



WHITE DWARF

231

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NOWHERE TO RUN...
NOWHERE TO HIDE...



- **The Defence of Ultramar - WH40K battle report!**
- **New Regiment of Renown - exclusive rules!**
- **WH40K Chaos - World Eaters, Cypher and the deadly, new Khorne Berserkers!**
- **Complete Warhammer timeline!**
- **WH40K Space Wolves army list!**

GAMES
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WHITE DWARF



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Art by Richard Wright.

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The Game of Fantasy Battles



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Ghazak Khan, mounted on Wargban

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WARHAMMER® 40,000

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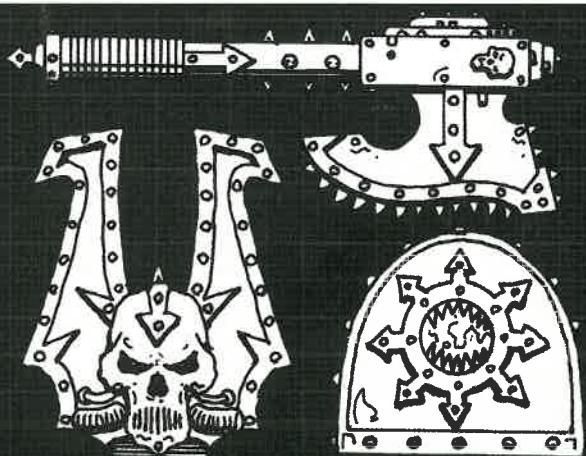
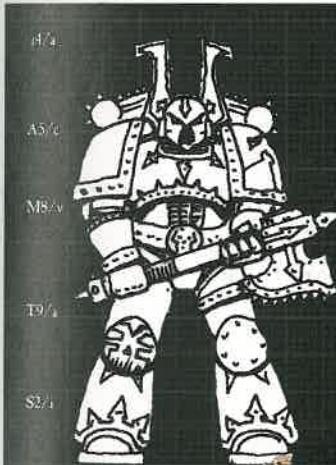
Raptors are one of the new Chaos troop types to be unleashed on the Warhammer 40,000 universe. Find out what all the fuss is about!

COLD STEEL 98

The Ultramarines defend their homeworld from the ravages of the dreaded Tyranids in not just one but two massive Battle Reports.



Get the impression these Devastators are in big trouble? See P98



Traitor Legion Chain-Axe
(Self-powered Close Combat Weapon, Origin Unknown)

Detail of Debased World Eaters Legion Icon

"Axx Death-Helm"
Variant World Eaters
Helmet Design,
Post-Heresy
Manufacture

Subject: World Eaters Traitor Legionary
Ref: "Khorne Berzerkers"



KHORNE BERZERKERS

Check out these newly released warriors, the chosen of Khorne, on page 12!!

Product Code: 60249999231



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THE WHITE DWARF BLOKES

Paul Sawyer



The Incredible Hulk

Job: Bursting out of shirts

Alias: Fat Bloke

Gaming moment you'd most like to forget: Becoming the first person ever to lose a game (of anything) to Ian 'Mutie Boy' Strickland.

What are you painting/modelling at the moment?

More White Scars Space Marine Bikers

Nick Davis



Superman (check out that kiss-curl)

Job: Saving the world

Gaming moment you'd most like to forget:

Becoming the second person ever to lose to Ian Strickland.

What are you painting/modelling at the moment?

Scratch-built cruiser for Battlefleet Gothic

Simon Shuker



Shaggy

Job: Hanging around with three kids and a dog in a van

Gaming moment you'd most like to forget:

Losing nine of my Blood Bowl team players by half time – to a nine year-old opponent.

What are you painting/modelling at the moment?

Salamanders Space Marines

Graham Davey



Hong Kong Phooey

Job: Mild-mannered janitor

Alias: Wordy Bloke

Gaming moment you'd most like to forget: Using unpainted, plastic Bretonnian horses to represent Flesh Hounds in a 40K game.

What are you painting/modelling at the moment?

Flesh Hounds

Adrian Wood



Captain Caveman

Job: Hitting stuff

Alias: Grand Warlord

Gaming moment you'd most like to forget: Using tape cassette boxes to represent Gargants in an Epic game.

What are you painting/modelling at the moment?

Converting a Tyranid army

Andrew Sharman



The git that lost us the Staff Tournament

Job: Andy isn't with White Dwarf anymore. This has absolutely nothing to do with the tournament 'incident'. Honest.

Iain Compton



Job: New Boy

Dave Taylor



Inquisitor Hand

Job: Purging all heretics

Alias: Mr Painty

Gaming moment you'd most like to forget: The entirety of the first Castle Hill Gaming Club Tournament.

What are you painting/modelling at the moment? Some of those nifty Word Bearer guys.

Justin Keyes



Apu

Job: Thanking people and asking them to come again

Alias: Booster

Gaming moment you'd most like to forget: Having Space Marines lose an assault to Gretchin.

What are you painting/modelling at the moment?

Berzerker Army

GAMESDAY & GOLDEN DEMON '99

After all the insanity of Games Day and Golden Demon '98 we decided that it would be a lot of fun to do it again – but we couldn't wait a whole year so we decided to move the event forward a few months. So if you want to enter Golden Demon it would be wise to start painting now, as tickets go on sale next month.

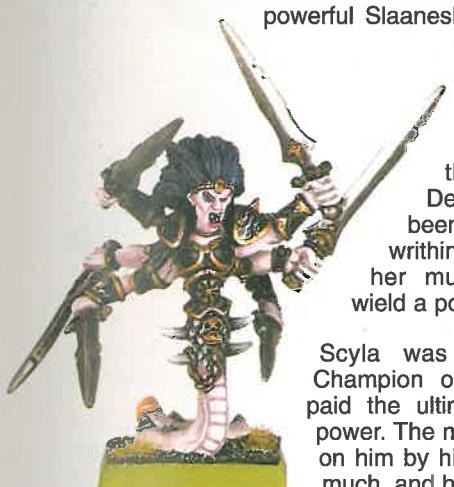
**GAMES DAY and
GOLDEN DEMON '99
4th July 1999
Banquet Hall, Darling Harbour
Convention Centre,
Darling Harbour, Sydney**

Tickets will be on sale from April 1st (no, that's not a joke), and available through all Games Workshop retail stores and Mail Order on (02) 9829 6111, but you'll have to hurry as ticket numbers are limited.

RETURN TO THE REALM OF CHAOS

This month sees a host of reinforcements for Warhammer Chaos armies. There are two of the Champions of Chaos, Dechala the Denied One and Scyla Anfinngrim, along with Daemonic command groups for Nurgle Plaguebearers and mounted Slaanesh Daemonettes.

Dechala is the warlord of the most powerful Slaanesh warband to ever roam the Chaos Wastes. So mutated that she appears more Daemon than mortal, Dechala's legs have been replaced with a writhing snake tail, while her multiple arms each wield a poisoned sword.



▲ Dechala, the Denied One

a mindless Chaos Spawn that has to be led into battle and directed where to attack.

The Daemonic command groups will bolster the strength of your Daemon regiments, making them even more dangerous – and don't forget that Daemonic musicians have special powers.

Players of 40K Chaos armies may be wondering how they can use these cool models. Well the two champions would make excellent Daemon Princes of Khorne and Slaanesh, and Scyla would look good as Chaos Spawn when you use *Fleshy Curse*. As for the command groups, they will just act as normal troopers in a 40K game, but they will still look fantastic leading your Daemon packs.



▲ Scyla Anfinngrim

HOBOGLIN HORDES

There are more Dogs of War available for hire this month, in the shape of the treacherous Hobgoblins of the East.

First up is Oglah Khan's Hobgoblin Wolfboyz, a vicious mercenary band in exile from their homeland. They are valuable troops if they are fighting for you – just hope they haven't been in negotiations with the enemy as well!

Also from the far-off steppes comes Ghazak Khan, Terror of the East, fearsome Hobgoblin mercenary general. Once again the rules and background for these new arrivals are presented exclusively in this White Dwarf.



Oglah Khan's Hobgoblin Wolfboyz ▲

NEWS

40K TERRAIN

This month sees the continuation of a series of articles on creating gaming tables and terrain to depict different planet surfaces in the Warhammer 40,000 universe.

In this month's article we take a look at volcanic or irradiated worlds, and what better planet to model up but Baal, home of the Blood Angels Space Marines.

Here at the White Dwarf bunker we are interested in putting together an article on anyone who has created an unusual 40K table that we have not covered in our articles.

If you want the chance to see your name and gaming table in White Dwarf, send some photos, a contact phone number and some information on your table, to the address below:

White Dwarf Bunker
P.O Box 576
Ingleburn NSW
1890

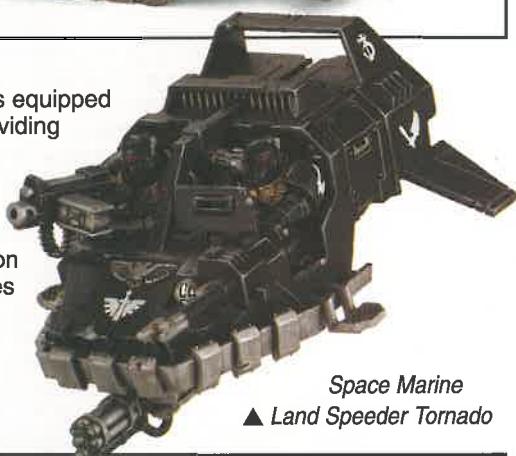
HEAVY SUPPORT

Exciting arrivals for Space Marine players – two heavy support vehicles, the Vindicator tank and the Land Speeder Tornado.



▲ Space Marine Vindicator

The Land Speeder Tornado is equipped with two heavy weapons, providing some serious mobile firepower. And talking of firepower, the Vindicator mounts the demolisher cannon – an ordnance weapon (the big template!) that ignores the armour save even of Terminators. This is a very scary tank, ideal if you're facing a well armoured foe.



Space Marine

▲ Land Speeder Tornado

GO BERSERK!

Blood for the Blood God!
Skulls for the Skull Throne of
Khorne! Tremble at the
mayhem the Berzerkers of
Khorne will bring. Flee lest
their chainswords sing a song
of blood through your flesh!



4

variety of poses for your models.

There are loads of extra bits and pieces like grenades, skulls, swords, etc, that you can add to make each Berzerker completely individual. Designer Dave Andrews has also taken the new step of making the lower half of some of the legs separate, so they can be stuck on bent back, making the model appear to be charging forward at a run.

Many of the Khorne Berzerkers belong to the World Eaters Legion, so Jervis Johnson has put together an article (later in this issue) with background on these psychopathic Space Marines and ideas about creating an entire World Eaters army.



And the bloodletting doesn't stop there! Courtesy of the chaps from the Black Library, this issue also includes a new story from the pen of regular Inferno contributor Bill King, featuring none other than Khârn the Betrayer, plus a lot of dead guys!

NEWS

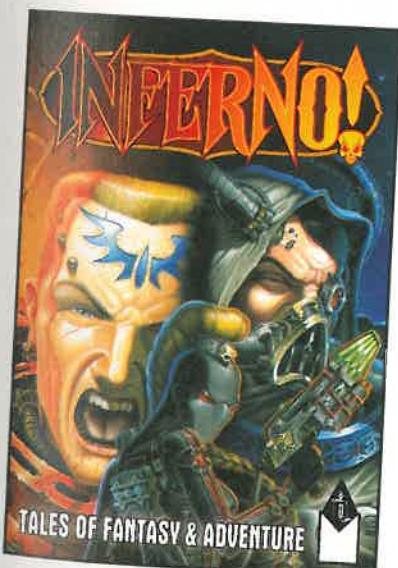
Mutterings from the



Greetings fellow acolytes and listen closely to the news we bring you from the depths of the Black Library.

Well we have been working extra hard to put together a great short story for inclusion in this very issue of White Dwarf. The Wrath of Khârn is a gory, blood-soaked tale about Khârn the Betrayer, one of the special characters from Codex Chaos. Written by none other than Bill King himself, The Wrath of Khârn is unrelenting action and mayhem from start to finish and a great example of the sort of stuff that you can find in every issue of Inferno! But because Inferno! is more than just short stories, we've also included some examples of the splendid comics strips and illustrated features from previous and forthcoming issues!

If all that whets your appetite for more slaughter and bloodshed, then fear not, for another cracking issue of Inferno! is rolling into your stores as we speak. Loaded with brilliant short stories, including another great Gotrek and Felix story from Bill King, plus an absolutely awesome illustrated feature about the Celestion, a ship lost in the warp for thousands of years.



Finally, it goes without saying of course that Issue 13 of Warhammer Monthly will be hitting the shops too. If you like your action fast and furious then you can't go far wrong with Warhammer Monthly – with 44 pages of ace comic strips and features from the worlds of Warhammer and Warhammer 40,000.

NEW RELEASES THIS MONTH

WARHAMMER

This month's Warhammer releases:

DOGS OF WAR

Oglah Khan's Hobgoblin Wolfmob (metal boxed set)	\$49.95
Hobgoblin Wolfboyz (one model per blister)	\$11.95
Ghazak Khan (one model per blister)	\$17.95

CHAOS

Scyla Anfinngrim (one model per blister)	\$17.95
Dechala (one model per blister)	\$17.95
Plague Bearer Command Group (three models per blister)	\$19.95
Mounted Daemonette Champion (one model per blister)	\$19.95
Mounted Daemonette Musician (one model per blister)	\$19.95
Mounted Daemonette Standard (one model per blister)	\$19.95

WARHAMMER 40,000

This month's Warhammer 40,000 releases:

CHAOS

Khorne Berserkers (plastic boxed set)	\$34.95
Chaos Space Marine Raptors (one model per blister)	\$11.95
Chaos Raptors with assault weapons (one model per blister)	\$11.95
Cypher (one model per blister)	\$17.95

SPACE MARINES

Space Marine Land Speeder Tornado (plastic boxed set)	\$44.95
Space Marine Vindicator (metal boxed set)	\$54.95

Black Library

This month from the Black Library:

Inferno 11	\$9.95
Warhammer Monthly 13	\$4.95

ON THE WAY

Here's something we spotted amongst all the bits and pieces on Jes Goodwin's desk – the head and shoulder pads for a new Chaos Space Marine biker. It should be out soon so keep your eyes on White Dwarf!



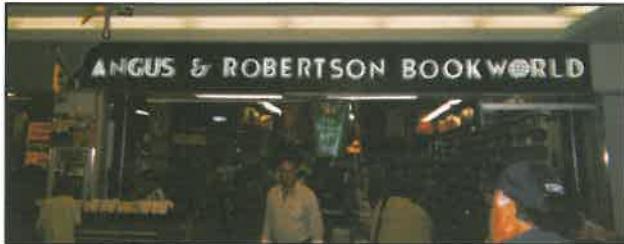
NEWS

MUSTER AT MERRYLANDS

Swarms of frenzied gamers flocked to Angus and Robertson Merrylands on Saturday 12th December for a pre-Christmas bash. The heat outside was unbearable, but inside battles raged across frozen tundra as a battleforce of Black Templar Space Marines came face-to-face with the ravaging Dark Eldar army. Meanwhile, in a quiet misty field just outside of Couronne, a battle raged between an angry Bretonnian Lord and his retinue, and an invading High Elf army.

Lots of fun was had by all on the day – there were a great many achievements on all sides. One of the most impressive was the Dark Eldar Lord who single-handedly destroyed a Dreadnought, a Space Marine command squad and a Landspeeder.

After a long, hot day, everyone got involved in the awards ceremony and a bit of last minute carnage. Angus and Robertson Merrylands and Games Workshop would like to thank everyone who could make it on the day, and hope that you all had a great time.



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WARHAMMER®

REGIMENTS OF RENOWN

DOGS
OF
WAR
FOR
HIRE

DOGS
OF
WAR
FOR
HIRE



By Khan Tuomas Pirinen

From all corners of the known (and unknown) world they come, all searching for fame and most importantly fortune! White Dwarf proudly continues its exclusive series of new Regiments of Renown for hire. This month Tuomas Pirinen takes a look at the treacherous Oglab Khan's Hobgoblin Wolfboyz. He also delves deep into Hobgoblin culture (never a pleasant experience) and uncovers the origins of the greatest Hobgoblin Khan ever to venture out of the Steppes – Ghazak Khan, Terror of the East!

DOGS OF WAR

The Dogs of War are bands of warriors and adventurers who live by fighting for money and glory. Amongst the Dogs of War, skilled duelists and deadly marksmen rub shoulders with Araby cavalry and Giants from the misty shores of Albion. Together they ply their unique trade to every point of the compass in the Old and New Worlds, fighting for anybody, any time, anywhere...

REGIMENTS OF RENOWN

Dogs of War Regiments of Renown can be incorporated into your existing Warhammer armies very easily. Just add the regiment's points cost to the allies allocation of your army list.

Each of the Regiments of Renown has a unique character, so you can only use one of each regiment in your army. Also, each regiment is only available to hire for a limited selection of armies as, for example, Dwarfs will not hire Hobgoblins to fight alongside them.

RAISING A MERCENARY ARMY

Instead of hiring individual regiments, you can raise an entire Dogs of War army. All you need is a Mercenary General to lead it. In fact Ghazak Khan himself is a Mercenary General!

However you choose to use the Regiments of Renown, they have proved themselves to be an invaluable and colourful force in the Warhammer world.



GHAZAK KHAN

Sculpted by Michael Perry



Ghazak Khan, mounted on Warghan.
Designed by Michael Perry.



of these **savage** greenskins have ever been seen in the lands of the Old World, but one of them is known well in the lands of Tilea and the kingdoms of the south – Ghazak Khan, the Butcher of Torrico Fields, the Terror of the East, commander of the Blackwolf mercenaries.

Ghazak is one of the most successful Mercenary Generals of the age. His army includes many of the most infamous mercenary regiments, like Manglar's Mutant Goblins, the Long Knife Orc Warriors and the dreaded War Trolls of the Grey Mountains. With these and many other ruthless cut-throats, Ghazak's band has developed a fearsome reputation as utterly merciless warriors who will not shy from slaughtering (and eating) entire populations of cities and burning scores of villages to the ground in their campaigns. When the black wolftail standards of Ghazak are seen in the horizon, men grow desperate, for the mighty Hobgoblin has never been defeated in the open field.

Of his past in the steppes beyond, Ghazak speaks little (indeed it is very difficult to understand the grunting language of the Hobgoblins and those who have dared to ask anything are usually beheaded by Ghazak). However, it is said that he is one of the most powerful of the war-chiefs who the Great Hobgoblin Khan sent to study the lands beyond. This claim is supported by traders who have travelled to the steppes of the east and visited the ruler of the Hobgoblin nation in his tent (said to be the size of a small village), who say that the green-skinned despot is ever hungry for new conquests. Perhaps Ghazak is but the first of the Great Horde to cross the mountains, and one day the countless wolfriders of Hobgoba Khan will cross the World's Edge Mountains and sweep the nations of men before them.

In battle Ghazak rides Warghan, a gigantic wolf the likes of which has never been seen in the lands of the west. In his hand he carries a huge scimitar which promises red ruin for his opponents. Ghazak wears a monstrous helmet over his scarred head. His ululating warcry is famous, very loud and justly feared.

Mercenary General

300 points including magic items.

Your Dogs of War army may be led by Ghazak Khan. If you decide to include him, he will replace the Mercenary General in the Dogs of War army list.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ghazak Khan	4	7	6	4	4	3	6	4	10
Warghan	9	5	0	5	5	3	4	2	5

Weapons/Armour: Ghazak Khan wears dented, heavy scale armour and carries the magical *Red Scimitar*. He also has a bow and a shield. Ghazak rides Warghan, a Giant Wolf of monstrous proportions.

Armour Save: 4+

SPECIAL RULES

Warghan: Warghan is the gigantic wolf, ridden to battle by Ghazak. Warghan is treated as a ridden monster. Warghan has a 4+ save due its thick fur.

Warcry of the steppes: When Ghazak charges, he emits the terrifying warcry of his Hobgoblin clan. Such is the mind-numbing terror caused by this howl that the target of the charge can only choose to stand and fight as their charge reaction, and may not flee or stand and fire. Troops which are immune to psychology may ignore the warcry.



MAGIC ITEMS

Ghazak Khan carries two magic items. In battle, he wields the *Red Scimitar*, and he wears the monstrous *Daemonhead Helmet*.

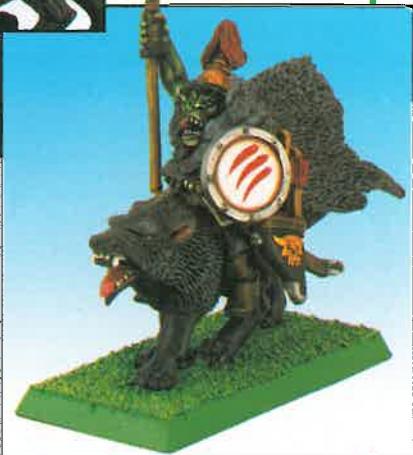
Red Scimitar

Magic Weapon 65 points
Ghazak carries a red, curved sword to battle. It has been notched in hundreds of savage battles by the Khans of the Blackwolf clan, and in the hands of Ghazak it has acquired a dire reputation. The Red Scimitar strikes deep and cuts through armour. It has extra -3 save modifier (-4 with Ghazak's Strength of 4) and causes D3 wounds per hit.

Daemonhead Helmet

Magic Armour 50 points
As the mark of his position as a Khan, Ghazak wears a huge, horned helmet, decorated with a black wolftail. The helmet holds a captured Wind Daemon of the steppes, which protects Ghazak if he is wounded.

As soon as Ghazak suffers his first wound in battle, the Daemon of the helmet awakes and Ghazak gains a 4+ special save against any further wounds, and gains double Strength (8 instead of 4) when fighting against the model which caused the wound.



OGLAH KHAN'S WOLFBOYZ

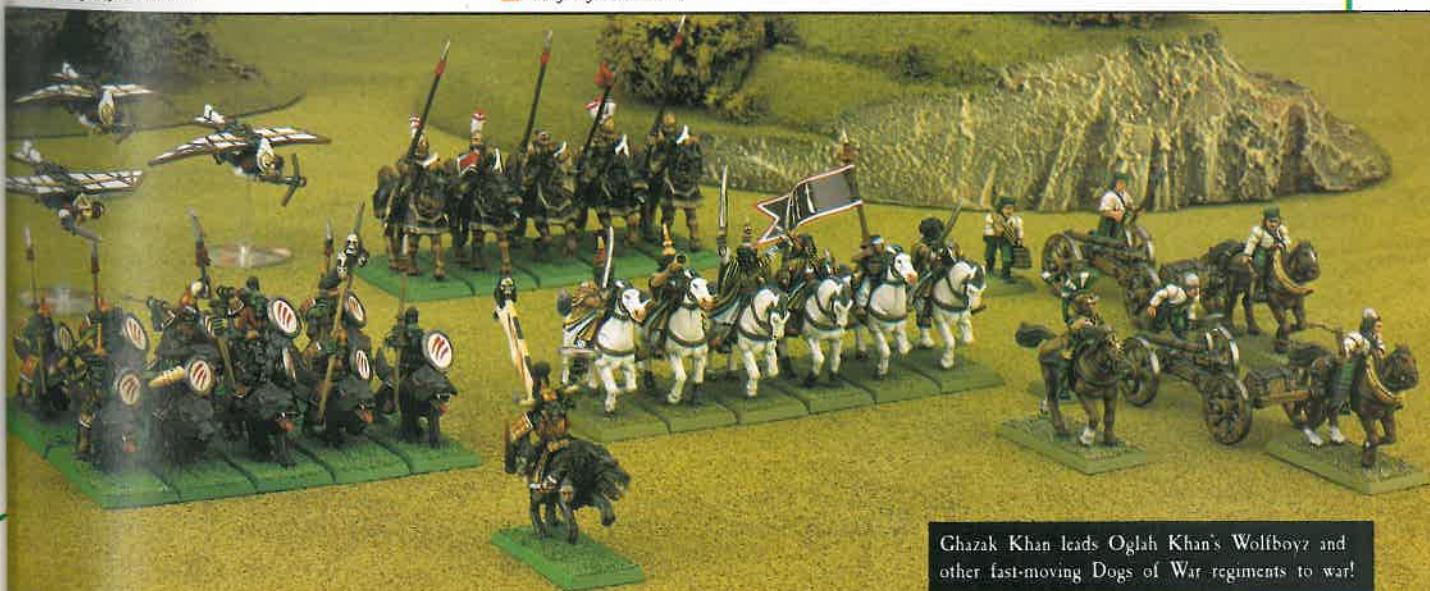
Sculpted by Michael Perry



▲ Wolfboy Standard



▲ Wolfboy Musician



Ghazak Khan leads Oglah Khan's Wolfboyz and other fast-moving Dogs of War regiments to war!

OGLAH KHAN'S WOLFBOYZ

By Tuomas Pirinen

The evil Count had us surrounded on all sides! We were cut off from the rest of the army, left with no choice but to fight to the last man against his Undead horrors. Yet as we steeled ourselves for this final battle, something strange happened. The Hobgoblin scouts the Count had hired started fighting his own troops. Seeing a chance for escape I led the charge...

Captain Detlef Veidt from his book 'A Mercenaries life in the Border Princes'

THE TREACHEROUS CAREER OF OGLAH KHAN

Far, far in the east, in the untamed steppes beyond the Dark Lands, lies the dominion of Hobgobla Khan – the greatest empire in the world. The subjects of Hobgobla Khan are Hobgoblins, a green-skinned race related to Orcs and Goblins. Hobgoblins are widely abhorred for their cruelty, wickedness and their appalling standards of hygiene.

The armies of Hobgobla Khan are simply referred to as the Great Horde. When all the tribes under the Great Khan are arrayed for battle, the Horde is said to stretch from horizon to horizon. The sub-commanders of the tribes are called Khans, each one commanding five hundred or more wolf-riding Hobgoblins.

Oglah Khan was one of the vassals of the Great Khan, and enjoyed the favour of the green-skinned despot. His tent was as large as the hall of any human noble, and he owned a hundred wolves, making him a very wealthy Hobgoblin. In times of war he could summon six hundred spears to battle. Oglah fought in many battles for the Great Khan, and became widely known for his

prowess in combat and his treachery – traits admired by all Hobgoblins. It seemed that he was destined to become one of the most influential Warlords of the era.

Oglah Khan's fortunes changed during the infamous Battle of Xen-Tu, where the Hobgoblins clashed with the Cathayans of Emperor Pu-Yi. When Hablo Khan, the commander of the Hobgoblin contingent, was killed by the Emperor's Champion Tong Po, many of the Hobgoblins fled, believing that all was lost. Oglah Khan, on the other hand, immediately switched sides and led his ladz to battle against his kinsmen. All was going well until the main Horde of Hobgobla Khan arrived. They outnumbered the Cathayans more than a hundred to one and crushed them swiftly. Oglah Khan turned tail and fled from the wrath of his ruler.

Oglah Khan and his tribe were declared outlaws and banished from the Hobgoblin lands. With no other place to go, Oglah Khan and his ladz headed west, to the Old World. Following the silk road he arrived in the Dark Lands and immediately enlisted in the army of Black Orc warlord Gordug Smasher. Gordug was determined to raid the lands of Tilea, but in the Battle of Long Knives he suffered a catastrophic defeat as Oglah Khan switched sides during a crucial moment of the battle.



The Titean general Giovanni Giuliani rewarded Oglah Khan generously, and hired the Hobgoblins to act as scouts and skirmishers in his army.

Since those times Oglah Khan has served as a mercenary under many generals, and acquired quite a name for himself. Though only few of his original six hundred warriors have survived, they are now battle-hardened veterans and much in demand. Hobgoblins are excellent archers and ferocious in hand-to-hand combat, so there is only one thing a general must consider when hiring them - will they stay loyal?

THE REGIMENT

Captain: Oglah Khan

Motto: You payz, we slayz!

Battle-cry: "Hiiyaaarrghh!!!!" – the traditional battlecry of these warriors from the steppes. The meaning is obscure, most likely to be offensive and illegal.

Appearance: Unwashed, shifty and wicked. Oglah Khan and his boyz wear furs and exotic scale armour, as well as spiked helmets. They carry a black wolftail standard to battle, proclaiming that they do not come in peace.

For Hire: All Warhammer armies except Dwarfs, High Elves and Wood Elves can hire Oglah Khan's Wolfboyz.

Points: Oglah Khan and four Hobgoblin Wolfboyz including the standard bearer and a horn blower cost a total of 190 points. This is the minimum size regiment you can hire. The size of the regiment may be increased up to a maximum of 20 models at a cost of +15 points per additional Hobgoblin.

Profile	M	WS	BS	S	T	W	I	A	Ld
Oglah Khan	4	5	5	4	4	2	5	3	8
Hobgoblin	4	4	3	3	3	1	2	1	6
Giant Wolf	9	4	0	3	3	1	3	1	3

Weapons/Armour: Oglah Khan wears dented, light scale armour and carries a wickedly barbed spear as well as a curved scimitar. He also has a bow and a shield. His boyz are similarly armed. They all ride slavering Giant Wolves.

Armour Save: 4+

MAGIC ITEMS

Pelt of Wulfag

Enchanted Item 30 points
Wulfag was a legendary giant wolf, the steed of Khengai Khan, the founder of the Hobgoblin empire. Now it is strapped on the shoulders of Oglah Khan. The pelt was a gift from the Great Khan when Oglah still enjoyed the favour of the Lord of the Steppes. The Pelt carries an ancient blessing of the Hobgoblin Shamans, so that no enemy who turns his back on the Hobgoblins can escape alive. If the Wolfboyz defeat their enemies in hand-to-hand combat, and elect to pursue, they can add +2 to their pursuit move.

SPECIAL RULES

We iz Skirmishin': Oglah Khan's Wolfboyz are able to skirmish. See the special rules for skirmishing in the Warhammer Rulebook

Ded Shooty: Oglah Khan's Wolfboyz suffer no penalty for range or moving, when shooting with their bows. Nor do they suffer shooting penalties when declaring 'stand and shoot' as a charge reaction.

Treacherous git: Unlike other Greenskins, Oglah Khan's Hobgoblins are not subject to Animosity. Instead they test for Treachery at the beginning of each of your turns. Roll a D6. If you roll 2 or more, the unit has passed the test and may fight normally. If the dice roll is 1 then the unit has been affected by Treachery. To determine what the unit does roll a D6 and consult the table below. Note that you do not need to test if the Hobgoblins are already engaged in hand-to-hand combat.

1. The Hobgoblins halt and shoot at the nearest regiment in their own army! Turn the Hobgoblins towards the unit and resolve the shooting immediately. Note that shooting due to Treachery is worked out before normal shooting. The Hobgoblins do nothing else this turn. If there are no troops within range, then the Hobgoblins do nothing this turn. They are prevented from moving and shooting while they argue about who to fight for.

2-5. The Hobgoblins refuse the shoot or charge the enemy, though otherwise they may act normally.

6. The Hobgoblins decide to fight till the bitter end! No further Treachery tests are made, and the unit may act normally this turn.

REWARD

1,000 gold Imperials

For the head of the treacherous Hobgoblin known as Oglah Khan.

100 gold Imperials

For the head of each of the Hobgoblins known as 'Oglah Khan's Wolfboyz'.

*Da best fighterz in da world
seek imployment.*

0000

*Count of Pontifie
e rewarded with
servitude.*

We iz skilled scoutz.

Expert wolfriders.

Ded shooty too!

You payz, we slayz!

Forget da rest, hire da best!

We iz camped at da Crooked Tree.

Ask fer Oglah.

MAD FOR IT!

By Iain Compton

So you think your Space Marines are hard, do you? Pretty sure that nothing can dish it out like an Assault Marine, eh? Well, we've got some bad news for you – this month the deadly Khorne Berzerkers plastic boxed set sculpted by Dave Andrews are hitting the shelves (and everything else!).

Over the past few months you Imperial players have had it all your own way. First multi-pose plastic Terminators, then the new plastic Land Speeder, along with plastic versions of both Tactical and Assault Space Marines. "When do the forces of the Warmaster get some lovely new plastics?" went the cry. Well, the wait is over. This month the first Chaos Space Marine plastic boxed set goes on sale, and frankly, it's brilliant!

Just as with the previous Space Marine sprues, the Khorne Berzerkers are made up of a wide variety of parts so that each finished model is different. Not only that, but they have also been cunningly designed to be fully

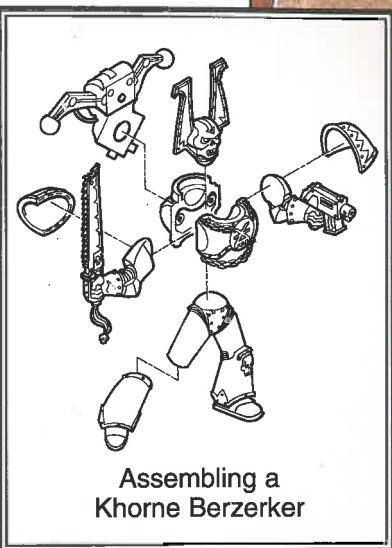
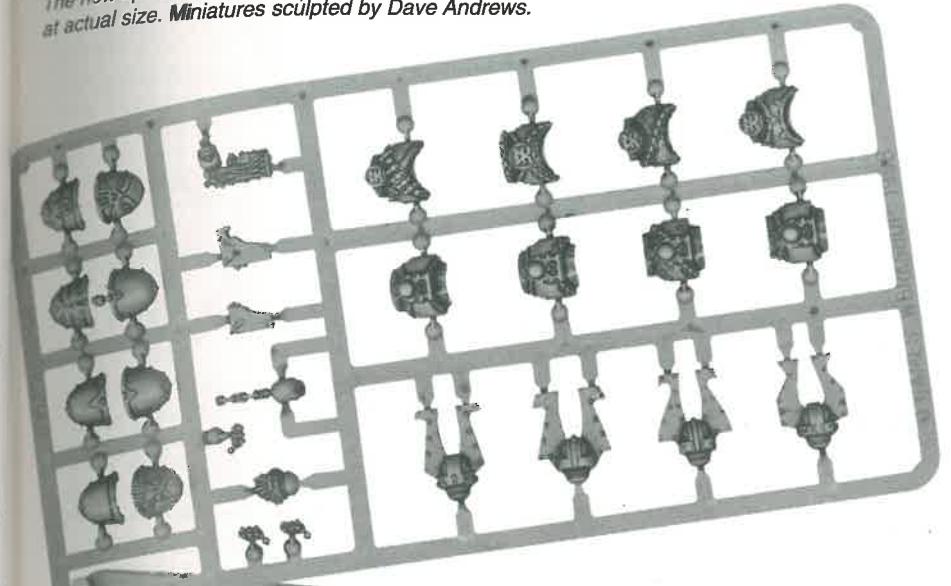
compatible with the other plastic Space Marines, so you can incorporate bits and pieces from them to give you even more variety.

One of the great things about all of the plastic squads (and Warhammer Regiments come to that), are all the cool little additions and extras that really give the figures individuality. And the Khorne Berzerkers haven't been left out – they get grenades, scabbarded swords, holstered pistols and a skull hanging on a chain! Another neat touch is the way that two of the pairs of legs have a separate lower leg, so you can make some really dynamic running poses by sticking it on at an angle.

As the Chaos Warlords amongst you will know, Khorne Berzerkers are normally an Elites choice in a Chaos Space Marine army. However if your army is led by a Chaos Lord with the Mark of Khorne, then you may take Berzerkers as a Troops choice as well, allowing you to field almost a whole army of nothing but frenzied, close combat maniacs – hurrah! With the advent of this new boxed set it has become very affordable to build up a Chaos Space Marine army. Simply buy your Chaos Lord and your Berzerkers boxed sets and you're ready to hack and slash at your weakening enemies. What's more, you won't have two figures the same in your entire force – very chaotic!



The new sprues are chock full of extras! Sprues not shown at actual size. Miniatures sculpted by Dave Andrews.

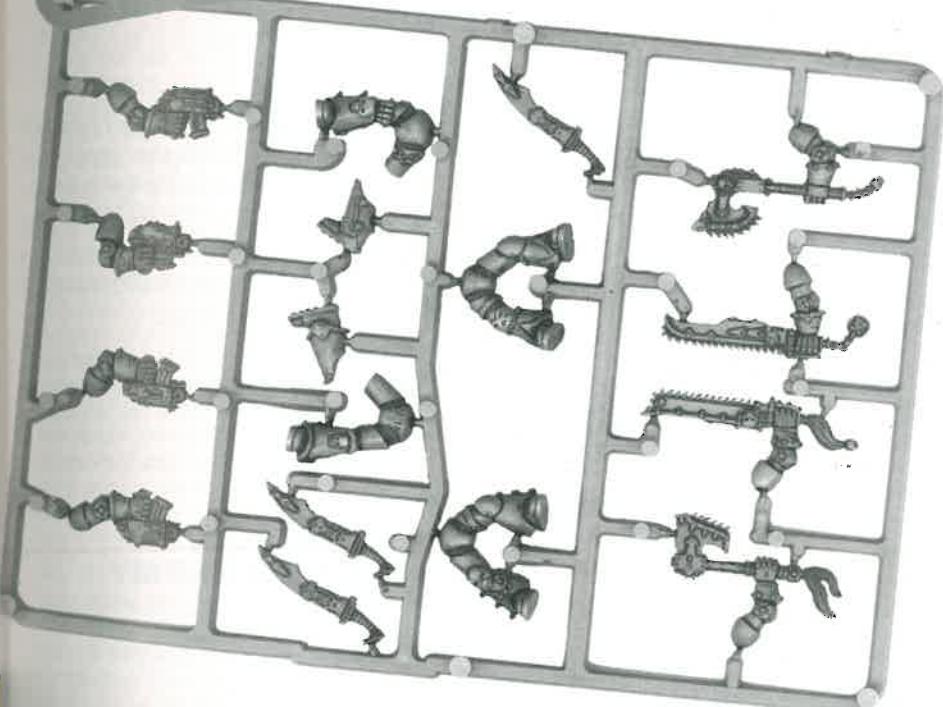


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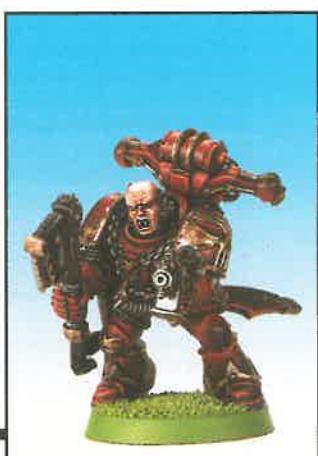
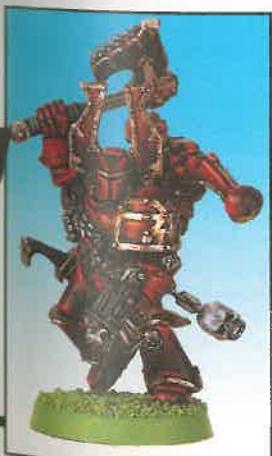
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Just a few of the incredibly dynamic poses you can make from the new Berzerker sprues!



Painting Berzerkers

'Eavy Metal painter Neil Green summarises how he painted the Khorne Berzerkers.



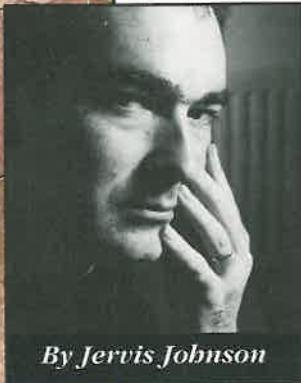
Neil Green

1: The main body was first painted Scab Red and then highlighted in turn with Red Gore and Blood Red. The final highlight was made up of Fiery Orange mixed with a little Red Ink.

2: The black parts were painted Chaos Black and then highlighted with Codex Grey.

3: To achieve the bronzed effect, the metallic details were painted with Brazen Brass which was then highlighted with Mithril Silver. A Brown Ink wash was applied over the top to finish this stage.

4: Finally, the detail was picked out in Boltgun Metal, highlighted with Mithril Silver and the base was painted Goblin Green and flocked.



By Jervis Johnson

DON'T LOSE YOUR HEAD

World Eaters armies in 40K

If there is one Chaos Space Marine Legion that epitomises the bestial fury and blood lust of Khorne, it is the World Eaters. There is something charmingly straightforward about the Legion, if the word charm can be used about a horde of battle crazed fanatics that live only for war and bloodshed! Now that the Codex Chaos Space Marines book and the Khorne Berzerker plastic set have been released, seemed like a good idea to write an in-depth article about these frenzied followers of Khorne. Jervis cranks up his chain-axe and sets about this mighty task...

THE WORLD EATERS

The World Eaters were created in the First Founding of the Legions and still regard themselves as such. It is the later foundings under the false 'Emperor of Mankind' which have turned from the true path and become decadent and depraved.

Once renowned for their unwavering loyalty to the Emperor, the World Eaters became a byword for carnage and terror during the Heresy. The World Eaters continued and strengthened their blood traditions while in exile, tying themselves ever closer to Khorne and his Daemons. To show their devotion to their bloody warrior god, the World Eaters arm themselves entirely with pistols and close combat weapons, chain-axes and chainswords becoming their favoured tools of bloodshed. In battle, World Eaters squads would charge directly into close combat, roaring their praise of Khorne as they pounded forward.

As more and more of the Legion's officers became fully fledged champions of Khorne or were possessed by Daemons, all discipline broke down. Finally, at the end of the savage Skalathrax campaign, an individual who became known as Khârn the Betrayer – an exalted and utterly insane Berzerker-champion of Khorne, set upon his brethren with such bloodlust that the whole Legion tore itself apart in a great battle which lasted days and nights without end. By the time the smoke cleared, the Legion had been shattered into dozens of warbands of crazed Berzerkers, which now move relentlessly through the Eye of Terror, seeking out battle and bloodshed.

Some of these warbands are hundreds strong, others are no more than a lone champion leading his

Berzerkers on a quest for carnage. Such warbands will join with any Chaos lord who is gathering his forces for conquest, asking nothing more than to spill blood and take skulls for their lord Khorne. However even Chaos lords must be wary in case their own heads are added to the tally of the fallen.

PLANNING A WORLD EATERS ARMY

So the World Eaters are a horde of blood-crazed fanatics who live only for war... I ask you, what self-respecting Khornate commander could resist the idea of fielding a whole army of the madmen! Fortunately, now that Codex Chaos Space Marines is out, it is possible to field an army that is entirely made up of World Eaters, or that is heavily slanted towards them. For the purpose of this article I'm going to assume you'll be fielding an all World Eaters force, as to do anything else smacks of half-heartedness – and the last thing a World Eaters commander should be is half-hearted. Basically, if you're going to throw in your lot with Khorne, you should live for close combat and that is all; subtle tactics should be forgotten in favour of a head-long charge at the enemy. Don't worry – as long as you yell "Blood For The Blood God" and "Skulls For My Lord Khorne" loud enough, everything will work out all right. Trust me...

Anyway, the reason that you can now field a World Eaters army is that Codex Chaos Space Marines allows you to treat 'cult' Chaos Space Marines, like Khorne Berzerkers, as Troops choices in your army, as long as the army commander bears the same Mark as the cult. So, as long as the leader of your World Eaters army bears the Mark Of Khorne, you can include Khorne Berzerker units as both Elites and

Troops choices, allowing you to field up to nine such units in a standard force! This is vital, because as any fool knows, all World Eaters are Khorne Berzerkers (though not all Khorne Berzerkers are World Eaters, of course).

Fortunately Dave Andrews has sculpted the awesome new Khorne Berzerker plastic set and this makes putting together an army made up primarily of Khorne Berzerker units not only possible, but also eminently affordable. This is important, because a World Eaters army needs to include a lot of Khorne Berzerkers if it's really going to look the part. Personally, if I were to collect a World Eaters army, I'd start off with between twenty to forty of the frothing madmen, and work up from there. As long as you remember you can never have too many Khorne Berzerkers in a World Eaters army, you won't go to far wrong.

While on the subject of units of Berzerkers, I'll bring up the issue of sacred numbers. Years and years ago we published two books about the Chaos gods that were known collectively as 'Realms of Chaos', or RoC for short. These books went into a lot of detail about the gods of Chaos, and one of the things they listed was the 'sacred number' of each god. The sacred number of Khorne is eight (Slaanesh is six, Nurgle is seven and Tzeentch is nine), and in RoC this meant you had to field Khorne units with eight models in them. Years of experience, not to mention rather a lot of feedback from players, showed that such draconian unit sizes were too restrictive and in any case rather silly, so we dropped them – but if you want to add an extra level of detail and character to your force, try to make up units that have eight models in them, or have a number of models that is divisible by eight. You can take this further, and do things like making sure that the total number of models in the army is divisible by eight, or that the army commander has a points value divisible by eight, and so on. This won't have any real effect in terms of game rules and mechanics, but it may earn you the favour of your patron god, and who knows, he may just send a little bit of good luck your way.

So, you've got lots of Khorne Berzerkers in your army, but what else can you take? Well, to be really faithful to the background, you should try to avoid anything other than Khornate Daemons and characters that bear the Mark of Khorne. At a pinch you can include other units from the Chaos army list on the assumption that they have been captured and sworn allegiance to the leader of your army, or that they are allies. However, you should certainly avoid using any Slaaneshi units in the army. Khorne and Slaanesh have an ancient enmity that goes back for thousands of years, and it really is very rare that their followers fight alongside each other. The other thing to avoid is psykers of any kind; Khorne hates magic-users, and this means that, again, it is very rare to find them in an army of his followers. It's OK to use any of the vehicles from the list, though they should be painted up in World Eaters colours if possible, and you should avoid giving them anything other than the Daemonic Possession and Destroyer Chaos vehicle gifts. Again, there is no reason in terms of game rules or tactics that you should not include Slaaneshi troops or psykers in your army, and nor should there be (this is an aspect of the background, not game mechanics), but if you want to be a true follower of Lord Khorne, it's best to leave

them out of the army. After all, you wouldn't want to earn the enmity of your patron Chaos god, now would you?

Last, but by no means least, you should consider the model you will have leading the army. This should either be a Chaos Lord or Daemon Prince bearing the Mark of Khorne. If at all possible I'd arm them with an Axe Of Khorne, as this weapon epitomises the World Eaters better than any of the other Khorne Gifts. All of which leads quite neatly to good old Khârn the Betrayer, a special character that no right thinking World Eaters player could possibly leave out of his collection. If your opponent agrees you can include Khârn the Betrayer in the army, but I'd really try to avoid using him in every game if you can (using him in roughly one in five games is about right). After all, you can always use the Khârn model to represent the Chaos Lord leading your army in those games that Khârn himself doesn't take part in.



A Chaos Space Marine army may include Khârn as long as it also includes at least ten Khorne Berserkers.

If you decide to take him then he counts as one of the HQ choices for the army. He must be used exactly as described below and may not be given extra equipment from the Chaos Armoury. Also he may only be used in a battle where both players have agreed to the use of special characters. Khârn is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Wargear: Plasma pistol, bolt pistol, frag & krak grenades, Chaos armour, *Gorechild*. Mark of Khorne (bonus included below), *Collar of Khorne*.



KHÂRN THE BETRAYER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	189	7	5	5	4	4	7	4	10	2+

SPECIAL RULES

Furious Charge: Such is Khârn's ferocious enthusiasm to get to grips with the enemy that he may add +D6" to his move in the assault phase. However, he can only use this bonus if it will actually get him into hand-to-hand combat that turn and it may not be used if he can not reach the enemy.

Gorechild: Khârn's huge and ancient chain-axe, Gorechild, is an artefact from the Great Crusade when the Space Marines reaved across the galaxy. Gorechild's jagged whirring teeth were torn from the jaws of mica-dragons on Luther McIntyre, its haft is forged of adamantium and its head is a full three spans across. It is a deadly weapon capable of splitting an armoured Space Marine from head to crotch with one blow and is doubly dangerous in the hands of Khârn. He is so skilled with Gorechild that in hand-to-hand combat the enemy's WS is ignored and all his close combat attacks hit on a roll of 2+. This aside, Gorechild is treated as a normal power weapon.

The Betrayer: Khârn may attack anyone nearby in his berserk fury, friend or foe alike! To represent this, roll to hit, but then each player takes it in turn to distribute the hits, starting with the Chaos player (ie, the Chaos player allocates and works out the effect of the first hit, his opponent allocates and works out the effect of the second hit, and so on). The normal restrictions for allocating hits apply, so they must be allocated against models in base contact with Khârn first, then on models within 2" of him if all models in base contact are slain. Within these restrictions a hit may be allocated against any model, including Chaos models, so it makes sense for the Chaos player to keep Khârn as far away from models on his own side as possible!

Fearless: Khârn is completely fearless and automatically passes any Leadership based tests he is called upon to take. In addition he cannot be pinned by enemy fire.

For more background on Khârn see the *Inferno!* story, *The Wrath of Khârn*, in this issue.

KHÂRN THE BETRAYER

Khârn has dedicated his millennia-long existence to unleashing bloody carnage upon anyone and anything within reach. He is drawn by the scent of war like a hungry hound and it has become impossible to tally his slayings. Even in the great crusade when he fought in assault companies of the World Eaters Legion he was known to be a brilliant but unstable warrior. Indeed the whole World Eaters Legion was viewed as excessively bloodthirsty and dangerously over-zealous in the suppression of planets which had not even defied the Emperor's will. When the Heresy came Khârn gladly led his warriors against the Brother Marines, most notoriously in the drop ship massacres on Istvaan V.

In the siege of the Imperial palace he was at the forefront of every assault. When Horus was defeated Khârn already lay dead and horribly mangled upon a mound of corpses at the walls of the inner palace. His fellow World Eaters carried his corpse away with them as they fought their way back to the ships. Once on board they discovered that by some miracle Khârn still lived. Whether Khorne himself breathed life back into the Berserker's body or whether the relentless clamour of war revived his indomitable spirit remains a mystery, but since the Heresy, Khârn has survived the bloodiest battles of his age and never come so close to death again.

He is called the Betrayer because he will slay those who follow him almost as readily as those that oppose him. The World Eaters Legionaries learned that bitter lesson shortly after they reached the Eye of Terror as they fought against the Legion of the Emperor's Children for possession of the Daemon World called Skalathrax.

On Skalathrax howling winds carved and re-carved the endless landscape of black rock and white ice. Stark black cities of twisting towers clutched at the leaden skies above winter-struck trees. The Legions fought and the World Eaters drove the Emperor's Children back from city after city with their bloody assaults. At the last and greatest city the World Eaters sensed that victory was near, they needed only to inflict one more defeat on the Emperor's Children to claim the planet as their own. The battle needed to be won soon before Skalathrax' long, dark night drew in and froze victory and vanquished alike if they were not in shelter.

Flames lashed the skies and blood ran in the streets as the World Eaters hurled themselves at the foe. Every archway, door and slitted window seemed to spit fire at the berserker warriors but they stormed onward, chain-axes biting through armour and flesh as they overran their foes. Sonic blasts swept streets clear again and again but the chosen few of Khorne fought on with the strength of madmen until only a few pockets of resistance survived. There the attack was halted as darkness fell.

Khârn cursed his fellow warriors for seeking shelter while their enemies still lived. Seizing a flamer, he spun around and torched the nearest buildings in a gesture of contempt. When his brother Marines tried to stop him he cut them down like corn and disappeared into the gloom, the serpent's tongue of his flamer bursting licking out again and again to consume the city. The howling winds spread fires quickly and soon pure anarchy prevailed as the Legionaries fought each other and the fires for what was left remained. Through the mayhem strode Khârn, slaughtering any that he found, friend or foe, the bright flames flickering from his blood-splattered armour as he wielded his shriek-chain axe in an arc of whirling death.

After that night of madness the World Eaters were scattered into separate companies fighting all across the Eye of Terror. Many still bear a burning hatred of Khârn for his actions but others admire his single-minded devotion to slaughter. Khârn has led warbands of Khorne Berserkers and other forces in uncounted battles. Victory is always his but his followers seldom survive to see it. Now only the dedicated, or insane, warriors will follow him, but this is a consequence to Khârn the Betrayer, who lives only to slay the name.

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CONVERTING BERZERKERS

by Simon Shuker

To show how easy it is to convert the new Berzerker figures I'm going to run through some basic techniques on plastic converting.

There are three types of conversions. The first is repositioning the original figure, the second is swapping existing parts from different figures (eg: head or weapon swaps) and the third is anything complicated (eg: anything that requires more than one sentence to explain it). I'll talk mainly about the first two, as plastic lends itself very well to both and I don't have space to describe the third (maybe in a future article!).

Repositioning with plastics almost always involves cutting limbs in strategic places and gluing them back again at a different angle. By strategic places I mean parts where it will be hard to see a join once it is glued back together. The reason for this is because the best conversions are those that don't look like conversions at all.

When repositioning figures the most essential thing is to know what the figure is meant to be doing and how he/she would go about doing it. So for Berzerkers all the poses need to be action orientated. Running, jumping and swinging big axes are good places to start.

The running Berzerkers (1 and 6) have both had their arms repositioned slightly at the shoulder and elbow joints to give them more movement. Simple alterations like this can make all the difference. The idea behind 6 was to emphasize the weight of two chain-axes. Note the holstered pistol on his belt so he can still shoot his enemies before hacking at them.

The fencing Berzerker (2) by Justin Hackett (*handy surname!* – Paul Sawyer) is a great example, as the only repositioning has been on the wrist and shoulder pad. Very simple – and the figure now looks like he's facing off against an opponent.

The Berzerker (3) licking the blood from his knife while in the process of shooting his next victim is my favourite conversion. Because I wanted to use a bare head I turned to the Tactical Space Marine sprue. However he still looked a bit too much like an Imperial Space Marine so I added a Skaven tail to his head, as strange tentacle-like hair. The arm was cut in two places and glued back together so the knife would reach his mouth but not cover his face. As a finishing touch I've added a long snake-like tongue with a small piece of shaped blu-tac (though I'd recommend green stuff if you have it).

One of Graham Davey's conversions (4) uses a head from the champion in the Chaos Warrior Halberdiers regiment box and a sword-arm from the Chaos Knight regiment box.

Another good example of head swaps, again by Graham Davey, is the Daemon-possessed Berzerker (5). The head was taken from the Chaos Spawn model and the arms repositioned to aim in the same direction that each head is looking.

The Khorne Berzerkers plastic boxed set have legs that can be assembled in a running pose. Iain Compton has assembled his Berzerker (7) to make it look as if he's kicking his foes as well as chopping at them.

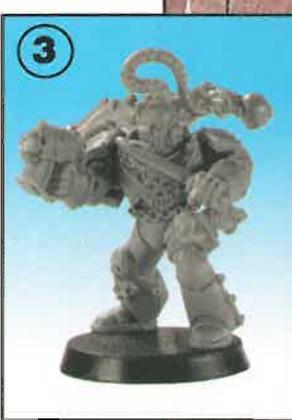


You should never throw away any unused bits – you never know when you might need them! Just keep them in a special 'bits box'. All serious converters have extensive bits boxes and they can prove very handy.

The face and particularly the eyes are an important point of focus on any figure, whether it is a Rodin sculpture or a Jes Goodwin Space Marine. So when assembling models, always give careful thought to where they are looking.



A special mention should go to Dave Gallagher's Berzerker (above). This model has been converted to a gangster-type pose, with the guns held horizontally. Basing conversions on existing characters or stereotypes is a fantastic way of personalising your figures and adds loads of character to the individuals in your army.



Safety First – Whenever using converting tools always be careful. Especially with knives and scalpels, safety must come first. The best way to use these tools is always to cut away from you. Remember that it's much better to use sharp blades when cutting, as blunt blades require more pressure, so are likely to slip. Even with relatively safe tools like the pin vice, it pays to be careful (I've lost count of the number of times that I've accidentally stabbed myself with a pin vice). (*Hmm, that says something about you doesn't it. Simon – Paul Sawyer*)

PAINTING A
WORLD EATERS ARMY

For those who don't know, the World Eaters colour scheme is primarily red with gold trim, but not all Berzerkers are from the World Eaters Legion. Many Berzerkers originate from other Space Marine Chapters and Legions so can have whatever colour scheme you want (red, black, brass and gold work well). The Citadel paint range includes a number of shades of red, but probably the best to use for World Eaters is Red Gore. This is a smidge darker than Blood Angels Red, and will make your Chaos Space Marines look rather more sombre and, well, darker than their goody two-shoes Imperial counterparts.

The 'Eavy Metal team insist that you can paint Red Gore onto a black undercoat, and that as long as you use a couple of coats of paint you'll get a good result – and who am I to doubt them? The other advantage of this technique is that it allows you to leave some bits of the armour black, which saves you having to paint such details in later on. Alternatively you can use Red Gore over a white undercoat and simply wash over the model with red or magenta ink to tone the colours down. This is the technique I use, but this is primarily because: a) I'm too cack-handed to do that black-lining trick; and b) I'm too lazy to put two or three coats of red paint on top of black undercoat when one will do on white undercoat. On the other hand, my models don't look nearly as nice as the 'Eavy Metal team's. A quick tip: when painting red on top of white, try giving the white a wash with watered down yellow before applying the red. This way the red loses its pink tinge. Doing this is especially useful when applying thin coats of red.

Another alternative (very alternative) method is to undercoat using Bestial Brown. Dark reds like Red Gore and Scab Red can be applied with less coats of paint than are needed on black. The brown also makes a better base for black areas than white undercoat does. The disadvantage however is that you may need to black-line and shade the miniature, which isn't necessary when you use black undercoat. If you want a bright red finish like the Berzerker shown below left then you can just undercoat with Blood Angels Red spray.

Once you've got the base colour on, you can, if you wish, add some highlights. There are two standard ways of highlighting a red basecoat. One is to add a little white to the base colour, the other is to add yellow. If this is overdone, the end result can be a pink or an orange miniature. You can always wash over a model with red or magenta ink to tone down any particularly garish pink or orange highlights. However, the real answer to the problem is simply not to worry about highlighting the model at all! Red is the most forgiving colour in this respect. If you do choose to highlight it, do it very sparingly.

These painting techniques are the standard ones used by people at the Studio, but you shouldn't be afraid to try out different methods. Experiment with various shades of red and see which ones work for you. Eventually, through trial and error, you'll hit upon a combination of paints and inks that give you the results you want. An example of an alternative approach is provided by Dave Andrews' World Eaters squad (pictured below). Dave painted the squad with Blood Angels Red on top of a white undercoat, and then used quite a few coats of red ink to tone down the colour to deep, brownish red. He finished the models off with a good thick coat of gloss varnish. Very nice, I must say.

Once you decide which colour to paint your Berzerkers and what method you want to use, try to stick to it for the entire army, as it will give the force an identity. If you have several colour schemes or too much variation between figures then the force will begin to look mismatched.

On this page are just a few examples of the 'Eavy Metal team's Berzerker colour schemes.





TACTICS AND CONCLUSION

Once you've got your World Eaters army together and painted, you'll be ready to play some games with it. As I've already noted the World Eaters are hardly noted for their subtlety, but this doesn't mean that you should completely ignore all tactical precepts. After all, Lord Khorne will hardly be very happy if your army is wiped out before it can get to grips with the enemy, will he?

You should, therefore, study the battlefield carefully before you deploy, and try to set up in positions that are close to the enemy and which will let you advance without being seen. This is rarely entirely possible, but you should do your best to find a covered route if you can.

Chaos Space Marine armies are usually quite small in terms of the number of models, and you should use this to concentrate your force as much as possible so that you will overwhelm the enemy when you do close in (just take care if the opponent has a lot of Ordnance weapons).

Having set up in cover with a nicely compact force, attempt to get to grips with the enemy as quickly as you possible can. Do not dither, as that is very bad form for a World Eaters army. Besides, the blood-splattered power armour that the Blood God has blessed you with can stand up to firepower that would send many other armies scuttling into cover like the cowards they are. Once you've got to grips with the enemy, do your best to get right in amongst them, and don't let them get away. Just keep pressing the attack, until either you or the enemy have been destroyed!

And remember, if all else fails, yell "Blood For The Blood God" and go down fighting with a snarl on your face. Always remember; Khorne cares not from whence the blood flows, and yours too is welcome...

Have fun,

Jonathon Westmoreland is a devout follower of Chaos who inhabits the 40K internet mailing list, amongst other planes of existence. Below is his reply to a fellow list member's request for assistance in collecting a Khornate Space Marine army. Read, learn and remember...

"Just thought I'd throw in my two cents on what to put in your new Khorne army, so... wait... oh god... can't... hold... back..."

sounds of flesh warping and mutating... screams and cries as Possession begins... daemonic howls as a portal to the warp is opened.

"PRAISE KHORNE! BLESSED BE THE AXE THAT MAIMS, AND THE BLOOD IT BRINGS! BLOOD FOR THE BLOOD GOD! SKULLS FOR THE THRONE OF KHORNE!"

sounds of chainsword being activated

"I, MALUS, CHOSEN OF KHORNE AND BRINGER OF BLOOD TO ALMIGHTY KHORNE, HAVE BEEN CHOSEN TO ACKNOWLEDGE YOUR REQUEST, AND THUS ENLIGHTEN YOU TO THE WAYS OF THE BLOOD GOD. LISTEN WELL, HE WHO DESIRES BLOOD, AND HEED THESE WORDS!"

> **BFTBG** I was given a Bloodthirster (blood) and 16 Berzerkers (10 half naked, 6 new metal), and a Jugger-riding loony. **BFTBG**

*****(BFTBG** is netspeak for, what else, **Blood For The Blood God)*****

"PRAISE KHORNE! THESE SHALL PROVE TO BE WORTHY TROOPS FOR YOUR FORCES! FIELD THEM CLOSE TO THE ENEMY, IN ORDER TO ADVANCE THEM INTO COMBAT. ONLY IN BATTLE WITH THE ENEMY MAY THE CHOSEN OF KHORNE BRING BLOOD TO OUR MIGHTY LORD!"

THE MIGHT OF THE BLOODTHIRSTER IS BEYOND COMPARE, AND NONE CAN WITHSTAND ITS ONSLAUGHT! PREPARE YOUR LORD, FOR IN THE FUTURE, THE GREATER DAEMON SHALL BE SEARCHING FOR VESSELS IN WHICH IT MIGHT BE GRANTED ACCESS TO BATTLE! POSSESSION IS A GIFT FROM OUR LORD KHORNE, FOR THOSE WHO CHOOSE TO SACRIFICE THEIR BODIES FOR THE GLORY OF KHORNE ARE REWARDED AT THE FOOT OF HIS THRONE! BRING MANY ASPIRING CHAMPIONS, SO THAT YOUR LORD MIGHT BE GRANTED YET MORE TIME TO DRAW BLOOD AND BRING SKULLS TO KHORNE!"

> "There's a box of plastic Tacticals coming in the mail. **BFTBG**"

"HERESY! THE BOLTER'S MIGHT IS NOTHING COMPARED TO THE POWER OF THE CHAIN-AXE! REMOVE THE UNBELIEVERS FROM YOUR ARMY, OR ARM THEM WITH REAL WEAPONS, THOSE THAT MIGHT BRING BLOOD IN BATTLE! NO SERVANT OF KHORNE IS WITHOUT WEAPONS FOR CLOSE COMBAT, FOR THAT IS WHERE WE SECURE YET MORE SKULLS FOR KHORNE! ENSURE THAT YOUR TROOPS CARRY SUCH DEVICES, AND THE RIVERS OF BLOOD WILL FLOW IN KHORNE'S NAME!"

> "So the idea I'm building off of for now **BFTBG** is that I have more than enough close assault with the Berzerkers and my commander (the Jugger-loonie), and I filled out my Tacticals with bolters and missile launchers and flamers (burn)."

"HERESY! OUR BELOVED LORD KHORNE CARES NOT FOR THE ARMY WHO SHUNS HAND-TO-HAND COMBAT! RELINQUISH THE MISSILE LAUNCHERS, FOR THOSE WHO SHUN COMBAT SHALL FACE THE WRATH OF KHORNE!"

> "Plus of course the obvious Terminators I'll have to get eventually and Veterans."

"AHHH, THE BLESSED TERMINATOR ARMOURED LEGIONS OF KHORNE CAN BRING MUCH BLOOD TO THE THRONE OF KHORNE! ARM THEM WITH BOLTER-MELTAS AND BOLTER-FLAMERS, AND CONSECRATE THE SKULLS OF OUR ENEMIES TO THE BLOOD GOD!"

YOU LACK THE MIGHT OF THE DAEMONS OF KHORNE! THEIR MASSIVE RANKS BRING DEATH AND DESTRUCTION TO ALL WHO WOULD OPPOSE THE BLOOD GOD, AND UNITS OF BLOODLETTERS AND FLESH HOUNDS WILL INCREASE THE MIGHT OF YOUR FORCE TO THE POINT THAT NONE SHALL WITHSTAND IT! THEIR STRENGTH IS BEYOND COMPARE, AND NONE SHALL STAND IN THEIR WAY!"

MIGHT MAKES RIGHT, AS YOU SEEM TO KNOW, AND THE POWER OF CHAINFISTS AND CHAIN-AXES WILL PROVE TO BE THE DOWNFALL OF THE IMPERIUM! TWIN LIGHTNING CLAWS ARE BEING FORGED IN THE FIRES OF THE WARP EVEN AS WE SPEAK, AND SOON, YES SOON, THE FORCES OF MIGHTY KHORNE SHALL WIELD THEM IN BATTLE!"

ENOUGH TALK! BATTLE IS WHERE KHORNE REWARDS THOSE WHO REMAIN FAITHFUL, AND THIS IS NO PLACE FOR A WARRIOR! GO FORTH AND SLAY IN THE NAME OF KHORNE!"

cue screams of the dying and sounds of hacking and slashing

Jonathan Westmoreland

Note: rules for Berzerker Terminators can be found in WD 230's Chapter Approved.

▼ Bo's Chaos Dreadnought has been nicely converted with some well chosen additions. The claw arm has been extended using an Ork Dreadnought arm. The knees are from a Juggernaut's head and the head on the sarcophagus is from an old Khornate War Engine called a Blood Slaughterer.



▲ This Khorne Berzerker is one of the Chaos Space Marines that was released during the first edition of Warhammer 40,000. With a minor weapon conversion it still looks great and fits in with the rest of the army very nicely.



► This fantastic conversion is based on the limited edition Legion of the Damned Centurius figure. The addition of a lightning claw is particularly effective, especially with the splattering of gore on the fingers.

► All the standards in Bo's army are purposely made to look battle-damaged, adding a savageness to the army. By using scarred faces, and buckled and dirty armour, armies look as if they've already been in combat situations, and have become battle-hardened veterans.



▲ Bo Tolstrup's Khornate Chaos army arrayed for battle.

BLOOD FOR THE BLOOD GOD!

BO TOLSTRUP'S KHORNATE CHAOS ARMY



▶ Many of the Berzerkers in Bo's army are converted figures. This Berzerker is based on a Necromunda Goliath, with Chaos Space Marine shoulder pads and a double handed axe to hit the enemy hard (very hard).



▲ Bo's army is led by his Daemon Prince, riding a Juggernaut and carrying an Axe of Khorne. This guy is definitely a contender for Warhammer 40,000's most fearsome close combat opponent.



▼ Bo uses this rather unique-looking attack bike as an Aspiring Champion Biker in his games. There is no reason why you shouldn't do things like this in your own games. Use the rules normally but alter the models, eg: Rough Riders on lizard steeds (Cold Ones) or Chaos Knights riding Tzeentch Discs. You should of course explain this to your opponent before battle.



ARTEFACTS FROM THE BLACK LIBRARY

The following pages cover some of the artefacts that are contained in the Australian Black Library, located in a node of the webway. If you'd like to see these up close then make sure you're at Australian Games Day '99!

THE BOLTGUN

The boltgun or bolter is the standard codex issue armament of the Emperor's Space Marines. They are superb, if temperamental, devices of destruction, which need the finest materials and skilled artisans to construct. Master-crafted bolters are treasured artefacts and some have been maintained by Space Marine Chapters for hundreds or even thousands of years. All bolters require regular maintenance rituals and cleaning to keep them fully operational.

Bolters fire self-propelled, armour-piercing, mass-reactive, explosive missiles called bolts. These detonate a split second after penetrating a target, blasting it apart from within. The force of the explosion can destroy even armoured vehicles. Bolters are normally set for rapid fire, each pull of the trigger firing a burst of three or four bolts in quick succession.

Magazine Types: Sickle (standard magazine 20-30 rounds staggered), Drum (carries 40-60 rounds but tends to cause ammo jams), Straight (carries 12-20 rounds, easier to load), Duplex X (two magazines strapped/welded/taped together). Bolt pistol clip (6-10 rounds).

Being caught amidst the thunderclap explosions of bolter fire is a frightening experience, ideally suiting the standard shock/assault role of Space Marines.



This Astartes Umbra pattern boltgun was constructed by Simon Hooker.



ARTEFACTS FROM THE BLACK LIBRARY

THE LEGION OF THE DAMNED

The Legion of the Damned are a mysterious force that appear from nowhere to defeat the foes of the Imperium. That they were once Space Marines there is no doubt, though to which Chapter they belonged no-one knows except for the black power armoured warriors themselves. Dozens of reports have been collated describing the Legion's sudden appearance on battlefields where the forces of Humanity had given up hope of victory. The Legion is silent and unstoppable in its attack, and do not quit the battle until their foe has been broken or vanquished. They then disappear as quickly as they came, leaving nothing but the destruction of the enemy to even prove that they exist. Some Imperial scholars believe that the Legion are deployed using Thunderhawk gunships equipped with stealth fields, making them virtually undetectable.



This Legion of the Damned Thunderhawk gunship was constructed and painted by Matt Pickup.



This Black Templar Space Marine Chaplain helmet was constructed and painted by Matt Weaver.

SPACE MARINE CHAPLAINS

Space Marine Chaplains play an important part in the command structure of any Space Marine Chapter. The Chaplains administer the Sacred Rites of the Chapter. Due to the fact that Space Marines are devout warriors, Chaplains also lead their battle brothers through the ancient Prayers of Faith and the Sacred Psalms of the Emperor. They also accompany their brothers into war, chanting the Liturgies of Battle to reinforce their faith in the Divinity of the Emperor. Space Marine Chaplains carry a rosarius which has been presented to them by the Ecclesiarchy

as a symbolic link between the two organisations, even though Chaplains preach their Chapter's own version of the Imperial Creed to their brethren.

ARTEFACTS FROM THE BLACK LIBRARY

EVERSOR ASSASSINS

The Eversor is possibly the most gruesome of the temples of the Officio Assassinorum. The Eversor specialise in shock and terror tactics, instilling fear of Imperial retribution into the hearts and minds of all who hold positions of power. Eversor Assassins are primarily used against rebel governors who have plans to move against the Imperium with a large, armed force of renegades. Rather than meet this threat with a huge and costly war, that will use up precious resources and probably leave whole planets ravaged, the High Lords will sanction the use of an Eversor Assassin. The Eversor temple trains its Assassins to be utterly ruthless and completely dedicated to the Imperium. Using specialised knowledge of genetics and human biology, every single Eversor Assassin is engineered to be a super-human killing machine, their bodies driven beyond normal human capabilities by genetic alterations and advanced bionics. In addition, the Eversor temple has developed a range of combat drugs to alter the Assassin's state of mind to that of a psychopath, and push his bio-enhanced body to its absolute limit. An Eversor rarely has just a single target. His mission will be to rip out the heart of the rebel operation, wreaking havoc and destruction. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over. The enemy are utterly destroyed by the Eversor's unstoppable attack.



This Eversor Assassin helmet was constructed by Simon Hooker.

The spike rifle is a Tyranid weapon used almost exclusively by Termagants. It is made up of a bony, muscle-lined tube which contains a row of forward pointing spikes growing from its rear. When the spike rifle is fired, a powerful muscle contraction hurls the first spike at its target. The spike rifle has been appearing in greater numbers in the hands of Termagants all the time. This could be due to the longer range it has over the other Termagant weapon of choice, the Fleshborer. The harpoon-like spike hits with a great deal of force and will punch through most armour quite easily.



This Termagant spike rifle was constructed by Simon Hooker.

ARTEFACTS FROM THE BLACK LIBRARY

THE FANG

Towards the centre of the continent of Asaheim there is a range of mountains taller than any others on the planet of Fenris. The tallest of the mountains in this range contains the mighty fortress of the Space Wolves, known as the Fang. The Fang is clad in armour of immense thickness and strength and is cloaked by void shields more powerful than those found on Imperial Navy battleships. With the exception of Terra itself, the Fang is the next greatest fortress of the Imperium. The Fang is many times higher than the mountains around it, so that it stands alone, like a dagger driven into the heart of Fenris.

CONSTRUCTION OF THE FANG

The seven separate levels of the mighty Fang were constructed from bumble chipboard.



The Fang was painted black, and more foamcard battlements were added, along with the chapel on the top level.



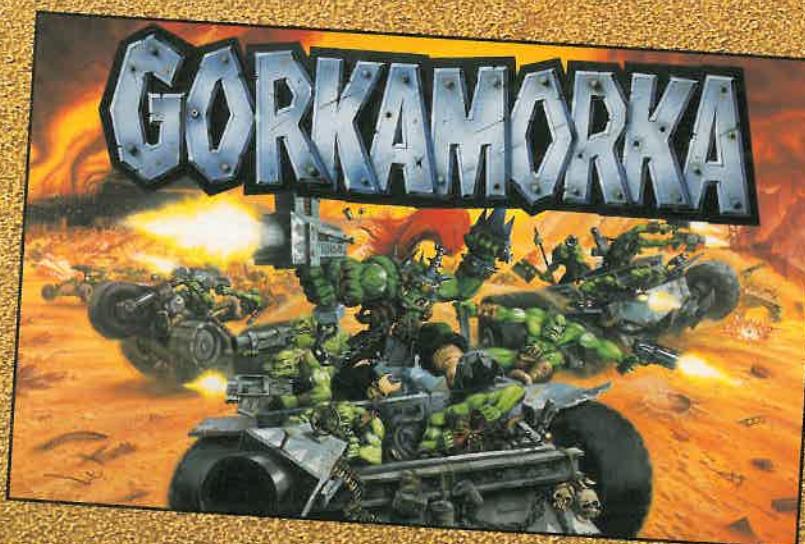
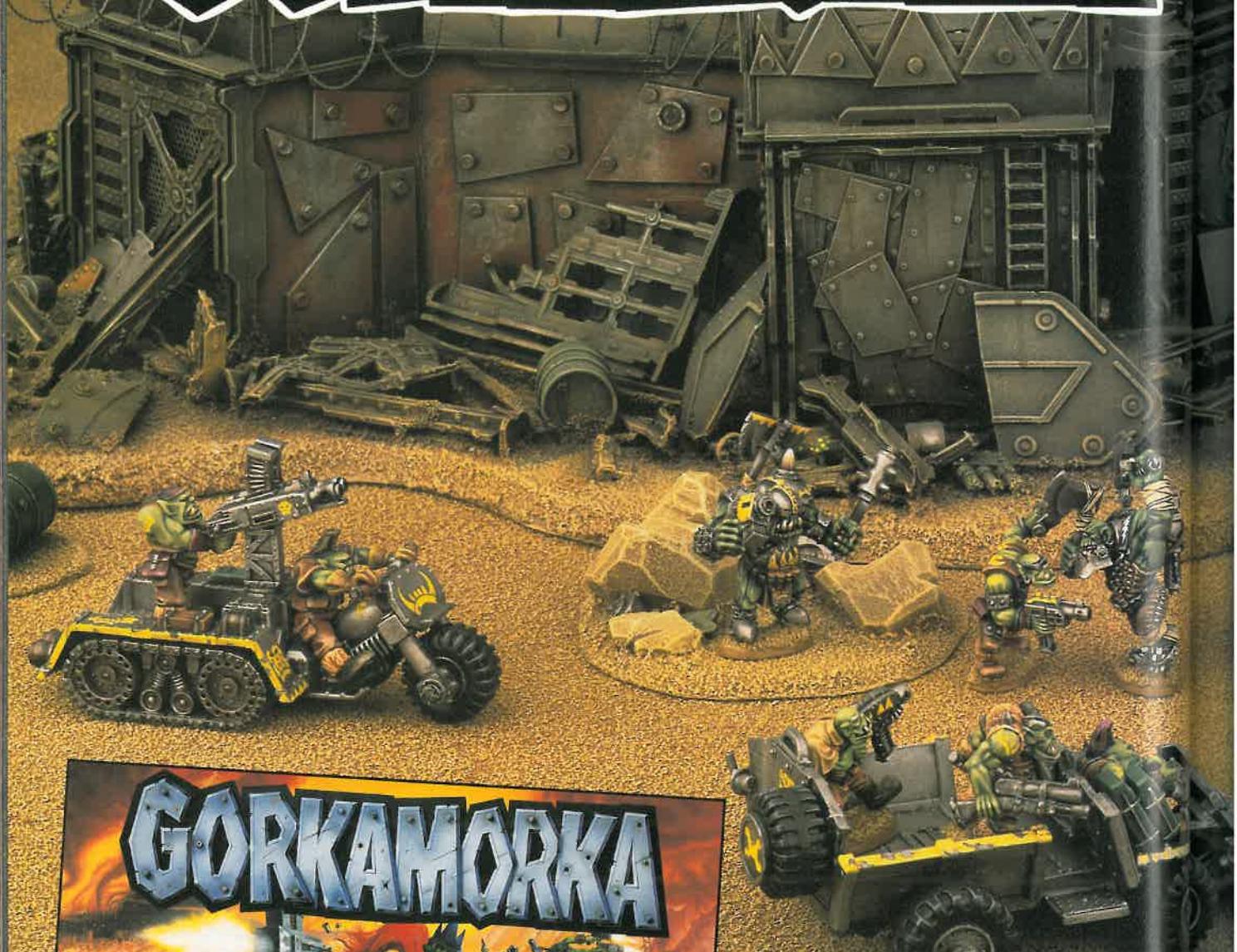
After the Fang was painted black, it was drybrushed with several shades of grey. All of the stained glass windows were added. The final stage involved attaching all the weapons of the Fang's defence batteries. Last year the Fang display was one of the focal points of Australian Games Day. This year we've put even more work into the table. There will be over a hundred Space Wolves defending their home and the attacking forces will have over 350 Imperial Guard miniatures supported by over 30 vehicles. Look out for the new and improved carnage!

The enemies of the Emperor fear many things. They fear discovery, defeat, despair and death. Yet there is one thing they fear above all others.

They fear the wrath of the Space Marines!



GORKAMORKA



Citadel miniatures produce loads of great metal and plastic models for Gorkamorka that enable you to expand your mobs and customise your vehicles!



ACROSS A BARREN LAND, MOBS OF SAUAGE ORKS BATTLE FOR SUPREMACY. FAME AND FORTUNE ARE GAINED WITH A HAIL OF BULLETS AND THE ROAR OF CRUOE VEHICLES IN A LAND WHERE THERE IS NO MERCY.

IN GORKAMORKA YOU ARE IN THE DRIVING SEAT, LEADING A MOB OF BLOODTHIRSTY ORKS AS THEY FIGHT FOR POWER AND GLORY QUER THE BLASTED WASTES OF AN ALIEN DESERT.



The Gorkamorka game contains everything you need to play including Citadel miniatures, card buildings, rulebooks and much, much more!

Model supplied unpainted and unassembled
Contents and components may vary from those illustrated.

FALLEN ANGELS



Scribe Jervis Johnson

By Scribe Jervis Johnson

Being a short history of the Dark Angels and the Fallen. Based on the author's original work for the Chaos Space Marine Codex.

Of all the special characters I've created, Cypher is amongst my favourites. To coincide with the release of Dave Andrew's superb, new Cypher miniature, I've put together the following text detailing his origins. Full rules for using Cypher in Warhammer 40,000 can be found in Codex: Chaos Space Marines

THE BIRTH OF THE FALLEN

"Damn you Luthor – how could you betray us? We were your brothers, and now we must join you in eternal damnation."

Lion El'Jonson, Primarch of the Dark Angels

The Fallen Dark Angels have their origin in the dying days of the Horus Heresy, when Lion El'Jonson, Primarch of the Dark Angels Chapter of Space Marines, returned to his homeworld of Caliban. As the unsuspecting ships of Jonson's fleet moved into orbit they were met by a devastating barrage of defence laser fire. Stunned by the ferocious attack, Jonson withdrew and attempted to find out what had happened on his homeworld.

A captured merchant ship soon provided the answer; when Lion El'Jonson had left Caliban to take part in the Great Crusade, Luther, his second in command and life-long battle brother, had been left behind in charge of the remainder of the Chapter. Despite the importance of Luther's position, it was not one that suited his ambitious personality, and soon his role as planetary governor of some half-forgotten backwater world seemed more and more like an insult to him. These seeds of jealousy grew until Luther had become a man obsessed, whose own neuroses had pushed him over the edge. He became easy prey for the Chaos gods, who used their terrible powers to make Luther one of their followers and dangerous beyond imagining. Using his renowned skills at oratory, Luther convinced the Dark Angels under his command that they had been shamed, that the Emperor had turned his face from them, instilling his own Chaos-fuelled feelings of jealousy and rage in the Dark

Angels who had been left on Caliban during the Great Crusade. When the Primarch returned, these feelings erupted into open rebellion.

The fury of Jonson and the loyal Dark Angels at this terrible betrayal knew no bounds. Jonson himself immediately led an attack against Luther's head-quarters. What followed was a fight of titanic proportions during which the two equally-matched adversaries struck blow upon blow against each other, tearing down the monastery around them until the whole massive edifice had been levelled by their battle. Meanwhile, the massed guns of the fleet pounded the planet, until the very surface of Caliban began to crack and heave under the strain of the bombardment.

As the planet itself started to break apart, the battle between Jonson and Luther reached its climax. Luther, aided by the powers of Chaos, unleashed a furious psychic attack that knocked Jonson to his knees and left him mortally wounded. But as the dying Primarch struggled to stand, his noble features wracked with pain, it was as if a curtain was lifted from Luther's eyes and he realised the full extent of what he had done. His was a triple betrayal, of his friend, of the Dark Angels, and of the Emperor. The truth shattered his sanity and he slumped down beside Jonson, no longer willing to fight.

Luther's psychic cry of pain and despair echoed through the warp and the Chaos gods realised that, once again, they had been defeated. They lashed out in fury and frustration. A rent appeared in the very fabric of space and a warp storm of unprecedented fury engulfed Caliban. In an uncontrollable, swirling flood of psychic energy, the warp rushed into the physical universe.

Those 'fallen' Dark Angels who had served under Luther and his clandestine masters were sucked from the face of Caliban into the warp and scattered throughout space and time. Caliban, already weakened by the loyal Dark Angels' bombardment, was ripped apart and destroyed, the debris being sucked into the warp.



▲ Aided by the mysterious Cypher, Imperial Guardsmen defend themselves against an unprovoked Dark Angels Ravenwing assault. Rules for Cypher can be found in Codex: Chaos Space Marines and, yes, he can be included with Imperial Guard armies!

FALLEN ANGEL



During a routine heresy patrol of the Studio, we unearthed a coven of Fallen Angels hidden by ace artist Dave Gallagher. Dave couldn't wait to get his hands on Cypher so he actually converted one for himself (see below). His Fallen Angels are also converted using the Dark Angels' special character bodies as a base.



Cypher -
Fallen Angel
Designed by
Dave Andrews



THE LION SWORD

The Lion Sword is the weapon that Lion El'Jonson wielded in his final confrontation with the arch-heretic Luther. The blade of the sword was broken in half in the epic struggle, but was saved by Cypher before the Dark Angels' homeworld was destroyed and all of the Fallen Angels were scattered through time and space. He carries it at his side to this day. It cannot be used in combat, but is a potent holy relic for both the Dark Angels and Fallen Angels none-the-less. Some believe that if the sword is taken before the Emperor then the two halves will rejoin as one piece, and this act will show that the Emperor bestows his forgiveness on the Dark Angels and Fallen Angels for their failure and betrayal all those millennia ago.

THE HUNT FOR THE FALLEN

"It is my sacred duty to save your soul from the Dark Gods of Chaos, and I will save your soul, even if you die in the process."

Asmodai, Dark Angels Interrogator Chaplain

This story of treachery and betrayal is the Dark Angels' secret shame. None know of it other than the Dark Angels, their Successor Chapters and, maybe, the Emperor on his Golden Throne. Even within the Chapter itself very few brother-Marines know exactly what happened during those fateful days. It is only when Dark Angels reach the Deathwing that they learn the story of Luther's betrayal. More terrible still, they learn that many of the Dark Angels who followed Luther are still alive. These damned warriors are the Fallen Angels.



Not all of the Fallen Angels have succumbed to the power of Chaos to the same degree. A large number of the Fallen have embraced the ways of the Dark Gods, becoming true Chaos Space Marines. However, many others realise that their actions during the fall of Caliban were wrong. Disgusted by the corrupting influence of the Chaos Gods and unable to reconcile themselves with the Dark Angels, they lead a solitary existence. Many become mercenaries or pirates, roaming the galaxy as masterless men. Others are willing to atone for their sins and in an attempt to do so have integrated themselves back into human societies.

But their subsequent actions are irrelevant in the eyes of the Dark Angels, who believe that the only way they can rid themselves totally of their shame, and restore their honour and trust within the Emperor's eyes, is if all the Fallen are found and either made to repent or are slain. This is by no means an easy task. The Fallen are dispersed throughout space and time as either isolated individuals or in small bands, and the Dark Angels can go for years without hearing any rumours that might lead them to one or more of the Fallen. When they do however, and their mission is a success, those Fallen that are captured are taken back to the Rock. Deep inside its dungeons Interrogator-Chaplains attempt to make the Fallen repent. Occasionally they do and for their pains die quickly. More often than not though the captured Fallen refuses and suffers a long, drawn-out and agonising death at the hands of those who would save his soul.

CYpher,
THE FALLEN ANGEL

"I know not if he represents the greatest threat or greatest hope for the future of the Imperium. I only pray we stop him before we find out."

Inquisitor Bastalek Grim

Cypher is an enigmatic and sinister character. He appears as if from nowhere, bringing death and destruction with him, and then vanishes just as abruptly as he appeared. Strangely, it is rare that Cypher himself instigates the violent acts that invariably occur when he is present, it is rather that he seems to act as a catalyst which fans any feelings of hatred or mistrust into a raging, uncontrollable fire.

Cypher rarely speaks, and when he does his tones are clipped and his words few. No one knows his real name, and no one in living memory has dared ask him what it might be. However, the occasional glimpse of the dark green power armour beneath the long robes that Cypher wears means there can be no doubt that he is one of the Fallen. In many ways he epitomises their fate, being cursed to wander through time and space, never to be able to return home.

However, there are some who whisper that Cypher may in fact represent the Fallen Angels' only chance of redemption, and that his seemingly random appearances hide a pattern which reveals that he is slowly moving across the galaxy towards Earth and the Emperor himself. They also point to the fact that Cypher carries a sword which he never draws or uses in combat, and that this could be the fabled Lion Sword, wielded by Lion El'Jonson himself, and thought lost forever following the Primarch's final confrontation with the arch-heretic Luther. Whatever the truth of this, it is certainly the case that if he is ever in one place for any amount of time then his presence seems to attract others of the Fallen, though none know how they are able to find him or why they gather.

Probably because of this, the members of the Dark Angels' Inner Circle hate and fear Cypher more than any other Fallen Angel, and would willingly perform almost any act no matter how vile in order to capture or kill him. That they have so far not managed to do so speaks volumes of Cypher's almost supernatural prowess and ability to escape capture.



Dave Gallagher's
Cypher conversion

BAAL, THE BLOOD AN

Space Marine Chapters are shaped not only by the personality of their founding Primarch, and the code to which they adhere. They are also shaped by the worlds from which their warriors are drawn. Few worlds in the entire Imperium could have as devastating impact on the human soul as Baal, and its inhabited moons Baal Prime & Baal Secundus.

In ancient days Baal and its moons all had Terra-like atmospheres. Baal itself was a world of red dust deserts but its moons were paradises for mortal men, where folk lived in harmony with nature and pursued lives of ease and freedom. The people of Baal spent their time creating mighty monuments, carving the mountains themselves into statues of their rulers and their gods. They even ventured onto the surface of Baal itself to leave colonies and monuments.

No one knows exactly what happened to change this idyllic state of affairs. All that is certain is that during the fearful events that marked the downfall of human society and the end of the Dark Age of Technology, the moons of Baal suffered terribly. Ancient weapons both viral and nuclear were unleashed. Cities became plains of smouldering glass, lush grasslands became polluted deserts, seas became poisoned lakes of toxic sludge. The folk of the system died in their millions and for a while it looked as if humanity might become extinct in the Baal system. Somehow people did manage to survive. They clung precariously to life on the edges of the radioactive deserts. They became scavengers, picking the bones of their own once great civilisation. In the dark time that followed the collapse of all order, some became worse than scavengers, and turned to cannibalism.

In time, the accumulated chemical and radioactive toxins that built up in the survivors' bodies led them to devolve into mutants, shambling parodies of the men their forefathers had once been. There were some who held onto their humanity and preserved some semblance of sane behaviour. But these were the embattled few, as a new and savage culture evolved amid the ruins of the old. The only social unit left was the tribe. For human and mutant cannibal alike, the only folk they could truly rely on were their own kin.

The folk of the Baal system became nomads, shifting from place to place, picking the ruins clean, warring to preserve the spoils they had gathered. The tribes fought constant wars. Webs of alliance shifted constantly. Extinction awaited the slow and the weak. Where once the moons had been close to paradise, now they were closer to being hells.

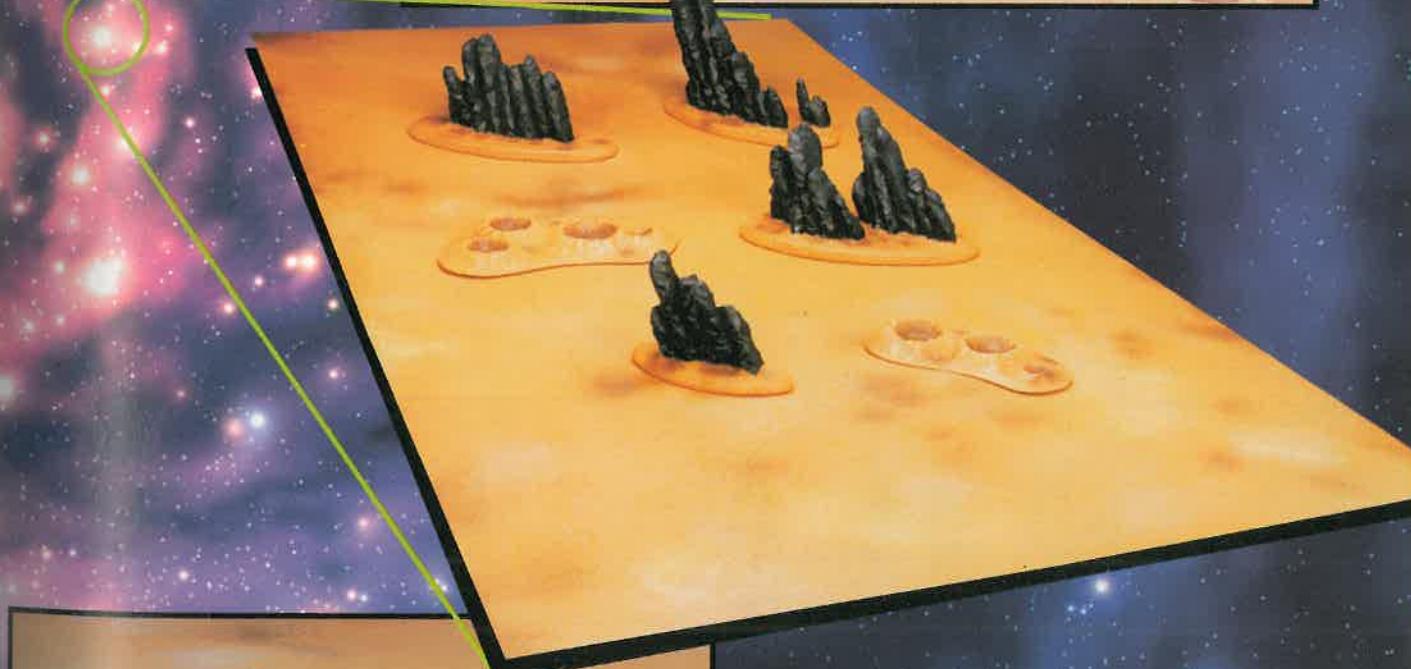
For the few surviving humans, life was a constant struggle to exist. Folk wandered the surface in converted vehicles, desperately hoping that their patched together radiation suits would save them, praying that they would never hear the tell-tale clicking of their rad-counters, a sound that meant death was imminent. For a time it seemed that humanity was doomed and soon there would be only an endless desert ruled over by the feuding mutant tribes. Then came a sign of hope.

It happened that after the Emperor created the Primarchs, the infants were stolen from the chamber in which they lay. The forces of Chaos had made off with the young Primarchs, and dispersed them through the warp. The pod that housed the infant Sanguinius came to rest on the surface of Baal Secundus. Sanguinius grew quickly and learned everything his parents could teach him. By the time he was one year old, he looked and acted like a man in his youthful prime.

From *'The Legends of Baal: the strength of Humanity, a study of the Adeptus Astartes.'*
by Administratum Scribe Septimus Senexus 2175998/M39

ANGELS HOME WORLD

Baal, the home world of the Blood Angels Space Marines, is a dangerously inhospitable place. Baal Prime and Baal Secundus, the moons of Baal, are the recruiting grounds for each of the new Blood Angels. The radiation-soaked deserts and seas of toxic sludge ensure the inhabitants are extremely tough. From each generation, around fifty of the strongest, most cunning natives are taken to Baal to become Space Marines.



Matt Weaver, our resident terrain expert, wanted to capture the feeling of burning sand and twisted volcanic rocks. The table has been basecoated with a mixture of Fiery Orange and Bubonic Brown. With a few quick sprays of White and Black undercoat and some vigorous drybrushing with Bestial Brown and Bubonic Brown, the hellish surface of Baal began to take shape. The alien spires of volcanic rock were cut from a styrofoam block and sliced at appropriate points to simulate wind erosion. The Regal Blue drybrush serves as a contrast to the vivid orange of the desert floor. The craters were made from wedges of foam and loads of polyfiller!

BAAL, THE BLOOD AN



This scenery and these armies may well look familiar to some of you. That's right, they were first used at Australian Games Day '98. Make sure you get your tickets soon (tickets on sale next month) for Games Day and Golden Demon '99. The Baal table will be there, however the Blood Angels may be facing a new foe!



ANGELS HOME WORLD

The bulk of both armies were painted by the ladz from our Auckland store. These Blood Angels Scouts are equipped in the fashion favoured by nearly all Blood Angels Scout squads – bolt pistol and close combat weapon. Here they have emerged to eliminate the invading Eldar.



Swooping down on the leader of our Blood Angels army and his command squad, these Eldar jetbikes prepare themselves for combat.

Blood Angels are gripped with the spirit of Sanguinius and are prone to entering a berserk frenzy of bloodletting in battle. This is terrifying to behold, as they unleash their righteous fury, butchering any enemies that lie in their path. Some warriors are overcome by the gene-memory of their Primarch's violent death and succumb to the Black Rage. These warriors become the Death Company. Here some of these bloodthirsty fanatics prepare to assault a squad of Eldar Howling Banshees.



Andrew Ford has never been one to stick to convention. His Blood Angels Force Commander and Honour Guard are all equipped with jump packs made from cyclone missile launcher pods. Andrew ordered these parts from UK Mail Order parts service.



"You are the Emperor's chosen. Hear His great anger in the roar of the bolt pistol. See His almighty fury in the blades of the chainsword. Feel His undying strength in the protection of your armour."



**"Let the dance
of death begin"**

Find out which great comic strips are in this month's action-packed, mayhem-loaded issue of Warhammer Monthly...

SHADOWFAST

Script: Michael Browne Art: Simon Harrison

The Wardancer *Shadowfast* journeys to the dread citadel of the Necromancer Drakash Bonescree, to uncover the secrets of the magical staff to which he has become inextricably linked.

INQUISITOR

Script: Dan Abnett Art: Simon Coleby

Don't miss the third blood-soaked episode of Dan Abnett and Simon Coleby's superb *Inquisitor* strip. Inquisitor Deflay must purge a tide of Chaotic corruption that has been dwelling within Castle Lorth.

RAUENWING

Script: Bill Kaplan Art: Jeff Rebner

The second and final episode of this great, all-action adventure strip. Having destroyed the Ork Gargant, Captain Malachai and his Ravenwing squadron must battle through vast hordes of vengeful Ork warriors, including the Ork warlord whose Gargant they destroyed.

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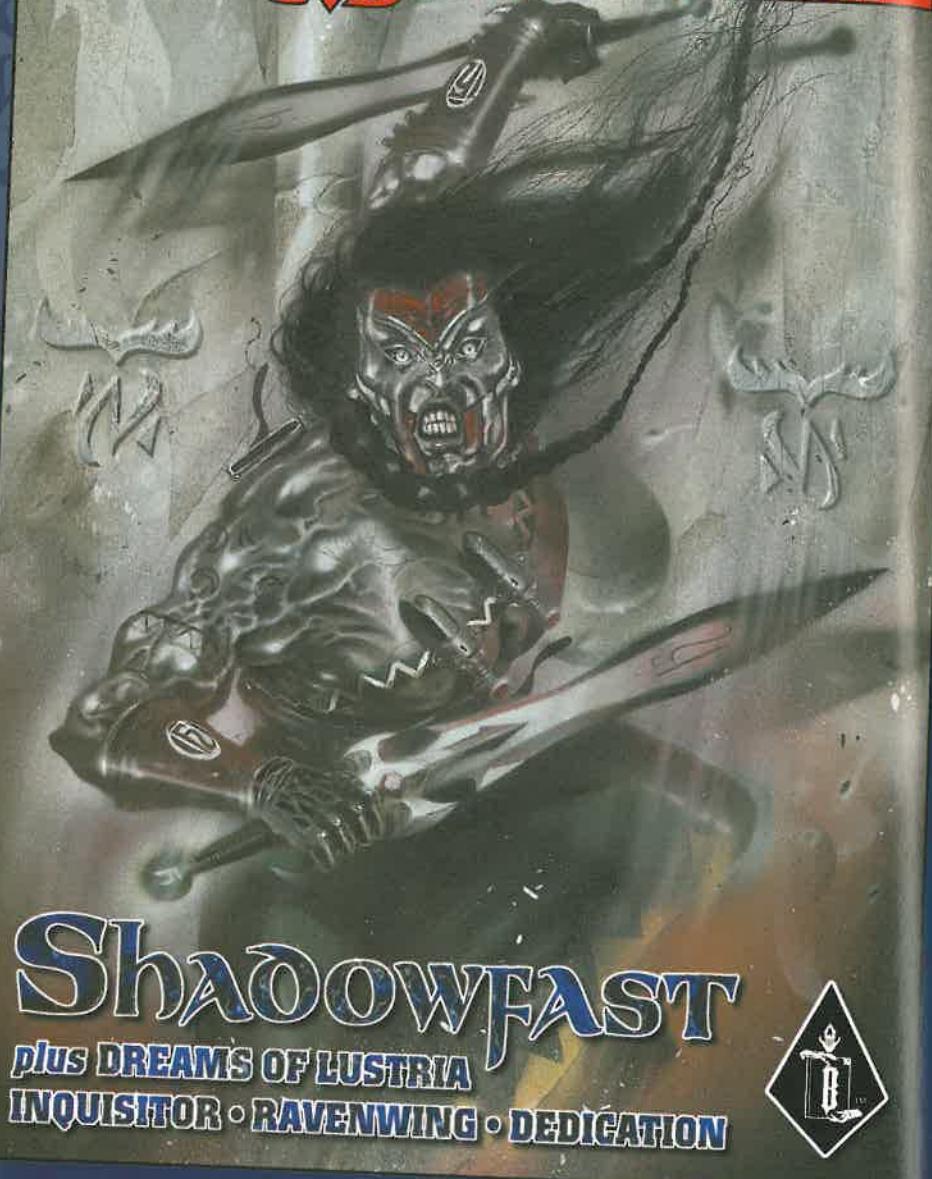
All this plus two short, one-off comic strips. The first, *Dedication* by Dan Abnett and Mike Perkins, tells the tale of a lone Bretonnian knight who must face an overwhelming enemy force. The second, *Dreams of Lustria* by Dan Abnett and David Pugh, is a grim tale of a man who dabbles with the ancient magic of a mythical land.

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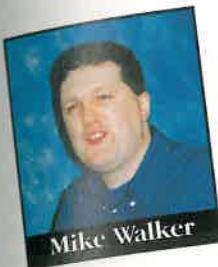


ISSUE 13 OUT NOW

WARHAMMER®

PUTTING THE PLOY IN DEPLOYMENT

By Mike Walker



Mike Walker

Regular readers will no doubt be familiar with Mike's unique writing style and this month he shares his thoughts on setting up armies in Warhammer. Take it away Mike!

- Some people do it the same way every time.
- Some people do it behind screens.
- Some people do it so they can squeeze you from both sides.
- Some people do it so they can get behind you.

It is deployment and if you do it properly it will greatly increase your chances of winning Warhammer Fantasy Battles.

There is one thing that turns me from Tristan le Troubadour to Azzag the Slaughterer – people who set up slowly...

How do you deploy your army? Which units do you put at the front? What formation do they start in? Where do you put your chariots, elite cavalry, flame cannon or Squig riders¹? How should you use the battlefield terrain to your advantage?

Imagine a set up table. A brand new field of impossibly bright yellow corn, two forests (one in full summer leaf, the other with an autumnal hue) and a rather tatty hill you never quite get round to replacing. So where do you put your troops? In the middle of the corn? Cowering behind one of the forests? On one of the steep sides of the hill².

For those of you who know the answer to these questions, I suggest you simply skim through this article looking for the funny bits. For the rest, read it all and you may get a few good ideas which you can use at the start of your next battle.

The main purpose of this article is to give some simple and practical guidelines so that players can avoid most of the obvious mistakes that are made when deploying for battle. I must also admit to another motivation.

There is one thing that really annoys me. One thing that can make me chew on the table edge. One thing that turns me from Tristan le Troubadour to Azzag the Slaughterer.

I can put up with players who continuously tell me, in painstaking detail, how rubbish their army is – as it slaughters its way to victory through my troops.

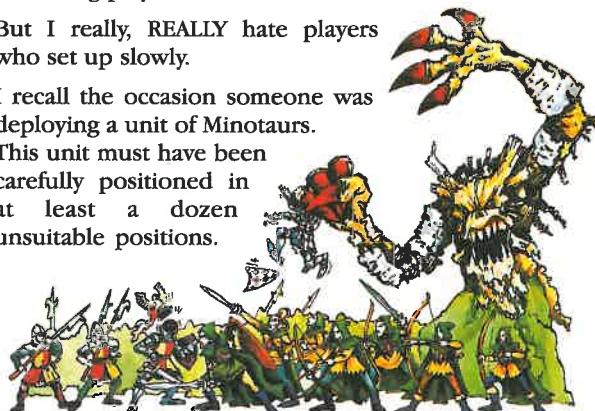
I can tolerate those players who fight me with only ten percent of their brains, sitting across the other side of

the table in a haze of irrelevance, happy to discuss whether the Everqueen or Scary Spice³ is harder, or indeed anything other than what is happening in the 6' by 4' space in front of them.

I can even grit my teeth when confronted with an opponent who relates with unwarranted enthusiasm an unlikely list of brilliant and great gaming events that occurred in games evidently much less tedious than the one being played.

But I really, REALLY hate players who set up slowly.

I recall the occasion someone was deploying a unit of Minotaurs. This unit must have been carefully positioned in at least a dozen unsuitable positions.



¹ If your Squig riders have produced as many battle winning performances as mine, I reckon you might as well put them on a completely different table!

² Any troops deployed here will normally be found in a formation known as the Pile, unless blutack, impact adhesive or nails are readily available. The Pile formation is found at the foot of most steep hills.

³ This is usually followed by a more detailed description of Scary Spice's stat-line anyway.

The unit's formation must have been altered twenty times. With each placement a number of different direction facings were experimented with. After what seemed like several days their commander gave a little sigh and put down a unit of Gors instead. Theseus could have planted, watered and grown a maze in the time it took to not decide where those things started.

Before a general starts setting up, they know what the army consists of, they should have a pretty good idea of what order they want to place their units in. So why does it take so long? I have a particular problem with those who play the same army week after week and still take an inordinate amount of time to achieve satisfactory unit deployment.

Hopefully many players will take from this article a number of good ideas that will help them be a more successful player. However if just one general, as a result of using what I like to think is a simple and organised approach to deployment, gets into battle faster, I will feel that I have done my bit to improve the hobby.

I suspect much plummeting and falling will occur. Probably into a bottomless abyss filled with unending terror and the smell of three week-old egg mayonnaise sandwiches.

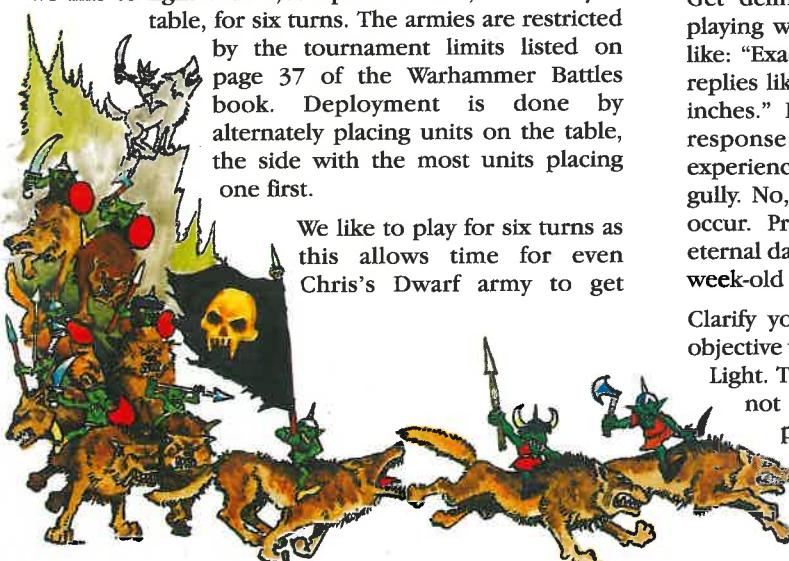
To make things really easy I have come up with five words to describe the key things you need to remember:

SURVEY, CLUMP, READY, AMAZE, PRESS

These form the easy to recall acronym SCRAP. So from now on, before starting to fight, remember to SCRAP.

Before we start looking at how to SCRAP, let me give you a taste of the sort of games my gaming group indulge in. We like to fight with 2,000 point armies, on a 6' by 4' table, for six turns. The armies are restricted by the tournament limits listed on page 37 of the Warhammer Battles book. Deployment is done by alternately placing units on the table, the side with the most units placing one first.

We like to play for six turns as this allows time for even Chris's Dwarf army to get



4 Little Dave's latest 2,000 point army is (he claims) a northern Kislev army. It consists of three units of forty light borslemen (unwieldy), a fur-encased magic user riding a giant white bear (dangerous until I set fire to it) and several killer penguin swarms (unable to waddle fast enough to get into contact).

within charge range of something. We use the standard victory conditions from page 40 of the Battles book. This article mainly concerns these sorts of battle. I am reasonably confident that the ideas can be applied to most of the scenarios contained in the Warhammer Battles book.

I play with Dwarfs (quite well), Empire (quite badly), Undead (with cunning), Beastmen (with aggression) and Goblins (with frustration). I have played against every official army type and all the really weird ones that Little Dave⁴ comes up with.

SURVEY

Once the battlefield is all set up, pause for a few moments and SURVEY the layout of the game table. I find one slow circumnavigation of the table is about right.

Always ask your opponent to clarify the terrain used. Is that a steep hill? Are those forests dense? Got any sunglasses, so I can look at that cornfield? How much cover does that cluster of beer mats, chipped coffee cups and empty plastic beakers provide?

Your primary objective is to decide where you think your opponent will deploy and where you will place your own troops.

If you have a fast moving force that needs to get into combat quickly, then your main concern is the route of attack. It should be terrain-free, reasonably direct and ideally provide some cover from enemy firepower.

If your force is mainly defensive, look at the attack routes your opponent might use. Any good spots to ambush him from? Any way you can delay his attack and get more shots at his units? Can you use impassable terrain to restrict the number of attacking units that can charge yours?

Get definitions of the terrain, especially if you are playing with an umpire. If you ask a simple question, like: "Exactly how deep is that gully?" be suspicious of replies like: "You cannot see until you get within three inches." I would be willing to bet that this sort of response means a unit of chariots will not just experience a slight bump when they move across the gully. No, I suspect much plummeting and falling will occur. Probably into a bottomless abyss filled with eternal darkness, unending terror and the smell of three week-old egg mayonnaise sandwiches.

Clarify your objectives. I recall one battle where the objective was to capture the Golden Shrine of Purity and Light. This proved to be a blob of yellow paint placed not quite in the middle of a swamp made from a piece of blue painted wallpaper, which had been left, (unintentionally) upside-down in

a locked drawer at the umpires home 20 miles away. These are certainly the toughest victory conditions I have ever come across.

Finally I must just mention surveying the table when deployment will carried out behind a screen placed along the middle of the table. Take much longer than normal to study the table layout. Look carefully at how the terrain on your half of the table relates to the bits on the other half. If you are faced by a particularly complex or crowded layout draw a map. Your deployment decisions need to be based on accurate information rather than a suspect memory. Peering over the screen once deployment has started is to be avoided as a punch in the face often hurts.

CLUMP

CLUMP all the units in your army close together.

Many battles are lost by armies that are too spread out. Few battles are lost because the units in the army start too close together. Deploy your army with only a few inches between each of the units. There are lots of advantages to be gained by deploying your troops in a clump. Allow me to describe a few.

An attack is much more likely to succeed if it is supported by units that are readily on hand to exploit any successes or reinforce the attack if it stalls.

As the enemy closes to attack you, you may get the opportunity to present them with units they may not wish to fight. The Forest Goblin Spider Riders might be perfectly happy to charge the nervous and martially challenged Skavenslaves in front of them. However they will not be quite so keen to enter into a protracted fight with the unit of psychopathic Plague Monks that are stood next to them.

By keeping all your units close together they will be in range of beneficial effects like your general, battle standard and helpful magic spells.

An army which relies on a massive amount of firepower will benefit from having its units set up close together. The volleys of missiles can be concentrated on targets, causing them to take Panic tests.

Try to avoid having your units split up by unfriendly terrain, things like swamps, quicksand or open air latrines.

Before moving on I must just mention a couple of things that will cause problems for your clumped force.

First up is the rout as a result of a Panic test. More times than I care to remember my entire Goblin army has disappeared off the table in one mighty rout, triggered by the breaking of a single, large, central unit. It's going to happen. The only things you can do are make sure that your general and battle standard are in range to lessen the chances of a rout, roll consistently low scores

⁵Is it just me or do the High Elves you fight never seem to run away? Gavin's certainly don't. They just stand there taking everything I can throw at them. Nothing shifts them. If Wiltshire was hit by a freak, top of the Richter scale earthquake, the only thing left standing would be Gavin's High Elf army.

⁶From experience, my expectation is now that I will only get two shots. Nearly all my war machines seem to indulge in the practice of having their crews slaughtered by some airborne opponent during turn two.

⁷If this happens to you on a regular basis, perhaps you would like to fill in my pools coupon and roll my dice the next time I take on Gavin.

or play with the army of pointy eared perfection – the High Elves⁵.

Second up are war machines. Particularly those that lob things. If you insist on cramming all the figures in your army into a one foot by one foot space, even I would be pretty confident of hitting something. When facing a plethora of war machines that fire rocks, cannonballs, screaming skulls or hot soup, a slight spreading apart of your units may prove to be a good idea.

READY

Your units must always be set up READY to fight.

If you do not go first, flyers, magically moved troops, the many varieties of long range missile and clumsily thrown dice can all strike a unit before it gets a chance to move. Every unit should be placed on the table ready to fight.

If you have designed your unit of sixty Spearmen to fight in five ranks of twelve, start them in that formation, facing the enemy, ready for combat. You are only going to get to move them half a dozen times at most. You do not have time to fuss around with needless formation or direction changes.

Do you spend half the game trundling your rock lobbers, bolt throwers or cannons about the battlefield, trying to get a decent shot? Is this because you have been outwitted by your opponent's brilliant manoeuvring or their superbly cunning placement? I'll be willing to bet it's down to bad initial deployment. If there are six turns in the game I want six shots⁶ from my war machines. Put them where they will get the best field of fire and leave them there.

In general you should deploy troops that are going to shoot at the enemy in as few ranks as possible, so the maximum amount of figures get to fire. They will normally go at the front of the army or on high ground to ensure an unobstructed field of fire.

Peering over the screen is to be avoided as a punch in the face often hurts.

If you are lucky⁷ enough to find a hill sufficiently large to take all your archers, load them on! Figures on the slopes will all be able to shoot.

Combat orientated troops will normally form up in blocks with at least four ranks, to maximise their rank bonus. These units will then form up in two or more battle-lines. Unless you have a good reason I recommend only two battle-lines. If you form your units up in one single line you are giving your opponent the opportunity to attack whichever of your units they choose. They are probably going to choose the ones they can beat. In your front rank should be the units you want the enemy to fight.

Which brings us to an interesting question. What sort of units should go in the front rank?

Many times a battle is lost because the Unbeatable Riders of Massive Cost (complete with the combat-winning Banner of Great Expense) only manage to cause the demise of two bases of Snotlings and an out of control Squig rider.

Deploy your entire army in the river because they are Lizardmen and you can.

To win a battle your best troops have to do damage. Lots of damage. Decisive amounts of damage. For this reason I always put my best units in a position unobstructed by any of my other units and as close to the enemy as possible. That position is right at the front of my army.

There is another popular layout used by slightly more cautious generals. At the front of their armies will be huge and well armoured units that can absorb massive amounts of missile and magic damage. When the enemy is in charge reach, these units will get out of the way and the pristine Units of Extreme Unpleasantness behind them will them hurl themselves at the enemy.

This works. At least so long as the screening troops can get out of the way fast enough, it works.

Personally, I don't like this approach, preferring to keep things simple. Points that would have to be spent on the screening troops I spend on my front line units, making them tough enough to take a few arrows and the odd *Gaze of Nagash*.

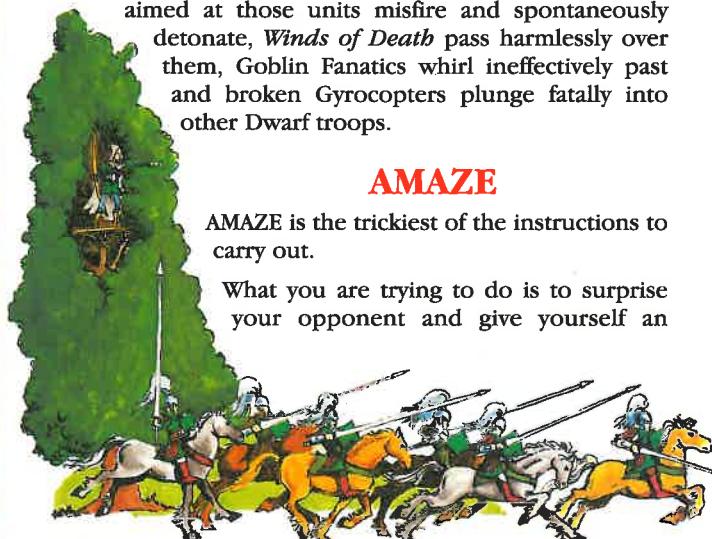
The second rank will feature combat units that can be used to reinforce combats initiated by your front rank units. They can intercept enemy units that are intent on smashing into the flank or rear of the units in front of them. They can also protect spellcasters that are placed with them (whilst bringing the spellcasters close enough to the opposition to ensure their magical effects are in range).

Some of my opponents seem to adhere to a third and slightly more unorthodox theory concerning their front rank units. They select their luckiest units to lead the attack. Once chosen they watch smugly as any cannons aimed at those units misfire and spontaneously detonate, *Winds of Death* pass harmlessly over them, Goblin Fanatics whirl ineffectively past and broken Gyrocopters plunge fatally into other Dwarf troops.

AMAZE

AMAZE is the trickiest of the instructions to carry out.

What you are trying to do is to surprise your opponent and give yourself an



⁸Actually, this would not only be a surprise, it would also be cheating. Still, it is worth considering for use against any player who takes things a little bit too seriously.

advantage in the coming conflict. This is the sort of reaction you are after:

As you finish your deployment you hear a gasp from the other side of the table. Your opponent goes very pale – they never expected this. They marvel at the generalship displayed in the army laid out before them. Peering at

your forces from between spread fingers, they slowly reach the conclusion that they face a humiliating defeat. Despair overwhelms them and they make a pathetic attempt to hurl themselves onto the silver tipped lances of their own knights.

You might have to settle for a thin smile, a nervous laugh or a clumsy attempt to knock over the table.

There is a very fine line between doing something unexpected that discomforts your opponent and an action that causes you problems:

"I bet you never expected me to put four low level wizards in that field!"

"No, and I never expected to be able to score four victory points with just one volley from my scouts."

With alternating unit deployment you will probably have to settle for subtle and low risk surprises. Always leave your most dangerous figures until last. It will always be useful to know where the enemy hero with the *Dragonslayer Sword* is located before placing your otherwise invulnerable Dragon.

Here are a few of my favourite surprises. They can all be created in games with alternating unit deployment.

Place your mightiest unit well away from the rest of your forces, with a spellcaster that can magically reposition the unit and strand any enemy units that are placed to take them on.

Put a number of pieces of artillery right at the front of the army. Get off a couple of unobstructed shots. Counter attack with your best combat units against anything that attacks the artillery.

Form up your large archer units into deep combat formations, add heroes, generals and battle standards and use them aggressively to attack the enemy.

Place absolutely no figures on the tabletop, settle back in your chair, smile and inform your opponent that you've paid the extra points to make all your troops invisible⁸.

The other way to achieve a good surprise result is to use those units which can automatically deploy after other units. These troops I categorise as 'Annoying Elven Gits' as each of the armies of the pointy eared ones can field some. The Elf scouts can start outside your deployment area in any privy or paper bag big enough for them to fit in (so long as you can't see them they can deploy there).

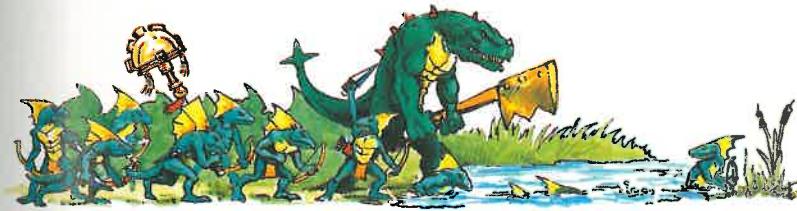
The nastiest of the 'Annoying Elven Gits' are Dark Riders. These guys can make an eighteen inch move from their starting position before the start of turn one. This can enable them to really cut down the other side's chances of making march moves.

If they get to move first in turn one they can probably get a repeater crossbow shot at whichever unit they want.

Surprise can most easily be achieved in games where deployment is hidden behind a screen. Your troops deploy on one side of it, blissfully unaware of where the enemy soldiers are being set up on the other side of it.

You can try some unexpected set ups. Arrange your army in one massive, narrow column to smash the units placed in front of it. Hide all your troops behind a big hill so you can have a look at the enemy before exposing any of your army. Deploy your entire army in the river, because they are Lizardmen and you can.

The box lids from the Warhammer rules sets (optionally weighted down with a book) are popular choices for the middle of table screen. I personally have never found them tall enough. A large piece of cardboard or a light and opaque piece of plastic would make a good screen. There are no circumstances to recommend the use of patio paving slabs for this purpose.



PRESS

Now that you have surveyed the table, clumped your army, readied your units and amazed your opponent, it is time to PRESS your enemy.

To successfully press your opponent, deploy all of your front rank units as close as you can to the enemy. The objective is to reduce the amount of space and time your opponent has to manoeuvre their army.

One way to win at Warhammer Fantasy Battle is to manoeuvre so that your best units get to attack and destroy the opposition's weaker ones, while your weaker ones try to avoid meeting the same fate. By cutting down their ability to manoeuvre and get out of the way you should be able to line up the units you choose against the opposing units you want them to charge.

You always want to be in command of the unit that charges. The side that can shift their units most easily will be the side that can line up their units for charging. A contest between evenly matched units will usually be won by the one that charged. Simply by charging into more fights than the other side, you will increase your chances of winning. By deploying at the front of your deployment zone, you will be able to get your best units into battle as soon as possible. This is especially important if your best units are slow moving.

Deprived of their march moves and space to get out of the way, it should be easier to charge the weaker units of the opposing army.

Of course reducing your opponent's space also cuts down on the opportunities to move your own troops. Your deployment must be good enough to be able to cope with this. In case you skipped it, that is what the earlier parts of this article are about.

Firing troops also benefit from forward deployment. You may be able to start them in range of an important target. There is no emotion to match the delight of delivering a devastating volley to a unit of enemy Wardancers. Don't you just hate those effete, prancing, perfumed ninnies, with their garish costumes, washable tattoos and silly dances. Don't you hate all their running, leaping and capering. Don't you hate their tight trousers and... er, sorry, I'd better get back to the deploying.

The final benefit is that your troops will have further to run if they rout. If you fight the battle in the other side's half of the table, you may get a couple of extra rally attempts to stop your cowardly scum before they get off the table.

FINAL BIT

I hope this article has been of some interest and maybe provided some helpful ideas. I realise that I have only discussed the topic generally. If one day I get a call from the editor and (between mouthfuls of pie) he requests more words from me, I will

be happy to give more specific details of how my various armies set up:

My Dwarfs that deploy to maximise the amount of crossbow bolts that will perforate their foes.

My Goblins that deploy to deal with the fact that they are almost as likely to attack each other as the other side and that any sudden noise will cause the majority of them to rout.

My Undead that deploy so that I can bring my spellcasters to take on the enemy and destroy them in a barrage of magical effects.

My Beastmen that deploy so an overwhelming number of savage infantry and chariot-mounted warriors smash into the enemy at the same time.

My Empire army that deploys in the vain hope that they will not get totally clobbered by the end of turn three.

Right, I'm off, there's some bloke with tattoos, snug trousers, two razor-sharp swords and pointed ears who wants to have a word with me.

I'll leave you with a definition:

SCRAP - a load of rubbish, from which a few useful things may be taken.

Mike

IT'S TAKING PART THAT MATTERS

By Graham Davey

One Sunday last November Games Workshop HQ held its Warhammer 40,000 Staff Tournament. White Dwarf sent along its own intrepid team, comprising of Nick Davis, Simon Shuker, Andrew Sharman and Graham Davey. This is a completely unbiased and not at all bitter report of how we got on...



Dozens of games in full swing – you can almost hear the sound of bolter fire!

Let's face it – deep down we all wanted to win. However it was the first tournament using the new 40K rules and nobody had been playing for all that long, so we didn't have much idea how it would turn out. Still we were quite hopeful about the team prize, as all of us except new boy Simon had been playing the new game for longer than just about everyone except the designers themselves (one of the perks of working in the Studio). Of course the designers had their own team, featuring Gav Thorpe, Alessio Calvatore, Alan Merrett and Gordon Davidson – the reigning champion. We reckoned that they, along with the Italian Studio team, would be our main competition.

Things started well. Our first and second round games were won by all of us except for Andy, who managed to play the wrong scenario for his second game and consequently only drew. This was to have serious repercussions...

In the third round, Nick had been drawn against Gordon (so far they were in second and first place, respectively) and his Dark Eldar had a disastrous game against Gordon's Blood Angels. Meanwhile, Simon and Graham had been drawn against each other – not good for team points! Graham's Chaos army spent most of the game retreating from Simon's multi-limbed monstrosities, but just managed to kill enough Tyranids before all his army was eaten.

By the final round, Graham was in second position, so was facing Gordon. The winner of this game would finish at the top of the table in terms of gaming points, and then points for army painting would be added on.



Allessio's opponent objects to him moving the terrain around during the battle.

40



After having played new 40K for only two weeks, Simon manages to beat the Eldar of Games Developer Gav Thorpe!

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RECORD
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CHAMPION

Simon
Gav



During the final, crucial game to decide who would be champion, Graham attempts to distract Gordon with his amazing inflatable T-shirt. The battle resulted in a bloody draw, with both armies reduced to their break points in the same turn.

Both armies were heavily geared towards close combat, so subtlety went out the window as each force ran towards the other and just started hitting! In the end they seemed so evenly matched that both armies were reduced to their break point (25% of starting size) in the same turn, resulting in a draw.

The battling was over. In gaming points the White Dwarf team was well in the lead. We were quietly confident. Well, not all that quiet.



Gordon admires his Staff Champion's trophy – a few moments before he broke it.



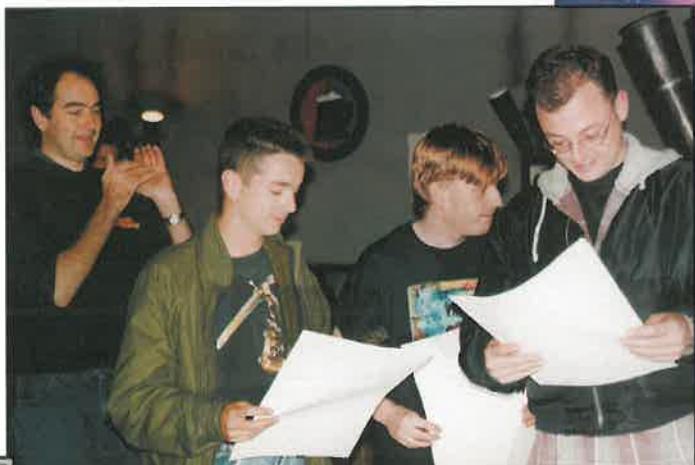
The White Dwarf team are very positive about coming so close to winning...
...especially as they can blame Andy!

Gordon is caught trying to bribe the judges! Jervis appears to be refusing, but strangely enough Gordon did end up winning...



But it was not to be. While we all got fairly average scores for army painting, surprise contenders the Retail South-West team got a couple of the best scores (Roy Sanders' Tyranids were particularly impressive) and this leapfrogged two of them into second and third place overall. The team prize went on the average score of all the team members and South-West had just pipped us! After much sighing, grumbling and drinking, we unanimously decided that it was all Andy's fault (for playing the wrong scenario and needlessly losing those vital points). This made the rest of us feel much better.

And who became Staff Champion? That Gordon Davidson fellow. Again. As for the South-West team, our congratulations on your victory. We'll get you next year!



The victorious South-West team.



The Wrath



INFERNO! is the awesome short story anthology from the Black Library. Published bi-monthly, *INFERNO!* is full of action-packed short stories, awesome illustrated features, comic strips, cutaway drawings and much more. If you want to know more about the worlds of Warhammer and WH40K then make sure that you check out the latest copy of *INFERNO!*

To give you a taste of what you can expect, we've got this incredible short story, exclusive to White Dwarf. The *Wrath of Khârn* is a blood-soaked gorefest with Khârn revelling in his exalted worship of Khorne.

And while you're enjoying the story, don't forget to take a look at some of the other cool stuff that you can find in the pages of *INFERNO!*

of Khârn

By Bill King

BLOOD FOR THE Blood God!" bellowed Khârn the Betrayer, charging forward through the hail of bolter fire, towards the Temple of Superlative Indulgence. The bolter shells ricochetting off his breastplate did not even slow him down. The Chaos Space Marine smiled to himself. The ancient ceramite of his armour had protected him for over ten thousand years. He felt certain it would not let him down today. All around him warriors fell, clutching their wounds, crying in pain and fear.

More souls offered up on the altar of battle to the Supreme Lord of Carnage, Khârn thought and grinned maniacally. Surely the Blood God would be pleased this day.

Ahead of him, Khârn saw one of his fellow Berzerkers fall, his body riddled with shells, his armour cracked and melted by plasma fire. The Berzerker howled with rage and frustration, knowing that he was not going to be in at the kill, that he would give Khorne no more offerings on this or any other day. In frustration, the dying warrior set his chainsword to maximum power and took off his own head with one swift stroke. His blood rose in a red fountain to slake Khorne's thirst.

As he passed, Khârn kicked the fallen warrior's head, sending it flying over the defenders' parapet. At least this way his fallen comrade would witness Khârn slaughter the Slaanesh worshippers in the few

delicious moments before he died. Under the circumstances, it was the least reward Khârn could grant such a devout warrior.

The Betrayer leapt over a pile of corpses, snapping off a shot with his plasma pistol. One of the Slaanesh cultists fell, clutching the ruins of his melted face. Gorechild, Khârn's Daemonic axe, howled in his hands. Khârn brandished it above his head and bellowed his challenge to the sick, yellow sky of the Daemon World.

"Skulls for the skull throne!" Khârn howled. On every side, frothing Berzerkers echoed his cry. More shells whined all around him. He ignored them the way he would ignore the buzz of annoying insects. More of his fellows fell but Khârn stood untouched, secure in the blessing of the Blood God, knowing that it would not be his turn today.

All was going according to plan. A tide of Khorne's warriors flowed across the bomb-cratered plains towards the towering redoubt of the Slaanesh worshippers. Support fire from the Chaos Titan artillery had reduced most of the walls around the ancient temple complex to just so much rubble. The disgusting murals painted in fluorescent colours had been reduced to atoms. The obscene minarets that crowned the towers had been blasted into well-deserved oblivion. Lewd statues lay like colossal, limbless corpses, gazing at the sky with blank marble eyes.

Even as Khârn watched, missiles blazed down from the sky and smashed another section of the defensive wall to blood-covered fragments. Huge clouds of dust billowed. The ground shook. The explosions rumbled like distant thunder. Sick joy bubbled through Khârn's veins at the prospect of imminent violence.

This was what he lived for, these moments of action where he could once again prove his superiority to all other warriors in the service of his exalted lord. In all his ten thousand year existence, Khârn had found no joy to touch the joy of battle, no lust greater than his lust for blood. Here on the field of mortal combat, he was more than in his element, he was at the site of his heart's desire. It was the thing that had caused him to betray his oath of allegiance to the Emperor of Mankind, his genetic destiny as a Space Marine and even his old comrades in the World Eaters Legion. He had never regretted those decisions even for an instant. The bliss of battle was reward enough to stay any doubts.

He jumped the ditch before the parapet, ignoring the poisoned spikes which lined the pit bottom and promised an ecstatic death to any that fell upon them. He scrambled up the loose scree of the rock face and vaulted over the low wall, planting his boot firmly into the face of a defender as he did so. The man screamed and fell back, trying to stem the flow of

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Kev Walker

INFERNO!



blood from his broken nose. Khârn swung Gorechild and ended his whining forever.

"Death is upon you!" Khârn roared as he dived into a mass of depraved cultists. Gorechild lashed out. Its teeth bit into hardened ceramite, spraying sparks in all directions. The blow passed through the target's armour, opening its victim from stomach to sternum. The wretch fell back, clutching at his ropy entrails. Khârn despatched him with a backhand swipe and fell upon his fellows, slaying right and left, killing with every blow.

Frantically the cultists' leader bellowed orders, but it was too late. Khârn was among them, and no man had ever been able to boast of facing Khârn in close combat and living.

The numbers 2243, then 2244, blinked before his eyes. The ancient gothic lettering of the digital death-counter, superimposed on Khârn's field of vision, incremented quickly. Khârn was proud of this archaic device, presented by Warmaster Horus himself in ancient times. Its like could not be made in this degenerate age. Khârn

grinned proudly as his tally of offerings for this campaign continued to rise. He still had a long way to go to match his personal best but that was not going to stop him trying.

Men screamed and howled as they died. Khârn roared with pleasure, killing everything within his reach, revelling in the crunch of bone and the spray of blood. The rest of the Khornate force took advantage of the destruction the Betrayer had caused. They swarmed over the walls in a howling mass and dismembered the Slaanesh worshippers. Already demoralised by the death of their leader, not even these fanatical worshippers of the Lord of Pleasure could stand their ground. Their morale broken, they panicked and fled.

Such pathetic oafs were barely worth the killing, Khârn decided, lashing out reflexively and killing those Slaanesh worshippers who passed too close him as they fled. 2246, 2247, 2248 went the death counter. It was time to get on with his mission. It was time to find the thing he had come here to destroy – the ancient

Daemonic artefact known as the Heart of Desire.

"Attack!" Khârn bellowed and charged through the gaping mouth of the leering stone head that was the entrance to the main temple building.



INSIDE IT WAS QUIET, as if the roar of battle could not penetrate the walls. The air stank of strange perfumes. The walls had a porous, fleshy look. The pink-tinged light was odd; it shimmered all around, coming from no discernible source. Khârn switched to the auto-sensor systems within his helm, just in case there was some trickery here.

Leather-clad priestesses, their faces domino-masked, emerged from padded doorways. They lashed at Khârn with whips that sent surges of pain and pleasure through his body. Another man, one less hardened than Khârn, might have been overwhelmed by the sensation but Khârn had spent millennia in the service of his god, and what

ILLUSTRATED FEATURES

DOOMSDAY CANNON

ICONS OF THE IMPERIUM

THE DOOMSDAY CANNON

The Doomsday Cannon, also known as the 'Doomsday Cannon', is a massive orbital weapon, with a diameter of 2000 meters and a total weight of 100,000 tonnes. It is located in the outer ring of the Imperial Guard's orbital fortifications, specifically in the 'Doomsday' sector of the ring. The Cannon is powered by a fusion reactor and is controlled by a team of 100 crew members. It is capable of launching a single missile with a range of 100,000 km, and can also be used as a mobile anti-aircraft platform. The Cannon is a symbol of the Imperium's power and is often used as a target for Imperial Guard units during training exercises.

Parameter	Value
Orbital Ring	Outer Ring
Weight	100,000 tonnes
Length	2000 meters
Width	2000 meters
Height	2000 meters
Power Source	Fusion Reactor
Control Team	100 crew members
Missile Range	100,000 km
Anti-Aircraft Capabilities	Yes

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The Doomsday Cannon by David Pugh and Ian Pickstock, from *INFERNO!* issue 7.

passed through him now was but a pale shadow compared to the battle lust that mastered him. He chopped through the snake-like flesh of the living lash. Poison blood spurted forth. The woman screamed as if he had cut her. Looking closer he saw that she and the whip were one. A leering Daemon head tipped the weapon's handle and had buried its fangs into her wrist. Khârn's interest was sated. He killed the priestess with one back-handed swipe of Gorechild.

A strange, strangled cry of rage and hate warned him of a new threat. He turned and saw that one of the other Berzerkers, less spiritually pure than himself, had been overcome by the whip's evil. The man had torn off his helmet and his face was distorted by a sick and dreamy smile that had no place on the features of one chosen by Khorne. Like a sleepwalker he advanced on Khârn and lashed out with his chainsword. Khârn laughed as he parried the blow and killed the man with his return stroke.

A quick glance told him that all the priestesses were dead and that most of his followers had slain their drugged brethren. *Good*, thought Khârn, but part of him was disappointed. He had hoped that more of his fellows would be overcome by treachery. It was good to measure himself against true warriors, not these decadent worshippers of an effete god. Gorechild howled with frustrated bloodlust, writhing in his hand as if it would turn on him if he did not feed it more blood and sinew soon. Khârn knew how the axe felt. He turned, gestured for his companions to follow him and raced off down the corridor.

"Follow me," he shouted. "To the slaughter!"

Passing through a huge arch, the former Space Marines entered the inner sanctum of the temple and Khârn knew that they had found what they had come for. Light poured in through the stained glass ceiling. As he watched, Khârn realised that the light was not coming through the glass, but from

the glass itself. The illustrations glowed with an eerie internal light and they moved. A riotous assembly of men and women, mutants and Daemons enacted every foul deed that the depraved followers of a debauched god could imagine. And, Khârn noted, they could imagine quite a lot.

Khârn raised his pistol and opened fire, but the glass merely absorbed the weapon's energy. Something like a faint moan of pleasure filled the chamber and mocking laughter drew Khârn's attention to the throne which dominated the far end of the huge chamber. It was carved from a single gem that pulsed and changed colour, going from amber to lavender to pink to lime and then back through a flickering, random assortment of iridescent colours that made no sense and hurt the eye. Khârn knew without having to be told that this throne was the Heart of Desire. Senses honed by thousands of years of exposure to the stuff of Chaos told him that

the thing fairly radiated power. Inside was the trapped essence of a Daemon Prince, held forever at the whim of Slaanesh as punishment for some ancient treachery. The man sitting so regally on the throne was merely a puppet and barely worth Khârn's notice, save as something to be squashed like a bug.

The man looked down on Khârn as if he had the temerity to feel the same way about Khorne's most devoted follower. His left hand stroked the hair of the leashed and naked woman who crouched like a pet at his feet. His right hand held an obscenely shaped runesword, which glowed with a blasphemous light.

Khârn strode forward to confront his new foe. The clatter of ceramite-encased feet on marble told him that his fellow Berzerkers followed. In a matter of a hundred strides, Khârn found himself at the foot of the dais, and some odd, mystical force compelled him to stop and stare.

Khârn did not doubt that he was face-to-face with the cult leader. The man had



The Rossereux Family Curse, a superb Bretonnian feature by Ralph Horsley, coming soon to an issue of *INFERNO!*

INFERNO! regularly carries illustrated features depicting heroic battles, fantastic machines of war, famous characters and much more besides. On the left are a few pages from a couple of illustrated features from **INFERNO!**

One of the most spectacular sights in the Imperium, *The Doomsday Cannon* is the mad dream made real of His Most Holy Majesty Uriah Ashok Kagarin the Third, Overlord of the Salamandran Empire. If you want to marvel at a cannon so massive that it can bombard other planets then get hold of a copy of **INFERNO!** 7.

Coming to **INFERNO!** later this year is *The Rossereux Family Curse*. It tells the woeful tale of a doomed quest that must be passed down from father to son until it is completed. A quest that has become a curse to the Rossereux family as it claims generation after generation of noble knights.

And if you can't wait that long, don't miss **INFERNO!** 11 – out this month. *The Celestion*, also by Ralph Horsley, is an Inquisitor's report into the Celestion – an Imperial ship, lost in the warp for thousands of years.

TALES OF FANTASY & ADVENTURE

WEEERN



COMIC STRIPS

the foul, debauched look of an ancient and immortal devotee of Slaanesh. His face was pale and gaunt; make-up concealed the dark shadows under his eyes. An obscene helmet covered the top of his head. As he stood, his pink and lime cloak billowed out behind him. Tight bands of studded leather armour girdled his naked chest, revealing lurid and disturbing tattoos.

"Welcome to the Heart of Desire," the Slaanesh worshipper said in a soft, insinuating voice which somehow carried clearly across the chamber and compelled immediate, respectful attention. Khârn was instantly on his guard, sensing the magic within that voice, the persuasive power which could twist mortals to its owner's will. He struggled to keep the fury that burned eternally in his breast from subsiding under the influence of those slyly entralling tones.

"Your death!" the Betrayer roared, yet he felt his bloodlust being subdued by that oddly comforting voice.

The cult leader sighed. "You worshippers of Khorne are so drearily predictable."

Always the same tedious, unimaginative retort. I suppose it comes from following that monomaniacal deity of yours. Still, you are hardly to be blamed for your god's dullness, I suppose."

"When Khorne has devoured your soul, you will pay for such blasphemy!" Khârn shouted. His followers shouted their approval but with less enthusiasm than Khârn would have expected. For some reason, the man on the throne did not appear to be worried by the presence of so many armed men in his sanctum.

"Somehow I doubt it, old chap. You see, my soul has long been pledged to thrice-blessed Slaanesh, so unless Khorne wants to stick his talon down Slaanesh's throat or some other orifice, he'll have a hard time getting at it."

"Enough of this prattle!" Khârn roared. "Death is upon you!"

"Oh! Be sensible," the cultist said, raising his hand. Khârn felt a tide of pleasure flow over him, like that he had felt from the whip earlier but a thousand times stronger. All around him he

heard his men moan and gasp.

"Think! You can spend an eternity of pleasure being caressed by the power of Lord Slaanesh, while your soul slowly rots and sinks into his comforting embrace. Anything you want, anything you have ever desired, can be yours. All you have to do is swear allegiance to Slaanesh. Believe me, it's no trouble."

As the cult leader spoke, images flickered through Khârn's mind. He saw visions of his youth and all the joys he had known, before the rebellion of Horus and the Battle for Terra. Somehow it all looked so clear and fresh and appealing, and it almost brought moisture to his tear ducts. He saw endless banquets of food and wine. For a moment, his palate was stimulated by all manner of strange and wonderful tastes, and his brain tingled with a myriad pleasures and stimulations. Visions of diaphanously clad maidens danced before his eyes, beckoning enticingly.

For a moment, despite of himself, Khârn felt an almost unthinkable temptation to betray his ancient oath to



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the Blood God. This was powerful sorcery indeed! He shook his head and bit his lip until the blood flowed. "No true warrior of Khorne would fall for this pitiful trick!" he bellowed.

"All hail Slaanesh!" one of his followers cried.

"Praise to the great Lord of Pleasure!" shouted another.

"Let us grovel and adore him," a third said, as the whole force cast themselves down onto their knees.

Khârn turned to look at his men, disbelief and outrage filling his mind. It seemed that they did not possess his iron-willed belief in Khorne's power, that they were prepared to betray him for a few tawdry promises of pleasure. In every face, in every posture, he saw slack-jawed worship of the posturing peacock on the throne. He knew that there was only one thing to be done under the circumstances.

The Slaanesh leader obviously felt the same. "Kill him!" he cried. "Offer up his soul to Slaanesh and unspeakable ecstasy shall be your reward!"

The first of Khârn's comrades raised his bolt pistol and squeezed the trigger. Khârn threw himself to one side and the shell whipped past his head. The Betrayer rewarded the traitor with a taste of Gorechild. The chain-axe screeched as it bit through armour in a mighty sweep that clove him clean in two. The warrior gave a muted whine as his Slaanesh-corrupted soul went straight to Hell.

Suddenly the rest of the Berzerkers were upon him. Khârn found himself fighting for his immortal life. These were no mere Slaanesh cultists. Newly tainted though they might be, they had once been worthy followers of Khorne, fierce, deadly and full of bloodlust. Mighty maces bludgeoned Khârn. Huge chainswords threatened to tear his rune-encrusted armour. Bolter shells tore chunks from his chest-plate. Khârn fought on, undismayed, filled with the joy of battle, taking fierce pleasure every time Gorechild took another life. At last, *these* were worthy foes! The body

count swiftly ticked on to 2460 and continued to rise.

Instinctively Khârn side-stepped a blow that tore off one of the metal skulls which dangled from his belt. The Betrayer swore he would replace it with the attacker's own skull. His return stroke made good his vow. He whirled Gorechild in a great figure-of-eight and cleared a space all around him, sending two more traitors to make their excuses to the Blood God. Insane bloodlust surged through him, overcoming even the soporific influence of the Heart of Desire and for a moment Khârn fought with his full unfettered power. He became transformed into an unstoppable engine of destruction and nothing could stand against him.

Khârn's heart pounded. The blood sang through his veins and the desire to kill made him howl uncontrollably. Bones crunched beneath his axe. His pistol blew away the life of its targets. He stamped on the heads of the fallen, crushing them to jelly. Khârn ignored pain,

ignored any idea of self-preservation, and fought for the pure love of fighting. He killed and he killed.



ALL TOO SOON it was over, and Khârn stood alone in a circle of corpses. His breathing rasped from his chest. Blood seeped through a dozen small punctures in his armour. He felt like a rib might have been broken by that last blow of the mace but he was triumphant. His counter read 2485. He sensed the presence of one more victim and turned to confront the figure on the dais.

The cultists' leader stood looking down at him with a faint expression of mingled disbelief and distaste on his face. The naked girl had fled. The throne pulsed enticingly.

"It's true what they say," the man said with a delicious sigh. "If you want anything done properly, you have to do it yourself."

The insinuating voice drove Khârn's fury from



INFERNO! also has some cracking comic strips by some fine comic artists and writers, many of whom are regulars from Warhammer Monthly – the Black Library's monthly all-action comic. Each issue usually has at least one or two comic strips.

For starters, if you feel like a bit of breather between short stories, then there's always *Obvious Tactics*. This long-running series from famous comic artist and writer David Pugh guarantees a good, healthy dollop of carnage and mayhem in every issue of **INFERNO!**

If you're a Warhammer fan, then recent issues have had some great comic stories. In **INFERNO!** 9 there was *Unearthed Remains*, a grim story, written by Gordon Rennie and illustrated by Simon Davis, which told the tale of a group of young Empire nobles who foolishly decide to dabble in the dark powers of Necromancy.

INFERNO! 8 has another Gordon Rennie story, with some incredible artwork by John Hicklenton. In *Trespass* a party of grave robbers disturb the wrong tomb, unleashing a deadly curse in the depths of the Forest of Shadows.

INFERNO



him, and left him feeling tired and spent. The cultist strode down from the dais. Khârn felt almost too weary to parry his blow. He knew he must throw off this enchantment quickly. The runeword bit into his armour and a wave of mingled pain and pleasure passed through Khârn like poison. Summoning his last reserves of rage, he threw himself into the attack. He would show this effete fop who was the true warrior here.

Khârn hacked. Gorechild bit into the tattoos of the man's wrist. Gobbets of flesh and droplets of blood whirled away from the axe's teeth. The rank smell of hot bone filled the air as the hand separated from the arm – and began to crawl away with a life of its own. Khârn stamped on it and a rictus of pain appeared on its owner's face, as if the hand was still attached.

Khârn swung. The cultist's head separated from its shoulders. The body swung its blade, a puppet still controlled by the strings of

its master's will. It bit into Khârn and the wave of sensation almost drove him to his knees.

"Nice trick!" roared Khârn, feeling the hand squirm beneath his boot. "But I've seen it before."

He brought his chain-axe down on the head and cleaved it in two. The body fell to the ground, a puppet with its strings cut. 2486, Khârn thought with some satisfaction.

The Betrayer advanced upon the throne. It pulsed enticingly before him. Within its multiple facets he thought he saw the face of a beautiful woman, the most beautiful he had ever seen – and the most evil. Her hair was long and golden, and her eyes were blue. Her lips were full and red, and the small, white fangs that protruded from her mouth in no way marred her perfection. She looked at Khârn beseechingly, and he knew at once he was face to face with the Daemon trapped within the Heart of Desire.

Welcome, Khârn, a seductive voice said within his head. I knew you would triumph. I knew you would be the conqueror. I knew you would be my new master.

The voice was thrilling. By comparison, the cult leader's voice had been but a pale echo. But the voice was also deceptive. Proud as he was, mighty as he knew himself to be, Khârn knew that no man could truly be the master of a Daemon, not even a fallen Space Marine like himself. He knew that his soul was once more in peril, that he should do something. But yet again he found himself enthralled by the persuasiveness of a Slaanesh worshipper's voice.

Be seated! Become the new ruler of this world, then go forth and blast those meddlesome interlopers from the face of your planet.

Khârn fought to hold himself steady while the throne pulsed hypnotically before him, and the smell of

SHORT STORIES

• ULRIC'S CHILDREN •

Ulric's Children is the second in a series of short stories set in the Warhammer and Warhammer 40,000 universes. The first, 'The Heart of Desire', was published in the January issue of *INFERNO!* 8.

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Of course what *INFERNO!* is all about is brilliant short stories set in the worlds of Warhammer and Warhammer 40,000. Our aim is to bring these worlds to life with great stories and characters, adding new perspective and depth to the information in the army books and Codexes.

Every issue has three or four absolutely superb short stories. From the brilliant Space Marines versus Daemons battle in *Hell in a Bottle*, from *INFERNO!* 8, to the fantastic intrigue and assassination-riddled Warhammer story – *Wolf in the Fold*, from last issue.

If it's Imperial Guard action you're after, then look out for Dan Abnett's *Gaunt's Ghosts* or Gav Thorpe's *Last Chancers*. Finally, Gotrek and Felix fans will be pleased to learn that issue 11 of *INFERNO!* has an all new story about your favourite Troll Slayer.

So, if you've enjoyed the *Wrath of Khârn*, and you like the sound of cutaways, comic strips and other great features from the worlds of Warhammer, pick up *INFERNO!*

TALES OF FANTASY & ADVENTURE

heavy musk filled his nostrils. He knew that once he sat he would be trapped, just as the Daemon was trapped. He would become a slave to the thing imprisoned within the throne. His will would be drained and he would become a decadent and effete shadow of the Khârn he had once been. Yet his limbs began to move almost of their own accord, his feet slowly but surely carrying him towards the throne.

Once more, visions of an eternity of corrupt pleasure danced in Khârn's mind. Once more he saw himself indulging in every excess. The Daemon promised him every ecstasy imaginable and it was well within its power to grant such pleasures. He knew it would be a simple thing for him to triumph on its behalf. All he had to do was step outside and announce that he had destroyed the Heart of Desire. He was Khârn. He would be believed, and after that it would be a simple matter

to lure the Khorne worshippers to ecstatic servitude or joyful destruction.

And would they not deserve it? Already he was known as the Betrayer, when all he had done was be more loyal to his god than the spineless weaklings he had slaughtered. And with that the Daemon's voice fell silent and the visions stopped, as if the thing in the throne realised its mistake, but too late.

For Khârn was loyal to Khorne and there was only room for that one thing within his savage heart. He had betrayed and killed his comrades in the World Eaters because they had not remained true to Khorne's ideals and would have fled from the field of battle without either conquering or being destroyed.

The reminder gave him the strength. He turned and looked back at the room. The reek of blood and dismembered bodies filled his nostrils like



BILL KING was born in Scotland many moons ago. He worked as part of the Adepts

Scriptorum in the Games Workshop Design Studio for several years, until he went rogue on a mission to Prague and never returned. When he's not gibbering insanely and chanting the praises of Khorne,

he's a freelance writer and game designer.

Bill has recently disappeared into Eastern Europe, but rumours that he might be working on a Gotrek and Felix novel can be categorically denied by the acolytes at the Black Library.

perfume. He remembered the joy of the combat. The thrill of overcoming his former comrades. He looked out on a room filled with corpses and a floor carpeted with blood. He was the only living thing here and he had made it so. He realised that, compared to this pleasure, this sense of conquest and victory, what the Daemon offered was only a pale shadow.

Khârn turned and brought Gorechild smashing down upon the foul throne. His axe howled thirstily as it drank deep of the ancient and corrupt soul imprisoned within. Once more he felt the thrill of victory, and knew no regrets for rejecting the Daemon's offer.

2487. Life just doesn't get any better than this, Khârn thought.

"In the name of Khorne let the slaughter continue!"

FOUR AWESOME SHORT STORIES

- Ulric's Children by Bill King.
- Ancient Lances by Alex Hammond.
- Badlands Skelter by Matt Farrer.
- The Blessed Ones by Rani Kellock.

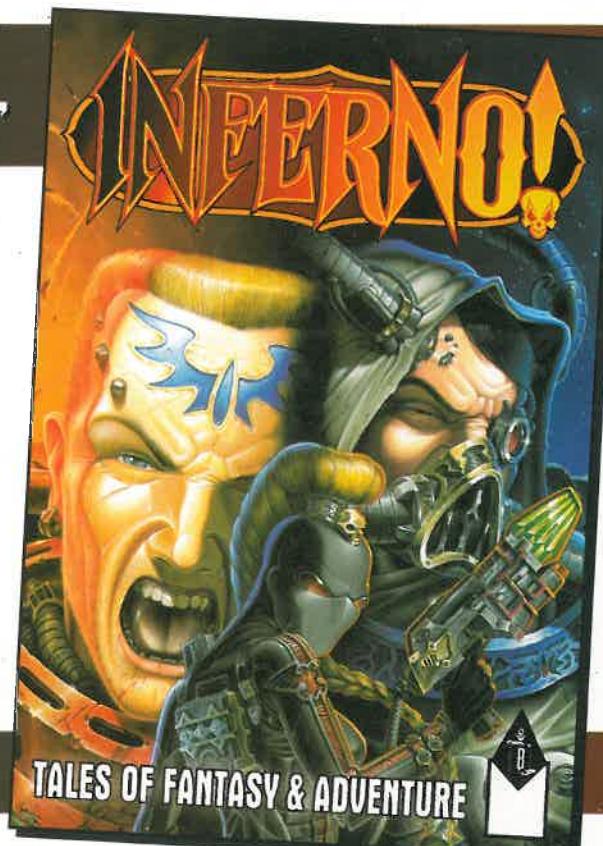
A FANTASTIC ILLUSTRATED FEATURE

- The Celestion – Daemon-possessed spaceship, or just a myth?

PLUS COMIC STRIP ACTION

- David Pugh's Obvious Tactics.

INFERNO! II ON SALE SOON





A Space Marine Tornado of the Ultramarines Chapter, armed with heavy bolter and assault cannon. The inset shows the additional stowage included with the model.

SCREAMING DEATH!

Like the standard Space Marine Land Speeder, the Tornado variant is a highly manoeuvrable, skimming attack vehicle. The Tornado is equipped with an extra heavy weapon – an assault cannon or flamer – which is fired by the pilot using a targeting scope. With the gunner operating a heavy bolter or multi-melta, this combination of firepower makes the Tornado a devastatingly effective addition to any Space Marine force.

The Space Marine Tornado model can be painted in the colours of any Space Marine Chapter and armed with two different weapons.

The Tornado above left belongs to the Imperial Fists Chapter and is armed with a heavy bolter and a heavy flamer. This machine is best suited to a close supporting role for squads of Assault troops or Space Marine bikers, where its heavy flamer can easily incinerate enemy warriors who are in cover.

The Tornado directly on the left is devastating at long range – the weight of fire from its heavy bolter and assault cannon can smash entire squads. It is painted in the colours of the Dark Angels Ravenwing. Note how the markings on each of the models on this page vary in their application from Chapter to Chapter.



WARHAMMER 40,000

CHAARGE!

By Iain Compton



Iain Compton

Launching an assault is a decisive moment in any battle. If everything goes to plan, you can often sweep the enemy army before you in an unstoppable rout. If things go badly, you are in deep trouble. In this article Iain discusses the different ways to use assault troops in your Warhammer 40,000 battles, and highlights some of the pitfalls.

I love assault troops. For me, nothing is as satisfying as carving up my enemy and seeing him flee before me. Somehow, blasting away at range just isn't the same – you need to see the fear in your enemy's face and feel the shock of impact as your blade meets his. My favourite army are the Eldar. These perfectly complement my preferred style of play which is to strike very hard and very fast. They also have some of the best close combat troops in the game. This is important to me because I like to be able to defeat my enemy with a series of swift, decisive strokes, rather than by battering him down from a distance, over a long period.

The reason that assaults are so decisive is simple. In an assault the loser must always take a Morale check or fall back. If they fall back, there is a good chance that they will be destroyed utterly in a sweeping advance. By contrast it can take several turns of firing to force a Morale check, let alone wipe out a unit. So you can see that a game can very easily be turned by a well planned and coordinated assault.

But if assaults are so great, why should anyone bother with shooting at all? Well, the main reason that assaults are not always the best idea is that if things go wrong your glorious charge will turn into an undignified scramble back to safety. Bad luck and bad planning can both defeat your army faster than the enemy ever can. Rolling nothing but ones to hit aside, there are two very

important things to think about before you launch an assault.

Very Important Thing 1: Are your assault troops up to it? I can't think of many situations where sending troops into combat against a significantly superior enemy will help your cause. If you are outnumbered, outgunned and under-equipped then an assault is not going to improve your position at all. Make sure that each of your units has a better than even chance of winning its combat. Luck evens out over a battle, but as everyone knows, just when you need it you suddenly can't roll anything but ones. So play the odds and make sure that you can absorb a set of slightly worse than average dice rolls.

Mobility

Assault troops are useless if they spend the whole battle chasing around after their targets. To use them at full potential you should always consider any transport options they might be allowed. Transport vehicles, jump packs and bikes are just a few of the ways to increase the effectiveness of your squad.



The strength and training of Space Marines, combined with the fury of their patron god Khorne, the Lord of Skulls, make Chaos Space Marine Berzerkers a truly fearsome foe.

Dark Eldar Incubi are lethal hand-to-hand opponents. Not only are they highly skilled in the arts of war, they are also well equipped for their deadly purpose with power weapons.



Very Important Thing 2: What is going to happen after the combat? Let's assume that your attack has been a complete success, your men have driven the enemy from their entrenched position and now the few pitiful survivors are halfway back to the Eye of Terror. Unfortunately your victorious squad is about half a mile ahead of your lines and surrounded by the entire enemy army, who seem to be rather cross about something...

Both of these points can be neatly summarised in one word – support. Support is an important tactical concept in every area of combat but especially in an assault situation where the whole battle may hang on one turn's fighting. You should support during an assault by getting the right men in the right numbers to the right place – in the immortal words of General Clarke "Get there fastest with the mostest." Then support after the assault by ensuring

Tooling up for Combat

Any equipment which gives you an advantage in combat should be seized upon. Most armies have access to relatively common items such as power weapons which allow your enemy no armour saves, frag grenades that deny him the ability to strike first when in cover and meltabombs which are able to destroy even heavily armoured vehicles with ease. In addition, most armies have unique equipment which gives them extra advantages. Reaching your enemy is not enough – you must beat him too!

that anything which might threaten your new position can be very quickly neutralised. Always follow up your successes. If your assault troops are stranded and alone out in no man's land, then any advantage that you may have won will be very quickly lost.

Whatever your assault troops, the army they come from will either be one that isn't designed as a close combat army or the kind that is. In an army that hasn't been specifically designed as an assault force, the close combat troops can be used as an emergency reserve, repulsing enemy assaults or launching a daring raid on units your enemy has been silly enough to leave out on their own. If the whole army has been designed as an assault force then your assault troops will be best used as part of an overwhelming attack where you attempt to break the back of the enemy army with one decisive hammer blow. Whichever way your army is set up, one thing remains the same – you cannot commit your attacks piecemeal. Either attack in strength or not at all. Anything less is a waste of valuable troops and could potentially lose you the battle. Remember the three Bs – be bold, be strong and be sure. If you don't think that your assault is going to succeed (and you need to be very confident indeed), then hold back or look for a better target. A squad that does nothing all battle is better than a squad which gets wiped out achieving nothing.



Striking Scorpions are just one of the Eldar Aspects that specialise in close combat. They are equipped with mandiblasters to soften up their foes before they get to grips.



Adepta Sororitas Seraphim are just as well equipped as Space Marine Assault squads, although they lack their bio-enhanced capabilities.



Here Chaos Space Marines have been ambushed by two Eldar squads – Striking Scorpions and a Guardian Storm squad. The fight will be bloody for both sides.

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Rough Riders are some of the best assault troops used by the Imperial Guard. Their excellent mobility combined with their hunting lances more than compensates for the fact that they are, after all, only human.

SHOCK ASSAULT

Most armies have at least one, and usually several troop types that fill the role of shock assault. These are quite easy to spot – they are the ones carrying power weapons and wearing jump packs. They are also usually the ones that cost three times more than your standard troops. These guys need to be used properly if you want them to be worth their points value. Here are a few pointers to make sure that they do everything you want them to.

Firstly, never attack assault troops. Unless your assault troops are significantly better or seriously outnumber the enemy, going toe-to-toe with other assault troops will only end in tears. Your opponent wants his assault troops to get into close combat – make sure that they don't unless it's on your terms.

Secondly, keep them out the way until they are needed. Very few assault troops have long ranged attacks worth mentioning, so there will be very little point in putting them in the firing line before they are ready to attack.

Thirdly, it is always better to charge than to be charged. Even if the troops you are commanding are not particularly good at assaults, if combat is unavoidable you should grasp the moment and take the initiative. The rewards are nearly always greater than the risks.

Finally, keep your assault troops moving, let your opponent try to guess where they will finally attack, and don't attack when he's expecting it.

There are many different kinds of specialised assault troops available to a Warhammer 40,000 commander, these pages show a selection of them.



Space Marine Assault Squads are well able to take on almost any foe. They have an excellent range of equipment available to them, including jump packs for added mobility and various anti-tank grenades for cracking open tough, armoured targets.



These Reaver jetbikes are fast and deadly. Bike squads like this make excellent assault troops regardless of their armament, due to their great mobility.

Thought for the Day: Your sword is the Emperor's judgement upon the wicked. Always make it your duty to carry out His sentence.



Genestealers are possibly the most feared of all close combat troops. Fast and inhumanly strong, they can literally tear their foes apart. Nearly everything in the Tyranid army has been bio-engineered for shock assaults.

MAILBOX

Do you have a topic you're passionate about or problem nobody else can help you with? Be it gaming, painting, other gamers, White Dwarf or Games Workshop games, drop us a line at this address:

"Mailbox", White Dwarf, Games Workshop Oz, PO Box 576, Ingleburn, NSW 1890

This month: painting in the dark, inspired scenery, a beard unleashed, spiritual gaming, beard twisting and scary Dwarf tactics.

INSPIRED

When I read Paul Shaw's letter in White Dwarf 227 it inspired me to make some scenery for my own Warhammer and 40K battlefields. Within a couple of days I had (with a little help) made a siege tower, mantlets, a crashed space cruiser and had drawn up plans for a Chaos Warrior fortress. I admit that they are not perfect but they are perfectly adequate for a game. A battlefield with some stonking scenery simply cannot be beaten. And the 'How to make Wargames Terrain' book simply cannot be beaten either, because it is absolutely jam-packed with ideas. Have a go at making some scenery yourself, it doesn't have to be 'Eavy Metal standard. Have a go – it doesn't hurt!

Matthew Henman
Nuneaton

Keep up the good work Matthew. Be warned though, soon your house will be filled with strange bits of polystyrene packaging...

TWISTING BEARDS

A comment on 'Beardiness' if I may?

White Dwarf 228 had various things to say about beardiness, from the excellent letter from Paul Todd, to the thoroughly entertaining 'win at all costs' game report. One fact came through it all – different people have different opinions as to what being 'beardy' is!

The gentle and sportsmanly David Cain (Oh, I did so want him to win) felt guilty about using the Black Gem and Heart of Woe, but didn't worry too much about fielding Dragons against us poor Goblin generals in his article on psychology. Writers in the Dwarf are always opposed to beardiness, yet the supposedly 'beardy' game was played 'in a humourous atmosphere' and was 'enjoyable' according to the debrief at the end. It seems to me that the only bearded people were Paul Sawyer for passing secret information one way only (setting up David Cain) and the normally well-mannered Gordon Davidson (*well mannered!?? you've obviously never met him – Fat Bloke*) 'cackling in David's ear' – and neither of them were actually playing!

Surely, it is not bearded to try to win, nor to use equipment available to anyone? What is bearded is winning at the expense of enjoyment, or in my own definition 'cheating without breaking the rules'.

If somebody interprets the rules in such a way that his own army has a higher chance of winning, and will not accept others' interpretations, that is bearded! Cheering when you succeed is fine, but gloating when your

opponent fails is not. Accepting a rule that does you some good, whilst rejecting a rule which doesn't help you is bearded. Shooting from cover, then saying your opponent can't see you to shoot back is bearded. Knowing a rule when your opponent doesn't know it, and only informing him when it suits you is so bearded you should be exiled to the Chaos Wastes. And 18-year-olds going to clubs and only playing 8-year-olds, (and only then if they promise they have never read the rules) then gloating when you win, is so bearded that not only should you be exiled to the Chaos Wastes, but also, while you're there you should be forced to watch Paul Sawyer eat his tea.

I often try to introduce new, young people to the game, but who would want to continue playing against a really bearded opponent? If you want more, new players, surely fair play and a spirit of mutual enjoyment is how to do it?

I enjoy playing against someone who has studied the rules and makes a hard army to beat – as long as they are in it for fun and want me to enjoy the game as much as they do. I have a friend who does just that – and I have yet to beat him (I hope by the time you read this, that last statement will be out of date). By the definitions suggested in White Dwarf, he is very bearded indeed. I don't think he will like that suggestion – he reads the rules carefully, and uses only the means you have allowed by printing them. How can that be bearded?

I like the way that both Warhammer and WH40K are going – more troop-centred play and less domination by characters and special equipment. The way to win is by being clever, with good strategies, not beardiness.

Peter Cooper
Tabletop Club, Rochdale

Oh dear, the Battle of the Beards (WD228) really let the cat out of the bag. We wanted to show the other side of gaming, as there are plenty of tournament players out there. But we agree totally that the use of clever strategies and troops will always win out against character-heavy armies. Don't exploit the rules to win, use the rules to guide you and you will have really enjoyable games.

IN THE SPIRIT

I've just finished reading WD228's Mailbox and, being stirred, thought I'd reply to Paul Todd's star letter (To Beard or not to Beard?).

Much of what Paul says I agree with entirely. I too would like to see the characters created in Inferno! and Warhammer Monthly brought to life on the table top. The card building sets are

a must for clubs on a budget, and it would be good if you could make the older card buildings from the last Warhammer boxed sets available too, as these make excellent courtyard buildings for the fortress.

A friend and I started the Richmond (North Yorkshire) Warhammer Club over five years ago. During this period I've encountered all manner of characters who indulge in the noble art of fantasy gaming and, to be honest, I don't think any two approach the hobby with the same idea of what is bearded and what isn't. Our club has a huge variation in gamer type, both in age and in attitude of to how to play. One man's cunning ploy is another's gross affront to the spirit of the rules. Let me cite an example...

In WD220 David Cain used a Chaos army against a Dark Elf force. In his force he used a unit of marauders beefed up by three characters. Now in any other race's army this would be fine, but look at it from a Chaos angle. Each one of those three characters has his own retinue. The creatures, mutated troops, Daemons, whatever, that serve, follow and die for them. Now suddenly two retinues find their leaders going off to fight in someone else's retinue! Imagine the mumblings in the ranks! Not to mention the rapid election of a new leader after the battle when a swift blade has dealt with the disloyal one.

Dave is obviously a very honest and sportsmanlike player, and nothing in the Realm of Chaos book prevents him from doing it, but some might have described his use of characters in this way as bearded. The point is made not to have a go at Dave but to illustrate how people's concepts of how the rules are interpreted is invariably different.

I find the best way to approach a game is to regard the fighting of the battle as the main purpose of doing it, and the winning (or losing) as a mere by-product of an extremely pleasant few hours entertainment. Even tournaments are best looked at from this point of view. Having been to the last three Grand Tournaments and spoken with many of the other players lurking around the middle tables, most have agreed that, like me, they are there for a weekend of games, laughs, and a few beers. It's good to play and measure your skills against people other than your regular circle of opponents. But if you lose it's not the end of the world.

It's great to hear Paul is working on starting a club up. It's hard work but worth the effort. I would however like to offer a word of advice. Not everyone who enjoys playing Warhammer is a mad-keen painting nutter. There are those amongst us who enjoy battling it out on the

tabletop but hate hunching over a desk for hours at a time, picking out the immaculate detail on their models. To turn beginners away from the club or refuse them the opportunity to play because they don't have a fully painted army I believe is grossly detrimental. Instead, get them in and let them see how good a fully painted army looks. Give them advice on speed painting, dry brushing and shading techniques. Set aside a corner (well illuminated) for them to have a go at painting under some expert supervision. But don't deny them the opportunity to get stuck in and play if they want to.

Finally, my definition of beardedness is this – if it ever gets to the stage where you (or your opponent) has to say 'but there's nothing in the rulebook says I can't do it' then you're not playing for the right reasons.

Kevin Stace
Richmond

We are great believers in playing in the spirit of your army. It's a belief which might lose you a few games but is ultimately very rewarding (just ask Adrian Wood – he looks like an Ork, acts like an Ork and plays like an Ork and is one of the most fun people to play a game against).

WARNING BEARD ALERT!

I am writing to you for several reasons. Firstly, may I say that the Battlefleet game in WD225 is a little masterpiece (*thank you*). It is fast and easy to play, and huge fleets can be used. I like the Torpedo rules especially, and I find that they are utterly devastating when fired en masse at one ship (the enemy flagship of course). I have a suggestion though: I think the firepower chart (for working out the number of dice you roll to fire, depending on distance, angle, etc) is a bit unfair. I mean, a two mile-long cruiser is going to have a pretty good targeting computer, isn't it? For this reason, I think that the chart should give a few more dice to roll when you fire at a ship. Good game though, and I hope that you put some more stuff in White Dwarf soon.

Secondly, the new 40K game. The rules are a lot faster and easier to remember than the old version, but they are much more inflexible! There is nothing I like better than making special vehicles, troop types and characters for my Imperial Guard army, but now I can't. What's worse is the fact that I now have to change all my existing special units to fit the rules. Also, the new Imperial Guard character stats are utterly feeble! I mean, a Colonel has a WS and BS of only 4! In my opinion, and probably a lot of other people's as well, this should be a lot higher (at least 5, if not 6). My siege tanks, assault troops and my commander are all useless!

Thank you for listening, rant over.

Alun Beard
Bridgend

Erm... thank you Alun, your letter has piqued the interest of Andy Chambers and he will be sending you an answer personally. However we will answer one of your questions. There will not be a second installment of Andy's spaceship battle game.

SCARY DWARFS

How often do your opponents say something like: "Declaration of charges – my knights against those missile troops. Your guys are in BIG trouble..." It happens regularly with my Dwarf army and you know what? I win battles as a direct result!

The secret to the success of any army is to make every unit count for something, and this is especially true of defensive forces. All too often there is no conveniently situated hill to allow your archers a clear field of fire, requiring them to be set up in the main battleline. Missile troops provide an ideal weak point in a battleline which is very easy to exploit. They are usually formed up in a line, with no ranks, standard, musician or leader. Against good shock troops, they are, erm, dead. However, there is an easy way around this, and three armies in particular can gain from it: Dwarfs, High Elves and Dark Elves.

These three armies have some of the best missile troops in the game, on the grounds that they can also fight in combat and win. High Elf Lothern Sea Guard and Dark Elf City Guard combine basic troops (spearmen) with good quality missile troops (archers and repeater crossbowmen). This means that, at a slightly higher cost, you can create a unit of infantry which doubles up as archers. In a defensive army, this is perfect: every unit in your battleline must count for something.

The Dwarf army has something even better – crossbows! Dwarfs are by nature slow and stubborn, and crossbows are the ideal weapons for them. Furthermore, you can arm them with light armour (automatic), shields (cheap and useful) and (best of all) double-handed weapons. If Dwarfs manage to charge, by the second turn of combat they strike last and die horribly... But using my method, you can have crossbows firing for the first couple of turns, then take the charge (standing and shooting, of course) and strike back with +2 Strength!

If you get a unit of twenty plus a character, including musician and standard (preferably with a Rune of Courage), you have a frontage of seven (good for shooting), three ranks (good for being on hills) and a unit of Dwarf Warriors who can shoot for the first few turns!



Other armies' missile troops can be perfectly respectable in combat: Empire detachments let you combine shooting and combat units, the Bretonnian Arrowhead formation gives you a decent rank bonus and stops you having long, indefensible lines of archers, while Goblin archers come in such vast numbers that they can simply overwhelm the enemy!

'Fighting' missile units are rarely the cheapest in your army (Dwarf Crossbows cost as much as Veterans!), but ultimately save you points, as they cut out the need for a unit of warriors and a unit of archers, one of which will be useless most of the time (warriors until they get into combat, archers if they are charged quickly). In defensive armies, every unit must count for something, so 'fighting' missile troops are some of the best units around. I personally take at least two units of fighting Crossbows as my basic Dwarf infantry. Well led, with a Rune of Courage, they are absolutely unbreakable and can take on more or less anything. At 16 points a head they aren't cheap, but they are very effective.

Benedict Coffin, York

Thanks for the tips Benedict. Now the Dwarfs are even more scary to fight! You can easily apply these tactics to any of the other armies. Any unit that has a full complement of champion, standard and musician becomes a serious threat on the battlefield. And to help you on the way, Benedict, a box of goodies is winging its way to you.

IN THE DARK

I am an avid collector of Games Workshop models and I really enjoy painting them. However in the winter I find painting difficult due to the fact that it gets dark early. The room I use for painting in has only one light in the centre of the room and I find that the light isn't strong enough to illuminate the corner I paint in. I have been considering buying a long-necked lamp for my desk and I was wondering if this would help. What I really need is a light that will not cast shadows on the model I'm painting. If you have any advice for me on this subject then I would like to hear from you, as lighting is a fairly big problem for me.

Grant Conroy
Inverurie, Scotland

Well we have no control over the weather (not yet anyway!). So we went and asked our 'Eavy Metal team for advice. They recommend a 100W daylight bulb (they have a blue tint) and an angle-necked desk lamp, both of which should be available from your local DIY store. Hope this helps!

Well that's it for another month. Looks like Paul Todd's letter (WD228) has really stirred you all up. What do you think? Do you like to win at any cost? Or do you enjoy playing friendly games where winning is not so important? Drop us a line and let us know.

Remember this is your page, your chance to tell us what you think.

Until next month...

VINDICATOR

A devastating weapon to strike terror deep into the hearts of the enemy, the Vindicator is now ready for use in your Space Marine armies. Based on the Rhino STC, this siege tank features the huge demolisher cannon, one of the most powerful ordnance guns in Warhammer 40,000.

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+++ENTERCLASSIFICATION: VI/AA/283*A+++

+++ENTERCYIPHERCODE:*****-***+++

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FILE REF: VI/AA/283*A

SUBJECT: Vindicator Close Support Armoured Vehicle

INCEPTION: c. 356-372.M31

ORIGIN: The first Vindicator prototypes were created during the third Rothern I pacification of the Great Heresy. Faced with the need

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+++for heavy siege weaponry in the twisting streets of Stahlberg. Techmarines of the Ultramarines Legion mounted modified macro-cannon breech and barrel assemblies inside structurally reinforced Rhino APCs. These early Vindicators proved highly effective in the dense fighting conditions in which they were deployed, as they carried far greater firepower than could be mustered by Heretic forces within the confines of the city. The Vindicators were instrumental in the recapture of Stahlberg and hence ultimate victory in the pacification as a whole.

After Rothern I, a more standardised version of the Vindicator was established, utilising the STC compatibility of the Rhino and the Leman Russ 'Demolisher' siege tank to create a dedicated siege/support vehicle for the Adeptus Astartes.

IDENTIFICATION: The most obvious feature of the Vindicator is the large bore demolisher cannon mounted on the front of the hull. This is surrounded by additional armour plating and blast suppression rams. Internal pressure within the hull increases dramatically during firing, posing a danger even to genetically engineered Space Marine crews. To compensate for this factor, the hull incorporates two counter-cyclic equalisation fans for quickly restoring pressure balance in the interior. A remote sighting scope is also incorporated into the Vindicator's deck, allowing for targeting of the demolisher cannon without exposing the crew to the exterior. The sides of the Vindicator's hull are also extensively armoured, coupled with superior internal



bracing so that the hull can withstand the tremendous recoil of the demolisher cannon.

ROLE: The Vindicator has two primary roles. Firstly, it is an excellent infantry close support tank, ideal at bringing a tremendous amount of firepower to bear in dense terrain. In particular, it excels at urban and jungle/forest warfare, where lines of fire are greatly reduced and its comparative lack of range is no hindrance. Its second function is in siege reduction, where its massive ordnance armament is highly effective at destroying bunkers, fortifications and earthworks. As a secondary role, the large Demolisher shells can prove very useful against enemy armoured vehicles, particularly transports and reconnaissance vehicles which lack the heavy armour of a battle tank. In one notable incident during the destruction of the Thessaly Regime, a lone Vindicator held up a rebel armoured column for eight days. The Vindicator blocked a roadway through a narrow gorge, positioned just beyond a blind turn, and destroyed any target which presented itself. It was eventually destroyed by enemy infantry climbing the sides of the gorge and attacking it from the rear.

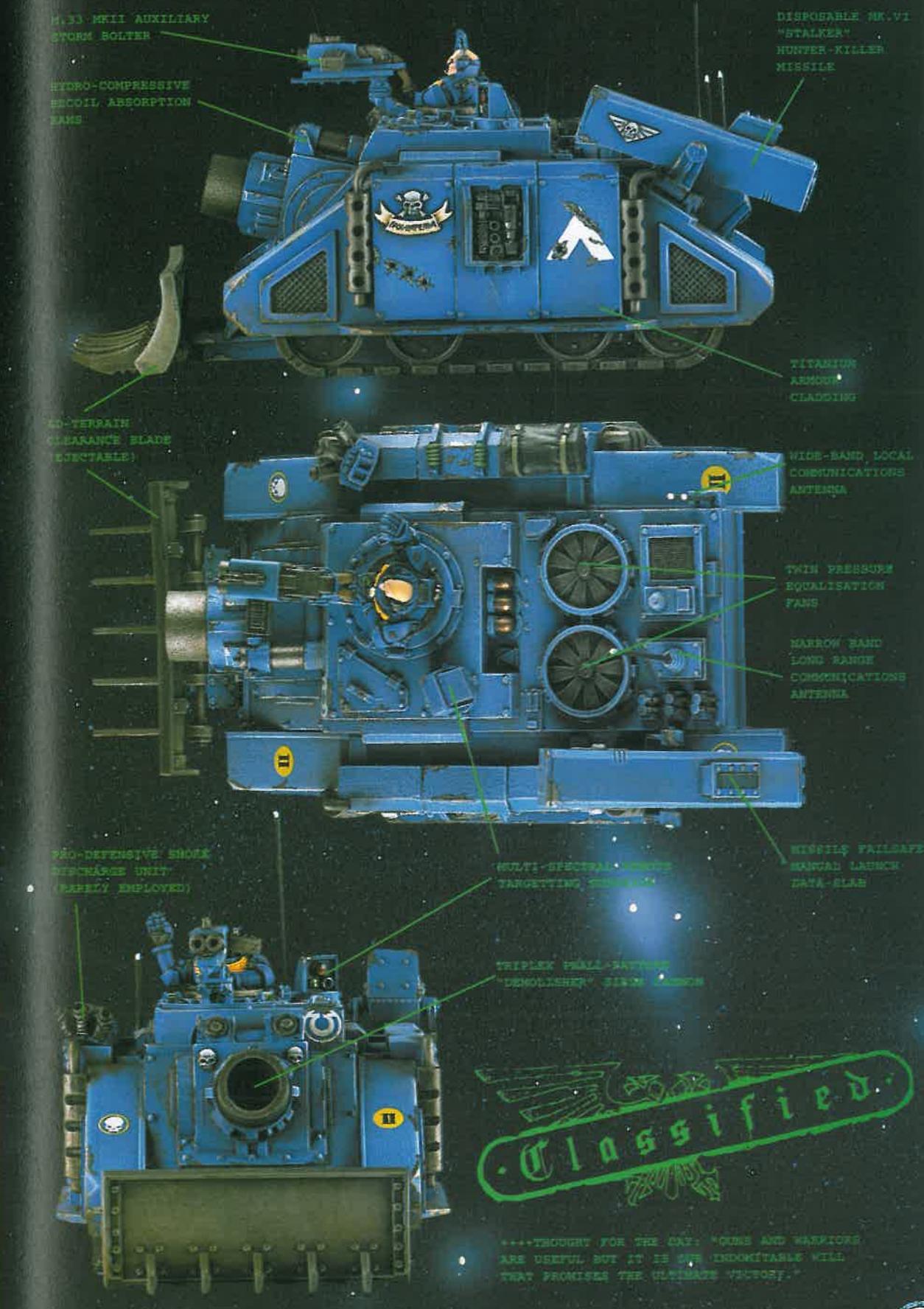
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AND TIME WILL TELL

By Jonathan Green

The history of the Warhammer world is possibly one of the most in depth and detailed fantasy worlds ever invented. Over the next few pages Jonathan Green explains how the histories of all the races can be used as an aid to playing 'historically accurate' battles. We've also included his timeline for you to use as an easy reference to the dates of major events in Warhammer history.

Wone of the most outstanding elements of Warhammer, that makes it such a brilliant game to play, is the detailed background of the Warhammer world. Everything from its many and varied races to its topography and geography has been recorded, but most stunning of all is its historical background. Thanks to the tireless work of scribes, toiling by candlelight in their scriptoriums in the University of Altdorf, we know all there is to know about the history and chronology of the Warhammer world.

These records date right from the time when the Old Ones built their fabulous cities and temples in Lustria, through the rise of the races of the New World, the Age of Chaos and the Time of Woes of the Dwarfs, up to the present day. As a result we have a detailed record of many of the events that have rocked the world from the beginning of time.

And time itself can have a tremendous impact on games of Warhammer. For example, the Lizardmen would never have faced battle against the cruel Dark Elves before the great Sundering of Ulthuan because at that stage the race did not even exist; Malekith the Witch-King and his followers were still counted among the High Elves.

The idea for this article first seeded itself in my mind when I read 'The Oldest of Enemies' article back in White Dwarf 208, which presented the history of the enmity that has existed between the Orcs and the Empire since before the coming of the first Emperor, Sigmar. It threw up the idea of fighting 'historically accurate' battles in the Warhammer world. This would be an alternative way of playing individual games, or even whole campaigns, to that initially suggested in the original boxed game. Rather than just picking random missions, a scenario could be played out with a historical theme.

In this respect I was also inspired by the excellent Warhammer campaign packs, which actually present historical episodes from the annals of the various races. The Grudge of Drong, Idol of Gork, Circle of Blood, Perilous Quest and Tears of Isha each deal with historical conflicts that, whilst not necessarily of earth-shattering nature, are important to either the races involved or the locale in which they are set.

A Brief Treatise on the Nature of History

There are three basic elements that make a battle or a campaign historical different to the standard randomly picked, pre-written conflict between two armies of equal points values. These are the scenario, the special characters involved and the restrictions placed on the armies.

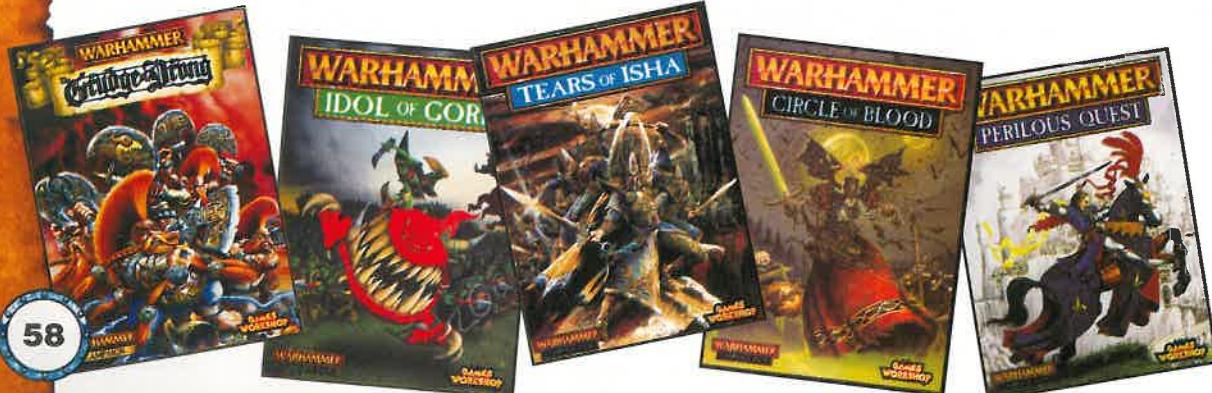
The Scenario

The scenario is the element which can most obviously turn another afternoon's dice-rolling into a re-enactment of world-altering events from the past. By placing a game in a certain period of history it immediately gives the game a context, creating a setting, a particular atmosphere and a background for the events taking place.

There are many such periods in the history of the Warhammer races that could be used to create an atmospheric backdrop to a series of battles. During the Time of Woes, when the Slann Mage-Priests of Lustria managed to shift the positions of the continents, the World's Edge Mountains were riven by earthquakes. The Dwarfs of the mountain strongholds that survived the devastation found themselves thrown into conflict with Orcs, Goblins and Skaven as their enemies tried to seize what little remained. This era would provide a suitably grim background for a campaign of battles between any of the invading armies and the Dwarven defenders.

For those players who muster hosts of High Elves or their twisted Dark Elven kin, the entire reign of Caledor the Conqueror, which includes the Sundering of northern Ulthuan, would be fitting for a whole campaign. The Errantry Wars in Bretonnia represent a time when the chivalrous subjects of the king of that country came into conflict with the green-skinned races. The Wars of the Vampire Counts chronicle the struggle of the Undead armies of Sylvania versus the Elector Counts of the Empire.

Flicking through any of the Warhammer Armies books or Campaign Packs will provide you with a host of battles to re-enact and a plethora of ideas for historical scenarios. But don't take my word for it; have a look for yourself.



These are all the Warhammer campaign packs released so far. Together they contain five campaigns involving eight Warhammer races.

Special Characters

For me, special characters really make games of Warhammer. Just one individual can embody everything about a particular race that makes it fascinating to play. But as you delve into the history and background of these individuals, one thing becomes plainly obvious. Apart from the odd exception, these characters have not been around for ever and are very likely to have been long-dead by the year 2500 (Imperial reckoning).

This can have important consequences for both the make-up of an army and that of its opposing force. If your Empire army was led by Magnus the Pious, you shouldn't field the Grand Theogonist Volkmar or Tzarina Katarin, the Ice Queen of Kislev, in the same force, as Magnus died long before either were even born. On the other hand it means that if you are recreating the rampages of an Orc Warlord, during the time of the Empire's Crusades in Araby, and fought out his battles against the Undead you would be prevented from having the Necromantic army led by Nagash. At that time, the Great Necromancer was enjoying one of his 'dormant' millennia.

Equally, if you were playing a game based around a particular historical scenario, you could not include characters who were not alive at the time. A game set during the time of the Great Chaos Incursion, when the Dark Elves and their Chaos allies invaded Ulthuan, could not include Shadowblade, the Master of Assassins, among the forces of the Witch-King. By 2500 Shadowblade is still only 150 years old and events, such as the Battle of Finuval Plain, that took place during the Incursion, occurred between 2301 and 2303. Likewise, the warrior maiden of Bretonnia, Repanse de Lyonesse, must have been lying in her tomb for at least four centuries by the time an allied force of Skaven and Undead sacked the Abbey of La Maisontaal in 2491.

The Good, the Bad and the Immortal

Immortal Characters

There are some special characters who seem to have been around since time immemorial. As a result they can appear in virtually any campaign at almost any time in history. Yet even these near-immortal figures have their limitations, usually periods when they are required to rest to recuperate their energies and so live for another century or three.

These characters usually come from races that are particularly long-lived to begin with. Most notable of these are the ancient Elven and Dwarven races and the Slann of Lustria. The High Elf Prince Tyrion, and his brother Teclis the Mage Lord, are several centuries old, while Malekith, Witch-King of the Dark Elves is over 6,000 years old (thanks in part to his mastery of Dark Magic)! The oldest of the Dwarves have lived to a very great age indeed. Kragg the Grimm, the most long-lived Runesmith of his age, forged his first rune back in 892, by Imperial reckoning.

The Slann

The Slann Mage-Priest caste of the Lizardmen are the most ancient of all living creatures. All the Slann that are alive today were spawned in the time of the Old Ones and served the ancient gods before they perished during the great catastrophe, when the polar warp gate collapsed. Even the youngest of the Mage-Priests are at least 7,000 years old and can remember a time before Elf or Dwarf history began!

Chaos

The followers of Chaos are relatively unaffected by the passage of time (although of course their opponents are!). This is due partly to the great age to which some creatures of Chaos live. Rumoured by scholars to be the longest lived of all living creatures, the Dragon Ogres made a pact with the Dark Gods to avoid their otherwise inevitable extinction.

The forces of Chaos are also unrestricted by the nature of time due to where they reside. The Realm of Chaos itself is a place

where time and space no longer have any meaning. As the warp gate spews out the raw stuff of magic, the very earth is mutated under a sky that is perpetual darkness. As a result, hosts from this distorted version of the world come back year after year, either apparently unchanged or conversely changed beyond all recognition by the warped power which saturates that land.

Although decades have passed in the mortal world, to those who walk in the fluctuating zone of the Realm of Chaos it may seem a matter of only a few years. There, champions from past, present and future fight an eternal war that rages between the Chaos gods.

While mortal devotees of the Dark Gods, be they Chaos Marauders or Warriors, eventually age and die, as do the different breeds of Beastmen, many of the soldiers of Chaos are the immutable creatures of Daemonkind. The Greater Daemons and Daemon Princes are virtually immortal, able to return time and again to thwart the plans of men and exact revenge on an unsuspecting mortal populace, centuries later.

Skaven

The Skaven, vile children of the Horned Rat, are normally considered to be a short-lived race – those who reach old age only living for around twenty years. However, among them, either by the use of warped magic or thanks to genetic differences, the Warlocks and Grey Seers of the species live considerably longer, to see their devious schemes come to fruition.

Undead

Those other dedicated practitioners of Dark Magic, the Necromancers and their ilk, have also used the black arts to desperately cling onto the mantle of life, no matter how maggott-ridden and rotten it may become! The Undead can be particularly awkward, or convenient depending on whose side you're on, because of their tendency to have already died once and so not have a life-span as such. Until someone else decides it's time for them to be banished back into their graves, they'll just keep relentlessly churning out their world-dominating schemes.

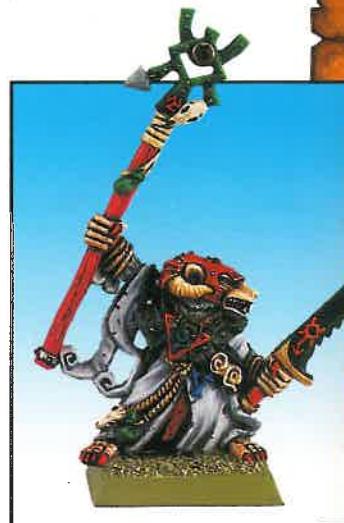
However, even these undying characters have their limits. Although it seems that even the most feared Vampire Lord can be brought back to life by a single drop of carelessly-spilt blood, there are times when their remains lie undisturbed for a few precious decades. For example, after the annihilation of his army at the Battle of Hel Fenn, Mannfred von Carstein's bones lay in the swamp for almost four hundred years before the attentions of Hermann Schtillman the Necromancer returned him to unlife. And as already described, even Nagash the Supreme Lord of the Undead himself has enjoyed centuries of death-sleep beneath his fortress of Nagashizzar.

Dark Elves

Other races and individuals have extended their life-spans beyond their natural limits by sorcerous means. The cruel practices of Naggarond's Witch Elves ensure that their Hag Queens can live on year after year, decade after decade, century after century. Every Death Night their beauty and youthful vigour are restored by their bloodthirsty rituals.

Chaos Dwarfs

The effect of the corrupting powers of the warp on the already long-lived Dwarfs was to produce the Chaos Dwarfs of the



Skaven Grey Seer

Dark Lands. The kindred of Zharr-Naggrund respect age and knowledge just as much as their uncorrupted brethren and the oldest among the Chaos Dwarfs are their sorcerers. However even their greatest sorcerers are doomed to turn to stone – a fateful side-effect of the warped magic they practise – although only after many centuries of labour.

Legendary Figures

Although the Elven and Dwarven peoples would appear immortal to men whose lives last only sixty or seventy years (if they are lucky) in the Warhammer world, even they are doomed to die. But among them there are those it seems whose blessing (or curse) it is to never shrug off the burden of existence.



Ariel, Queen of the Wood

Through the strange magic of the Oak of Ages, in which they are then laid to rest, they are restored and rejuvenated. With the first signs of spring they emerge from the ancient tree totally regenerated. Hence, although they have been around since a thousand years before the founding of the Empire, and may appear at almost any time in history, if the battle takes place during the cold, dead months of winter they will not be able to help the Elves of Loren. Even immortality has its limitations!

The White Dwarf

Among the children of Grungni, one of the ancestors of the Dwarf people, from before the War of the Beard, has passed into the state of immortality. He is Grombrindal, the White Dwarf himself, who some believe to be the legendary King of Karaz-a-Karak, Snorri Whitebeard.

Many sagas record the appearance of the White Dwarf through the Dwarfs' long history. He always comes when his people need him most, when the odds are stacked against them, and without fail his arrival turns the tide of battle back in their favour.

The Venerable Lord Kroak

Still further characters may exert an influence in person during a battle even though they are already dead, and I do not mean those who have embraced undeath as a way of life(?!). The most ancient of the Slann Mage-Priests of the Lizardmen, from the times of the first spawning, have been dead for longer than even the most long-lived Elves can remember. However, when the pyramid cities of Lustria are threatened by outside invaders their mummified remains are taken from their burial vaults to join their living kin in battle.

These ancient husks are still saturated with magical energy which other Mage-Priests may draw on to increase their own spell-casting capabilities – for the Slann are the greatest sorcerers in the Warhammer world. For this reason they are rightly venerated relics. Lord Kroak of Itza is most highly venerated of all and on many occasions his *Sacred Serpent Standard* and his *Amulet of Meteoric Crystal* have saved the Mage-Lord's loyal servants from the depredations of other hostile races.

Count Mordrek the Damned

As has already been stated, none are freed from the restrictions of time in quite the same way as the forces of Chaos. This has never been more true than in the case of Count Mordrek the Damned.

For some unfathomable reason of their own, the inscrutable gods of Chaos have cursed Mordrek with the 'gift' of Living Damnation. It is his lot to walk the world at the whim of the Dark Gods, enduring eternal change as well as eternal life. His body is constantly mutating inside his Chaos armour and although he has been slain in battle many times, he has always been resurrected to fight again another day!

And yet other near-immortal characters originate from the short-lived races of men. Most notably are two – thought, by those who do not know any better, to be figures from Bretonnian folklore. The people of that country have believed in the Lady of the Lake since before the time of Gilles le Breton, the first king of Bretonnia. She it is who causes the crops to grow and the sun to shine. She also protects her people from the ravages of the foul begotten races of Orcs, Skaven and worse.

The Fay Enchantress

One of the ways in which the goddess does this is through her prophetess, the Fay Enchantress. She appears in legends and fables, dating back as far as the Dark Age of Bretonnia, in which she offers mysterious aid to the brave knights who need it. Although there have been many different Fay Enchantresses over the centuries, the essential essence of what it is to be the prophetess, and what she represents to the people of Bretonnia, is eternal. So even though Morgiana, the current prophetess of the Lady of the Lake, is just one in a long line of such women, she is at the same time the same Fay Enchantress as the first to ever serve the



The Green Knight

goddess. As a result, if you are fighting battles with the knights of Bretonnia, your army may include the Fay Enchantress whether it takes place during the days of Gilles le Breton or in the reign of Louen Leoncouer.

The Green Knight

Like the prophetess of the Lady of the Lake, the Green Knight is another figure from Bretonnian legend. However, unlike the Fay Enchantress he is the same knight who has always been the other-worldly champion of the Lady of the Lake.

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Some say he is Gilles le Breton himself, sworn to protect the sacred places of the Lady for all eternity. Whoever he is, he is no longer mortal, that is certain. Hence he could appear in virtually any campaign fought by the Bretonnians no matter when it took place in their history.

Ancient Beasts

Of course it is not only certain races or individuals within them who have extremely long life-spans. Many monsters that may be summoned in time of war do as well. Probably most notable among these are Dragons. The Dragons are an incredibly ancient race that existed long before Elves or Men set foot on the planet. Although few in number today, for hundreds of years the greatest of these ancient reptiles have spent most of their time asleep under the mountains.

There are other creatures of abnormal longevity. These include the Great Eagles, wise and intelligent creatures that live for many centuries, watching the world from their lofty mountain eyries, and the mysterious Treemen of Athel Loren.

No, you may not fight this day!"

Army Restrictions

Apart from the presence of particular special characters, the restrictions placed on an army because of its historical setting manifest themselves in terms of the troop types and allies available to its general.

In the same way that certain special characters cannot appear before or after particular dates in the historical record, likewise certain troop types may not. It is interesting to note how many troop types only came into existence later in a race's military development.

The Lizardmen of Lustria were either brought to the Warhammer world on the starships of the Old Ones or genetically-engineered from creatures already living there, while the primeval reptiles which the Slann utilise in their armies have been in existence for millennia. The races of the Dwarfs, Chaos Dwarfs and all the Elven kin have been as they are now for countless centuries. Even the forces of Chaos have existed as they do now for countless ages within the polar wastes, although at the same time they are paradoxically always changing and mutating! It has usually been the shorter-lived races, such as humans and the hyperactive Skaven, that have seen the most changes.

The first true Skaven did not emerge from the tunnels of their Under-Empire until circa -1600 (Imperial reckoning), with the order of Grey Seers not established until circa -1500. Hence this race could not face the Undead of Nagash or the armies of the Lizardmen before then. There were not any members of the disease-ridden Clans Pestilens in the Old World between -1399 and circa 100. At this time they were living in self-imposed exile in the sweltering jungles of Lustria, ravaging that land with their plagues spread from the overrun temple-city of Quetza. The deadly Skaven Doomwheel was designed by the current Chief Warlock of Clan Skyre, Ikit Claw. As a result there would have been no Doomwheels to support Skaven armies before the Great Chaos Incursion.

The great Empire itself did not exist, as it does now, before the first year of the Imperial calendar, when it was founded by the God-Emperor Sigmar. The first Grand Theogonist was not invested until the year 73, while the renowned orders of the Knights Panther and the Knights of the Blazing Sun were not created until the times of the Crusades in Araby and after the battle of Magritta in 1457, respectively. There weren't even the eight Colleges of Magic until after 2302, when Magnus the Pious lifted the ancient laws against the practice of wizardry.

Going back to the background in the Empire Warhammer Armies book, the erudite scholar discovers that the eight infamous Steam Tanks of the Emperor's army were an invention of Leonardo da Miragliano. He was the former Chief Engineer of the Imperial Engineering Guild which was itself only relatively recently established in Altdorf. The Imperial

forces were also likely to have been missing their Halfling soldiers until they were granted their own land in 1010. The Moot, like all Empire lands, has since provided troops for the Emperor's armies.

It is interesting for historians to note that the Undead did not walk in the dark forests of the Imperial state of Sylvania until Geheimnisnacht 1111! The first of the Vampire Counts, Vlad von Carstein, still did not emerge until 1797!

There were no knightly orders, as we know them today, in the fair land of Bretonnia until the tenth century by the Imperial reckoning. The Black Orcs, so renowned for being the biggest and strongest of their kind, did not come into existence until -150 when they were created through the twisted experiments of the Chaos Dwarfs in the Tower of Zharr-Naggrund.

Re-enacting actual historical battles

Troop type restrictions apply more generally, regardless of when those troops came into being, if you are re-fighting actual chronicled battles. You can only use those warriors who were available at the time. This is demonstrated very well in the Warhammer campaign packs where for each battle the troop types you can select are listed on the generals' battle scrolls.

Apart from those referred to in the campaign packs, there are many other battles mentioned in the chronologies of each race in the Warhammer Armies books. Any of these are ripe for re-enactment. The only limiting factor on some of these though might be the number of points involved (see 'A Gathering of Might' back in WD181)! Alternatively you can just give your scenario an 'accurate' historical setting.

Making up your own historical scenarios

Before starting to create your own historical scenario you'll have to find out which characters, troop types and allies will be available to the opposing sides.

To help you with this I compared the various chronologies of the races of the Warhammer world, from the Book of Days of the High Elves to the Lizardman Timechart, and set about the mammoth task of combining all the timelines from the different Armies books.

To begin with I decided that the last two and a half thousand years of history (from the founding of the Empire) would suffice to build a suitable composite timeline. You will see that in the timeline each race is represented by its own column. The columns can be cross-referenced to provide you with all the information you need for choosing the time and forces that will fight in your own historical campaign.

NB – The only race that does not have its own column is the Chaos Dwarfs. This was because, as yet, the Chaos Dwarfs do not have their own fully-fledged army book. And they have been isolated for so long (with only green-skins for company) that the brief historical outline of the race printed in the compilation of articles from White Dwarf records only one battle, against the High Elves, within the time period I had chosen for my timeline.

Conclusion

So there you have it – my personal approach to fighting historically accurate battles in the Warhammer world. Adding such historical elements to your games brings new challenges for even the most experienced of generals as they restrict the armies involved in a number of ways. So why not test your own tactical skills and have a go yourself? And of course, by fighting your own historical campaigns, you are making history yourself, adding a plethora of minute details to the vast background of the Warhammer world and its many races.

0

-1 - Battle of Black Fire Pass. A Dwarf and Human force defeat a massive Orc army.

100 - First Undead attacks by Settra the Tomb King's fleet

176 - Following small incursions by Chaos warbands, watch towers are built along the border of the Chaos Wastes and Naggaroth.

211 - New watch towers warn the Dark Elves of an attack by a Chaos army, which is then defeated

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500

700-900 - Bretonnian warlords invade Athel Loren.

700-900 - Bretonnian warlord Athel Loren.

753 - Dark Elf slave-ships start roaming the globe.

997 - Gilles le Breton leads knights of Bretonnia in twelve battles against the Orcs and wins every one

1000-1500 - The Chaos citadels Infernus and Black Rock are built

1001 - Louis the Rash is crowned the first king of Bretonnia

1005 - Louis the Rash sends envoys to the King and Queen in the Wood

1005 - Louis the Rash sends envoys to the King and Queen in the Wood

1000

1111 - The Black Plague. Skaven attack Dwarf strongholds in great numbers

1122 - A High Elf punitive force to Naggaroth is massacred by the Dark Elves.

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1142 - King Guillaume defeats the Orcs at the Battle of Armandus

1125 - The Dark Elves invade the Shadowlands and drive back the High Elves

1125 - The Dark Elves invade the Shadowlands and drive back the High Elves

1449 - The start of the Crusades against Araby

1350 - A Dwarf army is defeated at the Battle of the Pine Crags

1131 - The Dark Elves rebuild the Citadel of Anlec in the Shadowlands

1133 - The Griffon Gate is besieged by the Dark Elves

1452 - Bretonnian knights fight Orcs and Goblins at Blood River on the way to Araby.

1133 - The Griffon Gate is besieged by the Dark Elves

1146 - The siege is finally lifted by Menthius of Caledor

1500

1501 - Raaves of Gorthor Hochland is devastated. The Battle of Hergig

1501 - Menthius is slain, assaulting the Citadel of Anlec

1501 - Menthius is slain, assaulting the Citadel of Anlec

1635 - The Battle of Castellet against raiders from beyond the sea

1670 - Battle of the Meadow. An Imperial army is ambushed and routed by the folk of Athel Loren.

1715 - Bretonnians defeat the Orc hordes of Warlord Gorbag

1715 - Kastagr, Champion of Khorne, attacks the Goblins of Gnashrak's lair

1703 - Norse raids against Ulthuan begin with Magnus the Mad besieging Lothorn

At the battle of Black Fire Pass, a human army under Sigmar and their Dwarf allies defeat a massive Orc army. This forces the way of the Undead into the Empire.

c100 - Sigmar is crowned Emperor.

c100 - Sigmar destroys a Skaven horde in the South Lands.

0 - Prophecy of Sotek discovered in Chacha Rise of the Cult of Sotek

100 - Skaven Clan Pestilens abandons Quetta and migrates back to the Old World through the South Lands

315 - Lord Tepec-Inzi leads an army to Naggaroth. The Dark Elves are defeated and the star stela of Quetli is recovered.

1 - The Battle of Black Fire Pass. The Orcs suffer a resounding defeat at the hands of a Human and Dwarf army, paving the way for the founding of the Empire.

17 - Sigmar destroys a Skaven horde in the Middle Mountains of the Empire.

c100 - Clan Pestilens emerges from Lustria and starts the first Skaven civil war.

1-15 - Nagash heads towards the Empire to retrieve the Crown of Sorcery. Nagash is felled by Sigmar at the Battle of the River Reik.

16 - Krell, the only survivor of Nagash's army, is defeated at the Battle of Glacier Lake and is put in a magical tomb.

c100 - The first raids on Bretonnia by Settra the Tomb King's fleet.

bretonnian warrior

876 - The Vampire Luther Harkon is washed up in Lustria. He creates the Undead realm, the Vampire Coast.

888 - Lostenksson lands in Lustria and founds the colony of Skeggi. Norse raids into Lustria begin.

891 - Norse Valkyries are expelled from Skeggi and give rise to the legend of the Amazons.

930 - Lord Xitep of Itza turns back Luther Harkon's attempt to penetrate the Lustrian interior.

977 - Gilles le Breton creates the land of Bretonnia. Orcs and Goblins retreat into the Grey Mountains.

876 - Norse raiders capture an Empire merchant ship and unwittingly take on board the body of the Vampire Luther Harkon. He reaches Lustria and founds the Vampire Coast.

s the Rash sends Queen in the Woods

1111 - The Black Plague. Skaven emerge to take advantage of the disaster.

1124 - Count Mandred Skaven Slayer drives the Skaven and is elected Emperor.

1111 - The Black Plague. The Skaven make massive incursions into the Empire.

1111 - The Black Plague is released by the Skaven. In Sylvana Vanhal raises an Undead army from the bodies of plague victims and turns back the Skaven.

1112-1123 - Vanhal builds the fortress of Vanhaldenschloss and carves out a huge Undead empire. For decades Vanhal, the Skaven and the Empire fight each other.

1150 - Ibn Jellaba of Arabi finds the hidden Lizardman city of Zlatian in the South Lands.

1142 - Guillaume, the third King of Bretonnia, defeats a large Orc army at the Battle of Armandur, driving the last of the Orcs out of northern Bretonnia.

1150 - Ibn Jellaba of Arabi finds the hidden Lizardman city of Zlatian in the South Lands.

1175 - Settra leads a large raiding force against Bretonnia but is defeated at Savage Point. Settra escapes.

1207-1244 - Dieter Heisnicht is driven out of Middenheim. He defects to an Imperial army with his Undead but is then beaten at the Battle of Beelkerhoven by an Imperial and Kislevite force.

1158 - The Crusades against Arabs begin.

1492 - Marco Columbus of Illea voyages to Lustria. He witnesses the defeat of a Dark Elf raid on Tlaxlan.

1158 - The Crusades against Arabs end.

1690 - The Cathayan Yun-Tuan escapes sacrifice in Zlatian.

1563 - The taking of Tobar in Illea by the Skaven.

1565 - Tobar is recaptured by a mercenary army and High Elf force.

1681 - The Night of the Resless Dead. Nagash returns to life.

1707 - Gorbad Ironclaw invades the Empire through Black Fire Pass.

c1705 - Gorbad Ironclaw defeats Crusher Zogorb and unites the Ironclaw and Broken Tooth tribes.

1707-1712 - Gorbad Ironclaw leads a huge Waagh into the Empire. He wins the Battle of Solland's Crown and the Battle of Grunberg but is at last defeated at the Siege of Altdorf.

WARHAMMER
TIMELINE

1783 - The Dark Elves discover a way through the Underworld to the High Elf colony of Arnhelm in the New World, and mount raids.

1813 - The Red Pox ravages Bretonnia. The Skaven besiege Brienne and Quenelles. The sieges are broken by a combined force of Bretonnians and Wood Elves.

1813 - The Wood Elves aid Bretonnians against the Skaven. Brienne and Quenelles.

1814 - Decasor, Champion of Nurgle, defeats a Skaven horde from Hell Pit that emerges to loot warpstone from the Northern Wastes.

2000

2006 - A huge plague fleet lands in Bretonnia. The minions of Khorne, led by Chaos Lord Kharan, defeat the Bretonnians at the Battle of Lamemansons.

2007 - The Battle of Couronne. Repasse de Lyonesse leads an army against the Chaos horde. Chaos Lord Kharan is slain.

2006 - A huge plague fleet lands in Bretonnia. The minions of Khorne, led by Chaos Lord Kharan, defeat the Bretonnians at the Battle of Lamemansons.

2007 - The Battle of Couronne. Repasse de Lyonesse leads an army against the Chaos horde. Chaos Lord Kharan is slain.

2010 - The Battle of Hunger Wood. Dwarfs and the Empire fight the Vampire Counts of Sylvania.

2155 - Beastmen sack and burn the town of Malthofen.

2201 - King Louen Orc-Slayer declares an Errantry War against the Orcs.

2250-2300 - Chaos incursions and raids grow more frequent.

2297 - The Affair of the False Grail.

2300 - The doom of Mousillon.

2301 - The Great Chaos Incursion. The forces of Chaos assault the entire world.

2302 - The Siege of Praag. Chaos hordes defeat two Kislevite armies. Praag falls in the winter.

2303 - Battle at the Gates of Kislev. Magnus the Pious defeats the Chaos horde.

2320 - The Skaven mount raids against the western ports.

2420 - King Charlen renews the Errantry Wars against the Orcs.

2301 - The Great Chaos Incursion. Dark Elves invade Ulthuan with Chaos allies. The Witch King is defeated at the Battle of Fimvul Plain.

2302 - The Great War Against Chaos. Karaz-a-Karak is attacked but holds out.

2303 - The Dwarfs send troops to Kislev, where Magnus the Pious lifts the siege.

2321 - The Battle of Bloodwater Sound. Dwarf Ironclads defeat a Skaven fleet.

2420 - The Battle of Iron Gate. Goblin Warlord Grom defeats a Dwarf army in the World's Edge Mountains.

2301 - The Great Chaos Incursion. Dark Elves invade Ulthuan with Chaos allies. The Witch King is defeated at the Battle of Fimvul Plain.

2303 - The Dark Elves are finally driven out of Ulthuan.

2303 - The Dark Elves are finally driven out of Ulthuan.

2423 - Eltharion leads a highly successful raid against Naggarond.

2425 - The Goblin king, Grom the Paunch, invades eastern Ulthuan but is defeated by Eltharion and a High Elf army.

2491 - Undead allied with Skaven attack the abbey of La Mauontal. They are beaten by the Duc de Quenelles and his knights.

2493 - The Battle of Amurell's Tomb against a Chaos Dwarf army.

2495 - Lichemaster Kemmer's Undead forces attack Athel Loren. They attempt to invade Bretonnia. They are destroyed by the Wood Elves.

2500

2500 - King Louen Leoncœur crowned king of all Bretonnia.

2510 - The Battle of the Monoliths. The Arch-Lector of Sigmar's army is utterly crushed by that of Chaos Lord Archaon.

2503 - Karak Azul is attacked by Orcs led by Gorfang Roggn. The Orcs win.

2510 - Battle of Broken Leg Gully. Orc Warlord Gnashrak is beaten by King Ungrum Ironfist of Karak Kadrin.

2502 - Eric the Redaxe and his Norse reavers raid Cothique but are defeated by a High Elf war fleet led by Tyrion.

Wood Elves aid the
against the Skaven
Quenellos.

1786 - The Red Pox is released in Bordeaux
in Bretonnia

1797 - Vlad von Carstein becomes the first of
the Vampire Counts of Sylvana

1812 - Another outbreak of the Red Pox in
southern Bretonnia

1813 - Two Skaven armies lay siege to Brionne
and Quenellos but are defeated by Bretonnian
knights and Wood Elves

1847 - The Bretonnian King finances an
expedition to Lustria. Huati is robbed of its
sacred artifacts

c1850 - Second Skaven civil war. Clan
Pestilens attempts to seize Skavenblight

2010 - Wars of the Vampire Counts begin
Imperial and Dwarf armies battle against the
Vampire Counts.

2100 - Opposing Lizardmen factions clash
over possession of the mummified reliefs of
Lord Xhilip-pa

2010 - The Wars of the Vampire Counts begin
2051 - Vlad von Carstein is slain at the Siege of
Aldorf. The Vampire Counts fight amongst
themselves.

2100 - The Battle of the Four Armies. Konrad
von Carstein is stopped by the Empire.

2121 - Konrad von Carstein is finally defeated
by an Imperial and Dwarf army at the Battle of
Grim Moon.

2132-45 - Mannfred von Carstein launches a
surprise attack against the Empire. He is forced
to retreat by the Empire, High Elves and Dwarfs.
At the Battle of Hel Penn Mannfred is defeated
by the Imperial allies.

2145 - The Battle of Hel Penn. The last of the
Vampire Counts, Mannfred von Carstein,
is defeated.

2201 - The start of the Errantry Wars by
Louien Orc-Slayer. Bretonnia is cleared of Orcs.

2301 - The Great War Against Chaos. Praag is
and falls in the winter.

2302 - The Great War Against Chaos. Many
Orc tribes are forced south into the Empire.
Some join Chaos armies while others attack

2302 - The Great War Against Chaos. The
Skaven fight various Chaos armies and those of
the Empire and Kislev.

2303 - Magnus the Pious defeats the Chaos
armies at the gates of Kislev.

2390 - The Battle of Rutgarburg. Count
Warlord Grotfang's Orcs

2420 - The Bretonnian King Charles carries
the Errantry Wars east. The Bretonnians win
victory at Blood River.

2420 - Goblin Warlord Grom's army defeats
the Dwarfs at the Battle of Iron Gate.

2488 - The Battle of Dead Pass. A
Bretonnian army is defeated by Morgul
Necksnapper. The King of Bretonnia declares
the Errantry Wars at an end.

2491 - Skaven ally with the Undead of
Lichemaster Kemmler to recover the Black Arc
from the monastery of La Masionnial in
Bretonnia.

2491 - Heinrich Kemmler finds Krell's burial
mound. The two lead an Undead horde against
the abbey of La Masionnial in Bretonnia but are
forced to retreat by an army of Knights.

2498 - The Battle of the Jaws. Dwarfs defeat
Orcs at Mad Dog Pass. The Dwarfs are then
beaten at the Battle of East Gate by the Night
Goblin Warlord Skarsnik.

2500 - Orc Warlord Gnashrik unites the Orcs
and Goblins of the eastern World's Edge
Mountains and leads a huge army towards
Karak-a-Karak.

2503-2507 - Gorfang Rotgut's Orc army
besieges Barak Varti and later joins up with
Waaagh Morgul to attack Karak Azul.

WARHAMMER
TIMELINE

DAEMONIC METAL



TONY DOWN,
SERVANT OF KHORNE

We discovered Tony's Daemonic army of Khorne at this year's Warhammer Grand Tournament. When the armies were marked for selection and painting he set up his army with some of his own Realm of Chaos scenery, making it really stand out! We were so impressed we just had to summon him to the Studio and ask him to share some of his army's secrets with us.

When I first got the idea for my Daemonic army, I wanted to keep it all unified and give the army a theme. To do this I had to go right back to the basics of army building. First I selected which Chaos God I wanted to follow, and being a no nonsense sort of guy I selected Khorne to be my patron. I then worked out my army and headed off to the local GW store to buy it.

Now I paint whole units at a time, first spraying them with black undercoat and then basing them – in this case with fine grit, painted grey to represent the burnt Chaos wastelands. Being an old painter, set in my old-fashioned ways, I still use the occasional enamel paint, so the first coat of red for all my models was with pillar-box red (*the Citadel Colour alternative is Scab Red – Nick Davis*). This was then drybrushed heavily with bright yellow (*or Citadel Colour Sunburst Yellow – Nick*). At this stage the entire army looked really rough. I now needed to tidy up the miniatures. To do this I first ink washed the miniatures with watered down Red Ink (*Ink washes are a simple, effective way to apply shading to your miniatures. Inks are very thin, so they run off the raised areas of the model and work their way into all the model's recesses – Nick*) and then sprayed them with Gloss varnish. Using the ink and varnish together effectively shaded and highlighted my miniatures. The horns and claws were finished off with

antique bronze (*try using Tin Bitz – Nick*). And to finish off the horns and claws a final drybrush with gold was called for, after all these are magical creatures of Chaos.

The most difficult unit in my army to build was The Lost – the fallen champions of Khorne who had mutated into Spawn. Everyone of them had to be a conversion so I asked my mate Jeremy Jenkins, who is a bit of a modelling guru (*soon to be featured in White Dwarf*), to give me a hand. He built the entire unit for me in less than half hour – obviously a child of Chaos!

My biggest conversion was the Daemon Prince. He was going to be my army general, so he had to be a little special. The Prince's body was based on a Bloodthirster. The upper body was exchanged for a Minotaur Lord's as it blended perfectly with the legs. I then shaved the Bloodthirster's facial hair and gave him pointy ears! – part of my Daemon's background is that he was a disinherited High Elf Noble, thirsting for revenge. He was finished off with a new tail and a pair of wings from a Lizardman Terradon.

I built and finished my army in about six weeks – that's the six weeks prior to the Grand Tournament! I found that having such an important deadline looming is a great incentive to finish your army off. I was now ready to reap more skulls for the Blood God's throne.



Blood for the Blood God – the Daemonic army of Khorne marches to war!

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▲ *Belpbagor, the Angel of Destruction* – a Daemonic Prince that bears Khorne's mark and is gifted with the Whip & Axe of Khorne and Chaos Armour.

► *The Lost – fallen champions of Khorne who have mutated into mindless Spawn. Such is the reward of Chaos.*

WARHAMMER Realm of Chaos



▲ *Koroch the Blooded* – favoured of Khorne, and honoured bearer of his War Banner.



WARHAMMER

Realm of Chaos

The gates of Chaos have opened once more and the Daemonic hosts march forth with banners aloft. Out this month are the command groups of the pestilence-ridden Nurgle Plaguebearers and sensually disturbing Daemonettes on Steeds of Slaanesh. The time of mortals has ended!



Plaguebearers are the tallymen and foot soldiers of Nurgle. Their task is to keep count of all the diseases and corruptions their master visits upon the world. They are surrounded by the constant drone of the flies that hover like a black cloud above their heads.

Even amongst the ranks of the Plaguebearers there are those that are greater than others. These are the Champions of the Plaguebearers, favoured of Nurgle and captains of the great legions of Plaguebearers that march to do their Lord's bidding.



Plaguebearer Champion



Plaguebearer Musician



Plaguebearer Standard Bearer

Plaguebearers designed by Colin Dixon

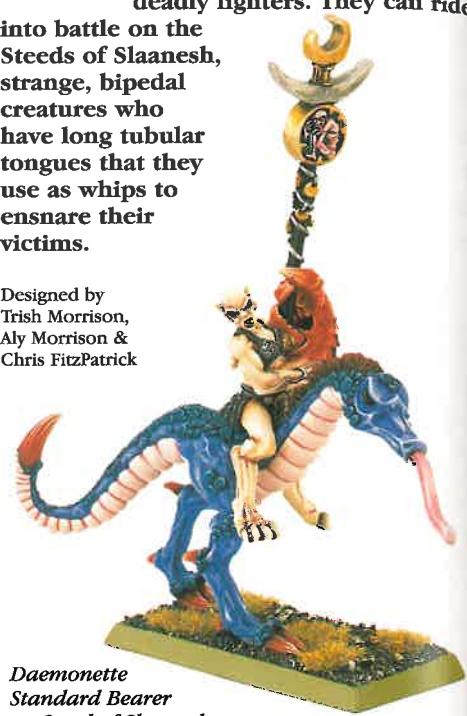


▲ An unbody alliance of Slaanesh & Nurgle Daemons marches to war.

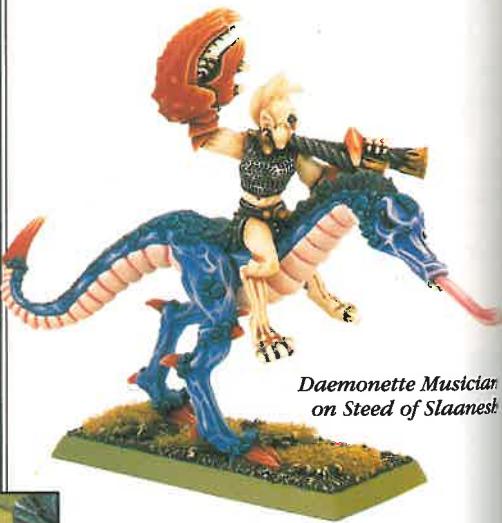


Daemonettes are the most numerous of Slaanesh's Daemons. They have an unnatural beauty and are deadly fighters. They can ride into battle on the Steeds of Slaanesh, strange, bipedal creatures who have long tubular tongues that they use as whips to ensnare their victims.

Designed by
Trish Morrison,
Aly Morrison &
Chris FitzPatrick



Daemonette Standard Bearer on Steed of Slaanesh



Daemonette Musician on Steed of Slaanesh



Daemonette Champion on Steed of Slaanesh

CHAPTER APPROVED

Introduced by Andy Chambers



Greetings citizens, and welcome to Chapter Approved. As I write this, 40K is still reeling from the arrival of the Blood Angels Codex (due to a warp distortion known as the Christmas effect, I am writing this last year, if you know what I mean). Gordon Davidson romped (hacked and slashed) his way to victory with his Blood Angels army in the 40K staff tournament and mighty tough cookies they are too. Just in case other Space Marine players feel pushed out of the limelight by the 'ole Sons of Sanguinius, we've put together a Chapter Approved army list preview for another famous Space Marine Chapter: the Space Wolves which will get you by until we print Codex Space Wolves proper.

CODEX

SPACE WOLVES

PREVIEW

By Jervis Johnson



Jervis has been working so hard lately that he's run out of desk space and has had to start using the floor (poor chap).

The Space Wolves are a first founding Space Marine Chapter with a long and illustrious history of serving the Emperor, which began with their Primarch, the mighty Leman Russ. Their home planet is the icy death world of Fenris, which lies between Earth and the Eye of Terror. The Space Wolves recruit from the hardy, feral, indigenous peoples of Fenris, whose tribes constantly battle for survival against each other and the deadly wolves, bears, trolls and dragons which dwell on the few chunks of land amidst the freezing oceans of Fenris.

The Adepts of Terra view the Space Wolves Chapter as wild and impossible to control properly. The Chapter consistently goes its own way with little or no reference to the High Lords. This dangerous individuality is amply demonstrated by the Space Wolves' 'loose' interpretation of the Codex Astartes and their unusual organisation into twelve Great Companies. Within the Great Companies, squads are organised according to age and experience, ranging from the young Wolf Scouts, to the impetuous Blood Claws, to the battle-hardened Grey Hunters, to the veteran Long Fangs.

Space Wolves are an interesting Space Marine Chapter because they incorporate some of the wildness usually associated with the forces of Chaos (shocked gasps all round) but without the

tentacles. So, if Space Marines appeal to you but all that doleful, monastic background doesn't, then check out the Space Wolves. By the bones of Russ, you won't regret it!

SPACE WOLVES ARMY LIST

On the pages that follow you will find special rules and a preview of the Space Wolves army list which will allow you to field a Space Wolves army in games of Warhammer 40,000. The army list is designed to work in conjunction with the scenarios in the Warhammer 40,000 rulebook, but it also provides the information you will need if you wish to use Space Wolves in scenarios that you have devised yourself, or that form part of a campaign.

Using The Army List

The Space Wolves army list is different from other army lists you may have already seen. Although the Space Wolves vary from a 'Codex' Space Marine army, there are more similarities than differences. For this reason, and to avoid unnecessary repetition, the following pages detail the organisation and army list options that are only available to the Space Wolves. Full entries for the other troops available to a Wolf Lord can be found in Codex Space Marines. Unless noted in these pages, all of the rules, options and limitations that apply to a Space Marine army also apply.

Choosing Your Army

When you are choosing your army, you may make choices from this list within the normal limitations of the Force Organisation chart being used, points values of the battle etc. Some of the entries that follow refer you to an entry from the Codex Space Marines list. If this is the case, you may use the entry from Codex Space Marines and the special rules here.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced, inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance - me). If you've got something good for Chapter Approved then write in to

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham, NG7
2WS

Note: Please don't include rules queries etc. with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.

A Space Wolves army has access to all of the weapons and wargear from the Space Marine Armoury in *Codex Space Marines*, with the exception of Terminator honours. In addition, there are a number of items of wargear which are available to a Space Wolves army and cannot be taken by an army representing a different Chapter.

SPECIAL RULES

'For they shall know no fear' & Drop Pods

These special rules are included in *Codex Space Marines* and also apply to Space Wolves.

Acute Senses

The Space Wolves have senses as acute as a Wolf of Fenris, superior even to any other Space Marine Chapter. This is undoubtedly a result of their corrupt genetic implants. To represent this, you may reroll the dice when rolling to determine how far a Space Wolves unit can see when fighting at night. You must accept the result of the second roll, even if it is less than the first one.

Blood Feud

The Space Wolves never forget a grudge, and have had millennia long feuds with the Dark Angels Space Marine Chapter, and the Thousand Sons Chaos Space Marine Legion. Space Wolves will hit on a roll of 3+, regardless of the models' respective Weapon Skills, when fighting in close combat against troops from either of these formations. However, Dark Angels and Thousand Sons opponents will reciprocate, and will also hit on a 3+!

'No matter the odds'

The Space Wolves never know when to give up, and will keep on fighting no matter what the odds. They may ignore the negative Morale Check modifiers for being outnumbered in close combat.

Sometimes this headstrong attitude can get the younger Space Wolves into trouble. Blood Claws and Wolf Scouts may never choose to fall back voluntarily (if you have decided to use that rule) and must always charge if one of their models is within 6" of the enemy, unless the pack is led by a Wolf Guard champion or independent character.

Counter-Charge

To the Space Wolves attack is always the best form of defence. If charged they will spring forward themselves and counter-charge the enemy. To represent this, unengaged Space Wolves and Fenrisian Wolf models from a unit that has been charged may move up to 6" to get into base-to-base contact with the enemy. Note that models who counter-charge do not receive the +1 Attack bonus for charging, but will fight with their full number of Attacks. Dreadnoughts and Long Fangs may not counter-charge, as they are a bit old for that kind of thing. Models may counter-charge a 'sweeping advance' as long as they didn't rapid fire or shoot heavy weapons in their shooting phase.

SPACE WOLVES ARMOURY

Space Wolves characters and Wolf Guard may pick up to two single-handed weapons, or one single-handed weapon and one two-handed weapon, plus up to 100 points of Wargear, either from the Space Marine Armoury or the Space Wolves Wargear list. You may not take duplicate items for the same model.

In addition, Space Wolves do not use Terminator honours as such, and so Space Wolves models may not be given them. Space Wolves characters in Terminator armour do not receive the +1A bonus for the same reason.

SINGLE HANDED WEAPONS

Frost Blade or Axe
(independent characters only) 25 pts

WARGEAR

Cup of the Wulfen (Wolf Priests only)	40 pts
Wulfen Pelt (independent characters only)	5 pts
Psyber Raven (Rune Priests only)	10 pts
Rune Staff (Rune Priests only)	10 pts

Space Wolves do not have access to Holy Relics – they are replaced with the Cup of the Wulfen. Only one of these items may be taken per army and they may only be used in armies of 2,000 points or more.

SPACE WOLVES WARGEAR

The rules below describe how all of the specialised equipment used by the Space Wolves works in the game. Any items not listed here function exactly as described in the Warhammer 40,000 rulebook or the *Codex Space Marines* wargear descriptions.

Cup of the Wulfen:

A model bearing a Cup of the Wulfen may reveal it once per battle. This may be done at any time, as long as the model bearing the cup does not move during the turn it is revealed. On the turn the cup is revealed all the Space Wolves within 2D6" get a +1 Attack bonus for the rest of that turn. Note that the Cup of the Wulfen may be revealed in the opposing player's turn if you wish.

Frost Blade or Frost Axe:

Frost blades and Frost axes are amongst the most prized of the ancient weapons owned by the Space Wolves Chapter. Each was hand-crafted by a master Iron Priest, and they utilise the diamond-sharp fangs of the Ice Kraken as the teeth for their chainsaw blades. A Frost blade or axe is treated as a power weapon, and adds +1 to the user's Strength.

Wulfen Pelt:

This pelt comes from a massive Wolf of Fenris, slain in single combat by the wearer himself. It provides the wearer with a 6+ invulnerable save.

Psyber Raven:

Psyber Ravens are mechanical creatures that are attuned to a Rune Priest's brain pattern. They can fly ahead of the Rune Priest so that he can see what they see, and will protect him if he is attacked. Enemy infiltrators may not set up using their special rules against a Space Wolves army that includes a Rune Priest with a Psyber Raven, unless they first roll a 4+ on 1D6 (roll separately for each unit). Rune Priests that have a Psyber Raven count as having an additional close combat weapon (i.e. +1A).

Rune Staff:

A Rune Priest's staff is carved with many mighty runes of power which protect him against the dangers of the warp. A Rune Priest that carries a rune staff may re-roll a psychic test if he rolls a 12. He must accept the result of the second roll.

SPACE WOLVES VEHICLE UPGRADES

Use the Space Marine Armoury when choosing vehicle upgrades.



HQ



SPACE WOLVES HEROES

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	30	4	4	4	4	1	4	2	9	3+
Wolf Guard Hero	50	5	5	4	4	2	5	3	9	3+
Wolf Lord	75	5	5	4	4	3	5	4	10	3+
Fenris Wolf	+10	4	0	4	4	1	4	2	8	6+

A Space Wolves army must be led by either a Wolf Lord, a Wolf Guard Hero or a Wolf Guard elected by his fellow Wolf Guard from amongst their number to lead the force for this battle.

Options: The Space Wolves Hero may be given any equipment allowed from the Space Wolves Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, a Space Wolves Hero is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Fenris Wolf: A Wolf Lord may be accompanied by up to four Fenrisian Wolves. The Wolves can be represented by any suitable wolf model from the Citadel range. They must remain within 2" of the hero at all times and move at the same rate as him (in effect the Wolves and the character form a small unit). Fenrisian Wolves may be transported in a vehicle in the same way as a Space Marine in power armour. Characters accompanied by Fenrisian Wolves may not be equipped with jump packs but may ride a bike, as the Wolves are able to run alongside.



Ragnar Blackmane,
Space Wolves Wolf Lord



Njal Stormcaller, Space
Wolves Rune Priest

RUNE PRIEST

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Rune Priest	65	5	5	4	4	2	5	3	9	3+

Where other Chapters have psychic Librarians, the Space Wolves have Rune Priests. These grim warriors have potent psychic powers based upon the native Fenrisians' own shamanic traditions.

Options: The Rune Priest may be given any equipment allowed from the Space Wolves Armoury. They are allowed to take 'Librarian only' items.

SPECIAL RULES

Independent Character: A Rune Priest is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Psychic Power – Storm Of Destruction: The Rune Priest may attempt to use the Storm of Destruction in the assault phase and it allows him to reroll missed attacks for the turn.



Ulric the Slayer,
Space Wolves Wolf Priest

WOLF PRIEST

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Priest	75	5	5	4	4	2	5	3	9	3+
Fenrisian Wolf	+10	4	4	4	4	1	4	2	8	6+

Where other Chapters have both Apothecaries and Chaplains, the Space Wolves have Wolf Priests. These dour warriors combine the attributes of both medic (trained in the arts of healing and the lore of genetics) and cult leader (heavy with the accumulated wisdom of ages).

Weapons: Crozius arcana and rosarius.

Options: The Wolf Priest may be given any equipment allowed from the Space Wolves Armoury. They are allowed to take 'Chaplain only' and 'Apothecary only' items.

SPECIAL RULES

Independent Character: A Wolf Priest is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

Fenrisian Wolf: A Wolf Priest may be accompanied by up to four Fenrisian Wolves. Refer to the Space Wolves Heroes special rules above.



Space Wolves Iron Priest



Wolf Guard Standard Bearer



Wolf Guard with power sword

IRON PRIEST

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Iron Priest	100	5	5	4	4	2	5	3	9	3+

Iron Priests are unique to the Space Wolves Chapter, but have much in common with the Techmarines of other Chapters. The Iron Priests look after the many technical systems in the Fang, supervising engineering projects and all the other complex technical tasks undertaken every day.

Equipment: Boltgun, thunder hammer

Options: The Iron Priest may be given any equipment allowed from the Space Wolves Armoury. They are allowed to take 'Techmarine only' items.

SPECIAL RULES

Independent Character: An Iron Priest is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rulebook.

ELITES

0-1 WOLF GUARD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wolf Guard	30	4	4	4	4	1	4	2	9	3+

The Wolf Guard are the bravest warriors of each Great Company – the chosen battle brothers of the Great Company's Wolf Lord. The Wolf Lord favours his chosen battle brothers with gifts such as antique weapons, ornate armour of ancient origin, and, most precious of all, immense suits of Terminator armour.

Squad: You may include up to five Wolf Guard models, plus one more for every 500 points in the army (i.e. you could have up to seven Wolf Guard in a 1,000 point army). This restriction aside there is no minimum or maximum number you may choose. These count as a single Elites choice.

Wolf Guard Champions: Wolf Guard models may be attached to any Space Wolves pack. A Wolf Guard Champion is a member of his pack and cannot leave it during the game. Wolf Guard Champions may not be given Terminator or power armour heavy weapons (see below). Wolf Guard Champions attached to a Wolf Scout pack may not be given Terminator armour.

Wolf Guard Retinue: Any Wolf Guard that are not used as champions form a single unit called a retinue. A retinue must start the battle with at least three models. One model in the retinue may be upgraded to a Standard Bearer and may carry one of the standards from the Space Wolves Armoury. If the army includes a Space Wolves Hero then he must be set up as part of the retinue and may not leave it during the battle.

Weapons: All models are armed with bolt pistol and close combat weapon.

Options: Wolf Guard may be given any equipment allowed from the Space Wolves Armoury. Wolf Guard are allowed to take 'independent character' only items (including Terminator armour). Models armed with heavy weapons may not take any other weapons from the Space Wolves Armoury.

Wolf Guard Heavy Weapons: Up to one in every three Wolf Guard models (rounding fractions up) may be armed with one of the following heavy weapons each.

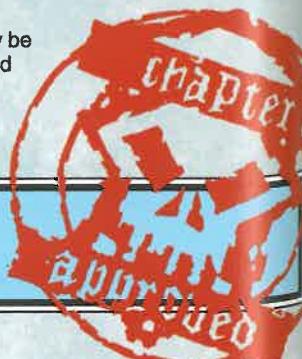
Terminator Heavy Weapons: (May only be taken by Wolf Guard in Terminator armour) Assault cannon and power fist at +45 pts; a heavy flamer and power fist at +35 pts; a cyclone missile launcher and storm bolter at +30 pts.

Power Armour Heavy Weapons: (May only be taken by Wolf Guard in power armour) Heavy bolter at +15 pts; missile launcher at +20 pts; lascannon at +35 pts; multi-melta at +35 pts; plasma cannon at +35 pts.

Transport Vehicle: A Wolf Guard retinue (see the rules above) may be mounted in a Rhino at +50 pts, a Razorback at +70 pts, or a Land Raider at +250 pts. Rhinos and Razorbacks may only be used if all models in the retinue have power armour. See the transport entry and Land Raider entry for upgrade options.

SPECIAL RULES

No Deep Strike: Space Wolves models in Terminator armour may not Deep Strike.



Thought for the Day: For a warrior the only crime is cowardice.

DREADNOUGHT

	Points/Model	Armour:								
		WS	BS	S	Front	Side	Rear	I	A	
Dreadnought	85	5	4	6(10)	12	12	10	4	2	

Type: Walker

Weapons: The left arm is equipped with a Dreadnought close combat weapon with a built in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolter at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts; twin-linked autocannon at +35 pts.

Options: The Dreadnought may be equipped with any of the following vehicle upgrades for the cost listed in the Space Marine Armoury: extra armour, searchlight, smoke launchers.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 pts.

Crew: One Space Marine

SPECIAL RULES

Rare: Although there are as many as one hundred Dreadnoughts beneath the Fang, the Great Wolf must be careful how he uses them. To commit more than a handful at once would be a rare and momentous event. Because of this a Space Wolves army may only include one Dreadnought per 1,000 full points in the army (i.e. 0-999 points = no Dreadnoughts, 1,000-1,999 = up to one Dreadnought, etc).

Old & Wise: Space Wolves Dreadnoughts, more so than the Dreadnoughts of any other Chapter, are revered, ancient warriors who are extremely wise in the ways of war. If a Space Wolves army includes at least one Dreadnought then it may re-roll the dice if the mission being played has a dice roll to see who gets the first turn.

Deep within the heart of the Fang, the huge and impregnable fortress of the Space Wolves, is a series of vaulted chambers. These ancient chambers are labyrinthine in construction, sprawling many miles underground. Here there is no light and few of the living Space Wolves ever venture into the darkness, for this is the resting place of fallen warriors. This is where the Chapter's Dreadnoughts slumber, awaiting the call to arms from the Great Wolf.

A Dreadnought is neither flesh nor metal, neither human nor machine, but a mechanical body driven by a living mind. Dreadnoughts are ancient constructions, their core programs and mechanical components created many centuries ago by the Adeptus Mechanicus. Over the millennia these machines have been carefully maintained, modified, and lovingly embellished by the Chapter's craftsmen. Every Dreadnought is different, each a testament to the many heroes who have inhabited its shell over the centuries.

The Space Wolves Dreadnoughts spend most of their time in sleep, beneath the Fang, and are only awakened when they are needed in battle. During such times the Iron Priests descend into the crypts and choose the strongest Dreadnoughts for the forthcoming conflict. As the process of achieving full consciousness is very demanding, it is only possible to awaken a Dreadnought maybe once every ten years or so. The older a Dreadnought is, the harder it is to awaken, and the longer it takes to recover before it is ready for another battle.

TROOPS

GREY HUNTER PACK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grey Hunter	16	4	4	4	4	1	4	1	8	3+
Sergeant	16	4	4	4	4	1	4	1	8	3+

Grey Hunter packs form the greater mass of Space Wolves warriors. Grey Hunters are strong and resolute fighters, tempered by battle but as hungry for honour as any proud warrior of Fenris.

Squad: The pack consists of 1 Grey Hunter Sergeant and between 4 and 9 Hunters.

Weapons: Bolters, or bolt pistol and close combat weapon.

Options: Up to two models in the pack may replace their close combat weapon with one of the following weapons each: power weapon at +10 pts; power fist at +15 pts. In addition, up to two models in the pack may replace their bolt pistol with a plasma pistol at +10 pts.

The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts.

The entire pack may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts or a Razorback at an additional cost of +70 pts (see Transport entry for upgrade options).

TRANSPORT

Certain Space Wolves squads (as indicated in their army list entry) can use Rhinos and Razorbacks. These are chosen in exactly the same way as normal Space Marine vehicles and do not count as a force choice or part of the squad.

TRANSPORT – RHINO

50 pts

TRANSPORT – RAZORBACK

70 pts



Grey Hunter with power fist and bolt pistol

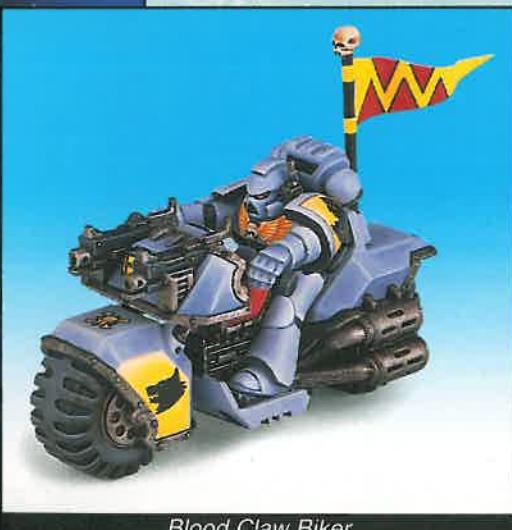
CHAPTER APPROVED



Wolf Scout with bolt pistol and sword.



Blood Claw Sergeant with power fist and chainsword



Blood Claw Biker

WOLF SCOUTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Scouts	12	4	4	4	4	1	4	1	7	4+
Scouts Sergeant	14	4	4	4	4	1	4	1	8	4+

Once a young warrior of Fenris has been chosen to join the Space Wolves, he faces several years of bio-implementation and induction. During this time he must prove his worth to the Chapter before he fully becomes a Space Wolves Space Marine.

Squad: The Scout squad consists of 1 Space Wolf Sergeant and between 4 and 9 Wolf Scouts.

Weapons: Bolt pistol and close combat weapon.

Options: Up to one Wolf Scout squad may choose their weapons from the list of options included in Codex Space Marine in the Space Marine Scout entry. All other Wolf Scout squads must choose equipment from the following list:

Any model in the squad may replace their bolt pistol and close combat weapon with a bolter or combat shotgun at no additional points cost.

The entire squad may be equipped with frag grenades at additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts.

The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts.

SPECIAL RULES

Infiltrators: In the right circumstances Scouts have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows for Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Scouts must set up normally with the rest of the army.

Move Through Cover: Scouts roll an extra D6 when rolling to move through difficult terrain. In most circumstances this will mean that they roll 3D6 and pick the dice with the highest score.

FAST ATTACK

BLOOD CLAW PACK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Blood Claw	24	4	4	4	4	1	4	1	7	3+
Sergeant	26	4	4	4	4	1	4	1	8	3+

Young Space Wolves fight in ferocious Blood Claw packs. They are fierce, often fool-hardy warriors, eager to prove themselves and earn the respect of their elders. They will take almost any risk to win the fleeting glory that only youth and courage can bring.

Squad: The squad consists of 1 Blood Claw Sergeant and between 4 and 9 Blood Claws.

Weapons: Bolt pistol, close combat weapons and frag grenades. The whole squad is equipped with jump packs.

Options: Up to two models in the pack may replace their close combat weapon with one of the following weapons each: power weapon at +10 pts; power fist at +15 pts. In addition, up to two models in the pack may replace their bolt pistol with a plasma pistol at +10 pts.

The entire squad may be equipped with krak grenades at +2 pts per model and/or meltabombs at +4 pts per model.

The Sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts.

Bike Squad: All of the models in the pack can replace their jump packs with Space Marine bikes fitted with twin-linked bolters, at +10 pts per model.

SPECIAL RULES

Remove Jump Packs: Sometimes assault squads fight without jump packs. If you wish to do this then the cost of each model is reduced by 10 pts.

Deep Strike: Space Wolves models with jump packs may Deep Strike. See the Jump Pack rules in the Wargear section.

You may choose from any of the following Fast Attack units that appear on pages 12-13 of the Codex Space Marines army list.

LAND SPEEDER SQUADRON: 50 PTS/MODEL

LAND SPEEDER 'TORNADO': 75 PTS EACH

LAND SPEEDER 'TYPHOON': 75 PTS EACH

ATTACK BIKE SQUADRON: 50 PTS/MODEL

Listen closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our Chapter itself is dying, even as I am now dying, and our foes shall gather to destroy us. Then my children, I shall listen for your call in whatever realm of death holds me, and come I shall no matter what the laws of life and death forbid. At the end I will be there. For the final battle. For the Wolftime.

Attributed last words of Leman Russ, Primarch of the Space Wolves Chapter of Space Marines.



Space Wolves Attack Bike

HEAVY SUPPORT

LONG FANGS PACK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Long Fang	18	4	4	4	4	1	4	1	9	3+
Sergeant	18	4	4	4	4	1	4	1	9	3+

The Long Fangs form a cadre of veterans, hoary with age, proud and wise. They are quite literally endowed with long fangs, for as a Space Wolf grows older his canines lengthen and his hair grows thick and grey.

Squad: The squad consists of 1 Long Fang Sergeant and 4 Long Fangs.

Weapons: Bolters. The sergeant may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four of the Long Fangs may be armed with one of the following weapons each: heavy bolter at +15 pts; missile launcher at +20 pts; lascannon at +35 pts; multi-melta at +35 pts; plasma cannon at +35 pts.

The sergeant may be armed with one of the following weapons: power weapon at +10 pts; power fist at +15 pts; plasma pistol at +10 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts or a Razorback at an additional cost of +70 pts (see Transport entry for upgrade options).

You may choose from any of the following Heavy Support units that appear on pages 14-15 of the Codex Space Marines army list.

WHIRLWIND: 75 PTS EACH

PREDATOR 'ANNIHILATOR': 120 PTS EACH

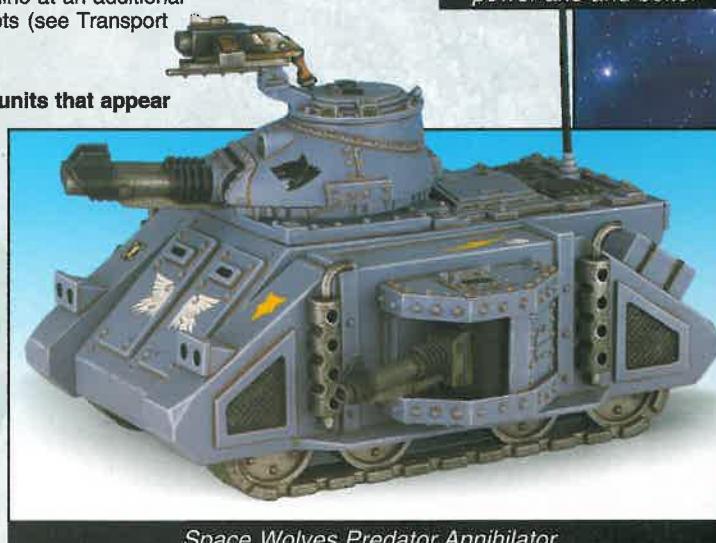
PREDATOR 'DESTRUCTOR': 100 PTS EACH

LAND RAIDER: 250 PTS EACH

VINDICATOR: 120 PTS EACH



Long Fang Sergeant with power axe and bolter



Space Wolves Predator Annihilator

GAMES WORKSHOP

The Games Workshop hobby gives endless hours of enjoyment and good plain fun to all those who take part. It's all about playing tabletop battles using armies represented by painted, scale models. These miniatures are bought, assembled, carefully painted and arrayed into regiments or squads. Each player may pick their army from a huge variety of troop types, in order to suit their own battle tactics. Perhaps you've heard players chattering away enthusiastically about an incredible shot made by one of their troops, that turned the tide of a battle, or a heroic action that bought them victory. Maybe you have even seen a game being played, with players moving models around and throwing lots of dice.

A Games Workshop store is the perfect place to get started playing some battles. The staff are always happy to answer your questions and will take you through an introductory game. It is also a place where players of all abilities can get together to learn new tactics for their favourite armies or pick up painting and modelling tips.

Your local store is also a great place to meet other gamers from your area. At any of the large number of events that we run each month you are bound to link up with someone. You can also ask the store staff about their Gaming Clubs!

So if you have questions about any aspect of the hobby or would like to introduce a friend who's interested, call in at your local Games Workshop store now!



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BATTLE FOR MACRAGGE!

Games Workshop

SYDNEY

March 19-21

See the pages later
in this issue.

BATTLE OF KARLOTH RIDGE

The Warhound Scout Titan of Legio Ignatum fired its Vulcan Megabolter at the one of the last of the fleeing Ork Battlewagons. The huge bolts struck the vehicle, penetrating its fuel tanks. The Battlewagon blossomed into a brief fireball of twisted metal and ruptured Ork bodies. The battle of Karloth Ridge had been raging for many months now and this was not the first time that the ridge had changed hands. Princeps Malion, commanding the last of the four Warhound Scout Titans with orders to hold the ridge, suddenly received a warning from the Warhound's proximity detectors.

The Princeps increased the magnification on the Titan's external optics to get a visual on the four smoky black vapour trails – unmistakably Orky Fighter-Bommerz, hugging the ground to avoid the flurry of fire that the Hydra flak cannons were spewing forth. With a mental impulse Malion turned the Titan to bring the Megabolters to bear on the incoming Ork flyers...

Over the next few months, the 'Battle for Karloth Ridge' will be winging its way around the country. Join in a Warhammer 40,000 battle using Fighter-Bommerz, a Thunderbolt and even a Warhound Titan! Check with your local store for details of a Warhammer 40,000 game the likes of which you have never played before.

APRIL HOLIDAY EVENTS

During the **Easter holidays** all Games Workshop stores will be building a massive piece of scenery for one of their gaming tables. From 10am until 12pm every day you can come along and help out! Each piece of scenery built during the holidays will be used in a massive 'Bring'n'Battle' game on Saturday 17th April. During construction we'll be taking loads of photos, some of which may appear in a future issue of *White Dwarf*!

As well as all this terrain building, we'll be running lots of games in the afternoons, painting classes and maybe even a painting competition. Just ask your store staff for more details and they'll tell you... if they know! Ha ha ha hal (*mysterious laughter*).



ARMoured FURY



On Saturday the 13th of March, in all Games Workshop stores across Australia and New Zealand, come and join in the biggest tank battle in the history of your sector. Bring your own vehicles or just turn up on the day. Ask your local staff for details.

VICTORIA THE HIVE AWAKENS

The Tyranid Hive Fleet, Kraken, has punched a massive hole through the Imperium's defence perimeter on the Eastern Fringes of Ultima Segmentum. Many planets with populations loyal to the Emperor have been eradicated, as system after system falls to the Tyranid invasion. In the path of the fleet stand the ULTRAMARINES, stalwart protectors of humanity. Can the forces of Ultramar withstand the onslaught or will all be lost....

Join in as The Hive Awakens rampages through our Victorian stores:

Saturday 13th & Sunday 14th March: Greensborough will be running a series of linked Warhammer 40,000 and Epic 40,000 battles.

Friday 19th & Saturday 20th March: Ringwood will be running Warhammer 40,000 battles.

Friday 19th until Sunday the 21st March: Melbourne will be running Epic 40,000 battles.

Friday 26th until Sunday 28th: Melbourne will be running linked Warhammer 40,000 battles

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HARBINGERS OF DOOM



By Jervis Johnson

Codex Chaos Space Marines introduces a number of new troop types for Chaos Space Marine Lords to use, but none are more interesting and useful than the Raptors. This month Jervis takes a closer look at the background of these carrion warriors, and discusses some of the ways they can be used on the battlefield.

Charek and his fellow Raptors were perched atop the ruins of an old watch tower, savouring the carnage below. Malika and the Alpha Legion force were butchering the near-helpless local militia, blowing them apart with fusillades of bolter fire and hacking the survivors down in bloody close combat. Something caught Charek's eye, and he focused on a small group of men hurrying out of the back of what looked to be an armoury. They were dragging several heavy weapons with them, trying to pull them to the top of a hill from where they would be able to rain fire upon the renegade Space Marines.

Charek pointed out the group to the rest of the squad. "Those ones are ours!" he commanded, as the others nodded fiercely in agreement.

As one, the Raptors soared down from the tower to the ground below, their descent accompanied by the piercing shrieks and screams of their specially modified armour.

"Look, they hear us," commented Hurok. Sure enough, the group had all turned to face the approaching Raptors, eyes wide in horror.

"See their pitiful terror, look at the fear painted on their faces!" crowed Charek. The others laughed along with him, as they quickly closed the gap with long bounds. The militia frantically rushed to load their heavy bolters, but they were far too slow.

With their hoarse shrieks of joy joining with the howls and screeches of their descent, the Raptors fell upon the humans. The fight was over in a heartbeat – the depraved traitors eradicating their foes in a storm of bolt pistol shots and whirling blades. As the blood of the Raptors' victims soaked quickly into the soft ground, Hurok tore one of the heavy bolters from its mounting.

"Malika will pay a fine price for this," he said, hefting it easily in one hand.

Charek turned to look at the rest of the battle, as the Imperial forces hastily retreated from the Alpha Legion's advance.

"Mere baubles, Hurok. The sweet taste of terror and the smell of desperation is all the payment I need." And with that, he activated his jump pack once more, setting off to spread anarchy and confusion amongst the ranks of the fleeing humans.

By Gav Thorpe

ORIGIN OF THE RAPTORS

Raptors are a debased form of the jump pack-equipped troops that fought in the Traitor Legions during the Horus Heresy. At that time jump packs were a rarity, and they were usually only issued to elite units of troops. These earlier forms of jump pack were rather more sophisticated and efficient than the ones commonly used by the Imperium in the 41st millennium, being considerably lighter and less bulky, while at the same time having a higher thrust to mass ratio which allowed slightly longer and higher jumps to be performed. Such was their complexity, however, that only the most skilled tech-adepts could attempt their construction, and with time even this ability was lost, so now all that can be done is to maintain those packs that still remain. If it had not been for the discovery of the STC for the jump pack currently used by the Imperium (by an unknown tech-priest on the backwater planet known only as DH2), it is likely that the Raptors would have been the only troops using jump packs in the 41st millennium.

At the time of the Heresy, though, very few units of troops were equipped with jump packs. In much the same way that Terminator armour is still seen as being a badge of honour, being a member of jump pack-equipped assault unit was a source of pride and prestige. Such troops, being rare, were employed only for highly



▲ Raptors swoop down behind the Imperial barricades.



TECHNOLOGY IN THE AGE OF THE IMPERIUM

Extracted and summarised from the original work by Scribe R Priestley

The Age of the Imperium is not a technically inclined age. It is an age where problems are solved by brute force and ignorance, where dangers are either too gross or too unthinkable to elicit any other response. Technological innovation and invention does not exist, and those that come into contact with technology use it with reservations and a reverence that is almost religious. The Space Marines, for example, treat their equipment and armour as if it were imbued with a will of its own – a fine chest-plate, well looked after and constantly maintained may reward its wearer by saving his life; whereas a Space Marine who neglects his equipment may be struck down by a leaking suit or malfunctioning weapon. Such is the will of the Gods.

Much of the technology used by the Imperium is recovered from Standard Template Constructs, or STCs. These were designed during the Dark Age of Technology for use by human settlers establishing colonies on newly discovered planets. Their prime function was to enable the colonists to construct shelters, generators and transports without prior knowledge. The designs were intended to be able to cope with anything – by the standards of their day they were rough and ready, big and brutish, hard to damage and easy to repair. During the Age Of Strife human civilisation reverted to barbarism, and almost all of the technological innovations of the previous millennia were lost or destroyed. All that survived from before that terrible time were debased and corrupted versions of the old STC designs, scattered and lost on thousands of back-water planets across the galaxy. These documents contain lost knowledge from the Dark Age Of Technology, and the Adeptus Mechanicus make it their business to find them – the STCs are their equivalent to a holy text, a font of all knowledge, a quest for the holy grail.

specialised and often highly dangerous missions. All of these factors combined to instill a unique 'esprit de corps' amongst the warriors of jump pack-equipped units... and it was this spirit of dangerous individualism which was to have terrible consequences during the Horus Heresy...

THE RAPTOR CULT

When Horus began his revolt against the Emperor, his armies included over half of the jump pack-equipped assault units of the huge Space Marine Legions of those days. Although small as a percentage of the overall size of Horus's army, there were still tens of thousands of such troops under his command. Like all of the Space Marines in the Traitor Legions, these troops were slowly and insidiously corrupted by the Chaos gods so that, step by step, they were turned into something all together the opposite of what they had once been. Where there had once been proud, noble Space Marine warriors, there now stood the vain, selfish creatures that quickly became known by both themselves and their enemies simply as Raptors.

It would seem likely that the Raptors became dedicated worshippers of one of the Chaos gods, and that their appearance reflects this in some way, just as the Thousand Sons, Khorne Berserkers and Plague Marines all have an appearance which reflects aspects of their patron god. However, exactly who the Raptors worship is by no means clear; it could be one of the major Chaos Gods, such as Tzeentch or Slaanesh, but is more likely to be one of the plethora of minor Chaos deities, that while not as powerful as the major powers, are every bit as dangerous and evil.

Whoever they worship, as time has passed the Raptors have become ever more corrupted, their armour mutated by some strange force of Chaos so that it no longer

bears anything other than a passing resemblance to the power armour it once was. At the same time, the pride and spirit of the Space Marines that became the Raptors has been perverted to a vain belief in their own superiority over all other creatures, which is often expressed in acts of quite unspeakable cruelty. Although the Raptors will fight along-side other Chaos Space Marines, their haughty attitude and obvious disdain makes them unpopular, to say the least – a feeling that is reinforced by the Raptors' tendency to desert as soon as they have got what they want. And what they want appears to be nothing other than death, destruction and the simple infliction of pain and suffering for its own sake. They circle the battlefield, swooping down on the weakest and most vulnerable target they can find, and then depart leaving death in their wake, before the enemy can retaliate. Truly they are amongst the most loathsome of all the followers of the Chaos gods.

USING RAPTORS IN WARHAMMER 40,000

The first thing to note about Raptors is that you are limited to using only one unit of them in your army. I imposed this restriction partially to reflect the Raptors' rarity (in terms of the background), and partially because I thought lots of units of Raptors could unbalance the game. As a house rule you can use more than one unit in a game, or even field entire armies made up of Raptors if you so desire – if your opponent will agree and if you are willing to do all of the required conversions! But for the purposes of the tactics below I'm going to assume you only have one unit in your army.

Raptors are a useful addition to any Chaos Space Marine army, but like any fast-moving unit, they must be used carefully if they are not to be wiped out early on in every battle



▲ Raptors dive down to catch the beleaguered Sisters of Battle in a deadly crossfire.

passing it once and spirit of the Raptors left in their creatures, 3 of quite the Raptors from Space and obvious to say the led by the son as they want an death, son of pain / circle the weakest to find, and in their wake, they are of all the

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any Chaos ast-moving if they are very battle

you use them in, especially as they are available in such limited numbers. You should therefore resist the temptation to hurl them out ahead of the rest of your army, as this will simply result in them getting killed piece-meal while they are on their own.

Instead you should try to hold the Raptors back and use them only once the rest of your army has engaged the enemy. This will allow the Raptors to harry specific troops while the enemy has its hands full trying to deal with the rest of your force. They are ideally suited to this tactic, and it also fits in rather nicely with the way they are described in the background, which makes it doubly worth doing (a victory won using troops in a way that they wouldn't really act is no victory at all, at least in my opinion!).

As for specific tactics once you do bring them into play, you'll find that Raptors are very useful for taking out enemy units that lurk behind cover, such as mortars and Whirlwinds, which the rest of your army can't get at. Alternatively you can land them behind a position you want to assault so that their heavy firepower can whittle down the defenders and so you can catch the enemy in a crossfire if they have to fall back. Last but by no means least, Raptors can also be used to seize objectives or table quarters in missions that require such things to be done.

Have fun!

RAPTORS

Designed by Mark Bedford

**"The day
will not save
them. And
we own the
night!"**

Warmaster Horus at
the Gates of Terra

Aspirig Champion with power weapon

Raptor armed with plasma pistol

Raptor armed with bolt pistol

Raptor armed with flamer

Raptor armed with meltagun

Raptor armed with plasma gun



Aspirig Champion with power weapon

Raptor armed with plasma pistol

Raptor armed with bolt pistol

Raptor armed with flamer

Raptor armed with meltagun

Raptor armed with plasma gun

PAINTING A RAPTOR

Not only are the Raptors great miniatures, we also think their paint scheme is fantastic! To find out the secrets of this ace paint job, we cornered 'Eavy Metal figure painter Dave Thomas, and gave him a chance to tell us how he painted the Raptors. He paint us a special 2,000 point Snottin army. He told us everything... cheers Dave!

We know the paint scheme looks complicated. So we have broken it down into a number of points. You will need to mix colours and use a couple of painting techniques, but if you follow Dave's advice and take your time (use the photos of the miniatures for reference) you'll end up with a fantastic miniature! If you find Dave's guide a little complicated, the basic colour scheme for a Raptor is Fortress Grey with Tin Blitz for the metal detail. The model was undercoated with black. The Raptors and their jump packs were painted separately, then glued together when both were finished.

1. The armour. The armour was lightly drybrushed in progressive shades of grey in the order listed below:

Codex Grey

Fortress Grey

50/50 mix of Fortress Grey & Skull White.

Keep the lighter shades away from the armour's recesses and apply the lighter shades of grey very lightly.

2. Bronze detail. Paint all the armour rims, skull icons, jump pack exhaust pipes, jump pack veins and backpack with Tin Blitz. Highlight with Brazen Bronze and then finish off with a final highlight of Brazen Bronze mixed with a little bit of Mithril Silver. Then wash with watered down Brown Ink.

3. Guns, axes and swords. Paint the weapons Chaos Black and highlight with Codex Grey. Any skulls or detail on the guns are painted the same way as the bronze detail. The gun barrels and chainsword teeth are drybrushed with Chainmail.

4. Jump pack.

a) Wings. Paint the wings with a base coat of Snakebite Leather

and shade with watered down Bestial Brown.

Highlight with a 50/50 mix of Snakebite Leather and Pallid Flesh

and then finish with a final highlight of Pallid Flesh.



b) Pipe detail. The corrugated pipes were first painted black and then highlighted with Codex Grey.

c) Skulls. Paint skulls with Bleached Bone and shade with watered down Snakebite Leather. Highlight with a 50/50 mix of Bleached Bone and Skull White. Finish off with a final highlight of Skull White. You can also apply this method to skulls on the Raptors' guns.

d) Dead skin face. Paint with a 50/50 mix of Liche Purple and Bestial Brown. Add Bleached Bone to the mix and highlight the raised areas. When the jump pack is finished glue it to your Raptor. Flock or sand the base and your Raptor is ready for battle.

AN ALTERNATIVE RAPTOR PAINT SCHEME



In case you are a little daunted by Dave's paint scheme, we found another Raptor, painted by GW modeller Mark Jones. We asked him: how did he paint his?

This colour scheme is a little easier than Dave's to paint and

had a initial undercoat of black.

1. The armour & jump pack. Drybrush with Dark Angels Green and then highlight with a 50/50 Dark Angels Green and Snot Green mix.

2. Metal details. Paint all the armour rims, skulls and jump pack exhaust pipes with Tin Blitz. This was highlighted with Shining Gold.

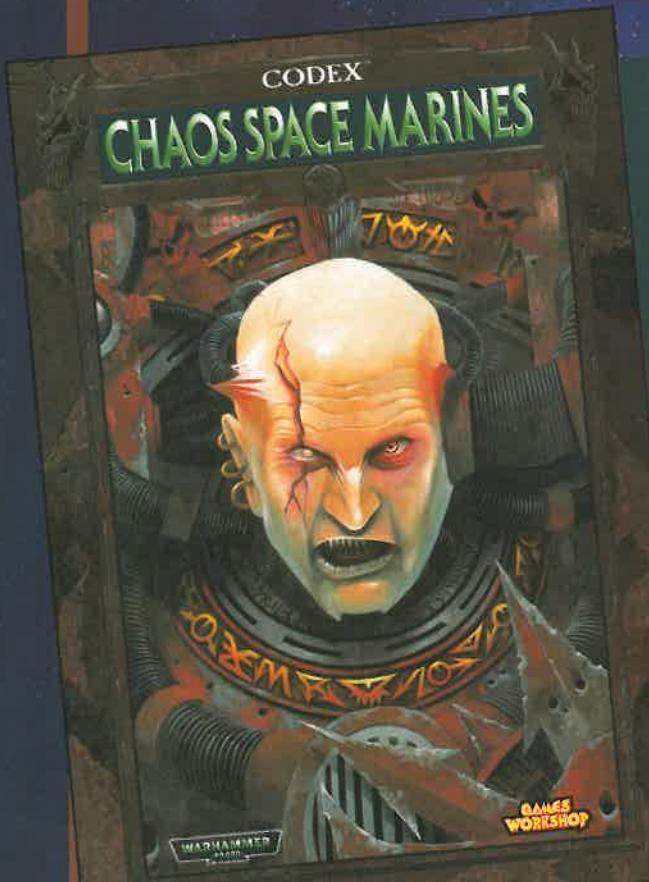
3. Wings, gauntlets & the dead skin face. Paint these areas Chaos Black. Highlight with Scorched Brown and then Bronzed Flesh.

4. Guns, axes & swords. Paint the weapon with Tin Blitz and then drybrush with Chainmail.

Glue the jump pack to the Raptor. Flock or sand the base and paint it Goblin Green, and your Raptor is ready for battle.

CODEX

CHAOS SPACE MARINES



Night Lords Chaos Space Marines led by a Mighty Champion.



Abaddon the Despoiler,
Warmaster of Chaos

“Death to the false



This is a supplement for the Warhammer 40,000 game. You must possess a copy of the Warhammer 40,000 game in order to be able to use the contents of this book.
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WARHAMMER

THISTLE DO NICELY!

By Norm McLean

At the recent Warhammer Grand Tournament, we found this chap who had a very unusual colour scheme for his Bretonnian army. It seemed like a good idea to let him explain...

Norm McLean

Dreadful shirt, Norm – what you want is a nice black and white striped number...

Far Bloke

About six weeks before the '98 Warhammer Grand Tournament, I phoned Mail Order to book my place.

"Which army will you be using?" they asked, quite reasonably. Unfortunately, this is where I made a huge mistake. You see, I have Empire, Dwarf, Orc and Dark Elf armies, all painted and ready to do battle, but at that fatal moment I glanced at the top of my computer and saw a solitary Bretonnian Knight of the Realm, resplendent in just his undercoat. "Bretonnians," I blurted out and put the phone down. After cold reflection, my first impulse was to phone back and change my army. What a fool! Barely six weeks to the tournament, and the army I would be taking hadn't even been started. Some of it hadn't even been bought, but my wife wasn't to know! – "What, these darling? No, I bought them ages ago and I've just got round to painting them." Feeble and sad, but true!

I had a fair idea of what sort of army I wanted. The excellent 'Tale of Four Gamers' series in White Dwarf and some articles on collecting a Bretonnian army by Nigel Stillman were a good source of inspiration (apart from the fact that in my opinion both armies had too many units of Squires!). I saw my army as being the retainers of a local lord, composed mostly of Knights of the Realm and Knights Errant.

My own view is that Bretonnian armies on an expedition would be based around Questing Knights and Knights Errant, while my boys would be the local Baron's personal army, ready to repel invaders. I have a bit of a problem with Grail Knights. I know that they are wonderful fighters, and every Bretonnian army seems to have a unit, but I can't visualise them in big regiments. I mean, if you've battled across burning deserts, rescued fair damsels and slain foul monsters aplenty, then there's not going to be many of you left, is there? I prefer to have Grail Knights as solitary heroes in my army (it fits in with the image of a hermit knight guarding a Grail chapel too). I had planned to take a Grail Knight Hero on a Pegasus in my army, but the painting deadline was too tight, and I wasn't going to leave out any 'rank and file' knights just to accommodate a character. When it comes down to it, I prefer to have lots of models on the table.

Another reason for basing my army around Knights of the Realm was that I already had the ones from the Warhammer box! So, after the addition of some command groups for the knights and the archers, I had the core of a very respectable Bretonnian army. A unit of ten Knights Errant finished off the job (and my wife's tolerance). Now I only had to paint them!

The archers were easiest. After cleaning them up, I gave them all two coats of either Bestial Brown or Bubonic Brown spray – this way I finished all thirty in one night. I needed to spend more time on painting my Knights. Anyway, who needs smart peasants?

Next came the Knights of the Realm. I had bought a book on heraldry whilst on holiday in France this year (stretching my wife's tolerance levels still further), and this along with a map of ancient Scotland, showing the coats of arms of various Scottish nobles



WARHAMMER ROSTER SHEET

Norm McLean's Tournament Army

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Baron Guillaume Duart												
Bretonnian Lord	4	6	6	4	4	3	6	4	9	2+	Magic weapon: Biting Blade (-1 Save) Magic armour: Armour of Endurance (6+ re-roll)	159
Army General												
Lance & shield												
Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Knight's Virtue, Virtue of the Joust	
Comte de Moray												
Bretonnian Hero	4	5	5	4	4	2	4	3	8	3+	Magic armour: Enchanted Shield (+1 save) Knight's Virtue	78
Heavy armour												
Sir Henri Duart												
Bretonnian Hero	4	5	5	4	4	2	4	3	8	2+	Magic armour: Jade Amulet (2+ Ward)	78
Hvy armour, shield & lance												
Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Knight's Virtue, Virtue of Discipline	
Jean de Ross												
Bretonnian Champion	4	4	4	4	3	1	4	2	7	2+	Knight's Virtue	410
8 Knights of the Realm	4	4	3	4	3	1	3	1	7	2+	Unit has standard and musician	
Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Magic standard: Banner of Might (+1 to hit in close combat)	
Eduard de Bruis												
Bretonnian Champion	4	4	4	4	3	1	4	2	7	2+	Knight's Virtue	346
9 Knights Errant	4	3	3	3	3	1	3	1	7	2+	Unit has standard and musician	
Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Magic standard: Errantry Banner (enemy cannot stand and fire)	
Rutgar												
Wizard Champion	4	3	3	4	4	2	4	1	7	5+	Magic item: Dispel Magic Scroll	175
Halberd												
Barded Warhorse	8	3	0	3	3	1	3	1	5	-	Magic item: Rod of Power (store up to 3 Magic Cards)	
Mounted Squires												
Champion	4	4	4	4	3	1	4	2	7	5+	Unit contains a standard bearer	155
5 Squires	4	3	3	3	3	1	3	1	7	5+		
Spear, bow & light armour												
Men-at-Arms												
14 Men-at-Arms	4	3	3	3	3	1	3	1	7	-	Unit has standard and musician	28
Longbows												
Squires												
Champion	4	4	4	4	3	1	4	2	7	-	Unit contains a standard bearer	113
9 Squires	4	3	3	3	3	1	3	1	7	-		
Longbows												

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ENGLISH Roster Sheet 102854

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TOTAL

1,999 points

was sufficient inspiration to get started. Each of the Knights of the Realm were to be different, sporting their own unique heraldry.

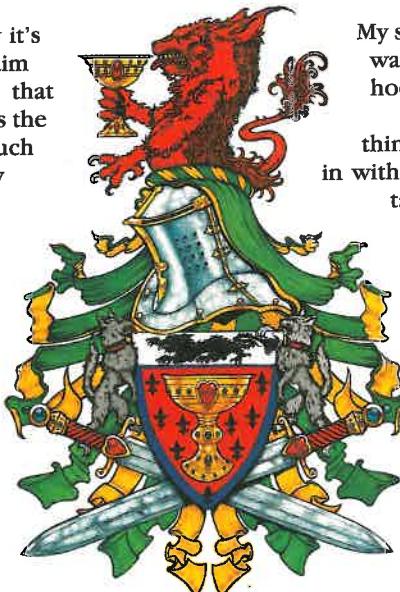
By contrast, I wanted a more uniform feel to my Knights Errant unit just as Nigel Stillman had done with the Knights Errant in his army. But what colour scheme

would I use? It had to be bold, inspiring, uplifting and enlightening. There was only one real choice for me – I picked the colours of my football team, Partick Thistle FC (currently languishing in the depths of the Scottish Second Division). Playing in red and yellow hoops they are a striking sight even if they do play like an undernourished Halfling Blood Bowl team!

Here is one tip on painting, and I know it's been said thousands of times. I don't claim to be that good a painter, but I find that taking time to base figures well really sets the whole army off, and can make it look much better than an exquisitely painted army with poor bases. Making movement trays is also a good idea.

The colour scheme decided, I began painting feverishly, whilst playing several games to fine tune my troops into the perfect tournament-winning army. At this point I would like to extend a vote of thanks to my Empire Reiksguard and Knights Panther, for standing in whilst I painted enough Bretonnians to make up an army.

So, how did I get on at the Grand Tournament? My first game, against a High Elf army was a draw, courtesy of Jervis' wonderful 'Break Point' rule (more on this later). I claimed the moral high ground for this game however when the enemy general (on a Griffon) fled the field!



My second game, against a Beastman army, was a resounding success. Thunder of hooves, crashing of lances, them running and dying – you know the sort of thing. Unfortunately, this success put me in with the big boys on the top dozen or so tables. The third game, against an Empire army, resulted in a defeat, for two reasons. I didn't veto his Crown of Command (doh!), and he dodged out of the challenge when I charged. Dirty, lowdown, stinking, rotten, ungentlemanly scoundrel – quite in character for an Empire General really! Oh, and his helblaster volley gun managed to fire all nine barrels! On the bright side, it did save me the task of putting the Knights Errant away one at a time...

It had been a good day, with three good games, and I was looking forward to the remaining two on Sunday. Just a quiet beer or two in Bugman's Bar with Gordon Davidson...



Norm's Tournament army in all its red and yellow glory.

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Sunday morning, sore head, feeling a bit vague (well, vaguer than usual) and I'm staring across the table at another Bretonnian army! Not a good start. Lost (he charged – 'nuff said).

My last game was against a Chaos Warrior army, led by a general with the mark of Khorne, on a Chaos steed, escorted by a bodyguard of eight Ogres. Whilst this lot cut a swathe of destruction through my army, I set about killing everything else in his, and just about scraped a win. Great game though.

So, at the death, I won two, lost two and drew one, and came a respectable 35th overall. But more to the point, I had five very enjoyable games. The 'Break Point' rule caused me some heartache. The rule goes; if an army is reduced to a quarter or less of its starting number of models then it has been broken and you lose the game unless both armies are broken in the same turn. Naturally, everyone kept picking on my peasants because they were easy targets. But if it upset me in three of the games, it won me the last one, so I shouldn't grumble!

What's next for my Bretonnians? Well, thinking about it, I should have taken an Army Standard Bearer. Not very

Bretonnian to leave him out, so I have started painting one. I had hoped to finish him in time to bring to the Studio to be photographed, but my two year-old son, Neil, threw my Knights Errant down the stairs a week before these photos were taken, so the painting gave way to repairs! I've also got a Grail Knight Hero on a Pegasus to finish, and I have a lance of ten Questing Knights to paint. These are going to have to wait – having painted thirty sets of heraldry I'm taking a break from Bretonnians for a while.

My current Warhammer project is a Dogs of War army, but I'm also working on some 40K stuff. Marines (see right) with red and yellow armour... Hmm.

Norman Maclean



WARHAMMER

Realm of Chaos

Mortals beware, for more of the terrible Champions of Chaos have ventured forth from the Chaos Wastes, intent of destruction. This month we introduce you to two of the darkest Champions – Dechala, the lethal, snake-bodied charmer of Slaanesh and Scyla the fallen champion of Khorne. Both are hungry for blood and battle.



Dechala, the Denied One

Dechala the Denied One, is the mistress of the Tormentors, the greatest of all the Slaanesh warbands to ever roam the Chaos Wastes. She is as cruel as she is beautiful and as pitiless as she is beguiling.

Records of the ravages of Dechala reach down through the centuries.

Some say she was blessed

with great age by Slaanesh, or maybe the legends are true that she was once a High Elf Princess.

In battle she is an enchanting sight as she dances to amuse her patron. Her movements, although delicate and sensuous, are lethal for her foes, as they stand entranced, unable to defend themselves.

Once Scyla was a proud Champion of Khorne, a feared reaver who preyed on the northern coasts of the Empire.



Scyla, Chaos Spawn

Now he is nothing but a Chaos Spawn, who must be led into battle. Once combat begins, Scyla dimly remembers his past glory and fights with a savage ferocity, venting his rage on the mortal creatures opposing him.

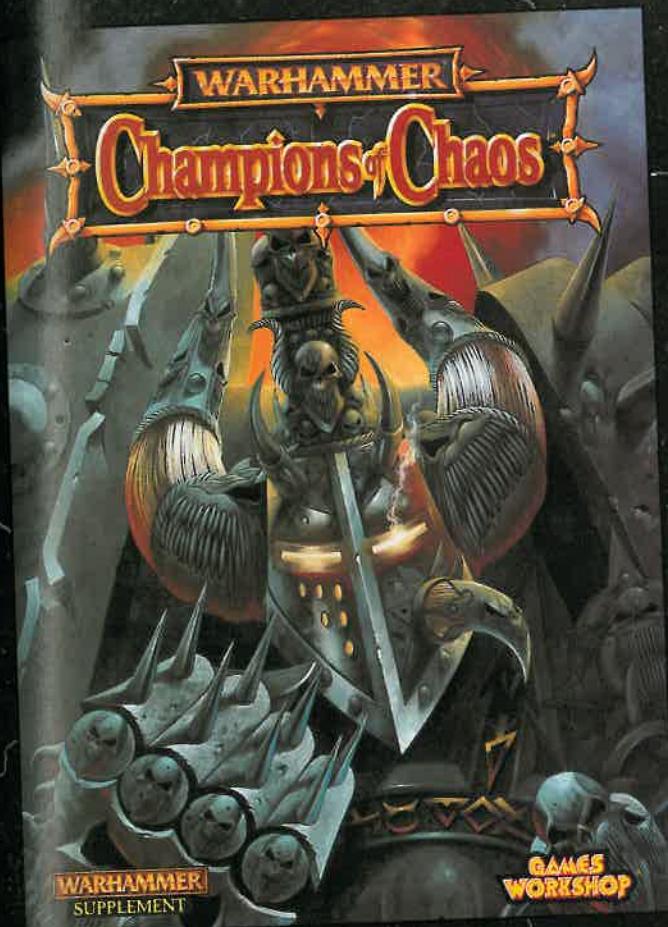


Khazrak the One Eye & Redmaw

Goribor the Cruel, Beastlord of Chaos

Arbaal the Undefeated, Champion of Khorne

Aekold Helbrass, favoured of Tzeentch & Archaim, Lord of Chaos Undivided



*Know ye now that the time
of mortals has come
to an end.*

*Champions of Chaos
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WARHAMMER

Champions of Chaos

*Being an account of the mighty
and vain lords of Chaos that
assail the world in the service
of the most vile and loathsome
gods of Chaos.*

From out of the frozen north they come, the most dreaded of all lords of Chaos. Pure evil personified, they march upon the Old World, leading the armies of Chaos in the destruction of the mortal realms.

Champions of Chaos is the companion volume to the Realm of Chaos boxed set. Upon its twisted pages you will find full rules and background for twelve of the most feared Champions of Chaos ever to walk the face of the Warhammer world.

These dread servants of Chaos are: Amon 'Chakai - Lord of Change, Azazel - Prince of Damnation, Dechala - the Denied One, Beastlord Khazrak the One-Eye & Redmaw, Archaon - Lord of Chaos Undivided, Valnir the Reaper, Arbaal the Undefeated, Aekold Helbrass, Count Mordrek the Damned, Gorthor the Cruel - Beastlord of Chaos, Egrimm Van Horstmann and Scyla - Spawn of Chaos.

No Chaos Warlord should go to battle without this dark tome.



Azazel,
Prince of Damnation

Dechala,
the Denied One

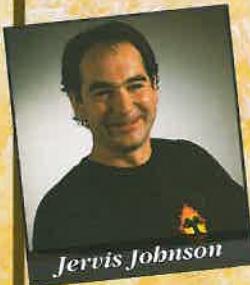
Scyla,
Spawn of Chaos

Egrimm van Horstmann
& Bandros, Chaos Dragon

WARHAMMER

MEN BEHAVING MADLY

By Jervis Johnson



Jervis Johnson

The Warhammer Players Society hold an annual tournament in Birmingham. This year Jervis went along with Jake Thornton to see what all the fuss was about.

A few months ago Rob Broom, president of the Warhammer Players Society (WPS for short) and all-round nice chap, threw down the gauntlet to myself and several other GW members of staff to take part in a Warhammer tournament he was organising. Now, it's rare that I accept such challenges (mainly because I receive so many that if I went I'd never get any work done) but in this case I happily agreed to go because Rob is a mate, and WPS tournaments have a reputation for being well organised and good fun. Sadly Jake Thornton was the only other staffer brave enough to take up Rob's challenge, the others coming up with wimpy excuses for not coming (hmmm, Paul...).

Anyway, so it was that Jake and I set off at some ungodly hour for the WPS Grand Tournament. We had both agreed to bring along armies that were under development, I was using my Khemri army, while Jake had a freshly painted Chaos Dwarf army, drawn from the prototype list that Tuomas has been working on. Although

Stephan Hess looks dubious as Jervis searches for the rule that says Games Developers automatically win!



Overall winner (and also winner of the Best Army category) was Rob Lane, at his first ever tournament! The chap in orange is Rob Broom, President of the WPS.



Some people got into the spirit of their armies more than others!

Jervis Johnson



The event was extremely well attended. But who's that funny-looking bloke at the front?



Now in its second year, the WPS Tournament attracted avid gamers from all over the country.

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COLD STEEL

A Warhammer 40,000 Battle Report by Andy Chambers, Jervis Johnson, Gav Thorpe and Tuomas Pirinen.

In this month's battle report, the Ultramarines must defend their home world as Tyranids fall upon them from the skies.

Andy: "Do us a battle report!" the Fat Bloke did cry. "Alrighty" we replied, "but we want to do something a bit different." "Whatever," quoth the rotund editor, "just get it done by Friday." "Ho, Ho, Ho!" we chortled, we being myself (Andy Chambers), Jervis Johnson, Gav Thorpe and Tuomas Pirinen.

What we decided to do, my inquiring readers, was a historical refight, which is just a fancy name for making up a scenario based on a piece of history from the 41st Millennium. We particularly liked the iceworld terrain that Owen Branham and Mark Jones had built for Warhammer 40,000 and took a fancy to taking a turn around the ice floes for our battle. The armies which had already been painted with snow-white bases were Imperial Guard, Tyranids and a handful of Ultramarines.



Now, as any good student of Warhammer 40,000 history knows, Macragge, the mighty home world of the Ultramarines Chapter, was the scene of a titanic conflict with the first Tyranid Hive Fleet to arrive in the galaxy, code-named Behemoth. The fiercest battles were fought around the Ultramarines' polar defence fortresses. These were key to the formidable planetary defence network of Macragge which was keeping the Hive Fleet at bay while the Ultramarines' battlefleet harried it from behind. Vast hordes of Tyranids came plummeting from the skies in mycetic spores and attempted to overrun the fortresses, which were fiercely defended by the heavily armoured Terminators of the 1st company and units of the Ultramar Defence Force (Imperial Guardsmen).

So there you go, an ideal excuse for lots of Tyranids to batter some Ultramarines and Imperial Guardsmen in the snow. Having picked our historical incident to recreate we just had to figure out how to do it.

The first limitation we had was the number of miniatures available, which was a bit low, so we asked nicely to get some more stuff painted by the 'Eavy Metal team. Once we had the miniatures painted we worked out the points value of the Ultramarine defenders that were available and then put together an attacking Tyranid force. As this was going to be a refight we didn't worry about force organisation charts and simply worked out points for the units available and allocated them as seemed sensible.

Conveniently enough, the Terminators and Ultramar Defence Force units came to a total of nearly 1,500 points. The Tyranids we had came to 2,200 points. During the historical battle the 1st Company died to the last man defending the fortresses, and companies of Ultramarines were sent to clear the

Tyranids out towards the end of the battle. We decided to represent this by playing two games, one after the other.

In the first game the stalwart Space Marines and Ultramar defenders would attempt to stave off all of the 2,200 point rampaging Tyranid horde. If and when (hopefully) the Defence Force fell, we would play a second game with the Ultramarines Relief Force attempting to clear the surviving Tyranids out of the fortifications. In the second game the Tyranids would only have the units which survived the first battle, with units keeping the numbers of models they had left, models which suffered wounds carrying them forward and so on.

This is what we wrote up for our scenarios based on these ideas.



Tuomas and Andy in action on the ice plains of Macragge! Being dead hard, Tuomas wears a T-shirt. Andy, however, feels the cold...

GAME 1: ICE STATION HEBRA

An outpost of the northern polar fortress, Ice Station Hebra guards an entrance to a network of underground tunnels connecting defence laser silos and power generators. Ordinarily it is manned by an isolated garrison of Ultramar defence volunteers, but prior to the arrival of the Hive Fleet these are reinforced by fifteen Terminators of the Ultramarines of the 1st Company. At the height of the battle between the Hive Fleet and the Macragge Planetary Defences, long-dormant surveyor systems at the station sound the alarm as the skies fill with the fiery trails of mycetic spores plummeting earthward...

Set Up: See the terrain set-up map later on. The Ultramar force must deploy within the fortifications of Ice Station Hebra and place at least one unit in the outpost on the other side of the fracture planes.

The Tyranids drop in by mycetic spore at the start of turn 1, using the *Deep Strike* rules. Due to the nature of the assault, the Tyranids start rolling for the arrival of their forces on turn 1 instead of turn 2, as is normally the case.

First turn: The Tyranids get the first turn.

Reserves: The Tyranid force starts in reserve but makes its first dice rolls to arrive in turn 1.

Mission Objective: Victory goes to the side with the last surviving models left on the table. If the Ultramarines win there is no game 2.

Game Length: The game lasts until one side is destroyed or has retreated off the table.

All that remained was to apportion the players to the two sides. Tuomas played a lot of games with Tyranids when we were working on the new edition of 40K, so he was a natural for ravening alien monster duty. I'm starting work on Codex Tyranids at the moment so I blagged the chance to try them out a bit. Originally both Gav and Jervis were going to command the defenders but as it transpired Gav was still recovering from visiting a Danish

Special rules: If the Ultramar defenders fall back, they will head for the bunker door at the base of the station tower, which we assume leads below ground. Units which reach the door treat it in the same way as reaching the edge of the table and may attempt to regroup at that point. If the unit continues to fall back it is removed from play. Units which retreat underground are diced for at the end of the game and will lose D6 models to the depredations of the Tyranids before the relief force arrives. Any survivors may participate in battle 2.

GAME 2: COUNTERSTRIKE

We treated this as being the same as the planetfall mission in Codex Space Marines, with the Tyranids defending (obviously). We had another 800 points of Ultramarines to form the relief force and ruled that they could take extra troops or vehicles to reach an equal points value with whatever Tyranids survived game 1. To let the Ultramarines deploy bikes or vehicles we allowed units which couldn't deploy by drop pod to come on from a random table edge at the start of the game.

Note: The first time we played Counterstrike the Ultramarines ended up surrounded by Tyranids and pretty much swamped from the moment they touched the ground. This was rather boring and unfair on the poor old Ultramarines so we stopped that game and changed the scenario slightly. The Tyranids were restricted to deploying inside the perimeter of Ice Station Hebra or on the outpost over the fracture plates. The blizzard rules were not used in game 2 (we assumed the Ultramarines dropped during a break in the weather).

convention called Fanatic on the day we fought game 1, so Jervis stood alone. The next day Jervis succumbed to some gribbly virus and was off sick – another triumph for the Hive Mind! (*One glass of Babycham and he blames a virus... – Paul Sawyer*) Gav took sole command of the Ultramarines counterstrike force. So, the scene is set, the players are prepared and all is in readiness; on with the show!

The Defence Force platoon snapped to attention as Sergeant Maxima strode out of the command bunker. Trooper Keyes shivered in the freezing cold, despite his thick uniform greatcoat. He watched as the master strode over to them. This was only the second time he had been this close to one of the masters and his curiosity burned inside him. It was said, back in the barracks to the south, that they had two hearts and could spit acid. Keyes strained his eyes to see any evidence of acid dripping from Sergeant Maxima's lips, but he could see nothing. What he could see was the scars of centuries of fighting etched onto the veteran's skin. One eye had been replaced with a strange, artificial mechanism by the Tech-priests, and its glowing red gaze fixed Keyes with its unblinking stare.

"Is there a problem, Trooper Keyes?" Maxima asked him, stepping in front of the Defence Force volunteer, his massive frame blocking out the sun's light like a miniature eclipse. The Sergeant's voice was quiet and filled with authority. It was said that the masters always spoke quietly, because their hearing was so good. So good they could hear your heart beating from ten yards away. It was also said that they could smell your fear, and a trickle of cold sweat ran down Keyes' spine.

"N-nothing, my lord. There's no problem at all," he managed to reply, his jaw aching with the strain of not chattering in the cold. Keyes thought that the master didn't look the least put out by the arctic conditions. It was with momentary horror that Keyes noticed ice crystals encrusted on some of the master's waxy skin. If

1ST COMPANY UNITS



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it was anyone else, Keyes thought, they'd be screaming with the pain of frostbite.

Maxima considered Keyes for a moment more and then stepped back. Raising his voice, the Sergeant addressed the assembled platoon.

"The xenomorphs will attack soon. Lord Calgar has ordered us to defend to the last man. There will be no surrender. Our glorious fleet is at this moment doing battle with the alien menace, and when it is victorious our warriors will return to relieve us. Men of Macragge, citizens of magnificent Ultramar, you are called upon to fight, and lay down your lives if necessary, in the defence of our realm. Do so with courage, for even as we stand here, the annals of history are being written. Let your names be remembered with pride." The

Sergeant finished with the customary salute of Ultramar, a fist clenched across the chest. Without a further word, Maxima turned around and strode easily through the thick snow, back towards the bunker.

"Die to the last man?" Brennan whispered harshly, his eye following the retreating form of the master. "That's alright for them to say, they're not really men at all."

"Shut it, Brennan!" Defence Sergeant Doric snapped. "It's their world as well, remember that!"

"Well, I'm just glad they're on our side." mumbled Keyes.

All eyes turned to the row of blue-armoured Space Marines keeping their patient vigil at the wall.

"Aren't we all soldier," Doric replied, "aren't we all..."

RELIEF FORCE



A gust of wind brought another flurry of thick snow swirling down the canyon, whipping up white wind-devils as it whistled between the rocky cliffs. Snow drifts were piled high against the rock faces in places and as the flutter of fresh snowfall settled, one of the drifts moved.

With a trickle of small ice particles cascading off its skin, the Lictor raised its head slightly, its feeder tentacles waving in the air, searching for a scent. The planet's bright sun had risen and fallen several times since the Lictor had dropped to the planet, but the erratic polar winds and desolate landscape had thwarted its attempts to locate its prey.

With alien logic as cold as the local climate, the Lictor had considered its next course of action. If it could not

find the prey, it would wait for the prey to come to it. The mountains were rocky and rugged in this area, and the canyon was the only reasonably safe passage through them it had discovered in its search. Sooner or later, the prey would pass through here, and they would lead it to more prey. And so the Lictor had waited, patient and implacable.

Having re-established contact after the blizzard of the previous night, the Lictor fell motionless again. Its scales had blanched almost totally white, and a layer of ice was encrusted over its skin, concealing it from all but the most determined search. It closed the membranes of its sensitive eyes, protecting them from the harsh glare of the arctic landscape. Its feeder tentacles would easily detect anything that came near.

TYRANID SWARM



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As night fell, several creatures approached through the canyon – the heavy tread of their booted feet alerting the Lictor long before they were near its hiding place. Its feeder tentacles could identify three different scents. As the sun sank beneath the lip of the canyon wall, plunging it into darkness, the Lictor opened its eyes and saw thin beams of light playing over the snowy ground as the prey used their strange devices to compensate for their poor night vision. The Lictor suffered no such disadvantage and could clearly see each of the three creatures walking closer.

As the prey came abreast of the Lictor, it released a surge of chemicals into its blood stream, sending burning energy through frozen muscles. In a spasm of power the Lictor leapt, its claws snapped outwards,

decapitating two of the prey in an instant. The third fell to the ground, high pitched noises emanating from its throat. The Lictor pinned the creature down with one of its claws and bent closer, bringing its face in front of its prey's. The feeder tentacles struck, tearing through flesh and bone with ease. They quickly burrowed into the prey's brain, seeking out the information the Lictor needed. Quickly analysing the contents of the prey's brain, the Lictor discovered what it had been looking for. Out of the canyon and away from the sunrise, the prey had dug a deep burrow into the ground to hide from the harsh weather. Many of the warrior prey were there. The Lictor quickly fed on the corpses of the other prey, replenishing its vital proteins, readying itself for battle once more. When it had finished, the Lictor stood up, its gazing turning north. It had found the prey...



WARHAMMER
40,000

Ultramarine 1st Company - Space Marine army
TOTAL: 1,059 points

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Chaplain	5	5	4	4	3	5	(4)	10	2+	Terminator armour, storm bolter, crozius arcum	100pts
1st Veteran Squad	4	4	4	4	1	4	1	9	3+	Bolters, heavy bolter, plasma gun	156pts
6 Space Marines	4	4	4	4	1	4	2	9	3+	Power weapon, bolt pistol, bionics	
Veteran Sergeant											
2nd Terminator Assault Squad	4	4	4	4	1	4	2	9	3+	Storm bolter, power sword, thunder hammers, lightning claws	210pts
5 Terminators	4	4	4	4	1	4	2	9	3+	Storm bolters, power sword, power fists, assault cannon	230pts
5th Terminator Squad	4	4	4	4	1	4	2	9	3+	Storm bolters, power sword, power fist, chainfists, heavy flamer	235pt
10th Terminator Squad	4	4	4	4	1	4	2	9	3+	Storm bolters, power sword, power fist, chainfists, heavy flamer	
5 Terminators	4	4	4	4	1	4	2	9	3+	Storm bolters, power sword, power fist, chainfists, heavy flamer	

Vehicle	Armour			BS	Type & Notes					Points
	Front	Side	Rear							
Predator Destructor	13	11	10	4	Autocannon, heavy bolter sponsons, pintle-mounted storm bolter, smoke launcher, dozer blade					128pts

WARHAMMER
40,000

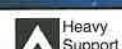
Ultramar Defence Force - Imperial Guard army
TOTAL: 344 points

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Colonel	4	4	3	3	3	4	3	9	5+	Laspistol, power sword	
Command HQ Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, heavy bolter, grenade launcher	92pts
Lieutenant	4	3	3	3	2	4	3	8	5+	Laspistol, sword	
Command Section Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, lascannon, meltagun	52pts
UDF Squad 1 10 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, heavy bolter, grenade launcher	67pts
UDF Squad 2 10 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, heavy bolter, flamer	58pts
UDF Squad 3 10 Guardsmen	3	3	3	3	1	3	1	7	5+	Lasguns, missile launcher, flamer	75pts
Veteran Sergeant	3	3	3	3	1	3	2	8	5+	Bolt pistol, sword	

TOTAL DEFENDER POINTS: 1,436 points
WARHAMMER
40,000

Ultramarines Relief Force - Space Marine army
TOTAL: 344 points

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
Librarian	5	5	4	4	2	5	3	9	2+	Terminator armour, storm bolter, force weapon, psychic hood	155pts
1st Tactical Squad	4	4	4	4	1	4	1	8	3+	Bolters, missile launcher, flamer	183pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Bolt pistol, close combat weapon, auspex	
2nd Tactical Squad											
10 Space Marines	4	4	4	4	1	4	1	8	3+	Bolters, missile launcher, flamer	206pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Bolt pistol, power fist	
Assault Squad											
5 Space Marines	4	4	4	4	1	4	1	8	3+	Bolt pistols, close combat weapons, jump packs	155pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Plasma pistol, close combat weapon, jump pack	
Bike Squad											
5 Space Marine Bikers	4	4	4	4	1	4	1	8	3+	Bolt pistols, plasma gun, meltagun	221pts
Veteran Sergeant	4	4	4	4	1	4	2	9	3+	Power weapon	
10th Devastator Squad											
5 Space Marines	4	4	4	4	1	4	1	8	3+	Bolt pistol, heavy bolter, lascannon, missile launcher, plasma cannon	180pts


TOTAL RELIEF FORCE POINTS: 1,100 points

9 points

WARHAMMER 40,000

Tyrannid Invasion Force - Tyranid Hive Fleet army

Points

100pts

156pts

210pts

230pts

235pt

Points

128pts

4 points

Points

92pts

52pts

67pts

58pts

75pts

points

Points

155pts

183pts

206pts

155pts

221pts

180pts

100 points

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
2 Hive Tyrants	6	3	6	6	4	5	4	10	5+	Invulnerable save, venom cannon/barbed strangler	205pts
3 Lictors	6	0	6	4	3	6	3	10	5+	Invulnerable save, fearless	195pts
Warrior Brood 1	5	3	5	4	2	5	2	10	5+	Close combat weapons	96pts
Warrior Brood 2	5	3	5	4	2	5	2	10	5+	Close combat weapons	96pts
Warrior Brood 3	5	3	5	4	2	5	2	10	5+	Devourers	105pts
Warrior Brood 4	5	3	5	4	2	5	2	10	5+	Devourer, deathspitter, venom cannon	127pts
Termagant Brood 1	3	3	3	3	1	4	1	5	6+	Fleshborers	140pts
20 Termagants	3	3	3	3	1	4	1	5	6+	Fleshborers	140pts
Termagant Brood 2	3	3	3	3	1	4	1	5	6+	Fleshborers	140pts
Genestealer Brood 1	6	0	4	4	1	6	2	10	6+	Razor-sharp claws (count as power weapons)	220pts
10 Genestealers	6	0	4	4	1	6	2	10	6+	Razor-sharp claws (count as power weapons)	220pts
Genestealer Brood 2	6	0	4	4	1	6	2	10	6+	Razor-sharp claws (count as power weapons)	220pts
Ripper Swarm	3	0	3	3	3	1	3	10	6+	Fearless, jaws (count as close combat weapons)	48pts
4 Ripper bases	3	0	3	3	3	1	3	10	6+	Fearless, jaws (count as close combat weapons)	48pts
Hormagaunt Brood	4	3	3	3	1	4	1	5	6+	Claws (count as close combat weapons), bounding leap (12" assault move)	114pts
19 Hormagaunts	3	3	3	3	1	4	1	10	6+	Fleshborers, wings (count as jump packs)	110pts
Gargoyle Brood	3	3	3	3	1	4	1	10	6+	Fleshborers, wings (count as jump packs)	110pts
11 Gargoyles	4	3	10	6	4	2	3	10	5+	Invulnerable save, bio-plasma	210pts
2 Carnifexes	3	3	4	4	2	4	2	10	2+	Warp blast, fearless	80pts
2 Zoanthropes	3	3	3	4	2	1	1	10	-	Spore Mines (special rules - see Tyranid army list)	100pts
2 Biovores	3	3	3	4	2	1	1	10	-		



TOTAL: 2,206 points





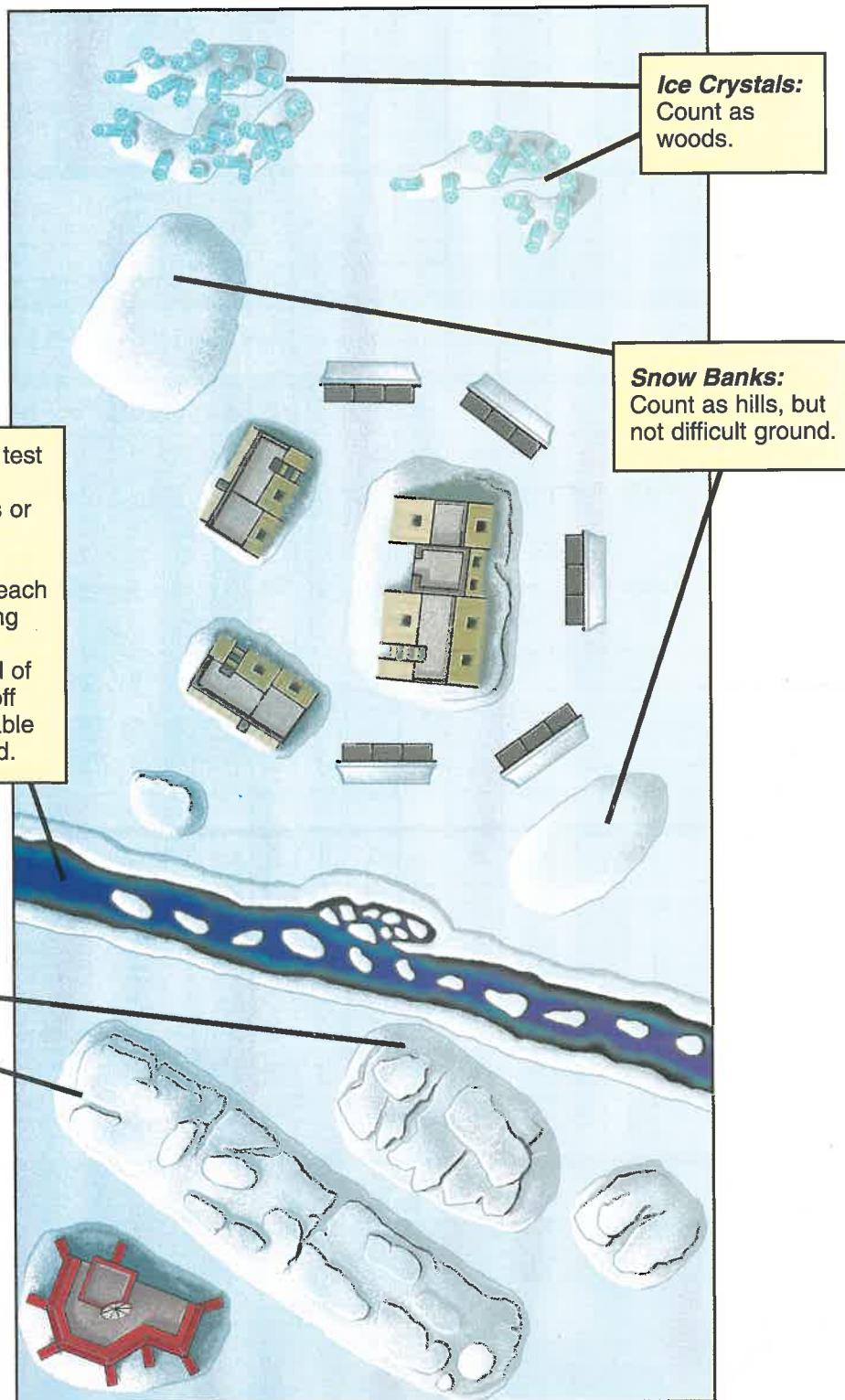
Thanks to Owen Branham, Mark Jones and Chris Smart, we had lots of remarkable terrain to play over – so we decided to make up a few interesting effects for it. Some of these we borrowed from the iceworld terrain generator in the Warhammer 40,000 rulebook, others we simply invented from scratch.



Blizzard: Roll each player turn, the blizzard starts blowing on a roll of 4+ or if already started finishes on a roll of 1. While blowing, any shooting at over 12" range needs 6s to hit regardless of BS. Guess range weapons are unaffected.

Ice River: Difficult terrain test is rolled per model. Any models which fail to cross or make it to an ice floe are killed. Ice floes move D3" down river at the start of each turn, carrying models along with them. The floes get 'recycled' to the other end of the river when they flow off table. Models swept off table are considered to be dead.

Fracture Plates: Difficult ground, counts cover for infantry. If a 1 is rolled on either difficult terrain dice when a unit moves across the fracture plates, one model from the unit falls down a big hole in the ice and removed as a casualty.



BATTLE 1: ICE STATION HEBRA

TYRANID TURN 1

The skies of Ultramar erupted with flames as the mycetic spores of the Hive Fleet penetrated the atmosphere. Most spores landed safely, but one of the spores, bearing a Lictor caught fire as it sped towards the ground, and shattered as it hit the ice, spraying slime and ichor around it as the Lictor died upon impact.

Crouching over the shells of their spores, the warriors of the hive mind opened fire upon the defenders. The huge Carnifex that had landed inside the compound unleashed its bio-plasma attack against the Imperial Guardsmen. Six Guardsmen from two squads died, and the Colonel leading the Command Section was

wounded. Despite the howling wind and snow, the first Hive Tyrant opened fire with its Venom Cannon. With an incredible show of luck the deadly bio-weapon hit the Predator, ripped its side open and caused a massive internal explosion! The smashed tank took two nearby Genestealers with it to an icy grave.

The other Hive Tyrant was not as lucky, and missed altogether, as did the Zoanthrope. The fire from the Termagants, however, killed one of the Guardsmen in the 2nd Squad.

Faced with the awesome Carnifex, the morale of the Imperial Guard Command Squad broke, and they turned to run, only to be caught in the crossfire of the advancing Tyranid units. The second Imperial Guard squad followed them and ran 5" towards safety. The assault on Ultramar had begun.

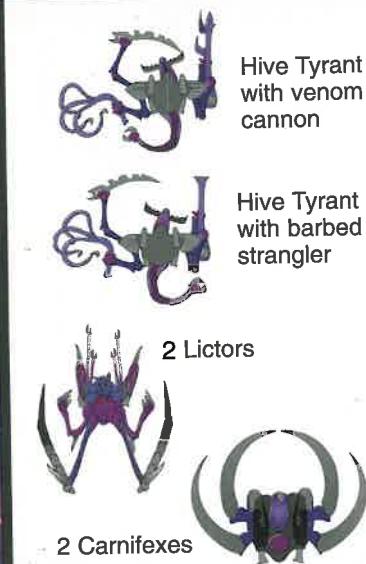
IMPERIAL TURN 1

The Imperial forces moved quickly to contain and, hopefully, eliminate the initial Tyranid landing. The 2nd Terminator squad advanced to deal with the Tyranid Warriors that had landed on the bunker, while the 5th Terminator squad was joined by one of the UDF squads as they swung round to engage the Genestealers and Carnifex in the outer compound. The 10th Terminator squad moved over to the right-hand side of their bastion in order to get a better shot at the Tyranid creatures outside the compound.

Imperial fire whittled down the Genestealer and Tyranid Warrior broods, and even managed to score a wound on the mighty Carnifex. In the assault phase the 2nd Terminator squad, led by the Chaplain, charged the Tyranid Warriors, wiping them out for no loss, while the 5th Terminator Squad and the UDF squad charged the 'Stealers and Carnifex. Although two of the Terminators were killed in the assault, the last Genestealer was killed and the Carnifex reduced to a single wound. All in all it had been a most successful 1st turn...



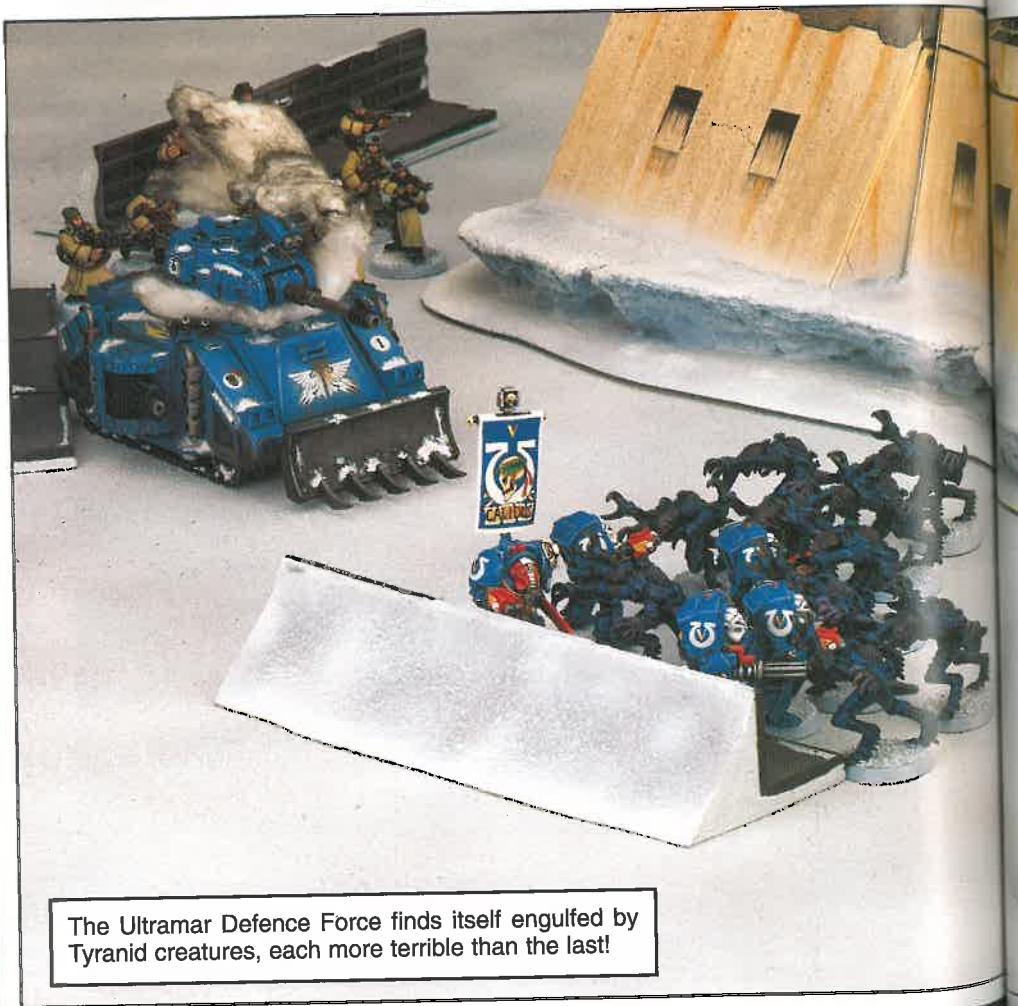
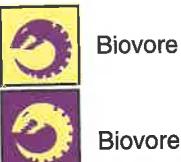
COLD STEEL



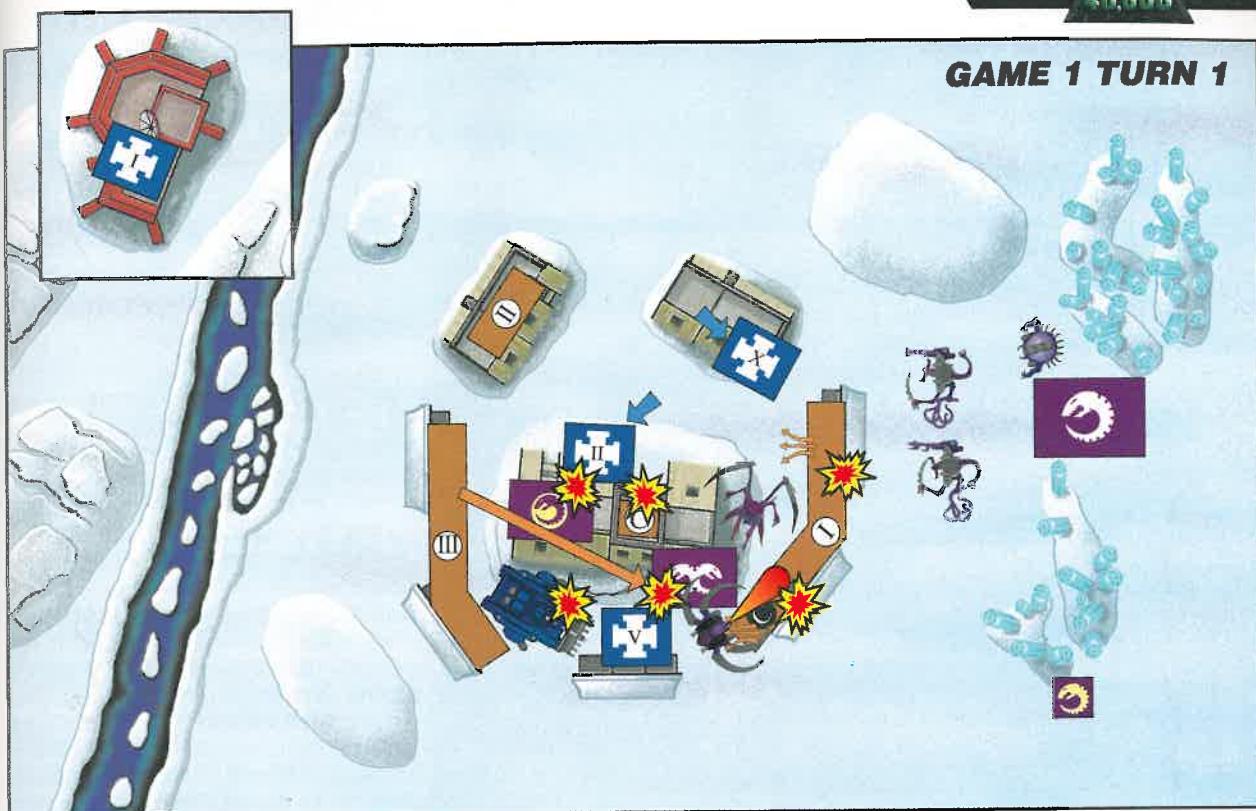
ULTRAMARINE DEFENCE FORCE

	1st Squad – 6 Veteran Space Marines
	2nd Squad – Chaplain and 5 Terminators Assault squad
	5th Squad – 5 Terminators with assault cannon
	10th Squad – 5 Terminators with heavy flamer
	Predator Destructor with heavy bolters
	UDF Colonel and Command Squad
	UDF Lieutenant and Command Squad
	UDF Squad with grenade launcher and heavy bolter
	UDF Squad with flamer and heavy bolter
	UDF Squad with flamer and missile launcher

	3 Warriors with close combat weapons		20 Termagants
	3 Warriors with devourers		20 Termagants
	3 Warriors with venom cannon, deathspitter and devourer		4 Ripper Swarms
	3 Warriors with close combat weapons		10 Genestealers
	19 Hormagaunts		10 Genestealers
	11 Gargoyles		2 Zoanthropes



GAME 1 TURN 1

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TYRANID TURN 2

There was a lull in the howling blizzard as more Mycetic spores rained down upon Ultramar. A Lictor, broods of Termagants, Genestealers, Gargoyles, Ripper Swarms and a Biovore all landed safely. Unfortunately for the hive mind, a particularly bulky spore bearing a Carnifex crashed through the ice, taking the titanic creature to the depths of the ocean.

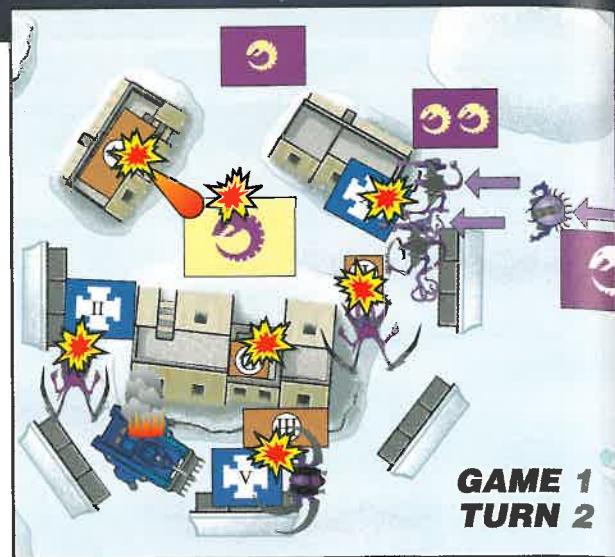
The Termagants opened fire upon the Terminators, and in a hail of tiny carnivorous bullets two of the Terminators went down, much to the horror of Commander Johnson. Following the example of their genetic brothers, the Gargoyles targeted the second Terminator squad, and they in turn managed to down one more of the Emperor's finest.

The rest of the Tyranid firepower proved ineffective, and only one of the Spore Mines catapulted by the Biovores managed to kill anything – two Guardsmen from the second Command Squad.

An assaulting Lictor pulled apart four Guardsmen, utterly devastating the 2nd Imperial Guard squad. The Hive Tyrants threw themselves at the Terminators, and left no warrior alive, cleaving through even the thick tactical Dreadnought armour with ease.



The battle between the Terminators and the Carnifex continued. The titanic living war machine ripped two Terminators apart, and suffered no wounds in return. Chanting the litanies of hatred, the Terminators refused to give ground and the struggle raged on.



GAME 1
TURN 2

IMPERIAL TURN 2

The loss of nine Terminators in the Tyranid second turn had greatly reduced the Imperial forces' chances of victory, but things were not over yet! Undoubtedly the biggest threats were the Hive Tyrants, but with so few heavy weapons around to deal with them, the Imperial Commander (Jervis!) decided instead to concentrate his efforts on enemy units he could hurt. To this end the 2nd Terminator squad moved off after the Lictor lurking close by behind the bunker, while the UDF turned their guns on the Termagants in the courtyard.

Unfortunately the Imperial fire was disappointing, to say the least, and only a handful of the Termagants were shot down. The following assault phase was more successful, the 2nd Terminator squad scoring two wounds on the Lictor, while a brave charge by the UDF scored the single wound needed to kill the Carnifex (which goes to show that even the largest creature can be killed as long as you roll enough dice!).



The Hive Tyrants make short work of an entire squad of Terminators, cutting them down to a man.

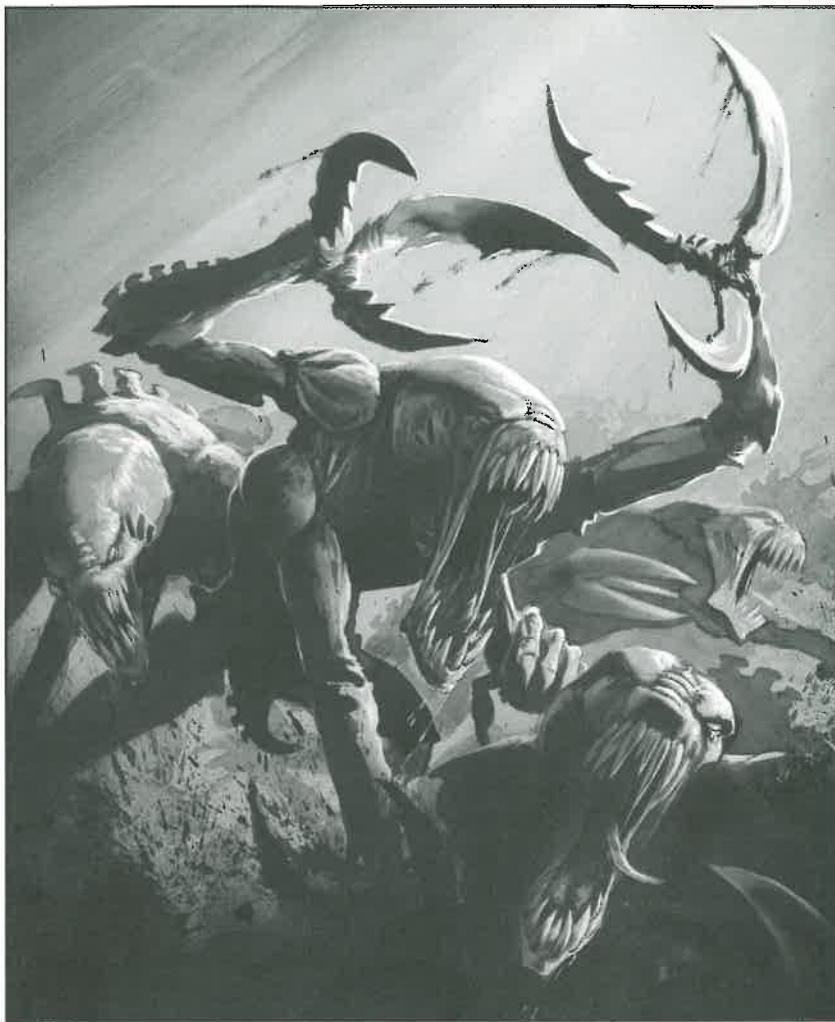
TYRANID TURN 3

As the blizzard howled on, the struggle grew desperate, and the Tyranids moved in for the kill. The Hormagaunts and two broods of Tyranid Warriors landed next to the isolated bunker over the river, that contained the Veteran squad.

The Gargoyles opened fire on the remaining Command Section, and took out one trooper. The Biovores lobbed their deadly cargo amongst the desperate Imperial defenders. Four Guardsmen from the 1st and 2nd squads died in a way too horrible to contemplate as the Spore Mines tore them apart. The rest of the Tyranid fire was far less effective however, with both Zoanthropes and almost all the Tyranid Warriors missing their targets. The Hive Tyrant with the venom cannon managed to cut down one opponent, while the barbed strangler hit the 4th squad, killing four Guardsmen.

The Termagants and the Ripper Swarms assaulted the 4th Imperial Guard squad, and though one Termagant was cut down by lasgun fire, the brave men were massacred. Only one was left standing, and as he turned to flee he was overrun by the pursuing Ripper Swarms – only a few bones remained.

A Lictor attacked the 3rd squad but did not fare as well. In a show of utter incompetence, the giant Tyranid failed to even hit the puny humans, and only because it was fearless did it avoid taking a Break test. The dual hive mind of Pirinen/Chambers howled with displeasure, and decided to turn the treacherous Lictor into a Termagant after the battle.

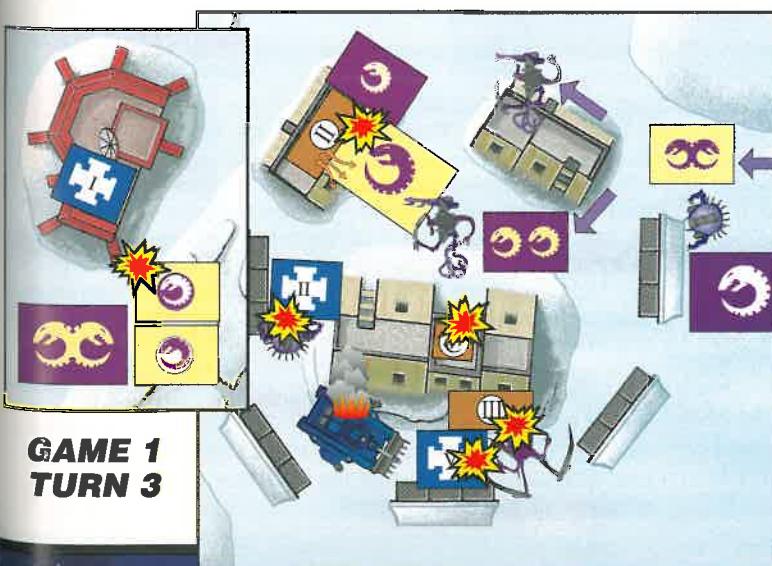


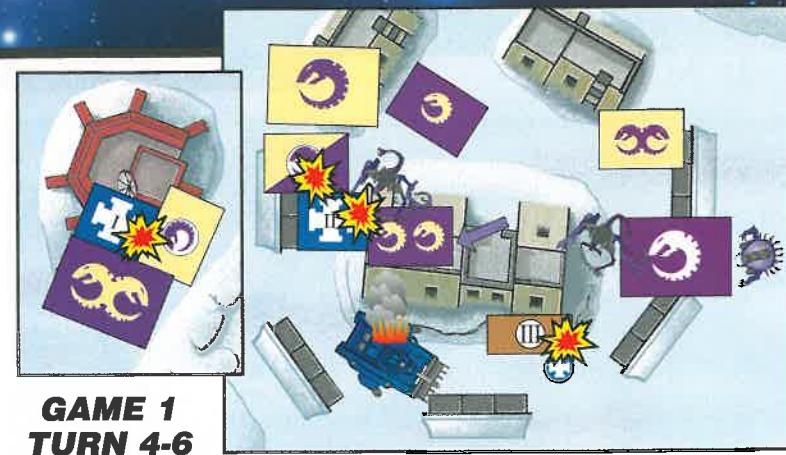
IMPERIAL TURN 3

Things were looking pretty grim in the compound now, but still the Space Marines fought on! The 2nd Terminator squad moved towards the Zoanthrope that was close by, failing to kill it with their storm bolters but then hacking it apart with quick efficiency in the assault phase. On the other side of the compound the single remaining Terminator and the surviving UDF troopers dealt with the Lictor that they had been fighting. Meanwhile things were hotting up around the bunker over the river, the Veteran Space Marines returning fire at the Tyranid Warriors armed with devourers, killing two of them.

TURNS 4-6

It was clear now that, barring a miracle, the Space Marines couldn't possibly hope to win, so they determined to sell their lives as dearly as possible. In the compound, the surviving Terminators and the Chaplain hurled themselves at the Tyranids, gunning down four Gargoyles on the way and annihilating all but one of the Termagants in a single round of combat. The combat between the Veterans in the bunker over the river





**GAME 1
TURN 4-6**

and the Hormagaunts was less successful, with the Imperial forces finally losing all hope as the Veteran Sergeant leading the squad was cut down. Until that moment Jervis had harboured a slim hope that the Sergeant might slay the last remaining Tyranid Warrior,

giving him a chance to break the Hormagaunts, as there would no longer have been a Synapse creature nearby, and this in turn forcing the Tyranids attacking the compound to have to slog all the way over those dangerous ice flows to attack the bunker... As it was, however, this was not to be, and the Space Marines were clearly doomed!

THE BATTLE ENDS...

The game actually went on for another two turns, as the last Space Marines fought against impossible odds in three huge, swirling close combats. In the end, however, all of the Space Marines were killed, and the battlefield belonged to the Tyranids.



*The Veteran squad
defends against the
Tyranid assault.*

BATTLE 2: COUNTERSTRIKE



...THE RELIEF FORCE ARRIVES

Gav: While Andy and Tuomas gathered together the survivors from their first assault and decided where to set them up, I had a look at the battlefield and the forces available to me. I had two Tactical squads and a small Assault squad, a Librarian and a Devastator squad all coming in by drop pods. I also had a Bike squad which would arrive from a randomly determined table edge (dropped off-table by a Thunderhawk).

Against Tyranids, it is important to have a solid defensive position. If you are scattered all over the place, they can use their numbers to eat up your units

one at a time. With *Deep Strike*, it isn't possible to know exactly where your units are going to end up, but you can gather them roughly together in one place and then work from there. The best place for my main force looked to be between the Compound and the river. There were fewest Tyranid units hidden on that side of the fortifications. As I wouldn't be able to move or assault on the turn I arrived, it was important to put as much distance as possible between my Space Marines and the 'Nids. However, I didn't want to be stuck on the other side of the river, because of the fracture plates and the fact that the Hive Tyrants would have plenty of spaces to hide behind the gatehouse. This would be vitally important, as the victory conditions specified that the Space Marines had to kill both the Hive Tyrants for any chance of victory (and scored triple victory points for each one). This meant that my only true objective was simple – kill the Hive Tyrants!

ULTRAMARINE RELIEF FORCE



Terminator Librarian



1st Squad – Veteran Sergeant with auspex, 9 Space Marines with flamer and missile launcher



2nd Squad – Veteran Sergeant with power fist, 9 Space Marines with flamer and missile launcher



Assault Squad – Veteran Sergeant with plasma pistol, 4 Space Marines with jump packs



10th Devastator Squad – 5 Space Marines with heavy bolter, lascannon, missile launcher and plasma cannon



Bike Squad – Veteran Sergeant with power weapon and 4 Space Marine bikers with plasma gun and meltagun



GAME 2 TURN 1



Spore Mine

REMNANTS OF THE TYRANIDS



Hive Tyrant with venom cannon



Wounded Hive Tyrant with barbed strangler



1 Warrior with close combat weapons



2 Warriors with deathspitter and devourer



10 Genestealers



1 Zoanthrope



20 Termagants

Biovore
Biovore

4 Ripper Swarms



1 Termagant



17 Hormagaunts



7 Gargoyles

MAKING CHANGES

Gav: The first time we tried out the relief force's attack, things did not go at all well for the Space Marines. The bulk of the Ultramarines' units deployed in one corner of the table, with the bikes, Assault squad and Librarian further down the table to sweep the far end clear of any Tyranids. As it turned out the Devastators and Tactical Marines were swamped by Hormagaunts, Ripper Swarms, Termagants and Gargoyles in the Tyranids' first turn. Although these units weren't able to wipe out the Space Marines on their own, they did a splendid job of holding them up while one Hive Tyrant and the Tyranid Warriors could join the fray. The Bike squad bravely leapt in to shoot at the other Hive Tyrant, only to be torn apart by the Hive Tyrant and Genestealers. The Assault squad and Librarian found themselves faced with the fearsome prospect of a Biovore and a lone Termagant who had survived the first game and were too far from the main fight to be any assistance. Needless to say, it was looking like the Space Marines were going to get butchered in short order and some changes needed to be made.

We decided that the same deployment rules for the Space Marines in the first battle should apply to the Tyranids in the second battle – if they were devouring the inhabitants of the fortress then it was reasonable to assume they'd be concentrated around that area. This would give the Space Marines a little more room to manoeuvre, without being pounced on by a horde of beasties in the first turn. We also decided that the Space Marines would wait for the blizzard to abate before they struck, allowing them to use their firepower more effectively, so the blizzard rules would not be used in the second battle.

TURN 1

As it turned out, everybody except the Assault squad scored a HIT on the scatter dice and landed exactly where they should have been. This gave the Space Marines a solid force on one side of the fort and the Assault squad to cause trouble on the other side. As it happened, the Bike squad also turned up with the Assault squad, giving the Marines a mobile 'attacking' force and a defensive force. The bulk of the Tyranids were on the other side of the complex, but the Genestealers were still close and the Hormagaunts, with their double charge range, were likely to be able to attack the Space Marines in the first turn too.



SPECIALIST CLOSE COMBAT ATTACKS

During the Genestealers' attack an interesting point came up. The Warhammer 40,000 rulebook states that you can only use special close combat weapons (such as a powerfist or power weapon) if you're in base contact with the enemy – if you are just supporting then you use your basic Strength and no special abilities. The question was: did this apply to a Genestealer's ability to ignore saves, as this isn't a weapon as such. Looking up the relevant rules section, we found that *Monstrous Creature* was listed under special attacks and so it seemed to follow that Genestealers who were only supporting the attack would not ignore armour saves.

The Genestealers were hidden from view by the swarm of Termagants around them, so the Space Marines opened fire on the Termagant brood. The combined fire of the Bike squad, 2nd Tactical squad and Librarian's *Smite* psychic power killed twelve of the alien beasts, while the 1st Tactical squad ripped apart the Biovore with bolter and flamer fire. The Assault squad fared poorly, failing to remove the lone Termagant who was in range of their weapons!

As could be expected, the bulk of the Tyranid army surged towards the Space Marines. The remaining Termagants headed towards the Assault squad and bikes, followed by the Hive Tyrant on that side of the bunker, while the Genestealers and Hormagaunts bounded towards the Tactical squads. Shielded by its Tyranid Warriors, the second Hive Tyrant also advanced.

As the Tyranids closed in for the kill, the surviving Biovore hurled a Spore Mine towards the Devastator squad. However, the shot missed its mark, only to land in the middle of the 1st Tactical squad instead! The Space Marine's armour protected them from the worst of the blast though, and only one of them fell to the unexpected attack. The Termagants managed to bring down two of the Assault squad with their fleshborers, but the rest of the Tyranid shooting (the Hive Tyrants and Zoanthrope) all failed to hit its targets.

The Genestealers pounced on the Space Marine Librarian and 2nd Tactical squad, while some of the

Hormagaunts managed to charge into the other Tactical Space Marines. Unsurprisingly, the Librarian was torn apart, and only four of the Tactical Marines survived the Genestealers' attacks. Rather sensibly, the survivors of the Tactical squad fell back a few inches from the Genestealers, who in turn used their consolidate move to get into combat with the other Tactical squad. The Hormagaunts failed to do any damage against the other Tactical squad, and lost three of their number in the process.

TURN 2

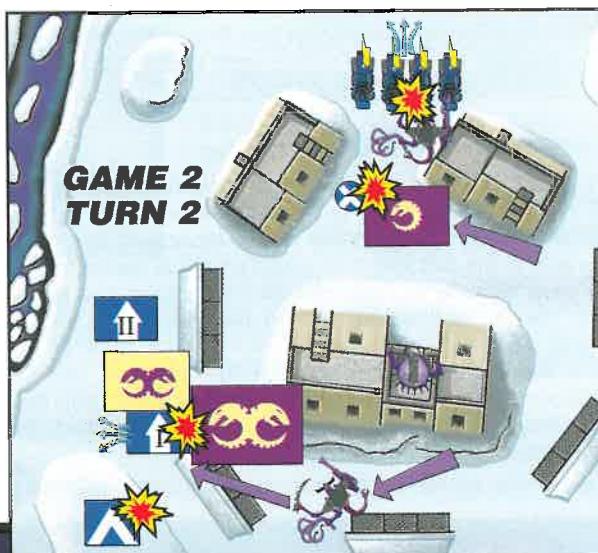
The Space Marines concentrated on their main objective – killing the Hive Tyrants. To this end, the Devastators opened fire on the Tyranid Warriors blocking their aim, easily killing both of them with their multiple heavy weapons. The survivors of the 2nd Tactical squad fired at the other Hive Tyrant, but their krak missile missed and their bolters failed to cause any wounds. The Assault and Bike squads also fired at the approaching alien behemoth, managing to reduce it to a single wound – it would have been dead if not for an invulnerable save against a meltagun hit!

Surrounded by Termagants, the Bikers and Assault Marines did the only sensible thing – they charged! Although the charging Space Marines wiped out the Termagants, their attacks were resolved simultaneously with their alien adversaries. As Tuomas grinned, Gav had "an evil feeling about this..." True to his suspicions, Gav lost two of his Assault squad to the Termagants, leaving only one Assault Marine left – the Veteran Sergeant. The Bike squad used the brief break in the fighting to back away from the approaching Hive Tyrant and Ripper Swarms, while the Assault Marine selflessly threw himself at the Hive Tyrant in the hope of holding it up for a turn until the bikes could shoot again. Unfortunately, even aided by his jump pack, the Veteran Sergeant was unable to close the distance and the Hive Tyrant was free to stride past and attack the Bikers.

On the other side of the complex, the Genestealers predictably killed another two Tactical Space Marines, although the Hormagaunts repeated their earlier performance and were thwarted by their foes' power armour. The Space Marines slew three more of the Hormagaunts and continued to hold their ground.

As Gav had feared would happen, the surviving Assault Sergeant was surrounded the Ripper Swarms' gnashing mandibles while the Hive Tyrant ignored him and headed towards the Bike squad, its venom cannon shots ricochetting harmlessly off the Space Marines' thick armour. The other Hive Tyrant levelled its barbed strangler at the Devastators, but its shot went wide. However, the Zoanthrope mustered its warp blast and fired a bolt of energy at the heavy weapons squad, killing the Space Marine carrying the plasma cannon, while another Spore Mine from the Biovore drifted down just in front of the Devastators.

Their unearthly roars joining together across the arctic waste, the two Hive Tyrants charged – one into the Bike squad, the other into the 1st Tactical squad. Two of the bikes fell to the wicked weapons of the Hive Tyrant confronting them, and could do no damage in return.





The remaining Bikers find themselves engulfed by the Hive Tyrant and the Ripper Swarms.

However, their faith in the Emperor was strong and they continued to fight the seemingly unstoppable beast. The Assault Sergeant managed to inflict two wounds on the Ripper Swarms before being overwhelmed by a living tide of creatures that devoured his armour and flesh before moving on towards the bikes. In the other close combat, three more members of the 1st Tactical squad fell to the combined attacks of the creatures facing them, but their battle-brothers fought back ferociously, slaying another Hormagaunt and a Genestealer. The Tactical squad broke off the combat and retreated 3", which wasn't enough to get them clear of many of their adversaries, who could simply consolidate into the unit as it fell back and continue the combat. The Genestealers broke off their attack and consolidated behind a nearby wall, their eyes fixed intently on the Devastator squad, now that the Hive Tyrant had arrived to finish off the Tactical Marines.

TURN 3

Now that the Genestealers were no longer in combat, they became the object of the Space Marines' zealous fury. The 2nd Tactical squad and the Devastators opened fire at the murderous creatures with everything they had, killing seven of them in a storm of bolter shells, frag missiles and a lascannon shot, leaving only two alive. The assault phase brought bad tidings for Andy and Tuomas. In the fight against the 1st Tactical squad, the Hive Tyrant threw all of its attacks against the Veteran Sergeant, but failed to inflict a single hit... Once more the Hormagaunts were unable to cause any casualties, although none of their number fell either. The Space Marines held firm, trying to buy vital time for the Devastators to get more shots.

Fighting the Bike squad, the other Hive Tyrant managed to tear through two Space Marines with its bio-weapons. The Veteran Sergeant, chanting prayers to his Primarch Roboute Guilliman, attacked once more. His glowing power sword cleaved through the Hive Tyrant's midsection, sending its body tumbling to the ground in a fountain of ichor. One of the Hive Tyrants was dead – just one more to go! The victory was short-lived as the Ripper Swarms engulfed the Veteran Sergeant's comrade and he roared out of the combat with the Ripper Swarms following swiftly behind.

Flapping alongside the river, the Gargoyles aimed their fleshborers at the survivors of the 2nd Tactical squad, but failed to hit, as did the warp blast from the Zoanthrope. The Biovore also targeted the Tactical Space Marines, but its deadly Spore Mine drifted off course in the arctic winds.

In the assault phase, the Genestealers charged into the Devastator squad, while the Ripper Swarms flowed over the Biker Veteran Sergeant and the Hormagaunts and Hive Tyrant continued their attack on the 1st Tactical squad. Tuomas and Andy swapped dice-rolling duties for the Hive Tyrant after Andy's performance in the previous turn, and Tuomas proved equal to the task, killing the remaining four Tactical Marines. Both the Hive Tyrant and the Hormagaunts swept onwards towards the Marines of the 2nd Tactical squad, feeling victory in their grasp. The Genestealers only managed to kill one Devastator, although neither of them fell to the Space Marines' attacks. The Bike squad's Veteran Sergeant managed to cause another wound on the Ripper Swarms, but inevitably fell to the wave of fanged maws engulfing him.

TURN 4

Not giving up without a fight, the brave warriors of the 2nd Tactical squad poured bolter fire into the approaching Hive Tyrant, managing to wound it. Unfortunately their krak missile went astray and the end looked very near. In the Space Marines' assault phase the Genestealers easily cut through the remaining Devastators and advanced meaningfully towards the handful of surviving Space Marines.

As the remaining Tyranids charged the Tactical squad, the Gargoyles added fire from their fleshborers, killing one Space Marine. The



The Devastators fail to gun down the Genestealers and are overwhelmed in hand-to-hand combat.

Zoanthropes' warp blast also claimed another Space Marine, leaving the rest to be torn apart by the Genestealers and Hive Tyrant. The battle was over and the Tyranids had won. However, they hadn't had everything their way.

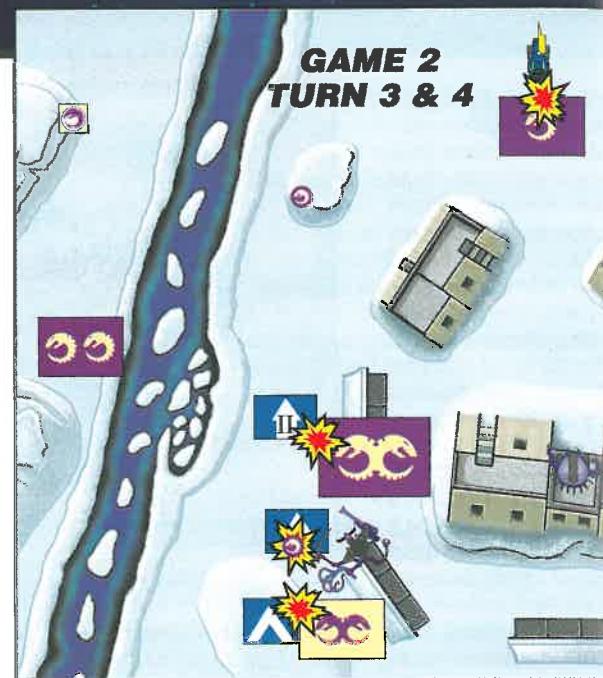
FEEDING THE HUNGER

Tuomas: So victory belongs to the hive mind. The dual hive mind Chambers/Pirinen rejoices in the warp! While feasting on the genetic material of the Space Marines, the immortal hive mind ponders the lessons learned...

What the battle really showed was the effect of massed firepower. Even the Terminators – the Emperor's finest troops with nigh-impenetrable armour – were vulnerable to the fire of lowly Termagants once enough biological guns were brought to bear. Three Terminators, and many more Imperial Guard died this way in the first battle, much to the horror of Commander Johnson. Everything counts by large amounts. Ripper Swarms deserve a special mention – they killed a huge number of the Emperor's troops without suffering notable casualties. Their multiple attacks more than made up for their other shortcomings, and our enemies tended to overlook them, which cost them dear.

We were not happy with the performance of all our troops however. The Lictors managed to disgrace themselves, and not one of them survived to the second battle! The Tyranid Warriors did not live up to our expectations either, causing very few casualties and leaving most of the fighting to the lesser creatures.

In several places the battle could have gone horribly wrong. It was only a matter of luck that we pulled through. Had the Hive Tyrant's venom cannon failed to destroy the Predator (I rolled a 6 to hit it despite the blizzard, rolled a 6 for penetration and a 6 as the result on the Vehicle Damage chart!) the tank would have been free to cause terrible carnage in the Tyranid ranks. The Hormagaunts and the Tyranid Warriors almost failed to sweep the outlying bunker clear of Space Marines, and the last of the Tyranid Warriors was down to



its last wound. Only an inspired string of dice rolls finally felled the stubborn Space Marines.

We made mistakes as well. Moving Tyranid Warriors through the ice when it was not necessary cost us dear – we lost two of these Synapse creatures on the right flank. One more, and all the lesser Tyranids around them would have been down to their very low Leadership value of 5.



The Hive Tyrant finishes off the 1st Tactical Squad.

In the second battle Gav almost had us, one of the Hive Tyrants died and the second had suffered two wounds before we finally managed to slaughter the remaining Space Marines. In hindsight it might have been better to keep the Hive Tyrants safe behind some buildings, but that would have been far too cowardly. As it turned out they managed to kill several of the Space Marines who might have proved too tough for the lesser creatures.

So now the feeding will begin. Marneus Calgar, the hive mind is waiting for you and it hungers for your flesh...



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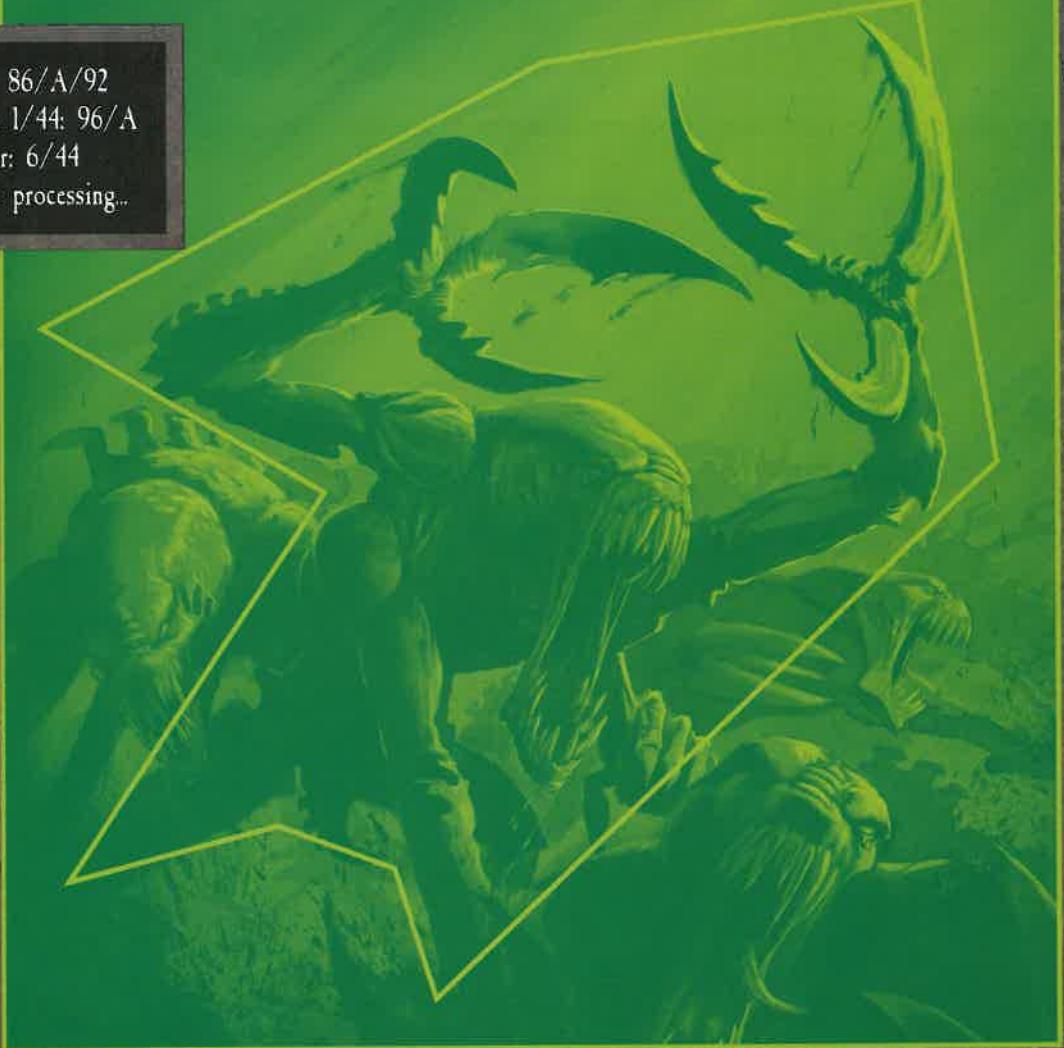
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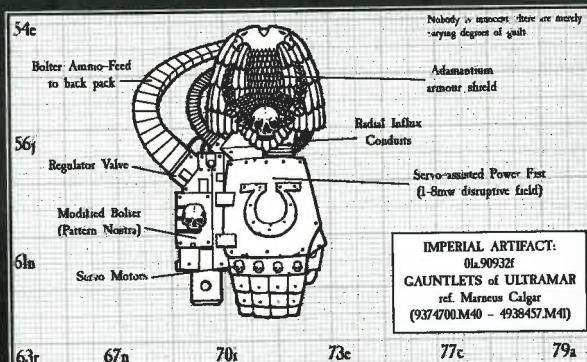


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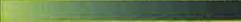
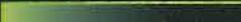
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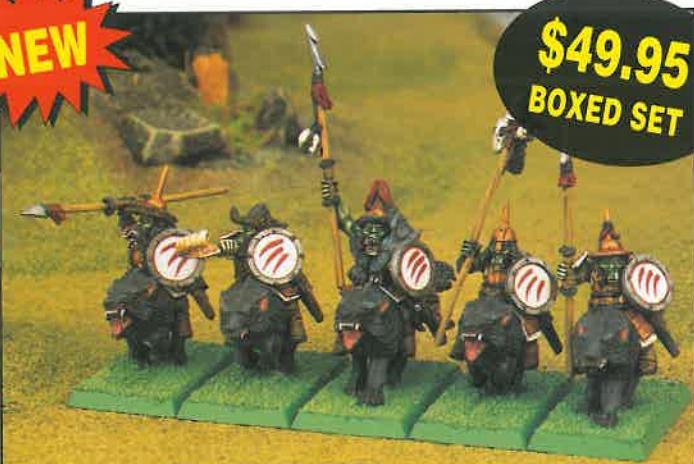
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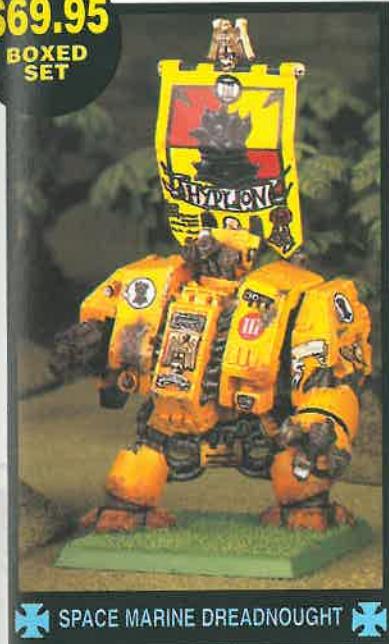
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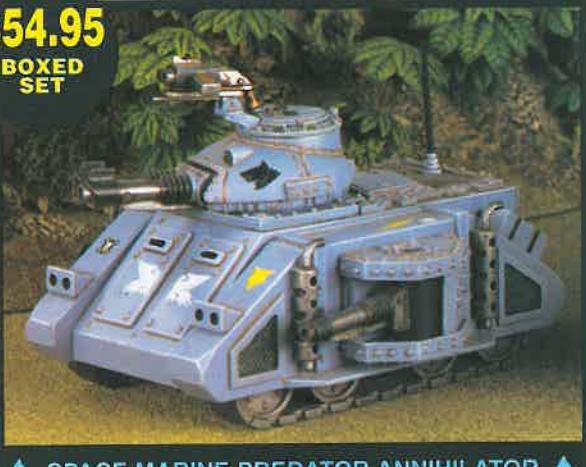
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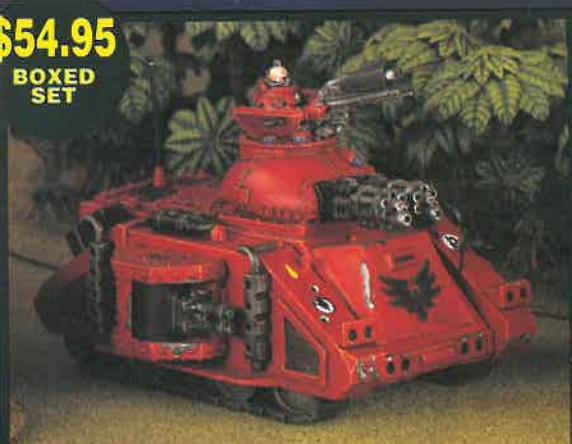
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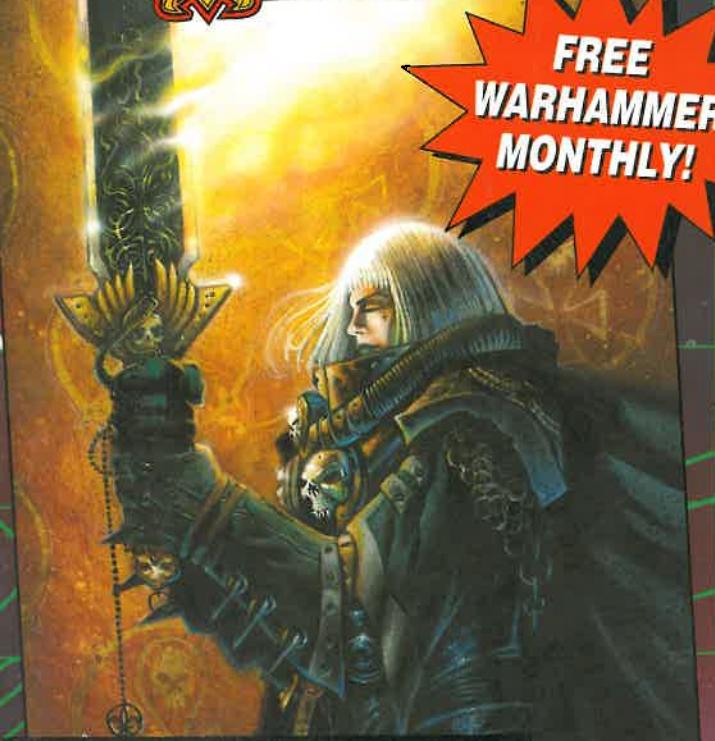
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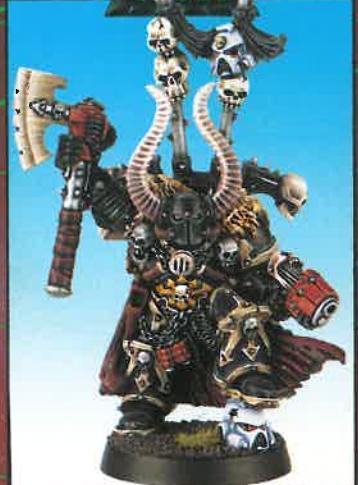
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