

EXCLUSIVE! INTERVIEW WITH PETER JACKSON

WHITE DWARVES

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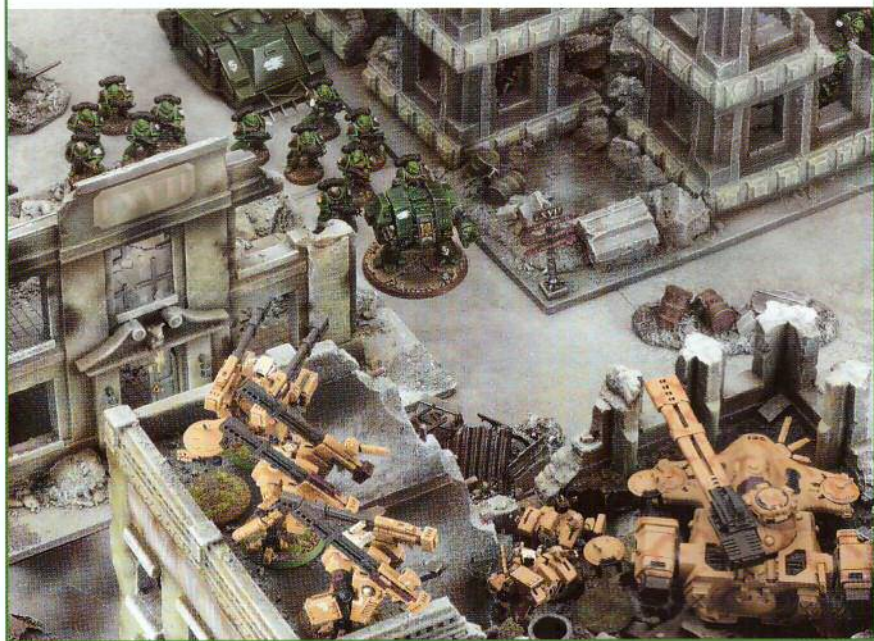
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Editor: Paul Sawyer.

Production Editor: Graham Davey.

Designer: Matthew Hutson.

Production: Paul Rudge, Ian Vincent
Gareth Roach & Tom Hibberd.

'Eavy Metal team: Chris Smart,
Keith Robertson, Martin Footitt, Mark Jones,
Neil Green, Kirsten Mickleburgh, Tammy Haye
& Darren Latham.

Artwork: John Blanche, David Gallagher,
Alex Boyd, Paul Dainton, Neil Hodgson,
Adrian Smith, Nuala Kennedy & Karl Kopinski.
Contributors: Gavin Thorpe, Andy Chambers,
Pete Haines, Jervis Johnson, Graham McNeill,
Phil Kelly, Alessio Cavatore, Space McQuirk,
Anthony Reynolds, Andy Hoare, William King,
Rick Priestley, Roland Cox, Mark Raynor,
Christopher Allen and John-Paul Brisigotti.



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EDITORIAL

OUT WITH THE NEW AND IN WITH THE OLD

All year round we receive enthusiastic visitors from across the globe intent on fulfilling their pilgrimage to Games Workshop HQ here in Nottingham.

Being at the heart of Games Workshop it's easy to take for granted seeing all the ideas come to fruition and being part of a hugely exciting creative process.

Despite that, it's always very satisfying to see eager new faces turn up at GW HQ with the sole ambition of visiting the place where it all starts, and that fills me with pride to be working in my hobby. Some of the main attractions over the past few years have been the Warhammer World store, the Games Workshop museum and the exhibition hall where we hold tournaments, campaign weekends, etc.

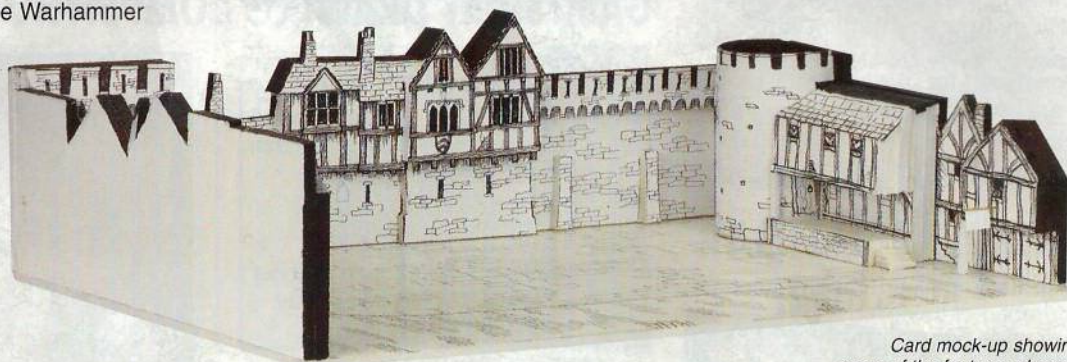
For those of you who are patiently waiting for me to get to the point of my waffling, the time has come – these three attractions are currently undergoing a complete overhaul. This isn't just a winter spruce-up or even a bit of a facelift – it's a complete renovation from top to bottom. The bulk of the work has already been completed and the final details are now being worked on.

The exhibition hall was a great venue for gamers to gather and play games in, especially if you add in the close proximity of Bugman's Bar and the Warhammer World store. However, it wasn't very 'Games Workshop'. We

wanted somewhere unique in the gaming world, a place that reflected what it is to be part of the Games Workshop hobby, and a place where you were truly bowled over the first time you saw it.

Dave Andrews and the Perry twins have been instrumental in these changes, designing a series of features that will make gaming in our hall feel very much like you're stepping into the Warhammer world. Our new store will be kitted out in a similar fashion and even at this early stage it looks superb.

I'll keep you updated on progress...



Card mock-up showing some of the features planned for the new-look exhibition hall

UNLUCKY FOR SOME – THE COUNCIL OF THIRTEEN

Skaven players are in for a treat over the coming months – work is well under way on the new Skaven armies book for Warhammer. Not only has the army been given an overhaul but there are, as you'd expect, hordes of new miniatures to accompany it.

As I write this, Graham McNeill is commanding the Empire army against Alessio Cavatore's Skaven horde in a battle report due to be published in

WD268. The Skaven look very mean on the battlefield but I won't tell you how they're getting on – you'll just have to wait for that.

Amongst the new miniatures is a new Boneripper. Those who have followed the story of Grey Seer Thanquol and his 'pet' will know of its demise. Thanquol isn't prepared to let his faithful follower rest in peace though...

Well, that's me out of space until next month. See you again next issue.

Paul Sawyer
Editor



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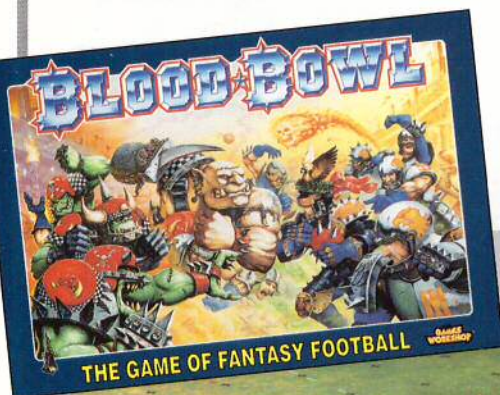
WARHAMMER WORLD EVENTS

Attention all Blood Bowl fans! The **Blood Bowl Championship competition** on January 24th has been rescheduled for the 17th of March. Be sure to start coaching your team for this one-day fantasy football spectacular.

Warhammer veterans however, can take part in the **Warhammer Mighty Empires Campaign Weekend** on February 16th and 17th – definitely not one to be missed! Tickets for the Campaign Weekend are available from Mail Order on January 2nd and cost £35.

April's gaming event at Warhammer World is a celebration of **The Lord of the Rings Strategy Battle Game**. Join us in the battle of Good versus Evil on April 14th. Tickets cost £10 and are available from Mail Order on January 24th.

Games Workshop Mail Order:
Tel: 0115 91 40000



STUDIO NEWS

Martin Footitt has left the 'Eavy Metal team and joined the Studios' latest recruit Adam Clarke as a trainee Sculptor, working under the tutelage of Gary Morley.



Martin Footitt, Gary Morley and Adam Clarke.

A TRULY MONSTROUS CREATURE

Forge World sculptor Simon Egan is currently putting the finishing touches to the Harridan, a new monstrous creature to add to the Tyranid hordes that have been rampaging through the galaxy. The finished model will be approximately 600mm long and is released early next year. The rules for using it in your battles will be in a forthcoming edition of the Citadel Journal.



www.forgeworld.co.uk

GAMES DAY DRAWING COMPETITION WINNERS

Nuala Kennedy and Markus Trenkner organised this popular event at Games Day 2001. The entrants could draw a picture of either a Warhammer Monster or a Warhammer 40,000 Sister of Battle.

The winners are: Daniel Collister, Russell Davies, Guido Martin Brandis and the overall winner Andrew May.

If you want to take a look at the winning entries, they are currently being shown on the Games Workshop website.

www.games-workshop.com



BLOOD BOWL IS BACK!

We've decided that the time is right to bring back one of Games Workshop's longest running and most popular games. March will see the release of Blood Bowl and the new Blood Bowl Annual. The boxed game will include all of the contents from the original Blood Bowl game, the Death Zone Playbook and a special update sheet for the new edition. All of the original teams will be available, plus three new teams (Lizardmen, Norse and Amazons). The rules for the new teams will be included in the Annual, along with details of the 2001 Blood Bowl Rules Review, and the best Blood Bowl articles from the Citadel Journal. Blood Bowl will now be a permanent part of the Games Workshop range, with new miniatures and articles being produced for the game by the Fanatic design team.



THE LEGACY OF HORUS

On behalf of the Gaming Club Network, The Spiky Club presents...

'The Legacy of Horus'

...a Warhammer 40,000 Campaign Weekend to be held on the 2nd & 3rd of February 2002. The event will be taking place at Warhammer World. Those wishing to enter will need a painted 1,500 points army. For more information contact either:

Al Pidwell: 07788 445906
GHPoobah@aol.com

Sean Curtis: 07798 825696
ookthelibrarian@hotmail.com

PAGES FROM THE PORTAL

LOREMASTER ON-LINE



On February 25th Warhammer fans will have the opportunity to speak to Gav Thorpe on-line. All you have to do is click on the Community section

of the website and, once you are registered, click on the on-line chat area www.games-workshop.com/community/chat_guide.htm the page also contains earlier transcripts for you to read through:

- Andy Chambers
- Alessio Cavatore
- Paul Sawyer
- Gav Thorpe
- Games Day Chat
- Dark Shadows Chat
- City Fight
- Tau Chat

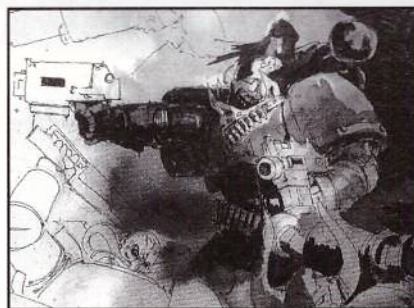
TIME OF CHAOS

Our Art department has been working on the images for the new Chaos books.

Karl Kopinski has been hard at work; he has just been putting the finishing touches to a Slaanesh spread, and will then start work on a drawing of Archaon.



Karl working on yet another drawing.



A snippet from a Dave Gallagher piece.

WHAT'S HAPPENING ON THE WEB?

The web team is constantly updating and expanding the Games Workshop website with new pages.

This month the team has produced a downloadable reference sheet for our Lord of the Rings game and also focuses on putting together a simple board for you to play your games on.

www.games-workshop.com/lotr

The web team is also supporting the release of the High Elves with loads of new material. Included amongst the pages is an interactive map of the mystical isle of Ulthuan and a gallery page featuring shots of the High Elf miniatures. As a precursor to White Dwarf's own battle report, they will also be featuring their own battle report based on the Monsters scenario at the back of the High Elf book.

www.games-workshop.com/wdmagazine/highelves.htm

BULLET POINTS

- Aly Morrison has recently finished the new Chaos Spawn miniatures and is now working on a battle standard for the Chaos Warriors range.
- Dan Abnett has just finished the manuscript for his latest Gaunts Ghosts novel, 'The Guns of Tanith.'
- The following people have won the Games Day 2001 Customer Response Survey Draw. They each win a free copy of the Lord of the Rings boxed game!

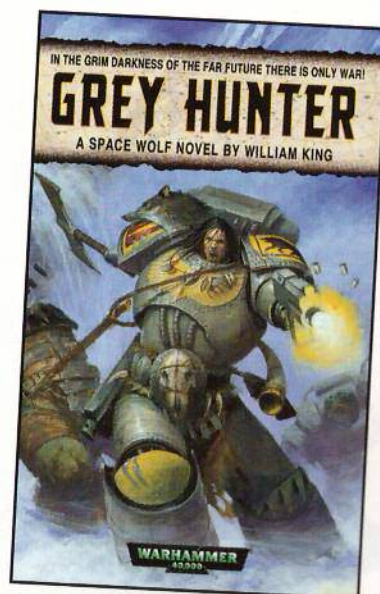
Robert Hesketh, Salisbury.
Sam Lindley, Leigh-on-Sea.
Matthew Smith, Manchester.

- Fanatic's in-house sculptor Mark Bedford is currently working on a Chaos Magus for Inquisitor.
- Following the release of Nightbringer, Graham McNeill is starting work on a second novel. He has plans to theme this one around Chaos Space Marines.
- Games Developers Andy Hoare and Phil Kelly are currently working together to update Codex Dark Eldar.
- The web team are just starting a long term project to revamp the hobby project sites and expand on the information currently contained within them.

RAGNAR RETURNS

Fans of William King's Space Wolf novels will be delighted to hear that he has put the finishing touches to the third part in the series of books about Ragnar Blackmane's adventures.

Paul Dainton has created the stunning cover artwork and the book is due to be released by the Black Library in February.



NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:



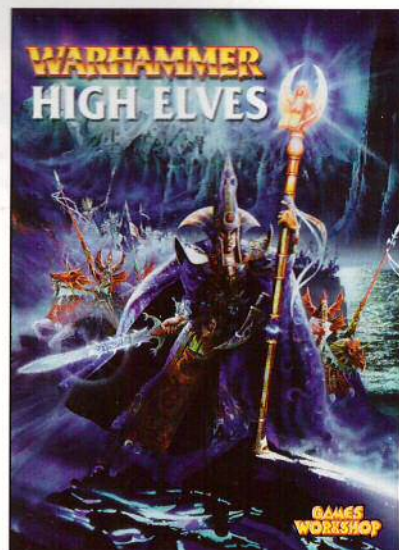
HIGH ELF SPEARMAN REGIMENT

£15.00 ▲

Spearman regiments are a Core choice, with 10+ models in a unit.

This boxed set contains enough parts to make 16 Spearman, including Champion, Standard Bearer and Musician. Sculpted by Aly Morrison & Mark Bedford.

These models require assembly.



HIGH ELVES ARMIES BOOK

£10.00 ▲

This 80 page book, written by Jake Thornton and Space McQuirk, contains complete rules and background, plus a full colour painting and modelling guide for the noble High Elf army.



HIGH ELF ARCHER REGIMENT

£15.00 ▼

Archer regiments are a Core choice, with 10+ models in a unit.

This boxed set contains enough parts to make 16 Archers, including Champion, Standard Bearer and Musician. Sculpted by Gary Morley, Juan Diaz, Colin Grayson and Mark Harrison.

These models require assembly.



AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

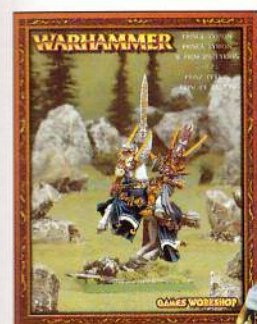
HIGH ELF SILVER HELMS REGIMENT

£15.00 ►

Silver Helms regiments are a Core choice, with 5+ models in a unit.

This boxed set contains enough parts to make 8 Silver Helms, including a Champion, Standard Bearer and Musician. Sculpted by Gary Morley, Juan Diaz, Colin Grayson, Mark Harrison & Trish Morrison.

These models require assembly.



HIGH ELF PRINCE TYRION

£12.00 ▲

Tyrion is a special character and counts as a Lord choice, but uses up a Hero choice as well.

This blister pack contains one Tyrion model. Sculpted by Gary Morley.

This model requires assembly.

HIGH ELF SHADOW WARRIORS

£5.00 ►

Shadow Warriors are a Special choice, with 5-15 models in a unit.

This blister pack contains three Shadow Warriors. Sculpted by Juan Diaz.

OR VISIT OUR ONLINE STORE AT WWW.GAMES-WORKSHOP.COM

NEW RELEASES THIS ISSUE



REPEATER BOLT THROWER £10.00 ◀

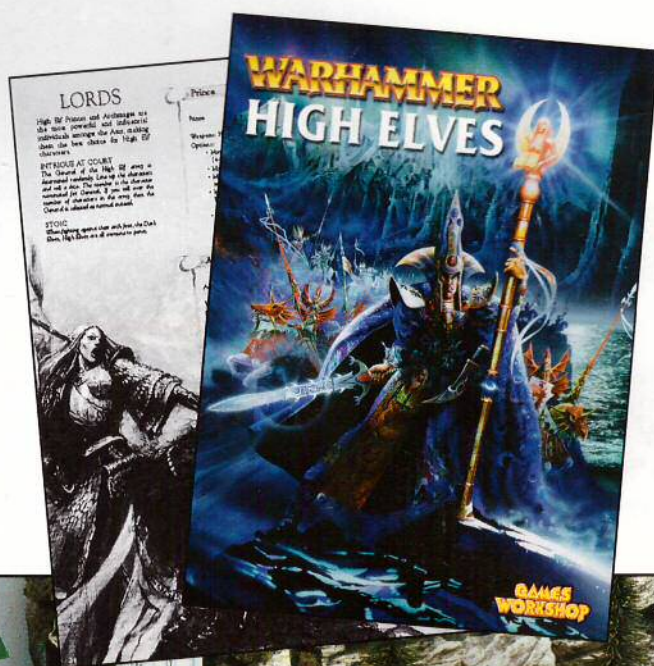
Repeater Bolt Throwers are a Rare choice, with 1-2 models per choice.

This blister pack contains one Repeater Bolt Thrower and two crewmen. Sculpted by Dave Andrews and Mark Harrison.

These models require assembly.

HIGH ELVES ARMY DEAL £120.00

- High Elves Armies Book
- 16 High Elf Spearmen
- 16 High Elf Archers
- 8 High Elf Silver Helms
- 1 Tiranoc Chariot
- 15 High Elf Swordmasters
- 2 High Elf Mages
- 1 High Elf Repeater Bolt Thrower
- 6 High Elf Shadow Warriors
- 1 Special Edition High Elf Battle Standard Bearer (shown right)



AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

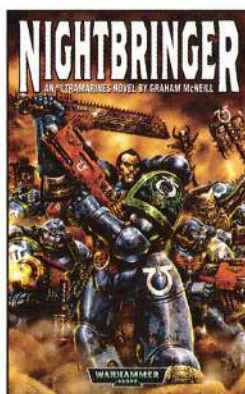


WARHAMMER MONTHLY ISSUE 51

Comic published by the Black Library

The latest carnage-crammed issue of the all-action comic. While Darkblade has Hag Graef in his grasp, Ephrael Stern's journey to the Black Library is cut short when she falls into the clutches of a most unexpected adversary. Interrogator Gravier has at last hunted down his old mentor Defay, but what answers can the rogue inquisitor provide to explain his actions? Lies unravel and the end is nigh in Inquisitor! All this and much more.

£2.20

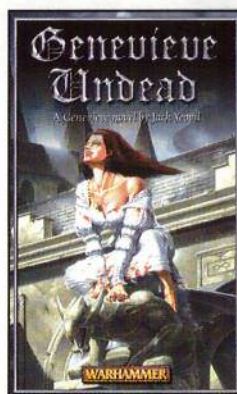


NIGHTBRINGER

A Warhammer 40,000 novel by Graham McNeill
Published by the Black Library

Humanity was not the first species to walk among the stars. Their existence is a mere blink of an eye to those immortal beings that still exist, concealed, all around. Now a discovery has been made that may lead to a savage upheaval in their aeon-long dormancy. The newly-promoted Captain Uriel Ventris of the mighty Ultramarines must fight through a façade of rebellion and terror to defeat both fiendish aliens and diabolical men – in a race for an ancient device of galaxy-destroying power! This is the first novel by Warhammer 40,000 games developer Graham McNeill.

£5.99



GENEVIEVE UNDEAD

A Warhammer novel by Jack Yeovil
Published by the Black Library

After her return from Drachenfels, Genevieve Dieudonné – the vampire femme fatale – embarks on an odyssey of perilous self-discovery in which she must face monsters and magicians, intrigue and evil. Her journey takes her from the labyrinthine depths of an old Altdorf theatre to an accursed mansion under a deadly gothic spell, and finally to the hunt of a savage unicorn mare through haunted forests. This is the second classic Genevieve novel (after Drachenfels) by noted sf/horror author Kim Newman (writing as Jack Yeovil).

£5.99

THIS MONTH'S RELEASES FROM THE BULLDOG BUCKLE COMPANY:



KROOT ▶

(Antique Pewter)

Megabadge A1520P £5.00

Keyring K1047P £5.50



▲ LICTOR

(Antique Pewter)

Megabadge A1522P £5.00

Keyring K1049P £5.50



▼ DARK ELVES

(Antique Pewter)

Dog tag T1024P £6.50



HIGH ELF SHIELD & WINGS ◀

(Antique Pewter)

Megabadge A1524P £5.00

Keyring K1050P £5.50



BLOOD ANGELS ▲

(Antique Pewter)

Dog tag T1022P £6.50



These items are available from Mail Order or the **Battlegear.co.uk** website, which also offers mouse mats, wallets, CD holders and paperweights.

Products not shown at actual size.

OR VISIT OUR ONLINE STORE AT **WWW.GAMES-WORKSHOP.COM**

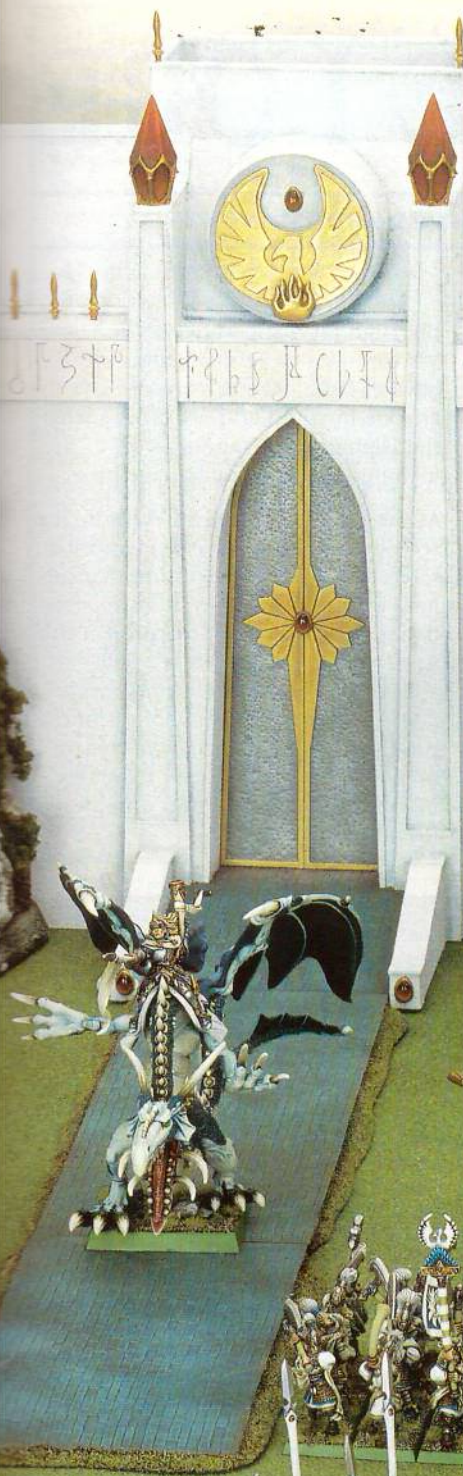
HIGH ELVES

WARRIORS OF ULTHUAN



*High Elf Spearmen
engage a Dwarf patrol.*





Prince Tyrion and Malus Darkblade meet in epic conflict.



This month's big Warhammer release is the much anticipated High Elves army book. White Dwarf managed to corner Jake Thornton and got him to tell us his thoughts behind the new book.

ARCANE LORE

The new High Elves army book

Jake Thornton had a stint in Games Development on the Warhammer team, before joining the group which has been working on the Warhammer Online project (see the article elsewhere in this issue).



It's been a while since I appeared in these hallowed pages, but here I am again. The High Elves are upon us once more and that nice Mr Sawyer has given me a few pages to explain

myself. However, before we get into the details of how the High Elves have changed, I thought you might like to hear a little bit about the design process that got them there.

Whenever we start a new armies book, or revisit an old one like the High Elves, the first thing we need to do is agree on what they're all about. This first part is called the 'style guide' – a collection of words and pictures that define the imagery and 'feel' of the race. There is much discussion before these are started, and they are revised and discussed again and again (and again) until everyone is happy with them. We also look long and hard at all the stuff we've ever written about

the High Elves (or whoever) in Warhammer. Once that's done we have a single page that we can give to anyone involved and say "That's what the High Elves are about". I've included the style guide page here.

As the project is being worked on, the style guide gives everyone involved a reference point to make sure that the final result fits together. It also means that anyone joining in the project half way through can see what it's all about. We can keep referring back to it as we go through the months of the project to make sure that we remain on course. It's all too easy to drift six months into a project and drift away from the original idea.



HIGH ELF STYLE GUIDE

High Elves are a pure and noble race, their long and proud history stretching back to a time when Men were still fur-clad savages. In fact, the High Elves' disdainful view of humanity has changed little since that time. They live on the fabled isle of Ulthuan, set in the centre of the Great Ocean away from the petty squabbles of lesser races. Here they practise their magics and their arts, perfecting them for no other reason than for the joy of it.

Elves are tall and slender, slight of build and graceful of movement. Their armies too move with fluid grace as do their warships and their steeds. All they touch is elegant and finely crafted, for they live many centuries and will not surround themselves with ugliness and discord. During their long lives they are able to perfect many skills and are known for their highly skilled artisans, their fine craftsmen, the beauty of their art and the melodious grace of their songs. All in all they

are a race that loves beauty and treasures skill. But there is a darker side too.

They are verging on the decadent and their evil kin – the Dark Elves – are simply those of their number who went too far down the path of pleasure. Though they would never admit it, the High Elves know that they too are only a short distance from that path, and though they despise and fear it they cannot help themselves. In their hearts they also know that they are a dying race and that their golden age is past. They are still a power to be reckoned with though. The sleek vessels of their navy control the seas and their armies are a match for any that take to the field, but the prolific race of Man is taking over. Man and Chaos: the ultimate destiny of the world. This gives the High Elves a certain melancholy and desperate edge to their pleasures, and lends their battles an air of tragedy.

Tragic because their fallen cannot be replaced like those of the Orcs or

Men can. And the losses are not just to professional soldiers, as the High Elves have but few of those. The majority of their armies is made up of a citizen levy, a militia in which all serve, every Elf providing his own battle gear in defence of his home and country.

However, it is perhaps for their control of the fickle powers of magic that the High Elves are best known. It is they who bound the screaming hordes of Chaos to their northern wastes and they who stooped to teach Men what feeble spells they know. Ulthuan itself is a magical place; the rocks themselves steeped in the force that powers all spells. For this reason the High Elves are more able than lesser races to weave the winds of magic into powerful spells.

So these are the proud High Elves: swift and frail, but skilled in both the art of battle and the mysteries of magic. A doomed race, but one that should never be underestimated.



SO WHAT'S NEW?

Let's look at the three salient points from the document. High Elves are:

Graceful but frail

Powerful mages

Highly skilled

Actually this is not really new. In many ways this new version of the High Elves takes them back to their roots. You'll see more of this with 6th edition as we revisit more races. In fact, you may already have noticed that we've been trying to rediscover the most characterful aspects of each race and make sure they all stand out clearly.

TOUGH?

The High Elf profile covers much of this character, and the biggest difference is Toughness. No Elf has more than T3. "Aaaagh! How can I win a battle with a T3 general?" I hear you cry. That's generally the first reaction, and it happened when we released the Dark Elves as well. The answer is

that you have to think differently with the High Elves. They aren't the same as Chaos or Orcs, and rightly so. In fact you should think differently with every army, which gets back to my point about characterisation.

Try not to focus on this weakness. Instead, spotlight their strengths, and there are many of them. This lack of Toughness only matters if someone hits you. Of course that will happen eventually, but as you are probably faster than the enemy, you will get the charge. You will also strike first most of the time. Combine this with a high WS and you can kill many of the enemy before they can even try to exploit your low Toughness. And anyway, T3 isn't low for rank and file, it's average. It's only when you are dealing with characters that it's unusual.

With your nobles, it's a different proposition. Although all the above notes on charging and fighting first still hold true, it's the ability of the High Elves to have more magic than anyone else that may help them most here.

MAGICAL

The High Elves are arguably the most powerful spellcasters in the game.

Certainly a magic heavy High Elf army is likely to control that phase. The secret here lies in balancing that strength with your weakness. You have no high Toughness characters, so protect them with spells and magical goodies. Which brings us to another of the new things in the High Elf book: cheap magic items.

As the makers of many of the world's best magic items they get a discount on all their item costs. Thus, even with the same number of points to spend they get more for their money. High Elf characters can be equipped with more magical goodies than other races and this helps to offset their natural weakness. Low Toughness? Have some magical armour, and as you're an Elf, you can still afford to have this protective talisman too! Particular favourites of mine are the *Armour of Stars* which teleports the character out of danger, or the *Talisman of Saphery* which negates the effects of magic weapons carried by enemies in base contact.

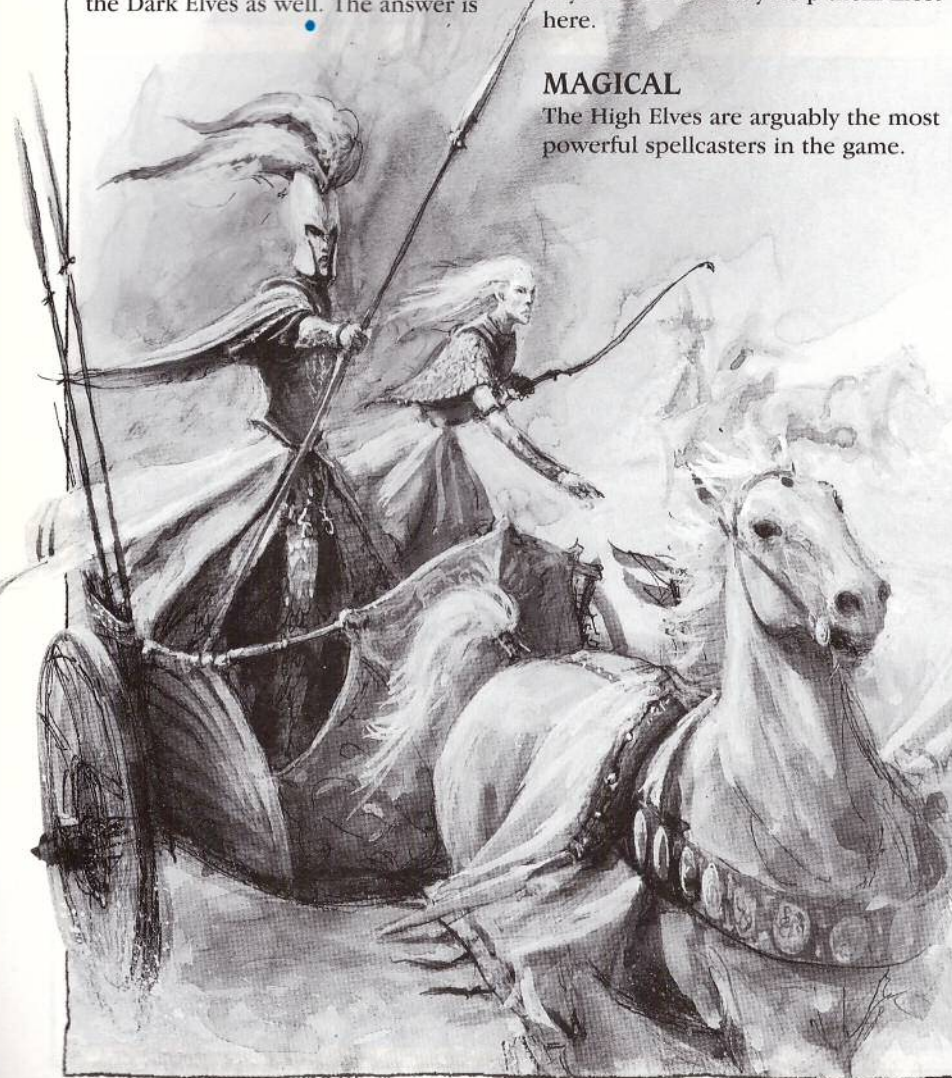
Now you can afford to have all the protection you want as well as a magical sword to cut down your foes. This great flexibility makes for a lot of very nice item combinations. I'd tell you a few of the best ones, but you'll have much more fun finding them out for yourself by experimentation.

Oh, and did I mention that the champions of certain elite units (Phoenix Guard and White Lions, for example) can take up to 25 points of magic items?

SMART

The High Elves are also very smart. For this reason they have a few skills that other armies lack. Some of these are unit based, such as the careful training of their spearmen allowing them to fight in three ranks. One thing you'll notice is that we have trimmed out some of the special rules from previous editions. In particular, the High Elves suffered from some 'special rules creep' which meant that in order to restore the balance of power, when the army book was rewritten for 5th edition we introduced special rules.

With 6th edition Warhammer we've been able to 'reset' all the army lists, allowing us to make much of the balancing of army strength based upon the profile and getting the





High Elf cavalry and chariots launch an all-out charge on the Dwarf battle line.

points values correct. For this reason, High Elf archers have lost their ability to fire in an extra rank. Longbows and BS4 is quite a considerable amount of firepower really, and we felt that in the long and the short of it, this was enough to make them highly effective missile troops.

Something else new to this book is the Honours. This is a short list of individual skills that can further enhance your characters, such as the Swordmaster and Loremaster abilities. Combined with the mass of (cheaper) magic items available, you'll find even more opportunity to tailor the characters in your army to bolster your style of play.

BALANCING TRICK

This balancing of strengths and weaknesses is the key to the High Elf army as a whole. Use your advantages in manoeuvrability (M) to place your troops in the best place to attack with your high skill (WS, BS) and speed (I). Use your potent Mages to enhance your shooting or protect your army from the enemy Wizards and allow your natural superiority in battle skills to come to the fore. Use the advantage of more magical items to protect your frail characters and allow their skills to defeat the foe.

There's no doubt that the High Elves are a challenging army to command.

They are subtler than many and some find that a tricky prospect to work with. Persevere. They are also an amazingly flexible army and one that greatly rewards experimentation. Quite what 'the best' High Elf army is I don't know. Even if I did I'd keep it quiet.

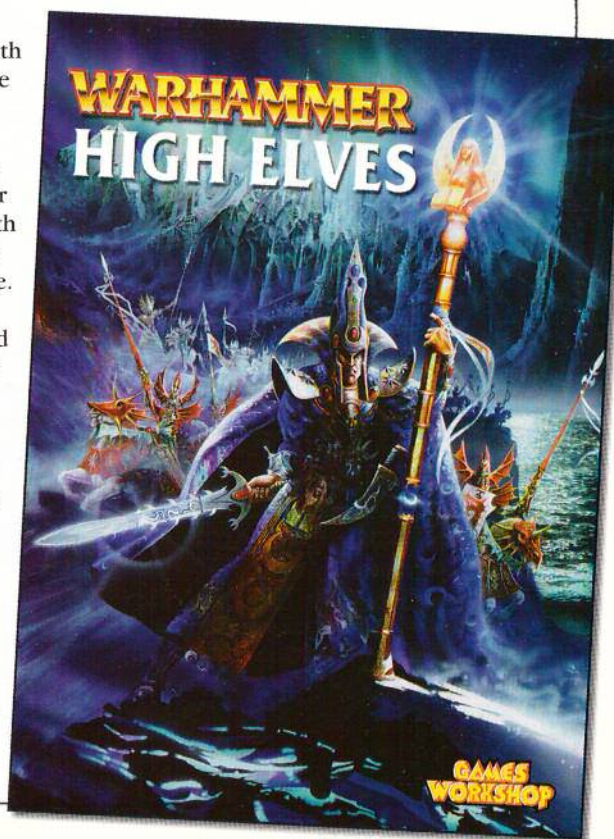
Try using your heavy cavalry and your Eagles to strike hard and fast. Take nothing else and fight a battle like that. Experiment with standing off and showering the foe with arrows, bolts and spells. That's your second battle. See if the steady march of Citizen Levy spearmen is for you, backing up their lines with elite regiments of White Lions or Phoenix Guard. Battle three. Try each of these and then you'll learn what strengths and what weaknesses each part of the army has. Then combine all of them in a single balanced force.

With a balanced force you can cover the weaknesses of each part of the army with the strengths of the other. Where one would fail the other will succeed. It is a difficult skill to master, but when you learn to balance your army in this way you will seldom be beaten.

GO GET 'EM

And that just about rounds up this whistle-stop tour. Hope you have fun with the Elves.

Jake



The new High Elf plastic regiment sets are released this month. To show you how to get the best from your High Elf regiments, Mark 'The Count' Raynor sets aside his beloved Undead and starts his very own High Elves army.

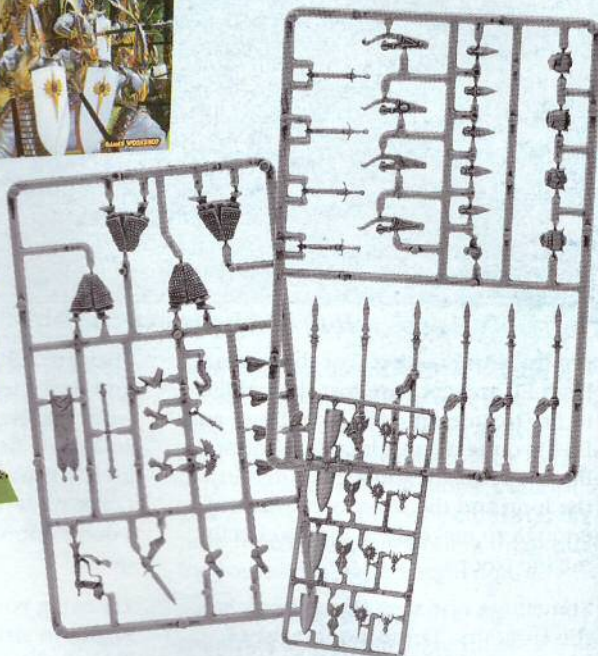
PAINTING HIGH ELVES

How to get your High Elves army on the march



HIGH ELF SPEARMEN REGIMENT

Spearmen regiments are a Core choice, with 10+ models in a unit.



HIGH ELF SILVER HELMS REGIMENT

Silver Helms regiments are a Core choice, with 5+ models in a unit.



HIGH ELF ARCHERS REGIMENT

Archers regiments are a Core choice, with 10+ models in a unit.



Assembling High Elf Regiments

Before you can start painting your High Elf models they must be assembled, and it is important to make sure that your Spearmen and Bowmen fit together when ranked up. It is worthwhile spending some extra time thinking about how you would like your models to 'rank up'.

Models that fit well together within a unit will appear more organised as a regiment on the battlefield. You could

use blu-tak to position your models, giving you the chance to see how they will look and rank up before finally gluing them together.

When you begin gluing your High Elves, it is a good idea to start from the front rank and work your way backwards through the unit, making sure that they all fit together as you go. Using the special regimental bases can make ranking up your unit easier.



The kneeling models from the Archers regiment look best in the front rank. To ensure that the models in the second rank can 'rank up', position them in between the models in the front.



To make your Spearmen look more dynamic, you might like to have the models in the front rank with their spears lowered (this also applies to a unit of cavalry), while those behind hold them vertically. Once all of your regiment has been 'ranked up', it is a good idea to number the bottom of the bases so that you can arrange them in the same order again afterwards.



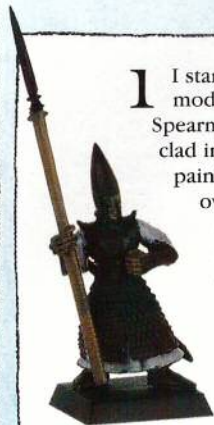
You can find everything you need to make a unit of Lothorn Seaguard in the High Elf Spearmen regiment set. Simply glue the bow and quiver piece to the back of the model.

Painting your High Elf Regiments

By Mark Raynor

When painting a Warhammer regiment, I find that neatness is the key to creating a unit that looks great on the battlefield.

1 I started by spraying the models Chaos Black, as a Spearman is predominantly clad in metal, and metallic paint is better applied over a black undercoat than a white one. Next, I painted the flesh areas (hands and face) and spear shaft with Bestial Brown and any cloth areas with Codex Grey.



2 I highlighted the flesh areas with Dwarf Flesh, and the spear shaft and sword hilt with Snakebite Leather. Using Fortress Grey, I highlighted the cloth areas, ensuring that the Codex Grey was left in the recesses to act as shading. For the red armour trim and helmet decorations I find that Red Gore doesn't show up very well over a black undercoat, so I painted on Blood Red first, then Red Gore over the top.



3 Elf Flesh was my highlight colour for the flesh areas, Bubonic Brown for the spear shaft and sword hilt, and Skull White for the cloth areas. I then drybrushed the mail shirt with Mithril Silver, remembering to be as neat as possible. All the other armour, the helmet and the spear tip I painted, rather than drybrushed, with Mithril Silver. I then repainted the trim with Red Gore, which allowed me to paint over any mistakes I had made whilst drybrushing the armour.



4 I gave the areas of flesh a final highlight with Pallid Flesh and the spear shaft with Bleached Bone. Any small details, such as parts of the armour and sword decoration, I carefully painted with Shining Gold before basing the models and attaching their shields.



Mark's finished unit of High Elf Spearmen



SHIELDS AND BANNERS

High Elf shields can be as simple or as elaborate as you like. A simple colour with an attached icon painted in a contrasting colour is a good way of making a simple but striking

shield. You might want to make the shields and banners of your elite regiments more intricate than those of your regular troops, for example, by painting an Elven rune on a flat coloured background.



PAINTING GEMS

Painting all the gems on High Elves can be a laborious task (there are quite a lot!) so to minimise the time spent, I needed a quick and simple method. I began with a coat of Snot Green, which I then painted over with Green Ink and left it to dry. Finally I applied a coat of gloss varnish to give them a highly polished finish. I only painted the gems on the shields in the command group for the Spearmen as this would help to differentiate them within the unit. However, I painted all the gems on the Silver Helms emphasising the fact that they are Elven nobles and of more importance.



Mark's finished unit of
High Elf Silver Helms



I find it easier to paint riders and steeds separately. I stuck the riders to plastic flying stands while I painted them which allowed me to paint the areas which would otherwise be hidden or difficult to reach with a paintbrush. It also helps keep grubby fingers off the model!

Using the same stages that I used for the Spearmen I painted my unit of Silver Helm riders. All that was left now was to paint their steeds...



1 After spraying the horses Chaos Black, I painted their bodies with a 50/50 mix of Chaos Black and Codex Grey. For the barding, I used Boltgun Metal, painting each scale separately. I followed this by neatly drybrushing the scale mail with Mithril Silver. Although this needs patience, it does give a clean, neat appearance to the armour, which is a characteristic of High Elves.

2 Next, I painted the saddles and hooves with Scorched Brown. For the cloth robing under the barding, I painted the top side with Codex Grey and the underside with Blood Red. The edging around the bridle and harness was also painted with Blood Red.



3 The outside of the saddles were painted with Bestial Brown, which I also used to highlight the horses' hooves. For the cloth robing, I highlighted the top side with Fortress Grey and the underside was painted over with Red Gore.



4 To finish off the horses I used Shining Gold to carefully pick out all of the detailed decoration. I then highlighted the manes and tails with Codex Grey and the top side of the cloth robes with Skull White before basing the models and attaching the riders.



WARHAMMER



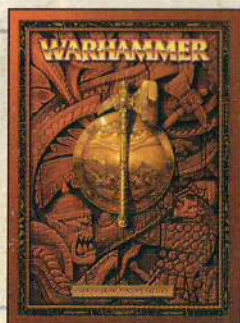
Warhammer Starter Set

£50

The game of fantasy battles, Warhammer is set in a fantasy world where you control a mighty army to crush your foes. Knights in shining armour crash into regiments of bloodthirsty warriors, while archers darken the sky with arrows. Powerful war machines belch forth death with earsplitting fury, while heroes on fantastic monsters sweep into combat, turning the tide of battle.

This boxed set contains:

- A 288 page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc Boar Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers



Warhammer Rulebook

£25

This 288 page rulebook contains all the rules you need to create exciting fantasy battles in the Warhammer world. In addition to the core rules of the game, the rulebook includes advanced rules for deadly war machines and powerful characters. The section on magic provides powerful spells to crush your enemies and enhance your own troops, turning the tide of battle at critical moments. The rulebook also includes background for all the races, a 32 page introduction to the hobby, scenarios and supplemental rules. In all, the Warhammer Rulebook is an essential purchase for any dedicated hobbyist.



Warhammer Regiment Boxed Sets

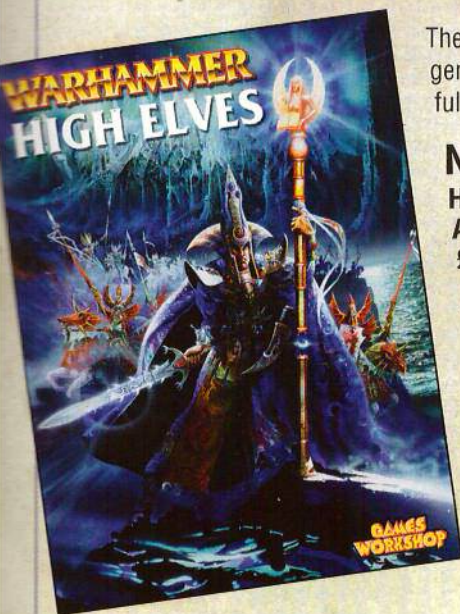
£15 each

The Warhammer Regiment boxed sets are a great way to start a new army, or build up an existing force. Each Regiment boxed set contains a core unit for one particular army, including command variants, thus allowing you to get the essential troops you require to build your forces. Shown here is the High Elf Spearmen boxed set, containing enough parts to make sixteen High Elf Spearmen, including a Champion, Standard Bearer and Musician. Models not shown at actual size.



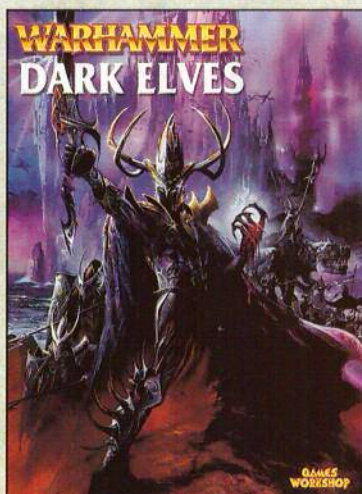
Warhammer Armies Books

The Warhammer Armies books are an essential purchase for any Warhammer general. They contain rules and background, painting and modelling guides, and a full army list.



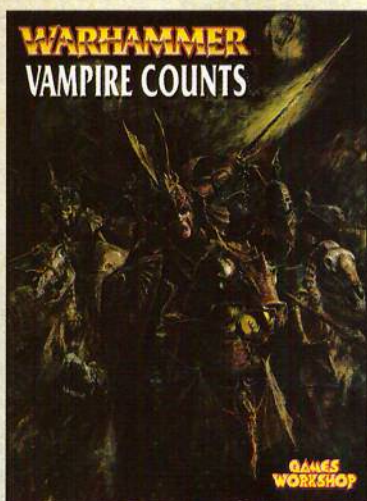
NEW! **High Elves** **Armies Book** **£10.00**

An ancient and proud race, the High Elves have refined their martial skills and magical prowess over the centuries. They have watched empires rise and fall, and ferociously repel all who seek to conquer their homeland.



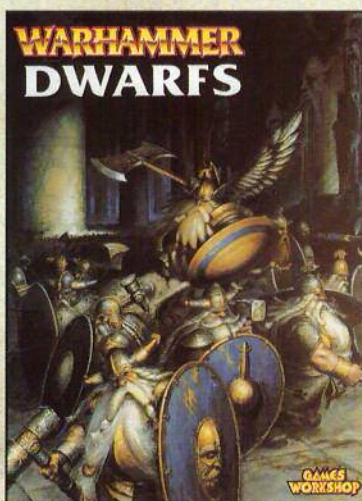
Dark Elves **Armies Book** **£10.00**

From his dark tower in the distant land of Naggaroth, the Witch King strikes terror into the heart of every race of the Warhammer world. Cold and heartless, his armies of Dark Elves launch raids that enslave thousands.



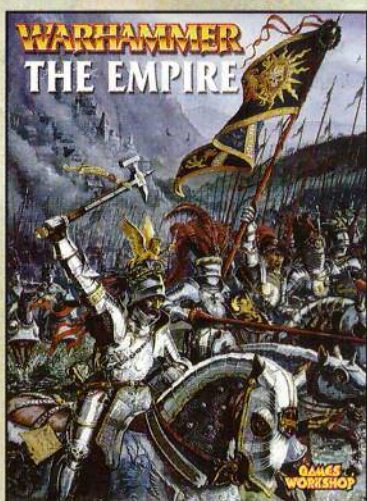
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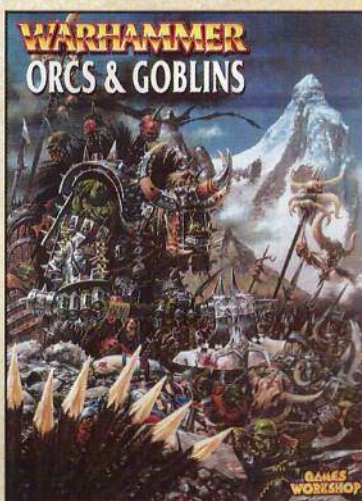
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Index Astartes

First Founding



An in-depth look at
the First Founding
Legions of the
Adeptus Astartes

THE LOST AND THE DAMNED

The Death Guard
Space Marine Legion

by Christopher Allen

The Death Guard Legion, the dread Plague Marines of Nurgle, has become a relentless and terrifying scourge upon the Imperium of Man. But it was not always so. Ten millennia ago, the Death Guard was one of the original twenty Space Marine Legions, united in the defence of Mankind under the command of the Emperor and their fearsome Primarch, Mortarion.

Origins

When the Emperor's twenty nascent Primarchs were scattered across the galaxy, the Stygian Scrolls tell of one who came to rest on a bleak moor, strewn with dead and scattered with the carnage of battle for leagues in every direction. The planet was Barbarus, perpetually shrouded in poisonous fog, whose mountainous crags were ruled by warlords with fantastic powers and horrific appetites, and whose human settlers, stranded there millennia before, were crowded into the lowest valleys, beneath the choking mists. They lived lives of unrelenting terror, eking out a peasant's existence by day beneath a dim sun which never burned completely through the fog, and cowering by firelight after dark from the terrible beings which moved unseen above.

The greatest of these overlords stood in triumph on the battlefield, revelling in his massacre until the silence was shattered by a child's cry. Legend tells that the warlord walked the sea of corpses for a day and a night in his creaking battle armour, drawn by the wail of the infant. For an instant, he considered ending its young life; but no mere human ought to be able to breathe the poisonous miasma of the heights of Barbarus, much less cry out as this child did. For long moments he contemplated the thing which appeared human but was clearly more; then he gathered up the infant and carried it from the carnage. For all his dark power, until that moment he had not had what this child now promised: a son and heir. Born of death, upon a field of death, the warlord christened the infant Mortarion: child of death.

His master tested the infant's limits. When he had determined precisely how high into the toxic clouds of Barbarus's peaks the child could survive, he erected a stony keep and fenced it behind black iron. Then he moved his own manse beyond, to the highest crag, where the atmosphere was deadly even to the nascent Primarch. Mortarion grew to adolescence in such a world, of citadels of weeping grey stone and cast-iron fences, where the very air was death, and the sun never

more than a distant smudge. It was a world of constant war, against opposing lords who came with golem armies of stitched-together dead one day, then tormented shapeshifters, more monsters than men, the next. To survive, Mortarion learned at the foot of his overmaster, and learned voraciously, everything his master would teach him. Mortarion devoured it all: from battle doctrine to arcane secrets, from artifice to stratagem. He learned and he grew, shaped by his grim environs, but a child of the Emperor for all that – superhumanly resilient to the poisonous air around him and superhumanly strong even in the absence of sufficient sunlight or nourishment. Mortarion possessed an intellect which was highly keen and which asked questions his lord was not wont to answer.

Increasingly, the questions centred around the fragile things in the valleys below, which the warlords preyed upon for their corpses to reanimate, or victims to accurse. His master kept Mortarion as distant from the human settlements as he could, but his very act of denial fed the maturing Primarch's obsession. The day finally came when Mortarion would be denied no longer. Mortarion slipped through the dungeons from his keep. The last thing he heard was the voice of the overlord, the only father he had known, roaring in the miasmic darkness from the high battlements as Mortarion descended from the mountain, renouncing the Primarch for his betrayal, warning Mortarion that to return would mean death.

Descending beneath the mists was a revelation to Mortarion; his lungs were filled with air free of poisons for the first time. He smelled aromas of food being prepared, of crops freshly harvested, heard voices un-muffled by fog and, for the first time, heard laughter. The young Primarch realised that he was among his own kind, that the 'fragile prey' of the warlords were his own people. And with the realisation came rage. He determined to bring them the justice denied them by the dark powers which moved above.

Mortarion's acceptance amongst the human settlers of Barbarus was no

simple thing. However like them he felt himself to be, to them he was little different from the monsters above. Towering over even the tallest of them, gaunt and pallid, with hollow, haunted eyes which betrayed the horrors he had seen, Mortarion terrified most of the settlers. They looked upon him with suspicion and fear. It stung the young Primarch, but he bided his time, using his great strength to work the fields for their meager harvest, knowing that his opportunity to prove himself would come. When it did in the twilight hours, he was ready.

From the darkness came shambling dark things. A lesser lord led his corpse-like thralls into the settlement, taking with silent, remorseless strength those they could carry off for their

master's dark purpose. The peasants fought back as best they could, with torches and farmer's tools rendered into makeshift weapons. It was all they could do not to run, much less offer a meaningful fight. They had played out the futility of this scene their whole lives, and they knew how it would end. Until, that is, Mortarion strode into their midst. Towering over them with an enormous two-handed harvesting scythe, he charged into the ranks of the enemy with all his rage-born might, and drove them from the village. Their dark lord smiled at him as he neared, and withdrew into the poisonous heights where this rebellious human could never reach him. He was still wearing his contemptuous smile when Mortarion caught up with him on the mountainside and exacted his

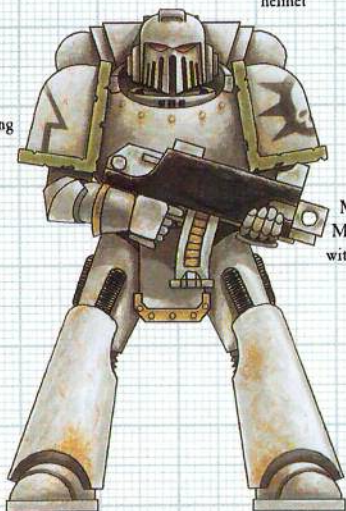
vengeance for the 'fragile prey' below. After that night, Mortarion's place among the settlers was never in doubt.

As he matured, Mortarion taught the settlers of Barbarus what he knew of warfare. Word of his exploits spread, and many others made the perilous journey to learn. Slowly, villages became strongpoints, and the villagers more effective defenders. Eventually, Mortarion went amongst the people, travelling from settlement to settlement, teaching, building and, when occasion demanded, defending them. Always, however, his ultimate justice was denied; the dark powers could always retreat into the impregnable bulwark of their poisonous mists. His people could only fight in defense. That had to change.

Inquisition Access Level: B ninety-one

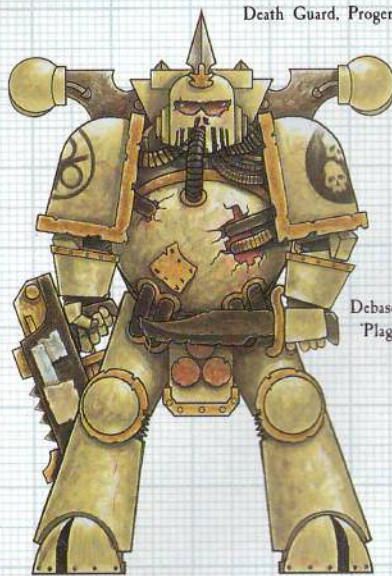
Mk. IV power armour
with armorum ferrum
helmet

Auto reactive
shoulder guard
with tactical marking



Pre-Heresy Death Guard Colour Scheme

Mars pattern
Mk. IV bolter
with sickle mag.

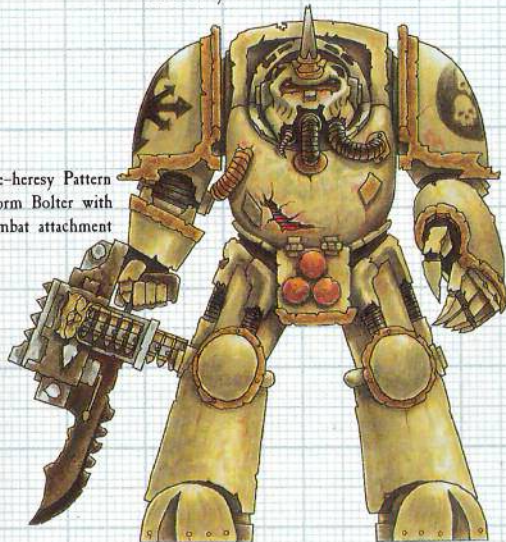


Death Guard, Progenitor Legion M3I

Debased weapon
'Plague knife'

Post-Heresy Death Guard power armour
note: bloated chest plate

Pre-heresy Pattern
Storm Bolter with
combat attachment



Death Guard Cult Terminator



Heretic standard discovered on
Genoviga - [Plague banner]



Death Guard
Legion symbol



Auto reactive shoulder plates
incorporating blasphemous iconography

Thought for the day: Purify thyself with the cleansing flame of the Emperor's Justice.

Mortarion recruited the toughest, most resilient of Barbarus' population, forming them into small units which he drilled himself, teaching them not only defence but also attack. He turned blacksmiths from toolworking to weaponsmaking when time allowed, and crafters to the shaping of armour. And, with the best artificers he could find, he bent his formidable intellect to the problem of the poisonous air.

Inquisitor Mendikoff's monograph, *Cataphract of Death*, relates the now-famous result. When next a warlord descended from above, and the villagers mounted a defense successful enough to drive his unholy army back, Mortarion and his retinue of warriors, masked with crude filtering hoses and breathing gear, advanced into the fog after them. For the first time in living memory the prey brought death into the realm of death, killing the warlord and massacring his army. Mortarion continually improved his warrior's breathing apparatus, and he and his Death Guard, as his retinue came to be known, campaigned ever higher into the dark powers' domain, encountering ever more virulent pestilence. The

constant exposure to ever higher doses of toxins toughened his Death Guard, traits which proved transferable to each new iteration of the Death Guard, growing tougher as though emulating their champion himself.

Only the most toxic peaks were denied Mortarion and the Death Guard and they warred for months across the poisonous spine of Barbarus, until only one grim manse stood against them, one which Mortarion knew well. The concentration of death about it overcame his force, threatening even Mortarion himself, and so he withdrew. Upon his return, however, his world was destined to once again spin out of his control.

Mortarion and his brethren arrived to find the village alive unlike he had ever known it. On everyone's lips was word of the arrival of a stranger, a great benefactor who brought promise of salvation. The Primarch's mood darkened; this day of deliverance was one he had worked for all his life, and he found himself altogether unhappy to see it co-opted by the arrival of some newcomer of uncertain agenda.

Taletellers say Mortarion flattened the massive wooden door of the hall upon his entrance. Seated at banquet, he found the elders and a stranger who was their opposite in every imaginable way. Where they were gaunt and pale, he was robust, his flesh bronzed, his physique utterly perfect. The people greeted Mortarion's arrival expectantly. Despite the affect wrought upon him by Barbarus's poisons, the connection between the new benefactor and their defender was nevertheless plain to them all. As plain as father and son. However, Mortarion was oblivious to any connection. He greeted the stranger with barely masked hostility, which quickly turned to outright anger at the stranger's utter unflappability. The elders spoke of the new arrival's promise to unite the people of Barbarus within a great expanding brotherhood of humanity which could help them be rid of their persecution from above. Mortarion felt his moment of triumph slipping from him. Twisting the haft of his ever-present scythe until his knuckles whitened, he declared that he and his Death Guard needed no help to finish their quest for justice.

It is said that the benefactor quietly challenged the stormy young Primarch's assertion, pointing out the Death Guard's failure to reach the last high citadel, and then threw down a gauntlet. If Mortarion could defeat the high overlord alone, he would withdraw and leave Barbarus to its own means. But if he failed, they would join his Imperium of Man and Mortarion would swear total fealty and allegiance to him.

Over the protests of his Death Guard, he spun on his heel and struck out alone for the last manse standing against him, the keep of the overlord he had called father. If some part of him knew that even he could not survive the highest reaches of Barbarus, he did not acknowledge it. Mortarion climbed ever higher, driven by the inevitability of the imminent conflict with his once master, driven by his desire to bring final justice for the people of his world. However he was mostly motivated by a compulsion to prove himself to the stranger below.

The confrontation, when it finally came, was mercilessly brief. Mortarion, choking in air so toxic that the hoses of his protective breathing gear began to rot away, struggled to the very gates of the overlord's citadel, calling out his defiance. The last thing he saw as he fell to his knees, the world turning grey as he was overcome, was the Overlord of Barbarus coming for him, to fulfil the promise he had made generations



Corpses bloated with noxious gases spewed excremental fluids as the filth encrusted Land Raider crushed them beneath its rusted iron tracks, grinding their jellied bones to pulp. Explosions burst around the massive vehicle, filling the air with lethal fragments and scoring the necrotic surface of its armoured hide. Hulking and deformed warriors kept pace with the plague tank, firing mucus covered bolters through the yellow fog as they advanced. The Imperial Fists defensive line was less than fifty metres away, the ground before it littered with the twisted, plague ridden carcasses of those unfortunate enough to have been touched by the dark powers.

The fog coiled about the Land Raider like a living thing, as though it moved on some vile business of its own. The white heat of lascannon fire speared through the sickly haze and struck the hull of the tank, blasting a deep wound in its fleshy exterior. The massive vehicle slewed around, but kept moving, spinning tracks churning scraps of rotten flesh and decayed limbs as it rumbled over the pathetic barricade their foes had erected. The ground shook as the vehicle crashed back to earth. The front ramp dropped and pestilential fumes gusted from within, like the breath of some vast, infected beast. Vomited from the belly of the

armoured beast, warriors spawned in a festering nightmare charged from the Land Raider, a foul miasma of contagion wreathing their helmets in smoky darkness. Almost three metres tall, the huge figures wore filth-ridden suits of Terminator armour, splashed with clusters of weeping boils and sores. Diseased lesions and foul organic matter oozed from cracks in the armour.

Brother Colathrax stalked through the fog of sweet corruption and hail of bolter shells, his plague sword licking out left and right. He cut and stabbed, slicing skin and pricking organs, but never killing outright, no, never that. For who was he to deprive his foes of the agonising bliss of Father Nurgle's Rot? How sweet it was to watch those whom the false Emperor had made mighty descend into madness and decay, their once powerful bodies turning on them as plague reduced them to mindless, gibbering horrors of mutated flesh. They had set themselves up as gods and would now pay the price for that arrogance. A Space Marine Captain in blazing yellow armour stood before him, his sword raised in challenge and Colathrax smiled.

Colathrax batted aside the sword with his power fist, stabbing his suppurating weapon through his opponent's belly. The blade of the plague sword skewered the Space Marine

in an upward arc, lifting him from his feet and hammering through the building behind. Blood pooled beneath the Space Marine's twitching body. The wound refused to close and he coughed bloody phlegm as he felt the meat of his body rotting at a terrifying rate, internal organs flooding with dead fluids and the flesh of his limbs sloughing from his bones inside his armour. His breath rasped as his lungs dissolved and his vision faded as his eyeballs liquefied, sliding down his face like glutinous tears. He tried to curse his killer, but his throat had ruptured and seconds later his brain was a foetid grey ooze dribbling from his sagging head.

Brother Colathrax inhaled the intoxicating aroma of his master's putrescent benediction and offered a short prayer to Father Nurgle. He wrenched his sword from the wall, allowing the sloshing suit of power armour to topple to the stinking ground. The disintegration of this world was almost complete and Colathrax could taste their victory on the foul wind that swept the battlefield. He pictured oceans of decaying flesh, infection rampant and plagues unnumbered. That would be their gift to the denizens of this mortal realm. Colathrax laughed at the thought as the fog closed in.

before. Then the mighty stranger stepped between them, defying the death-fog, and felling the overlord with a single blow of his gleaming sword.

Mortarion was true to his oath. When he recovered, he bent his knee to the stranger and swore himself and the Death Guard to his service. Only then did the Emperor of Man reveal himself as the young Primarch's true father, and the destiny such service would bring: command of the fourteenth Legion of the Adeptus Astartes, the Space Marines.

The Libram Primaris, or *Book of Primarchs*, tells how Mortarion brought the relentlessness, remorselessness and resilience of his personal Death Guard to the Legion built of his own genetic material, and how in turn they adopted his retinue's title as their own. The resulting prowess of the Death Guard was recognised from the moment Mortarion took command, but the young Primarch never settled in Imperial society outside of battle. Mortarion was a grim, driven Primarch, fixated on reckoning with the oppressors of the galaxy. The easy camaraderie of the other Primarchs was alien to him. The Shadow Journal

of Bellerophon, Dark Angels Librarian, confides that, of them all, he found kindred spirits in only two: Night Haunter, the dread master of the Night Lords, and Horus, the Warmaster of the Imperium, the right hand of the Emperor. Horus above all others recognised the value of the Death Guard. He would often place Mortarion and his Legion in the centre of his battleline, counting on the enemy's inability to oust them so that he could either lever his advance from the rock of Mortarion's immovable position, or use it as the anvil upon which the Imperial hammer, in the form of his Luna Wolves, or the Haunter's Night Lords, would break the foe. It was a mercilessly effective combination.

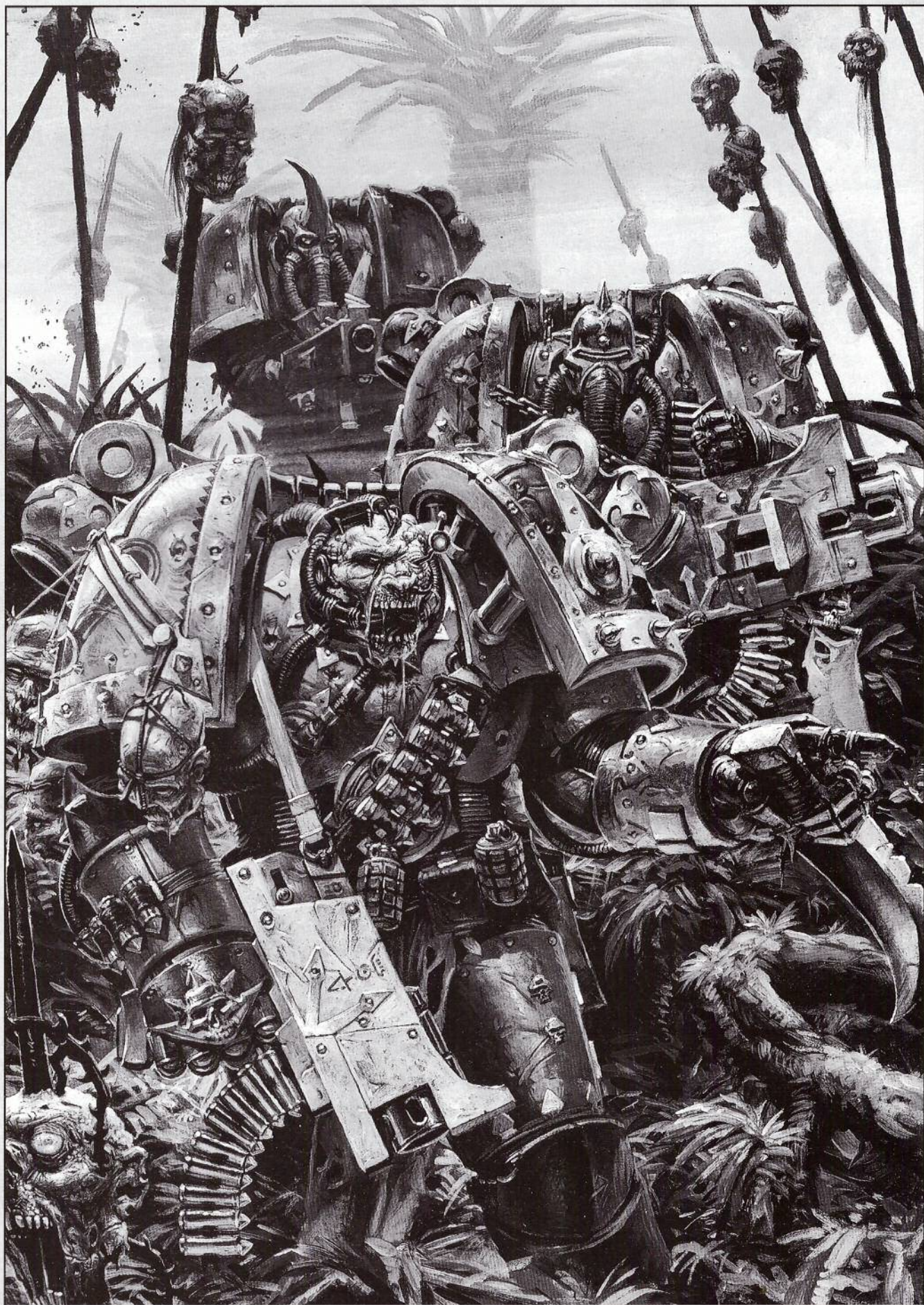
In the charismatic Warmaster, Mortarion found a mentor who seemed to understand his goals and appreciate his methods. So close did Mortarion appear to be to Horus, in fact, it is believed that at least two of the other Primarchs, Roboute Guilliman of the Ultramarines and the ever watchful, ever taciturn Corax of the Raven Guard, approached the Emperor with concerns about where the master of the Death Guard's loyalties lay. The story of his allegiance to the Emperor

won through his own failure was by then well-known, and anyone with even a passing familiarity with Mortarion knew that the pallid Primarch chafed at it. The Emperor is said to have dismissed their concerns with a wave; loyalty to Horus was de facto loyalty to the Emperor.

On that matter, the Emperor could not have been more wrong...

The Betrayal

On the feral planet Davin, the Warmaster and his Legion, now named the Sons of Horus in his honour, had fallen to Chaos. Before they would leave, Horus would be utterly possessed, forswearing allegiance to the Emperor for the cause of Chaos and his own advancement, and would draw the Primarchs and Battle Brothers of half the Imperium's Legions to his cause. Transcripts of the Council of Charon, convened after the Heresy to ascribe responsibility, suggest that, unlike some of the other Primarchs, Horus did not need to resort to ritual possession to win the Death Guard to his side. Horus promised that under his rule the old order would fall, and a new age would dawn, a just age with right



ensured by the mighty. Mortarion turned on the Imperium as he had turned on the overlords of Barbarus, and joined the rebellion which would forever sunder the Imperium – the Horus Heresy. What he did not know then was the price he would be called upon to pay.

Horus was a brilliant strategist; he knew that the heart of the Imperium was Terra, and from the very moment of his rebellion, Terra was his objective. In short order he had gathered sufficient strength to shatter the defences of the Imperium and lay siege to the Imperial Palace itself. Mortarion was determined that the Death Guard would be there with him. With his entire fleet, he crossed into the Warp and straight into nightmare.

The Death Guard fleet was becalmed by an impenetrable warpstorm, its navigators neither able to guide them through it nor find safe passage into realspace. The fleet was reduced to drifting through the Immaterium, and while they were stilled the Destroyer came.

For Mortarion and the Space Marines of the Death Guard there was nothing so terrifying as the plague which made their legendary resilience meaningless. These were the warriors who the Imperium had sent to conquer worlds no other man could set foot upon, much less fight on and win. Pestilence, contagion, toxin and pollution; there was no environment so hostile which Mortarion and the Death Guard could not overcome, until the plague which raced through their fleet. It roiled in their guts, bloating and distending their once superhuman bodies, transforming them into horrible, pustulent grotesques. They were made corrupt within and sickening to behold without and they grew sicker and sicker, yet could not die, their own constitution becoming their worst enemy. What they endured was unimaginable yet none suffered more than Mortarion. For the Primarch, it was as though he were upon the mountaintop of Barbarus once more, surrendering to the poison, without the mercy of unconsciousness to claim him or the Emperor to come to his salvation.

Whether he perceived, in those terrible hours, the loss of what he had once stood for, and the damnation he had wrought upon himself and his Legion, only Mortarion will ever know. Unable to endure the suffering any longer, Mortarion offered into the Immaterium himself, his Legion and his very soul in

exchange for deliverance. A presence in the Immaterium answered, as though it had been waiting all along. In the depths of the warp, the Great God Nurgle, Lord of Decay and Father of Disease, called that debt and accepted Mortarion and the Death Guard Legion as his own.

What emerged from the warp when the Death Guard fleet broke out bore little resemblance to what had entered. The gleaming white and grey armour of Imperial champions was no more, burst and shattered from the horrific bloating of infected bodies, scabbed with boils, putrescence and the filth of corruption. Their weapons and machinery of war were now powered by the sickly sorcery of Chaos, glowing with lambent green luminescence and oozing gangrenous pus. The name Death Guard itself would pass into secondary use, as the walking pestilence-carriers became a terrifying sight across the Imperium. To their victims, to their erstwhile allies, even to themselves, they had become the Plague Marines.

Horus was eventually defeated by the Emperor and Chaos was driven back across space, finding refuge in the weeping sore known as the Eye of Terror. Mortarion and his Death Guard retreated there as well, but not in disarray, as many of the other Legions did.

Even in damnation, the resilience of the Death Guard remained, and under the direction of their Master they withdrew into the Eye intact, Loyalist Space Marines and Imperial Guard regiments breaking upon them time and again.

Within, Mortarion claimed the world which would become known as the Plague Planet as his own; its location near the fabric of reality was ideal for launching new strikes into the Imperium and across the galaxy. He shaped it so satisfactorily and defended it with his Plague Marines so well that his patron, Nurgle the Unclean, elevated the Primarch to daemonhood and gave Mortarion what the Emperor had denied him, and what Horus had not been able to provide: a world of his own. Mortarion became the overlord of a world of poison, horror, and misery. He had come home.

Home World

Barbarus was a feral world which orbited near its dim yellow sun, creating a thick, miasmic atmosphere of toxic chemicals. The most virulent gases rose through Barbarus's perpetual

cloud towards the heat of its star, making the world beneath a dismal place of night, unbroken by starlight and with short, shadowy days. An atmosphere breathable by humans existed only in the lowest elevations, on flat moors and in the valley basins of the jagged, stony mountains which spined the world. Beings immune to the toxic soup of the planet's higher atmospheres once existed on Barbarus, building great grey keeps in the mountain fastnesses. When humans came to Barbarus, the horrific conditions from which they had to eke out survival quickly reduced them to a pre-feudal state. The higher beings' incomprehensible powers, their ability to survive where men could not, and above all their hunger to prey upon, experiment with and accurse Humankind caused the settlers to ascribe to those beings a medieval supernaturalism. What manner of creatures these dark overlords were will never be known.

Since his elevation to daemonhood, Mortarion has, consciously or not, remade the Plague Planet very much in Barbarus's image. Its citizens cower in festering villages on the planet's surface, serving their supreme masters, Mortarion's champions and other daemonic chosen of Nurgle who reside in mighty fortress-citadels high above them. Diseased things which should be dead, yet are not, roam the landscape, and skeletal Mortarion rules over all, enthroned upon the highest peak of the world.

Combat Doctrine

Mortarion was well-educated, if narrowly. Matters of culture, history, philosophy were often alien to him, but on the subject of dealing death, he was a prodigy. Mortarion believed that victory came through sheer relentlessness, and communicated that ethic throughout the Death Guard. Their weapons and armour were rarely the most expertly artificed, certainly not the most beautifully-ornamented, but functioned without flaw. The Death Guard did not manoeuvre fancifully, or confound their opponents; they picked the best ground upon which to fight, then smashed their foes after they had broken themselves against the Death Guard line. There was no environment which Mortarion and the Death Guard feared. What Mortarion and his adepts could not devise means to compensate for, the Death Guard overcame through sheer resilience.

Mortarion learned battle in a theatre of rocky mountainous terrain, without benefit of machinery. Though his considerable intellect allowed him to grasp the value of such support when his elevation to Primarch of a Space Marine Legion made such things as tanks and transport available, the primacy of the foot soldier remained ever the trademark of the Death Guard. Mortarion preferred to utilise huge waves of infantry, well-equipped and highly-trained on an individual level. He demanded that they be able to function and fight in almost any kind of atmosphere, and gave little emphasis on specialised units using jump packs or bikes. In fact, the Death Guard did not have dedicated Assault and Tactical squads as such; all his Space Marines were expected by Mortarion to be equally adept with bolter, pistol and close combat weapon, to fight with whatever weapon circumstance dictated. Such doctrine lent itself well to the use of Tactical Dreadnought armour, and the Death Guard regularly used Terminators before the Heresy. The Death Guard were particularly renowned for their success at such high-risk missions as space hulk clearance and the Plague Marines continue that success, using hulks to spread disease, infection and the cult of Nurgle throughout the body of the Imperium. The combat doctrine which served the Death Guard so well in life now suits the damned character of the Plague Marines to perfection.

Organisation

Mortarion was an infantryman, and the Death Guard were organised around the principle of equipping the individual Space Marine as well as possible. Obedience was extended through every rank: sergeants were extensions of their captains, who were extensions of Mortarion himself. If there were any of the original Legions that could be said to be of one body, it was the Death Guard. As a consequence, the Death Guard were organised into fewer companies than any of the other First Founding Legions. There were never more than seven companies at any time in its history, but each was of considerably greater size, and heavy with Space Marine infantry, including Terminator squads.

With Mortarion elevated to daemonhood, his hand upon the Legion became more remote and the Death Guard became broken up through space and time into smaller units. Warriors of the Death Guard are

CAPTAIN GARRO, HERO OF THE DEATH GUARD

When Horus's rebellion was finally understood, seventy Space Marines, alone of five Legions, remained steadfast in their loyalty to the Emperor. These men seized the Imperial cruiser Eisenstein and broke the Traitors' blockade of the Istvaan system to carry word of the treachery to Terra. Their warning may have saved the Imperium. Commanding the Death Guard contingent was a great battle-captain, Garro.

There are conflicting testimonies regarding the fate of Captain Garro and his men. There are those who say that in the turmoil accompanying Horus's assault on the Imperial Palace no one knew what to do with the handful of loyal Marines whose entire Legions had turned traitor. The captain, indeed all of the Eisenstein seventy who survived the gauntlet to reach Terra, were placed in custody pending deposition by the Emperor himself, a deposition which, after his fall and enshrinement in the Golden Throne, never came. Garro and the other 'Heroes of the Imperium' never saw the light of day and died prisoners. Others maintain that Garro himself fought in the palace defence, and when he saw what his brother Legionnaires had become, he renounced arms and served devotedly at the Master Apothecariate, where Space Marine Apothecaries receive their training, futilely seeking a cure for the plague which had taken his entire Legion of brothers, until his own death.

More fanciful tale-tellers link Garro and his band to secret societies moving behind the public face of the Imperium, and claim that Garro and his original Space Marines still live, an elite force committed to thwarting the aims of Nurgle, Mortarion and the Death Guard, who appear in battle clad in the colours and flying the banners of the pre-Heresy Death Guard, then vanish, like grey ghosts from the warp.

Still others report that Garro was unable to resist the same lure to damnation which claimed his Primarch. In the aftermath of the Heresy, Garro turned to Nurgle and became a champion of the Death Guard. As the Lord of Flies, he still leads Plague fleets from the Eye, clad in black iridescent armour and a power claw like a great skeletal hand, accompanied by the maddening buzz of insectoid wings.

most often seen afoot, or at best accompanied by mad, plague-infested Dreadnoughts. Few of the tanks and transports of the Legion still function, their upkeep and maintenance being no priority to Space Marines dedicated to the Incarnation of Rot and Decay. Some such constructs do soldier on, possessed by minor daemonic entities or infested and animated by Nurgling hordes, the swarming worker drones of the Lord of the Unclean. These forces are often found organised in squads of seven banded together into cohorts of seven squads. An echo of their Legion's organisational model at its height, seven is also the sacred number of the Death Guard's patron power, and they believe that by forming themselves in multiples of that number, they carry the favour of the daemon lord Nurgle and create a kabalistic strength. Whether their 'Rule of Seven' draws the attention and sorcerous blessing of the Death Guard's deity or not, the manner in which the Plague Marines carry themselves to war still reflects the hand of the Primarch which forged them, shaped them, then led them to their damnation. The daemon prince Mortarion remains master of the

Death Guard even after their fall, orchestrating their movements unseen from his bubonic throne.

Beliefs

The beliefs of the Death Guard echoed those of Mortarion, beginning as one thing and ending as the corrupt opposite. A resolute determination that individuals should be free of oppression and terror became a conviction that individuals were not suited to decide what was just for them. A faith in inner strength, iron will and unshakeable resolution in the face of hardship led to pride, arrogance and an utter contempt for those they deemed inferior.

When Nurgle's Rot came to the stranded Death Guard, their pride and arrogance was revealed, and their contempt for weakness turned upon themselves. Their surrender to Nurgle left them with only one seething, burning outlet, stoked white-hot by the depth of their self-loathing: to infect the strong, slay the weak and rot the foundations of everything in their paths until it collapses. Their debasement would no longer seem so shameful, if

the pestilence of their Unclean Lord eventually brought everything to ruin.

Gene-seed

The Space Marines of the Death Guard always reflected the gaunt, shadow-eyed, quality of their Primarch, that gave the lie to the hardness with which they were made. The contagion which led to their damnation corrupted them physically, as well. As Plague Marines, the once-gaunt Death Guard are now

bloated and seeping like an infected abscess, covered in boils, sores and weeping wounds crusted with the brown and green filth of the unclean. Nurgle does not accompany this repulsive aspect with gifts of mutation as freely as other powers (such as capricious change is the province of his antithesis, Tzeentch), but on occasion will alter the countenance of a Death Guard aspirant with a tentacle, facet-eyed head of an insect or some other hideously repulsive form.

Battlecry

The Death Guard have no rallying cry as such. As Plague Marines, they are the incarnation of silent death, the virulent epidemic, the wasting disease and the remorselessness of decay. They are pestilence and pox, famine and blight, contagion and cancer, and like all of these things, are most terrifying when they come without word or warning.

USING A DEATH GUARD ARMY IN WARHAMMER 40,000

The Death Guard use the following units from Codex Chaos Space Marines:

HQ	0-1 Chaos Lord or Daemon Prince, Sorcerer, Great Unclean One.
Elites	Plague Marine Cult Terminators, Plague Marines, Possessed Chaos Space Marines.
Troops	Plague Marines, Nurglings, Plaguebearers.
Fast Attack	Daemonic cavalry (Plaguebearers on Beasts of Nurgle.)
Heavy Support	Plague Marine Havocs, Chaos Dreadnoughts, Chaos Predators, Chaos Land Raiders.

A Death Guard army is chosen using the lists in Codex Chaos Space Marines with the following exceptions and special rules. This represents a force drawn entirely from the Death Guard Legion.

The Chaos Lord of a Death Guard army may only have a retinue of Plague Marines, unless he is wearing Terminator armour in which case he may have a retinue of Plague Marine Terminators.

Special Rules

- Plague Marine Cult Terminators cost 46 points for a basic Terminator with twin bolter and power weapon and have +1 Toughness. They may select any of the usual Chaos Terminator weapon upgrades at the normal cost. As with all Cult Terminators they are fearless and will never fall back and cannot be pinned. They are assumed to automatically pass any Morale check. If a Death Guard Chaos Lord is in Terminator armour and is accompanied by a retinue of Death Guard Cult Terminators, then the number of the retinue may be from four to nine models instead of the usual five to nine. If the retinue, including the Chaos Lord, is only five models strong then it may be mounted in a Chaos Land Raider.

- Plague Marine Havoc squads are the Death Guard's version of conventional Havoc squads. Ever since the Heresy, the Death Guard have shown little regard for heavy weaponry and this attitude is reflected in their Havoc Squads.

Death Guard Havocs are exactly the same as normal Plague Marine squads except that, instead of being allowed a single model with plasma gun, flamer, melta gun or plasma pistol, they may have up to three Plague Marines each armed with either a plasma gun at +15 pts or a melta gun at +12 pts. The remainder will have bolters. All carry plague knives. All other options are the

same as those available to normal Plague Marine squads.

- Seven is the sacred number of Nurgle. Any squad of Plague Marines (including Terminators, retinues and Havocs) that numbers exactly seven models (including the Lord if a retinue) may upgrade one of its members to an Aspiring Champion at no points cost.

- For Possessed Chaos Space Marines in a Death Guard army, their first roll on the Possessed table is always assumed to be 2 (Fearsome) as they are wracked with pestilence and corruption.

- All Independent characters must take the Mark of Nurgle. Death Guard Chaos Lords and Sorcerers are Fearless so will never fall back and cannot be pinned. They are assumed to automatically pass any Morale check they are required to take. Aspiring Champions may take the Mark of Nurgle and cannot take any other Mark. The only gifts and vehicle gifts that can be chosen are those associated with Nurgle (the one exception is Daemonic Possession, which can be used as normal).

Clarifications

1. Plague Marine Aspiring Champions who take the Mark of Nurgle do not gain a further +1 Toughness as this would in theory take them to Toughness 6 which is the preserve of monstrous creatures. They receive no benefit from taking the Mark of Nurgle other than the ability to take Chaos gifts requiring the Mark of Nurgle. Similarly models bearing the Mark of Nurgle who take the Chaos Space Marine Bike wargear item never increase their Toughness beyond 5. In all cases models always use their original Toughness of 4 for instant death purposes.

2. A Beast of Nurgle occupies a single space in a transport vehicle as a Plague Marine would.

This month 'Eavy Metal brings you a selection of Warhammer 40,000 Chaos miniatures. Neil Hodgson's disturbing Death Guard models are a fitting accompaniment to the Index Astartes article also in this issue.

'EAVY METAL SHOWCASE

Death Guard Lord in Terminator armour, by Neil Hodgson



Death Guard Sorcerer, by Neil Hodgson



Death Guard Lord, by Neil Hodgson



Death Guard Terminators, by Neil Hodgson



Death Guard Dreadnought, by Neil Hodgson



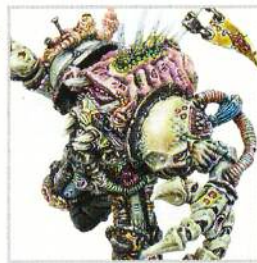
Chaos Terminator



Nurgle Lord,
by Richard Baker



Nurgle Champion in Terminator armour,
by Jacques-Alexandre Gillois. This model
won the French Slayer Sword 2001.



Khorne Lord on Juggernaut,
by Tammy Hays



Chaos Terminator,
by Benoit Ménard.
This miniature won a
silver at the French
Golden Demon 2001.



Second Death,
by Jérôme Manovriel.
Won the staff category
at the French Golden Demon
competition.



Night Lords Exalted Champion
Gorsameth, from the Cityfight battle
report in White Dwarf 261.



DEATHGUARD

Once noble Space Marines, now steeped in the foulest corruption, the Deathguard are the favoured of the Chaos god Nurgle. The models on these pages are perfect for creating your own Deathguard army.



Chaos Space Marine Lord £6

Mightiest of the Chaos Space Marines, Chaos Lords are rewarded by the foul Chaos gods for countless vile deeds.



Plague Marine Icon Bearer £4

This pestilent warrior carries the foul Icon of Nurgle into battle, spreading disease and terror amongst the enemy.



Great Unclean One £25

A physical manifestation of the Chaos god Nurgle, the Great Unclean One is a fearsome monstrosity of cracked and blistered flesh. Oozing pus and corruption as it lumbers across the battlefield, few can withstand the mind warping assault of this corpulent horror.



Chaos Space Marine Sorcerer £4 each

Gifted with lethal psychic powers by his patron god, a Chaos Sorcerer is able to blast his foes with warp spawned energies. A powerful ally and dangerous enemy, many Chaos Space Marine raiding parties are led by an experienced Sorcerer.



Plague Marine Champions £4 each

Once noble Space Marines, these foul warriors have become dedicated to the lord of disease and decay, the Chaos god Nurgle. Through their dedication to the spread of infection and horror, they have been promoted to Champions, and lead squads of their own on the field of battle.



Plague Marines £6 plastic boxed set

Sworn to the Chaos god of decay and pestilence, Plague Marines have disgusting rotted bodies that stink of decay. Their armour and weapons are pitted and corroded by the putrid slime that oozes from their many sores. Inured to the agony of their bodily corruption, they are all but immune to pain caused by battle wounds.



Plague Marine Assault Weapons £1.50 each

Plague Marines lack the heavy weapons of the other Chaos Space Marine forces, having lost them to decay and lack of repair. They are forced to rely on ancient plasma and melta weaponry to crush their foes.



Nurglings

£4

Nurglings are the creations of the Chaos god Nurgle. Emitting a babbling cacophony, hordes of Nurglings spill across the battlefield in a living tide of mayhem. Their vicious bites and clawing hands can pull down foes many times their size, sweeping away opposition by sheer weight of numbers. One of the many benefits of Nurglings is that, unlike other types of daemons, they do not need to be summoned to the battlefield. Instead these miniature agents of corruption infest the area long before the battle, spreading disease and putrescence to make way for their unwholesome masters.

All the models shown on these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models not shown at actual size



Chaos Terminators

£5 each

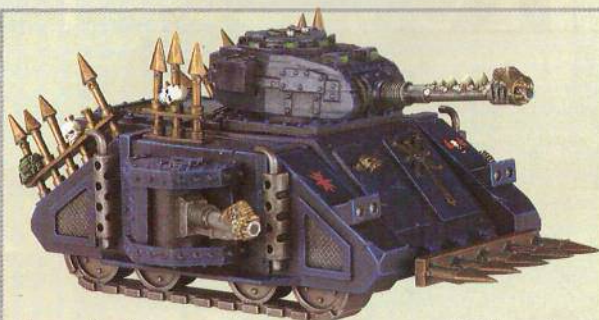
The most savage and worthy warriors amongst the Chaos Space Marines will sometimes win themselves a suit of Terminator armour, turning them into even more awesome combatants. Protected by thick ceramite armour and armed with a variety of archaic weaponry, Chaos Terminators have been the bane of the galaxy for countless millennia.



Plaguebearers

£5

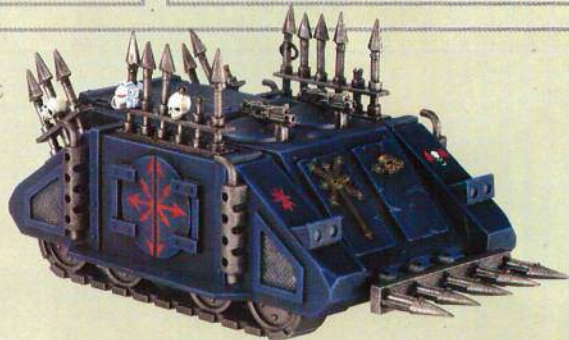
Physical manifestations of the Chaos god Nurgle, Plaguebearers are walking blasphemies of disease and corruption. Dripping slime they attack without mercy.



Chaos Predator

£18 boxed set

The Chaos Predator is a modified version of the Chaos Rhino transport vehicle, fitted with extra armour and upgraded to carry an assortment of heavy weapons. Some Chaos Predators have survived over thousands of years, their armoured hulls and weapons mutated beyond recognition.



Chaos Rhino

£12 boxed set

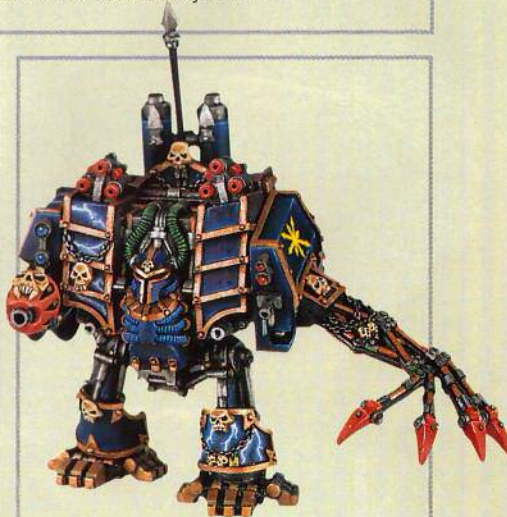
The Rhino is one of the most common of all Space Marine vehicles. It has been in service since long before the Horus Heresy, and machines taken into the Eye of Terror by the Chaos Space Marines following Horus's defeat are still in use thousands of years later.



Chaos Land Raider

£30 boxed set

Many vehicles used by the Chaos Space Marines date back over 10,000 years to the founding of the Imperium. Of these, the Land Raider is the most deadly, able to transport a squad of Chaos Space Marines or Chaos Terminators into battle within its near-impenetrable hull.



Chaos Dreadnought £25 boxed set

The Chaos Dreadnought is one of the most homicidal and dangerous foes to plague the Imperium.

Chaos Space Marine Shoulder pads

50p each

These awesome Chaos Space Marine Shoulder pads are the perfect way to personalise your army. Available ONLY from Mail Order, they enable you to build a totally unique army of Chaos Space Marines. For further details on how to personalise your Chaos Space Marine army with these shoulder pads and other items, call the Mail Order Hotline today on 0115 91 40000 and talk to our friendly staff!



DEATH GUARD
SHOULDER PAD



CHAOS SPACE
MARINE 3



CHAOS SPACE
MARINE 4



CHAOS SPACE
MARINE 5



CHAOS SPACE
MARINE 6



CHAOS SPACE
MARINE 10



CHAOS SPACE
MARINE 11



CHAOS SPACE
MARINE 12



CHAOS SPACE
MARINE 13



CHAOS SPACE
MARINE 17

The Tau have an alien technology and sophisticated culture. But what of the worlds they inhabit – what do they look like? J. B. and Tracey Coulter built a remarkable battlefield to show us...

SEPT WORLD UNDER ATTACK!

AN INCREDIBLE TAU CITY BATTLEFIELD

At this year's Canadian Games Day in Toronto, J. B. and Tracey Coulter constructed a massive 4' x 12' Tau cityscape. It drew many admiring spectators and reaffirms their terrain building prowess (check out their Dark Eldar battlefield in WD243).

This mammoth task was started at the U.S. Games Day 2001 in Baltimore. J.B. and Tracy had begun the more overgrown section of the Tau themed table as part of a scenery demonstration at the event.

The biggest challenge was to create the Tau dwellings, walls and bastions that they would defend with their lives. How did they do it? Turn the page and they'll show you how to build your own Tau structures...



Inspired by a piece of fiction near the back of Codex Tau, the Coulters even included a monorail!



Imperial Guard tanks roll towards the wall of the Tau city. Plastic aquarium plants were used for jungle vegetation.



The Tau commanders watch as their Battlesuits and Kroot allies surge forward to intercept the invaders.



Above: The Kroot warriors take advantage of the cover the sunken monorail pit provides while the Fire warriors cover their advance.
Below: Tau architecture contains both organic and 'high tech' elements which the Coulters have captured perfectly.



MATERIALS

The Coulters used a wide variety of store-bought products and found objects to construct their amazing Tau buildings. Most of these can be procured from hobby centres or art stores, while other materials are available from Games Workshop stores, Mail Order or games-workshop.com.



To make Tau buildings like these you'll need the following:

- 1" styrofoam insulation board
- Foam board
- Cardboard tube
- Assorted plastic tubing
- Polyfilla
- Electrical flex
- Flying stands and other bases

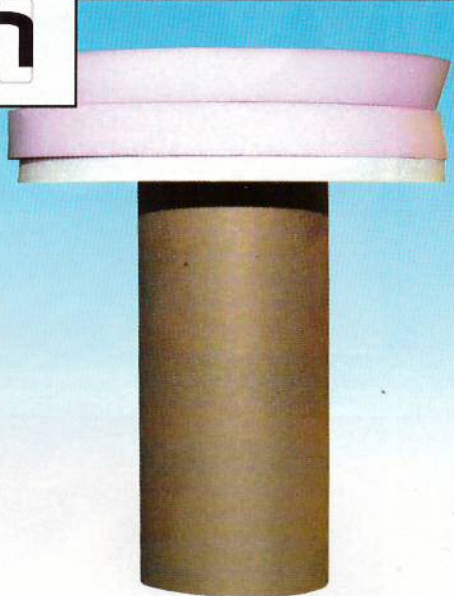
1 Decide how tall you want the structure to be and cut your cardboard tube to a length a little shorter than this as you'll be adding more to the top of it. Ensure that your cut is 90 degrees to the tube, unless you want the Leaning Tau-wer of Pisa (I'll get my coat...).

2 Draw a circle on a piece of foam board, it should be just over twice the diameter of the tube you use for the base of the dome. Carefully cut this out.

3 Cut out two more circles of the same size using styrofoam. Tips to cutting circles: make an improvised compass using a piece of thin wire (wire doesn't stretch), a pen and a pointy object like a nail to trace out the circle. If you use a retractable-bladed knife or scalpel, make sure you use a fresh blade or the styrofoam will tear rather than cut. A suitable alternative is expanded polystyrene – it's cheaper but not as durable. Use a hot wire cutter to cut this stuff out (available from Mail Order).

4 Hot glue the three circles together, ensuring the foam board circle is on the bottom.

PHASE 1



1 Mark the centre of the top of the Styrofoam (this helps guide you to cut the dome shape evenly). Carefully cut your styrofoam circles into a dome shape, use the foam board bottom as a guide (don't cut into it!).

2 Once you have gotten the shape as close as you can with a knife, use a piece of sandpaper and sand it smooth.

3 Cover the cardboard tube and the dome with a thin layer of Polyfilla or similar ready mixed filler compound. Make the layer on the tube *very* thin – you'll thank us when you're sanding it smooth...

PHASE 2



1 Sand the cardboard tube smooth – the grooves up the sides of the cardboard tube are no longer visible.

2 To add the body to the structure, cut six rectangular shapes from your 1" styrofoam. The length will be the same as the cardboard tube. The width should be a little wider than the dome so it protrudes from under it.

3 Now glue three pieces together and glue them on the side of the tube. Repeat the procedure on the other side. Don't worry about the gap where the cylindrical tube meets the flat edge of the body pieces – we'll cover that up soon! Now trim the excess sticking out from under the dome so that it has a curve that starts just under the dome and tapers off about a third of the way down the side.

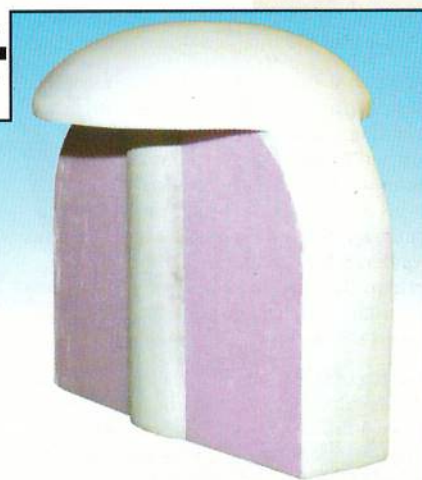
PHASE 3



1 Now put more Polyfilla compound on the sides of the wings and fill in any unsightly gaps!

2 Let it dry and sand the whole thing with sandpaper again. You may need to do a second or even a third coat to fill in some of the uneven spots.

PHASE 4



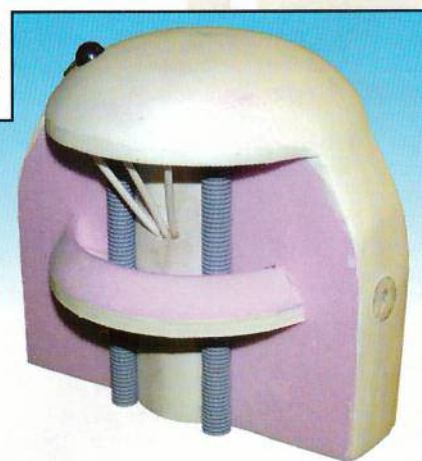
1 Time to add a little detail. We used plastic tubes for supports on our dome but you could do the same thing using plastic drinking straws.

2 We made a balcony using foam board as a floor and shaping styrofoam at an angle for a wall. Make sure you leave enough room for miniatures to fit onto the balcony. It makes a great defensive position for Fire warriors...

3 Model bases and flying stand bases are a nice touch and add a little detail to the otherwise smooth structure.

4 We also fixed lengths of electrical flex from under the dome to the cardboard tube to finish off the piece.

PHASE 5



PAINTING

We used grey spray paints that don't damage styrofoam and just happened to match our own Shadow Grey paint. After letting it dry we taped off areas we wanted to retain the original grey and sprayed again with a gloss white.

Once the paint was dry we peeled off the tape leaving nice crisp lines that needed only a little touch up with a brush. You can paint more elaborate designs or even use the Tau transfers that come with the Tau tank kits if you like.

And that's how to build Tau structures!

PHASE 6



By the sun's wan light the Plain of Bones glittered. Preserved by strange magic, the old bones glinted white. Armour old as the Elf realms seemed new-forged. Weapons clutched in skeletal fingers showed an edge as keen as a sharpened knife. The dead lay in endless ranks. Foe lay entwined with foe, ribcage inter-penetrating ribcage. White mounds of skulls rose in vast hills above the plain. It was as if all the dead warriors of all the world's battles lay here.

As the Elf army moved forwards they marched through the rubble of ancient buildings. A city as large as Lothorn must once have been sited here. Now every building had been cast down. No stone had been left upon stone. The vitrified wood of fallen roof timbers lay within the scorched remnants of the tumbled down walls.

Bones crunched beneath the hooves of the Elf steeds as they advanced. Obscene dust drifted upward and clogged Tyrion's nostrils. To his left was the immense skeleton of a serpent a hundred yards long. To his right was a heaped pyramid of skulls, ten times the height of an Elf. Tyrion wondered how long they had been there. Perhaps they had been heaped up yesterday, perhaps five millennia ago. Time flowed strangely here, he knew.

Tyrion gazed into the blank staring eyes of a huge stone head. The statue it had once belonged to must have been enormous before it was cast down. Each eye was the size of Malhandir, and Tyrion's mount was the largest Elf steed that had ever lived.

In the distance Tyrion's keen eyes made out the enormous black Altar of Khaine. It was as large as the Pyramid of Asuryan and down its side flowed streams of blood. It was rimmed round by huge statues. At the peak something glowed malevolent black, charging the air with ominous power. Tyrion felt a strange excitement build in the pit of his stomach, a foretaste of the weird battlelust the sword's presence inspired.

The two armies met on the open plain before the Shrine of Khaine. Proud pennons fluttering as the High Elves moved into position. Tyrion thought the sight of his army was something to stir the heart. The expedition to re-take the Blighted Isle was one of the mightiest forces assembled during this age of the world.

On the army's right flank Tyrion himself rode beside the massed ranks of the Silver Helms. He was proud to lead these armoured

knights, each a scion of the noblest Elf families, mounted on the finest mounts the island-continent could provide. To his right were a body of heroic charioteers from Tiranoc, speaking soft words of instruction to the horses that drew their chariots.

Beside them rode Antheus of Caledor and his brother Dragon Princes, mounted on their huge armoured warhorses. Each horse was caparisoned with a headguard that echoed the winged helms of their riders. Antheus saluted Tyrion with his ancient rune-encrusted lance. Its tip glittered with the captured fire of a fallen star's heart.

To Tyrion's left, holding the centre, were the massed ranks of the Elf archers, long bows strung and ready for battle. To their left were the deep formations of spearmen. There were Seaguards from Lothorn resplendent in their ornate helms and fish scale mail, citizen-soldiers from the valleys of Yvresse and the coasts of Cothique. Beside the Seaguard, two bolt throwers were wheeled hastily into place.

There was the elaborately garbed bodyguard of the Sapherian Mage Prince Irion. The High Mage himself stood proudly beside his soldiers, exchanging bantering words with Hallar, captain of the Swordmasters of Hoeth. The mage and Ulthuan's most famous swordsman were old rivals. Tyrion smiled; he had studied under Hallar the Swordmaster and had a certain fondness for his sardonic humour.

The awesome silent legionaries of the Phoenix Guard stood shoulder to shoulder with the mighty White Lions of Chrace, each resplendent in the pelt of the great carnivore from which they took their name. This was a force to inspire terror in all but the boldest of foes.

Across from the High Elf army were the massed ranks of their enemy. On the steps of the Shrine itself stood N'kari. The greater daemon was a horrific sight. Half again as tall as an Elf and at least ten times the weight, a great mass of solid muscle. From its huge shoulder protruded two mighty pincer-clawed arms. Beneath them two slightly more human arms petted a strange daemoniac creature. N'kari threw back his huge horned bull-head and let out a strange ullulating cry which echoed out over the Dark Elf army and sent them into an ecstasy of terror and worship. Lying at his feet was a hideous daemoniac fiend, part scorpion, part reptile, part beast. It licked the greater daemon's leg lasciviously. N'kari fondled its head with one huge human-like hand. He raised the other in a mocking wave to Tyrion.

In front of him stood rank upon rank of Dark Elf spearmen, their eyes glittering with undimmed hate. Between the great blocks of spearmen were units of crossbowmen. Tyrion had faced them before and knew how deadly they could be. All the Dark Elf infantry were driven by a festering hate that made them unwilling to give ground or concede defeat. The legions of the Witch King were among the High Elves' most terrible foes.

Beside the spearmen, opposite the Tiranoc charioteers, a crowd of Witch Elves stood howling and jeering murderously. Spittle frothed from the lips of the drugged females. They brandished poison dripping blades and danced lasciviously for the pleasure of their lord.

Directly before the massed ranks of High Elf cavalry were several formations of Dark Elves mounted on green-skinned, reptilian Cold Ones. Tyrion wondered whether the steeds of his troops would be able to bear charging the disgusting giant lizards. Well, he decided, it was too late to worry about that. He would have to trust in the courage of the High Elf warriors and the loyalty of their mounts.

Malhandir whinnied and reared, desperate to get to grips with the enemy. Seeing no reason to hold back, Tyrion gave the signal to advance. His plan was simple. The archers would keep up an unrelenting rain of death at the enemy as the knights and chariots closed with the foe. He himself would lead the charge.

After the doubts of the previous evening, Tyrion was glad. He might die in this battle but at least he would die as he had wanted to. Warfare was something he understood, had been bred to understand, and now was his chance to put his skill into practice. He fixed his gaze on N'kari. Yes, the daemon was a terrifying sight. Yes, the daemon was a creature of awesome power. But Tyrion knew that he had been beaten before. Once by his distant ancestor Aenarion, once by Tyrion's own brother, the magelord Teclis. It was the daemon's doom to plague the line of Aenarion. It seemed to be the destiny of the line of Aenarion to be N'kari's bane.

Tyrion was confident in the strength of his own sword arm. In his hand, the blade Sunfang pulsed with killing power. His body was sheathed by the dragon armour of Aenarion. From his neck the Heart of Avelorn dangled from a lock of the Everqueen's own hair. It was woven round by protective spells of tremendous power. Tyrion knew that no warrior save Aenarion

William King

PLAIN OF BONES

had ever gone to battle better equipped or protected. If any living creature had a fighting chance against a greater daemon it was he, and a fighting chance was all he had ever asked for.

He raised his gauntleted hand as the sign to attack. The silver notes of the Elf warhorns echoed over the field. In less than a heartbeat, clouds of Elf arrows arced towards the enemy. Malhandir needed no urging to advance. With effortless ease he accelerated. The wind whipped past Tyrion's cheeks as the great steed lengthened his stride. Bones crunched like brittle wood beneath his truesilver-shod hooves. In the distance a Cold One went down, pierced by a huge shaft from a bolt thrower. Tyrion saw its rider thrown from the saddle and crushed beneath the monster's falling bulk.

The hooves of the Elf cavalry shook the earth. Wheels thundered as the chariots slowly picked up speed. Tyrion saw one of the Tiranoc vehicles bounce on the uneven ground. The charioteers, intoxicated by speed, let out their terrifying warcries. The sound sent a shiver down Tyrion's spine. The call of the warriors of Tiranoc reverberated with ages of hatred and bitterness and loneliness. If he had been a Dark Elf hearing it, he would have been very afraid.

The Dark Elves held their ground despite the arrows scything through them. For all their evil, they were Elves and they had Elf discipline and courage. With a word Tyrion slowed Malhandir, letting the other cavalry catch up. He wanted to enter the battle with them. He would be the tip at the end of the spear of the Elf thrust.

Through the clouds of dust he could see the Dark Elves were closer now. They chanted frenzied cries in a bleak mockery of the tongue of Ulthuan. The words were similar enough to be understandable but the dialect of Naggaroth was a cold parody of the liquid Elf tongue, just as their bleak homeland was a grotesque echo of mystic Ulthuan.

Tyrion felt a surge of heat against his breast as a bolt of evil power surged from N'kari's claws. The dark energies coiled around him but were dissipated by the golden light of the Everqueen's charm. Tyrion breathed a prayer of thanks to the Mother Goddess. From behind him a bolt of Eldritch energy hurtled towards the daemon, only to be deflected by a sweep of those mighty claws.

A sinister hissing filled the air as the Dark Elf crossbowmen opened fire at the oncoming Elf cavalry. A bold warrior on Tyrion's right fell, a black-fletched missile protruding from his eye. With a horrible shriek, he toppled backwards from his saddle. His foot caught in the stirrup and he was dragged along behind his steed like a hideous plough churning the field of bones. Tyrion instinctively ducked his

head. Bolts clattered off his armour. The ancient mail flexed under the impact. Pain flared where he was hit. Tyrion knew he was going to have some nasty bruises after the battle, if he survived. Still, the bolts had not penetrated his armour, which was just as well, for dark rumour had it that the spawn of Naggaroth often poisoned the barbs of their missiles.

Tyrion risked a glance around. Not too many High Elves had fallen. The range was long and the crossbow bolts had lost much power by the time they reached the cavalry. He saw one chariot hit a small ridge and flip, its drivers killed by enemy fire. Whinnying with terror, a horse tried to pull itself free from the wreckage.

Unable to contain themselves any longer the Witch Elves and the Naggarothi infantry advanced, cackling and gibbering. With great slow-seeming strides the Cold Ones loped along beside them. Hatred seared through Tyrion's veins. He was determined to bring death to his enemies. A small part of his mind felt the amplified battlelust and knew it was not simply his own. It came from the terrible weapon embedded in that ancient altar. He knew that the Sword of Khaine was feeding on all this death.

More spells leapt back and forth between the armies as mage and daemon duelled inconclusively. So far magic had had no great effect but Tyrion knew that soon one of the combatants would tire or exhaust his protective charms and then terrible things would begin to happen.

More and more High Elf arrows rained down on the Dark Elf ranks.

With their own cavalry so close to the foe, they concentrated their fire on the far end of the Naggarothi line, rather than risk hitting their own warriors. Hideous screams cut the air as the Dark Elves died. On the altar the black aura flickering around the dark sword grew ever stronger.

With a crash the two forces met. Led by Tyrion, the High Elf cavalry was a tidal wave of steel rushing over their foes. Tyrion cut to the left and right of him and Witch Elves fell headless. Malhandir reared, crushing their still-twitching corpses beneath his hooves. Faster than a serpent's tongue, Tyrion's blade flickered out, killing everything within its reach. The Elf Prince



felt familiar bloodlust flow through him, amplified by the evil influence of the sword. He wanted to howl aloud, so great was his joy and lust for battle. He felt bone jar beneath the blade and the sensuous release of power as Sunfang's searing energies were unleashed.

Howling, more and more Witch Elves launched themselves at him. With their glazed eyes and blood-flecked lips they were no more crazed than Tyrion himself. He was a living engine of destruction, unstoppable by any mortal power. Hacking to the right and left he carved a bloody path through the Witch Elves and on into the Dark Elf infantry.

From the corner of his eye he caught sight of a poison-dripping blade, as it flickered towards him. At the last moment he twisted in his saddle but too late. The blade caught him beneath the ribs and would have driven on up into his heart had it not been for the resistant nature of his ancient armour. Silver stars flickered before his eyes from the force of the impact. The Dark Elf assassin spat at him. On his cheek Tyrion could see a small tattoo bearing the mark of Khaine.

"Die, assassin," he roared and lashed out. His blade took the elf's hand off at the wrist. The return swipe removed the assassin's head. In a frenzy of death-dealing Tyrion lashed out at all around him, transformed into a whirlwind of death. Soon no enemy lived within reach of his blade.

Tyrion had a moment's respite in which to study the battle. The High Elf cavalry had crashed into the main body of the Dark Elf force, inflicting terrible casualties. Tyrion would have thought that nothing that lived could have withstood that steel avalanche. Lances had pierced Dark Elf bodies. Scythe-wheeled chariots had mowed them down like stalks of wheat. Yet, improbably, driven by their ancient festering hatred, most of the Dark Elves had endured. They had managed to hold their line together and resist the sweep of the High Elf attack. They had not broken, despite the awful pressure put on them. Truly they were a most terrible foe.

Tyrion saw Antheus of Caledor, mounted on his horse, shouting instructions to his fellow Dragon Princes. They were surrounded by a knot of Dark Elf spearmen, trading hacks with their attackers. A single chariot had cut through the enemy line and was heading towards the Dark Elf rear. Near Tyrion the bulk of the Silver Helms were locked in frantic

death struggles with their maniacal foes. Great white horses reared and plunged, crushing skulls with a flick of their hooves. Proud silver-mailed knights cut about them with great sweeps of their weapons.

Even as he watched one proud warrior was pulled from the saddle and gutted by Dark Elf spearmen. From this position it was hard to tell who had the advantage. Tyrion did not doubt that he would soon find out.

Spells seared the air. Near Tyrion a bolt of black power blasted through the Silver Helms, reducing one of them to a shrivelled corpse and causing the others to stand stunned with fear. Seeing the look of horror on his followers' faces and watching them waver in the fight, Tyrion bellowed for them to fear not and stand firm. Such was the authority in his voice that the High Elf knights held their ground. Tyrion looked for the source of the killing spell and saw it. N'kari had descended from the steps on the shrine and was making his way through the mêlée. Each great sweep of his claws left a bold Elf warrior lying a broken ruin on the ground at the daemon's feet.

From behind, High Elf warhorns sounded once more, calling the infantry to advance and join the battle. Once again arrows flickered overhead and fell in a rain of death on the foe. Howling aloud his battle cry, Tyrion urged Malhandir towards the greater daemon.

A strange stench filled the air near N'kari. The air smelled of sweet-scented and intoxicating incense. The daemon's overwhelming presence threatened the sanity of any who looked at him. There was something almost majestic in that hell-spawned form and something almost beautiful in the supernatural power and grace of his movements. Tyrion saw one Silver Helm stand transfixed as the daemon ripped him asunder. Even Malhandir's charge faltered slightly, forcing Tyrion to apply a touch of the spurs.

Like a thunderbolt he raced towards the daemon. As he did so the runes on his blade glowed ever brighter. He brought Sunfang round in a great arc and cleaved into the daemon. Wielded by Tyrion's mighty arm, and powered by Malhandir's irresistible charge any other creature would have gone down upon receiving such a blow. N'kari just let out a bellow of pain that gladdened Tyrion's heart. At least the thing could be hurt.

Tyrion lashed out again and again, unleashing a wave of mighty blows, driving N'kari back. Sweat poured down the hero's forehead and threatened to obscure his vision. His arm trembled from the shock of the impact of his sword on the daemon's iron-tough hide, yet he dared not stop. He feared that if he gave the thing one moment's respite then those mighty claws would tear him limb from limb. Molten ichor flowed from several long gashes and the daemon screamed with a strange mixture of agony and ecstasy.

The rest of the battle receded. There was only Tyrion and N'kari now. To both combatants nothing else was important. It seemed to them that they fought in a separate silent universe where only they and their hatred existed, and over all loomed the brooding presence of the Sword of Khaine.

Almost sobbing, now Tyrion continued to hack. Suddenly the daemon brought up its hand. Its human fingers flickered through a gesture of invocation and a searing bolt of black power enveloped the High Elf hero. Tyrion screamed. Pain flared in every nerve ending of his body. He wanted to retch and vomit. He felt as if a lightning bolt were passing through him. The smell of bile and sulphur filled his lungs. For a moment he stood paralysed while the warmth from the amulet and the dread power of the daemon's spell warred through his body.

Now it was N'kari's turn to unleash a torrent of blows. Through a haze of pain Tyrion defended himself as best he could. Malhandir backed away as the snarling laughing daemon came on. Tyrion frantically blocked one of the thing's blows and ducked the sweep of a mighty claw. Another blow caught him on the helm. His ears rang from the deafening clamour. His head swam from the force of the impact. Another blow from a great fist caught him under the heart, in the area already bruised by the assassin's blade. He fought to hold back a scream as ribs broke and agony lanced his chest. Another blow buffeted his shoulder and almost dislocated it.

Insane joy bubbled in the daemon's voice. "You are mine Prince Tyrion. My vengeance is about to begin."



Tyrion felt beaten. His body was broken and every cell of his being hurt. The daemon was too strong for any mortal to overcome, no matter how well armed or well trained. He had been deluded to think otherwise. He almost bowed his head to accept the inevitable. Then from somewhere new strength flowed. Perhaps it was from the amulet at his breast, perhaps it was from the terrible sword upon the altar. He did not know and he did not care. He only knew that he had to fight on, that to admit defeat was to be already beaten. That, he would not do.

"No!" shrieked Tyrion. Though the sword felt heavy as a fallen tree he lifted it. Everything was happening with awful slowness, as in a nightmare. He saw the daemon look up, astonished. He brought the blade down with the awesome majestic power of a falling thunderbolt. The burning blade caught the daemon right in the centre of its forehead, directly upon the mark of Slaanesh. The daemon's head fell apart under the force of the impact. The thing sank to its knees, molten fire bubbling from a gash that ran all the way to its neck.

As the ichor bubbled free it steamed and transformed into multi-coloured vapour. As the vapour rose the daemon dwindled, like a balloon with all the air let out. The smoke itself glowed ever brighter and vanished with a long protesting wail. Now Tyrion was truly alone in the centre of the battlefield. He felt like falling to his knees. He had used up all his strength. But once more he drew upon his inner reserves and forced himself to take Malhandir into the centre of the fray and fight on, to victory.

* * * *

Slowly, wearily, Tyrion limped up the long stairway. Blood covered every step of the approach to the Sword of Khaine's resting place. The cloying scent of it filled his nostrils. The soles of his boots felt sticky. The last dying light of the setting sun turned the fluid black. Power vibrated in the very air, threatening the corruption of his soul.

He mounted the last step at the top of the shrine and turned to survey the field of his triumph. From here, atop this black ziggurat, it all looked empty. A thousand warriors had died this day and they had barely added a tiny increment to the number of bodies heaped upon the plain. Seen from this ancient vantage point, the futility of it all was clear. How many had died here during the long millennia, he wondered? And for what?

He stood now where Aenarion had stood, in the days of wrath, when he lifted the blade to fight against Chaos and tried to save the world. He stood now where Malekith, the Witch King of Naggaroth, had stood before attempting to draw the weapon and use its ultimate power for his own cruel ends. He stood now where brave Caledor and driven Tethlis, doomed Phoenix Kings both, had contemplated their own destinies and departed to meet their fates. He stood where countless kings and sorcerers and daemons had stood seeking terrible power.

None save Aenarion had drawn forth the blade and he had driven the cursed weapon so deeply back into the stone that none had ever drawn it forth again.

Tyrion turned to face the blade. Even against the dark of the sky it was visible, a deeper blackness obscuring the fearful stars. It rose from a great cistern of bubbling blood, its hilt a black crucifix in the deepening gloom. Along the blade red runes glowed sensuously. Blood condensed from the air about them, dripping down the channel in the centre of the sword to fill the unemptying font.

Tyrion was surprised. It was a sword for him, as it had been for Aenarion. The weapon was supposed to look different to each viewer. It was said that for Malekith it had been a sceptre, for Caledor a lance. No one knew what Tethlis had seen; he had not lived long enough to tell. The Sword of Khaine whispered to him, as he had feared it would. Its power called to him, almost overwhelming his senses.

Draw me, it said. You can. You are worthy. You are my master. You are as great as Aenarion. Greater. You will succeed where he failed. Tyrion shook his head weakly.

The world is dark. For the Elves it is growing darker. Long night and final extinction approach. Together we can save them. Together we can reforge their broken empire and reclaim their lost lands. Nothing can stand against us. Not Men. Not daemons. Not Dwarfs. Not your dark kindred. Naggaroth will fall. The Empire will fall. The kingdom of the Dwarfs will fall. The world will be ours. It is our destiny. You will be the last of the great Elf heroes and your name will live forever.

The grip seemed moulded for his hand. The night was filled with forbidden promise. The truly terrible thing was that it was all true and it was all possible. Without the sword Ulthuan would eventually fall. With the sword he could rule the world. He need never fear any enemy. Daemons would tremble. He would be beyond the Witch King's vengeance. Almost he reached out for the forbidden thing.

Instead he touched the amulet at his breast. Its dimmed warmth tingled through his fingertips. He gripped it as if it were a rock and he was drowning, as if it could save his soul from peril.

He thought of the Plain of Bones, of the countless dead that fed the sword's power, of the countless deaths it would take to satisfy its eternal hunger. The blade knew no master. It had led Aenarion and his followers to their destruction. In the end Aenarion had lost everything. He had died alone in this dreadful place. Tyrion knew that if he took up the Sword of Khaine he would become like unto death, a destroyer of worlds, hollow, dark and mighty. Suddenly he knew that it was not what he wanted.

Slowly and with great reluctance, he turned and limped back down the stairs towards the other mortals. Behind him the sword kept up its perpetual siren call.



Sculpted by Gary Morley, the new Tyrion model is released this month. We've really pushed the boat out to capture a dynamic heroic pose and this is the first of many such 'extra special' character models in the pipeline.

'EAVY METAL MASTERCLASS

Tyrion painted by Martin Footitt



highlights, Pallid Flesh was added to the mix, finishing off by adding a small amount of Skull White. A small amount of Red Ink was used to add a bit of colour to the bottom lip.



The Dark Elf's armour was painted with a basecoat of Boltgun Metal followed by highlights of Chainmail and then Mithril Silver.

Once this had dried, these sections were given a wash with an equal parts mix of Blue, Brown and Black Inks.



A basecoat mix of equal quantities Chaos Black and Codex Grey was used to paint the Elf's clothes. Codex Grey was then added to the mix for the first

highlight, with Fortress Grey added for the final highlights. To create the dirt effect, Scorched Brown followed by Dark Flesh was painted onto the hem of the robes. This was then given a final highlight of Bestial Brown.



The blood was painted with a mix of Red and Black Inks which, after the completed model had been spray varnished, was then painted over with gloss varnish.



Chaos Black and Codex Grey mixed together in equal quantities were used as a basecoat for

the rock. This was highlighted with Codex Grey on its own then Fortress Grey and finally Skull White. The whole rock was then given a thin wash of an equal parts mix of Brown and Dark Green Ink.

The model was then based by gluing sand to the base with PVA. This was then painted with Bestial Brown and drybrushed with Bubonic Brown. It was then given a final drybrush with Bleached Bone and finally static grass was applied.

PAINTING THE HORSE

A touch of Dark Flesh was mixed in with Fortress Grey to paint the basecoat of the horse. For the next highlight stage,



an equal parts mix of Fortress Grey and Skull White was applied, adding more Skull White to this mix for each successive highlight.

The mane and tail were painted with a Codex Grey basecoat and then given a wash with an equal parts mix of Blue and Black Ink. After applying Codex Grey for a second time, these sections



were then highlighted with Fortress Grey adding an equal quantity of Skull White to this for the final highlight.

The muzzle of the horse was painted with a basecoat of Dwarf Flesh which was blended into the skin tone. An equal



quantity of Pallid Flesh was then mixed into the basecoat for the first highlight, adding Skull White to this to finish.



A basecoat mix of equal quantities Regal Blue and Chaos Black was used to paint the caparison. An equal quantity of Regal Blue was put into the mix before adding Enchanted Blue for each successive highlight. A final touch of Skull White was mixed in to complete the highlights.

ASSEMBLING THE MODEL

The first stage was to glue the arm to the body before pinning the model of Tyrion onto a flying stand. This was so that he would be easier to hold during painting. The four pieces of the horse were then assembled, using green stuff to fill in any gaps. As the horse is positioned rearing up, some care was taken to fill the underside. Then the slain Dark Elf warrior was glued onto the base of the model, positioning him and the horse in a dry run assembly to make sure that both fitted before gluing into place. Each of these pieces were then sprayed with an undercoat of Chaos Black. Watered down Chaos Black was used to paint over any areas the spray had not caught.

PAINTING THE BASE

The base of the model was painted first, starting with the dead Elf's face. Using a basecoat of Dark Flesh, an equal quantity of Dwarf Flesh was then added for the first highlight stage. For further

PAINTING TYRION

The face was painted with a basecoat of Dark Flesh to which an equal quantity of Dwarf Flesh was added for the first



highlight stage. Pallid Flesh followed by Skull White were mixed in for the latter highlight stages, finishing off the face with a touch of Red Ink on the bottom lip.

The gold armour and banding on Tyrion's horse were given a basecoat of Tin Bitz followed by Beaten Copper. The



final highlights were first Shining Gold, with an equal quantity of Burnished Gold added for the next highlight coat. To finish the armour, a thinned down glaze of Flesh Wash was applied.

The winged helm, sword and the scalemail were painted with a basecoat of Boltgun Metal followed by a first highlight of Chainmail. The highlights



were finished with Mithril Silver before giving these areas a wash with a thinned down mix of equal parts Blue and Black Ink.



A basecoat of Codex Grey was applied for the cloth, adding an equal quantity of Fortress Grey to this for the first highlight stage.

For the final highlights, increasing amounts of Skull White were added to the mix, finishing off with Skull White on its own.

The blue trim on the cloth was painted with a basecoat of Regal Blue, to which an equal quantity of Enchanted Blue was added for the first highlight stage. Ghostly Grey was then added to the mix in similar amounts for the final highlight.



Tyrion's cloak was painted with a basecoat mix of equal parts Shadow Grey and Chaos Black. Shadow Grey was added to this mix for the first highlight, finishing off the cloak with Ghostly Grey.

FINE DETAIL

Starting with a basecoat of Scorched Brown, an equal quantity of Dark Flesh was added to this for the first highlight stage of the saddle. Vermin Brown was then added to the mix, finishing off by adding a small amount of Ghostly Grey.



To paint the red dragon helm, the scalemail on the horse's head and the tassels, a basecoat mix of equal parts Chaos Black and Scab Red was used, adding Scab Red to this mix for the first highlights followed by Red Gore. To finish the highlights, an equal parts mix of Fiery Orange and Bronzed Flesh was painted onto the tips of the scales and dragon's ears before giving each of the sections a wash with Red Ink.



The model's hair was painted with a basecoat of Snakebite Leather. Golden Yellow and Vomit Brown were added to



the basecoat in equal quantities for the first highlight stage, adding a touch of Skull White to finish.

FINISHING TOUCHES

A Scab Red basecoat was used to paint the red decorative strips on the armour, which was highlighted with Red Gore and then Fiery Orange. The white strips were painted with a basecoat of Fortress Grey followed by a highlight of Skull White on its own.



The runes on the sword were painted with the same colours used to paint the gold armour. The only difference was that the Flesh Wash stage was replaced with a wash of thinned down Blue Ink. The tips of the runes were then painted with a mix of Shining Gold and Mithril Silver.



Finally the horns on the dragon helm were given a basecoat of Bestial Brown and highlighted with Snakebite Leather. Bleached Bone was then added to Snakebite Leather, finishing off the highlights by adding Skull White to the mix.



PAINTING GEM STONES



1. From a Chaos Black undercoat, paint 75% of the underside of the gem with Red Gore.



2. Paint half of the Red Gore area with Blood Red.



3. Paint a crescent moon of Fiery Orange in the bottom corner of your gem stone.



4. Paint a small stripe of Skull White in the black area of the gem to create the illusion of light catching the gem.



The blue gemstones were painted with a basecoat of Ultramarines Blue to which Ghostly Grey was added in increasing amounts for each successive highlight. Once the completed model had been varnished a couple of coats of gloss varnish were applied to the stones.

Every Games Workshop store is the centre of a whole host of games, battles and events. Whether you play Warhammer, Warhammer 40,000 or you're a complete beginner, you'll find something to interest you. This month there's the exciting Battle for Balin's Tomb game for The Lord of the Rings. Come along and join this thrilling struggle deep in the abandoned Dwarf stronghold, see the Lord of the Rings section for more details.

On certain days of the week we also focus on different gamers' needs. Have a look on these pages to see which day suits you best.

Please note some stores are unable to stay open late or open on Sundays, please contact your local store for details.



GAMES WORKSHOP STORES

What's going on at your local store?

VETERANS TUESDAY NIGHT

If you're an older gamer with plenty of experience on the battlefield, then Veterans day will suit you perfectly.

You can play games against equally experienced opponents, share ideas about all aspects of the hobby and play whatever Games Workshop games system you like. You can also register for the Winter War – for more details see opposite.

Give the store a call to make sure that there's enough space available to play your game. Alternatively, just come along and chat about the hobby with like-minded individuals.

All you need to do is arrange an opponent beforehand, and check with the store to see what scenery and board space they can provide. Then just come in and play!

GAMES NIGHT THURSDAY NIGHT

Games Workshop stores stay open late on Thursday to play awesome games – huge battles, vindictive grudge matches and good natured team battles, as well as the Winter War – see opposite for more details.

You can arrange to play against your friends in the store; just ask the staff what

they have planned. Come down to your local store on Thursday to join in, particularly if you've just graduated from our Sunday Beginners' program.

But we don't just game, you can also get advice on all you need to know about painting and building your army. Our staff are always happy to help you out.

WARLORDS ALL DAY SATURDAY

The Saturday Warlords game is for everyone. Whether you're a complete beginner or a seasoned veteran, everyone is welcome to take part.

The Saturday Warlords game is the highlight of the store's week! All through the week leading up to the battle you can get information on the Saturday game, just

ask the staff about what's happening, and where to sign up! Then simply turn up on the day, bring along whatever models you can, and join in the fun!

And remember that Saturday is new release day, so make sure you go in to check out the latest new miniatures!

BEGINNERS

SUNDAYS



Brush up on your painting skills.



Learn how to play Warhammer...



...or Warhammer 40,000!

We run special games every Sunday especially for beginners. If you want to learn about the world of Warhammer, or lead a squad of Space Marines into battle, all you need to do is come along!

We will teach you all the basics of tabletop gaming, like how to move your troops and how the Shooting and Close Combat phases work. We will also help you with your painting and modelling skills, with handy tips and advice on assembling and painting your units. Once you have mastered the basics we can offer advice on building your army and tactics to use in your games, to help you achieve victory!

If you already play Games Workshop games, why not ask a friend to come along on a Sunday to introduce them to your hobby. Our Beginners Sundays are the best way to introduce new people to the hobby.

In the New Year we will be running a series of Introductory weekends, which expand the Beginners Sundays to a whole weekend of introductory learning. For more information on these events see the box on the right, or ask at your local Games Workshop store for more details.

INTRODUCTORY WEEKENDS

In January our stores are running special introductory weekends.

Designed for the beginner (and ideal if you've just received one of our games for Christmas), these weekends can teach you exactly how to assemble and paint your models, as well as how to play the games.

Each Introductory weekend also features a mass participation game, allowing you to make the most of your new skills. So if you are new to the hobby, or have just received a copy of Warhammer, Warhammer 40,000 or The Lord of the Rings for Christmas, come along to your local store on the dates below.

The Lord of the Rings

19th and 20th January



The Battle of Grundbad

Warhammer
26th and 27th January



Boot Camp

Warhammer 40,000
2nd and 3rd February

WINTER WAR

Calling all experienced gamers! During January, on Tuesdays and Thursdays, every store in the country will be running an interstore championship to determine a store champion for Warhammer, Warhammer 40,000 and The Lord of the Rings gaming systems. These local champions will then go on to battle for the title of Winter War Area Champion. The highest placed gamers will win entry to the appropriate 2002 Regional Tournament.

Contact your local store for details before Christmas and register your entry for this competition to find the country's best gamers.

The clash of swords on armour, the thunder of rumbling tanks, the guttural shout of marauding Orcs, and the flash of alien laser fire. All of these are within your grasp.

You can command your resolute spearmen and knights against the forces of evil, lead hordes of Orcs against heroic Space Marines, or command the immense firepower of the highly advanced Tau.

The battlefield is yours to command.

GAMES WORKSHOP STORES

Find out what's happening near you!

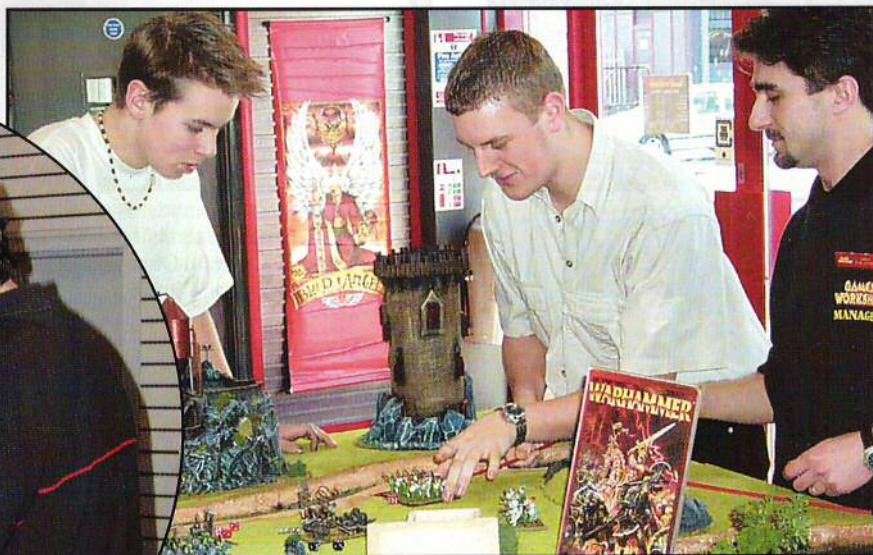


A GREAT WAY TO START

All Games Workshop stores offer a special introductory service for beginners. As well as offering advice on all aspects of the hobby, you can try out a game in the store. Don't worry, it's totally free to play! In addition we devote every Sunday to teaching newcomers the various aspects of the hobby. From painting advice and modelling tips, to special tutorials and scenarios designed to teach various aspects of playing the games, the beginner is fully catered for at our stores.

DEVELOPING THE HOBBY

Games Workshop stores are dedicated to a continued development of the hobby, and our commitment to you is displayed in our day-to-day store activities. We are always available for advice on different levels of the hobby, from rules and gaming queries, to



Learn to play Games Workshop games – our staff are ready to show you how!

hints and tips on painting and modelling your armies. We can give you ideas and advice on converting your miniatures and expanding your armies. In addition to this, we run exciting battles every Thursday evening for you to take part in, as well as the special participation games that we run every Saturday.



Come and use the store armies to play with!

CONTINUED SUPPORT

We also cater for more experienced gamers, with the whole of Tuesday evening set aside for you to play whichever Games Workshop game you wish. From the dark underhive of Necromunda, to the ravaged battlefields of Warmaster, you can pit your armies against gamers of similar standards to test your skills. We also provide an In-store Mail Order service, so you can order older models or specific parts for your conversions.

STANDARDS OF EXCELLENCE

As well as all of this, Games Workshop stores also provide a comprehensive range of Games Workshop games, miniatures and accessories. Every Saturday we have the newest releases, with the latest games and models available in the stores. We also showcase miniatures, armies and terrain pieces in our store cabinets, allowing you to see some great miniatures painted to superb standards. So what are you waiting for? Come along to your local Games Workshop store and join in!

This is a list of Games Workshop. Give them a call to find out more details, including what events are going on in the store. We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call Mail Order on 0115 91 40000 to find out where they are! Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details.

ENGLAND

ALTRINCHAM: Unit 1, 17 Grafton Street.
Tel: 0161 929 9896

BASINGSTOKE: 3 Potters Walk,
Wote Street. Tel: 01256 466 050

BATH: 30 Upper Borough Walls.
Tel: 01225 314 414

BEDFORD: 10 Greyfriars.
Tel: 01234 273 663

BIRMINGHAM: 116 Corporation Street.
Tel: 0121 236 7880

BLACKPOOL: 8 Birley Street.
Tel: 01253 752 056

BLUEWATER: Unit 052B,
Upper Thames Walk, Bluewater,
Greenhithe, Kent. Tel: 01322 427880

BOLTON: Unit 13, The Gate Centre.
Tel: 01204 362 131

BOURNEMOUTH: 24 Post Office Road.
Tel: 01202 319 292

BRADFORD: 4 Piccadilly, Bradford,
BD1 3LW. Tel: 01274 739 430

BRENT CROSS: Unit F9, Lower Mall
(near Fenwicks), Brent Cross Shopping
Centre. Tel: 0208 202 4979

BRIGHTON: 7 Nile Street.
Tel: 01273 203 333

BRISTOL (CENTRAL): 13 Broad Weir.
Tel: 0117 925 1533

BRISTOL (CRIBBS CAUSEWAY):
Unit 129 (next to M&S), Upper level,
The Mall at Cribbs Causeway.
Tel: 0117 959 2528

BROMLEY: Unit 8, The Mall, Bromley.
Tel: 0208 466 0678

CAMBRIDGE: 8 Bridge Street.
Tel: 01223 313 350

CANTERBURY: Unit 5 Iron Bar Lane.
Tel: 01227 452 880

CARLISLE: Unit 2, Earls Lane.
Tel: 01228 598 216

CHELMSFORD: Unit 4C, Phase 2,
The Meadows Centre. Tel: 01245 490 048

CHELTHAM: 16 Pittville Street.
Tel: 01242 228 419

CHESTER: 112 Foregate Street.
Tel: 01244 311 967

COLCHESTER: 2 Short Wyre Street.
Tel: 01206 767 279

COVENTRY: Unit 39, Upper Level,
Cathedral Lanes Shopping Centre.
Tel: 02476 227 311

CROYDON: Unit 35, Drummond Centre
(outside the back of the centre),
Keeley Road. Tel: 0208 690 4600

CRAWLEY: 11 Broadway.
Tel: 01293 552 072

DARLINGTON: 78 Skinnergate.
Tel: 01325 382 463

DERBY: 42 Sadler Gate.
Tel: 01332 371 657

DONCASTER: Unit 10, The Colonnades.
Tel: 01302 320 535

DUDLEY: Unit 36, Merry Hill Centre,
Brierley Hill. Tel: 01384 481 818

EALING: 52D St Saviours Mall,
Ealing Broadway Centre.
Tel: 0208 840 0171

EASTBOURNE: 13 Terminus Road.
Tel: 01323 641 423

ENFIELD: 3/5 Genotin Road.
Tel: 0208 363 3238

EXETER: 12 Paris Street.
Tel: 01392 490305

GLOUCESTER: 35 Clarence Street.
Tel: 01452 505 033

GRIMSBY: 9 West St Mary's Gate.
Tel: 01472 347 757

GUILDFORD: Unit 1, 9/12 Tunsgate.
Tel: 01483 451 793

HAMMERSMITH: 161 King Street.
Tel: 0208 846 9744

HARROGATE: 29 Beulah Street.
Tel: 01423 564 310

HARROW: 296 Station Street.
Tel: 0208 861 2350

HEMEL HEMPSTEAD: 16 Bridge Street.
Tel: 01442 249 752

HIGH WYCOMBE: Unit 29,
The Octagon Centre. Tel: 01494 531 494

HULL: 30 Paragon Street.
Tel: 01482 589 576

IPSWICH: 2nd Floor, Debenhams,
Waterloo House. Tel: 01473 210 031

KENSINGTON: Shop 7, Lancer Square,
Kensington Church Street.
Tel: 0207 937 7011

KINGSTON ON THAMES: 33 Fife Road.
Tel: 0208 549 5224

LEAMINGTON: 22 Park Street.
Tel: 01926 435 771

LEEDS (CENTRAL): 12-16 Central Road.
Tel: 0113 242 0834

LEEDS (WHITE ROSE): Unit 28D,
White Rose Centre. Tel: 0113 272 3470

LEICESTER: Unit 2, 16/20 Silver Street.
Tel: 0116 253 0510

LENTON: Willow Road, Lenton.
Tel: 0115 916 8410

LINCOLN: Unit SUA, Saltergate
(on outside of Waterside Centre).
Tel: 01522 548 027

LIVERPOOL: 47 Lord Street.
Tel: 0151 258 1404

LOUGHBOROUGH: 22 Biggin Street.
Tel: 01509 238 107

LUTON: 12 Park Street. Tel: 01582 417 474

MAIDENHEAD: 2 Blandy House,
3/5 King Street. Tel: 01628 621 854

MAIDSTONE: Unit 6, 1/9 Pudding Lane.
Tel: 01622 677 435

MANCHESTER (CENTRAL): Unit R35,
Marsden Way South, Arndale Centre.
Tel: 0161 834 6871

MANCHESTER (TRAFFORD CENTRE):
Unit H2, Festival Village, The Trafford
Centre, Trafford Park. Tel: 0161 747 2121

MIDDLESBROUGH: Unit 33,
39 Dundas Street. Tel: 01642 254 091

MILTON KEYNES: Unit 2, West End
Extension, 504 Silbury Boulevard,
Milton Keynes Shopping Centre.
Tel: 01908 690 477

NEWCASTLE (CENTRAL):
63 Clayton Street. Tel: 0191 232 2418

NEWCASTLE (METRO CENTRE): Unit B14,
First Floor (near the Mediterranean Village).
Tel: 0191 461 0950

NORTHAMPTON: 38 Princess Walk,
Grosvenor Centre. Tel: 01604 636 687

NORWICH: 12-14 Exchange Street.
Tel: 01603 767 656

NOTTINGHAM (CENTRAL): 34a Friar Lane.
Tel: 0115 948 0651

OXFORD: 1A Bush House, New Inn,
Hall Street. Tel: 01865 242 182

OXFORD ST: Unit F10, The Plaza Shopping
Centre, 1st floor, 116-128 Oxford Street.
Tel: 0207 436 0839

PETERBOROUGH: 3 Wentworth Street.
Tel: 01733 890 052

PLYMOUTH: 84 Cornwall Street.
Tel: 01752 254 121

POOLE: Unit 12 Towngate Centre,
High Street. Tel: 01202 685 634

PORTSMOUTH: 34 Arundel Street.
Tel: 02392 876 266

PRESTON: 15 Miller Arcade.
Tel: 01772 821 855

READING: 111 Broad Street Mall,
Tel: 0118 959 8693

RICHMOND: Unit 8, Westminster House,
Kew Road. Tel: 0208 948 6122

ROMFORD: 12 Quadrant Arcade.
Tel: 01708 742 140

ST ALBANS: 18 Heritage Close,
off High Street. Tel: 01727 861 193

SALISBURY: 1B Winchester Street.
Tel: 01722 330 955

SHEFFIELD (CENTRAL):
16 Fitzwilliam Gate. Tel: 0114 275 0114

SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots).
Tel: 0114 256 9836

SHREWSBURY: Unit 1, 2 Bridge Street.
Tel: 01743 362 007

SLOUGH: 101 High Street.
Tel: 01753 575 675

SOLIHULL: 690 Warwick Road.
Tel: 0121 705 7997

SOUTHAMPTON: 23 East Street.
Tel: 02380 331 962

SOUTHEND: 12 Southchurch Road.
Tel: 01702 461 251

SOUTHPORT: Unit K2, Marble Place
Shopping Centre. Tel: 01704 501 255

STAINES: 52D Elmsleigh Centre
(at back of M&S). Tel: 01784 460 675

STOCKPORT: 32 Mersey Square.
Tel: 0161 474 1427

STOKE: 27 Stafford Street.
Tel: 01782 205 287

SUTTON: Unit 24, Times Square
Shopping Centre. Tel: 0208 770 9454

SWINDON: 50 Fleet Street.
Tel: 01793 436 036

THURROCK: Unit 415B, Level 3,
Lakeside Shopping Centre.
Tel: 01708 867 133

TORQUAY: 12 Market Street.
Tel: 01803 201 036

TRURO: Unit 1, Bridge House,
New Bridge Street. Tel: 01872 320 047

TUNBRIDGE WELLS: 4A Camden Road.
Tel: 01892 525 783

WALSALL: Unit 27, Old Square Shopping
Centre. Tel: 01922 725 207

WARRINGTON: Unit 20, Time Square
(near Currys). Tel: 01925 651 984

WATFORD: Unit Q, 1A Queen Street,
Harlequin Centre. Tel: 01923 245 388

WINCHESTER: 6 St Georges Street.
Tel: 01962 860 199

WOKING: Unit 3 Cleary Court.
Tel: 01483 771675

WOLVERHAMPTON: Unit 98,
Mander Centre. Tel: 01902 310 466

WORCESTER: 4 Charles Street.
Tel: 01905 616 707

YORK: 13A Lendal. Tel: 01904 628 014

WALES

CARDIFF: 31 High Street.
Tel: 02920 644 917

NEWPORT: 25 Skinner Street.
Tel: 01633 256 295

SWANSEA: 45 Princess Way.
Tel: 01792 463 969

SCOTLAND

ABERDEEN: Unit 1, 30/40 Upper Kirkgate.
Tel: 01224 621 261

AYR: 10 Arran Mall, Dalblair Arcade
(behind Hourstons dept. store).
Tel: 01292 610 673

BRAEHEAD: 115 Braehead Shopping
Centre, King Inch Road.
Tel: 0141 885 9440

DUNDEE: 110 Commercial Street.
Tel: 01382 202 382

EDINBURGH: 136 High Street.
Tel: 0131 220 6540

EAST KILBRIDE: 4 Righead Gate
(at the back of M&S). Tel: 01355 224 680

FALKIRK: 12 Cow Wynd.
Tel: 01324 624 553

GLASGOW: 198/200 Hope Street.
Tel: 0141 332 5588

STIRLING: 14 Barnton Street.
Tel: 01786 448 263

NORTHERN IRELAND

BELFAST: 70A Castle Court
(towards back of the Centre).
Tel: 02890 23 3684

LISBURN: 3 Smithfields Square.
Tel: 02892 634 150

EIRE

BLANCHARDSTOWN: Unit 249a,
Blanchardstown Shopping Centre, Dublin.
Tel: 00 353 1 822 3868

DUBLIN: Unit 3, Lower Liffey Street.
Tel: 00 35 31 872 5791

BENELUX

AMSTERDAM: Rokin 36,
Tel: 020 622 3863

HAARLEM: Gierstraat 29,
Tel: 023 551 7677

NIJMEGEN: Stikke Hezelstraat 48,
Tel: 024 322 4700

ROTTERDAM:
Van Oldenbarneveltplaats 452,
Tel: 010 280 0268

NORWAY

OSLO: Møllergata 5/9, 0179, Oslo,
Tel: 22332990

DENMARK

KØBENHAVN: Frederiksborggade 5 K1,
Tel: 33122217

SWEDEN

STOCKHOLM: Regeringsgatan 30,
Tel: 8213840

Forge World not only produces models that are highly collectable and compliment the universes of Warhammer and Warhammer 40,000, but also create unique models to sit proudly on gamers' mantlepieces.

Around three years ago Games Workshop set up a new venture named Forge World, with the aim of producing a range of specialist resin models based on the worlds of Warhammer and Warhammer 40,000. Since then the team at Forge World has produced a stunning range of collector and gaming models for the experienced and dedicated hobbyist. We sent White Dwarf newboy Ian Vincent down to this dark corner of Games Workshop to find out more (and to see if they had any free samples!).

IAN: The first thing you notice when you enter the Forge World office is the long line of glass display cabinets full of incredibly detailed models, painted to the highest standard. The cabinets are divided into Forge World model ranges:

LARGE SCALE FIGURINES

The first displays we come to are the large scale figurines. All these models, from the 70mm scale Collector's Series and the Character Busts range

to the awesome Showcase Series, have a truly incredible level of detail. Characters such as Abaddon the Despoiler, Asurmen the Eldar Phoenix Lord, Inquisitor Grundvald and a Nurgle Plaguebearer are brought to life in these large scales.

IMPERIAL ARMOUR VEHICLES

Next we come to the Imperial Armour range of vehicles for Warhammer 40,000. The range includes everything from conversion kits for some of Games Workshop's plastic tanks up to the likes of the massive Baneblade Imperial Super-Heavy Tank and the truly incredible Eldar Vampire Raider. Each model is lavished with the same high level of detail you've come to expect from Citadel's metal and plastic models and are supported by an ever growing range of useful accessories for detailing your vehicles. All the models are fully compatible with Warhammer 40,000 and rules for them are

CHARACTER BUSTS
Commissar Croe
sculpted by Simon Egan



Two mighty Imperial Shadowswords defend the shattered remains of a once proud Imperial city.

published in the Citadel Journal and the Imperial Armour rule books which Forge World have put together with another of Games Workshop's departments, Fanatic.

GAMING TERRAIN AND EVEN MORE MODELS

Not satisfied with that, Forge World also produce a range of highly detailed terrain for use in games or dioramas. For Warhammer 40,000 you'll find the likes of pillboxes, defence lines and bunkers, and the Warhammer range includes a watch tower, cannon emplacements, graveyards and temples.

Not only does the terrain available cover the above games, there are also extensive ranges for Warmaster and Epic 40,000. Add to that some great new spaceships and vehicles for Battlefleet Gothic and Epic 40,000 and it's impossible to imagine any Games Workshop enthusiast not being tempted with at least something from Forge World.

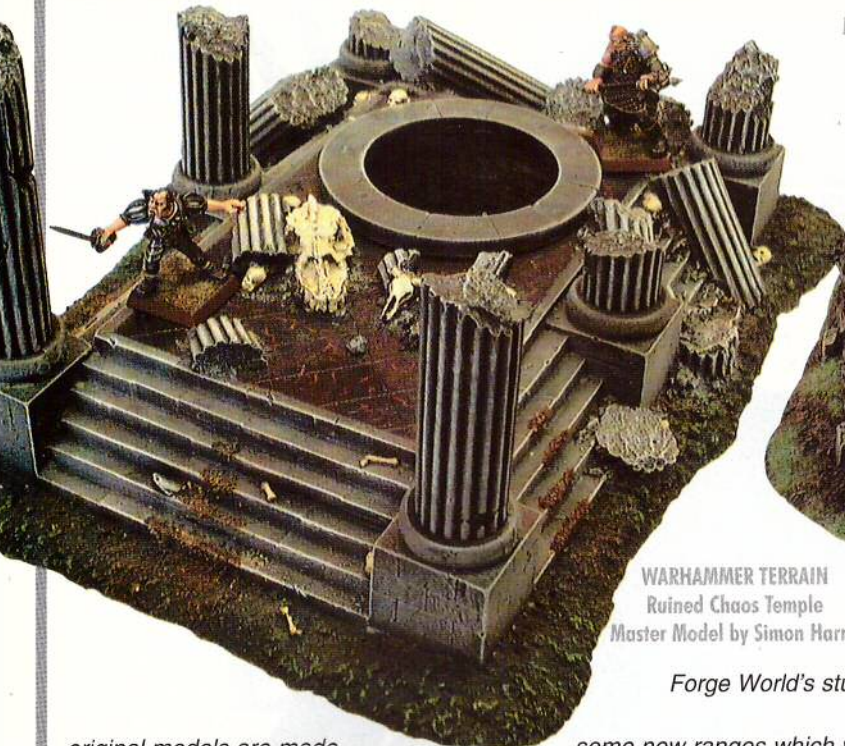
HOW THE MODELS ARE DESIGNED AND WHAT'S COMING SOON

I decided it was time to find out more so I cornered Tony Cottrell, Forge World's boss, and asked him how they go about designing the models.

TONY: *Before a master model is started we do lots of work to make sure we get the design right. This usually includes concept drawings and mock-up models. We also liaise a lot with the game and miniatures designers in the Games Workshop Design Studio to ensure that the completed model will fit in with the Games Workshop designs in terms of look and feel, and, if appropriate, work well in the games. To make the master models we have our own team of talented sculptors and model makers as well as the services of some of Citadel's designers who like to work on Forge World models in their spare time. The*

SHOWCASE SERIES
Abaddon the Despoiler
sculpted by Simon Egan





WARHAMMER TERRAIN
Ruined Chaos Temple
Master Model by Simon Harris



WARHAMMER TERRAIN
Empire Cannon Emplacement
Master Model by Simon Harris

Forge World's stunning resin terrain really enhances your battlefields.

original models are made in a similar way to the Citadel metal models. All the models are made actual size using various media such as plasticard, modelling putties and waxes.

We plan to produce lots of new models for all our existing ranges and for each of the Games Workshop races and armies in the coming months. We also have some ideas on

some new ranges which we'd like to explore when time allows.

Some of the larger models planned for the next few months include some new Tyranid large monsters, a Chaos Dreadclaw Assault Pod, an enormous Ork Squiggoth and a whole range of new Space Marine vehicles including a brand new Thunderhawk Gunship. We certainly have no shortage of ideas!

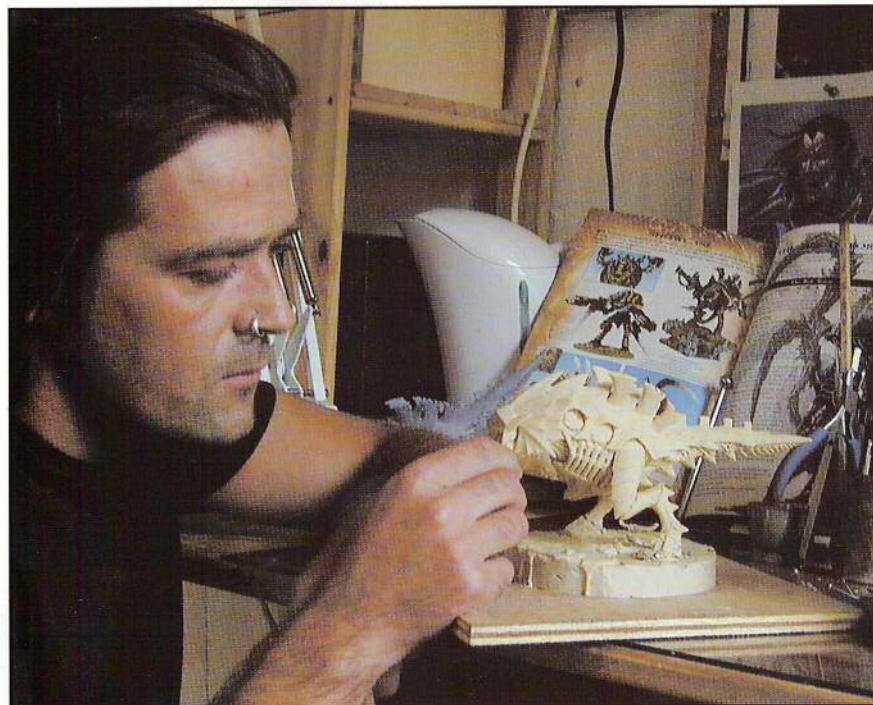
HOW CAN I GET HOLD OF FORGE WORLD MODELS?

IAN: To find out how you can get your hands on Forge World models I moved on to interrogate Ewen Little, of Forge World's sales team.

EWEN: As Forge World produces a range of specialist models in relatively small quantities it was always going to be impossible to sell these in the same way as main range Games Workshop products. We did, however, want to make sure that anyone who wanted the models could get hold of them as easily as possible so we decided it was best to set up our own international mail order operation. We also set up our own website (www.forgeworld.co.uk) and e-mail newsletter so people could easily get to see the models from the comfort of their own home at any time of day. We now ship Forge World models to every corner of the world from USA to Australia to Hong Kong to Brazil, and even to US aircraft carriers and submarines in the middle of the Pacific!

We were also keen to have a Forge World stand at as many Games Workshop shows as possible. Over the last two years we've been to over twenty shows in seven countries.

IAN: So there you have it. Did I get any free samples? Well no; but I came back with a catalogue and order form!

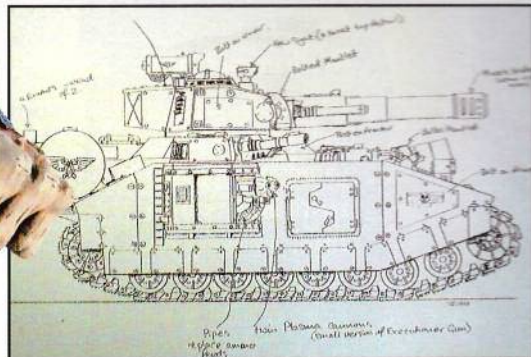


Forge World sculptor Simon Egan works on the Tyranid Barbed Hierodule.

COLLECTORS SERIES
Stone Troll
sculpted by Sean Green



HOW A FORGE WORLD MODEL IS MADE



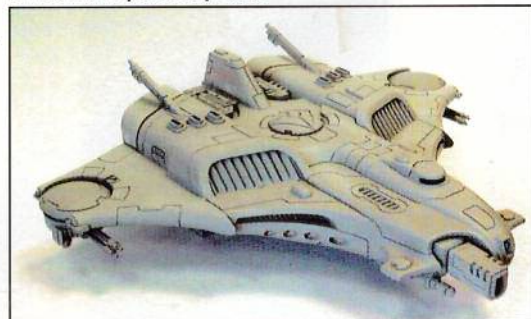
1. Initial Design & Concept Stage. Drawing of Imperial Baneblade Super Heavy Tank.



2. Mock Up. The original Space Marine Drop Pod mock up sits next to the finished model.



3. Master Model. The incomplete master model of the Baneblade Super Heavy Tank.



4. Finished Stage. The finished master model of the new Tau Barracuda Fighter.



IMPERIAL ARMOUR
Eldar Phoenix
Master Model by Will Hayes

WWW.FORGEWORLD.CO.UK

Forge World, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK. Tel: 0115 9168177

Warhammer
Chronicles takes a
look at the
Warhammer game,
its rules,
background and
game mechanics,
frequently stolen
from in-progress
developments
here at the Studio.
It also acts
as a forum
for dedicated
Warhammer players
who have produced
inspired, well
thought out and
exciting additions
to the game.

*If you have
a good item for
Warhammer
Chronicles then
write to:*

*Gav Thorpe
(Warhammer
Chronicles)
Games Workshop
Willow Road, Lenton
Nottingham, NG7 2WS*

*Any rules queries, etc,
will be shredded for
Skaven bedding, so
send them to the
Roolzboyz at Games
Workshop Mail Order,
and not to
Warhammer
Chronicles.*



Warhammer Chronicles

Presented by Gav Thorpe

Welcome, one and all, to this latest instalment of Warhammer Chronicles. This month I've mostly been looking at the spell lores. There's been lots of comments on them, and now I'm doing something about it!

EXPERIMENTAL RULES

This is the first Warhammer Chronicles to do something a little bit different, and is a glimpse of things to come. In the past we've printed 'work-in-progress' army lists for the Bretonnians and Lizardmen, and the feedback we've received (both complaints and praise!) has proved most useful.

So it was that, a little while back, Warhammer creator Rick Priestley (or Mr P. as I like to call him) sat me down for a chat. We'd just finished completing the Warhammer Annual 2002, and Mr P. was saying how great it was that finally we had one place to put all those niggling rules corrections and Q&As. "So, young fella me lad," he said, "how are we going to make the best use of this?", or words to that effect. "Use the Annual to fix other broken bits?", I hesitantly suggested. "That's the fella," exclaimed Mr P, rewarding my intuition with a cup of tea.

Well, to cut the rambling (I think I've filled enough space to stop Paul Sawyer nagging me to fill my page quota), we'd like to use Warhammer Chronicles to trial run changes to the Warhammer games system itself. This may be fairly specific, like this issue's revised spell lores, or more wide ranging. Then, you lot, the unwashed Warhammer masses, if you excuse the term, can let us know how you get on with them, either via good old snail mail, through our playtest e-mail address, or just by discussing them on our Games Development message board on the website (details opposite). Now, I can't promise we'll reply individually or contribute to any web discussions, but it does get read and fed into the rat-blender

that goes to make up our collective brain. Later on, if the feedback proves positive one way or another, we'll make an official amendment to the Warhammer rules in the Annual. Once the official amendments start getting out of hand, it's time to stick them all back into the rulebook and produce a new edition of Warhammer. Sounds almost like a plan, doesn't it!

Anyway, this month I present revised versions of three of the Spell Lores: Beasts, Heavens and Life. Beasts and Life don't seem to be used that much (though they look pretty useful to me), whilst we've all had the sneaking suspicion that Heavens is just a little too popular to be entirely balanced with the other lists.

The important bit – the ideas presented under any banner of 'Experimental Rules' are just that – experimental! Some of these we'll have tried out ourselves, others may be so hot off the presses we haven't even had a game with them. This means that both opponents must agree that they're okay with using these amended rules beforehand. Organisers of tournaments, clubs, etc must decide which rules they are using. As far as we're concerned the rulebook and Annual contain the 'official' rules, while these are merely our informed suggestions for improvement.

Design Studio,
Games Workshop,
Willow Road,
Lenton,
Nottingham,
NG7 2WS.

Playtest@games-workshop.co.uk
www.games-workshop.com/community/
devforum.htm

THE LORE OF BEASTS

The Lore of Beasts is the magic of shamans and animal spirits. It is the sorcery of wild and primitive races, of creatures that shun the cities of Men, and of men who have turned their backs upon the ways of their own kind.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Buccos the Oxen Stands.....	5+
2	Adlos the Eagle's Cry.....	6+
3	Ursos the Bear's Anger.....	6+
4	Corvos the Crow's Feast.....	7+
5	Kinos the Beast Cowers.....	7+
6	Lupens the Wolf Hunts.....	9+

THE OXEN STANDS

Cast on 5+

This spell can be cast on any friendly fleeing unit on the tabletop. If successful, the unit rallies immediately.

THE EAGLE'S CRY

Cast on 6+

This spell can be cast on an unengaged enemy cavalry unit, swarm, chariot or a single ridden or unriden monster which is within 24" of the caster. If successful, the creature/s become momentarily wild and uncontrollable.

The affected unit must take an immediate Leadership test. If passed, the unit only suffers a -1" Movement penalty during their next Movement phase (-2" if it marches or charges). The Movement of flyers is reduced to 12". If failed, the unit/monster immediately makes a compulsory move of 2D6" directly towards its own side's table edge, but halts if this move brings it into contact with a friendly unit, impassable terrain, or within 1" of any enemy. If the unit moves off the tabletop, it counts as having fled the battle.

THE BEAR'S ANGER

Remains in play

Cast on 6+

This spell can be cast by the Wizard on himself or another roughly man-sized model on foot in the same unit while he is in close combat. The target becomes as wild and powerful as a mighty bear. He adds +3 Attacks, +2 Strength, and +1 Toughness to his characteristics. He cannot wield a weapon nor use a shield whilst using this spell.

Once cast, the spell lasts until it is dispelled, until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or the affected model is slain.

THE CROW'S FEAST

Cast on 7+

Corvos the Crow's Feast is a *magic missile* with a range of up to 24". If successfully cast, a flock of crows mobs the spell's target and causes 2D6 Strength 3 hits.

THE BEAST COWERS

Cast on 7+

This spell can be cast on any enemy unit of cavalry, a chariot, a ridden monster, a lone monster such as a Great Eagle, or a swarm. The target of the spell must be on the tabletop and must be engaged in close combat.

If successfully cast, any creatures in the unit (but not their riders) will cower and therefore require 6s to hit in that turn's Close Combat phase. If 6s are required anyway, the creatures may not attack.

THE WOLF HUNTS

Cast on 9+

This spell can be cast on any friendly unit of cavalry, a chariot, a ridden monster, a monster on its own, or a swarm. The target must be within 24" of the caster and must not be engaged in close combat.

If the spell is cast successfully, the unit moves 2D6" towards the Wizard or an enemy unit that it can see. If no enemy are visible then it will not move. If the distance is sufficient to reach the enemy, the unit is deemed to have charged and all the normal charging rules apply, except that the enemy can only stand their ground - no other charge response is possible due to the speed of the spell.

THE LORE OF THE HEAVENS

In the cities of Men, the Lore of the Heavens is called Astromancy. It is the magic of the sky and stars, of portents, fate and the movement of heavenly bodies.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Second Sign of Amul	6+
2	Portent of Far	6+
3	Forked Lightning	7+
4	Uranon's Thunder Bolt	9+
5	Storm of Cronos	9+
6	Comet of Casandora	11+

SECOND SIGN OF AMUL

Cast on 6+

This spell can be cast by a Wizard and gives the player a chance of re-rolling dice during the remainder of his own turn.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Each re-roll entitles the player to take any single D6 dice (including one of the dice rolled on a 2D6, 3D6, etc) he has rolled and roll it again. Any dice can be re-rolled but the player cannot re-roll a re-rolled dice... he only gets one chance to overcome a duff roll! Any re-rolls not used by the end of the turn are wasted.

PORTENT OF FAR

Cast on 6+

This spell can be cast on a friendly unit that is within 12" and which is engaged in close combat.

If successfully cast, all subsequent dice rolls of a 1 made either to hit or to wound by that unit can be re-rolled that turn. Re-rolled scores of 1 stand - you can never re-roll a re-rolled dice.

FORKED LIGHTNING

Cast on 7+

This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by lightning causing D6 Strength 4 hits. These hits are distributed exactly like hits from shooting.

URANON'S THUNDER BOLT

Cast on 9+

This spell can be cast on any unengaged enemy unit within 24" of the caster. If successfully cast, the unit is struck by a thunder bolt causing D6 Strength 4 hits with no armour save possible. These hits are distributed exactly like hits from shooting.

STORM OF CRONOS

Cast on 9+

This spell can be cast on all enemy units which are visible to and within 12" of the caster. If successfully cast, all enemy units within range and sight are affected. Each unit takes D6 Strength 4 hits, distributed exactly like shooting.

THE COMET OF CASANDORA

Cast on 11+

This spell can be cast upon any fixed point on the tabletop. If successfully cast, place a suitable marker over the exact spot affected - a small coin is ideal for this.

Once cast, the player rolls a D6 at the start of each player's turn (ie, at the start of his turn and at the start of his opponent's turn). On a score of 1-3 nothing happens, but place another marker on the first. On the score of a 4-6 the spot is struck by the comet. All units from either side which are within D6" multiplied by the number of markers already placed are struck by the comet. Each unit struck by the comet takes 2D6 Strength 4 hits. For example, if there are two markers in place and the D6 roll is a 4, all units within $4 \times 2 = 8$ " are struck. The Comet is not a *remains in play* spell as such, although the spell can be dispelled while in play, (remove all markers), and a Wizard cannot have more than one Comet in play at one time.

THE LORE OF LIFE

The Lore of Life is the magical lore of the growing earth and as such is bound to the changing seasons. Few creatures of any race understand the nature of growing things as do these wizards. It is a form of magic that exists in all water and vegetation and which is strongest when it is close to places where rivers run and where woods and forests grow most abundantly.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

D6	Spell	Casting Value
1	Siodh Silverhyl, Mistress of the Marsh	6+
2	Bheortaine Briartangle, Father of Thorn. . .	7+
3	Olannan Rattledor, the Howler Wind	7+
4	Keirnu Oakenclub, Master of the Wood . . .	7+
5	Rulainn Boulderfist, Master of Stone	8+
6	Mhadh Gathersquall, the Rain Lord	10+



MISTRESS OF THE MARSH

Cast on 6+

This spell can be cast upon any unit that is within 12" of a river, stream, bog, or any other water feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the ground beneath the unit is turned to swamp and the unit moves at half speed until the start of the wizard's next Magic phase. If fleeing, for whatever reason, the unit flees at half speed (normally 2D6 halved). This spell has no effect on flyers or ethereal creatures.

FATHER OF THE THORN

Cast on 7+

The Father of the Thorn can be cast on an unengaged enemy unit within 24" of the caster. If successfully cast, thorns and briars shoot from the earth entangling limbs and tearing at flesh. The spell causes 2D6 Strength 3 hits.

THE HOWLER WIND

Remains in Play

Cast on 7+

This spell can be cast upon the Wizard himself. If successfully cast, no shooting with Strength 4 or less can be targeted at units within 12" of the Wizard – even if some models in the unit are more than 12" away. This doesn't prevent units from firing through or out of the affected area at targets beyond. In addition, all enemy units within 12" of the Wizard move at half speed due to the effect of the howling wind. Note that this move penalty only applies when actually within the affected area – enemy treat the entire zone as if it were difficult ground. Once cast, the spell lasts until dispelled, the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

MASTER OF THE WOOD

Cast on 7+

This spell can be cast upon an enemy unit that is within 12" of a wood, copse or any other wooded feature on the tabletop which has been identified as such before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the unit is battered by the branches of trees if near a wood, or lashed at by roots which erupt from the ground if there is no wood nearby. This causes D6 Strength 5 hits on the unit, plus a further D6 Strength 5 hits if it is partially or wholly within the wood. This spell does not affect Dryads or Treemen.

MASTER OF STONE

Cast on 8+

This spell can be cast upon an enemy unit that is within 12" of a hill, rocky outcrop, ruins or any area which has been identified as high ground, rocky or ruinous before the game. If there are no such features on the table, it can be cast on any enemy unit within 12" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, shards of stone fly against the unit. The spell causes 2D6 Strength 4 hits on the unit, plus a further D6 Strength 4 hits if the unit is partially or wholly within the feature.

THE RAIN LORD

Cast on 10+

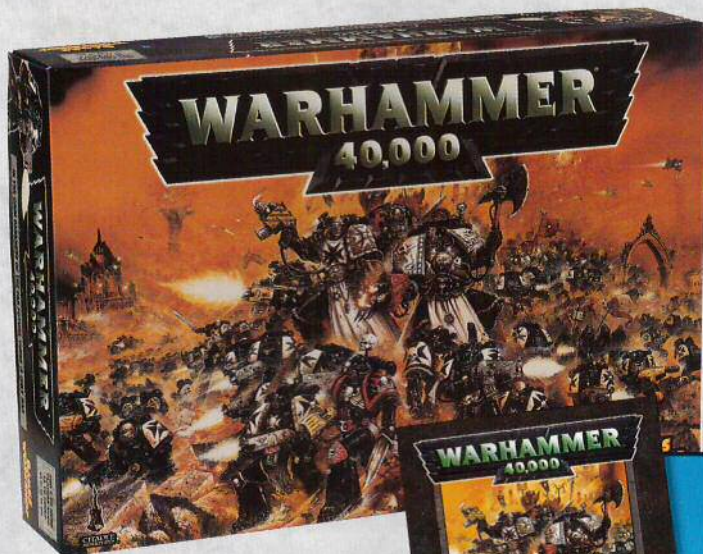
This spell can be cast on an unengaged enemy unit within 30". If successfully cast, the target unit is enveloped in rain and gets a soaking.

A soaked unit suffers a further -1 modifier on its shooting to hit rolls. If the unit does not fire using BS (a cannon, for example), then it may only fire if the player can first roll a 4+ on a D6 each turn.

This is not a *remains in play* spell as such, but units that have been soaked suffer the effects for the rest of the battle. There is no additional effect for being soaked more than once.

WARHAMMER 40,000

In the nightmare future of the 41st Millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravening aliens, and threatened from within by malevolent creatures and heretic rebels.



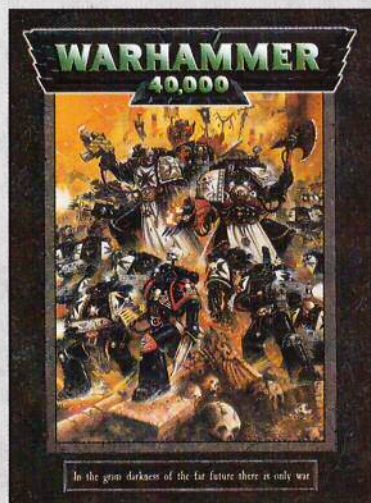
Warhammer 40,000 Boxed Game

£50

Warhammer 40,000 brings the war-torn universe of the 41st Millennium onto your tabletop – the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel miniatures, Warhammer 40,000 turns your tabletop into an action-packed battlefield. In the grim darkness of the far future there is only war! Will you survive?

All You Need

The Warhammer 40,000 box contains more than just the rules, it includes literally everything you need to wage your own tabletop battles. The boxed game comes with a 288 page rulebook and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapons templates.



Warhammer 40,000 Rulebook

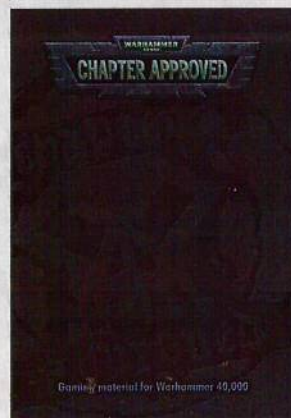
£25

This 288 page Rulebook contains all the rules you need to create exciting battles in the dark future of the 41st Millennium. Including a complete history of the Warhammer 40,000 universe, modelling and painting tips and ideas, scenarios, campaign rules, and army lists for all the major races of the Warhammer 40,000 universe.

Chapter Approved

£12

The Chapter Approved compilation is an informative tome of articles collated from past issues of White Dwarf, plus new material. Including updated rules for Terminator Armour, and special characters for the Ultramarines, it's a must have for any dedicated fan of Warhammer 40,000.

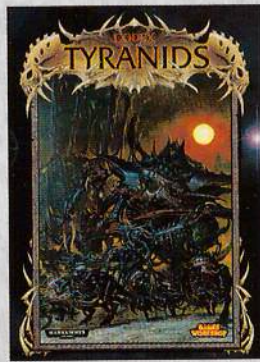


Warhammer 40,000 Codexes

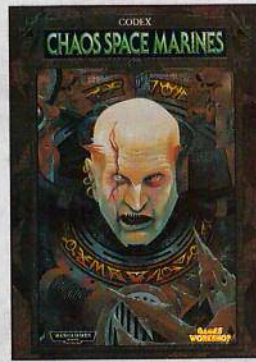
Essential for building your army, each of the Warhammer 40,000 Codexes contains rules and background for specific armies, a comprehensive army list, painting and modelling guides and special characters to use in the army. The Codex supplements expand the rules given in their parent Codexes to include armies which deviate from the parent Codex, offering new variants for your battles.



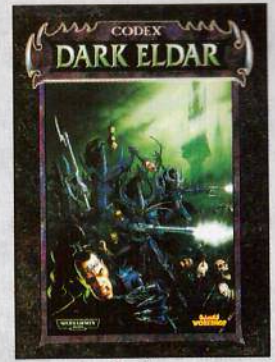
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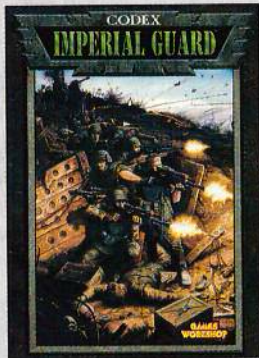


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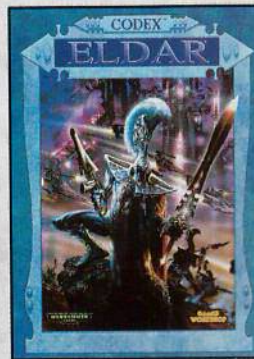
Supplements for Codex Space Marines



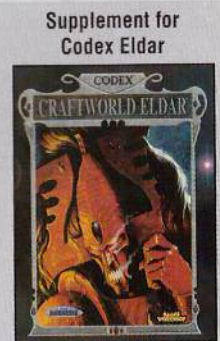
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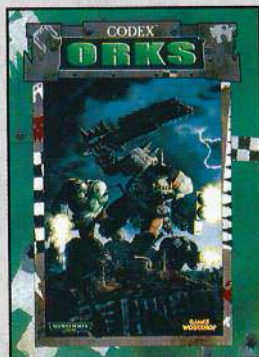


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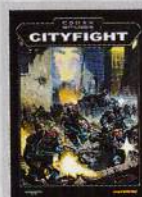


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Codex
Battlezone:
Cityfight is a

supplemental set of rules for Warhammer 40,000. Featuring the deadly confines of war-torn cities, Cityfight allows you to fight violent conflicts across the rubble strewn streets of the 41st Millennium.



**Coming Soon!
Index Astartes**

A collection of Space Marine articles taken from White Dwarf.

SPACE MARINES

The guardians of Humanity in the 41st Millennium, Space Marines are the finest warriors that the Imperium has to offer. Shown on these pages are all the main boxed sets available for the Space Marines, and they can be used in any Space Marine Chapter.



Space Marine Tactical Squad

£15 boxed set

Tactical squads form the mainstay of each Space Marine army. They are versatile fighters, able to speed forwards in a Rhino and fight enemy in close combat, or stay back and give supporting fire with their heavy weapons. It is the Tactical squad's ability to fulfil a number of widely differing roles that makes the Space Marines so effective, whatever combat situation they find themselves in. This boxed set contains ten plastic Space Marines, including a missile launcher, flamer and a Sergeant. Banner not included.



Space Marine Command Squad

£18 boxed set

Essential for any Space Marine army, the Command squad contains veteran Space Marines whose skills are of great use on the war-torn battlefields of the 41st Millennium. This boxed set contains a Space Marine Commander, a Veteran Sergeant, an Apothecary, a Standard Bearer and a Techmarine. Banners not included.



Space Marine Terminator Squad

£15 boxed set

Terminators are the most feared of all Space Marine warriors. They combine centuries of experience with the best armour and weapons that can be found in the Imperium. Terminators often spearhead the Space Marines' attacks, blowing apart the enemy at range before crushing them in final, ruthless assault. This boxed set contains five plastic Space Marine Terminators. Banner not included.



Space Marine Assault Squad

£12 boxed set

Space Marine Assault squads are the epitome of the rapid response strike team. Soaring over the battlefield, their jump packs allow them to rapidly close with the enemy, and there are few adversaries who can withstand them once they initiate vicious close combat. This boxed set contains five plastic Space Marines with jump packs.



Space Marine Devastator Squad

£18 boxed set

Space Marine Devastator squads combine heavy firepower with the flexibility of infantry. Able to take up commanding firing positions, Devastators can bring their heavy weapons to bear whatever the terrain. This boxed set contains five plastic Space Marines, a lascannon, missile launcher, heavy bolter, plasma cannon and a Sergeant. Banner not included.

All the models shown on these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models shown at 60% actual size



Space Marine Land Raider

£30 boxed set

The Land Raider is one of the most potent machines of destruction in the Imperium. Capable of carrying a full ten man squad of Space Marines, or a five man squad of Space Marine Terminators, the Land Raider is a powerful addition to any Space Marine army. This boxed set contains one plastic Land Raider.



Space Marine Dreadnought £20

A powerful armoured behemoth, the Space Marine Dreadnought is piloted by a mighty warrior who has been saved from death by his interment within its armoured sarcophagus. This boxed set contains a single plastic Space Marine Dreadnought.



Space Marine Rhino

£12 boxed set

The Space Marine Rhino allows Space Marines to move swiftly to seize an objective or strike deep into the heart of an enemy force. Banners not included.



Space Marine Bike Squadron

£18 boxed set

Bike squadrons are often used for reconnaissance missions into enemy-held territory. When part of a larger battle force, their speed and hitting power gives the Space Marine commander a strong punch to his attack. This boxed set includes a Sergeant, meltagun, plasma gun, colour banners and transfers.



Space Marine Battle Force

£50 boxed set

A great way to start a Space Marine army, or to build up an existing force, the Battle Force contains the core troops of a Space Marine army. This boxed set contains 10 plastic Space Marines, 5 Terminators, 1 Land Speeder, 3 Space Marine Bikes & 1 Gothic Ruins frame.

A few months ago we announced that Games Workshop had joined forces with UK computer games developer Climax, to create a multiplayer online version of the Warhammer world. Here's an update on the exciting developments so far...

Rick Priestley has been working closely with former WD editor and GW Studio manager, Robin Deus and Climax to ensure that the Warhammer Online project brings you a real taste of what it would be like to live in the Warhammer world.

Rick: Warhammer Online is our latest gaming project and it is something of a new venture for myself and Games Workshop because it is a computer based game rather than a tabletop game with models. Of course, as a company we've been associated with computer games before, but Warhammer Online is very different for two reasons. Firstly Warhammer Online is not a licensed game produced by somebody else – it's a Games Workshop project and designers such as myself have been closely involved from the inception. Secondly, and most importantly, it isn't really a game in the traditional sense at all – it's something far more ambitious than that. Our objective is to create a virtual computer version of the Warhammer world itself.

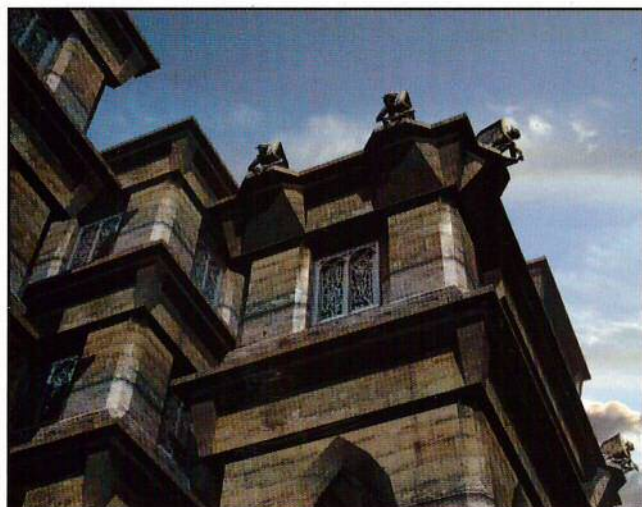
I think that right from the start it's worth saying that this isn't a game

about battles, or generalship, or manoeuvring vast armies upon an ersatz tabletop – it's a game where the player becomes an individual character in a richly detailed, realistic, and openly dangerous fantasy world. Your character can meet, talk to, and trade with other players' characters as well as the inhabitants of the environment, whether friendly or otherwise. Needless to say there are any number of bad guys to fight – for the world is a perilous place full of Orcs, Goblins, Brigands, Beastmen and many other monsters besides. You can undertake adventures, missions, trading ventures, or just hang around the meandering cities of the Empire (the largest and most realistic ever modelled in a game as far as we know). As your character gains in experience and status he (or for that matter she) can acquire a band of followers. Eventually you can build up a team of unique comrades that allow you to undertake more dangerous missions either solo or in alliance with other players together with their own bands of followers.



That's a slightly mechanical explanation of the kind of game we are busy creating. On a more dramatic note this game enables you to become an actual person in the Warhammer world, an individual whose actions will help to shape the world in a completely realistic way. Our mission,

W W W . W A R H A M M E R O N L I N E . C O M



Early screen shots demonstrating the great level of detail and atmosphere the architecture will have.



if you hadn't guessed already, is to make the Warhammer world real – or as real as it is possible using the most advanced computer technology, game engines and graphics available. That means our cities will be genuine cities with hundreds and hundreds of individual buildings, streets, alleyways, market-places, civic buildings, ale houses, workshops, stables, temples and much more besides. Oh – and there will be a complete population of officials, guards, tradesmen and other inhabitants, as well as the players' characters of course.

As anyone familiar with the Warhammer world background will know, the whole world is a pretty big place – somewhat bigger than our own world in fact. If we were to wait until we'd created every city, town, village and farmstead for the entire planet it would take many years – so we're making a start with the southern part of the Empire and surrounding lands. The area we've settled on is about the size of the

British isles so it's going to take your characters a while to walk from one end to the other (or ride... yes we have horses so your character won't be reduced to jogging everywhere in an undignified fashion). Our plan is to begin by working out this substantial area in detail, rather than expending our resources creating a complete but poorly realised world with no potential for growth. By concentrating on a portion of the whole world we can produce something far more detailed and involving. At the same time the game will be expandable because we can grow the world organically over time, adding new areas as our designers complete them. It is this potential to grow the game over time that really excites me – exploring parts of the Warhammer

world that have never been properly described before.

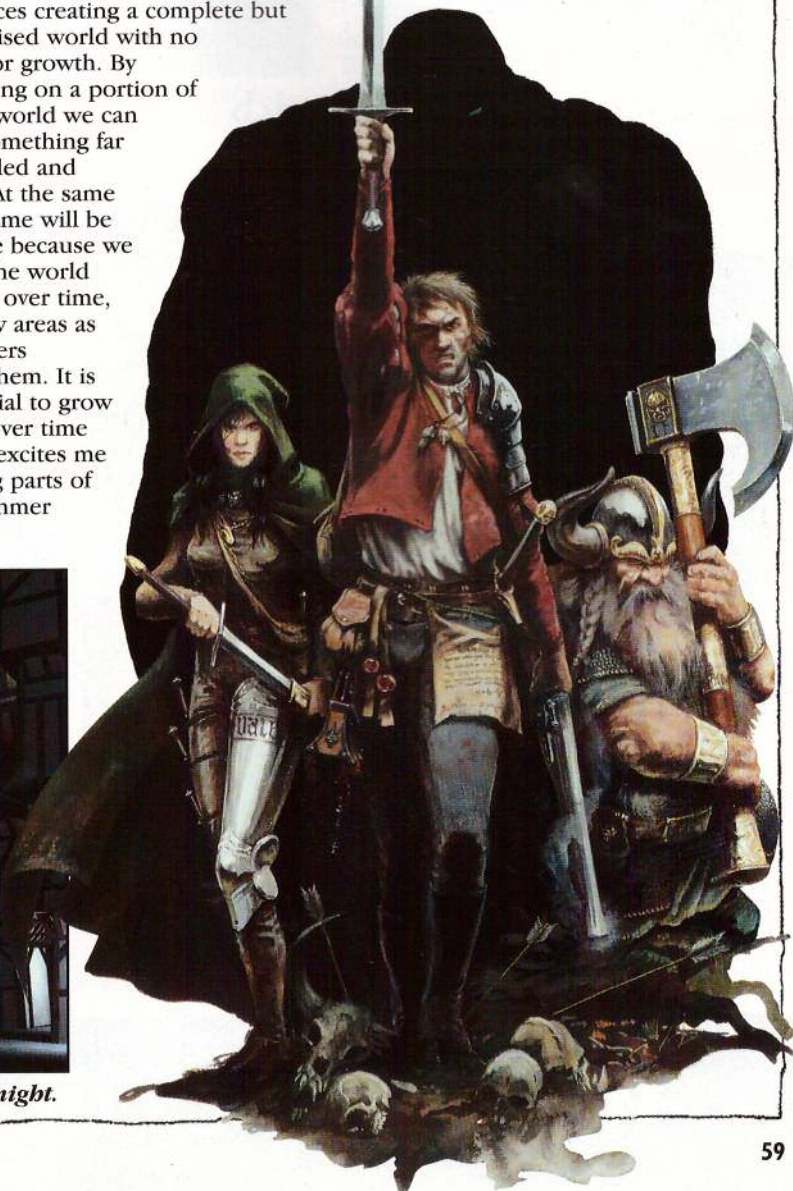
In addition to regular updates in White Dwarf, Warhammer Online now has a dedicated development website for you to peruse:

www.warhammeronline.com

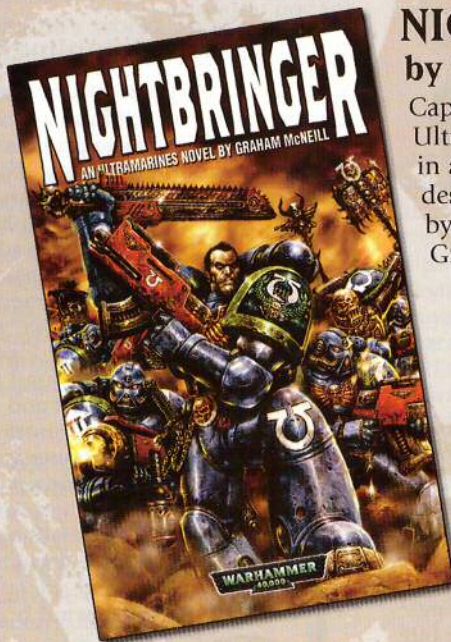
We'll be updating this regularly as the game evolves – so it'll form a kind of snapshot of our work in progress that I hope you'll find interesting. We'll be showing you some of the astonishing artwork and computer graphics that are being created, and we'll be talking about the game design and development evolution. At least, we will as soon as we've all stopped throwing ideas around and settled on the best and most robust of all the innovative and disturbing concepts that our team has come up with. The question of how far an Ogre can kick a Halfling is vexing me though – I mean are we talking downwind or what?



Work in progress of a square in Marienburg at night.



The Black Library



NIGHTBRINGER

by Graham McNeill

Captain Uriel Ventris of the mighty Ultramarines battles fiendish Dark Eldar in a race for an ancient device of galaxy-destroying power. This is the first novel by Warhammer 40,000 Writer Graham McNeill.

GENEVIEVE UNDEAD

by Jack Yeovil

After her return from Drachenfels, Genevieve Dieudonné – the vampire femme fatale – embarks on an odyssey of perilous self-discovery in which she must face monsters and magicians, intrigue and evil. By noted horror author Kim Newman (writing as Jack Yeovil).



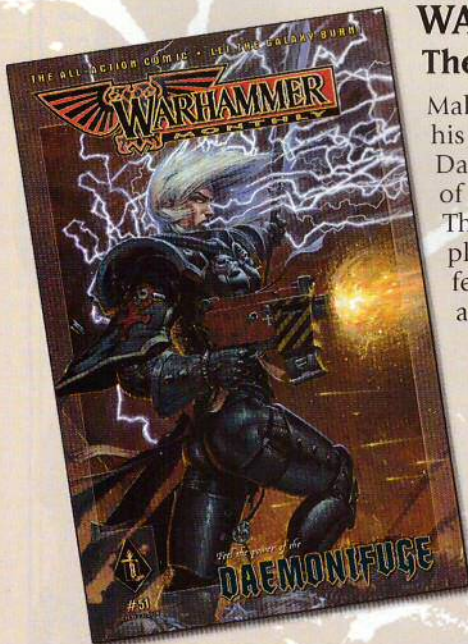
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WARHAMMER MONTHLY 51

The all-action comic

Malus Darkblade has Hag Graef within his grasp; the astounding epilogue to Daemonifuge; the penultimate episode of Inquisitor: Book Two. The end is nigh! All this plus competitions, features, interviews and more.

For more details of all these products, check out the New Releases pages at the beginning of this issue.



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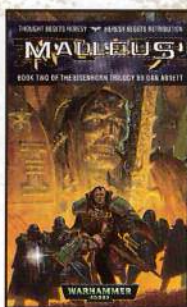
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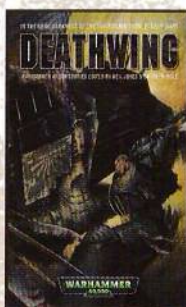
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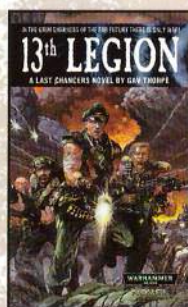
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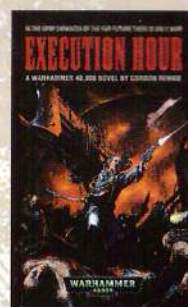
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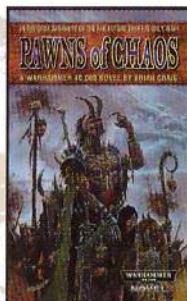
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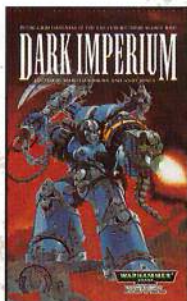
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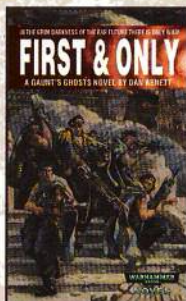
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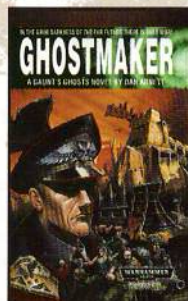
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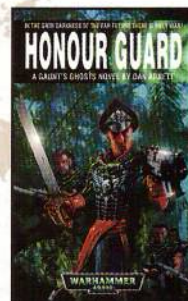
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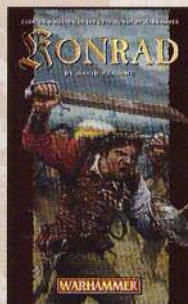
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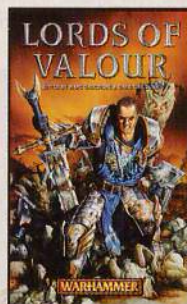
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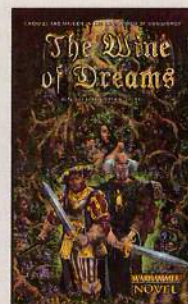
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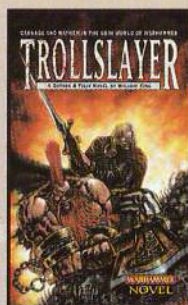
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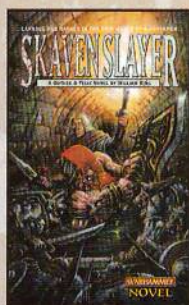
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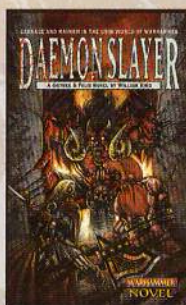
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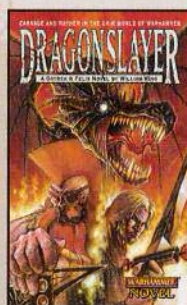
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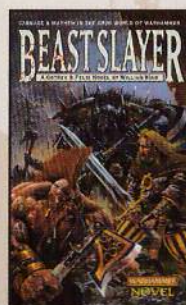
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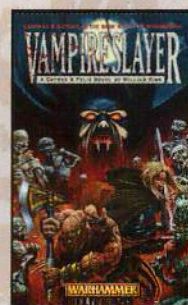
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This month, Warhammer 40,000 Overfiend Andy Chambers brings us a range of dubious delights, setting us straight once and for all on the thornier side of his evil brainchild, Codex Tyranids, even as he supervises work on those other masters of evolution, the mercenary Kroot. Watch this space...



CHAPTER APPROVED

PRESENTED BY ANDY CHAMBERS

Greeting Citizens, and welcome to Chapter Approved. It seems that several heretics have cast aspersions on the legendary courage of the Adeptus Astartes; contained within is Scrivener Haines's clarification to end this debate for all eternity. Also this month, the violent, hellish arena of Cityfight is bolstered by sound advice on subterfuge and tactical masterstrokes to include within your campaigns, and finally the mysteries of the Great Devourer are laid bare in grisly and unstinting detail. For the devout and the sure of faith, read on...

AND THEY SHALL KNOW NO FEAR

Following some discussion on the Games Workshop community website pages it has become apparent that some clarification of the 'And they shall know no fear' rule, most beloved of Space Marine commanders, is required.

The rule in Codex Space Marines gives Space Marines four major advantages over other troops:

1. They may regroup even if they are below half strength.
2. If an enemy sweeping advance contacts them they regroup automatically. Lesser troops have to risk a regroup test in these circumstances and are destroyed if they fail.
3. They do not have to take a test to regroup, instead doing it automatically.
4. They regroup at the end of their fall back move rather than at the start of their next move so get back into action quicker.

To be able to regroup, however, there are three criteria. The unit needs to be:

1. In coherency.
2. Not below 50% strength.
3. Outside 6" of any enemy.

Whilst 'And they shall know no fear' lets you ignore (2) it does not help with (1) and (3), so if they are to regroup the Space Marines must be in a coherent formation (ie, within 2" of each other) and have no enemy within 6" of them. If this is not the case then they will continue to fall back. Remember this is not an abject rout, the Space Marines are simply falling back to a less exposed position in accordance with their doctrine and training.

Last chance regrouping at the edge of the table also requires that the regrouping criteria are met, so if the unit is out of coherency or has enemy within 6" it will retreat straight off the table. This may be bad news for you as the player but it saves

Space Marines for the inevitable clinical counter-attack and prevents loss of precious gene-seed.

Regrouping in cover is similarly unaffected; Space Marines will automatically regroup if eligible to do so, though, and don't have to risk the vagaries of a Morale test.

It has been pointed out to me that it is possible that a Space Marine unit might find itself prevented from regrouping at the end of its fall back by an enemy unit which subsequently moves further away or is shot down. The Space Marines will therefore find themselves able to regroup at the start of their next move without having to fall back further. If so they will regroup immediately and may move and/or shoot normally.

Remember that Space Marines regroup at the end of their fall back move. According to the sequence of play for assault on page 62 of the Warhammer 40,000 rulebook, fall back moves are performed before sweeping advances and consolidations. This means that any enemy unit which tries to pursue Space Marines (either by sweeping or consolidating) falling back from close combat will not do it quickly enough to prevent them regrouping if the Space Marines fall back 7"

or more. If the enemy advance into base contact, the Space Marines will regroup automatically as mentioned above.

It has been said that the best way to take advantage of this rule is to carefully shepherd the Space Marines so that they fall back off-table. This really is one of those 'fine in theory' assertions. Even though the Space Marines are falling back they can still fire at enemies within 12", which means they will be able to fire at any enemy unit that is close enough to stop them regrouping. Also the rest of the Space Marine army may not wish to co-operate with the ploy and the presence of even one supporting unit should be enough to make close pursuit very risky. In practice even when Space Marines have elected to fall back, pursuing them is a dangerous proposition and over-complication is a sure route to disaster.

Rather more significant is that a Space Marine unit that is subject to crossfire before completing a fall back and regrouping will be destroyed. Even Space Marines will sometimes realise too late that their path to safety is blocked, and a moment of confusion is all that their enemies need.



The Salamanders advance after regrouping from the initial Dark Eldar attack.

CITYFIGHT SUB-PLOTS

At any one time, there are uncountable bloody wars being fought out across the galaxy; brutal, destructive campaigns where thousands die with every passing minute. Cities are often the focal point for these battles, be they Imperial industrial cities, claustrophobic hive worlds or the delicate, utterly alien Eldar craftworlds. There are many ploys that a cunning (or desperate) commander might attempt in order to gain some advantage over the enemy in such conditions. Many times, elements come into play that are completely unpredictable and out of the control of the engaging forces, and only a resourceful and adaptable commander will triumph.

These rules are an optional addition to the normal Cityfight campaign rules, and are designed to add character to your battles. They are intended to give your troops additional experience points and be flavourful, without upsetting the balance of the game.

Before the battle, each player may choose to roll on the sub-plots table. Roll a D6 to determine which table to roll on:

- 1-2 Random Events
- 3-4 Secret Ploys
- 5-6 Legacies of War

RANDOM EVENTS (D6):

1. Tunnels

The army scouts discover a series of subterranean tunnels spreading under the city.

One squad may utilise the tunnels and use the Subterranean Movement special rules from the Cityfight Mission special rules section. If the squad may already use these special rules for the scenario, then the player does not need to roll the Scatter dice for its Deep Strike, though they still must roll a 4+ on a D6 to appear.

2. Hive Quake/Unstable region

The region is particularly unstable, earthquakes and subterranean rumblings wracking the city.

Squads may only move vertically half of what they moved horizontally. Eg, normally a squad moving 6" horizontally may also move 6" vertically, but if the city is affected by a hive quake, then the squad may only move 3" vertically.

3. Chem-fog

Clouds of toxic fumes have spread across the city, concealing the movements of the enemy from view.

The chem-fog covers the entire battlefield. Use the Night Fighting rules. At the beginning of each player's turn roll

a dice. On a 6, the fog dissipates, and the battle is fought normally.

4. Vermin Swarm

One of the buildings in the area is teeming with rats and insects, which will swarm over any that enter the infested building.

Take it in turns with your opponent to nominate a building that could contain the swarm (the player rolling Vermin Swarm starting). Roll a dice. The vermin swarm is within that building on a 5 or a 6. Continue rolling, alternating building choices until the position of the swarm is finalised. The same building cannot be chosen more than once. If no building contains the swarm, then it is assumed to have scurried away.

The first squad entering the building is attacked by the swarm, taking D6 automatic hits at Strength 3, AP 6. After the initial attack, the swarm disappears beneath the city, playing no further role in the battle. Vehicles and Walkers are unaffected by the swarm.

5. Acid Rain

Many cities are highly polluted, and acidic rain falling from the skies is not an unusual occurrence.





Battle crazed Salamanders Space Marines charge towards a Kroot - held building.

At the start of the game, any squads with models that are not under cover, ie not within 2" of a building, may be affected by the acid rain. For each squad not in cover, roll a D6. On a 6 that squad takes D6 automatic Strength 2 hits, AP -. Vehicles and walkers are unaffected by the acid rain.

6. Electrical Discharge

The skies above the war-torn city are ripped apart by a fierce electrical storm.

Each player may place an Ordnance template anywhere on the board at the start of each of their turns. TWO rolls are made for the Ordnance scattering, and each time the distance rolled for scatter is 2D6 rather than the usual D6.

Any model under the template may be struck by lightning. If the model has a Saving throw of 4+ or better it is struck on a 5+ on a D6. If the model has a saving throw of 5+ or less it is struck on a 6. Models struck by lightning suffer a Strength 5 automatic hit, AP -.

Vehicles under the template are struck by the lightning on a 5+ on a D6. Vehicles hit must roll on the Glancing Hit table, subtracting 1 from the dice roll.

SECRET PLOYS (D6):

1. Hit and Run

The battle force is moving fast so as to achieve its objectives before the enemy has a chance to counter-attack.

If the scenario incorporates a random game ending, the player may choose to re-roll the dice for seeing when the game ends. The second result stands. If the game does not last for a variable number of turns, another roll on the Secret Ploys may be made.

2. Building Reconnaissance

Information has been received that one of the buildings on the battlefield may contain something of particular interest. Although this is unlikely to be the case, it must be investigated nevertheless.

Your opponent may nominate any building on the battlefield that is not

within 10" of any board edge. One squad (not a vehicle or walker) must end its turn within the building (ie, not assaulting out of the building or falling back out of it within the same turn) in order to investigate it. There must be no enemy models within the building.

The squad (or individual) which investigates the building receives +100 experience points.

3. Battle Plans

One soldier in the army is carrying important battle documents, a sacred artefact or some such item. This must not fall into enemy hands!

Nominate any one model within the force to be carrying the item. The model may not be a vehicle or walker. Your opponent must be aware who is carrying it.

If the model survives the battle, his squad (or himself if he is an independent character) receives +100 experience points.

If the model is killed, the enemy unit (or individual) who killed him will receive +100 experience points.

4. Deceptive Deployment

Enemy spies and scouts have been deceived and misinformed.

One of your squads (your choice) may be repositioned after initial deployment has been completed, and after infiltrating squads have been placed.

5. Secret Intelligence

Your scouts have been observing the movements of the enemy, and the responses of the enemy have been anticipated.

The battle force gains D6 re-rolls that can be used at any time in the battle. Each re-roll enables the player to take any single D6 dice he has rolled (including one of the dice rolled on a 2D6, 3D6 etc.) and roll it again. Any dice can be re-rolled, but the player cannot re-roll a re-rolled dice.

6. Explosive Charges

Your scouts have tunnelled beneath one of the buildings on the battlefield, placing explosive charges beneath it.

After board sides have been chosen, but before any squads have been set up, the player secretly chooses one building on the battlefield which has the charges set beneath it. Write it down on a piece of paper.

At the beginning of any of your Shooting phases, you may attempt to detonate the charge. Show your opponent the building written down, and roll a D6. On a 1 it is a dud, or has been disengaged by the enemy. On a 2-6 it explodes, and any unit within the building takes D6 automatic hits at Strength 4, AP 5.

LEGACIES OF WAR (D6):

1. Inspired

Coming out of a recent victory or hearing a rousing oratory from their commander can often inspire soldiers to unprecedented levels of bravery.

One squad (your choice) may ignore negative modifiers for Morale checks and tests for regrouping. In effect, the squad will always use its standard Leadership for these checks.

If the squad is broken at any time during the battle, the squad loses 50 experience points.

2. Extended Duty

Sometimes due to the necessities of war, a squad will be required to engage in extended duty, often standing watch without relief, or forced to battle day in, day out.

One of your squads (your choice, but not a fearless unit) has a -1 to its Leadership for the duration of the battle.

If the squad remains unbroken for the entire battle, it gains +100 experience points.

3. Blood Bond

The rigours and horrors of war will often bond the soldiers together into a tight-knit fighting force.

Any squad (not a vehicle or walker) which fails its Leadership test for any reason is allowed to immediately re-take the test once if any member of the squad is within 6" of another friendly squad (not a vehicle or walker).

Any squad which is broken at the end of the game loses 50 experience points.

4. Vengeance

The actions of a particular enemy have become infamous and much hated by your soldiers.

One of your squads (your choice) hates the enemy with such a passion that it will always hit the enemy in close combat on the roll of a 3 or more.

Any squad breaking an enemy in

assault gains +50 experience points (on top of the usual +100).

Any squad that is broken in an assault loses 50 experience points.

5. Battle Crazy

The rigours of war affect some soldiers differently than others. Some squads become crazy, seeking out the enemy in disregard for their own personal safety.

One squad (your choice) will automatically pass the first Leadership test it is required to take, and is allowed to regroup even if below half strength. In addition, the squad must always charge an enemy in the Assault phase if it is within range (though it does not have to charge an enemy vehicle or walker if it is within range).

Battle crazy squads which break an enemy in an assault gain +50 experience points (on top of the usual +100).

Battle crazy squads which are broken at the end of the game lose 50 experience points.

6. Spoils of War

Many are the occasions when soldiers will acquire additional wargear as a result of their looting of the battleground and the enemy.

One squad (your choice) has stumbled upon some wargear (that can be used for this battle only and is free for that squad). Roll another D6 to see what they have discovered (see the Cityfight Special Rules Armoury for details):

- | | |
|-----|---------------------------------|
| 1-3 | Scaling ladders/grapple lines |
| 4 | Smoke or blind grenades |
| 5 | Command activated shredder mine |
| 6 | Demolition charge |

Captain Bradburn surveyed the war-torn battlefield intently with his thermal-imaging scope. As his gaze travelled over the ruins below, he could see countless glowing red hulking shapes lumbering through the darkness towards the position of his Death Korps Legion. He was certain that the Orks would hit within the hour. His gaze strayed to the large, ruined building at the far end of the shattered street that commanded an impressive view over the battle zone. As he watched, the glowing red thermal images of several small creatures moved into view. They clambered over the broken ruins, pushing, shoving and biting each other.

A larger figure moved up behind them, the red image of his form lashing out at the

smaller creatures who cowered before him. They gestured crudely at the larger figure when it turned its back to them again. More of the smaller creatures moved into view, lugging several large, wheeled devices behind them by long chains. They were rolled into position behind the ruins, the barrels of the crude artillery pieces protruding over the crumbling wall. The Captain's deadpan face did not display any change.

Bradburn raised his comm-link, still looking through the scope at the building. When he spoke, his voice was cold and unemotional:

"Ork artillery pieces are in position. Detonate."

Captain Bradburn surveyed the building as it suddenly shook, a dull booming sound reverberating over the battlefield. A great cloud of smoke and dust rose, hiding the building from sight. Muffled roars and screams were carried across the battlefield. With a glimmer of satisfaction in his grey eyes, he silently applauded his men who had crept forwards to place the explosives.

"23rd Armoured Support," he said into his comm-link.

"Go ahead, Captain." The reply crackled with static.

"Commence bombardment."

"Copy that."

TYRANIDS QUESTIONS & ANSWERS

Q. Pertaining to Old One Eye and the Red Terror, the Codex never refers to them as special characters, or even characters for that matter.

A. Nope, they're Tyranid monstrous creatures. You don't need your opponent's permission to take them.

Q. On page 9 of the Codex it says that the victim of a bio-plasma attack gets a normal save. Does this also allow a save when used by a monstrous creature?

A. Bio-plasma always permits a save, regardless of what kind of beastie is using it – it's an enhancement/bonus spit before the creature can bring its strength to bear.

Q. How do rending claws work with monstrous creatures?

A. The benefits of rending claws are added to the benefits of being a monstrous creature. Such a creature ignores armour saves, and on a To Hit roll of 6 it will wound automatically. It rolls 2D6 to penetrate vehicles and if either dice is a 6, roll a third D6 and add the result to the total.

Q. Using the rules from Codex Tyranids can Spore Mines still crossfire enemy units falling back into them? Since you can shoot at Spore Mines, will a Spore Mine within 6" prevent a unit from regrouping?

A. With the revised rules in the Codex I'd say no, they cannot crossfire, and so I don't see that they should prevent regrouping either.

Q. Do multiple Lictors/Biovores/ Zoanthropes count as a single brood when determining if one (or more, in rare cases) may be a mutant? For example, if a hive fleet has nine different species in it, and the Tyranid player

takes three Lictors, may one be a mutant? With 3 Wounds apiece, they do have enough if they're all counted together.

A. They count as individuals for the purposes of mutation (they're kind of like specialist mutations anyway).

Q. Can Tyranid Warriors which take a venom cannon or barbed strangler, take any biomorphs from the upper list (the list with scything talons, rending claws etc...) or can they only have the venom cannon/barbed strangler and no other bio-weapons?

A. No, it's not terribly clear but the idea is that the 'heavy weapon' Nid can take one pick from the lower list but must still choose one from the upper list.

Q. This might be a silly question but what do these different plastic close combat biomorphs from the Tyranid plastic frames represent?

A. The small blade-like arms for the warrior are scything talons, the large mantis-like claws are scything talons too, and the 'hands' from the Tyranid frame are rending claws (read the description and you'll see what I mean).

Q. If I create a new Hive Tyrant species using the rules in the back, can that creature take a Tyrant Guard brood?

A. Assuming you've chosen Tyrant Guard as one of your species, yes.

Q. A Space Marine with a power fist is hit four times by the Red Terror. His S and T are 4, but the power fist makes him fight with a S of 8. Can the Terror make a lunch of him? He may not swallow anyone with a S and/or T of 5 or more.

A. Count S and T after any modifications for Marks, power fists, frost blades etc, so no.

Q. Rending claws that hit on a 6 and monstrous creatures ignore armour saves, but the implant attack only causes a second wound if the target fails its save. The problem is that there is no save taken, so no save is failed. Should the implant attack cause a second wound, even though the armour save is not failed because it is ignored in the first place?

A. The save is ignored in these cases – which I would interpret as being 'failed' automatically.

Q. How do you determine how many mutations a unit of a Hive Tyrant and several Tyrant Guards may have?

A. They are two separate broods, so you do not add their wounds together for the purposes of working out mutations.

Q. May the Tyrant Guards 'guard' a Carnifex? The Codex says that Tyranid monstrous creatures don't get the benefits of joining other units, except Tyrant Guards.

A. Yep, that's a perfectly legitimate use of Tyrant Guard. Carnifexes can be guarded too.

Q. Is there any reason that a Hive Tyrant couldn't leave his Tyrant Guard? All other bodyguard/retinue types from the other Codexes state that the commander ceases to be independent when joined by them (and all that that implies), but the Tyrant Guard bodyguard has no similar statement. Is this a correct assessment?

A. Gah! That is correct, not what was intended but hey, you want to buy Tyrant Guard and then leave them, it's your choice I guess.

Q. Spinefists in the Codex are Assault X. In White Dwarf they are listed as Assault 2X. Which is correct? (I assume the Codex, but it is always best to check.)

A. Assault X.

Q. Do any of the Tyranid weapons which have an Ordinance template (spore mines, barbed strangler etc) count as 'real' Ordinance, getting 2 dice against vehicle armour or using the Ordinance damage tables?

A. Nope, they just use the large blast marker.

Q. Can I take Tyrant Guard as an HQ choice without taking a Hive Tyrant?

A. No.

Q. Can a psychic hood nullify for a turn any of the Tyranid constant powers, like Synapse Creature, Psychic Scream, etc?

A. Tsk tsk, you should read page 9. The Hive Mind powers intro paragraph states 'Only those powers which require a



The Tyrant Guard stand close, protecting the Hive Tyrant.

psychic test to use may be cancelled by enemy psykers' – so the hood can only be used on Catalyst and an over-charged Warp Blast.

Q. It is my understanding that the preliminary barrage affects all units, except for vehicles and independent characters. Thus, if the bugs have no vehicles or independent characters it would seem that all of the bugs are at risk.

A. That's what it means.

Q. Can I really have a brood of Tyrant Guard protecting 3 Carnifexes and 2 Hive Tyrants at once?

A. A nasty oversight has become apparent in Codex Tyranids, as a brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous Hive Minds. And for those of you wondering, Tyranid monstrosities created using Pete Haines' guide to spawning cannot be protected by Tyrant Guard at all – they're just too big.

Q. Is the bonus Toughness a mutant gets from the Exceptional Size mutation taken into account for Instant Death?

A. Yes.

Q. Folks around here are wondering how to treat mutants in squads for shooting. Assuming identical statlines, I would imagine that they count as heavy weapons troopers, in that they aren't going to die until you kill the whole squad/kill everything under the template. Others want a hit assigned to him which is rolled separately, in hopes of nailing him with a simple bolter round. Which way should this be played?

A. The mutant should be treated like a heavy weapon trooper.

Q. If a unit is in hand-to-hand, is forced to make an Instinctive Behaviour roll, and rolls either 'Lurk' or 'Fall back', does this take the unit out of hand-to-hand? If so, and if their opponent will no longer be in hand-to-hand, can they pursue or consolidate?

A. Yes, the Tyranids fall back from combat and normal options for the winners apply.

Q. Tyranid creatures must make an 'All On Your Own' test each turn when outside the influence of the Hive Mind. If they fail the test or fail a Pinning/Morale check they use the Instinctive Behaviour table instead of 'normal' falling back. At the beginning of the next turn (after behaving instinctively), do the Tyranids need to test to regroup and then make the 'All On Your Own' test again? Do they continue to behave in the same manner if they fail or have to re-roll for a different possible result? Can you make this a bit more clear for us?

A. OK let's try to get this straight:

1. Test at the start of the turn if the unit is eligible for an 'All On Your Own' test.

2. Apply whatever applicable result you roll on the Instinctive Behaviour table if you fail the test.

3. Next turn, the 'All On Your Own' test happens at the start of the turn and so it is ignored as instinctive behaviour is already in force. The regroup test happens at the start of the movement phase. Therefore, whatever instinctive behaviour the 'Nids may be suffering from applies again unless they manage to regroup.

4. The brood instinctively behaving will be affected twice (once when they fail their test, and again at the start of the next turn) with the same effect. Then at the start of the Movement phase they can test to regroup. If they fail, they would do the same Instinctive Behaviour again in the next turn (but not again that turn, since they failed a test to regroup, not a Morale test).

5. Remember the behaviour won't actually take effect until they move; the regroup attempt happens first.

6. If they don't fulfil all three of the regrouping criteria on Page 73 of the rulebook, they cannot test at all and will behave instinctively again in the next turn.

7. If at the start of Movement phase they are close enough to a Synapse creature, they automatically regroup.

CREATING YOUR OWN HIVE FLEET Q & A

Q. As I understand it when you 'create your own hive fleet' you are making a list of broods to replace the ones printed in the Codex (the thirteen detailed in the army list section of the book) entirely. The new army list must have between 4 and 12 brood types that you may then choose an army from. This (the hive fleet you create) REPLACES the army list in the book, and is from where you choose your broods for the army list that you take to a game.

A. Right on both counts.

Q. Pages 38 and 39 of the Codex seem to contradict each other with respect to Warriors with heavy weapon bio-modifications. On page 38 it says that warriors with heavy weapons are HQ or Heavy Support, and on page 39 it says that more than one heavy weapon makes them Heavy Support. What is the correct way to interpret this?

A. Page 39 has the mistake, they should be HQ or Heavy Support in either case.

Q. When creating your own hive fleet, does simply giving the broods different weapons constitute a new species, even if all the biomorphs and biomorph enhancements are exactly the same? It seems to say that any changes in the

brood would make it a different species, but I just want to make sure.

A. In the case of Warriors where the weapon can be changed within the brood, a species would have to have different biomorphs to be a new species (so the examples are wrong in that respect). However, in the case of something which can't have different weapons as standard, a weapon change will create a new species. For example, Gaunts must have identical weapons or they count as different species, but Warriors can vary their weapons.

Q. In Codex Tyranids army list (page 13) it has Ripper Swarms listed as 3-10 in a brood. The Ripper Swarm Biomorph Table (page 40) it has the brood listed as 5-10. Which is correct?

A. The army list.

Q. In Codex Tyranids the Hive Tyrant psychic power 'Warp Blast' has a different cost depending on whether you use the army list one vs a genomorphed one. All of the other powers are the same cost. Is this a typo or is it correct?

A. Again use the army list as the guide here, making it 20 pts.

Q. Are Hive Mind powers counted in the overall number of biomorphs for design-your-own bugs which can have them?

A. Hive mind powers don't count towards biomorphs.

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 Lane, Lenton,
Nottingham,
NG7 2WS, UK

CITADEL MODELLING



Mega Paint Set

£100

The Mega Paint Set is far more than a normal paint set; it contains every colour paint produced by Games Workshop including all of the metallic paints and the inks. It also includes Smelly Primer to undercoat your models before painting them, seven paint brushes, a painting guide and P.V.A. glue, as well as modelling flock and sand to base your models with, and varnish to protect your finished models! This is the ultimate paint set for the serious hobbyist!

Citadel Colour Paints

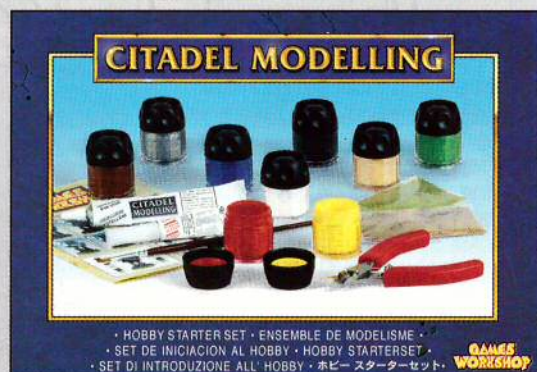
£1.50 each

Skull White	Nauseating Blue	Fortress Grey
Chaos Black	Imperial Purple	Shadow Grey
Scab Red	Liche Purple	Space Wolves Grey
Red Gore	Warlock Purple	Ghostly Grey
Blood Red	Tentacle Pink	<u>Metallics</u>
Blazing Orange	Midnight Blue	Boltgun Metal
Fiery Orange	Storm Blue	Chainmail
Golden Yellow	Regal Blue	Mithril Silver
Sunburst Yellow	Ultramarines Blue	Tin Bitz
Bad Moon Yellow	Enchanted Blue	Shining Gold
Scorched Brown	Lightning Blue	Burnished Gold
Bestial Brown	Ice Blue	Beaten Copper
Snakebite Leather	Hawk Turquoise	Brazen Brass
Bubonic Brown	Dark Angels Green	Dwarf Bronze
Vomit Brown	Snot Green	<u>Inks</u>
Bleached Bone	Scorpion Green	Black
Dark Flesh	Bilious Green	Yellow
Vermin Brown	Scaly Green	Flesh Wash
Leprous Brown	Jade Green	Red
Dwarf Flesh	Vile Green	Purple
Bronzed Flesh	Camo Green	Sky Blue
Elf Flesh	Rotting Flesh	Green
Pallid Flesh	Codex Grey	Orange
		Chestnut
		Magenta
		Blue
		Dark Green
		Brown

Citadel Colour Spray Cans

400ml Skull White	£5
400ml Chaos Black	£5
400ml Matt Varnish	£5

There are also a range of 250ml spray cans available. With colours ranging from Goblin Green to Space Wolves Grey, these are ideal for the expert and beginner alike. Phone Mail Order for more details.



Hobby Starter Set

£20

The Hobby Starter Set is a great way to begin painting your models. It includes everything a beginner will need to start learning how to paint miniatures. This boxed set contains eight Citadel paints, a starter paintbrush, two types of glue, clippers, modelling flock, and a simple guide on how to paint your miniatures.



Pin Vice £8



Curved Pliers £6



Model Files £6



Tweezers £4



Sculpting Tool £4



P.V.A. Glue £3



Terrain Cutter £12



Model Saw £6



Clippers £6



Tank Brush £4



Paint Brush Set £6

Fine Detail Brush, Standard Brush, Small Drybrush



Superglue £3



Paint Station £18

Self assembly modelling area



Polystyrene Liquid Cement Glue £3

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OR www.games-workshop.com**

Last issue we showed you two Skinks from Jeppe Danning's Lizardmen army. It was voted the Best Painted Army at this year's Warhammer Grand Tournament, and it's one of the most heavily converted armies we've ever seen!

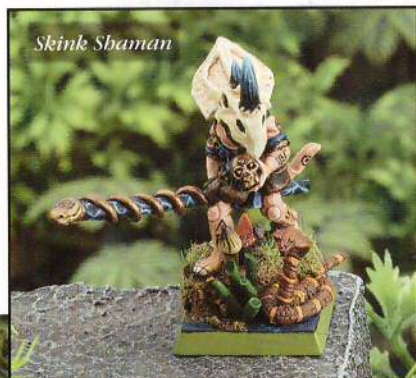
Jeppe Danning's fully converted Lizardman army took eight months in total to build and paint. Considering the amount of work that has gone into the army, that is no small achievement. He built the army to play in the Danish Grand Tournament. The theme behind the creation of the mutated Lizardmen is the plagues which the Skaven unleashed in their incursions into Lustria and the after-effects on its inhabitants.

Jeppe used bits from the Orc and Goblin regiment sets, Skaven and even Pink Horrors in the conversions, and a great

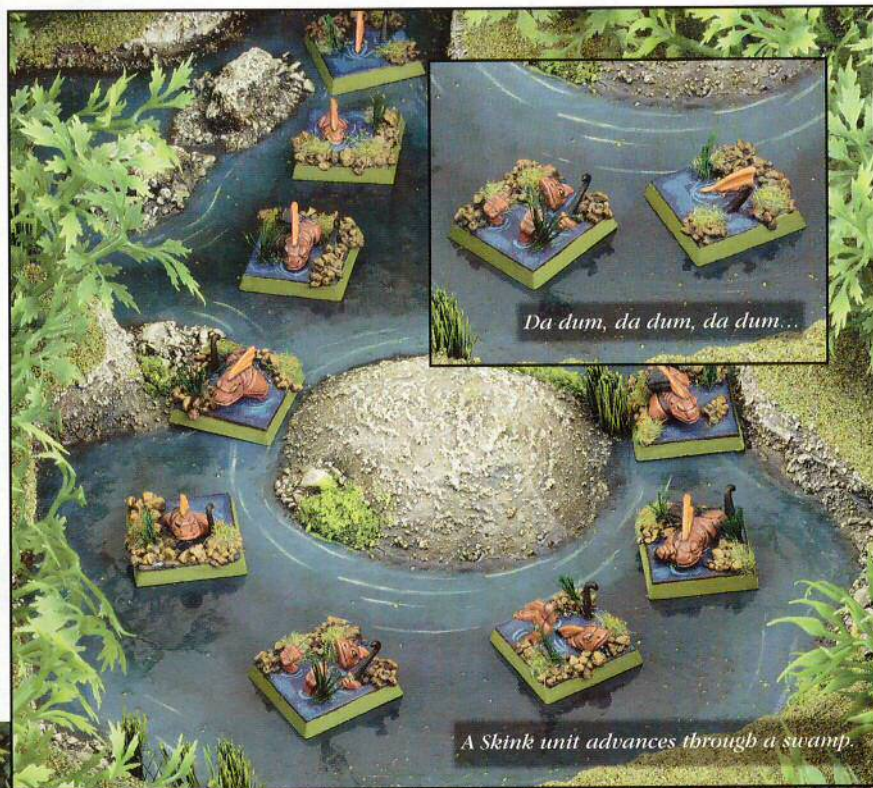
Jeppe Danning's

LIZARDMEN

WARHAMMER GRAND TOURNAMENT 2001 BEST ARMY

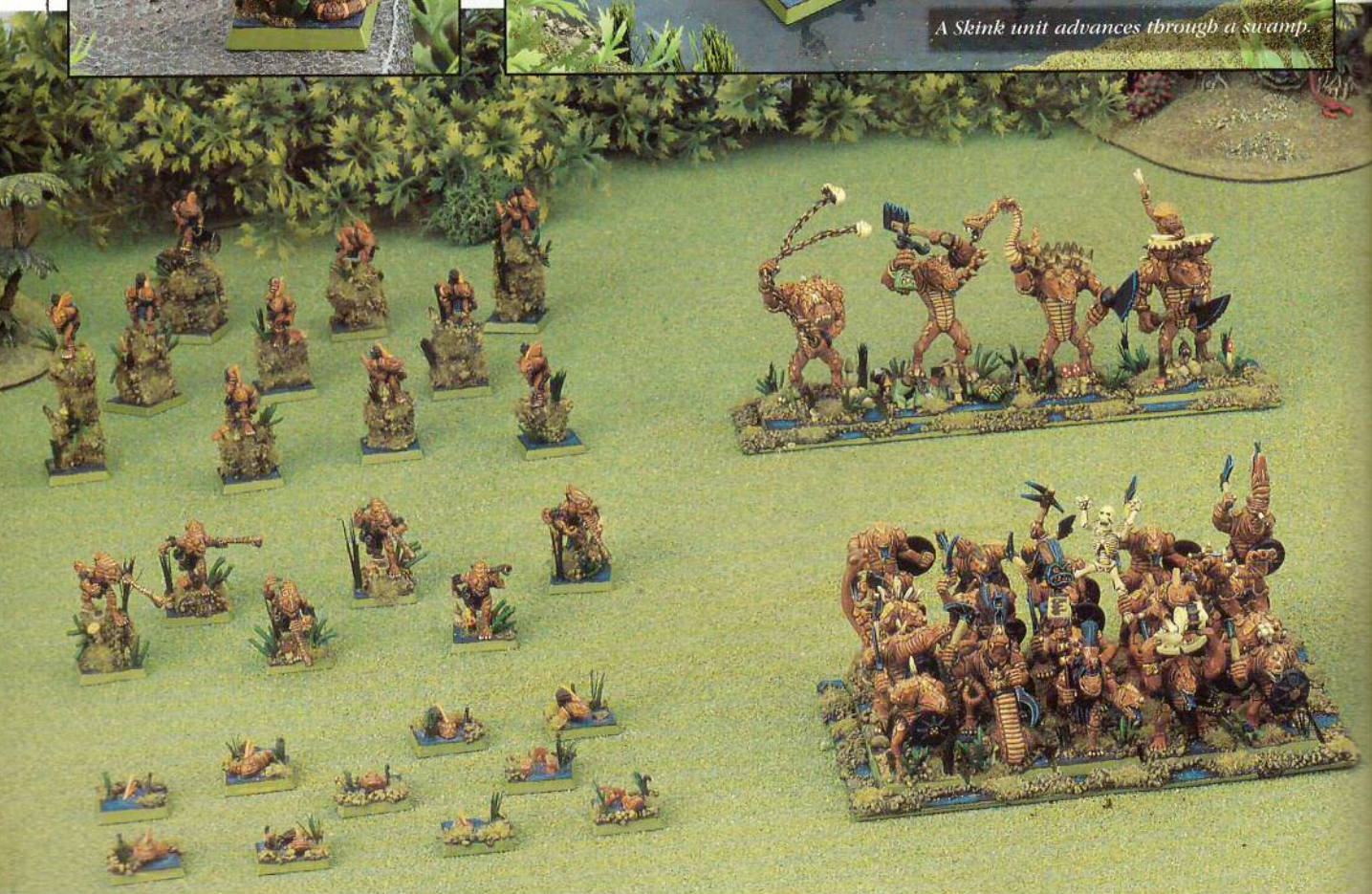


Skink Shaman



Da dum, da dum, da dum...

A Skink unit advances through a swamp.





deal of green stuff. The biggest conversion is the Slann-Mage Priest, where Jeppe used the wings of the Chaos Dwarf Lammasu to create the back piece to the throne. He pinned the wings to the palanquin and bent them before positioning swarms of Skinks clambering over them. He also really likes the converted Kroxigor models, which he says performed rather well on the day of the tournament too. The Skink drummer on top of the Kroxigor's head is his particular favourite.

Once Jeppe had started converting the

force he found that he was unable to stop, and the end result was that every chunk in the force, even down to each individual Skink, has been converted in some manner.

His colour scheme was consistent throughout the army and started with a basecoat of Vermin Brown, followed by mixing in Fiery Orange and Bestial Brown for the highlights. The Albino Slann-Mage Priest was painted with a basecoat mix of Skull White and Bestial Brown, adding Bleached Bone for each successive highlight stage. All of the

weapons were painted using the same colour scheme of Regal Blue, with Skull White and Bleached Bone added to this for the highlight stages. Jeppe has also paid a great deal of care and attention to the bases of his models, theming them to the background of the tropical swamps of Lustria. The overall effect is a colour scheme that unites and ties the army together.

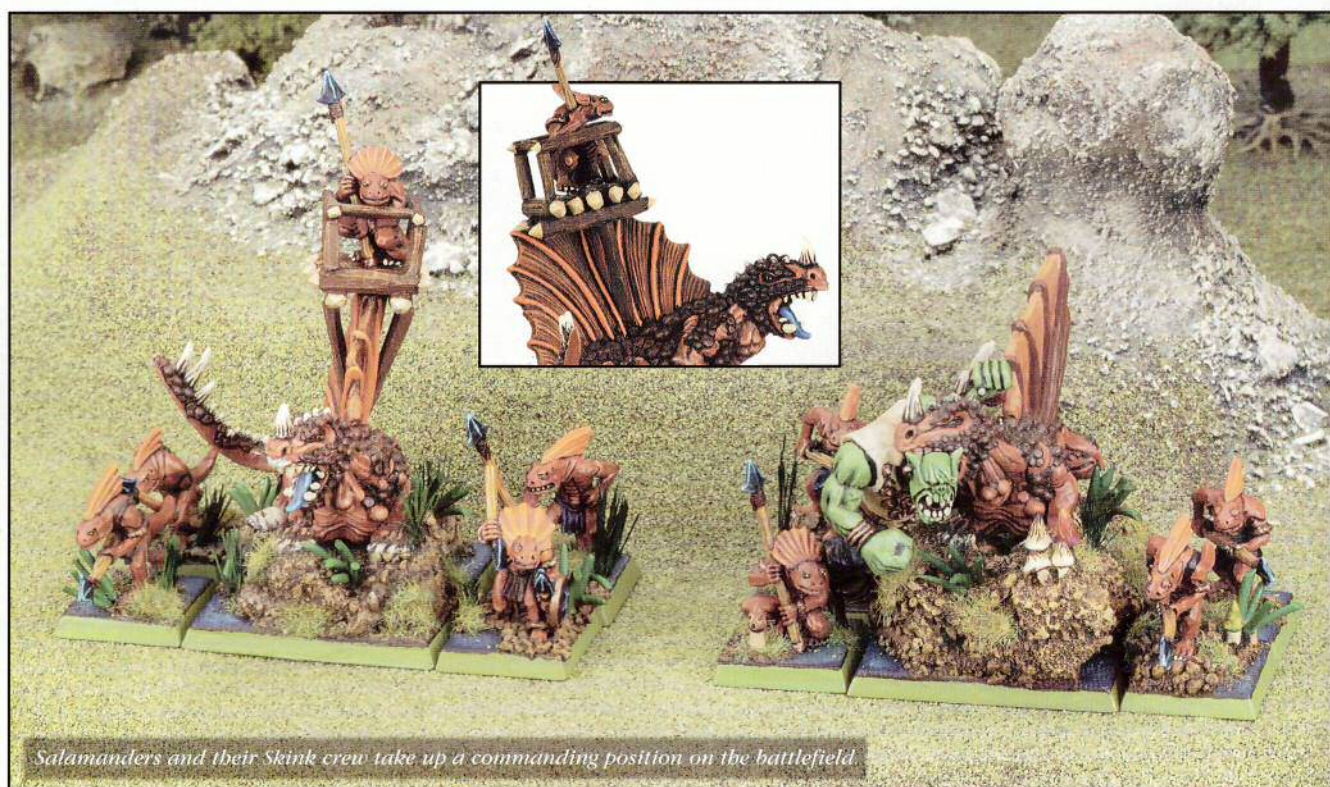
If you want to see more of this awesome army then you can see every single model in on our website:

www.games-workshop.com/jeppe-danning





Chameleon Skinks



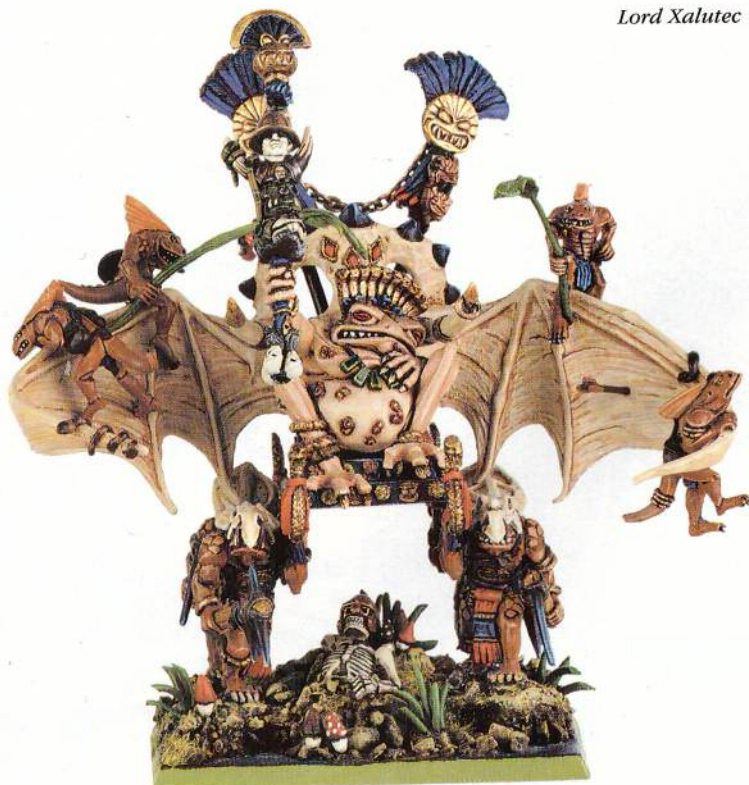


A Saurus regiment

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Lord Xalutec

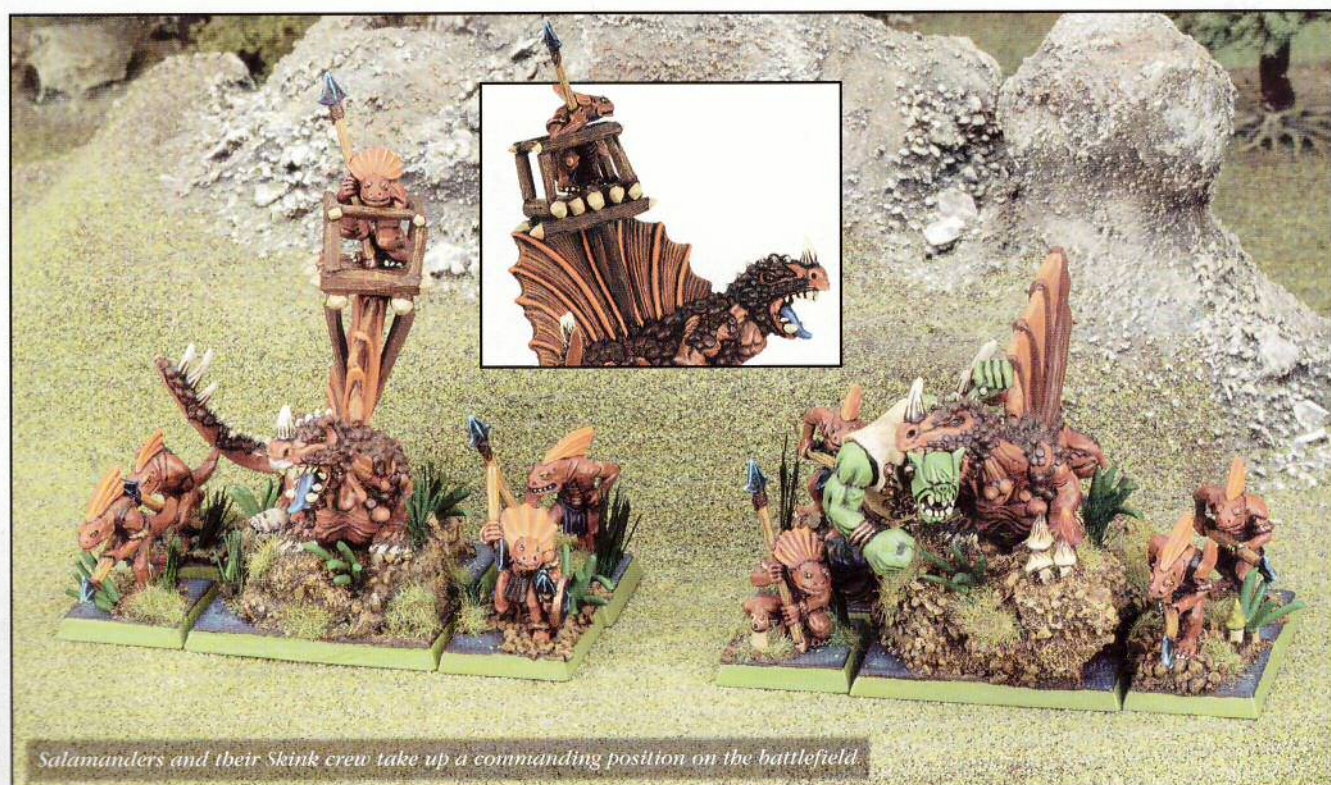




Jeppe's second Kroxigor unit, featuring some very unbappy looking Skaven!



Chameleon Skinks



Salamanders and their Skink crew take up a commanding position on the battlefield.



A Saurus regiment

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Lord Xalutec



Collectable Card Games (CCGs) have become very popular in recent times. So, when Sabertooth Games approached us to do a CCG based on Warhammer 40,000 we weren't about to say no. Here we find out all the gory details of their new game...

SABERTOOTH GAMES

Released this month is the Warhammer 40,000 Collectable Card Game, designed and produced by Sabertooth Games.

Bob Watts, who heads Sabertooth Games, has previously managed Games Workshop North America. Luke Peterschmidt, Paul Timm, Ryan Miller and Hans Reifennath have joined him from Wizards of the Coast to design the game. All the staff at Sabertooth are fanatical Warhammer 40,000 fans and experienced CCG veterans who have been involved in the hobby for many years with other CCG and fantasy gaming companies. The latest news for the Warhammer 40,000 CCG as well as upcoming new releases, tournaments and special rules can be found on their website:

www.sabertoothgames.com

THE GAME

The game was designed to focus on two forces battling for the planet Pandora Prime. Later releases will have new planets to fight for. Each player can choose a race from the Warhammer 40,000 Universe –

Space Marines, Eldar, Orks or Chaos – your cards represent units, characters and fortifications that you have at your disposal. On the surface of Pandora Prime are five sectors that represent key areas of strategic importance. Each player has to capture these objectives to secure the planet; they range from desolate wastelands to towering Hive Cities.

The gameplay is fast and furious, requiring you to assess your army and to use the appropriate tactics of that race so you can commit the right attack at the correct moment to ensure victory.

The first stage of the game is to deploy your forces in any of the five sectors. This Deployment phase represents the initial forces landing on the planet's surface and advancing quickly towards their specific objective. Players only have four turns in which to obtain victory, so it means that games play very quickly and can be finished in under an hour.

The strategy is whether you should commit your forces to a large battle in

one sector or deploy your forces over several sectors to create a wide battlefield, hoping that you have enough troops surviving the battle to capture the objective. Every turn you can deploy more troops to either reinforce your engaged troops or make new attacks on other sectors.

During battles you and your opponent alternate turns, choosing to shoot or assault depending on what troops you have deployed in the sector. This continues until both players have used up all their troops or have destroyed the opposing force. If you have enough units that can capture and hold the sector then you have secured it. Whoever captures three sectors or scores higher victory points wins the game and the victory dance begins.

Every card in your deck has dual uses. One direction of the card shows a description of the unit type, its firepower, speed and armour value. Spin the card around and the card shows tactics or reactions that can enhance your troop cards with special attacks, or that can be used to counteract an opponent's card.

Located at the bottom of each card is a dice symbol, used for actions that



WARHAMMER 40,000 CARD EXPLANATION

Flags

Unit name

Unit Icons

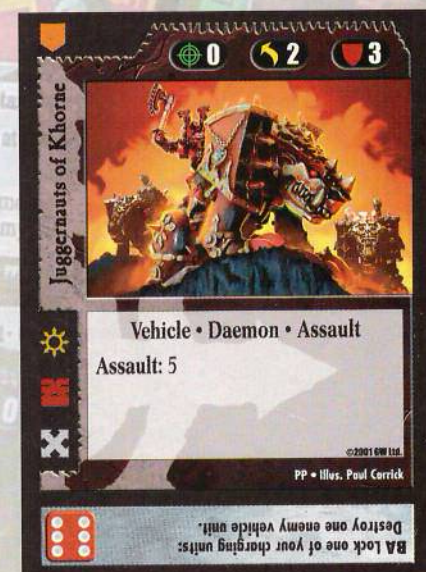
Die Result

Firepower, Speed & Armour Values

Unit Artwork

Unit Description

Tactics



require a random result. During game play you may be required to 'roll a dice', which involves you simply turning over the top card from your deck and using the dice symbol for your roll. This encourages fair deck building, as the more powerful units tend to have lower dice numbers, and makes the game focused on balanced and skilful play rather than building the all powerful mighty deck of destruction.

The uniqueness of the game is that it really captures the feel of Warhammer 40,000; you command a large battle force, under your command are troops, vehicles and other war machines. Each of the races have been designed to play in a characterful way in their force organisation and combat doctrine; the Space Marines are precise in their deployment, making surgical strikes but have limited initial resources, whilst the Orks attack in large mobs and hammer the defending forces into submission; the Eldar are elusive and fast, whilst Chaos are battle crazed and frenzied. More forces are currently being developed – at the moment Imperial Guard and Tyranid decks are under construction. By visiting the Sabertooth Games website you can find out when other races are being brought to the front line and you can preview upcoming artwork for the cards.

WHAT NEXT?

Each Starter Pack contains 55 cards and a rulebook, and you can enhance your armies with Booster Packs which

consist of 12 cards (one rare, three uncommon & eight common). You'll end up with cards from other races, which you can trade with your friends or you can start collecting another army and learn the different strategies used for that race.

WHERE DO I BUY IT?

You will be able to purchase the game and boosters from your local CCG stockist. It isn't available through Games Workshop stores.

YOU WANT TO PLAY?

The added benefit for players of the game is that you can register online as a Warhammer 40,000 CCG Player at the Sabertooth website named The Astronomicon, the guiding light of the Emperor. This will be the official website for players, incorporating the Organised Play system, where you can print out your player card which will have your name, player number and rank. To get promoted in rank, you play games with your friends and enter the results online which gains you points. Even more points are available by entering tournaments organised through your local Hive World, which is your stockist of the Warhammer 40,000 CCG. When you rise in rank you are eligible for booster wrapper redemption, which will give you access to rare foil cards that won't be available through the booster packs, so playing regularly will help you gain access to these cards.

So ready yourselves and visit the Sabertooth website for the oncoming excitement of fast and furious card play in the 41st Millennium.

WWW.SABERTOOTHGAMES.COM



GAMING CLUB



Che Webster, UK Clubs & Tournaments Manager

This month Che took part in the first ever Gaming Club Tournament – The Call of Khaine. Che lost all four of the games his Tau army played, which was a slightly better result than he'd been hoping for.

Starting a Gaming Club

Gaming clubs are great things to get involved in. If you feel you would like to set up your own group, why not get your hands on the Gaming Club Toolkit, a custom-made package designed for the total club beginner?

You can get yours by either calling Mail Order (0115 91 40000) or by popping into your local Games Workshop store.

Join the Club Network

If you're already running a Gaming Club, but haven't got around to registering yet, here's how:

Option 1: Log on to the Gaming Club website and fill in the online form.

Option 2: Call Mail Order now!

Option 3: Pop in to your local Games Workshop store and ask for a registration form – then simply fill it in and post it to us.

Contact details

If you would like to send in your news and photos, ask Che a question, or just drop him a line, you can:

e-mail at:

clubguy@games-workshop.co.uk

or write to:

UK Gaming Clubs,
Games Workshop HQ, Willow Road,
Lenton, Nottingham NG7 2WS.

www.gamingclub.org.uk



GAMING CLUB TOURNAMENT

THE CALL OF KHAINE

Gaming Club Tournaments kick off in Croydon,
by Che Webster

Almost as soon as we had published the Gaming Club Tournament package earlier this year, the organisers of 'The Call of Khaine' were in touch. As the very first bunch of hobbyists to register their own Tournament with us we thought we'd go along and see how it all went.

Anthony Theodossi, the Tournament Master, put together the show with the help of his closest gaming friends. Together they set out to create the best local tournament they could. At every step of the way these chaps showed the very highest levels of organisation and patience.

Turning up a few minutes later than planned on the day, in a less than sunny Croydon, we were met at the door by a smiling Anthony. Once registered for the gaming (yes, we took part too!) we were led through to the gaming hall. St. Peter's Hall in Croydon is a reasonably sized venue with a raised area at one end, which the chaps had wisely designated as the stage and data entry area. Beaver away on the database were Anthony, Michael Joseph and Anthony Flynn. In the small kitchen to one side 'the Mums' were also preparing to serve sandwiches and drinks to the competitors at lunchtime, several hours away at this point.

The Call of Khaine tournament was organised into four rounds of battles, with a knowledge test, army judging and an 'Arena of Death' event added in for spice. As with all Gaming Club tournaments the competitors had brought fully painted armies to the competition. When we arrived they were

anxiously standing or sitting around in small groups discussing the finer points of Warhammer 40,000.

Kicking off slightly late due to one of the teams being delayed, we launched into the four games with extreme prejudice. The scenarios were two Cleanse missions, one Rescue mission, and a bitter Take-and-Hold finale. Playing on a variety of simple terrain types, the games were very enjoyable, and the atmosphere was very relaxed and pleasant.

In the late afternoon the organisers inflicted 'The Dreaded Knowledge Test' upon the competitors, a rather tough set of obscure background and rules questions which the creator of the quiz, Joseph, said were "really rather easy" in his opinion. We weren't even allowed books to check the odd answer, these guys really meant business!

Following the last battle, we were invited to take part in the knockout 'Arena of Death'. This involved players taking their army commander and pitting them against each other. The last one surviving would win a small prize. It seemed that most of the competitors took part and the bloody conflict was settled in a little under thirty minutes.

At the end of the day we gathered together to witness the final awards. Overall a very good day was had by all. Speaking to some of the club teams present it seems that Anthony and his team have inspired others to run a tournament of their own.

Well done chaps!



The battles well under way in the hall – the competitors varied in age and experience.

The Heroes of Khaine

The winners of the Tournament each received a certificate and a prize as a reward for their hard won victories.

Overall Winner

Richard Roberts - Tyranids

Best Commander

Richard Roberts - Tyranids

Best Composed Army

James Taylor - Iron Warriors

Best Painted Army

Ben Howden - Space Wolves

Most Sporting Opponent

Michael Marlow - Tyranids

Arena of Death Champion

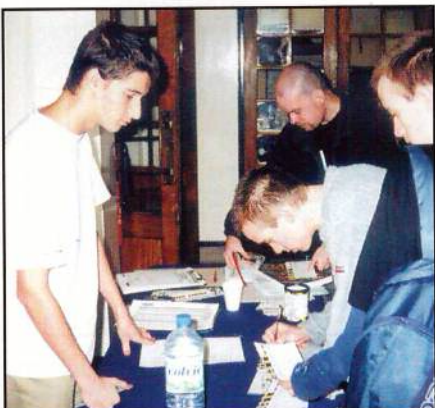
Rob Uter - Dark Eldar

Best Team

The Warmachine



Richard Roberts from Southend, receiving his certificate and prize.



Anthony oversees the rush to sign in.



The Call of Khaine team crunching all the numbers between rounds.



Battles rage across the war-torn 41st Millennium, stopping only for sandwiches!



Che awaits the final pasting – this time it was Paul Young's Eldar in the Take and Hold Mission.



The Warmachine – winners of the Best Team award.

THE FORCES OF THE TAU



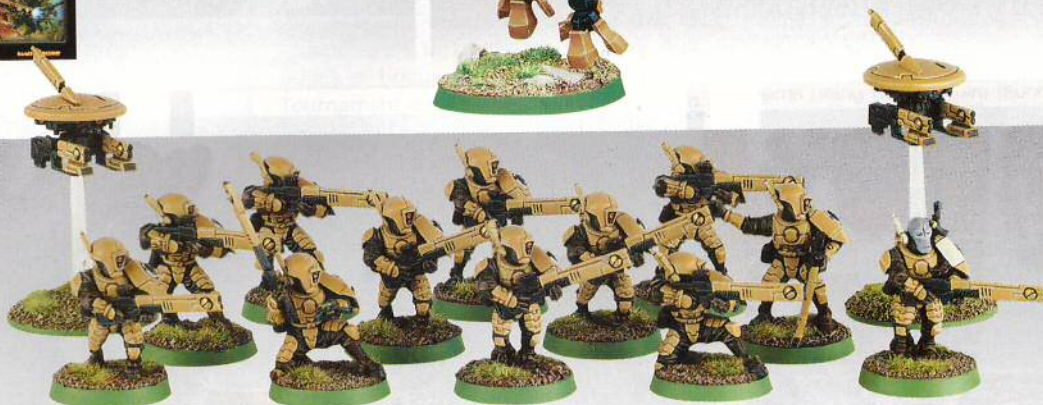
CODEX TAU £10.00

This book contains background, painting and modelling guides, and full rules for fielding a force of the technologically advanced Tau and their savage Kroot allies.



XV8 CRISIS BATTLESUIT £10.00

The XV8 Crisis Battlesuit is a fine example of Tau technology. Incorporating a myriad of integrated systems, it enables the warriors in the Fire caste to wage war with deadly efficiency.



TAU FIRE WARRIOR TEAM £15.00

Cautious but efficient, Fire warrior teams are ever-present in Tau armies. Armed with deadly pulse rifles, they are more than a match for any troops in a firefight. Deadly at long range these Tau can hold off even the most determined attackers. Boxed set contains twelve Fire warriors and two gun drones.



KROOT CARNIVORE SQUAD £15.00

Kroot Carnivore squads are the most common auxiliaries serving alongside the Tau armies. Their self-sufficiency and unparalleled fieldcraft are a major asset to the Tau and a useful contrast to their more technologically dependent masters. This boxed set contains sixteen Kroot Warriors.

HAMMERHEAD GUNSHIP £20.00

The Hammerhead gunship is the main battle tank of the Tau army. Most of the internal space within the tank is taken up by capacitors for its weapon systems, making the Hammerhead one of the most powerful tanks in the Warhammer 40,000 universe.



The Hammerhead gunship comes with both ion cannon and railgun weapon options.





TAU PATHFINDERS

£5.00

Pathfinders are the forward scouts of the Tau army. Armed with pulse carbines, they disrupt enemy squads and hinder their advances, all for the Greater Good.



PATHFINDER SHAS'UI TEAM LEADER AND SHIELD DRONE

£5.00

Experienced Fire warriors are granted the title Shas'ui, and are given teams to lead into battle.



DEVILFISH TROOP CARRIER

£18.00

The Devilfish troop carrier is the workhorse of the Tau ground forces, and is able to carry up to twelve warriors.



TAU BATTLE FORCE

£50

The Tau Battle Force boxed set contains the core troops of a Tau army. The awesome mobility and firepower of the Crisis XV8 battlesuits is supported by the range and flexibility of the well armed Fire warriors. Sweeping ahead, gun drones scout enemy positions, while the violent Kroot overwhelm enemy strongholds with savage close assaults.

The Tau Battle Force boxed set contains:

12 Tau Fire Warriors, 12 Kroot Warriors, 3 Crisis XV8 Battlesuits, 10 Gun Drones and 1 set of Jungle Trees.



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THE WAR OF THE BEARD

Dwarf versus High Elf in bitter conflict

This is the first article in a two part series detailing the epic War of the Beard. This was fought in the mists of time before the rise of Man. Anthony Reynolds tells us of this dire age.

In an era long past, more than 2,000 years before the birth of Sigmar, the renowned Phoenix King Caledor I steered Ulthuan through its time of turbulence, the vicious civil war that tore the Elven nation apart. As brother fought brother for control of the isle and the Phoenix Crown itself, Caledor led those loyal to his cause against the traitorous Malekith, eventually driving him from Ulthuan. Despite the troubles that had befallen the Elves, they were a still a mighty nation, their magic at its pinnacle and dragon-riders soaring through the skies above Ulthuan.

The streets of Ulthuan were filled with the sounds of despair and much lamentation when the time came for Caledor to pass away. Caledor had left his successor, his son Caledor II, with a strong army and the most powerful navy in the world, but the folly of hereditary kingship was soon to be learnt.

Caledor II, though sharing the blood of his father, had none of his good sense and wisdom. The young Phoenix King was rash and impetuous, vain and pompous. He was a mighty warrior, but with Ulthuan desperate for stability, far more was needed in a leader than he could provide.

Early in his reign, trade routes with the Dwarfs which had been closed during the times of Elven civil war were reopened. The Dwarfs were at the peak of their power, and their runesmiths had a far greater knowledge of their art than is present today. Dwarf-forged steel was the finest in the world, and their intricate

clockwork toys were the delight of Elven children. Great underground roads linked the flourishing Dwarf strongholds, and the Dwarfs knew little of the strife the Elves had suffered, believing themselves to be far removed from any danger.

As the Elves of Ulthuan forged friendships with the Dwarfs, Malekith the Witch King continued to plot against the Phoenix King. Garbed as warriors of Ulthuan, Dark Elves began

to strike brutally against the trade routes, slaughtering countless Dwarfs and seizing their wares. Suspicion naturally fell on the High Elves of Ulthuan.

King Gotrek demanded recompense from the Elves. When word of this demand reached the Phoenix King his reply was immediate and undiplomatic. He sent a message saying that the Phoenix King did not



answer demands but granted pleas. Dwarfs are a touchy, proud race and to suggest to a Dwarf King that he should beg for anything was almost as bad as suggesting he shave off his beard. King Gotrek sent a blunt reply to Caledor saying he made pleas to neither Elf nor god and demanded twice the recompense originally asked because of the implied insult. Caledor sent the Dwarf ambassador back with his beard shaved off and said that if Gotrek wanted compensation, he should come to Ulthuan and collect it himself. While all this was going on, agents of Naggaroth were abroad throughout the Old World stirring up trouble. Now it was a matter of honour, and there could now be only one outcome: war.

Dwarf armies marched down on the trading city of Tor Alessi (present day L'Anguille in Bretonnia) and laid siege to it. King Gotrek swore an oath that he would have his money or its weregeld price in Elf blood, or he would shave his head. It was a mighty oath. His ambassador had already become a Trollslayer from the shame of having his beard shaved, and the Dwarfs were determined that their king should not endure a similar fate.

Upon hearing of the Dwarf attack Caledor was outraged. He instantly dispatched an expedition to relieve Tor Alessi. It was a mighty fleet and a great

army. As they watched the towering ships sail forth, his advisors were dismayed because they feared that the dispatch of such a force would leave Ulthuan almost defenceless. Caledor flew into a towering rage and dismissed their fears as groundless.

In the Old World the war dragged on. Neither side was strong enough to overcome the other. The fortress cities of the Dwarfs were virtually impregnable. The dour, stalwart Dwarf troops were quite unlike any foe the Elves had faced before and they simply refused to give up or admit defeat, even when hopelessly outnumbered. This was not the berserker fury of the Chaos Hordes; this incredible tenacity was allied to tactical cunning and consummate military skill. For their part, the Dwarfs were astonished by the power of the Elf forces. They had judged the strength of Ulthuan by that of the least of its provinces. The huge armies of mailed knights and disciplined infantry was not what they had expected. Still, in true Dwarf fashion, they were not about to admit to a mistake.

The war engendered a legacy of hatred and bitterness that was to last for thousands of years. In response to the beard-shaving incident, the Dwarfs chopped down entire virgin forests to spite the Elves. Both sides fought until

almost their entire military strength was spent. Tired of their lack of success, Caledor II dismissed his generals and took command personally. It was his last great mistake. At the fourteenth siege of Tor Alessi he charged right into the heart of the Dwarf infantry and was cut down by King Gotrek who snatched the Phoenix Crown from his corpse and took it in payment for the Elves' insolence.

The Dwarfs retreated from the field claiming that honour was satisfied and refused to answer any Elf petitions for the return of the crown. Gotrek claimed that if they wished, they could come to Karaz-a-Karak with an army and plead for its return.

Even as the Elves mustered a suicidal expedition to besiege Karaz-a-Karak, the world's most unassailable fortress, word came that the Dark Elves had invaded Ulthuan once more. The Witch King's plan had come to fruition.

The first Phoenix crown remains in the great vault of the Everpeak to the present day, a source of festering hatred and recrimination between the two peoples. The Dwarfs refer to the Elves as oathbreakers and beardclippers, while the Elves call the Dwarfs thieves. It was a petty, spiteful and pointless war and worse was yet to come.



WAR OF THE BEARD HIGH ELVES ARMY LIST

This army has been designed so that you can recreate the War of the Beard, a tragic time of epic battle between the proud races of the High Elves and the Dwarfs at the height of their power. This army list may only be used when fighting an army chosen from the Dwarf War of the Beard army list, featured in next month's White Dwarf – these armies would be far too lethal to play against a regular army! The magical items here may ONLY be used in War of the Beard armies, as they have been lost in time and cannot be used in 'modern' battles.

CHOOSING CHARACTERS

Army Value	Maximum Characters	Maximum Lords
< 2,000	0-4	1
2,000-2,999	0-5	up to 2
3,000-3,999	0-7	up to 3
4,000-4,999	0-9	up to 4
each +1000	+2	+1

CHOOSING TROOPS

Army Value	Core	Special	Rare
< 2,000	1+	0-4	0-2
2,000-2,999	2+	0-5	0-3
3,000-3,999	2+	0-6	0-4
4,000-4,999	4+	0-7	0-5
each +1000	+1	+0-1	+0-1

HIGH ELF WAR OF THE BEARD SPECIAL RULES

- There is a +1 to all casting attempts made using High Magic.
- Lord choices may take up to 150 points of magical items.
- Hero choices may take up to 75 points of magical items.
- Spearmen, Lothorn Sea Guard and Silver Helms may take a magical banner worth up to 50 points.
- Swordmasters, Phoenix Guard and White Lions may take a magical banner worth up to 100 points.
- No Dogs of War units are to be used.
- Champions of Spearmen, Lothorn Sea Guard and Silver Helms may take magical items worth up to 25 points.
- Swordmasters, Phoenix Guard and White Lions are 0-2 choices.
- A Dragon ridden by a Lord (so NOT a Drake ridden by a Dragon Prince) may be upgraded to a Lvl 1 Wizard for 50 points. The Dragon may only use Fire Magic.
- Dragon Princes as they are in the High Elf armies book cannot be taken at all but are replaced by the following new unit.

DRAGON PRINCES OF CALEDOR

Points/Model: 270

Rare Unit 0-1 choice (takes up two Rare choices)*

Profile	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	5	4	3	3	6	2	9
Drake	6	5	0	5	5	5	3	4	7

*You may take 1-3 Dragon Princes as a single choice.

Unit Size: Each Dragon Prince is a single unit.

Weapons & Armour: Hand weapon, lance, dragon armour and shield.

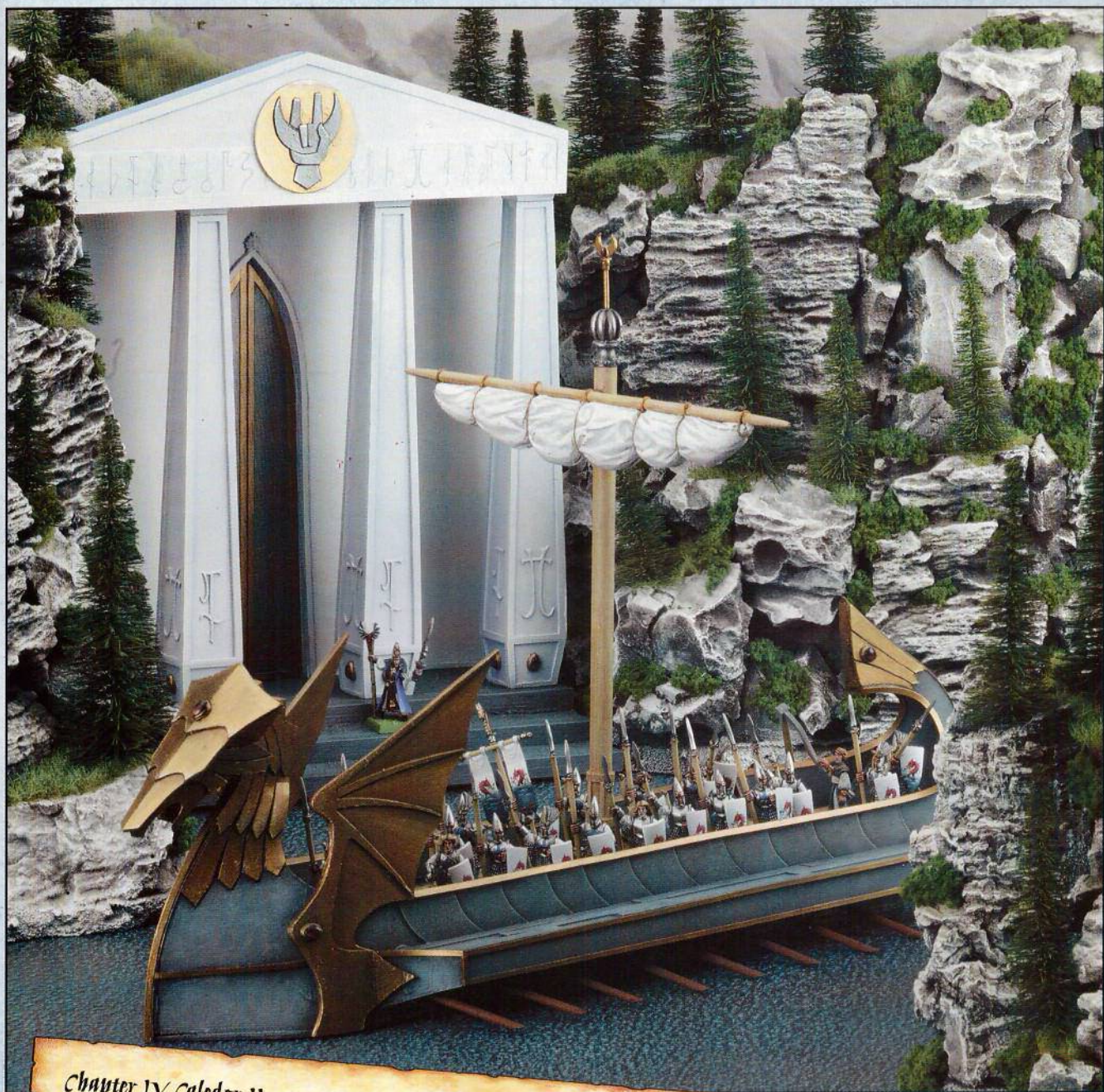
Options:

- Each Dragon Prince may be equipped with magical items worth up to 25 pts.

Special Rules:

- *Dragon Prince*: Dragon Armour
- *Drake*: Fly, Cause terror, Large Target, Breathe Fire (S3), Scaly Skin (4+ save).





Chapter IV. Caledor II

The Vanquishing of Snorri Halfhand

The year 224 of Caledor II

So it is recorded that this day the mighty Phoenix King Caledor II did slay the treacherous Dwarf prince Snorri Halfhand, son of High King Gotrek Starbreaker, in noble combat. With blazing sword and brilliant armour, Caledor challenged the prince to an honourable duel, sick to see the loss of so many lives on the field of battle that day. Reluctant, the cowardly Dwarf prince was, stepping

forwards to face our Lord's wrath, his stony heart heavy with fear. The sun sank over the mountainous horizon as the two warriors fought. Caledor's speed and skill astounded the Dwarfs who stood agape at such blade-mastery. The prince appeared slow and cumbersome, as such he was, wielding an axe festooned with rune-scratchings. Where he struck, the Phoenix King stood not, our noble Lord moving with swiftness away from the Dwarf's clumsy blows. Crude, sorcerous carvings protected Prince Snorri from harm, King Caledor's blazing sword striking blows that should have been fatal time and time again, only to have them turned aside by runic magic. Our noble Lord did fight with great honour, allowing the Dwarf to rise to his

feet when knocked to the ground, and allowing him to retrieve his weapon when it flew from his hands. Merciful our Phoenix King also proved to be, for his killing blow was clean and sure. The Dwarfs tore at their beards in woe, calling out to their gods in despair. Caledor allowed them to carry their fallen prince from the field of battle, and bade them give him a proper burial, proclaiming that no more battle would be fought that day, for the Elves would mourn the Dwarfs' loss and foolishness with them. Foolish, the Dwarfs are, and they slunk away from the battlefield, swearing oaths of vengeance against our most benevolent and tolerant Lord. Long may he prosper.

His horse stamping its hooves impatiently, commander Fierann of Ulthuan gazed over the open field towards the tight ranks of Dwarfs arrayed before his army. Today their treacheries would be repaid, he vowed, as he raised his finely wrought blade high into the air, its tip crackling with barely contained magic. He swept his blade down in a chopping motion, and the Elves of Ulthuan let out a great roar, surging across the grass towards their hated enemy. Fierann kicked his mount into a gallop, his proud unit of Silver Helms a step behind him.

A trio of great blue-scaled dragons leapt from the ground, weaving gracefully into the air. The Dragon Princes of Caledor borne on the backs of the drakes hefted their ornate lances.

Resplendent armour
gleaming brightly

in the sun, they soared overhead as the Silver Helms thundered over the hard, sun-baked field. As Fierann approached the Dwarf line, he picked his target; an impressive figure with an exceptionally long beard, wielding a large axe bedecked with runes. The Dwarfs stood unflinching before the Silver Helms, their faces grim and resolute. Lances were lowered as the Elves closed on their foe, and the ranks of bearded warriors let out a deep-throated war cry of defiance.

The Silver Helms crashed into the tightly packed Dwarfs with brutal force, their lances punching through sturdy armour, horses kicking out with flashing hooves. Keeping his eye on his opponent,

Fierann slashed downwards with his crackling blade. His foe raised his ornate battle-axe before him, and the two weapons clashed in a great burst of light and sparks. Letting fury wash over him, Fierann struck out repeatedly with his flashing sword.

Barely able to follow the blurring movements of the Elven

commander, the Dwarf nevertheless managed to fend off most of the blows. Those attacks that slipped past his defence rebounded forcefully off his gleaming armour, leaving faint smoking traces where they struck.

Hatred was etched on the faces of the combatants, Elf and Dwarf battling murderously. The resolute Dwarfs struck out savagely with axe and hammer, felling the steeds of the Silver Helms, and dragging them from their saddles. The Elves fought with great finesse, their elegant blades weaving deadly patterns through the air, slicing through armour and flesh. Sorcerous blasts of energy ripped through the ranks of Dwarfs, tossing them into the air like dolls, and Fierann smiled grimly. His brother Danalon had shown great magical prowess even when they were children.

Feinting to the left, Fierann turned his blade in mid air to sweep the weapon towards his enemy's exposed neck.

Satisfaction burned in the Elven commander's ice-blue eyes as his blade sliced into Dwarf flesh, cutting through bone and tendon with ease. The sickly smell of charred meat rose into the air as sparks danced over the Dwarf's nearly decapitated body.

With a tremendous roar that made Fierann's ears ache, one of the drakes landed in the midst of the battle. A Dwarf was impaled on the lance of the Dragon Prince, crying out in pain as he was hefted high into the air, his struggling form sliding slowly down the shaft. The drake lashed out with an immense clawed hand, swatting a number of foes to the ground, and roared again. Fierann raised his blade in salute to the Dragon Knight. As he turned back to the fierce battle, the Elven commander smiled grimly.

Today, Elven pride would be restored.





Two regiments of Archers defend their temple from attack.

New Magical Items

MAGICAL WEAPONS

Sword of Ages: 80 Points

This ancient and powerful blade is said to have been forged by the crippled god Vault the Maker. It guides the arm of its wielder, striking at the enemy with unerring skill and power.

Confers a +1 to hit, +1 A and +2 S to all attacks made by the wielder in Close Combat.

Blade of the Phoenix: 60 Points

This sacred blade is housed within the Shrine of Asuryan. In times of particular strife, the keepers of the Shrine will present the blade to a warrior of purity and honour, to wield in the name of the great god Asuryan.

No armour saves are allowed against hits made by the Blade of the Phoenix. Once per battle, at the start of any Close Combat phase the wielder will attack first and will fight with an additional D6 Attacks. This effect only lasts for the one Close Combat phase. The blade can only be used by a character who has the Pure of Heart honour.

TALISMANS

Cloak of Stars: 60 Points

The Cloak of Stars is thickly woven with enchantments, sapping the power of blows struck against it.

All shooting and hand-to-hand attacks struck against the bearer are resolved at -2 Strength.

Stone of Midnight: 45 Points

Stolen from the Dark Elf Hag Sorceress Morathi by Alith Anar, the enigmatic Shadow King of Nagarythe, the Stone of Midnight exudes a cloying mist of darkness, disorienting the bearers foes and filling their minds with terrifying visions and waking dreams.

In hand to hand combat any successful rolls to hit and to wound targeted at the bearer must be re-rolled. The second roll stands.

ENCHANTED ITEMS

The Crown of the Phoenix King: 150 Points

The Crown of the Phoenix King was worn by Aenarion himself, and is one of the most revered symbols of the High Elves.

The model wearing the Crown of the Phoenix King and the unit it is with is Unbreakable. In addition, all friendly models within 6" of the model become *stubborn*.

Horn of Isha: 35 Points

Made from a pearl-coloured sea shell, the Horn of Isha summons the blessing of the Elven Mother Goddess.

Once per battle the horn may be used, at the beginning of any Close Combat or Shooting phase.

The bearer and the unit he is with may make an additional Attack in close combat, or may shoot twice in the shooting phase.

Dragonheart Pendant: 20 Points

The Dragonheart Pendant symbolises the spiritual bond that the bearer shares with his mount.

If the character wearing the Dragonheart Pendant is slain whilst riding a monstrous creature, the monster will automatically pass its Leadership test and can fight on as normal. In addition, the creature will suffer *hatred* towards the enemy model or unit that killed the character. In the same manner, if the creature itself is slain, the rider will suffer *hatred* towards the enemy model or unit that killed it.

MAGIC BANNERS

Sacred Banner of Avelorn: 30 Points

Woven from living leaves and the hair of the fairest Elven maidens, the Sacred Banner of Avelorn is a stunningly beautiful creation that inspires awe in all who see it.

Any enemy wishing to charge the unit must first pass a Leadership test. If failed, the unit does not move, transfixed by the beauty of the banner. The unit holding the banner must make their charge reaction before the Leadership test is taken.



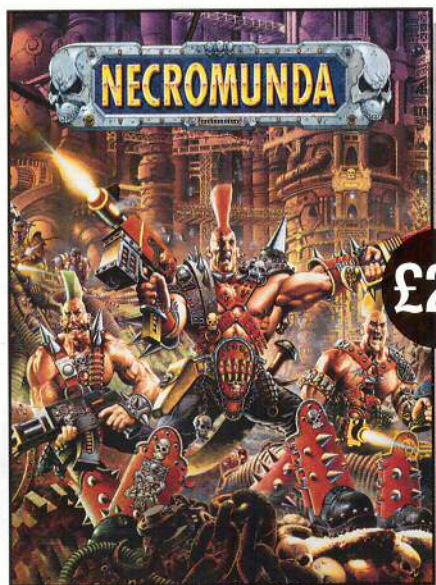
New material for Blood Bowl,
Mordheim, Necromunda,
Battlefleet Gothic, Inquisitor,
Warmaster & Epic 40,000

FANATIC



Necromunda is a tabletop skirmish game where players control fierce gangs of warriors battling each other for supremacy in the dangerous underworld of the Necromundan hives.

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by about a dozen models, each representing an individual gang fighter. The aim of the game is to outfight your opponent. Every time you play Necromunda, your gang members gain in skill and experience, and you will earn credits with which to buy new equipment or hire new members. Over a series of games you will see your gang grow from a bunch of young hopefuls to hardened fighters feared throughout the Underhive.



£20

NECROMUNDA RULEBOOK

All of the rules needed to play Necromunda can be found in the Necromunda rulebook. It includes information for creating a gang, combat rules, a list of all the weapons and equipment you can use, scenarios to play, and details of how to run a Necromunda campaign.



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Designed by Alex Hedström

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NECROMUNDA MAGAZINE

Necromunda Magazine is filled with great articles and all the latest news about the game. It's also the place where the rules supporting the new models we make can be found. Necromunda Magazine is available from good games stores everywhere, or direct from Games Workshop Mail Order and the Games Workshop website. Subscriptions are also available.



NECROMUNDA MINIATURES

Games Workshop Mail Order carries an extensive range of Necromunda miniatures, a selection of which are listed on the right. The range includes models for all of the gangs featured in the Necromunda rulebook, and more besides! Phone Games Workshop Mail Order or check out the Necromunda section of the Games Workshop website for details of the full range and how to order them.



Painted by Neil Hodgson

ASH WASTES NOMADS

From out of the Ash Wastes come the fearsome Ash Wastes Nomads. From the day of their birth these callous warriors must struggle to survive. They are as dangerous and deadly as any Underhive gang... if not more so! Our new Ash Wastes Nomads gang allows you to lead these hard-bitten warriors in your games of Necromunda.



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* Ash Wastes Ganger with Hood



FNCM007 - £4.00

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* Ash Wastes Juve with Hood Down



FNCM010 - £2.50

Ash Wastes Ganger with Autogun



FNCM013 - £2.50

* Ash Wastes Juve with Hood Up



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* Ash Wastes Leader with Goggles



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* Ash Wastes Ganger with Cap



FNCM006 - £4.50

* Ash Wastes Leader with Hood



FNCM009 - £2.50

Ash Wastes Ganger with Sniper Rifle



FNCM017 - £1.00

Ash Wastes Rifle Weapon Frame



FNCM016 - £1.00

Ash Wastes Hand Weapon Frame

* All models marked with an * come with a hand weapon frame at no additional charge. Note that all of the models shown above have had hand weapons glued in place as examples of how they can be armed. FNCM005 is also armed with the double bladed knife from the rifle frame.

** Heavies are supplied with a random heavy weapon (either a heavy stubber or heavy bolter). Let us know if you would like the model armed with a specific weapon.

IMPORTANT!



+



=



Many of the models in the Ash Wastes Nomads gang are supplied without hands. To arm them you simply choose the weapons you want from the weapons sprue and glue their hands in place as shown here. This system allows you to decide exactly how the models in your gang are armed, and also makes upgrading models with new weapons very easy. You can use the rifle weapon frame to show models with 'slung' weapons, allowing you to arm models with pretty much any weapon combination you desire!

The rules for the Ash Wastes Nomads gang are included in Necromunda Magazine 3 and on our website. You can order Necromunda Magazine from Mail Order for only £2.00 plus postage.

Ash Wastes Gang Deal: One leader, one heavy, six gangers and four juves for £30.00 plus postage.

Ash Wastes Nomads designed by Mark Harrison. Models are not shown to scale.

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Solar Priest - Worships the sun as an incarnation of the Emperor or, heretically, worships the sun instead of the Emperor. Astronomer/ Astrologer.

WEARS PRIEST ROBES - BELLS - SUN MEDALS -
IMPERIAL GOLD COINS AS DECORATION
CARRIES BLACK SPY GLASS
FOR SUN STARRING -



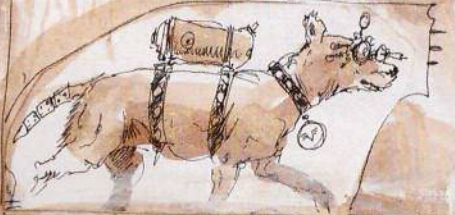
OLDER
PRIESTS HAVE
BE HUNG LIKE
HALOS OF FRIZULE
HARR

DRILL ABBOT



SCHOLA
PROGENIUM

STIRRED BY
THE SAINTS
FROM THE
PAST



JOHN BLANCHÉ



BATTLE PRIESTS



Sculpted by Gary Morley, this pair of twins clad in their figure-hugging suits look the embodiment of lethality. We asked Chris Smart how he approached painting the sisters, giving them such a unique look.

'EAVY METAL MASTERCLASS

Models painted by Chris Smart



ASSEMBLING THE MODELS

After cutting and filing smooth the flash lines, the pieces were put together on a dry run assembly. The models were then glued, filling any gaps with green stuff. The only parts to be pinned were the sword and the daggers. Severina was sprayed with a Chaos Black undercoat. Sevora was sprayed with a Skull White undercoat. Watered down paints of the appropriate colour were used to paint over any areas where the undercoat spray had not caught.

PAINTING THE MODELS

SEVERINA

Severina was then painted with a slightly watered down Chaos Black, as the undercoat spray can often be a slightly different tone of black. A small amount of Bleached Bone was then added to Chaos Black for a subtle highlight stage.



The red corset, mask, elbow pads and straps were painted with a basecoat mix of equal quantities of Scab Red and Red Ink. These sections were then highlighted with Red Gore followed by Blood Red. A very small amount of

Skull White was applied to the tip of the corset for the last highlight stage. An



equal parts mix of Black, Brown and Red Ink, which had been greatly watered down, was used to give the red sections a wash.

SEVORA

Two parts Blood Red to one part Red Ink was used to paint the red bodysuit sections. This mix was applied in a few layers before shading the creases and folds with a mix of Red and Brown Ink.



Sevora's corset, mask, elbow pads and straps were painted with a basecoat of Chaos Black. A small amount of Bleached Bone was then added to Chaos Black for a subtle highlight stage.

FINE DETAIL

A basecoat of Boltgun Metal was used to paint the silver metallic sections. This was given an initial highlight of Chainmail followed by Mithril Silver. To finish, a glaze of thinned Black Ink was then applied.



To paint the gold metallic sections a basecoat of Shining Gold was painted on. These parts were then given a wash with Brown Ink followed by a highlight of Shining Gold and Burnished Gold, mixed together in equal quantities.

FINISHING TOUCHES

The small sections of flesh visible in the various slits on the rubber were painted with a basecoat of Dwarf Flesh followed by a highlight of Elf Flesh.



The lips were painted with Elf Flesh, which was then given a thinned Red Ink glaze.

The sword and daggers were then given a bloodied appearance with a mix of Red and Brown Ink painted in streaks along the length of the blade. This was then highlighted with Red Ink.



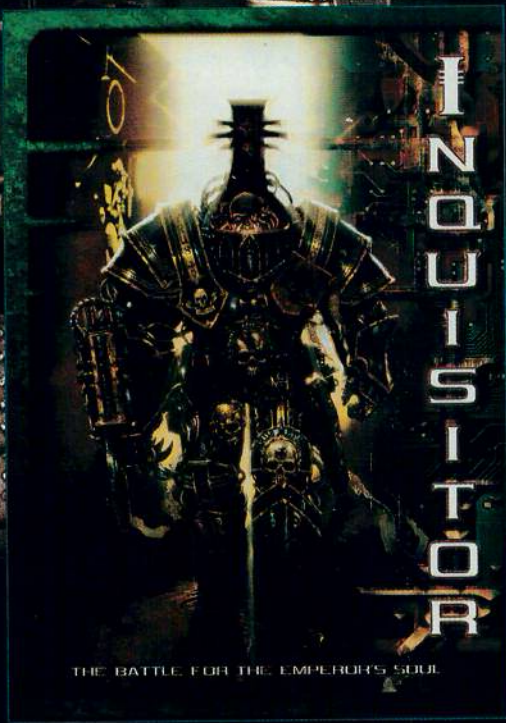
The entire model was then given a spray of clear varnish. Once this had dried, gloss varnish was painted by hand onto all of the rubber and latex effect areas.



After gluing on some metal components from a bitz box, a layer of sand was stuck down to the bases with PVA. This was then given a basecoat of Bestial Brown followed by a drybrush mix of Bubonic Brown and Bleached Bone. Bleached Bone was used for the final drybrush before the metal parts were given a basecoat of Boltgun Metal. A wash of equal parts Black and Brown Ink were then applied and, to finish off some static grass was glued to the base.

THE BATTLE FOR THE EMPEROR'S SOUL

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FIGHTING FIRE WITH FIRE

We all know by now that the Tau are a very shooty army, and we've been introduced to the nasty environs of the Cityfight system. Well, we reasoned, wouldn't it be interesting to see how the two go together? Will the limited fields of fire and generous cover saves of the big city stymie the Tau's firepower – their main strength? Will the Salamanders find the cover they need to close, or will the Tau whittle their numbers down enough to survive the brutal and short struggle that is Cityfight close combat?

Having been on the receiving end of Tau firepower in WD263, Phil was only too pleased to be taking the noble Tau into battle. Andy is an Iron Warriors Chaos Space Marine player and therefore has a predilection for blowing things up from a distance, but all the same, he was willing to field the loyalist Salamanders Space Marines and do the footwork just this once.

We decided that the scenario would be Relief Force, which is one of the scenarios written especially for Cityfight. The Tau were to defend, starting with a

This month's battle report is something a little different: a new race slugging it out in a new setting. Phil Kelly takes the Studio Tau army into the urban warzones of Cityfight, but Andy Hoare's Salamanders have something to say about it!

small force led by an Ethereal, and were praying that the Crisis team reserves reacted in time to stop the big boys picking on him. Seizing the opportunity to capture a member of the mysterious Tau ruling caste, the Salamanders attacked, arriving in full force on the first turn.

With the fantastic Studio Cityfight terrain set up, and two beautifully painted armies to play with, Phil and Andy put aside all thoughts of mutual cooperation and prepared to commit bloody murder amongst the dense urban ruins of Sy'l'kell Minoris City.

Commander Shas'o T'au Or'es M'yen Mesme stood resplendent in his battlesuit in the midst of the skirmish, arms spread wide as his plasma rifle tore through a Gue'la walker and his missile pod sent screaming destruction into the side of an enemy battle tank to his right. The Hammerhead above him whined as its railgun pivoted and fired, causing a tremendous explosion in the midst of the retreating Gue'la. Smart missiles from its secondary weapon systems zipped through the windows of ruined buildings, detonating in contact with those humans that took shelter there. Once the threat had been completely neutralised, O'mesme and his loyal bodyguard strode back through the ruins of the manufactorum, their battlesuits dwarfing the Fire warriors and Kroot around them. The shattered building had served them well as a defensive outpost; most of the Tau force was intact and three of the six Broadships had survived a direct hit from a volley of battle cannon shells. Now that the incessant bombardment had stopped, O'mesme was determined to get his Ethereal ward to the safety of the Manta Missile Destroyer a mere two decs away. But everything in his military training told him that the ominous silence presaged a ground assault. The Gue'la wanted to take the Ethereal, Aun'to, prisoner, to rob him of his dignity and freedom – he could feel it in his heart. That could not be allowed to happen. They must weather the storm.

Over the last few hours, the Tau had repulsed an armoured force that would have been impossible to counter had the attack been unified and cohesive.

However, O'mesme had taken care to dispatch his most experienced Pathfinders and Crisis Battlesuit teams to engage the Gue'la armour, and they had enjoyed unparalleled success among the shattered streets of this broken, ancient city. With a gesture, he commanded the Fire warrior teams to consolidate their position within the building, barking orders at the Kroot as he opened a communications channel to the tank.

"Team Shas'la Kais, accompany the learned and revered Aun'to to the second floor. Team Shas'la J'kaara, take point in the outbuilding. I want a Kroot squad on both the first and ground floor, and the Hammerhead above the ruins with maximum field of fire." As he spoke, the Tau flowed efficiently and silently around him into their allotted stations. Any ground-based assault would have to get through him, his well-trained warriors and some of the best marksmen his cadre could field before they could lay a finger on Ethereal Aun'to. He turned towards the Ethereal on the second floor, bowing his head.

"Revered One, our forces are in position and every eventuality can be

met with absolute force. I personally guarantee your safety."

As he concluded his report, O'mesme saw a glimpse of green in the ruins a couple of streets away. Puzzled, he willed the image intensifier to magnify, bringing forth an image of a white dragon's head upon a dark green vehicle. His peripheral screen was flashing up an image of green-armoured figures ghosting through the rubble. His breath caught for a moment before he opened his comms-channel once more, his voice strained and urgent. The Space Marines were coming for them.

"All Crisis teams, come in! This is O'mesme! We require reinforcements at once! In the name of the Tau'va, converge on our position immediately!"



INTO THE FIRES OF BATTLE



Andy Hoare

Andy: So what do Salamanders have going for them that's going to come in handy against the Tau in Cityfight? Firstly; durability: they're Space Marines so they already have a good

Toughness statistic and power armour, but they also have access to some seriously useful wargear. The Tau are able to field some frighteningly high strength weaponry, so any help will come in handy.

The main difference between Salamanders and their more orthodox cousins in other Chapters is the fact that, due to the high gravity on their home world of Nocturne, they have an Initiative value of 3, compared to the Space Marine average of 4. This doesn't even come in to play when fighting against the average Tau, as the majority

of Fire caste warriors have an Initiative value of only 2. The main problem I could see was the Kroot. These guys can be a big pain when faced in large groups, as they're relatively cheap and have two Strength 4 attacks each. This, combined with the fact that in Cityfight every model within 6" of an enemy gets to fight with its full number of attacks, meant that I was expecting to face a fair few of them. Oh yeah, they would also be getting a 4+ cover save from the building they would be defending.

The Salamanders have an unhealthy predilection for burning things. Rather than using the Flamer template, in Cityfight a flamer hits D6 targets, and of course, it gives no cover save — very useful for clearing those pesky Kroot out of buildings. Salamanders also like melting things, and as such multi-meltas are a characterful choice, and will prove useful against broadside suits and hammerhead tanks.

One thing I was going to need was a couple of squads that were particularly good in close combat, as I was expecting to have to crack a tough outer layer of Kroot before getting at the soft chewy centre of Fire warriors. These squads had to be fast, as even though I was to set up only 18" from the Tau, a few inconvenient Difficult Terrain tests would mean they wouldn't make it into close combat

straight away, and that meant facing Tau firepower longer than necessary. With this in mind I chose a Command squad in a Rhino and an Assault squad as my primary assault units. To back these up I chose three tactical squads, a Terminator squad and two Dreadnoughts. A Devastator squad would provide fire support, and target Phil's own heavy support units (or at the very least distract their attention from my advancing troops). With luck I could hope to get the two Rhino mounted squads into close combat in the first turn, followed by the Assault squad in the second, and the Dreadnoughts, Terminator and Tactical squads in the third. Of course, this was all assuming a whole lot of luck, and in reality I knew Phil would probably take a Broadside battlesuit team, and that it would wreak havoc amongst my advance.

So that was my plan. Not big, and not particularly clever. I needed to make a headlong dash, using the available cover as much as possible, hopefully without being slowed down too much by it, and I needed to coordinate my assaults to deny Phil the opportunity to fire on straggling squads.

If I could just clear the objective building for one turn I'd have the game, regardless of how many Space Marines I lost in the process. Fortunately, of all the Chapters of the Adeptus Astartes, the Salamanders are the force most noted for their self-reliance and refusal to give up.



DON'T PANIC!



Phil Kelly

Phil: If I were to choose the terrain for taking the Studio Tau army to battle I would opt for something very similar to a football pitch with my nice long ranged weaponry at one end and the enemy

at the other. As a result, my usual optimistic appraisal of the situation took a bit of a back seat when I read through the Relief Force scenario. The enemy starts with their troops a mere 18" away from mine on a battlefield cluttered with so much rubble and ruins that cat-swinging is frankly out of the question. The majority of Andy's mobile forces would be inside the objective building by Turn two. I would have my most versatile forces in reserve, he would have all of his on the table from Turn one. Cause for concern? I thought so.

I knew full well that Andy intended to close into assault as quickly as he could. Given his army composition, when we did get to close combat the Tau were going to get their flat grey faces pushed in. So what did I need? Yep, you guessed it. Kroot. Lots of Kroot!

The defending player gets to field all of his HQ, Heavy Support and Troops choices from the start, and I was pleased to find that a good deal of the units I wanted to take fell into this category.

Firstly, the Ethereal that the Salamanders were attempting to capture would allow me re-rolls on my Morale checks even if he was hiding in the airing cupboard. I just had to make sure he was deployed nice and high or my army might find itself running from the objective like it was on fire. To back him up I took a kitted out Shas'o Commander and his Crisis suit bodyguard, as this three-man team was more than capable of blowing Terminators away whilst using their mobility to stay away from retribution.

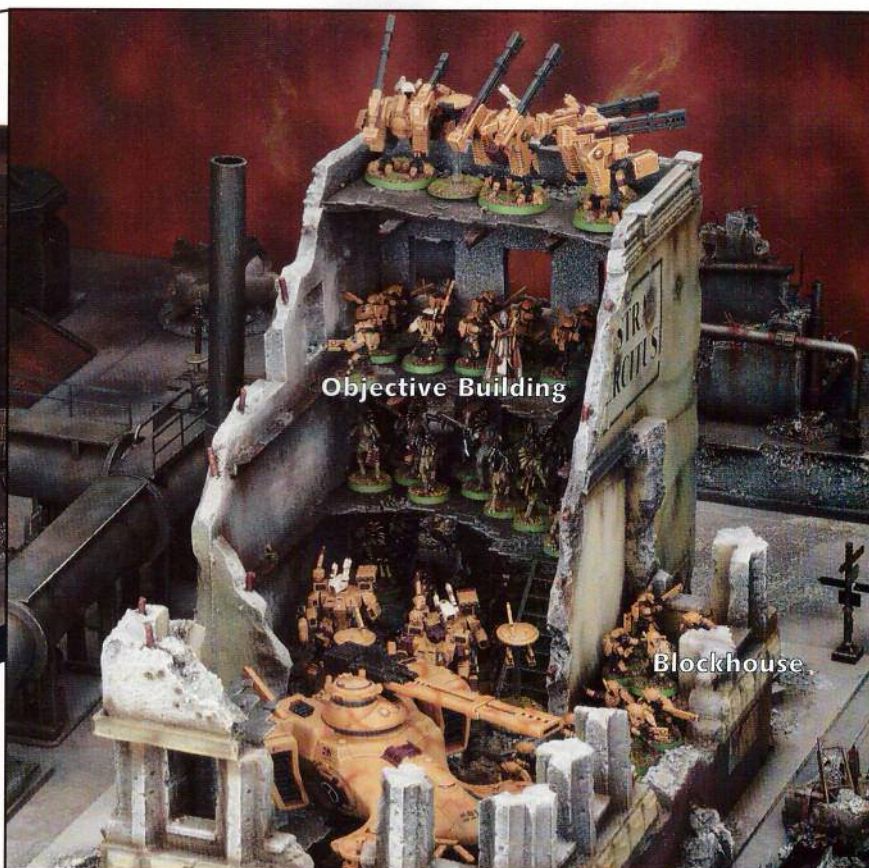
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Objective Building

Blockhouse

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FIGHTING FIRE WITH FIRE

This month's battle report is something a little different: a new race slugging it out in a new setting. Phil Kelly takes the Studio Tau army into the urban warzones of Cityfight, but Andy Hoare's Salamanders have something to say about it!

We all know by now that the Tau are a very shooty army, and we've been introduced to the nasty environs of the Cityfight system. Well, we reasoned, wouldn't it be interesting to see how the two go together? Will the limited fields of fire and generous cover saves of the big city stymie the Tau's firepower – their main strength? Will the Salamanders find the cover they need to close, or will the Tau whittle their numbers down enough to survive the brutal and short struggle that is Cityfight close combat?

Having been on the receiving end of Tau firepower in WD263, Phil was only too pleased to be taking the noble Tau into battle. Andy is an Iron Warriors Chaos Space Marine player and therefore has a predilection for blowing things up from a distance, but all the same, he was willing to field the loyalist Salamanders Space Marines and do the footwork just this once.

We decided that the scenario would be Relief Force, which is one of the scenarios written especially for Cityfight. The Tau were to defend, starting with a

small force led by an Ethereal, and were praying that the Crisis team reserves reacted in time to stop the big boys picking on him. Seizing the opportunity to capture a member of the mysterious Tau ruling caste, the Salamanders attacked, arriving in full force on the first turn.

With the fantastic Studio Cityfight terrain set up, and two beautifully painted armies to play with, Phil and Andy put aside all thoughts of mutual cooperation and prepared to commit bloody murder amongst the dense urban ruins of Sy'l'kell Minoris City.

Commander Shas'o T'au Or'es M'yen Mesme stood resplendent in his battlesuit in the midst of the skirmish, arms spread wide as his plasma rifle tore through a Gue'la walker and his missile pod sent screaming destruction into the side of an enemy battle tank to his right. The Hammerhead above him whined as its railgun pivoted and fired, causing a tremendous explosion in the midst of the retreating Gue'la. Smart missiles from its secondary weapon systems zipped through the windows of ruined buildings, detonating in contact with those humans that took shelter there. Once the threat had been completely neutralised, O'mesme and his loyal bodyguard strode back through the ruins of the manufactory, their battlesuits dwarfing the Fire warriors and Kroot around them. The shattered building had served them well as a defensive outpost; most of the Tau force was intact and three of the six Broadships had survived a direct hit from a volley of battle cannon shells. Now that the incessant bombardment had stopped, O'mesme was determined to get his Ethereal ward to the safety of the Manta Missile Destroyer a mere two decs away. But everything in his military training told him that the ominous silence presaged a ground assault. The Gue'la wanted to take the Ethereal, Aun'to, prisoner, to rob him of his dignity and freedom – he could feel it in his heart. That could not be allowed to happen. They must weather the storm.

Over the last few hours, the Tau had repulsed an armoured force that would have been impossible to counter had the attack been unified and cohesive.

However, O'mesme had taken care to dispatch his most experienced Pathfinders and Crisis Battlesuit teams to engage the Gue'la armour, and they had enjoyed unparalleled success among the shattered streets of this broken, ancient city. With a gesture, he commanded the Fire warrior teams to consolidate their position within the building, barking orders at the Kroot as he opened a communications channel to the tank.

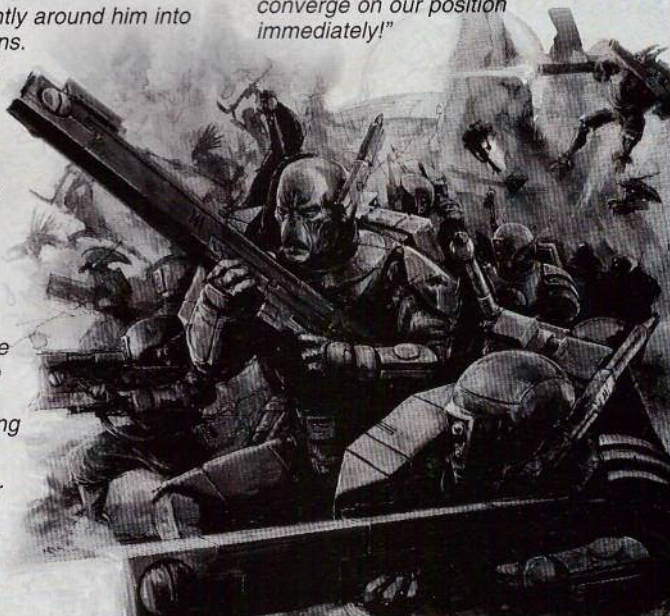
"Team Shas'la Kais, accompany the learned and revered Aun'to to the second floor. Team Shas'la J'kaara, take point in the outbuilding. I want a Kroot squad on both the first and ground floor, and the Hammerhead above the ruins with maximum field of fire." As he spoke, the Tau flowed efficiently and silently around him into their allotted stations. Any ground-based assault would have to get through him, his well-trained warriors and some of the best marksmen his cadre could field before they could lay a finger on Ethereal Aun'to. He turned towards the Ethereal on the second floor, bowing his head.

"Revered One, our forces are in position and every eventuality can be

met with absolute force. I personally guarantee your safety."

As he concluded his report, O'mesme saw a glimpse of green in the ruins a couple of streets away. Puzzled, he willed the image intensifier to magnify, bringing forth an image of a white dragon's head upon a dark green vehicle. His peripheral screen was flashing up an image of green-armoured figures ghosting through the rubble. His breath caught for a moment before he opened his comms-channel once more, his voice strained and urgent. The Space Marines were coming for them.

"All Crisis teams, come in! This is O'mesme! We require reinforcements at once! In the name of the Tau'va, converge on our position immediately!"



INTO THE FIRES OF BATTLE



Andy Hoare

Andy: So what do Salamanders have going for them that's going to come in handy against the Tau in Cityfight? Firstly; durability: they're Space Marines so they already have a good

Toughness statistic and power armour, but they also have access to some seriously useful wargear. The Tau are able to field some frighteningly high strength weaponry, so any help will come in handy.

The main difference between Salamanders and their more orthodox cousins in other Chapters is the fact that, due to the high gravity on their home world of Nocturne, they have an Initiative value of 3, compared to the Space Marine average of 4. This doesn't even come in to play when fighting against the average Tau, as the majority

of Fire caste warriors have an Initiative value of only 2. The main problem I could see was the Kroot. These guys can be a big pain when faced in large groups, as they're relatively cheap and have two Strength 4 attacks each. This, combined with the fact that in Cityfight every model within 6" of an enemy gets to fight with its full number of attacks, meant that I was expecting to face a fair few of them. Oh yeah, they would also be getting a 4+ cover save from the building they would be defending.

The Salamanders have an unhealthy predilection for burning things. Rather than using the Flamer template, in Cityfight a flamer hits D6 targets, and of course, it gives no cover save – very useful for clearing those pesky Kroot out of buildings. Salamanders also like melting things, and as such multi-meltas are a characterful choice, and will prove useful against broadside suits and hammerhead tanks.

One thing I was going to need was a couple of squads that were particularly good in close combat, as I was expecting to have to crack a tough outer layer of Kroot before getting at the soft chewy centre of Fire warriors. These squads had to be fast, as even though I was to set up only 18" from the Tau, a few inconvenient Difficult Terrain tests would mean they wouldn't make it into close combat

straight away, and that meant facing Tau firepower longer than necessary. With this in mind I chose a Command squad in a Rhino and an Assault squad as my primary assault units. To back these up I chose three tactical squads, a Terminator squad and two Dreadnoughts. A Devastator squad would provide fire support, and target Phil's own heavy support units (or at the very least distract their attention from my advancing troops). With luck I could hope to get the two Rhino mounted squads into close combat in the first turn, followed by the Assault squad in the second, and the Dreadnoughts, Terminator and Tactical squads in the third. Of course, this was all assuming a whole lot of luck, and in reality I knew Phil would probably take a Broadside battlesuit team, and that it would wreak havoc amongst my advance.

So that was my plan. Not big, and not particularly clever. I needed to make a headlong dash, using the available cover as much as possible, hopefully without being slowed down too much by it, and I needed to coordinate my assaults to deny Phil the opportunity to fire on straggling squads.

If I could just clear the objective building for one turn I'd have the game, regardless of how many Space Marines I lost in the process. Fortunately, of all the Chapters of the Adeptus Astartes, the Salamanders are the force most noted for their self-reliance and refusal to give up.



DON'T PANIC!



Phil Kelly

Phil: If I were to choose the terrain for taking the Studio Tau army to battle I would opt for something very similar to a football pitch with my nice long ranged weaponry at one end and the enemy

at the other. As a result, my usual optimistic appraisal of the situation took a bit of a back seat when I read through the Relief Force scenario. The enemy starts with their troops a mere 18" away from mine on a battlefield cluttered with so much rubble and ruins that cat-swinging is frankly out of the question. The majority of Andy's mobile forces would be inside the objective building by Turn two. I would have my most versatile forces in reserve, he would have all of his on the table from Turn one. Cause for concern? I thought so.

I knew full well that Andy intended to close into assault as quickly as he could. Given his army composition, when we did get to close combat the Tau were going to get their flat grey faces pushed in. So what did I need? Yep, you guessed it. Kroot. Lots of Kroot!

The defending player gets to field all of his HQ, Heavy Support and Troops choices from the start, and I was pleased to find that a good deal of the units I wanted to take fell into this category.

Firstly, the Ethereal that the Salamanders were attempting to capture would allow me re-rolls on my Morale checks even if he was hiding in the airing cupboard. I just had to make sure he was deployed nice and high or my army might find itself running from the objective like it was on fire. To back him up I took a kitted out Shas'o Commander and his Crisis suit bodyguard, as this three-man team was more than capable of blowing Terminators away whilst using their mobility to stay away from retribution.

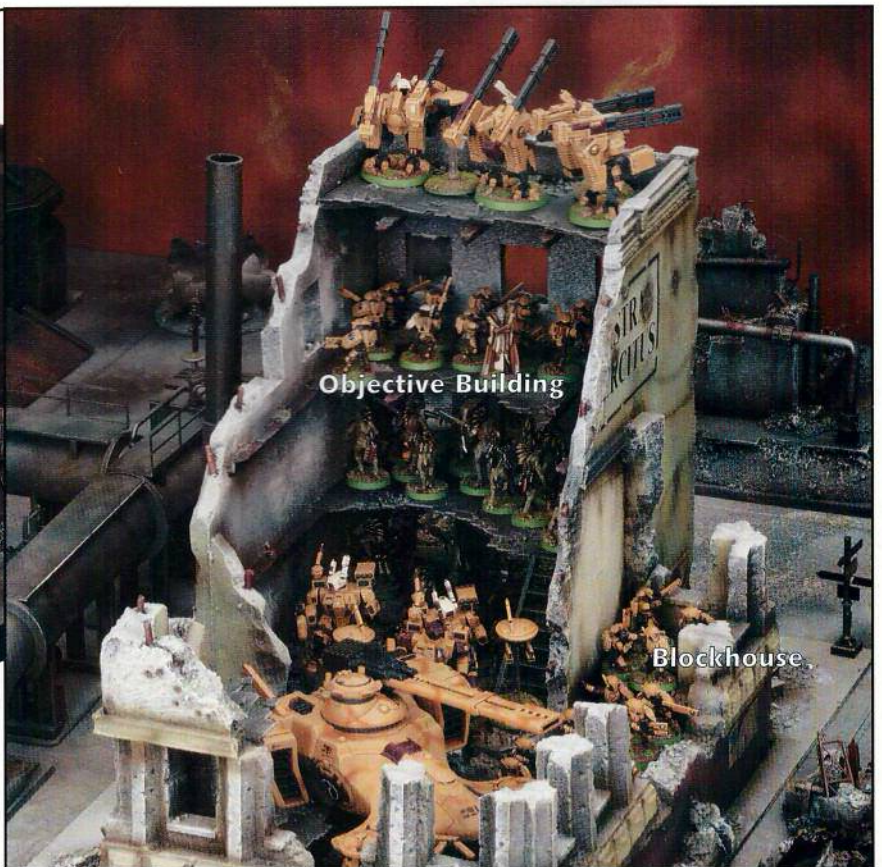
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I decided to equip both of the Battlesuit teams with gun drones; these add considerably to a unit's survivability. Besides, if I succeeded in pinning even one Salamanders unit with the gun drones' pulse carbines I would stagger Andy's advance, giving me a chance to take on the enemy wave by wave. With this in mind, I took two ten-man squads of Fire warriors with three pulse carbines

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INTERDICTION FORCE ELIGIUS

HQ



Command HQ176 pts

Commander Eligius with storm bolter, master-crafted power weapon, frag grenades
5 Bodyguard with boltguns, frag grenades



Rhino Transport.....68 pts

Storm bolter, additional pintle-mounted storm bolter, extra armour and smoke launchers

Elites



Terminator Squad Eloi185 pts

Sergeant with storm bolter and power weapon, 2 Terminators with thunder hammers and storm shields, 2 Terminators with storm bolters and power fists



Dreadnought Ustil115 pts

Assault cannon, dreadnought close combat weapon and a heavy flamer



Dreadnought A'duro.....128 pts

Multi-melta, dreadnought close combat weapon, heavy flamer and smoke launchers

Troops



Squad Suppono.....112 pts

6 Tactical Space Marines – 1 Sergeant with bolt pistol and close combat weapon, 2 with flamers, 3 with boltguns; all with frag grenades



Rhino Transport.....58pts

Storm bolter, dozer blade and smoke launchers



Squad Ta'bes105 pts

7 Tactical Space Marines with boltguns



Squad Perrus101 pts

6 Tactical Space Marines – 1 Sergeant with bolt pistol and close combat weapon, 1 with heavy bolter, 1 with plasma gun, 3 with boltguns

Fast Attack



Squad Ferves.....212 pts

8 Assault Space Marines – 7 with bolt pistols, close combat weapons and frag grenades, and 1 with flamer and frag grenades

Heavy Support



Squad Fu'ndo240 pts

9 Devastator Space Marines – 1 with a lascannon, 2 with multi-melta and 6 with boltguns

1,500 pts





AUN'TO PHOENIX DELEGATION

HQ



Shas'o T'au Or'es M'yen Mesme139 pts
Missile pod, plasma rifle, multi-tracker, hard-wired target lock and hard-wired drone controller with 2 gun drones



Bodyguard Team150 pts
2 Shas'vre with plasma rifles, missile pods and multi-trackers



Ethereal Aun'to50 pts
Symbols of office

Elites



Crisis Battlesuit Team Ta'ro'cha183 pts
3 Shas'ui with plasma rifles, burst cannons and multi-trackers



Crisis Battlesuit Team Monat68 pts
1 Shas'ui with flamer, fusion blaster, drone controller with 2 gun drones



Troops



Fire Warrior Team132 pts
12 Shas'la, 9 with pulse rifles, 3 with pulse carbines, photon grenades



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12 Shas'la, 9 with pulse rifles, 3 with pulse carbines, photon grenades



Kroot Carnivore Squad102 pts
12 Kroot with kroot rifles, 3 Kroot Hounds



Kroot Carnivore Squad102 pts
12 Kroot with kroot rifles, 3 Kroot Hounds

Heavy Support



XV-88 Broadside Battlesuit Team267 pts
2 Shas'ui with twin-linked railguns, smart missile systems and target locks.
1 Shas'vre with a twin-linked railgun, twin-linked plasma rifles and a multi-tracker and hardwired drone controller with 2 gun drones



1 Hammerhead Gunship175 pts
with a turret-mounted railgun, smart missiles, multi-tracker and decoy launchers

1,500 pts

TAU TURN 1

Phil: After a sigh of relief from winning the roll-off for first turn (the crossed fingers came through!), I proceeded to put my plan into motion. My Movement phase was characteristically short, having deployed everything pretty much where I wanted it. I just spun the Hammerhead on the spot, safe in the knowledge that there were no Salamanders able to shoot its vulnerable rear armour with its new facing.

My first priority was to get rid of those Assault Marines eager to get to grips with the Tau troops in the objective. The Fire warriors in the blockhouse opened the festivities, although the wounded Salamanders made their saving throws. The Kroot on the ground floor had little more success, the five hits they scored failing to even wound. Their brethren on the first floor, evidently aided by their elevation, felled two of the Assault Marines with slugs from their long rifles. The Fire warriors on the second floor, under the watchful eye of the Ethereal, opened fire, dispatching another Salamander with a plasma bolt. The Assault Marines fell back, stopping at the table edge, the threat they posed to the Tau neutralised for the moment.

The Broadside team, confident in their commanding overview of the battlefield, sent a volley of hypervelocity shells into the Rhino next to the Assault Marines, causing a penetrating hit but only stunning it. Unfortunately, the thing had extra armour, and so it was able to move next turn. I had a little more luck with the other Rhino to the east of the building, immobilising it. I hoped that this would force Andy's assault to proceed piecemeal as the Rhino's



Under the punishing firepower of the Tau, the Assault Marines fall back.

passengers took the long march instead of the mechanised sprint which I feared would hit home.

Commander O'Mesme deftly negotiated the rubble as he strode forward, getting a bead on the Devastators with his plasma rifle. A pulse of blinding light killed one of the bolter-armed Salamanders and a missile from the Commander's shoulder smashed another from his vantage point. His Crisis suit bodyguard team sent a salvo of plasma and missile warheads into

their position, killing another. Not a bad start I thought, lining up the Hammerhead's railgun with the Devastators; I wanted to get rid of those lascannons and multi-meltas before they could take their toll on the Broadside's. The tank's submunitions went wide, although its smart missiles slewed through the windows in tight formation, impacting with three Salamanders and killing one more of the green-armoured Space Marines. They passed their Morale check, however, and stood their ground.



SALAMANDERS TURN 1



The Salamanders roll out, filtering through the rubble in a disciplined line to surround the objective building.

Andy: Well, that was actually pretty painless for a first turn of shooting by the Tau. The biggest problem was that my best close combat squads had been stopped from closing with their targets. The Assault squad took a pounding, but still I hadn't expected them to fall back. Tactical squad Suppono had their Rhino immobilised; I could still repair it by rolling a 6 in the Shooting phase next turn (as explained in the expanded Chapter Approved transport vehicles rules from White Dwarf 253) but for the time being the squad would get out and walk. In my experience, these Repair rolls rarely work when you need them, so the squad disembarked. Both Rhinos being halted meant that the first turn assault I had hoped for was now not an option.

The best I could do in the Movement phase was to press onwards, making use of what cover I could in preparation for the second turn of Tau shooting. I kept to the cover of the ruined buildings where I could, gambling on favourable Difficult Terrain tests rather than exposing my troops to the BroadSides and Hammerhead. The tests proved above average and my advance got moving.

The Shooting phase, always a joyous time for me, proved reasonably successful. My initial efforts were focused on the Broadside battlesuit team. The BroadSides had a couple of Drones accompanying them and Phil

would be allocating the brunt of my shots against them. Devastator squad Fu'ndo unleashed a torrent of melta, lascannon and bolter fire at the BroadSides, killing a single Gun Drone as the remaining shots were all saved by the 4+ cover save.

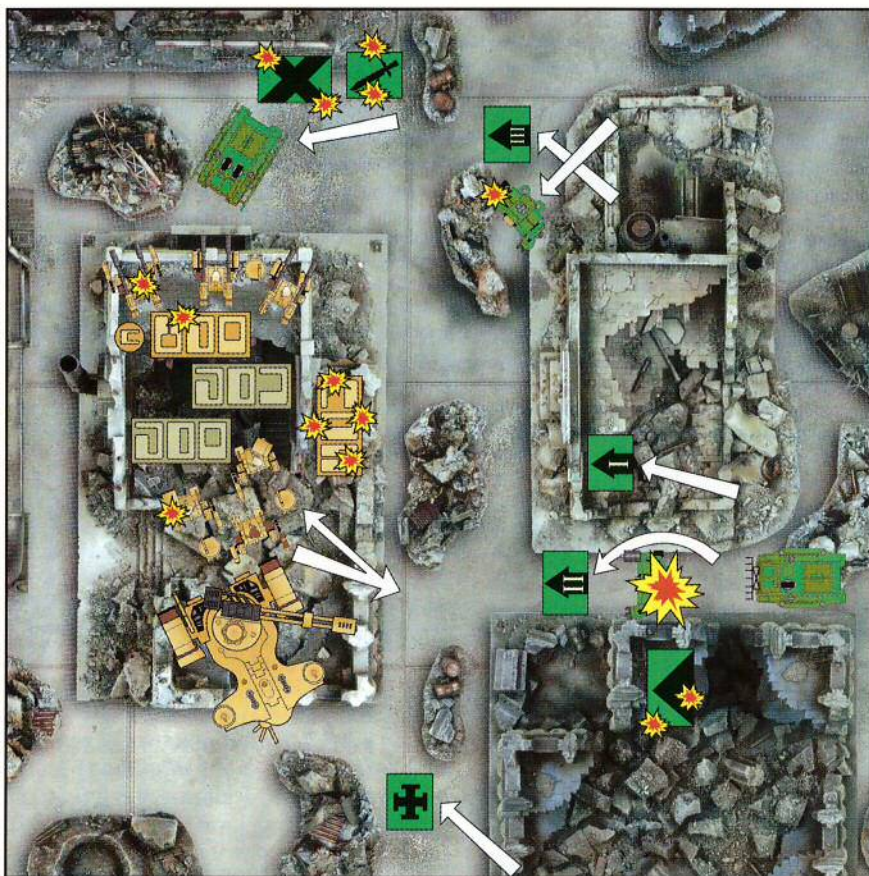
The remainder of my shooting was directed at the Fire warriors accompanying the Ethereal. The main reasons for targeting these squads were that they harboured pulse carbines, which could inflict pinning tests, and that I wanted to thin the area down ready for my Assault squad to make an entrance.

I ignored the Kroot on the lower levels as I needed my infantry to assault something as soon as possible in order to get out of the crosshairs of those BroadSides.

This turn had seen two important features of the Cityfight core rules come into play. The first was the constant Difficult Terrain tests, which so far had not gone seriously against me, and the second was the cover saves. In a normal game, Devastator squad Fu'ndo's shooting would have all but destroyed the Broadside team. All I could do was sit back and hope that those cover saves worked as well for me in the next turn...



TAU TURN 2



Phil: The casualties sustained so far were well within acceptable parameters, but the dreaded Salamanders assault looked imminent and there were still way too many green Space Marines on the table for my liking, plus my reserves failed to show. I have to hand it to Andy, he really did pick a nicely balanced force, meaning that he had plenty of men to encircle my base with. Needless to say, I set about doing my best to remedy this.

The first three floors of the building all opened fire at the Command squad in a storm of pulse rifle and long rifle fire, a good 64 shots, but this tremendous fusillade was only able to get past Andy's formidable saving throws twice. However, one of those was caused by a pulse carbine, and hence the Salamanders had a Pinning test to make. The dice came up 6s, and the Commander and his squad hit the street – understandable giving the sheer volume of shots fired. Even Space Marines dive for cover occasionally!

My spirits were raised further when the pulse carbine-armed Fire warriors

in the outhouse pulled much the same trick on the Assault squad: two casualties, one Pinning test, one Assault Marine squad diving for cover. Pulse carbines are great!

Having taken care of the threat posed by this wing of the Salamanders' attack, it was down to the big guns. The tank missed the Devastators with its big gun yet again, and this time it failed to fell one even with its guided missiles. The Commander made up for his retinue's lamentable behaviour by targeting and killing a Devastator with each of his weapons. A Ballistic Skill of 5 and two heavy weapons a turn was proving as useful as I had anticipated.

The BroadSides, which I had decided to save until last, tracked their targets independently. One sent a railgun shell slamming into the adamantium hull of a Dreadnought, shaking it and preventing it from firing next turn. His companion focused upon the other Dreadnought at the back of the Salamanders' line; its railguns detonating the Dreadnought's power plant in a deafening explosion that took one of the nearby Salamanders with it.

In the Assault phase I put a dent in a great situation by flanking a Difficult Terrain test with one of my bodyguard team – his jetpack move into difficult terrain meant that he was removed as a casualty. Nice one, I thought, looking at the remaining Salamanders who were practically on the doorstep!



From their high vantage point, the Broadside team targets the advancing Dreadnought Ustil.

SALAMANDERS TURN 2

Andy: Seeing Phil's Commander's bodyguard roll a 1 for his Difficult Terrain test and coming a cropper amongst the rubble almost made up for my two best squads failing their Pinning tests and being left looking pretty stupid out in the open.

Casualties amongst the Salamanders were starting to mount up a bit, but this is something you have to come to terms with when facing Tau. It's easy to get demoralised early in the game; you must always think a couple of turns ahead to what you're going to do to that Ethereal when you get your hands on him.

The Movement phase saw more of the same as last turn. The Difficult Terrain tests were still coming out better than average (I always worry when that happens) and the advance

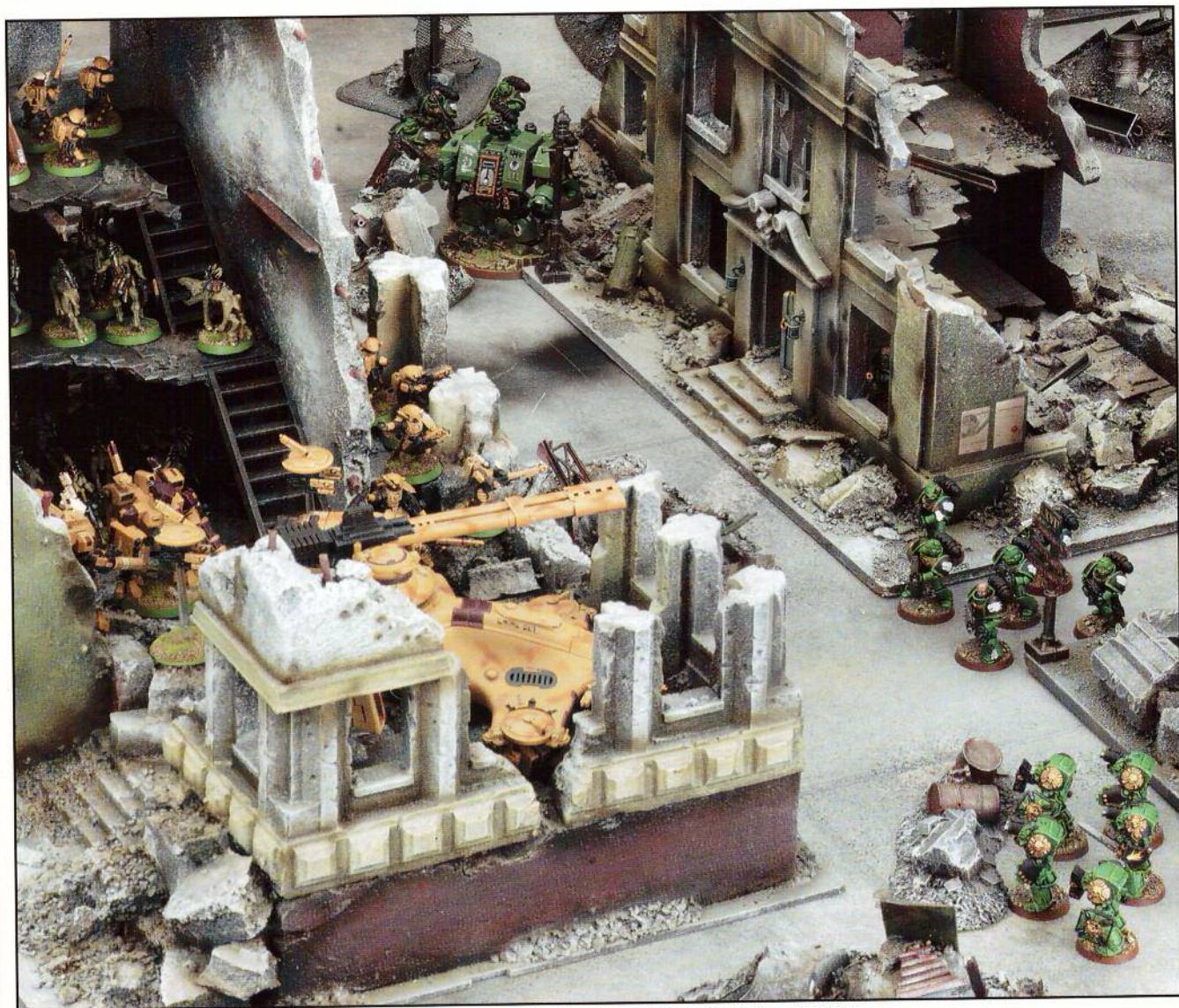
continued. Several of my squads found themselves without the benefit of cover at the end of their moves, so I tried to order them so that whichever squad Phil targeted, there would be another an equal distance from his lines. I don't regularly play with loyalist Space Marines, the Traitor Legions are more to my tastes, and the spectacle of the Command squad and Assault squad both failing their Pinning tests directly in front of the Tau line reminded me why. The best I could do was to send the Rhino in to shield them from the storm of Tau fire that would be coming their way any moment.

My Shooting phase started well with the multi-meltas from squad Fu'ndo reducing a Broadside battlesuit and a Gun Drone to a pool of bubbling liquid

metal. That paid for the loss of Dreadnought Ustil and took the pressure slightly off the squads pinned out in the open.

Most of my squads were now within 12" of the enemy, and potentially able to assault. Most of my fire was concentrated on the Fire Warriors holding the blockhouse, as they were the only viable targets. The massed bolt fire caused five casualties, reducing the squad to half strength.

As an afterthought of the Shooting phase I rolled to see if the Rhino could repair itself. To my great hilarity, it did. Well, at least the Salamanders wouldn't have to walk home. I had of course hoped to be in close combat by now, but these things happen, so I braced myself for another round of shooting from Phil.



The jaws of the Salamander trap close quickly on the beleaguered Tau.

TAU TURN 3

Phil: Well, yet more Fire Warriors had bitten the dust and I'd lost a Broadside, but my Kroot were still intact and it was looking like I might need them pretty quickly. Also in my favour was the fact that my reinforcements had started to turn up, with the Monat Crisis suit and his drones coming on behind the Salamanders' lines. Many of the enemy squads were drawing near to my own lines; even if I concentrated enough firepower into one particular squad there would still be three more waiting to pounce. However, my contingency plan was still in place,

and I was ready for an assault if it came to it. I resolved to rob the Salamanders of their fire support so that even if they captured the first floor I could still give them hell as they tried to get through the building.

My first shot of the turn was a Broadside volley into the Dreadnought, hoping to hold it up at the very least and stop it bolstering the now inevitable assault. I got lucky on the Damage chart given that the Dreadnought had used its smoke launchers, rolling a 6 and destroying the lumbering walker. The other railguns targeted the Terminators; they

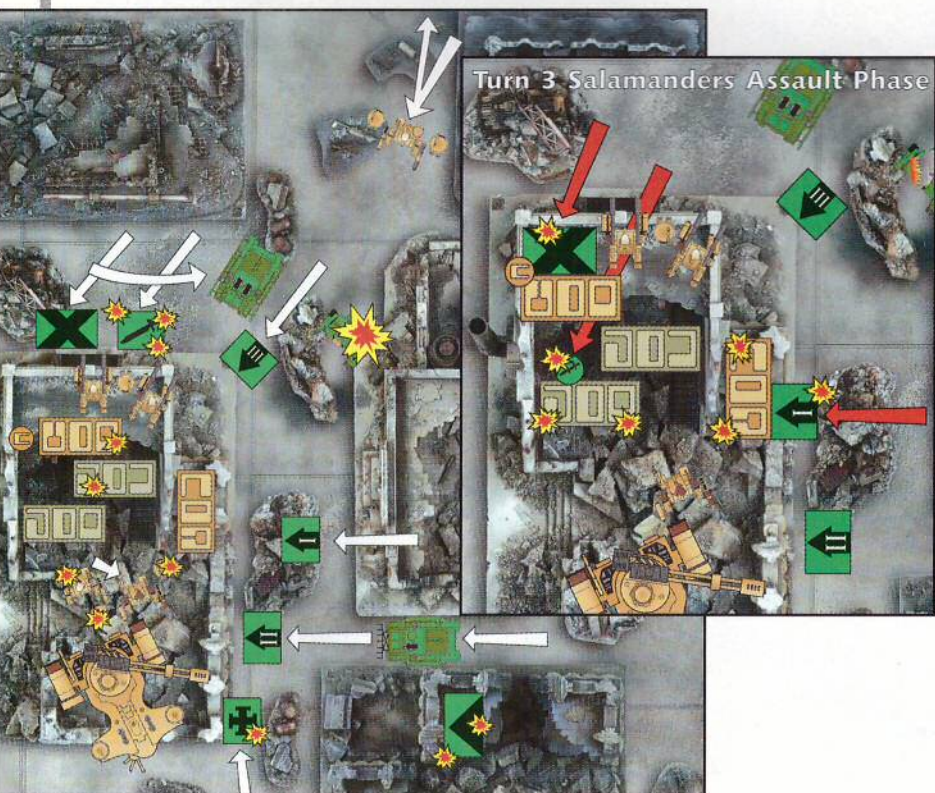
had been unopposed up until now and I really needed to thin their numbers before they paid me a visit with their thunder hammers. One was blown apart, even Terminator armour insufficient protection against the horrific force of the railguns.

The Kroot, after a signal of whistles and clicks from their leader, opened fire upon the Command squad just ahead of them, their rapid firing long rifles cutting down three of the Salamanders and leaving the Space Marine Commander himself surrounded by the bleeding bodies of his comrades. The pulse rifles of the Fire warriors also found their mark, but were unable to match the Kroot's efforts, the Space Marine Commander striding through their fire as if it was of no consequence. The Monat turned his fusion blaster on the Commander but the shot went wide, although the Gun Drones wounded him as their artificial intelligence picked out the weak spots in his armour. The squad in the outhouse were also unable to fell the three Assault Marines preparing for the final jump.

It's around this time in a battle that I give myself a mental slap and try to keep the mission objectives foremost in my mind. It's all too easy to get carried away killing stuff, only to realise that you have left yourself wide open to a cunning manoeuvre that costs you the game. The way I saw it, Andy was attempting to clear the top of the building with gunfire and the bottom with close assault. Pretty much what I would have done in this situation, and a very formidable tactic. I knew the Broadside's, my last line of defence would be very difficult to shift, especially as Andy would have to carve his way through three floors of well dug-in troops to even get to them. The biggest threat posed to them were the Devastators hiding in the far corner with a big sign saying 'please don't notice us'. I took one out with the Commander's pulse rifle and another with the Hammerhead's smart missile system, but Andy's saving throws prevented the majority of fire. Although there were only a handful left, they were the ones with the biggest guns, and they still weren't running. It was time to batten down the hatches and weather the storm of the Salamanders' charge.



The Shas'ui Monat, flanked by his drones, moves on from behind the Space Marines' line.



SALAMANDERS TURN 3

Andy: Hopefully this would be the turn in which I would get into close combat. If not, things would be getting hairy. Commander Eligius found himself alone after the furious round of shooting from the building ahead, and therefore an Independent Character, but Tactical squad Perrus was moving up to support him. I also had Phil's reserves to worry about, as a Crisis battlesuit had just appeared behind my lines. I had no intention of engaging it, however. I just had to keep the objective in mind and continue towards the building.

My Movement phase consisted of Terminator squad Eloï and Tactical squads Suppono and Ta'bes slogging it across open ground in the hope of getting within assault range of the Fire warriors and Commander. All of my squads got within 6" of an enemy unit.

Powering up their jump packs, the three surviving members of Assault squad Ferves leapt up to the second floor of the target building in readiness to assault the Ethereal and his Fire warrior guard. The Assault Marines gambled on crashing through the weakened plaster of the ruined building. One of the three Salamanders failed his Difficult Terrain test and perished. This is a common occurrence in Cityfight, as there is an

awful lot of difficult terrain. Jump pack troops are extremely useful in this environment, but you should definitely ask yourself whether you can afford to lose many in this way.

With the overdue assault now looking imminent, my shooting was aimed mainly at softening up those squads I hoped to assault. A hail of bolter, flamer, plasma and lascannon fire killed two Drones and a bodyguard from the Tau Commander's entourage, and a small rivulet of blood seeping through the joints of his armour indicated that the Fire caste Commander himself had been wounded. The remainder of the Salamanders' shooting accounted for a Kroot and two Fire warriors in the main building.

On then to the Assault phase. This turn I hoped to get Commander Eligius, Terminator squad Eloï, Assault squad Ferves and Tactical squads Ta'bes, Perrus and Suppono into close combat, assuming that the Difficult Terrain tests went my way.

Commander Eligius charged the Kroot on the ground floor of the building, cleaving apart two of the mercenaries with his power sword in a valiant last stand before being dragged beneath a sea of the hungry carnivores. Even he



Commander Eligius storms into the Kroot.

could not stand up to the sheer number of aliens.

Assault squad Ferves, having burst through the ruined frame of the second floor window, leapt at the Tau Ethereal in a berserk frenzy. The Sergeant's chainsword caused a biting wound across the Ethereal's chest and he thought for a moment the blow would carve through the alien, but the Fire warriors leapt forward to shield the Ethereal before his life was taken.

Tactical squad Suppono managed to assault the Fire warriors holding the outbuilding, and fought their way up through the breach to get to the Tau defenders. The Fire warriors waited until the Space Marines were almost upon them before setting off their photon grenades in blinding bursts of light. The Salamanders lost their charge bonus due to the photon grenades, but still smashed two Fire warriors to the ruined floor of the building. The defenders struck back, and one Space Marine toppled from the wall, his motionless form left lying in the street below. The Space Marines had won the assault, and the Fire warriors failed their Morale check. But the presence of the nearby Ethereal allowed the Fire warriors to re-roll their test, and they were successful the second time.

The remainder of my squads all rolled Difficult Terrain tests too low to make it into close combat and failed to contact the enemy, exposing them to another round of Tau firepower.



Tactical squad Suppono exploits a breach in the outer wall, charging the Fire warriors.

TAU TURN 4



The Crisis team join the battle, catching the Tactical squad in the open. It's going to be messy...

Phil: This turn could make or break my battle plan. The Assault Marines had smashed directly onto the second floor and even wounded the Ethereal. Another round of combat and the venerable old Tau could well end up dead, forcing a Morale check for all of my Tau and maybe even clearing several floors of the building. It was time for the counter-charge before my goose became well and truly cooked.

The casualties wreaked upon my army last turn left me with greatly reduced firepower, but I was fine with this as the cavalry had turned up in the shape of the Crisis team, the concrete cracking beneath their massive battlesuits as they touched down. Three of Andy's assaults had hit home last turn, and if I didn't neutralise them quickly, the three that had rolled bad Difficult Terrain tests would be in next turn. Luckily, the fact that they were attacking in two waves gave me a chance, and I intended to take it, moving the Kroot on the first floor to support the beleaguered Ethereal and the Kroot on the ground floor to reinforce the Fire warriors.

The Shooting phase kicked off with my reserve battlesuits pouring fire into the straggling Tactical squad. The Monat's flamer wounded two but failed to kill anything. The Crisis team, however, had a lot more luck. The burst cannon laid down such a withering hail of fire that two Salamanders fell dead, and the team's plasma rifles added three more to the tally. The Kroot, on the move and so

unable to rapid fire, added another five wounds, but they were all saved. Nevertheless, the lone Salamander left alive felt the pinch and fell back. The two BroadSides left intact targeted the Terminators closing in on the building, blasting one apart with railgun fire. The Hammerhead's smart missiles sneaked through the rubble and reduced the Terminator squad to two.

The Commander, bloodied and bereft of both bodyguard and Drones, continued his duel with the Devastator. Despite causing two wounds with his missile pod, Andy's saves proved up to the task once more and the Devastators shrugged it

off. Having exhausted my firepower, I set about the all important counter-assault.

The Kroot on the first floor charged up the stairs, the Kroot Hounds at the front, eager to vent their aggression. And vent it they did! Before the two remaining Assault Marines could strike down the Ethereal, the Hounds closed their powerful jaws around the enemy and ripped them limb from limb. The Kroot consolidated down a floor into their original position.

The Kroot on the ground floor charged, and being only 1" from the enemy a bad Difficult Terrain test wasn't an issue. Again, the Kroot Hounds struck first, pulling down one Space Marine before he could attack. The Salamanders fought with berserk strength, killing a Fire warrior and dispatching two of the unarmoured Kroot. In return, the horde of shrieking atavistic savages caused no less than ten wounds on the Salamanders, killing the remaining four. The Fire warriors and Kroot consolidated further into the building, dragging the corpses of the Tactical squad with them to feast on inside. The Commander, attempting to put some distance between himself and the thunder hammer-armed Terminators, used his jetpack to move back 6", promptly rolling a 1 on his Difficult Terrain test and dying. Just like that! Magnificent! Nevertheless, the counter-attack had met with total success, and the building was free of Salamanders, at least for now.



The Kroot Hounds leap to intercept the Assault Marines attempting to assassinate the Ethereal.

SALAMANDERS TURN 4

Andy: With little movement this turn my Shooting phase started with both Rhinos and the lone lascannon armed Devastator opening up on the Broadside's. I didn't want to hurt any of the squads I was going to assault, as Phil would remove the models closest to mine, thus potentially putting me out of assault range. This resulted in the Broadside's team's last Gun Drone falling from the sky. Tactical squad Ta'bes loosed their bolters on the Kroot squad before them, felling one of the gangly mercenaries.

The Assault phase commenced with Squad Suppono getting their ankles severely mauled by the higher Initiative Kroot Hounds before killing four Kroot warriors. A total of fourteen attacks rained back at them, and one Salamanders Space Marine fell. The Kroot failed their Morale check and fell back 6" through the ruined building. This was what I had come here to do; I just hoped I could make enough of an impact to clear the objective.

The Terminators of squad Eloj rolled high enough on their Difficult Terrain test to assault the Hammerhead gunship, and did so with thunder hammers arcing through the air above them, attempting to strike the weaker underside of the vehicle. Unfortunately as the Hammerhead is a skimmer I needed 6s to hit it in close combat, and none were forthcoming.

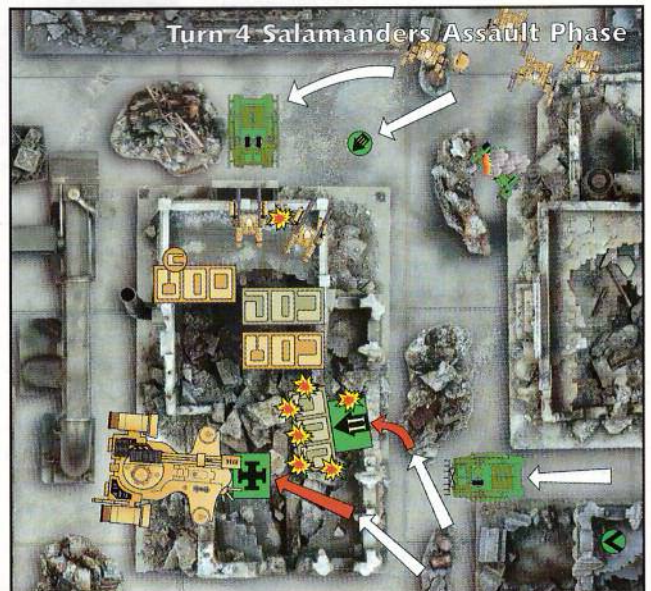
The lone Sergeant of squad Perrus failed his Difficult Terrain test and so played no part in the Assault phase. This turn had finally seen my assault



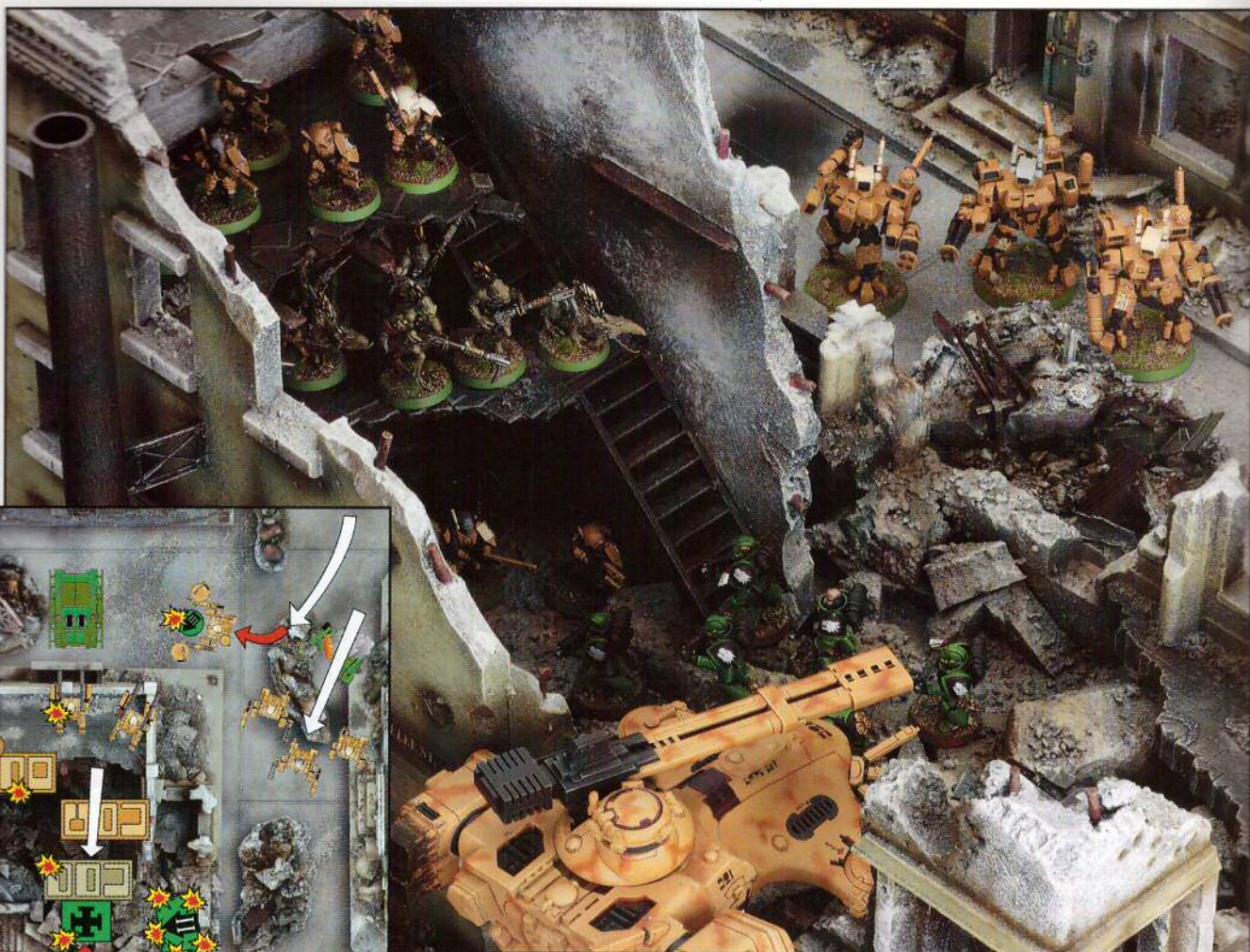
Another wave of Salamanders, led by the Terminators, assaults the ground floor.

hit home. The numbers of Space Marines left on the table was going to make clearing the building a challenge. Luckily, although the Relief Force scenario uses the Variable Game Length scenario rules, in Cityfight you don't start rolling to see if the game ends until the end of Turn six. Also, the Salamanders' Never Give Up special rule means that you

can choose to fight an extra game turn after the last. I wasn't worried about running out of time, just Space Marines. Assuming that my Terminators and power armoured troops could slug it out in close combat and force a few Morale checks, I might just do enough damage to clear the building for one vital turn.



TAU TURN 5



The Tau Crisis team concentrate their fire, annihilating the Tactical Marines as they move toward the stairs.

Phil: The Kroot on the bottom floor had finally succumbed to the assault of the remaining Salamanders, and failed to rally, running further out of the building and straight into the path of an unengaged unit, the Terminators, who ripped them to pieces in a messy crossfire. I must admit that it's the first time this has happened to me and it's not pleasant when a unit just disappears, but hey, their sacrifice was for the Greater Good, and it had bought me time.

My Movement phase was fairly critical, the Kroot squad on the first floor had to do their thing or I would be facing a lot of angry Salamanders next turn. Moving down the stairs, they prepared to assault the Tactical

Marines that had got inside the building. The Crisis Battlesuits that had come on in reserve moved down the road in formation, ready to pour firepower into the Salamanders that had broken through my defensive line. The Fire warriors in the rubble, mere feet away from the Tactical squad, unleashed a point-blank volley but failed to make their mark. Their brothers on the second floor also failed to kill any of the Salamanders. However, the Kroot made their presence felt once more, causing four wounds and killing two Space Marines. I backed this up with a storm of accurate fire from the Ta'ro'cha Crisis team, a healthy eight out of nine burst cannon hits felling the remainder of the squad before they had even brought their plasma rifles to bear.

The railguns of the Broadside and Hammerhead failed to wound the pair of Terminators that had assaulted the tank, the point blank smart missiles

also failing to get past the Tactical Dreadnought armour's daunting saving throw.

At the back of the Salamanders' line, the lone survivor of the Tactical squad heading for the front of the building was targeted by the Monat, whose fire was still proving disappointingly ineffective. I resolved to go over there and kick him to death, reasoning that a charging Battlesuit and his drones would be more than a match for a single Space Marine. I was right, as it turned out, effectively neutralising any real threat from that side of the board.

The Assault phase also saw the Kroot robbed of their original targets due to the accurate fire of the Crisis teams. Attempting to charge the Terminators instead, they rolled badly on their Difficult Terrain test, and were high and dry as the stoic Salamanders turned their attention to the remaining Kroot.

SALAMANDERS TURN 5

Andy: Tau Turn five wasn't pretty; I could see the writing on the (rather charred and bullet holed) wall. But Salamanders don't give up, so neither would I. The only ranged weapons I had available to me were the storm bolters on the Rhinos, and these continued with the effective fire support they'd been providing all game, felling two more Fire warriors.

The lone Devastator proved how useful the Salamanders' Self-Reliant rule is. Having stood his ground stubbornly, despite witnessing his

squad wiped out around him, the lascannon-armed Space Marine did not have to take any All On Your Own Tests thanks to the Salamanders' special rule. Lining his sights, the Devastator Space Marine fired an incandescent laser beam at the aliens who had been responsible for the deaths of so many of his brothers, vaporising a Broadside battlesuit. The Broadside team was now reduced to just one member. This was a small victory, but a welcome one nonetheless.

The Assault phase was upon us, and we could see it was all over bar the shouting. The remnants of Terminator squad Eloi threw themselves at the Kroot squad, a single Terminator falling to the Kroot Hounds before his brother avenged him by pulping one of the vile alien creatures with a splintering strike from his thunder hammer. The close combat was a draw so we rolled for the moral high ground. Phil won and a tide of Kroot surged forward to swamp the lone Terminator.

THE FINAL TURN



The lone surviving Terminator fights a desperate last stand as the Kroot move to encircle their prey.

Andy: The last turn of the game was pretty much a formality; with the surviving Broadside destroying the Command squad's Rhino and the other Rhino being crippled by combined Fire warrior and Crisis battlesuit shooting.

A missile from the Hammerhead tank streaked across the ruined cityscape, homing in on the lone Devastator. A distant explosion amidst the ruins marked the Devastator's death, leaving the last member of Terminator

Squad Eloi the only Salamander on the field.

The Assault phase was mercifully short. The Kroot Hounds leapt at the Terminator, finding and mauling the few weak points of his ancient Tactical Dreadnought armour. The rest of the Kroot warriors leapt forward for their share of the kill, and the last Salamander was torn to pieces by the carnivorous aliens before his massive form had hit the ground.

The Kroot would feast well that night!

The Ethereal Aun'to limped down the ruins of the building's stairs, blood oozing from the jagged gash in his chest, his face spattered with the blood of his Fire warrior escort. Under his mask of composure, he was furious, and in considerable pain. His presence in this city, rather than inspiring and guiding his soldiers for the Greater Good, was costing their lives. It had become obvious what the Gue'la were attempting to do. They wished to capture him, living or not, and dissect him with their crude instruments. They would conduct vile experiments, open his brain to see which of his organs inspired such loyalty and devotion in the other castes. No doubt they sought to replicate what they found, allowing them to glimpse true discipline and self-sacrifice. But, as was usual for the Gue'la, they were missing the point entirely. It was the nature of the Tau.

The Space Marines, allegedly the Imperium's best, had no concept of real honour or duty. Aside from their half-hearted devotion to their sham god, no more than a corpse held in stasis as far as he could tell, they had no real moral structure. The constant slaughter imposed upon them by the humans was a terrible loss to their race.

For now, they must make good the time they had bought and affect their escape. But the expansion of the Tau empire was inevitable. The Gue'la must be made to learn.

RELEASE THE HOUNDS!



Phil Kelly

Phil: Well how about that, a battle plan that actually worked pretty much from start to finish. Everything fulfilled its niche admirably, the Tau war machine fending off the Space Marines

even at close quarters. As with most games, there were several moments that really influenced the outcome of the game, the ramifications shaping what happened for the ensuing turns.

The first of these was the dice roll to see who would go first. Plain and simple, because I won it I got one turn firing at full strength before Andy's Salamanders were even off the starting blocks. I was able to stymie the advance and stagger the Space Marine's battleline, meaning it was very difficult for Andy to coordinate an attack. Hats off to the BroadSides, equipped with target locks they have more stopping power when it comes to armoured support than any other unit I have played with. As a result the slow moving Dreadnoughts posed virtually no threat whatsoever. The BroadSides were

really able to flex their muscles given their vantage point and I am truly glad I took some Drones to soak up Andy's return firepower.

The second moment was when the Assault Marines made it onto the second floor. It was quite likely that they would take down the unarmoured, Toughness 3 Ethereal, potentially causing all of my Tau to flee the building. They wounded him, but luckily the Kroot Hounds came to the rescue before they could finish the wounded Ethereal off and turn the tide. It was clumsy to let him get into close combat at all, but I wasn't expecting them to come in through the bathroom window!

The third turning point was when the rubble I was sheltering in prevented half of Andy's units from getting into assault, allowing me to stage a very effective counter-attack. The Kroot were marvellous, efficient in the Shooting phase and lethal in close assault (God bless the rule that allows everything within 6" to attack in Cityfight!). The Kroot Hounds, which I took along mainly because I felt like trying them out, were very effective, saving the Ethereal and

taking down several Salamanders and even a Terminator.

Other notable moments were the Tau Commander and one of his bodyguard falling prey not to lascannons but to rubble-strewn difficult terrain, a healthy 214 points down the drain without the Salamanders lifting a finger (and you thought you had it bad Andy!). Far more amusing for me was the point where after firing salvo after salvo at a single Tactical Space Marine to no avail, my Monat Crisis suit ended up kicking him to death in close combat.

Overall, I had a tremendous time over the course of the game. It was great to be dishing out the Tau firepower rather than being on the receiving end; it really is the most satisfying experience, and this coming from an Eldar player. Rapid fire weapons and high vantage points that allow you to attack the weak spots of enemy tanks really made up for the up close and personal style of warfare. So take the Tau to the city by all means, you'll have a blast. Just remember to bring your Kroot!

BURNIN' DOWN THE HOUSE



Andy Hoare

Andy: Well, that was brutal. One thing I've learned playing Cityfight is that as the attacker, you can expect to suffer an obscene amount of casualties taking your objective. Snatching

that objective from a well dug-in bunch of Tau? That would take some planning.

There were several highlights in the game that made it really worth it. One was when the Assault squad leapt up to the second floor of the objective building in preparation for assaulting the Ethereal and his bodyguard. Phil genuinely didn't expect it, and for a moment the three Space Marines held the key to the battle. If they could have killed the Ethereal then the morale of the surrounding defenders would have been seriously compromised. The image of the three Space Marines smashing through the ruined wall, and one falling to his death in the act, was really appealing, and the sort of event that makes Cityfight, and Warhammer 40,000 as a whole, such fun.

The other highlight was Squad Suppono assaulting the Fire warriors through the breach in the outer building. Again, this was a really heroic scene, and one

which was particularly suited to the stoic Salamanders.

As far as gameplay went, Phil's tactic of putting his Broadside battlesuit team at the top of the objective building caused me a big headache. I was expecting trouble from these guys, and I wasn't let down. It took all game to seriously hurt them, thanks to the Gun Drones soaking up the hits, a 2+ Armour save or a 4+ cover save. This unit caused the most significant casualties amongst my force.

The other difficulty Phil gave me was by fielding the large numbers of Kroot at the bottom of the objective building.

This meant that I not only had to slog it through the open killing ground under intense Tau firepower, I then had to face these multiple Attack, Strength 4 nasties when I got there. Not a pleasant thought!

For me, the point where things went downhill was when only half of my units rolled high enough on their Difficult Terrain tests to assault the enemy. This left them swinging in the breeze for another round of

Tau shooting and, as happened when the Rhinos were crippled in the first turn, and the close combat squads were pinned in the second, my troops were exposed to fire when they should have been getting stuck into close combat.

This shows two things; the importance of planning a coordinated assault, and that no matter how thoroughly you prepare that assault, if something can go wrong, it will.

The game was immensely enjoyable, and was genuinely in the balance for most of turns three and four. This is my favourite type of game, fun, tense and challenging.



Andy hopes Phil doesn't share the Kroot's carnivorous appetite.

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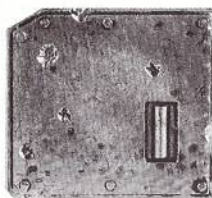
**Devastator
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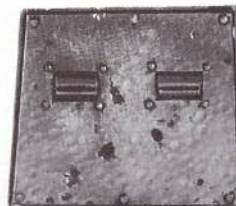
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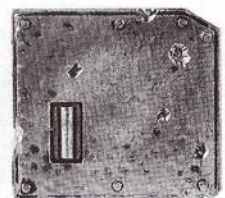
Perfect for customising your Space Marine Rhino, or Predator, these armour plates provide extra protection during the battle, making your vehicles even more deadly.



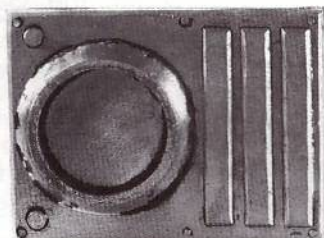
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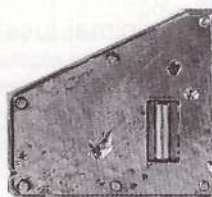
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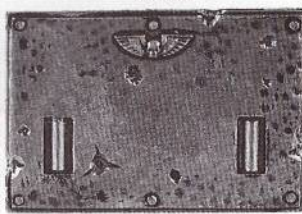
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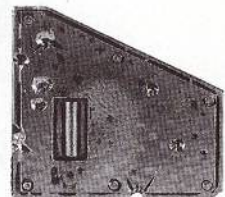
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**Track Guard 3
50p**

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

Editorial

As I write this, the first movie in the Lord of the Rings trilogy is yet to be released. Is there no end to this torture? With the movie trailer giving an even more graphic realisation of the atmosphere of the new film, I'm champing at the bit to take my place in the cinema and immerse myself in the sights and sounds of Middle-earth. December 19th can't come soon enough...

While I'm waiting, I have plenty of time to paint up some of the superbly sculpted miniatures for the new game. The problem is, which ones? The noble High Elves led by Elrond and Galadriel are amongst the front runners, as are the foul Goblins, Orcs and Uruk-hai. And then there is the host of models yet to be unleashed upon the world – models that I'm lucky enough to know about already but which don't make my choice any easier. Luckily, the Fellowship is a foregone conclusion – everyone will collect and paint them!

Anyway, enough of my bleating – what's in this month's White Dwarf?

This issue will hopefully see an influx of new Games Workshop enthusiasts who, having seen the movie, will be eager to replay the scenes from the silver screen on the tabletop. To aid these newcomers to our hobby, we have included a brief explanation of how to play the Fellowship of the Ring game, along with advice on painting Orcs.

For our regular readership we have a painting masterclass on those furry-footed heroes – the Hobbits! Add to that an exclusive interview with the trilogy's director, Peter Jackson, and another Lord of the Rings battle report and there's no doubt that everyone will find this issue exhilarating!



Paul Sawyer

Paul

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1. New Releases

All of this month's Lord of the Rings new releases.

2. Getting Started

How to play the Lord of the Rings battle game.

4. Painting Workshop

A beginner's guide to painting Mordor Orcs.

8. One Man To Bind Them All

An interview with Peter Jackson, the driving force and director of the film.

14. Painting Masterclass

How our 'Eavy Metal team painted the Hobbits of the Fellowship and Bilbo Baggins.

17. Escape from Balin's Tomb? Battle Report

Can the Fellowship survive or will the forces of Evil cut off their escape in this epic refight of the thrilling scene from the movie.



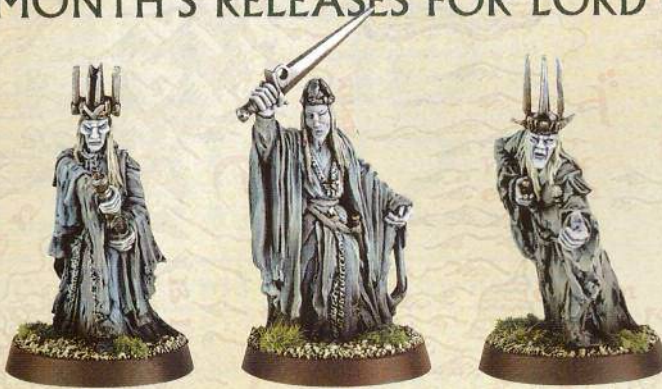
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GETTING STARTED

If you've yet to play the Lord of the Rings battle game, the best way to learn is by setting up your models and starting to play. Here you can find an encounter we have created which is a simple example of the game's mechanics and should help you pick up the basic rules.

How to play the Lord of the Rings game

LONE COMBAT

In this encounter a valorous Gondor warrior has spotted a Moria Goblin armed with a bow alone on the field of battle. As the Man rushes towards him, the cowardly Goblin hurriedly aims his weapon. Can the Man of Gondor reach the Goblin and cut him down before he gets shot?

Place a Gondor warrior with sword and shield and a Moria Goblin with bow 12"/28cm apart facing each other over a level table.



GONDOR
WARRIOR

12"/28cm

MORIA GOBLIN
WITH BOW



TURN 1

PRIORITY

At the beginning of each turn, the players must roll a dice to determine who has priority (ie, who is going first) in all the three phases of the turn. Winning this roll is therefore very important. The Good side always has priority on Turn 1, so in our example the Gondor warrior has priority.

MOVE PHASE

In this phase the models can move. The Gondor warrior moves first because the Good side has priority this turn. He has a maximum move of 6"/14cm and decides to use all of his move to rush towards the Goblin. Move the Gondor warrior 6"/14cm towards his opponent.

Now it's the Evil side's turn to move, but the Goblin decides not to and remains stationary.

SHOOT PHASE

In this phase the models can shoot

their bows. The Gondor warrior gets his chance first because his side has priority, but unfortunately he has no bow to shoot with! In the Evil side's turn to shoot, the Goblin takes aim and shoots the Man as he runs towards him. The player rolls a dice, needing a result of 5 or 6 to hit the target. He rolls a 4 and misses. Fear is obviously impairing the Goblin's aim!

FIGHT PHASE

Since no models are touching base-to-base, there will be no Fight phase this turn.

TURN 2

PRIORITY

Both players roll a dice; the Good side's result is a 3 and the Evil side's is a 5. The Evil side has scored the highest and will therefore have the priority for Turn 2.

MOVE PHASE

The Goblin realises that the Gondor warrior is going to reach him and attack him, so he cleverly decides to

move back; half his normal move of 5"/12cm. The Gondor warrior moves again at maximum speed towards the Goblin but, because the Goblin has moved back, he's still unable to reach him and engage him in combat. He ends his move 2.5"/6cm away from the Goblin.

SHOOT PHASE

Models that have only moved up to half of their maximum move distance can still use their bows, so the Goblin can shoot and this time his dice roll is a 6. The Man has been hit!

Now we must determine whether the arrow kills the warrior or is stopped by his armour or shield. To find out, the Evil side's player rolls a second dice, needing a 6 to eliminate the Gondor warrior (the Man is very well armoured!). The Goblin rolls a 5 and the Gondor warrior survives – the battle continues.

FIGHT PHASE

As in Turn 1, there will be no Fight phase this turn.

TURN 3

PRIORITY

Both players roll a dice again to determine who will go first. This time they both roll a 2, a draw. A draw means a change of priority and since the Evil side went first in the previous turn, the Good side gets to go first in Turn 3.

MOVE PHASE

The Gondor warrior seizes his opportunity and moves in contact with the Goblin, engaging him in combat. As a consequence of this, the Goblin loses his chance to move. Models cannot move out of a combat once they have been engaged.

SHOOT PHASE

This time the Goblin cannot use his bow, because he is too busy defending himself from the charge of the Gondor warrior. The Goblin therefore puts aside his bow and draws his long dagger.

FIGHT PHASE

Both players roll a dice to determine which model wins the fight and strikes

the opponent. The Man rolls a 3 and the Goblin rolls a 4, winning the fight! The surprised Man is struck and moved back 1"/2cm. Just as with shooting, now the player controlling the Goblin must roll another dice to find out if his strike is going to wound the Man.

Once again he needs a 6 for his dagger to go through the thick armour of the Man and eliminate him. He rolls a 5 and doesn't make it.

TURN 4

PRIORITY

Both players roll a dice again to determine who will go first. The Good side rolls higher and gains priority once more.

MOVE PHASE

The Man of Gondor once again charges into combat against the Goblin, stopping the creature from moving when its turn comes.

SHOOT PHASE

Again the models are locked in combat, so there is no chance for the Goblin to use his bow.

FIGHT PHASE

This time both players roll a 5. In case of a draw the model with the higher Fight value wins the fight. The Man has a Fight value of 3 and the Goblin has a Fight value of 2. The Man wins the fight and this time the Goblin is moved back 1"/2cm.

The Man also gets to roll to wound the Goblin. To do this he needs a result of 5 or 6, because the Goblin is considerably less well armoured. He rolls a 6 and kills the Goblin. The Goblin model is removed, leaving the warrior of Gondor as the only survivor and winner of the confrontation.

Now you can place the models back in their initial positions and try again to fight this one-on-one combat as many times as you like. The Goblin can try to get his revenge! After that, we suggest that you read once through the book to learn more about the particular rules you have just used.

The best way to continue and learn the rules is then to play Scenario 1: Close Encounter (on page 64 of the rules manual) and look up any rules problems as you meet them.

Of course, there is much more to the game than this but you should now have a grasp of the basic mechanics and can add a little more each time you play.

So, what are you waiting for – get playing!



Good and Evil clash in battle as High Elves & Men of Gondor take on Moria Goblins.

MORDOR ORCS



STAGE 1

After undercoating the model with Chaos Black spray and then using watered down Chaos Black paint to fill any areas the spray didn't cover, there is no set

order in which to paint a model.

However, many people like to start by painting the flesh, as it gives the model a degree of character. Put just a small quantity of Snakebite Leather from your palette onto the tip of your brush. Now paint the face, arms and legs of the model.



STAGE 2

Once the paint has dried, put a small amount of undiluted Flesh Wash onto your brush. If a drop appears at the end of your brush then you

have too much of the wash and should wipe some off. Paint this over the flesh sections you have already painted. The ink will run into the recesses of the model creating a shaded area. This process is known as a 'wash' and is a useful technique that can be applied when painting all flesh tones.



STAGE 3

Next you can paint the leather plates of the Orc's chest armour with Scorched Brown.



STAGE 4

When you come to paint the tunic, use Bestial Brown. Try to leave a thin line of black undercoat showing where the tunic meets the flesh and the leather armour. The Orc is

painted in a variety of browns and by leaving a black line, you will separate and accentuate the different sections and colours.



STAGE 5

The shield should be painted with Dark Flesh. Leave the boss and the rivets with the Chaos Black undercoat showing.



STAGE 6

Now you should 'drybrush' the scapular armour with Boltgun Metal. Put a small quantity of Boltgun Metal onto the tip of the brush and wipe most of the paint off onto a

piece of paper towel or old rag. Flick the brush lightly (and carefully) across the sections of scapular. The paint will catch on the raised surface of the model whilst the recesses will remain black.



STAGE 7

The shield straps and the hair of the Orc are painted with Codex Grey.



and rivets with Chainmail.

STAGE 8

Next you should paint the sword, shield boss

STAGE 9

You can now go over any areas of the model where paint has overlapped onto another section and carefully paint over them with the original colour.

STAGE 10

It is all too easy to ignore basing your figures, but a good base will really help make your finished model stand out. Having spent all the time and effort on painting the model, it is really worth spending just a few more minutes finishing the base.

Firstly, cover over any gaps where the model slots into the base with some masking tape. Another easy alternative is to fill the gaps in with Blu-Tac.



Paint the whole base with Goblin Green, being

careful to avoid painting the feet of the model. Once this has dried, water down a little bit of PVA glue. Two parts glue to one part water is about the right consistency. Paint this onto the top of the base, wiping off any glue that comes into contact with the model using a wet brush.



Now dip the base into green flock, shaking off any excess flock as you remove the model.

To protect the model and to matt down the glossy effect of the Flesh Wash, spray the model with Clear Varnish.



The finished Mordor Orc

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

THE BATTLE FOR BALIN'S TOMB

19th December 2001

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FROM THE MOTION PICTURE

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



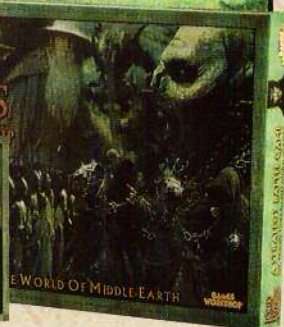
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ONE MAN TO BIND THEM ALL

A world exclusive interview with Peter Jackson

Peter Jackson, the highly sought-after director of the Lord of the Rings film trilogy, kindly gave our Lord of the Rings Marketing Manager John Paul Brisigotti a couple of hours whilst he was working on the movie soundtrack in London. John Paul seized this exclusive chance to ask him a few questions about the process of making the film...

John Paul Brisigotti: When did you decide that you wanted to tackle The Lord of the Rings as a film project?

Peter Jackson: Well, it wasn't a long-held desire of mine to make The Lord of the Rings. I'm sure a lot of people will think that it was an ambition of mine for twenty years that I finally got to realise, but that's not true. My first encounter with The Lord of the Rings was watching the animated film when it was first released in 1978. I saw the movie and that made me want to know more – the film was a little confusing and didn't have the whole story so you didn't quite know what was going on, but it was still interesting. I liked the idea of Frodo and the Hobbits carrying the ring and I wanted to know what the real story was, so I read the book. I was about

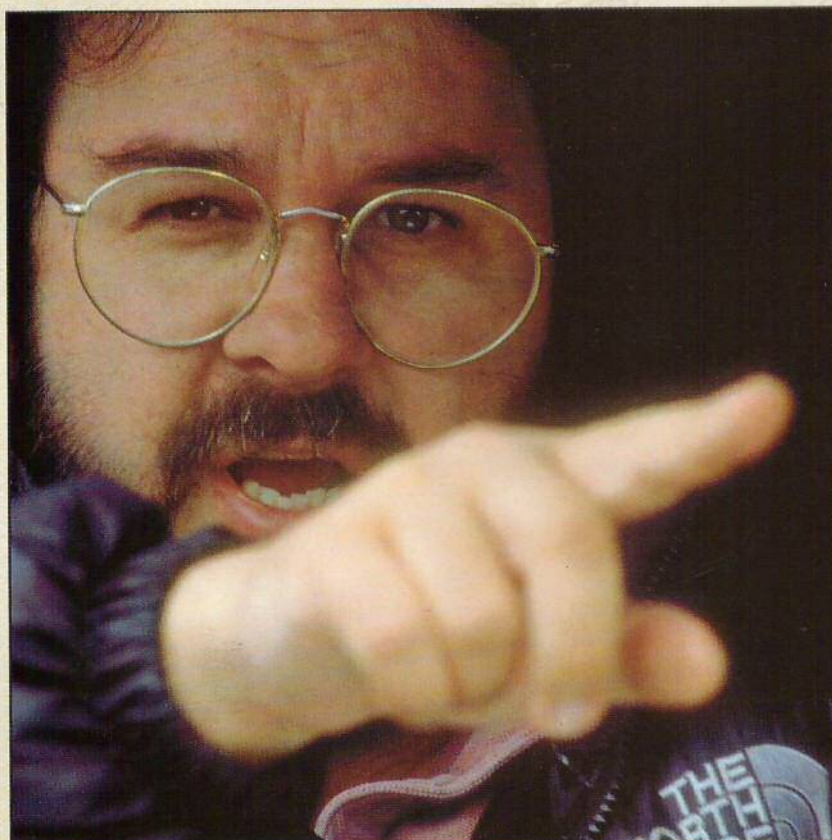
18 years old and at the time I thought, 'Wow, this would make a really great movie!', but I wasn't a professional film maker back in those days, so I had no particular thought at all that I would be making the film. I just thought it would be a great movie to see when somebody else made it.

As a teenager, I had done some stop motion animation on Super 8 – I was a big Ray Harryhausen fan – then, when I left school, I became a photo engraver with the local newspaper, and over the next few years I broke into films. But rather than breaking into films professionally, I ended up shooting Bad Taste over four years of weekends. After seven years, I was able to leave my newspaper job and become a film maker. I worked with Richard Taylor of WETA early on in

Meet the Feebles, and during that time we always did our own effects – such as on Braindead and Heavenly Creatures. Then Jurassic Park came out, which featured amazing effects and I started to think that if I was to continue to do my own effects, then I would have to get into CGI. We bought some computers and began doing our own digital effects for The Frighteners. It was at that time in 1995 that the idea of doing The Lord of the Rings as a movie was born.

We were in post-production with The Frighteners, and I was thinking about what I wanted to do next since we had established a computer effects team. Richard Taylor and I had formed WETA, giving us a considerable resource and I thought we could finally do a fantasy film, the kind I loved as a kid, like the Ray Harryhausen films. In the hundred years that films have been made, the fantasy genre has not been well served. We talked about developing an original fantasy film – "like The Lord of the Rings". Then we began to wonder about the rights to The Lord of the Rings itself. Since the animated film, 20 years ago, nothing had happened. After some phone calls, I discovered that Saul Zaentz had the rights – he'd actually produced the animated movie and we were told that he had been approached by several film-makers over the years but didn't really have any ambition to make a live action film. This started a chain of events which led us to dealing with Miramax and then onto New Line. The whole legal process took about a year and a half to get the rights before we could begin work on the films in 1997.

JPB: Obviously you've been aware of The Lord of the Rings since you were 18, but were you taken by it, as many fans are, and read it over and over again?





In honour of Peter Jackson, Brian Nelson sculpted him in 28mm Hobbit form. Peter is renowned for hardly ever wearing shoes (just like Hobbits!)

PJ: No, I hadn't read it at all in the intervening 20 years. I wasn't the sort of person who would read it every year, I had just logged it away as a great book. But now, obviously, I've read it a million times, back to front and sideways!

JPB: Were you prepared for The Lord of the Rings fan base that already existed, and the passion and enthusiasm that was out there before you started thinking about the project in 1995?

PJ: I was aware of it to some extent. I wasn't part of it, but in the past it had been a very quiet group in some respects because the property hadn't been overly merchandised. During that period, it wasn't as if you were surrounded in toy shops with The Lord of the Rings. It has never been in the consciousness of the public like Star Trek or Star Wars has, but it obviously has a very loyal group of readers. Whereas Star Wars and Star Trek were born from films and television and are much more merchandising focused, in a way, The Lord of the Rings world is more interesting as it's based on a fifty year-old book, which in itself is the

work of a lifetime. It is fascinating that one man spent his life developing this world, and Tolkien himself admitted that the primary reason to develop Middle-earth and the stories was because he was interested in words and language. After Tolkien wrote Elvish and designed the language, he needed to create the world that it was based in, so it's a very interesting phenomenon indeed.

JPB: Who's your favourite character in the film?

PJ: Well, it's difficult to say, but the character I relate to the most is Bilbo Baggins. I regard myself as a Hobbit and I think that I have Hobbit traits like Bilbo – his love of sitting in front of the fire and having a quiet life, and his discomfort at being thrust into adventures is something I can relate to quite well. There are a lot of great characters and I think in terms of the movie we have made, it is Frodo that most people will relate to. He is the character your heart goes out to the quickest because he's the one who goes on the journey not knowing what to expect, and has to deal with whatever comes at him.

JPB: What about the more heroic characters, such as Aragorn and Boromir?

PJ: They are characters that are more fun but they are not really us, as they are far more heroic than ordinary people tend to be. I'm sure most of us would regard ourselves as being much more like Frodo.

JPB: Making The Lord of the Rings as three films may seem like an obvious choice considering that is how the books were written, but as this has never been done before, and from what I hear it's not likely to be done again, how did you get New Line to agree to such a big project?

PJ: We knew that there had to be more than one film right from the start. We developed two for a while with Miramax, who were originally producing it with us, and we were never going to do three. Ultimately, they revised that down to one when they realised how much two were going to cost. The one film was not even going to be like the first book but more like the whole of The Lord of the Rings reduced into one film. It was at this point that we pitched it to New Line who very quickly embraced



Peter loves to film in the amazing landscape of New Zealand, where he lives.

the idea of three films. Bob Shaye, the chairman of the company, asked straight away why we should make one or two films when it clearly ought to be three – so he was completely supportive from day one.

The advantage of three films is that you can do *The Lord of the Rings* justice, but it's still not enough time to develop everything that everybody loves in the book. Having just finished the cutting of *The Fellowship of the Ring*, we have a movie that is two hours and 50 minutes long. That still doesn't have every character from *The Fellowship of the Ring* in it or every single event, as you would literally need five or six hours to do the first book as it was written. It does, however, allow you to have the most memorable events and most of the characters.

The hard part of doing three films is fairly obvious. It is a lot of work as you are shooting for fourteen to fifteen months. It makes you tired, people get stressed and the logistics of such a huge organisation are unbelievable. The advantages are really great, though, because you are making the first film knowing that you are also making the second and the third, and can develop them as

separate films able to stand on their own. You know where the story is going to end when you are making the first film, and it's mapped out in advance. Where this will become more obvious is when people are able to see all three films together. They will be able to see the advantages of doing it in this way instead of just making a film and then making sequels, as the dynamics are very different.

JPB: There are people who will not be aware of the story when they go to see the film, and the fact that there is a huge cliffhanger at the end of each book will be a surprise to a lot of them, especially as they will have to wait another twelve months for the next installment. How have you tackled the problem of trying to make each film a separate experience whilst keeping people excited between films.

PJ: We have tried to create an ending to each film that is satisfactory in itself but will also leave people wanting to see what happens next. It's a very tricky balance. Having a total cliffhanger, a bit like the end of *The Empire Strikes Back* where Han Solo is encased in carbonite, is a little unsatisfying. We don't want people walking out at the end not really feeling fulfilled. We wanted to create

an ending where people feel that they have seen an ending whilst the story itself obviously still has places to go.

JPB: What made you want to do the film in New Zealand?

PJ: The principle reason why is because I'm based there. I live in New Zealand and that's where I like to work as it gives me a lot of freedom as a family man. I'm like a Hobbit; I like to stay in the Shire. I don't want to travel out into the big bad world so I consciously look for movies that I can do locally. If *The Lord of the Rings* had been set in the middle of Rome or on the Venetian canals, I probably wouldn't have even thought about doing it. The fact that *The Lord of the Rings* is totally about the environment and unspoiled landscapes and has exactly the sort of landscape that we have in New Zealand was part of the reason why my brain went there. I'm always thinking about what I can make down here. *The Lord of the Rings* is set in a European pre-history, and New Zealand is a form of unspoiled European landscape. We have a very similar climate to Europe and similar vegetation, with a slightly more rugged landscape: a wild, slightly primitive look.

JPB: The logistics of making three major motion pictures in such a landscape must have been daunting.

PJ: It's like waging a war really. You have to move hordes of troops around and it's all about transport and communications. It's about logistics – shifting 300 people all around the island and then finding them hotel rooms. The good thing about New Zealand is that it is a civilised country and has its own road, rail and air networks, and it's small. That helps a lot because moving 300 people from one side of the island to the other can happen within two hours.

JPB: When you started out in 1995 you must have had a vision of what could be done with *The Lord of the Rings*. How does that compare now that you are nearing completion of the first film? Has it fulfilled what you had in your head then, or have you ended up going in a completely different direction?

PJ: It's been such a long and developing organic process that I can't quite remember what was in my head back in 1995. It's almost impossible to compare one moment now to five years ago because every day things alter and change, which is part of the fun of it.

Having decided to make the movie, I sat down with Fran [Walsh] and Philippa [Boyens], who wrote the screenplay for the movie, and they added ideas of their own which I never would have thought of, and then suddenly it took on a life of its own and went far beyond what I was imagining. I then brought in the design team and all of Richard Taylor's guys: Alan Lee, John Howe and everyone else that we had designing, and they were consistently coming up with stuff which was much bigger than I had imagined. I'd be sitting there imagining what the Mines of Moria or the Dark Tower looked like, but when John Howe showed us his drawing of the Dark Tower it elevated the idea to somewhere else entirely. You also have a very exciting stage when the actors come on board. You can imagine the way that Gandalf talks but you don't have the chance to hear that until Sir Ian McKellen begins

work, and then that takes you into a totally different direction again. It's constantly evolving and developing. My job as the director is to be the final filter. I try to involve everybody and encourage ideas and then let the project evolve and not control it too much, so I don't inhibit anyone. I never say to people just do it my way or just do as you are told, as that would be the most inhibiting and tragic thing that could happen on a project like this. I try to encourage freeform ideas and good creative input, and generally steer it towards a common direction. Only then am I the final filter, when it comes down to whether we do A or B.

JPB: Were you aware of Games Workshop before we got involved in the project?

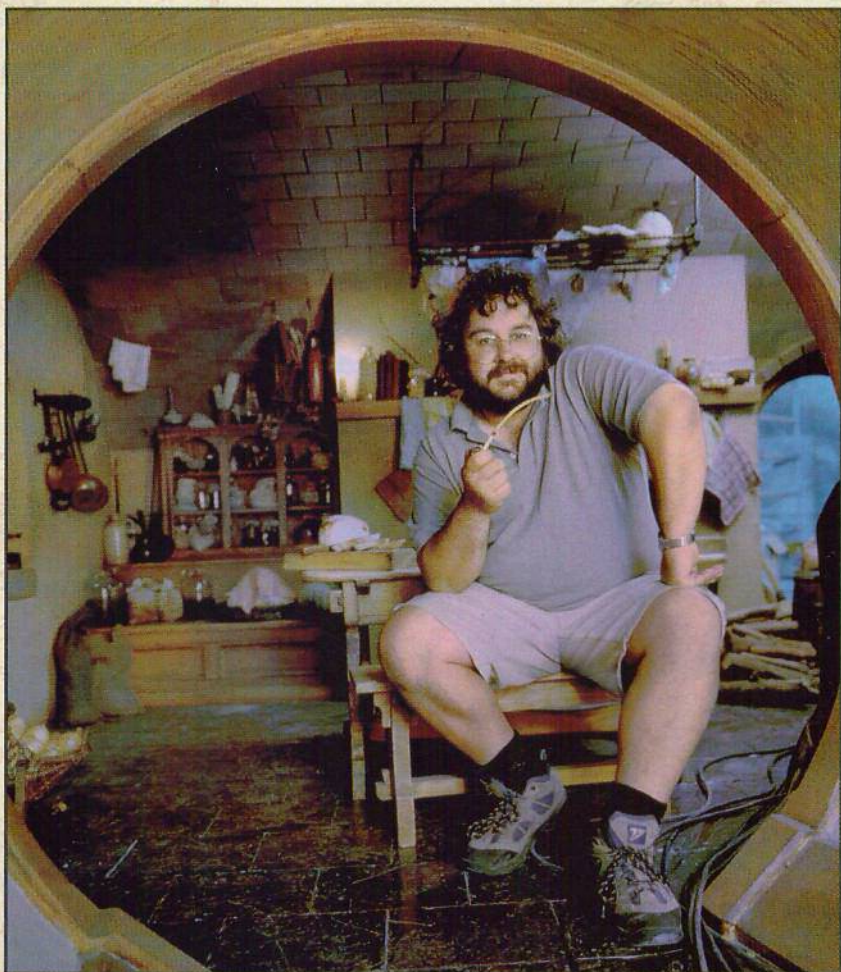
PJ: Yes I was. I have never played any of your games but I have always been intrigued, what with my love of Ray Harryhausen fantasy and all that. In Wellington, right at the foot of the

stairs that lead to the local cinema is a Games Workshop store. Trouble is, I always go to the movies at night, so the store is always closed! So for many years I have stopped to look at the wonderfully painted figures in the window.

JPB: Are you already thinking about what's next after *Lord of the Rings*?

PJ: I'm not really thinking too much about what's next. Having just got the first film done, I'm interested to see how we will be cutting the second and third movies together, having shot all three back-to-back, and how people will react to the first film. What comes after that, who knows? We probably have another two years work before the whole project is complete, and right now that seems like a long way off.

JPB: Thank you for your time Peter, and may I wish you the best of luck for the film from everybody at Games Workshop.



Peter rather fancies the life of a Hobbit.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



The Orcs of Moria
Medallion No. 1 / Jan. '02 Release

Exclusive Medallion Program

Sideshow / Weta is offering a unique collectible program to Lord of the Rings fans worldwide. A very special line of Lord of the Rings Medallions, 24 different pieces in all, have been created for this exclusive offering. The original Medallion sculptures were created at the Weta Workshop, the same group who helped realize Peter Jackson's vision of Tolkien's world.

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Back of
Medallion No. 1



The Nazgûl
Medallion No. 2
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The Industry of
Isengard
Medallion No. 3
Mar. '02 Release



The Last Alliance
Medallion No. 4
April '02 Release



The Birth of the Uruk-hai
Medallion No. 5
May '02 Release



The Soldiers of the White Hand
Medallion No. 6
June '02 Release

Weta Workshop Ltd. is New Zealand's foremost special effects facility. The Lord of the Rings, Weta Workshop's latest project, has immersed the company for the past four years in the conceptualization, creation and on set operation of the creatures, miniatures, armor, weapons and special make-up effects for these epic films. Now Weta Workshop, in partnership with Sideshow Toy of the U.S., are proud to offer a wide range of collectible product that is an amazing representation of The Lord of the Rings motion pictures.

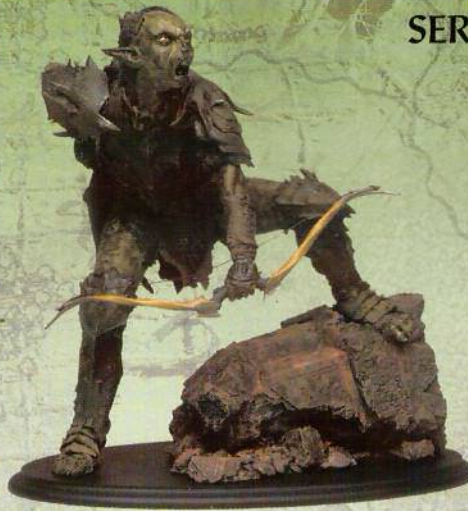
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Busts

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PAINTING MASTERCLASS

The Hobbits of the Fellowship and Bilbo Baggins

Hobbits are central characters in the Lord of the Rings trilogy. Space McQuirk asked our 'Eavy Metal team how they went about painting Frodo, Pippin, Sam, Merry and Bilbo.

GETTING STARTED

All of the models were given an undercoat with Chaos Black spray and any sections which the spray had missed were then painted over with watered-down Chaos Black.



Frodo Baggins



Samwise Gamgee



Meriadoc 'Merry' Brandybuck



Peregrin 'Pippin' Took



Bilbo Baggins

The hands and feet of the hobbits are painted with the same initial basecoat and highlight stages used on the faces.

PAINTING THE FACES

Each of the Hobbits' flesh sections were painted with the same basic colours. Starting with a basecoat of Bestial Brown, an equal quantity of Dwarf Flesh was then added for the first highlight. Dwarf Flesh was then used on its own followed by a final highlight of Elf Flesh onto the most prominent parts of the flesh such as the nose, cheekbones, chin and knuckles. Each of the flesh areas was then given a Flesh Wash. To create a more earthy appearance on the model of Sam, the final highlight of Elf Flesh was left out.

To finish off the faces, an equal parts mix of Bestial Brown, Dwarf Flesh and Dark Flesh was painted onto the bottom lips. This mix was also used to add some colour to Pippin's cheeks.

Bilbo's face was painted slightly differently to represent the fact that he is much older than the other Hobbits. The same basecoat was used, adding a small amount of Fortress Grey to the Dwarf Flesh in the highlight stages. The same mix that had been used for Pippin was also applied to Bilbo's cheeks.



Black, adding small amounts of Bleached Bone for each successive highlight.



A basecoat of Dark Flesh, to which a small amount of Chaos Black had been added, was used to paint Frodo's jacket. An equal

FRODO

The trousers were painted with a basecoat mix of Scorched Brown and a small amount of Chaos

An equal mix of Bestial Brown and Chaos Black was used to paint the basecoat for the inner vest. This was first highlighted with Bestial Brown followed by a final highlight of Snakebite Leather.

SAM

Bleached Bone was used to paint the basecoat of the shirt followed by a highlight of Skull White.



Using an equal mix of Scorched Brown, Goblin Green and Chaos Black for the basecoat, the trousers were then given successive highlights by adding small amounts of Bleached Bone to the mix. Once this had dried, a final glaze of a thinned-down mix of equal parts Black Ink and Green Ink was applied.



Sam's jacket was painted with a similar basecoat to that of the trousers, except that slightly more Chaos Black and Scorched Brown were put into the mix. Small amounts of Fortress Grey were added to this for each successive highlight.

quantity of Vomit Brown was added for the highlights, mixing in a small amount of Bleached Bone for the final stage.

The cloak was given a basecoat mix of Dark Angels Green, darkened slightly with a touch of Chaos Black. An equal quantity of Goblin Green was added to this mix for the first highlight, finishing off by adding a small amount of Bleached Bone.



Frodo's hair was left with the Chaos Black undercoat as a basecoat, then, using a small drybrush highlighted with Codex Grey. The paint on the brush was left a little wetter than normal to avoid



the grainy effect that drybrushing can often leave. The hair on his feet was then painted using the same method.



The cloak was painted using the same technique that was used for the trousers, but then went through an extra highlight stage using Skull White before the glaze was applied.



Bestial Brown was used for the basecoat of the hair and Snakebite Leather for the highlights. The hair on his feet was then painted using the same method.

PAINTING SWORDS

Each of the Hobbits' swords were painted with a basecoat of Boltgun Metal, highlighted first with Chainmail, then again with a highlight of Mithril Silver.



Merry and Sam's swords were then given a wash with a thinned-down mix of Brown Ink and Black Ink to create a rusty effect. Frodo's was left gleaming as he wields the magical sword *Sting*. If you want to represent *Sting* as it glows when enemies are close, apply a thinned down wash of Blue Ink after the final highlight stage.





MERRY

The trousers were painted with a basecoat mix of slightly more Scorched Brown than Chaos Black. Bleached Bone was then added to

this mix for each highlight stage.



Using three parts Chaos Black to one part Bubonic Brown, a small amount of Red Gore was then added to create the basecoat mix for Merry's cloak. To highlight, a little bit of Codex Grey was then added.



After painting the coat with Dark Angels Green, the same basecoat mix that had been used for the cloak was then added, mixing it in equal quantities to the Dark Angels Green. To finish off the highlights on the coat, the original basecoat mix used on the cloak was applied.

The vest was painted with an equal parts mix of Vomit Brown and Bubonic Brown. For successive highlights, more Bubonic Brown was mixed in followed by a little quantity of Bleached Bone. The final highlight was Bleached Bone on its own. Watering down Vermin Brown until it was a very thin consistency, the whole vest was given a final wash.

Scorched Brown was used as a basecoat to paint the hair, adding an equal quantity of Bleached Bone for the first highlight. More Bleached Bone was then added for the second highlight stage before giving the hair a wash with greatly thinned down Scorched Brown. The hair on his feet was then painted using the same method.



The bag was painted with a basecoat mix of equal quantities Scorched Brown and Chaos Black. This was then highlighted with Scorched Brown on its own. The final highlight was an equal quantity mix of Scorched Brown and Codex Grey.



PIPPIN

Pippin's shirt was given a basecoat of Bleached Bone and then highlighted with Skull White.

Using an equal parts mix of Scorched

Brown, Codex Grey and Chaos Black, this basecoat was applied to the trousers. They were then given successive highlights by adding increasing amounts of Bleached Bone to the original mix.



The jacket was painted with a basecoat mix of Regal Blue, again darkened with a small amount of Chaos Black. Increasing amounts of Fortress Grey were then added for each successive highlight.



Codex Grey was used as a basecoat for the tie, adding small amounts of Bleached Bone for the highlights.



The hair was painted with Scorched Brown, and no highlights or shading were added. The hair on his feet was then painted using the same method.



A small quantity of Chaos Black was mixed in with Red Gore to paint the basecoat of Pippin's cloak. This was then painted with Red Gore for the first highlight stage, adding a small amount of Bleached Bone to Red Gore for a second highlight. The whole cloak was then given a thinned down glaze with an equal parts mix of Red Ink and Chestnut Ink. Finally the hem of the cloak was drybrushed with a mix of Shadow Grey, darkened with a touch of Chaos Black.



BILBO

An equal parts mix of Chaos Black and Scorched Brown was used to paint the trousers. Bleached Bone with a small amount of Fortress Grey was

then applied for the highlight stages.



After painting Bilbo's shirt with Bleached Bone, it was then highlighted with Skull White. The cravat was painted with an equal parts basecoat mix of Dark Angels Green and Fortress Grey and highlighted by adding a small amount of Fortress Grey to the mix for each successive stage.



A basecoat mix of equal parts Red Gore and Blood Red, to which a small amount of Scorched Brown had been added, was used to paint the waistcoat. To highlight this an equal quantity of Blood Red was mixed into the original basecoat, followed by small amounts of Bronzed Flesh for successive highlights.

Once this was dry, the jacket was given a thinned down wash of Red ink. The gold buttons were painted with an equal quantity mix of Shining Gold and Mithril Silver.



To paint Bilbo's dinner jacket, a basecoat of Red Gore and Chaos Black was applied. Making an equal parts mix of Red Gore and Bleached Bone, this was then added in roughly equal quantities to the original basecoat mix. For successive highlights, small amounts of Bleached Bone

were added to the mix before giving the jacket a thinned-down glaze with a mix of Red Ink and Chestnut Ink.



The Green lapels of the jacket were painted with a basecoat mix of Goblin Green and Scorched Brown, with a touch of Bleached Bone for the highlight stages.



Fortress Grey was used to paint the pages of the book. The outer cover was given a basecoat of Red Gore and highlighted by

adding a small amount of Bronzed Flesh to this. The star on the cover was painted with Mithril Silver.



Bilbo's hair was painted with a basecoat of Codex Grey to which a small amount of Scorched Brown had been added. This was then highlighted by adding Skull White. These colours were also used to paint Bilbo's feet. The hair on his feet was then painted using the same method.



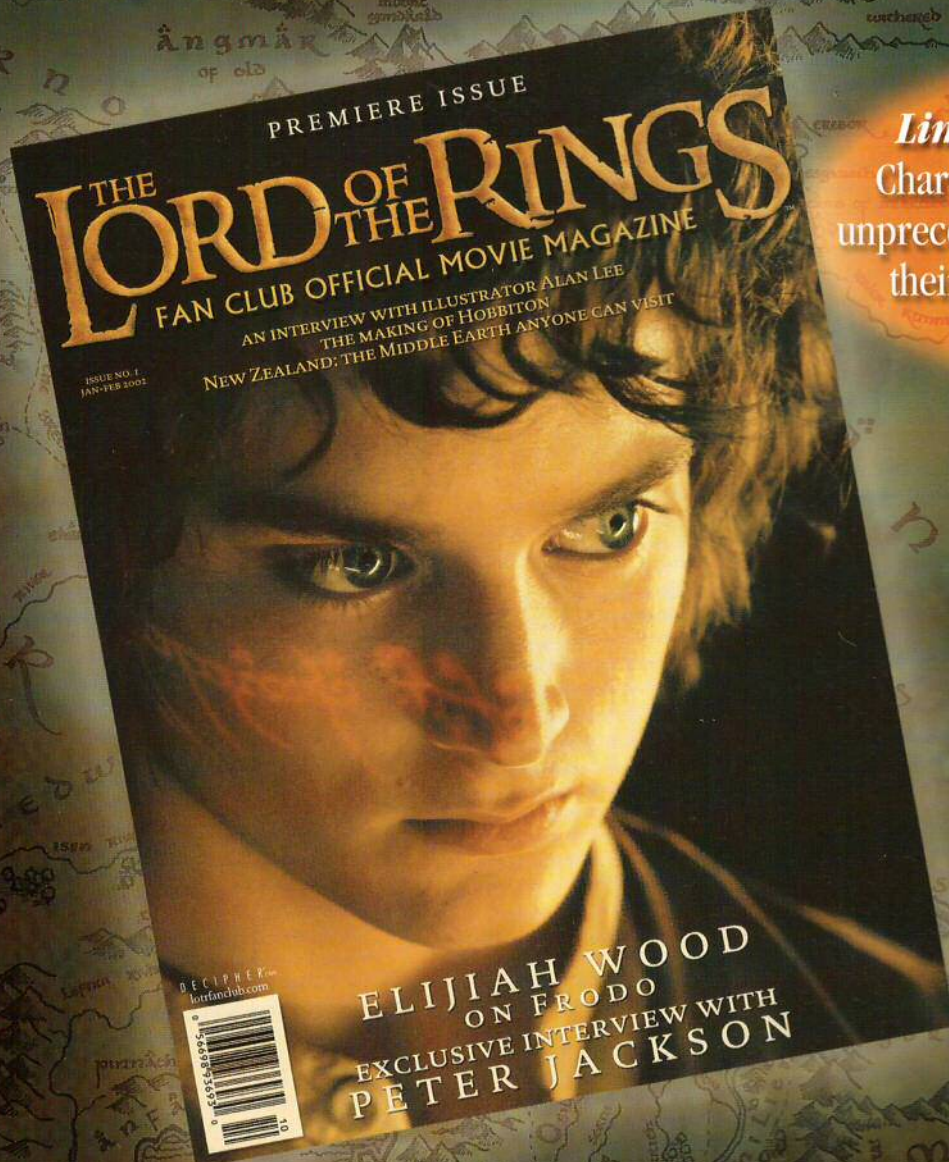
The area around the ring received a mix of Dwarf Flesh and Chaos black to give contrast to the ring, which was painted with Shining Gold.

BASING THE HOBBITS

Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with static grass.



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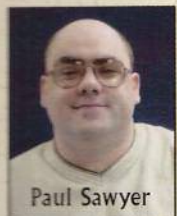
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NEW LINE CINEMA
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Battle reports are a cornerstone of White Dwarf, chronicling the cut and thrust of a game along with the thoughts of the players. For this month's battle report we introduce the Fellowship as they attempt to flee Balin's Tomb in the heart of the Mines of Moria...



Paul Sawyer

This month's battle report attempts to re-enact one of the key scenes in the Fellowship of the Ring movie. The Fellowship are set upon by the denizens of the Mines of

Moria and must fight for their lives against hordes of Moria Goblins and a huge Cave Troll.

Unlike the Lord of the Rings movies, which follow a distinct storyline, our games have several elements that keep the players on their toes throughout each scenario. Amongst these imponderables are the players' own experience and strategies along with the

whim of Lady Luck and her fickle servants, the dice.

Whilst the Fellowship win through in the movie (not unscathed mind!) it doesn't necessarily follow that the player in command of the Fellowship will have such good fortune! After all, it'd be a pretty dull game if one side always won, wouldn't it?

The focus of this month's battle report is to guide those of you who have yet to play the Fellowship of the Ring game through how the system works. "Easy to learn, difficult to master" is a phrase associated with the Fellowship of the Ring game. As you will see in the following pages, it is mastery of these elements that will determine whether you win or lose your battles.

ESCAPE FROM BALIN'S TOMB?

An introductory Lord of the Rings battle report

Having said that, we have chosen to play the 'Escape from Balin's Tomb' scenario and this would be a huge challenge for White Dwarf's own Matt Hutson commanding the forces of evil. Why? Because despite the presence of a hulking Cave Troll and a multitude of Moria Goblins, this has proved a very tough scenario for the bad guys, although it can get perilously close.

So, the pressure was on Rowland Cox to keep up the trend, and in the two practice games played prior to this battle report, the Fellowship had little problem making their escape. Would it be third time lucky for Matt and the Goblins or would Rowland complete his hat-trick in style?

Read on and we'll see...



The Fellowship prepare for the Moria Goblin attack.

SCENARIO 3 – BALIN'S TOMB

DESCRIPTION

As the Fellowship races through Moria in an attempt to cross beneath the Misty Mountains, they come across the ruin of a battle fought many years before by Dwarfs and Goblins. To their horror they discover the tomb of the Dwarf Lord Balin surrounded by the broken bodies of the last Dwarf defenders of his underground kingdom. As if that were not bad enough, the current rulers of Moria have found them out. Suddenly they are surrounded by ferocious Goblins and must fight a running battle to escape.

PARTICIPANTS

On the Good side there are Gandalf, Aragorn, Boromir, Legolas, Gimli, Frodo, Sam, Merry and Pippin – ie, the complete Fellowship.

On the Evil side there are 36 Moria Goblins, 3 Moria Goblin Captains and a Cave Troll. These are divided into three groups of 12 Goblins led by a Captain with the Cave Troll as part of any group. 12 Goblins have spears, 12 have swords and 12 have bows, but these can be divided into the groups in any proportion.

LAYOUT

You will need an area that is at least 48"/112cm square. The whole area represents a vast underground chamber with four entrances, one per side. If you don't have an area quite this wide you can compensate by adding one or more turns before the Goblins appear at the side entrances to the chamber.

Balin's tomb occupies the centre of the chamber and is placed on a raised platform approximately 10"/24cm by 6"/14cm and about 1"/2cm high. The floor of the chamber is littered with fallen masonry, rubble and piles of old bones, producing a maze of low obstacles and occasional impassable barriers. These are set up to make pathways and provide cover – see the map for an example of how you might do this.

STARTING POSITIONS

The Good side sets up first at one entrance as shown on the map.

Once the Good side has set up, the Evil side sets up one group at each of the

three remaining entrances. Each group comprises one third of the number of models available to the Evil side. Each group must include a Hero.

OBJECTIVES

The Good side must attempt to reach the entrance on the opposite side and leave the chamber with as many models as possible. The Evil side must try to slay as many of their enemies as possible before they can escape.

The Good side wins if more Good models escape from the chamber than are killed. If you are playing with the actual participants, one of the escapees must include Frodo.

The Evil side wins if more models are killed than escape. If you are playing with the actual participants, then the Evil side wins immediately if Frodo is killed.

In the event of equal numbers escaping and being slain (not possible with nine of course!) the result is a draw.

The game is played until one side or the other has either escaped with sufficient models or slain sufficient models to meet its objective.

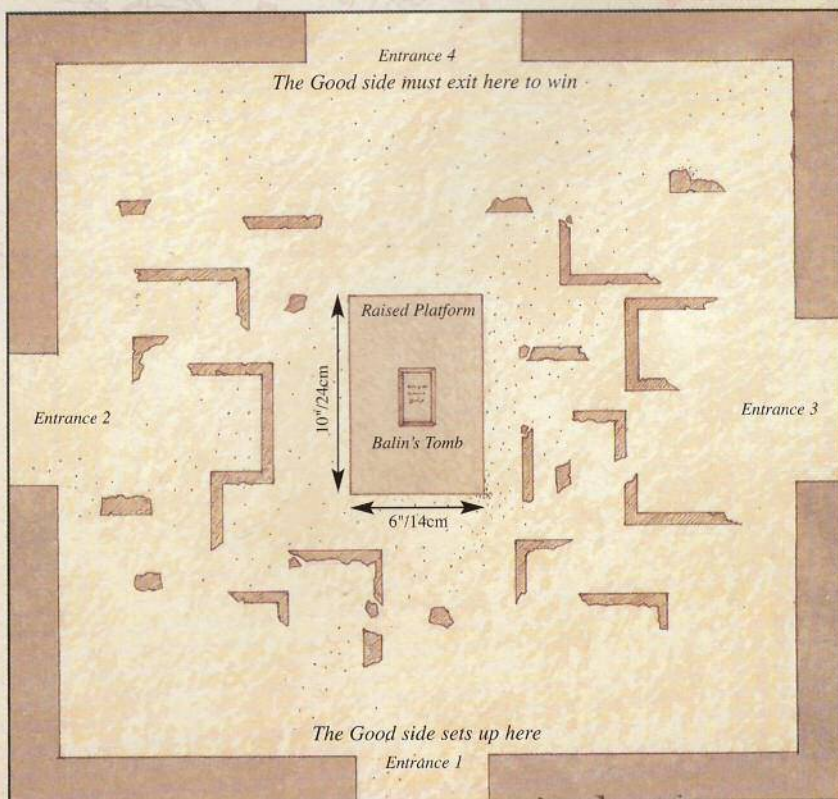
SPECIAL RULES

In the first turn the Evil side is only allowed to act with one of its groups – the Evil player can decide which group to activate. As the Good player gets priority (standard rule), the Evil player will be able to see which way his enemies move before activating his force. In the second turn the Evil player can activate one of his two remaining groups. In the third turn the last group is activated. Note that because the Evil forces are divided in this way, this makes an ideal game for an Evil team of three players.

As this battle takes place before the Fellowship's encounter with Galadriel in Lothlorien, none of the company can have Elven cloaks.

Note that the low walls and obstacles that litter the chamber are no barrier to the movement of Moria Goblins, enabling them to cut corners and leap over walls whilst the Good models are weaving about trying to get away. This makes the Moria Goblins seem a great deal faster than you might expect.

For full rules on how to play this scenario with different forces turn to page 68 of the rules manual.



PROTECT THE RING BEARER

Rowland: I would be facing 39 Goblins and a Cave Troll. The good news was, I had the Fellowship to fight with. I knew from previous experience that numbers really do count, and hand weapon armed Goblins supported by Goblins with spears could be very nasty indeed. Add to that the Goblin Captains, who could add their Might to combat results, and I could see some tricky moments ahead. Oh yes, and the Cave Troll. He's only Strength 6, with a Fight Value of 6 and 3 Attacks. Ouch.

I had to ensure the safety of Frodo, so I would keep Aragorn near him as a bodyguard, along with his other Hobbit friends. This would leave the rest of the Fellowship to act proactively to any threats. My greatest chance of escape and victory would be to destroy the Goblin groups one at a time. If the Goblins managed to regroup at the exit

and attack with numbers then the Fellowship would suffer badly. In order to whittle their numbers down I would advance down one side of Balin's tomb and engage the nearest Goblins with shooting and spells, before finishing them off in hand-to-hand combat. I would move as quickly as possible to keep the pressure on Matt. Then it would come down to what Matt had done to block my exit with the rest of his forces. I was expecting him to hold back as long as possible and shoot the Fellowship with his Goblin archers. Typical Goblin cowardice.

Using the Fellowship in a characterful way would be a great challenge. Cutting a swathe through the Goblins would be easy enough, but ensuring the safety of Frodo was essential.

After all, the Ring bearer must live!



Rowland and Matt discuss the scenario before the game.

AN EVIL PLAN

Matt: One on one, a Moria Goblin doesn't stand a chance against a character such as Aragorn or Gimli. Even if it did manage to win a round of combat, I would still need to roll a 6 followed by a 4 just to wound Gimli. Against ten Goblins, however, the odds start to look a bit more favourable.

My plan would be simple. To win the game I would have to take full advantage of my main strength: numbers. Instead of charging in piecemeal, each of my groups would hold off and create a ring around the Fellowship. Then, as the Fellowship move across the board I would slowly tighten this ring until the opportunity arose where I could charge in with everyone at once. If Rowland wised up

to this plan and tried to escape the trap, I could simply throw in a few Goblins to slow him down.

For this plan to work I would need to get around the back of the Fellowship. To accomplish this I chose bow armed Goblins which I would deploy on the flanks. Hopefully, Rowland wouldn't see them as too much of a threat and would ignore them. All of my really hard stuff, such as the Cave Troll, would start opposite the Fellowship making it impossible for Rowland to avoid them. To keep myself amused while I tightened the trap, I planned to pepper the Fellowship with arrows. There's not much point shooting at characters like

Frodo or Gimli as their Defence values are just too high so I would concentrate these shots on the Hobbits (because I thought it would be very entertaining).

Combat would be where the game would be won or lost. This is where the Fellowship really excels as they can combine all their special skills, high Fight values and Might making them extremely deadly. To beat them I would have to split them up and surround them. You just can't afford to give them too many attacks because if they roll a 6 you've had it due to their high Fight values. Therefore, I would need to take full advantage of my numbers and, hopefully, what little Might I had would nullify theirs.



THE FELLOWSHIP OF THE RING



MORIA GOBLIN AMBUSH





The Fellowship cautiously enter Balin's tomb, wary of the Goblin hordes.

TURN ONE

Rowland moved the Fellowship off to the right, keeping the group together in a tight formation. Before Rowland could perform any other actions, Matt completed the Move phase by moving his own models. In this scenario Matt was able to initiate one group each turn. He chose to move the Goblins on the right in an attempt to intercept Rowland's force. With both sides unable to see each other for shooting purposes, and nobody engaged, they moved swiftly on to the next turn.

TURN TWO

From this point on in the game the turn sequence changes. Both players must roll a die and the player with the highest score, gets to act first in each phase. This is known as Priority (in the case of a draw Priority changes from one side to another). This turn it stayed with the good guys and Rowland continued to move the Fellowship towards the right hand side of Balin's tomb. Matt could now initiate a second group and so he brought the Goblins on the left entrance in towards the Fellowship.

Now the turn moved on to the Shoot phase. Rowland had priority so got to shoot first. A model may move up to half its normal move distance and still

shoot. Legolas and Aragorn had both only moved 3" and so fired at the Goblins. In order to shoot, Aragorn had to equal or better his Shooting value of 3+. Aragorn missed with his one shot, but Legolas has a special rule called Deadly Shot which allows him to fire three times instead of the normal one. Although Legolas could see the Goblins, they were partially hidden by a ruined wall, which counted as an obstacle. Rowland rolled to hit – Legolas also has a Shooting value of 3+ – and all three shots found their mark. Now Rowland had to roll to see if any arrows hit obstacles. On a roll of 1, 2 or 3 they would miss the Goblins and hit the wall instead – and only one shot managed to find its target. Now Rowland rolled to see if his arrow, with a Strength value of 3, would get past the Goblin's Defence value of 4. Rolling a 5, Rowland cross-referenced the values on the chart and let out a triumphant cry – first blood had gone to the Fellowship!

Now it was Matt's turn to see if any of the Goblins could avenge their loss. Matt measured the range beforehand (The Lord of the Rings game allows players

to measure distances before deciding to fire). Three of the five remaining Goblins had clear shots at Pippin. Goblins have a Shooting value of 5+ and all three missed the mark. Their comrades obscured the other two Goblins' shots but Matt was still able to fire. One of the rules for shooting is that the forces of evil may shoot through their own side. They must roll to hit as normal but if they do they must make a second roll. If they roll a 1, 2 or 3 then they have hit their comrade and must resolve the effects as normal. Unfortunately Matt missed with both of these shots, so both Legolas and the Goblins in front were safe from harm.

Heroes have characteristic profiles just like ordinary warriors. In addition they have three heroic characteristics, namely Might, Fate and Will. Unlike other characteristics these are represented by a store of points that are used up during the game. Players must decide for themselves the best time to use their rare and precious Might, Fate and Will.

Rowland: From previous games I had learned that missile fire from heroes can often prove to be very effective. With this in mind I made sure that I used the Move phase to place the heroes armed with bows in positions where they would be able to maximise their shooting. The downside of having priority in such a situation was that Matt was able to trace the lines of sight and move his Goblins into cover.



Goblins take pot shots at the Hobbits from behind the cover of a ruined wall.

TURN THREE

Once again the Priority remained with the Fellowship. In the Move phase Rowland split apart the Fellowship. Boromir and Gimli moved towards Matt's Goblins whilst the Hobbits took cover behind a pillar. Rowland positioned Gandalf behind a second pillar where he could get a clear line of sight to the Goblin warriors. Rowland now elected to use a point of Gandalf's Will to cast a spell. Gandalf's staff gives him the ability to generate an extra point of Will each turn, so Rowland chose to use this. He cast the spell *Sorcerous Blast* at the Goblin Captain. If successful, this spell would send a bolt of magical energy careering into his foe. Each spell on the list has a value

Matt: In my Move phase I had to think carefully about where to place my models. My plan was simple; I would attempt to encircle the Fellowship, using my Moria Goblins armed with bows to take as many pot shots at the Hobbits at the back. Hopefully this would whittle down the Fellowship's numbers so that I wouldn't have to kill all of the rock hard characters in close combat. Sticking to the plan, I broke the Goblins armed with bows off from both of the main groups and moved them towards the rear of the Fellowship's formation. From here they would be able to target the Hobbits and surround the Fellowship to complete my trap.

attributed to it, which must be rolled before the spell can be cast. Rowland needed a 5 or more on either of his dice, but failed, rolling two ones.

The remaining Goblins circled around in a position to intercept the escaping group. The second group of Goblins with bows jumped over the ruinous

terrain at full speed towards the Hobbits. Normally when a player tries to cross any obstacle over half the width or height of the model, he must make a test. On a roll of 1 the character stumbles and cannot move for the remainder of that turn. Goblins have a special rule allowing them to ignore these tests.



Gandalf and the warriors of the Fellowship form a defensive circle around the hobbits to protect the Ringbearer.

The rest of the second group moved around the top of the tomb. Matt could now activate his final group containing the Cave Troll, which he moved directly towards the Fellowship's position.

In the Shoot phase Rowland was unable to hit a single Goblin with any of Legolas or Aragorn's shots. In return all the Goblins targeted Gandalf. One arrow found its mark and even scored a wound. Rowland elected to use one of Gandalf's Fate points. This would give Gandalf the ability to avoid the wound. He rolled a die and needed a 4, 5 or 6. Unfortunately he rolled a 1 and so the turn ended dramatically with Gandalf pierced by a Goblin arrow.



Matt watches as Rowland's abysmal dice roll fails to save Gandalf from harm.





The Goblins, having surrounded the Fellowship, prepare to close in and seal the trap.

TURN FOUR

For the first time in the game Matt managed to win priority. He moved his Goblins out of charge range of the Fellowship, whilst the two other groups closed in.

Matt: I knew that the Fellowship would easily be able to beat my Goblins in combat. I needed my attack to be planned with coordinated precision, as massed numbers of Goblins would give me the vital advantage needed to beat the skills of the heroes. Therefore I had to keep my Goblins out of combat until I had enough gathered together to launch a mass assault.

Both groups of archers positioned themselves so they would be able to release a hail of arrows towards the general direction of the enemy.

In response Rowland huddled the four Hobbits into as much cover as he could

get from the imposing tomb. Aragorn and Legolas moved up to join Gandalf at the front whilst Boromir and Gimli walked slowly forwards, preparing to meet the massed ranks of the Goblins.

Gandalf cast Sorcerous Blast once more, but again failed to get the spell off. The Shoot phase was very ineffectual. Out of the two hits that Matt managed to score on Frodo, neither wounded. As Legolas had gone his full movement distance he was unable to fire.

TURN FIVE

Matt managed to retain Priority and, wanting to commit a massed attack with his full contingent of Goblins, moved the small group of spearmen and warriors back from the advancing warriors of the Fellowship. The group containing the Cave Troll advanced with the group from the far side, finally catching up with their comrades. The Goblin archers continued to advance to get better positions.

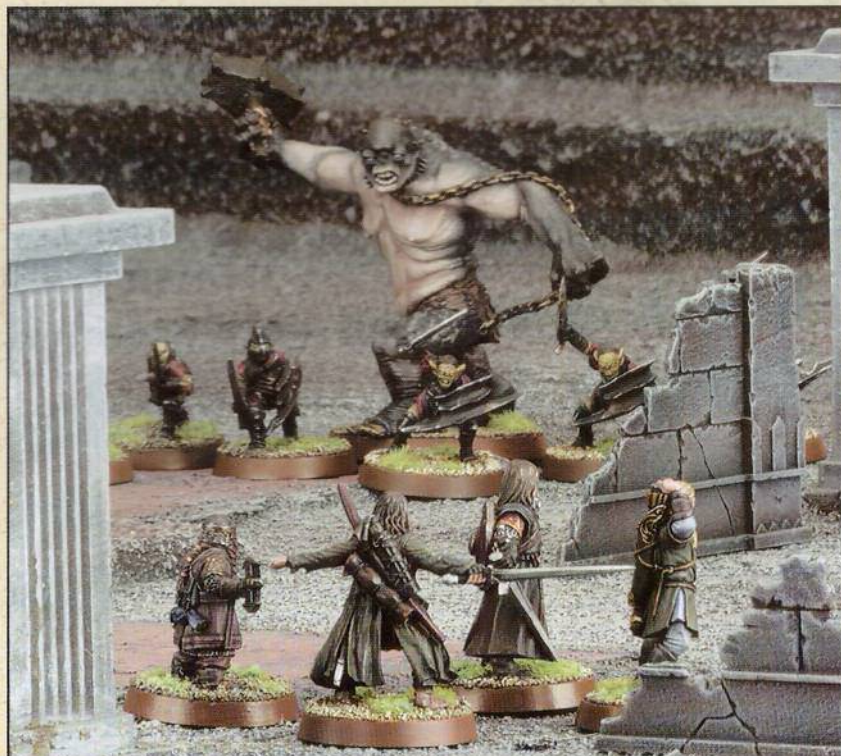
Now it was Rowland's turn to act. Seeing the looming presence of the Cave Troll advancing towards the group, he moved Gimli, Aragorn, Legolas and Boromir to their right, towards the smaller of the Goblin units. The Hobbits stayed behind, whilst Gandalf accompanied the warriors and got into position to cast a spell. Using only one point of Will, this time Rowland managed to roll a 5 and the Sorcerous Blast struck a Goblin. Rowland failed the dice roll to wound, but the blast sent the Goblin hurtling back 1D6". Rowland rolled a 6 and the Goblin flew straight into the Goblin Captain whose model lay directly behind the figure who had been struck. The rules for the spell state that any model caught in the path of the original must suffer a Strength 3 hit. Rowland rolled a 6, which would have taken one wound off the Captain. Unfortunately for Rowland, Goblin Captains are heroes and have Might, Will and Fate. Matt spent a Fate point to try to save the Captain from harm, succeeding with a roll of 5.



Rowland: I knew that the Fellowship could best the attacks of the Goblins, but the Cave Troll was a different matter. That creature could easily take down any one of my heroes so I had to keep it away at all costs. With Gandalf I had the perfect spell to do such a trick. Command would allow me to move the Cave Troll away from my group and so stall the imminent danger for a while.

Rowland successfully cast Command with a roll of 4, just enough to cast the spell, and Rowland could now move the Cave Troll up to half its movement value. Unsurprisingly, Rowland moved the Cave Troll 3" back away from the Fellowship.

With all the Goblin archers using their full movement distance to get better positions, Matt could not fire during the Shoot phase. Both Aragorn and Legolas again failed to do any damage with their shots.



The Cave Troll looms uncomfortably close.

TURN SIX

With both Matt and Rowland rolling equal numbers, Priority changed to the Fellowship. Rowland took out the measuring tape and smiled as he realised that both Gandalf and Boromir were in charging range. Aragorn, Gimli and Legolas all moved to the right, away from the large unit of Goblins, whilst the Hobbits tried to make the most of the cover of a ruined wall. Once again Gandalf cast Command and forced the Cave Troll to back away.

Matt moved all of his Goblin archers closer to get good shots at the Hobbits, whilst the large unit whose numbers had now been bolstered by the addition of the second group again closed in on the Fellowship. Three of his Goblins were in range of Gimli and so charged in, the Goblin with the spear positioning himself behind the two with hand weapons. The rules for spears allow the warrior to attack from behind a model in front. The rest of the group charged into combat with Boromir and Aragorn.

Legolas was more successful in this Shoot phase, killing a Goblin with one of his three shots, whilst Aragorn hit but failed to wound.

In return, Matt managed to loose a total of eleven shots at the Hobbits crouching in cover, two of which hit Merry. Matt rolled to see if he had wounded and one shot was good. Rowland used Merry's single Fate point to try to save the wound but failed. Matt took great pleasure in informing all those close by that he had killed a Hobbit!

The remaining two shots were targeted at Frodo and both hit. Unfortunately a Goblin was placed in front of the archers and Matt rolled to see if he hit his own man. One shot hit a Goblin but



Goblin archers pick on poor Merry.



Gandalf and Boromir join forces to fend off a Goblin attack.

failed to wound. The other wounded Frodo, but Rowland again used a Fate point, this time managing to succeed on the roll to save Frodo from harm.

As Rowland had Priority he could decide how to split the close combats and the order in which he wanted to fight them. With three Attacks on his characteristic profile, Boromir is able to roll three dice to determine who would win the combat. In return, Matt had three Goblins attacking and so too was able to roll three dice. The highest score wins and as Rowland rolled 6 he automatically won as Boromir's fight value is higher than that of a Goblin. Matt now had to move his Goblins 1" back from the combat whilst Rowland rolled three dice again to see if he wounded with his attacks. Boromir has a Strength of 4 versus the Goblin's defence value of 5. Rowland needed 5 or more to kill but, as he was unable to roll anything higher than a 4, he failed to kill a single Goblin.

Next Gandalf fought the remaining three Goblins. Unfortunately for the wizard he lost the combat and was pushed back 1". Needing a 5 to score a wound, one Goblin succeeded and Rowland used his second Fate point to save the wound. This time he succeeded.

The last combat to be resolved was Gimli against another three Goblins. He easily won the combat with a roll of 6, pushing the Goblins back, but his roll to

wound was far less successful and he failed to kill anything.

TURN SEVEN

The roll for Priority was very important this round, with all the Goblins close to the Fellowship. Rowland needed to gain Priority so that he could manoeuvre his heroes into the best position. Unfortunately the Goblins got Priority forcing Rowland to declare heroic actions.

A heroic action allows a hero either to fight, shoot or move out of sequence. To do this they must expend a Might point from their characteristics.

Matt: This is one of those occasions where having Priority really pays off. As Rowland declared his heroic action I spied his plan. If he attacked he would be able to pick off my Goblins in small groups. But as I had Priority, I could also chose to perform a heroic move and still get to act first. A second rule related to heroic movement is aptly called "With Me!" This rule allows all friends within 6" to move with the hero as long as they remain within 6" at the end of the move. So by expending a single point of Might I would be able to bring my Goblins into attack and cancel out the heroic action that Rowland had just expended his own valuable Might points on.

Using his own heroic action, the Goblin Captain and his comrades charged into Gandalf, Gimli and Boromir. As Gandalf was now in combat he was unable to complete his heroic move and so he had wasted a valuable Might point, even worse he would have to fend off the attacks of two Goblins.

Matt could now complete his normal movement and moved two Goblins up to attack Legolas and three to attack Pippin. In Rowland's turn he moved Sam and Frodo out of harm's way. Aragorn joined Legolas to aid the Elf warrior.

In the Fight phase Rowland declared that he would be using more Might points to initiate heroic combat. This allows a hero to fight out of sequence before the rest of the Fight phase takes place. Both Legolas and Boromir expended Might points in this manner. Rowland resolved Boromir first, but unfortunately Boromir lost the combat and had to spend a Might point to secure a win. A hero can use a might point to alter the result of a die roll by

one. He rolled to wound needing a 5 on three dice, but only rolled a 4. The combat between Aragorn, Legolas and the two Goblins would be decided next. Legolas killed the two Goblins before Aragorn had a chance to fight, and could now sweep up to 6" into a second combat, along with anyone near him. As Gandalf was within the 6" range, Rowland decided to help in the defence of the wizard. Calling "With Me!" he was able to move both Aragorn and Legolas into combat.

During normal combat Matt attacked Pippin with three Goblins. The Goblins won the combat and scored one wound on Pippin, who even with a Fate point was unable to save the wound and died.

Next Matt chose to resolve the combat against Gimli. Rowland won the combat, killing a Goblin and used one of Gimli's Might points to ensure the death of a second. The combat between Aragorn, Legolas and Gandalf against two Goblins was a forgone conclusion and the two Goblins perished at the hands of the Elf.

TURN EIGHT

Rowland managed to get Priority and was about to move his miniatures when Matt asked him if was declaring any heroic actions.

Rowland: Now it was my turn to use the combination of Might and Priority to my advantage. Looking around the table, I spied a trap that Matt was planning. If I didn't call a heroic move then the Goblin Captain and a whole host of Goblins could swamp the Fellowship. My only response was to declare a heroic move from Aragorn and charge Boromir, Gimli and Aragorn into combat using "With Me" as Matt had done with his Goblins in the previous round.

Gandalf in the meantime moved around to protect the Hobbits, once again failing to cast Sorcerous Blast.

Now Matt moved all the Goblins he could into combat. Only another two



The Fellowship become locked in brutal combat against large numbers of Goblins.

could join the fight but the remainder of the Goblins all closed in ready for the next turn.

The shooting was ineffectual with both Goblins targeting Gandalf missing the mark. This time, as Rowland had won Priority, he could choose which combats to start first. Rowland declared heroic combat from Legolas who was facing a single Goblin. As Aragorn was involved in the same combat, this counted as a multiple combat and Aragorn could benefit from Legolas' heroic combat. Aragorn needed a 5 off three attacks to wound the Goblin Captain he and Legolas were fighting. Unfortunately he only managed to score a 4, but Rowland elected to spend another Might point to kill the creature. Having already spent his Fate point, the first Goblin hero fell.

Now Matt could initiate his heroic combat against the Dwarf hero. Gimli is able to use either a two-handed axe or a small axe, but when using the two-handed axe he suffers a minus one penalty on the dice to decide who wins the combat. After the point had been taken off for using the two-handed axe,

the Goblins won the combat, but again Rowland used a Might point to bring the combat to a draw. As Gimli's Fight value was higher, Rowland automatically won. Now Rowland could add 1 to the scores to wound, the advantageous side of using a two-handed weapon. This resulted in the death of two more Goblins. All that was left to resolve was the combat between Boromir and four Goblins. Having forgotten to use it in previous rounds, Rowland remembered that Boromir could use his horn when outnumbered in combat. When Boromir's horn is blown, the opponent must take a Courage test. To do this Matt had to roll two dice and add his warrior's Courage value. If the result is 10 or more then the Courage test has been passed. Matt rolled a 4 and a 2, adding the Goblin's low Courage of 2 he had failed with only an 8. Boromir had automatically won the combat and used a Might point to kill a Goblin. Aragorn, who had joined Boromir after his heroic combat, killed another making it five Goblins killed in just one turn.

TURN NINE

With this many Goblins in charge range of the Fellowship, the roll for Priority was all-important. Matt managed to win and immediately declared a heroic move. In response Rowland declared a heroic move with Aragorn. It was Matt's turn to declare any more heroic moves and he chose to spend his last Might point to initiate a heroic move with his remaining Captain. Once more Rowland replied with a heroic move from Frodo.

In a cunning ploy, Matt used his first out of sequence move to bring two Goblins into combat with Aragorn. Now Rowland had wasted a valuable Might point, as Aragorn could no longer move. To make matters worse he repeated the trick on Frodo too.

In the normal Movement phase, Matt moved his Goblins forward so that every one of the Fellowship was now locked in combat. The Troll, unimpeded by magic, now loomed ever closer to the fight.

Things looked pretty desperate for the Fellowship so Rowland declared he was using another Might point from Aragorn to initiate heroic combat.

Rowland: The biggest advantage of heroic combat is that you are if you are able to kill all of the enemy then you can move into a second combat. Whenever possible I tried to arrange my combats so I would be able to use the superior fighting prowess of my heroes in such a manner twice in every combat round.

Unfortunately for Rowland, although he won the combat, Aragorn only killed a single Goblin, leaving one survivor. This meant that he could not get his free move from heroic combat.

Legolas used another point of Might and in the ensuing heroic combat killed another Goblin. He could move 6" to a second combat, so with his free move Rowland brought the Elf to Gandalf's aid.

Now the normal combat could be resolved and Matt decided to finish the combat with Gimli first. As he was using his two-handed axe Gimli failed to win the Combat. Matt's Goblins needed a 6 followed by a 4 to beat Gimli's high Defensive value of 8. Against the odds one of Matt's Goblins scored a wound



Boromir blows upon his horn and the Goblins flee in fear.



Boromir fends off the Cave Troll, unable to save Gimli from death at the hands of overwhelming numbers.

and Rowland once again failed to save it with a Fate point. As Gimli has two Wounds he survived and but was still pushed back 1".

Boromir once again blew his horn to win the combat as Matt's Goblins failed yet another Courage test. Again, though, Rowland's dice rolling was fairly substandard and he only killed a single Goblin.

In the combat on the far side a single Goblin managed to survive, losing the combat against Sam and Frodo. The three Goblins attacking Gandalf and Legolas won their combat. Gandalf was hit twice and using his last Fate point managed to prevent one of the wounds, leaving him with just one Wound left.

TURN TEN

At first things looked very grim for the Fellowship, but a quick number count of the board revealed that Rowland would only have to kill another five Goblins to force Matt to have to take a Courage test for each of his warriors. If half of a player's force is destroyed then those remaining must take a test to stay and fight. With Goblins' low Courage this would mean a number of them fleeing, making the mission far easier for the Fellowship.

Matt had won Priority though and moved the Cave Troll and the Goblins back into combat.

Legolas used his last Might point to fight out of sequence, killing a Goblin and once again coming to the aid of Gandalf.

Although Aragorn had used up all his Might points he is a mighty hero and so gains one free Might point each turn. He used this to initiate heroic combat but failed to win. Two Goblins attacked with one scoring a wound, but, using a Fate point, Rowland saved it.

Matt had surrounded Sam during his Move phase. Any figure that is unable to retreat 1" if he should lose the combat suffers twice the amount of attacks. Matt rolled eight dice scoring four wounds. There was no way Sam could survive and so another Hobbit died at the hands of the Goblins.

Frodo succeeded in killing a single Goblin in return as did Legolas, but now Matt chose to fight against Gimli. He too had been surrounded and suffered eight Attacks. With that many dice Matt was bound to score at least 1 wound and as Gimli had used up all his Fate points the noble Dwarf hero was also felled.

All Matt had to do was kill Boromir with the Troll. The Troll survived his courage test as Boromir blew his horn, but failed to win the combat. Killing one Goblin, Boromir won the combat and forced the Troll back 1".

TURN ELEVEN

For the third time running Matt retained Priority but found that he was unable to initiate much combat with only four Goblins in range. He consolidated the rest of his force into positions ready for the next round.

Although Rowland had suffered a grievous blow last round with the death of Gimli and Sam he was now in a good position to make an impact on the game. Aragorn and Boromir would surely win their combats and force Matt to make a Courage test. He moved the Fellowship in a tight defensive formation to protect Gandalf and Frodo.

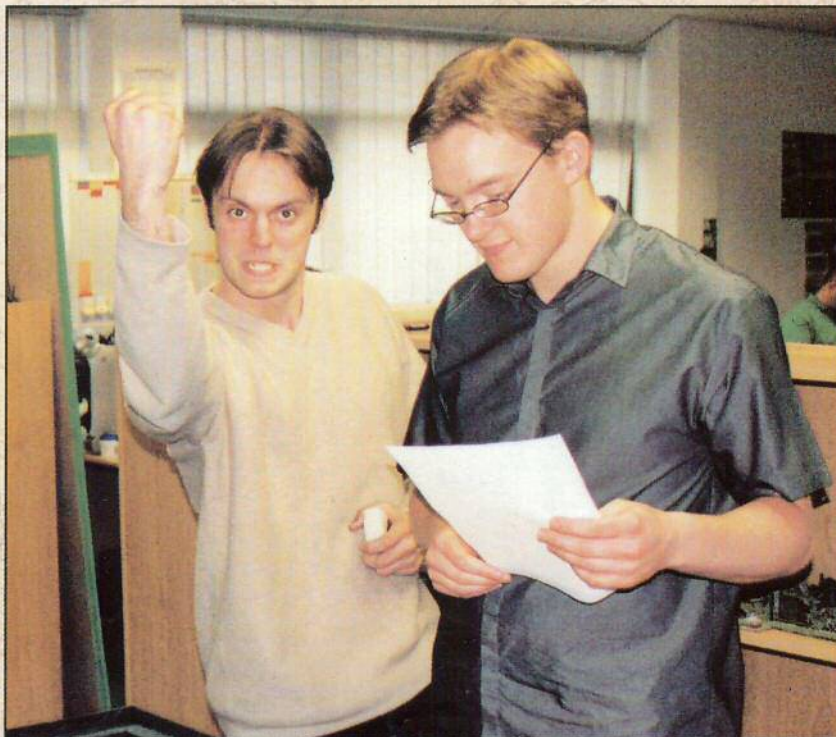
Matt's Goblin archers now released a volley of arrows aimed towards Legolas. Rowland was shocked to see two of them hit and then both arrows wound Legolas. With two Fate points left Rowland seemed fairly confident of rolling a 4 or more on one of his rolls. As both dice landed Matt let out a triumphant yell. Rowland had failed to make either roll, and, having killed five of the nine members of the Fellowship victory fell to Matt. Both players shook hands and looked at the survivors on the battleboard. It had come down to a very close finish and had Legolas survived, the end result would most likely have been very different. For now, though, the forces of Evil prevailed.

YOU'LL NEVER LEAVE MORIA!

Matt: My plan worked! I managed to encircle the Fellowship of the Ring and, remarkably, even took a few of them out with shooting. My plan of separating the Fellowship and surrounding them in combat worked particularly well against Gimli (Rowland did help by rolling very badly though). It just goes to show that even Gimli can be taken out by weight of numbers. You should never underestimate Goblins armed with spears as potentially they allow you to attack one model with ten of your own.

The Cave Troll didn't cause the destruction he is capable of; Gandalf's Command spell was very effective and I just couldn't get him into combat when I wanted to. When he did get to fight it was against Boromir, who is more than a match for a Cave Troll. I was particularly pleased with my Goblin archers – the way they killed Legolas was truly inspired (if not a bit lucky).

In the end, the game got quite close as, even though all I needed to do was kill a couple more Fellowship characters, I was getting near my own break point. With a Courage value of 2 I didn't want to be taking too many Courage tests. At this point, who won Priority became crucial and could have swung the game either way. Even though the game ended on a lucky note, I was quite confident of winning as I still had my Goblin Captains and Cave Troll, and I significantly outnumbered the Fellowship.



Matt humbly acknowledges his victory.

The best part of fighting against the Fellowship is that their player does get quite attached to his characters. This makes it all the more fun when you finally nail one – make sure you rub it in when you do!

It's always fun playing the bad guys as you can be as underhand and sneaky as you want and still argue that you are playing in character. Who says the bad guys never win?

OH DEAR...

Rowland: Who would have thought it, outshot by Goblins! With victory so close, I couldn't believe it when Legolas fell to Goblin shooting – oh, the ignominy of it! Even the mighty Gimli was felled, although that was probably my biggest mistake – leaving him alone to be surrounded by Moria Goblins. A rare sight indeed, as he's as tough as old boots.

I was feeling confident that I had dealt with the worst that the Goblins could throw at me; their Captains were depleted of Might and I was in a good position to scatter the remaining Evil forces before me. Sadly it was not to be. It just goes to show that even the Fellowship is not invincible.

What I didn't count on was how ineffective my shooting and magic were in the early part of the game. I just didn't seem able to kill anything, what

with Gandalf's Sorcerous Blast being more of a Sorcerous Whimper. Matt cunningly (or rather deviously) backed off to the Fellowship's rear. He had placed his archers on opposite sides to each other, allowing them to pepper the Fellowship with arrows as they escaped. This tactic accounted for several dead Hobbits and, crucially, one dead Legolas.

Being in charge of the Fellowship and losing the Escape from Balin's Tomb scenario has led to some pretty intense ribbing here in the Studio. Once Matt has finished gloating there'll be a rematch, of that you can be certain. The Fellowship won't lose the next battle (or will they? – Ed).

Well done to Matt who played a great game, and really took far too much pleasure in picking on the Hobbits in particular.

LAST WORDS



Paul Sawyer

"Easy to learn, difficult to master" is how I described our Fellowship of the Ring game and so it turned out in this battle.

Rowland was looking good for victory until he left Gimli high and dry in turn eleven. This, coupled with bad dice rolls, led to his demise and an unexpected victory for the forces of the Dark Lord Sauron.

Having said that, Matt knows how to get the most out of his evil rabble and Rowland needed to avoid any costly mistakes – unfortunately Gimli wandering off at the last was to prove the Fellowship's undoing.

Rowland has had to take a lot of light-hearted jibes over his loss and has already challenged Matt to a rematch. Keep your eyes on our website to see how he gets on...

The Fellowship of the Ring game is obviously based on the characters and events of the movie, but it is a game where either side can achieve victory. That's the beauty of the game – you can command the forces of evil or good and see if you can do better than your silver screen counterparts!

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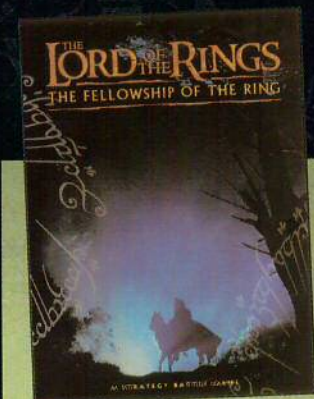
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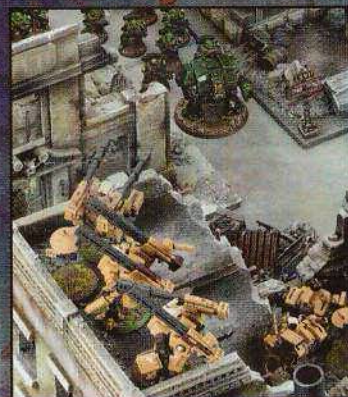
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