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WD261 SEPTEMBER
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GAMES WORKSHOP'S
MONTHLY HOBBY MAGAZINE

ISSN 0265-8712



9 770265 871059



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THE AUSTRALASIAN WHITE DWARF TEAM



DAVE TAYLOR



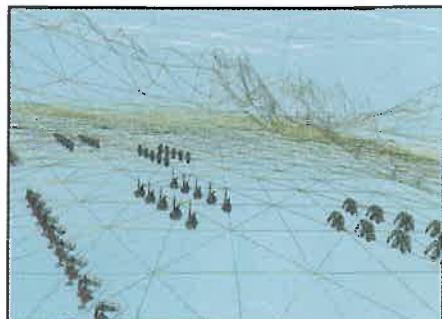
JUSTIN KEYES



MATT WEAVER



TERO KANKO



Above: Screenshots from the work in progress for Warhammer Online. The final in-game shots will be even more dynamic and detailed!

WARHAMMER ONLINE

Games Workshop are joining forces with Climax – one of the UK's largest computer game producers – to design and develop a massive, multi-player online version of Warhammer.

Warhammer Online will take the strategy, tactics and excitement of tabletop Warhammer and transform them into a gripping real time strategy game. A unique 3D engine will be employed to bring alive the full sound, fury and horror of battle and render the battlefields and topography of the Old World. It is Climax's ability to develop visually exciting and technologically advanced computer games, coupled with the rich detail and background of the Warhammer World, that makes this such an ideal partnership.

Climax, have previously worked with many of the world's top game publishers such as Electronic Arts, Acclaim and Konami. They have developed games for both Playstation and Playstation 2, and have done work for Nintendo and Sega. As you can imagine, they know their stuff!

As many avid computer game players know, Warhammer games have previously appeared on both the PC and Playstation in the form of the highly successful *Warhammer – Dark Omen* and its

predecessor, *Warhammer – the Shadow of the Horned Rat*.

The last few years have seen massive developments in both the sheer graphics power of consoles and PCs and in the emergence of multi-player gaming over the internet. It was this opportunity to genuinely re-create the Warhammer world in 3D and link up Warhammer players from all over the world that has made this project come alive.

The new game will be designed by Warhammer creator Rick Priestley and developed under the guidance of former White Dwarf Editor and Studio Manager – Robin Dews. They are committed to making full use of the skill and expertise of Climax's artists, programmers and other specialists to really bring the Warhammer world to life.

As Robin says, "To merely recreate the tabletop version of Warhammer would be a tremendous waste of potential. In addition to enabling players to fight skirmishes and battles, as each player progresses, their armies will grow in size and strength and heroes will carve a name for themselves in blood!"

This project is only just underway and we don't see this game coming to fruition until around late 2002.

The screenshots on this page represent very early development work, but as soon as it happens, we'll be sure to let you know.

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NEW RELEASES THIS ISSUE

WARHAMMER 40,000

THIS MONTH'S RELEASES FOR
WARHAMMER 40,000:

CITY RUINS ▼

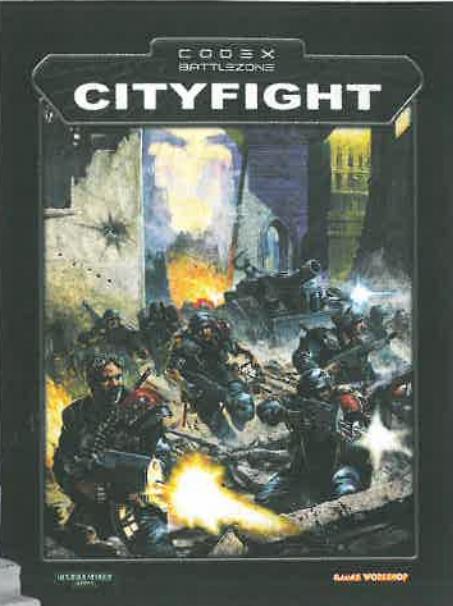
Sculpted by Mark Jones.

This pack contains one complete
City Ruins terrain piece.

Band L
AUS\$62



Band H
AUS\$32



WOLF SCOUTS ▲ ▼

Wolf Scouts are an Elites choice,
with 4-6 models in a squad.

Sculpted by Mark Harrison

This blister pack contains two
Space Wolves Scouts.

Band C
AUS\$14



Band C
AUS\$14

WOLF SCOUT WITH ASSAULT WEAPON ▲

Wolf Scout squads can include one assault weapon.

Sculpted by Mark Harrison

This blister pack contains one Wolf Scout with assault weapon and one Wolf Scout with bolt pistol and knife.



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- Sylvania Heights Community Centre, Sydney, NSW
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NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:



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DARK ELF BEASTMASTER

Sculpted by Chris FitzPatrick.

This blister pack contains one Dark Elf Beastmaster.

This model requires assembly.



Band C
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MORATHI ON DARK PEGASUS

Sculpted by Chris FitzPatrick.

This blister pack contains one complete Morathi on Dark Pegasus model.

This model requires assembly.



Band I
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DARK ELF COLD ONE CHARIOT

Sculpted by Juan Diaz,
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This boxed set contains one complete Dark Elf Cold One Chariot.

This model requires assembly.



Band I
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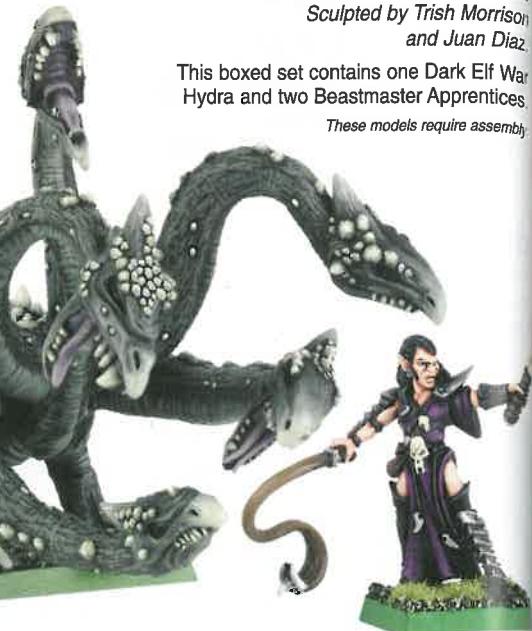


▼ DARK ELF WAR HYDRA

Sculpted by Trish Morrison
and Juan Diaz.

This boxed set contains one Dark Elf War Hydra and two Beastmaster Apprentices.

These models require assembly.



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WAR HYDRA
Trish Morrison
and Juan Diaz.
Dark Elf War
Apprentices.
require assembly.

DARK ELF EXECUTIONERS

Sculpted by
Alex Hedström.
This blister pack
contains three Dark Elf
Executioners.

Band D
AUS\$16



DARK ELF SORCERESS ON COLD ONE

Sculpted by Gary Morley and Mark Bedford.

This blister pack contains one complete
Dark Elf Sorceress on Cold One model.

This model requires assembly.

Band E
AUS\$19



DARK ELF EXECUTIONER COMMAND

Sculpted by Alex Hedström.

This blister pack contains three complete
Dark Elf Executioner Command models.

These models require assembly.

Band E
AUS\$19



DARK ELF SHADES

Sculpted by Mark Harrison.

This blister pack contains three
Dark Elf Shade models.

These models require assembly.

Band D
AUS\$16



*The above unit comprises two Dark Rider
models and three Dark Rider Command models.*

DARK ELF DARK RIDER

Sculpted by Gary Morley
and Trish Morrison.

This blister pack contains one
Dark Elf Dark Rider model.

This model requires assembly.

Band C
AUS\$14

DARK ELF DARK RIDER COMMAND

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This blister pack contains one
Dark Elf Dark Rider Command model.

This model requires assembly.

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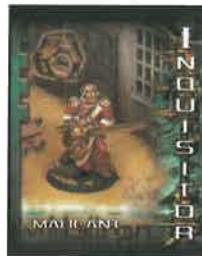
DEVOTEE MALICANT

Sculpted by Mark Harrison

This set contains one Devotee Malicant model.

This model requires assembly.

Band H
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TECHPRIEST TEZLA

AUS\$36

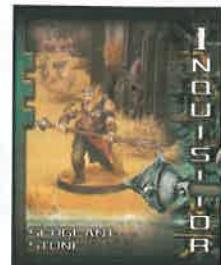
Sculpted by Gary Morely

This set contains one Techpriest Tezla model.

This model requires assembly.



**AVAILABLE FROM MAIL ORDER
VIA THE FANATIC PROCESS**



SERGEANT STONE

Sculpted by Alan Perry

This set contains one Sergeant Stone model.

This model requires assembly.

Band H
AUS\$32

Price banding at a glance...

Pricing information for Australia, New Zealand & Hong Kong.

Band	Aus\$	NZ\$	HK\$	J	\$40	\$45	\$185
A	\$12	\$14	\$60	K	\$55	\$60	\$275
B	\$12	\$14	\$60	L	\$62	\$70	\$300
C	\$14	\$16	\$70	M	\$70	\$80	\$350
D	\$16	\$18	\$80	N	\$80	\$90	\$380
E	\$19	\$22	\$90	O	\$85	\$95	\$400
F	\$23	\$26	\$100	P	\$100	\$120	\$500
G	\$27	\$32	\$125	Q	\$140	\$160	\$700
H	\$32	\$36	\$150	R	\$225	\$250	\$1125
I	\$35	\$40	\$175	S	\$300	\$350	\$1400



SEVERINA AND SEVORA DEVOUT

Sculpted by Brian Nelson

This set contains one Severina Devout model and one Sevora Devout model.

These models require assembly.

Band H
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Prices correct at time of going to print.

C O D E X
BATTLEZONE

CITYFIGHT

ANT STONE
by Alan Perry
contains one
Stone model.
requires assembly.

Band H
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5 \$185
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STOCKISTS



Andy Chambers, as Warhammer 40,000 Overfiend, is now a veteran of many cityfights, and has cast his unflinching gaze over the project from beginning to end.

Jervis Johnson, formerly a Games Development stalwart, is now the head of the Fanatic team, having given much of his energies to the creation of the new supplement.

Pete Haines is reckoned to be among the most experienced Cityfight players in the known galaxy. Listen well...

CHAPTER APPROVED

BY ANDY CHAMBERS, JERVIS JOHNSON AND PETE HAINES

Greetings, most humble citizens of the Emperor, and welcome to a most unique edition of Chapter Approved. This month, Scribes Chambers, Johnson and Haines are forced to reveal their methods in the crafting of Cityfight, a tome enabling desperate warfare to take place in the battle-torn streets of the 41st Millennium.

CITYFIGHT DESIGNER'S NOTES

ANDY'S BIT

I first started thinking about doing a Cityfight supplement for Warhammer 40,000 way back when I was working on the third edition rules in 1998. I liked the way that the Siege supplement had worked for Warhammer Fantasy Battle, giving an entirely different way of playing games with fantasy armies by placing them in a new environment. The best parallel I could think of for a siege in Warhammer 40,000 terms would be

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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

fighting which took place through the streets and ruined buildings of an embattled city, quite literally a siege in more modern terms. This had the bonus that the kind of cityscape fighting I was thinking about looked really groovy on the tabletop too, as numerous city boards I had seen and played on down the years could testify. The more I thought about it, the better it looked – tanks grinding along rubble-choked streets, hardened assault squads struggling to clear shattered buildings of dug-in defenders, lurking snipers and concealed machine gun nests... oh yes, I was hooked.

As time and capricious irony would have it, myself, Gav Thorpe and Jervis Johnson have ended up writing both a battle book about the Armageddon War, and jungle fighting rules in Codex Catachan before getting to Cityfight. However, we've used the time usefully and come up with what I think is an excellent supplement for the Warhammer 40,000 game. The development of Cityfight has been an epic in some ways, and I'll let the others tell you about their parts in it. For me it was an experience that taught me (again) that...

YOUR FIRST IDEA ISN'T

ALWAYS YOUR BEST (OR IS IT?)

After the initial hot flush of excitement I started to look more carefully at just how you would do Cityfight rules for a Warhammer 40,000 game. One of the many things we had stripped out from the second edition Warhammer 40,000 rules while working on the third edition were the rules for troopers hiding and going into overwatch (basically delaying their shooting until their enemies' turn). Experience had taught us that in

'open field' games these rules tended to make players go to ground a lot, hiding in the available pieces of cover all too readily and just reacting to enemy moves with overwatch fire. Since the third edition Warhammer 40,000 rules were aiming to make the game more dynamic by using larger numbers of units, it seemed wise to keep overwatch and hiding out of it, a decision which seems to have worked as no one appears to miss it very much. However, I could see that in a cityfight, with its alternating streets and buildings where units would be moving by short hops, overwatch would be essential, and conversely hiding for those concealed snipers and so forth.

At some point when I was discussing the idea with Jervis and Gav, the thought percolated through that all overwatch really represented was a way of short-circuiting the standard Warhammer 40,000 turn sequence (the 'I go, You go' system where each player does all his movement and shooting all at once). This got me thinking that Cityfight could work with a different kind of turn sequence where players alternated taking actions with their units in a similar way to the old Space Marine epic rules.

As I started to work on rules for this I encountered various far more practical problems with cityfighting; there were buildings everywhere! The games I played were always dominated by a succession of grunts, hisses and curses of frustration as I and my opponent tried to get at the miniatures we were moving, place them exactly where they should be, keep them in coherency and squeeze them behind bits of cover (always liberally scattered with rubble of course) all at the same time. We also



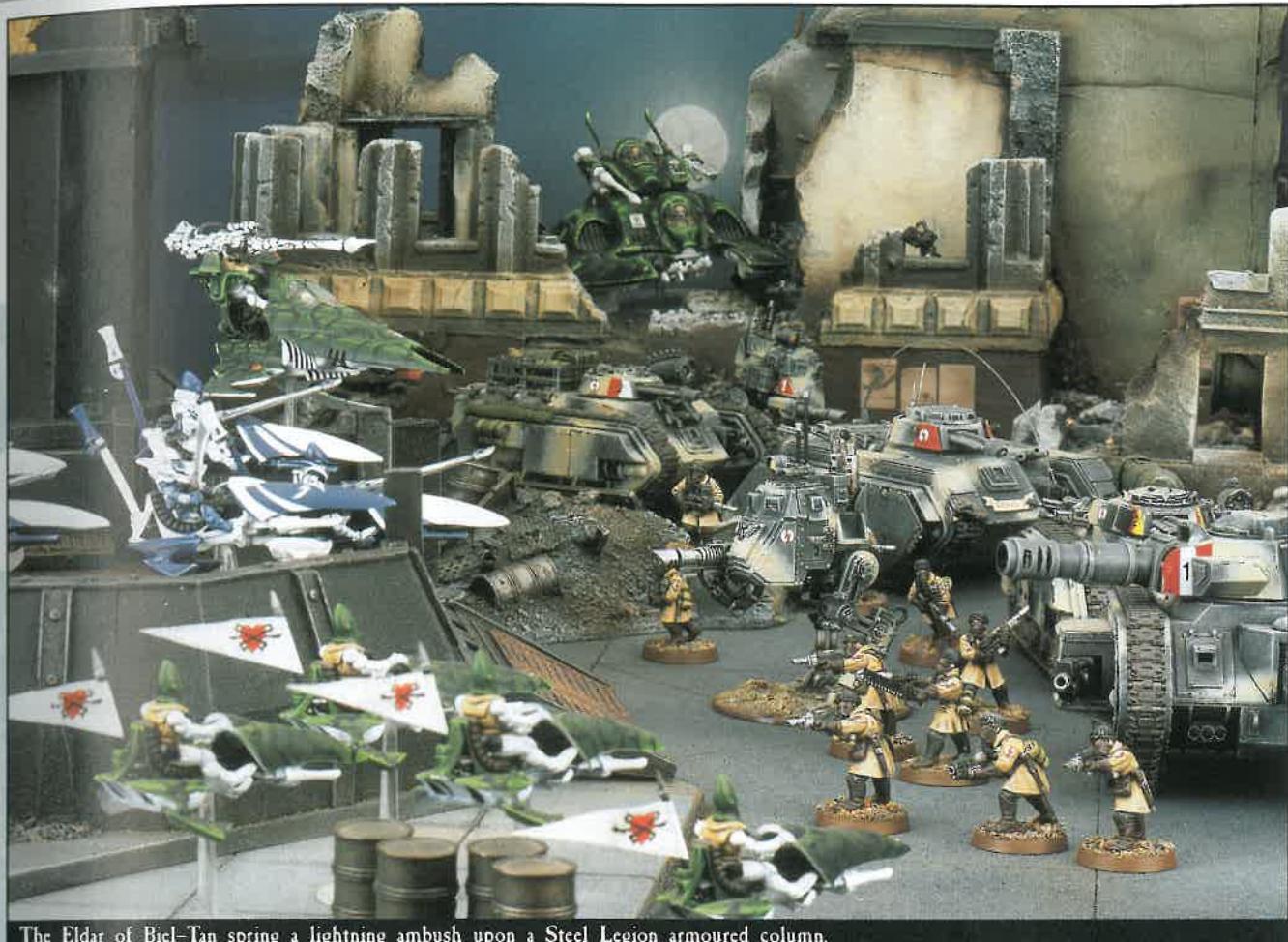
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The Eldar of Biel-Tan spring a lightning ambush upon a Steel Legion armoured column.

constantly had to worry about whether they could scramble up and down on bits of floors and what lines of sight they had (and nearly losing an eye when we bent over the table to check).

I wrote a series of abstractions to make it easier to deal with the terrain, basically treating ruined buildings more like patches of woodland and assuming that individual troopers would take up the most useful positions within them. This left players more freedom to place their miniatures artfully where they looked good and would show that they were occupying the building. In close combat all opposing models within the building fought as if they were in base-to-base contact with the enemy, which helped avoid having to balance figures precariously and also neatly showed how deadly assaults in buildings can be. Bumping up the cover save for being in buildings to a 4+ meant that squads became really hard to shift with anything but the most concentrated firing.

Applying the same cover save to everyone in a building regardless of

where they stood again made it easier to keep the game snappy and fast flowing by removing the necessity for squeezing miniatures behind girders and so forth. Since the exact positioning of models had been abstracted somewhat, it wasn't particularly appropriate to use templates and blast markers either, so I replaced a lot of squinting and knocking off models with templates by simply rolling to see how many casualties were inflicted by a hit. A number of other minor modifications removed most of the irritations out of the standard Warhammer 40,000 rules given the terrain, and left me free to pursue the action-based rules I had been working on.

One day, months later, I was having a Cityfight game with Jervis and he gave me one of those insights you can only really get from somebody else. "Maybe you don't need the actions stuff at all," says he (I blink with surprise, and get ready to argue vociferously against him) "The game works pretty well just with the modifications you've made to the basic rules." And you know something,

I didn't argue with him (this time) because he was absolutely right. We tried a game and there it was, the normal rules worked fine, no hiding, no overwatch, no action based system. You got a game of Warhammer 40,000 that anyone could understand immediately, with just a few basic modifications and the tactics and units required altered dramatically.

What I'd overlooked, y'see, was the fact that all those buildings meant that units spent most of their time moving through difficult ground. Attacks foundered and units got split from their support naturally and all too often a unit of troops would get caught as they tried to cross a street in the teeth of enemy fire. The way buildings blocked line of sight meant that units could hide behind them too. With a few final modifications to give troops in high vantage points a requisite advantage for their commanding position, the games were getting pretty darn good.

Gav wrote up some scenarios to try out and this left me with plenty of



The Deathwatch find their quarry is a lot nearer than they thought...

opportunities to emphasise some different aspects of cityfighting. For example, there's a fair bit of special cityfighting equipment if you ask anyone who's trained in the army: breaching charges, scaling ladders, remote mines, barricades are important, sentry guns would be cool etc, etc. Fred Reed was most taken with the whole Cityfight idea and bombarded me with sewer movement rules, scenarios and a host of other things. Bo Tolstrup gave me some fascinating insights into city conditions too (he trained for recon in the Danish army) and how ludicrously dangerous they are. Reading about historical cityfights like the battles for Stalingrad and Berlin in the Second World War illustrated how dogged desperate men fighting in a city become, cut off from their friends and support by a maze of rubble-strewn streets and lurking foes. This convinced me to alter the morale rules slightly so that even decimated units could regroup and continue the bitter fighting.

Unfortunately by this time I was busy with Codex Orks, Codex Armageddon and Codex Tyranids, and couldn't quite manage to fit in Cityfight as well. Although the basic frameworks were in place, it still needed lots of the rules explaining in proper English, and details about skimmers, jump packs

and all sorts of other things needed ironing out. Scenarios needed adding, also background and, of course, the modelling and painting side of things. Fortunately Jervis came to my rescue and heroically volunteered his services for one last job, to finish off Cityfight before taking up the reins at Fanatic.

JERV'S BIT

I was more than happy to become directly involved in the Cityfight project when asked as, like Andy, I've always found this kind of combat fascinating and had really enjoyed all of the play-testing games I'd been involved with so far. I was also fresh off Codex Catachans, and had been really impressed with the way that the jungle fighting rules in that book had forced players to change the way they went about creating an army and the tactics they used with it. It was almost like learning how to play the game all over again, or like getting a completely new game for the price of a Codex.

Anyway, when I started work on Cityfight there wasn't really all that much left for me to do in terms of 'games development', as pretty much all of the rules changes needed had already been sorted by Andy. Instead I concentrated on developing the scenarios and turning Andy's notes

into a more formal manuscript. In the process I started writing a background story to illustrate the nature of city fighting and to put the rules we were writing into a 'real life' context. We still kept on play-testing of course, and made a few tweaks and twiddles to Andy's rules and the scenarios we were working on. Most of these were of a minor nature and not really worth going into here, but there was one thing that underwent major change, and that was the way that close combat is dealt with in Cityfight.

As Andy has already said in his designer's notes, one of the things that can cause problems when fighting in dense terrain like a city is having to worry about the exact position each of your models occupies. Andy had already made a number of changes to deal with this problem, but we found that close combat was still very fiddly to sort out, even with the modifications he had made. While talking about this with Andy and Gav we decided it would be much easier if we could come up with rules that simply allowed a unit to fight another unit in close combat, without having to worry too much about the relative positions of the models. After all, combat in Warhammer 40,000 is meant to be a huge swirling close range gunfight, with models moving about, ducking and a diving, so their exact position at the start of the Assault phase was really pretty irrelevant anyway, if you think about it.

Inspired, I went home and wrote up a new set of close combat rules based on this concept and, although much evolved from that first draft, the close combat rules you will find in this book are pretty much what I wrote down then. I must say that I really like them, and keep telling Andy that he should make them the rules used in normal games of Warhammer 40,000 too.

But then, all too suddenly, the time I had to spend on Cityfight was up and I had to move down to the Fanatic bunker. Unfortunately I hadn't quite managed to finish all the work needed on the book before I had to go, so it was just as well that Pete Haines (my replacement in the Warhammer 40,000 team) was ready, willing and more than able to take over the project once I left. Over to you Pete...

PETE'S BIT

Imagine the scene in the Games Development office: the team new boy, yours truly, is grappling with his

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first few assignments when the jaded and mercurial Overfiend (that's Andy C by the way) turns to him and says, "Oh yes, I thought you could finish off Cityfight."

"No problem," I said, blithely. I was familiar with the approach taken to the game and had been aware of its development, but figured it was finished, leaving nothing for me to do.

Oh, the naivete of it all! The mere fact that the game mechanics were developed disguised a catalogue of tasks to be completed before Cityfight could be unleashed on the public.

My main task was to get the unfinished sections finished, primarily the hobby and battle report section and ensure that the book gelled together. I really liked Jervis' 'Battle for Vogen' narrative. I have noticed that players are always interested in the history of the Warhammer 40,000 universe, but don't necessarily want to refight 'historical' scenarios. I decided to use Vogen as an example of the sort of thing that Cityfight allows you to do. I was pleased that, although it had some strategic importance, Vogen was not a mighty hive city. It is quite deliberately an unremarkable city and that to my mind was its strength; all players could realistically play their games in their own equivalent of

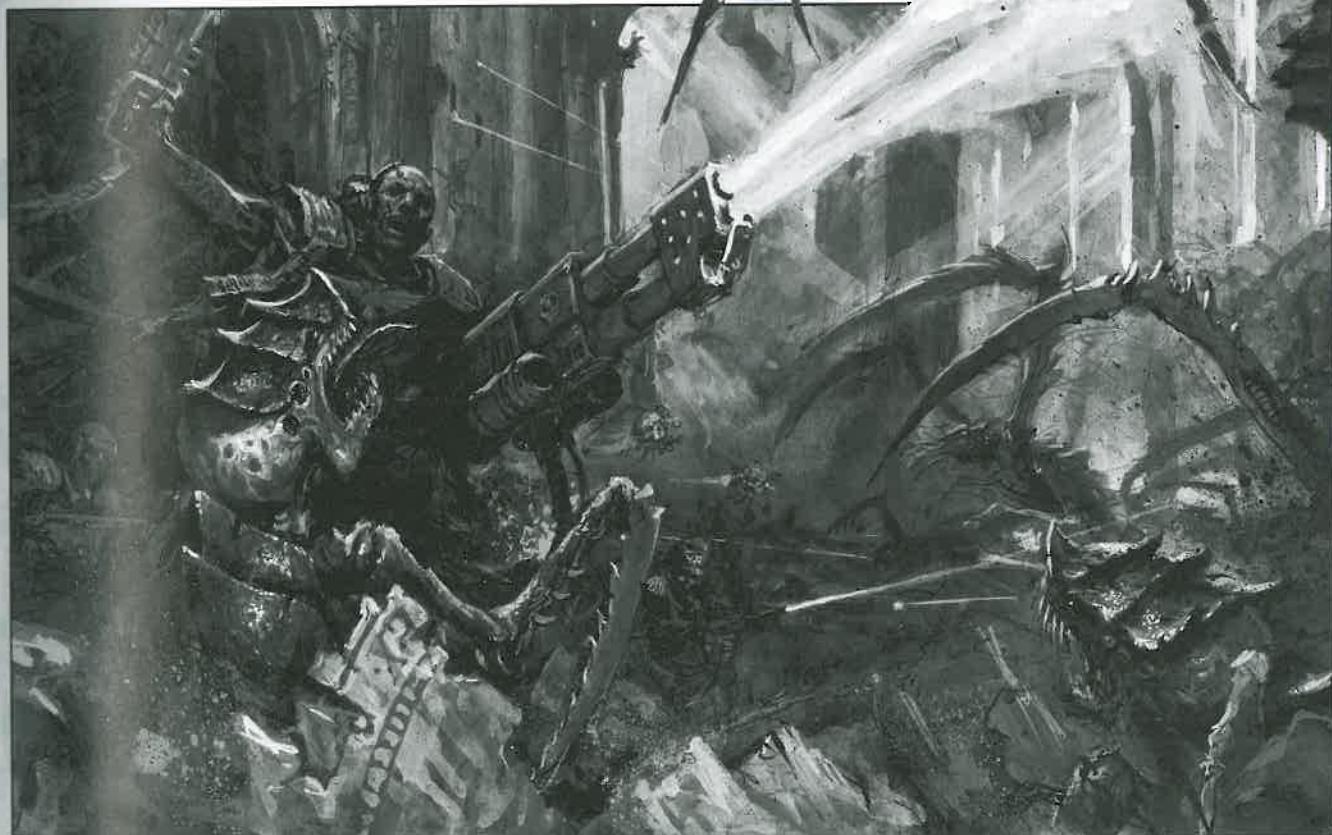
Vogen. It was accessible in all the important ways, its architecture could be modelled using simple techniques, and the battle itself was not dominated by Titans or siege artillery. In short everything about it made it a good practical example of how to go about playing Cityfight, so I used Vogen as the sticky stuff that binds the book together, a common view on a range of issues from modelling Cityfight scenery to playing campaigns.

What I avoided was the urge to make the missions relate to Vogen directly. Cityfight is a Warhammer 40,000 supplement and not a campaign pack so, whilst I was happy to use Vogen as a recurring topic, it was important to keep the core game open to all types of armies in all types of cities. Cityfight is all about creating a different flavour of Warhammer 40,000 game by putting armies into a new environment where the old tactics may not work.

The one big obstacle I could foresee was the terrain itself. I was certain that we had to provide some guidance on manufacturing terrain to make the game

accessible to players. Ultimately this led to a second colour section in which we focused on explaining a set of simple techniques which could be used to make a wide variety of buildings. Dave Andrews and Mark Jones, the Studio model making gurus, did an excellent job of taking these techniques and creating the Vogen cityscape. One look at this terrain sums up the sheer aesthetic pleasure of Cityfight and provides the strongest possible incentive to gather together all that polystyrene packing, get down to the DIY store for some textured paint, and get stuck in.

Hope you enjoy the game!



Welcome to the second instalment of our Albion campaign, following the exploits of Phil Kelly's foul Skaven as they fight their way through Scenarios four and five from last month's Dark Shadows supplement. As ever, storm clouds gather...

GARRISONS, GIANTS AND GENERALS

The bloody campaign continues throughout Albion

SCENARIO FOUR: THE GIANTS' CAUSEWAY

Phil: Scenarios four and five in the Dark Shadows book are perhaps the most unusual. The Giants' Causeway sets your forces against an army comprised entirely of monsters (anything with three or more wounds), and if this wasn't bad

enough, they set up exactly as in the Ambush scenario on page 209 of the Warhammer rulebook!

This scenario was fought against veteran Orc & Goblin player Space McQuirk. On his travels, Space

managed to collect no less than five Giants to field against my Skaven! Evidently the Truthsayer, disappointed in the performance of Matt Hutson's Dark Elves last month, had decided to return with a posse of his rather larger friends...

After many days of trudging through the sleet and hail along the perceptible lines of magical energy connecting the sacred stone circles, the forces of the Skaven had come across another edifice, deep in the craggy wastelands to the north. Grey Seer Finkel had begun to gloat over his discovery when he spotted a dark figure squatting in the centre of the circle, swathed in rags. He held a gnarled staff, and his glare met the Grey Seer's eyes unflinchingly. A Dark Emissary, thought Finkel. Wonderful.

Finkel could feel the hairs on his back raise. He crouched down, his twisted reflection looking back at him from one of the dark puddles spotting the blighted ground. The pool was rippling rhythmically, like a heartbeat. Under the rumble of the approaching storm, the Grey Seer could hear a series of deep, bass thumps.

Looking up, Finkel could see a massive, humanoid shape looming out

of the mists. A thatched, brutish head the size of a small boulder peered through the mists towards him. The thing was gigantic. And behind it walked another, a deafening roar coming from its vast mouth. The Grey Seer was forced to look again, but yes, it really did have an enormous cow under its arm! The Giants had come to defend their territory in the only way they knew how. As he stood, dumbfounded, another appeared, two heads growing from a thick neck, like the trunk of an oak.

Turning to check his escape route, Finkel was horrified to see another two Giants closing from behind them, the Truthsayer leading them bellowing a challenge as the storm above them broke.

He did not sound happy.

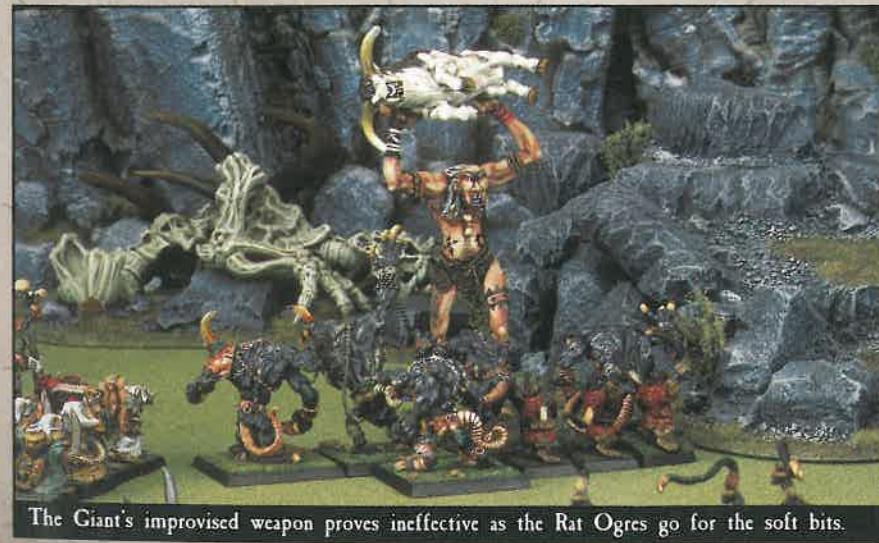
Drawing on the elemental power of the stone circle, Finkel sent a gale of putrid wind into the Giant striding

toward him, choking it with the unclean air of death, but on it came.

The Rat Ogres and Plague Monks were lurching towards their new foe, intent on initiating the mother of all battles. The Giants responded in kind, one charging headlong into the Rat Ogres, dwarfing even these ferocious beasts. But they held firm, emboldened by the arcane potions of their keepers. The Giant picked one up by the scruff of its neck and headbutted it full in the face. It fell back to the ground, dazed, just as another of the grey beasts lunged forward and clamped its yellow-fanged jaws right onto the Giant's loins. With a scream that shook the crags around them, the Giant turned and ran, the Rat Ogre still hanging grimly from his nether regions. The pack bounded after him, clambering up his back, pulling him to the ground, raking at him with filthy talons. The Giant did not rise.

Behind them, the Dark Emissary had commanded a Fenbeast to rise from the swamp. The arboreal nightmare charged one of the Giants, smashing into it with force enough to wound. The Giant bent down and bellowed at the top of his lungs, enough to scare off the stoutest of foes. The volume increased, the ground shaking, small avalanches starting in the crags, but the Fenbeast held, still barring its way. The Giant looked puzzled. Then, with the inevitable slowness of a glacier, the Giant picked up a nearby menhir and brought it down on the Fenbeast, smashing it apart in a shower of mud.

In the crags, Finkel could hear the sound of another Giant roaring as he spotted the Gutter Runners in the rocks. Slingshot bounced from the Giant's brow, drawing blood, but it stormed on, smashing his club into the scouts and scattering them. The



The Giant's improvised weapon proves ineffective as the Rat Ogres go for the soft bits.

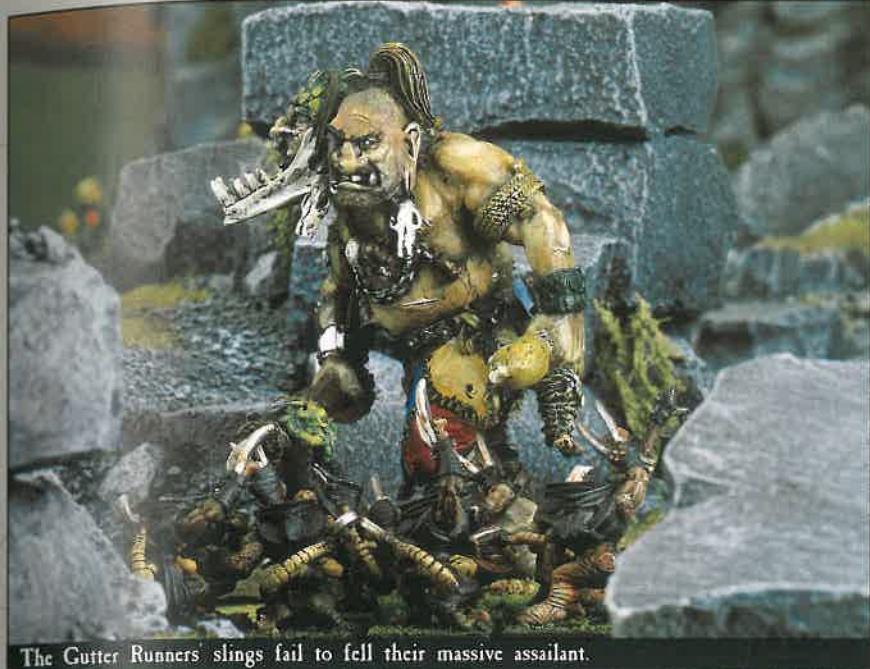
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The Gutter Runners' slings fail to fell their massive assailant.

two-headed monster clambered over the mountainous crags as if they were mere rubble.

Finkel could feel the line beginning to waver as another Giant charged the Skavenslaves, their line breaking as they ran for safety. He sent a mental impulse into the minds of the Giant Rats, forcing them to charge the gigantic assailant. To the Grey Seer's surprise, the beast seemed to have a flail comprised of dazed halflings, which he was diligently smashing into the packmasters of the charging unit with unusual intelligence. Finkel soon saw why; the Giant was accompanied by the Truthsayer, who was shouting words of command. That also explained why all of the Clanrats around him were stock still, thought Finkel, breaking the spell with a mental impulse.

The Giant striding around the marsh was horrifyingly close, and building up momentum for a charge. Finkel's craven heart leapt into his throat, but a bolt of dark light from the Dark Emissary shot over his head, impacting with such force that it took the wounded Giant clear off his feet in an explosion of raw power. The ground tremored at his fall as his torso was claimed by the marsh. Impressive, thought the Grey Seer, raising an eyebrow. Most impressive.

The two-headed Giant had reached them now, and Finkel was relieved to see the Censer Bearers of Clan Pestilens charging headlong into the thing, spiked flails smashing into its kneecaps. The infected wounds would fell the thing eventually, mused the Grey Seer as the enraged Giant smashed its assailants into the mud.

But eventually was not good enough. The roaring beast charged forward, careering into the ranks of the Grey Seer's Clanrat bodyguard. It was huge. It stank. And it was angry.

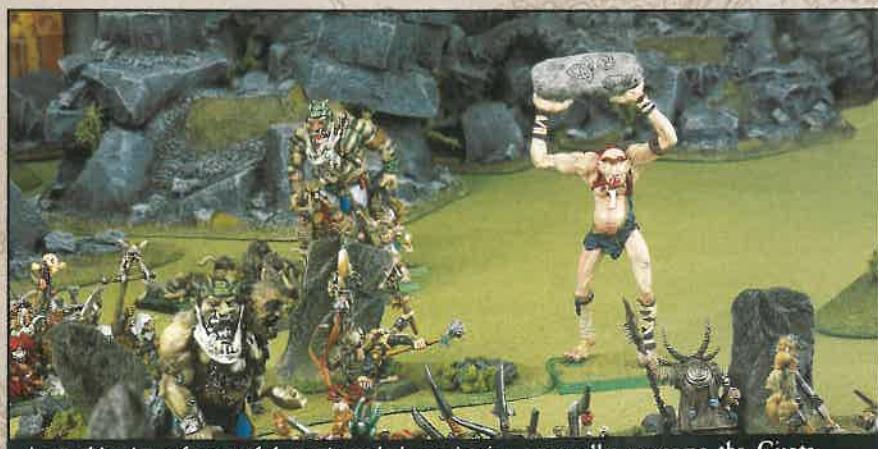
The Giant started to jump up and down in the ranks of the Clanrats, the thick skin of its feet impervious to the spears snapping beneath it. In a matter of seconds the ground was slick with the crushed remains of a dozen of his bodyguard, their mangled corpses bleeding into the mud. Finkel snarled at the inconvenience. The only reason the unit didn't flee was because most of them were too terrified to move. Marshalling the magics of the circle, he commanded his comrades' bodies to attack even as they died, limbs jerking spasmodically as they stabbed and cut in their death throes. But it was having no effect as the Giant stomped up and down like an enormous child throwing a tantrum, squashing Clanrats with abandon.

Across the threshold of the stone circle, the Giant wielding the bizarre halfling-flail was munching on rats, tails sticking out of his mouth, the vermin swarming over his clothing, ripping and biting but to no avail. A Packmaster's whip lashed out and caught the thing in the throat, ripping a gash across its neck. A tiny rodent face poked out of the hole, gnawing at the beast's throat from within.

Another crawled into the Giant's ear, burrowing into the confines of its massive skull. The Giant went cross-eyed for a second, stumbled and fell.

The two-headed Giant jumping up and down on the Clanrats was continuing his rampage. The shattered remnants of the unit fled, and the Giant smashed them out of the way in his eagerness to get to the rallied Skavenslaves behind. Finkel was sent flying, his spine splintering as he smashed into one of the sacred stones. Sheer force of will kept him awake; he could see the Dark Emissary firing crackling bolts of energy into one of the two remaining Giants, blowing away half of its chest. Incredibly, it came on, but then its mind registered the fact that it was dead and the beast fell forward, the impact jarring Finkel's broken spine in an explosion of white-hot pain.

The Truthsayer was running, well aware of the fact that the Dark Emissary was using Albion itself as a reservoir of power. But the dark mage hissed, his mouth distending, and a death-fog belched from within his chest, quickly filling the open ground with black, thick mist. The Truthsayer fell as the insubstantial tendrils crept into his lungs. An unnatural silence descended, and Finkel felt alien presences in the darkness. The ground shook once more as the last of the Giants fell, a low boom sounding the death-knell of their assailants. Evidently the dark master had uses for them yet, thought Finkel, as the pain claimed him.



A combination of powerful magic and determination eventually overcome the Giants.

SCENARIO FIVE: THE BASTION OF THE OLD ONES

Phil: Scenario five of the Dark Shadows book sets your invading forces against a castle garrison in the hope that they can capture the gate. I fought it against Dylan Owen's Dogs of War. Bearing in mind that you are only allowed infantry models and that the only siege equipment you are allowed is, ladders and grappling hooks, it

looked like I had my work cut out for me. My opponent, Dylan, was canny enough to make his advantages count, ensuring every inch of castle wall was manned by his capable Dogs of War. My plan was to send in so many troops that, even if he killed four to my one, I could still wear him down and eventually succeed. Here goes...!

Osric sheltered in the lea of the castle's battlements with his Norscan brothers, watching for the Skaven. Without the element of surprise, there was no way these rat-things could breach the castle walls, and he was relishing the battle ahead. The mercenary garrison, hired by the Mad Baron of Averland after his own troops had deserted him, had been stationed in this crumbling citadel for weeks, united under the mighty coin of the Empire. Since the arrival of their expedition in the land of Albion, the appalling weather had forced them to seek shelter. Now it looked as if they would finally see some battle.

Osric could still taste the battle-mead, could feel the blood pounding within his veins, and wanted nothing more than to bury his axe in the flesh of the enemy. He could barely feel the

hailstones striking his exposed flesh, the cold driven out by bloodlust.

The Norscan leaned over the battlements, knowing full well that any missile fire would be next to useless in the pelting hail. He could just make out scurrying figures running swiftly toward the castle walls, the makeshift ladders they carried raised and laid in place in one smooth movement.

All along the wall, the mercenary troops released rocks and stones into the Skaven ranks, bearing the leading ratmen to the floor, breaking ladders and smashing skulls. Yet more of the things clambered upwards from ladders and grappling hooks with alarming speed, undeterred by their losses.

Suddenly, a rat-like face was inches in front of Osric's, an atavistic snarl illuminated by a flash of lightning. The Norscan roared his battlecry, cleaving the thing's head in two with such force his axe struck sparks from the battlement beneath it. Around him, his frenzied comrades manned the walls, rushing to intercept their assailants as they attempted to climb over the barrier. On either side of the Norscans, the boastful Tilean duellists were indeed proving their worth, blades flashing as they cut off the hands of those who appeared before them.

It seemed that the preliminary assault had been repelled and, for a second, Osric was able to take stock of the situation. To the left, the remnants of the Dwarf expedition force that had joined up, not for coin but for a chance to avenge their clansmen, were holding the side of the castle from the teeming Giant Rats that threatened to spill onto the castle walls. Where a verminous head poked over the battlements, a Dwarf would bring his hammer down, cracking its skull. The Dwarfs would be having an easy time of it, but for the fact that the Giant Rats were supported by black-clad Skaven, long claws strapped to their hands. Nevertheless, Dwarfs were noted for their stalwart



The Skaven forces attempt to scale the outside of the mighty bastion, but the mercenaries will not give up their prize without a fight...

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The Dogs of War fight ferociously to maintain their grip on the battlements as more Skaven clamber over the walls.

resistance. Osric was confident in their ability.

The hail continued to beat down as the ratmen's assault was renewed. The fighting became desperate; there was barely space to wave a weapon as the vermin pushed forward. But the advantages that the battlements afforded the defenders were proving an insurmountable obstacle for the attacking Skaven. They were dying in droves. Another rat-thing clambered onto the crenellations and was met by Osric's axe, the blow cleaving into its head and sending the corpse tumbling into the ranks below. On the right, the Skaven line broke, plague-ridden berserker-rats running for their lives, the bodies of their comrades adorning the ramparts like grisly trophies.

Below him, the Paymaster was yelling orders, safely ensconced within the ranks of the pike-armed Alcatani Fellowship. Another group of Dwarfs were manoeuvring in the courtyard, nearing the gate in the unlikely event that the Skaven would break through the defensive line of the Norscans and Tilean duellists.

Note: In sieges, although troops do not count rank bonus during combat resolution whilst fighting on the walls, Skaven still count their ranks at the base of the wall for Leadership tests as per their usual special rule.

Phil: Ouch! Two missions definitely not to be taken lightly. Fighting five Giants was great fun, but ultimately it was just that; Giants are too unpredictable for tactics. Rolling a Stone Circle on the Albion terrain generator was also a great help, allowing the Dark Emissary to really flex his magical muscles...

The Bastion of the Old Ones is one seriously tricky scenario. With no way to take down the castle walls, you

A shout from one of his comrades brought him back to the wall just as a golden helm wrought in the likeness of a horned rat appeared over the battlements. An armoured Skaven far larger than the rest was pulling itself over the ramparts. It seemed impervious to the blows of the Norscans' axes, lashing out with a blade clad in black fire. Next to it was a heavily-armoured figure clutching a banner draped with chains and rotting body parts, and further along the wall a scarlet-clad figure, pustulent and wild, was fighting with a fury equal to any of his berserk comrades. It seemed the leaders of the Skaven had decided to lead the assault themselves.

Osric faced off against the large Skaven in the ribbed golden armour. It was intelligent and agile enough to use the ramparts to its advantage, exchanging blows with no less than three of Osric's clansmen, its sword flicking through the chest of Jarl only to turn an axe aside at the last minute. A blow from Osric's weapon landed true, failing to cut through the armour but impacting with such force that the ladder it was standing on fell sideways. At the last second, the Skaven's prehensile tail lashed out and caught the main beam of the siege equipment, halting its fall. Osric's axe cut through the vile appendage but not before the thing was back on the battlements, renewing the attack. His kinsmen were few in number now, and the

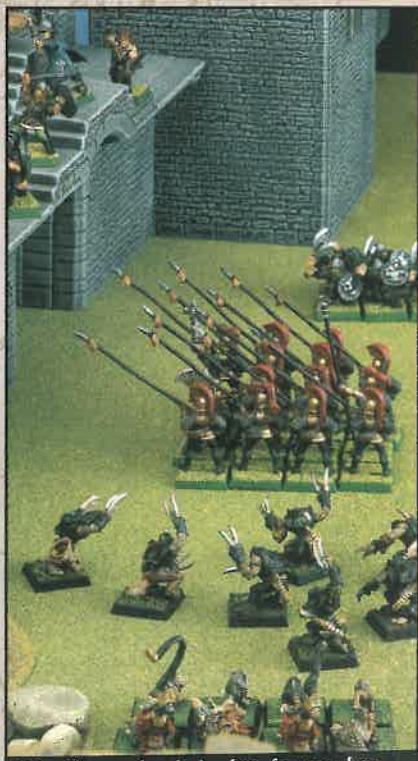
have to think very carefully about your strategy. As it was, Dylan fended me off with a mere quarter of the troops that he had at his disposal. I cracked it about ten minutes after we finished (grrr...). There is a way to win if you're the attacker in Scenario 5, but I think I'll let you work it out for yourselves.

Good luck, and I'll see you next month for the final battle!

duellists dying one by one around him. On the left of the wall, the death throes of the Plague Priest took another two duellists to hell with him. The mercenary line, too thin to hold, broke under the assault just as the flank gave, the doughty dwarfs too few in number to stem the attack of the Gutter Runners.

But the breach had come too late, the damage had been done. Rather than the tide of vermin that Osric had expected to flow over the undefended walls, a mere handful of the Skaven, bloodied and soaked, hauled their way onto the ramparts. The paymaster was leading the second wave of mercenary troops, and there was no way such a small number of enemy troops could mount an effective resistance.

The vermin had been stopped, and the castle remained in the hands of the mercenaries. This day belonged to the humans.



The Skaven break in, but far too late...

Across the Island of Albion there are numerous circles of standing stones carved with winding ogham script. With the Dark Shadows campaign in full swing we show you how to make individual rocks, cairns, stone circles and dolmens.

WHAT YOU WILL NEED TO MAKE YOUR ROCKS AND STONES AND TO BASE THEM:

- Ready-made rocks of varying sizes – available from any good garden.
- Thick card or hardboard for the base.
- Polystyrene insulation tiles.
- Modelling clay.
- Green flock.
- Citadel paints: Chaos Black, Goblin Green, Snakebite Leather, Bubonic Brown, Bleached Bone & Skull White.
- PVA glue and superglue.

YOU WILL ALSO REQUIRE THE FOLLOWING TOOLS:

Large drybrush, undercoat brush, 1/2" paint brush, cutting mat, steel ruler, modelling knife, cutter, clippers & pen.

CAIRNS

A cairn is a pile of stones that acts as a waymarker or serves to mark a particular place such as a grave or a sacred site.

They can be as simple as a pile of stones, but we've made ours a bit more interesting by topping it off with a large flat stone.

First, you'll need a sturdy base. Cut out a roughly circular or oval shape from thick card. If you just want a simple pile of stones the base needn't be too big – about 5cm across should be about right. For a more elaborate cairn, the base can be a bit larger.

For the core of the cairn, you'll need to mould a lump of modelling clay into a squat cone with a slightly flattened top. For a lightweight alternative you could use expanded polystyrene. Glue this to the base and when it's dry, glue small stones or gravel up the sides of the core. Finally, make a cap stone from modelling clay or polystyrene and glue it to the top of the rock pile.

When the glue is dry, paint the entire mound with PVA glue to bond the boulders together. When this is dry, paint the base green, and coat it with

SCENERY WORKSHOP

Basic Terrain: Making Albion Standing Stones

flock. The stones can be painted in a suitable colour such as dark grey, drybrushed with lighter shades to give the effect of weathered boulders.

Your cairn is now finished, but you can always go on to add more little details such as clumps of grass or moss between the stones, or runes carved or painted on the rocks.

MAKING A CAIRN



1. The base, core and top of this cairn have been made from polystyrene. Real stones are being glued up the sides of the rocky mound.



2. After painting and drybrushing, the base was finished off in the normal way by painting and drybrushing.

BOULDERS & ROCKS

Using the basic techniques we've outlined above and in the Stone Circles section on the next page, you can make all sorts of rocky terrain for your games. There are endless possibilities, from rocky outcrops,

stone monoliths, dolmens, or even single boulders.

Model rocks and boulders can be made from pebbles, real stones or pieces of stone, modelling clay or polystyrene. For very small stones you can use gravel or coarse sand.



This clump of two rocks was made from real stones painted with texture paint.



A slightly larger clump of rocks. Notice how the scattering of tiny stones (made from crushed coral available from aquarist stores) round the base of the stones makes them look more realistic.



The patch of tall grass on the edge of this set of rocks was made from frayed rope painted green.

STONE CIRCLES

To make a stone circle, cut out a roughly circular base from strong card, or make one by sticking several layers of thin card together. You will need about half a dozen suitable stones, which can either be real ones, or shaped from modelling clay or polystyrene.

Stick the stones in a circle on the base. Small stones can be stuck at the bottom of the larger stones to wedge them upright. Some stones can be stuck as though they have fallen down. You can leave the centre of the circle empty, or add a low altar mound, a lone monolith, a dolmen, or even a firepit, as we've done in our stone circle.

When the stones are securely stuck onto the base, paint the base green. Then paint the stones so they look like weathered rock, as described earlier. At this stage you might want to paint runes or arcane engraved designs on some of the stones. When they are dry, paint the base again with PVA glue and scatter green flock over it.

The stone circle is now complete but it will look better if it is enhanced with bushes and tufts of grass stuck around the base of the stones to make it look suitably ancient and overgrown.



This dolmen was made from polystyrene 'rocks'.

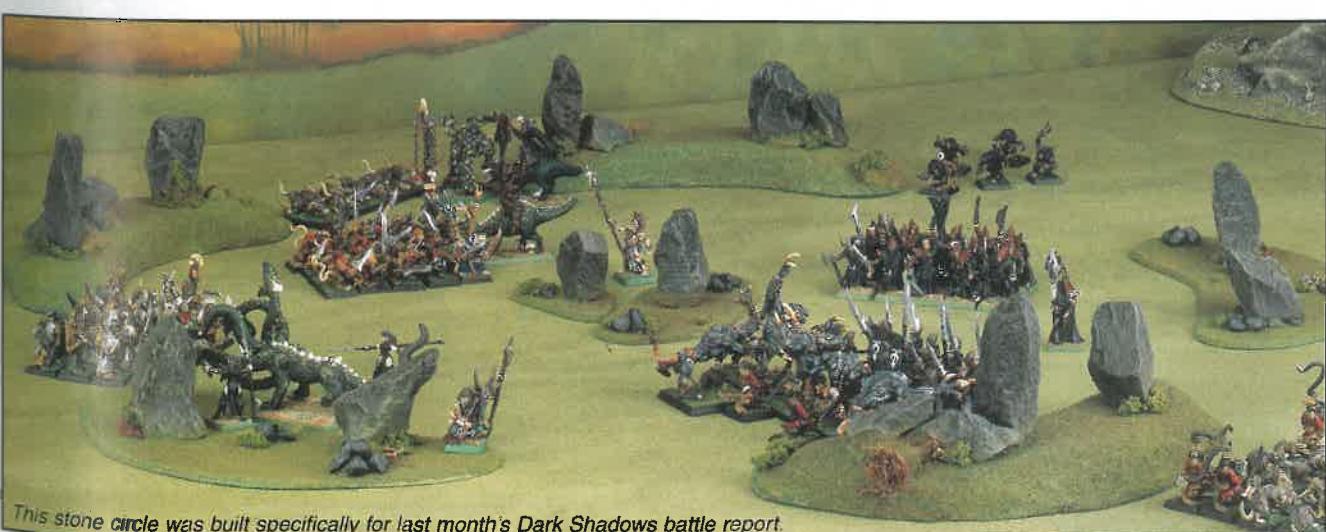
MAKING A STONE CIRCLE



1. The stones on this stone circle were made from modelling clay – the advantage of doing this is that you can make the bases flat so they can be more easily attached to the base. The sides of the base and the raised circular area are being covered with filler to fill in the holes and smooth them over.



2. In the finished model, you can see that small areas of loose stone have been added round the bases of the large stones.



This stone circle was built specifically for last month's Dark Shadows battle report.

This month we take a look at the new range of miniatures which accompany the Dark Shadows summer campaign. We ask Dave Thomas and Kirsten Mickelburgh how they went about painting these natives of Albion.

THE DARK EMISSARY

Dark Emissary painted by Dave Thomas



PAINTING THE MODEL

After undercoating the model with Chaos Black I decided to start by painting the largest section. In the case of the Dark Emissary this is the leather jerkin. I gave this a basecoat of Scorched Brown & Chaos Black which I blended up with Bestial Brown. I then added small quantities of Skull White to the mix for successive highlights. Once this had dried I made a mix of Brown Ink with a small amount of Black Ink added to it. I then watered

this down a lot and gave the jerkin several thin glazes. To finish off I went over the jerkin again with the final highlight mix.

His inner robes I painted with a basecoat of equal parts Scab Red and Scorched Brown. I added Bleached Bone to the mix with each additional



'EAVY METAL MASTERCLASS

highlight stage, blending through until I had achieved the desired effect.



For his cowl I used a basecoat of Codex Grey with a small amount of Scorched Brown mixed in. I highlighted the edges by adding Skull White to the mix. His flesh was painted with a base tone mix of Dwarf Flesh and a very small amount of Chaos Black. This again was highlighted by adding Skull White to the mix.

FINE DETAIL

His horns were painted with a basecoat of Scorched Brown. I then made a mix of Bestial Brown and Scorched Brown in equal measures and painted this onto the horns. With each ascending spiral on the horn I added a small amount of Skull White creating a smooth blend that gradually lightens towards the tip of the horns.



The spiral plate on his back was painted with a basecoat of Boltgun Metal. I then gave this a glaze of watered down Black Ink. I highlighted the plate by mixing increasing amounts of Mithril Silver to Boltgun

Metal and highlighting outwards from the recesses to the edges. Once this was dry I glazed the plate with Green Ink mixed with a small amount of Brown Ink.

The scroll is painted with a basecoat of Vomit Brown. I then gave it a glaze of



Brown Ink before re-coating with Vomit Brown. I added a small amount of Bleached Bone to the basecoat and highlighted it. I continued to add more

Bleached Bone to the mix, gradually highlighting outward until the very edges of the scroll were painted with pure Bleached Bone. I painted a text that suggests writing using small dots and squiggles.

FINISHING TOUCHES

His staff was painted with a basecoat of Scorched Brown which I highlighted by adding Bestial Brown. I then shaded this with Brown Ink before

adding a small amount of Bleached Bone to the mix for a final highlight. For the decoration I sketched a design onto paper before copying this onto the staff using Bleached Bone.



The gems on his jerkin I painted with Liche Purple and highlighted with Tentacle Pink on the bottom edge. I then painted a small dot of Skull White for the gemstone effect.

I based the model by gluing sand to the base with PVA. This was then painted with Bestial Brown and drybrushed with Bubonic Brown. After giving it a final drybrush with Bleached Bone, I glued on some static grass and sprayed him with clear varnish.



THE TRUTHSAYER

Truthsayer painted by Steven Michelmore



PAINTING THE MODEL

I glued the model to a base before spraying it with an undercoat of Chaos Black. The flesh of the Truthsayer makes up a large part of the figure so I decided to paint this first. I began with a basecoat of Dwarf Flesh which had a small amount of Dark Flesh mixed in. This was then highlighted using Dwarf



Flesh on its own. I then added further highlights with Elf Flesh, mixing increasing amounts of Skull White to the Elf Flesh for each successive highlight, before giving him a final highlight of Skull White on its own.



I concentrated on painting his hair next. The shade tone was an equal part mix of Bestial Brown and Leprous Brown. I painted the hair with a coat of Leprous Brown rather than drybrush it, as I find that drybrushing can create a grainy effect. I added Skull White in small amounts to Leprous Brown for each successive highlight until I was happy with the result.

For the tabard I made a shade tone mix of Bestial Brown and Bubonic Brown with a small amount of Skull White. Adding increasing amounts of



Skull White to the original mix, I painted successive highlights finishing with a highlight of Skull White on the very edges of the folds on the tabard.

FINE DETAIL

The staff was painted using an equal mix of Scorched Brown and Red Gore, and I added Bleached Bone to the mix to paint the highlights. The tattoos on



the Truthsayer's body were done by drawing my design in pencil on the model first. I painted over the pencil lines with Chaos Black and then down the centre of the black lines painted Ultramarines Blue.

Again I painted the embroidery on his tabard using a fine pencil to draw out the design before painting over it with Chaos Black.

FINISHING TOUCHES

The metal parts were painted with a basecoat mix of Tin Bitz and Shining Gold. The highlights were painted using Shining Gold, with Mithril Silver added to it for the final touches. The centre stone of his gold necklace I painted with a Red Gore basecoat painting the bottom section Blazing Orange moving up to Blood Red. The top part is painted Scab Red with a small dot of Skull White added to create the gemstone effect.

THE FENBEAST

Fenbeast painted by Steven Michelmore



PAINTING THE MODEL

After I had pinned the arm of the Fenbeast and glued the head and back section, I filled any gaps with green stuff. Once this was done I glued it to a base and undercoated the model with Chaos Black.

For the basecoat I used an empty pot to make up a large quantity of Dark Angels Green mixed in with a small amount of Chaos Black. I added Camo



Green to this mix for each successive highlight. For the brighter highlights I added a small amount of Rotting Flesh to the pot before using Rotting Flesh on its own as the final highlight.

FINE DETAIL

The rock parts of the model were painted Chaos Black, this was then drybrushed with Codex Grey. A final highlight drybrush of Skull White was added to the edges of the rocks.

The wood parts I gave a basecoat of Scorched Brown followed by drybrushing Bestial Brown then Bubonic Brown with a final drybrush highlight of Bleached Bone.



The bones were painted with a shade tone of Bestial Brown. I went over this with a basecoat of Bubonic Brown adding Bleached Bone in increasing

amounts for successive highlights. As a final touch I highlighted the prominent sections with Skull White.

FINISHING TOUCHES

I sprayed a clear varnish coat onto the model and then painted gloss varnish on the head and rear sections of the Fenbeast to give it a wet appearance.

I based both of the models by gluing sand to the base with PVA. This was then painted with Bestial Brown which I drybrushed with Bubonic Brown before giving it a final drybrush with Bleached Bone. I glued on some static grass and some chunks of rock cut out from pink insulating foam. I added spots of Dark Green Ink and Brown Ink to represent that this was an Albion themed base before giving them a gloss varnish. Finally, where the Fenbeast's feet touched the base, I painted on gloss varnish to give it the appearance that it had just surfaced from the boggy moor.



The fate of the mystical isle of Albion hangs in the balance. What was once sacred ground has been washed by the blood of every race of the Old World, as the forces of good fight tooth and nail to hold back the encroaching darkness. But will they succeed?

The charred timbers of a small tower, half buried beneath the wet marshes, were all that remained of the ancient fishing village of Ohbuhu. Similar sights were now commonplace across the moors and fens of Albion.

The island, which had remained untouched for countless centuries, had been ravaged by the onset of war. Entire communities that for generations had lived in harmony with the land were forced to flee their settlements as battle spread across the isle. Sacred sites that had stood undisturbed for millennia had been destroyed overnight. Even the Truthsayers, who had for so long acted as guardians of the isle, had been unable to prevent the wanton destruction that had fallen upon their homeland.

DUEL OF THE GUARDIANS

The struggle for the power of Albion continues

Beneath a ragged cowl, Kh'nar let a malicious grin spread across his face. All was as planned; even the Dark Master could not have foreseen such devastation. Each drop of blood spilled in violence tainted the sacred earth and brought the plans of his master a step closer to completion. With the fall of Albion, no one would be able to prevent the tide of darkness enveloping the world. It would sweep all before it and the world would be helpless against the wave of terror and despair that would follow.

Kh'nar dug the tip of his crooked staff into the soil, tracing a mark into the wet earth. It was a simple spiral, the symbol of his dark brethren. All who saw this symbol would know that this village had been claimed by his kind. Across the whole of Albion more

and more of these marks appeared each day. Victory was in their grasp. As he completed the spiral, a voice called out from the rocks in front of the Dark Emissary.

"This village is not yours, dark one." It was spoken in the native Albion tongue, a crude and simple language which Kh'nar had grown to despise. He looked up and spied a half-naked warrior staring down from an outcrop of stone.

"You have no army to protect you now, dark servant of evil. I am

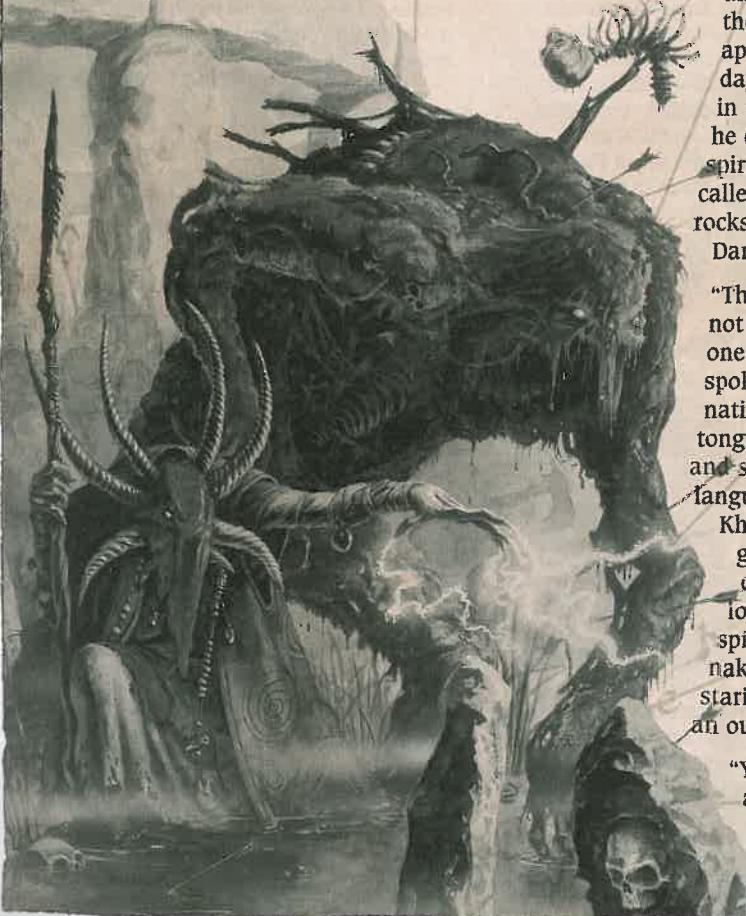
the one they call Dural Durak, and I command you to leave my isle lest I am forced to pollute the soil with your vile blood." The stranger motioned for Kh'nar to leave, pointing his staff out to the stormy sea.

"Fool! Do you really think that I fear to wander these paths alone?" Kh'nar spat. He recognised him as one of the Truthsayers, the protectors of Albion. This man was easily capable of killing Kh'nar, but the Dark Emissary would not give him the chance. With a quick motion of his hand a thick mist instantly rose from the earth. It enveloped the Emissary, hiding him from the Truthsayer. The few seconds of distraction he had created allowed him time to throw a carved stone into a nearby bog, completing the ritual the Truthsayer had interrupted. There had been a battle here and Kh'nar could sense the souls of the dead trapped in the magic-saturated moors.

Seconds later the Truthsayer burst through the fog, his staff now wielded as a weapon, and Kh'nar had little doubt that it would be aimed for a killing blow. As the Truthsayer closed in, an inhuman moan froze him where he stood.

From the moor behind Kh'nar a great shadow loomed from the mist. It was as though the ground itself had woken and was intent on destroying the Truthsayer. Long tendrils of weeds clung to rocks, ancient bones and clumps of soil. Easily twice the height of a man, the nightmarish creature bore down on the one called Dural with a speed belied by its appearance.

"Kill him, kill him now." Kh'nar shouted at his creation. It was a Fenbeast, an earthly manifestation of the tormented souls of the dead. Whilst Kh'nar lived this beast would be held under his spell. It would obey his every command, a mindless being serving the Dark Emissary until it was destroyed or Kh'nar wished it to collapse.



Dural dodged to one side as a huge arm-like protrusion ruptured from the monster's side and thrust out at the human warrior. Again the Fenbeast lunged at the Truthsayer, this time the blow striking him squarely in the chest. As the powerful blow struck Dural, a circlet on the brow of his head glowed brightly. The beast's arm disintegrated instantaneously, sending small fragments of soil and rock scattering to the ground. To Dural's horror, the mud and soil beneath his feet rippled and flew upwards, weeds binding it in place as the Fenbeast regenerated its destroyed limb.

The Fenbeast barrelled forward with the force of a battering ram, smashing Dural to the floor. A limb as thick as a tree trunk burst from its chest, lifting for the killing blow as a mire-encrusted skull embedded in its shoulder chattered madly. Thorned tendrils tore at the Truthsayer as the beast loomed over him, blotting out the weak rays of the sun.

With an upward thrust Dural drove his staff into the midriff of the Fenbeast. It was not powerful enough a blow to destroy the creature but it gave him some valuable time. He stretched out his arm and mouthed words of power taught to him as a child. The air around his hand sparked with magical energy. A small flock of grey-feathered birds coalesced from thin air, flying around the monster and diving at it, each one furiously pecking at the beast. A single bird could do little damage to such a huge creature but the flock worked together, targeting it in a frenzy of attacks. The flock dispersed, and in a matter of seconds the creature collapsed to the floor leaving just an oozing puddle of mud, rock and bone.

Dural turned to face his foe but there was no sign of the Dark Emissary. Raising his staff he chanted a few words and the fog dissipated instantly. Still he could not spot the sorcerer but the parting of the mists had revealed a small cave beneath the rocks on which he had earlier stood.

Dural cautiously stepped into the shadowy tunnel. Even though the Dark Emissaries were weak and frail, Dural knew from experience that they were as deadly a threat as the Fenbeast that he had just fought.

They had a fine grasp of magic, better even than his own, and he had little doubt this one could destroy him if he let his guard slip.

At his command the Truthsayer's staff shone bright, illuminating the cavern. Crude glyphs had been gouged into the walls and the stench of death hung in the air. The tunnel opened up into a large cavern. The bloodied bones and rags of humans recently killed were scattered across the floor. Dural guessed that these men must have fled from battle only to be discovered and brutally killed. In a far corner, the Dark Emissary crouched, hunched over a strange metallic glowing chest.

"There will be no escape for you now, evil one." Dural spoke calmly. The Emissary stood and turned to face him. His right arm was enclosed in a huge gauntlet that glowed with an unnatural light. The gauntlet hummed menacingly as the Dark Emissary brought his arm down in a sweeping punch aimed at Dural's broad chest. The Truthsayer raised his staff to deflect the blow, but as the enchanted wood met the gauntlet, it was blasted into splinters. Dural was sent flying across the chamber, smashing with considerable force into the far cavern wall.

As he regained his senses he knew instantly the blow had broken his ribs but, with pain wracking his entire body, he forced himself back on his feet. Again the Dark Emissary threw another punch at Dural, this time aimed at the Truthsayer's head. Dural ducked and the gauntlet smashed into the cavern wall. The force of the blow shook the ground on which Dural stood, and the whole cave trembled with the impact.

Chunks of rock fell from the roof and a great crack split up the length of the wall. The malicious smile on the Dark Emissary's face was replaced by a look of

sheer horror as he realised that the gauntlet had become wedged deep into the rock.

Dural sprinted from the cavern as the tunnel behind him collapsed, diving into the light with a cloud of dust in his wake. When the debris settled he walked over to the pile of rubble that had once been the cave mouth. What was the mysterious magical artefact the Dark One had used? Now it was lost, sealed forever in the collapsed cave. He knew he must travel at once to the Forge of the Old Ones and report his find to the council. Other Truthsayers had reported such finds, and within the deep vaults of the Forge they guarded many similar relics. Where they came from and why these strangers so eagerly risked their lives to possess them, Dural could not guess, but whilst he was alive he would make sure that they remained on Albion.



BATTLE RESULTS FORM

For each game you play, simply fill in the details below (only one form per game please!) and send it off to us at the following address. We suggest that you photocopy it as you'll doubtless be playing lots of games!

DARK SHADOWS CAMPAIGN,
White Dwarf, Games Workshop,
PO Box 576 Ingleburn NSW 1890 AUSTRALIA

We'll add the result of each game into our campaign database and over the next few months we'll bring you progress reports on the overall situation!



YOUR DETAILS

Name:

Address:

Date of Birth:

Email address:

Which game did you play?

Warhammer

Warmaster

What was the total points value of your game?

Up to 1,500

1,501-3,000

3,001-5,000

5,001+

FORCES OF LIGHT - TRUTHSAYERS

Supreme General's name: Army:

FORCES OF THE DARK MASTER - DARK EMISSARIES

Supreme General's name: Army:

WIN LOSE OR DRAW?

Truthsayers' victory

Dark Emissaries' victory

Draw

Which Lores of Magic did the victor use?

Lore of Beasts

Truthsayers' magic

Lore of Light

Lore of Death (and Necromancy)

Lore of Life

Lore of Fire

Lore of Shadows

Dark Magic

Dark Emissaries' magic

Lore of Heavens

Lore of Metal

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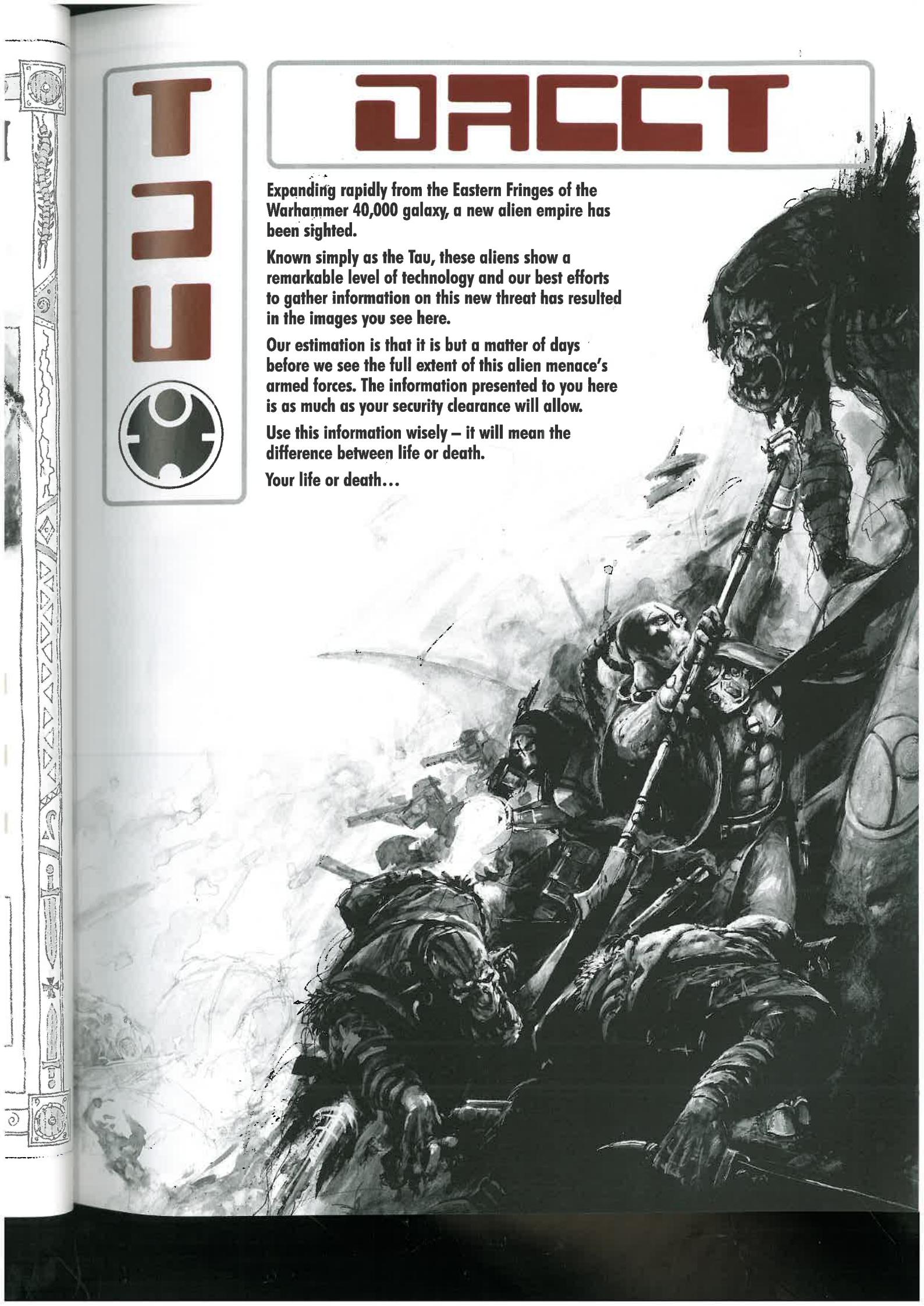
Expanding rapidly from the Eastern Fringes of the Warhammer 40,000 galaxy, a new alien empire has been sighted.

Known simply as the Tau, these aliens show a remarkable level of technology and our best efforts to gather information on this new threat has resulted in the images you see here.

Our estimation is that it is but a matter of days before we see the full extent of this alien menace's armed forces. The information presented to you here is as much as your security clearance will allow.

Use this information wisely – it will mean the difference between life or death.

Your life or death...

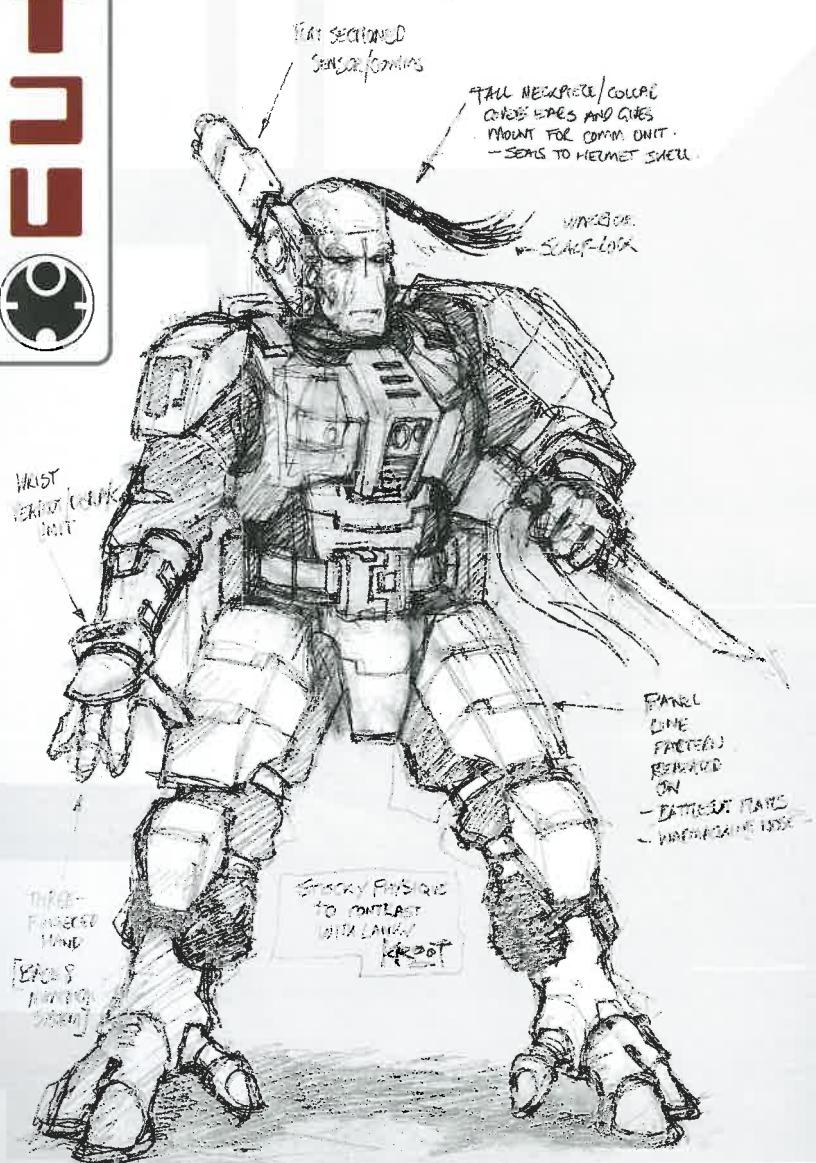




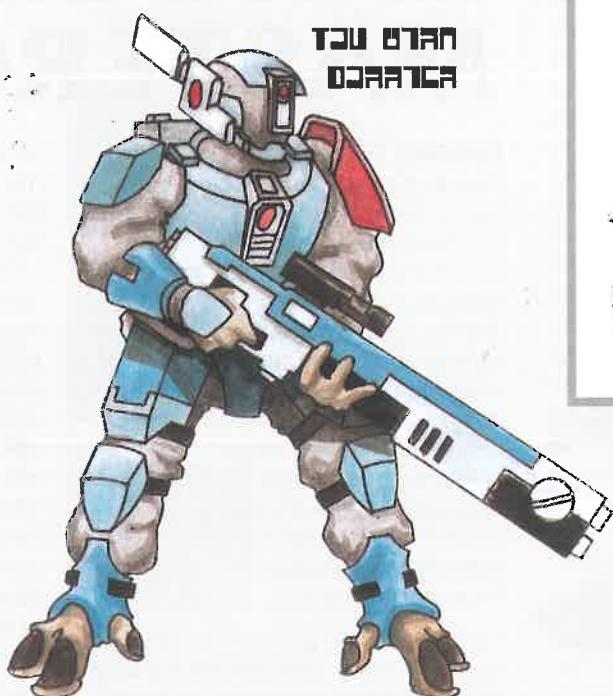
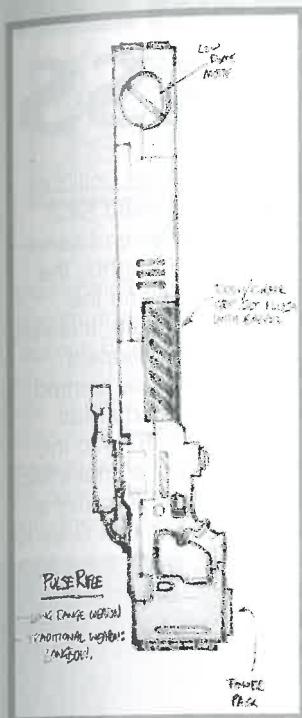
Tau Fire Warriors



Kroot Carnivore squad



דריכת חילוץ יורה מטחן



Despite the curt reassurances from the taciturn Space Marine Captain that they were quite safe, Colonel Konstantin Griffin of the 17th Brimlock Dragoons was worried. The Kroot ambush had cost him thirty men and two scout vehicles, and Commissar Eurbayn had been seriously wounded. He himself bore a painful wound in his side where one of the aliens had cut him with the bladed butt of its rifle. The Kroot had vanished into the forests after his force had linked with Space Marines from the Scythes of the Emperor Chapter, but Griffin couldn't help feeling they were still being hunted.

As if in confirmation of his fears, a hurried contact report crackled over the vox-net and twin darts of light flashed from behind a stunted wood some two hundred metres ahead. The missiles nosed over, twisting as though sniffing the air like the Colonel's hunting dogs, before streaking towards the lead tank in their formation. Both missiles struck the vehicle's topside, punching through its armour and detonating the ammunition in a spectacular fireball. Griffin saw a flurry of similar missiles launch on the right flank as several sand coloured skimmer tanks hoved into view ahead. Sick horror

settled in his gut as he realised his force had been ambushed again, this time by a force with armoured support.

Mechanised battlesuits flying on trails of fire dropped from the sky, surrounded by zipping, disc-like objects that spat bright pulses of energy at his men. Griffin flinched as bolts of weapon fire impacted on the side of his Chimera and he watched, disbelieving, as armoured alien warriors emerged from a patch of ground he could have sworn was unoccupied a moment before. He dropped into the tank as more explosions sounded and grabbed the handle on the vox-unit to send a warning to following regiments, but a thunderous detonation rocked him back, smashing his head into an iron stanchion. Shrinking pain exploded in his arm and blood streamed into his eyes. Smoke boiled into the crew compartment along with the stench of seared flesh. Screams of pain sounded and he tried to wipe the blood in his eyes clear, but found he could not as his arm ended in a bloody stump just above the elbow. He slammed his body against the crew escape mechanism and tumbled from the blazing Chimera, rolling to extinguish the fires on his uniform. Gritting his teeth, he pushed

himself to his knees, cradling his wounded arm to his chest and blinking away tears of pain. He saw Kroot butchering his men with great disembowelling strokes of their rifle blades, and struggled to draw his lascannon. Something landed heavily on his back, slamming him into the ground, and he heard a cawing shriek of triumph. Thick fingers dragged his helmet clear and wrenching his head back. He felt something sharp and metallic touch his throat and then he knew nothing more.



The fantastic new range of Inquisitor 54mm figures allows experienced painters to really hone their skills. This issue we start the first of a new series on how our own 'Eavy Metal team achieves those amazing results. This month we interrogated Dave Thomas about painting Inquisitor Eisenhorn.



GETTING STARTED

Before assembling Eisenhorn I examined the components to see how the model would fit together. I did a dry run with the pieces to see how they aligned and where they would work best on the finished model. I always pin any large scale models as superglue on its own is quite brittle and will not hold the weight of the arms or legs for everyday gaming use.

I often find it easier to paint a figure by fixing it to an easy-to-hold temporary base, such as the lid of a spray can. The smaller components which I wanted to paint before fixing in place I pinned to a separate cork base. For this model I painted the head, the gun holster, the staff and the clockwork device separately. I also knew that I wanted to paint some fine detail onto the cloak and so did not attach the upper torso to the legs until I had completed this stage. Once I had assembled the individual pieces, I filled any gaps that remained with green stuff, before I sprayed all the different components of the model with an undercoat of Chaos Black.

'EAVY METAL MASTERCLASS

PAINTING THE MODEL

One of the most important aspects I had to think about was how my chosen colour scheme would complement and contrast on the finished model. Working in the Studio, I was fortunate enough to be able to approach Brian Nelson, who sculpted Eisenhorn. After a quick chat to glean some inspirational ideas, I decided to use a combination of purple, white and red to suggest an air of regality (for an insight into Eisenhorn's colour scheme refer to page 119 of the Inquisitor rulebook).

I prefer painting a model by starting from the inside and working my way out. I painted the legs first, then the callipers, before moving onto his robes. Eisenhorn's robed uniform works on three separate layers of



clothing. Painting the middle cloth section Skull White creates a separation between the Liche Purple and Chaos Black cloak and the Chaos Black tabard, acting as a contrasting colour to accentuate the two darker colours.

To paint the white robes, I used a base coat of Codex Grey, gradually blending in Skull White. I continued to make the mix lighter and paint it

on the cloak in thin layers until the mix is virtually white. I used Skull White on its own only when I came to paint on the final highlights; the very edges of the robe and the raised sections of the cloth. It is very important that only the deepest recesses of the model are painted grey. All the other shaded areas should appear almost white to the naked eye; otherwise the final effect will appear grey in tone. I mixed a very small amount of Codex Grey to the purple mix to highlight the edges of the outer cloak, and a similar quantity of Scaly Green was added to the Chaos Black to highlight the raised areas of his inner robe.

The 54mm models don't need the same contrasts in shading and highlights as 28mm, because the larger scale of the model will catch the natural light better, creating its own highlights. For Eisenhorn's flesh I used Bestial Brown in an equal mix with Dwarf Flesh for the shade tone. I added Elf Flesh to the mix to create the base tone and applied this to the same areas as you would a 28mm figure. For a final touch to portray an idea of age, I mixed in a small quantity of grey to the highlighting mix.

FINE DETAIL

One of the key elements that stands out on my finished model is the

flamboyant decoration pattern on his robes. I sketched my initial design onto a bit of paper before I began painting it onto the figure.



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After doing this I copied the design straight onto the model using Leprous Brown with a very small amount of Skull White added to the mix. In order to get the fine detail, I used only the very tip of my brush, making sure that the consistency of the paint allowed it to flow freely onto the model.



The thing I am most proud of on the finished figure has to be the marble effect on the scrolls and sword case. First I painted a basecoat of Scaly Green



onto the areas where I wanted to create the effect. Then I used an old drybrush to stipple a five parts to one mix of Scaly Green and Skull White. To stipple, I wiped off most of the paint from the bristles on a tissue, as you would when drybrushing. Instead of lightly brushing over the model, dab the bristles on the area to create the effect. Once this was dry I used the same mix to draw fine lines along the case. I added a small amount of Skull White to the paint mix, then highlighted these by drawing a thinner line down the centre of the original line, repeating the process until satisfied. For the final touch I

painted a glaze of Dark Green Ink over the piece.

Instead of painting the shoulder pads a bright and shiny metallic colour, I decided to create a more worn, antique effect. With a



drybrush, I stippled Shining Gold over a Chaos Black undercoat using the same technique as for the marble effect. After this I gave it a wash of Chestnut Ink, mixed with an equal amount of Brown Ink. By repeating the whole process a number of times, gradually building up more gold to the central area, I eventually achieved the desired effect.

FINISHING TOUCHES

The base of any figure forms a large surface area, and so some degree of attention should be paid to making sure that it looks good. In the case of Eisenhorn I knew we would mostly be playing with the figure on our wilderness 'Frontier World' terrain and so themed my base around this. In the case of Eisenhorn it would be difficult to paint the base with the model attached, as his long cloak covers much of it. I therefore decided to paint it separately.

VARNISHING



After supergluing some metal components on from a bits box, I added a layer of sand to the base, sticking it down with PVA before basecoating with Bestial Brown. Once dry I then drybrushed a mix of Bubonic Brown and Bleached Bone over the top. By adding increasing amounts of Bleached Bone to the mix for a lighter drybrushed effect, I created a sun scorched appearance. Finally, I painted the metal parts with Boltgun Metal and then gave them an inkwash with Black and Brown Ink to create a rusted junk finish. To finish off I glued some static grass to the base and heavily drybrushed it with Bleached Bone to give it a dead appearance.

The finishing touch to the model was to give it not one but three separate coats of varnish. I sprayed clear varnish on the model, then using a brush I coated the white robe and purple cloak in a matt varnish. Finally I painted gloss varnish on the metallic and marble areas and the vial on his callipers. Most importantly this process protects the figure so it can be handled freely, but the variety of varnishes help create the appearance of different textures on the finished figure giving greater realism.

Graham McNeill has ventured deep into the Library Sanctus to uncover the facts of how the renegade Inquisitor Quixos fought and captured the Daemon Prince Cherubael and then bound him to his service.

Daemons are creatures of the Immaterium and the natural laws of real space prevent such beasts from manifesting themselves in the material plane without exceptional effort. The barriers between warp space and real space must first be weakened by ritual and sacrifice, and the correct words of power must be spoken by those who would summon such things. A much easier way for a daemon to force its way into real space is possession, whereby the daemon uses the unprotected mind of a vulnerable psyker to forge a bridge between it and the material universe.

The Emperor's holy Inquisition has long known the depredations of the Daemon Prince Cherubael. The beast's name sullies the blasted pages of the Liber Malum, that accursed volume which records the fate of those who tread the path of damnation. Kept chained within the deepest dungeon of the Library Sanctus on Terra, to even mention its name is to invite insanity. Quill-servitors painstakingly record the horrors of the daemonic, to better aid

DAEMON PRINCE

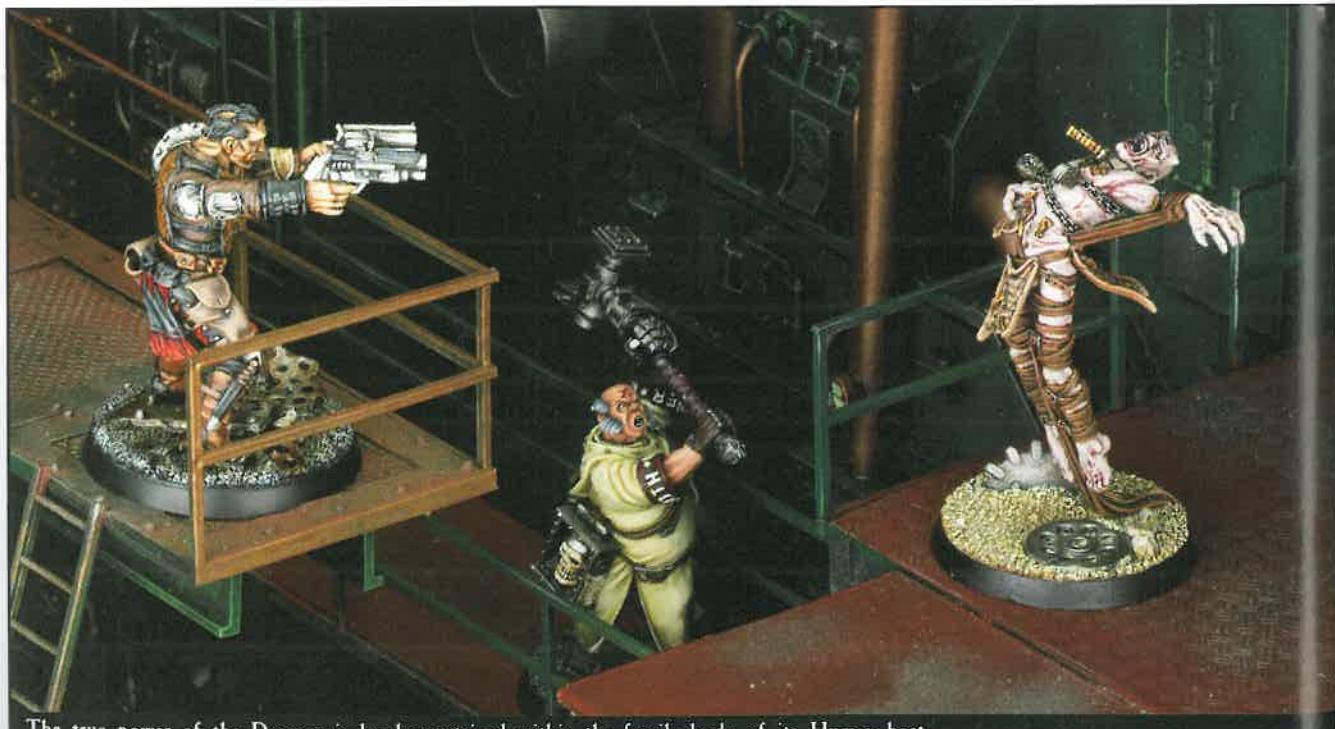
A DAEMON BOUND TO SERVE MAN

those who would stand against them. The archive-dungeon groans and contorts with the horror of its contents and entire tomes within its rune-encrusted walls are devoted to the evil that is the Daemon Prince Cherubael.

He is known as the Death of Worlds by the pitiful survivors of the Fenestra system, whom the daemon enslaved for millennia, and as the Scourge by the people of the Kitarax Nebula. Cherubael has, in a variety of guises, slaughtered his way across the galaxy for thousands, if not millions, of years leaving untold suffering and cries of lamentation in his wake. He extinguished the civilisation of the Ronja in a single night and set the entire Gethme sector ablaze for a thousand years. Masquerading as a prophesised leader, Cherubael incited the entire population of Medredax to commit ritual suicide, feeding on the world's psychic death-scream as a sweetmeat. His desolations are legion, and scarce has a creature so base and vile been unleashed upon the galaxy.

The Daemon Prince was finally to meet an adversary worthy of his attentions on the world of Clanar II, where he had enslaved the feral population of that world to perform untold blood sacrifices in his name. Entire generations were fed to the Daemon Prince before Inquisitor Quixos freed the Clanars from the daemon's hellish bondage. Leading a small band of warriors, Quixos fought the Daemon Prince's host body, delivering a mortal blow with his own daemonblade, which contained the bound essence of Kharnagar the Deathly, a Daemon Prince whom Quixos had defeated some decades earlier. As his host body died, Cherubael's spirit form leapt into the nearest available host body, one of Clanar II's mightiest warriors, lest he be banished back to the freezing void of the Immaterium. But Quixos had anticipated this and had previously adorned his warriors' bodies with hidden pentagrammic wards and powerful sigils of binding.

The daemon's fury at being so imprisoned almost tore the warrior's



The true power of the Daemon is barely contained within the fragile body of its Human host.

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body apart as spasms of power warped through his flesh, searing out his eyes and imparting a measure of the daemon's form to his new prison of flesh. Vestigial horns burst through his forehead and soulless white light burned where his eyes had once been. Gales of raw power whipped around the body, tossing it high into the air as phantom winds spun and twisted the warrior's body in its grip. Cherubael's exertions were in vain; Quixos' knowledge of the abominations of Chaos was deep and the Daemon Prince could not escape. Quixos chained the thrashing creature down and hammered blessed spikes of gold through the meat of the Daemonhost's body, intoning the six hundred and sixty six verses of the Canticle of Binding. He then fastened scrolls, inscribed with unspeakable oaths in his own blood, to Cherubael with fine silver chains. Finally, after this gruelling battle of wills, the Inquisitor had bent the Daemon Prince to his bidding.

Thus was the Daemon Prince Cherubael bound to the service of Inquisitor Quixos and his millennia-spanning bloodbath brought to an end. Quixos was no ordinary Inquisitor, though. Many years before encountering Cherubael, as he banished a Daemon on the world of Lackan XV, fragments from his foe's bestial claws became lodged in his heart, every attempt to remove them ending in failure. The vanquished Daemon's legacy would be with Quixos until he died. Though its influence gradually corrupted the Inquisitor's body, it granted him a tangible link to the warp and a measure of insight into the workings of Chaos. He resolved to further investigate the potential uses of Chaos, earning a reputation as a maverick amongst his fellow Inquisitors.

Now, with the Daemon Prince Cherubael in his service, his powers grew daily as his body twisted and his mind descended into madness. For another hundred years, Quixos and Cherubael were to destroy many deadly threats to the Imperium, the Daemonhost's warp-borne strength and psychic powers proving invaluable to the Inquisitor. In the decades that followed, Quixos was forced to perform blasphemous rites to transfer the Daemon Prince's essence into fresh hosts as its Chaotic essence eventually destroyed each body. Even the awesome power of a Daemon Prince could not hold the dissolution of its host body at bay indefinitely. The flesh



of each victim would become corrupt and unable to contain the beast, and another unwilling victim would be forced to become host to the monster. With each new incarnation of the Daemon Prince, another piece of Quixos' humanity was forfeit. He was to delve yet further into the mysteries of Chaos and, as his knowledge and powers grew, so too did the corruption of his body and soul.

There are those who whisper that the bindings which Quixos had intoned over the imprisoned body of Cherubael were doomed to fail from the outset, and it was the Daemon Prince's insidious corruption seeping invisibly from his bandaged form that drove Quixos over the edge of sanity. It is likely that no one will ever know for sure, as Quixos was declared Heretic and Extremis Diabolus in 342.M41 by

Inquisitor Eisenhorn. Three years later, Quixos was dead, executed by Eisenhorn, and the daemonic form of Cherubael had passed into the service of his killer. The circumstances surrounding this are shrouded in mystery and certainly Eisenhorn has never spoken of what took place between him and Quixos.

The Daemon Prince has since fought alongside the Inquisitor for many years and, among Eisenhorn's opponents within the Inquisition, it is suspected that his close ties with the Daemonhost has been the cause for the increase in his psychic powers in recent decades. Whether this is true or not is unknown, although there are many who believe that Eisenhorn is becoming as much of a danger to the stability of the Imperium as the renegade Quixos was.

Only time will tell.



Even though he is still bursting with new ideas for Inquisitor, Gav, in his role a Warhammer Loremaster, has just finished putting the final touches to the Albion campaign which can be seen elsewhere in this issue.

EXTERMINATUS

Expanded Rules for Inquisitor

Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month Gav presents expanded rules for campaigns and a strange alien device – the temporal phase distort generator.

CAMPAIGNS

Many players have asked me to expand upon the short campaign rules given in Inquisitor, so I will oblige them here.

TIME FRAME

The rules in this and next issue work off an established time frame for your campaign. Depending on how long you want your campaign to last (in game terms, not real time) you should measure the time between scenarios in either days (for a 'quick burn' campaign) or in weeks (for something a bit more long-lasting and investigative).

This is where a campaign diary becomes really handy, so that you can keep notes on what the characters get up to between scenarios. Often it won't be necessary to keep track of every day or week, simply make a note of any time that has passed, any effect this has on injuries, training and so on, and any other notable activity.

PERMANENT INJURY EFFECTS

The following rules are in addition to the injury rules on page 176 of Inquisitor.

There is only so much injury a body can sustain, and repeated injury to a location will inevitably begin to take its toll on the character's health.

At the end of every game there is a chance that locations injured during that scenario have been permanently affected. This chance depends on how injured the location is. Roll on the Permanent Injuries table.

If a location suffers permanent injury, then it loses its lowest Injury level –

PERMANENT INJURIES

Injury level	% chance of permanent damage
Light	None
Heavy	20%
Serious	40%
Acute	60%
Crippled	80%

cross out the box on the character sheet. For example, the first time a location suffers permanent injury, it will lose its Light damage box. This means that the first level of injury suffered will always be Heavy from then on.

GETTING TREATMENT

As with normal injuries, a visit to a specialist physician, chirurgeon, psych-healer or other medical person may offer a chance of reversing or reducing the effects of a permanent injury effect. Each visit can only heal a maximum of one permanent damage level, and cannot be undertaken while there are any short-term injuries on the location. As with other damage, if a location is replaced with bionics, any permanent damage will be removed.

CHARACTERISTIC REDUCTIONS

Unless otherwise stated, all characteristics which are reduced during a scenario will recover at the rate of 10 points per day. The effects of a characteristic being reduced to zero or below varies according to the characteristic. Note that although a

characteristic may be at zero or below, many characteristic tests are still passed on a roll of 01-05.

WS and BS: The character will only ever hit or parry with the minimum 5% chance that everyone has, regardless of any other modifiers.

S and T: A character with these characteristics at zero or below falls into a coma and may do nothing while the coma lasts. Each day he is in a coma there is a 5% chance that he will die. If he does not pass away, he will recover 10 points to each reduced characteristic as mentioned earlier. When the characteristic goes above zero, there is a chance every day that the character will wake up. Take a normal characteristic test against the reduced characteristic, if this is passed then he wakes up. If both S and T are reduced, the character must pass a test against both in order to wake from the coma.

If S or T is ever reduced to a negative amount equal to the character's starting characteristic, he will die. For example, if a Toughness 67 character is reduced to Toughness -67, he will die.

I: A character with an Initiative value of zero or below counts as having Speed 1. In addition, outside of actual games he may not do anything related to the campaign as he is too exhausted and must spend all their time resting. This means that he can't go investigating, look for ammo and guns, even visit a medic or do similar activities. A character with zero or less Initiative may not spend any experience points he has earned (see below).

Wp: The character has no mind of their own and is completely open to suggestion. In order to perform any actions in a game, another character must tell him what to do (which will cost the guiding character one action to do so).

Sg: The character becomes a clinically insane, a drooling imbecile! While his



MADNESS TABLE

D10 Effect

- Phobia.** The character is mortally afraid of the thing that drove him insane. The character who reduced the character's Sg to zero or below counts as having the Terrifying exotic ability against the afflicted character.
- Frenzied.** The character becomes a blood-crazed psychopath and follows the rules for the Frenzy exotic ability.
- Paranoia.** The character believes that everyone is out to get him, even his comrades. Roll a D6 at the start of every turn. On a 1, his paranoia overcomes him and he must use his available actions to either shoot or charge the nearest friendly character. On a roll of a 2, he may act normally unless in cover, in which case he spends the turn hiding as well as he can. On a roll of 3 or more, his paranoia has no effect.
- Invincibility complex.** The character believes himself to be impervious to all harm. The character is never pinned, and may not evade as a move, nor protect himself with skills such as deflect shot or dodge.
- Fearful.** The character jumps at his own shadow, and is easily startled. All enemy characters counts as having the Fearsome exotic ability to this character. In addition, he will only pass Pinning tests on a roll of 01-05, regardless of his Nv characteristic and any modifiers.
- Panic Attacks.** The character is prone to bouts of panic, during which he suffers loss of breath, disorientation and nausea. The character must take a Pinning test at the start of every turn.
- Catatonia.** The character occasionally lapses into a catatonic state, during which his eyes go blank and he does not respond at all to what's going on around him. At the start of every turn, there is a 10% chance that the character is stunned for the remainder of the turn. He does not fall prone if he goes catatonic.
- Hallucinations.** The character occasionally loses his grasp on reality. Every turn in a game, there is a 10% chance he will act as if affected by a Hallucinogen grenade.
- Wild Hallucinations.** The character is tormented by waking nightmares and visions. Every turn in a game, there is a 50% chance that he will act as if affected by a Hallucinogen grenade.
- Total Headcase.** Roll on this table at the start of every turn to see what madness he suffers from for the duration of that turn.

NEW WARGEAR

The following is a new item of wargear to equip your characters with, and is used by Techpriest Tezla, detailed elsewhere in this issue.

TEMPORAL PHASE DISTORT GENERATOR

This item is unique to Techpriest Tezla. Based upon technology which Tezla uncovered in ancient Necrontyr ruins, the Temporal Phase Distort Generator acts as an anti-stasis field, turning the user partially insubstantial. When working efficiently, this can make Tezla impervious to harm. However, in order to work it has been cybernetically integrated into his own

body and malfunctions often occur, causing him grievous wounds and intense agony.

Every time Tezla is hit while the distort generator is operational, there is a chance that it simply passes through him. This chance is equal to 100% minus the amount of damage done. For example, if Tezla took 7 points of damage then there is a 93% chance that the hit has no effect on him whatsoever. However, if he does take damage this means that the generator has shorted itself out, and he takes double the normal amount of damage from bionic feedback. This is increased to triple damage if hit in the abdomen

or left arm, where the primary field controls are located.

It takes one action to activate or deactivate the field. While it is active, Tezla cannot interact with his environment outside the field. This means that he may shoot normally (as the bullets will leave the field) but cannot attack in close combat, operate machinery, etc. He may pass through solid objects whilst moving, though there is a 5% chance that the field shorts out as he attempts this, causing 2D6 damage to D6 locations and leaving him stunned for D3 turns at the point he tried to enter the terrain.

Gav Thorpe continues his look at creating your own campaign settings. This month Gav discusses adding specific locations to your planet by looking at the key sites he created for the world of Karis Cephalon.

Following on from my previous article discussing some ideas concerning worlds to set your Inquisitor campaigns on, I'll be looking at adding specific locations to your setting. These add detail to your world and will also be some of the places where your Inquisitor scenarios are actually played out. As before, I'll be citing examples from Karis Cephalon, the world where our own Inquisitor campaign is currently based.

HOW MANY?

The number of locations you detail will depend on a number of things. Firstly, how long you intend your campaign to last. If the characters are only going to be around for a short while, it probably isn't worth going into too much effort concerning places they won't be visiting. On the other hand, if you want the characters to be spending a lot of time on your world, it is worth coming up with more locations, some of which you may not intend to use yet, but will add depth to the background and possibly act as hooks for further scenarios later in the campaign.

You also need to consider how much moving around the characters are going

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS PART 2

to do, as well as how many different warrior bands are involved in the campaign. If you have quite a few players, you will probably need more locations for them to meet in. If you have too many fights in a single place it'll start getting a reputation as Inquisition Grand Central!

As a rule of thumb I'd say you need three different locations to start with, and should probably introduce at least the same number again during the campaign if possible. This should give you some choice and variety to start with, without being too much work up front, and should allow the characters to 'explore' their environment as they become more familiar with the world and the campaign. Remember that you don't necessarily have to play a game in all of these locations, some of them might be mentioned as extra background, possibly for later inclusion.

WHAT ARE THEY FOR?

Although you may have created an overview of the whole planet, you'll need to have some actual places for your warrior bands to fight. These locations will be tied in quite strongly to the plot of the campaign and the

individual scenarios themselves. It is important that they have as much character as the rest of the campaign and reflect the atmosphere you want to evoke. For example, a gunfight in a random city street may be fun but doesn't really add much to the storyline you're trying to build. A shoot-out across tumbledown and overgrown ruins in the gardens of the usurped Governor's mansion might do the trick!

Tying locations to the campaign plot works both ways. You might have a particular scenario in mind which requires a specific location – if two Inquisitor warrior bands are fighting over possession of a certain book, for example, where is it being held? However, locations can also be the spur for a scenario idea. Not all scenarios have to be linked directly to the campaign, and some may even be red herrings or dead ends plot-wise. As an example, you might have thought up this wonderful setting, let's say a grandiose cemetery where the planet's powerful elite have been buried for millennia. You can picture it in your mind – the massive mausoleums and grand tombs, some the size of small palaces. But what has all this to do with your campaign plot of saving the world from a pre-Heresy death cult? Well, obviously there are myths and rumours that one of the caskets in the cemetery contains ancient documents dating back to pre-Imperial times, when the cult was founded. This, of course, can be utter nonsense if you don't want the Inquisitors to have that sort of information, but it doesn't stop them fighting for possession of the mausoleum in question...

THE QUESTION OF TERRAIN

One of the main constraints to the number and variety of locations in which you can play scenarios is the terrain you have to fight over. However, there are a couple of simple tricks you can use to make a little scenery go a long way. For a start, if your basic terrain set isn't too specific, different set-ups can be different places. Draw two or three maps using the terrain in



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your collection and see how laying out the pieces in different places can shape the location. The amount by which you bunch up or spread out the terrain can be the difference between the narrow winding alleys of an Imperial city and an open plaza in front of an Ecclesiarchy cathedral. Use the same set-ups two or three times so that the players get used to certain areas having a defined layout. That way, when you change the setting, all you need to do is change the layout to show it's a different area of the city/catacombs/Imperial Guard base, or whatever your terrain collection may represent.

Special features are another simple way to add some variation. As with a pre-set layout, a certain room, building, monument or other feature can be associated with particular places, and can also be tied in to the scenario being played. This might be a statue under which is supposedly a secret entrance to an underground bunker, it might be a hollow altar table which hides secret texts of a forbidden cult, or it could be dozens of other things. Building one terrain feature for a scenario is a lot less daunting than trying to fill the whole gaming table.

The point is, you don't necessarily have to make terrain for a whole table to invent a new location, it may be possible to do, with a combination of set-ups and unique features.

That said, if you have the time and resources, introducing a new terrain set-up part way through the campaign can really give the players a sense that they are somewhere new. You may already have an apocalyptic final battle between the Inquisitors in mind, and a specially built terrain set would be a stunning end to the campaign. Of course, you don't have to use the scenery just the once, but its first use would really add a dramatic twist and lend importance to the scenario. After all, your players are going to know that you went to some effort and will be expecting a really entertaining battle (just don't spend so much time on the terrain that you don't have time to write a suitably exciting scenario to go with it!).

Now we're quite fortunate here at the Studio to have a number of gaming tables and terrain collections. Looking at these, I devised a number of locations in which scenarios may take place, and these are shown.

GAMING LOCATIONS

THE SEWERS

Although built for Warhammer 40,000 cityfights, we have also used these boards to represent the sewers beneath the capital (the canal in particular helped this). The sewers are a great environment for many miscellaneous encounters and make a nice, subterranean change from fighting in buildings or streets. On occasion we have used Warhammer and Necromunda giant rat miniatures to represent swarms of rats which attack models stunned or taken out of action. The sewers are also home to the mutant terrorists and other nefarious criminals and scum.



SLAVE PLANTATION

Your traditional green Warhammer or Warhammer 40,000 board can still be put to good use for Inquisitor. In this case, the addition of a few pieces of appropriate architecture and abandoned machinery allows us to recreate a derelict farm. Perhaps it has been overrun by a slave revolt, and some of the mutant rebels are still hiding out. This seemingly deserted outpost could be the lair of a rival Inquisitor, anti-slavery forces or even a highly militant anti-mutant group.



MOON BASE PRIMIS

This was a board I used for a scenario set outside a shuttle base on Karis Cephalon's moon. The scenario revolved around one warrior band trying to sneak into the compound and steal a shuttle to get to the capital to link up with their allies. The Governor's security forces had been put on alert and, led by a sympathetic inquisitor, were patrolling the perimeter. It's a very open board, so to help out the infiltrators I imposed serious modifiers to awareness rolls, based upon the assumption that the base was currently on the moon's dark side.





AMETHYST PALACE WEST WING

The centre of Karis Cephalon's capital is the Amethyst Palace, which I imagine to be a sprawling, Gormenghast-like building, more like a small town than a single building. Part of the history I have developed was the revolution several thousand years ago, and during the rebellion I envisioned that a large part of the Amethyst Palace, namely the west wing, was reduced to burnt-out rubble. It is a warren of hidden corridors and buried treasures, and home to all manner of scavengers, fortune hunters and other ne'er-do-wells. Since the Amethyst palace itself predates the Imperium, it is quite likely that pre-Imperial artefacts may be found somewhere within the west wing ruins. The collapse of part of the floor has also created some entrances to the fabled catacombs beneath the city. Based on another of our cityfight boards, the west wing looks more like it could be the remnants of vast sprawling rooms and galleries, rather than just individual buildings.



CATACOMBS

As well as the sewers, the capital, Cephalon, is riddled with ancient catacombs from when the planet was originally settled. Here are clues to the settling of Karis Cephalon, perhaps the location of the mysterious Dark Age of Technology weapon called the Angel. Many of you may remember this as our Space Hulk board for the Armageddon campaign. Well, it's been pressed into service again as our Inquisitor catacombs. The blend of open areas and narrow conduits, plus the small doorways which serve as access hatches at this scale, gives it a much denser, more constructed look than the sewers, and the pipeline running its length adds an interesting tactical option for games played across it. This is actually one of my favourite boards to play across.



THE AMBUSH SITE

This was a fun location as well, which inspired a simple ambush scenario – with a twist. Set out in wastelands surrounding one of the mines, an Inquisitor was on his way to find out why communication had been lost, suspecting mutant terrorist activity. A band of opportunist outlaws ambushed the vehicles en route, not knowing that they contained such a powerful individual. The scenario involved them breaking off the attack and getting back to their own transport before the vengeful Inquisitor, who was convinced of more sinister motives behind the attack, caught up with them! In this game I didn't actually have the vehicles moving, they merely provided cover to fight around, but some of the games run have included moving vehicles and I hope to publish some rules for dealing with these in the future.



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TEMPLES

Religious sects, occult goings on and spiritual deviancy are all central themes for Inquisitor Temples and shrines are perfect locations for all sorts of cult activity. Modelling a 54mm cathedral might be beyond most of us, but a secret tabernacle hidden away in another building, or perhaps the crypt of an Ecclesiarchy chapel, is a more manageable project.

CATACOMBS

AND SEWERS

As I mentioned earlier, all sorts of underground adventures can be had. No self-respecting settlement is without a network of tunnels and caves beneath it – a lair to fugitives, mutants, bloodthirsty cults and the resting place of ancient archeotech, any of which can be used for the basis of a scenario.

INDUSTRIAL COMPLEXES

This includes mines, atmosphere processors, munitions factories, depots and similar constructions. This can also include more extravagant locations,

perhaps a gas harvester on one of the system's gas giant planets, or maybe a corpse recycling plant on a hive world cut off from the rest of the Imperium for years and desperately short of food (yewgh!).

SPACE PORTS

To get anywhere off a planet you need a spaceship of some sort, from visiting an orbital station to following the trail of a hated foe halfway across the galaxy. Not all Inquisitors have their own starships and will need to stow away, steal or otherwise commandeer one. Inquisitors who do have their own transport may have to protect it from attack, or perhaps make a daring escape when things go wrong...

ARMOURIES AND MILITARY FACILITIES

Anywhere where there are lots of weapons for the unfaithful to use against Imperial servants, the Inquisition is going to take a keen interest. Imagine a fight in the ammo warehouses, where all combat has to be hand-to-hand, because a single stray shot could engulf the whole place in a massive explosion. Or an investigation into a senior military

commander, whose troops are utterly loyal to him and must be avoided or otherwise dealt with.

ARCHIVES

AND LIBRARIES

There is an ancient Imperial proverb, "Knowledge is power, guard it well." Some libraries in the Imperium date back to as far as the Dark Age of Technology, and many are the secrets they contain if only you know where to look. The Adeptus Mechanicus frequently search such facilities for fabled Standard Template Construct data, either with permission or more illicitly.

STARSHIPS

The warships and merchant vessels of the Imperium can be huge vessels, space-borne cities with all of the in-fighting, cult activity and heresy you would find in any other settlement. So much so, in fact, that pretty much any of the other locations mentioned here could be found aboard a starship, as well as more specific places like the plasma reactor chambers, gun decks, command bridges and shuttle bays.

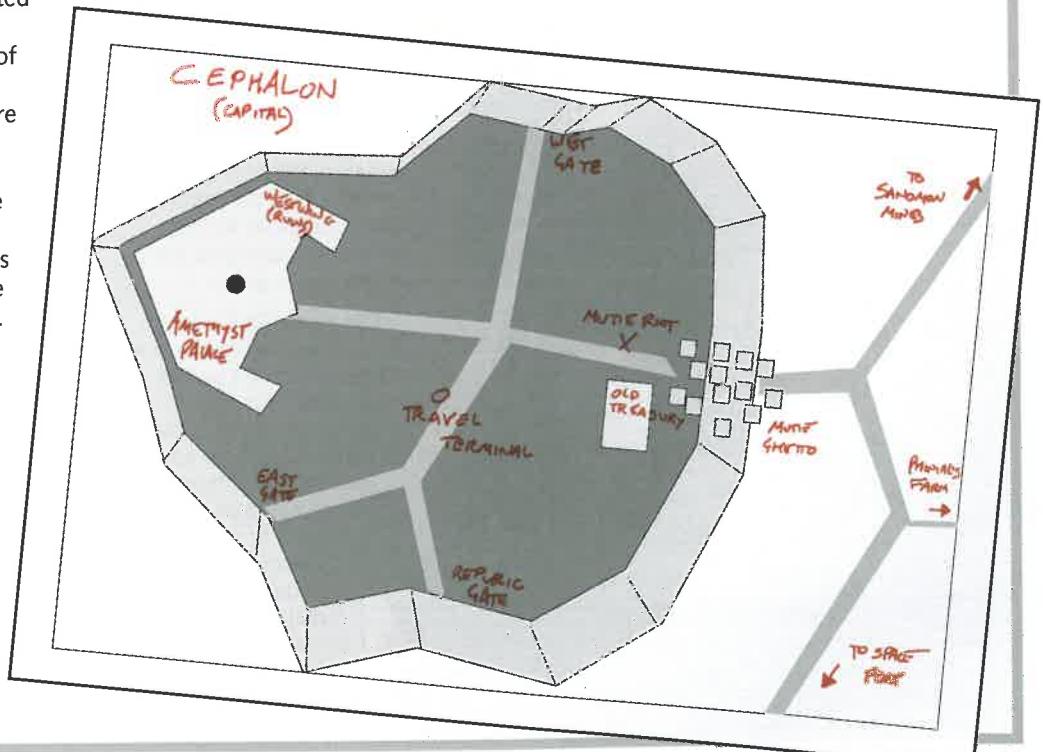
MAPS AND DIAGRAMS

There's nothing like a map to give the impression that a place is real. Maps can vary from a few hasty scribbles, to elegant 3-D computer generated works of art (if you have the resources and skills for that sort of thing!). There are two sorts of maps you can do. Firstly, there are maps in the traditional sense, which show a city, area of wilderness, or perhaps the whole planet. These can be used to provide an overview of the area's topography and show the relative positioning of different locations.

Secondly, there are more detailed schematics of actual locations, such as a small scale street map and internal layouts of buildings. These have a couple of uses. Firstly, if they are based on your terrain collection, you have a record of the set-up for the location if you play more than one scenario there. Secondly, you can use them as part of the scenario briefing for the

players. Presenting the players with a map each and asking what their plan is going to be, where they're going to enter and so on, gives them time to

prepare before the encounter, and actually scouting out the area or finding the map could be the objective of an earlier scenario...



Warhammer 40,000 Overfiend Andy Chambers was the author of *Codex Orks* and has been terrorising the Studio with Warlord Gorbag for many years.

Warhammer writer Space McQuirk normally spells Ork with a 'c', but his love of all things green extended to a fully painted Feral Orks army list.

Brother Haines has a general policy of shooting Orks on sight, but suspended his beliefs in the name of knowing his enemy...

CHAPTER APPROVED

BY SPACE MCQUIRK, ANDY CHAMBERS & PETE HAINES

Greetings, citizens, and welcome once more to Chapter Approved. This month, we shall be examining in detail the savage tribes of the Feral Orks, cousins to the larger specimens encountered across the galaxy, but no less deadly. You must first obtain a copy of *Codex Orks* to utilise the Feral Orks army list. It is recommended, but also optional, and not suited for competitive play.

FERAL ORKS

SPORED TO BE WILD

Ork invasions are devastating to the hapless planets they descend upon. When the Waaagh! finally leaves the battle-scarred planet in search of fresh conquest, the survivors emerge from hiding and the process of rebuilding must begin. Unfortunately for the planet's inhabitants the Ork threat does not end when the vast hulks leave the system. A small trace of the Ork Waaagh! is left behind and will in time grow into a new menace known as Feral Orks.

All Orks give off spores which are dispersed on the wind. A few of these spores may fall into remote zones on a

planet's surface, the dense jungles or dry arid plains, places where most civilisation finds it difficult to survive. The spores rapidly infest the area and grow without the threat of discovery. Over a relatively short period of time, these spores will mature into full-grown Orks and band together in loose tribes.

SURVIVAL OF DA BIGGEST

At first these tribes are small in number and are of little threat to the planet's inhabitants. The Orks are uncivilised, even by the low standards of Orks. They have little concept of language and no grasp of technology. At this early stage in their existence they are hunted and preyed upon by all manner of savage beasts. It is a very important stage in the Feral Orks' development, where only the strongest will survive.

Out of this period a particularly cunning and strong Ork will emerge as the leader and the other Orks will gather round him. It is at this point that a Feral Ork tribe will begin to emerge. The tribe learns to fight against their natural predators through use of its numbers and, as it grows and expands its territory, more and more Orks are drawn to the group.

The Feral Orks learn to scavenge weapons and equipment left by the previous Waaagh!

Although much of the technology is far too advanced for them, it does not take long for the Ork to realise the gruesome effect of pointing the noisy metal thing at an enemy. Minutes after this incredible discovery the

tribe will go to war, shooting at any targets that come before them, conquering all the other rival tribes and uniting under one banner.

DA TRIBE

The tribes usually take the name of the deadly beast that posed them the greatest threat before they became kultured. As more and more Orks join the tribe they are able to specialise in their abilities. The biggest and strongest Orks are able to bully the smaller and newer members of the tribe to hunt down prey. They take the approach that the bigger you are, the more you need to eat and, therefore, the bigger your portion of the kill. Few Orks dare argue with that kind of logic.

As the smaller Orks spend much of their time hunting down prey, they become excellent shots. Others learn how to track and trap their prey, taking the skulls or hides as trophies of their prowess. Some learn to make use of the beasts of their home world using them as mounts to hunt down fast prey. Some will discover other primitive tribes, and so the main tribe grows exponentially.

As the tribe expands, claiming more and more territory, it is inevitable that it will clash with other races. At first only small outposts will be attacked. Then the tribes will strike in massive raids against towns and entire cities, before swiftly disappearing back into the wilderness. With each new raid the tribe gains more and more equipment and more and more thirst for battle until it will launch itself on a frenzy of conquest.

Once the Feral Ork Waaagh! has started, it can gain an unstoppable momentum. The entire planet will become consumed by the Orks in a furore of battle, until all that there remains to fight is each other, which they do with savage abandon.



FERAL ORKS SPECIAL RULES

Feral Orks are of a similar mindset to their more prominent cousins and use the same special rules. They may have mixed armour within units, use choppas, utilise the Ork Mob rule, use Grot mobs for cover and invoke the Power of the Waaagh!

WYRDBOYZ

Wyrdboyz are reluctant psykers who live in dread of their heads exploding. They draw their power from the Waaagh! energies subconsciously released by other Orks' excited minds as they go to battle. This energy can grow to such an intensity within the Wyrdboy's mind that he is unable to control it, resulting in his brain bursting from his skull in an almighty blast. For this reason they prefer to stay away from battles, but the Feral Orks need their talents to make up for their lack of heavy weaponry and tend to insist that the Wyrdboy turns up. Despite being an Independent Character, unaccompanied Wyrdboyz are treated as one-model units and must test for Last Man Standing at the start of each turn.

'Eadbang: When using his powers, the Wyrdboy will never suffer an attack by Daemons from the Warp but, if he rolls a 2 or 12, suffers a Strength D6 hit as the barely contained energies build up to cause an 'Eadbang.

WYRDBOY POWERS

The Wyrdboy may choose to use one of the following powers per turn.

Psychic Vomit: Unable to contain the Ork energies any longer the Wyrdboy vents it forth in a stream of green psychogenic energy. Place the flamer template with the narrow end touching the Wyrdboy. Each model even partially under the template suffers an automatic Strength 4 hit.

Gork'll Get 'Em: The Wyrdboy's belief in Mork and Gork is so complete that it causes a manifestation of their power. This takes the form of a large green fist or foot descending from above. This counts as a shooting attack. The Ork Wyrdboy must be able to see his target, and rolls to hit as normal.

Range 72" Strength 8 AP - Assault 1, Blast

PIGDOKS

Where normal Ork societies have a smattering of Meks and Mad Doks these are not evident in Feral Ork society. Instead they have Ork specialists known as Pigidoks who specialise in the training, adaptation and healing of beasts. It has been argued that the Feral Orks' low technological base means that their survival is dependent on their effective use of the animals such as Boars and Squiggoths.

For battle, Pigidoks build special syringes with big red knobs which can be pressed to inject Cyboars with a high dosage of adrenaline stimulant. The effect is to make the beast more aggressive.

Before the game each Pigidok may attempt to dope one unit of Boarboyz, Squiggoths, Herdas or Madboyz. He succeeds on a roll of 6, modified if he is assisted by one or more Styboyz. If successful the unit affected gets +1 Strength for the duration of the game. A unit may only be doped once.

FERAL ORKS ARMOURY

In most cases characters are upgraded from ordinary troops. Where this is the case, the character keeps the basic weapons and wargear of the mob he's part of – for example, a Brute Nob has a Slugga and a Choppa. This doesn't prevent you from picking extra weapons for him from the Armoury, although the restrictions on the number of weapons that can be carried always apply.

Ork characters may have up to two single handed-weapons, or one single handed weapon and one two-handed weapon. You may also pick up to 40 points of extra wargear for each character from the Wargear lists (60 points for a Warboss). The full Wargear rules are on pages 34-37 of Codex Orks. You cannot take duplicate items for the same model, except for Grots and Squigs (up to a total of 3 – see Codex Orks page 7), and all wargear and weapons must be represented on the model.

SINGLE-HANDED WEAPONS

Choppa	1 pt
Powerclaw (Warboss only)	30 pts
Slugga	2 pts

WARGEAR

Ammo runt	5 pts
Attack Squig	5 pts
Big horns/iron gob (Warboss & Nobz only)	5 pts
Bosspole (Warboss & Nobz only)	3 pts
Boar	5 pts
Cyboar (Warboss and bodyguard only)	15 pts
'Eavy armour (not if mounted on Cyboar)	8 pts
Frag Stikkbombz	1 pt
Flash furs/Skull trophies/Toof Necklace	2 pts
Grot Styboy (Pigidoks only)	5 pts
Krak stikkbombz	2 pts
Shiny bitz	3 pts
Squighound (Slaverz only)	5 pts
Super Cyboar (Warboss only)	30 pts
Waaagh! banner (max. one per army)	20 pts
Warpaint	3 pts
Wyrdboy stikk (Weirdboyz only)	5 pts

TWO-HANDED WEAPONS

Bangstick (Only if mounted on Boar or Cyboar)	5 pts
Big shoota	12 pts
Burna	12 pts
Grabba stick (Slavers only)	5 pts
Shoota	2 pts
'Uge choppa	5 pts
Rokkit launcha	8 pts

FERAL ORK JUNKA UPGRADES

Any Feral Ork vehicles may be fitted with the following additional equipment. Any upgrades chosen must be shown on the vehicle model. No duplicate upgrades may be taken for the same vehicle.

Armour plates	5 pts
Big grabber	5 pts
Boarding plank	5 pts
Bolt-on big shoota	10 pts
Reinforced ram	5 pts
Stikkbomb chucka (if warband contains Pigidok)	3 pts
Wrecker ball	5 pts

FERAL ORKS WARGEAR

In addition to items described in Codex Orks, the Feral Orks have some unique items of their own, which function as follows.

Bangstikk: Bangstikk are long poles with explosives strapped to the end. Used exclusively while mounted on a boar, they are not the most precise of weapons as they are woefully unbalanced. The bangstikk is used just like a krak grenade to attack vehicles and bunkers. However bangstikk double the D6 roll for penetrating armour, giving them an Armour Penetration of 6+(D6x2).

Boar: Rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook.

Cyboar: The rider counts as cavalry – see page 93 of the Warhammer 40,000 rulebook. A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants. Because of the toughness of the Cyboar and its value as cover, the rider counts as being in 'eavy armour and gets a 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon granting the rider an additional close combat attack. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain are killed on 1-3, as the Cyboar has a tendency to butt rocks and trees.

Super Cyboar: A Warboss can instruct a particularly skilled Piggok to upgrade his Cyboar into a monstrous combination of beast and machine. A Super Cyboar follows the same rules as a Cyboar, but it gives the Warboss a 3+ save

due to the massive amount of metal and armour plate. In addition, the Cyboar is fitted with what is commonly known as Da Big Red Knob. This is essentially an injector system which pumps stimms into the Boar's system causing it to hurtle forward at an alarming rate. The Warboss will have the system linked up with all other Cyboars in his unit, so that when he presses the knob all the models in the unit advance with him. This allows the Cyboar riders to use the Fleet of Foot rules, advancing D6" instead of shooting during each Shooting phase.

Flash Furs, Skull Trophies, Toof Necklace: Huntas who have managed to stalk and kill particularly powerful or dangerous prey will wear its pelt, or take its skull as a badge of honour. These count as two models when calculating mob size for Mob Size tests only.

Grot Styboy: A Grot Styboy is adept at tending to Boars and Cyboars and can provide valuable assistance for a Piggok. When a Piggok attempts to dope a unit he may add 1 to his dice roll for each Styboy assisting him.

Shiny Bitz: Feral Orks are superstitious in the extreme and will sometimes get the idea that an otherwise useless object is really a powerful



talisman. An Ork with shiny bitz may re-roll one failed Armour save once in the game.

Warpaint: Feral Orks often daub themselves in dyes and paints that the Wyrdboy has prepared in the hope that some of his latent psychic powers are absorbed in the mix. A model protected by warpaint is not affected by psychic powers on a D6 roll of 6+. The power still works, but any character that makes his save will be unaffected.

Wyrdboy Stikk: Wyrdboyz frequently carry copper staves to give themselves some protection against 'Eadbangs. When a Wyrdboy with a Wyrdboy Stikk suffers an 'Eadbang he may re-roll the Strength of the attack.

HEADQUARTERS



A Feral Ork Warboss is the strongest and most cunning Ork of his tribe. He must constantly fight challengers to maintain his authority. When not fighting for his position, he leads his tribe on raids on other Feral Ork camps or any other communities in his vicinity. He will gather the best warriors of his tribe together into a warband, striking out on hit-and-run missions.



WARBOSS 60 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

Options: A Warboss may be given any equipment allowed from the Feral Ork Armoury.

Bodyguard: The Warboss may be accompanied by a Bodyguard (see entry below). If he has a Bodyguard then the Warboss and his Bodyguard are treated as a single unit during battle. Note that the Bodyguard does not count as a separate HQ choice (it does not use up an HQ 'slot').

Independent Character: Unless accompanied by his Bodyguard (see below), the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

WARBOSS'S BODYGUARD 20 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Nob	20	4	2	4	4	2	3	3	7	6+

Number: The Warboss may be accompanied by between 5 and 10 Nobz.

Options: The Nobz may be given any equipment allowed from the Feral Ork Armoury.

PIGDOK 10 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Piggok	10	3	3	3	4	1	2	1	7	6+

Number: If the Warboss is accompanied by a Bodyguard he may also be accompanied by up to two Piggoks.

Options: Piggoks may be given any equipment allowed from the Feral Ork Armoury.

If the Warboss is mounted then his Bodyguards must also be mounted on Boars or Cyboars. If the Warboss is riding a Super Cyboar then all Nobz in the unit must be equipped with Cyboars. Cyboars can only be selected if there is at least one Piggok in the Bodyguard.

0-1 WYRDBOY..... 60 points

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wyrdboy	50	3	3	3	4	2	3	1	8	6+

Options: A Wyrdboy may be given any equipment allowed for Wyrdboyz from the Feral Ork armoury.

Minderz: The Warboss may use Brutes to make sure the Wyrdboy does what's expected of him. If the army contains a Brute mob of 10 or more Brutes then 2-5 of them may be detached to form a unit with the Wyrdboy. These cannot include Brutes with upgraded weapons or Brute Nobz.

Independent Character: Unless accompanied by Minderz (see above) the Wyrdboy is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

Psychic Abilities: See Wyrdboyz and wyrdboyz powers in the Feral Orks Special Rules section.



Although all Orks are innately psychic, a rare few have the ability to channel this power. Most of these Shamans, or Wyrdboyz as they are more commonly known, are bullied and used as just another potentially destructive weapon to carry into battle. In battle they accompany the mobs, soaking up the raw Waaagh! energy that large numbers of Orks create, channelling it into a powerful psychic burst.

ELITES

0-2 BRUTES 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Brute	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 20 Brutes.

Weapons: Slugga and choppa.

Options: Up to two models can have either a burna at +8 pts, or a rokkit launcha at +10 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

TRAPPAS 10 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Trappas	10	3	3	3	4	1	2	1	7	6+
Nob	+10	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Trappas.

Weapons: The models in the mob may be armed with either a shoota or a slugga and choppa (you may have a mixture of weapons in the mob).

Options: You may give your entire unit of Trappas flash furs at a cost of +2 pts each.

Character: For an additional cost of +8 pts one of the Trappas may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

SPECIAL RULES

Infiltrators: Trappas are Infiltrators and follow the special scenario rules for Infiltrators.

Slippery: Trappas sneak through cover easily, so they roll an extra D6 when rolling to see how far they can move through difficult terrain.

Set Traps: If the game is being fought using the Jungle Fighting rules, Trappas may set booby traps. Each unit of Trappas allows you to set three Booby Traps. These are bought at the cost below.

BOOBY TRAPS SPECIAL RULES

BOOBY TRAPS			
	Points	Str	AP
Bang Trap	20	7	3
Fire Bomb	20	4	5
Punji Pit	15	3	6

Set Up: Booby traps are set up using the special rules that can be found on page 21 of Codex: Catachans.

Ignore Cover Saves: All booby traps ignore cover saves.

Pinning: Any unit that suffers one or more casualties from a booby trap must test for pinning.

Bang Trap: This is a large number of stikkombbz strapped crudely together and attached to a tripwire. The resultant explosion is a cataclysmic detonation of flying shrapnel that affects the model triggering the trap only.

Fire Bomb: Very similar in appearance to a bang trap, a fire bomb explodes in a shower of highly combustible liquid. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

Punji Pit: A simple, crude but effective trap, a small pit with sharp stakes placed at the bottom which is covered with various foliage. Place the small Blast marker so that the central hole is over the model that triggered the device. Any models fully under the Blast marker are hit automatically and any partially under are hit on a 4+.

If you have a suitable terrain piece then this may be placed on the table to represent difficult terrain for the remainder of the game.



Whilst the ability to shoot prey is essential to a Feral Ork tribe's survival, they still relish close combat. Some Feral

Orks are far larger than the others and spend the vast majority of their time maintaining order within the hierarchy of the tribe, usually by means of their sheer brute size. They allow the other smaller Orks the privilege of hunting for them, taking the pick of the prey that the Huntas bring back.



Feral Orks do not have the same resources as normal Orks and are dependent on a select few highly skilled Orks to bring them food to eat and furs to wear. Many of these Orks band together into elite groups that call themselves Trappas. The Trappas have perfected the art of setting snares and digging staked pits in order to catch their prey, and are skilled at sneaking up to targets for the kill. These talents are also useful on the battlefield. Trappas often wear thick pelts of fur, skinned from particularly vicious animals they have caught as trophies.



If a particularly skilled Pigdok lives within the tribe then he often spends his free time manufacturing bombs and explosives. Those Orks fortunate enough to possess a cache of stikkbomzb group together in raids. Envied by most of the other Orks in the tribe these Stikk Bommas revel in the noisy destruction their deadly barrage can cause.

0-1 STIKK BOMMAS 10 points per model

Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	3	3	3	4	1	2	1	7
Nob	+13	4	2	4	4	2	3	2	7

Mob: The mob consists of between 5 and 20 Stikk Bommas.

Weapons: Slugga, close combat weapon, frag and krak stikkbomzb.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of +11 pts one of the Boyz may be upgraded to a Nob. The Nob may be given any equipment allowed by the Feral Ork Armoury.

TROOPS

HUNTAS 9 points per model

Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hunta	9	3	3	3	4	1	2	1	7
Nob	+11	4	2	4	4	2	3	2	7

Mob: The mob consists of between 10 and 30 Huntas.

Weapons: Shootas.

Options: Up to two models in the unit may be equipped with a big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Character: For an additional cost of 12 pts one Huntas may be upgraded to a Nob. A Nob may choose any equipment from the Feral Ork Armoury.

WILDBOYZ 8 points per model

Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Wildboyz	8	3	3	3	4	1	2	1	7
Nob	+12	4	2	4	4	2	3	3	7

Mob: A Wildboy mob consists of between 10 and 30 Wildboyz

Weapons: Choppas and a hand weapon such as a club or dagger.

Character: The Wildboyz must always be accompanied by a Nob. The Nob may be given any equipment from the Feral Ork Armoury.

GRETCHIN MOBS as in Codex Orks

MADBOYZ 7 points per model

Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Madboyz	7	3	3	4	4	1	2	2	7
Pigdok	10	3	3	3	4	1	2	1	7

Mob: The mob consists of between 5 and 20 Madboyz

Weapons: The Madboyz may be armed with either a shoota or a slugga and a choppa.

Character: The Madboyz may be accompanied into battle by a Pigdok. The Pigdok may be given any equipment allowed from the Feral Ork Armoury. See the Pigdok special rules.

Special Rules: Madboyz are fearless and ignore all morale and pinning tests. Other Orks keep their distance and will never mob up with them. At the start of each Ork turn roll a D6 for each unit not in an assault, on a roll of 1 the Madboyz are 'disturbed'. Roll on the table below.

MADBOYZ DISTURBED BEHAVIOUR TABLE

- The Madboyz fight amongst themselves because they realise the other Madboyz are 'lookin' at 'em funny'. Roll 1 attack per Madboy in the unit and inflict these hits on the unit. The Pigdok (if any) does not have to join in but can be hurt.
- One of the clouds is a striking image of an Ork god but the unit is split as to whether it's Gork or Mork who has appeared before them and begin a frantic argument. Count as pinned.

3-4 The confused gibbering of one of the Madboyz spreads through the unit until they are convinced of their doom. The Madboyz fall back, automatically regrouping at the end of the move. If caught in crossfire, the unit is destroyed.

6 The unit is overcome with images of heroism and decide to show the other Orks the true meaning of being Orky. They may move an additional D6" straight towards the nearest enemy unit in the Movement phase.

FAST ATTACK

BOARBOYZ 12 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Boarboy	12	3	3	3	4	1	2	1	7	6+
Nob	+22	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of 5 to 10 Boarboyz. Boarboyz count as cavalry.

Weapons: Slugga and choppa or shootas. (You may have a mixture of weapons within the mob.)

Options: The entire mob may be equipped with frag stikkombz at a cost of 1 point per model and krak stikkombz at a cost of 2 points per model. If a Pigdok is included in the army then any of the Boars may be upgraded to Cyboars at a cost of 5 points per model.

Character: For an additional +22 pts one Boarboy may be upgraded to a Boarboy Nob. He may pick any wargear from the Feral Ork Armoury.



If an Ork is a particularly adept Trappa then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick.

HERDA 9 points plus 5 per Squig

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Herda	9	3	3	3	4	1	2	1	7	6+
Squighounds	5	3	0	3	3	1	2	1	2	6+

Mob: The mob consists of 1 Herda and between 10 and 20 Squighounds.

Weapons: Slugga and choppa. The Squighounds are armed with huge teeth.

Character: The Herda may be given any equipment from the Feral Ork Armoury.

Special Rules: If the Herda is killed, the pack disperses at the end of the phase – treat them as destroyed.



Some Trappas in the tribe prefer to train vicious Squigs to become their own personal hunting pets. They take these beasts, who are loyal only to their master's whip, on hunting expeditions to track down prey or the occasional runaway Grot.

JUNKAS 9 points per model

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Junkas	9	3	3	3	4	1	2	1	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Mob: The mob consists of between 5 and 10 Junka boyz

Weapons: The Junkas have either a shoota or a slugga and a choppa. The mob may contain a mix of differently armed Junkas.

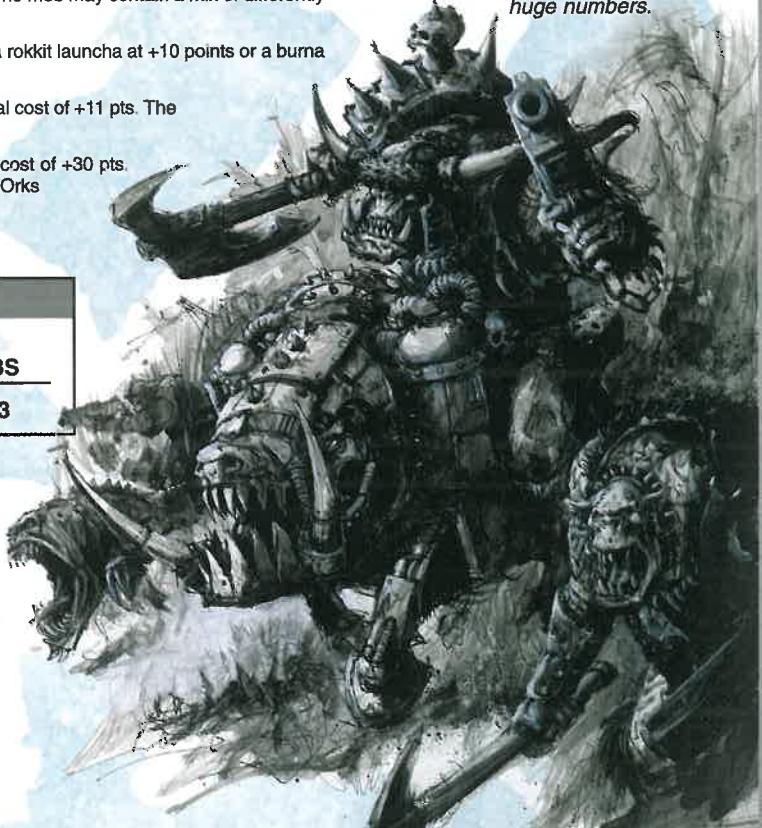
Options: Up to one of the Junkas can have a big shoota at +12 points, a rokkit launcha at +10 points or a burna at +8 points.

Character: One of the Junkas may be upgraded to a Nob at an additional cost of +11 pts. The Nob may have any equipment allowed from the Feral Ork Armoury.

Transport: The mob must be mounted in a Junkatruck at an additional cost of +30 pts. Junkatrucks may be fitted with any of the vehicle upgrades in the Feral Orks Armoury.



On rare occasions a lucky Feral Ork tribe may find damaged vehicles left by other forces. If their Pigdok is skilled enough they often manage to get the vehicle up and running using steam, pedal or even pure boar power. The Orks will then ride into battle clinging on to any spare space of their technological masterpiece in huge numbers.



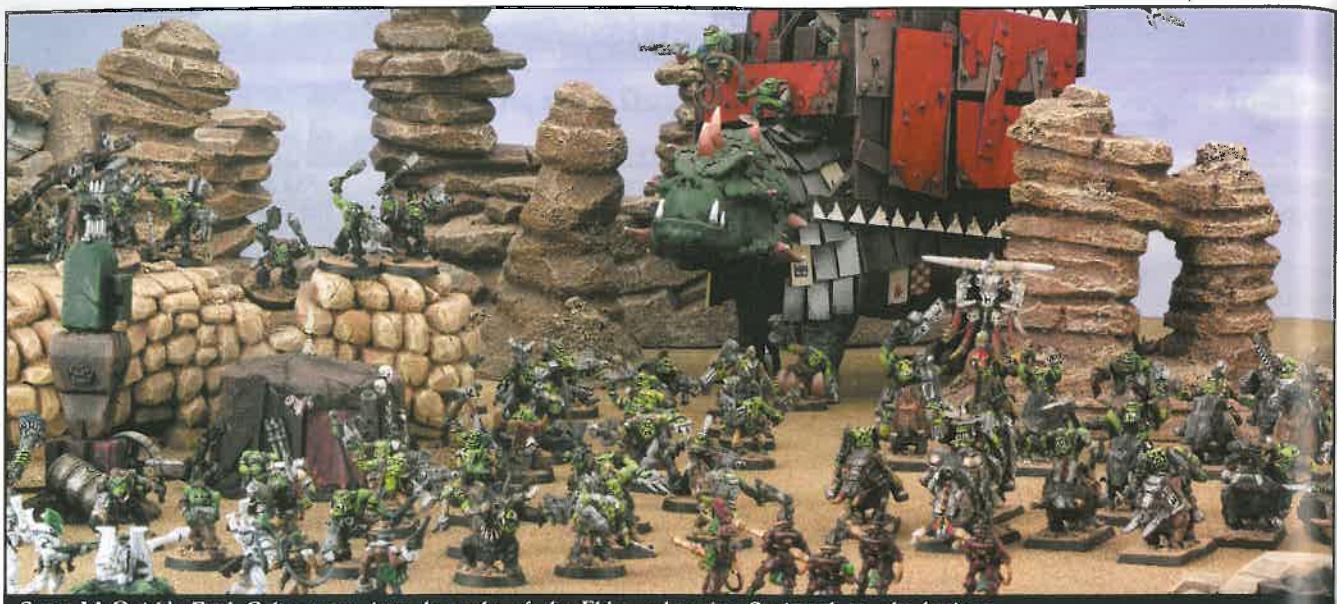
JUNKATRUCK

	Front Armour	Side Armour	Rear Armour	BS
Junkatruck	10	10	10	3

Type: Fast, open-topped.

Weapons: The Junkatruck may be armed with one of the following: big shoota at +12 pts, a rokkit launcha at +10 pts or a burna at +8 pts.

Special Rule: The poor lack of maintenance means that these trucks are liable to mechanical failure on a regular basis. Before the vehicle moves roll a D6. On a roll of 1 something has snapped, blown up or seized and the crew must spend the remainder of the turn repairing the damage. The vehicle may not move this turn.



Space McQuirk's Feral Orks swarm into the ranks of the Eldar, a looming Squiggoth on the horizon.

HEAVY SUPPORT



Squiggoths are enormous creatures which are usually hunted down by Orks for food. Feral Orks see the great beasts as more than simply food, as for them the Squiggoth also represents a means of transport. Over time they have discovered that they can harness these beasts and make mobile platforms on their backs with which to carry the tribe into battle. This has led to the Pigdoks breeding larger and larger variants of Squiggoth.

SQUIGGOTH See Below

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Standard (up to 6")	40	2	2	6	5	3	1	3	7	6+
Big (over 6" up to 9")	50	2	2	7	6	4	1	3	7	5+
Massive (over 9")	60	2	2	7	7	5	1	4	7	4+

Mob: Squiggoths operate independently. They come in a variety of sub-species which differ considerably but will often be dinosaur-like in appearance.

Options: Any size Squiggoth may carry a turreted howdah containing either a twin-linked rokkit launcher at +20 pts, a twin-linked big shoota at +30pts or a lobba at +30pts

SPECIAL RULES:

The points value and statistics for a Squiggoth are solely dependent on its size. As each Squiggoth can be vastly different to the next a simple process of measuring the Squiggoth model from head to tail is used to determine its characteristics. All Squiggoths are fearless and ignore all morale and pinning tests.

Crew: All Squiggoths carry up to 3 crew who use the standard Hunta profiles

Monstrous Creature: Due to its sheer size and brute strength, the Squiggoth is a monstrous creature. It rolls 2D6 for Armour Penetration and ignores opponents' Armour saves in close combat.

Transport: A big Squiggoth may be used to transport up to 10 Orks. A massive Squiggoth may be used to transport up to 20 Orks.

If the Squiggoth is carrying passengers then they may embark or disembark as if it were an open-topped vehicle. Similarly the passengers can fire as if they were in an open-topped vehicle. When enemy models fire back they must target the Squiggoth. Template, Blast and Ordnance weapons gain no extra bonus. If the Squiggoth is killed, it crashes to the ground and may crush the passengers in its death throes – they will take a wound on a 4+ (normal saving throws allowed).



LOBBA BATTERY

As Big Gunz Battery in Codex Orks. May only include lobbas. May not include a Mek. Slaver may only choose from the Feral Ork Armoury.

If you have any thoughts on this army list, why not write in to the usual address and let us know. For more information and images of the Feral Orks, check out the Games Workshop Website at:

www.games-workshop.com.



GAMES WORKSHOP ASIA PACIFIC RETAIL PRESENTS

Written by avid gamers, for keen hobbyists. This is a series of articles by Games Workshop's retail store staff, on the inspiration, background and reasoning (!?) that goes into collecting and gaming with their armies. This month, Staff from our Australian and New Zealand stores write about the benefits you can find in planning a good deployment strategy for your army... and sticking to it!



Ryan Kennedy
GW Newcastle

Deploying your forces is an important aspect of every single game we play, yet some of my fellow gamers just don't get it. There needs to be some cause behind your actions, and for all you gamers without your cause, this is for you!

One thing to remember is what your army is good at. Does your force stand its ground and pump round after explosive round into the advancing enemy? Or will they march forward to get to grips with their enemy. Whatever the case maybe, take it into consideration when deploying.

An all out rapid assault force is going to want to get to grips with its enemy early in the game, so deploying them towards the back of your deployment zone is not wise. It might allow the enemy an extra turn of shooting as you advance across the battlefield.

Likewise, deploying a stationary army too far into the deployment zone could lead to them not having enough turns to fire at the enemy as it advances, finding itself assaulted too early in the game

Consider who is deploying models first. In some games, once a model has been deployed, it stops the enemy from deploying within a certain distance to it (generally 18" to 24" apart) and this greatly reduces the enemy's options for deployment. Try to disrupt the enemies plans before the battle whenever possible.

Even the toughest monster, or a heavily armoured squad can be hammered by successful shooting, there's nothing worse than

**HERE,
AND NO
FURTHER!**



watching it happen on your first turn. Try keeping your expensive troops out sight or at least in some useful cover when deploying, you stand a better chance of them surviving the game this way.

In some games, it's a fifty/fifty chance for your force to secure the first turn. Remember these odds, they mean it's a fifty/fifty chance that your troops may be shot first.

The only exception to this rule is when you're playing a mission that specifies which player goes first. If you're the attacking force in a Strongpoint mission there's not much point in deploying back, behind tons of cover. You're better off deploying where there's the possibility to move behind cover while your closing in on the enemy.

So there you have it... you can still simply enough throw the models down and play, you'll see however that it will go better for you if you think carefully about your deployment.



Bradley "Knucksies" Gordon
GW Chelmside

I have a plan! Or at least I had one until I forgot/abandoned it during deployment... and that was the end for my Orcs. But never again! Never shall I forget my plan. The most important thing about deploying your army is the plan! In the aforementioned battle I had a

very cool flank attack plan ready. I knew exactly where I was going to deploy all of my units. My opponent was going to be smashed. And then he deployed his first units. I went "AARGH! That's not what he was meant to do!" I reacted to his deployment instead of sticking to the plan. My army ended up all over the place and unable to coordinate themselves.

My Chaos Marines, on the other hand, are quite adept at exploiting the terrain and the enemy's deployment. I use a fairly standard battle plan, which can be modified without difficulty to account for different situations. The plan covers the first three turns of the game and I never deviate if I can help it. I deploy units in positions that might seem to be

counterproductive but which produce significant results by the end of the game. An example of this was when I deployed several smallish units well and truly out of cover and two rhinos full of assault troopers well back in my lines, on one flank. My opponent deployed forward in his deployment zone to get at me quickly and thus left himself in poor defensive positions. My small units coped a flogging, but they drew the enemy out and allowed my assault troops to push forward and crush them all! This battle was a perfect example of making a plan, sticking to it and coming up with a victory.

Make your opponent react to you, don't react to them, stick to your plan, and you'll have mastered the art of deployment.



Gavin Phillips
GW Ringwood

The proud Bretonnian Knights, their armour shining in the mid-afternoon sun, lowered their lances, preparing to crush the enemy in noble combat, were suddenly pulled to a sudden stop

as the peasants walked in front of them muttering "sorry".

Has it ever happened to you that a devastating charge has been put off because of a misplaced unit getting in the way? This can be mainly due to the deployment at the start of the battle. It's no good putting that unit of Slayers way out on the left flank if they're never going to make it to combat because the Dwarf crossbowmen units have taken up all the prime real estate at the centre of the army.

As a rule of thumb, it's a good idea for the General to be in a position to give the maximum amount of units the benefit of his

leadership and other special abilities. I also make it a habit to make sure that my general's unit is protected by two units moving along beside it, defending the vulnerable flanks.

If you are going to deploy a unit in a flank position make sure it can take care of itself or run the risk of having it picked off. By this I mean, a unit of Kroksigors can look after itself, a roaming Skink Shaman will tend to disappear in a red haze. Units that are Stubborn or Unbreakable are good for this as they have the ability to hold up the enemy's flanking force for a long time.

Terrain features can also play an integral part in

a battle plan so choose wisely at the beginning of the battle to which side you wish to deploy your forces on. Another thing to consider is a unit's special abilities, if they can move through terrain without penalty it might be worth having them deploy in hiding in an appropriate piece of terrain waiting to launch that unexpected attack.



Troy Kelly
GW Woden

One of the first things I look at before even putting together an army list is to work out the tactics that I plan to use in the game. The most important part of this is your deployment, which can win or lose you the battle from the start. Whether it's an "oblique line" with your fastest units on one flank, sliding down the scale to your static troops on the other, or is it the millions and millions of 'Nids running forward to

When deploying, a few constants will appear. As mentioned before the General forms the main core of the army with its supporting units. Archers and war machines will tend to grab the high ground or if failing that the area with the best killing ground in front of it. Units that can take care of themselves usually fall into the category of flanking units.

crush your enemy's defences. The deployment of your forces will affect how your units are going to work together, and how effective they will be. Lets face it, placing that unit of Knights right next to your cannon battery isn't a good idea if the knights are going to end up blocking line of sight to that Giant or Dragon. Surely those Spearmen, who are going to remain static on your line, are a much better option! Not only does deployment concern core troops, but also your characters. The most important units in your line usually do better with the bolstering ability of your General and/or Army Standard Bearer. The amount of armies I've played against that could have prevented units running away by using the re-roll from an army standard is huge.

Placing your General in that unit of Boar Boyz will keep him safe but how does that help when

the rest of your army runs away? Perhaps placing him closer to those Gobbos will stop those gits from running away.

Does it stop there? I think not. Those infiltrators that we all love have to be deployed properly as well or else you've wasted your points. Placing those scouts in the middle of nowhere isn't helping anyone but the enemy. However being right in your opponent's path may slow him down enough for a few more shots from those bolt throwers. Alternately it will force him to draw off one of his front-line units to take care of that thorn in his side.

So as you can see working on your deployment is an essential part of Warhammer. Next time you prepare your forces for battle, try to take a few moments and work out how your deployment can help win you your next battle. So good luck and, more importantly, have fun.



Mark Hazel
GW Wellington

Usually when you ask a Warhammer General what their favourite phase of the game is, they will often reply "Combat", "Magic", or even "Movement". Few would reply "Deployment". This is where the game is often won or lost. "What?" I hear you cry, "Battles won with the placing of units rather than huge conflicts of mighty warriors". But this is true.

Where you place your variety of troops can drastically effect the outcome of the game. This is true for most races in the Warhammer world but perhaps more so for Skaven and Orc and Goblin armies (famous for fleeing at the first sign of a flank charge). If you place your elite troops in the middle of your deployment and leave all your weaker troops on your flanks you risk losing one or both of your flanks to your opponent. If you set up your elite troops on your flanks your opponent may break through the middle of your forces and split your army in half, causing confusion and panic.

The trick is to force your opponent to show you where his more dangerous troops are before you place your own. This will allow you to deploy your most deadly troops where they are most needed. I try to accomplish this by placing fast moving, expendable troops such

as Rat Swarms or Giant Rats as far as I can on each flank first. This forces my opponent to guess where my main force will deploy. It also allows me to redirect my troops quickly should my opponent try something tricky (like setting up on one flank). By continuing to place less important troops first you should be able (by sheer weight of numbers) to deploy at least one or two important units where they will be most needed. This will often tip the battle in your favour.

In closing remember that this advice alone won't win you the battle. However, it will help cut down the amount of times you are charged in an unprotected flank, and therefore stop your mighty army fleeing before you can get to grips with the enemy and swamp him with Skaven warriors. Die, Die manthing!



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Travis McElroy
GW Morley

Even though the way I deploy armies varies according to the mission, my opponent and the terrain. There are still basic principles that I follow. My Alaitoc Eldar army is very defensive. They prefer controlled, steady movements rather than rushing headlong into the enemy.

The mighty Guardian forms the strength of my deployment. Large units, 15 to 20 strong with a Warlock and a Heavy Weapon Platform

provide a sturdy defence but can equally mobilise quickly should an opportunity arise. Behind the main units I place Guardian Storm squads and Defender squads without heavy weapons. These units aren't slowed by cumbersome weapons and are good for exploiting a weak flank.

Amongst the Guardians roams the Farseer with his Warlock bodyguard. His presence inspires the troops and helps guide their deadly weapons with his superior psychic powers. This small but powerful unit is also great at taking on many of the tougher units with their Witchblades!

At the very rear of my deployment you can expect to find a unit of Shadow Weavers. I usually try to deploy them in a forest, some ruins or another terrain feature that provides security. Their long range and ability to fire

indirectly makes them a very flexible unit. To the side of the main line I deploy Warp Spiders and Striking Scorpions. As flanking units, both of these units provide strength and agility.

Well in front of the main Guardian line are my Rangers and PathFinder squads. These small squads sneak through the terrain until they find the perfect position to ambush their foe. I try to give these units maximum line of sight so that they can work together to pin, if not destroy, any tough units within the enemy ranks.

The overall strategy of this deployment is to thin out the enemy lines so that if they make it into combat they will be well below full strength. Once my forces are deployed the fun begins! Usually after my opponent takes a couple of units off the table as a result of the Ranger disruption table. Nasty stuff!



Ben Ashworth
GW Marion

I could go on for hours divulging the mystical secrets of how to best deploy your forces before a battle, but instead I'm going to hopefully enlighten you on what to do when it all goes wrong.

One very easy way of dealing with poor deployment is found within the troops you take to battle. Fast troops, like vehicles or cavalry, have great skills at their disposal - their speed and their ability to effectively redeploy. It's no major revelation but have you actually realised what this means? A faster army selection is a band-aid solution at least, while with a bit of practice you could use it as a deployment strategy. Intentionally deploying your army to look weak in certain areas

enables you to draw out your opponents. Be warned, any decent opponent will learn this deceit after one or two thorough thrashings.

You've just finished deploying and it looks like the game will be over by the end of turn two, it's time to really assess the situation. What is the objective? In most cases achieving the objective will win you the battle, sacrificing two thirds of your army can be an acceptable loss as long as that remaining third saves the day. Do you have to move somewhere to achieve the objective? If it's as simple as being on the other side of the table to win, then move there. Try not to let anything distract you from that thought, not even an army. If you never get there then any small battles along the way will have been for naught. I know the subtleties of timing your "big move" and "hiding your true intentions", but face the facts, your opponent knows that if you're dead, you can't stand in the end zone.

One last thing on movement, which mainly applies to Warhammer 40K and those with fleet of foot/claw/wing/furry appendage. If you want to shoot then stand still and do it properly, otherwise run as fast as you can to

a better place and do it properly there. Little is ever gained by doing things by half.

Poor deployment can cost you half your army in a matter of seconds, most often due to the most common mistake of all - moving forward. Apart from leaving units unsupported, moving forward can open an avenue to the rest of your army. An avenue the enemy assault troops will quite happily wander down enjoying luxuries like, "can't shoot me I'm in combat" or "now I get to advance during your turn".

I've tried not to be specific with these suggestions because hardly ever is there a text book situation right in front of you on the table. Just try to incorporate five simple principles in your way of thinking and you should see the results, and how they apply directly to you.

Design an army that can fix your mistakes for you. Focus on your mission and make the most of what you have. Move forward with confidence and speed. Let your opponent make the first mistake. Most important of all, never give up till the fat lady sings.

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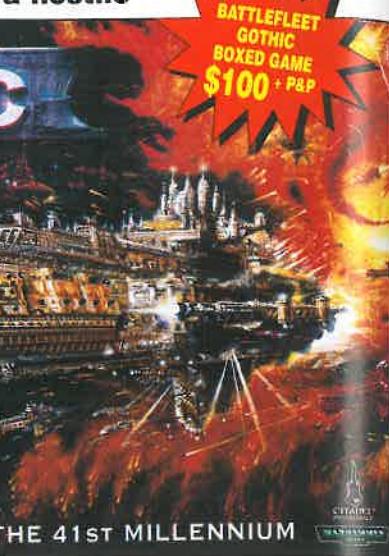
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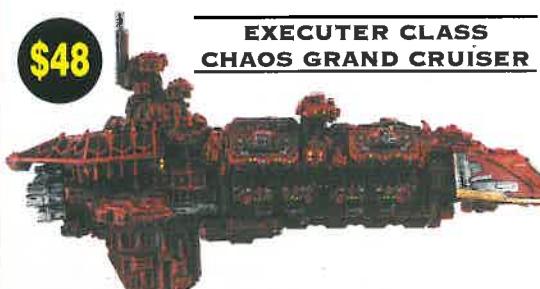
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Battlefleet Gothic magazine is released every two months, and contains new rules and articles for the game. It is a vital purchase for any serious Gothic player. Battlefleet Gothic Magazine costs \$4.95 plus postage per issue. It is available from Games Workshop Mail Order and all good games stores throughout the world or you can order it on-line. Subscriptions are available.

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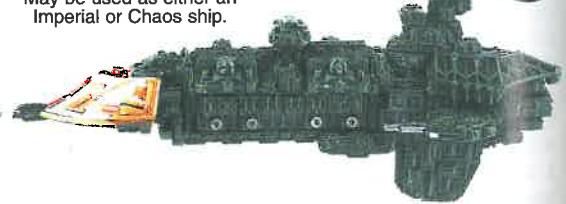
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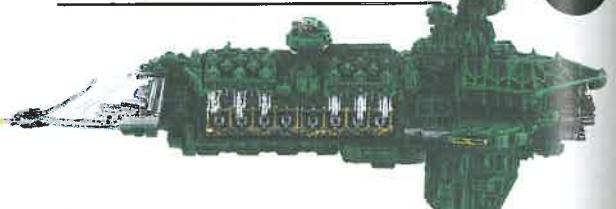
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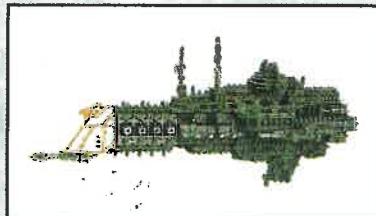


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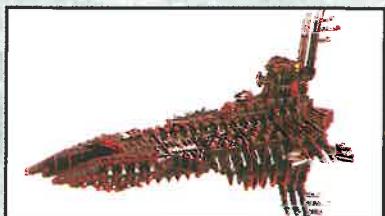


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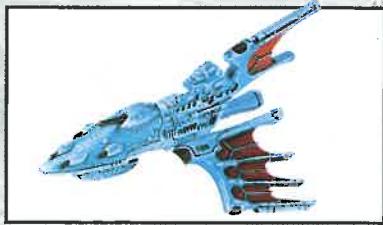


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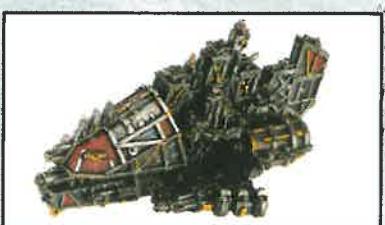


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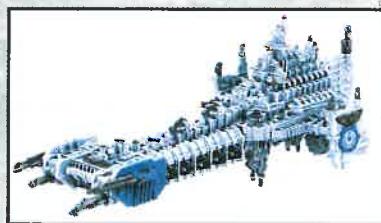


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Hogshead Publishing took up the reins of Warhammer Fantasy Role-play quite some time ago, and have been doing a grand job ever since. We thought it was high time to introduce the uninitiated to the mysteries of Hogshead.

Hogshead Publishing produce role-playing games, and first and foremost among these is Warhammer Fantasy Role-play. Although veteran gamers may recognise this fine publication from long ago, the book hasn't been sold in our stores for many a year now. Warhammer Fantasy Role-play enables players to take on the role of an adventurer, be they Dwarf, Elf, Man, Halfling, Warrior, Wizard or something far stranger. Once the players have all worked out their 'character', the fictional role they play within the game, it is up to the Games Master (the player running the game) to talk them through the lavishly detailed adventures which Hogshead regularly publish or, if they feel confident, a scenario of their own devising.

WARHAMMER FANTASY ROLE-PLAY: THE RULEBOOK

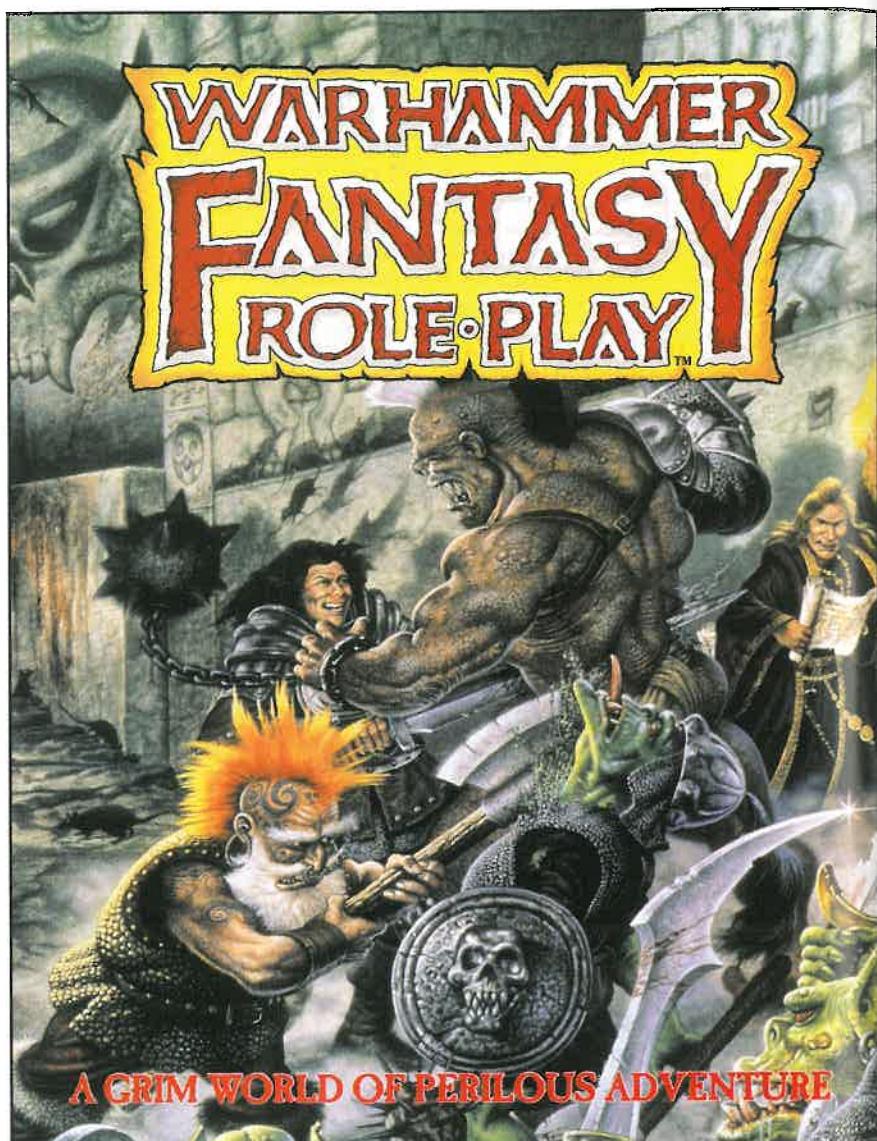
Released in 1985, the Warhammer Fantasy Role-play (WFRP) rulebook has become a classic in the gaming field. Created by some of Britain's top games designers (including our very own Rick Priestley) and filled with evocative artwork, it's the most successful British role-playing game ever published.

The book contains everything that you need to play. It includes complete rules, in-depth background on the whole of the Warhammer Old World, advice to Games Masters and an adventure that not only provides new players with a gentle introduction to the game system and background, but also leads into The Enemy Within campaign. Critically acclaimed on its release and still a fan favourite today, the first 'dark fantasy' role-playing game is still the best blend of sword, sorcery and horror.

Hogshead Publishing aim to achieve two things with Warhammer Fantasy Role-play. Firstly, they are reprinting the best of the original run of supplements and adventures – which means almost all of them. Secondly, Hogshead produce a line of new material that expands the game's setting in an exciting, coherent way that's as interesting for new players and tabletop players as it is for people

DARK FANTASY

Warhammer roleplaying set in the Old World



who have been playing Warhammer Fantasy Role-play for sixteen years.

The one thing Hogshead haven't done is to rewrite the rules. Most games over ten years old – in fact most games over three years old – are already on their second or third edition. WFRP is still on its first edition: in fact, apart from a few minor corrections, the rulebook you can buy today is almost identical to the book that Games Workshop released in 1985. Sixteen years on, Warhammer Fantasy Role-play is still on its first, original release, and Hogshead aren't working on a second

edition either. There's one simple reason for that: it's not broken. It all works. It doesn't need to be changed. If it's your first role-playing game then it guides you easily through setting up and running a scenario, and if you're an experienced role-player then it gives you all the depth of information you could want. Background and mechanics mesh to form a complete world of dark fantasy, and the career system is still just as innovative as the day it was published. According to the boys at Hogshead, the only thing that has changed is the number of fans of the game, which is still rising.

THE DOOMSTONES CAMPAIGN

FIRE AND BLOOD

Made by the Dwarfs for a purpose that is long forgotten, the four Crystals of Power have been lost somewhere around the Yetzin Valley for almost a century. But now the Orcish Bloodaxe Alliance is moving again, seemingly on the trail of the Crystals, and if they locate them, then disaster will follow. Following a century-old trail of clues, only the adventurers can find the Crystals in time.

The Doomstones trilogy takes the form of a quest to find the stones and reunite them. The signs and omens seem to show that the player characters are fated to do this – but nobody could possibly foretell the dramatic consequences of their actions.

Fire and Blood is the first volume of the Doomstones trilogy. It contains two full-length adventures, each one describing the search for one of the Crystals of Power. The quest takes the adventurers deep into the Yetzin Valley, in the mountainous border between the Empire and the Border Princes, where they meet with gypsies, Undead beings, Ogres and the cursed spirits of those who once tried to possess the Crystals' power.

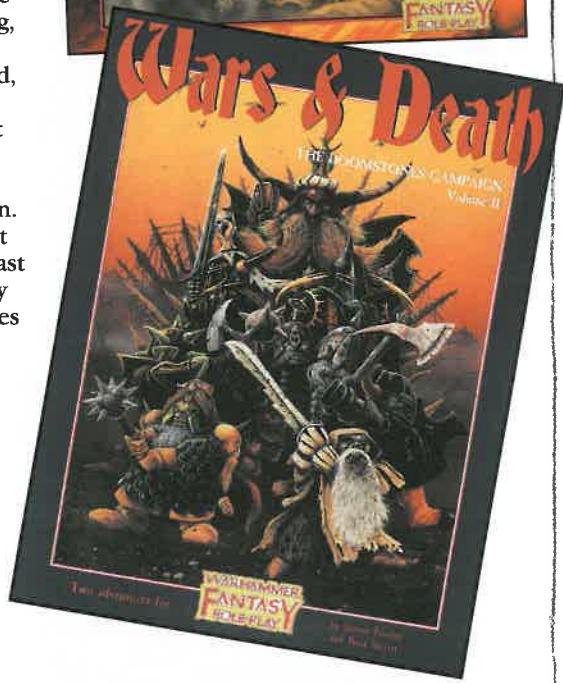
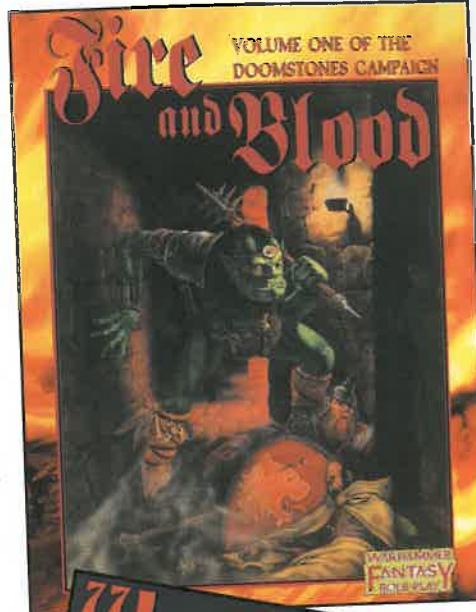
Like all Warhammer Fantasy Role Play adventures, *Fire and Blood* is heavily illustrated and contains hand-outs, pre-generated characters and props for the players and GM to use – including two 3D models.

WARS AND DEATH

Hidden deep in the Yetzin Valley, two of the four Doomstones of legend still elude the adventurers. A trail of clues will lead them first to Eyrie, a secluded monastery built high atop a rocky pinnacle by the ancient Dwarf architect Yazeran. Somewhere within its walls lies one of the Crystals – but as the inhuman forces of the Bloodaxe Alliance gather below the monastery, preparing their assault, the adventurers find themselves in a race against time to find the Crystal and save the monks from certain death.

From there they must travel to the lost Dwarf hold of Kadar-Gravning, the last resting place of the great Dwarf ruler Hargrim and, it is said, the last of the Crystals. But the complex is still filled with ancient perils, and with agents from two warring Dwarf factions, both desperate to find Hargrim's crown. Only if they can avoid this conflict and find the hiding place of the last Crystal will the adventurers finally learn the secret of the Doomstones – a secret which perhaps should have been left undiscovered.

The sequel to *Fire And Blood*, *Wars and Death* combines the two last books of the original Doomstones series into a single volume, and adds plenty of new material. Although it ties in with the first volume, *Wars and Death* can also be played as a stand-alone adventure.



THE ENEMY WITHIN CAMPAIGN

Something is stirring at the heart of the Empire. The dark hands of the followers of Chaos are stretching out, grasping at anything that will give them the power they need to bring the lands of Men, Dwarfs and Elves to ruin and despair. The Old World's fate is in the balance.

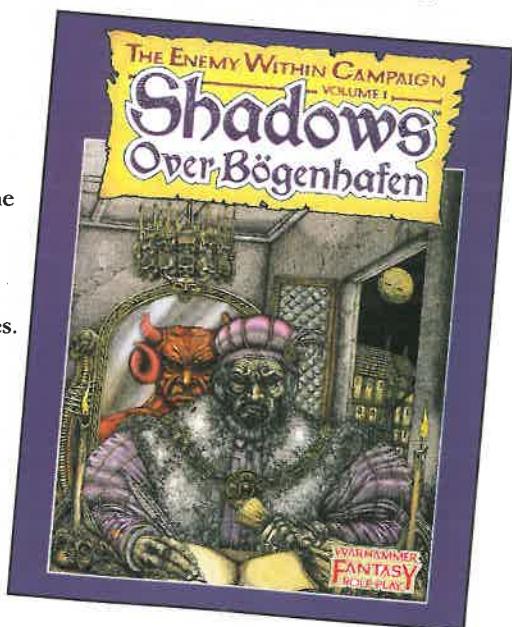
When, through a bizarre coincidence, a party of adventurers find themselves caught up in the machinations of a sinister cult, they quickly find that the only way out of the web of plots is through its very heart.

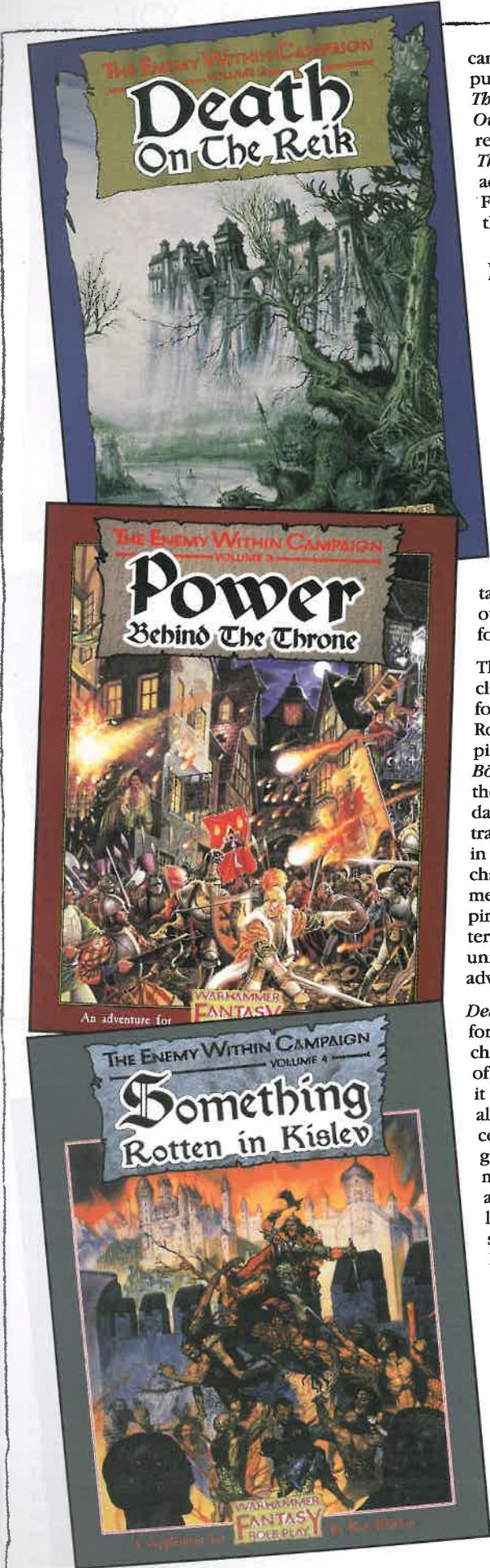
So, as the Schaffenfest fair in Bögenhafen draws to its close, the petals of an awful bloom begin to unfurl, and the sickly smell of Chaos pervades the town. Can the adventurers find out what is happening before disaster strikes?

SHADOWS OVER BÖGENHAFEN

The Enemy Within vol.1: *Shadows over Bögenhafen*, the first book in the campaign, starts off with a detailed description of the Empire, its society and the people who run it, complete with most of the background detail you'll need for this and future volumes. From there it presents *Mistaken Identity*, a prelude to the main campaign, and then the 64-page adventure *Shadows over Bögenhafen*, including maps of the Empire and Altdorf as well as the eponymous market-town, and copious player hand-outs as well.

Shadows over Bögenhafen combines the original first two parts of the





campaign, which were first published in the mid-1980s as *The Enemy Within* and *Shadows Over Bögenbafen*. It is recommended that you play *The Oldenballe Contract*, the adventure in the Warhammer FRP rulebook, before starting the *Enemy Within* campaign.

DEATH ON THE REIK

The conspiracy of Chaos is still spreading its tendrils across the world, marshalling its resources and scheming in the most unlikely places. On the trail of a rock that fell from the sky hundreds of years ago, the adventurers find evidence of sinister goings-on which will lead them deep into the heart of the Empire, on the way to its source. The taint of Chaos must be cut out... but first it must be found.

The second volume of the classic *Enemy Within* campaign for Warhammer Fantasy Roleplay, *Death on the Reik* picks up where *Shadows over Bögenbafen* left off and takes the characters on a voyage to danger as they become river-traders on the largest waterway in the Empire, the river Reik. In charge of a river-boat, they will meet traders with secrets, pirates, fearsome inhumans and terrifying mutants as they try to unravel the threads of the adventure's plot.

Death on the Reik is intended for a party of 4-6 player characters. Like all the episodes of the *Enemy Within* campaign, it can also be played as a stand-alone adventure. The book contains all the usual pre-generated player characters, maps and hand-outs, as well as a special 16-page section on life on the Reik, and a double-sided poster map showing the Reikland and, on the other side, a painted diagram of the setting for the adventure's climax.

POWER BEHIND THE THRONE

The epic *Enemy Within* campaign now reaches up to the far north-east of the Empire and the impregnable city of Middenheim, perched atop a pinnacle of rock that

towers far above the Middenland and the Drakwald forest. Why are the Dwarfs and the wizards preparing to leave the city? Who are the Templars of Sigmar, and what are they doing? And what of the rumours of Beastmen? An intricate web of deceit, corruption and murder will draw the adventurers into the high society of the Empire, rubbing shoulders with the great and the good – and the foul and corrupt. But can they tell one from the other before it's too late?

Power Behind the Throne has been hailed as one of the finest role-playing adventures ever written. Demanding skill and concentration from players and GM alike, it unfolds in a uniquely satisfying way to a climax which no player is ever likely to forget.

Like the rest of the campaign, the book comes with copious hand-outs and maps. What's more, the Hogshead edition has been expanded with an extra 14 pages of introductory adventure, titled *Carrion up the Reik*, designed to ease the transition between the end of *Death on the Reik* and the start of this adventure, and providing links to some events that happened earlier in the campaign – and some which will unfurl as the series races towards its epic conclusion in *Empire in Chaos*.

SOMETHING ROTTEN IN KISLEV

Something is rotten in Kislev. Beastmen are raiding, killing and burning. The dead are walking the streets of remote cities. Entire colonies are rejecting the Tsar's rule. But are these mysteries linked and, if so, how?

Sent by Graf Boris of Middenheim to 'help' the Tsar, the adventurers will find themselves contending not only with Undead and Beastmen but also with ghosts, elite Hobgoblin warriors, creatures of Chaos and strange nature-spirits – plus the Kislevites, who can be less than friendly, as well as puzzles, dilemmas and ominous curses to occupy their minds and keep them in trouble.

Something Rotten in Kislev contains three linked adventures which can be played separately, as a Kislev campaign or as a part of the *Enemy Within* series, continuing from *The Enemy Within* vol.3: *Power Behind the Throne*. The book also has full information on the nation of Kislev, its peoples, culture and its history, as well as local religion and the practice of spirit-worship. There are also hand-outs and maps, plus great art and six pre-generated player characters.

The *Enemy Within* campaign comes to an epic conclusion in *The Enemy Within* vol.5: *Empire in Chaos* (currently in development).

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APOCRYPHA NOW

Apocrypha Now is a collection of material from the early days of Warhammer FRP, ranging from rules add-ons and new background to new Player Character (PC) races, a collection of short adventures and settings for your own games.

It's in three sections: new rules; new material for the different character races, and new background, encounters and adventures. The first part brings you everything from rules on social class and playing Noble characters to new magic items and magic armour, more firearms, and a new view on Fate Points and how to use them. The second includes rules for Gnome PCs, new character careers for Elves and Dwarfs including the fearsome Elven Wardancers, and a piece on the psychology of the non-human races.

The third section includes six encounters, adventures and campaign settings. These range from the mighty riverboat *The Emperor Luitpold* and the Great Hospice of Shallya, to two taverns where things are not as they seem, and a visit to a doctor who takes the idea of 'kill or cure' to its logical extreme. All of these are designed to be easy to drop into an ongoing campaign. The volume also contains rules for converging characters and items between Warhammer Fantasy Battle and Warhammer FRP. It's been Hogshead's best-selling supplement so far, and they tell us it's essential reading for anyone who wants to take their campaign to the next level of play.

Apocrypha Now is compiled from pieces which originally appeared in

the two out-of-print Warhammer FRP supplements, *The Restless Dead* and *Warhammer Companion*, as well as several articles which were published in *White Dwarf* and which have never been reprinted.

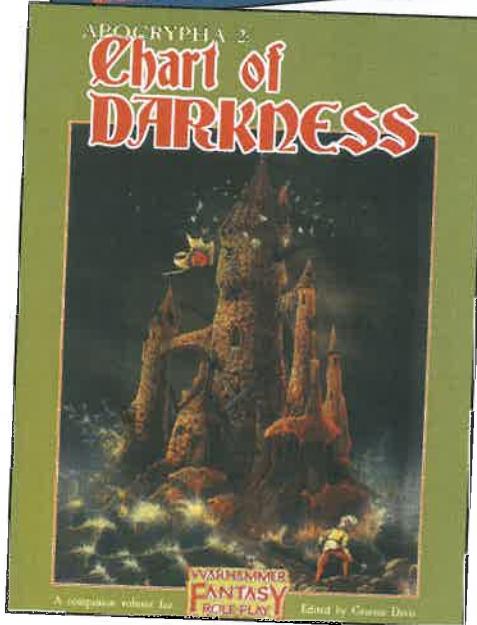
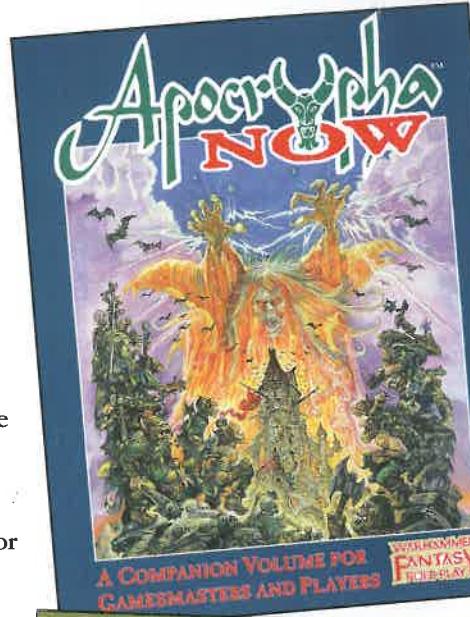
APOCRYPHA 2: CHART OF DARKNESS

Apocrypha 2: Chart of Darkness, the follow-up to *Apocrypha Now!*, is a mix of new rules, background material and adventures from both fan-favourite writers and from White Dwarfs from the late 1980s.

The book starts with a section on 'Crime and Punishment', including new skills and careers, new spells for the Cult of Ranald, and a tour of prisons in the Empire. Section two explores aspects of death and the Cult of Mórr, ending with a slew of graveyard encounters.

Section three presents a variety of intriguing personages and places, such as Otto the Printer, the New Millennialists, The Vermilion Pawn, Morbog's Marauders, the Pandemonium Carnival and the notorious Gotrek and Felix.

Section four features uncommon herbs, divination, and magical archery, as well as a character name generator and other useful titbits for PC and NPC backgrounds. *Apocrypha 2* rounds out with four adventures, including a new one – Deep Trouble in Karak-Zulvor – by Ken Rolston. Also contained is a gorgeously illustrated, updated character sheet template.



THERE'S MORE WHERE THAT CAME FROM...

Hogshead have many other products that we haven't had space to show off here, but are well worth a look, (see the website below for more details). These include such location-based sourcebooks as *Marienburg: Sold Down the River*, based on the descriptions that appeared in *White Dwarf* about ten years ago, and *Middenheim: City of Chaos*, a guide to the home of the Cult of Ulric and the infamous Knights of the White Wolf.

Hogshead also work on producing the sourcebooks that were promised over the game's original lifespan, but which didn't appear for one reason or another. The biggest of these is *Realms of Sorcery*, the

complete guide to magic in the Warhammer world, which was promised for release in 1986 and which will finally be coming out this autumn.

Hogshead tell us it's going to be a massive book, and truly exhaustive. It includes the colleges and lores of magic, from Elven high magic and Dwarf runes to the Chaos-ridden machinations of the Skaven and the weird rituals of the Orcs, plus a complete history of magic. It also has loads of stuff on how magic works and why sometimes it doesn't, masses of new spells, and information on things like building magic items, getting familiars... and so on.

Hogshead are also about to release *Heart of Chaos*, the final volume of the Doomstones campaign, and are hard at work on revising the final volume of the *Enemy Within* campaign *Empire in Chaos* into a completely new adventure that not only makes a proper end to one of the finest role-playing campaigns ever but which also squares up the differences between WFRP and Warhammer. We'll be keeping you up to date on Hogshead's up and coming products as they appear.

If you're intrigued, or if you want to buy any of Hogshead's products, check out the website at:

www.hogshead.demon.co.uk

Index Astartes



A regular series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes.

THE CURSED FOUNDING

An investigation into a mysterious Space Marine founding

by Graham McNeill

To: Inquisitor Belial
From: Inquisitor Apollyon
Date: 999 M41
Subject: Excavation of Adeptus Mechanicus geno-lab
Thought for the Day: Strength through stability

Fellow Inquisitor, I contact you now with grave news. A matter has arisen on the world of Incunabla that may well threaten the delicate balance of the Imperium we strive to preserve. I have taken steps to remedy this situation, ordering a detachment of Grey Knights to the planet, but fear that events may have already progressed too far. I believe that our Thorian 'brothers' in the Inquisition have once again attempted to make their wild and heretical beliefs a reality. Only time will tell whether I have acted in time.

An agent of mine, inserted within the Adeptus Mechanicus some years ago, recently reported disturbing news from an archaeological site on the dead world of Incunabla. Details were slow in forthcoming, but it seemed clear that buried deep within the rock of this barren world were secrets that have lain undiscovered these last five thousand years. Secrets regarding a founding of the Adeptus Astartes Space Marines sometimes referred to as the Cursed Founding. Having intercepted and examined the majority of the Adeptus Mechanicus Astropathic transmissions, I believe that elimination of this site is the only viable option open to us. Such technology has no place in the Imperium if we are to preserve its stability. I present my findings to you and await further guidance.

Adeptus Mechanicus
Archaeological Expedition TH/21/36
Project Leader: Explorator Magos
Marco Pteronus
Date: 998.M41, days 23 - 38

DAY 23 - 27

Despite the frequent, curt reassurances from Brother Lequara that we were in the correct location, our initial investigations into the anomalous readings which our divination auguries registered were less than promising. Incunabla is a desolate place indeed and what Lequara expected to find so close to holy Terra was quite beyond me. Surely anything of promise would have been revealed to the Adepts of the Machine God before now? However, he does seem to have considerable sway with the Departmento Munitorum, and the funding, equipment and supplies he has provided for our expedition have proven to be most useful. Therefore I was inclined to indulge his fantasy that there was something worth excavating on Incunabla, while secretly deciding how best to obtain more equipment from him. How wrong I was to be proved!

DAY 28 - 33

After much to-ing and fro-ing we were finally able to triangulate the anomalous readings and descended to the planet's surface. The location of the readings proved to be a jagged black mountain peak surrounded by a

highly volatile magnetic field and despite such a hazardous external environment, Brother Lequara demanded that we immediately don pressure suits and venture outside. Almost as soon as the Explorator team stepped beyond the protective hexes of the crawler, systems began to fail on our pressure suits. I believe that the strong magnetic field and lack of a proper blessing had angered the machine spirits and caused them to rail against such treatment. In response, Lequara activated a device the likes of which I have never seen before and this seemed to calm the machine spirits of our suits. As I craned forwards for a closer look at this device he concealed it from my view and, admonishing us to continue forward, he led us towards the mountain.

We trudged ever upwards, the sky darkening and the temperature dropping rapidly. I advised Lequara that we should return to the crawler and continue our exploration on the morrow, but he would have none of it. I continued to urge him to reconsider and he shot me a look of utter ruthlessness such that I shall never forget. As we neared the top of the peak, we came upon a small ledge that apparently ended at a sheer basalt rock face. I say apparently because as we halted, Lequara muttered a few words into the strange device he carried and a section of the rock seemed to blur and shift as though caught in some kind of optical distortion. I stood amazed as revealed

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before us was a scarred adamantium door clearly marked with the Imperial Eagle. The door resisted all our attempts at opening it and Lequara at last decided to wait until the following day when we would be able to bring up the powerful las-cutters he had furnished us with.

DAY 34 - 36

The door proved to be more resilient than I had originally thought and it was several days before we were able to effect an entry. Once inside, we discovered a shattered elevator shaft descending into the depths of the peak and were forced to rig a cable harness since it appeared that the elevator was no longer operational. Brother Lequara was the first to descend on the harness and, as he disappeared into the darkness of the shaft, I noticed the markings on its walls. What I had at first taken for corrosion damage I now realised was in fact laser scoring and impacts from small arms fire. Briefly I wondered what events had transpired here, but these were quickly forgotten as I imagined the secrets we might discover in this abandoned peak. For a moment I even dared hope for a fully functioning STC system!

DAY 37

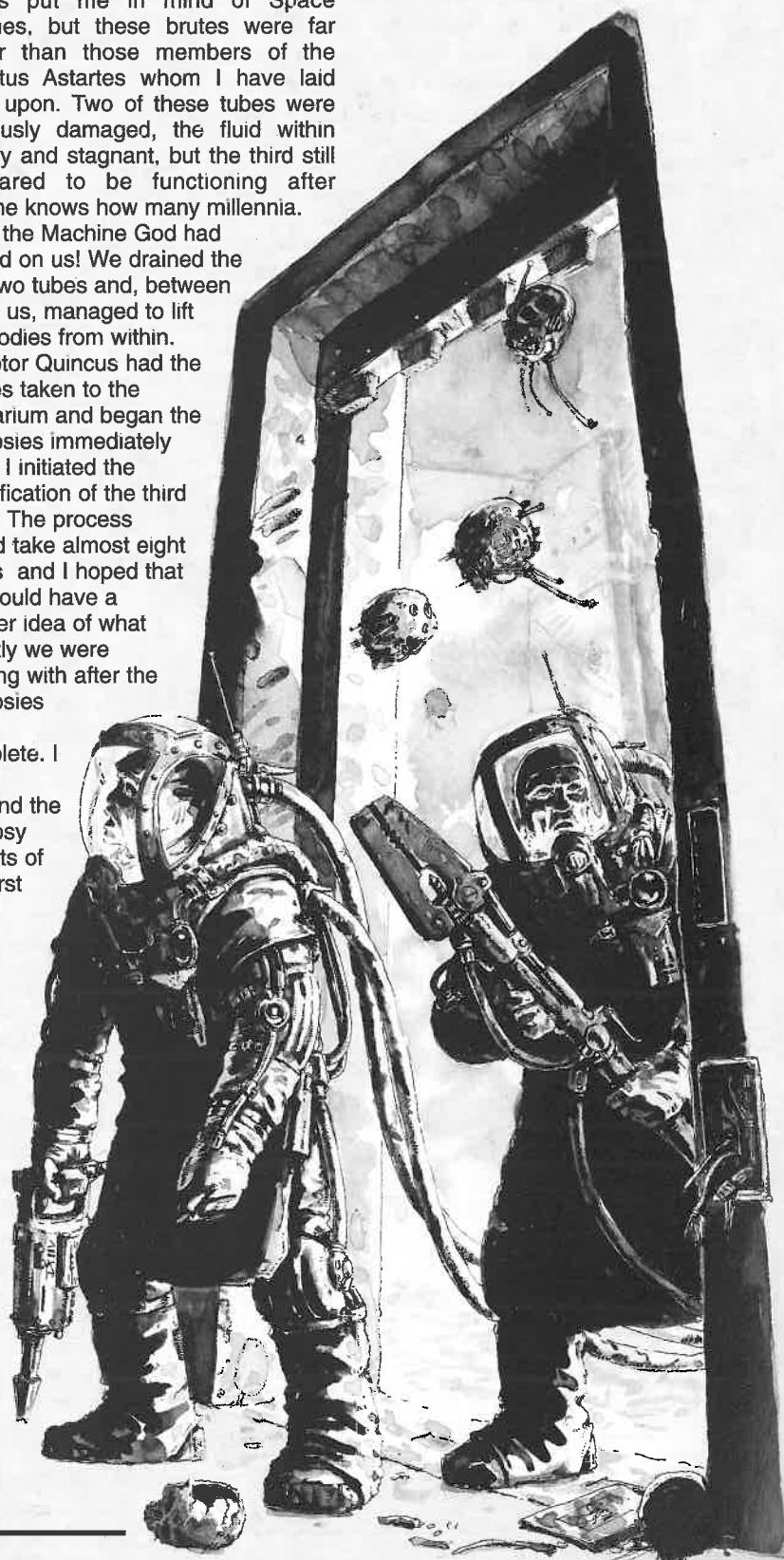
At last we were within the corridors of the base and, I confess, my sense of trepidation was increasing the deeper we ventured. The facility buried beneath the mountain had obviously been the site of a tremendous battle. The walls were riddled with bullet impacts and laser burns and the remains of hastily constructed barricades lay scattered throughout the empty, echoing halls. The place was deserted and, save for the odd scattered bone, the victims of this battle had either been taken by the victors for some unguessable purpose or had long since decayed to dust. Brother Lequara was like an excited child as we explored the facility and would allow us to touch nothing. It was not until we eventually discovered a laboratorium hidden in the heart of the underground complex that we were to learn the true purpose of this place. What I believe that purpose to be is almost too fantastic to relate, but having since perused the scant morsels of data on the base's main logic engine, words cannot begin to convey my excitement to you.

DAY 38

The laboratorium we discovered contained a plethora of ancient machines, and my heart leapt to see so much techno-arcana preserved in such

an undamaged condition. But it was the centre of the laboratoria that demanded my most immediate attention. Connected by vast bundles of pulsing tubes and cables to the machines were six ceiling height incubation tanks. Three were empty, but the others contained amniotic fluid with an enormous human male floating within them. The physiology of these giants put me in mind of Space Marines, but these brutes were far larger than those members of the Adeptus Astartes whom I have laid eyes upon. Two of these tubes were obviously damaged, the fluid within cloudy and stagnant, but the third still appeared to be functioning after Throne knows how many millennia. Truly the Machine God had smiled on us! We drained the first two tubes and, between six of us, managed to lift the bodies from within. Genetor Quincus had the bodies taken to the mortarium and began the autopsies immediately while I initiated the revivification of the third body. The process would take almost eight hours and I hoped that we would have a clearer idea of what exactly we were dealing with after the autopsies were complete. I shall append the autopsy reports of the first

two beings to this log later this evening. Also attached are the fragments of the facility commander's records which I have been able to recover. I am unsure as to their real value as the recorder of the log appears to be raving and of unsound mind. Nevertheless, I shall append them and allow you to make your own judgement.



AUTOPSY REPORT

Filed by: Genetor Quincus

1. Preliminary visual examination of the bodies proved to be inconclusive as to the cause of death. The skin of the body displayed a soft elastic quality and ruptured in several places on transport to the mortarium. No external puncture wounds were evident and dermal lividity appeared to indicate that the subject had died less than an hour previous to this examination.

How this is possible is as yet undetermined.

Initial DNA scans revealed many of the amino acid and enzyme chains

still unformed. Combined with evidence of 'hot-housing' the genome, this leads me to believe that the subjects were artificially accelerated to this level of growth and, biologically speaking, may be less than one year old.

2. Despite the lack of tensile strength in the skin, the bone structure beneath proved to much tougher. Performing a standard 'Y' incision and peeling back the skin and considerable musculature on subject alpha's chest revealed an interlinked growth of highly ossified bone plates that completely armoured the chest cavity. It required a laser saw to cut through this 'bone-shield' and the strength of several servitors to break open the rib cage and expose the chest cavity.

3. The interior of the subject's chest cavity contains a number of organs whose purpose is undetermined. Primary heart, lungs, kidneys and liver are present and, in regard to mass to muscle ratio, must have been many times more efficient than even the Space Marines of the present day are known to be. As well as these organs are a number of others of unknown origin. Their function can only be guessed at and it is beyond my expertise to probe their mysteries. I am familiar with most of the organs unique to the physiology of a Space Marine yet the ones visible here are unknown to me. These organs have been sealed in stasis jars for transport to the more advanced laboratoria facilities on Mars. Perhaps the genetors there will have more success than I.

4. After the chest cavity had been examined, I removed the cranial lid to expose the subject's brain. Inside was a most curious organism that only superficially resembled a human brain. Its mass and colouration were consistent with a male of such disproportionate size, but there the similarity ended. Dissection of the brain revealed a hitherto unknown configuration of matter, if indeed it was matter, and further organs of unknown nature. Further examination was impossible due to the ultra-rapid necrotising of the brain after its removal from the cranium. Within minutes it had disintegrated into a foetid puddle of grey ooze. The nature and purpose of this organ is therefore unknown.

5. In summary it is impossible to say with any certainty how the subjects died. No visible signs of trauma were evident and no viral, bacteriological or toxicological contamination was found. My own conclusion is that the subject's growth was boosted artificially and they expired when the machinery of the incubation tube failed. I have performed similar examinations on members of the Adeptus Astartes before this and can say with utter certainty that these subjects are far superior to them in every way.



LOG OF BASE COMMANDER

[Note: Many portions of data were lost and only these fragments could be recovered by the Lexmechanics. - Marco -Pteronus]

Log Entry No: 23

Project Homo Sapiens Novus continues to meet with further success and I believe that within the next few accelerated evolutionary iterations we may achieve goal of recreating the [fragment destroyed] and imbue them with psychically attuned minds to resist the of Chaos. That we may follow in the footsteps of our Glorious Emperor fills me with pride and that my name may be spoken of in the same breath is an honour I can scarce believe.

Log Entry No: 29

More warships arrived in orbit today and I was privileged enough to be allowed to watch as our newest Chapter, the Flame Falcons, boarded the vessels en route to their designated home world of Lethe. To see such fighting men is to have mankind's manifest destiny amongst the stars affirmed. With such enhanced warriors as these fighting for the glory of the Emperor, the of our Imperium is assured.

Log Entry No: 33

I discovered an unusual occurrence in the storage labs today. As I was intoning the evening's Litany of Purity over the gene banks, I espied a dark, viscous liquid running from a stasis vessel. I opened the container and was horrified to discover the vessel overflowing with a stinking, organic substance, growing larger as I watched. Incinerator units destroyed the gene stock, but I am at a loss as to explain its sudden and rapid growth, the material was placed under the proper blessings and rituals. stasis field failed or the genetic corrupted before we placed it in storage. Other than this I can think of no explanation for this phenomena.

Log Entry No: 41

Today I received word from the Apothecaries of the Black Dragons of some irregularities in the zygote development of their first born members. It appears that as their Ossmodula has matured more fully, it has caused the growth of bony protuberances and 'crests' from the forearms and heads of the Space Marines. This is an unexpected side effect and is possibly hormonally stimulated growth. Purity procedures will be reviewed and any deficient zygotes destroyed.

Log Entry No: 44

Reports are coming in daily now of spontaneous mutation in the gene seed of those we have created here. I dread to think of the consequences should the cause of these mutations be traced back to the experiments we performed here. Our

sponsor in these matters, Inquisitor Crescere, has assured me that we proceed with the Emperor's blessing, but as more and more reports of mutation reach us I cannot help but feel a terrible mistake. I have requested that we halt the program until more thorough research is undertaken, but Crescere informed me in no uncertain terms that my life would be over should I fail to continue the work.

Log Entry No: 46

I have secretly begun implantation with six test subjects, in our hidden lab that not even Crescere knows of, to more closely monitor the gene development of our altered subjects. I will subjects' beyond normal parameters in order to observe any aberrations that might not otherwise come to light whilst they are on Incunabla. Perhaps then we will be able to discover the cause of such mutations and rectify the problem before we create more of these cursed How many have already left Incunabla I do not know. Only Crescere may communicate with the other facilities on the planet and I fear that we may be too late to these abominations this damned world.

Log Entry No: 47

I fear Crescere knows of the secret work I have been undertaking. During this morning's unarmed combat training, two of my test subjects berserk killed thirty of the others collapsing in a pile of mad, thrashing limbs as their bodies went uncontrolled mutation. The things that were left on the floor had only the last vestiges of humanity to their form and the thought of whole Chapters of Space Marines with such defective gene-seed in their bodies fills me with horror and shame. Crescere had the bodies incinerated before we could perform an examination of the corpses and informed me that he was relieving me as head of this facility. Emperor have mercy on my soul, created monsters here! While I can do nothing about those we have already let loose, destroy most of the knowledge stored here. Crescere has locked me out of the most vital systems, but I will do what I can. When he discovers what I have done kill me. I welcome it.

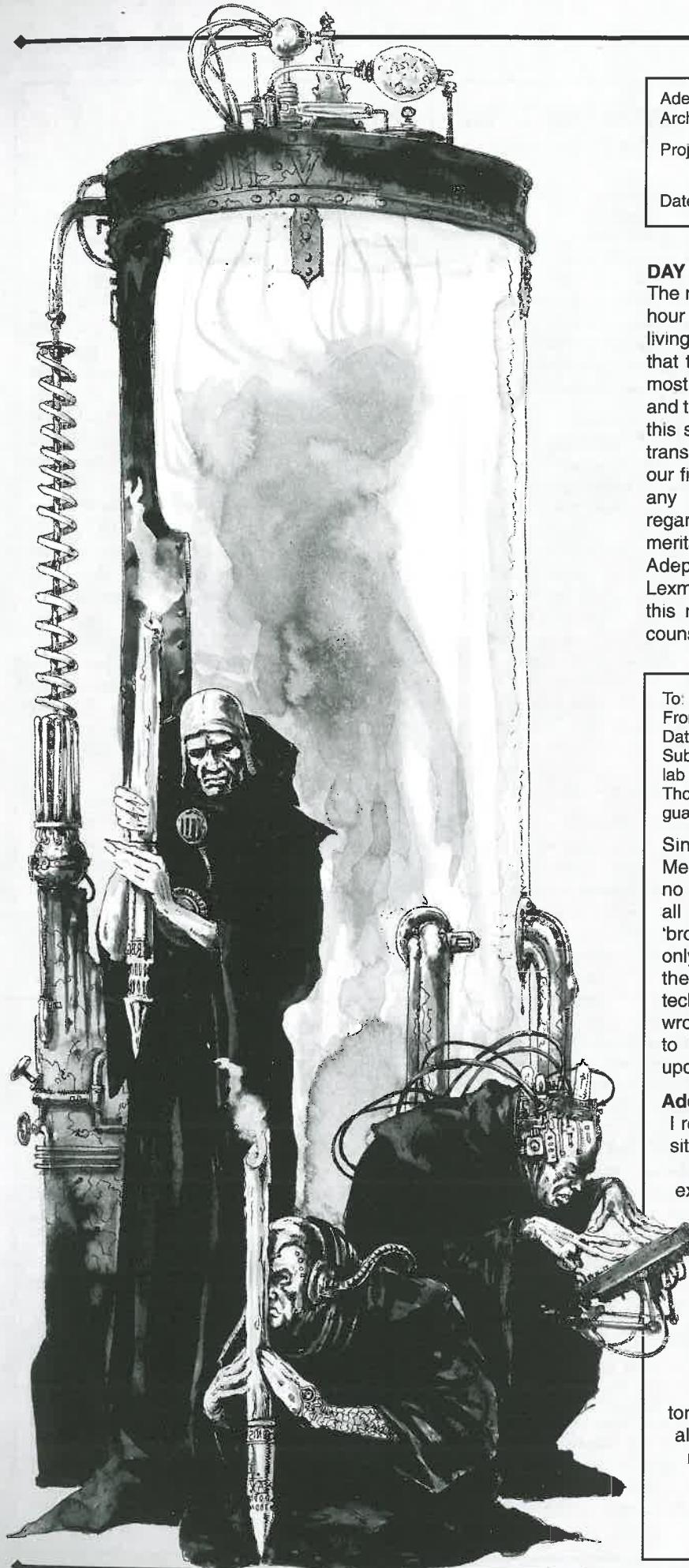
Log Entry No: 49

We were soon to learn that the third of the secret test subjects I created had condemned us all to death. At first it seemed as though his genetic structure had stabilised and we believed that we might yet be able to save the project, but this was to prove our

undoing. It was some months after his removal from the incubation tank and after his combat training was complete that Astropaths in orbit on the Eternity unsanctioned psychic signal originating from our facility. Inquisitor Crescere immediately placed our Astropath onto a pain rack and questioned her fully. It transpired that the girl had not been the source of the signal and now our base required another Astropath for communications. As we pondered the mystery, the vox-caster lines from the Eternity suddenly came alive garbled messages confused screams. It was impossible to make out exactly occurring, yet it was clear that another vessel was attacking the Eternity! A planet wide broadcast cut across all our communications and the viewscreen displayed a man of the most loathsome I have ever seen. From his build I knew he must be a [fragment destroyed] but his armour was adorned with symbols and runes that made my eyes sting to look upon them. Over his shoulders hunched a grotesque device with obscene mechanical limbs like a spider reaching forward, each one ending in what appeared to be a bizarre weapon or torture device. Drop pods descend to the surface of the planet and I knew I must attempt to destroy the remaining three subjects in the incubation tubes. Almost as soon as I formed this thought, the door to the command centre burst open and the third of my test subjects smashed his way inside. The figure viewscreen smiled, as though welcoming a long lost son and I realised at once where the unknown psychic come from. Crescere was the first to die and I am ashamed to say I fled, leaving everyone screaming as they died and the invaders broke inside our base.

Log Entry No: No ref

For a day and a night I have hidden here screams of my people as the invaders hunted them down and violated their bodies has left me shaking with a terror I cannot quell. It is clear to me now that Project Homo Sapiens Novus doomed from the start. I have sealed off the hidden laboratorium and pray that the abominations within never see the light of day. What we did here technology that I fear will return to haunt the Imperium in years to come. I am not long for this life, the pistol sits beside me as I record this and I can only hope that those who find this log will not hate us for what we tried to do here.



Adeptus Mechanicus
Archaeological Expedition TH/21/36
Project Leader: Explorator Magos
Marco Pteronus
Date: 998.M41, day 39

DAY 39

The revivification process continues and within an hour we should be able to safely remove the last living subject from the incubation tube. I feel sure that this discovery shall be ranked as one of the most significant in the last three thousand years and that we shall learn such wondrous things from this site. Brother Lequara has warned me not to transmit anything offworld or communicate any of our findings, but I felt that this matter outweighed any petty considerations of the Adeptus Terra regarding ownership of this site. Such a discovery merits the immediate attention of a full team of Adeptus Mechanicus Explorators, Genetors, Lexmechanics and Biologis. I therefore submit this report to you and await your most learned counsel.

To: Inquisitor Belial
From: Inquisitor Apollyon
Date: 999.M41
Subject: Excavation of Adeptus Mechanicus geno-lab
Thought for the Day: Knowledge is dangerous, guard it well

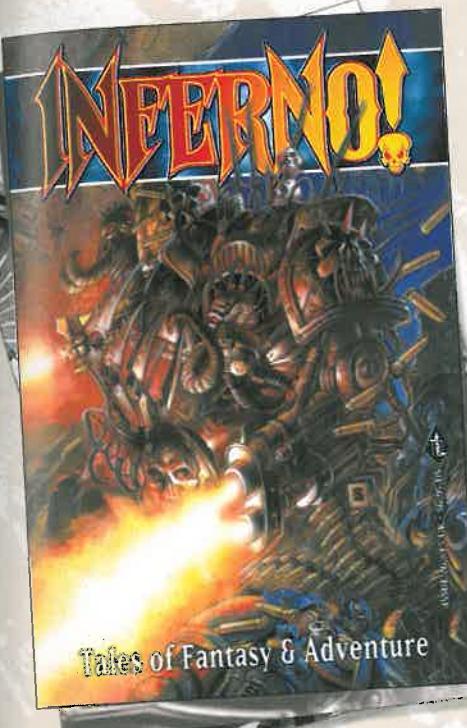
Since this last entry of the Adeptus Mechanicus research team, there have been no further transmissions from Incunabula and all attempts to discover the true identity of 'brother Lequara' have met with failure. I can only hope that when the Grey Knights arrive they are in time to prevent the sacred technology of this site from falling into the wrong hands. Or that there are survivors left to interrogate. I shall of course keep you updated with my findings.

Addendum to report

I regret to inform you that the archaeological site on Incunabula no longer exists. The Grey

Knights secured the entrance and began exploration of the facility, but found no trace of the Adeptus Mechanicus team and no sign of their vessel. The site was as bereft of life as a world stripped by the Tyranids. There were no bodies discovered and no evidence of any attackers. Astropaths detected a residual warp trail, but were unable to discern its direction. I have had the site bombed from orbit with cyclonic torpedoes and expunged all record of it from all files. I fear that what was on this world is now gone and we will rue the day that this cursed place was discovered anew.

The Black Library

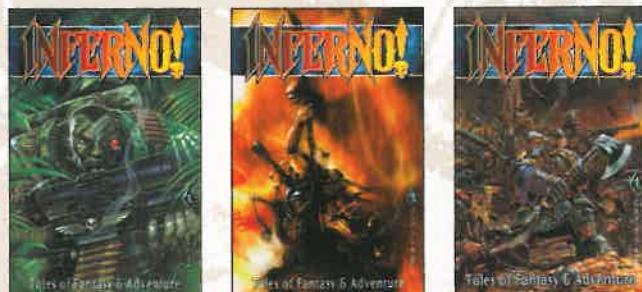


INFERNO! #26

Waaagh! Dakka! Dakka! Humies beware, Uzgob, Killboy and Deff Skwadron are back on another mental mission for Warboss Badthug. There's also chilling Warhammer fiction from novelist Brian Craig and C.L.Werner. Meanwhile the action reaches boiling point for the meanest bounty hunter in the underhive as 'Doc Haze finds himself in hot water in Nathan Creed's latest adventure 'Firestarter'.

Coming Soon • \$9.95 (Aus) \$11.95 (NZ)

Back issues available from Games Workshop
Mail Order and the Black Library website.



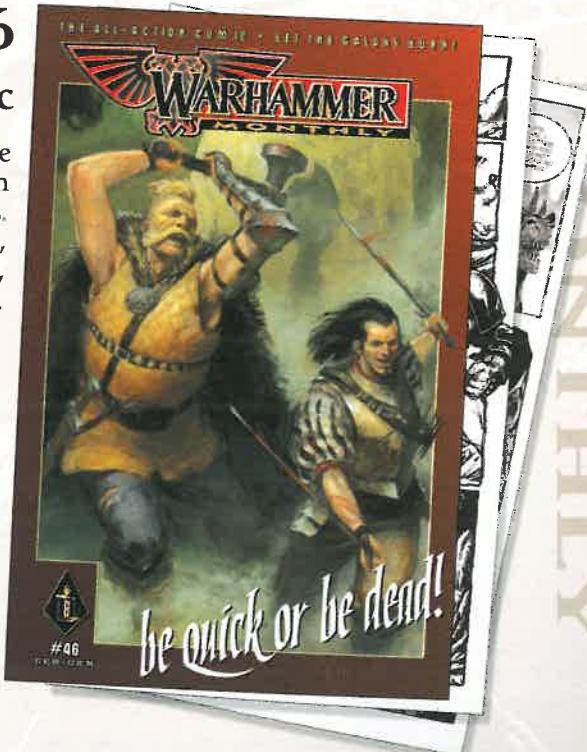
WARHAMMER MONTHLY #46

The All-Action Comic

Hammer of Sigmar! There's blood on the streets in the explosive finale of Mordheim: Crusade! The mists of Albion draw back as Hellbrandt Grimm steps in the Wake of Giants. Ephrael Stern waits for her salvation in Daemonifuge. Also, there's the next gripping instalment of Inquisitor Ascendant, competitions, features, interviews and more.

Coming Soon • \$4.95 (Aus) \$5.95 (NZ)

Back issues...



www.blacklibrary.co.uk

Mike Walker takes a regular look at the finer points of Warhammer, in his own unique way...

Mike, a regular White Dwarf contributor, has endured many long hours in the fiery barren wastes this month (well a hot bath), in order to purify his body and mind, so that he might be prepared to face the chosen of Khorne.



There is one gaming incident from a few months ago that is burned into my memory and my trousers. In actual fact there was really nothing unusual about being thoroughly trounced by Alan's Daemons. Ever since he summoned up his horde, he has been whipping out his minions of Khorne and slapping them on the tabletop to take on all comers.

I was victim number four. Alan and his fiends had already victimised Stuart's Vampires, eliminated Scott's Elves, duffed up Craig's Dwarves and had just finished being generally unpleasant to my Savage Orcs. It was when Rocnob¹, my last surviving character, got bashed flat by Alan's Big Red Bloodthirster that I realised my mission.

As I surveyed the shattered remains of my Greenskins, I realised just how awesome the Bloodthirster is. Not just the hugeness of the model and the incredible profile, but the arrogant way it had scythed through my ladz

TERRAIN CARDS

Since my last article about terrain cards I have made a refinement to the rules. This is to prevent unscrupulous players (Little Dave!) from stuffing all the cards in one corner, when a plain battlefield would be an advantage to them.

If any of the terrain pieces overlap then the enemy player can reposition the card anywhere on their opponent's side of the table.

¹ Rocnob is a recent addition to Greenskins' Savage Orcs. Unless he shows a little bit less of a propensity to suffer cranial explosions when casting critical spells, he could well become a subtraction.

² As the garage's resident taker of embarrassing photographs (many of which have already been used in the pages of this august magazine), Craig is always bringing new camera gear to try. In this case a new remote flash unit.

TO KILL A BLOODTHIRSTER

Mike Walker confronts his daemons.

and emerged unscathed. It was like the Terminator let loose in Trumpton.

Alan was just finishing clearing away his army, when I decided to declare my firm intention to slay the monster. It was exactly at this time that Craig decided to flash². I was going to explain just how much effort I was going to put into returning the Bloodthirster to whatever dingy plane of existence it had strolled here from, but what I actually said was, "Blagghowwwwwwnnnnuuuggghh."

Which is what you say if, suddenly blinded, you step backwards and your trousers come into contact with a gas heater on full. After a suitable amount of ointment and levity had been applied, I was left alone in the garage with thoughts of retribution and revenge and the smell of singed trouser leg gently drifting up my nostrils.

This article is the tale of how I went about killing the massive beastie and the lessons I learnt along the way.

1. TWANGS & BANGS

So just how do you kill a huge, airborne, tough, terrifying, magic resistant, devastatingly destructive Greater Daemon. Easy – shoot it.

At least that was the plan I formulated during an insufficiently long bath. It seemed perfectly reasonable at the time to develop a strategy that included keeping the massive monstrosity more than a huge murderous axe length away from my troops.

A longer soak would have given me enough time to realise that even though it is a huge target, with 8 Attacks, Toughness of 6 and a saving throw of 4+, I was going to have to chuck its body weight in miniature bolts and bullets at it to kill it. I also might have considered the fact that its flying ability gave it the means to approach my forces whilst hugging the terrain like a Harrier Jump Jet. This was to drastically reduce my shooting opportunities.

My Witch Hunter (Empire) force of just over a hundred crossbow and handgun armed troops was lined up, weapons cocked for the start of the battle. Alan skipped the Bloodthirster from cover to cover until he was able to slam it down right in the midst of my army. It was in the perfect position to generate a huge number of Terror tests. My Witch Hunters took one look at the sixty foot high nasty, decided that it looked nothing like any small, delicate, broom wielding, inflammable, black cat owning female that they were trained to deal with and ran for it wholesale.

My first attempt to assassinate the Bloodthirster had left it entirely unperforated, whilst my troops had entirely vacated the table (except for eight Crossbowmen cowering in a wood).

The Bloodthirster's flying ability made it an elusive target and an inability to move and fire my troops had not helped.

So I learnt my first lesson: I had to do something about the *terror*.

2. TWANGS AND BIGGER BANGS

A good long soak revealed the following counter-measures to use against *terror*. My army would be deployed in a clump with a mighty general radiating his high Leadership at the centre.

I would put all the characters in units. This is a bit controversial as it tends to make the units more attractive as targets, with a higher points value. But I was determined to fail as few Terror tests as possible. The characters could be sent off on their own once the Terror test was done.

I would make sure that all my units have plenty of room to run away. Alan always calculates carefully where to plonk his terrifying monster onto the table. It is usually positioned so that the maximum number of my units will drop off the table edge into oblivion. I will give all my units musicians. The instrumentalist's parp, strum, ting or

bonk that boosts the unit's Leadership when rallying makes these guys well worth the points.

I dismissed the Witch Hunters and summoned my artillery train (I wanted to lob some serious projectiles at the fiend). Half a hundred Crossbowmen marched off and two Great Cannons, a Mortar and a Helblaster were wheeled forwards. The guns were painstakingly placed so that if one were attacked another piece could fire at the enemy.

This time it was the speed of attack from Alan's sixteen Flesh Hounds (two units of eight) that did for my army. These daemonic canines are a cross between a greyhound, a Porsche and a grumpy komodo dragon. In two moves they were ripping through my gunners. With the guns silenced, the Bloodthirster swooped in and began crunching up the rest of my army.

Another complete rout. Another unblemished Bloodthirster. This time, at least, the artillery had caused it to hesitate. As I scooped up my few remaining figures I thought I heard one of the Handgunners (a veteran of both non-victories) mutter. "Next time let's run straight off the table and save everyone's time."

Lesson: I needed more fighting power to slow down Alan's army. It was time for a major re-think. Time for a really hot bath.

3. FLAME & FIZZLE

I have said in my articles before that I just don't seem to be able to come to grips with magic. It seems that in order to wield it successfully against a Bloodthirster you need to:

- Spend a vast amount of points on it.
- Be the sort of person who doesn't mind all their unhatched infant hens being in a lone woven wood receptacle.
- Be terminally lucky.

It's not for me. To stand much of a chance you need to be rolling four or five casting dice. When casting spells at those levels just too many Miscasts (and a few Irresistible Forces) occur. Besides, there are not that many spells that would worry the favourite of Khorne. *The Comet of Casandora* is one. It does 2D6 Strength 5 hits and may actually cause a couple of wounds against the beast.

Incidentally, a recurring debate has been raging about this spell and whether a Bloodthirster can dispel it (it gets four Dispel dice against any enemy spell that effects it). Current thinking favours the idea that, since the spell targets the tabletop, the Greater Daemon cannot use the four dice to dispel it. We thought that this also applied to the Bloodletters and the Flesh Hounds and after a quick check with Warhammer Loremaster, Gav Thorpe, it was indeed confirmed to be true.

What was absolutely clear was that Ron's lone Level 2 Bretonian Sorceress stood not a Squig squashed by a Screaming Bell's chance of damaging the Bloodthirster. I told him so. At length. With diagrams.

I retained my smug smile (just about) as the first three spell castings went off. Two Irresistible Forces and an incredibly pants Dispel roll and the Bloodthirster was unexpectedly subject to a couple of *Fire Ball's* and a *Conflagration of Doom*. My smug smile beamed afresh as the Daemon suffered only a solitary wound from all the flame and fire. I guess in the end this proved my point.

Lesson: Magic ain't the answer.

4 BOLTS & BEARDS

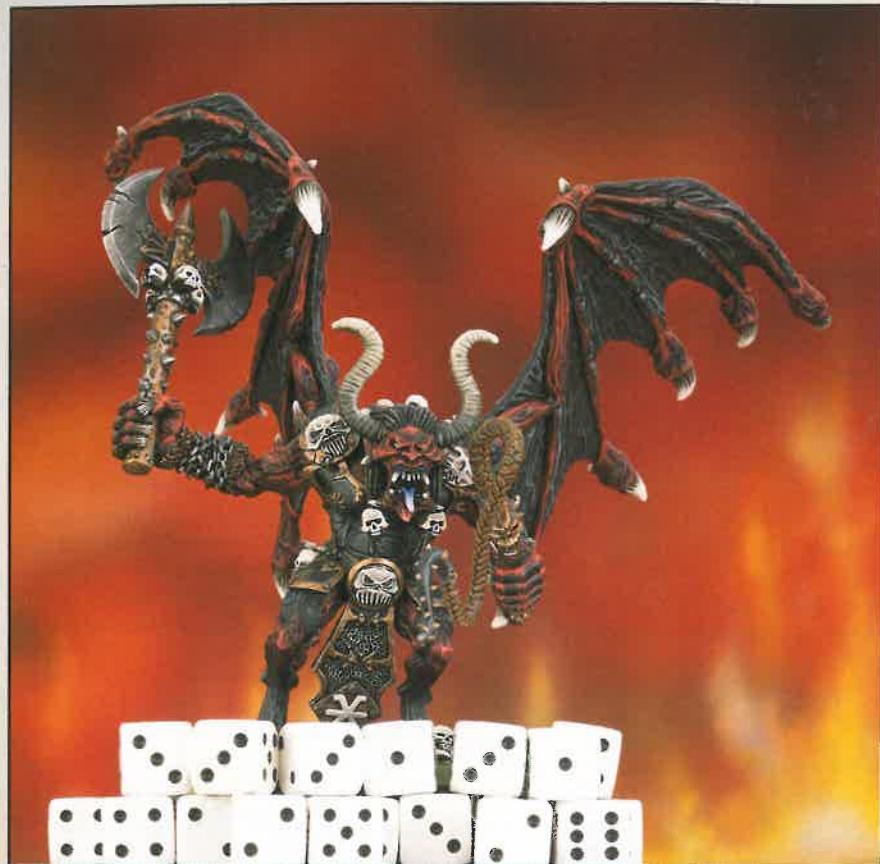
So just to summarise the lessons so far:

I needed a tough fighting army, with high Leadership and no magic. Time to get out the Dwarfs then.

The Dwarf force I chose consisted of four Bolt Throwers, fifty Thunderers, some Ironbreakers and Rangers. I have discovered that if you use blocks of sixteen Handgunners with shields, Standards and Musicians this allows them to have a reasonable stab at winning a round of combat.

It's a simple matter of mathematics. Three ranks, Standard and Outnumbering - Dwarf combat resolution 5. Average casualties, just a bit less than five - Bloodthirster combat resolution 5. A draw - but up steps the euphonium-equipped Dwarf, and one mighty puff later, it's a win to the Dwarfs.





You may remember the undefeated Greater Daemon of Khorne from his exploits in Arena of Death which appeared in White Dwarf 221, demonstrating just how unstoppable and destructive a Bloodthirster can be.

Okay, the Daemon will probably stand and will also have cut down one of the unit's ranks, but there is always the chance of slamming another unit of Stunties into the flank or rear and really putting the pressure on.

This only works if the Bloodthirster obligingly charges into the unit front. Playing against an experienced Daemon player this just ain't going to happen. But by keeping your Handgunners facing it, not only will it be dissuaded from attacking, but you get to loose four shots at it, as Dwarf Handgunners are allowed to move and fire. Simple tactics and surprisingly effective.

On the second turn after the battle got under way a six foot bolt smashed into the beast and it finally suffered two wounds. The game was largely a stand-off (the Bloodthirster hiding downstage nursing its injury for all but the last turn), with the majority of points going to me (twenty of the thirty six Bloodletters blown away).

I had finally won but the celebration was bitter, the blasted Bloodthirster still survived. I needed an army to attack with.

Lesson: I needed troops that moved faster.

5 TERRADONS & TOXINS

Lizardmen get that marvellous three dice test to avoid *terror*, they are tough fighters (apart from the Skinks), okay I have to use a Toad³, but the Kroxitors and Skinks move quickly I borrowed Alan's reptiles for the encounter.

The first thirty minutes of that evening were lost to a disagreement about whether Daemons are affected by poison. We have for a long time adopted the policy of allowing the majority of those present on the night to decide these things.

For quite a long time players thought that being nice or feigning interest in another's spouse, offspring, work or decorating could influence things. I

cringe even now when I recall the embarrassing moment when one hardened Warhammer veteran attempted to compliment another player's new haircut. It has subsequently been realised that strength of evidence, clear logical argument and high quality confectionery bribes are far more important.

I won this debate⁴ by pointing out that Undead were no longer immune to venom (in their case, swords with garlic cloves on the end or washed in Dettol, I presume).

Throughout the battle my Kroxitors and Alan's Bloodletters ripped each other to pieces. On the left flank the Temple Guard withstood the attentions of the Flesh Hounds.

The Bloodthirster was discovering that there was no hiding place from the Terradons and their bow equipped riders. For four turns the dinosaur mounted Skinks shot ten poisoned arrows into the beast every round. Meanwhile, swift moving, skirmishing Skinks chucked envenomed javelins into its ankles. The sheer volume of poisoned projectiles took their toll and wound after wound off the brute.

In turn five it staggered King Kong-like to the top of a hill before the fatal poisoned arrow was shot up its nose and immediately corrupted its brain. With a pathetic hamster-like whimper it dropped its whip and tilted slowly over onto its right leg and began to spin faster ever faster, until suddenly exploding in a shower of red steaming lumps of Daemon matter, leaving only a single smoking hoof and the faint smell of sulphur to mark the place of its demise (at least that's what I saw as Alan rather sadly packed the model away). At last I was at peace – mission accomplished.

So that's my tale. That's how I finally killed the Bloodthirster. I feel more relieved than any sense of great victory and Alan is enormously pleased that at last he can play with some other army.

I've got to go now as Little Dave has just turned up for this week's game and he has a new Nurgle horde led by a Great Unclean One. How tough can that be to destroy?

³ This was a Ravening Hordes army and the Slann was compulsory and a bit disappointing (much improved in the WD256 list).

⁴ I must confess to having a large plate of freshly opened Jaffa Cakes on standby, just in case Alan tried to sway opinion by the unscrupulous use of custard creams.

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Warhammer Chronicles

Presented by Gav Thorpe

This month I have lashed scribe Thornton to within an inch of his life to produce a document on the ancient Albion Giant sport of the Big Bash.

The Big Bash

A fast and fun game of fighting Giants

By Jake Thornton

Every season, sometimes more often, the Giants gather in the ancient stone circles to bash each other's brains out. Nobody is really sure why the Giants do this, and few people care very much. It's just a nice change from the Giants bashing everyone else's brains out. Over the years the locals have come to accept the Big Bash as just another example of how deranged and violent Giants can be. More tolerant souls suggest that it isn't nice to meddle in other folk's culture and that it might even be part of the Giants' religion. These people generally get their brains bashed out.

GET READY TO RUMBLE

To play the Big Bash you'll need a table to play on, a Giant model each and about a dozen 'rocks'. Use small

pebbles, spare dice or coins to represent these. You'll also need something to mark out your arena, one copy of the Fighting Chart for each player, a Scatter dice and a few D6s of various colours, and some pens and paper to keep track of the Giants' wounds. If you have more than two Giants fighting you will also need one counter each to decide initiative.

ARENA

The venue for this ancient rite is one of the ancient circles of Ogham stones that dot the Albion countryside. For your games, set up a circle of standing stones 18" across. See Diagram 1. At the start of the game there are no rocks in the arena, but don't worry - they'll soon turn up.

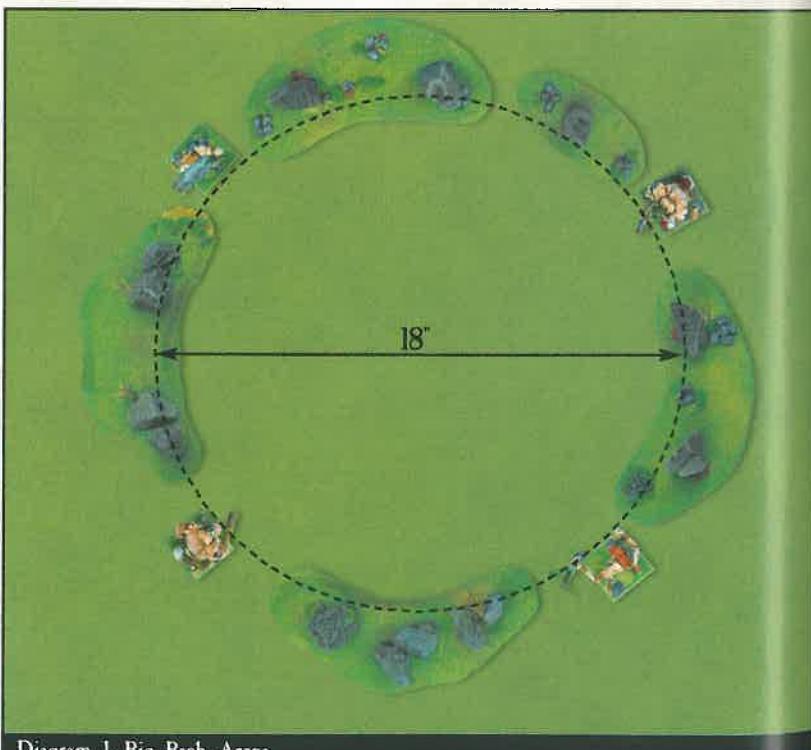


Diagram 1. Big Bash Arena.

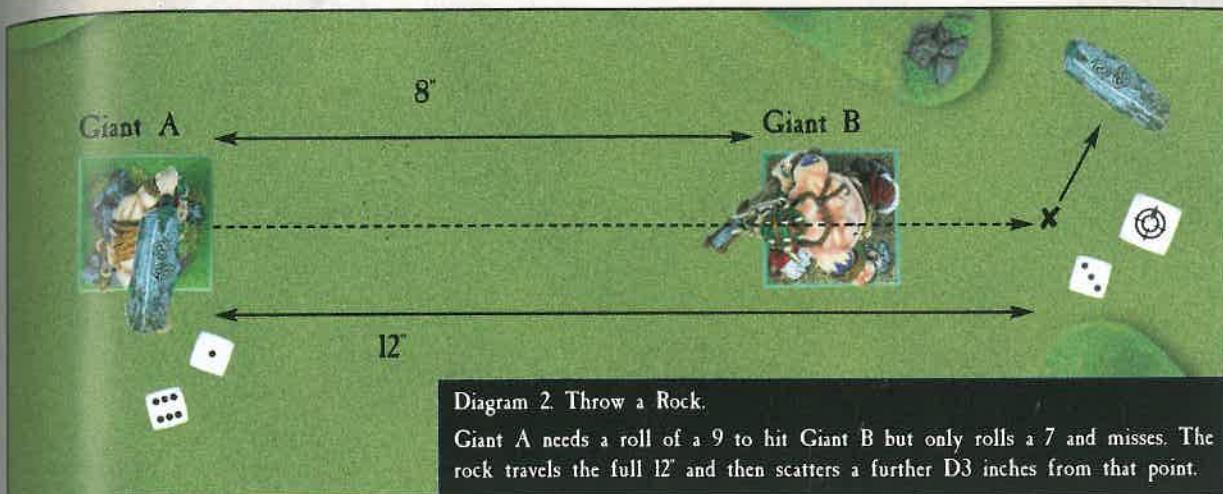


Diagram 2. Throw a Rock.

Giant A needs a roll of a 9 to hit Giant B but only rolls a 7 and misses. The rock travels the full 12" and then scatters a further D3 inches from that point.

SETTING UP YOUR GIANTS

Giants start with 20 wounds each. When they lose their last wound they are removed from the game. The Giants start the battle evenly spaced around the edge of the arena.

WINNING

The last Giant standing inside the circle of stones is the winner. Any Giant that is knocked out or moves outside the circle is out of the game. Remove the model immediately. Use an imaginary line to define the edge of the circle (see Diagram 1). If the Giant's base touches this he has stepped out and is removed.

OVERVIEW

In each turn all the Giants get a chance to do something unless they are knocked to the ground or contacted by another Giant before they have a chance to act. The order in which the Giants act is determined randomly by drawing a counter from a cup, the Giant whose go it is being said to have the initiative. The game continues until one Giant wins.

STANDING (OPTIONAL)

In addition to simply winning or losing scraps, you might want to keep track of your Giant's fame. This is known as his Standing, and is a measure of his success in the Big Bash. For each Big Bash he takes part in he gets 1 point of Standing, with 1 extra point for each Giant he knocks out (reduces to zero wounds or pushes out of the circle) and 3 points if he is the overall winner.

THE TURN

Each turn a Giant can normally do one thing, we call this an Action. If he is in close combat, ie in base contact with another Giant, he can do two things, ie 2 Actions.

INITIATIVE

If there are only two Giants fighting you can roll a dice: 1-3 it is one Giant, 4-6 the other has the initiative. If there are more than two Giants then you'll need to make counters or some other form of token to put in a cup. Each turn draw them out one at a time and let each Giant take his turn as his counter is drawn.

If your Giant is in combat you must decide his actions before initiative is decided (see later for fighting actions).

If your roll for initiative indicates a Giant in close combat then it means that you should resolve that fight next, starting with the first action of the Giant who has the initiative. Resolve both Giants' fighting actions and remove the other fighting Giant's initiative counter before moving on to determining the next initiative.

NORMAL ACTIONS

A normal action is either Move or Chuck a Rock.

MOVE

If your Giant is not in contact with another then you may move. Roll two D6 and keep the higher number as the distance you may move (in inches) this turn. If you move into contact with another Giant then you are said to have charged and will get a bonus in combat next turn.

You cannot move away if you are in contact with another Giant. If another

Giant moves into contact with you before you have your chance to act then you do nothing this turn. Next turn you will both fight. Note that you cannot move into contact with an opponent if he is already in contact with another standing Giant. Rocks don't impede movement at all and should be simply moved aside if they are in the way.

CHUCK A ROCK

A Giant may pick up and chuck a rock if he is in base contact with it (and not in close combat) when it comes to his turn. This is his action for the turn. Nominate a target and roll 2D6 to see if you've hit. You need to roll a total that is more than the number of inches to the target. For example, if the range is 6 and a bit inches, you need to roll a 7 or more to hit (see diagram 2). If the target is two Giants fighting then measure to the closest one. If you score a hit then roll a D6 to see which Giant is hit.

A Giant in contact with a fallen opponent is still in close combat, but you may chuck rocks at the standing one as if he wasn't. If you wish to target the fallen one then you must randomise who is hit as normal.

Rocks do D3 damage and Knockback. Roll a Stun check as normal (see below). As usual, if the target was in close combat then the opponent of the injured Giant may follow up when he suffers the Knockback.

You can pick rocks up again and chuck 'em back. When they hit they scatter D3" in a random direction from the target's head. When they miss they travel 12" in a straight line (past the target) and scatter D3" from there. Put the thrown rock in its new location, touching the base of a Giant if it scattered to land on top of him. Note that if a rock misses its intended target it won't hit anyone else either.

FIGHTING ACTIONS

When fighting, Giants get two fighting actions. At least one of these two actions must be an Attack. The other could be either a second Attack or a Defence. They may be in any order.

At the start of a turn your Giant is in combat with another Giant, secretly place two dice (one for each Action) on your copy of the Fighting chart. The number showing on each dice is the Strength that the Giant is putting into that attack or defence. This may be any number from 1-6, but the total between the two dice must add up to 7. One of the dice should be white and the other coloured. The coloured dice is always the first action.

FIGHTING

Giants may only fight one-on-one; ganging up two against one is not allowed by tradition. It would surely be a sign of both weakness and cowardice.

Starting with the first action of the Giant with initiative, compare it with his opponent. If it is a defence, then initiative passes to the Giant he is fighting. If it is an attack then see if the target has defended himself for this action. If he has dodged or blocked then look on the fighting chart and subtract the Strength of the Defence from the Strength of the Attack.

The defending Giant loses a number of wounds equal to the Strength of the attack left (i.e. after any defence has been deducted). If your Giant loses any wounds then immediately make a Stun check (see below).

For example, imagine that the Giant Ummumm 'Eadbutts his arch-rival Oggogg for 4 points. Oggogg's first action was to Dodge for 5 points, but on the table when we cross reference the two we find that Dodges are only worth half when used against

Eadbutts. The result is 4 (the 'Eadbutts) minus half of 5 (rounded up to 3), for a result of 1 damage on Oggogg. Oggogg now has to make a Stun check to see if he will fall over. He will be stunned (and lose his second action) and knocked back automatically because that is the special rule for this kind of attack.

If the target survives then resolve his first action (unless he has lost it through being stunned). Then do the second action of the Giant with initiative, then finally the second action of the other Giant. Note that being knocked back and followed up does not alter the remaining dice placed for actions that turn.

If you move into contact you have charged. This does not count following up an opponent who has been knocked back as, in reality, you are never actually out of contact. If you do charge you get +1 to any damage you might do. Add this only if you have already worked out that you have done some damage.

THROTTLE RULES

Damage is taken as normal on the turn the Throttle is attempted, except no Stun check is made. If any wounds are lost by the defender, the Giant grabs his opponent by the throat and proceeds to throttle him. This then ends both Giants' turn. Unfortunately this also makes him an easy target for his opponent to throttle in return, which he will always do. Thus in the following turn either Giant may take damage as they both try to strangle each other. Until they break free from each other they will use this special sequence instead of the normal allocation of actions for close combat.

In subsequent turns, when the fight is resolved, each Giant rolls 1D6 instead of any other actions. The Giant who makes the lower roll loses a number of

wounds equal to the difference in scores. Also, the loser is pushed back 1/2" for each wound caused. The Giants remain locked in combat and have no choice but to follow up. This special turn sequence will continue until the Giants both roll the same number or one is pushed out of the ring. At this point they break off and are each moved back D3" (roll separately). Remember that Giants do not make Stun checks when throttling each other.

KNOCKBACK

Resolve Knockbacks before you make Stun checks. The Giant being knocked back is moved D3" directly away from the attacker. If he was in close combat then his opponent must immediately follow up the same distance to remain in melee with him.

STUN CHECK

Whenever you take damage you need to roll a Stun check. Do this even if you are automatically stunned as it also includes the possibility of falling over.

In order to pass a Stun check you need to roll equal to or more than the number of wounds you have just taken on a D6. A roll of a 1 always fails and a roll of 6 always succeeds. In addition, if you roll a 1 your Giant falls over. If you fail to pass the test then you are stunned. If you are in close combat and have not yet resolved all your actions (dice) then you lose the next attack (defence is unaffected). If you have already made all your attacks this turn then a different penalty applies. Next turn you may only allocate a total of 4 points instead of the usual 7, though you must still use both dice. If you are not in close combat then you may do nothing else this turn. Being stunned has no effect if you have fallen over.

FALLING OVER

If one of the combatants falls over then the turn ends for the Giants in that close combat. In subsequent turns remember that the Giants are still effectively in base contact and are therefore in close combat. If either of them gets the initiative then the following special sequence is used.

The attacking Giant rolls 2D6 for his Jump Up And Down attack, regardless of who had the initiative. This is how much damage he'll do. However, it's unlikely that the other Giant will just lie still to be trodden on, so roll a D6 to see how many points of damage he can dodge as he rolls around. Subtract this from the attacker's roll to see how much damage is actually taken and make a Stun check as normal.

BIG BASH FIGHTIN' CHART

Action	High block	Low block	Dodge	Special Rules
Thump	Def	None	1/2 Def	Knockback +1 damage if any gets past defence.
'Eadbutt	Def	1/2 Def	1/2 Def	Knockback Always stunned if take any damage.
Put the boot in	None	Def	1/2 Def	Fall over if stunned.
Grab & throttle	1/2 Def	None	1/2 Def	Ends turn. See special rules.

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As two Giants exchange blows, a third grows bored and prepares to finish their argument for them.

In addition, if the prone Giant dodges all the damage, or if he passes the Stun check then he can stand up immediately. Otherwise he'll remain on the floor and probably get jumped up and down on again. If a Giant stands up he may take no other actions in that turn.

Also, if the leaping Giant rolls a double for his attack then he has fallen over and the other Giant immediately stands up. No damage is inflicted. Next turn the positions will be reversed.

Example: Ummumm has knocked Oggogg to the floor in the previous turn. Now he starts to jump up and down on him. Ummumm rolls 2D6 and gets 2+6 = 8 points of damage. Oggogg rolls a 5 to avoid this, reducing the damage to 3 (8-5 = 3). 3 points of damage are added to Ummumm's total so far and assuming he hasn't gone over 20 he makes a Stun check to see if he can get up. He needs to roll 4 or more to make it and gets a 6! Easy.

Lastly, if your Giant has fallen over, the Giant who's been clobbering him can be contacted by a third fighter, they will now be busy fighting each other and ignoring you so your Giant can stand up automatically. This will take your whole turn. However, as you aren't allowed to have more than 2 Giants in a fight you must place your Giant out of contact with the others when he stands up. Also, if your Giant

is on the floor and not in contact with another model then he may stand up as his action when it gets to his turn.

THE ROCKS

The other Giants in the crowd have come to see some blood spilt and get upset very quickly if this doesn't happen. Check at the end of each turn. If nobody has lost any wounds this turn then someone in the crowd will chuck a rock at a randomly determined standing Giant. They ignore fallen ones. Roll to see who the target is and measure the range from the nearest edge of the circle. Work out whether the rock hits and what effect it has as usual.

FRIENDLY GAMES

The Big Bash is not supposed to be a serious tournament type game and as such I expect you'll find some odd situations occur when your Giants lock horns (so to speak). As with Warhammer or Warhammer 40,000, try to resolve these firstly by agreeing on what's most likely to happen. If you can't agree simply roll a dice to decide and carry on clobbering!

On a final note, we also allow players to measure movements, ranges and so on at any time during the Big Bash rather than having to guess as you would in Warhammer. This keeps the game moving and just seems more appropriate.

CLUB IDEAS

If you can get quite a few friends together, why not try one of the following alternatives:

The Royal Rubble – Traditionally played at the summer festival of Beltem, this variant of the Big Bash was started by one-time King of the Giants, Gogrogagog. The games start as normal, with the first four giants in the circle. As soon as one Giant is taken out, by any means, the next contender enters. Keep fighting until there's only one giant left standing (draw lots to see what order the giants enter). Oh, and King Gogrogagog was very impatient and hence the crowd now follow his example by throwing a rock every turn! Hence the title, the Royal Rubble.

Throne of Stone – This is a simple knock-out contest, with the emphasis on knock-out! Start with pairing up the competitors, and then the winners of the first two matches fight, then the winners of the third and forth matches, and so on until you have a single Giant left. However, the Giants don't get much rest between bouts, and so will start with however many wounds they finished the last fight, plus the roll of a D6 (this can't take them above 20). The winner gets to sit on the Throne of Stone at the highest point of the Giant's Causeway. Not that the other Giants care at all...

The War Hydras of Naggaroth

By Erik Mogensen

When the Dark Elf Army Book was in the playtesting stage, I was fortunate enough to blag a copy and offer my meagre insights. I've always had a soft... erm, a cold hard spot in my heart for the true, pure Elven race. Specifically, however, the War Hydra passage had caught my attention. It mentioned that there are actually several different types of Hydra at the Witch King's disposal. One night, over a pint, I asked Gav if there were any plans to delve deeper into this – perhaps a White Dwarf article offering some alternative rules? "Good idea", he replied. "Get to it!"

With a curt "Doh!", I was off...

KHAINE'S FAVOURED BEASTS

For centuries, the Beastmasters of Karond Kar have broken creatures of all descriptions to their will. Of these beasts, it is the War Hydra that has become the most common monster seen on battlefields alongside Dark Elf armies. Beastmasters have been training Hydras, using dark incantations upon them, and even discovering new breeds for countless years. As a result there are now a number of Hydra variants in the Witch King's bestiary. Some get sent as rewards to Dark Elf generals who have distinguished

themselves on the field of battle, others stay hidden beneath the Blackspine Mountains, only to be brought forth by Lord Malekith's personal decree. There are even some, it is said, that have been to so many battles with the same team of Beastmasters, that they have formed a special bond. These War Hydras are among the most feared for they have learned, over time, to obey special commands and are said to possess an uncanny (and terrifying) intelligence.

The following article provides you with rules for using these rare and powerful War Hydra variants in your Dark Elf Army. You may upgrade any one (and only one) War Hydra in your army to one of the variants presented below. Unless otherwise stated, all regular Hydra rules still apply (eg. cause *terror*, Scaly Skin, etc.).

Beastmaster apprentices, the Witch King will summon them all to Naggarond. There, the Beastmasters will engage in a two-week binge of decadence in Malekith's palace. They eat the finest foods, and drink the rarest of wines, all of which have received dark blessings from the Witch King himself. On the final night of revelry, Malekith casts a final spell upon them and they are led to the royal bestiary where their Hydra awaits. It is a great honour that Lord Malekith himself, the rightful ruler of all Elvenkind, commands their Hydra to devour them both alive.

It is then that the dark energies woven over the fortuitous take full effect. Howls of agony echo throughout Naggarond as the Hydra is warped by the Witch King's power.

THE ROYAL HYDRA 'MALEKITH'S CHOSEN'

Lord Malekith believes in rewarding his subjects for successes in war. When word reaches him of a stunning victory, or a great feat of carnage wrought by one of his War Hydras and its team of



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The creature's blood transforms into a powerful acid, and protective plates of bone burst through its hide. Every mutation is unique, but the resulting creature (along with a new Beastmaster team) will stay in the Witch King's personal bestiary until it dies or is sent to a Dark Elf General as one of Malekith's highest rewards.

Converting: One bit of advice before starting your own Hydra project: pin the necks, or you're bound to finish painting and have one of them drop off on you just as you start your first game!

For the Royal Hydra, I wanted to make it look really menacing. The plates of bone armour were the key features I would need to model, and it wasn't long before I found the perfect pieces in my bits box – Tyranid Warrior kits. Everything added to this Hydra once belonged to a Tyranid. The chest plate is actually a Tyranid's back and the various plates on the back and legs are extra bits provided with the Tyranids to enable players to model extended carapaces. Finally, the head plates are the Warriors' heads. With a bit of clipping, and then shaving with a hobby knife, everything fitted perfectly. A bit of green stuff filled any major gaps before painting.

Painting: My friend Chris Bone asked if he could have a crack at painting this Hydra. Starting with a Black undercoat, he went for a Scaly Green body. He wanted it to stay dark, so used only the faintest highlight of Scaly Green mixed with Skull White. The bone was painted Bleached Bone (what else?) over Bubonic Brown. A Brown Ink wash provided the lines that make it look aged. The eyes are Bitter Green, with a black vertical line to make them look truly reptilian.

THE ROYAL WAR HYDRA Points/model: +35

Profile	M	WS	BS	S	T	W	I	A	Ld
The Royal Hydra	6	4	0	5	5	6	2	5	6

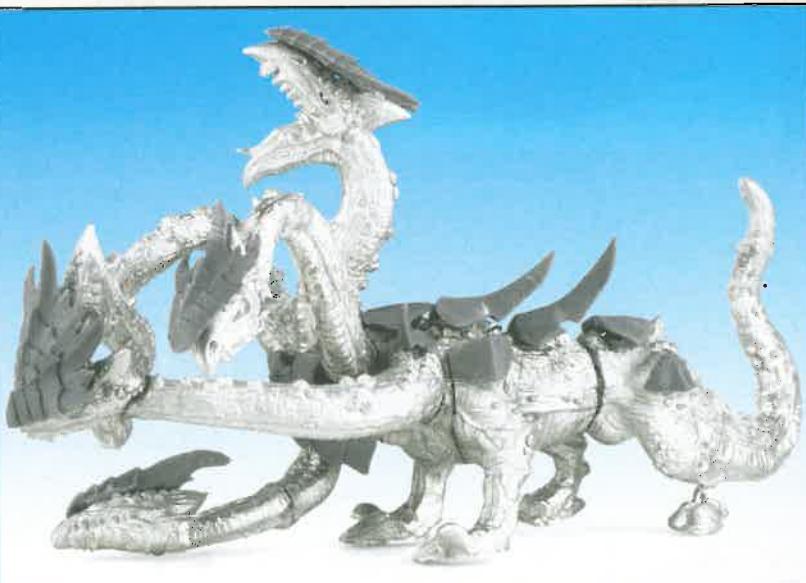
SPECIAL RULES

Armour Plates: +1 Armour save from bony protrusions. The Royal Hydra has a save of 3+.

Acidic Breath: Counts as a S3 breath weapon that ignores armour saves.

Splashback: Any unsaved wound it suffers in close combat causes a S3 hit on the attacker (no armour save), as its acid blood spills forth.

Mentally Scarred: The transformation these Hydras undergo is quite traumatic. When faced with great pain, there is a chance that a Royal Hydra may go catatonic. When it is reduced to 3 wounds or less, the Hydra becomes subject to the rules for Stupidity for the remainder of the game. Test each turn, as described on page 82 of the Warhammer rulebook, but you may use the Beastmasters' Leadership value since they have been specially chosen for their ability to 'inspire' the Hydra to continue fighting.



THE SPELLTHIRSTER 'RAKARTH'S VENDETTA'

Beastmaster Rakarth once fought a particularly bitter battle against the traitorous High Elves of Ulthuan. He led an army in which he had amassed the largest force of War Hydras in Druchii history. With 9 of the mighty beasts at his command, he predicted a swift victory. The wizards Liandus, Elyunnor and Aliana, however, accompanied the enemy. Within minutes, their combined magical barrage had whittled the Hydras'

number down to three, two of which broke and fled the field.

Rakarth vowed never to be defeated by High magic again, and forged a pact with Morathi. She spun her spells over the surviving Hydra, known as Daerlythe, or 'Burning Fury'. Dark magic mutated the creature tremendously. Daerlythe's skin began to glow with burning blue-black energy, and great rents opened in his flesh where Morathi had ritually carved dread runes. During his next appearance on the battlefield it was

found that he was physically weakened, but had also developed a strong resistance to magic, especially High Magic. A breeding program was soon established, and Daerlythe was retired from battle. To this day only one in every ten of his offspring shares his abilities.

Converting: The Spellthirster was the simplest conversion. I figured the easiest way to depict a physically weakened Hydra was to make it with fewer heads! Green stuff filled the holes in the body where necks should have been attached. I also used a small file to carve some scars into the Hydra's flesh since Daerlythe was recognisable by never-healing wounds.

Painting: I wanted a very simple colour scheme for my Spellthirster, so I limited my palette considerably. To represent the blue-black glow, I started with a Black undercoat and then painted the entire model Midnight Blue. I drybrushed over that with Enchanted Blue, and finally a very light drybrush of Enchanted Blue mixed with some Skull White. His bony ridges started Bestial Brown, and I painted Bleached Bone over that. Finally, a dab of Skull White at the very point of the bones provided a nice highlight. The scars were painted Scab Red, and to give them a touch of brightness and a never-healing look, I added Golden Yellow to the Scab Red to highlight. Finally, the eyes are Scorpion Green to complete the look of magical power.

THE SPELLTHIRSTER..... Points/model: +20

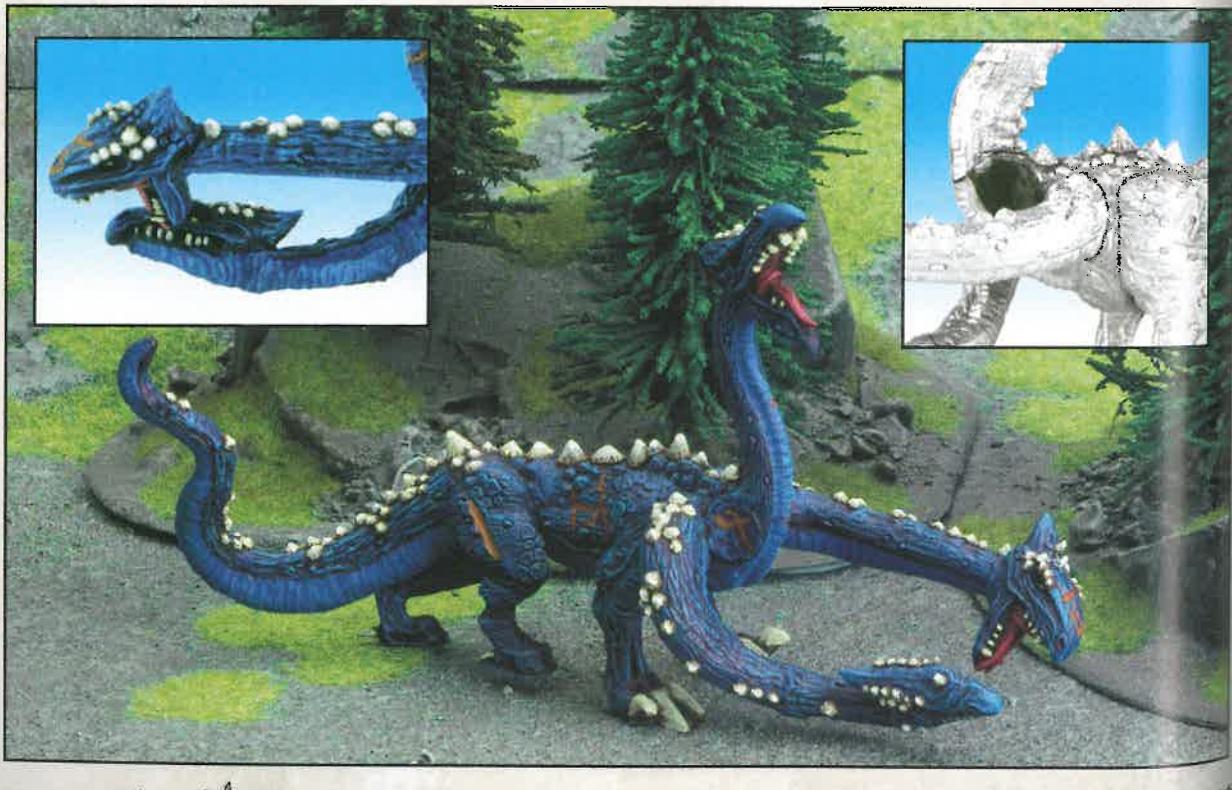
Profile	M	WS	BS	S	T	W	I	A	Ld
The Spellthirster	6	3	0	4	5	6	2	4	6

SPECIAL RULES

Daerlythe's Aura: A legacy from their sire, all Spellthirster Hydras have Magical Resistance (2) (see page 114 of the Warhammer rulebook). In addition, nearby units gain a diminished measure of this protection. Dark Elf units within 6" count as having Magical Resistance (1). Such was the power of Morathi's incantation that any High Magic spells dispelled with the aid of Daerlythe's Aura automatically rebound and strike the caster.

Physically Weakened: Daerlythe's fighting prowess was reduced as an unfortunate side effect of Morathi's spell. This has also been passed onto his offspring. See profile.

Chosen of the Convents: Spellthirsters are so rare, and so strongly linked to the Dark Arts, that they may only be used by Dark Elf armies which contain at least a level 2 Sorceress.



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VETERAN WAR HYDRAS ‘THE CLAWS OF KHAINE’

If a War Hydra survives and remains with the same Beastmasters for long enough, they can become a truly fierce fighting team. Hydras are intelligent enough to learn from each battle, and a good Beastmaster can refine their abilities with rewards and lashings. For notable battlefield successes, generals may reward their Beastmasters with minor incantations to augment their Hydra's already impressive battlefield prowess. Recognisable on the battlefield by their multitude of adornments and trophies (not to mention battle scars!), experienced Hydras are a terrifying and unpredictable foe.

1. FETCH!

After both armies are set up, nominate one enemy character model (Lord or Hero). The Hydra will focus all its attentions on bringing that character's limp form back to his general. It will always move as far as possible directly towards that character – charging if it can. It may ignore the usual shooting rules and choose that character as a target if it is in range of the Hydra's breath weapon. If the Hydra declares a charge against that character it may add a D6" to its charge distance – this represents the Hydra's bloodthirsty enthusiasm. In close combat, if the character is in a unit, the Hydra will effectively issue a challenge (with a loud roar, and by bawling all others aside!). All usual rules for challenges apply, so if it is declined the Hydra can fight the unit as normal. If the character is mounted on a monster, the Hydra will ignore the mount, although its handlers are free to allocate attacks as they wish. The Hydra also gets +1 S and +1 A in close combat against the chosen character.

2. ESCORT

The Beastmasters have trained this Hydra to restrain its killing instincts and act in a defensive role. Before the battle, nominate one friendly Dark Elf unit for the Hydra to guard. For the rest of the game, as long as it isn't engaged in close combat, the Hydra must stay within 6" of that unit whenever possible. It may charge an enemy unit, even if this move takes it beyond the 6", but as soon as it is no longer engaged, it must move to within the 6" distance as soon as possible. As this would probably take it too far out of position, the Hydra will always attempt to restrain from

VETERAN WAR HYDRAS Points/model: +20

Profile	M	WS	BS	S	T	W	I	A	Ld
Veteran Hydra	6	4	0	5	5	6	2	5	6

SPECIAL RULES

Accustomed to battle: All Veteran Hydras are so familiar with their handlers, and so accustomed to battle, that they will often continue to fight even if their beastmasters are killed. All Veteran Hydras therefore add +1 to their Leadership when taking Monster Reaction tests.

Veteran: Roll a D6 at the beginning of each game to determine what special ability your War Hydra has!

pursuing a fleeing enemy. It may add +1 to its Leadership for these tests (remember you get to use the Beastmasters' Leadership, too!)

If the War Hydra is within 6" of the escorted unit when the enemy declares a charge against them, the Hydra may immediately make a normal move (before the chargers). If, after this special move, your opponent is unable to charge the target unit then they must decide to either stop the charge, in which case they do nothing for the remainder of the turn, or charge the Hydra instead, using all of the normal rules.

3. BATTLE LOVER

Always among the first to engage the enemy, this Hydra bounds forward towards the foe at the first opportunity – often against his handlers' wishes. You must make a free 2D6" move with the Hydra and its Beastmasters after all troops have been set up (including scouts), but before the battle begins. This move must be made directly towards the nearest visible enemy. This will often leave it exposed and vulnerable, but a wily General should be able to use this to his advantage...

4. CHAMELEON SKINNED

Among its many trophies, this particular Hydra has been bathed with magical oils. Once in contact with the scales on the Hydra's skin, the oil reacts and causes the Hydra's skin to shimmer and blend in with its surroundings. Enemy missile weapons suffer a -1 to hit penalty when shooting at the Hydra and its Beastmasters. When an opponent shoots a war machine that uses artillery dice, the Dark Elf player may roll an artillery die of his own. The Dark Elf player may (but doesn't have to) choose to use this extra die in place of the one rolled by the opponent. This represents how difficult it is for war machine crews to discern the Hydra's exact location. If the Dark Elf player rolls a Misfire, the

war machine's crew manages to get a clear view of the Hydra for a moment, and their own dice roll is used.

5. BLOODTHIRSTY!

This Hydra has seen so much war that it now has trouble differentiating between friend and foe. It is unpredictable and always looking for the taste of blood. Whenever possible, the Hydra will always march towards the closest enemy unit, and must always charge the closest chargeable unit, friend or foe – so irritable is this great beast, that it won't tolerate the presence of anyone but its handlers. In other words, keep your troops out of its way! To represent its love of killing, the Hydra gets an extra D6 attacks on the turn it charges. These Hydras are often a liability on the battlefield, and have to be used carefully. Even so, some Dark Elf generals can't resist the carnage.

6. KHAINE SMILES UPON YOU!

You may choose the type of Veteran Hydra that joins your forces for this battle.

Converting: The Veteran Hydra is really where I got to have a bit of fun. I really wanted to show a beast that had been through countless battles, and collected a few trophies along the way. So, there's an arrow stuck in his back (and who knows how long it's been there!), and he's recently punished someone for sticking him with a spear – by biting their arm off! As for the trophies, he has the skeleton of an Elector Count's warhorse slung about one of his necks... and part of the Count himself on another! These came from an old Skeleton horseman frame, and a Chaos Warrior head. The top of an old Orc banner pole is also hung from a neck. So inured to pain is this great monster, that someone has nailed a length of chain to his side to make more room for trophies. The chain is actually from the Warhammer 40,000 chaos spiky frame, and the trophies are bits and



bobs from the Skeleton and Chaos Warrior frames again. Don't feel intimidated by this, though. I just used whatever I had laying around from old projects. Be as creative as you like, and use what you have available.

Painting: When it came time to paint it, I really wanted this Hydra to look aged. I painted the entire model Shadow Grey, and then inked all but

the underbelly with a very watered down wash of Brown Ink, with just a touch of Black Ink thrown in. The belly was drybrushed up to Space Wolves Grey, so it would be lighter than the weathered hide. I used the same techniques for scars and bone as I did on the Spellthirster. When painting the trophies, I had a good think and decided that the Dark Elves would be likely to preserve any trophies they

might acquire – so that they might display them indefinitely. In a twist of wickedness, I decided that the poor Elector Count and his steed had been bronzed! I simply painted them Dwarf Bronze, washed them with Brown ink and drybrushed lightly with Burnished Gold. This monster had to have eyes that burn with centuries of hatred and ferocity, so I used Red Gore and a touch of Blood Red on the eyeballs.

Lizardmen update

By Gav Thorpe

We published a Lizardmen preview army list in WD256. First of all, thanks for all the feedback we've received, both through the mail and on our website. It is all read with interest. As is the way of such things, a few errors crept in, while one or two rules need some further clarification (it is a list in progress after all!).

TICHI-HUICHI'S RAIDERS

Note that the Regiment of Renown, Tichi-Huichi's Raiders, use the rules and profiles published in WD252, rather than those in the Lizardmen army list. This is because they are Great Crested Skinks, and ride a species of Cold One known sometimes as a Horned One.

SAURUS WARRIORS

The following entry replaces the one which appeared in WD256.

CORE UNITS

SAURUS WARRIORS 12 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	7
Champion	4	3	0	4	4	1	1	3	7

Unit Size: 10+

Equipment: Hand weapon and shield.

Options:

- Any unit may be equipped with spears (+3 points per model).
- Upgrade one Saurus Warrior into a Musician for +6 points.
- Upgrade one Saurus Warrior into a Standard Bearer for +12 points.
- Promote one Saurus Warrior to a Champion for +12 points.

Special rules: *Cold Blooded, Scaly Skin (6+)*.

SKIRMISH SCREEN

Enemy units charged by Kroxigor through a skirmish screen may stand and shoot as normal. For the purposes of working out range and whether the unit can stand and shoot at all (if the Kroxigor are within half their charge distance) use the distance to the point the Kroxigor emerge (ie. the front of the Skink unit).

BLOWPIPES

Skink Blowpipes count as Strength 3.

COLD-BLOODED

Slann are, of course, cold blooded.

Also, the cold blooded rule is amended to the following:

Lizardmen units roll all Ld-based tests on 3D6, and discard the highest dice score.

TEMPLE GUARD

Add the following equipment option to the Temple Guard entry:

The unit may be equipped with shields for +1 point per model.

Saurus on Cold Ones

By Darren Latham

Here is something interesting for all of you thinking that the idea of Saurus Warriors on Cold Ones sounds like a must-have unit and then realising that the models are not available for you to buy. Darren Latham shows us all just how simple it is to create and paint your own Saurus cavalry out of models which are currently available.

Converting: Darren started by getting the following pieces from Mail Order:

- 1 plastic Saurus Warrior frame
- 1 plastic Cold One frame
- 1 metal Saurus spear arm
- a small amount of green stuff

After cleaning the mould lines from his collection of parts he first clipped off the Saurus tail, then filed the inside of the Saurus legs. To help the Saurus Warrior fit onto the plastic Cold One, he cut and repositioned the Saurus feet. With the aid of a small amount of green stuff he filled all the gaps and created a new tail for the Saurus model.

Painting: Darren started by spraying the model with black undercoat. Using this as his base colour he then fleshed out the model with a mixture of Hawk Turquoise and Black. To create his highlights he continued to add more Hawk Turquoise and for his final highlight he added Bleached Bone. For the Saurus Warrior, Darren used a mixture of Black and Scaly Green, the highlights were created by adding

NEW UNIT

The following entry is added to the Lizardmen army list in the Special Units section:

SPECIAL UNITS

SAURUS CAVALRY 32 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	7
Champion	4	3	0	4	4	1	1	3	7
Cold One	7	3	0	4	4	1	2	1	3

Unit Size: 5+

Equipment: Hand weapon, shield and spear.

Options:

- Upgrade one Saurus Warrior into a Musician for +10 points.
- Upgrade one Saurus Warrior into a Standard Bearer for +20 points.
- Promote one Saurus Warrior to a Champion for +20 points.

Special rules: *Cold Blooded, Scaly Skin (6+), Cause Fear, Stupidity, Thick Skinned.*

more Scaly Green and for the final highlight he again added Bleached Bone. The spear point and shield were both painted with Dwarf Bronze with a Chestnut Ink wash. To finish the model Darren added small details such as painting on some small patterns and picking out the eyes and teeth.



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GAMESDAY GOLDEN DEMON 2001

Sunday October 21st 2001 Hordern Pavilion
FOX STUDIOS AUSTRALIA Moore Park Sydney

Ticket deals are available from GW stores, Mail Order, and our Online store.



PRE-REGISTER ONLINE

After being overwhelmed by the amount of Golden Demon entries last year, we are going to give you the option of pre-registering.

Just visit our Website www.games-workshop.com, follow the links from the Oz News page to the Golden Demon page, and then

fill out and submit the pre-registration form.

This means that on the day, all you'll need to do is walk up to the Express Counter and hand your entry in, leaving you more time to play games, enjoy the displays, and check out your competition!

GOLDEN DEMON 2001 COMPETITOR GUIDELINES

- Each competitor is allowed a maximum of THREE categories. You may only enter once in each category and all entries to the Golden Demon Competition must be painted Citadel miniatures.
- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.
- Overall, the judges are looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.
- All entries to the 2001 Australian

Golden Demon Awards must be personally handed in and registered at the Hordern Pavilion, Fox Studios Australia, Moore Park, Sydney, on the 21st of October 2001 as early as 8am and no later than 12pm. All entries must be picked up on the day of the event at specified times, by the entrant, in person.

- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.
- Once they are booked in Games Workshop undertakes to treat all

entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitor's own risk.

- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry they see fit. The judges' decision is final and no correspondence will be entered into.
- The Golden Demon Slayer Sword can only be won by entries in Categories 1-10. Previous Slayer Sword winners may only enter Category 11 (the Open Category).

FEET ADAPTED TO HOT ARID HOME PLANET

GOLDEN DEMON CATEGORIES

1. Warhammer Single Miniature

This category is open to single Warhammer miniatures on standard slottabases up to 25mm x 50mm maximum size. Models on monster bases should be entered into the Warhammer Large Model category.

2. Warhammer Unit

Entries for this category consist of 10-30 Warhammer miniatures on their standard slottabases (25mm x 50mm maximum size, as for Single Miniature). Your entry must be chosen from its appropriate Army List. It must include a Standard Bearer, a Musician, and a Champion if available to it.

3. Warhammer Large Model

This category is open to Warhammer monsters on 40mm x 40mm or 50mm x 50mm standard bases. This covers Hydras, Dragons, ridden monsters, etc. This category also includes War Machines and the appropriate number of crew members, eg. Dwarf Organ gun with three crew.

4. Warhammer 40,000 Single Miniature

This Category is open to single Warhammer 40,000 miniatures on standard round slottabases up to 40mm maximum size. Models mounted on vehicles should be entered into the Warhammer 40,000 Large model category.

5. Warhammer 40,000 Squad

This Category is for Warhammer 40,000 squads chosen from the appropriate Codex (or Chapter

Approved article for Sisters of Battle and Necrons). This category includes squads mounted on bikes, jetbikes and warbikes as described in the various army lists. All models must be presented on standard gaming bases (slottabases where appropriate).

6. Warhammer 40,000 Large Model

This Category is open to a single Warhammer 40,000 vehicle, walker, or Monstrous Creature. This category also includes small individual vehicles like bikes if appropriate to the model and the army, eg. Space Marine Chaplain on bike.

7. Inquisitor Warband

Entries for this category consist of 1-4 Inquisitor models. Models must be presented on their standard gaming bases, these may then be presented on a scenic base no larger than 30cm x 15cm.

8. Fanatic

Entries for this category consist of 5-15 models for either Battle Fleet Gothic, Epic 40,000, Warmaster, Blood Bowl, Necromunda, or Mordheim. These models must form a legal army, team, gang, fleet, or warband as specified in the respective rulebooks. Models must be presented on their standard gaming bases, but these may be presented on a scenic base no larger than 30cm x 15cm.

9. Duel

This is a new category comprising two single models mounted onto a single 40mm or 50mm square base. The judges will be looking for a dynamic

pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges (or any of our other games).

10. Battle Scene

Entries for this category consist of a Battle Scene from either Warhammer, Warhammer 40,000, (or any of our other games, including Inquisitor). The display should not be larger than 30cm x 30cm x 30cm. The battle scene should have at least two miniatures arranged in a combat pose, but otherwise there are no restrictions on the Battle Scene's theme or content.



Glenn Lamprecht, last year's Slayer Sword winner, holds his sword aloft!

OPEN & YOUNG BLOODS

11. Open Category

The Open Category is quite literally that - an open opportunity for you to let your imagination run riot! There are no restrictions on your entry. Anyone can enter, including Games Workshop staff, so beware, the competitor will be very stiff. Remember that no matter how wild your entry the judges will be looking

for well painted and well modelled miniatures. You are allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and the spirit of the miniatures.

12. Young Bloods Category

The Young Bloods painting competition is open to any

competitors aged 14 years or under. Your entry should consist of any single Citadel miniature, either Warhammer or Warhammer 40,000, on its standard slottabase (25mm round for 40K, 20mm or 25 mm square for Warhammer). Note that, like last year, you can enter both metal and plastic miniatures in the Young Bloods competition.

TACTICA sees a veteran gamer taking a close look at the strategy and tactics for getting the best out of a particular force or even the game itself. This month, Christian Augst takes a look at the tactics he uses for Space Wolf Scouts.

INTRODUCTION

Wolf Scouts are very different from the Space Marine Scouts found in other Chapters of the Adeptus Astartes. Rather than inexperienced recruits learning what it is to be a Space Marine, Wolf Scouts are full Marines that have left their pack brothers and the formal organisation of the Space Wolves Chapter in favour of the life of the lone wolf. Wolf Scouts are called upon to perform missions of infiltration and sabotage. They are self-sufficient and operate in small packs, using surprise and hard-hitting weaponry to their advantage.

The flexibility of their entry in Codex Space Wolves allows you to do a great many things with your packs of Wolf Scouts. However, you need to decide how your Wolf Scouts will work with your army and overall strategy. How you equip your Scouts should complement the rest of your army and help you achieve your strategic goals.

With the options available, a commander can be tempted to equip his Scouts with all manner of wargear. The downside, though, to giving them too much gear is that often much of it is not used and the points invested end up being wasted. Those points are likely to be better spent on other units. The fact that they are more vulnerable than their powered armour brethren also makes

TACTICA

SPACE WOLF SCOUTS

GETTING THE MOST FROM YOUR WOLF SCOUTS

them an easy target for the enemy. To get the most out of your Scouts, it is vital to equip them to handle a specific role, and to use them wisely.

ROLES

The roles of the Wolf Scouts generally fall into two broad categories: anti-armour and anti-personnel. Whichever role you choose will dictate what weapons your Scouts should be equipped with. Anti-armour units should have weapons with a high strength, like a meltagun or meltabombs. Anti-personnel units can be equipped with things such as power weapons, frag grenades and possibly a flamer. Plasma weapons offer a flexible choice, being good against both armour and personnel. A word of caution: the risk of casualties due to plasma overheating is even greater for Wolf Scouts with their lighter armour, but the rewards often outweigh the risks.

The range at which you decide to fight with your Scouts will also dictate what weapons they employ. Bolters and sniper rifles will allow you to fight at range, while bolt pistols and close combat weapons are clearly for units that will reach close combat. Shotguns allow your scouts to manoeuvre and keep up a high rate of fire, and are most effective against lightly armoured troops.

One unit of Wolf Scouts may also be equipped with the wargear options from Codex Space Marines. This makes them one of the few units in the Space Wolves army that are allowed a heavy weapon. Using their Infiltrators ability, they can be deployed to target the weaker side or rear armour of enemy vehicles, or to target troops hidden from the rest of your forces.

WOLF GUARD LEADER

Wolf Scout packs may be led by a Wolf Guard Leader, who then gains all of the abilities of the Wolf Scouts he's joined. This puts them on a par with a normal Space Marine Veteran Sergeant. Their higher Leadership and fighting abilities are a welcome addition to the Wolf Scouts, as the pack will be more likely to win assaults and less likely to fail Fall Back tests – very important when operating behind enemy lines.

DEPLOYMENT

How you deploy your Wolf Scouts depends again on many factors. Their role and equipment will be the biggest factor, but you also need to consider the mission and the enemy army. Just because you can operate behind enemy lines, doesn't mean you should in every mission. Sometimes



Space Wolf Scouts emerge from cover, after destroying the Leman Russ from behind.

the circumstances exist where infiltrating or even deploying them normally can be to your advantage.

BEHIND ENEMY LINES

Operating behind enemy lines has its risks and rewards. Cagey opponents can go to great lengths to protect their vulnerable units from attacks from the rear, sometimes even deploying units as a rearguard, thereby ignoring the rest of your army in favour of covering their assets. Be sure to take advantage of this with the rest of your forces.

Rearguard forces are generally going to be unable to respond to other events on the battlefield, effectively keeping them immobile, with poor lines of sight to the enemy. Take advantage of this by moving your units to areas where these rearguard forces do not have line of sight. Having the rest of your army launch an assault in the vicinity of these rearguard units presents your opponent with a very tough decision, as moving them will open up the units they are guarding to a potential Wolf Scout attack.

Far too often Wolf Scouts are wasted trying to take out a single vehicle or powerful squad. A few bad dice rolls can leave them deep in enemy territory surrounded on all sides by hostiles with no way out. This should be avoided at all costs. Enemy units will be able to shoot and assault the vulnerable Scouts and a failed fallback check could wipe out the entire unit in a disastrous cross-fire. It should be also noted that having your Wolf Scouts wiped out in such an assault gives your opponent the opportunity to make dramatic moves with his units, thanks to the advance moves at the end of the Assault phase. To avoid the worst of this a good tactic is to pick on a flank, avoiding the bulk of the enemy and potential counter-attack.

Sometimes, the risk of taking a shot at a juicy target like a tank is worth it, but try to have an enemy unit nearby to assault to make the most of your surprise attack. Wolf Scouts are safer stuck in combat than stuck in the open. Picking on isolated units is also a good idea, as enemy units will be unable to respond quickly to your attack.

Operating behind enemy lines isn't a sure thing. The unpredictable nature of bringing them on from reserve can mess up your plans, exposing your units to fire from threats you had earmarked for your Scouts to deal with. It could be several turns before your Scouts do in fact turn up or maybe even not at all, those times when the dice are not cooperating! The bottom line: don't let your entire battle plan rest on the shoulders of your Wolf Scouts.

SUPPORT

Wolf Scouts can support your forces by engaging threats that the rest of your army may not be in a position to deal with. A good example of this is a squad of Eldar Dark Reapers screened behind a squad of Guardians. By engaging the Dark Reapers, the rest of your forces are spared the fire from not only the

Hemlar's eyes shone in the reflected light from the dozen fires that lit the darkened avenue. The acrid scent of expended ordnance complemented the thunder coming from the nearby rebel artillery positions. A partially collapsed building offered cover for Hemlar and his pack of Wolf Scouts as they surveyed the deserted street for rebel soldiers.

The arrival of the Space Wolves to quell this rebellion had forced the rebel commander's hand, leading to the destruction of much of the city by the heavy shelling. Skirmishes in the streets brought the attention of the rebels' big guns, forcing the Imperial forces to resort to hit and run tactics and eventually withdraw. In the confusion over the course of the day, Hemlar and his Wolf Scouts had managed to avoid much of the fighting and eventually outflank the rebels, swinging around behind their big guns. Hemlar knew the rest of the Space Wolves would launch a new offensive under the cover of darkness and it would be up to his pack to silence the artillery, throwing the rebels into confusion.

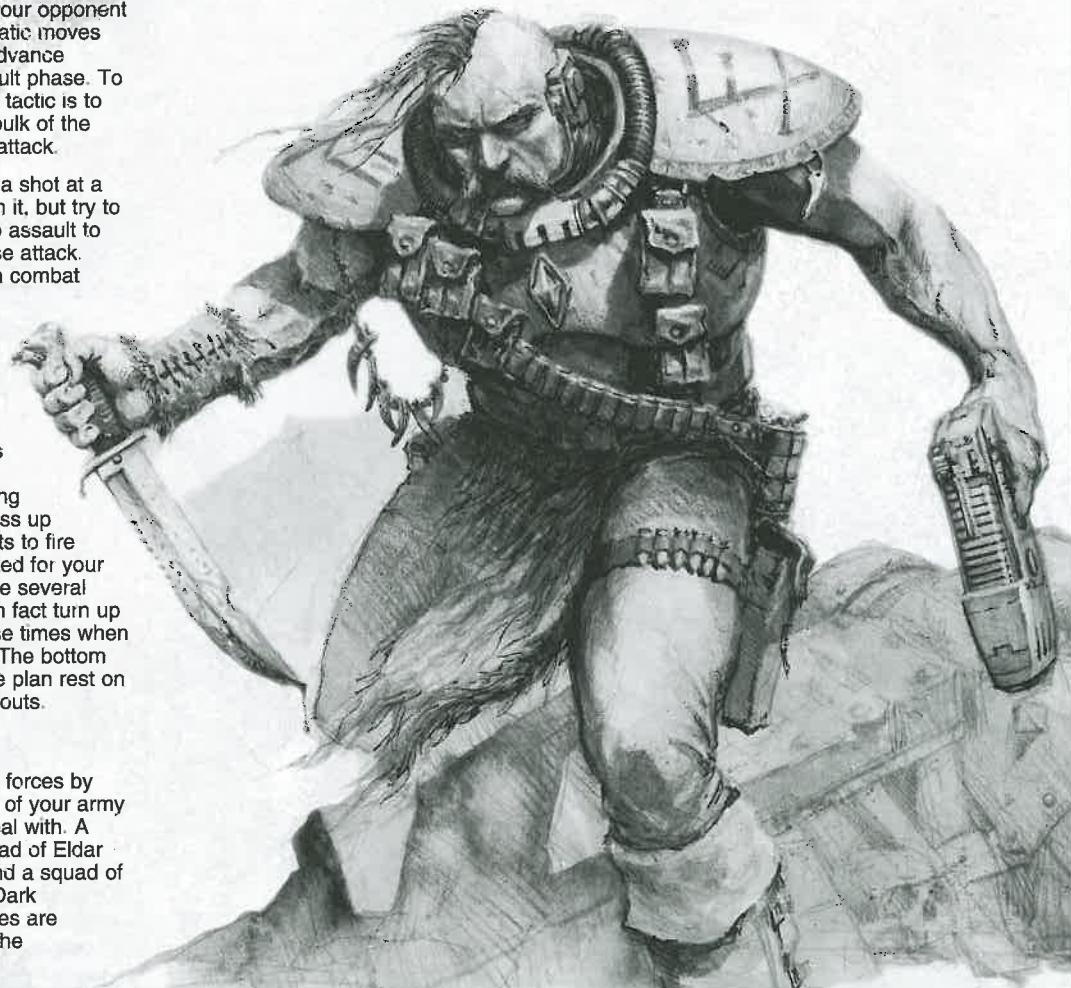
With darkness now upon them, Hemlar and his Wolf Scouts silently rose from their position. Staying deep in the shadows, they made their way up the street toward the unsuspecting rebel guns.

Dark Reapers, but from whatever other enemy units are sent to deal with your Scouts.

Wolf Scouts need the support of friendly units perhaps more than those units need the Wolf Scouts. Their light armour won't hold up forever against the enemy, so the rest of your Space Wolves need to do their part. Having your Scouts deploy near a friendly unit, allows both of them to support each other. This mutual support forces your opponent to deal with two threats on a narrow front and concentrates your forces against a weaker enemy.

CONCLUSION

Wolf Scouts are a versatile unit in the Space Wolves army. Whatever role they fill is an important consideration when designing your army, for their skills can turn the tide of battle – but they can't win the battle by themselves. The rest of the army has to be able to capitalise on any advantages gained by the Wolf Scouts, and should still be able to fight effectively without them.



This month we continue to follow some "normal" guys working on their Dark Elf Armies. Some are working from scratch with new models, while others are adding to existing armies using the new rules.



Mike Ingbretson manages our Parramatta store. In this article he is indulging in one of his passions, that being the Dark Elves!

Well hello again! After constant prodding from Matt Weaver (and the chance to paint some fantastic new Dark Elves) I've finally written my next article.

Dark Elves, why would anybody want to collect an army of them? Well simply, the models are fantastic. The new plastics with Warriors armed either with crossbows or spears are just awesome!

Cold One Knights, these have always been the unit that attracted me to the Dark Elves, and boy have they changed! This time around they are fatter, slower, look much better, and are more in character with the background. The Knights have much more armour, with sharper edges, and are down right evil looking.

Oh, the Executioners! Out with the axes, in with the sharp, deadly-looking blades. They have to be one of the most impressive units in the range.

The Chariot pulled by Cold Ones, with menacing scythed wheels.

The Reaper Bolt Thrower, is the most evil, spiky contraption I've ever seen.

A CHILL WIND BLOWS FROM THE NORTH...

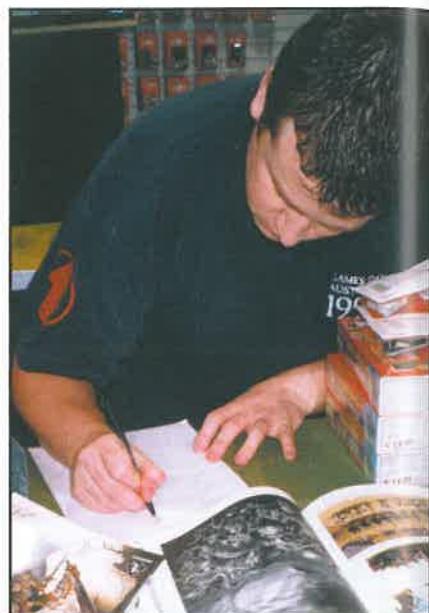
We've even made the scouts (Shades) this time around! Very cool looking. I tell you, what's doing it for me is the whole evil background and the fantastic models (enough with the gushing Mike and tell us what you've done! - Dave).

So to the planning stage. This is the same every time. First I design the army list. I went for a solid base of core troops, two units of ten Warriors with crossbows, twenty Warriors with spears, and ten Dark Riders.

Now, on to the special troops. I went a little mad here when I decided to go for ten Cold Ones, twenty Executioners (I just had to have them), a Cold One Chariot and finally a Reaper Bolt Thrower.

At this stage I have not fully made my mind up about characters, so watch this space.

On to the preparation at this stage. Before I start assembling I make sure I have clutter free work area as lost bits of Dark Elves amongst your old Ork sprues and chip packets can be very frustrating. It is at this stage that I put all my models together, this usually takes a couple of evenings. With this out of the way I decide upon the colours for the army. After a few test models I finally decided on Boltgun Metal for the armour, Scab Red for the robes, and Bestial Brown for spears and pouches. Some of you will notice that this is different from my first test models (pictured below), but I felt that they didn't look quite right.



Planning, planning, and more planning. Go Mike!

Now I'm off to start with the crossbow-armed Warriors. Undercoat Chaos Black, paint in batches of five, go for it.

Well, this is the initial plan, tune in next month to see how it's all gone.



Mike in the Parramatta store talking to Nicholas Kirk (customer) about collecting and painting his army.



Here are the first "test" models that Mike has done up. It's a good idea to do up a few models like this to help determine your army's colour scheme



Matt Weaver, a long-time collector of Dark Elves, tells us how he'll be including the new Dark Elf models into his existing army. (Yes, that's his old War Hydra!)

You may remember from last issue John O'Connor's theme for adapting his old Dark Elf army to the new list.

Unfortunately, John isn't able to continue with the project, but we may return to see his army in a few months time. To fill the break in the ranks, Matt Drover (Warehouse), and myself will be going brush-crazy! Now we have an opportunity to play with lots of Dark Elves.

Lets keep this simple. I'm a Dark Elf fan, always was. I own an army of Dark Elves, so I'm going to tell you about what I'll be doing with the new Dark Elf figures to fit in with what I already have.

After amassing as many of the new Dark Elf models as possible, the task at hand now is to decide how to paint them, what conversions I want to do, and what would be a good idea to modify in my existing army.

The units I decided to keep using from

During a lull in the studio activities, we caught Matt desperately painting his two new units of Corsairs.



my existing Dark Elf army were twelve Cold One Knights, twelve Crossbowmen, my converted Sorceress (a nifty job from the body of Mad Donna), five Dark Riders, and my War Hydra. The War Hydra will need to be modified for the new rules, I used to have a Sorceress mounted on it.

To redress the ranks and flesh out the army once more, I'm going to add two units of twenty Corsairs, thirty Witch Elves, a Cauldron of Blood, two Reaper Bolt Throwers, an Assassin (why not?), and a sod-off big unit of Black Guard (That's a technical term for thirty).

As far as conversions go, I'd like to do a Witch Elf Champion conversion based on the Lileth Hesperax Dark Eldar model. Some minor conversions on my War Hydra will need to be done of course. I'm also planning a conversion

using Asdrubel Vect and his slave girls sitting on a throne in a classic warmaster style.

As I write this, I've started on the units of Corsairs. I'll have to work fast, but at the same time, I don't want to have the units look rushed. Forgoing TV for a while is a good way of giving myself more time. I had a teacher who believed that the time you spent watching things like TV shows etc. is time lost, because while you've watched what other people have created, you really haven't created anything yourself. He was a bit of a goose, but remembering his words are usually enough to guilt myself into switching off the TV, and going back to my painting table.

With luck, next issue, I'll be able to show you all just how my new figures look alongside the old ones.



Matt Drover, a clever and cunning opponent, has a fiendish plan involving masses of Dark Riders. Read on to discover his cruel intentions!

As soon as the first batch of new Dark Elf models came into Head Office I knew that I had to collect a Dark Elf army. The temptation to collect an army from one of each of the previous four released armies was so great that I almost had to handcuff myself to my desk! But I knew that in the end it would be worth it, the new Dark Elves are the best miniatures I have seen yet.

The thing that impressed me about the 'old' Dark Elf range was the Dark Rider models, and I'm glad that they have been carried over into this edition of Warhammer. Glancing through the army book a plan started to take form - I could make a 2000 point army, with a theme, based on my favourite models. I decided to make a rapid response/ambush-style army, consisting of Dark Riders, Shades, Harpies and a sprinkling of low-level characters. I decided on taking only hero-level characters

because, in my mind, Dark Elf Highborns and the more potent level Sorceresses wouldn't be spared for the little sorties and harassing missions that my army would be used for.

I wrote my army list before I started painting any models. I used half of my points on my Core units, Dark Riders, and the other half for Characters and Special units.

I decided on three units of ten Dark Riders (each with full command), three units of Shades (all with a Bloodshade), a unit of ten Harpies and three characters.

My three characters are a Noble, a level 2 Sorceress, and a Battle Standard bearer. All mounted on Dark Steeds of course!

At the moment I'm working on my first unit of Shades and my characters. I plan on using the Assassin models as Bloodshades, just to keep a bit of variety. For my Noble I couldn't go past the Malus Darkblade model. I used greenstuff to turn his Sea Dragon cloak into a more suitable cloth cloak. I didn't think his Warpsword fitted into the character of cavalry model. I needed to replace it and I couldn't go past the spear from the Manticore rider.

With my Sorceress I wanted her to look a bit feral, like she lived in the wilderness and answered summons when needed. I used the old, old Unicorn model, minus its horn, as her Dark Steed. I think that it works well to add to her 'feral' image.

Matt gets stuck in to painting up his Dark Elf Sorceress, for this conversion he used the old Unicorn model, and the new mounted Dark Elf Sorceress.





Gavin Fuller, in kaboots with Kynan, is having fun building one of his all-time favourite Warhammer armies, the Dark Elves!

If you'd happened to pass by the IT department at Games Workshop HQ lately you'd have noticed a few weary faces among us. Dark circles under the eyes and frequent yawns may lead some to believe we've been living it up. Gamers would recognise the obvious signs of an army under construction.

Few things elicit as much excitement from the staff in our department as the release of a new Warhammer Armies book. When the tome in question concerns the Dark Elves, the favourite army of both Kynan and myself, the blood really starts to boil. After Matt Weaver asked us to combine our efforts to produce an army talk soon turned to background concepts, troop and model selection, and paint schemes.

For me, the basis of any new army always lies in designing a suitable theme. Warhammer Armies: Dark Elves has lots of detailed history to help create a truly wicked force but we wanted something a little different. As the army was to take part in the Dark Shadows campaign we had to think of something that would work well in this setting. Kynan and I each had ideas about what we wanted so we split the army down the middle. I would take the traditional household troops, while Kynan concentrated on a raiding and beast-oriented force.

Central to our theme was the idea of a once great house of the Druchii, fallen from favour, now living on the fringe of the lands controlled by the



Gavin's conversions for his characters. On the left is "Synelle", converted from Morathi, and "Moravel uth Morgai", converted from Malus Darkblade

Witch King. Deciding not to have characters that were too powerful, we chose three heroes to fill the principal roles in the family.

First among these was our general, Morael uth Morgai, the ambitious noble son who tore mastery of Tol Haleth from his own sire (along with his heart). In the same manner in which he had sacrificed his flesh and feelings to train as a Cold One Knight, he would let nothing deny him the power he craved.

The Malus Darkblade model provided an excellent basis for this character, but as most people around the office know, it's hard for me to leave a figure without a few modifications. The sword he carries

is very distinctive and well associated with the Darkblade comic so I decided to try something else. Looking through the army list's selection of magic items for inspiration I came across

the Crimson Death. Here was a weapon that would add some real spite to Morael's attacks and give the model its own character.

The Dark Rider Standard provided a suitable looking weapon, with even more severed heads to add to the collection already on the model. A quick snip with the metal cutters removed Malus' hand and blade. After trying out a few different positions I decided the halberd-like weapon looked best raised in the air like a standard.

My other character had to be a Sorceress. From the first time I fielded a Dark Elf army I've always had one of these masters of the Dark Art in my force. We decided this lady, Synelle, would be the twin of Kynan's Beastmaster character. I liked linking a member of the Cult of Pleasure to this decadent family, a vibrant counterpoint to Morael's cold, disciplined character.

Once again new models provided excellent choices for the role. The Morathai figure absolutely embodies hedonism. My only problem was I equally loved the Dark Pegasus she rode but the rules only allow it to be ridden by a High Sorceress. Not to be undone I once again pulled out the modelling tools and got to work.

I took to the unassembled pieces with the metal clippers, removing the spurs from the rear legs and the horns from the head. It was easy to shape the hocks of the legs using a file, but getting the head cleaned up proved harder. In the end I applied a little greenstuff (modelling putty) to smooth out the features. The pieces were then glued together and the model mounted on a cavalry base. More Green Stuff filled any gaps in the joins as well as the cavity in the horse's back where the wings should



Gavin's front rank spearmen. He'll use this as colour scheme for his force.

have been attached. On an artistic whim I decided to 'genderise' my stallion with some left over putty.

Little had to be done to the Sorceress herself. The way she is attached at the knees, with the lower legs modelled on the steed, is quite ingenious and gives a more natural pose. All I had to do was drill holes in the legs for a pin bent at 90° to support the Sorceress in an upright position on the rearing horse. I'd chosen to equip Syuelle with the Darkstar Cloak to augment her already potent spell casting ability, but I didn't want to obscure the figure by modelling one on. Instead I took creative licence and turned the cloak into the Darkstaff, already provided on the model.

With the conversion work done it was time to work out a colour scheme. I already had a vision of a very dark force so black had to be a basic part of every unit. Admittedly, this was also because I knew it would help speed up the

painting. I also wanted specific colours to tie in with each of the characters and the units they commanded.

Morvael is a very grim and bleak warrior so the basic black suited him well. I decided to paint all plate armour Chaos Black with highlights made by adding a little Skull White to the mix. Shining Gold provided a trim colour for the armour, over which I applied Chestnut Ink for a slightly archaic look. The chain mail was simply dry brushed with Mithril Silver.

As Kynan's part of the army was largely beast-oriented we chose green as the representative colour for them. This worked well on the Corsair cloaks as well as providing the basic scheme for the Cold Ones. Starting with a black undercoat I drybrushed Dark Angels Green through to Goblin Green. Over this a coat of Yellow Ink and then Green Ink was used to give a glossy finish to the reptilian leather. The darker under-

bellies of the Cold Ones were achieved using a wash of Dark Green Ink. This scheme also features on the designs on the shields of the Spearmen.

My Sorceress epitomises House Morgai's decadent and extravagant nature. There really was no other choice but to represent this with purple. The robes of the knights and foot troops were painted Liche Purple and highlighted by adding a touch of Skull White to look like luxurious and delicate silks.

With the experimentation ended I'm now getting right into the task of production line painting. At the moment it's still looming as a daunting task but I'm trying to stay motivated. I can always catch up on sleeping next month and Matt will kill me if I don't get it done!



Kynan Simms, with Gavin, is working on using whatever means at his disposal to build his force of Dark Elves.

Our mighty Druchi family has been rewarded with being the first to enter the new lands. With this venture my brother has placed the family at great risk. Still, the potential gains, the chance to enslave new beasts... the possible death of my older brother. I must prepare my beasts for travel. They will need some encouragement.

Yesterday, I went to exercise my precious Varus. As I unclasped her leg chains she gave a deafening feral roar and attacked an assassin who had infiltrated my domain. She grasped the elf's head and wrenched it from the body in one swift movement sending blood gushing everywhere. I will not have to feed her for a few days.

I am struggling with the painting at this stage. We have a wager to help motivate us to paint. I have to complete at least ten models per week otherwise I have to buy Gav lunch! Tim from GW HQ is providing me with some help and painting tips to get me through.

I have road tested our army by playing against Jason Errington's (GW Perth) Necrarch army. This resulted in a 1508 to 1502 draw. It was one the best games I have played in a long time. My Sorceress miscast on her first spell and caused

some serious head injuries to herself. This left me with 2 dispel dice against a Necrarch army, with more than 10 dice in his casting phase. Owww! Still I managed to hold off, due to some shocking rolling from Jason!

This game gave me a good feel for the new Dark Elf army, very skilful and very fast. The Corsairs make a solid assaulting unit. Shades are great for disrupting enemy lines. Cold Ones and Chariots are great shock troops (but watch those stupidity tests). Spearmen and Crossbowmen are great defensive blocks. The Manticore and the Harpies make for an excellent fast attack force!



Above: Kynan's Manticore and Beastmaster sweep in from above.



Above: Kynan has used Corsairs as this Reaper Bolt Thrower's crew.

Following on from last month's article detailing the process of painting the new Inquisitor Eisenhorn figure, this month we focus on the awesome Magos Delphan Gruss. We spoke with Martin Footitt, of our Eavy Metal team, on how he went about painting the model.



GETTING STARTED

I fitted the pieces together in a dry run before fixing the figure to its base. First I glued the legs, then the body and then the head. After pinning the arms into place I filled any gaps I found with green stuff. The tabard would cover much of the front of the model so I was able to leave this area. I left off the extra components such as the book, parchment and tabard until later.

I had a choice of which mechaendrites I wanted to use and six locations on the figure to place the four cables. It is worth playing around with some different combinations to decide which ones you want to use and where you want them to be attached. I bent the cables into shape before pinning my chosen attachments with copper wire. At this stage I did not want the cables fixed to the model, so I did not glue them into place. Instead I made a note of which one went where, before attaching them to flying stands to be painted separately.

The parchment and the tabard needed to be slightly modified for the best possible fit. I was able to bend the tabard with pliers, but the parchment was a little thicker so I filed this down

EAVY METAL MASTERCLASS

slightly to make it easier to manipulate.

Finally the model and components were ready for an undercoat spray of Chaos Black.

PAINTING THE MODEL

I usually take my inspiration for a colour scheme from a wide number of sources. Historical books, films and even the internet I find to be great places to generate ideas. Fortunately, in the case of Magos Delphan Gruss, I was able to talk to Gary Morley to gain some insight into his conceptual themes behind sculpting the character. (For a more detailed insight into the colour scheme behind Delphan Gruss see page 128 of the Inquisitor rulebook.)

I usually start a figure by painting the largest area first. With Gruss this was his robe which I painted with a shade tone of Bestial Brown. I mixed Bestial Brown in equal parts with Snakebite Leather for the next stage in the highlighting process. After this was dry, I painted Snakebite Leather on its own, then made a mix of equal parts of Snakebite Leather and Bubonic Brown, highlighting over the Snakebite Leather with this. I repeated this process, gradually lightening each

mix, moving from Bubonic Brown to Bleached Bone, then through to Skull White for the final highlights on the very edges of his robes.

To create the pallid flesh colour on his arms, I used a small amount of Chaos Black mixed with Dwarf Flesh. Over this shade tone I painted Dwarf Flesh on to the model. I lightened the mix by adding a small amount of Fortress Grey with a small quantity of Skull White mixed in for the final highlight.

The shade tone for the tabard was Chaos Black mixed in equal parts with

Scab Red. I then basecoated this with Scab Red on its own. The highlights were done with a small quantity of Fiery Orange added to Red Gore which I painted on the outermost folds and edges.



FINE DETAIL

Next I decided to concentrate on painting the metallic cables on the figure. For these I selected three different metal finishes to use, deciding beforehand which pipes would be painted in which colours.

The first of the metallic finishes I created using Boltgun Metal as a basecoat. I highlighted this with Chainmail before giving it a further highlight of Mithril Silver. Once dry, I gave the cables a Chestnut Ink wash to create a rusted appearance.

For the second set I painted a basecoat of Chaos Black, highlighting with Fortress Grey before giving the cable a Blue Ink wash.



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The last set I gave a basecoat of Tin Bitz which I drybrushed with Beaten Copper. I added a small amount of Mithril Silver to the Beaten Copper as a final highlight. I also used this finish to paint his feet but added a final glaze with a mix of Black and Flesh Wash inks.



I used a combination of the first two methods to paint his face mask, taking care to avoid painting the hood, although I knew if I made a mistake it would be easy to cover over with Bleached Bone and Skull White. The lens on the eyes I painted with a basecoat of Red Gore, using a highlight of Fiery Orange.

The weaponry was painted next and I wanted to give the impression of an enamelled surface. This was a simple process of painting a basecoat of Chaos Black, then painting the sharp edges with a small amount of Chainmail and a final highlight of Mithril Silver.



To paint the ancient parchment I used a basecoat of Dark Flesh, then I highlighted this with Vermin Brown using horizontal brush sweeps. Finally I used Bleached Bone mixed in equal parts with the Vermin Brown to



highlight the edges of the parchment. I didn't try to write any proper text; instead, with a fine detail brush, I painted archaic symbols using small, intercrossed lines.

The writing on the hem of the robe I painted by going over the raised wording with a basecoat of Chaos Black. Once this had dried, I painted over the words with Shining Gold followed by a highlight of Burnished Gold.



THE FINISHING TOUCHES

For the cog around his neck, I carefully painted a thin line parallel to the edge of the hood with Red Gore. I thickened this line up before painting



small marks equidistant from each other. I then carefully painted these marks to represent the square teeth of the cogwheel.

Stage 1



Stage 2



Stage 3

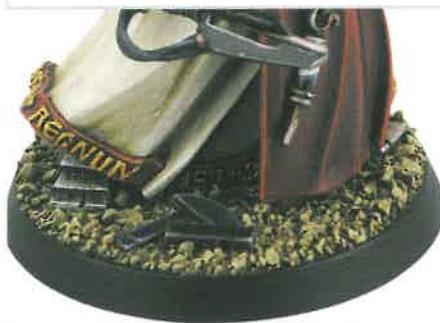


Stage 4



these using the same techniques I had used for his feet. Next I painted the base with a layer of PVA, using a wet brush to wipe away any glue that had come into contact with the model, before dipping the base into a container of coarse sand.

Once the glue was dry I used Snakebite Leather as a basecoat, adding increasing amounts of Bleached Bone as a highlight colour and drybrushing this on a number of times until I achieved the desired effect.



The only piece on the model left to paint was the vial on his tabard. I painted the liquid in this so that it lay horizontal. I based the figure with the model still attached to the base. Gluing some small pieces of cut up plasticard onto the base, I painted

Finally, I sprayed the model with matt varnish and, once dry, I used a brush to paint a gloss varnish over the metallic sections such as the cables and weaponry. I also painted gloss varnish on his red eye lens and on the vial to give them a glassy effect.

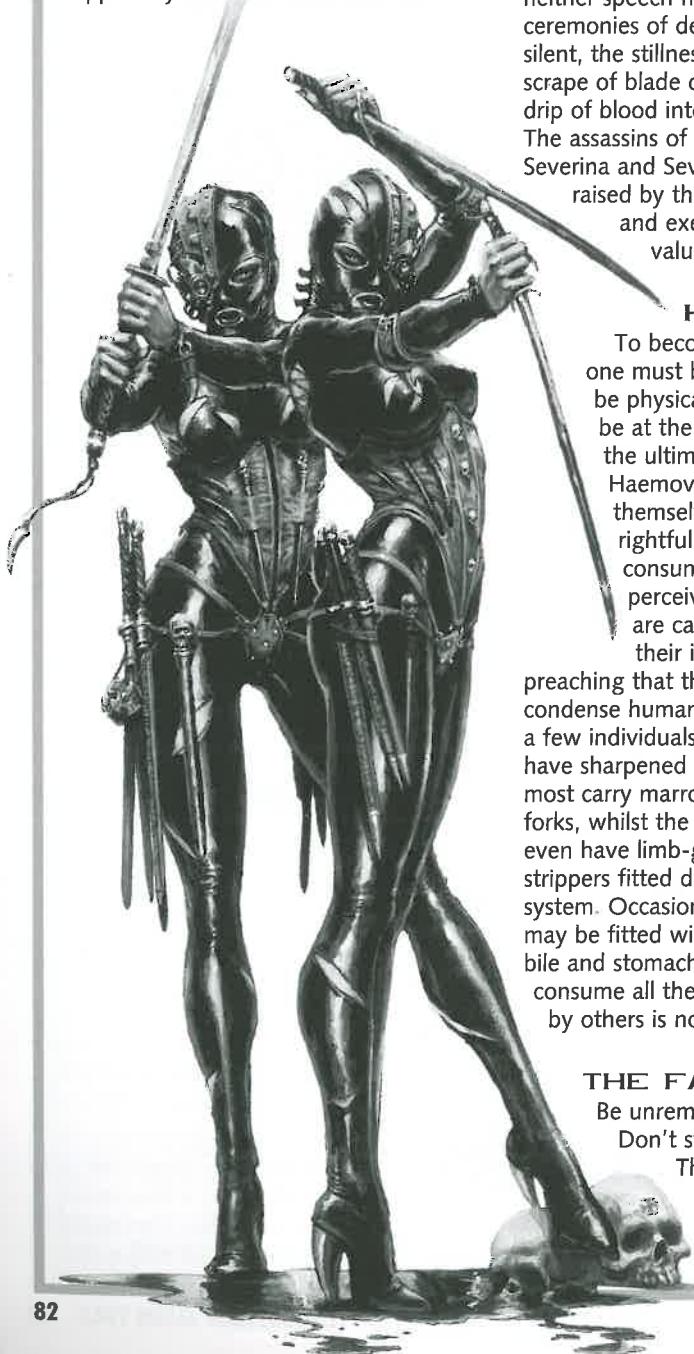
VARNISHING



There are untold hundreds of thousands of cults, sects and secretive religions across the Imperium. Cults are perfect for including in your Inquisitor scenarios and campaigns, and here Gav Thorpe discusses a few that your characters may come across in their adventures.

EMPEROR'S BLADES

One of the oldest Death Cults in the Imperium, the Emperor's Blades, are only found on the world of Acanon, not far from the Terran system. The legends of the cult claim that it was founded when the Emperor still walked as a man. He fought a great battle against the forces of Chaos on Acanon, and millions died in the conflict. It is supposedly after this battle that the



CHOSEN OF THE GODS

CULTS OF THE IMPERIUM

Emperor said, "The blood of martyrs is the seed of humanity's future," more commonly misquoted as the "seed of the Imperium". The Emperor's Blades are the archetypal death cult, revering the use of the blade. They are a hereditary cult, in that no one can be inducted; only those born to cult members can join in their worship. The cultists themselves use only a sign language to communicate, having neither speech nor written word. Their ceremonies of devotion are thus eerily silent, the stillness broken only by the scrape of blade on whetstone and the drip of blood into the offering cups. The assassins of Inquisitor Eisenhorn, Severina and Sevora Devout, were raised by the Emperor's Blades and exemplify the sect's values.

HAEMOVORES

To become spiritually strong, one must be physically strong. To be physically strong, one must be at the top of the food chain: the ultimate predator. The Haemovores seek to improve themselves, to gain their rightful positions of power, by consuming those they perceive as powerful. They are cannibals, glorifying in their internecine gluttony, preaching that their unwholesome acts condense humanity's magnificence into a few individuals. Many Haemovores have sharpened teeth or metal jaws, most carry marrow-spoons and brain forks, whilst the highest-ranking may even have limb-grinders and flesh-stripers fitted directly to their digestive system. Occasionally, a Haemovore may be fitted with additional tanks of bile and stomach acid so that he may consume all the faster (pre-digestion by others is not allowed).

THE FACELESS

Be unremarkable. Be average. Don't stand out in a crowd. The Faceless originally sprang from paranoid fears that swept through the galaxy

during the Age of Apostasy and Vandire's Frateris Templars purging whole worlds for perceived heresies. Their philosophy of normalcy has unfortunately become perverted over time to the point that they now aspire to become everyone and no one. Ritual brainwashing combines with surgical techniques to remove any evidence of individuality or personality. Physical characteristics are interchangeable, and it is not uncommon for members of the Faceless to have their own skins, eyes, and other features removed, to be constantly replaced by those of their victims. Thus the cultist's face often appears stitched on, stretched or floppy.

GOURDIANS

The Emperor sat at the table and at His right hand was the plate with the bread upon it and at the left hand was the gourd brimming with His wine. Upon the eve of battle against the serpent Horus, thus did He sit in quiet contemplation of his fate to come. The Gourdiants believe that they own the vessel from which the Emperor drank the night before he faced the traitor Horus and ascended to godhood, his last drink as a mortal. Not content with this, the Gourdiants now seek out other relics, first of the Emperor, then of the Primarchs, then Saints, searching further and further abroad for any and all holy artefacts they can find. Their home world is Terra, but their reach stretches far across the Imperium. A network of traders who believe in the Gourdian faith scour the worlds of the Imperium for anything to add to the immense collection in the Gourdian chapel. The chapel now houses over half a million relics, many of dubious provenance, yet still the Gourdian quest goes on.

THE CREEPING SHADOW

Fear is the key. Terror brings understanding. The Creeping Shadow believe that Mankind should be scared, terrified of what waits for it in the galaxy and beyond. They decry the ignorance perpetuated by the

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Severina and Sevora ambush the unsuspecting Malcant.

Inquisition and other Imperial authorities, seeing a lack of knowledge as a weakness, forewarned is forearmed, after all. The Creeping Shadow works by spreading discord and panic, believing that any kind of terror is beneficial, that Mankind should be paranoid, afraid and phobic. Sabotage, mass poisonings, terrorism, kidnapping, nailing dead cats to the front of shrines, mass hysteria and warmongering are all the tools of the Creeping Shadow. The darkness holds the horror, and there are great gulfs of darkness between the stars.

RESURRECTIONISTS

The Emperor shall come again. Once more His mortal shell shall be invigorated by His Divine Will. His great spirit can be brought back from heaven and He shall throw away the shackles of the Golden Throne and step forth once more to finish the Great Crusade to make the galaxy Humanity's forever. The resurrectionists are one of the oldest and most heretical cults, springing from a common foundation with the Holy Inquisition itself. They believe that certain rites and rituals can return the Emperor's soul to His body, imbuing it with true life again. Such an occurrence, should it ever happen, would be Mankind's downfall, as a schism of believers and disbelievers would tear the Imperium apart. The Resurrectionists have powerful allies in the Ecclesiarchy, the Adeptus Terra and even amongst the Inquisition itself.

REDEMPTIONISTS

To live is to sin, and to be a sinner is to be cleansed. Only the fiery wrath of the Emperor, as pronounced and

executed by his mortal followers, can save Humanity from destroying itself in a morass of carnal wantonness and tolerant servitude to those who have been corrupted. The Redemptionists will bring fire and they will bring death, and those who oppose them are sinners themselves for they shield the dark and unholy from the righteous works of the Redemptionists. Repent and join, or be cursed and die.

THE DEVOURED

From the blackness of our souls comes the Great Devourer. It is here to purge our sins. Pure in its unending appetite, the Great Devourer shall consume us all and we will be reborn into the future in glorious new bodies. Welcome the Great Devourer, feel your soul cleansed as its mighty shadow passes over us. The chosen of the Great Devourer walk amongst us unseen, worship them as you would worship the Great Devourer itself.

DISCIPLES OF MANDRAGORA

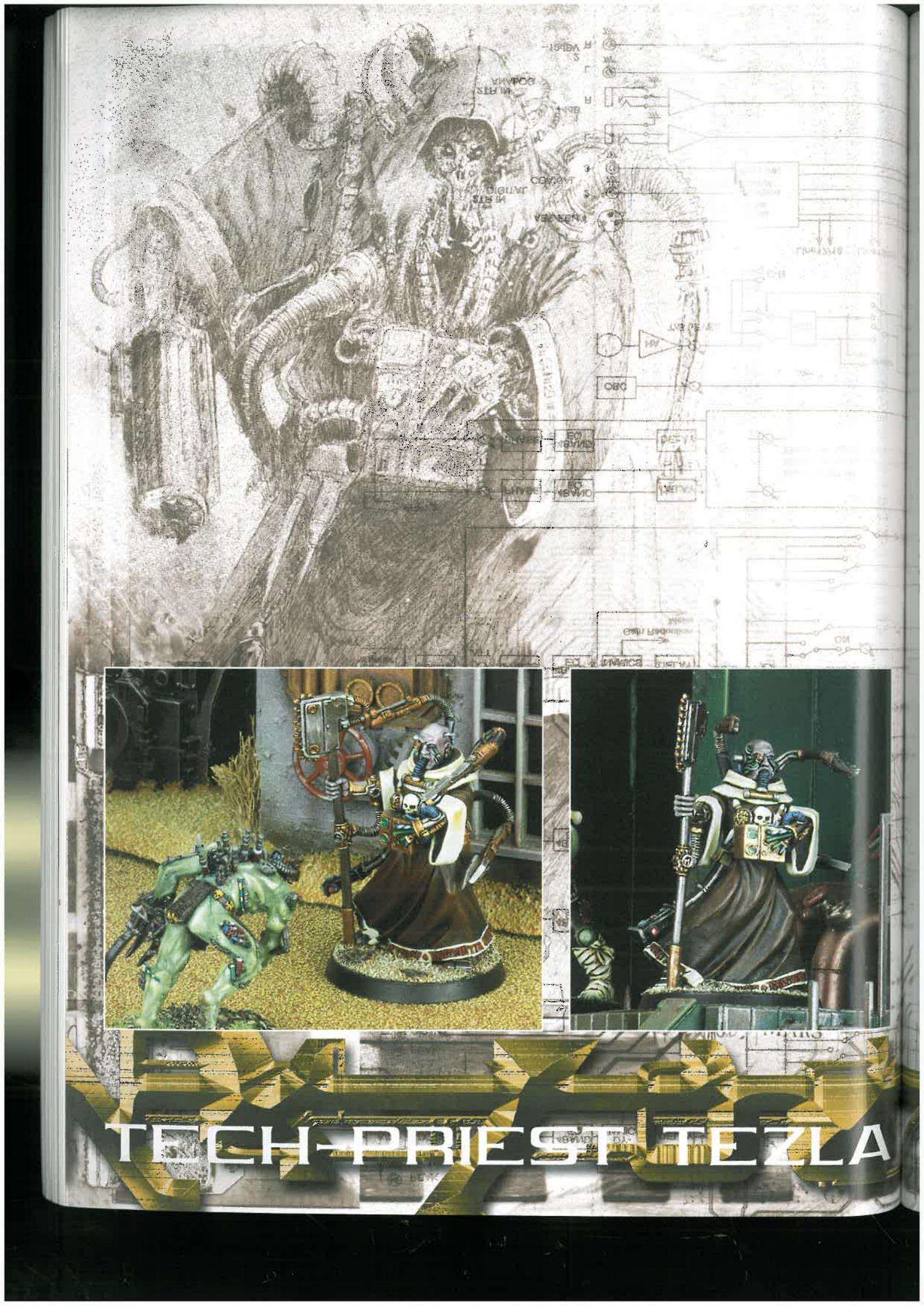
Stagnate and die, revolt and survive. Mandragora, the Ever-Shifting God, shall come from the heavens and nothing will remain the same. All will be changed, adapted and fashioned in his image, to overcome the tribulations of the future. The alignments of the mundane world must be prepared to allow his traverse from the Realm of Many Faces, the foes of change must be removed to pave the way for the Great Upheaval. Wield his magicks with pride, glorify in the transformation of your physical shell, and bring down his servants so that you might be a host to an aspect of Mandragora.

THE HIDDEN HAND

Upon the pyres of the dead and dying, we shall light a fire to the heavens that the gods themselves might see us once more. Thus spake the founder of the hidden hand, the Plague Lord. Mankind is a disease, spreading across the galaxy like a stain. The gods have turned from the filth of their presence. It must be cleansed so that the gods will pour their bounties upon Humanity once more, and pestilence and plague shall be the tools for a thief to catch a thief, a plague to kill a plague. Poison the wells, defile the air, pass contagion by touch to all those who pass by. When the corpses outnumber the living, light the fires of purification and pass their souls unto the netherworld to take your pleas and prayers to the gods.

MARTYRS OF THOR

The Martyrs of Thor were a small sect located on the world of San Sebastian in the earliest years of the 38th Millennium. All of them believed themselves to be descended from the mighty Saint Sebastian Thor himself, despite the fact he was known to be chaste for his entire life. The Martyrs of Thor were a suicide cult, who believed that only through the ultimate sacrifice could Humanity be accepted by the Emperor. They believed this so strongly that even unbelieving Imperial citizens would be borne up to Him in the great conflagration they would create. Unfortunately, the cult was a victim of its own success, its founders having killed themselves with a series of suicide bomb attacks only a few years after they had formed. With no one left to carry forward their teachings, the sect simply became another notation in the history books of San Sebastian.



TECH-PRIEST ZEZLA

Hieronymus Tezla was trained as a Runic priest on the forge world of Sygies VIII, a large moon which orbits a ringed gas giant in the binary star system of Vulcanis. Vulcanis is a vital stronghold of the Adeptus Mechanicus far to the galactic north of Terra and perilously near the Eye of Terror. Sygies itself almost fell to heretic forces in the legendary times of the Horus Heresy, only being saved by the intervention of the enigmatic alien Eldar race. This event has led to Vulcanis being the home of a secretive sect within the Adeptus Mechanicus known as the Xenarites.

The Xenarites are dedicated to the study and exploitation of alien technology, a policy which most Tech-Priests find highly offensive. "If the Omnisiah had meant use to use xeno-tech," the saying goes, "he would have given us foul alien brains to comprehend it with." The Xenarites point to the intervention of the Eldar to assist the true followers of the Machine God as a sign that even they are subject to his will, and that it is their sacred duty to study them.

Aware of the antipathy of their colleagues, the Xenarites pursue a policy of covert study, often dispatching Tech-Priests and their servitors to alien sites

instead of bringing artefacts back to forge worlds for study as prescribed by doctrine. As a result, it is not unusual for Xenarite expeditions to encounter resistance from alien lifeforms, local inhabitants and even Inquisitors and other Tech-Priests in the pursuit of their studies. Open conflict with Imperial authorities is not unknown, regrettable occurrences which have only served to drive the Xenarites deeper underground, concealing evidence of their activities and guarding their study-sites heavily.

Runic priests are trained in arcane branches of scientific lore such as intuitive mechanics, speculation and improvisation. Their special skills are brought into play when scripture and doctrine fail to produce results, although their methods are often viewed with suspicion by more orthodox Tech-Priests. This marries closely with the Xenarites' aims and, as such, Tezla was recruited to their ranks even before his training was completed. Tezla has rapidly become an important member of the sect, proving to have a truly enquiring mind and a natural talent for locating alien artefacts. He won great renown amongst his fellows for his audacious examination of a crashed Fra'al spacecraft in the Tamahl sector and his subsequent etheric-

plasma theorums. Likewise his studies of the ancient Ork power field generators on Polaris are reckoned to be the authoritative texts on the subject.

Over a decade ago, studies of Exodite artefacts found on the meteoroid fragment AB/90120jk 7m drew Tezla's ever-wandering gaze to the so-called maiden worlds of the Halrubra Fringe. He was last heard of leading a heavily armed servitor expedition to the moon of Eldrathon IV, where he believed an undiscovered Eldar warp-portal lay beneath the surface.

"Yes, by way of scripture, it is not for us to question the divine Omnisiah by studying the technology of alien races. However, it is my belief that the Machine God has laid the full panoply of xenological study before us for precisely that reason. I believe His Will is that we should observe and catalogue all forms of science, not only those forged by the hand of Mankind. By such study we become better able to appreciate the technological wonders of Humanity itself."

Hieronymus Tezla at the Vulcanis Symposium, 782.M41

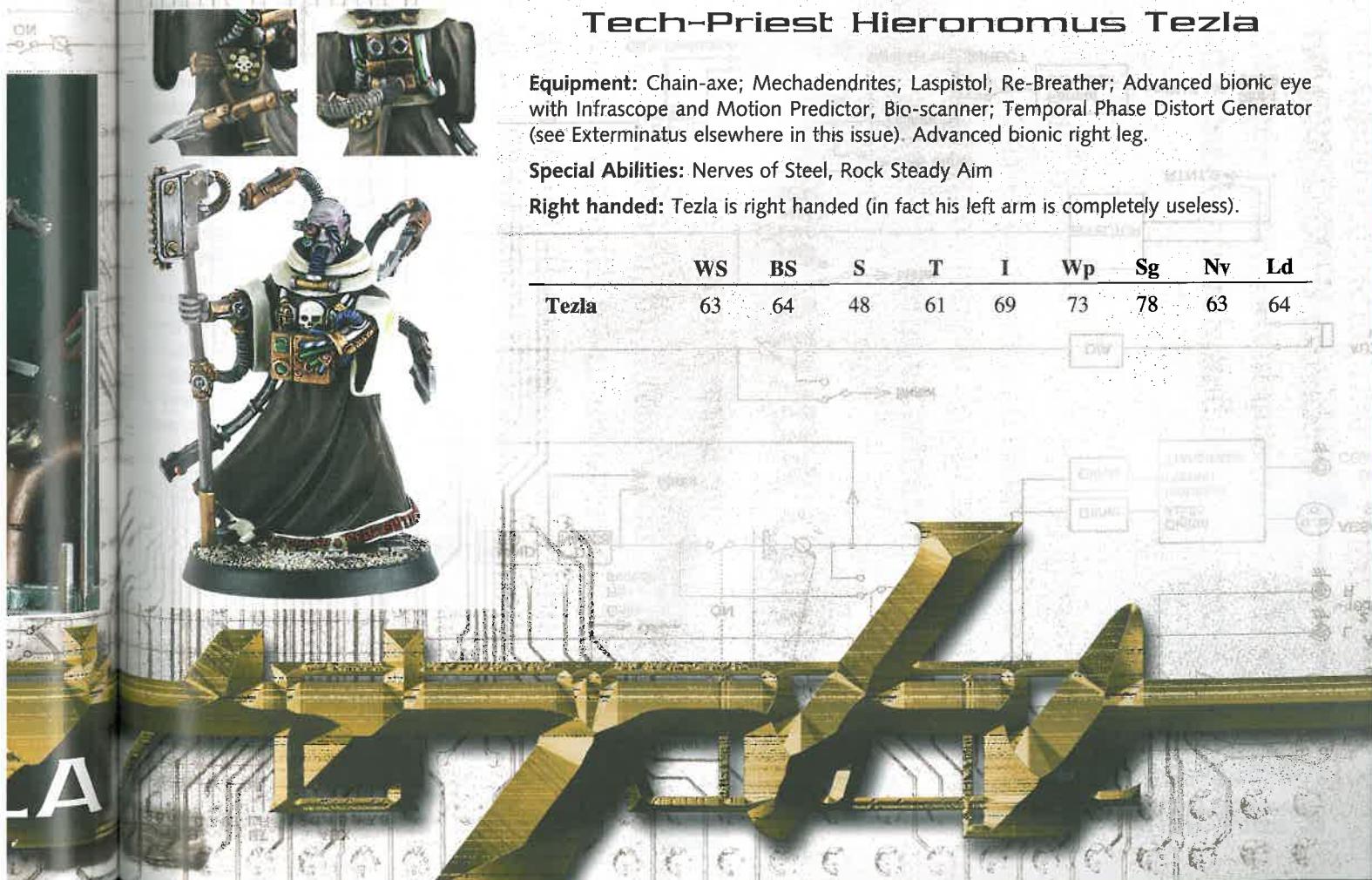
Tech-Priest Hieronymus Tezla

Equipment: Chain-axe; Mechadendrites; Laspistol; Re-Breather; Advanced bionic eye with Infrascope and Motion Predictor; Bio-scanner; Temporal Phase Distort Generator (see Exterminatus elsewhere in this issue). Advanced bionic right leg.

Special Abilities: Nerves of Steel, Rock Steady Aim

Right handed: Tezla is right handed (in fact his left arm is completely useless).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Tezla	63	64	48	61	69	73	78	63	64



Paul Rudge joined the White Dwarf team back in January and has taken up the dubious mantle of terrain bloke. Over the next few months Paul will be explaining how easy it can be to make a whole battlefield full of great looking and detailed terrain.



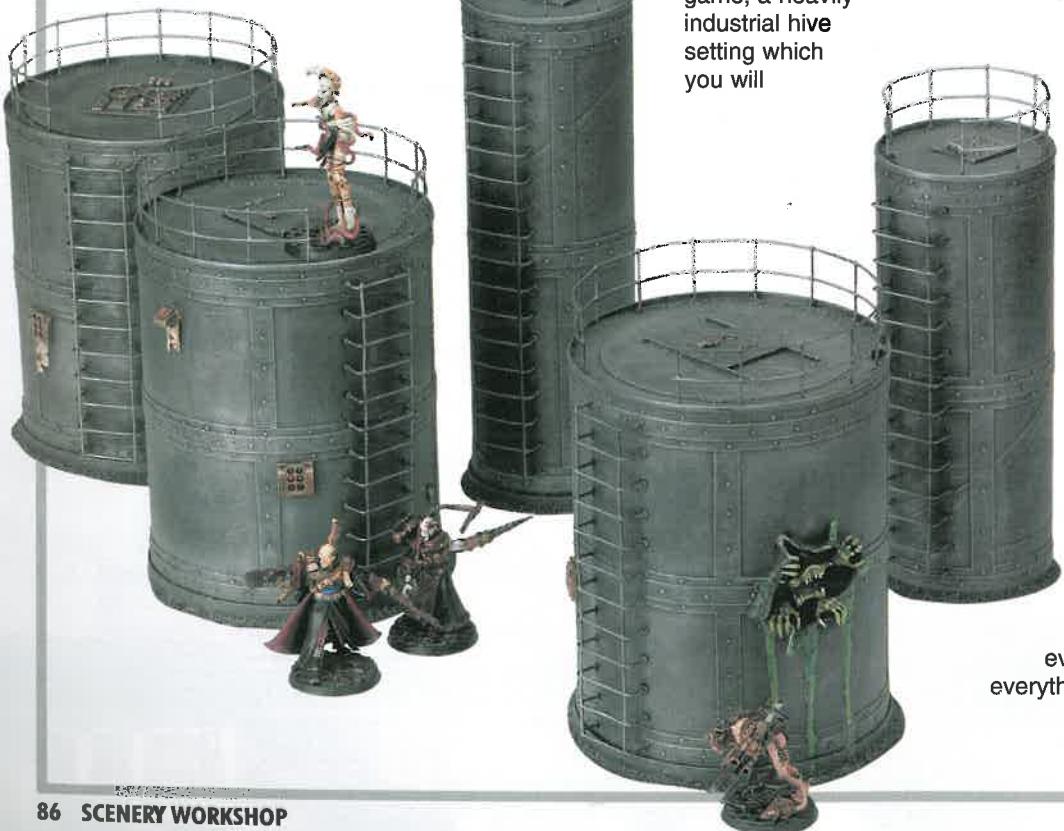
WHAT YOU WILL NEED TO BUILD YOUR CHEMICAL STORAGE TANKS:

- Rabbit hutch wire (available at pet shops)
- A tub, tin or tube
- Dressmaking pins
- Cotton wool buds
- Corrugated card
- Green stuff
- Thin card
- Your bits box
- Chaos Black spray paint
- Boltgun Metal citadel paint
- PVA glue and superglue

YOU WILL ALSO NEED THE FOLLOWING TOOLS:

A small drybrush, tank brush, detail brush, cutting mat, steel ruler, modelling knife, small hammer, metal file, pin vice, clippers & pen or pencil.

The brief: design and build a 6' x 4' battlefield for Inquisitor which will be used in a future Inquisitor battle report.



86 SCENERY WORKSHOP

SCENERY WORKSHOP

Building an Inquisitor battlefield, part 1

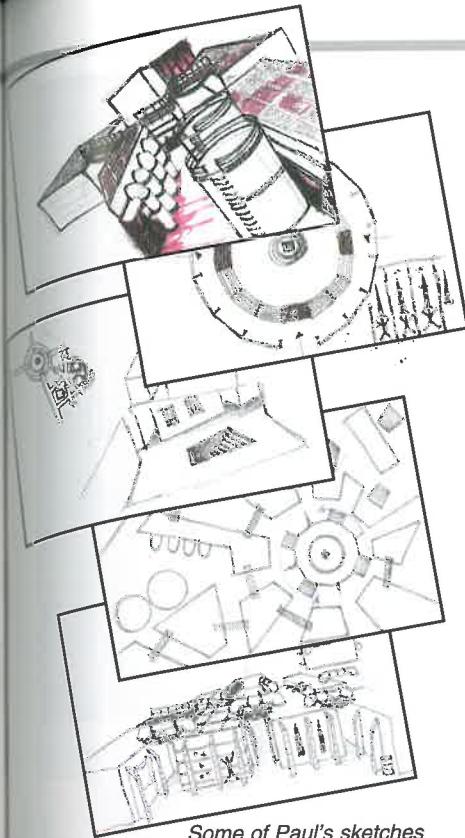
Before joining the White Dwarf team I spent my time working for Games Workshop at its Sunderland and Middlesbrough stores, endlessly creating new terrain. I have always enjoyed building scenery, but when I arrived at White Dwarf, I had to fight off stiff opposition to become the new terrain bloke. Feeling secure in my new role, I was excited to find that my first project would be to design and build a whole battlefield, and even better, it was to be in a whole new scale. The finished board would need to be packed full of new and exciting terrain for Inquisitor, although I was confident that my basic techniques and ideas for making Warhammer 40,000 scenery would apply equally well.

The 'Eavy Metal team had already created two themed sets of terrain for the new game, a heavily industrial hive setting which you will

have seen featured in the WD258 battle report, and a badlands, Mad Max style setting, and I was set the task of creating a third. Luckily the theme had already been chosen: a Chaos cultists' hideout. All I had to do was come up with a plan.

My original ideas and sketches seemed to be very sci-fi orientated and clean, but after talking with Inquisitor designer Gav Thorpe, John Blanche and Dave Gallagher, the artists responsible for the visual image of Inquisitor, ace terrain builder Dave Andrews and of course Paul Sawyer, a very dark and sinister picture was beginning to form. What was needed was a bit of horror.

Just how to add the element of horror to a battlefield was the question. The obvious ideas sprang to mind: cover the buildings with daemonic heads and the floor with skeleton sprues and noxious ooze. However, it was just too obvious and it would require far too much time. What was needed was something more subtle. I have recently finished reading several of the Black Library novels (*Ragnar's Claw*, *Hammers of Ulric* and of course the exploits of a certain mad Dwarf Slayer) concerning the followers of Chaos, and the general rule is that cultists prefer to hide their inner sanctums deep within dark and vast underground mazes, places built by men but now long forgotten. It's deep within these labyrinths that the influence and power of Chaos begins to grow and radiate ever outwards, transforming everything with its subtle taint.



Some of Paul's sketches

With that in mind I began to plan out my board. It would be some sort of sub-basement service level, a maze of endless corridors, pipes, cables, storage tanks: a lower level of a hive world sealed off and forgotten. The main focus point would be some form of Chaos temple with all other terrain radiating out from that point. The buildings would be very angular; corridors wide at their entrance will narrow as you move closer to the source of the corruption, creating a much darker enclosed space as the walls move closer together.

Over the next few issues of *White Dwarf* I'll be showing you just how I set about building the battlefield. Each month I will focus on certain pieces of terrain and hopefully inspire you to build your own terrain at home.

In this first instalment, I'll begin by showing you just how easy it is to create and paint a chemical storage tank or tower, using some unusual materials you probably already have lying around your own home.

Before you begin building anything you are going to need a largish flat area for you to do your modelling on. If you are using the kitchen or dining room table, make sure it's well protected before you start. A couple of layers of newspaper will protect

against spillage but if you do any heavy cutting I suggest you use a piece of wood or a cutting board (available from craft shops) to protect the table surface. Next make sure the tools that you need are at hand and any unneeded clutter is removed.

Before you start have a read through this article. Remember, this is only a guide to the storage tanks that I made – feel free to experiment and try your own ideas.

The first thing that I needed was some form of container to create my storage tanks from. The best place to find suitable containers was the kitchen and I had no problem finding plenty. I recommend looking for a container that is made of card (much easier to convert and paint) and has a lid. The first job, as it was full of food, was to empty the container; eat it! There was no shortage of volunteers in White Dwarf for this job.

1. Once I had my container, I filled the now empty space by rolling up some corrugated card and placing it inside. This makes the structure more sturdy and helps with later stages of the modelling process.



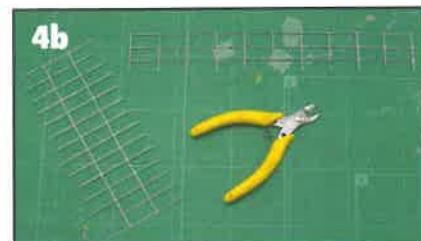
2. I took some thin card, again I found plenty of this in the kitchen in the form of cereal boxes, and cut strips of card 15mm, 10mm and 7mm wide, the length of the strips depending upon the circumference of my container (I found this by simply taking a piece of paper and wrapping it around my container and measuring where the paper first overlaps itself).



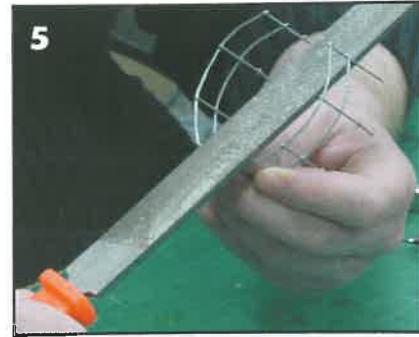
3. Once I had my strips of card cut to the correct length I took three 15mm wide strips of card and glued a strip to the very top, bottom and middle. I then took three 7mm strips and glued these on top of the 15mm pieces I had just stuck down, taking care to position them in the centre of the first strips of card. Looking from above the container I mentally divided it into quarters and glued eight short 10mm strips above and below the centre strip, down the length of the container creating eight equally sized panels.



4. Now to create my safety railings and ladders, I took my sheet of rabbit hutch mesh and cut myself a section running across the length of the sheet and a section running down the height of the sheet.



5. I gently bent my railing to shape and then using a metal file, removed any sharp points.





Tyrus uses a high vantage point to locate his quarry.

6. I then placed my railing on the container and with a pen I marked out where the legs of the railing touched the top of the container.



7. Using a pin vice I created a set of holes for the legs of the railing.



RIVETS

Here is an alternative way of creating rivets for terrain. You'll need a piece of plastic rod, (available in different sizes and shapes from your local modelling shop) superglue and a knife.



1. Using a sharp knife, begin cutting the plastic rod into slices. Try to keep the slices all the same thickness as this will make the finished piece of terrain look more realistic.



2. Then place a very small drop of superglue at the point where you want the rivet to be placed and using the point of the knife, gently pick up one of the rivets and place it on the superglue.



10. To create a ladder for my models to climb up and down, I took the strip of mesh that I cut earlier and gently bent the wire to form legs that will attach it to the storage tank.



8. I then took the railing and carefully placed the legs of the railing into the holes I had just just drilled, using small drops of superglue to secure the railing in place.



9. To create the rivets on my storage tank I took a box of dressmaking pins and, using a small hammer, gently tapped the pins into the centre of the card strips, taking care to position them at evenly spaced intervals. The corrugated card I had placed inside the container will hold the pins in place.



12. The following is optional and was done to add a bit of extra detail. I took some cotton buds and cut off the fluffy bits. I then cut the remaining piece of tube into half inch sections. Taking one piece and using a small hammer, I gently tapped it into one of the holes, leaving a small part of the tube sticking up above the surface for the ladder to be attached to.



13. I could now attach my ladder to the storage tower, carefully placing each of the legs into its correct hole. This was a bit tricky so I took my time and once positioned I secured it in place with small drops of superglue.



14. After a quick look through my bits box I created a hatch for my storage tower using the lid from an ammo crate and a hand rail from an Ork Wartruk. The storage tower was now ready to be painted.



15. I undercoated my storage tower with a black undercoat spray.



16. Once my tower was dry, using a tank brush, I drybrushed it with Boltgun Metal. It was then ready for its first battle.



DETAILING YOUR STORAGE TANKS

You can of course add extra little details to your own storage tanks. After a quick look through my bits box, I came up with the following ideas:



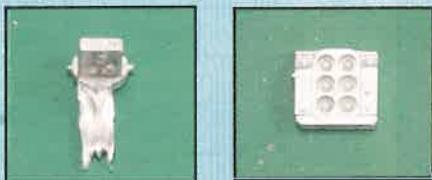
With the release of the new Tyranids, creating an evil creature was very easy.



The inner hatch from the Land Raider creates an excellent security hatch.



The top plate from a Vindicator makes an interesting alternative to a hatch cover.



Here I used bits from various sources to create these small details.



Brother Josef prepares to charge as the beast shows itself.

GAMES WORKSHOP

STOCKIST LISTING FOR THE ASIA PACIFIC REGION

AUSTRALIA

AUSTRALIAN CAPITAL TERRITORY

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Tuggeranong Toyworld

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Balgowlah Buckets 'n' Spades
NEW! Ballina Toyworld
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Bathurst Toyworld
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Castle Hill Hobbies in the Hills
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Charlestown The Games Shop
Coffs Harbour Toyworld
Dee Why Spectre Bark Games
Double Bay Toy Villa Toy Kingdom
Dubbo Angus & Robertson
Eastwood Mega Games Trader
Erina Casey's Toyworld
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Lake Haven Toyworld
Leeton Leeton Toy & Hobby
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Tamworth Angus and Robertson
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Warriewood Toyland
Wollongong Toyworld
Woy Woy Book Exchange

NORTHERN TERRITORY

Alice Springs Toyworld
Casuarina Comics NT
Casuarina Enchanted Worlds
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QUEENSLAND

Aitkenvale Games Exchange
Anderley Comic Warrior
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3 7177	Gympie	Toyworld	(07) 5482 5485
9 6191	Hervey Bay	Toy Kingdom	(07) 4124 5644
2 1486	Innisfail	Mellicks Centre	(07) 4061 2477
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2 5175	Lawnton	Mr Toys Lawnton Superstore	(07) 3881 1250
1 4623	Logan Holme	Mr Toys Logan Hyperdome	(07) 3801 5926
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7 6156	Maleny	Toywild & Cycles	(07) 5499 9755
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7 2069	Mt Gravatt	Hobby One	(07) 3343 8655
1 5668	Mt Isa	Dragon's Lair Hobbies & Games	(07) 4749 5508
7 7504	Mt Isa	Dunstan & French Book Country	(07) 4749 0400
5 4454	Morayfield	Mr Toys	(07) 5495 7100
5 3785	Nambour	Toy Kingdom	(07) 5441 1669
1 3613	North Rockhampton	Toyworld	(07) 4921 3121
0 5855	Nundah	The Hit Point	(07) 3256 7560
4 5090	Oxley	The Emperor's Legions	(07) 3278 3333
1 5505	Pialba	Hervey Bay Toyworld	(07) 4124 5945
0 7199	Redcliffe	Toyworld	(07) 4328 4291
7 2233	Robina	Toyworld	(07) 5578 7588
4 6206	Rockhampton	Capricorn Model House	(07) 4922 1507
2 3949	Southport	Toyworld	(07) 5591 6255
5 5655	Springwood	Mr Toys	
5 5544	Toowoomba	Springwood Superstore	(07) 3208 9750
2 2530	Townsville	Mack Campbells	(07) 4638 2030
5 4661	Warwick	Toyworld	(07) 4779 0277
3 7362	Wynnum	Toyworld	(07) 4661 1144
3 9166	Wynnum	Wynnum Hobbies	(07) 3893 0043

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Geraldton	Toy Kingdom	(08) 9921 1353
Hillarys	Toyworld	(08) 9402 5044
Kalamunda	Kalamunda Toys & Hobbies	(08) 9293 1169
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Croydon	Mind Bogglers	(03) 9723 2293
Dandenong	Games World	(03) 9793 9955
Doncaster	Games World	(03) 9848 9180
East Preston	Games World Northland	(03) 9471 2211
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Geelong West	Tates Toy Kingdom	(03) 5222 4201
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Index Astartes

First Founding



An in-depth look at the First Founding Legions of the Adeptus Astartes

BRINGERS OF DARKNESS

The Night Lords
Space Marine Chapter

by Phil Kelly

The Night Lords have always belonged to the darkness. Ever since their inception, the black seed of their Primarch infected them with violence and despair. Although they once fought with grim efficiency in the name of the Emperor, the Night Lords were among the first to turn to the darkness, sowing misery and fear like a plague across unnumbered worlds.

Origins

According to the heretical handwritten chronicle of his life, entitled simply *The Dark*, Konrad Curze's earliest memory was of descending from the heavens in a crackling ball of light to the night-shrouded planet of Nostramo. His embryonic form impacted on the dense cityscape of Nostramo Quintus, smashing through countless levels of debris and mouldering architecture, through the planet's crust and into the geosphere before finally coming to a halt near the liquid core of the planet. His descent left a scar in the virtually inviolable adamantium strata of Nostramo, the result of the supernaturally resilient Primarch's violent birth into a world that knew no light. The cratered pit his descent had carved into the planet was closed off and regarded with fear and suspicion. Theoretically, the only way the Primarch could have reached the surface was to have swum through molten metal, borne upwards through volcanic vents to the surface. The Arcana Progenitus of Nostramo Quintus details the incident in vague, awkward terms:

...a glowing child-form it was, crawled from the Pit onto the broken street, hissing molten metal dripping from its limbs. It was a daemon, no less, with the body of an infant but the expression of an old man, its eyes black and cold as obsidian.

Due to the pollution-clogged atmosphere, Nostramo was barely better lit at noon than at midnight. A shroud of perpetual darkness kept the planet swathed in dull greys and deep blacks. Only the rich could afford the Nostraman idea of light, little more than dim blue illumination-strips in the ceilings of the ruling hierarchy's luxurious dwellings. The adamantium that riddled the planet's crust, Nostramo's chief export to its neighbouring worlds, was the reason for the thousands of metalworks and chemical plants that scarred the landscape and choked the air with noxious filth. The vast majority of the planet lived in abject poverty as foundry workers, whilst the rich grew in affluence, trampling down or killing any who dared oppose the status quo. Murder, theft and extortion were rife. Crime ran unchecked, the only gesture toward law enforcement was the

horrific brutality meted out by the hierarchy's hired thugs upon those who opposed them. Depression was inescapable, and overpopulation was prevented not by war, disease or legislation, but by suicide.

Unlike many of his brother Primarchs, Konrad Curze raised himself, and his survival instincts and iron constitution undoubtedly carried him easily through whatever rigours the pollution-choked city of Nostramo Quintus could throw at him. He spent his early life stalking silently through the streets, feasting on the pack animals that prowled the barrens around the hive-like cities. He did not ascend to heights of intellectual prowess, he was not schooled by the finest tutors in the land nor taught the blade or axe by noble mentors. Rather he rose to the top of the food chain, at first eating rats and other vermin, then the black, lean dogs that stalked the choked streets, and finally the corpses of the many victims of Nostramo's corrupt society. His powerful form, clotted with filth and blood, fuelled the citizenship's fears of this feral menace.

The Purging of Nostramo Quintus

One of the better known facts about Konrad Curze was that he was cursed by visions of horrifying potency throughout his life. Rather than seeing the myriad possibilities the future could hold, as the sorcerous Eldar claim they are able to, the visions he would experience were inevitably dark and troubled, the blackest paths the future could take unwinding before him. Among the most debated writings of Curze's history are the revelations contained in volume two of *'The Dark'*.

At times, in raptures of pain, I saw what was to occur laid out before me. In these waking dreams, I took countless lives with my bare hands, heads taken as trophies. I died again and again at the hands of my father. My sons butchered and maimed their brothers. My name was to become synonymous with dread. But most vividly and with most frequency, I saw my world pierced by a lance of purest light, splitting it, shattering it into dust.

Some unrecorded event during his maturation pitched Curze into a destructive cycle of persecution and murder, with his focus always upon the

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structured criminal elements of Nostramo's society. This vigilante war may well have started small, with Curze merely intervening when he witnessed something he thought wrong, but soon he deliberately hunted down those members of society that transgressed.

At first, several prominent figures among the city's corrupt hierarchy went missing. Others were quick to fill their shoes. Later that year, as an unusually long and swelteringly hot summer set in, those who protested loudest also began to disappear. The citizens of Quintus quickly ceased voicing their objections. Bodies of known criminals were being found splayed, gutted like fish by the cruel attentions of an unseen assailant. The corpses of hierarchy officials were found hung by

their feet from high windows. Headless bodies were found mutilated, opened so that their corruption could be exposed to the acidic air of Nostramo. Many of the corpses found that summer were unrecognisable due to the severity of the beatings they had fallen prey to. Body parts blocked the storm-drains, the beggars and children of the gutters quick to divest them of expensive jewellery and rich fabrics. It was obvious that Curze had no compunction in putting to death those that defied his law in displays of horrific brutality.

Within the year, the crime rate of Nostramo had fallen away to nothing. Society was transformed, and the ripples were felt all over the planet. Quintus developed a self-imposed curfew; none strayed out later than

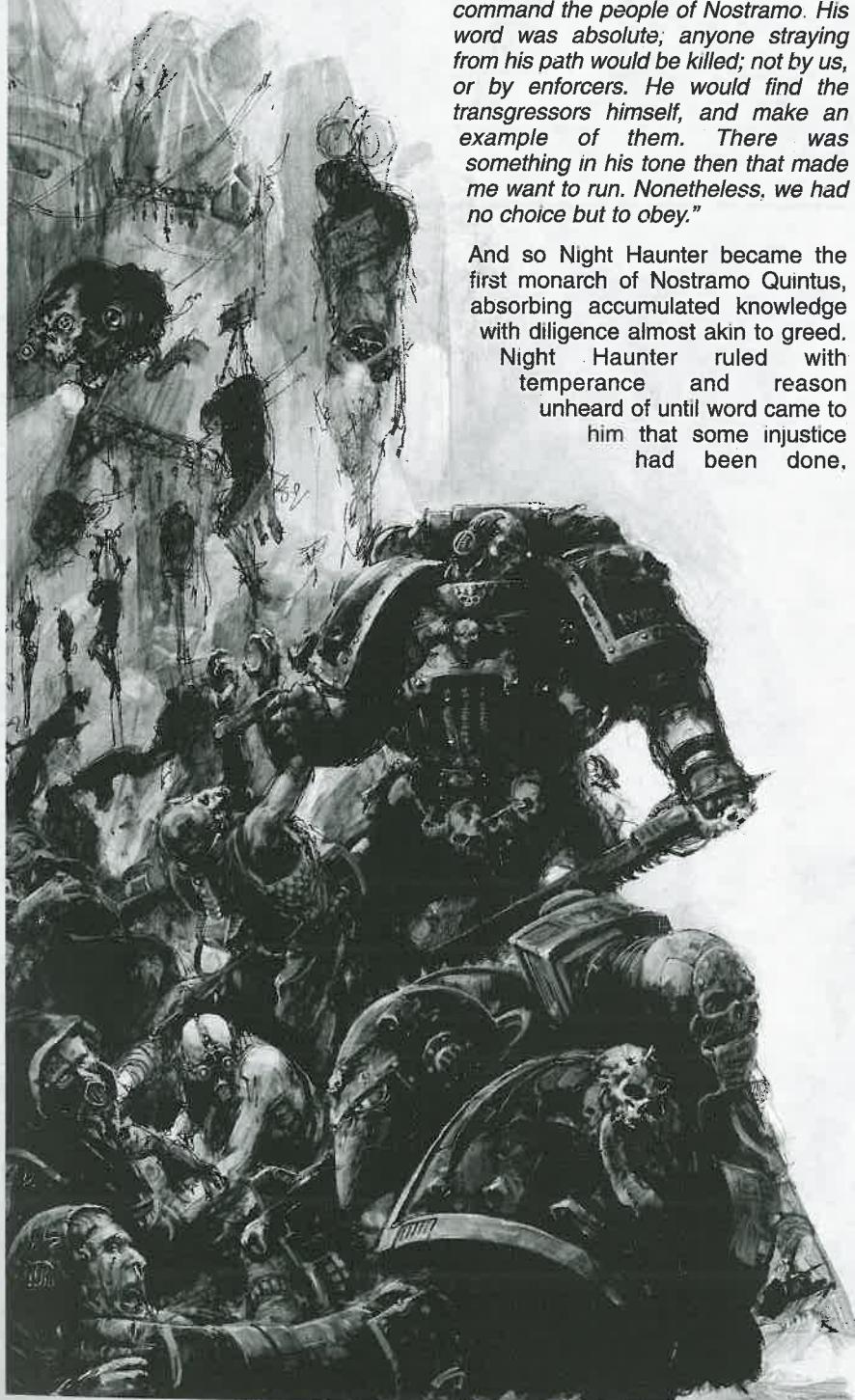
early evening. The midnight streets, previously buzzing with activity, were as silent as the grave. Mothers threatened disobedient children with the depraved attentions of the Night Haunter. Soon the name became more commonplace, used by the populace as a whole. Rumours of a hideous, dark creature that stalked the alleyways and tunnels, its filthy claws ever ready to disembowel those who strayed, abounded within the city. The citizens of Quintus lived a half-life of fear, silent lest their words should be taken as heresy. Nostramo was ripe for the rule of the Night Haunter.

The Dark King

Soon enough, Konrad Curze saw a glimpse of salvation for his world. There was simply no crime left, no



killers aside from himself. He was the only object of fear and hate left in his city. No longer did his people live in cringing anticipation of being robbed or shot whilst they slept, now they feared only him. He had taken the burden of evil upon himself, and found he was more than able to stand it. It seemed his martyrdom lent him strength, and soon even he began to refer to himself as Night Haunter. The following excerpt is taken from the last Annals of Ghereticus, a noble of some standing before he swore fealty to the Primarch.



"He was waiting for us, the few nobles left alive in Nostramo, and as he squatted engulfed in shadow we thought he was (fragment missing). He dwarfed the luxurious throne he was perched in, the magnitude of his presence incredible. I could hardly breathe as he (fragment missing), his pallid, sunken features coming into the light of the glow-strips. Just then, I thought he was going to leap, and I could not move.

But it seemed he had a use for us. We were to become his mouthpiece, the instruments through which he would command the people of Nostramo. His word was absolute; anyone straying from his path would be killed; not by us, or by enforcers. He would find the transgressors himself, and make an example of them. There was something in his tone then that made me want to run. Nonetheless, we had no choice but to obey."

And so Night Haunter became the first monarch of Nostramo Quintus, absorbing accumulated knowledge with diligence almost akin to greed. Night Haunter ruled with temperance and reason unheard of until word came to him that some injustice had been done,

whereupon he alone would hunt the offender through empty streets until exhaustion forced his quarry to collapse. He would then proceed to mutilate his prey, although not beyond recognition. This unpredictable pattern of benevolent wisdom and hideous vengeance ushered the shocked populace into new realms of efficiency and honesty. Exports of adamantium to their neighbouring worlds tripled. The society existed in a terrible harmony of shared wealth and shared fear. None dared have more than his neighbour and under the shadow of Night Haunter's rule, the city grew well-lit and prosperous. And as Nostramo Quintus led, the rest of the planet followed, anxious to keep the Night Haunter from their doors.

Imperial historians have correlated Night Haunter's rule over Nostramo Quintus and its surrounding cities with the time the Great Crusade reached the fringes of the galaxy where Nostramo orbited its dying sun. The following is a fragment of Astropath Thoquai's personal records, transcribed during the Great Crusade as the Imperial battle barge *Divinity's Sword* entered Nostramo's system. So far sixteen Imperial Scholars have been fatally chastened after unwisely expressing their concern over the implications therein.

"I felt I knew well why the Emperor's ship changed course for that bleak orb, even before consulting the cards of the Lesser Arcanoi. They described great wealth, prosperity, stability. The Moon, the Martyr and the Monster lay in a triangle. The King lay reversed at the feet of the Emperor. Strangely, the sign of Hope was also reversed, and the horrific aspect of Death, ever present, lay above the entire tableau. But the course was set, my misgivings as a mere breath against the maelstrom of his will."

The history of Nostramo was littered with references to an event called the Coming of the Light. The Emperor's arrival on Nostramo had such an indelible impact in the minds of Nostramo's citizens that the world was irrevocably changed. Though the Emperor's arrival brought hope to the populace, it ultimately brought a terrible curse.

When the eternally dark skies above Nostramo played host to the lights of the Emperor's fleet, the entire population of Quintus, one by one, overcame their fear. They stood in the cold streets, faces uplifted to the sky, many for the first time in their lives. Undeniably, light was coming to their world. It was growing brighter

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by the minute. Men stood as children, mouths agape, eyes shielded from a light they could not understand. Many went into seizures of confusion and fear, many cried in joy, many crawled on their bellies, convinced they would all die.

The Emperor of Mankind had watched the way that this world worked from his divine auguries. The citizens were clean and efficient, working towards a common good with determination and silence. The night streets were completely empty as the entire planet slept. Evidently they lived in ignorance of the glory of the Imperium, but their King, undoubtedly possessing great authority and able to command unquestioning respect, had moulded the society into a model of productivity. Matchless efficiency. Natural conformity. Total obedience.

Due to the entourage of scribes, attendants and aides that accompanied the Emperor on his journey to the centre of Nostramo Quintus, it is possible to accrue a detailed account of the meeting between the Emperor and Night Haunter. Even some of the Emperor's words to the Primarch have withstood the ravages of time.

The Delegation of Light, as it came to be known, entered the city of Nostramo Quintus on foot. The drizzle of acidic rain ceased as if in acknowledgement of the Lord of Humanity's presence. Before them were the citizens of Nostramo, few of whom could bear to look directly at the glowing form of the Emperor, but many of whom wept as the healing light of his radiance reflected from the rain-slicked streets upon their pale faces. Those who dared to glance directly at the burnished gold of the Emperor's power armour found their delicate sight lost to them forever, the shining image of mankind's saviour burned indelibly into their jet-black eyes.

Strangely, not one of the citizens made a single sound at the passing of the Delegation. In his subsequent report, Captain Lycius Mysander of the Ultramarines mentioned that the pleading look in the eyes of those who dared to raise their faces must have been because the poor creatures had never seen any real kind of light before. Scholars have since speculated that perhaps they sought deliverance from the regime of fear shackling them to what were almost certainly bleak, joyless lives.

At the end of the sprawling broadway that led to Night Haunter's faceless tower stood the towering Primarch, his

lank hair shielding his face from the light as the Delegation marched towards him. The crowds parted like dead wheat before a summer breeze. The Emperor opened his arms wide as he approached Night Haunter.

Suddenly, Night Haunter began to shake violently, his hands flying to his eyes, as if to claw them out. A thin scream issued from the Primarch's palsied lips, and he dropped to his knees. His closest advisors were taken aback; this was greater in severity than even the fits they had recently witnessed. Then, with a benevolent smile, the Emperor stepped forward and gently placed his glowing hands on the Primarch's head. His screaming stopped, his hands dropped to his sides, and his body became still. Night Haunter's advisors, fearing the worst, started forward, only to be stopped by the sheer force of the newcomer's presence.

The Emperor spoke to the Primarch, and his reply echoed clear across the plaza. Since that day, it has echoed across the gulf of time.

"Konrad Curze, be at peace. I have arrived, and I intend to take you home."

"That is not my name, father. I am Night Haunter, and I know full well what you intend for me."

The Fall of Nostramo

The glimpse of hope given to the citizens of Nostramo by the arrival of the Emperor was ripped cruelly away from them as the Emperor left with their monarch. Many were at first overjoyed that the Night Haunter had been taken from their midst, so that they could talk and act freely once more without fear of gory retribution. But despite the nominal presence of the Administratum, the society soon degenerated into a seething morass of corruption.

In fact, the punctual reports of Administrator-regent Balthius, stationed upon Nostramo after the Emperor's delegation left for Terra, grew steadily less frequent, eventually straying into depression and irreverence. It is rumoured by Administratum scholars of the period that he took his own life.

Worse still for the populace of the planet, the Emperor had shown that there was civilisation outside of Nostramo's tenebrous star system, that there were better places in the galaxy, and that these places had light and splendour. The curse inflicted upon the citizens was that of futile hope, as each knew in their hearts that these places were far beyond their

The Space Marines fear no evil.
for we are fear incarnate.

- Night Haunter,
Primarch of the Night Lords

reach. The Emperors' light had robbed Nostramo of its last defence against the darkness; ignorance.

Night Haunter quickly adapted to the teachings of the Imperium, though his manner remained dour and silent, even when introduced to his brother Primarchs. With the Primarch of the Emperor's Children, Fulgrim, as his tutor, he learned the complex doctrines of the Adeptus Astartes perfectly, committing them to memory with consummate ease. He often referred to Terra as a paradise, and his physique adapted to the diurnal cycles so unusual to his home planet. Soon, Night Haunter was incepted as the spiritual and military leader of the Night Lords, his genetic progeny, an entire legion of sons to whom the prodigal father had returned.

As the Great Crusade pushed onward once more, Night Haunter demonstrated a highly unusual grasp of military strategy, and his new Legion adapted to his tactics with intelligence and dedication. Although he excelled in many theatres of war, he was completely oblivious to the subtleties of negotiation and parley. It simply did not occur to Night Haunter to use anything less than total and decisive force to achieve his objective. This tendency spread quickly throughout the Night Lords' upper echelons until it was accepted without question. Where a simple surgical strike would suffice, Night Haunter regularly used excessive force to achieve his aims. On several occasions, the Primarch is recorded expressing the opinion that by utterly crushing the transgressor in full view of his compatriots, an enforcer not only solves the original problem beyond all doubt but ensures that those who observe it dare not stray from the path of Imperial law. Ultimately, the actual physical presence of the enforcer is not necessary to enforce the law. This was the belief underpinning Night Haunter's political and military tactics from the beginning.

Over the first few years of his rule as Primarch of the Night Lords, his legion utterly destroyed traces of heresy with the fanatical thoroughness of witch hunters. Night Haunter moulded his sons into an efficient, humourless force of warriors to whom killing was second nature, achieving their goals by any means necessary. It is recorded that

early in his career as a military commander, Night Haunter led his finest warriors against a temple devoted to the worship of an agricultural deity, burning the entire settlement to the ground.

An incident in which the Night Lords virus-bombed a continent because an emergent cult devoted to Slaanesh had been uncovered on a remote island was cited as an damning proof of their dangerous use of excessive force. Night Haunter encouraged his legions to decorate their armour with icons of fear and death to further enforce their already terrible reputation. Winged skulls, death masks, screaming faces and other hideous images were painted onto the legion's power armour with the greatest of care. Even the shrunken heads of their enemies often adorned the armour of the Night Lords.

The tactic proved incredibly effective. Soon the extreme measures of the Night Lords became infamous, the mere mention of their presence in a system enough to ensure that civilised planets paid all outstanding tithes, ceased all illegal activity completely and killed those who bore deformities rather than invite a purge from the Night Lords.

As his Space Marines fell in the front lines of battle, Night Haunter ordered new recruits from his home world of Nostramo. He knew the citizens of his home world would obey him without question, and was convinced that they would work towards the common good of the Imperium with the same dedication they evinced as his subjects. What Night Haunter did not know was that Nostramo had spiralled into the corrupt and decadent society it had been before he arrived. Only the most ruthless, hardy criminals remained healthy and strong on the cut-throat world of Nostramo, and it was these men, possessed of strength and vicious nerve but absolutely no scruples, that ended up populating the Night Lords' ranks. Warrior cults emerged within these black-eyed, pale recruits, pacts were made and oaths sworn. Incidents of the Night Lords' culling of defenceless populations increased with worrying frequency.

Although a son of the Emperor was answerable to none but the ruler of Mankind himself, Night Haunter's behaviour was looked upon with suspicion by his brother Primarchs. The scars left by his former life on Nostramo ran deep. Despite the fact that he spent time with his peers, the Primarch kept himself at a distance, never able to join in their camaraderie

or share their joy. He still fell into convulsions, plagued by visions of his own death, of his Night Lords fighting war after war with the other Legions of the Adeptus Astartes. But despite the concern of his companions, he would not reveal any more than dark hints of the cause of his tormented spirit. This feeling of isolation gradually grew into paranoia, and the gulf between Night Haunter and the brotherhood of the Primarchs widened.

The matter of Night Haunter's heretical beliefs did not come to a head until some time later, and only because Night Haunter had managed to maintain some semblance of trust with his former tutor, the Primarch Fulgrim. Fulgrim's own outlook may have allowed him to understand Night Haunter's twisted logic, even if the resources the Night Lords expended on their purges could have been better spent elsewhere.

It has been concluded that when Fulgrim came to his aid after a violent fit, Night Haunter felt that he could confide his fears in Fulgrim. Given Fulgrim's reaction, it seems likely the Night Lords Primarch told of his certainty that he would be killed by his own father, that their children would die fighting amongst themselves rather than their enemies, and that the light the Emperor had brought to Nostramo would destroy it forever.

Fulgrim in turn confided Night Haunter's story to Rogal Dorn, who took exception to this slight on the Emperor's name. The following description of subsequent events hints at a confrontation between Rogal Dorn and Night Haunter, and given some of the writings it is obvious that the two came to blows. The excerpt is allegedly part of an account by Lord Princeps Ichabod Lethrai of the victory banquet held in honour of the pacification of the Cheraut System in 7232826.M29. It is kept in a solution of oils to prevent its degeneration, and is among the most closely guarded texts within the cloister-archives of the Library Sanctus.

...Lying on the stone floor, breathing shallowly, was Rogal Dorn. Blood soaked his robes, great gouges of flesh were missing from his torso. Crouching on the giant warrior's chest like a hideous white gargoyle was the hunched, pallid form of Night Haunter, his flesh covered in a film of sweat. He was panting heavily, and matted hair fell down over his jet-black eyes as he turned to face us. He was weeping, but his face was contorted into a snarl, his features wracked with hate and guilt in equal measure.

The events immediately following this incident are not recorded, but it appears that the Primarchs held a conference amongst themselves, with Night Haunter exiled to his chambers. What decision they reached has been lost to history, but the conclusion of this terrible chain of events is engraved deeply in the tragic story of the Imperium's darkest hour.

When the council of the Primarchs disbanded many hours later, they found Night Haunter missing, his honour guard butchered to a man. The corridors, walls and ceiling of the cloisters leading from his quarters were slick with blood and peppered with pieces of shattered bone. Night Haunter had already mobilised his legion's craft. By the time the Primarchs had enough craft ready for pursuit, Night Haunter had already entered the warp.

Without the supernatural skill and incredible prescience of the Emperor's Primarchs, many of Night Haunter's pursuers could have been lost that day as the rogue vessels delved deep into the heart of the Empyrean. The journey malleable within the warp, may have taken hours or months; no reliable records exist. But one thing was certain, despite their valiant pursuit, his brothers arrived too late.

The Night Lords' ships orbited Nostramo, hundreds of weapons trained on the shrouded planet, the rays of the system's dying sun glinting from barrels too numerous to count. As the fabric of space buckled and twisted, disgorging the few craft able to keep pace, the lances and mass drivers of Night Haunter's flagship opened fire upon the planet.

Beam after beam of incandescent light joined the fusillade, all concentrating upon the same point, a weak spot in Nostramo's adamantium crust theorised to be left by the Primarch's initial landing. The lasers of the Night Lords' ships focused a blinding lance of pure energy into the planet's core, and with a cataclysmic explosion, the dark planet burst apart.

The Horus Heresy

In the wake of his terrible act, Night Haunter became susceptible to the whispered temptations of Chaos. By this time, he was dangerously unhinged, leaving a trail of devastated worlds across the galaxy. Few civilised worlds were totally without blemish, and the pretexts on which Night Haunter launched full-scale invasions became less and less credible. Imperial reconnaissance craft followed

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In the wake of the Night Lords' fleet, reporting back to the Emperor's throne room across unimaginable stretches of time and space.

The atrocities the Night Lords were wreaking in the Emperor's name were abhorrent. Blasphemous acts and horrendous violence were the signature of the Night Lords' visitations, the fleet pressing ever onwards so as to avoid retribution. The tastes of the Legion twisted from physical sadism and torture into the infliction of psychological damage, with the dark-armoured warriors beginning to slow their frantic orgy of destruction into premeditated campaigns of mind-numbing terror. They became connoisseurs of pain and despair, taking weeks in the infliction of misery and fear upon a planet, feeding upon the dark emotions they conjured. The Night Lords made sure to invade helpless, backward planets where the population could barely comprehend that Hell had come to their world, feeding on their confusion and fright like leeches.

No longer did Night Haunter crusade in the name of the Emperor, who he now denounced as a weak hypocrite without the courage to admit that his own doctrines were just as extreme. Now the Primarch fought in the name of death and fear, knowing full well how the horrific arsenal at his disposal could aid him in his malign work.

Night Haunter changed physically during this time, his lips receding completely, his muscular frame

hunching over, and his gnarled hands stretching into grasping talons.

Appalled by his son's grotesque acts, the Emperor was forced by repeated protests to call Night Haunter to account, demanding his presence for a full inquiry into his Legions' methods. But as the edict was issued, and the slow but powerful arm of Imperial law stretched out to Night Haunter, the greatest betrayal the Imperium had ever seen came to terrible fruition. Horus, first among the Emperor's chosen, betrayed him by converting several of the Space Marine Legions to the worship of Chaos. The true extent of his treachery became evident to the Emperor at Istvaan V, and the quest to bring the Night Lords to justice was

abandoned as the Imperium tore itself apart in all-out war.

Night Haunter was quick to pledge allegiance to Horus, and it became clear that all the allegations levelled at the Night Lords were true. From the planet of Tsagualsa, deep in the wilderness area of space known as the Eastern Fringes, the Night Lords launched a campaign of genocide and purest evil that made their previous atrocities pale in



THE CULLING OF GRENDEL'S WORLD

In the year 2353843.M34, the Imperial frigate Hand of Mercy detected a residual distress call from a small isolated world in the Ysobael Cloud, a twisting system orbiting a small bright star deep in the reaches of the Eastern Fringes. When the world was investigated by the crew of the Mercy, every single inhabitant was found dead. Many of the symbols cut into the corpses were identifiable as the sigils of the Night Lords. After an understandably brief investigation, the crew filed a report on the incident, and a squad from the Scout company of the Mortifactors Space Marines was assigned to assess the situation. From their findings, they were able to glean much information about the methods with which the Night Lords conquered the worlds in their path.

The Night Lords initially observe the planet from orbit. This is evident due to their unerring accuracy in finding the communications centres of a given world, where they aim their initial attacks. These are blood-fuelled orgies of carnage, mangled corpses testament to the violence of the assault. The buildings and communications apparatus bear not even the slightest scar or burn; evidently the Night Lords eschew the wasting of ordnance during these purges.

It would be around this point that any frantic warning signals are abruptly cut off, and the screams and pleas of the dying replace any useful information. These demoralising sounds, in conjunction with static and whispered obscenities, are looped into the world's communication networks. Scenes of butchery and blood-soaked depravity are broadcast across the vid-screens of the terrified population. These looped images and messages were still playing, albeit in a stilted, halting pattern, when the Mortifactors Scouts investigated the empty habitats of Grendel's World.

None of the buildings on the planet were harmed in any way, showing clearly that the Night Lords have no interest in random destruction. If the planet had been able to muster any real defence, the damage wrought by a full-scale battle would be evident. The fact that this is lacking on a world hosting considerable military resource is testament to the Night Lords' skills.

After destroying the planet's electrical grid, the atmosphere is brought into a state of permanent night. This is achieved by the detonation of nuclear-level explosives in uninhabited areas, launched from the Night Lords' ships still in orbit. The resultant fall-out throws up such vast quantities of dust and irradiated smoke that the entire planet is consumed by a blanket of darkness, which was still blotting out the sun during the Scout team's investigation. Levels of radiation poisoning in the corpses littering the streets were dangerously high; presumably the loss of teeth and hair and the deterioration of skin tissue in the populace is a desirable side-effect for the Night Lords.

The psychological trauma caused by these tactics takes a considerable toll in itself, and roughly one third of the planet's casualties appeared to have taken their own lives rather than face the Night Lords. Once word had spread of the Night Lords' arrival, and the population had reached the point of hysteria, the Chaos Space Marines began their sport. This appears to have lasted several weeks, given the varied levels of decay exhibited by the corpses of Grendel's World inhabitants. Closer inspection revealed that roughly 14% of the populace died from fear itself; their cause of death not bolter round or chainsword, but total nervous failure. Men, women and children alike were found dead, and the all-pervading silence, coupled with the unnatural twilight of the nuclear winter, was profoundly unsettling even for the members of the Mortifactors.

Not a single body of a Night Lords Chaos Space Marine was found on the planet. However, given the symbols daubed in blood and the ashen corpses lying dead in their beds, in the streets, and in the parks, the fate of Grendel's World was unmistakably their work. It can only be hoped the senseless genocide of the populace can furnish us with a little more information on how to scour this menace from the face of the Imperium.

comparison. They pledged no allegiance to any particular Chaos power, looking upon such devotion with scorn. Instead, their Primarch fed on fear, and eventually became what he most loathed. Soon enough, the ranks of his once-proud Legion were entirely composed of sadistic murderers and criminals granted the power to oppress anyone they chose by the Primarch's own potent gene-seed. Rather than serving Chaos, the Night Lords used it as a tool in their inhuman works. The galaxy trembled at the very mention of the dread Legion, and slowly but surely, the Night Lords carved a bloody trail towards Terra.

Even at the conclusion of the Horus Heresy, when the Chosen One of Chaos lay broken and beaten on the burning remains of his battle barge, the Night Lords fought on with unforgiving ferocity. They continued to raid the Imperium, all military strategy and carefully planned campaigns of terror discarded in favour of wanton murder and destruction. The hand of Night Haunter was still evident in the acts of his Legion, but it is obvious from field recordings of the time that the battle orders of the Primarch had changed. Where they were originally cold and calculating, the Night Lords now struck against overwhelming odds, their tactics eventually betraying a self-destructive desperation. It is quite possible that Night Haunter was aware of the fact that the Emperor had finally issued the order for his life to be terminated at the hands of the Callidus temple of assassins. Fully half of the existing Callidus operatives were dispatched to locate and destroy the Primarch, hoping his death would disband the Night Lords forever.

The last words of Night Haunter stand as one of the great enigmas of Imperial history. It is thought that the assassin M'Shen was consciously allowed to infiltrate Night Haunter's grotesque palace on the world of Tsagualsa, an edifice constructed entirely from still-living bodies. Expecting to have to deal with numerous guards and loyal retainers, she was surprised to find the halls of bone and flesh completely deserted. The vid-log built into M'Shen's baroque vambraces, kept in stasis at the heart of the most venerated Callidus shrine, shows the final confrontation between the twisted Primarch and the avenging angel. The events are portrayed thus:

Sitting in a pool of shadow upon a throne made from the fused bones of his victims, a carpet of still-screaming faces leading up to gnarled, naked feet, sits Night Haunter himself. His

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madness and hate radiate from him, palpable even through such a remote medium as a vid-log. M'Shen stops in her tracks when the fallen Primarch raises his head, her face reflected in the impassive, deep black pools of his eyes. Long moments pass. Then, in a voice thick with contempt and pain, Night Haunter speaks.

Your presence does not surprise me, Assassin. I have known of you ever since your craft entered the Eastern Fringes. Why did I not have you killed? Because your mission and the act you are about to commit proves the truth of all I have ever said or done. I merely punished those who had wronged, just as your false Emperor now seeks to punish me. Death is nothing compared to vindication."

Then the vid-log blurs for a fraction of a second as M'Shen leaps forwards, and the last image in the recording is of dark, staring eyes brimming with madness above a lipless smile before the recording inexplicably shorts out.

Home World

Nostramo was a dark, bleak planet shrouded by vast clouds of dust and pollution. It had five major cities sitting at the habitable hub of the planet, Nostramo Prime to Nostramo Quintus, each city functioning as a self-contained industrial system. Due to the synchronicity in the orbit of Nostramo and Tenebor, the moon interposed between Nostramo and its dying sun, these cities experienced the equivalent of a Terran night even during the middle of a Nostraman summer. The physiology of the humanoids that lived there remained virtually identical to that of Humans from the Segmentum Solar, another argument in favour of Genetor-Chief Ratifer's Convergent Evolution Hypothesis, with the exception that none of the planet's indigenous life forms have irises; the visible part of their eyes consisted entirely of pupils. Their skin was very pale, and an acute form of albinism, though recessive, was common in the populace.

The geology of Nostramo was nothing short of priceless, as the crust had unprecedented amounts of naturally occurring adamantium. The presence of such abundant quantities of valuable metal meant that the cities of Nostramo enjoyed very profitable trading with their neighbouring worlds, although it is well known that these worlds sold the metal on at a much higher price to the traders of the Imperium. An entire strata of the planet's crust was comprised of this valuable metal, and it is thought that the planet had a very

volatile core, hence its megatonne explosion at the hands of the Primarch.

Since the Night Lords lost their Primarch it would seem that they are one of many Chaos Space Marine forces based in the Eye of Terror. Most likely they have found some shadowy daemon realm in which to exist, although this conclusion is mere hypothesis. Without committing extensive resources, it is unlikely the Imperium will be able to tackle the threat of the Night Lords at their source.

Combat Doctrine

The Night Lords adopted the modus operandi of their Primarch without exception, and thrive in sowing fear and confusion among their enemy. It is common practice for Night Lords Chaos Space Marines to ensure that the communications of a target planet are shut down, broadcasting hideous messages and screams across the airwaves as they begin slaughtering the occupants at their leisure. It is very rare that the Night Lords voluntarily fight a force able to withstand them; they much prefer to attack the weak and frightened. Repeated instances have shown that the Night Lords will not give quarter, and are entirely bereft of mercy. Any poor soul offering to surrender will have his pleas answered by mutilation and painful death.

Night Haunter's Legion have no holy crusade, no belief that causes them to spread murder and misery to the worlds they visit. Similarly, they have no martial creed, all concept of honour eroded by the supplanting of vicious criminals into their ranks.

The Night Lords are masters of stealth, able to infiltrate a position quickly and silently. These arts appear to be innate to the legion, and come to the fore during the sick games they use to drive their prey into paroxysms of terror. Even before they turned to Chaos, the Night Lords adorned their armour with imagery of death; this is because they know that fear can be used as a weapon just as effectively as a chainsword or bolter. Given their predilection for picking on weaker foes, a fully-armoured Night Lords champion armed with a devastating array of weaponry is always more than a match for the foes he chooses to fight.

Beliefs

Night Lords are exceptionally versatile in their use of the forces of Chaos, employing the hell-spawned powers of each of the major Chaos deities with equal favour. It is just as likely that the

Night Lords will be seen fighting alongside a group of foul Plague Marines as it is the warriors of the Thousand Sons. However, it has been ascertained that the Night Lords have nothing but scorn for faith in all its forms, whether it be the fanatical bloodlust of the Khornate Berzerker or the devotion of the Imperial creed. The only authority they recognise is that of temporal power and material wealth.

Observational evidence would suggest that the only reason the Night Lords fight is for the love of killing and the material rewards this can bring. They take great pleasure in gunning down defenceless prey, especially those too young or sick to stand up to them. It is certainly not for the thrill of battle that they fight, as an army of Night Lords can be expected to try every underhand trick in the book before resorting to honest combat. This is possibly a vestige of their ancestry in the criminal classes of Nostramo where it was commonplace to ruthlessly force the will of the strong upon the weak.

Gene-seed

The gene-seed of the Night Lords seems to be surprisingly pure. In fact, of all the Chaos Space Marine Legions, the Night Lords seem to bear the least evidence of mutation. This is perhaps due to a stable gene-seed stock, perhaps due to the fact they rarely associate themselves with a particular Chaos power for any length of time.

Although the Night Lords are distinguished by jet black eyes and pale skin, the real legacy of Night Haunter may be psychological. There is a tendency for paranoia and self-destructive behaviour in the Night Lords, and it is said that their sorcerers have a pronounced vulnerability to being wracked with painful seizures in which they experience visions, oblique or not, of the future. Night Haunter is believed to have only been able to see the darkest path of all possible futures, a terrible curse, and the visions tended to be self-fulfilling. It is to be hoped that the Night Lords' sorcerers suffer the same fate. This is as yet speculation. However, given their Primarch's susceptibility to such prophesies, it seems more than likely.

Battlecry

"We have come for you!"

USING A NIGHT LORDS ARMY IN WARHAMMER 40,000

Night Lords use the following units from Codex Chaos Space Marines.

HQ	0-1 Chaos Lord or Daemon Prince, Sorcerer.
ELITES	Chaos Terminators (no Cult Terminators), Chaos Space Marine Veterans.
TROOPS	Chaos Space Marine Veterans, Chaos Space Marines.
FAST ATTACK	Chaos Space Marine Bikers, Chaos Raptors (see below).
HEAVY SUPPORT	Chaos Havocs, Chaos Dreadnoughts, Chaos Predators, Chaos Land Raiders, Chaos Obliterators.

A copy of Codex Chaos Space Marines is necessary to field a Night Lords Chaos Space Marine army. The following rules and Codex changes apply. Note that the entire Chaos army must be Night Lords, not just one or two squads.

FORCE ORGANISATION

Whichever Force Organisation chart is being used, the Night Lords may drop two choices from the Heavy Support section and replace them with a single extra Fast Attack choice. They may not reduce the number of Heavy Support choices below one. On Standard Missions, therefore, the Night Lords could limit themselves to one Heavy Support choice which will in turn provide them with one extra Fast Attack choice.

Night Lords may take any number of units of Chaos Raptors subject to the Force Organisation chart, not 0-1 as it states in Codex Chaos Space Marines.

SPECIAL RULES

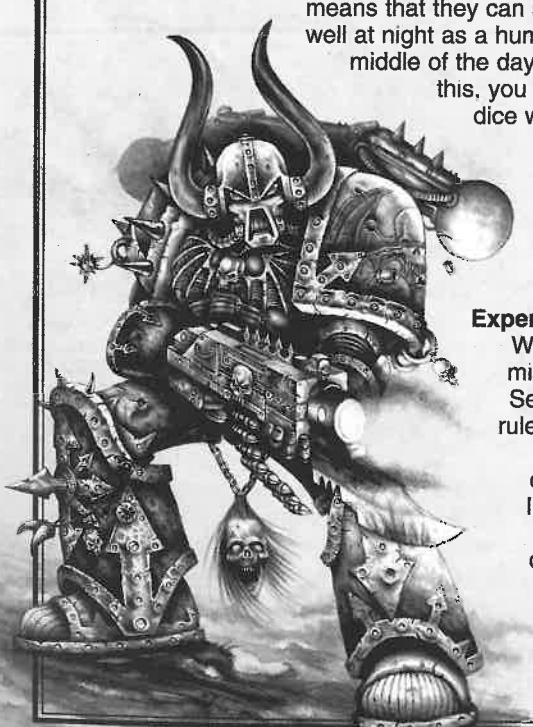
Chaos Undivided: No member of a Night Lords army can bear a Mark other than that of Chaos Undivided, or use gifts requiring another mark.

Night Vision: The Night Lords' peculiar physiology is adapted to Nostramo's state of constant darkness. This means that they can see almost as well at night as a human can in the middle of the day. To represent this, you may reroll the dice when rolling to see how far a

Night Lords unit can see when fighting at night.

Expert Infiltrators:

When fighting a mission with the Sentries special rules, all sentries must subtract one from their Initiative when attempting to detect a Night Lords attack.



Terror Attack: The Night Lords specialise in staging attacks at night, sowing confusion amongst the enemy, and disrupting their communications. These rules do not apply if the Night Lords are the defenders in any given scenario.

- In a scenario that uses the Reserves special rule, the Night Lords player may force his opponent to re-roll one successful Reserves roll per turn (the Night Lords player chooses which). The opposing player must accept the result of the second roll.
- All comm-links, improved comms, scanners and auspexes are ineffective in a battle against the Night Lords due to the disruptive effects of the communications breakdown.
- In any scenario in which the Night Lords are the attacker, the Night Lords player may choose to attack at night. If this is the case, use the Night Fighting rules regardless of the scenario being played.

Masters of Stealth: A favoured Night Lords tactic is to infiltrate behind enemy lines and then stage a devastating frontal assault, thus forcing their prey to fall back into the clutches of their brethren. To represent this, one Chaos Space Marine Veterans squad may set up anywhere on the table, provided it is 18" away from the enemy, in cover and not mounted in a vehicle, regardless of the scenario limitations. This means that even if the Veterans unit would not normally start on the table, they may set up during deployment nonetheless. This replaces the existing Chaos Space Marine Veterans *Infiltrators* special rule. This rule does not apply if the Night Lords are the defenders in any given scenario.

NEW WARGEAR

Stealth Adept

5 points

A Stealth Adept can maximise the benefits of any cover available, and therefore gains an extra +1 to his cover save. For example, a cover save of 5+ would count as a cover save of 4+ for a Stealth Adept. A Stealth Adept still gets no cover save when in open ground.

Jump packs **15 points for Night Lords (Independent characters only)**

Many of the Night Lords favour the mobility and speed lent to them by jump packs, and there is a preponderance of these within the upper echelons of their ranks. See the wargear section in Codex Chaos Space Marines for the rules for Jump Packs.

LORDS OF THE NIGHT

As the battle for the city of Vogen on Kai-Zhann tilted in favour of the liberating Imperial forces, members of the Night Lords Traitor Legion launched a desperate counter-strike. The Arbites precinct house bordering the old city and the administrative quarter had recently been recaptured and repaired by Imperial forces. It was strongly garrisoned and used as an ammunition depot for the continuing advance.

Using a sorcerous trick to draw the garrison out, the Night Lords pounced, closing quickly to seize the precinct house before their deception was exposed.

To fight out this encounter, Graham Davey took the part of the diabolic Night Lords Exalted Champion Gorsameth, and Rowland Cox that of the plucky Captain Fane of the 122nd Cadian. Both are experienced Chaos and Imperial Guard commanders respectively, but this battle was to be fought using the new Cityfight rules and was likely to be a new challenge for them both.

THE MISSION

The Cityfight mission we decided to play was 'Take the High Ground'. In

Pete Haines reports on the violent Cityfight battle when Graham Davey's sadistic force of Night Lords Chaos Space Marines encountered the Imperial Guard of Rowland Cox in a Take the High Ground Cityfight mission.

this mission, the players fight to control the highest point on the battlefield. In this case, the tallest point was (appropriately enough) the central tower of the Arbites precinct house. It was surrounded by ruins which included a cellarion, a hab-block and two wrecked manufactorums, further obscured by smoke slowly spreading from the still burning ruin of the old city. Graham won the roll for choice of table edge and put the old city at his back as the Night Lords advanced under cover of the smoke from the south.

The two Traitor Marines were in shadow, the Sorcerer Asuramandos stood with his legs braced holding his staff out before him, faint traceries of quicksilver glittered in the air around it as the warp obeyed his will. Despite his evident and intense concentration he glanced up to his companion and grinned hawkishly. "Have you noticed, brother, how so much of this battle has revolved around this one accursed building?"

"Of course I have," replied his comrade. "First the Arbites stall our rebel friends there long enough for the defences to be organised. Then, having paid the bloodprice, the fools lose it without a fight when their lines were broken by the Imperial Fists."

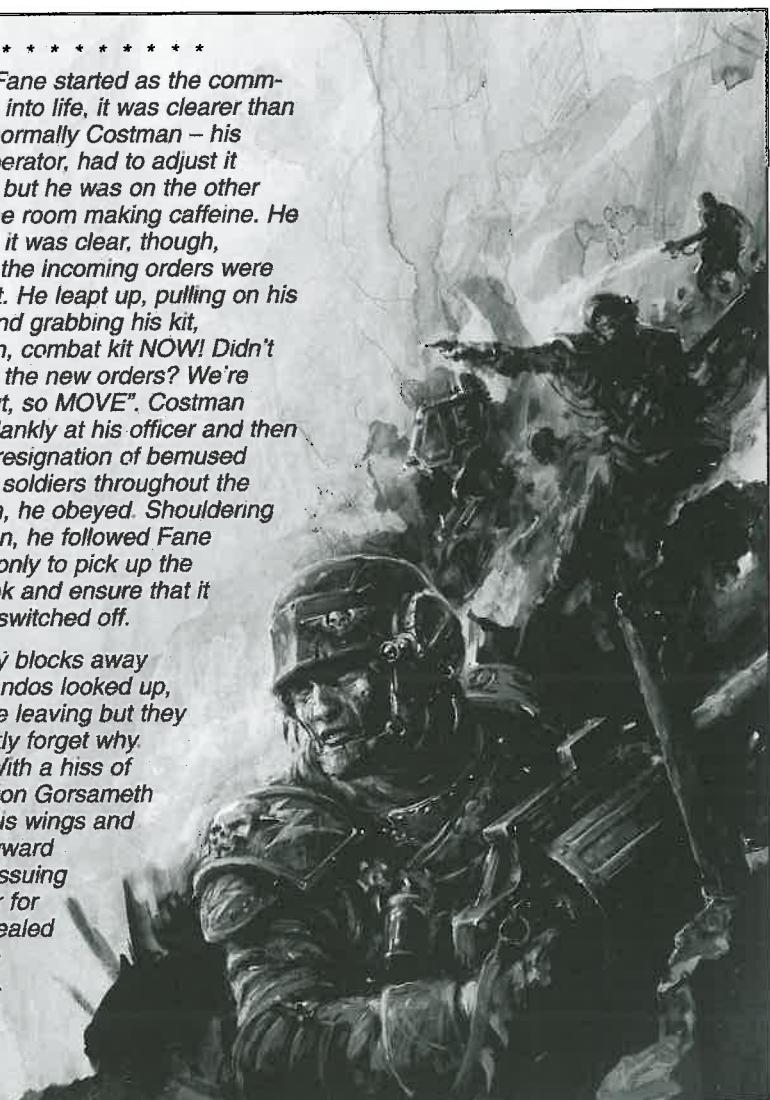
Gorsameth was marginally shorter than the Sorcerer, but broader, his shape cloaked by his folded raptor wings, and, despite his steady voice, he flexed his lightning claws impatiently as he spoke.

"Sorcerer... I want to send the Emperor's lackeys a message that this is not over, that the fear will always be with them. That precinct house is a symbol of this city's defiance and it must be destroyed. The fools have repaired it to serve as their arsenal and by their actions have served my purpose. Speak, Sorcerer, is it time?"

Asuramandos did not reply – his eyes were far away...

Captain Fane started as the comm-link burst into life, it was clearer than usual – normally Costman – his comm operator, had to adjust it carefully, but he was on the other side of the room making caffeine. He was glad it was clear, though, because the incoming orders were important. He leapt up, pulling on his helmet and grabbing his kit, "Costman, combat kit NOW! Didn't you hear the new orders? We're rolling out, so MOVE". Costman looked blankly at his officer and then with the resignation of bemused common soldiers throughout the Imperium, he obeyed. Shouldering his lasgun, he followed Fane pausing only to pick up the comm-link and ensure that it was still switched off.

A few city blocks away Asuramandos looked up, "They are leaving but they will quickly forget why. Hurry." With a hiss of anticipation Gorsameth spread his wings and leapt skyward already issuing the order for his concealed troops to advance.



FEAR THE NIGHT



Graham: 1,000 point Chaos Space Marine armies tend to be pretty small. All my favourite units are the most expensive ones, so it would be quite easy to choose an army with only twenty or so models in it. However, with that few men, you take just five casualties and you've lost a quarter of your army! No – my tactics for small games are to take plenty of models.

Remembering that even basic Chaos Space Marines are better than just about any other normal Troops choice, I took three squads. Next, one squad of Veterans, because their Infiltrate ability can be very useful in a Cityfight. Add to

that a Dreadnought (because they are always entertaining) and five Raptors. The Raptors are pretty expensive and I was torn between taking them or Terminators – the Raptors won out because they have much greater mobility. I went for a reasonably cheap Chaos Lord, with a jump pack so he could move around with the Raptors or go off alone. His lightning claws were added when Rowland decided he wanted to go 'over points' in order to take a Sniper – and it certainly made for a very cool model! Finally, I added enough wargear to make sure that every squad had something to deal with the numerous vehicles which I knew Rowland was fielding – a meltagun, a powerfist, meltabombs for the Lord, etc. The idea was to keep my army nice and flexible, with each element able to

deal with any target that was available. My tactics were only firmed up as we deployed for battle. This is the best time, as it is vital for a unit to be in the right place for the job you want it to do. The two squads with heavy weapons went straight onto the highest vantage points available to me. I placed the Veterans as close as possible to the objective, knowing that they'd get an extra Infiltrate move. I wanted them to reach the objective before anything else and then hold on to it. The Chaos Lord was deployed specifically to take out the dangerous Griffon, which Rowland had put near the back but unsupported. If he was still alive after that, he had the mobility to reach (and then slaughter) some other stuff too. The remaining squad, Dreadnought and Raptors were placed on my right, as close as possible to the enemy. Their job was to stop the bulk of the enemy army from reaching the objective at all. If I could get them amongst the Imperial Guard infantry, they should make a big hole! Overall, I knew it was a tall order for an Imperial Guard army to seize an objective, especially when faced with a Chaos Space Marines army. My biggest worry was that taking heavy shooting casualties early on would leave me with simply too few Marines to stop the hordes of Guardsmen.



FOR THE EMPEROR!



Rowland Cox

Rowland: It's not often you have the luxury of choosing an army from scratch, and getting the 'Eavy Metal team to paint it for you. I was lucky: the fact that we didn't have a proper Cityfight army don't, and with time fast running out to paint one, decisions had to be made. So somebody foolishly asked me to choose pretty much what I wanted. Hooray!

Firstly, if I was going to choose an army from scratch then it would have a strong siege/city-fighting theme. Secondly, that meant lots of close ranged weapons, and as my army would be moving to close on the objective, I figured I wouldn't have time to hunker down for a long range fire fight anyway. I have found that flamers work fantastically well, a corking D6 hits per squad they hit. Toasted traitor, perfect! Thirdly, I would need hard, survivable tanks and troops to survive any lethal crossfires which Graham might plan.

To theme the army strongly, the inclusion

of plenty of troops was essential; an easy thing with Imperial Guard, so one Infantry Platoon, supported by an Armoured Fist squad seemed to fit the bill. Obviously I equipped them with as many flamers as I could, including a double heavy flamer on the Chimera (they don't call me Rowland 'Burn Them' Cox for nothing!). Next, infantry support in the form of a Sentinel, equipped with an armoured crew compartment to make it more survivable, and a Griffon for long range firepower. Continuing the fiery assault theme, a Hellhound would provide excellent scare factor. Lastly I needed some real punch, so I chose a tooled up Command HQ, backed up by the hardest things available to me. Nothing fits the bill better than the Demolisher Siege Tank, backed up with some 'Big Toy Soldiers', a hardy Storm Trooper Squad. My army was chosen.

One important factor to consider for a Cityfight is the amount of terrain, and its effect on vehicles. If you can't get to where you want to be, then you can't win. All of my tanks, which I was going to move around with, had rough terrain modifications. This would allow them to re-roll failed difficult

terrain tests, a very useful thing! Extra armour would allow my tanks to

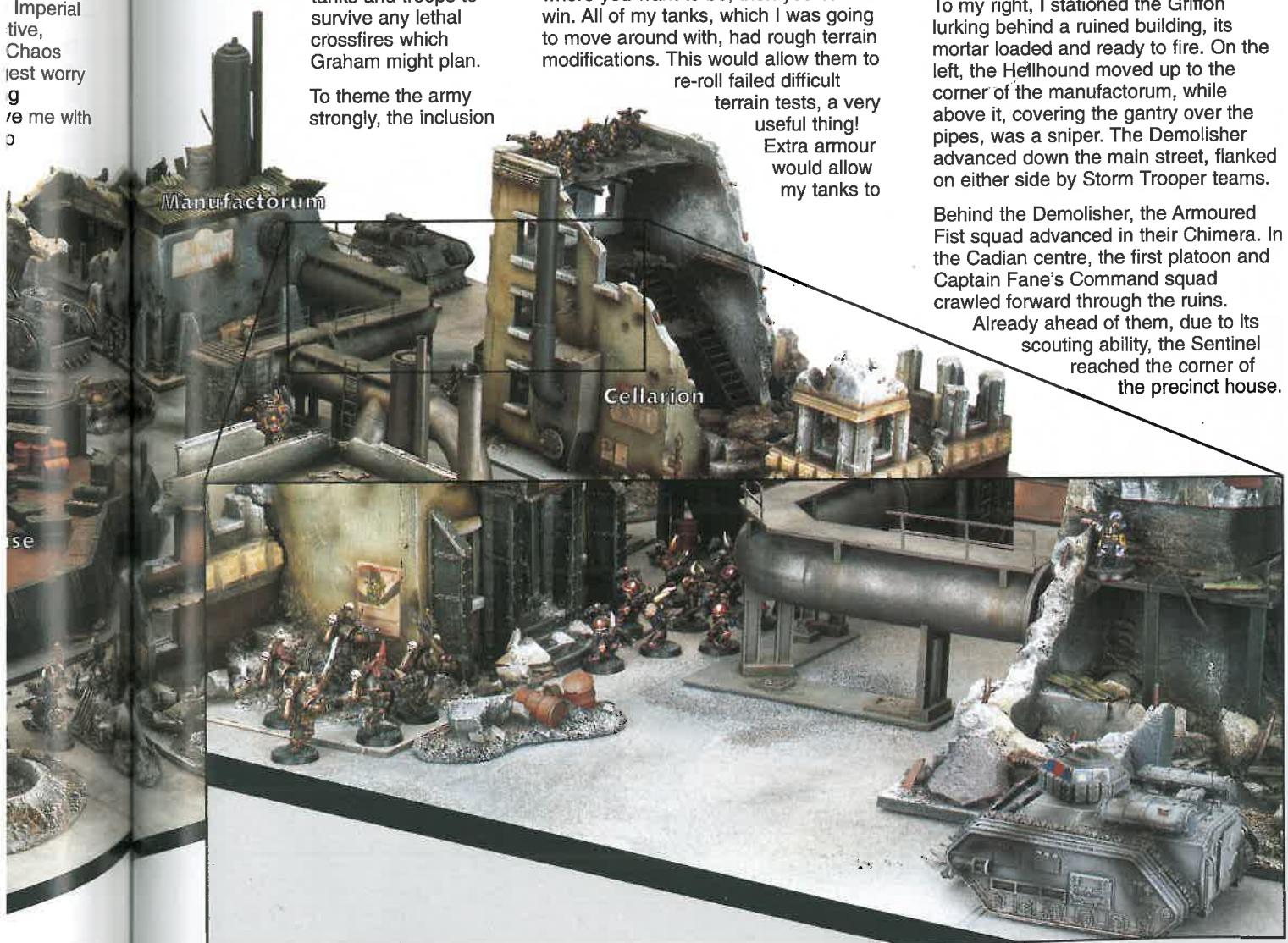
keep moving as well. After all, I didn't want my tanks to get stuck and then ambushed by power fist wielding Chaos Berzerkers!

Having played this mission a few times, I decided that the best chance I had of winning was with a well-timed charge towards the objective at the end of the game. Too soon, and I would get swamped by Chaos Marine scum. Too late would mean no chance of wresting the objective from dug-in squads of Night Lords. My plan was simple, advance en masse to the objective, engaging Graham's Traitorous Legions in close-ranged firefights, where my superior firepower would really take its toll. I could then finish any survivors off with a massed assault (remember, all models within 6 inches get to fight, and with Imperial Guard that's a lot of attacks!) I could feel this battle report was going to be great fun. With fire and steel I would cut a swathe through the Traitors!

To my right, I stationed the Griffon lurking behind a ruined building, its mortar loaded and ready to fire. On the left, the Hellhound moved up to the corner of the manufactorum, while above it, covering the gantry over the pipes, was a sniper. The Demolisher advanced down the main street, flanked on either side by Storm Trooper teams.

Behind the Demolisher, the Armoured Fist squad advanced in their Chimera. In the Cadian centre, the first platoon and Captain Fane's Command squad crawled forward through the ruins.

Already ahead of them, due to its scouting ability, the Sentinel reached the corner of the precinct house.



GORSAMETH'S NIGHT LORDS

HQ



Exalted Champion Gorsameth with two lightning claws, frag grenades, melta bombs, jump pack, spiky bits and the Mark of Chaos Undivided.

125 pts

Elites



8 Chaos Space Marine Veterans with bolt pistols, close combat weapons, frag grenades and one with a meltagun.

162 pts

Troops



10 Chaos Space Marines with bolters, frag grenades, one with a flamer, including **Aspiring Champion** Gothvell with a power fist.

203 pts



7 Chaos Space Marines with bolters and one with an autocannon.

115 pts



7 Chaos Space Marines with bolters and one with a lascannon.

120 pts

Fast Attack



5 Raptors with bolt pistols, close combat weapons, frag grenades, krak grenades and one with a flamer.

178 pts



Heavy Support

Chaos Dreadnought with a plasma cannon and Dreadnought close combat weapon.

115 pts

1,018 pts



one
120 pts

nd one
178 pts

on and
115 pts

018 pts



122nd CADIAN IMPERIAL GUARD

HQ

Command HQ

Captain Fane with a bolt pistol, power weapon and carapace armour.

4 Guardsmen, one with a standard, one with a meltagun and two with flamers. **110 pts**

Elites

S1

Storm Trooper squad with hellguns, targeters, carapace armour, one with a flamer, one with a meltagun including:

Veteran Sergeant with a hellpistol. **145 pts**

S2

Sniper with a sniper rifle. **15 pts**

Troops

Infantry Platoon

Command Section

Lieutenant with a shotgun.

4 Guardsmen with lasguns, two with meltaguns and one with a comm-link. **62 pts**

Infantry Squad

10 Guardsmen with lasguns, one with a flamer, one with a missile launcher and one comm-link. **83 pts**

2

10 Guardsmen with lasguns, one with a flamer and one with a comm-link. **68 pts**

AF

Armoured Fist Squad

10 Guardsmen with lasguns and one flamer.



Chimera with a turret heavy flamer, a sponson heavy flamer, smoke launchers, extra armour and dozer blades. **160 pts**

Fast Attack



Sentinel with a heavy flamer and armoured crew compartment



Hellhound with a turret-mounted inferno cannon, extra armour, a dozer blade and smoke launchers. **83 pts**



Heavy Support

Griffon with a heavy mortar and hull-mounted heavy bolter. **75 pts**



Demolisher with a turret-mounted demolisher cannon, a heavy bolter, extra armour, dozer blades and smoke launchers. **168 pts**

1,029 pts

SPLITTING SQUADS

In Cityfight games the Imperial Guard are able to split their normal ten man squads into five man teams. This enables them to advance alternately with one team providing covering fire. Two of Rowland's squads had split in this way to provide greater flexibility.

NIGHT LORDS TURN 1

Graham won the roll for first move, and the Night Lords seized the initiative. Lord Gorsameth's leap took him to the foot of the ruins behind which the Griffon was lurking. He sheltered from view for a moment while he prepared a meltabomb. In the centre of the precinct, the Veterans effortlessly scaled the precinct house wall and advanced into the crater-filled courtyard.

Because the wall posed a serious obstacle to men on foot we decided that when crossing the wall, two D6 would be rolled and the LOWEST taken as the distance moved. Graham wasn't that worried as he rolled two 6s!

The Dreadnought Medraut lumbered, to a pile of covering debris, blazing away at the Cadian Platoon Command squad, supported by the lascannon in the ruined hab-block. Gothvell's squad broke cover, sprinting toward the manufactorum, firing on the run at the Storm Troopers. Two fell, and the rest turned on their heels, promptly fleeing to the jeers of the Guardsmen. More decisively, the autocannon on the cellarion roof rained shells on the Chimera, ripping its left track off, immobilising it, and disabling its turret flamer. The Raptors doused the Hellhound with their own flamer but their hopes of sparking a greater conflagration were thwarted by the Hellhound's armour. The Raptors fired their jump packs again and, rising high, they suddenly swooped down to the manufactorum gantry where the Cadian Sniper was lining up a shot at Gothvell. The Raptors shrieked with glee as they cut him down.



From their high vantage point, the Night Lords immobilise the Chimera



122nd CADIAN TURN 1



The 122nd Cadians advance through the ruins.

The wave of Cadian infantry swept impressively from the ruins, their ancient flag unfurled. In the vanguard, the Platoon Command squad's meltaguns immobilised the Chaos Dreadnought. The 1/2nd Squad, the Demolisher and the Griffon all fired on the rapidly closing Squad Gothvell, but only the Griffon found the range, killing three. The Hellhound rattled around the corner, returning the Raptors' flame attack with a far more potent one of its own. The Raptors' power armour saved them from the worst, although one still fell, and the remainder had no choice but to fall back before the furnace heat of the inferno cannon.

The retreating Storm Troopers refused to regroup and fled the battlefield. In the vanguard of the Imperial Guard advance, the Sentinel moved up to the precinct house ramp, but the Armoured Fist squad declined to move, staying under cover in their immobilised Chimera.



The Raptors slaughter the lone sniper; the Hellhound takes revenge.

TEMPLATE WEAPONS

In Cityfight, ordnance, blast, barrage and template weapons work slightly differently to normal. Because of the difficulty of accurately placing the various plastic templates over the crowded city terrain, the number of casualties is assessed by rolling a dice. Ordnance weapons and flamers cause D6 hits, blast and barrage weapons cause D3 hits. When firing the inferno cannon, Rowland rolled a 6. Because it is not possible to hit any single model more than once, all excess hits are discarded. There were only five Raptors, so a roll to wound was made for each and the sixth hit was discarded. Blast and barrage weapons, including ordnance, use a similar system though they must first roll to hit. This represents the fact that in a city a slight miss can cause a shell to burst high above the battlefield or be deflected by rubble. This turn, the Griffon hits squarely and, as an ordnance weapon, rolls a D6 scoring 5 hits. After saves, three men from Gothvell's squad are removed, testament to the Griffon's deadliness.



The Griffon rains death upon the Night Lords.

NIGHT LORDS TURN 2



From their eyrie on the cellarion, the squad with the autocannon took careful aim at the Hellhound beneath them and scored a penetrating hit that saw the tank erupt in flame. The Raptors regrouped, using the tangle of pipes for cover. Gothvell's squad immobilised the lightly armoured Sentinel with a hail of bolt pistol shots prior to charging the surviving team of Storm Troopers. The Dreadnought, roaring his frustration at being unable to rampage amongst his enemies, gunned down the front two members of the Platoon Command squad. The lascannon squad in the hab-block ruins continued to fire on Fane's Command squad as well, killing their meltagunner.

In the Assault phase, Gothvell's power fist shattered the spine of a Storm Trooper, but the combat was otherwise indecisive and the Storm Troopers stood their ground. On the left flank of the battle lines, Lord Gorsameth flipped over the ruins ahead of him landing in front of the Griffon, where he deftly attached a meltabomb. The Griffon shuddered as the charge ripped through it, incinerating the crew.

At this point the Night Lords looked to have the Guard pinned down, but they reckoned without the rugged determination of the 122nd Cadian.

VANTAGE POINTS

The Chaos squad is at least 8" above the ground. This enables them to overlook lower buildings and fire on the weaker top armour of enemy vehicles. This made it an excellent covering position for the squad's autocannon.



From their perfect vantage point, the Night Lords destroy the Hellhound.

122nd CADIAN TURN 2

The Demolisher rumbled forward, its hull-mounted heavy bolter blazing, crushing abandoned ground cars beneath its tracks.

DIFFICULT GROUND

In Cityfight, just like in normal Warhammer 40,000, vehicles like tanks can be immobilised by crossing rubble. This type of terrain is much more common in Cityfight though. In this case, the Demolisher moved 6" and had to test to cross difficult ground, rolling a '1' which would normally immobilise it. Fortunately, though, it was equipped with dozer blades, which allowed the dice to be re-rolled. The Demolisher rolled a 4 and negotiated the debris successfully.

While the Demolisher and 1/2nd tried in vain to suppress the autocannon squad on their rooftop, Fane issued the order to fix bayonets. Gothvell gazed around his position to see dozens of Cadians charging at his squad. The Armoured Fist squad disembarked from the Chimera and rushed to complete the trap. The street was filled with fighting men, the Guardsmen swarming around their giant adversaries, stabbing and shooting.

One by one the Night Lords fell, but though they died to a man they fought back desperately, slaying several Cadians. Gothvell himself fell with a Cadian neck still in the grip of his power fist. The Cadians consolidated toward the precinct house, wiped their bayonets



The Demolisher effortlessly rumbles through the debris.

and checked their clips. The advance was back on again.

The power of numbers had been impressively demonstrated. Now fully deployed, the Cadians presented a formidable sight with little apparently standing between them and the Chaos Veterans in the precinct house.



The Imperial Guard wipe out the Night Lords in close combat through sheer weight of numbers.

CLOSE COMBAT

In Cityfight the normal requirement to be in base to base contact or within 2" of the enemy in order to fight is relaxed. Instead, you can assault as long as one member of your unit can reach the enemy. When fighting, all models within 6" of the enemy get to fight with their full number of attacks. Hits cannot be allocated and all casualties are removed by the owning players. This results in bloody but decisive combats. This is because when fighting on city terrain, it can be almost impossible to balance models in exactly the right positions. Consequently the system is more forgiving and assumes that unit to unit combat is a swirling affair in which everyone is hacking at one another. The massed mêlée in this game is an example of how numbers can prevail in these circumstances.

NIGHT LORDS TURN 3

Its fury beyond control, Medraut raged at the puny Guardsmen as he went into fire frenzy and swept their ranks with plasma fire. The Raptors flanked the Guard to the right, firing into the press as the overlooking Chaos squads added to the salvo. Great holes were torn in the Guard's ranks as they advanced across the open ground. Gothvell's fatal charge had drawn the Guard platoon into a killing field. While the Guard wavered under the devastating fusillade, the Raptors swooped into the Armoured Fist squad at the rear of the Guard formation. By striking at the Guardsmen from the rear, the Raptors hoped to draw them away from their objective if they were tempted to counter-attack again. The Raptors killed two Guardsmen and the rest fled, chilled by their piercing screams.

The lascannon squad in the hab-block had run out of targets, so they climbed down to ground level and headed for the street.



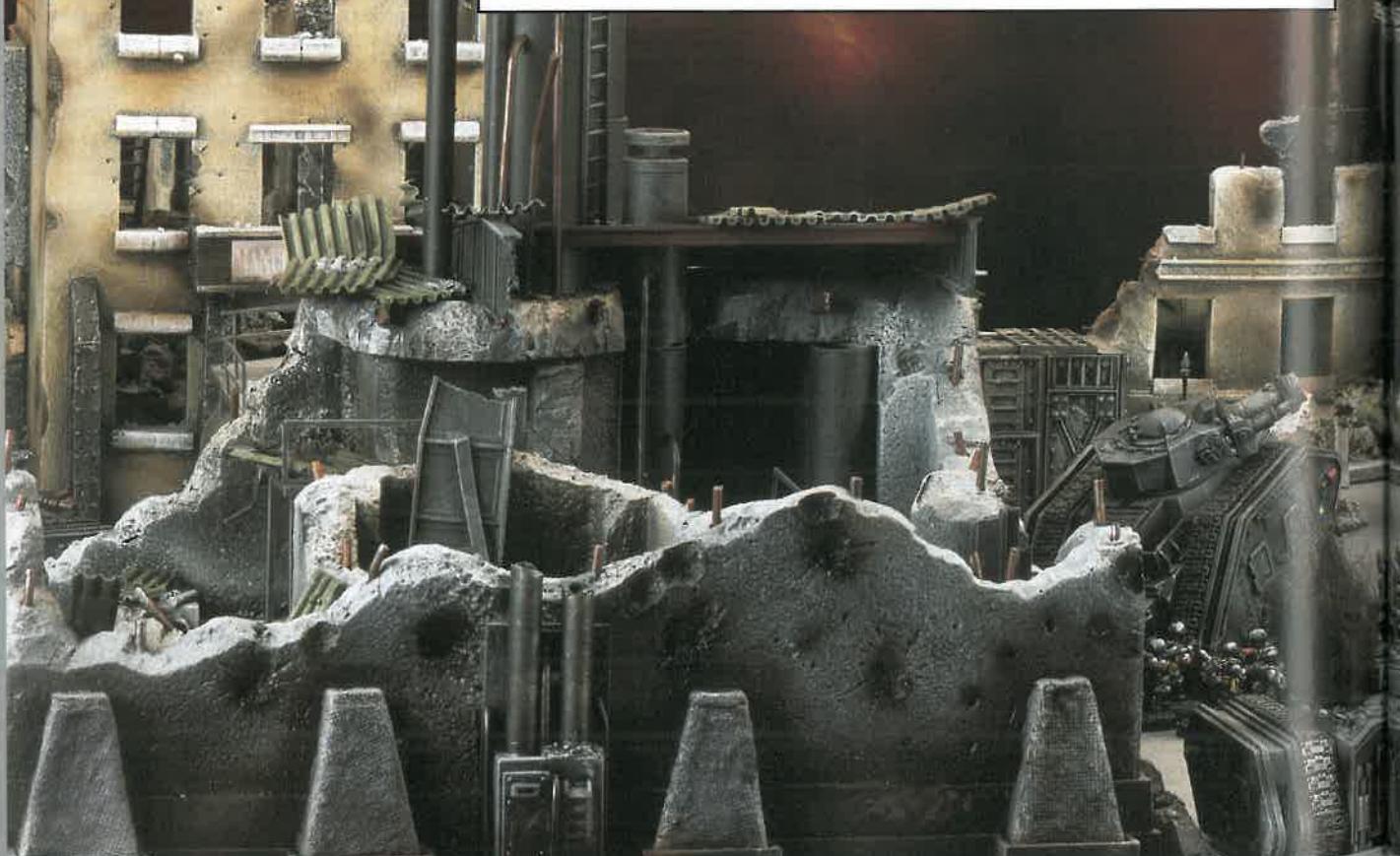
The street echoed to the amplified roar of the Chaos Dreadnought, its plasma cannon glowing like a small sun as it disgorged raw energy, each bolt creating bubbling pools of molten matter where the road once was. The Cadians flinched from the heat only to find themselves under fire from the roof of the cellarion, the storm of explosive bolts forcing them back. A further burst from the roof of the precinct house forced them back the other way, men clutching at their flak jackets as the long range shots struck home. The whole platoon swayed under the terrible volley, cut down like wheat before the scythe. The high-flying Raptors landed to the rear of their formation and rushed into them shrieking like daemons. And yet through the din they heeded Fane's words,

"Are you not Cadians? Stand up and fight!"

One by one, they rose to their feet. Ignoring the sickening sight of the Armoured Fist squad being ripped apart by the Raptors, the 122nd turned once again to face the precinct house.

BUILDINGS

Detailed buildings add enormously to the enjoyment of Cityfight and the rules are designed to keep movement through them clear and simple. Models move through a building as they would any other difficult terrain, rolling two dice and selecting the higher score to determine movement distance. Models can also move up or down the same distance, while they move forward. When the Chaos squad leaves the hab-block it moves 4". This is enough to move the models down a level as well as 4" towards the street. If they had rolled higher, for example rolling a 2 and a 6, giving them a 6" move, they could have moved up or down 6" as well as 6" forward. This same principle is applied to all movement in buildings. Additionally, when in buildings the requirement that all members of a squad stay within 2" of each other is waived and troops remain a coherent unit as long as they are within 4" of each other. You'll find this really helpful to avoid having to balance models on piles of rubble or low walls.



122nd CADIAN TURN 3

The Cadians were being shaken by every Chaos turn, but had little choice but to press on. Inspired by their comrades' stoicism, the Armoured Fist squad regrouped.

1/1st and 2nd Squads, supported by Fane's command group, advanced toward the precinct house ramp, passing the immobilised Sentinel. Meanwhile, Fane directed every other unit to fire at the Raptors. Even the immobilised Chimera was in range, although because the Raptors had consolidated into the cover of the ruins they managed to avoid the worst of the incoming fire.

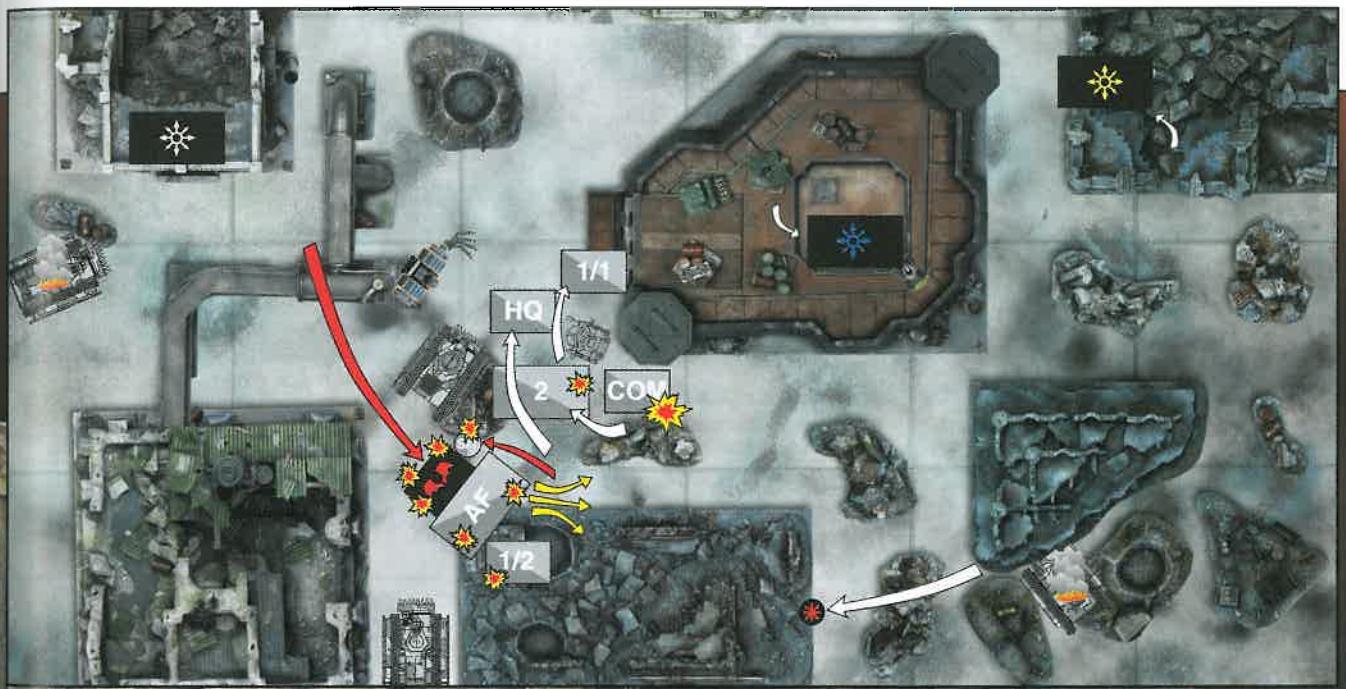
Critically, the Demolisher missed again, it had now missed with every shot it had fired from its big gun. As the smoke

cleared a single Raptor had survived the destruction. In desperation, the last Storm Trooper charged the Raptor, intent on finishing it in hand to hand combat. Their bitter duel was indecisive, though, with neither able to land a telling blow.

Troubles were mounting for the Imperial Guard. Beset by enemies on all sides, they had to be able to silence at least one threat a turn if they were to continue the advance. They lacked adequate heavy weapons for this amongst the infantry, and with their one surviving vehicle, the Demolisher, seemingly incapable of hitting, they were unable to deal out enough damage. At the end of the third turn it was clear that they were in danger of being slaughtered by the deadly crossfire laid down by the Night Lords.

REGROUPING

Normally a unit must be more than 6" from the enemy and at least half strength to regroup. There is no such limitation in Cityfight. When fighting in a city, troops spend every second fearful of the attention of an enemy sniper or that the next pile of rubble is booby trapped. They become desensitised and brutal, survival becomes less of an option as there is no escape, just the opportunity to strike back at your enemies and drag them down with you. Once the initial panic is passed then regrouping to fight on represents the only chance, however slim, of survival.



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NIGHT LORDS TURN 4

In the shadow of the ruined buildings the lascannon squad exited the hab-block, and Lord Gorsameth leapt into position to charge into the Cadian rearguard.

Medraut fired on the Armoured Fist squad, killing four Guardsmen. Since its immobilisation, the Guard had ignored the Chaos Dreadnought, and this decision was proving to be very costly indeed.

The squads atop the cellarion and the precinct tower continued to fire on the embattled Cadian platoon, dropping the standard bearer. The remaining Raptor despatched the last Storm Trooper and prepared to return to the fray. Lord Gorsameth leapt at the Armoured Fist squad, a blur of motion dealing death at every side. All four surviving Guardsmen were killed, leaving the bloody-handed Chaos Lord and the last Raptor standing side by side after consolidation moves.



The Night Lords redeploy to find a better firing position.



The Chaos Lord rips into the Armoured Fist squad.

CONSOLIDATING AND SWEEPING ADVANCE

In urban warfare, all troops quickly learn the importance of looking before they leap. Unlike open-field battle, there is no sweeping advance in City fight. It is too easy for troops to fall back around a corner and be waiting ready for an over-eager pursuer. Consequently, the winner of a hand to hand combat can only perform a consolidation move and cannot use this to contact another opponent.



122nd CADIAN TURN 4



The Demolisher opens up on the precinct tower.

The Cadians were running out of options; the bulk of their infantry moved up the ramp into the precinct house courtyard. Those in range, supported by the Demolisher, fired on the Veteran squad in the precinct house tower, but their fire was hurried and inaccurate.

The Chimera's flamer fired at the Raptor but once again it survived. The Cadian 1/2nd had little choice but to fire at the Chaos Lord. Fortunately for him, the krak missile missed, but he was still wounded by a lucky lasgun shot.

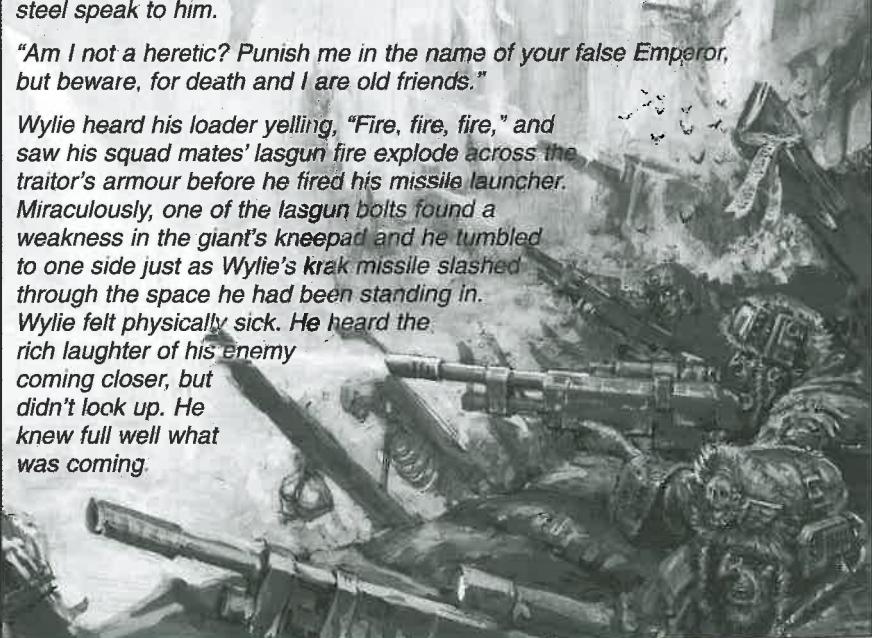
The Demolisher finally managed to hit its target (the amount of collateral damage done by its misses to the surrounding district can only be guessed at !) and rolling a D6 for effect, scores 3 hits. Clearly the shell has hit the side of the bastion and caught three of the Chaos Marine Veterans in its blast. Rowland was not as successful when rolling to wound though, as two of the three dice were 1s, resulting in only one wound.

Even if more of the hits had wounded the Veterans, they could have still survived by making cover saves. In Cityfight, buildings confer a 4+ cover save.

As Private Wylie waited for his loader to choose the next target, he was startled to find a target chose them. At the edge of the ruins in front of them, a massive winged Chaos Marine rose from a crouch to his full height and turned to face them. Wylie heard his loader swear under his breath. Standing at least a foot taller than any of them, the Chaos Marine lifted his arms out to either side offering himself as a target, and he heard a voice of velvet edged with steel speak to him.

"Am I not a heretic? Punish me in the name of your false Emperor, but beware, for death and I are old friends."

Wylie heard his loader yelling, "Fire, fire, fire," and saw his squad mates' lasgun fire explode across the traitor's armour before he fired his missile launcher. Miraculously, one of the lasgun bolts found a weakness in the giant's kneepad and he tumbled to one side just as Wylie's krak missile slashed through the space he had been standing in. Wylie felt physically sick. He heard the rich laughter of his enemy coming closer, but didn't look up. He knew full well what was coming.



TURN 5

NIGHT LORDS

The Night Lords hungrily pressed on their attack, the objective within reach of their black claws. While one squad moved up to the precinct house compound wall, the two in elevated positions continued to pick off the Cadians desperately charging up the compound ramp.

Lord Gorsameth turned away from the Guardsmen and decided it was time to remove the threat of the Demolisher before its luck turned. He leapt towards its rear, preparing another meltabomb.

Behind him, the lone Raptor continued to pass his 'All On Your Own' test and fired his flamer at the Cadian 1/2nd, killing one of them. The survivor fled, badly burned by the Chaos Marine's fire.

The Dreadnought, still immobilised, but with a view to plenty of targets, turned its steaming plasma cannon on the Chimera, destroying it with a fortunate shot.

Nearby, Lord Gorsameth calmly attached a meltabomb to the stationary Demolisher and stood back as the shaped meltabomb exploded. At first the siege tank just rocked on its tracks, but then a secondary explosion far greater than the first ripped through it as its ammunition detonated, flipping the massive machine over.

CADIAN 122ND

Left with a tiny handful of troops, Captain Fane prayed to the Emperor for a miracle, but didn't take his eyes off the objective.



The Cadians finally make it into the precinct tower.

Remarkably, the 1/1st actually got into the precinct house keep and, climbing the ladder, burst onto the roof. The Veteran Chaos Marines on the rooftop were grouped at one end of the tower, firing down into the courtyard. Sensing their last opportunity, the Cadians fired. Simultaneously, the remains of the 2nd squad down in the courtyard added their fire. But despite firing three flamers at the Chaos Marines, the Cadians did no damage whatsoever.

All hope had now gone for the Cadians, surrounded and outnumbered, they still refused to abandon their mission. Captain Fane drew his power sword and prepared for the inevitable counter-strike.



The Dreadnought targets the immobile Chimera.



"Traitors, heretics, turn and face us. It's cleansing time" Sergeant DeJano roared like a madman as he triggered his flamer. The line of Chaos Marines were engulfed in flame. From below the parapet, two further gouts of flame roared up and over the crenellated wall, wreathing the Night Lords in a sea of living flame. DeJano laughed and cried at the same time, certain that after their charge through hell to get here, the 122nd had once again triumphed. Then the flames died and the Chaos Marines turned to face DeJano and his comrades. Their ceramite armour was blackened but not one had fallen. With a precise click, a line of bolters was brought to bear.

Down in the courtyard Captain Fane heard the voice of Sergeant DeJano crying out in despair, ended by a burst of bolter fire and cruel laughter.

TURN 6

NIGHT LORDS

Urvass' Veterans turned to face the Cadian 1st Squad on the tower. Laughing insanely, they emptied their bolt pistols into the Imperial Guardsmen, firing long after the bodies had stopped moving. There was no mercy in the army of the Night Lords.

The immobilised Sentinel stood helplessly at the bottom of the ramp, none of the Night Lords coming within range of its heavy flamer. The Sentinel driver gripped his laspistol and crouched down in the cockpit hoping not to be seen, wishing he had kept the multilaser rather than refitting with a heavy flamer. The single surviving Raptor leapt over to the walker and, in the cover of its shadow, planted krak grenades. Explosions rocked the Sentinel, but its armour held.



Lord Gorsameth and Captain Fane finally meet in close combat.

Rather than flying into combat, the Chaos Lord landed on the ramp to the courtyard and ran toward Fane in a low crouch. The first Guardsmen thrust too soon, a slight twist of Gorsameth's left claw deflected the bayonet, and before the Guardsman could recover his weapon the right claw raked his throat and he fell, gurgling, to the floor. The second Guardsman was more careful, waiting for the traitor's rush before stabbing. His bayonet glanced off the ceramite breastplate, jarring his shoulders and entangling in the raptor jump pack wing. A lightning swift slice of the assailant's claws cut off his hands, leaving the lasgun dangling from the towering Night Lord. With a sudden change of balance, Gorsameth kicked out, sending a crate of ammunition that must have weighed as much as a man flying at the surviving Cadians. The last Guardsman, Corporal Reille, shouldered Fane aside

From above, the autocannon killed another Cadian, leaving only a desperate group of four Guardsmen and Captain Fane. It was time for a last stand.

With a deafening roar, Lord Gorsameth charged into the surviving Cadians in the precinct house courtyard as they gathered around their Captain.

Gorsameth screamed his triumph. Apart from the Storm Troopers who fled at the outset of the battle and the Sentinel pilot cowering in his cockpit, every Cadian was dead. Their bodies formed a gruesome trail from their start position in the ruins, up the ramp, to the position of Fane's last stand in the courtyard. The Cadians had proven extremely valiant, but their courage was no match for the cunning and power of the Night Lords.



The Lord Gorsameth continues to slaughter the beleaguered Cadians.



and grunted as the crate smashed into him. He'd already thrown away his flamer, and a long fighting knife with a notched wooden handle was in his hand. Instinctively he dropped, rolling with the crate's impact just as the claws parted the air above him. Stabbing upward, he grappled with Gorsameth, desperation granting him the strength to hold back the massive Chaos Marine and shout "Captain. Now!" Back on guard, Captain Fane raised his power sword and saw that Gorsameth's guard was down as he shifted his grip on the brave Guardsman, his barbed claws slicing through armour.

From a nearby street the Sorcerer Asuramandos watched the battle through his minds' eye, and spoke quietly. "No, not before we have your soul," he said, his body tensing briefly and then relaxing.

In the precinct house courtyard, Fane's hand twisted involuntarily on the hilt as the blade descended, catching Gorsameth with the flat of the blade only. The next thing Fane heard was the Guardsman being crushed in Gorsameth's cold bearhug. Reille's bones cracked and he was dropped like a broken rag doll at Fane's feet. Fane stood alone, his sword hanging limply by his side, the bodies of his platoon stretching out before him. He felt despair and terror all around him like a shroud as the gaze of the Chaos Lord fell upon him. The urge to cower and beg, to promise anything to prevent his doom welled up inside him. Just then, his eyes glimpsed the banner of the 122nd lying in the dirt and a decade of martial pride pushed the tendrils of dark sorcery from his mind. Straightening, he met Gorsameth's gaze and spat "Traitor!" before the claws tore out his heart.

CONCLUSION

Pete: Having specifically armed most of his squads with flamers and meltaguns, one of the major problems that Rowland faced was his lack of ranged firepower. From their commanding positions, the Night Lords were able to pick the Guardsmen off while their assault specialists kept them in the open. The Cadian vehicles were relatively ineffective, although this was really due to accurate fire from the roof of the cellarion by the autocannon. Overall, Graham's squads fought a coordinated action, combining close assault and fire support, while Rowland's infantry were forced into an unwieldy mob that was gradually worn down.

Well, that's my take on the game, lets see if the guys agree.



The players shake hands after a well fought game.

ANNIHILATED!



Graham: The forces of Chaos have wiped out their enemies to a man!

Obviously the game went well for me – by my second turn I had more or less

neutralised four out of Rowland's five vehicles, fatally reducing his firepower. Surprisingly, it was the Guardsmen that took most killing. The cover saves gained from being in buildings in a Cityfight are far more

beneficial to poorly armoured troops than they are to power armoured Space Marines. Also, the modified assault rules allowed practically every model in Rowland's army to counter-charge with 2 Attacks each, completely wiping out the squad that was supposed to hold up the Guardsmen. That combat also allowed all those men to get much closer to the objective with their assault and consolidate moves. This effect led to my favourite ploy of the game, when I charged the remaining Raptors into the back of the Imperial

army instead of the lead units that were nearest the precinct tower. Rowland was forced to choose between pushing on to the objective or turning back to deal with the threat. Then my Lord arrived and proceeded to chop up what was left of the Guardsmen (helped by the fire-frenzying Dreadnought!). A handful of men did make it to the top of the tower, but it was nowhere near enough to shift the elite Veteran squad that was waiting for them.

Victory for the forces of night!

NOT IN THE FACE...



Rowland: Which fool let me choose this army! It was obviously broken, and cursed with bad luck! I lost the dice roll for choosing sides, for

deployment, and going first. Well, at least I was consistent. I think things went wrong somewhere between when I moved my army forward, and Graham destroying it to a man. In summary, Ouch. This must be the shortest battle report conclusion ever!

These insignificant misgivings aside, the whole battle went according to plan. The one very important consideration I underestimated was the sheer effectiveness of Graham's shooting; the crossfire from the Arbitres tower and ruined buildings

reduced my assault to a trickle. I could overpower his heretical Legions at close range, even decimating a squad in close combat (a moral victory for any Imperial Guard commander!), but by the time I was close enough to the objective, my force had been whittled away. My own long-range firepower was terribly ineffective, my sniper got the chop on turn one, the Demolisher Siege tank accounted for only one Chaos scumbag, the missile launcher squad were just as incompetent, whilst the Griffon suffered the attention of Graham's all-conquering Chaos Lord. A special mention should go out to this regent of darkness, who accounted for virtually half my army! Damn him!

The inclusion of a powerful independent character can add a great tactical flexibility to your force

in a Cityfight. I just didn't know what to do about the Chaos Lord, and Graham positioned him so well that I couldn't put any effective firepower on him.

Cityfight is a great opportunity to revisit your army, and the rules and scenarios reflect siege and city fighting excellently, whilst not slowing down the game at all. I am currently going through my own Imperial Guard army and readying it for city fighting, and after some hard lessons I think elite infantry like Ogres and Storm Troopers may be the answer. Ultimately, Graham was a cunning opponent, we both had a great game, and the squaring off of our commanders on the last turn was about as climactic as it comes. Who knows, next time I might even win!

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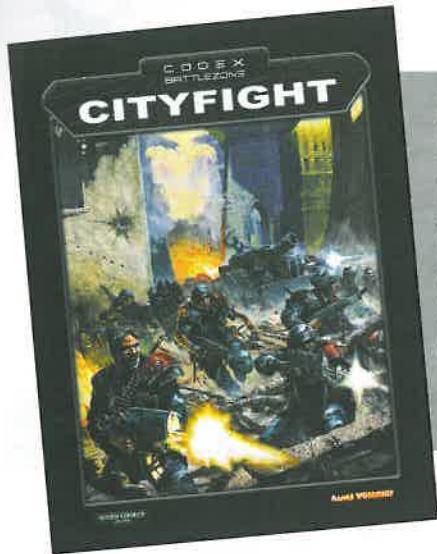
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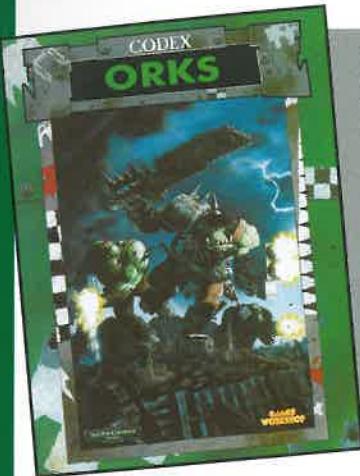
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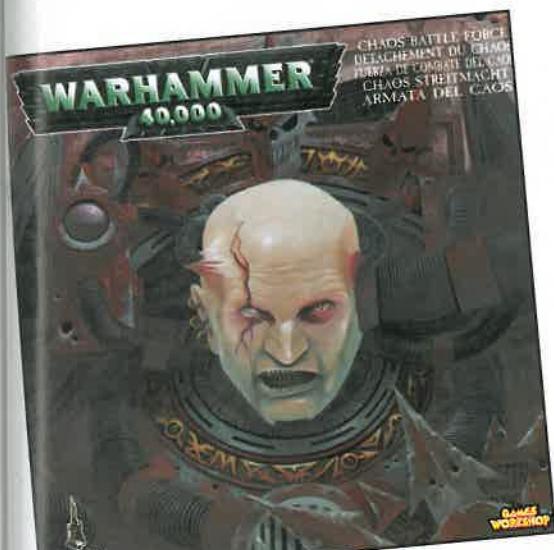
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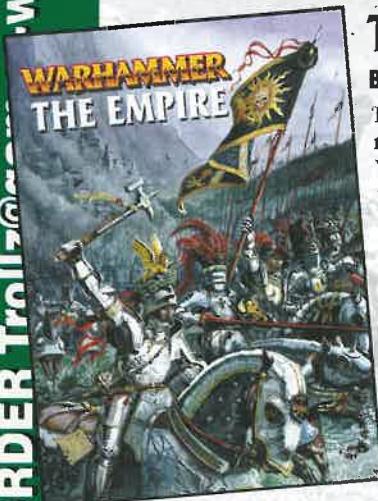
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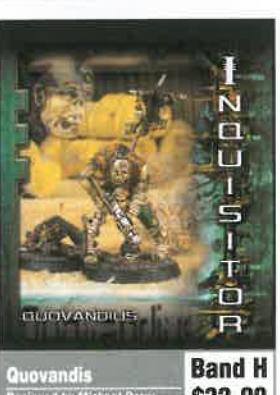
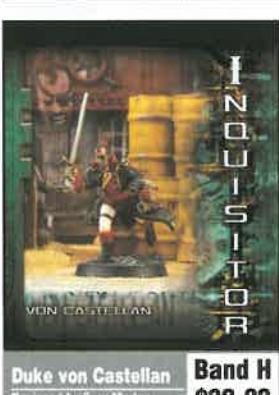
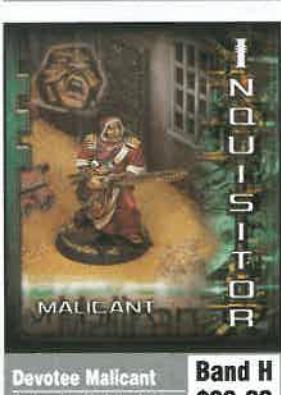
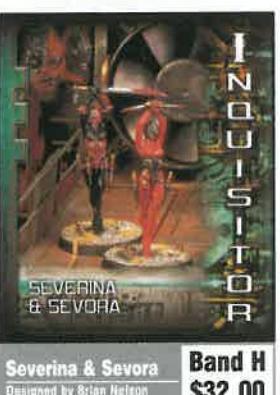
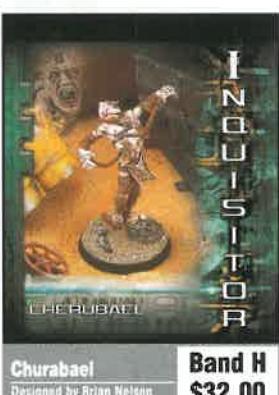
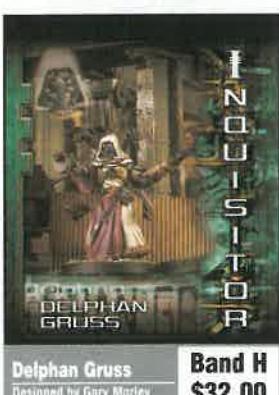
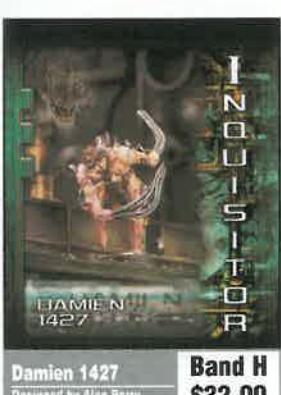
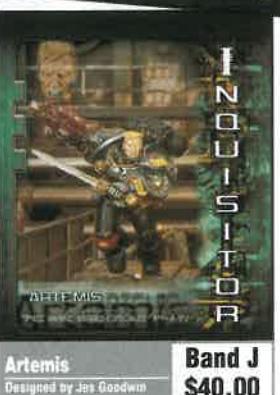
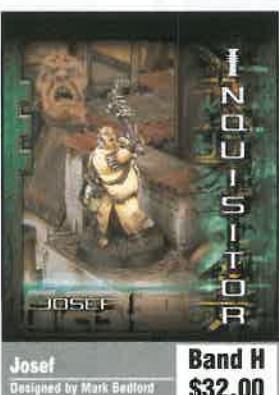
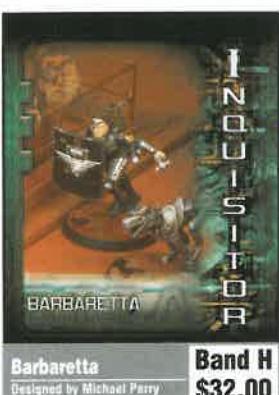
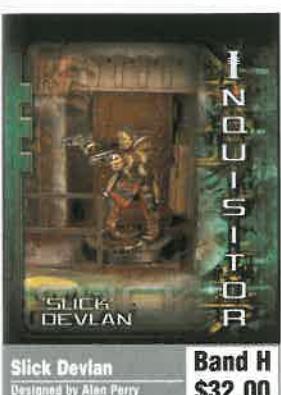
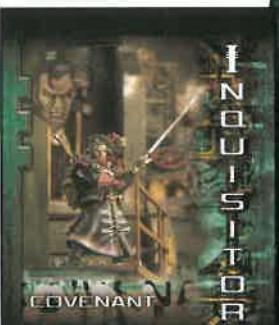
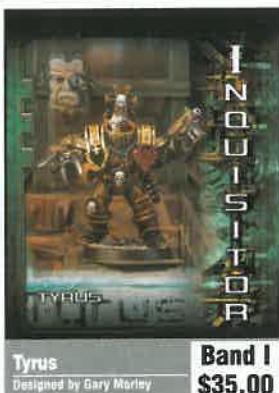
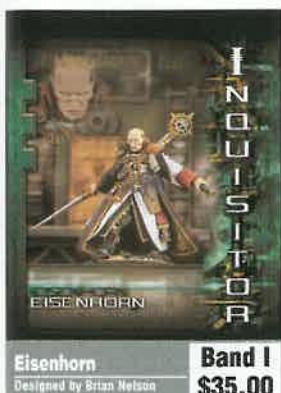
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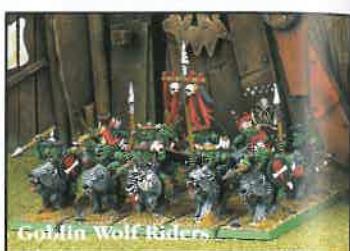
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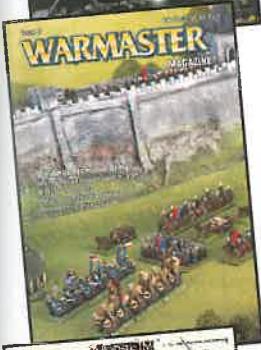
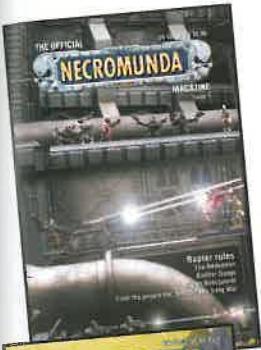
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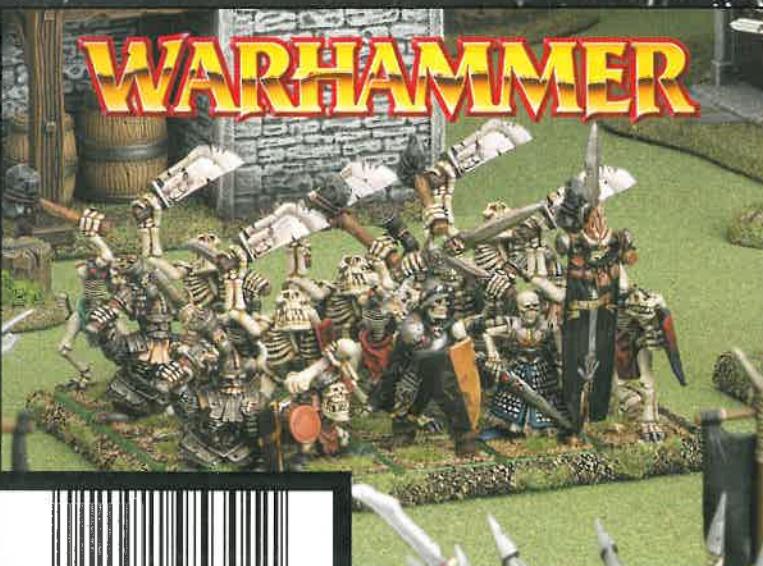
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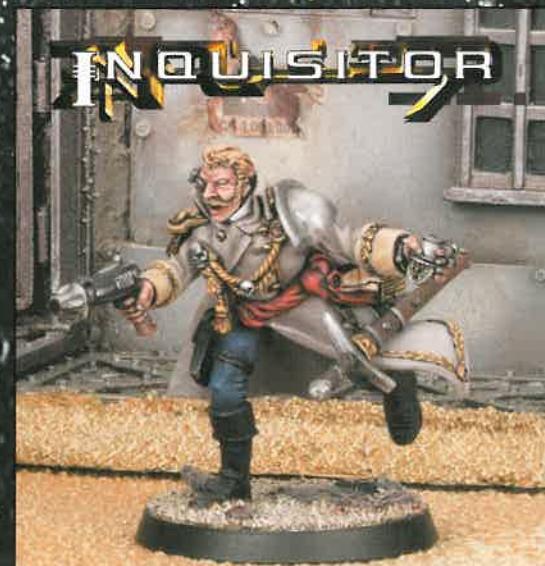
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