as a Skaven Assassin appeared right in front of him, attempting to slice him in two. Unfortunately for the Skaven, the Runelord was a tough old Dwarf and remained unperturbed (and unharmed), wounding the Assassin back with his runestaff.

The impact of the Screaming Bell wreaked more havoc, crushing four Dwarfs beneath the impact of its iron-shod wheels. The Battle Standard Bearer and the Rat Ogre ringing the bell proved less effective, missing the Dwarfs in front of them, but the Dwarfs failed to wound in return. The Dwarfs lost the combat and broke, but the re-roll granted them by the King's ancestral grudge meant they stayed put.

At the opposite end of the battleline, the Plague Furnace collided with the Dwarfs, rusting metal and rotten woodwork threatening to give way as the Plague

RAT-STABBING

Glenn: After stopping Andy from bringing on Hallscurry last turn I knew he was keener than ever to get the Stormvermin into prime position. Just before the Skaven Movement phase started I blocked Andy's route to that side of the gaming table with some chairs, allowing me to move my units first. As Andy desperately climbed over the furniture I was busy putting my regiments in the best positions. This game was literally getting physical! Even when Andy made it to the table a cunning use of my elbow prevented him getting Skweel Gnawtooth and his mutated rats down in the desired area – infuriating him further!



Monks heaved it into position. Two Dwarf Warriors died to the combination of impact hits and choking fumes, although the Plague Monks themselves proved unable to wound the beardedlings. The Thane struck back at the furnace, wounding the infernal device. As the Dwarfs breathed a sigh of relief that the impact was over, the Plague Monks gave the signal and let go of the chains holding the giant censer in place, the huge ball of rusted iron crashed down, killing another Dwarf. The Dwarfs threatened to flee, but the Grudge of King Forik kept them standing firm.

Only a single Slayer fell to the Plague Censer Bearers and the Plague Priest missed with all of his attacks. The Trollslayers, itching for an opportunity to strike back, cut three of the Pestilent Monks into pieces. All across the battlefield the impact of the Skaven charge faltered in the face of Dwarf stubbornness.

ASSASSIN!

With an 'a-ha!' and a swish of his cloak, Glenn's Skaven Assassin revealed himself in the midst of the Clanrat unit, leaping upon the Runelord and attempting to gouge out the Dwarf's eyes. Skaven Assassins are bought as Heroes, and can be deployed secretly into any Skaven infantry unit, revealing themselves at any point. With *Always Strikes First* and a WS of 8, not to mention the ability to be toolled up with both magic items and Clan Eshin's various artefacts of death, a well-placed Assassin (or three) should be enough to deal with most enemy characters. Although, as Glenn proved, no amount of Clan Eshin trickery or deception can compensate for rubbish dice-rolling!



A HAMMERING AT THE GATES

TURN 4

RAT LINES

A The Hammerers charge into combat with the Night Runners in the Warlock's Tower, sending them fleeing.

B The Miners charge the Jezzail teams, who flee in the opposite direction.

C A rock from the Grudge Thrower hits Skweel's unit, slaying a Packmaster and five Giant Rats.

D The Thunderers fire at both of the Doomwheels, wounding Glenn's and destroying Andy's.

E The Plague Furnace's giant censer is dropped on the Dwarfs, crushing four of them.

F The Giantslayer issues a challenge to the Plague Priest, but neither manage to wound the other.

Those Dwarfs who had yet to be engaged in melee hefted their axes and threw themselves forwards to support their stalwart comrades, the King leading the Hammerers against the gates of the tower itself, whilst the Longbeards charged into the flank of the Plague Monks. Even the Flame Cannon crew, bereft of their beloved war machine and eager for vengeance, joined in, charging the large unit of Clanrats. The Miners continued to roll up the Skaven gunline, the Jezzails fleeing in panic rather than face the angry Dwarfs.

In combat the Assassin stabbed at the Runelord once more with his Blade of Corruption, the weeping blade doubling the single wound caused to two. The Battle Standard Bearer and the Rat Ogre slew two more Dwarfs, but all the Dwarfs could do back was wound the Skaven Battle Standard Bearer. The Dwarfs could not stand against the tide of Skaven and fled, the Skaven running them down.

The Longbeards waded into the fight with the Plague Monks, axes swinging back and forth, slaying three of the vermin. The Plague Monks did little back, although the vapours from the Plague Furnace killed a Dwarf and the giant censer slayed a further four. The Dwarfs won the melee, but the Plague Monks are Unbreakable.

King Forik battered on the door of the tower, his Hammerers taking the fight to the Night Runners in the Dwarf-hewn corridors. In such confines, where the weight of numbers mattered not, the Hammerers easily defeated the Skaven, who turned tail and fled.

In the Skaven turn, the Jezzail Teams and the Night Runners managed to rally, turning back to the battlefield with their tails between their legs. Both Warfire Throwers angled themselves for a shot at the tower, whilst the Doomwheel rolled into the Trollslayers, hoping to destroy the last of the orange-haired beardslings.



An unholy wall of sound began to emanate from the Screaming Bell, granting any units in range with a bonus attack. Both the Grey Seer and the Warlock Engineer successfully cast spells – *Death Frenzy* and *Howling Warpgale* respectively – but both were swiftly dispelled by the Runesmith. Glenn tried to convince Graham that letting *Death Frenzy* through would hurt Andy more than it would Glenn (*Death Frenzy* inflicts wounds on a friendly unit, but grants them *Frenzy*), but Graham remained unconvinced of the Skaven player's sincerity.

The Shooting phase was marked only by the detonation of Andy's Warfire Thrower, and the Doomwheel killing the Trollslayers by zapping both a Giant Slayer and a Plague Censer Bearer. Combat was a distinctly bloodier affair, with another two Plague Monks and Dwarfs dying to the Plague Furnace's foul gases. Despite fourteen hits on the Longbeards and Warriors, none managed to get through the Dwarfs' armour, the Dwarfs slaying three in return. The combat ended in a draw and crawled on for another turn.

BRING FORTH THE WARPFIRE!

As the Hammerers prepared to defend the tower, the Skaven brought forth a pair of Warfire Throwers! These foul devices hurl a gout of warpstone-tainted flaming pitch at the enemy, inflicting a S5 hit on any model their template hits. They're equally effective against the occupants of buildings too, inflicting D6 hits on any unit inside when burning pitch pours through the windows. Unfortunately, Glenikus' device killed a single hapless Hammerer, and Hallscurry's Warfire Thrower was assembled incorrectly, setting fire to the fuel tank. The Skaven ran in a random direction – straight towards Warlord Hallscurry himself! Seven of his Stormvermin bodyguards perished in the flames. Words would be had with Clan Skryre...



RATS LEAVING A SINKING SHIP

With an almighty battlercry of 'Grim-Duraz!' the Dwarf King and his bodyguard fought clear of the Skaven lines and charged the Night Runners who had claimed the tower for Warlord Hallscurry. The Night Runners peered out nervously, unsure whether they could (or wanted to) hold firm against the elite Dwarfs pounding at the gate. Sure enough, the musk of fear was quickly sprayed as the Hammerers battered down the doors and killed seven of the Night Runners – the narrow corridors proved to be too confined for the nimble Skaven to dodge out of the way – the surviving Clan Eshin fighters scrambling out of the windows to escape, like rats leaving a sinking... err, tower? (I'm not sure this analogy holds water... – Ed)



DIE DIE BEARDED-THINGS!

TURN 5

NUMBER 13

Skaven magic is divided into two lores of six, but there is a fabled thirteenth spell known only to the most powerful of seers, a spell so potent that it has no name. It is the *Dread Thirteenth Spell*, and it has the highest casting level in the game (25+). The reason for this is the effect of the spell, causing 4D6 wounds to an infantry unit within 24". If the number rolled is higher than the number of models in the unit, then the unit is instead replaced with a unit of Clanrats. With such a high casting value, it's no surprise that Glenn failed to cast it during the battle – it could have been a game winner if he had.

The Plague Monks and the Plague Furnace prove to be nigh-on indestructible, holding firm against everything the Dwarfs could throw at them.

Whilst the frontlines remained a mire of Clanrats fighting Clansmen, the Skaven rear had been thoroughly routed by the appearance of the Dwarf Miners. The mighty Dwarfs charged the Warplock Jezzails again, once more sending them fleeing in panic back towards the mine entrance, their long-rifles dragged behind.

The Grudge Thrower – the lone surviving artillery piece – hurled a rock at the Skavenslaves lurking near the tower, slaying nine and sending them scurrying for their burrows. The Thunderers opened fire at the remaining Doomwheel, but failed to wound it. The Quarrellers proved their skill to their kinsmen, felling it with a volley of bolts.

Because the Dwarf King Forik Ferrus-hammer and his closest bodyguards were now in control of the tower – and no doubt frantically trying to work out how to stop the infernal machinery from working – it was Graham who had to roll for the effects of the machinery. Graham appealed to the GMs that he didn't want to activate the machinery, but we decided that, this turn at least, they were powerless to stop the device from working as they had only just finished with the Night Runners. The warp generator was still whirring frantically away following four turns of Skaven use

and would take a goodly amount of time to slow it down. Graham was right to fret about the device, for it overloaded with power, slaying one of the Hammerers.

The last of the Dwarf Warriors succumbed to the stench from the Plague Furnace, leaving only the Thane left in combat with the festering war engine itself. The Plague Monks slew two of the Longbeards fighting in their flank. In return, the Dwarf Thane struck down the Bringer-of-the-Word, the Runesmith and the Battle Standard Bearer killed two Plague Monks and the Longbeards killed another one. Although the Dwarfs won the combat, the presence of the unholy pulpit that is the Plague Furnace made the Plague Monks Unbreakable, meaning that they would have to kill every single Plague Monk if they wanted to defeat them.

Warlord Hallscurry began the fifth Skaven turn by attempting to make amends for losing the tower to the Dwarfs, leading his Stormvermin in a charge against the tower (or, at the very least, directing the charge from the back). Elsewhere the Skavenslaves managed to rally (in spite of their pitiful Leadership) whilst the Warplock Jezzails kept on running for the tunnels, intent on reaching home first so they could point the finger of blame on someone else.



In the Magic phase the Screaming Bell tolled once again, this time emboldening the Skaven fighting across the board. With a gesture of his bony arms and a dry, wracking laugh, the Grey Seer attempted to cast the *Dreaded Thirteenth Spell*, even going as far as to ingest an entire balefully glowing lump of warpstone to help him do so. Oh how the Skaven would have chuckled had the Grey Seer succeeded in turning the Dwarf King and his Hammerers into Skaven Clanrats – not least because Glenikus would then have been in control of the tower – but it was not to be, and the casting value of 25 was missed... albeit only just!

The fumes from the Plague Furnace were now only harming the chosen of Clan Pestilens, as the Longbeards were staying safely away from them by fighting in the unit's flank, and the only Dwarf still fighting the Plague Furnace itself was the Thane, who was slain by a Plague Monk in a flurry of flail and fur. The Plague Monks had trouble slaying any of the sturdy Longbeards, but the Dwarfs had no trouble fighting back – the Runesmith killed a Plague Monk, and the Dwarf Battle Standard Bearer cut down another two.

Warlord Hallscurry and his Stormvermin attempted to storm the tower, although storm was probably too strong a word – instead they used subterfuge, Skaven cunning and a previously built secret entrance to the tower to gain entrance, clashing with the King and his Hammerers in the depths of the tower.

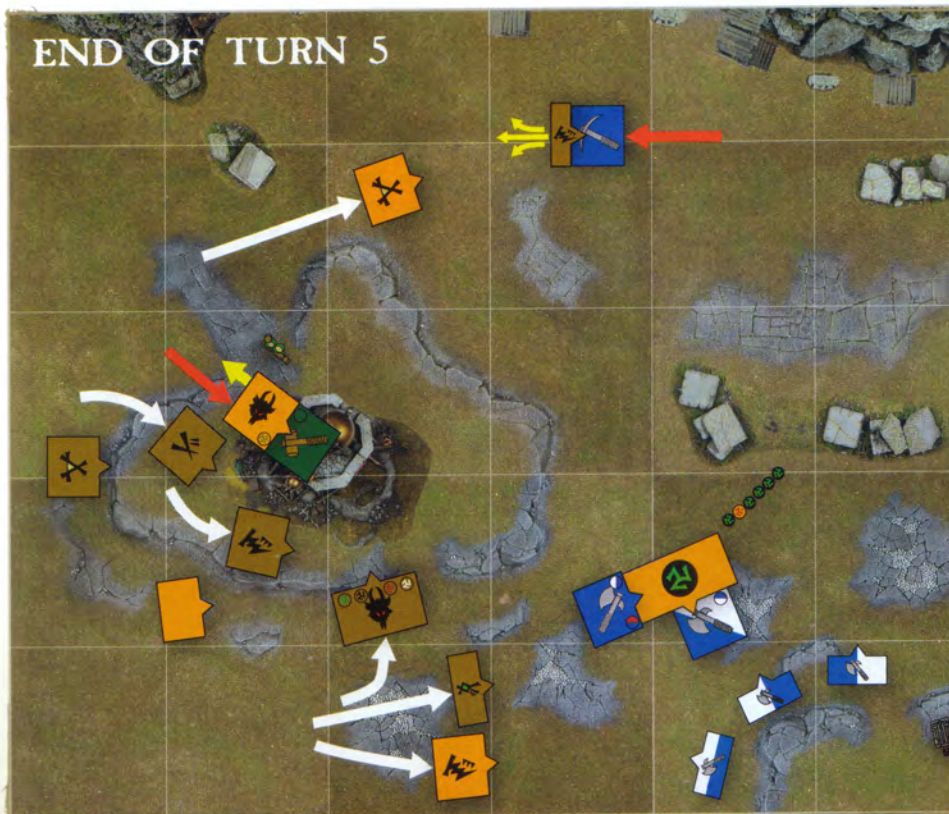
Hallscurry led ten of his best rats through the secret entrance, falling upon the Dwarfs on the winding stairs within. King Forik and nine of his Dwarfs stood in their way, but the Skaven almost came out on top. In a rare display of Skaven courage, the Warlord squeaked a challenge to King Forik Ferrus-hammer, who was less than noble in return and shoved the Gatekeeper (the Hammerers' champion) forwards. The Gatekeeper was cut down with three swift slashes from the Skaven's blade, the Dwarf writhing in agony from the Dwarfbane poison that coated the Warlord's weapon. Inspired by his savagery, the Stormvermin cut down three more of the Dwarfs and the Stormvermin Fangleader's tail blade swishing round to cut the throat of a Dwarf from behind. In return, King Forik could only kill a single foul Stormvermin.

As combats fought in buildings are decided only by the number of wounds caused on each side, the Skaven won the combat and King Forik's claim to his ancestral home suddenly hung in the balance for the Dwarfs. Graham made everybody's hearts leap into their mouths as he rolled an 11 for his Break test, until he remembered that the King's grudge gave him a re-roll in the same manner as a Battle Standard Bearer – this time he rolled a 10, and only the Dwarfs' Stubborn nature kept them from failing a second time! Wavering only for the briefest of moments, the Hammerers held firm and drove the Skaven Warlord and his Stormvermin back to the walls.

A POX ON ALL YOUR HOUSES!

Perhaps the unit that had performed best of all the Skaven so far was the huge unit of Plague Monks, which got stuck into the Dwarf lines early on in the game and kept pulling more and more units into the melee, refusing to budge no matter how much punishment it took. The reason for this wasn't just its size (although 50 Plague Monks of any stripe are going to be hard to get rid of), but the presence of the Plague Furnace. The Plague Furnace makes the unit Unbreakable, meaning that every one of them has to be slain in order to get rid of the unit. The Plague Furnace also adds to the oomph of the unit in other ways, such as slaying the enemy with its toxic fumes (probably the single largest cause of Dwarf casualties in the game so far) and its huge wrecking ball of a plague censer. Of course, the Screaming Bell makes a unit Unbreakable too, but when it comes to creating a real monster of a Skaven unit in close combat, the Plague Furnace is hard to beat.

END OF TURN 5



A TIDE OF VERMIN

TURN 6

The final Dwarf turn began with little in the way of movement, as most of the Dwarf army was either engaged, entrenched or dead. The Dwarf gunline, with the exception of the artillery, remained largely intact and continued to rain fire down on the Skaven hordes below. The Grudge Thrower – still in one piece and firing from the back of the Dwarf lines, after all this time – missing the Rat

**“What do you want me to do?”
“Die! I want you to die Mr More!”**

– The Skaven generals reach an understanding at last.

Ogres with a huge stone, scattering onto the nearby Clanrats instead, squashing three. The Handgunners opened fire at the Plague Censer Bearers, finally finishing the Plague Priest and his diseased minions off.

When it came to the Magic phase, the GMs decided that after three turns of occupation, the Dwarfs inside could disable the Skaven’s infernal contraption – if they wanted, of course. We attempted to tempt Graham to try to turn Clan Skryre’s fell artifice on themselves, but he remained resolutely opposed to Skaven technology of any kind.

In combat the Dwarf Thane killed another three Plague Monks – slowly, but surely, the Dwarfs were wearing Clan Pestilens’ finest down.

In his own turn, Warlord Hallscurry launched a renewed assault against the pesky Dwarfs entrenched in the tower, determined to drive them out at the last. Skweel Gnawtooth’s Giant Rats and the Rat

Ogres finally entered the fray too, charging into the rear of the regiment of Longbeards. The Jezzail teams continued to flee, heading for home before the Miners could catch up with them.

In the Magic phase the Screaming Bell rang out with a single, deafening peel, threatening to shake the very foundations of the tower. As we had decided earlier in the game, a second deafening peel could destroy the tower – a great result for the Skaven, as it would enable Hallscurry to bring his numbers to bear against the Hammerers, overwhelming them in the press of melee. Sadly, Glenn only rolled a 2, and the tower remained upright. Hallscurry would have to do it the hard way and put himself in harm’s way inside the building itself – perhaps exactly how the Grey Seer intended it.

The Rat Ogres killed two Longbeards, and the sixteen attacks from the Giant Rats killed another three. Skweel, ignoring armour saves, struck another one down with a crack of his bullwhip, and the Longbeards finally broke, caught by the Rat Ogres as they fled.

In the tower, Hallscurry’s Stormvermin did battle with the Hammerers and their King once more. Again the Warlord issued a challenge, and this time the King was proffered forwards by his shieldbearers, swinging wildly with his axe. The Warlord struck first, wounding the Dwarf Lord twice, but the King’s gromril armour saved both wounds. King Forik struck back, and even though the Warlord’s Rival Hide Talisman forced the Dwarf to re-roll successful hits, he still wounded the Skaven twice. The Stormvermin slew four Hammerers, and the Dwarfs killed two in return, resulting in a draw!

END OF GAME





SKWEEL!

Although it took him most of the game to manoeuvre his rag-tag army of rats into position, Skweel Gnawtooth finally charged into the rear of the Longbeards this turn. Skweel is unique amongst Packmasters in that he doesn't force his rats into battle with whip and blade, but guides them as friends! This has several advantages on the battlefield, giving his Giant Rats a random mutation at the start of the game. He is also mean in combat, able to use his whip from the rear rank, as well as his weapon that allows him to ignore armour saves.



RAT-STABBING

Andy: With Hallscurry failing to force the Dwarf King out of the tower it looked like the Skaven were going to lose the battle. Therefore it is time for recriminations and to place the blame firmly on the incompetent Grey Seer. Twice he tried to cast *the Dreaded Thirteenth Spell* and failed miserably. His Screaming Bell also had a chance to destroy the tower on a roll of 5+ not once but twice and he couldn't even manage that.

Having had enough of the Grey Seer, any pretence at a harmonious alliance was dropped and I called in my Clan Eshin favour. An Assassin uncloaked himself from his hiding place under the bell, leaving the Skaven wizard no place to hide. I needed to cause two wounds to kill the Grey Seer. My Assassin struck hard but could only injure the Grey Seer once before being forced to flee. Oh dear, I may well have just incurred the wrath of a very powerful Skaven sorcerer – best scarper quick-quick!



THE RESULT

So, as the final peels from the Screaming Bell echo out across the battlefield, the Dwarf King and his elite bodyguard remain in control of the tower for now. But what of his proud host? Gazing off the battlements of the tower, all he can see are endless chittering hordes of malevolent ratmen, each of them returning his gaze with hatred in their hearts. A Dwarf victory, but at what cost?

DWARFS WIN

THE GM SQUEAKS

Andrew: Well, that game was great fun, I must say. Packed full of all the little moments that make Warhammer great – valiant last stands (the Hammerers vs. the Stormvermin), heroic duels (the Runelord vs the Assassin) and infernal contraptions unleashed (pretty much everything the Skaven could muster!). Jeremy's scenario really played to the Skaven background too, and treachery and deception abounded around the table right from the off, with Andy and Glenn arguing over deployment, Glenn blasting Andy's Plague Monks with his Doomwheel and then Andy blasting the Doomwheel back with the warp generator in the tower. If they'd kept up that level of treachery, Graham would have won the day without rolling a single dice! But that wouldn't have made an interesting story, so luckily the Skaven generals pulled together (with a few exceptions) and started killing Dwarfs instead. The highlight of the game for me was the story that developed around the tower, with King Forik Ferrus-hammer forging a path through the Skaven army to batter at the gates of the tower and drive the Skaven from his ancestral home! But that wasn't all, for Warlord Hallscurry was determined to take it back, and nearly managed to as well! But the stubbornness of the Dwarfs is legendary, and the Dwarf Lord stayed put against the odds. I don't fancy King Forik Ferrus-hammer's chances at keeping the tower in the long-term, however...

And finally, onto the results: clearly the Dwarfs won, as Graham's King was firmly entrenched in the tower at the end of the game. But Andy's Warlord was pounding at the door, making his Skaven the closest to the tower, putting him in second place. Which means Glenn's Skaven were furthest away, and therefore in last place! So a victory for the Dwarfs, albeit a pyrrhic one!



GRIM-DURAZ RECLAIMED



Graham: A bold victory, although at a bitter cost in the lives of my Dwarfen kin. The horribly destructive Skaven units did terrible damage to my army over the course of the game. The

Screaming Bell wreaked havoc among my war machines (as well as nearly destroying the Warlock's Tower that I had fought so hard to reclaim!) and it was only the timely arrival of my Miners that allowed me to redress the balance by destroying the Warp Lightning Cannon. The Plague Censer Bearers tore through my Trollslayers, leaving them little chance to strike a blow back. The Plague Engine, with its enormous unit of Plague Monks, was very scary, steadily wiping out Dwarf unit after Dwarf unit, forcing me to send reinforcements to stop it breaking through my lines. Fortunately for me, the scenario meant that the Skaven really struggled to bring all of their units into the battle. Had I

been fighting the entire horde at once, I think I would have been utterly swamped. As it was I could concentrate on one part of the horde at a time, or at least that was the plan – the huge unit of Plague Monks proved to be a real sink. The other big thing that went my way was the magic. The Skaven casting rolls were absolutely terrible throughout the whole game, although it didn't help that Andy and Glenn were constantly bickering over who got to use the power dice! There were turns when I didn't even have to roll any dispel dice! In the end, my battle plan worked out more or less as I'd intended. My Dwarf King and his Hammerer bodyguard pushed through to the tower and drove out the Night Runners that were skulking inside. However, then they had to hold off the counter-attack by the Skaven Warlord and his Stormvermin. Despite all those nasty Skaven magic items, the famous Dwarf resilience won through, and they refused to budge an inch. The tower will now form a bastion from where we can attempt to retake our ancestral home.

THE DOUGHTIEST DWARF

Well it has to be King Forik Ferrus-hammer, for not only getting to the tower but staving off Warlord Hallscurry's ferocious attack. Only a Dwarf Lord, with his stubborn Leadership of 10, could have held.



HALLSCURRY TO SCURRY (AWAY)



Andy: Failure is rarely an option in Skaven society. When circumstances look to be going against you, the tactics are simple: prostrate yourselves shamelessly in front of your superiors, find

someone to blame before they implicate you and put as much spin on your own achievements while denigrating others. So here goes: it was all Glenn's fault!

If the Grey Seer had been more interested in working together against the Dwarfs rather than petty point scoring then there would be no need for recriminations now! A classic example was deliberately

“It was all Glenn's fault!”

delaying my Stormvermin from entering the battle, thus preventing them from intercepting the Hammerers before they got to the tower.

Actually, that was a really fun game of Warhammer, and one I'll remember for a long time. The Skaven may have not achieved the scenario objectives but if you

add up victory points you'll see that the ratmen clearly had the advantage, all but wiping the beardlings off the table apart from those accursed Hammerers in the tower. Even then Graham lost the initial combat with my Warlord and it was only being Stubborn that kept the Dwarf King from running with his silly beard between his legs.

What really impressed me was the Plague Furnace, all its great special rules make it a very interesting model to use and terrifying to face (that giant censer wrecking ball is a particular favourite!) but what has really convinced me to use it again is that it makes the unit Unbreakable. Having a massive unit of Plague Monks that are not going to run until you kill

every last one is a real drain on the enemy's resources and can free up your other units that may otherwise be the enemy's prime targets in other situations.

Playing up the banter and rivalry with a fellow Skaven player added a very characterful dimension to the game as we tried to outwit each other in subtle and not-so-subtle ways. In any case I'm sure we can sort out our differences on the battlefield – you haven't heard the last of Clan Mange!

CENSER-ED

I have a huge choice when it comes to nominating a best model. It could have been Hallscurry himself had he got that accursed King out of the tower. However, I think the award has to go to Clan Pestilens, in particular the Plague Censer Bearers, who carved their way through the Trollslayers like a hot (rusty) knife through butter.



I SMELL THE MUSK OF BETRAYAL



Glenn: Bah! In all the years I've played Skaven I've never known my Grey Seer to be so, well, useless! I don't think he managed to cast a single spell. He must have eaten a different coloured

warpstone token the night before, or, as I suspect, it was some treacherous machination of Clan Mange!

As is so often the case with Skaven, things didn't go to plan from pretty much the start of the game, when my Doomwheel misfired and was sent zooming across the Skaven lines back towards my Warplock Jezzails instead of following Andy's unit of Plague Monks. From then on I rolled abysmally low during each Magic phase. It didn't help having to vie for the power dice every turn and, on one notable occasion, Andy sneaking a dice away and using it for some inconsequential *Plague* spell before I was even aware of what was going on!

It didn't all go Hallscurry's or Ferrus-hammer's way though. As predicted, the

Clanrats pushing the Screaming Bell proved unstoppable, smashing aside the Dwarfs that dared to hold against its charge. The bell itself rolled some interesting results, destroying and wounding the Dwarf war machines and nearly collapsed the tower on two occasions – if only I had rolled a 5 or 6!

One of the reasons the Grey Seer's magic became so muted was that in the later turns I focused on trying to cast the *Dreaded Thirteenth Spell*, a gamble that didn't pay off. If it had, then the Hammerers would hopefully have turned into mewling Clanrats under my will, allowing me to claim the tower and win! But I could neither roll high enough nor get the double six needed to cast the spell.

The game was really fun to play and Andy was a great foil for all the meta-gaming hijinks. It will be a while before I forget the sight of Andy desperately trying to place his unit of Giant Rats underneath my roving elbow!

The Skaven may have lost the battle but their focus is on the war; you can kill as many Clanrats as you like, but every dead Dwarf is a victory for us!

BEST OF THE WORST

The Warp Lightning Cannon is a brilliant piece of Skaven artifice and the new rules make it rather devastating, as it's treated like a cannon now, with the Strength and bounce determined by the artillery dice. To add insult to injury the small round template is then placed at the end of the furthest range!





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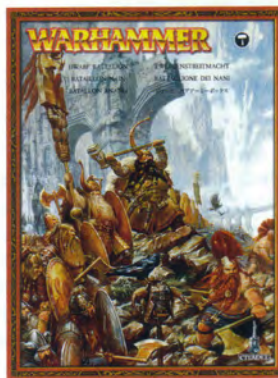
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STANDARD BEARER



The problem with striking the Runes of Summoning to bring Jervis into our world is that, once he's here, he won't leave until he's had his say. This time he's been talking to us about the niche nature of our hobby – and why that's a good thing!

Niche and loving it!

I was listening to a podcast recently that mentioned a game that was played on a special board that was linked to a computer, and as you moved the pieces around on the board the computer worked out the results of combats and such like, and told you if the move was legal and so on. The podcasters were intrigued, and wondered whether this represented the way that tabletop wargaming might go in the future. Perhaps computers might resolve combats for us, or we could get apps for our iPhones that rolled the dice for us. Perhaps we could have virtual battlefields where our virtual armies of virtual miniatures fought virtual battles.

Call me a luddite, but I really hope this kind of thing doesn't happen. Don't get me wrong, I love my computer and, like most geeks, have a fondness for gadgets, but for me one of the important things about the hobby is that it's rather old-fashioned. I also rather like the fact that it flies in the face of the conventional wisdom that everything nowadays needs to be easy to do and 'as accessible as possible'. This doesn't mean that there aren't lots of new innovations that have helped make our hobby more fun. Off the top of my head, things that have come along since I started wargaming include the Internet with its great websites and forums (for chatting

about the hobby), iPods (for listening to podcasts), mobile phones and Skype (how did we ever organise games without them?), desktop publishing and CAD software (for writing rules and designing miniatures), and much, much more. All of these things help make aspects of the hobby easier or more enjoyable, but don't fundamentally change the nature of it. And that's the rub because, if you ask me, there are some things about the hobby that are sacrosanct, and that should never be changed. And it's these things that I'd like to talk about in this month's Standard Bearer.

The first of these things, and arguably the most important, is that our hobby is rooted in the physical – by which I mean physical things that you pick up and touch and hold, such as miniatures and books. Whatever some people may say, I think that a physical thing has more importance (literally, more weight) than a virtual image. Computer games that emulate tabletop games, although perfectly good as far as they go, will never have quite the visceral appeal of a nicely laid out wargames table with two well-painted armies of miniatures. Not for me, at least, and I doubt that there are many hobbyists that would disagree with this point of view.

However, there are other rather more subtle things about the hobby's old-



fashioned appeal that I think are equally as important. One of these things is that you can't play our games straight out of the box. Quite the reverse in fact, you have to invest considerable time and energy in learning the skills needed to play the game. You need to read and learn quite complex things, and that you need to figure out fairly complex sums and equations in your head. And you have to labour *really* hard to get a nicely painted army and great terrain to play over. If you ask me there's a simple truth about life, which is that the more you put into something, the more you get out of it, and our hobby reflects that truth. Nowhere is this more evident than in the painting side of the hobby. Painting an army takes a lot of effort, but it gives a great deal back in return (which is why 'pre-painted' miniatures are something you'll never see in the Citadel range).

I also love that ours is a social, face-to-face hobby where you move armies of Citadel miniatures rather imprecisely over the modelled terrain on your wargames table, rolling big handfuls of dice to resolve combat, groaning when they come up with lots of 1s, and cheering if they come up 6s! Online interaction is OK as a get-you-by, but our hobby is rooted in playing real-life games against real-life people, with all of the give-and-take and interaction that entails. Internet forums and online games just don't seem to teach quite the same set of social skills, if you know what I mean.

By now some of you may be thinking something along the lines of 'Well that's all very well and good, but surely the hobby has to keep up with the times if it's to survive. Players nowadays just aren't as dedicated as they were back in your day.' And I agree, the hobby does have to keep up with the times – but it has to avoid changing its fundamental nature as it does so. I know that this makes our hobby 'niche'. I know that this means that there are quite a lot of people that will be put off and seek a simpler pastime. But I think that it means that ours is a hobby that is truly unique and different – in fact that it is these things that *make it* unique and different. What's more, I'd say this has pretty much always been the case. When I started out in the hobby there were just as many other, much easier things I could have done with my time. However, none of them offered me what my gaming did. This is just as true today as it was back in the sixties and seventies when I was growing up – the only difference is that it's things like computer games and DVDs that are the distractions now, rather than comics and LPs.

For all these reasons I'd say that changing the hobby in order to make it 'easier to get into' would simply turn it into another 21st century pastime, and a rather



White Dwarf's Christian Byrne appreciates all too well that the more you put into the hobby, the more you get out. Christian not only lavishes attention onto single miniatures...



inferior one at that. Lets face it, if all you want is an easy-going pastime, which calls for very little in terms of commitment and effort on your part, then there are lots of better ways to spend your time than playing Warhammer or 40K or LOTR. Or to put that another way, it's precisely

...but also onto entire armies. This Dwarf army won Christian one half of a Best Painted Army award at The Lord of The Rings Doubles Tournament, along with Nick Bayton, making all his hard work worthwhile.

“The more you put into something, the more you get out of it, and our hobby reflects that.”

because they call for commitment and effort that they are still popular today. There are very few other things that encompass these important values nearly as well. If you are a new player, and have what we call in the Studio 'the hobby gene', then these values will speak to you now, just as they spoke to me when I was starting out.

And on that bombshell I must leave you. As ever, please drop me a line if you have any comments on this month's Standard Bearer, or the hobby in general. Am I an old stick-in-the-mud that needs to get his ideas up to date? Or is it the old-school values of the hobby that make it special and unique? I look forward to hearing your views.

Write to Jervis at:

**Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom**

SUB-IN-A-BOX!

Grombrindal's been on his travels again but this time he's gone even further afield. In fact, he's boldly gone where no Dwarf has gone before (kinda). Andy Hall takes a look at the latest Citadel miniature depicting everyone's favourite Dwarf Living Ancestor.



There are many ways to ensure that you get your monthly hobby fix of White Dwarf. Perhaps you get it from your local newsagent, or buy it along with the milk at the supermarket. You may even have it delivered direct to your door through a money-saving subscription.

If you like the idea of getting White Dwarf delivered to your door, why not grab a White Dwarf Sub-in-a-Box the next time you're in your local Games Workshop Hobby Centre? The staff in the store will arrange your subscription, and you'll be able to walk away with an exclusive

Grombrindal miniature and the knowledge that an issue of the world's greatest hobby magazine will be on its way each and every month. What could be easier?

This year Grombrindal has jettisoned his traditional clobber and is wearing a very fetching space suit complete with beer-powered backpack and captured Gobbo. To get hold of this fun miniature you'll have to buy a White Dwarf boxed subscription, and even then it will only be on the shelves for the next twelve months. After that, who knows what the Citadel designers have in store for Grombrindal?

Out with the Old...



▲ Grombrindal on campaign – if you don't already own this model then it's too late, you can't get him anymore (see below).

◀ The Studio's strongest man, Ted Williams, destroys the mould of last year's exclusive White Dwarf subscription miniature! Why would he do such a thing? To stop those pesky Goblins from trying to sell Grombrindal again, of course.



Buying a Sub-in-a-Box from any Games Workshop Hobby Centre is probably the easiest way to get a White Dwarf subscription. Simply take the fetching black box to the counter, and our helpful staff will do the rest. Then you walk away with your exclusive miniature and await the delivery of your first issue of White Dwarf.

It's also available to order via the GW website or by calling Direct. If you're an existing subscriber, you can still order the miniature by calling Direct.

See page 118 for ways to order and page 120 for the best way to subscribe to White Dwarf.

...In with the New!



This latest White Dwarf miniature is the brain-child of crazed miniatures designer Dave Thomas. Born amid Space Wolves and countless other half-completed projects on Dave's desk, it's small

wonder that the new White Dwarf miniature is something quite special. 'It was really refreshing to be able to do a model unfettered by the needs of army lists, so I really enjoyed sculpting it. Sculpting the White Dwarf in space was also an opportunity to have a lot of fun and inject some humour in a very "old school" Citadel Miniatures way. Grombrindal in a space suit, and all the other details, such as the captured Goblin, were born from that initial thought,' says Dave. The model is full of great gags, from the obvious – like the cheeky Gobbo in zippered alien suit – to the more subtle. 'I've tried to cram in as much on the

model as I possibly could,' explains Dave. 'The X-6 on the rear canister is one of my favourite jokes; he's got a backpack powered by booze – in this case Bugman's XXXXXX – as every spacefaring Dwarf should have!'

Every great model needs a great paint job to really show it in its full glory and Dave is particularly impressed with the work 'Eavy Metal's Keith Robertson has done on the figure. 'When I was sculpting the model I always imagined him painted in cream and white, mirroring the usual NASA-style spacesuit colours. However, Keith was concerned that, with a cream space suit and a large white beard, the model would lack any contrast. So he went for a very old-style sci-fi look with an orange space suit and steel blue backpack. It really is a superb scheme that complements the retro details I've added to the model. It's not a colour palette I would have even thought about if I'd been painting the figure, which just goes to show how the creative process is much richer and better as a collaborative effort.'

Painting Summary

Here are the mixes Keith used to get that striking colour scheme.

For the orange spacesuit: Keith started with a basecoat of Macharius Solar Orange. This was then washed with Ogryn Flesh followed by a further wash of Devlan Mud applied into the recesses. Bleached Bone was mixed into the Macharius Solar Orange and used as the highlight, increasing the ratio of Bleached Bone in the mix over subsequent layers.

For the blue backpack: A basecoat using a 2:1 mix of Ice Blue and Chaos Black was used. This was shaded first with Ogryn Flesh and then Badab Black applied to the recesses. Space Wolves Grey was used for lightening the mix and as a pure highlight.

The White Dwarf in detail



The Goblin has a very mournful expression, no doubt feeling sorry for himself at being caught.



In this instance we catch Grombrindal in a rare good mood as evinced by his cheery visage.



The model has lots of little references to retro sci-fi, such as this 50s-style rocket earring.



A portable scanner tells the White Dwarf where the nearest Grobi can be found.



To complete his disguise the Gobbo has a face mask, but still didn't fool Grombrindal!



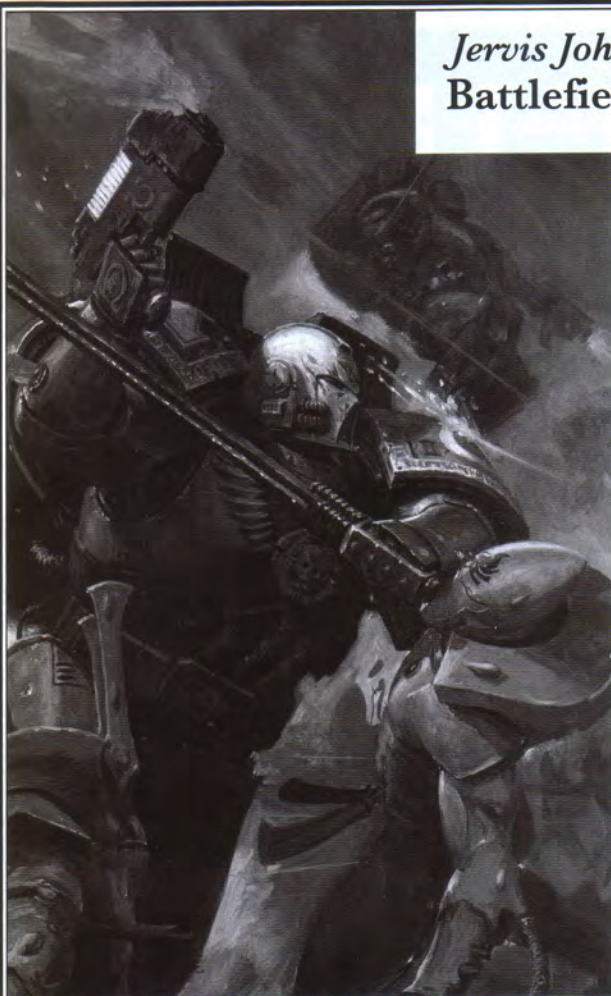
Spacesuits usually have a gold visor to protect from solar rays and Grombrindal's helmet is no different.

You can see all the fine details that Dave has sculpted on the figure from every angle online! Head over to the Games Workshop website and view the full 360-degree video.

www.games-workshop.com

Jervis Johnson Presents...
Battlefield Challenges

WARHAMMER
40,000



DAWN RAID

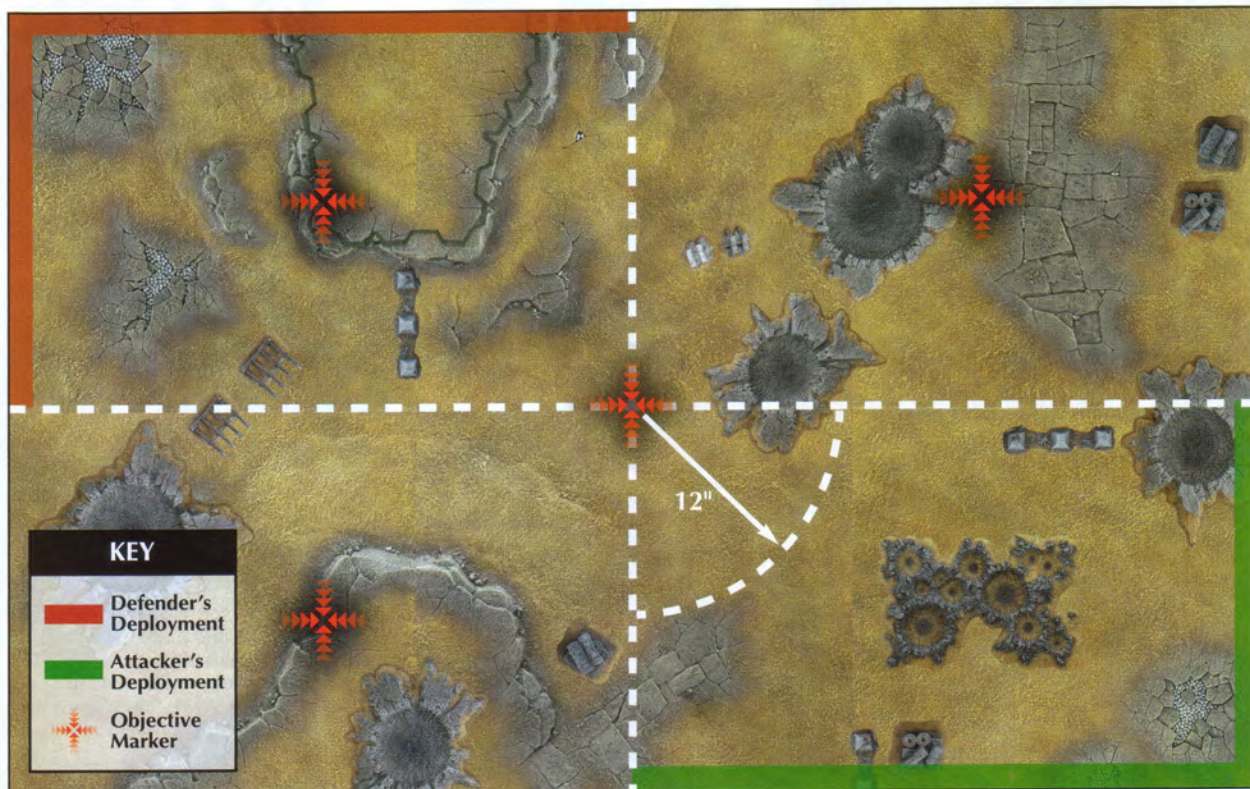
An army will often attack at dawn in order to maximise the element of surprise, using the cover of darkness to move into positions as close as possible to the enemy. The attack will be launched as the first rays of dawn's early light streak the horizon. As the enemy reel from the sudden onslaught, assault troops will bound forwards, cutting down the surprised foe with a hail of fire or tearing them apart with vicious close combat weapons. Such is the ferocity of the attack that the battle will often be won before the sun has fully cleared the horizon.

THE ARMIES

Each player picks an army from a Codex army list, to a pre-agreed points total.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner.



KEY

- Defender's Deployment
- Attacker's Deployment
- Objective Marker



DEPLOYMENT

Split the table into four segments, as shown in the deployment map, left, and then roll-off to see which player will be the attacker. The attacker picks which quarter to deploy in. The defender deploys in the opposite quarter.

Next place one objective marker at the centre of the table, and three more in the centre of each table segment except the one being used by the attacker, as shown on the deployment map.

The attacker deploys first. He may deploy all of his Fast Attack units and any Troops units that have dedicated transport vehicles units. The attacker may deploy his units anywhere in the attacker's deployment area that is at least 12" from the centre of the table. All remaining units must be placed in reserve.

The defender deploys second. He must deploy all his Troops and Heavy Support units – these may deploy anywhere in the defender's deployment area. Any remaining units must be placed in reserve.

After the defender has deployed all of his forces, the attacker may deploy any of his infiltrators and make any scout moves. The defender is not allowed to deploy infiltrators or make scout moves in this scenario.

FIRST TURN

Roll a D6. On a 2 or more the attacker has the first turn. On a roll of 1 the defender seizes the initiative and goes first.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues for a 6th turn. If the game continues then roll the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player that controls the most objectives wins the battle.

SPECIAL RULES

The Sun's Red Rays: The battle starts at night, and the Night Fighting rules apply. Roll a D6 at the end of each player's turn. On a roll of 6 the sun rises and the Night Fighting rules are no longer used.

DESIGNER'S NOTES

This scenario presents the players with a classic 'attack-defence' scenario. This makes it rather different to most of the missions in the main rulebook, which tend to be 'meeting engagements' where both sides have the same set-up and objectives. Don't let this put you off playing – both sides have the same chance of winning, they just need to go about it in rather different ways.

The attacker needs to be very aggressive. At the start of the mission, the defender will almost certainly be 'winning', as he will control the objective in his own table quarter, and possibly the central objective too. Fortunately for the attacker, there are two more objectives up for grabs, and you should have fast-moving troops in position to seize them. Take this opportunity while it lasts, and then do all you can to hang onto the objectives for the rest of the battle. A somewhat risky alternative is to make an all-out assault on the defender's table quarter; executed correctly this will probably win you the game, but when done badly it can lead to disaster, so take care.

The defender, on the other hand, starts off controlling an objective, and the units he has at the start of the battle means he should be able to hang on to it and contest the objective in the centre. However, the defender can't afford to rest on his laurels, and must do something to stop the attacker from seizing the objectives in the neutral table quarters. What the defender does is dependant on their army – if they have an army that relies on firepower, they will be best off sitting back and blasting the attackers near the neutral objectives. If your army is close combat oriented, they will need to attack one of the objectives.

Whatever you decide to do, you'll almost certainly come away from your game thinking you'd do things differently next time. Because of this I highly recommend playing this scenario as a 'best of three', so that you can find out which tactics work best.

PAINTING MASTERS

SPECIAL REPORT

Painting Masters is a showcase highlighting the talents of the world's greatest miniatures painters. This month we have a special update, revisiting some of our previous artists.



Ever since WD325 we've been on a quest to find the best painters in the world and showcase their fantastic models. We thought it high time we caught up with past luminaries.

The Painting Masters series has been going for nearly three years now – since January 2007 to be precise. 34 issues of White Dwarf have been and gone since we featured our first Painting Master, Neil Langdown. In that time many more expert painters have followed in Neil's footsteps and have had their models and dioramas featured on these very pages.

We thought we'd do something a bit different this month, a retrospective of sorts, and check back with members of this exclusive club to see what they've been up to in the time since their first showcase. What follows are some brand-new models from our Painting Masters. Some figures you may recognise from recent issues of White Dwarf that we couldn't resist showing again, whilst others are brand new. Unfortunately, we couldn't fit all of our past Painting Masters into this article but we have no doubt that this won't be the last retrospective.

Unsurprisingly, many of our Painting Masters are based in the Games Workshop Studio in Nottingham; after all this is the home of the 'Eavy Metal team where all the best painters in the world aspire to paint, but we've also cast our net out further and have found Painting Masters all over the globe.

As the Painting Masters series grows and that elite club expands we are constantly on the look-out for new candidates. So, if you think you have the skills or know someone with the potential to be a Painting Master, get in contact with us here at White Dwarf. We'd love to hear from you.

Top Tips

Many fine tips have been unearthed over the course of the Painting Masters series. Here are just a few of the gems we've uncovered:

Spot Colours. Generally a spot colour is the third colour that contrasts with the two complementary tones (although there are many exceptions). Spot colours are placed in several areas of the model to provide a visual link between them, making the whole miniature look coherent.

Core Palette. Using a limited palette of colours gives your models a distinctive style. It's a good method of developing a visual signature, letting fans of your work know the model is yours at a glance.

Creating Glazes. A glaze is even thinner than a wash, created by literally adding a few drops of pigment into water. This mix is then perfect for 'knocking-back' over-highlighted areas.

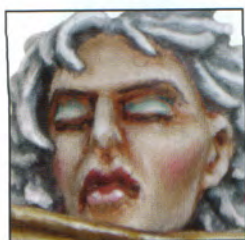


Darren Latham

When we last talked to Darren back in WD332 he was busy practising and developing his non-metallic metal technique, but as you can see from the models on this page he's since gone on to perfect it – so much so that all the models shown here contain some element of 'NMM', from

Caradryan's golden helmet, Sigvald's armour or the power armour of Saint Celestine.

The Celestial Wizard will be familiar to many as the winner of our recent Empire Wizard painting challenge. Even this model has benefited from Darren's expert use of the technique, applied to the Wizard's staff.



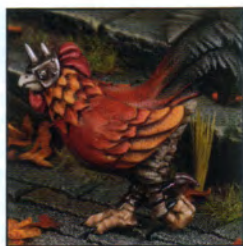


Mike Anderson

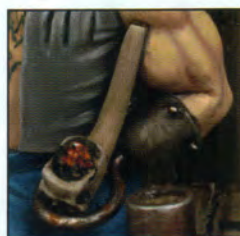
Mike has been one of our most prolific Painting Masters of late. Some of Mike's models have been painted for competitions, others to experiment with different techniques. The Skeleton, for example, was painted for a competition based here at HQ, but Mike used it as an opportunity to try to

paint verdigris. The Fleet Officer was chosen because it's one of Mike's favourite models and he wanted to try out a high-end blending technique on the overcoat to get a seamless, smooth finish. For the Dark Elf, Mike wanted to create an albino look, and accentuated this with a snow-covered base.





This 54mm scratch-built diorama depicts a Bretonnian Man-at-Arms accompanied by an armoured fighting cock. Mike was really trying to get across the 'grubby madness' seen in many of Dave Gallagher's Bretonnian concept sketches.



Another of Mike's 54mm scratch-built dioramas is this scene of an Empire seaman looking on as a cabin boy prods a crab. Like the diorama above, there are plenty of great little details such as the cannonball lodged in the mast, a clown fish that has been washed onto the deck, and the twin-tailed comet pattern on the crab's shell.



Neil Langdown

Our very first Painting Master, Neil has been busy with other projects, sculpting models as a member of the Citadel Design Team. He's still found time to paint, though, as the two models on the page below attest.

The lure of Chaos has proven too strong for Neil, with a definite bias towards the

followers of the Dark Gods. The Herald of Khorne highlights that Neil still has a fondness for painting things red, akin to the bright colour schemes of the early 90s that first inspired him. However, the Chaos Lord is a bit of a departure, painted mostly in metallics and a cool palette.





Keith Robertson

Keith's love of trying out new techniques has kept him busy – here are just three of his many projects. The Plague Marine Aspiring Champion is very interesting, with a Forge World torso and a classic Chaos Space Marine backpack. The scythe was made from lances taken from the Chaos Knights frame.

The Ultramarine is a metal Veteran with plastic power sword and banner top. The Battlewagon is full of great details and experimental paint effects; for example, the double-width rear tracks and the pointed dozer blade at the front. Even the mud splash effect was one that Keith had not used before.

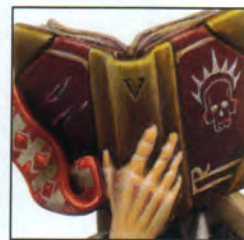
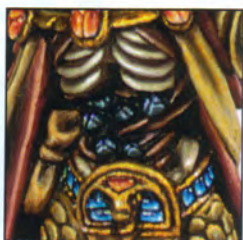




Martin Footitt

Martin has chosen to showcase two high-profile projects. His Amethyst Wizard gained many plaudits in the 'Eavy Metal Wizards Challenge, which you can read about in WD355. The other model is his Tomb King, chosen because he loves the miniature. He

used lots of warm colours to paint the model, sharply contrasted with the icy blue of the gems. The base, a suitably thematic pyramid shape, was actually a happy accident. Martin only realised what he had done after he filed the sides flush with the 40mm square base!



Luke McFarlane

Luke McFarlane hails from Australia. Since we last viewed his work a few more projects have come to light, most notably the Tau Crisis Battlesuit that won no less than the Slayer Sword at the Australian Golden Demon '08.

The Eldar figure was also entered into the same competition and won Gold in the 40K Single Miniature category. The other model of note is Luke's radically converted upright Eldar Jetbike, with its distinctive green palette and breathtaking freehand design.



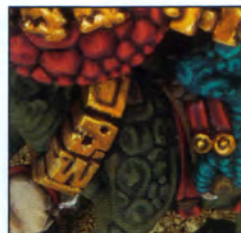


Mark Lifton

Mark has been very busy since his models were featured in WD336, here are two recent examples of his work. 'Duel' is Mark's favourite category in Golden Demon, as he enjoys the challenge of creating a dynamic pairing of foes within the confines of a 5cm square base. Mark has found the multi-part

plastic figures a real boon to this specialist art, allowing him to play around with the components to get the optimum positions.

His Night Goblin Big Boss on Cave Squig is slightly different. Here he wanted a big beast and a suitable rider to create a centrepiece with bags of character.



PAINTING WORKSHOP

EASTERLINGS

THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING

This month's Painting Workshop takes a look at the warriors of Rhûn, those pawns of the Dark Lord known as the Easterlings.



To the east of Mordor lie the Rhûnish Kingdoms, a dark alliance of realms who have freely given their service to Sauron. They are some of his most loyal vassals, worshipping the Dark Lord as no less than a vengeful deity, willingly spilling blood in his name.

The Easterlings are more disciplined and adaptable than most of Sauron's other servants. The Easterling Cohorts are made up of vicious fighters, but can be made all the more powerful with the inclusion of Dragon Knights and Warrior Priests.

Mounted on dark steeds, the Kataphrakts are tough cavalry who can cross the battlefield and hit hard against all but the most elite enemy troops. All this makes them a perfect choice for an Evil force, be it a smaller battle group for the skirmish game or an army worthy of invading the west in War of The Ring.

This month's Painting Workshop assumes you have a force of plastic miniatures all assembled, desperate to see action on the tabletop, awaiting a few coats of paint. And that's what this month's Painting Workshop is all about – painting your Easterlings for battle.

Nick Bayton, one of the Studio's resident hobby heroes, took to the challenge like Amdûr to a new blade. Nick already has a sizable Fallen Realms army for War of The Ring, and knows how to paint up the Easterlings expediently, whilst making them look good on the tabletop.

Over the next few pages Nick shows us how to paint Easterlings in the red and gold seen in the films, but also experiments with alternative palettes.

All the models shown on the following pages were initially undercoated with Chaos Black Spray.



You Will Need

All of these paints are available from the Citadel Colour, Wash and Foundation ranges.

W: Wash, F: Foundations

● Chaos Black Spray	● Scorched Brown	● Burnished Gold
● Chaos Black	● Kommando Khaki	F Ilyanden Darksun
● Scab Red	● Bleached Bone	F Tausept Ochre
● Blood Red	● Boltgun Metal	W Badab Black
● Blazing Orange	● Chainmail	W Gryphon Sepia
● Golden Yellow	● Mithril Silver	W Ogryn Flesh
● Bestial Brown	● Shining Gold	

PAINTING A COMPANY

The following techniques show how you can get a very nice-looking army in just four stages. Nick's process is a great method for batch painting. He found grouping them in eights – an infantry company in War of The Ring – was the perfect size for a production line, painting one stage

onto all eight models before moving on to the next step. Of course, this method is equally valid if you are preparing Easterlings for a skirmish force, too. The command models use the same techniques as the rank and file with just a sharper, final highlight.

Gold armour and shield



Step 1. Start with a 1:1 mix of Shining Gold and Scorched Brown, apply this as a basecoat.



Step 2. Next, apply a layer of pure Shining Gold, painting it onto all but the recessed areas.

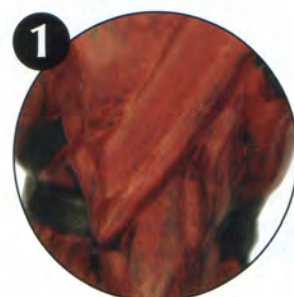


Step 3. Burnished Gold is used next; apply as a layer, again, avoiding the recessed areas.



Step 4. Highlight the raised parts with a 1:1 mix of Burnished Gold and Mithril Silver and then wash the whole area with Ogryn Flesh.

Red Robes



Step 1. The basecoat is Scab Red – use several thin coats rather than one thick application.



Step 2. The next step is to use Badab Black, applying the wash directly into the recesses and folds of the robes.



Step 3. Use a 1:1 mix of Scab Red and Kommando Khaki as the initial highlight, applying it to the many raised areas of the robes.



Step 4. Finally, highlight the most prominent raised areas of the command models with pure Kommando Khaki.



The red parts of the banner were painted as described above. The yellow, was basecoated Tausept Ochre, then layered Iyanden Darksun, Golden Yellow and Bleached Bone. The whole banner was then washed with thinned Ogryn Flesh.



All the blades were painted Boltgun Metal, washed with Badab Black and then highlighted with a Boltgun Metal and Chainmail mix.



EASTERLING COLOUR SUGGESTIONS

The red and gold palette used on most of our Easterlings is inspired by the films, but it's not the only way to paint your models. You can, of course, use any scheme you like; the

examples below show what Nick has come up with for his own collection, drawing inspiration from the Evil heroes of Rhûn, such as Amdûr and Khamûl.



The cloth areas were painted Regal Blue and then washed with watered-down Chaos Black. The area was then highlighted with a 1:1 mix of Regal Blue and Ice Blue, and finally highlighted with pure Ice Blue. The armour was basecoated Chainmail, washed with Badab Black and then highlighted with Chainmail and Mithril Silver.



The armour was painted Scab Red. Red Gore was then applied, followed by a highlight of a 1:1 mix of Red Gore and Vomit Brown. The lacquered effect was completed with a wash of Baal Red. The cloth was painted using a 1:1 mix of Bestial Brown and Vomit Brown, then worked up to Bleached Bone.



The Chaos Black undercoat was left on the cloth areas. This was highlighted up with Kommando Khaki. The armour was basecoated with a 1:1 mix of Chaos Black and Boltgun Metal, then washed Badab Black and highlighted with Boltgun Metal. A wash of Thraka Green was applied into the recesses of the model.

PAINTING KATAPHRAKT HORSES

An Easterling army will have a large complement of cavalry more often than not and so we tasked Nick to paint up some Kataphrakts. The horse's barding uses the same method for gold as the infantry. The cloth under the barding was painted just like the infantry's robes.

In this example Nick has painted the horse brown, but you can paint it any colour, from a piebald or roan to a sandy dun. Confused? Well, luckily Adam Troke has written a comprehensive guide to painting different horse breeds and colours, which you can find on our website.



Step 1. First paint the horseflesh with a 1:1 mix of Scorched Brown and Chaos Black. Paint the tassels with a basecoat of Scab Red.



Step 2. Next, layer Scorched Brown onto the horse, avoiding the recesses. Highlight the tassels with Blood Red.



Step 3. Continue to highlight the tassels, this time with Blazing Orange. Highlight the horseflesh with a 1:1 mix of Scorched Brown and Bestial Brown.



Step 4. For the final stage on the horseflesh use pure Bestial Brown as the highlight and then wash the coat with Gryphon Sepia. Apply a wash of Ogryn Flesh to the tassels.





A force of Easterlings, led by Khamûl, muster in the homelands of Rhûn. By using the techniques described here, you too can have an army ready in record time.

Nick Bayton Easterling Showcase



Nick has converted this Khandish King for his army, by mounting Amdûr on a converted Khandish Chariot – he used Kataphrakt horses and added swords to make scythed wheels.



This Kataphrakt Banner Bearer was converted by sawing off the rider at the waist with the Razor Saw, and then cutting a Easterling Banner Bearer in half using the same method. The two parts were then pinned together and painted.



The Easterling Drummer was made by converting a swordsman. The drum was cut to shape out of a piece of dowel.



This Easterling Siege Bow has been converted using plastic Easterlings, one with a scratch-built hammer and the other with a bolt.



DOM MURRAY'S

SPACE WOLVES

In this irregular series, we shine the spotlight on a great-looking army that's come to our attention. As promised in WD358, this issue we take a look at Dom Murray's rather cool Space Wolves army.

Dom: What drew me to Warhammer 40,000 in the first place was its archaic mix of the Dark Ages with far-future technology. I think the Space Wolves typify this juxtaposition more than any other Space Marine Chapter – they are fierce, proud barbarians who go to war wearing power armour.

I really wanted to do a Space Wolf army justice and the best way to do that was with lots of infantry. Although it was tempting to start by painting Wolf Lords and Dreadnoughts, I disciplined myself and painted two ten-man packs of Grey Hunters and two ten-man packs of Blood Claws. This gave me 40 Space Wolves and, combined with a Rune Priest, formed my initial army ready to go. The packs were made distinct in two ways, the first was the right shoulder pad denoting their pack marking; I mirrored this on their dedicated Rhinos when I came to paint them. More thematically, I divided the packs up by their stances; so one unit of Blood Claws is running forwards, while the other is standing still. Conversely the Grey Hunters are all in a defensive posture. It works well as a means of defining the packs at a glance, but also adds coherency and narrative to the army that really suits the Space Wolves, as they are all about building sagas.

With a solid mass of Grey Hunters and Blood Claws behind me I felt I could cut loose and add some vehicles, a five-man pack of Long Fangs, Wolf Guard and two Dreadnoughts, one of which is Bjorn the Fell-Handed. With the new Space Wolves kits there's even more to come; the first of this new wave is Lukas the Trickster, who has just joined one of my Blood Claws Packs.

When it came to painting the models I wanted a consistent look. I tried to balance a nice-looking army with something I could realistically paint. They're not painted Space Wolves Grey, which is a personal, if slightly controversial, choice. I was aiming to match the tones used by Dave Gallagher in his older Space Wolves art, going darker than the current 'Eavy Metal palette. This was achieved with a flat colour of Adeptus Battlegrey and drybrushed Codex Grey and then Fortress Grey.

All my models are heavily weathered, as I wanted to create the impression that these warriors like to get stuck in. That's why all the damage on the models is front-facing; I like the idea that a Wolf Guard has pounded the foe so hard he's scraped all the paint off his power fist!



As is traditional with Space Wolves, a bright colour – in this case yellow – has been used as a spot colour throughout the army. Yellow is used on the shoulder pads and as a dag pattern along the edges of the armour. Many of the models have been converted using classic Space Wolves, Chaos Marauder and Flagellant components.



Dom's aim is to paint up Ragnar Blackmane's entire Great Company, but it's the Great Wolf, Logan Grimnar who he has painted first. The model uses the same palette as the rest of the force, but Dom has paid special attention to the face.



Bjorn the Fell-Handed has been painted in the same style as the rest of the army, using a cool grey, a muted, almost ochre yellow, and heavy battle damage to his armour. The claw adds a bright red to the palette, making him stand out even more.



SPACE MARINES

WARHAMMER
40,000

In this month's 'Eavy Metal Masterclass, Neil Green loads up his palette with white paint, ready to tackle White Scars hero Kor'sarro Khan.

KOR'SARRO KHAN



As Captain of the White Scars 3rd Company, Kor'sarro Khan is charged with battlefield operations and commands one hundred Space Marines. But it is Kor'sarro Khan's role as Master of the Hunt that has made him both famous and feared throughout the galaxy.

The White Scars do not suffer enemies to live and so those few foes that have slipped through the net are tracked down by the Khan and beheaded; the trophy is then brought to the White Scars' home world and preserved in silver.

Such a prestigious figure from the talented hands of Juan Diaz needed an equally spectacular paint job so we turned to the master of intricate blending, Neil Green. Painting Kor'sarro brings up the broader topic of painting white. White can be a challenging colour to get right, so we've covered that later in the article too.

Neil cleaned up the figure and kept it as five separate components for the purposes of painting: the body, cloak, right arm, left arm with sword, and head. The model was then undercoated Chaos Black.

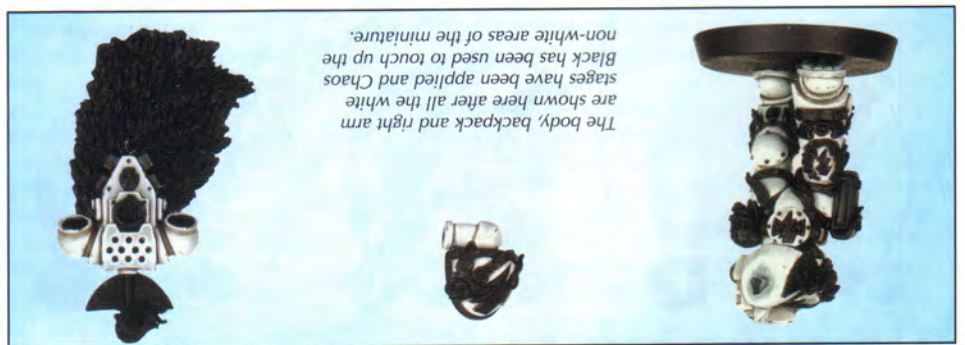
! Painting Supplies

All of the paints Neil used are available from the Citadel Colour, Wash and Foundation ranges.

- | | |
|---------------------|-------------------|
| ● Chaos Black Spray | ● Codex Grey |
| ● Bestial Brown | ● Fortress Grey |
| ● Blazing Orange | ● Graveyard Earth |
| ● Bleached Bone | ● Ice Blue |
| ● Blood Red | ● Mithril Silver |
| ● Boltgun Metal | ● Red Gore |
| ● Bubonic Brown | ● Regal Blue |
| ● Burnished Gold | ● Scab Red |
| ● Catachan Green | ● Scorched Brown |
| ● Chainmail | ● Shining Gold |
| ● Chaos Black | ● Skull White |

Wash: **W** Foundation: **F**

- | |
|---------------------|
| ● Snakebite Leather |
| ● Space Wolves Grey |
| ● Tin Bitz |
| ● Vermin Brown |
| ● Vomit Brown |
| ● Charadon Granite |
| ● Baal Red |
| ● Badab Black |
| ● Devlan Mud |
| ● Gryphon Sepia |
| ● Leviathan Purple |
| ● Ogryn Flesh |



It's always important to think about the order in which to paint your model. The general rule of thumb is to paint from the inside out, that way it's easier to cover any mistakes from stray brush strokes as you work your way towards the outside of the figure. When painting with white, especially a figure such as a White Scar where the majority of the model is going to be a 'clean' white, you need to pay particular attention to the order. This is because, whereas dark colours may hide the odd sin, white is a more unforgiving colour, which will emphasise mistakes you may have made.

Neil started Kor'sarro by painting all the white areas first. He built up the white tips on painting white over the page. stages, not worrying about getting paint on the raised details on the armour, such as purity seals, or the trim of the shoulder pad, but simply focusing on getting good solid coverage built up over many thin layers (he went back over the raised areas in Chaos Black later). That is the secret to a strong white: patiently building up the coats with lots of thin layers. Ignore the temptation to get it all done in one quick, thick coat, as this will not only leave visible brush strokes but will obscure detail and make it very difficult to apply subtle shades and highlights – the worst-case scenario is that it will look like it's simply been undercoated. There are more hints and tips on painting white over the page.

White Power Armour

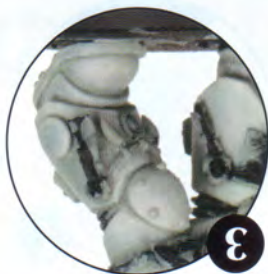
Step 1. Neil began with a 1:1 basecoat of Space Wolves Grey and Graveyard Earth. This was applied over several thin coats.



Step 2. Next, the layers were built up by applying a 3:3:2 mix of Space Wolves Grey, Graveyard Earth and Skull White.



Step 3. The miniature was highlighted with a 1:1:2 mix of Space Wolves Grey, Graveyard Earth and Skull White.



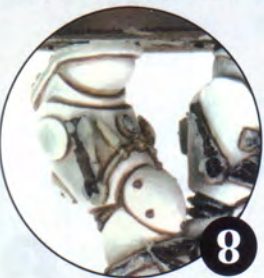
Step 4. The highlights were then built up with a 1:1:6 mix of Space Wolves Grey, Graveyard Earth and Skull White.



Step 5. Pure Skull White was then blended into the previous layers and applied near the edges.



Step 6. The recesses were carefully shaded with a small amount of Charadon Granite.



Step 7. A wash of Devlan Mud was then brushed into the recesses and joints of the armour.



Step 8. Finally, the edges of the armour were re-highlighted with a fine application of Skull White.



Battle Damage



Step 1. Neil marked the chips using a 1:1 mix of Space Wolves Grey and Graveyard Earth.



Step 2. Charadon Granite was applied to the lower edge of the chip, then highlighted it with pure Skull White.

Painting the Skin

Painting the Severed Head



Step 1. Neil painted the head with a 1:1:2 mix of Scorched Brown, Vomit Brown and Space Wolves Grey.



Step 2. This was highlighted with a 1:1:6 mix of Scorched Brown, Vomit Brown and Space Wolves Grey.



Step 3. A glaze of Leviathan Purple was brushed onto the head, applied more heavily around the eye sockets.



Step 4. A 1:1 mix of Ice Blue and Bleached Bone was painted around the eye ridges and nose.

As with the white power armour, blending is the key to the fleshy tones of Kor'sarro's face and the trophy head he carries at his waist. The steps as described are not really defined stages but more like milestones where the blending, which is one smooth process, takes a slight change in direction or the quantities in the paint mixes are substantially changed.

What this means is that you should constantly blend to a lighter stage using lots of thin, continuous layers, painting slightly less surface area each time, working your way up to the highest points of the miniature. You're aiming for a gradual change in the paint tone rather than a stark contrast between the stages. There's no secret shortcut to this, just the patient application of lots of thin coats.

The process obviously changes when you come to adding shading, washes and glazes. When you're using an involved blending technique, you add these stages towards the end of the process rather than just after the basecoat. After the shading and glazes have been applied it's important to re-touch the last few highlights. This has the benefit of tidying the model should any stray splashes have occurred while the washes were being applied, and it sharpens the highlight, which is often dulled down when glazes have been painted onto the model.

When Neil had finished the skin he moved on to the other features of the face, painting the studs Boltgun Metal then highlighting them with Chainmail. The bottom lip was painted with the mix used below in Step 3.

Kor'sarro Khan Face



Step 1. Neil started with a 1:1 mix of Scorched Brown and Vomit Brown with a spot of Vermin Brown added in.



Step 2. 1 part Space Wolves Grey was added to 3 parts of the previous mix. This was applied to the raised areas.



Step 3. The quantity of Space Wolves Grey in the previous mix was increased to 1:1 and then applied as the next stage.



Step 4. Next, a watered-down 1:1:2 mix of Scorched Brown, Vomit Brown and Regal Blue was applied over three coats.



Step 5. A 1:1:6 mix of Scorched Brown, Vomit Brown and Space Wolves Grey was then used.



Step 6. The next stage was built up using the Step 5 mix with just a small spot of Skull White added in.



Step 7. The moustache was given a 1:1 mix of Chaos Black and Codex Grey, followed by a Devlan Mud wash.



Step 8. The facial hair was then carefully highlighted with Codex Grey and, finally, with Fortress Grey.

PAINTING WHITE

White is used in one form or another in almost all painting techniques, usually to lighten the midtone, creating the highlight. This makes people wary of painting white as the main colour in their schemes. After all, when your midtone is white, how do you highlight that? Luckily we have a coterie of the world's best painters within the Studio and, after some goading and bribing, they imparted their collected knowledge of how to paint models white.

The first thing you need to define is what you're actually painting white and in what state it should be. Generally there are three 'types' of white. A stark or neutral white for hard surfaces such as plates and armour. Cool whites for crisp, clean areas. And, finally, warmer whites that are underlined with browns, often used for grubby linen or in more realistic portrayals, such as figures in *The Lord of The Rings*.

The High Elves, for example, tend to be painted with a lot of white cloth. Even if it's meant to be pure white, cloth will always have another shade underlying it. In the case of High Elves, with their clean, crisp lines, a blue tone is used to accentuate that effect. Other types of white cloth will use warmer tones, such as brown, to allude to dirtier fabrics. The white clothing of Empire soldiery or their standards will tend to have brown or fawn undertones as their clothes will most likely be dirtier than those worn by High Elves – those crystal-clear rivers of Ulthuan must be better for washing your linen in!

In the case of armour, or other materials far starker and less organic than textiles, then an undertone of grey is often used, keeping the white neutral. However, in the case of Kor'sarro Khan, a hint of brown has been added, to give a warm undertone and a 'long in the field' look.

Foundation is your Friend

Foundation paints are particularly effective as a basecoat for creating a solid white colour. That's because painting white traditionally requires lots of coats increasing the chance of a messy finish. Foundation colours, with their high pigment content, cut down on the physical layers needed, saving on time and the potential of messy coats,

visible brush strokes, and so on. A 1:1 mix of Dheneb Stone or Astronomican Grey with Skull White will set you up for a strong foundation layer that you can build up into a solid neutral white area.

However you achieve your basecoat, from there you should use blending techniques to work up the layers until you are applying pure Skull White. Always work up to Skull White as you need the off-white colours underneath to add definition to the area or else you'll end up with part of the miniature that looks like it's been undercoated and then forgotten about.

In circumstances where you're after a more organic look, then painting something that should be white in an off-white colour will not always work. An exposed ribcage or the exo-skeleton of a Tyranid monster are good examples. In this case, define the area with the shade rather than blending from an off-white basecoat. In the example below, the cartilage of the Carnifex head is blended up to pure white and then shaded pink directly into the recessed areas. If you were to blend from a red or purple basecoat, the exo-skeleton itself would look pink, rather than a white with the purplish tone.

In any situation where you're painting mainly in white, getting a good solid colour relies on continuous thin layers, rather than one thick one. Even when using Foundation Colours, thin the paint and don't be tempted to use a thick coat – let the dense pigment do the work not the amount of paint!



Left. The head is painted white and is then shaded with pink and purple washes to create the definition.

Below. High Elf warriors are clothed in white fabrics. The blues, used both as an undertone and an accent colour, give the models a clean look.



White Techniques

Use the first colour as your basecoat and then blend up to Skull White via the second tone.

Neutral white

- 1. Codex Grey
- 2. Fortress Grey
- 3. Skull White

Warm White

- 1. Graveyard Earth
- 2. Bleached Bone
- 3. Skull White

Cool White

- 1. Shadow Grey
- 2. Space Wolves Grey
- 3. Skull White

Painting the Cloak

Recap



Other Fur types

Khan's pelt has been painted a generic brown tone, but you can paint the fur to resemble a real animal if you like. All you need is a bit of real-world reference.



The inner layer of the cloak contrasts well with both the white power armour and the pelt on the outside of the cloak.

So far the Kor'sarro Khan miniature has only had white or very pale colours painted onto it. These are 'cold' colours and so the model now needs some warm tones to not only contrast with the initial palette but to help define the silhouette of the model as well. The outline of a miniature can easily be lost if it has a high proportion of cool tones with no spot colours or contrasting hues to 'anchor' the roving eyes of the spectator.

The Kor'sarro model has plenty of areas where you can apply these contrasting colours, and so Neil was very deliberate in his colour choice for the inside of the cloak, going for a very warm, rich red. The gold applied on the following page, the red trim of the shoulder pads and the Chapter symbols on the belt and kneepad (detailed later in the article), all help to break up the cool tones and further define the silhouette.

The Inner Cloak



Step 1. A basecoat of Scorched Brown was first applied over the lining of the cloak.



Step 2. Next, a 1:1 mix of Vermin Brown and Red Gore was painted onto the cloak in all but the most recessed areas.



Step 3. Bleached Bone was added to the previous mix in equal parts and applied as a highlight. The highlights were built by adding more Bleached Bone to the mix.



Step 4. The area was washed with Devlan Mud and then re-highlighted with the mix from Step 3. Finally, a fine highlight of Bleached Bone was applied.

The Outer Cloak



Step 1. As with the cloak lining, the fur was basecoated Scorched Brown. Neil simply basecoated the whole cloak in one go.



Step 2. The fur was then given a heavy drybrush of Bestial Brown.



Step 3. A 1:1 mix of Bestial Brown and Vomit Brown was then painted (not drybrushed!) onto the fur cloak, followed by a 1:3 mix of the same colours.



Step 4. A light drybrush of Bleached Bone was followed by a wash of Gryphon Sepia. The Bleached Bone highlight was re-applied afterwards.



These pictures clearly show all of the gold areas on the model. Even at this stage you can see how the warmer gold contrasts well with the cooler colours on the severed head and power armour.

Recap

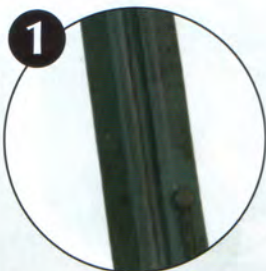


Non-Metallic Gold

For those who want to try out a non-metallic gold effect around the chest plate and sword hilt, then it's best to refer back to WD353 where Joe Tomaszewski gives a full Masterclass on the subject, painting the Games Day 2009 Chaos Lord in various stages and tones of non-metallic metal.

To briefly recap, the method for Joe's non-metallic gold starts with a basecoat of Snakebite Leather, followed by a wash of Chaos Black. A Snakebite midtone is re-applied and then worked up by adding an increasing amount of Skull White over several layers. Pure Skull White should then be used on the most prominent areas as a final highlight. Dots of Skull White are carefully added to represent flashes and flecks of light reflecting off the gold. A very thin glaze of Leviathan Purple is used to finish the effect.

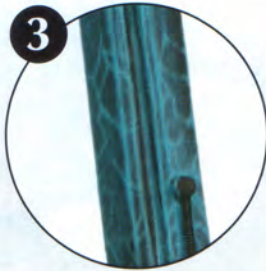
The Sword Blade



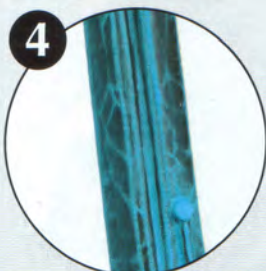
Step 1. Regal Blue was painted on the sword blade in a loose blotchy pattern, to start the bright power arc effect.



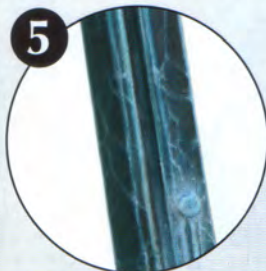
Step 2. A 1:1 mix of Regal Blue and Ice Blue was used to highlight the pattern. The mix was then thinned and washed over the sword blade.



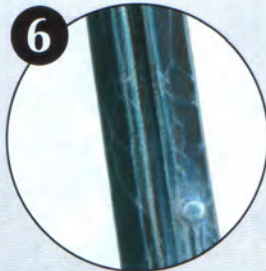
Step 3. A 1:3 mix of Regal Blue and Ice Blue was used as a highlight, then thinned down and brushed over the blade.



Step 4. Pure Ice Blue was applied to the energy lines, followed by a glaze over the entire blade.



Step 5. A 1:1 mix of Ice Blue and Skull White was then used in the same manner as in Step 4.



Step 6. Pure Skull White was used as a highlight with Mithril Silver applied to the blade edge.

The Chest Eagle



Step 1. The gold areas were first painted all over with a basecoat of Tin Bitz.



Step 2. Shining Gold was applied to the gold areas in all but the most recessed areas.



Step 3. The gold was first washed with Gryphon Sepia. When it dry, a wash of Devlan Mud was then applied.



Step 4. The areas were highlighted with Burnished Gold followed by a 3:1 mix of Burnished Gold and Mithril Silver.

Painting the Shoulder Pads

Right Shoulder Pad



Step 1. The red trim and the lightning bolt were first given a basecoat of Scab Red. The purity seal streamers were painted Bestial Brown.



Step 2. A mid-tone of Red Gore was used on the symbol and trim. Snakebite Leather was brushed onto the purity seals.



Step 3. The red parts were edged with Blood Red. Vomit Brown was used as the first highlight for the purity seals.



Step 4. A highlight of Blazing Orange was applied to the edges of the red areas. Bleached Bone was used as a highlight on the streamers.



Step 5. The red was edged with a 1:1 mix of Bubonic Brown and Skull White. A 1:1 mix of Bleached Bone and Skull White was used on the purity seal streamers.



Step 6. Finally, a wash of Baal Red was used on the symbol and trim. The streamers were given a wash of Ogryn Flesh.

Left Shoulder Pad



Step 1. The braiding and tassels were first given a basecoat of Red Gore while the Crux Terminatus was painted Graveyard Earth.



Step 2. The braid was painted with a 3:1 mix of Red Gore and Fortress Grey. A highlight using a 3:1 mix of Graveyard Earth and Bleached Bone was applied to the badge.



Step 3. The braid was highlighted with a 1:1 mix of Red Gore and Fortress Grey, while the badge received a highlight of a 1:1 mix of Graveyard Earth and Bleached Bone.



Step 4. The Crux Terminatus was highlighted with Bleached Bone. The braids were highlighted with a 1:3 mix of Red Gore and Fortress Grey.



Step 5. Both areas were then given a wash. The braid was covered with Leviathan Purple while the badge received a Devlan Mud wash.



Step 6. The braid was highlighted with Fortress Grey. The badge had a highlight of a 1:3 mix of Bleached Bone and Skull White.

Final Details

Once the main areas of the model have been painted it's simply a case of turning some attention to the smaller details that adorn the miniature. Many of the methods used on these areas have already been detailed elsewhere in this Masterclass and it's simply a case of referring back to them.

A great example are the wax stamps of the purity seals, which use the same technique as described for the braids and tassels on the left shoulder pad. Otherwise we've tried to cover any new colours and techniques Neil has used on this page.



The laurel was basecoated with Catachan Green. A 1:1 mix of Catachan Green and Bleached Bone was used as a midtone and a 1:3 mix of the same colours applied as a highlight.



The yellow hue on the Chapter symbol was first painted Bubonic Brown. Bleached Bone was blended in over subsequent layers, first going to a 1:1 mix and then a 1:3, until pure Bleached Bone was used. Work outwards so each layer goes lighter towards the edge of the area.



The holster was highlighted first with a 1:1 mix of Chaos Black and Ice Blue, followed by a 1:3 mix of the same colours, then a final highlight of Fortress Grey. The red trim uses the same first three steps as for the red areas on the shoulder pads.



The hilt used the same method as described earlier for the gold. It looks darker than the breastplate because it's a flatter area. The gem was painted using the same palette as the Chapter symbol, applying the highlights towards the bottom. The only difference was that a dot of Skull White was added to the top of the gem to create the effect of a reflection.



The skull was painted using the same method as for the Crux Terminatus. The hair and Kor'sarro's top knot used the same technique as described for his facial hair.



The wax part of the purity seals were painted just like the braids found on the left shoulder pad.

MASTER OF THE HUNT

Kor'sarro Khan is the White Scars' Master of the Hunt, the fifty-first individual to hold that honorific since the days of the Great Jaghatai Khan. This title is unique to the White Scars Chapter. They, above all other Chapters, seek the blood of an adversary who, through quirk of fate or artifice, has battled them and lived to tell the tale. Such enemies cannot be allowed to glory in their small victories of survival. Every twenty-five years, at the height of the Rites of Howling, the Master of the Hunt is despatched to seek out one such foe and bring their severed head back to the White Scars fortress monastery as trophy and proof.

As Captain of the 3rd Company, Khan can draw upon many resources in pursuit of his prey, and often embarks upon a hunt with companions chosen from the Battle-Brothers under his command. A pursuit can take months or years as Khan tracks his quarry from warzone to warzone and world to world. Though the hunt may be postponed as wars and other duties interfere, it is never abandoned. Sooner or later the quarry is tracked down, cornered and then beheaded.

Kor'sarro's return to Chogoris is a time of great celebration and moonlit feasting, for it marks the passing of a hated nemesis. When the carousal is done, Kor'sarro surrenders the prey's severed head to the High Chaplain, who takes up a brand from the flames and burns the eyes from the dead skull. The hymn of vengeance is sung as the flesh burns and peels, and the quarry's name is struck from the roster of the hunt. The head itself is masked in silver and set upon a lance, its hollow gaze destined to forever stare out over the approach to the fortress monastery. The White Scars' citadel is high in the Khum Karta mountains; the road is long, yet the silvered heads of the slain line every pace of its passage.

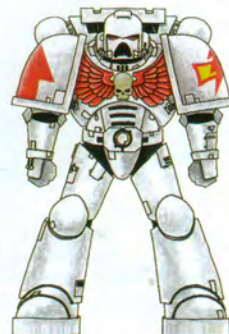
Over his years as Master of the Hunt, Kor'sarro Khan has brought nearly a score of quests to a successful conclusion. Some of the White Scars' greatest foes, such as the Daemon Prince Kernax Voldorius and the Eldar pirate lord Varaliel, had evaded previous Masters of the Hunt only to have their heads severed by Kor'sarro's blade.

"Surround yourself with the greatest warriors at your command, or cower in the deepest and darkest hole you can find. It matters not. I shall take your head for the Great Khan and for the Emperor."

Kor'sarro Khan
White Scars 3rd Company

White Scars

White Scars are the masters of reconnaissance and adherents of the hit-and-attack. They are hunters and raiders without peer, using ultra-rapid deployment to ensure that the foe's first sight of them is also his last. Such were the teachings of the Primarch Jaghatai Khan, and in the millennia since his disappearance these doctrines have been honed and refined in countless battles.



HEROES OF THE ADEPTUS ASTARTES

Kor'sarro Khan is not the only hero at the disposal of the Space Marines. Far from it – the Chapters of the Adeptus Astartes are replete with heroic individuals whose valour and fame have spread beyond the archives of their fortress monastery. Even during the Time of Ending the Space Marines have provided great and legendary heroes that, along with their Battle-Brothers, form the bulwark against the ensuing darkness.



Marneus Calgar

Though famous as a master strategist and general, Calgar is no stranger to personal valour; the tomes of Ultramar are full of his deeds and actions from closing Daemon gates to boarding Hiveships. To the people of Ultramar he is the hero of heroes, the epitome of Mankind's will to endure and triumph.



The Gauntlets of Ultramar are a matched pair of power fists with integrated bolters. They are the badge of office of the Lord of Macragge.



Captain Lysander

Lost in the Warp for over a millennia, Captain Lysander returned to his Chapter clear of taint and has since been reinstated as the commander of the 1st Company.



The Fist of Dorn is a master-crafted thunder hammer, said to be one of the oldest of its kind in the galaxy.



Vulkan He'stan

As Forgefather, Vulkan He'stan must seek out the lost artefacts created and then hidden across the void by the Primarch, Vulkan. Four of these technological relics remain undiscovered and it is He'stan's quest to seek them out. If on his travels he encounters the enemies of Mankind then he will only continue his search once he has scoured the location clean with spear and flame.



The spear of Vulkan was one of nine lost artefacts scattered throughout the galaxy, but since its recovery it is now wielded in battle by the Forgefather himself.



Pedro Kantor

After the devastation of Rynn's World it is now Kantor's job to rebuild the Crimson Fists. In these dark times, the Imperium can ill afford the loss of such a legendary Chapter.



The ancient and venerated storm bolter, Dorn's Arrow, is a mark of the Chapter Master of the Crimson Fists.

**PREMIER
EVENT**

HOBBY CAMPS



For this month's Premier Event review Matt Lincoln turns our attention to Games Workshop's purpose built visitors venue, Warhammer World, and its calendar of Hobby Camp Events.



One of the cornerstones of the hobby is that it's sociable. You don't play a game of Warhammer or Warhammer 40,000 on your own. It's always interesting, dare I say, entertaining, debating which army is best, which background story is most interesting (Dark Angels in my opinion), and sharing with others the miniatures that you've painstakingly converted or painted over the years.

This is where Warhammer World's Hobby Camps come into their own. We run Hobby Camps to provide groups of hobbyists like you the opportunity to spend five days at Warhammer World immersed in your hobby alongside a gaggle of other like-minded individuals.

As I sit writing this article over twenty hobbyists are battling against our dedicated Hobby Camp coaches for victory, honour and of course the bragging rights in the final battle of their Hobby Camp week. In fact, by the time you read this, tales will have emerged describing just how spectacularly the battle was won, and how unfair the dice rolls were that day! However, I should really start at the beginning of the week, so here goes...

Summer Hobby Camp of 2009

The week began with the sound of shrink wrap being ripped from brand new Battalions and Battleforces, hobbyists talking about the hobby they love and plastic being clipped.

Organised bedlam swiftly followed as everyone began to create new armies under the guidance of the Hobby Camp coaches, who between them have around thirty years of experience of the hobby.

With armies constructed, twenty cans of Chaos Black Paint used and numerous trips to the spray booth, painting began in earnest.

The coaches moved around the individual hobbyists throughout the week, proffering advice and guidance, showing them how to paint their miniatures using a range of techniques including highlighting, layering and dry-brushing. They even explained how to weather vehicles by using PVA glue to mask areas from the next layer of paint, and how to create realistic camouflage effects on tanks using strips of adhesive putty and paint.

Each day the noise grew as battles raged and the coaches demonstrated tactics and explained the rules of Warhammer and

Warhammer 40,000. Tyranids devoured Tau worlds, High Elves tore into Dwarfs with shields crashing and swords slicing. On another table bolter rounds exploded amid an Ork Waaagh! as the Raven Guard launched ambush after ambush against the greenskins and the dice rolls got ever more frantic.

As the Hobby Camp reached its conclusion, final battles produced riotous laughter and cries of anguish at the dice gods. We saw Dwarfs valiantly slay a host of Zombies only to be torn to shreds by a rampaging Chaos Horde. We also saw the loyal Blood Angels and Dark Angels Chapters fight side by side against wave after wave of Chaos Space Marines and a myriad of foul xenos.

As the Hobby Camp came to an end, our hobbyists packed away their newly constructed and painted armies and said their reluctant farewells. After email addresses were exchanged with newfound friends, they made their way home, still brimming with excitement from the week they had experienced and eagerly anticipating the next time they might meet in battle.

Long-lasting effects

The Hobby camp can have a real effect on your hobby. With your newfound skills you can get a lot more out of your purchases, get your projects completed to consistently higher standards, and reap the benefits of a better understanding of the rules, strategies and tactics. You also have a ready made community of fellows with whom to share war stories and enjoy the hobby even more. The thing is, following the Hobby Camp you can become so enthused about the hobby, you just can't leave it alone!

Further Information

So, if Matt's account has piqued your interest, you'll be delighted to read that we run Hobby Camps throughout all the major school holidays, the dates for which can be found above. Find a time to suit you and come and immerse yourself in your Hobby at Warhammer World.



WARHAMMER WORLD HOBBY

Hobby Camp	Dates	Game Systems Available	Ages
<i>Christmas Holidays</i>	<i>19th-23rd December 2009</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Confirmed 2010 Hobby Camp dates listed below</i>			
<i>Easter Holidays</i>	<i>29th March-2nd April</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Easter Holidays</i>	<i>6th-9th April</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Summer Holidays</i>	<i>26th-30th July</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Summer Holidays</i>	<i>2nd-6th August</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>16+</i>
<i>Summer Holidays</i>	<i>9th-13th August</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Summer Holidays</i>	<i>16th-20th August</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>
<i>Summer Holidays</i>	<i>23rd-27th August</i>	<i>Warhammer Warhammer 40,000 The Lord of The Rings</i>	<i>12 to 16 (Parents may attend with their children)</i>

For more information on our hobby camp programme you can contact us at whworldevents@games-workshop.co.uk or visit www.warhammerworld.org

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