

WARHAMMER NEW CATAclysm SPELLS FOR STORM OF MAGIC

WHITE DWARF

WD389 May 2012

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER
40,000
25
NECRONS

WARHAMMER
STORM OF MAGIC
HOW TO PAINT
CITADEL
MINIATURES

GAMES WORKSHOP

WD389 MAY 2012 £6.50 WWW.GAMES-WORKSHOP.COM

ISSN 0265-8712

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9 770265 871073

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Eldar from Craftworld Alaitoc inadvertently wake a Necron Tomb World.

++ Long-range augury ++

INTRUDER

KNOW THAT YOUR FLEET NOW ORBITS A WORLD UPON WHICH YOU HAVE NO CLAIM. AKYNATOS IS THE PROPERTY OF THE SAUTEKH DYNASTY, RULED BY HIS IMMORTAL MAJESTY IMOTEKH OF MANDRAGORA. THERE IS NO ROOM IN ITS BARREN HEART FOR ANY OTHER LIEGE.

THIS IS FORBIDDEN GROUND, AND THE PUNISHMENT FOR TRESPASS IS DEATH. THUS IS OUR JUDGEMENT, AND THUS IS YOUR DOOM.

YET BY ANCIENT CODE OF BATTLE ARE WE FORCED TO EXTEND THIS OFFER: DEPART, AND YOU MAY YET LIVE LONG AND FULFILLED LIVES ERE OUR EMISSARIES FIND YOU ONCE AGAIN. REMAIN, UNBIDDEN AND UNWANTED, AND YOU WILL SUFFER SUCH AGONIES THAT EVEN YOUR GILDED DEITY WILL TURN HIS GAZE ASIDE IN HORROR AT YOUR FLIGHT.

CHOOSE YOUR FATE, AND CHOOSE IT WISELY. DIE TODAY, CLOAKED IN HUBRIS, OR DIE YEARS HENCE, BEARING THE COWARD'S MANTLE. WE CARE NOT.

ACCEPT YOUR FATE.

++ Generationary orbit established above planet designated Akynatos. Explorer surveys detect ruins of ancient human origin. Scanning now. Multiple energy spikes detected of unknown origin. Incoming transmission on screen. Xeno-bio-code infusing systems. Shield down disabled. ++

Thought for the Day: Mutual hatred is all we can expect when dealing with aliens.



Intruder beware, indeed. I'd heed the warning on the previous page well, for this month the Tomb Worlds team with mechanical life as the Necrons receive fresh reinforcements from the revivification chamber. There's some great stuff too, including my personal favourite, the awesome Triarch Stalker.

If you cast your minds back to November, you'll recall that me and Simon had a whale of a good time battling the Necrons in the battle report. Well, 6 months later Simon's still fighting the good fight, but I was so impressed by the amount of firepower the Necron army could put out (and it really is a lot, I can tell you) that I've gone and joined the other side with a Necron army of my own. When in Solemnace, and all that.

My main motivation (thoughts of firepower aside) was the Studio's latest campaign, which sees the Nihilakh Dynasty invading the beleaguered world of Tanrak. Rather than leading the invasion himself, Mat Ward took on games-mastering duties and you can read how the campaign went later in this issue. It's been great fun so far, although I do fear that us Necrons may be slightly undone by the sheer tactical might of the enemy commanders arrayed against us. But where's the fun if it's easy?

Mat's not just written about the goings on of the campaign either, for over the course of the campaign he came up with a host of additional rules. From fun new scenarios to Necron datasheets for the Apocalypse game we ended the first turn with, hopefully you'll find something to use in your own games too!

Following on from last month's launch of the new paints, we're continuing our coverage with even more painting articles. We've got the second part of our extensive Citadel Miniatures Painting Guide and a comprehensive guide to painting the state troops of the many provinces of the Empire. There's even an Army Project from Chris Peach to show you how to paint your own Necrons belonging to the Nihilakh Dynasty.

Finally, we've got something of a treat for all you Warhammer players. Mat Ward has been very busy this month, and presents the first Tome of Battle – a complete supplement for Storm of Magic. Whilst centred around war between the Colleges of Magic, it's got something for everyone in the form of new Cataclysm spells, Sorcerous Brands, a new scenario and even more.

Well, between four new scenarios, plenty of new painting guides and loads of new rules, that should keep you busy until next month!

Andrew Kenrick, Editor



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Contributors: Dave Andrews, Nick Bayton, Steve Bossmann, John Bracken, Robin Criddle, Jon Findall, Zak Gucklhorn, Matthew Hobday, Jervis Johnson, Andy Keddle, Phil Kelly, Mark Latham, Glenn More, Chad Mierzwia, Chris Peach, Duncan Rhodes, Adam Snook, Adam Troke, Jeremy Vetteck, Sarah Wallen, Lise Ward, Matthew Ward.
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Art: John Blanche, Alex Boyd, Kevin Chin, Paul Dainton, Mark Holmes, David Gallagher, Neil Hodgson, Nuala Kinrade, John Michelbach, Pedro Nuñez.

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FEATURED THIS MONTH:



Army painter Chris Peach returns to his Necron army, showing us how to paint models from the Nihilakh Dynasty.



Magical mayhem descends upon the Empire, complete with a new scenario, spells and artefacts for Storm of Magic.

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NEW RELEASES

WARHAMMER
40,000

NECRONS



The Necron Tomb Worlds have unleashed their denizens once more. Silent Canoptek guardians, huge stalking walkers and infamous characters all join the Necron ranks this month.

ADVANCE ORDER

You can advance order all new releases seven days before launch. Advance order by *Sunday April 29th* to guarantee your Necron orders being available to collect on *Saturday May 5th* from your local Hobby Centre.



TRIARCH STALKER

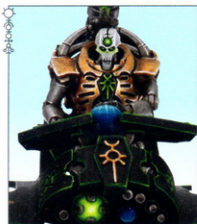
Often found in the vanguard of a Necron assault, Triarch Stalkers are scuttling weapons platforms that use their advanced targeting relays to ensure the death of even the toughest foe. This multi-part plastic kit builds one such machine.

Triarch Stalkers may be armed with any of three ranged weapon options. This model has been equipped with twin-linked heavy gauss cannons.



The Triarch Stalker is a multi-part plastic kit that creates a 4.5" high mechanical construct. The Triarch Stalker is armed with a choice of powerful, ranged weapon systems, all three of which are included on the frame: the tank-busting twin-linked heavy gauss cannon; the particle shredder, a powerful area-of-effect weapon; and the dual-purpose heat ray, which may be fired with a focused or dispersed beam to wildly different effects. The pair of ball and socket joints in the front legs are both posable too.

As with all the Necron machines of war, the Triarch Stalker is centred around a large spherical reactor core at its heart, atop which the pilot's command pulpit sits. Similar power sources, though smaller in scale, are also evident, powering its weapon systems, limbs and sensor arrays.



A Triarch Stalker is piloted by a high-ranking Triarch Praetorian.

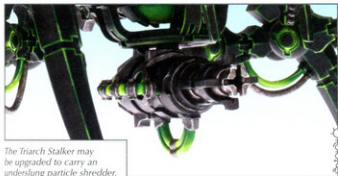


All Necron war machines are controlled from highly advanced guidance consoles.

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This Triarch Stalker is armed with a heat ray, which has a choice of two fire modes – focused or dispersed.

TURN TO PAGE
24 TO SEE
ANOTHER WAY
TO PAINT THIS
MODEL.



The Triarch Stalker may be upgraded to carry an underslung particle shredder.

CITADEL

PAINTING GREEN ARMOUR

BASE


☐ Caliban Green

LAYER


☐ Warpstone Glow

SHADE


☐ Biel-Tan Green

LAYER


☐ Moot Green


NECRON TRIARCH STALKER £28.50

Product code: 99120110021

Sculpted by Dave Thomas and

Dale Stringer.

£37, 290dk, 340dk, 310dk, 290mb, 143df

ON SALE MAY 5TH

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TOMB BLADES

The eyes and ears of a Necron Overlord, squadrons of Tomb Blades can often be found roving ahead of the main army, scouting and ambushing the enemy at every turn. The Tomb Blades kit contains three of these heavily armed assault craft.

This multi-part plastic kit makes three Tomb Blades, a Fast Attack choice for the Necron army. A single squadron can include up to five of these rapid-assault craft. The parts to equip all three of the Tomb Blades with your preferred choice of weapon option are included in the kit. These range from the explosive particle beamers to a twin-linked

pair of tesla carbines or gauss blasters. The frame also includes some additional components to represent the optional upgrades – nebuloscopes, shadowlooms and shield vanes. The chassis, weapons and wargear options can be assembled in a number of different configurations, dramatically changing the look of the models.



Tomb Blade with particle beamer



Tomb Blade with twin-linked gauss blasters



Particle beamers are optional weapon upgrades that unleash powerful blasts.



The Tomb Blade pilots interface directly with their machines and utilise advanced targeting systems.



Tomb Blades may be armed with twin-linked gauss blasters for a fearsome array of firepower.

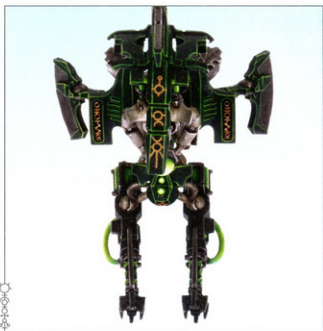


Shield vanes are armoured panels that provide Tomb Blades with an improved armour save.

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This Tomb Blade has been assembled with a shorter, stockier frame, though there are plenty of other configurations to choose from.



By assembling the Tomb Blade with a longer, sleeker profile – shield vanes to the rear, gauss cannons to the front – the craft will look faster and more agile.



Tomb Blade with twin-linked tesla carbine



Tesla carbines discharge bolts of voltaic energy that can leap from target to target.



The shield vane components can be attached to the Tomb Blades in several different places.

CITADEL PAINTING METAL

BASE



☐ Leadbelcher

SHADE



☐ Nuln Oil

LAYER



☐ Ironbreaker

LAYER



☐ Runefang Steel



NECRON TOMBLADES £24
Product code: 99120110019
Sculpted by Dave Thomas and
Dale Stringer.
£32.50, 240dks, 280dks, 260dks, 240mb, 120d

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CANOPTTEK WRAITHS

Utilising phase shifter technology, Canoptek Wraiths are able to ghost in and out of reality, making them swift and silent hunters on the battlefield. The multi-part plastic Canoptek Wraiths kit includes three of these intangible Necron machines.



Although designed as Tomb World repair drones, Canoptek Wraiths may be upgraded to carry a single underslung weapon in battle – in this case a particle caster.



A spinal sensor array is positioned on the carapace above the Canoptek Wraith's head.



Canoptek Wraith with particle caster



Canoptek Wraith with whip coils

The multi-part plastic Canoptek Wraiths kit provides the Necron army with this month's second new Fast Attack choice. Three models are included in the kit, up to six of which may be selected as a single squad. The kit includes a choice of three serpentine tail options and a trio of different face plates. The Wraiths' forelegs are attached using ball and socket joints and can be freely posed as desired.

Canoptek Wraiths may be upgraded to carry one of two underslung weapons systems – a particle caster or transdimensional beamer – and enough of these weapons are included on the frame to arm all three Wraiths in the kit as desired. In addition, there are enough components to equip each Canoptek Wraith with the debilitating whip coils upgrade.



A network of power sources represent the unfathomable technology of a Canoptek Wraith's dimensional destabilisation matrix.



The phase-shifting claws of a Canoptek Wraith are equally as useful at repairing machinery as slaying intruders.

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Canoptek Wraith with transdimensional beamer



Three different Canoptek Wraith heads are included on the frame. Two heads feature cyclopean eyes whilst the third is multi-lensed.



A transdimensional beamer is an uncompromising weapon that utilises Necron technology to exile its target to another dimension.



CITADEL

PAINTING POWER SOURCES

BASE



☐ Caliban Green

LAYER



☐ Moot Green

LAYER



☐ White Scar

GLAZE



☐ Waywatcher Green



NECRON CANOPTEK WRAITHS £28.50

Product code: 99120110020

Sculpted by Dave Thomas and

Tom Walton.
£37, 290ml, 340ml, 310ml, 290ml, 143ml

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CANOPTEK SPYDER

Whilst their Necron masters lay dormant, the responsibility of maintaining the Tomb Worlds fell to the automated Canoptek Spyders and their repair teams of nanoscarabs. This Canoptek Spyder kit includes one of these machines.

This multi-part plastic kit includes one Canoptek Spyder, a Heavy Support choice in the Necron army. Up to three Canoptek Spyders can be fielded as a single choice, each able to spawn a swarm of Canoptek Scarabs every turn from its scarab hive, interior detail for which is modelled beneath

the carapace. Each Canoptek Spyder can be assembled with a twin-linked particle beamer or sensor orb sprouting from its back. A multitude of mechanical blades, hooks and syringes hang from the Canoptek Spyder's insectile torso, representing its fabricator claw array.



The gloom prism option can be attached to its power core.



A Canoptek Spyder may carry a twin-linked particle beamer.



A choice of two different face plates are included on the frame.



The scarab hive is sculpted beneath the Spyder's carapace.



In place of a primary weapon, the Canoptek Spyder can be assembled with a sensor array sprouting from its carapace.



The beetle-like armoured shell of the Canoptek Spyder shields the valuable scarab hive beneath.



NECRON CANOPTEK SPYDER £20

Product code: 99120110022
Sculpted by Dave Thomas,
Dale Stringer and Tom Walton.
£26, 2000k, 240k, 220k, 2000k, 100k

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There are a number of resin upgrade packs available from the Games Workshop website, enabling you to modify existing kits to make new units or wargear options. Here are two examples, but check online for more.



DESTROYER LORD UPGRADE PACK

The Destroyer Lord Upgrade Pack consists of five resin components that can be added to the Necron Destroyer kit to make a completely new model, an example of which is displayed on the right. The upgrade pack's components consist of an upper torso and segmented augmentation to represent the Destroyer Lord's superior exoskeleton, as well as a choice of two left and right arms. In this way, you can equip your Destroyer Lord with either a staff of light or warscythe, whilst carrying a resurrection orb or clenching its fist with its right hand.



NECRON DESTROYER LORD UPGRADE PACK

Product code: 99800110014
Sculpted by Juan Diaz
£8, 60pts, 70pts, 65pts, 60pts, 30pt

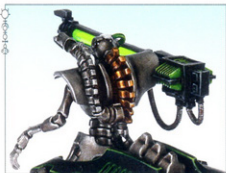
£6

ON SALE MAY 5TH



HEAVY DESTROYER UPGRADE PACK

If you're looking to add a bit more punch to your squad of Necron Destroyers, then the Heavy Destroyer Upgrade Pack is the perfect solution. This three-piece resin component set enables you to modify a Necron Destroyer kit to make a heavy gauss cannon-wielding Heavy Destroyer instead. The upgrade pack consists of a long gun barrel (with space to fit two of the green rods found in the Destroyer kit), a shoulder fitting and advanced targeting scope.



NECRON HEAVY DESTROYER UPGRADE PACK

Product code: 99800110015
Sculpted by the Citadel Design Team
£6.50, 50pts, 60pts, 55pts, 50pts, 25pt

£5

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THESE TWO UPGRADE PACKS ARE EXCLUSIVELY AVAILABLE TO ORDER FROM
GAMES-WORKSHOP.COM

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The lands and city states of the Empire would have long since fallen to darkness were it not for the brave standing armies of state troops and the valiant Knightly Orders that defend their sovereignty from the countless perils both within and without.

Consisting of 20 state troops (that can be assembled as either Spearmen, Swordsmen or Halberdiers), 10 ranged troops (with the option to build Handgunners or Crossbowmen), an artillery piece (either a Great Cannon or a Mortar) with three crew, and a deadly cadre of eight Empire Knights, this box set is a great purchase to start or further reinforce your collection of Sigmar's heirs.

EMPIRE BATTALION

£60

Product code: 99120202034

£85, 620dks, 770dks, 770dks, 600dks, 300dks

ON SALE MAY 5TH

FIND OUT HOW TO PAINT
STATE TROOPS ON PAGE 47.



This is only one way to assemble the Battalion – go online to see another configuration.

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CITADEL FINECAST™

Citadel Finecast is Games Workshop's premium range of highly detailed resin miniatures. Some new examples are displayed below, but more and more models are released in Citadel Finecast each month, so check online to keep up to date.

NEMESOR ZAHNDREKH



Nemesor Zahndrekx is a Necron special character available in Citadel Finecast resin. The model bears an ornate staff of light and his left arm is raised in a sweeping pose as if personally commanding his Necron legions to advance.

CITADEL FINECAST

NEMESOR ZAHNDREKH £11
Product code: 99800110001
Sculpted by Dave Thomas and Steve Buddle.
£13.50, 12000, 14000, 14000, 12000, 600

ON SALE MAY 5TH

VARGARD OBYRON



Vargard Obyron is Zahndrekx's stoic and loyal bodyguard, and his grim, determined pose beautifully reflects this aspect of his demeanour. Obyron stands in a menacing, implacable stance, both hands firmly clamped around the haft of his enormous warscythe.

CITADEL FINECAST

VARGARD OBYRON £9.50
Product code: 99800110013
Sculpted by Dave Thomas and Steve Buddle.
£13, 10000, 12000, 11500, 10000, 500

ON SALE MAY 5TH

ILLUMINOR SZERAS

The Citadel Finecast model of Illuminor Szeras depicts the extended carapace and unique mechanical augmentations for which he is famed. Unlike his humanoid Necron peers, Illuminor Szeras has multiple grasping manipulators and walks on four armoured legs. In his left hand, Illuminor Szeras bears the eldritch lance of a plasmancer; in his right, he holds a severed Eldar head – his specimen race of choice – and is probing its mouth with one of his talons.



CITADEL FINECAST

ILLUMINOR SZERAS £13
Product code: 99800110012
Sculpted by Dave Thomas and Aragorn Marks.
£18.50, 14000, 18000, 17000, 15000, 650

ON SALE MAY 5TH

GHOSTLY INTERVENTION

Of all the legends of the Imperium one of the strangest is that of the Legion of the Damned. Most bizarre of all are the many corroborated accounts of these otherworldly warriors, their unexpected appearance upon a desperate battlefield, and their sudden and inexplicable disappearance at the battle's end. The account of Ultramarine Chief Librarian Tigurius is the most widely known report of this mystery:

"On the third night of fighting, the Orks took the Great Bastion from us. Despair settled in our hearts, for all hope of rescue was now gone. Of all our company, I counted but thirty-seven living, and of these but twenty five unhurt. An hour before dawn I called the company to prayer and, since our Chaplain was slain, we made our peace with the Emperor in battle fashion.

It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. At first I thought it some connivance of the Orks but, as the host advanced, I realised it was of Space Marines, though not of any Chapter under the Emperor's

sun. Their armour was coloured black and upon it was drawn chilling images of bones and fire; on their helmets they bore skulls. As they advanced an eerie glow shrouded them and fire seemed to dance about their feet. Like the bones of men in the torment of purgatory they were, so that they looked more like skeletons than living men. Yet not a sound did they make.

For a while I believed this to be some phantasm, a vision of ancient times, for I had heard the Emperor grants such sights to those of his warriors who face death in his name. But it was not so, for soon the ghostly warriors reached the Orks' battleline, and suddenly the air was full of battle-din, and the Orks were wailing and crying in their terror. We that remained watched the dark Battle-Brothers at their work, and never before or since have I seen fighting such as I witnessed that dawn. Seizing the moment, I regrouped my company, and led them to war. Yet there was little work left for us, for the Orks lacked stomach for the fight. Soon we secured the Great Bastion once more and without further loss. Of the dark brotherhood there was no sign."



This month sees the release of a huge number of Space Marine miniatures in beautifully detailed Citadel Finecast resin. Some of them are displayed below, but there are many more to see, so check online for the full range.



LEGION OF THE DAMNED SQUAD



LEGION OF THE DAMNED SQUAD £25.50

Product code: 99810101067

Sculpted by Juan Diaz,
Matt Holland and Neil Langdown.
£33, 250dk, 310dk, 310dk, 250mb, 125d

ON SALE MAY 10TH

CITADEL FINECAST



CHIEF LIBRARIAN TIGURIUS



CHIEF LIBRARIAN TIGURIUS £11

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£13, 120dk, 140dk, 140dk, 120mb, 60d



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DAMNED LEGIONNAIRE £9.50 WITH MULTI-MELTA

Product code: 99800101078

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Product code: 99800101079

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£13, 100dk, 120dk, 115dk, 100mb, 50d

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Prices for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



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Scout Sergeant Telion is the hero in Black Library's latest audio drama, *Eye of Vengeance*.

THIS MONTH:



Scout Sergeant Telion, the Ultramarines' master marksman, leads the defence of the agri-world of Quintarn against a twisted Dark Mechanicum priesthood.

Eye of Vengeance £10
ISBN: 978-1-84970-154-9
£15, 115dk, 140dk/rnk, 50zl



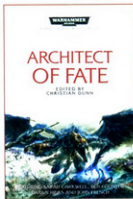
Talos leads First Claw further down their dark path, until the Eldar of Craftworld Ulthwé foresee a great conflict centred around the Night Lords, and the xenos muster for battle!

Void Stalker £7.99
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A thousand years after the Age of Sigmar, the Empire is struck by a deadly plague which decimates the population. In its wake, the foul Skaven move to lay claim to the land of men.

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Collected for the first time in a printed volume, the *Architect of Fate* novella series follows the daemonic schemes of Kairos Fateweaver, and his unwitting Space Marine pawns.

Architect of Fate £8.99
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GAMES DAY TICKETS: RELEASED SATURDAY 26TH MAY

For those of you who have not yet taken out a White Dwarf subscription and have therefore been able to get your tickets early, the wait is very nearly over, as on Saturday 26th May this year's Games Day Tickets go on general release.

This year's show promises to be the greatest yet as we'll once again be expanding to fill not only the main NEC LG Arena, but also the cavernous space of Hall One – an area so big, you could park four Boeing 747 aeroplanes inside! Of course, the great news is that we'll be using this space to house the Games Day Shop where, once again, you will be able to go around and make all your purchases in one convenient place, from the very latest Citadel miniatures releases to the hugely popular Forge World, Warhammer Forge and Black Library areas.

We also have a number of special surprises in store for you this year that we can't talk about yet, and there will be, a whole host of amazing games, events and activities for you to take part in, not to mention the opportunity to take a good long look at all of the latest projects from the Design Studio.

This truly is a day to immerse yourself in your hobby and meet the people responsible for your favourite miniatures and armies.

Once again, tickets to this year's show are extremely limited, so make sure you don't miss out and order yours today; available from your local Hobby Centre, from Customer Services on 0115 91 40000 and from the Games Workshop website.



THE KORONUS BESTIARY

A myriad of alien races seek to halt Mankind's rightful rule of the galaxy. Can you master these foul creatures and rule the void? The Koronus Bestiary, a supplement for Rogue Trader, is a detailed compendium of deadly beasts, hostile Xenos, unholy Daemons, and other dangers that fill the uncharted regions of the Koronus Expanse. As well as adventure seeds and plot hooks, this comprehensive tome features a host of terrifying foes.



RISEING TEMPEST

Rising Tempest is an epic three-part adventure for Deathwatch. As the conflict with the Tau approaches breaking point, Lord Commander Ebongrave seeks allies he can trust. But are Tau sympathisers really manoeuvring among the citizens of the Imperium? When the Tau make a play for dominance that threatens to tip the balance of power, they'll unwittingly endanger the entire Jericho Reach... and only the Space Marines of the Deathwatch can stop them.



We would like to apologise to Karl Richardson for incorrectly attributing the fantastic cover art of March's White Dwarf to Kev Walker rather than Karl. Whilst we normally take every effort to make sure our issues are error free, we suspect that the Shadow in the Warp cast by the Hive Fleet clouded our editor's mind.

THE ULTIMATE BATTLE OF ULTIMATE DESTINY

On Saturday 26th May this year's Games Day tickets go on sale and, in the weeks leading up to its release, you have the unique opportunity to help us decide the theme of this year's Games Day T-shirt!

Each weekend in May your local Hobby Centre is holding a campaign game to which you are invited. Simply bring along your armies and join the fun! Each week, the result of the game will be recorded as either a point for the forces of Good or the forces of Evil.

- Saturday 5th May Warhammer
- Saturday 12th May Warhammer 40,000
- Saturday 19th May The Lord of the Rings Strategy Battle Game

Not only that, but each of you who bring along your army general that you painted in store last month with the new range of Citadel Paints will gain an extra campaign point for your faction, Good or Evil.

“Decide the theme of this year's Games Day T-shirt.”

Each week the results in your Hobby Centre will be posted on the store's Facebook page and we'll be keeping track of the progress as the campaign shifts from the battlefields of the Old World to the futuristic planets of the 41st Millennium and eventually to the lands of Middle-earth.

This amazing campaign concludes in stores on Saturday 26th May when we not only announce the overall winner, but you will also be able to purchase this year's Games Day Ticket.

So, to help make history and have a hand in deciding the theme of this year's Games Day T-shirt, get down to your local Hobby Centre today for all the details and to find out how you can take part!



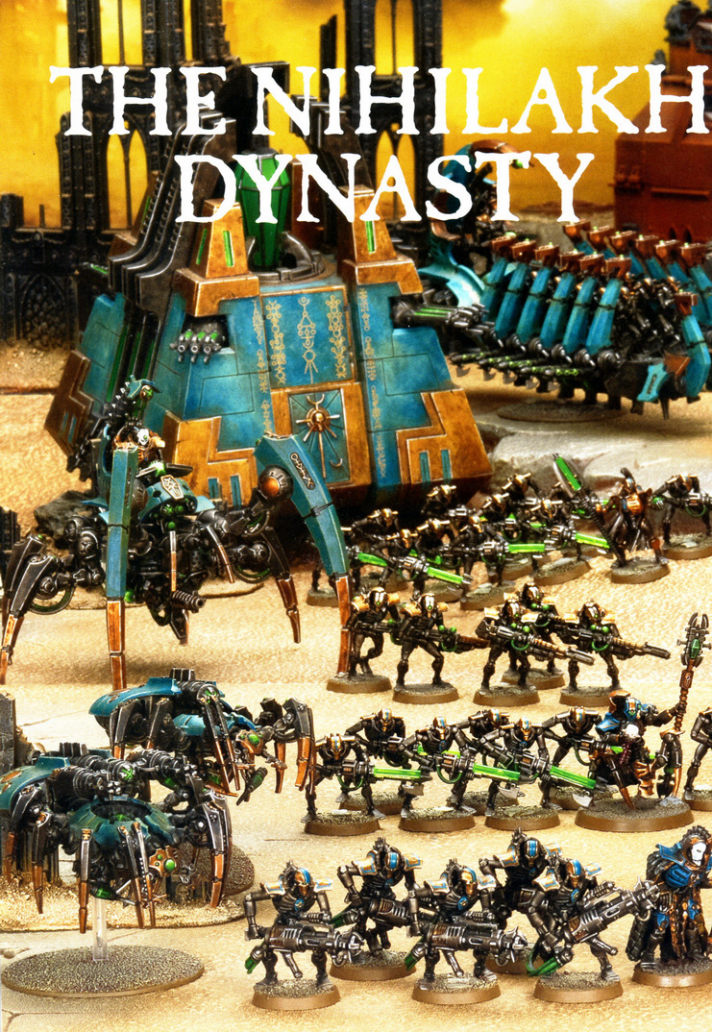
FRAGMENTS OF POWER



Fragments of Power is the second Battle Pack in the Bloodquest Cycle for Warhammer: Invasion – the Card Game! As the Empire and other forces of Order oppose the servants of Chaos, the greenskin hordes and the cruel Dark Elves, mighty visionaries undertake quests to recover mighty artifacts, hoping their power might turn the tide of battle. This 60-card pack introduces new units, attachments and tactics that provide powerful benefits to your army. New nobles, warriors, priests and creatures arrive to fill your ranks, and quests become more varied than ever. Rise to dominance over the Old World!



THE NIHILAKH DYNASTY



WARHAMMER 40,000





NECRONS OF THE NIHILAKH DYNASTY

Chris Peach has already painted a sizable Necron army belonging to the Nihilakh Dynasty. Here, he explains why he decided to bolster this army and how he painted it.

INSPIRATION

Chris: The image of legions of metal machines marching in silent unison – pausing only to unleash dazzling bursts of weaponry so advanced as to appear almost arcane – has always appealed to me. This faceless menace is a very cool aspect of the Necrons, and one that is epitomised by the Canoptek guardians of the Tomb Worlds. I had already painted a large army of Necrons hailing from the Nihilakh Dynasty, but there were so many awesome new models that I knew I had to expand the army to incorporate the new units that are now available. It was very much a case of using the new miniatures to embellish my original collection, making a cool army even cooler!

I wanted to include as many different options as I could, as this would add plenty of variety to the overall look and feel of the army. I ended up painting three squadrons of Tomb Blades, each equipped with one of the different weapon options. I applied the same logic to my Canoptek Wraiths (I love those models!), with each one given a different weapon option. I knew that by painting so many new miniatures to join the original Nihilakh host, I wouldn't be able to field them all in the same army, but that wasn't as important to me as giving the army lots of units and options to choose from. I could always use them all in a game of Apocalypse if I wanted to (*In fact, Chris did in the battle on page 86! – Ed*). My final additions were the fantastic Triarch Stalker and a pair of Canoptek Spydres to shadow the army's vehicles and make battlefield repairs. I assembled one of these with a twin-linked particle beamer and one without.



CodeX: Necrons is the definitive guide to fielding this advanced race of androids in battle, with full army list, bestiary and 'Easy Metal' showcase.



The lychguard were painted with gold trims to denote their status.



Chris has painted Trazyn the Infinite in the colours of his Nihilakh army.



Chris also painted Illuminor Szeras to fit into his army. Although he still used the same palette of colours, he used far more gold than elsewhere in his army.

PAINTING THE ARMY

I knew right from the start that I wanted to include a Triarch Stalker in the army, especially as I had already painted some Triarch Praetorians for it to go with. It looks really impressive, standing proud amidst the Necron infantry phalanxes it accompanies.

The Triarch Stalker was also a perfect model on which to demonstrate the painting techniques I used throughout the Nihilakh army. Because it is such a big model, each of the techniques used in the rest of the army can be found on it, so once you've painted it you'll have mastered all the techniques to paint the rest of the army.



This Canoptek Spyder was painted in the same way as the Triarch Stalker, as the same techniques can be applied to every other model in the army.



The large flat panels of blue, the green energy source and the metallic areas on this Tomb Blade all use the same techniques as the Triarch Stalker.



Chris undercoated the model with Chaos Black Spray to provide a foundation on which to apply Leadbelcher with the Citadel Spray Gun.

TECHNIQUES

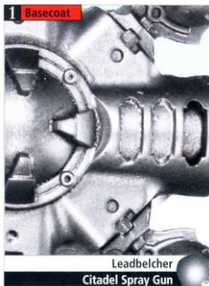
With some of the more complicated Necron kits (such as the Ghost Ark), it may be best to paint it as a set of sub-assemblies before gluing the finished pieces together. In the case of the Triarch Stalker, however, I decided that it could be built in its entirety as I would be able to use a combination of the Citadel Spray Gun and Shades to detail the areas that would be harder to reach with a paint brush. The second point to consider was that much of the model would need to be painted as metal, meaning that a metallic colour was the obvious choice to apply with the Citadel Spray Gun – Leadbelcher, in the case of my Nihilakh army.

As with any model, the first stage after I had finished assembling the Triarch Stalker was to apply an undercoat. I used Chaos Black Spray, as it would provide the best foundation for a metallic basecoat. The next stage was to apply a basecoat of Leadbelcher with the Citadel Spray Gun.

NECRON METALS

* Each of these stages was repeated a second time after the initial coat of Citadel Shade had fully dried.

1 SILVER



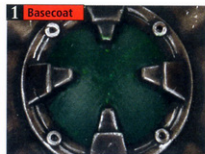
2 GOLD



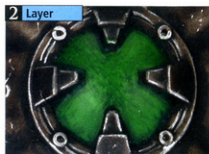
POWER CELLS & ARMOUR

* Water down Steel Legion Drab and apply as a wash.

3 POWER CELLS



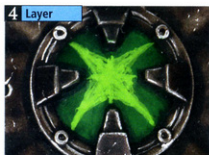
1 Basecoat
Caliban Green
Basecoat Brush



2 Layer
Warpstone Glow
Standard Brush



3 Wash
Biel-Tan Green
Wash Brush



4 Layer
Moot Green
Detail Brush



5 Layer
White Scar
Fine Detail Brush

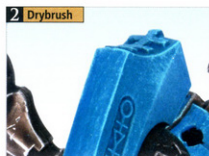


6 Glaze
Waywatcher Green
Wash Brush

4 TURQUOISE ARMOUR



1 Basecoat
Sotek Green
Basecoat Brush



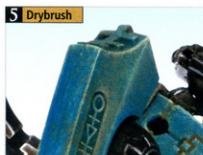
2 Drybrush
Skink Blue
Large Drybrush



3 Drybrush
Tyrant Skull
Medium Drybrush



4 Wash
Steel Legion Drab*
Wash Brush



5 Drybrush
Tyrant Skull
Medium Drybrush



6 Glaze
Lamenters Yellow
Wash Brush



NECRON SHOWCASE



CANOPTEK WRAITH

This Canoptek Wraith is another good example of how well the colours that Chris has chosen contrast with each other. The light green of the power cells stands out nicely from the darker shade of the serpentine tail, each segment of which has also been carefully picked out with an edge highlight to add definition.



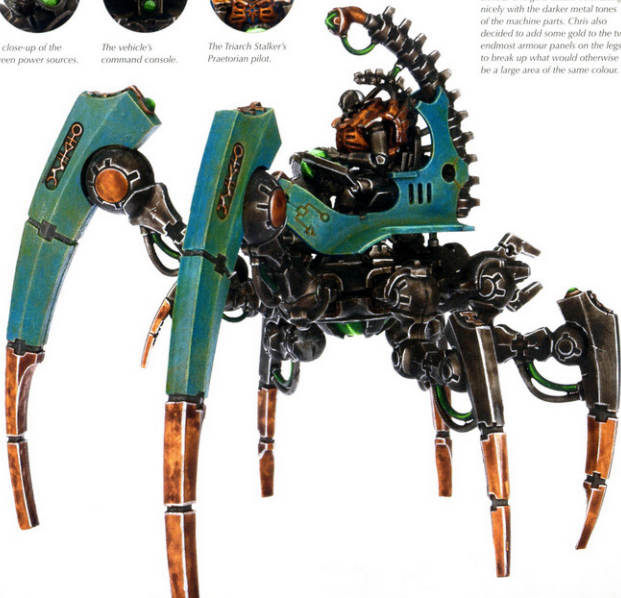
A close-up of the green power sources.



The vehicle's command console.



The Triarch Stalker's Praetorian pilot.



TRIARCH STALKER

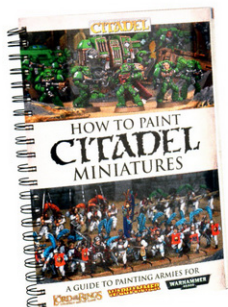
The finished Triarch Stalker looks suitably imposing, with the turquoise armour and gold details contrasting nicely with the darker metal tones of the machine parts. Chris also decided to add some gold to the two endmost armour panels on the legs to break up what would otherwise be a large area of the same colour.

CITADEL

NIHILAKH DYNASTY PAINTING GUIDE

With 145 new paints to choose from, it is important to make sure that you get your hands on the right colours for the job at hand. Displayed below is a convenient reference chart and checklist of every Citadel paint Chris used to paint his Necron Army Project.

ENERGY	SILVER	GOLD	TURQUOISE
Caliban Green	Leadbelcher	Balthazar Gold	Sotek Green
Warpstone Glow	Nails Oil	Gherma's Gold	Skink Blue
Biel-Tan Green	Agrax Earthshade	Agrax Earthshade	Tyrant Skull
Moon Green	Runefang Steel	Runefang Steel	Steel Legion Drab
White Scar			Tyrant Skull
Waywatcher Green			Lamenters Yellow



HOW TO PAINT CITADEL MINIATURES

Remember that How to Paint Citadel Miniatures includes all the modelling and painting advice you could ever need, including eight more Army Projects and even a DVD that gives you a painter's eye view of each painting technique being performed first hand.

		☐		☐		☐		☐		☐		☐		☐
BASE	Caliban Green		Leadbelcher		Balthazar Gold		Steel Legion Drab		DRY		Skink Blue		Tyrant Skull	
		☐		☐		☐		☐		☐		☐		☐
LAYER	Warpstone Glow		Gherma's Gold		Sotek Green		SHADE		Nails Oil		Agrax Earthshade		Biel-Tan Green	
		☐		☐		☐		☐		☐		☐		☐
LAYER	Moon Green		Runefang Steel		White Scar		TECHNICAL		Imperial Primer		GLAZE		Waywatcher Green	
														☐
													Lamenters Yellow	

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ARISE AND CONQUER!

The Necron Tomb Worlds are reawakening, preparing to once again sweep across the galaxy bringing more destruction than ever before. With greater strength and numbers than ever before, the Necrons stand ready to re-conquer the galaxy...



IN-STORE THIS MONTH

Begin Your Dynasty Today!

With all the additional fire power released this month, now is a great a time to start your very own Necron dynasty. This is a great opportunity to start a new project and the staff at your local Hobby Centre will be more than happy to offer up plenty of inspiration. So, get down to your local store today to explore a range of ideas for your new Necron army.

Battle Amongst the Stars

Already sided with the Necrons and their lust for immortality? The amazing new models, ranging from the deadly Triarch Stalker to the ghostly Canoptek Wraiths, will add a fantastic new dynamic to your army. Visit your local Hobby Centre to find out how these new models can further expand your army and transform it into a force to be reckoned with.

A Galaxy at War

If the nature of the Necrons thoroughly repulses you, now is the time to defend your worlds against this implacable horde of mechanical life. Your Hobby Centre staff have a wealth of knowledge to aid you in your battles against the Necron forces. So, get down to your local store to find out how you can destroy the Necrons once and for all!

Building the Machines

And, as always, the staff in your local store will be on hand to help you assemble and paint your new Necron miniatures, devise ruthless army lists and lend some tactical advice in the theatre of war amidst a backdrop of enthralling games and exciting scenarios.



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www.games-workshop.com

**WARHAMMER
40,000**

TOMB WORLDS UNLEASHED



In this article, Simon Grant and Codex: Necrons author Mat Ward introduce this month's emergent additions to the Necron legions. Honoured Phaerons, heed well these words of wisdom, for they will serve you well.



Codex: Necrons is the definitive guide to collecting and playing games with your Necrons, including all of this month's new releases.

With their unyielding metal bodies and unparalleled mastery of technology, the Necrons were once the masters of the galaxy. But for countless millennia, they have slumbered in the darkest depths of their Tomb Worlds, awaiting the day when they would arise once more to reclaim that which was once theirs. That time has come to pass, more and more Tomb Worlds awaken.

Amidst rank upon rank of Necron Warriors and Immortals march the insectile Triarch Stalkers, their deadly heat rays reducing enemies to molten slag. Canoptek Spydres drift silently forwards, surrounded by buzzing clouds of Scarabs as they emerge from the hives beneath the Spydres' armoured shells. As if appearing from nowhere, squadrons of Tomb Blades and

serpentine Canoptek Wraiths harass the enemy flanks, sowing death and discord as the implacable Necrons advance to slaughter them. The galaxy will learn once again to fear the Necrons as they seek to restore their empire's former glory.

Not only do the Necrons have access to the heavy weaponry and targeting relay of the Triarch Stalker, but they are joined by Scarab-spawning Canoptek Spydres and swift Canoptek Wraiths and Tomb Blades.

Each of these new units will provide you with greater flexibility and can easily drop into a Necron force. But remember the wise words of Illuminor Szeras: "Superior technology does not guarantee victory unless wielded by a superior being." And with that in mind, here's Mat with some tactical advice.

A pair of Canoptek Spiders spawn a veritable swarm of Scarabs to overwhelm and consume the foe.



READY, AIM, FIRE!

Mat Ward: The Triarch Stalker is fantastic. Its quantum shielding lends it greater durability than the walkers of other races and with its choice of weaponry, it's able to engage enemy infantry and armour with equal ease.

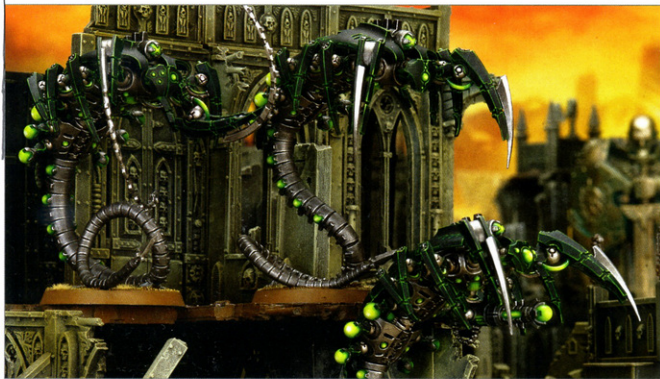
However, the Stalker's greatest asset is its targeting array. Simply pick the enemy unit that you're most scared of, hit it with your Triarch Stalker, then annihilate it with the rest of your army. [Cue evil chuckle]



TIE THEM DOWN

Mat: When it comes down to a unit with a 3+ invulnerable save, 2 Wounds apiece and the Fearless special rule, one might be forgiven for thinking that Canoptek Wraiths are best used for bogging down and holding up the enemy. And you'd be right! But they also have 4 Rending Attacks on the turn they assault, which,

as any player that regularly fights against Tyranids (and their rending claws) knows, is nothing to be sniffed at. Where Canoptek Wraiths excel beyond this is that they have the staying power that Tyranids so often suffer for after the initial assault. And if you've equipped your Wraiths with whip coils as well, you'll be laughing.



The Ultramarines are hard pressed to repel a combined assault by Canoptek Wraiths and Flayed Ones.





A Triarch Stalker and supporting Tomb Blades obliterate a skulking squad of Long Fangs.



HIT 'EM HARD, HIT 'EM FAST!

Mat: Tomb Blades are really shooty and, with plenty of upgrades to choose from, can be heavily customised to perform a number of different battlefield roles. With their basic Toughness of 5, the addition of shadowlooms (granting them the Stealth special rule) and shield vanes (for a 3+ armour save) will make them surprisingly hard to kill, though this increased durability comes at a cost – double the points in fact. But your basic 20-point Tomb Blades still pack a heavier punch than a Necron Immortal yet also benefit from increased manoeuvrability. And you can always do worse than make them Ballistic Skill 5 for a measly 5 points too!

MASTER OF THE MACHINES

Mat: As well as being a very powerful Cryptek in his own right, Illuminor Szeras comes with the added advantage of hugely enhancing the effectiveness of a single squad of Necron Warriors or Immortals in your army. With that in mind, you should always be looking to include at least one maximum-sized squad of 20 Warriors or 10 Immortals to reap the full benefit of his Mechanical Augmentation.



DOUBLE THE TROUBLE

Mat: As a Necron Overlord, Zahndrek is a capable fighter, but his main strength is in his ability to augment your units with special abilities whilst countering those of the foe, ruining your enemy's best-laid plans.

Obyron is the fightiest character in the Necron army, quite capable of slaughtering the best that the enemy can throw at you, and even has a built-in veil of darkness to make sure he can get where the fighting is thickest.



Elsewhere this Issue:

- Mat Ward introduces a huge multi-player Necron campaign from page 74.
- Two new Apocalypse Datasheets for the Necrons are featured on pages 88-89.

WARHAMMER
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NECRONS

The Necron range is replete with a huge selection of multi-part plastic kits and finely detailed Citadel Finecast resin miniatures. Many of these units have been displayed below and feature a variety of the different unit and weapon options.



FOR THE FULL NECRON RANGE VISIT THE WEBSITE:
WWW.GAMES-WORKSHOP.COM

A large collection of Necron miniatures from the Warhammer 40,000 universe, including various types of warriors, tanks, and monsters, displayed on a dark, textured surface. The miniatures are arranged in several rows, showcasing the diversity of the Necron army. The background is a dark, reddish-brown, suggesting a battlefield or a Necron stronghold. The lighting is dramatic, highlighting the intricate details of the models.

CITADEL

WATER EFFECTS



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EFECTO DE AGUA
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4.1 U.S. fl. oz 120ml

Citadel Water Effects £15.50
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£22.50, 175ml, 200ml, 200ml, 150ml, 75ml

Drying Time

Water Effects does take a long time to cure and you will need it to be completely dry to avoid any irreparable damage caused by finger prints and the like. The drying time can be anything up to eight hours. As such, it is often best to leave a project overnight to give it the best chance to dry before applying the next layer the following day. However, be sure to leave it on a flat plain so that it dries with a nice level surface.

If you are attempting to make a deeper water feature, you should build it up over several thin layers, making sure each stage is completely dry before starting the next. It is very important to keep each layer of Water Effects no thicker than 2-3mm, or else the fluid will not cure properly. This can mean that your project may take a long time to finish but patience is the key!

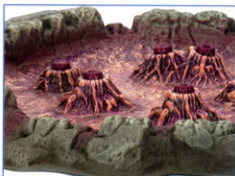
Citadel Water Effects is the weapon of choice for creating realistic ponds, puddles, gore-spattered sacrificial pits and a variety of other scenery projects, as explained below.

The Basics

Citadel Water Effects is a thick, viscous fluid that, though cloudy at first, dries to provide a solid layer with a beautiful, clear gloss finish. It is a great way to enhance your models and scenery, allowing you to create realistic looking water. However its uses extend beyond that of merely representing the liquid within a pool, river or lake. With a bit of imagination, Water Effects can be used to create realistic wet mud, toxic spills, freshly spilled blood and even glass, to name but a few such examples.



Details such as frozen icicles are perfect examples of wet-look scenery that will benefit enormously from being painted with a thin layer of Citadel Water Effects.



The alien flora displayed above was painted in a vibrant red colour before being coated with Citadel Water Effects to create a disturbing fleshy look.

Advanced Uses

If you wish to make a deeper water feature, such as a large swamp or pit, you can even add appropriate details between each layer of Water Effects, ranging from sprinkling dried mixed herbs for a pond, to skeletons or bodies beneath the surface of the water. Simply make sure the previous layer is dry, then add a thin film of Water Effects to create a tacky surface that the bits will stick to. This will stop them from moving when you add the rest of the liquid.



Though it may look like a foetid swamp filled with skeletons rising from below the surface, this is actually a highly detailed movement tray!



This boiling blood-filled pit has been modelled using filler embedded with half beads. It was then painted red and coated with Water Effects for a more realistic look.

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CITADEL MINIATURES PAINTING GUIDE

Last month, the helpful chaps from the Hobby Team showed us how to use the new Citadel paint range to achieve a great look on a selection of armour, skin and robes using a variety of different methods. The second half of this handy guide is presented here.

In April's issue, we unveiled the new Citadel paint range – 145 specially formulated paints – alongside our detailed painting guide, *How to Paint Citadel Miniatures*. Our dedicated army painters, Chris Peach, Duncan Rhodes and Steve Bowerman, have produced a number of painting guides offering some suggestions as to how to use the new paints to great effect on a selection of different miniatures. Last month, we featured the first half of these painting guides, so be sure to grab a copy if you missed out. Over the next few pages, we've displayed the remaining guides showcasing how to paint details ranging from Space Marine armour and Imperial Guard fatigues, to blue Lizardmen skin and rotting Undead flesh. These guides demonstrate how you can use the paints in

a variety of ways, combining them to achieve a multitude of effects using different techniques. However, these are only example colour schemes, so you should feel free to experiment and come up with your own style and preferred synthesis of paints. The colour matrix illustrated on pages 42-43 last issue will help to get you started.

To find out more about the painting techniques used in the quick reference guides, take a look at *How to Paint Citadel Miniatures*. The book also features eight Army Projects, each a complete army painting guide. Last month, we presented a new Army Project – Steve Bowerman's Space Wolves army – whilst Chris Peach's Necron Army Project can be found on page 24 of this issue. Keep your eyes peeled on future issues for more to come.

HOW TO PAINT CITADEL MINIATURES

How to Paint Citadel Miniatures explains how to take advantage of the qualities of each paint type using six associated painting techniques. The theory behind each of these techniques is explained in intimate detail in the book, with the able assistance of high quality close-up photos and a 90-minute DVD that depict each technique being applied. By following these techniques described in *How to Paint Citadel Miniatures*, anyone can learn to paint their miniatures to a great standard.



QUICK REFERENCE GUIDE

Attached to every picture demonstrating a painting technique, you will see our quick reference guide. The top part of the reference guide points out the Citadel paint, wash or glaze in use, while the bottom refers to the specific type of Citadel Paintbrush that is being utilised – the small band of colour on the left of the brush name is colour coded to match the ends of the brushes in your Citadel Brush collection.



CADIAN SHOCK TROOPER - CADIAN FLAK ARMOUR



FIRE WARRIOR - TAU ARMOUR



KABALITE WARRIOR - KABALITE ARMOUR



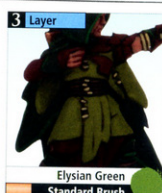
BLOOD ANGEL - RED POWER ARMOUR



DIRE AVENGER - BLUE ASPECT ARMOUR



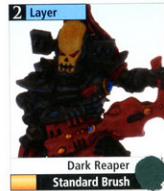
GLADE GUARD - GREEN CLOTH



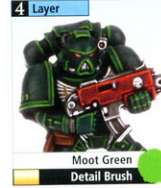
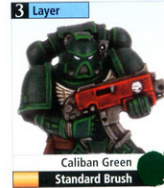
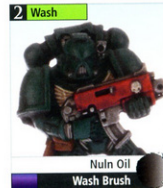
RINGWRAITH - DIRTY BLACK ROBES



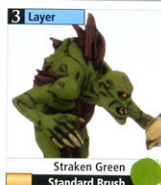
DARK REAPER - BLACK ASPECT ARMOUR



DARK ANGEL - DARK GREEN POWER ARMOUR



CRYPT GHOUL - ROTTING FLESH



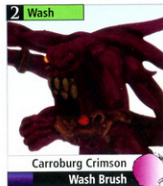
URUK-HAI SCOUT - RED FLESH



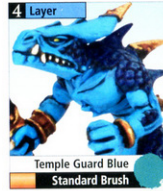
IMPERIAL GUARDSMAN - KHAKI FATIGUES



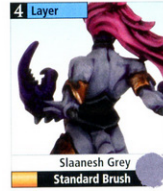
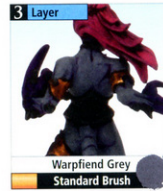
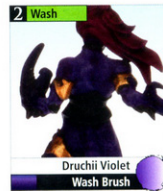
HORROR OF TZEENTCH - PINK DAEMON FLESH



SAURUS WARRIOR - LIZARDMEN FLESH



DAEMONETTE OF SLAANESH - PURPLE DAEMON FLESH



COLOURS OF THE EMPIRE

The Empire is formed of more than a dozen different provinces and city-states. Each realm has a standing army, their uniforms proudly bearing the colours of their homeland. In this article, Chris Peach shows us how to paint the many different colours of the Empire.

Many refer to the Empire as if it were a wholly unified nation, but more realistically it is a conglomeration of many individual and extremely independent provinces and city-states, each fiercely proud of its heritage and rightfully wary of its neighbours' traditions.

Each province retains a professional army of soldiers at all times. These armies comprise disciplined and well-drilled regiments of Halberdiers, Spearmen and flamboyant Swordsmen, supported by skilled marksmen equipped with bows, crossbows and handguns. Regardless of their various equipment and panoply of war, these soldiers all wear uniforms that display the colours of their state.

Chris Peach, a fanatical Empire player and one of the Hobby Team's dedicated army painters, was responsible for the fantastic Empire Army Project in the *How to Paint Citadel Miniatures* book. He has produced a handy guide to painting all the various different colours utilised by the Empire state troops. Each stage-by-stage guide shows you how to paint a different colour, and between the 14 guides you'll have all the colours you need to paint state troops from all of the different states. When used in conjunction with Chris' Army Project and the stage-by-stage Painting Guides featured in this and last issue, you will have all the information you need to paint an army belonging to any state in the Empire.





ALTDORF – RED & BLUE

The traditional colours of Altdorf are dark red and blue – use the guide below to paint the red, then use the same blue as described for Middenheim.



1 Basecoat
Khorne Red
Basecoat Brush



2 Layer
Wazdakka Red
Standard Brush



3 Wash
Carroburg Crimson
Wash Brush



4 Layer
Evil Sunz Scarlet
Detail Brush



The combined army of Altdorf and Reikland marches to battle, proudly displaying their loyalties.



AVERLAND – YELLOW & BLACK

State troops from Averland wear yellow and black – use the guide to painting yellow below alongside the technique for black listed for Nuln.



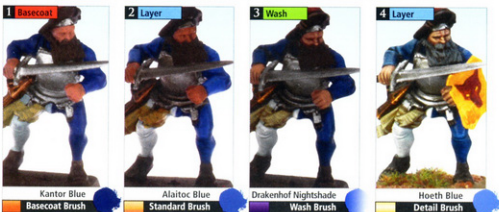
HOCHLAND – GREEN & RED

The colours of a Hochland soldier are woodland green and bright red. The red on the model below was painted using the guide for Talabecland.



MIDDENHEIM – BLUE & WHITE

Soldiers from Middenheim traditionally wear blue and white. Use the guide shown for Ostland to paint the white. The brighter colours on the shield use the Talabecland guide.





MIDDENLAND – BLUE

Similar in tones to Middenheim, state troops from Middenland wear blue and blue-grey. The blue can be painted using the same colours as for the Middenheim Swordsman.



NORDLAND – BLUE & YELLOW

The blue used on the uniform of Nordland state troops is brighter than that of Middenland. The yellow is painted using the same technique as shown for Averland on the previous page.



NULN – BLACK

Warriors from Nuln wear black uniforms, originally to hide the soot stains from that city's prolific use of blackpowder weaponry. This is often offset with red detailing and shields.



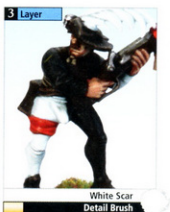
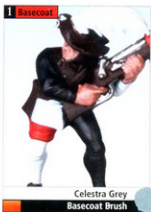
OSTERMARK – PURPLE & YELLOW

Brightly attired in purple and yellow, warriors from Ostermark are a distinctive sight. The yellow is the same as used for Averland.



OSTLAND – BLACK & WHITE

State troops from Ostland wear contrasting uniforms of black and white, often divided into quarters. The black was painted as described for Nuln, whilst the red is from Talabecland.



REIKLAND – CREAM

Perhaps as a statement of its status as wealthiest and most powerful province, the uniform of Reikland is a bright, clean cream, often with lavish red sashes and plumage.





STIRLAND – GREEN & TAN

The garb of Stirland's standing army is a rustic-looking tan and green. The technique for painting tan is shown here, whilst the green is shown earlier for Hochland.



TALABECLAND – RED & YELLOW

Bright yellow and red are the colours of Talabecland. The method for painting yellow was shown earlier, whilst the bright red below is used as a spot colour for other provinces.



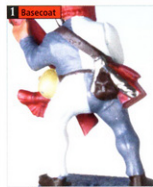
TALABHEIM – RED & WHITE

State troops from Talabheim wear red and white, either in halves or quarters. The red shown below is slightly darker than that shown above. The white is as for Ostland.



WISSENLAND – GREY & WHITE

The southernmost province, Wissenland, uses greys and whites as part of its uniform, sometimes offset with brighter red detailing. The white is from Ostland, the red Talabecland.



1 Basecoat
Mechanicus Standard Grey
Basecoat Brush



2 Wash
Nuln Oil
Wash Brush

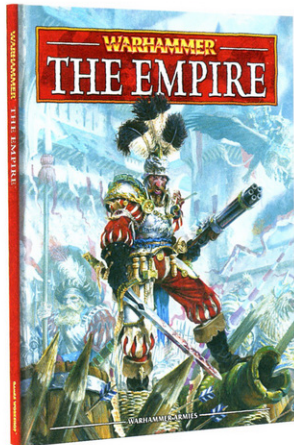


3 Layer
Dawnstone
Standard Brush



WARHAMMER

THE EMPIRE



Warhammer: The Empire is the definitive guide to the background of Sigmar's heirs.

WARHAMMER: THE EMPIRE

A 96-page, full-colour hardback book that introduces the most powerful nation of the Old World – the Empire – including full rules, extensive background and bestiary entries.

£25, €33, 250dkr, 310skr/nkr, 250rmb, 125zl



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Demigryph Knights



In the heart of the Reikwald Forest there lurk many foul and fearsome creatures. However, there also dwell beasts of a more noble heritage that can be harnessed for war by the Knightly Orders of the Empire. Demigryphs are chosen as mounts for the most virtuous and battle-hardened knights, for these great beasts have proven themselves as loyal and powerful steeds on countless battlefields in the Empire's proud history. Unlike more mundanely mounted knights, who rely on breaking the foe with their lance charges, Demigryph Knights engage the enemy in more protracted assaults where the strength and endurance of their fearsome mounts becomes decisive. Demigryphs are well suited to the savage and bloody nature of war, with their claws and razor-sharp beaks cutting a bloody swathe through their foes. Few Knightly Orders have more than a handful of Demigryphs in their stables, yet there are some orders whose entire brotherhoods can take to war upon these monstrous beasts.

Knights of Taal's Fury

The Knights of Taal's Fury are devoted followers of Taal, the noble god of nature and wild places. They are not in the true sense knights templar, for there are no formal temples or churches of Taal. Nevertheless, the Knights of Taal's Fury are dedicated to opposing all creatures of Chaos, whose very existence is an affront to nature. The order values Demigryphs above all mounts, believing them to be Taal's vengeance made manifest, and every knight is expected to venture into the wilderness and capture one of these ferocious beasts before they earn their spurs. Many prospective knights do not return from the forest wilds.



The nature god's aspect of the vengeful Griffin adorns the shields of the Knights of Taal's Fury.



The Knights of Taal's Fury typically carry cavalry halberds into battle, the better to hack down the Beastmen they hunt.



The order's knights consecrate their banners during an annual ceremony by dipping them into the raging waters of the River Talabec and throwing in raven feathers and other offerings to the nature god.



Amongst the most superstitious of all Knightly Orders, the Knights of Taal's Fury carry a collection of feathers, fetishes and totemic charms into battle.

Knights of the Vengeful Sun

Though they were founded during the Vampire Wars, the Knights of the Vengeful Sun were a relatively unheard of order for several centuries. It was during the Battle for Choul Pass, when a small cadre of the order's Demigryph Knights single-handedly broke the back of an Orc & Goblin army, that they truly made a name for themselves. Following their epic victory, the order's Grand Master declared that all his knights should take to war upon such beasts. They are, as a result, a comparatively small order, for few knights survive their first encounter with a wild Demigryph, but those who do are amongst the finest knights in the Empire.



The order's shields bear stylised symbols of the sun, echoing back to their founding during the Vampire Wars when it was believed that the Undead would cover from such sigils.



Though founded in Altdorf, the Knights of the Vengeful Sun have since moved their primary Chapter House to Bögenhafen, in the heart of the Reichswald Forest, where prides of Demigryphs are known to dwell.



The Knights of the Vengeful Sun wear gilded helmets that match the golden brilliance of the sun, as well as stylised golden crests.



The order's banners and pennants show vengeful suns and valiant knights, a depiction of the Empire's triumph over the creatures of the night during the Vampire Wars.

Knights Griffon

The huring of the Knights Griffon is a deep crimson to reflect the debt of blood the knights, and the Empire, owe the order's founder – Magnus the Pious.



Though the Knights Griffon recruit only from Nuln's local aristocracy, they have sworn to protect Sigmar's temples throughout the entire Empire. Only those knights who have ridden a Demigryph in battle are given the honour of guarding the Great Temple of Sigmar in Altdorf.

Knights of the Gold Lion

The Knights of the Gold Lion adorn their banners and shields with roaring lions, and the helmet and neck huring of their steeds are typically gilded to represent a lion's mane.



Founded during the crusades, the Knights of the Gold Lion took their name after a heroic knight, Erich von Strommer, slew a giant golden lion to prove his courage. Ever since, the Order of the Gold Lion has served the Empire as one of its most brave and loyal Knightly Orders.

Knights of the Arrow

The Knights of the Arrow do not have any Chapter Houses within any of the Empire's cities, preferring to live and train within fortified lodges in the heart of the Reikwald. The order has close links with the Amber College of Magic, whose wizards bound ferocious beasts for them in exchange for military support.



The Knights of the Arrow bear the Amber Order's rune on their pennants, shields and armour, to honour their oaths of loyalty.

Knights Panther



Those Knights Panther who ride Demigryphs to war often wield heavy cavalry halberds called demu-talons, though other more traditional knights still opt to carry lances.



The Knights Panther are amongst the most renowned and valiant Knightly Orders in the Empire. It is no surprise, then, that amidst the ranks of their inner circle are elite warriors who possess both the strength of will and daring courage required to ride armoured Demigryphs into battle.

WARHAMMER THE EMPIRE



DEMIGRYPH KNIGHTS

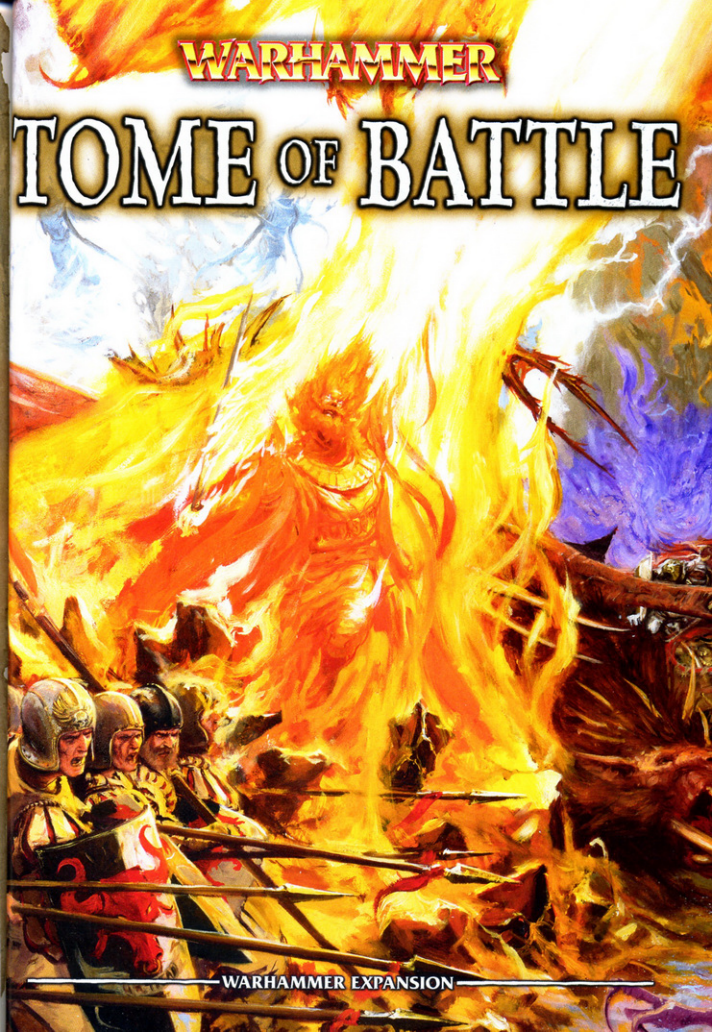
The bravest members of a Knightly Order's inner circle will attempt to tame a Demigryph and ride it to battle. This multi-part plastic kit contains three of these mighty knights.

£33.50, €43, 330dkr, 410skr, 410nkr, 330rmb, 165zf



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The cover art depicts a dramatic battle scene. In the center, a massive, towering figure of fire and flame rises from a chaotic battlefield. This figure has a humanoid form with a face, arms, and legs, but is composed entirely of intense yellow and orange fire. In the lower-left foreground, three soldiers in detailed armor and helmets are shown in profile, looking towards the fiery entity with expressions of concern and readiness. They are holding long spears. The background is a tumultuous sky with swirling clouds of orange, yellow, and blue, suggesting a magical or divine event. The overall style is highly detailed and evocative, typical of Warhammer Fantasy art.

WARHAMMER

TOME OF BATTLE

WARHAMMER EXPANSION



NIGHT OF A THOUSAND ARCANIC DUELS

Welcome to the first in a new (and highly irregular) series of articles: the *Tome of Battle*. Within these pages, you'll find a hefty expansion to your games of *Storm of Magic*. The detail will probably vary quite a bit from one *Tome of Battle* to another, but the idea is to provide all you maniacal sorcerers with plenty of fresh ideas with which to contest your wars of wizardry. For example, in the *Night of a Thousand Arcane Duels*, you'll find new Cataclysm spells and a new scenario. Empire players will also be overjoyed to find Grand Battle Prayers and relics that boost the effectiveness of Warrior Priests and Witch Hunters.

'The Colleges of Magic have taken leave of their senses; if we do not put an end to this they will raze Altdorf to the ground.'

— Grand Theognist Helmgart

The Wheel of Magic

The *Wheel of Magic* is a commonly used sigil by practitioners of the arcane in the Empire. The wheel represents each of the different Winds of Magic and their relationship with one another — so, the magical lores that fundamentally oppose one another, such as light and shadow, sit on opposite sides of the wheel. Those magical lores that are sympathetic to one another sit adjacent on the wheel. Whilst this is often merely thought of as symbolic, the political relationships amongst the colleges bear more than a passing similarity.

Whilst you can play the *Night of a Thousand Arcane Duels* as a bespoke scenario with a large amount of unique special rules, that's only part of the picture. Each *Tome of Battle* will add new rules and tactical opportunities to your games of *Storm of Magic*, and you and your opponent should feel free to pick and choose which rules to use. If *Storm of Magic* can be compared to a toy box, then the *Tomes of Battle* are filling it with new toys. You can play with them all, but you don't have to — it's up to you.

Anyway, that's enough wittering — on with the action!



Every eight years representatives of the Colleges of Magic in Altdorf meet to decide which of them will reign as the Supreme Patriarch. This takes the form of a fierce contest of magic in which gladiator wizards battle to defeat their rivals. During one such contest, the rivalries between the Colleges of Magic turned into outright violence and a storm of magic was unleashed that brought Altdorf to the brink of annihilation.

During the year 2415, the resentment and mistrust that existed between the different Orders of Magic reached breaking point. Indeed, the Emperor of the time – the incompetent Dieter IV – purposefully stoked the fires of paranoia and jealousy between the orders, finding the petty squabbles between wizards to be a most entertaining pastime. So it was that when the octannual contest of magic commenced, hundreds of wizards took up their staffs to settle scores with those they believed had given insult against them. With so many challengers, the contests were not confined to the Hall of Duels alone, and as tempers flared many Battle Wizards sought to gain an advantage by fighting from fulcrums of power within their College grounds. Nor was arcane battle limited to duels between different Orders. Indeed, through a cunning coup the Patriarch of the Light Order was usurped and imprisoned within a crystal labyrinth by High Luminary Horz – later known as the White Pretender – who assumed the title of Patriarch for himself. Drunk on power Horz thirsted for the means to challenge Supreme Patriarch Alric and in his desperation he broke into the vaults beneath the Hall of Duels and opened the Book of Volans to glean the secrets of undiluted magic. In an instant his sanity was shattered, and a raging storm of magic broke above Altdorf.

Sorcery rained from the sky. Eldritch bolts of power scoured furrows through Altdorf and pillars of liquid balefire wreaked havoc across the Colleges of Magic. Believing they were under attack from their rivals, the Orders of Magic responded with every scrap of lore at their disposal. Spells, artefacts and war machines that had not seen use in a generation were brought to bear and soon the skies were alight with fireballs, lightning bolts and multi-coloured flashes of light. No longer was this a test of skill, but an all out war of magic. Whole quarters of Altdorf burned as the fire-wreathed Bright Wizards hurled sheets of flame and Luminarks of Hysh sent beams of searing light lancing across the city. As if rebelling against the conflagration, the Jade College itself seemed to come to life, trees reaching out to strangle any rival wizard who dared approach. Amber

Wizards descended upon the Celestial College's towering spires from atop Griffons even as their earth-bound kin shackled creatures from the depths of the Drakwald to their will and assaulted the Azure Gates from below. The Astromancers fought back with the fury of the heavens, smiting beast, monster and wizard alike with raging tempests and hurtling meteorites.

As the night drew on, the Colleges became ever more desperate. Gold Wizards transmuted entire streets into silver, using gilded cobblestones to bribe mercenaries and brigands to fight for them. The Knights of Judgment, who owed oaths of allegiance to the Grey Order, rode forth at the behest of their Patriarch, the arcane sigils branded in their armour transforming them into avatars of smoke and shadow. Albrecht Hauptman of the Amethyst Order even summoned forth Undead spectres to fight his foes, but many within his Order labelled him a Necromancer, and as the College was engulfed with infighting, wraiths and ghosts ran amok in the streets, feeding on the souls of Altdorf's cowering populace.

Viktor Helmgart, the Grand Theogonist, knew that unless this madness was stopped soon, there would be nothing left of Altdorf to save. Taking matters into his own hands, he gathered every able-bodied soldier he could and marched upon the Hall of Duels. Helmgart sundered the great arcane doors to the hall with a single blow of his warhammer and as the Theogonist and his warriors poured into the hall they saw Horz, gibbering insanely as all eight Winds of Magic danced between his fingertips. The first soldiers to move forward to apprehend Horz were engulfed in a corona of magic as the White Wizard unleashed the full spectrum of magic against them. Every second that passed left a score more of Helmgart's soldiers dead and only when Helmgart stepped before the wizard and, summoning every ounce of his faith, uttered a single word of justice in the booming voice of Sigmar himself, was Horz's magical onslaught halted. The White Pretender was taken aback for a split second, and in that pause a loud crack resounded throughout the Hall of Duels and Horz slumped to the ground as a Witch Hunter's enchanted bullet blew out the back of his head.

A vast pillar of magic erupted forth from Horz's corpse that tore through the roof of the Hall of Duels before separating and engulfing the fulcrums of power on which the duelling Patriarchs stood. Most were slain outright, their bodies torn asunder under the maelstrom. Only Alric and the imprisoned Patriarch of the Light Order survived the magical backlash, and under the scrupulous gaze of the Grand Theogonist they set about rebuilding the Colleges of Magic, introducing safeguards to prevent the cataclysmic events of the Night of a Thousand Arcane Duels from ever happening again.





THE GAUNTLET OF SORCERY

Dire chance has caused many Arcane Fulcrums to appear in close proximity. Will the wizards ally to deny victory to their hated foes, or will they merely fight amongst themselves?

THE ARMIES

Each player chooses his force using the army list from a Warhammer army book, to an equal points value agreed before the game. In addition, each player can spend an extra 25% of that value again on Scrolls of Binding, Pacts and Mythic Artefacts that are unique to games of Storm of Magic – this is sometimes referred to as the Monsters and Magic allowance. In addition, the following limitations apply:

Mythic Artefacts

In a standard-sized army, you can take a maximum of one Mythic Artefact. In a grand army you can take a maximum of two Mythic Artefacts.

Pacts

An army or grand army can take a single Pact.

Scrolls of Binding

In a standard army you can take a maximum of two of each Scroll of Binding. In a grand army you can take a maximum of four of each Scroll of Binding.

THE BATTLEFIELD

This scenario is played on a 6' x 6' board (or, put another way, a square made of nine Realm of Battle sections). Next, you'll need to place eight Arcane Fulcrums, as shown on the scenario map, to represent the endpoints of the Wheel of Magic's 'spokes', then place a ninth Arcane Fulcrum in the centre of the board as the 'hub'.

When this has been done, set up the battlefield as described in the Warhammer rulebook.

DEPLOYMENT

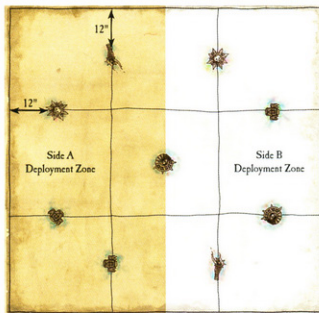
Now, roll off to see which player picks the half of the table he will deploy in. The player places a Wizard (or Runesmith or Runelord) on each fulcrum in his half. His opponent then does the same in the other half. If either player has insufficient Wizards to occupy the fulcrums in his table half, he must choose which to occupy.

The remainder of the armies are then deployed using the rules for alternating deployment – roll off again to see who starts. Units can be placed anywhere on the table as long as all models are



Empire Bright Wizard

We've left the lines on the map to show you where the Arcane Fulcrums sit in relation to the edges of each Realm of Battle board – this doesn't have a game effect, but makes them much easier to place!



To represent the heightened importance of the 'hub', you could use a more imposing piece of terrain as the Arcane Fulcrum in the middle of the board, such as Witchfate Tor, Tower of Sorcery. You could even use a piece of terrain converted especially for the scenario.



completely within 12" of their board edge, or 6" of an Arcane Fulcrum occupied by a friendly Wizard. Any units that cannot be placed enter play following the rules for reinforcements, arriving during the first turn in which there is sufficient space. Units that arrive as reinforcements can do so from any board edge.

FIRST TURN

Roll off after deployment to see which player takes the first turn. The player that finished deploying his army first adds +1 to the roll.

GAME LENGTH

The battle will last for six game turns, or until a time limit agreed by the players is reached.

VICTORY CONDITIONS

At the end of the game, the player who controls the most Arcane Fulcrums wins the battle! However, the 'hub' Arcane Fulcrum counts as three Arcane Fulcrums for the purposes of determining victory – so if your opponent controls the hub, you'll need at least three other Arcane Fulcrums to balance it out!

If both players control the same number of fulcrums, use victory points to break the tie.

SCENARIO SPECIAL RULES

Magical Flux, Arcane Fulcrums, Wild Magic, Cantrips, Cataclysm Spells.

NEW SCENARIO SPECIAL RULES

Grand Battle Prayers.

More than Two Players

This scenario lends itself beautifully to an 8-player game – though you'll need to reduce the points per side accordingly. 750 to 1000 points per player is a good guideline.

If you choose to do this, each player starts the game in possession of a single Arcane Fulcrum, and deploys a Wizard on it. You can either randomly determine who gets which Arcane Fulcrum, or agree amongst yourselves.

Each player's army can only be deployed within 6" of that player's Arcane Fulcrum. Any units that cannot be placed are brought on as reinforcements during the player's first Movement phase, and enter the battlefield via the board edge closest to the player's fulcrum.

Victory conditions are unchanged.

Of course, Warhammer's not primarily designed for multi-player games, so you may well have situations arise where you and your fellow sorcerers will have to adapt the rules. The most common occasions can be found below:

Turn Sequence

- To determine which player goes first, everyone chooses a different Wind of Magic. Then, spin the spinner. The player who chose the Wind of Magic that the spinner comes to rest on goes first, with play proceeding clockwise around the Wheel of Magic.

Magic Phase

- When the Winds of Magic are rolled, all the power dice go to the player whose turn it is, with the dispel dice shared out as equally as possible between the other players. If the dispel dice cannot be shared out equally, randomly determine (one dice at a time) who gets the excess dice.
- When you cast a spell, your opponents must decide as a group who from amongst their Wizards will attempt the dispel. Your opponents can also share dispel dice at any point, so they'll have to decide which players will contribute dice to the attempt and how many they will contribute. You'll probably find that some of your opponents won't want to stop your spells from being cast, as it'll weaken another of their enemies!

- The Lizardmen spell *The Great Leveller* doesn't affect all enemy players/units. Instead, you must choose one of your opponents – the spell then affects that player and his units.

Close Combat Phase

- During the Close Combat phase, only units belonging to the player whose turn it is and all units that are part of the same combat (even if they're not fighting a unit belonging to the player whose turn it is) may fight.
- If units belonging to three or more players are involved in the same close combat, work out combat result for each. The side with the highest score wins, the others lose and suffer the normal consequences for losing a close combat. A unit is only Steadfast if it has more ranks than all enemy units in the combat.



Empire Amethyst Wizard



Empire Amber Wizard



Empire Light Wizard

CATACLYSM SPELLS

The libraries of the Colleges of Magic contain many rare and exotic tomes and grimoires, jealously hidden from their rivals. Within these books are some of the most powerful spells ever cast.

This Tome of Battle adds three new Cataclysm spells to each of the Battle Magic lores. These can be used in addition to, or in place of, the Cataclysm spells in Storm of Magic – it's up to you and your opponent. This is true both of the scenario presented here, and any other Storm of Magic games. Where Cataclysm spells are concerned, the more the merrier!

SORCEROUS BRANDS

Sorcerous Brands are a special kind of Mythic Artefact that make their bearers more susceptible to the effects of certain Cataclysm spells. They therefore don't have any effect on games that don't also use the Cataclysm spells presented elsewhere in this article. Whilst you can't really guarantee what spells your opponent is likely to cast in your Storm of Magic game, you can plan your spellcasting strategy around the Sorcerous Brands you intend to take.

A Wizard who uses spells from one of the Battle Magic lores also automatically counts as having the Sorcerous Brand associated with that lore at no additional cost. Note that this doesn't prevent the Wizard being given a Mythic Artefact (which could even be another Sorcerous Brand).

Sorcerous Brands are Talismans and they follow the normal rules for Mythic Artefacts, with the following exceptions:

- Any character or monster in your army can carry a single brand (even though monsters that are not characters cannot normally take Mythic Artefacts).
- You can duplicate Sorcerous Brands across your army.
- Sorcerous Brands do not count towards the number of Mythic Artefacts your army can take.

Sorcerous Brand of Aqshy	10 points
Sorcerous Brand of Ghur	10 points
Sorcerous Brand of Hysh	10 points
Sorcerous Brand of Chamon	10 points
Sorcerous Brand of Ghyran	10 points
Sorcerous Brand of Azyr.....	10 points
Sorcerous Brand of Ulgu	10 points
Sorcerous Brand of Shyish	10 points



THE LORE OF FIRE

Raze

Cast on 15+

Presence. *Living fire bursts forth from the wizard's hands, hungrily consuming the target until there is nothing left but ashes and ruin.*

Raze is a **direct damage** spell with a range of 48". The target suffers 3D6 Strength 4 hits. Once this damage has been resolved, all models (friendly and enemy) with a Brand of Ghuran within 12" of the target, or the caster, suffer 2D6 Strength 4 hits.

Myrmidia's Wrath

Cast on 15+

Presence. *The wizard thrusts his hands up into the skies and scarlet-coloured flames shoot out of the ground beneath his foes' feet to burn all that they touch.*

Myrmidia's Wrath is a **direct damage** spell with a range of 30". Centre the small round template over a model in the target unit – it then scatters D6". All models at least partially under the template suffer a Strength 4 hit. All models with a Brand of Shyish or a Brand of Ghur within 12" of the target, or the caster, receive a +1 bonus To Wound with all shooting and close combat attacks until the start of the caster's next Magic phase.

Embodiment of Aqshy

Cast on 15+

Equilibrium. *Clasping close a flame-wreathed key, the wizard draws the power of Aqshy into himself.*

Embodiment of Aqshy is an **augment** spell that targets either the caster, or a friendly model with a Brand of Aqshy within 24". Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Aqshy* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
8	5	5	5	5	5	5	5	10

SPECIAL RULES: Breath Weapon (Strength 4), Flaming Attacks, Unstable.

Whilst *Embodiment of Aqshy* remains in effect, the target cannot cast spells, use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rule. *Embodiment of Aqshy* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Aqshy* ends, the target reverts to its original profile (including the number of Wounds it had left when the spell was cast).

THE LORE OF BEASTS

Taal's Fury

Cast on 10+

Presence. *With a guttural and primal shout, the wizard calls down the wrath of the wild, imbuing his allies with the furious anger of Taal himself.*

Taal's Fury is an **augment** spell with a range of 24". The target unit gains the Frenzy and Hatred special rules until the start of the caster's next Magic phase. In addition, all models with a Brand of Aqshy or a Brand of Hysh within 12" of the target, or the caster, gain the Frenzy special rule until the start of the caster's next Magic phase.

Embodiment of Ghur

Cast on 15+

Equilibrium. *With a snarl, the wizard embraces the beast within.* *Embodiment of Ghur* is an **augment** spell that targets either the caster, or a friendly model with a Brand of Ghur within 24".

Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Ghur* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
6	3	3	6	5	5	5	6	10

SPECIAL RULES: Frenzy, Devastating Charge, Unstable.

Whilst *Embodiment of Ghur* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Ghur* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Ghur* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

Consume Strength

Cast on 15+

Presence. *The strongest survive by consuming those who are merely strong.*

Consume Strength is an **augment** spell with a range of 24". The target unit gains +2 Strength and +2 Toughness until the start of the caster's next Magic phase. In addition, all models (friendly and enemy) with a Brand of Azyr within 12" of the target, or the caster, suffer -1 Strength and -1 Toughness until the start of the caster's next Magic phase.

THE LORE OF LIGHT

Brilliance

Presence. *A blazing light bursts from the wizard's chosen allies.*

Brilliance is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, all attacks against the target unit suffer a -2 to hit. Shooting attacks that do not use Ballistic Skill (or hit automatically) must roll a 6+ on a D6 before the attack is made in order to fire. If the roll is failed the attack is wasted. In addition, all models (friendly and enemy) with a Brand of Ulgu within 12" of the target or the caster suffer a -5 penalty to Weapon Skill, Ballistic and Initiative until the start of the caster's next Magic phase (to a minimum of 1).

Cast on 15+

Embodiment of Hysh

Equilibrium. *The wizard drains the rock of light magic, making his skin hard as stone and his fists strike home like earthquakes.*

Embodiment of Hysh is an **augment** spell that targets either the caster, or a friendly model with a Brand of Hysh within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
6	3	3	8	8	5	1	5	10

SPECIAL RULES: Always Strikes Last, Unstable.

Shallya's Blessing

Presence. *A tide of healing light sweeps over the wizard's allies.*

Shallya's Blessing is an **augment** spell with a range of 24". The target unit gains the Regeneration (3+) special rule until the start of the caster's next Magic phase. All models with a Brand of Ghur or a Brand of Chamon within 12" of the target, or the caster, gain the Regeneration (5+) special rule until the start of the caster's next magic phase.

Cast on 15+

Whilst *Embodiment of Hysh* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Hysh* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Hysh* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).



THE LORE OF METAL

Justice

Presence. *Beams of golden energy strip the enemy of their wards.*

Justice is both an **augment** and a **hex** spell. The augment targets every friendly unit within 12"; the hex targets every enemy unit within 12". Note the highest enemy armour save and the lowest friendly armour save. Until the start of the caster's next Magic phase, all enemy units have their armour save changed to the value of the lowest friendly armour save, and vice versa. These armour saves cannot be further modified for any reason (or negated) whilst the spell lasts. In addition, all models (friendly and enemy) with a Brand of Shyish within 12" of any target, or the caster, suffer D6 hits.

Cast on 20+

Embodiment of Chamon

Equilibrium. *The wizard transforms himself into a magnificent golden statue, with blades for hands and rivet-armoured plates for flesh.*

Embodiment of Chamon is an **augment** spell that targets either the caster, or a friendly model with a Brand of Chamon within 24". Whilst the spell is in effect, the target is transmogrified into an *Embodiment of Chamon* – his profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
5	4	4	6	6	5	3	5	10

SPECIAL RULES: Armour Piercing, Scaly Skin (4+), Unstable.

Whilst *Embodiment of Chamon* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Chamon* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Chamon* ends, the target reverts to its original profile (including the number of Wounds that it had remaining when the spell was cast).

Verena's Bargain

Presence. *Enchantment turns weakness to greater strength.*

Remains in play. *Verena's Bargain* is an **augment** spell with a range of 24". For the duration of the spell the target unit's Weapon Skill, Ballistic Skill, Strength or Toughness (you choose) is reduced by D3 (to a minimum of 1). In addition, for the duration of the spell, the target unit's Weapon Skill, Ballistic Skill, Strength or Toughness (you choose) is increased by D3 (roll again) – all models with a Brand of Hysh or a Brand of Ghyran within 12" of the target or the caster immediately gain a point of the target's increased characteristic for the duration.

Cast on 25+

THE LORE OF LIFE

Quagmirk's Embrace

Presence. *The battlefield grows sodden, drawing down the Wind of Ghyran and dampening flames as they burst into life.*

Remains in play. *Quagmirk's Embrace* is an **augment** spell that targets the whole battlefield. For the duration of *Quagmirk's Embrace*, all spells from the Lore of Life have +3 to cast. In addition, for the duration of the spell, all spells from the Lore of Fire, all models with a Brand of Aqshy and all other attacks with the Flaming Attacks special rule, suffer a -5 penalty to Strength (to a minimum of 1).

Cast on 10+

Embodiment of Ghyran

Equilibrium. *The wizard's fingers become thorns, his skin gnarled and bark-like.*

Embodiment of Ghyran is an **augment** spell that targets either the caster or a friendly model with a Brand of Ghyran within 24". Whilst the spell is in effect, the target's profile is replaced by the one below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
6	4	4	7	7	5	2	5	10

SPECIAL RULES: Flammable, Regeneration, Unstable.

Whilst *Embodiment of Ghyran* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules (if it has them). *Embodiment of Ghyran* ends automatically if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Ghyran* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

Rhya's Bounty

Presence. *The wizard blesses his allies with armour formed from writhing vines and creepers.*

Rhya's Bounty is an **augment** spell with a range of 24". The target unit immediately gains +4 Toughness until the start of the caster's next Magic phase. All models with a Brand of Chamon or a Brand of Azyr within 12" of the target, or the caster, immediately gain +2 Toughness until the start of the caster's next Magic phase.

Cast on 10+

THE LORE OF HEAVENS

Star Tides Ebb

Cast on 10+

Presence. *Even the stars themselves must answer the wizard's call, rearranging themselves to thwart the spells of his foes.*

Remains in play. *Star Tide's Ebb* is a **hex** spell that targets the whole battlefield. For the duration of *Star Tide's Ebb*, all spells, other than those from the Lore of Heavens and the Lore of Beasts, suffer a -2 penalty to cast. In addition, for the duration of the spell, all spells from the Lore of Beasts suffer a -5 penalty to cast, and all models with a Brand of Ghur must re-roll successful saving throws.



Manann's Herald

Cast on 20+

Presence. *A great wave materialises in front of the wizard, before sweeping forth to drown foe and enchantment with an onrush of water and magic.*

Manann's Herald is a **direct damage** spell with a range of 48". The target unit suffers 4D6 Strength 6 hits. In addition, all hex and augment spells currently in play on units containing at least one model with either a Brand of Ghuran or a Brand of Ulgu within 12" of the target, or the caster, end immediately.

Embodiment of Azyr Cast on 15+

Equilibrium. *The wizard takes on the spite of the storm.*

Embodiment of Azyr is an **augment** spell that targets either the caster, or a friendly model with a Brand of Azyr within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
12	4	4	4	4	5	6	5	10

SPECIAL RULES: Always Strikes First, Ignores Armour Saves*, Unstable.

*Armour saves cannot be taken against wounds caused by this model.

Whilst *Embodiment of Azyr* is in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rules. *Embodiment of Azyr* ends if the model is reduced to 0 Wounds (there is no other way the spell ends). When *Embodiment of Azyr* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).



THE LORE OF SHADOWS

Gloom

Cast on 10+

Presence. *An implacable shadow rolls across the battlefield, thwarting vision and valour both.*

Remains in play. *Gloom* is a **hex** spell that targets the whole battlefield. For the duration of *Gloom*, all shooting attacks suffer a -1 To Hit penalty (attacks that do not roll To Hit are unaffected). In addition, models cannot benefit from the Hold Your Ground and Inspiring Presence rules. Furthermore, all models with a Brand of Hysh (and all units that contain at least one model with a Brand of Hysh) suffer a -2 penalty to Leadership for the duration of the spell.

Ronald's Mischief

Cast on 15+

Presence. *With the aid of a small silvered mirror, the wizard imbues his allies with the ability of his foes.*

Ronald's Mischief is an **augment** spell with a range of 24". Until the start of the caster's next Magic phase, two of the target's characteristics are changed to match those of an enemy unit within 24" of the caster (you choose which enemy unit). To find out which characteristics are changed, roll a D6 twice and consult the following table (if you get a duplicate, re-roll):

1	Weapon Skill	4	Toughness
2	Ballistic Skill	5	Initiative
3	Strength	6	Leadership

In addition, for the duration of the spell, all models with a Brand of Azyr or a Brand of Shyish within 12" of the target, or the caster, have a single characteristic changed to match that of the chosen enemy unit – roll once on the table to find out which. In either case, if the enemy unit has two or more characteristic values, always use the lowest.

Embodiment of Ulgu

Cast on 15+

Equilibrium. *The wizard flickers in and out of the material world.*

Embodiment of Ulgu is an **augment** spell that targets either the caster, or a friendly model with a Brand of Ulgu within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
10	4	4	3	3	5	5	5	10

SPECIAL RULES: Ethereal, Unstable.

Whilst *Embodiment of Ulgu* remains in effect, the target cannot cast spells, use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! rules. *Embodiment of Ulgu* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Ulgu* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

THE LORE OF DEATH

Mental Decay

Cast on 10+

Presence. *For a wizard, a curse of forgetfulness is no trivial thing.* *Mental Decay* is a **hex** spell that targets a single enemy Wizard within 24" (even a model inside a unit). Both the caster and the target roll 2D6 and add their Leadership values. If the caster's score is less than or equal to the target's, nothing happens. If the caster's score is higher, the target loses a single Wizard level (randomly determine a spell to be lost as a result) and the caster adds D3 dice to the power pool. In addition, all models with a Brand of Chamon within 12" of the target or the caster suffer a single Strength 4 hit, with no armour saves allowed.

Morr's Peace

Cast on 20+

Presence. *Death holds no fear for those with one foot in its kingdom.* *Morr's Peace* is an **augment** spell with a range of 24". The target is Unbreakable until the start of the caster's next Magic phase. In addition, until the start of the caster's next Magic phase, all models with a Brand of Ulgu or a Brand of Aqshy within 12" of the target or the caster are Immune to Psychology.

Embodiment of Shyish

Cast on 15+

Equilibrium. *The wizard becomes death incarnate.*

Embodiment of Shyish is an **augment** spell that targets either the caster, or a friendly model with a Brand of Shyish within 24". Whilst the spell is in effect, the target's profile is replaced by the one given below, although his troop type remains unchanged:

M	WS	BS	S	T	W	I	A	Ld
10	4	4	3	3	5	5	5	10

SPECIAL RULES: Killing Blow, Poisoned Attacks, Unstable.

Whilst *Embodiment of Shyish* remains in effect, the target cannot cast spells, cannot use any wargear or magic items, and nor can other models use its Inspiring Presence or Hold your Ground! special rules. *Embodiment of Shyish* ends if the model is reduced to 0 Wounds (there is no other way the spell can end). When *Embodiment of Shyish* ends, the target reverts to its original profile (including the number of Wounds it had remaining when the spell was cast).

GRAND BATTLE PRAYERS

When a storm of magic rages, the power of the gods – and faith in those gods – is heightened beyond measure. Thus do the Warrior Priests of the Empire become beacons of unshakeable resolve, avatars of their chosen gods whose every utterance can shape the fortunes of battle.

If you are using Grand Battle Prayers in your Storm of Magic game, all Warrior Priests and Arch Lectors (on both sides) know all of the Grand Battle Prayers. Note that whilst all Grand Battle Prayers require Presence or Equilibrium, they do not require the caster to be occupying an Arcane Fulcrum (indeed, as a Warrior Priest isn't technically a Wizard, he can't!).

Word of Glory

Bound Spell (Power Level 15)

Presence. *With a mighty shout, the Warrior Priest instils his comrades to fight on, no matter the cost.*

Word of Glory is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain the Unbreakable special rule until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain the Stubborn special rule until the start of the next friendly Magic phase.



Word of Vengeance

Bound Spell (Power Level 15)

Presence. *With a single word, the Warrior Priest makes his hatred for the foe a physical force that smites and burns.*

Word of Vengeance is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +2 Strength and Flaming Attacks until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Strength until the start of the next friendly Magic phase.

Word of Resolve

Bound Spell (Power Level 15)

Presence. *The Warrior's Priest's voice echoes through those around him, granting them vigour and hardness beyond mortal ken.*

Word of Resolve is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +2 Toughness and the Regeneration (6+) special rule until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Toughness until the start of the next friendly Magic phase.

Word of Wrath

Bound Spell (Power Level 15)

Presence. *With anger unleashed, the Warrior Priest and his allies take the fight to the hated foe.*

Word of Wrath is an **augment** spell that targets the Warrior Priest and his unit. The Warrior Priest and his unit gain +1 Attack and Devastating Charge until the start of the next friendly Magic phase. In addition, all friendly units within 12" gain +1 Attack until the start of the next friendly Magic phase.

Hymn of Victory

Bound Spell (Power Level 15)

Equilibrium. *As more voices take up the song, every victory is magnified and the tide of battle begins to turn.*

Hymn of Victory is an **augment** spell that targets all friendly units on the board. Until the start of the next friendly Magic phase, all targets that contain at least one friendly Warrior Priest count as scoring twice as many wounds for the purposes of calculating the combat result.

Hymn of Justice

Bound Spell (Power Level 15)

Equilibrium. *As the song swells and grows, fate itself fights at the Warrior Priest's side, striking down those who would do him harm.*

Hymn of Justice is a **hex** spell that targets all enemy units within 12" of the caster. Until the start of the next friendly Magic phase, whenever a target unit inflicts an unsaved wound, it immediately suffers a wound on a D6 roll of 4+ with no armour saves allowed. Wounds caused by the *Hymn of Justice* are distributed as for shooting attacks.

WITCH HUNTER RELICS

No Witch Hunter dares be caught unawares by a breaking storm of magic. Indeed, many hold safe a carefully prepared stash of holy relics, artefacts and trinkets with which they can gain advantage when the eight winds howl. Such items are not used carelessly. Some are rare or even irreplaceable, others worth more than the contents of the entire Imperial treasury. Nonetheless, desperate times call for desperate measures...

If you are using Witch Hunter Relics in your game, any Witch Hunter in your army can have a single relic for 25 points (this counts against your Monsters and Magic allowance). However, as the relic represents a singular item that the Witch Hunter has acquired in his career, it's impossible to plan for it will be. At the start of the game, when determining spells, roll a D33 on the table below – by this we mean roll two D33 one after the other, counting the first dice as 'tens' and the second as 'units'. Then refer to the table below to see what relic your Witch Hunter has.

D33 Witch Hunter Relic

11 Sheen of Truesilver

Applied properly, truesilver can break the bindings that trammel a monster's will.

At the end of any Close Combat phase in which a Bound Monster suffers one or more unsaved wounds from the Witch Hunter's close combat attacks, randomly select an enemy Wizard. That Wizard must pass a Toughness test for each such wound inflicted, and loses a Wound (with no saves of any kind allowed) for each test failed.

12 Von Mecklenburg's Enchanted Shot

These arcane bullets burst into swirling energy when in the presence of an Arcane Fulcrum.

The Witch Hunter's shooting attacks automatically wound Wizards occupying Arcane Fulcrums.

13 The Powders of Thrice-damned Ossk

The Witch Hunter can cast these powders on the air when a wizard's plans go awry, transforming misfortune to disaster.
One use only. The Witch Hunter can use the Powders of Thrice-damned Ossk immediately when an enemy Wizard on an Arcane Fulcrum miscasts. The caster must roll twice on the Arcane Fulcrum Miscast table, and the Witch Hunter can choose which result is used.

21 Reliquary of Lector Ostranald

This bone shard absorbs harmful sorceries, leaving potential victims unscathed.

Each time the Witch Hunter's unit suffers unsaved wounds from a spell, the first D6 unsaved wounds are absorbed by the Reliquary and have no effect (unsaved wounds with the Multiple Wounds special rule still only count as one).

22 Blessed Silver Hammer

Few unnatural creatures endure long in the presence of this relic.
Any Wizard with the Undead, Nehekharan Undead or Daemon special rule who successfully casts a spell whilst within 12" of a Witch Hunter with this relic immediately suffers a Wound on a D6 roll of a 4+ with no armour saves allowed.

23 The Fang of Orska

The Kraken Orska ruled the seas for many hundreds of years – even now his remains hold power over other beasts.
Any Bound Monster attempting to strike blows against the Witch Hunter must first pass a Leadership test or forfeit any attacks directed against the Witch Hunter.

31 Arabyan Windglass

By shattering the windglass, the Witch Hunter can upset the proper course of the Winds of Magic.
One use only. The Witch Hunter can use the Arabyan Windglass immediately after your opponent has spun the spinner for Magical Flux. If he does so, your opponent must re-spin the spinner.

32 Sanctified Shard of Lichebone

Ancient Necromancers can bypass the most stringent protections – as can those who bear their remains.
Ward saves granted by Arcane Fulcrums cannot be taken against the Witch Hunter's close combat attacks.

33 Balestone Orb

The presence of a balestone orb is annoying, rather than potent, but can disrupt minor magics.
Enemy Wizards within 24" of the Witch Hunter suffer a -5 penalty to cast when attempting to cast Cantrips.

STANDARD BEARER



Don't let Jervis Johnson's mild-mannered nature fool you – go and ask him a simple question and before you know it you've agreed to paint an army for him...

This month's Standard Bearer is about compromise. It's a thorny subject because we're mostly taught that compromising is wrong. However, in my experience that's not true – while there are some things that you can't compromise on, situations where we're forced to make such a stand are rare. What I've found is that we're mostly faced with making choices between two equally valid paths. It's here where learning to compromise comes in.

It's taken me years to realise this. When I started out as a game designer I was very opinionated, which made designing games straightforward: I was right, and everybody else was wrong! I think most people that create things are like this, at least when they start out; the reason I became a games designer was because I played a lot of games and thought 'I can do better!' I think this stubborn belief in your own ideas is something that defines creative people.

“Aim for success, not perfection. Fear always lurks behind perfectionism.”

– Dr David M. Burns

Over time, though, you start to see things differently, you mellow. For a start, you learn through bitter experience that you're not always right. I'm lucky to have worked on some fantastic games, but I've also had a hand in some... well, let's just call them less-successful designs. You also learn to respect other opinions. I've had the privilege to work with talented individuals who've done things differently and taught me there is no 'right' way to design games. You come to respect the work others did before; we stand on the shoulders of giants.

I've learnt that it's only the easy stuff

that has a right and a wrong answer; the hard stuff is rarely clear-cut. When I started out at the Studio, we were only just embarking on the journey that has led us to the hobby we know today. In that time we've learnt a lot about the right and wrong way to do things. A good example are our army books. Strange as it may seem, it wasn't until the 4th edition of Warhammer that we started writing army books, by which time Warhammer had been around for almost a decade! Now the thought of not doing so seems outlandish.

Usually there is no right or wrong, so you start to compromise. Some people think compromise is wrong, but it's all about the circumstances. Compromising your principles is wrong, but that's not what we're talking about. For example, one of the founding principles of Games Workshop hobby is 'the miniatures always come first', by which we mean we will

never let anything compromise our ability to make the best miniatures in the world. So the first step in being able to make a compromise is to know when you will *not*.

This leaves situations where a compromise is needed. These are situations where you need to figure out the best choice. To be able to compromise you must stop worrying about what will happen if you come up with an imperfect solution – you must stand by the best solution.

In order to do this you need to drop any ideological baggage. You will almost certainly have in mind a solution that



When painting, you often have to choose between finishing on time or painting to a higher standard.



It is easy for two people to misinterpret the game rules in certain situations, leading to one of two outcomes: both players compromise or risk have a row over something that is insignificant in the grand scheme of things. It's only a game, after all!

This is where finding a compromise comes in. If you're playing a game in which an unusual circumstance arises that is not clearly defined by the game rules, my advice is to roll a dice to decide. Afterwards, make a note of it and abide by the result should that situation ever arise again.

will be the best for you. But compromise demands that you find the best solution for all. This can be hard, as you may have to give up some sacred cows. For example, I love pared down, simple rules, but I have learnt that this is not to everyone else's taste (they see my elegant solution as simplistic). So I have learnt to sacrifice this sacred cow.

The next step is to define the problem, state the proposed solutions and listen with an open mind. Our CEO, Mark Wells, has a mantra that goes 'both and, not either or', by which he means that the first thing you should do when faced with a choice is to try to achieve both things. You will often find a solution that allows everything to

By now, some of you will be wondering why I'm making such a song and dance about being able to compromise. The answer is simple: although I've been talking about designing games, I've found that learning to compromise can be just as useful in our hobby. An obvious example is painting miniatures, where you'll often find yourself having to make a choice between getting models painted in time for a game, and painting them to a high-enough standard. Something has to give, and although in this case you'll be making a compromise with yourself rather than other people, the techniques I've described can help. Be clear what you won't compromise

“A good compromise is like a good piece of music. Everyone can recognise it.”

— President Barack Obama

be achieved. Searching for a compromise might mean none is needed!

If it proves impossible to get everything everyone wants, the next thing to do is see if there is a solution nobody has thought of. I've lost count of the times that the search for a compromise has led to a better solution than the other ideas we'd had.

Occasionally, though, you will be faced with a difficult choice between several equally good but incompatible solutions. In such a case the only sensible thing to do is listen until a consensus is reached. In situations like this it really helps if there is one person who can make that call, so long as they do so having considered the options. If not, then you will need to talk things through, listen to other points of view, and negotiate a solution.

on, make sure that the problem you want to solve is clear, and then consider the different options with an open mind.

Another place where the art of compromise can help is when rules questions come up in a game. It's not uncommon for a game to grind to a halt, with both sides arguing. Being willing to compromise can go a long way towards sorting things out. The trick is to stop arguing, start listening and begin looking for an answer that both you and your opponent can be happy with (which, in my own experience, is usually encapsulated in 'let's roll a dice to decide').

And with that I will leave you for another month. As always, please write to me if you have any comments on this month's Standard Bearer!

Write to Jervis at:

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

THE BATTLE FOR TANRAK

In this article, Mat Ward introduces a map-based campaign that sees a huge Necron fleet hailing from the Nihilakh dynasty launching an invasion of the virus-ravaged Imperial planet of Tanrak, along with highlights of the matching Studio campaign.



The forces of the Nihilakh dynasty are on the move. Normally, they rest within their own borders, content to strike mercilessly at intruders, but otherwise leaving the rest of the galaxy to its own destiny. Now, however, something has changed: Nihilakh Tomb Ships are spreading across the stars, conquering whole systems, whilst ancient tomb worlds from Cardrim to Ankekh stir into life once more.

This danger consolidates itself but slowly in the minds of the Imperium's sector commanders. So commonly is contact temporarily lost with planets, listening posts and far-flung explorer ships, that little thought is initially given to the growing silence amongst the stars until it becomes clear that the silence is anything but temporary, and is expanding implacably. By the time the first survivors are able to make their report, plans have been set in motion. Reinforcements are requested from the Imperial Guard, and several Space Marine Chapters are petitioned for aid.

Across the Nihilakh Dynasty's oncoming invasion wave, only one world has the necessary location and defences to act as a bulwark: Tanrak. Long centuries ago, it was the sector capital from which a hundred other worlds were governed. Many of Tanrak's defence lasers, orbital defences and war-manufacture have stood silent since

the Szendro Revolts that saw its governor dethroned and his duties transferred elsewhere. Even so, there are formidable fortifications there for those with the wit and manpower to make use of them.

Alas, it quickly becomes clear that the lack of manpower is to be the deciding factor. With the oncoming Nihilakh fleets only a week away, a voracious and highly contagious plague breaks out on the planet. It tears through the defence forces – and the reinforcements – like wildfire. Within days, much of Tanrak has been reduced to a foetid charnel-scape. A few hive cities on the continent of Tanrak Prime manage to raise hermetic seals in time and are thus spared the plague's onset – the others are reduced to rotting necropolises in days.

So it is that when the Tomb Ships arrive, there are few defenders left to stand against them. With the plague still ravaging the planet's surface, only the Space Marines can operate outside the hive cities, so it is to them the defence falls. Even outnumbered many thousands of times over, on an infested world whose value to the Imperium has fallen greatly in a matter of days, the warriors of the Adeptus Astartes do not once think of abandoning the planet. To them it matters not whether the Battle for Tanrak leads to a hero's death or a glorious victory. This world belongs to the Emperor, and it shall not be yielded lightly...

SURRENDER AND DIE!

The Necrons have invaded Tanrak – let the games begin! Games-mastering duties for the campaign fell to myself and the legendary Dave Andrews – a suitable meld of heartless, icy logic and creative eccentricity (though I'll leave it to you to decide who embodied which in this particular instance).

THE CAMPAIGN MAP

Dave and I knew we wanted to create a map-based campaign. We didn't want the map itself to steal focus from the battles, but rather give the players context for the games they were going to play. In the end, we decided to reproduce the continent of Tanrak Prime using tiles from Planetary Empires, and elected to also use the Planetary Empires rules, with a campaign round lasting two weeks each. We did, however, make a few tweaks.

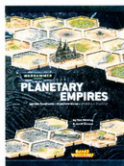
THE INVASION ROUND

Rather than have players claim tiles at the start of the game, all of Tanrak Prime would begin in the Imperium's hands. The first round of games would determine which tiles fell to the Necron advance. In this first round, the Forces of the Imperium would therefore not be able to capture tiles, but would be fighting solely to maintain control. As Dave and I decided that the invaders would have the advantage of surprise, we granted them a +3 bonus to the dice roll when attempting to capture locations at the end of the first round (offsetting the disadvantage of having no adjacent tiles). After the initial invasion, play would proceed using the normal Planetary Empires rules.

VICTORY CONDITIONS

The other main change we'd be making would be to the campaign's victory conditions. If the Necrons could seize half of the tiles, they'd win. If the Forces of the Imperium could hold out for three months (6 campaign turns), then victory would go to Mankind.

We made our map using the plastic tiles from the Planetary Empires box set. We also used the campaign rules included in it as the basis for our own campaign.



MAP OF
TANRAK PRIME

1 Antar's Spire
Set in the heart of the mineral-rich Ironbone Mountains, Antar's Spire refines and processes much of Tanrak's off-world exports.

2 Skyreach Spaceport
Skyreach is Tanrak Prime's chief spaceport – a weighty prize for the invaders, if they can seize it.

3 Ruins of Gorvath
When Waaagh! Snagra descended upon Tanrak, it was the sprawling hive city of Gorvath that bore the brunt of the attack. Now all that remains of the war-torn city are Ork-infested ruins.

4 Torkan's Gate
The steaming chem-factories of this hive city have desolated the land for hundreds of miles in any direction.

5 Dusthold Spaceport
Isolated and ruined, Dusthold Spaceport is still serviceable if a commander is prepared to make use of it.

WHAT'S IN THIS ARTICLE?

We wanted to tell the tale of our campaign through a mixture of battle reports and tactical summaries, but also included some of the scenarios we devised along with various other new rules we made up so you can use them in your own games! If you just want to skip to the good stuff, here's where it all is:

Campaign Rules	p76-77
Battle Reports	p81, 82, 85 and 90
Scenarios	p80, 84 and 87
Forces	p78-79
Datashets	p88-89

THE WARLORDS

THE PLAYERS

The campaign had a hardened core of Warlords including Kevin Chin and his Imperial Fists, Simon Grant and his Space Wolves and Chris Peach and his Necrons. There was also many players who dipped in and out for a game or two, taking on the role of a mercenary player or showing up to play a doubles game with one of the core players. Having a wide pool of players helps keep the campaign's momentum.

When a campaign kicks off in the Design Studio, everyone wants a piece of the action. Sadly campaigns that have too many players tend to collapse under their own weight, or fizzle out as dastardly real life steals the combatants away to shopping, ironing, looking after children and all those things I understand happen to other people. Therefore, Dave and I decided to base the campaign around a core group of eight gamers – four Necron players and four Forces of the Imperium players. Others could drop in and out during the campaign, acting as mercenaries or fleeting allies.

First, and most important, each player needed to have an army! The actual size of the army was less important, as the campaign would allow for different sizes of games – indeed, unless the players proved

to be incredibly sporting, some of the battles might see one side outnumbered.

One detail that couldn't be overlooked, however, was that each player also needed an HQ choice (their Warlord) to represent their presence on the battlefield. Dave felt that this would make the upcoming struggle a bit more personal to the players. Unlike the rest of the players' armies, which they could pick and choose for each battle, their Warlord's wargear and options would be fixed. To push the Warlord idea even further, we added in Injury and Glory tables. If a player's Warlord 'died', he'd in fact just suffer some kind of ghastly wound that would leave him in less than tip-top condition. On the other hand, if a Warlord managed a suitably heroic feat, he'd have a chance of receiving a bonus in the shape of a characteristic boost or an extra rule.

INJURY TABLE

A Warlord needs to roll on this table at the end of any game in which he is removed as a casualty. Unless otherwise stated, each injury can only be suffered once, with duplicate results being re-rolled. If an injury is nullified – such as by the Miraculous Recovery result on the Glory Table – it no longer counts toward the total number of times the injury has been suffered.

2D6 Result

- 2 **Crippled:** Roll twice more on the table and apply the result, re-rolling results of 2 or 12. A model can suffer this result any number of times.
- 3 **Blind in One Eye.** The model's Ballistic Skill is reduced by 1 (to a minimum of 1).
- 4 **Night Blindness.** Whilst the Night Fighting rules are in play, this model's Weapon Skill and Ballistic Skill are 1 (but cannot be reduced further).
- 5 **Shattered Arm.** The model suffers a -1 penalty to his Attacks characteristic to a minimum of 1. A model can suffer this result twice, rather than once.
- 6 **Shattered Leg.** The model moves 2" less than normal (this applies to all kinds of movement, including consolidation and assault moves, but not including disembarkation).
- 7 **Deep Wound.** The model suffers a -1 penalty to his Wounds characteristic to a minimum of 1. A model can suffer this result twice, rather than once.
- 8 **Battle Madness.** The model gains the Furious Charge and Fearless special rules, but loses the Independent Character special rule (if he has it).
- 9 **Head Wound.** The model's Weapon Skill and Ballistic Skill suffer a -1 penalty to a minimum of 1.
- 10 **Weakened.** The model suffers a -1 penalty to his Strength characteristic to a minimum of 1.
- 11 **Doomed.** The model must re-roll all saving throws of 6.
- 12 **Rise from Defeat:** Immediately roll on the Glory table, re-rolling a result of 2, and apply that result instead of an injury.



GLORY TABLE

If a Warlord manages to cause at least 1 unsaved Wound on an enemy Warlord, Independent Character or Monstrous Creature, and the wounded model is later removed as a casualty, he rolls on the Glory table at the end of the game. Unlike injuries, glories are not persistent, but only last for a single battle. This is as it should be – war might be eternal, but glory is fleeting...

2D6 Result

- 2 **Unseen Retribution.** Immediately roll on the Injury table, re-rolling a result of 12, and apply that result instead of a glory.
- 3 **Fated.** In the next battle, your Warlord re-roll failed saving throws of 1.
- 4 **Implacable.** In the next battle, your Warlord has the Eternal Warrior and Stubborn special rules.
- 5 **Master Marksman.** In the next battle, your Warlord receives a +D3 bonus to his Ballistic Skill.
- 6 **Master of Blades.** In the next battle, your Warlord receives a +D3 bonus to his Weapon Skill.
- 7 **Miraculous Recovery.** Choose one Injury currently troubling your Warlord. That injury is nullified and no longer has any effect. If your Warlord has no injuries, re-roll this result.
- 8 **Voice of Command.** In the next battle, all friendly units within 12" of your Warlord can use his Leadership in place of their own. If their Leadership is the same or higher than the Warlord's, then they re-roll failed Leadership tests.
- 9 **Dread Reputation.** In the next battle, all enemy units that wish to launch an assault at the Warlord (or his unit) must pass a Leadership test or forfeit their assault this turn. Units composed entirely of models with the Fearless or And They Shall Know No Fear special rule automatically pass this test.
- 10 **Strength of Ages.** In the next battle, your Warlord receives a +1 bonus to his Strength.
- 11 **Hour of Bloodshed.** In the next battle, your Warlord receives a +1 bonus to his Attacks characteristic.
- 12 **Lord of Battle.** In the next game, your Warlord receives a +D3 bonus to his Weapon Skill, Ballistic Skill and Attacks (roll separately for each).

MERCENARY FORCES

As any aspiring Warlord knows, Planetary Empires has provision for players to hire mercenary units for their games. For our campaign, we decided to enforce a slightly different take on the subject: players would be able to hire mercenaries, but only if they could find a Guest Warlord to take command of them!

I SERVE YOUR WILL, FOR NOW

Every good rule has an exception, however, and this was no different. We decided it'd be jolly good fun if several Necron personalities had been drawn to Tanrak. These special characters would largely be following their own agendas, rather than those of the players, but could be induced into battle for certain promises.

In terms of the campaign, this was resolved by allowing the Necron players to secretly 'bid' points (in reality, prisoners, trinkets or promises of fealty) at the start of the campaign turn. They'd then let myself or Dave know how much they were bidding, and for whose services.

A player who had bid for a character's service then rolls a D6 for every full 10 points spent, and add the results together. Each recruitable character would have a bid threshold – if this total beat the bid threshold, then the character was hired, and joins the player's army for a single battle this turn. The bidding cost aside, he will do so for free – he doesn't count against the army's points cost, and doesn't use up one of the army's HQ choices. If two or more players bid on the same character, and both rolls beat the threshold, then the player with the highest total wins. However, players wouldn't be able to undertake such things lightly – any points bid (successfully or not) would count against their points value in the first battle of the turn.

In part this was all a devious ploy on the part of myself and Dave to stir up a little, erm, discord between our Necron players. However, it's also a great way to get special characters into the action without having them completely take over – first and foremost, this campaign should be all about the deeds of our players' Warlords!

TRAZYN THE INFINITE

Bid Threshold 20

The Archeivist of Solemnace has come to Tanrak in search of a specific artefact: the Cursed Reliquary of Saint Basilus – he'll help anyone who might be in a position to aid him in his search.

Mat says: Trazyn might be a little untrustworthy off the battlefield, but on it he's absolutely reliable – not only is he hard to kill (thanks to his habit of taking over other Necrons), but his ability to capture objectives is a game winner!

ILLUMINOR SZERAS

Bid Threshold 12

Szeras is intrigued by certain biochemical characteristics of Tanrak's inhabitants. He requires prisoners to continue his 'experiments' and knows that war offers ample opportunity to acquire them.

Mat says: All of the special characters available to the Necron players have the potential to change the course of the battle, but Szeras is probably the best value – his ability to upgrade a unit of Necron Warriors or Immortals is well worth bidding for!

NEMESOR ZAHNDREKH

Bid Threshold 22

In truth, Zahndrekh cares little for Krispekh, who he judges to be a cackling maniac with no real sense of honour. However, he does owe him a substantial favour, so has come to Tanrak with goal of clearing that debt.

Mat says: Zahndrekh's ability to bestow or strip a variety of rules can often prove pivotal. Imagine lychguard with Hit and Run or Heavy Destroyers with Tank Hunters. Then imagine Space Wolves without Counter-attack and so on...

VARGARD OBYRON

Bid Threshold 18

Wherever Zahndrekh goes, Obyron can always be found close by. The Vargard sees the expanding dynasty as a threat, and intends to gather as much information about them before the war concludes.

Mat says: Our players should really consider bidding for Obyron alongside Zahndrekh, but if their budgets won't stretch, the Vargard's well worth considering for his combat potential (he can conceivably manage 10 Attacks in a single round!).

Both Trazyn the Infinite and Illuminor Szeras have business with the Nihilakh dynasty.



CHAD MIERZWA'S NECRONS



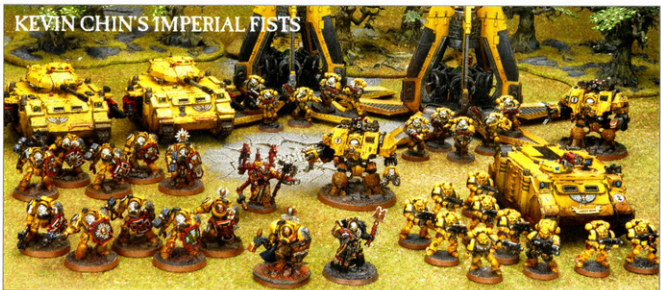
CHRIS PEACH'S NECRONS



GLENN MORE'S ELGAR



KEVIN CHIN'S IMPERIAL FISTS



BRING ME THE HEAD OF TRAZYN THE INFINITE

SCENARIO

“These tiresome humans have no sense of perspective. Until I liberated this trinket they weren’t using it, and didn’t even know they had it. Wounded pride is such a foolish cause to die for.”

— Trazyn the Infinite (to himself)

Trazyn’s thievery has roused the ire of a recent victim, who has vowed revenge upon the Lord of Solemnace. Normally, this wouldn’t matter much to Trazyn, who would simply escape to another body if danger threatened. Alas, and much to his frustration, Trazyn has discovered that the radiation that shrouds his current base of operations prevents so simple a solution. To swap bodies at this point would be like leaping blindly into the dark, with no guarantee of a destination. Thus is Trazyn forced to more devious measures as the enemy draw close. He triggers the transformation of the two surrogate hosts he has to hand, but does not attempt to transfer into either. Instead, the enemy will be faced with a conundrum – to be certain of vengeance, they must destroy all three Trazyns...



ARMIES

We fought this mission between two 1500-point armies. The Necron army contains three Trazyns, although in truth he is only paid for once and takes a single HQ slot.

Mat says: In our campaign we're fortunate enough to have access to plenty of Trazyns. Of course, you may not be quite so fortunate, in which case, feel free to use Necron Lords as stand ins for Trazyns two and three.

BATTLEFIELD

This mission was fought in the ruins of Gorvath, giving a battlefield thick with ruins and rubble. We decided to play it on a 6' x 4' Realm of Battle board, but there's no reason why you couldn't expand or shrink it based on your playing area. A substantially larger battlefield might play better with comparatively larger forces, however – say, another 500 points per side for every two additional Realm of Battle board sections you use.

OBJECTIVES

Trazyn's only goal is to survive the battle – his opponents are seeking to destroy him for his transgressions. In our campaign, this was Kevin's Imperial Fists out for payback – in your games, it's up to you to decide exactly how he's earned the foe's wrath.

DEPLOYMENT

Players roll off, the winner choosing one of the long table edges – his opponent takes the other long table edge. No units are deployed at the start of the game. Instead, any units not kept in reserve move onto the board at the start of their first turn.

FIRST TURN

Trazyn's Necrons automatically have the first turn.

GAME LENGTH

The game ends after 8 game turns have been completed, or one army is completely destroyed.

VICTORY CONDITIONS

Each side scores 1 victory point for every enemy unit destroyed. The Necrons' opponents also score an additional 5 victory points if Trazyn is slain. The side with the most victory points at the end of the game wins.

SPECIAL RULES

Irradiated Wastes: The Ruins of Gorvath are still tainted by the cataclysmic weapons used to defeat Waaagh! Snagra. Roll a D6 at the start of each player's turn. On a score of 1, all non-vehicle models on the battlefield suffer a -1 penalty to Toughness until the end of the turn.

'How Terribly Inconvenient': As Trazyn can't easily escape to another host body, his Surrogate Hosts rule is ignored for this mission.

Who is the Real Trazyn? The enemy can't tell the various potential Trazyns apart, and will have to slay them all to be sure. At the start of the game, the Necron player must make a note as to which Trazyn is the real ruler of Solemnace – the others are decoys. To keep the suspense going, the Necron player shouldn't tell his opponent which Trazyn is which until the end of the game.

CAMPAIGN SPECIAL RULES

Broken Body, Wounded Pride: Whilst some wrinkle of fate will surely preserve Trazyn the Infinite if he is 'slain' in this battle, he'll certainly think twice about returning to Tanrak for a while. Therefore, if the real Trazyn is slain over the course of this mission, his Bid Threshold doubles for the next campaign turn.

TRAZYN'S LAST STAND

BATTLE REPORT

As a Space Marine Chapter renowned for their zeal and uncompromising nature, the Imperial Fists needed little encouragement to rid Tanrak of the meddlesome Trazyn. Thus was the enigmatic archeovist hunted by Kevin Chin's wrathful Space Marines.

Trazyn had most recently been serving with Chris Peach's army under the leadership of Phaeron Krispekh, so it was decided that Chris would bear the responsibility of protecting his charge.

After an opponent-free first turn from the Necrons, Kevin wasted no time in launching an all-out assault on Chris' army – it was clear right from the start that the Imperial Fists were taking no prisoners. Kevin sped down the flanks with his Tactical Squads in Rhinos before disembarking them and taking up positions in cover. This bold but cunning tactic pinned Chris' forces back in the centre, where cover was more sparse.

Chris' forces, assailed on all sides, took a real beating over the next few turns and Kevin was able to corner then finish off one of the three Trazyns with his Master of the Forge. However, even though Chris had thus far been unlucky for the most part,

he did have a few moments where fortune favoured him. His Canoptek Spyder was able to repair the heat ray of the Triarch Stalker just in time for the war machine to obliterate the Dreadnought advancing to engage it in assault. Meanwhile, his nearby Lychguard bested Kevin's Assault Terminators, though not before a second Dreadnought joined the fray and killed the Trazyn that was accompanying them.

The game came down to whether or not Kevin could reach the third Trazyn that had been suspiciously deployed further back with a large phalanx of Immortals. He was (rightly) confident that the two Trazyns he had killed so far were copies, so needed to kill the third model to be sure. But through determination, sacrifice and no small amount of luck, Chris' few remaining units were able to hold off the Imperial Fists just long enough to secure a win by a single victory point.

TURN 3 KEY:

- 1 Kevin tracks down and kills the first copy of Trazyn with his Master of the Forge, crushing its skull with a servo-arm.
- 2 Falling just short of assault range, Kevin's Dreadnought is reduced to molten slag by the Triarch Stalker's heat ray.
- 3 The second Trazyn is torn apart by a Dreadnought.
- 4 The Canoptek Wraiths throw themselves at the Imperial Fists to stall their advance on the third Trazyn.



SPACE WOLVES UNLEASHED

BATTLE REPORT

Sigvald Deathgranter was on the warpath as Simon Grant's Space Wolves engaged the Necron armies of Andrew Kenrick and Simon Adams in a couple of early games, pitting his ruthless fury against the cold logic of Krispekh's lieutenants.

Andrew Kenrick's Necron Overlord, Nemesor Drahvek, was one of the first to lead his invading forces onto the surface of Tanrak and, in doing so, roused the Space Wolves to war. The Necrons advanced, unaware that concealed eyes were watching their every move. Heimdall Wyrdstorm, Rune Priest to Deathgranter's Great Company, sent forth a psychic signal to the Space Wolves' Strike Cruiser, *Wolf's Rage*, stationed in low orbit, summoning the Wolf Lord to battle.

So did the battle begin with a Drop Pod crashing down next to Andrew's Annihilation Barge, the Grey Hunters pouring forth from within to blast the Necron war machine with meltaguns. However, the vehicle's quantum shielding absorbed the worst of the damage, leaving its deadly tesla destructor fully operational. Lascannon fire from Simon's Predator lanced out to destroy a Ghost Ark, but so far the Space Wolves had achieved little to press their initial attack.

Andrew took ruthless advantage of Simon's faltering start, first targeting the Grey Hunters with his Triarch Stalker's heat ray before blasting the squad with his

army's combined firepower to devastating effect. Andrew then unleashed a twin assault with his Canoptek Spydres and Wraiths, whose whip coils enabled the Canoptek Spydres to finish off the last of the squad before they could even retaliate.

Turn 2 announced the arrival of Deathgranter and his mighty Wolf Guard veterans in a second Drop Pod. Moments later, the Annihilation Barge fell victim to the lascannons of the Space Wolves Predator as *Living Lightning* struck out at Drahvek and his Necron Immortals.

Andrew immediately attempted to repeat the success of his first turn on Deathgranter's squad but their Terminator armour enabled them to shrug off the worst of the incoming firepower. Simon unleashed his embattled squad on the Immortals, who swiftly fell to the fury of the Space Wolves. Andrew's Triarch Stalker joined the fray just in time to save the badly damaged form of his Necron Overlord, who fled to safety to escape a finishing blow from Deathgranter's frost axe. With his army blasted by lascannon and plasma fire, even unnatural lightning from the skies above, Drahvek was grudgingly forced to retreat.

HEROES WORTHY OF A SAGA

The Space Wolves were in action once again a few days later, this time against the Necrons of Simon Adams. After stealing the initiative, the Space Wolves were able to quickly gain the upper hand, compounded by the Necrons' poor reserve rolls. But victory was ultimately won with one glorious moment. His Grey Hunters' Razorback destroyed by gauss fire, Simon opted for the 'Space Wolf' approach and charged the offending squad, namely Nemesor Symotek and his 20 Necron Warriors. After a brutal round of close combat, the Necrons were cut down as they fled from the victorious Space Wolves!

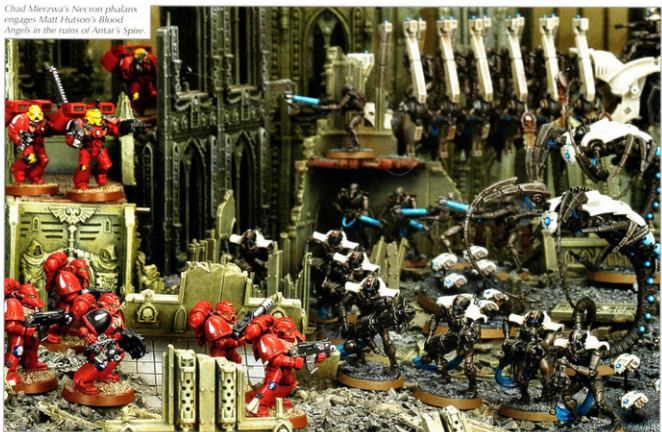
Simon's second Drop Pod assault is altogether more successful, as his Wolf Guard engage.





Neil Hodgson's *Crimson Fists* Librarian faces down Robin Cruddace's *Necron Warriors*.

Chad Mierzwa's *Necron phalanx* engages Matt Hutson's *Blood Angels* in the ruins of *Antar's Spire*.



ASSAULT AT ANTAR'S SPIRE

SCENARIO

“ Strike directly at your adversary only when a formal declaration has been made.
Victory without honour is worth nothing. ”

- Excerpt from the Necron codes of battle

Frustrated at the slow progress his invasion is making, Phaeron Krispekh orders a teleportation attack on the command centre in Antar's Spire. Such a thing is technically against the ancient Necron codes of battle. However, Krispekh rules that Mankind is barely sentient, let alone a suitable beneficiary of the finer points of civilised conflict. Pausing only to oversee the destruction of the courtier who argued against his Phaeron for a fraction longer than was entirely wise, Krispekh sets his plan in motion. By chance, the Imperial commanders that oppose Krispekh are also engaged in a council of war – inside the very walls of the command bastion that the Necrons seek to destroy. Can the mightiest heroes of Tanrak repel the attack?



ARMIES

We fought this mission between two armies of 2000 points. The Forces of the Imperium were split into four equal parts. Each of the defenders had to include their Warlord and a single Troops choice, and could spend the remainder only on HQ and Elites units. The Necron army was chosen normally (though control was split between our attending Necron players) but players were encouraged to bring as many Canoptek units as possible, and could upgrade their Necron Warrior and Immortals units with phased disruption fields (see below). Necron players did not have to bring their Warlords – this was essentially a suicide mission – but we decided that any Necron Warlord that did take part in the scenario would automatically gain a roll on the Glory table.

BATTLEFIELD

A Fortress of Redemption was placed in the middle of a 6' x 4' board to act as the command bastion, with several other bastions and defence lines deployed to fill out the rest of the board. These use the rules from Planetstrike.

OBJECTIVES

The Necrons have attacked in order to destroy the command bastion, and thus disrupt the Imperial communications. Any collateral damage against the enemy Warlords is fortuitous, but not necessary for victory (it's just bragging rights and rolls on the Injury table for those Warlords who fall).

DEPLOYMENT

The Imperial Warlords are deployed anywhere on the battlefield, with their remaining portion of the army deployed within 12". The Necron army begins the game in reserve – its units must all deploy via Deep Strike.

FIRST TURN

The Necrons automatically have the first turn.

GAME LENGTH

The game ends after six game turns have been completed, or one army is completely destroyed.

Mat says: Whilst the game could end as soon as the bastion is destroyed, the Necron players will doubtless want to hunt down and slaughter the enemy Warlords.

VICTORY CONDITIONS

If the Necrons destroy the command bastion before the end of the game, they win. Otherwise, the Forces of the Imperium wins.

SPECIAL RULES

Deflection Shield: The command bastion is protected by ancient defences. It has a 3+ invulnerable save against all attacks of Strength 10. It has a 5+ invulnerable save against all other attacks. If the command bastion suffers an unsaved glancing or penetrating hit, the deflection shield fails and the saves it grants are lost.

Phase Disruption Fields: Any Necron Warrior or Immortal unit can be given phase disruption fields for +2 points per model. Close combat attacks made by models with phase disruption fields automatically inflict glancing hits on buildings on an armour penetration roll of 5, and penetrating hits on buildings on a 6.

CAMPAIGN SPECIAL RULES

Broken Comms: To represent the defenders being thrown into disarray, if the Necrons win, all of their rolls on the Capture Table at the end of the round receive a +3 bonus.

CANOPTEK KILLING FIELDS

BATTLE REPORT

The Necrons were attacking in force, and only the might of the Imperial Warlords and their honour guards stood between the vengeful Phaeron and his goal. Could Krispekh behead the Imperial command structure in a single blow?

The assault on Antar's Spire proved to be a short and bloody encounter. The Necron army arrived in overwhelming numbers and the meagre forces arrayed against them, though incredibly powerful, seemed overmatched from the start.

However, as the Necron army materialised, many of the allied units opted to go to ground, thus avoiding the brunt of the Necron Shooting phase. Casualties proved mercifully light, leaving the allied Warlords in a stronger position than they had originally envisaged. But what they couldn't have predicted was their own

utterly dreadful Shooting phase, only accounting for a single Necron Warrior! By Turn 2, the Necron units were in a position to rapid fire and launch their assaults. The Canoptek Wraiths in particular caused carnage and even managed to slay Stefano's Inquisitor outright with a transdimensional beamer!

Ultimately, despite some individual heroics from Simon and Kevin's Warlords, the command bastion was destroyed.

TURN 2 KEY:

- 1 The Canoptek Wraiths tear through the Eldar defending the eastern flank and begin to overrun the allied defences.
- 2 The Grey Knights fight hard, but are overwhelmed by the firepower of the Necron Destroyers.
- 3 In a desperate bid to break the back of the Necron assault, Sigvald Deathgranter leads his Wolf Guard into the heart of the enemy army.
- 4 The Imperial Fists Terminators hold the line against all-comers, even fending off the mighty Lychguard.



'How goes the invasion?' The assembled Necron Lords exchanged glances as Krispekh spoke. None of them responded. 'Very well,' the Phaeron continued. 'Chamberlain, I will hear your report now – unless there is a reason I shouldn't be updated of our progress?'

The chamberlain had served the Phaeron too long to fall into quite so obvious a snare. Actually, your eminence, I believe that Margrav Odobakh was about to report, but the grandeur of your entrance took him by surprise.'

Odobakh's eyes flared angrily but the Margrav knew he was trapped. Recovering his composure, he bowed. 'Your eminence, it is my function to report that our forces are making above-projection gains across all secondary targets. In particular, progress has been excellent in Gorvath.'

'And the primary targets?' the Phaeron intoned with menace.

Odobakh paused. 'Against the primary targets, progress has been... less efficient.' He reached forth to the glowing holo-map. 'Heavy resistance has been reported. Our losses have exceeded mission parameters. But...'

'Do I understand correctly?' queried Krispekh, his voice growing louder with every syllable. 'Everything trivial, you have achieved. Meanwhile you lurk here, safe from war, whilst my grand design crumbles through your incompetence and cowardice. Your inability to deliver me so much as a single primitive city has cost me greatly.' The Phaeron's voice rose to a crescendo. 'FAILURE HAS ONLY ONE REWARD.'

Two Praetorians appeared and, with a blistering flash of light, reduced the Margrav to ash.

'Now,' Krispekh said, with silky politeness, 'shall we discuss how best to retrieve the situation?'

WARHAMMER 40,000 APOCALYPSE

After an action-packed flurry of games (in which no few cheers of victory and howls of anguished defeat could be heard) it was time to wrap up the first campaign turn. As things stood, fate (or skill) seemed to be firmly on the side of the Imperial and Eldar alliance – but it was still early days and all that could yet change...

We'd always intended that the first campaign turn should end with something of a bang, and there's no better way to achieve a suitable explosion than a game of Apocalypse. For the purposes of running the campaign, this also presented us with something of a safety valve. In the unlikely event of the Necrons struggling to make any sort of invasion headway,

they would have one last chance to turn things around. If, however, the Necrons were level pegging with the Forces of the Imperium, this final send off to the turn would allow Dave and I to heap the pressure onto Tanrak's defenders. After all, when fighting a battle against an invading force that outnumbered you thousands to one, it shouldn't just be the world that feels under siege.

Oh, and for those who are worried that we were victimising the Forces of the Imperium, fear not. We had plenty of schemes in mind where the balance could yet shift back a little – but if I write them here, there's every chance that the players will get to read it before I want them to, so you'll all just have to wait.

ASHES AND DEATH

APOCALYPSE
SCENARIO

“ Build the gates; call the legions through. This world shall yet be ours. ”

- Phaeon Krispekh

The Necron invasion has been unrelenting, taxing to the limit the defenders' resources and resolve. Yet though the Forces of the Imperium have thus far fought with valour, their numbers have not been sufficient to counter all of the Necron incursions. So it is that, in the depths of the ash wastes, a small invasion force has gone unnoticed – that is, until a massive energy flare from

their location disrupts vital systems for hundreds of leagues in every direction. Shortly after, low-flying Land Speeders confirm the presence of a massive teleportation array amidst the ash-fields. With such a device at their disposal, the Necrons can effortlessly call in vast numbers of reinforcements. If Tanrak is to have any chance of survival, the teleport array must be destroyed.



ARMIES

We fought this mission between two armies of 4000 points. Each player had to bring his Warlord.

BATTLEFIELD

The board was a 6' x 6' board, with the teleport array in the centre (we used Forge World's Necron Pylon).

OBJECTIVES

The Necrons must protect the teleport array. The Forces of the Imperium must destroy the teleport array.

DEPLOYMENT

The Necrons can deploy anywhere that is more than 12" from any board edges. The Forces of the Imperium can deploy up to 12" on from any board edge. However, the two sides still have to bid for their amount of set-up time – this determines who sets up first, and who goes first.

FIRST TURN

The side that bids the least set-up time goes first.

GAME LENGTH

The game ends after 4 game turns.

VICTORY CONDITIONS

If the Forces of the Imperium can destroy the teleport array or destroy the Necron army before the game ends, they win. Otherwise, the Necrons win.

SPECIAL RULES

Teleport Array: The teleport array is an immobilised AV 12 vehicle with six structure points. It is protected both by quantum shielding, and also has six subatomic shields (these are treated as AV13 Void Shields).

Necron Reinforcements: Any Necron reserves must either Deep Strike or arrive through the array. Units that cannot Deep Strike must arrive through the teleport array – place them in base contact with the array; they can then move as if it had just entered from a board edge. If there is no room for the unit, it can't be placed and must wait for a space to clear.

CAMPAIGN SPECIAL RULES

From Another Dimension: If the Necrons are victorious, all Necron armies in the next campaign turn fight all their battles with +5% to their points value. This bonus is applied before any bonuses from other sources.

TRIARCH LAWBRINGER PHALANX

POINTS: 50 + MODELS

The Triarch Praetorians have fought for untold millions of years to see that the ancient Necrontyr laws do not fade from the galaxy. This noble goal is not without its obstacles, but most daunting of all these is the arrogant anarchy of lesser races, who cast aside the Praetorians' teachings whenever it suits them. Worse, these primitives sometimes actively disrupt the cause of Necron unification, making dishonourable war upon their ancient masters simply because they do not have the discipline of mind to perceive their species' proper place.

Such rebellion can sometimes be thwarted by forthright, but small-scale means – the execution of a primitive rabble-rouser or military commander by an elite phalanx of Triarch Praetorians. At other times, however, a more thorough scouring is required – often on a planetary scale. In such times, the High Judicators who guide the Praetorians in their work often seek aid from influential Phaerons – the

Praetorians are few, and lesser races breed like vermin. At other times, even other Necrons cannot be entrusted with the work at hand – it is then that a High Judicator will breach the ancient vaults and retrieve an apotheosis orb.

An apotheosis orb is similar in function to a resurrection orb, but vastly superior in form and function. Its value, if it can be valued at all, can be counted in whole star systems' worth of wealth. Accordingly, such artefacts are employed sparingly, lest they be lost to perfidious inferiors, or the scheming of Necron Lords. Whilst the apotheosis orb functions, nearby Praetorians can use its energy to infuse themselves with fresh strength and resilience. Triarch Praetorians are implacable warriors under normal circumstances, the presence of an apotheosis orb transforms them into a nigh-unstoppable crusade of oblivion. Only by shattering the Triarch Stalker, in whose control panel the orb nestles, can the foe have any hope of victory...



Formation:

1 Triarch Stalker

Special Rules:

Strike Force: All units in the strike force must be deployed within 6" of the Triarch Stalker or, if coming on from reserve, must enter the table within 6" of the Triarch Stalker's point of entry.

Apotheosis Orb: At the start of each game turn, roll a D3 – this is the number of energy points that the apotheosis orb has available this turn. Any energy points that are not immediately used are lost – they cannot be carried over from turn to turn.

Energy points can be expended to give the following effects – make a note of which you are using this turn:

Power Flare: For each energy point expended on the

1-3 Triarch Praetorian phalanxes

Power Flare, the Triarch Stalker's weapon gains +1 Strength until the end of the game turn. If this would cause the weapon's Strength to rise above 10, it instead gains the Destroyer type.

Reassembler Field: For each energy point expended on the Sub-atomic Shield, all Triarch Praetorian units within 6" of the Triarch Stalker have +1 to their Reanimation Protocols rolls until the end of the game turn (a roll of 1 always fails).

Sub-atomic Shield: For each energy point expended on the Sub-atomic Shield, the Triarch Stalker gains a sub-atomic shield (treated as an AV13 Void Shield) until the end of the game turn.

GHOST STRIDER PHALANX

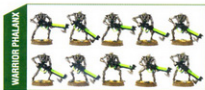
POINTS: 100 + MODELS

Ghost Strider phalanxes are employed when the Necrons need to capture ground swiftly, but cannot, for whatever reason, make massed landings via Night Scythe. They are most effective when fighting at full strength, where the Ghost Arks' overlapping layers of quantum shielding massively reinforce one another. Thus can the Ghost Arks advance upon their chosen objective, proof against almost all incoming enemy fire.

As if this weren't enough, the Ghost Arks enjoy a further layer of protection. The Tomb Blades that accompany a Ghost Strider Phalanx contain a secondary programming layer. This layer has one purpose, and one purpose alone: the preservation of the Ghost Arks they accompany. These abnegation protocols lock into the Tomb Blades' sensor systems and keep careful watch for any incoming fire

against the Ghost Arks. Should such an attack be detected, the abnegation protocols seize control of the Tomb Blade, and hurl it spiralling into the path of the shot. This encounter is inevitably fatal for the Tomb Blade and its pilot, but preserves the much more valuable Ghost Ark from the enemy's wrath.

The movement of a Ghost Strider phalanx is almost impossible to predict. The formation is invariably guided by a Walker in the Ether – a Cryptek who can see the geography of pocket dimensions as clearly as he can the physical world. With suitable preparation, the Walker can breach these pocket dimensions, allowing the forces under his command to bypass any foes that stand in their path. Thus can a Ghost Strider phalanx strike without warning, anywhere on the battlefield.



Formation:

- 1-3 Ghost Arks
- 1-3 Necron Warrior phalanxes
- 1-3 Tomb Blade phalanxes

Special Rules:

Strike Force: All units in the strike force must be deployed within 6" of the command Ghost Ark or, if coming on from reserve, must enter the table within 6" of the command Ghost Ark's point of entry.

Abnegation Protocols: Whenever one of the strike force's Ghost Arks suffers a hit, roll a D6. On a score of 2+, choose a Tomb Blade from one of the strike force's units, and resolve the hit against that model, rather than the Ghost Ark. This rule has no effect against hits caused by blast or template weapons (of any size).

Quantum Zone: Any Ghost Ark in the strike force

1 Ghost Ark must be designated as the command vehicle.

receives a +1 bonus to the armour value it receives for quantum shielding for each other Ghost Ark within 3" (this can potentially take front and side armour values up to 15). To benefit from this bonus, both Ghost Arks must be from the same strike force, and still have active quantum shielding.

Walker in the Ether: Whilst the command vehicle is alive, the Ghost Strider phalanx can journey through a pocket dimension instead of moving normally. If this is done, the entire strike force is removed from the tabletop and immediately Deep Strikes back onto the battlefield. This ability cannot be used if Necron Warrior units are not embarked on the phalanx's Ghost Arks.

ASHES AND DEATH: THE BATTLE UNFOLDS

The military might of the Forces of the Imperium and Eldar alliance was tested to its limit when confronted with the full strength of the invading Nihilakh army. As Necrons poured through the teleport array, the allies prepared to strike.

TURN 2 KEY:

- 1 Having deployed far beyond the range of Imperial guns, the Ghost Strider Phalanx relocates into the heart of the raging battle.
- 2 The large unit of Immortals led by Szeras put their BS 5 mechanical augmentations to good use, felling the Grey Knights with beams of gauss fire.
- 3 The Avatar forges a ruinous path towards the teleport array in the centre.
- 4 The Necrons use their Subvert Machine strategic asset to control temporarily the Wave Serpent, blasting an arm from a Grey Knight Dreadnought before it is itself crippled.
- 5 The Imperial Fists Assault Terminators are gradually cut down by the deadly weaponry of the Lychguard and Trazyn the Infinite.
- 6 In the east, the Space Wolves battle their way through Canoptek Wraiths, Scarabs and three mighty Monoliths.
- 7 Swooping overhead on his Catacomb Command Barge, Krispekh beheads three Grey Hunters with his warscythe. Sigvald Deathgranter challenges the Phaeron to single combat, seeking to avenge his fallen kin.



BATTLE REPORT

THE CAMPAIGN CONTINUES...

After a long and bloody battle, the Forces of the Imperium succeeded in fighting their way through the Necrons to wreck the teleport array. Casualties on both sides were huge, with Krispekh himself and all four allied Warlords among them.

The despicable Phaeron's masterstroke may have been thwarted, but the Necron invasion of Tanrak is far from over. Keep your eyes out in future issues and on the blog, where we'll keep you informed of any further developments. The Necrons may have been thwarted so far, but they are immortal, and nothing if not patient...



Forge World

Counted mightiest amongst the military power of the Imperium are the god-machines of the Adeptus Titanicus, the Titan Legions. Smallest and fastest of these towering behemoths are the Warhound Scout Titans, armed with crushing firepower and incredible speed.

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The Imperial Eagle and the Crux Titanicus are proudly blazoned upon the cockpit.



The Deus Vulpa is commanded by Princeps Eliath, a veteran of the Legio.



The ancient and revered engine Deus Vulpa of the Legio Metalica, the Iron Skulls.

Each god-machine has many battle honors proudly displayed the foe might tremble before.

The Titan Crew on Foot, sold separately, are shown for scale purposes.



Mars-pattern Warhound Titan



Each Titan Legion bears its own heraldry and blazons.

The Warhound's weapons are each slaved to a blessed Servitor, permanently hardwired into target-logs cogitators.

Each Titan bears the Machina Opus device of the Adeptus Mechanicus.

The Warhound Praetus Mort of the Legio Gryphonicus, the War Griffons.

The notable engagements of the god-machine are inscribed upon sacred banners.

Lucius-pattern Warhound Titan

THE LORD OF THE RINGS STRATEGY BATTLE GAME

A TALE OF FOUR GAMERS

In the final instalment of our fly-on-the-wall series, our gamers have been busy painting and fighting (on the tabletop) in a bid to be crowned A Tale of Four Gamers Series Champion.

As las, but all things must come to an end and our Tale of Four Gamers series is no exception. Over the last three months, four hobbyists have built and painted brand-new armies for The Lord of the Rings Strategy Battle Game and taken their first faltering steps on the battlefield. Each month, our gamers have been competing against one another in a variety of painting and gaming challenges to earn as many series points as possible.

In their busiest month so far, our gamers were tasked with painting a centrepiece for their collection, increasing their force to a 700-point army, and taking part in a multi-player, Good versus Evil battle to bring the series to a suitably climactic end.

For their centrepieces, Simon and Dom decided to paint a vignette from The Lord of the Rings range (shown opposite), whilst Nick and Dan took the opportunity to bulk

out their armies with a new monster (see overleaf). For the second month running, all four gamers managed to score full marks for completing their painting projects on time, so it would be down to the final battle to decide who would be crowned the winner.

For those of you that have been joining in at home, competing with your friends and keeping up with each month's challenges, you now have the chance to be crowned as your own series champion. But if you've been going it alone, you can simply compare your score with our motley foursome instead. Either way, why not send in your photos and final series scores to Dan at Games Workshop's What's New Today blog? whatsnewtoday@games-workshop.co.uk

The Chosen Four:



Often mistaken for an Uruk-hai Berserker, Simon Grant is actually a genuine scion of Gondor.



Behind his deranged smile, Dan Harden is a willing sycophant of the Dark Lord Sauron.



If Dom Murray grew a beard, he would look just like a Rider of Rohan. It's a shame he hasn't, really.



Despite (or even because of) his unhinged nature, Nick Bayton bears the mark of Saruman himself.

MONTH THREE – THE FINAL CHALLENGE:

Paint a centrepiece for your collection. For example:

- A large monster.
- A powerful named Hero (must be over 100 points).
- An appropriate diorama (a selection of vignettes are exclusively available online).

Expand your force to a fully painted 700 point army including:

- An army list.
- Any unnamed Heroes to be given appropriate names.
- Your army centrepiece (where relevant).

Arrange and play a multi-player Points Match game, including everyone in your gaming group that is taking part in the Tale of Four Gamers challenge.

Points will be awarded as follows:

- | | |
|-----------------------------------|-----------|
| • Centrepiece painted on time: | +2 points |
| • 700 point army painted on time: | +3 points |
| • Victory in battle: | +5 points |
| • A draw in battle: | +3 points |
| • A loss in battle: | +1 point |

Maximum points on offer this month:

10 points



Simon: As much as I wanted to use the Death of Gothmog vignette to make a nice display piece for my army cabinet at home, I also wanted to keep the fantastic versions of Aragorn and Gimli as gaming miniatures that I could include in my Gondor army. With that in mind, I drilled holes into the display base so that I could mount or remove them at leisure.

Of course, the Three Hunters wouldn't be complete without Legolas, so I included a model of him as well (standing further back from the others so as not to distract from the main focus of the vignette – namely Gothmog getting the chop!). In larger games, I can now modify my army's theme from the defence of Osgiliath to the Battle of the Pelennor Fields, replacing Boromir (sniff, sniff!) with Aragorn, Legolas and Gimli instead.



Dom: Having concentrated on building and painting an army for the last few months, I felt it would be a refreshing change to paint the Fate of the Witch King vignette as a centrepiece display – that and it depicts one of my favourite scenes from the Return of the King movie!

The vignette itself was mounted on a display base and blended in using Green Stuff and Citadel Sand. Once this was fully painted, I started working on the three characters themselves. I painted each separately and, once they were all completed, glued them to the base to finish it off.

As soon as I finished the vignette, I found myself painting another version of Eowyn and Merry to join my Rohan army. I must have subconsciously been inspired by their heroic stand even as I painted the depiction of their moment of glory!

Uruks of the White Hand

Warband 1: Isengard

Leader - Iurtz

60 points

12 Uruk-hai Scouts with 8 shields.

104 points

Warband 2: Isengard

Mauihir

60 points

12 Uruk-hai Marauders with 4 Orc bows and 4 shields.

116 points

Warband 3: Isengard

Hurtz, Uruk-hai Captain with heavy armour and two-handed weapon.

60 points

Isengard Troll

105 points

8 Feral Uruk-hai.

96 points

Warband 4: Mordor

Grishnûh, Orc Captain.

45 points

9 Orc Warriors with 4 shields, 3 spears and 2 two-handed weapons.

54 points

TOTAL: 700 points

Gothmog's War Host of Mordor

Warband 1: Mordor

Leader - Gothmog, Lieutenant of Morgul, with warg.

145 points

12 Morannon Orcs, with 6 spears and 8 shields.

98 points

Warband 2: Mordor

Kragor, Captain of the Black Guard.

60 points

Great Beast of Gurguth

125 points

Mordor Troll

100 points

6 Black Guard of Barad-dûr with banner.

97 points

Warband 3: Mordor

Ringwraiths with 9 Will, 1 Might and 1 Fate.

75 points

TOTAL: 700 points



Théoden's Royal Host of Rohan

Warband 1: Rohan

Leader - Théoden, King of Rohan, with armoured horse, heavy armour and shield. 90 points

3 Rohan Royal Guard with horses. 48 points

Sons of Eorl 22 points

Warband 2: Rohan

Eldenzand, Captain of Rohan, with horse. 75 points

6 Westfold Redshields throwing spears and banner. 121 points

Warband 3: Rohan

Brytta, Captain of Rohan with heavy armour. 50 points

12 Warriors of Rohan with throwing spears, shields, and banner. 133 points

Warband 4: Rohan

Hima, Captain of Rohan. 50 points

6 Rohan Royal Guard. 60 points

Warband 5: Rohan

Deogad, King's Huntsman. 50 points

TOTAL: 699 points

The Defenders of Osgiliath

Warband 1: Minas Tirith

Leader - Boromir, Captain of the White Tower, with shield. 180 points

12 Citadel Guard with spears. 108 points

Warband 2: Minas Tirith

Eatamir, Captain of Gondor, with bow. 75 points

6 Rangers of Gondor with 3 spears. 51 points

Warband 3: Minas Tirith

Lord Baranor, Knight of the White Tower. 55 points

12 Warriors of Minas Tirith with shields and 6 spears. 102 points

Warband 4: Minas Tirith

Mabril, Captain of Ithilien. 55 points

6 Rangers of Gondor with 3 spears. 51 points

Warband 5: Minas Tirith

Damrod, Ranger of Ithilien. 20 points

TOTAL: 697 points



Bringing Down the Beast

Mauhúr's Marauders moved towards the centre in a bid to leave Boromir and his Citadel Guard stranded on the extreme flank. However, the warband was all but annihilated over the next few turns by the arrows of the Rangers and blades the Warriors of Minas Tirith, leaving the Great Beast of Gorgoroth horribly exposed. Swift to take advantage of the opportunity, Boromir led his elite soldiery into combat with the mighty creature, and with the aid of the Knight of the White Tower, felled the beast with a flurry of vicious blows.

The Decisive Battle...

All four players gathered with their fully painted armies in a bid to claim the last available points on offer before the final tally was made and series rankings determined. Settling on the Lords of Battle – a suitably dramatic scenario that would see each army's Heroes showing their quality – the players deployed and the action was soon underway.

The Evil alliance began the game with priority, charging forward to get to grips with the armies of Gondor and Rohan arrayed against them. Dom countered with his infantry on the left flank, moving to engage and hold up the Uruk-hai opposite him, whilst the remaining battleline pivoted at the centre with Boromir's warband swinging around on the right flank into the space so recently abandoned by Mauhúr's Marauders. The shooting of the Rangers of Gondor, the King's Huntsmen and the Westfold Redshields took a heavy toll on the lightly armoured Uruk-hai in the first few turns and by the time that combat began in earnest, Simon and Dom were in ascendancy and comfortably ahead on victory points. However, the arrival of the Mordor and Isengard Trolls soon redressed the balance and the Rohan infantry on the left took a real beating.

The breakthrough came with the death of the Great Beast of Gorgoroth in Turn 5, the gigantic creature's death throes causing



Simon: Well that game was the perfect conclusion to a fun, fast and furious three months of painting and playing *The Lord of the Rings*. The heroism of our leaders, Boromir and Théoden, just gave us the edge we needed to break the back of their army and win the day. For me, that was definitely the highlight and a fitting conclusion to the series.

On that note, it's been a lot of fun taking part in *A Tale of Four Gamers* with three other such like-minded hobbyists – we're all massive fans of *The Lord of the Rings* and I believe that has really shone through in the time and effort we've each put into completing the monthly challenges. The final scores were really close in the end, with Nick in particular matching me point-for-point until falling at the final hurdle.

As much as getting everything painted to a monthly deadline required a lot of dedication and hard work, (not to mention a lot of patience from my wife!), the upside is that I've now got an awesome new Gondor army which I can be justifiably proud of. I plan on expanding this army, probably with a *Battle of the Pelennor Fields* theme in mind, so look out for any updates in the future.



Dom: What a win! It was pretty nervy all the way through, and to say it was a bloody encounter would be an understatement. Erkenbrand performed like a hero of legend, and should rightly have died about two turns earlier than he actually did. And as for those Trolls, the brave Rohan Royal Guard didn't think they were remotely terrifying.

Such a big battle was a great way to end this challenge. The last three months have been great fun. I've got a great looking army out of it and managed to increase the amount of painting that I've done (the threat of an angry *White Dwarf* editor on deadline day is a great motivator!).

I'm going to continue painting my Rohan army for the foreseeable future, as there's still plenty left to do. I'll start with Éomer's Éodred, followed by Grimbald's Helmingas and a few more Sons of Eorl and Royal Guard for Théoden. I'll have to add the Three Hunters as well as Gandalf and a few of Haldir's Elves too so I can refig the siege of Helm's Deep. And that's not counting the extra warbands, Captains and foot versions of my mounted characters! I'll be painting for a little while yet, but that's the beauty of this hobby – no army is ever truly finished.

FINAL SERIES SCORE:

700 points & centrepiece painted + a win

24

FINAL SERIES SCORE:

700 points & centrepiece painted + a win

20

carnage to both sides with its passing. More crucially, however, there was now a massive hole in the Mordor lines and the Warriors of Minas Tirith and Citadel Guard poured through the gap with Boromir at their head. The Ringwraith was the first to suffer as a result, falling moments later as Denethor's firstborn cut his way through the Mordor flank to reach his quarry.

In the centre, the valiant Rohan cavalry held firm against incredible pressure from Gothmog, the Black Guard and the two Trolls. Dom's canny use of Heroic Moves (and not a few 4+ roll-offs going his way!) combined with poor rolling from Nick and Dan, not to mention Erkenbrand's incredible tenacity, kept the centre of the Good battleline in one piece just long enough for Simon's elite infantry to roll up the flank and break the Evil army.

The game was now at risk of ending, but Nick and Dan were far from finished, battling hard to recover the game. Lurtz cut down the Knight of the White Tower and Kragor brought Faramir to the brink of death. A Warg-less Gothmog rampaged through the centre to assail Théoden directly, whilst Hurtz and the two Trolls tore up Dom's flank. Boromir intervened just in time to save his brother's life, and Lurtz fled before him moments later to avoid the same fate. But the death of Gothmog at the hands of Théoden was the clincher, securing a hard-fought victory for Simon and Dom.



The Glory of King Théoden

Throughout the battle, the King of Rohan had led his men with consummate skill and great courage, bravely leading his Royal Guard into the thick of the Mordor battleline time and time again. His boldness in battle almost cost him his life, however, as an enraged Gothmog carved his way through Théoden's bodyguard to strike the king a dozen brutal blows. But Théoden's shield arm held true and he soon fought back. With the help of two Rangers, desperate to avenge the razing of Osgiliath, King Théoden cut the Orc general down.



Nick: Gaaah! Pipped to the post at the very last minute! What a fantastic game and a great way to end A Tale of Four Gamers too. My Uruks were causing mayhem... right up until they started to run away, that is! But I loved seeing my new Troll in action; he certainly caused the Heroes of Rohan and Gondor a few problems. If only Mauihú had decided to hold up Boromir's

contingent instead of running away. Dan and I might yet have carried the day (*that's right, blame the model!* – Ed).

I love painting The Lord of the Rings miniatures and this series has been a great excuse to crack out the old brushes and paint a themed force that I've wanted to do ever since I first saw The Fellowship of the Ring movie. I also loved the competitive edge to A Tale of Four Gamers – a friendly rivalry is perfect for making you want to finish that painting project! It's been great to see the results of four very different approaches to collecting an army from The Lord of the Rings – we were all inspired by different aspects of the hobby, yet all produced a force we could be proud of. I've still got a few Uruks to add to my army; hopefully I'll see you for Armies on Parade at Games Day.



Dan: I was cheated I tell's ya', cheated! Everything was going to plan, the forces of Mordor and Isengard were sweeping all before them and somehow we managed to seize defeat from the jaws of victory. Okay, so that isn't strictly true – between myself and Nick, we must have rolled more 1s than I have ever seen in a single game – it was a miracle we did as well as we

did. Simon's tactics and Dom's fearlessness in the face of overwhelming odds really won them the game.

There was one point during the battle, whilst we were all laughing at how awful Nick's dice rolling was, which made me glad to be a part of this great hobby. Despite some tight painting deadlines, the whole challenge has been superb fun, from the moment I opened my first box of Orcs to the day when they went to war in our final battle. Every step of the way we've been inspiring and encouraging each other on, giving each other ideas and taking them in return. We now have 2800 points of painted models between us, and every single one of them looks superb, from the lowliest Orc to the mightiest hero. I'm already planning what to add to my army next!

FINAL SERIES SCORE:

700 points & centrepiece painted + a loss

20

FINAL SERIES SCORE:

700 points & centrepiece painted + a loss

15

DEATH WORLDS

A hardened veteran of the Hobby Team, Chad Mierzwa has been there, seen it and modelled it all. Over the next few pages, he tells us how he created two sets of hazardous death world terrain.

Honoured Imperium
I covered the Space Marine statue with vines made from wire, giving the impression of the planet's malignant plant life.

NOXIOUS FLORA
These alien plants were created using stumps from the Warhammer 40,000 Trees kit. I mounted them in a Moonscape crater for added effect and painted the 'flowers' in a red hue as a natural warning of their toxicity.



Moonscape
These craters are fantastic multi-purpose terrain pieces. With a little imagination, they're very easy to customise.



ALIEN FOLIAGE

These trees use the fronds from the Warhammer 40,000 Trees kit that I had left over from the noxious flora. I specifically avoided using any green tones when I painted them, as I wanted to reinforce their alien nature.



DEAD TREES

The Battlescape kit features a number of dead trees that are just great for adding a sense of ruin and desolation to a gaming table. I painted the stumps and broken branches of the trees in light brown shades as if they were rotting.



Battlescape

I love this kit, as it works perfectly as a battlefield ruin or, with a bit of tinkering, a terrain piece fit for a death world.



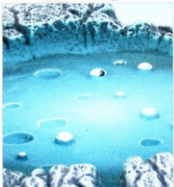
“The alien dream is to dance on the grave of Mankind.”

Honoured Imperium

This kit is a great addition to any gaming table as it lends itself to representing an Imperial presence on almost any type of terrain.

Skyshield Landing Pad
Including a Skyshield Landing Pad really adds to the sense of the outpost's isolation, as if it were the only way in or out.

FROZEN LAVA
I basecoated the bubbling core of the Moonscape craters with Stegadon Scale Green before layering with Sotek Green and Temple Guard Blue. To finish the effect, I added a light dusting of Skull White Spray from high above.



FALLEN STATUARY
I painting the shattered aquila symbol first as this would make it easier to weather the stone at the same time (and with the same colours) as the churned snow surrounding it. I applied this principle to all of the terrain.





Shrine of the Aquila

Trimming the base to create a tilt on each of the building sections hints at the violence of the death world's seismic activity.

Moonscape

To make a caustic spring effect, I used filler, which I prodded with a paintbrush handle and embedded with half-beads as it dried.

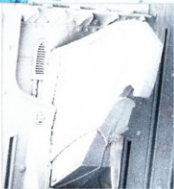
MAKING ICICLES

The icicles hanging from the Skyshield Landing Pad were made from the clear plastic stems of Flying Bases. I carefully trimmed them down with a Hobby Knife to create an uneven surface before gluing them in place.



POWDERY SNOW

To create this effect, I painted the building as normal then lightly sprayed it from one angle with Skull White Spray. Before it had time to dry, I sprinkled Citadel Snow over the top. This method can be repeated for a thicker snow effect.





In next month's issue:
**THE WHITE SCARS
TAKE THE FIGHT TO THE FOE**

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