

GAMES
WORKSHOP

NEW! WARHAMMER 40,000 CODEX: IMPERIAL GUARD

WHITE DWARF

Featuring
THE
**LORD
OF THE
RINGS**
THE TWO TOWERS

WHITE DWARF
285 SEPTEMBER
AUS\$9.95 NZ\$11.95

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WHITE DWARF

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THE LORD OF THE RINGS

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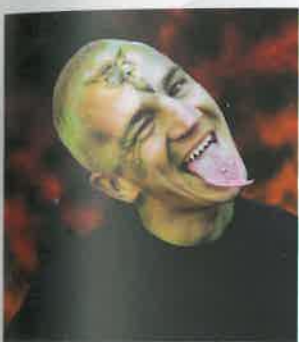
Following on with more Shadow & Flame we have some rules updates for High Elves and plenty of painting guides.



ASIA PACIFIC WHITE DWARF TEAM



justin keyes



tero kanko



matt weaver

JOIN UP

By the time most of you will be reading this the Eye of Terror worldwide campaign will be drawing to a close and the forces of Abaddon the Despoiler will have been victorious or will have suffered defeat at the conclusion of the 13th Black Crusade. In the next issue of White Dwarf we will be bringing you the vital information that you will need to establish the results of this massive campaign. I have been doing my utmost to ensure a victory for the forces of Chaos and have been having quite a bit of luck, my Chaos Lord Abraxis has been very successful in our staff campaign and just as successful amongst my regular gaming opponents.

Just over the horizon as well is the upcoming Australian Games Day and Golden Demon 2003 being held at the Hordern Pavilion at Fox Studios in Sydney. If you have not already grabbed your ticket you had better get one now as tickets are selling out fast. This Games Day is also of particular relevance for all of the Staff of Games Workshop Australia because it is going to be Games Workshop Australia's 10th Birthday, I may even be doing something special for you all to help us celebrate this most glorious occasion, more on that in the next few months...

Released this month is the new Imperial Guard codex. I have always been attracted to the Imperial Guard but have held off painting an entire army due simply to the amount of models I would have to paint. I have finally bitten the bullet and have decided to dedicate the next year to painting a Cadian army, a year I hear you all say, well yes, I guess it is

going to take me that long to paint up 5000 points of Imperial Guard but after reading the Codex I feel I have been left with very little choice, the new rules are just that good. I have also just ordered a Warhound Titan from Forgeworld to be one of the centrepieces of the force, I think perhaps a Banekblade would go nicely as well. Just remember for those of you who are attending Games Day this year that Forgeworld will be attending for the first time and will have a large range for you all to peruse.

This month's White Dwarf is also absolutely jam-packed with great Hobby articles. To celebrate the release of the new Imperial Guard Codex we have great articles on getting the most from your Cadian models as well as how to make some Imperial Guard defence emplacements. Matt Hutson also shows us how his 13th Company Eye of Terror army is coming along, speaking of the 13th Company we have also managed to grab Golden Demon Sword winner Leigh Carpenter's latest army he has been working on which co-incidentally happens to be a Wulfen heavy force. This month also sees Paul Sawyer's final installment of Lure of the Gods. It does not stop there for Fantasy players as we have a Masterclass painting article on the Shaggoth as well as a terrain making article on constructing a Herdstone for your Beasts of Chaos.

On the 26th of August The Lord of the Rings: The Two Towers is due to be released on DVD and video for you all to own and watch many times as I will be doing. In this month's Lord of the Rings section we have some great Masterclass articles for Shadow and Flame as well as a terrain article on how to construct a Barrow. There is also a tactics article on how to get the best out of your High Elves and some character updates as well.

Catch you next time.



BOO

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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient! Or you can email us at:

white_dwarf@games-workshop.com.au

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M.O.A.B 2003

- 4th-6th October
- Sylvania Heights Community and Youth Club
- Box Rd, Sylvania NSW
- Warhammer Fantasy, Warhammer 40,000, Warmaster, Bloodbowl
- Contact: Kym Pennel
- (02) 9540 9462
- Email: moab2003@optushome.com.au

Ragnarok 2003

- 25th-26th October
- Victoria Leagues Club
- 276 Onlso Rd
- Shenton Park, WA
- Warhammer 40,000
- Contact: Vincent Peters
- 0401 747 370

NEWS

GAMES DAY & GOLDEN DEMON 2003

THE TICKET DEALS!

Based on the success of last year's event we've decided to offer you the same cool ticket deals this year. They'll make it much easier for you to pick up a Games Day 2003 miniature and t-shirt.

Please note: We expect the t-shirts and miniatures to sell, out so get your tickets nice and early to avoid disappointment. You will not be able to purchase the miniature or t-shirt at Games Day 2003.

DEAL ONE

THE TICKET: Aus\$30

Deal One contains one Games Day Ticket (allowing multiple entries into the Games Day venue on Games Day) and a full colour Games Day Programme.

DEAL TWO

THE MINIATURE: Aus\$45

Deal Two includes the Ticket and Programme as described in Deal One plus the Space Wolf Rune Priest Games Day 2003 miniature (pictured on this page). The miniature will be supplied to you when you purchase your ticket.

DEAL THREE

THE T-SHIRT: Aus\$55

Deal Three includes the ticket and Programme as described in Deal One plus the Games Day t-shirt (pictured right). The t-shirt will be supplied to you when you purchase your ticket.

DEAL FOUR

THE LOT: Aus\$65

Deal Four includes the ticket and Programme as described in Deal One plus the Space Wolf Rune Priest Games Day 2003 miniature and the Games Day t-shirt. Both the t-shirt and miniature will be supplied to you when you purchase your ticket.

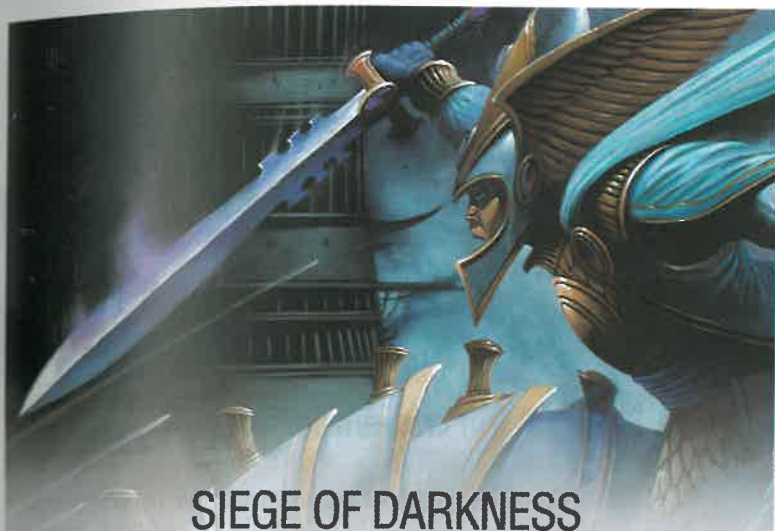


Games Day 2003 Space Wolf
Wolf Priest



Coach Ticket deals may be available from your local Games Workshop stores. Ask staff for details.

Special deals will be available from our New Zealand, Hong Kong and Singapore Games Workshop Retail stores.



SIEGE OF DARKNESS

The rumbling of war machines heralds this newest expansion for the WarCry CCG; 120 new cards bring more power to both the Grand Alliance and the Hordes of Darkness, and allow new strategies to come into play, as well as fortifying previous decks. War machines are in the spotlight, with both sides getting some deadly siege engines. Warhammer Fantasy favourites like the Steam Tank, the Helblaster Volley Gun, and the Chaos War Mammoth make an appearance.

This card set includes:

- 120 new cards that bolster both factions present in the WarCry CCG.
- 9-card randomly assorted boosters with a bonus Gold Piece card for WarCry's unique and ever-expanding redemption system.
- The first introduction of Skaven and Bretonnian units.
- Featuring high calibre art by some of the top artists such as Sam Wood, Adrian Smith, Wayne England and April Lee.

For more details check out the WarCry website:

www.war-cry.com

EYE OF TERROR THE FINAL COUNTDOWN

Abaddon, scourge of the Imperium, has been waging unholy war against the forces of the Emperor of Mankind in this his 13th Black Crusade.

Players across the world have chosen whether they are for or against The Despoiler's attempt to wrest the Cadian Gate from the Imperium's control. Thousands of games of Warhammer 40,000 and Battlefleet Gothic have been played and there is still time for more!

The global campaign ends on 31st August so gather your forces and make your last Herculean efforts to turn the tide of the campaign in your favour.

Check out the Eye of Terror campaign website:

www.eyeofterror.com



DAEMONHUNTERS

After many weeks of actual hunting for the entrants to let them know the happy news, we can finally announce the winners of these most sought-after Titles. And now without further ado... the Winners are:

Asian Region:

Boris Tsui Youngblood Category Winner
Lim Kheng choon Basic Category Winner
Kenneth Tan Veteran Category Winner

New Zealand Region:

Rachael Borthwick Veteran Category Winner

Australian Region:

Chris Leong Veteran Category Winner
Phil Thomas Basic Category Winner
Mitchell Donaldson Youngblood Category Winner



Overall Basic Winner:
Phil Thomas

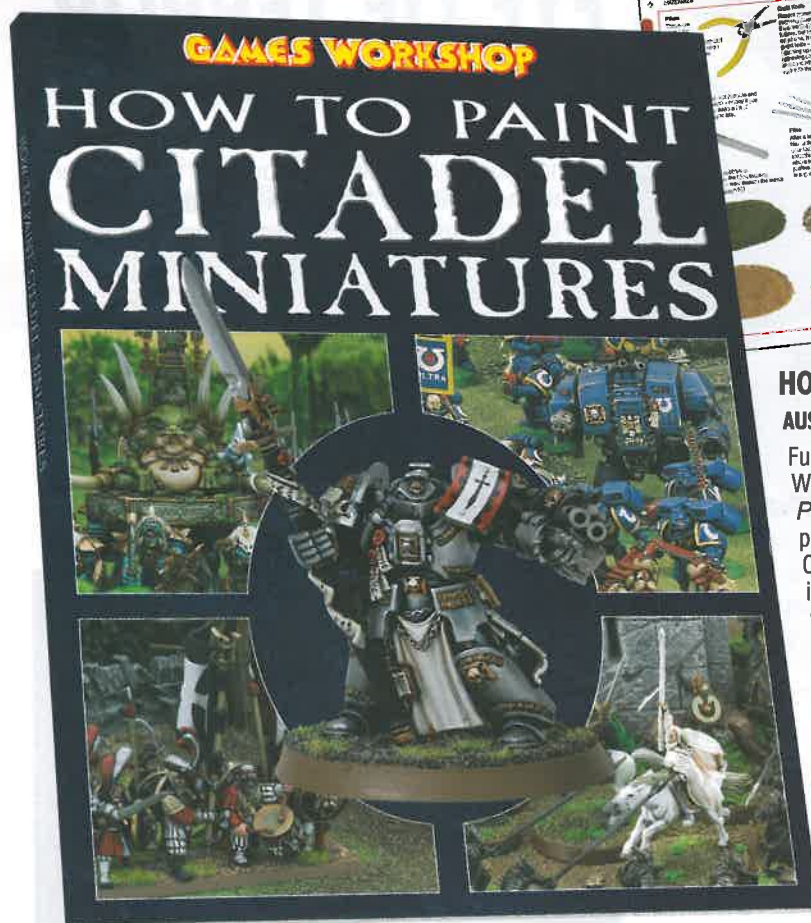


Overall Youngblood Winner:
Mitchell Donaldson



Overall Veteran Winner:
Chris Leong

All of the regional winners have earned for themselves a twelve month subscription to White Dwarf Magazine, and the Overall winners pictured above have also won a battleforce of their choice.



HOW TO PAINT CITADEL MINIATURES

AUS\$40 NZ\$45 HK\$175

Fully illustrated throughout with examples from the Warhammer, Warhammer 40,000 and The Lord of The Rings ranges, *How to Paint Citadel Miniatures* clearly explains how to assemble and paint your models for gaming and display using the Citadel Colour range. Whatever your level of experience, this is the indispensable guide for anyone wanting to learn more about painting miniatures.

Included in this book are sections on:

- Which tools and materials to use.
- How to prepare and assemble your models.
- A comprehensive guide to different techniques: blending, drybrushing, glazes, layering, mixing and washes.
- 12 complete stage-by-stage examples using the techniques described.

Also featured is the work of many gamers and painters, including avid army collectors, display artists and members of the renowned Games Workshop 'Eavy Metal team.

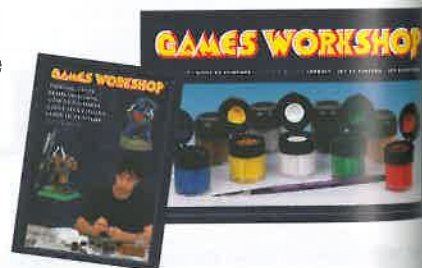
GAMES WORKSHOP PAINT SET

AUS\$40 NZ\$45 HK\$175

Containing nine of the most regularly used colours in our paint range, this paint set will provide a great platform for your own palette of colours. This paint set also contains a comprehensive painting guide, 1 Citadel paintbrush and the following colours:

- | | | |
|-----------------|---------------------|------------------|
| • Goblin Green | • Snakebite Leather | • Mithril Silver |
| • Blood Red | • Sunburst Yellow | • Chaos Black |
| • Bronzed Flesh | • Enchanted Blue | • Skull White |

This boxed set contains 9 Citadel Colour paints (12ml each), 1 Citadel paintbrush & 1 Citadel painting guide.



'ARDCOAT

A layer of 'Ardcoat (Gloss Varnish) is the perfect way to help protect your newly-painted miniatures from the rigours of wargaming.

'Ardcoat Spray 400ml
AUS\$18 NZ\$20 HK\$80

The spray is the easiest way to apply an even coat of varnish to your finished models.

'Ardcoat Pot 12ml
AUS\$4 NZ\$4 HK\$18

This is best used to pick out parts of your painting that you want to give a high gloss finish to, such as slime or blood, giving a moist look to the area painted.



NEW CITADEL PAINTS AUS\$4 NZ\$4 HK\$18

Six new colours are released into our paint range this month. These new colours come in the new flip-top pots.

Also available this month are empty pots which are ideal for holding quantities of your favourite mixed colours.

New Citadel paint colours:

- Tanned Flesh
- Terracotta
- Graveyard Earth
- Kommando Khaki
- Desert Yellow
- Catachan Green



STARTER PAINT SETS

A starter paint set is perfect for every beginner venturing into the world of collecting miniatures and wargaming for the first time. In the box you will find several detailed plastic miniatures, a comprehensive painting guide, paints and a paintbrush. Assembling and painting these miniatures is not only fun but also the ideal first step into the fantastic world of tabletop wargaming.

WARHAMMER STARTER PAINT SET

AUS\$35 NZ\$40 HK\$150

This boxed set contains 5 plastic Chaos Warrior miniatures, 6 Citadel Colour paints (4ml each), 1 Citadel paintbrush & 1 Citadel painting guide.

These models shown at 50% of actual size



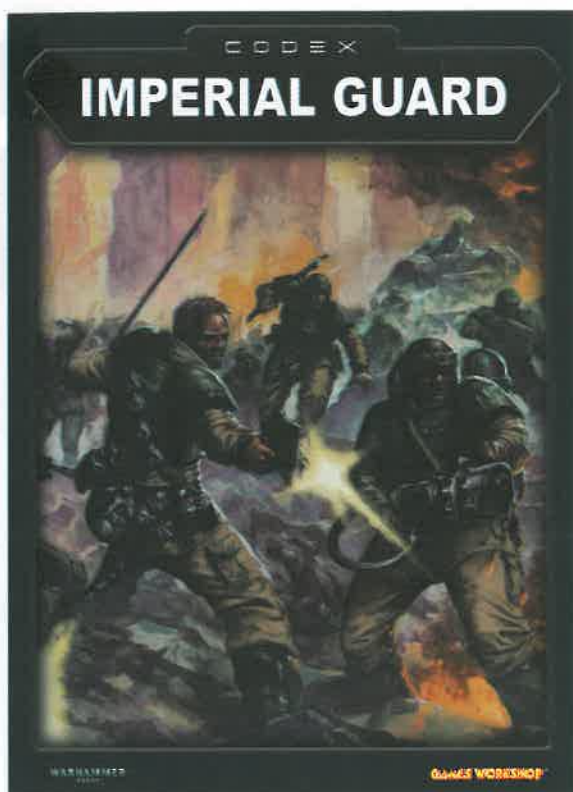
WARHAMMER 40,000 STARTER PAINT SET

AUS\$35 NZ\$40 HK\$150

This boxed set contains 5 plastic Space Marines miniatures, 6 Citadel Colour paints (4ml each), 1 Citadel paintbrush, 1 Citadel painting guide and 1 Space Marines transfer sheet.

These models require assembly, models shown at 50% of actual size



**CODEx: IMPERIAL GUARD**

AUS\$35 NZ\$40 HK\$150

The Imperium of Man is beset in all quarters by perfidious traitors from within, savage aliens from without, and Warp-spawned fiends from beyond. Across countless warzones, the warriors of the Imperial Guard form the staunch backbone of the desperate war to hold back the relentless tides of the Imperium's enemies.

Inside you will find:

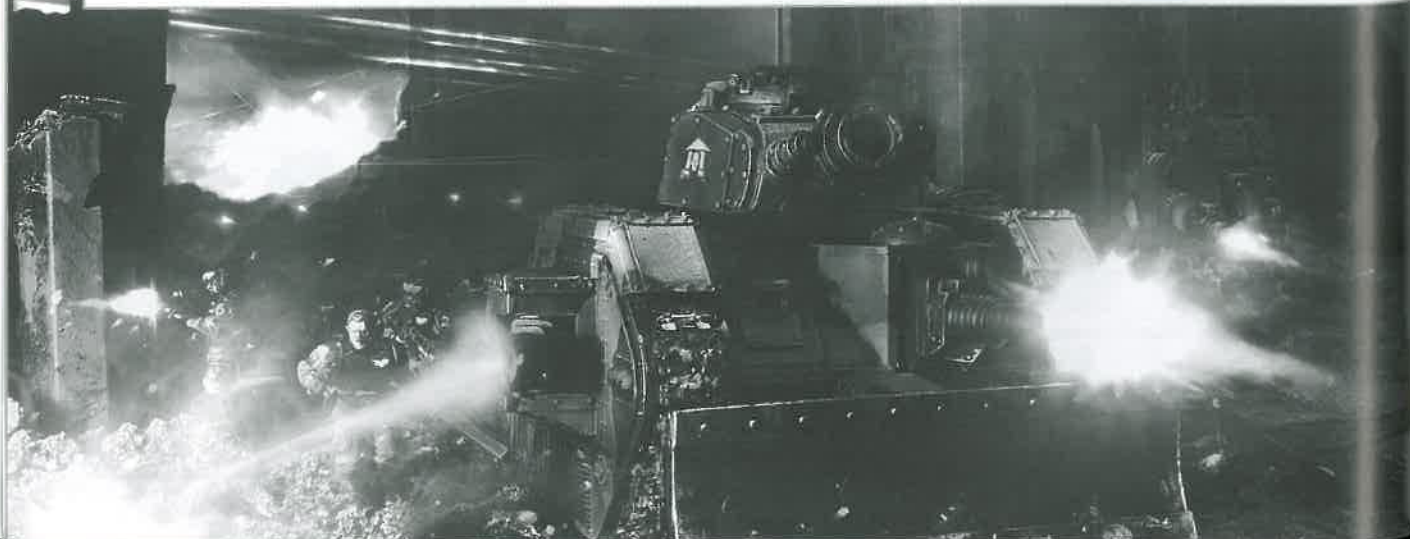
- **ARMY LIST:** The complete Imperial Guard army list, which allows you to choose your forces for a tabletop battle. Also included are special rules for Regimental Doctrines, Commissars, Preachers, Adeptus Mechanicus Engineeers and Sanctioned Pyskers.
- **BACKGROUND:** Details of the galaxy-spanning war machine that is the Imperial Guard, including recruitment, insignia, organisation and history.
- **HOBBY SECTION:** Sixteen full-colour pages packed with advice and tips on collecting, modelling and playing with an Imperial Guard army.
- **SPECIAL CHARACTERS:** Complete rules and background information for Imperial Guard characters such as Lord Castellan Ursarkar E. Creed, Colonel Schaeffer and his Last Chancers, Commissar Yarrick and Commissar Gaunt.

This 80-page book contains background, painting and modelling guides and full rules for fielding an Imperial Guard army.

CADIAN OFFICERS

AUS\$18 NZ\$20 HK\$80

This blister pack contains two Cadian Officers, designed by Mark Harrison.



CADIAN SPECIAL WEAPONS

AUS\$18 NZ\$20 HK\$80

Those soldiers demonstrating an affinity with specialised weaponry are gathered together in squads to provide fire support for the normal Imperial Guard platoons.

This blister pack contains 1 Cadian meltagun, and 1 Cadian plasma gun, designed by Mark Harrison.



CADIAN HQ – COMMAND

AUS\$50 NZ\$55 HK\$185

The most senior officer of an Imperial Guard army leads the men of his company from a Command squad. He directs their actions and commands its most powerful weapons. He is in constant communication with his subordinates, coordinating attacks and providing a solid anchor of leadership. The regiment's most competent soldiers are formed into a Command squad, and these men are often equipped with specialised equipment or given extra training to enable them to function as medics or vox-operators. Often, a soldier who has displayed gallantry above and beyond the call of duty may be permitted to carry the regimental standard.

This boxed set contains 1 Wounded Cadian, 1 Medic, 1 Officer, 1 Standard Bearer, 1 Vox Operator and 1 Cadian with Meltagun, designed by Mark Harrison and Brian Nelson.

These models require assembly.



CADIAN HEAVY WEAPONS TEAMS

AUS\$55 NZ\$60 HK\$275

A Heavy Weapons Platoon is where the greatest proportion of the regiment's most powerful weapons are gathered together. Composed of a Command squad and several Support squads, they are equipped with the heaviest man-portable weapons in the regiment and are invaluable in providing defence against enemy armoured vehicles and large alien creatures.

This plastic boxed set contains enough parts to make three teams, each with either 1 heavy bolter, 1 autocannon, 1 mortar, 1 lascannon or 1 missile launcher, designed by Brian Nelson and Tim Adcock.

These models require assembly.



IMPERIAL GUARD LEMAN RUSS (Mk 2)

AUS\$65 NZ\$75 HK\$300

The Lemman Russ Battle Tank is the most commonly found tank in Imperial Guard regiments. It is a simple design and one that has stood the test of time better than most; its versatility and relative ease of construction make it the tank most often requested by Imperial officers to be attached to their infantry formations.

This boxed set contains enough plastics for one Lemman Russ tank, and the new accessories sprue, designed by Tim Adcock and Brian Nelson.

This model requires assembly.

**COLONEL SCHAEFFER**

AUS\$22 NZ\$25 HK\$90

Schaeffer's ethos is simple – he will give the troops in his charge one chance to win the God-Emperor's forgiveness and in so doing save their souls. He will give them this chance by leading them into the most dangerous warzones to perform the most suicidal missions.

This blister pack contains one Colonel Schaeffer model, designed by Michael Perry.

This model requires assembly.

**CADIAN BATTLEFORCE**

AUS\$150 NZ\$170 HK\$700

The vast organisation known as the Imperial Guard has been the backbone of the Imperium's fighting forces for uncounted centuries. Its earliest origins can be traced back to the so-called 'Imperial Army' of the Great Crusades at the dawn of the age of the Imperium.

These models require assembly.

IMPERIAL GUARD ARMY DEAL

The Imperial Guard is the largest and most diverse organisation the galaxy has ever seen. It contains billions of men from a million different worlds. Half-feral savages march alongside former hive plant workers. Men whose home was blistering desert, tropical jungle, icy steppe or desolate moorland are united under the banner of the Imperium of Man. The entire diversity of the massive Imperium is encapsulated in its ranks.

This army deal box set contains:

- 40 Cadian Shock Troops
- 3 Heavy Weapons Teams
- 1 Command HQ
- 2 Plasma guns
- 2 Meltaguns

- 1 Imperial Guard Chimera
 - 1 Cadian Officer
 - 1 Medic
 - 1 Sentinel
 - 1 Special Edition Regimental Standard Bearer
- These models require assembly.*



IBRAM GAUNT

AUS\$22 NZ\$25 HK\$90

Gaunt is unwavering, certain and resolute. His uncompromising code of honour and defiance of corruption in all its forms stands as an exemplary model of conduct to his troops and his peers alike.

This blister pack contains one Ibram Gaunt model, designed by Alan Perry.

This model requires assembly.



PATHFINDERS WITH RAIL RIFLE

AUS\$18 NZ\$20 HK\$80

Tau Pathfinders are the eyes and ears of the army's commander, and coordinate closely with other formations. An efficient Pathfinder team can help other Fire Warrior teams to operate at peak efficiency and are highly respected as a consequence. They are undisputed masters of battlefield positioning, with limitless patience and a proud determination to choose the most valuable targets for others to destroy.

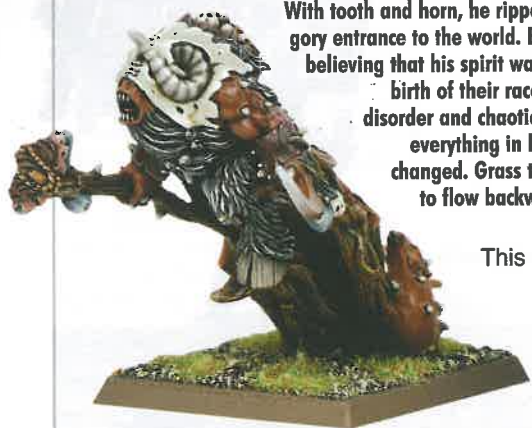
This blister pack contains three Pathfinders with rail rifles, designed by Mark Harrison, Michael Perry and Alan Perry.

These models require assembly.



MORGHUR, MASTER OF SKULLS

AUS\$22 NZ\$25 HK\$90



The creature known as Morghur was born far different from a human child. With tooth and horn, he ripped his mother apart in his gory entrance to the world. Beastmen revere Morghur, believing that his spirit walked the world before the birth of their race; he is the incarnation of disorder and chaos. As he walks the forest, everything in his presence is irrevocably changed. Grass turns black, streams begin to flow backwards and animals mutate horribly.

This blister pack contains one Morghur model, designed by Alex Hedström.

This model requires assembly.

KHAZRAK THE ONE-EYE

AUS\$22 NZ\$25 HK\$90

Possessing a ruthless cunning far above that of his bestial kin, Khazrak the One-Eye is the most dangerous and powerful Beastlord of the Drakwald. It is he who has plagued the castles and towns of the region for several years, attacking without warning and then slipping away into the shadows, leaving no trail to follow.

This blister pack contains one Khazrak the One-Eye, designed by Michael Perry and Aly Morrison.

These models require assembly.

**CHAOS KHORNGORS**

The most favoured of all Bestigor may even bear the Mark of one of the Great Powers, for, as Children of Chaos, the Beastmen are close to their gods. Bestigor marked in this way are called Khorngors, Tzaangors, Pestigors or Slaangors after their patron, whether it be Khorne, Tzeentch, Nurgle or Slaanesh, and are amongst the most obscene creatures in the dark corners of the Old World.

CHAOS KHORNGOR CHAMPION

AUS\$16 NZ\$18 HK\$70

This blister pack contains one Khorngor Champion, designed by Aly Morrison.

**CHAOS KHORNGOR STANDARD & MUSICIAN**

AUS\$18 NZ\$20 HK\$80

This blister pack contains one Khorngor Musician, and one Khorngor Standard Bearer, both designed by Aly Morrison.

This model requires assembly.



STOP PRESS: Available for a limited time is a Khorngor Boxed Set containing 10 Khorngor for AUS\$75 NZ\$85 HK\$350.

**CHAOS KHORNGOR**

AUS\$18 NZ\$20 HK\$80

This blister pack contains two Chaos Khorngors, designed by Aly Morrison.

CHAOS CENTIGORS

Centigors are a disturbing cross between four-legged creatures, such as horses and oxen, and the bipedal beasts of Chaos, merged together by the warping powers of the Wastes some time in ages past. They possess the hindquarters and forelegs of their quadruped ancestors, granting them great speed and strength, but the upper body of a humanoid with which they wield brutal weapons.

CHAOS CENTIGOR

AUS\$18 NZ\$20 HK\$80

This blister pack contains one Chaos Centigor, designed by Alex Hedström.

This model requires assembly.



DRAGON OGRE SHAGGOTH

AUS\$65 NZ\$75 HK\$300

As Dragon Ogres grow older, they grow larger, continuing to increase in size as the centuries pass by. It is thought that only death in battle can destroy a Dragon Ogre, for otherwise they will survive until the end of time, as long as there is lightning to refresh their souls and bodies. The oldest Dragon Ogres are therefore monstrous indeed. Alive since before the Elves had learned the ways of written language, perhaps even before the arrival of the Old Ones, Shaggoths, as these fell beasts are known, can reach titanic proportions and on occasion have been seen to tower above forest canopies, even castles.

This boxed set contains one Dragon Ogre Shaggoth, designed by Alex Hedström.

This model requires assembly.



CHAOS CENTIGOR BOXED SET

AUS\$75 NZ\$85 HK\$350

This boxed set contains five Chaos Centigors, designed by Alex Hedström.

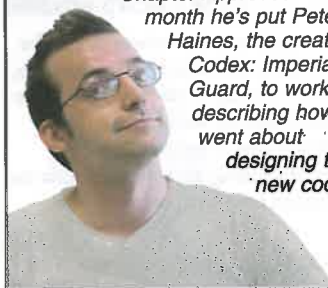
These models require assembly.



; KHORNGOR
NZ\$20 HK\$80

is blister pack
ns two Chaos
iors, designed
Aly Morrison

Andy Chambers is the Warhammer 40,000 Overfiend and so oversees Chapter Approved. This month he's put Pete Haines, the creator of Codex: Imperial Guard, to work on describing how he went about designing this new codex.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings Citizens and welcome to this month's Chapter Approved. This month Pete Haines explains the thoughts and processes behind the new Imperial Guard codex.

CODEx: IMPERIAL GUARD DESIGNERS' NOTES

The re-release of Codex: Imperial Guard comes at an auspicious time. Finally the Cadian Shock Troops plastics set is available and suddenly there is a whole new flavour of Imperial Guard army to be collected. The Imperial Guard have got to be the easiest army to identify with, being fundamentally, well, human. They are pitted against the might of hideously powerful alien killing machines and

prevail through determination, firepower and a bayonet with some guts behind it. Moreover they are well-equipped with some of the heaviest weapons imaginable mounted on their awesome battle tanks. This alone makes the army a favourite of the treadhead or 'tank fancier' fraternity which I must confess to being a member of myself.

I had expected the task of reworking the Imperial Guard codex to be a relatively

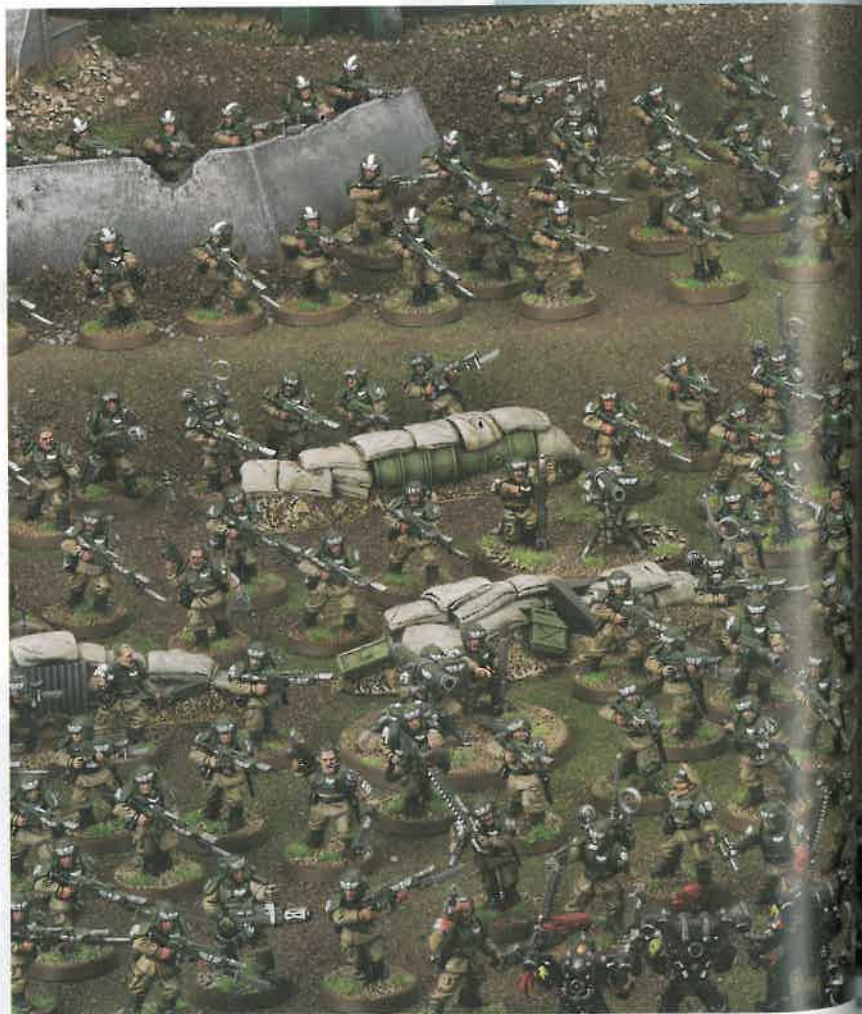
easy one (fool that I was). Naturally enough though life cannot be allowed to be simple and the arch-daemon of awkward timing flapped maliciously into the picture. Before the release of Codex: Imperial Guard the preceding codex would be Codex: Eye of Terror. Pretty obviously any campaign set around the Eye of Terror would inevitably involve the Cadian Shock Troop regiments and these would therefore have to be one of

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
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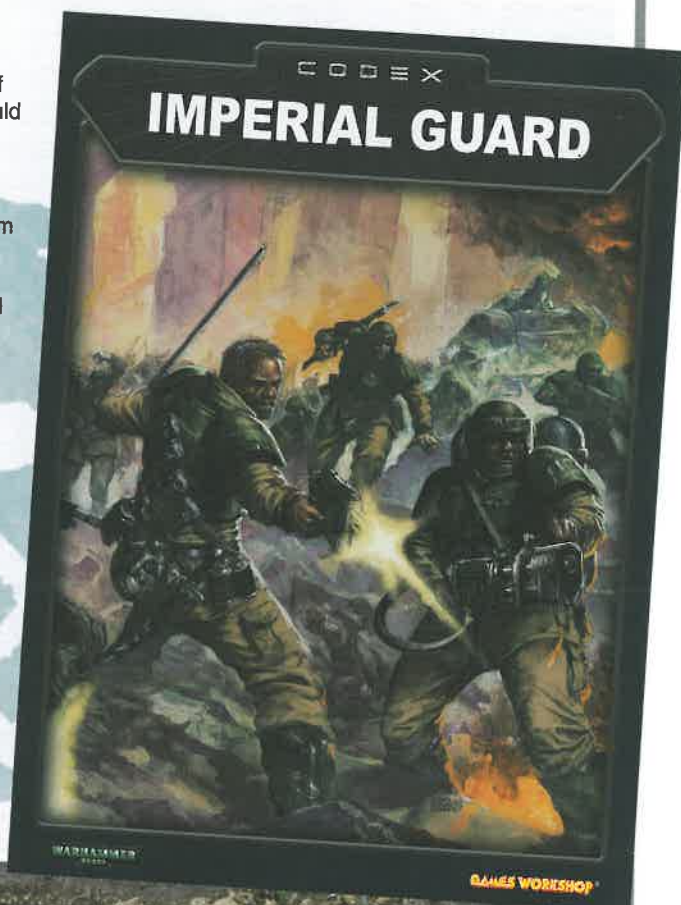


the armies covered in the Campaign codex. This made things tricky as the Cadian list would have to initially dovetail with the old Imperial Guard codex and then seamlessly switch to point at the new codex when it was released. Equally importantly I had to be sure that the Cadian rules fitted within the broader context of the Imperial Guard and wouldn't be invalidated by the new Imperial Guard codex. The consequence of all this is that it seems an age ago that I sat down and tried to list what the issues I wanted to address in the new Imperial Guard list actually were.

Essentially the old list seemed to be rattling along reasonably well. I had two main observations. Firstly the Imperial Guard armies I saw all seemed to be remarkably similar in composition. Each seemed to be based around a Demolisher, a Leman Russ and a Basilisk. None of them seemed to make much use of the Elite options on the list and all of them preferred not to actually move if they could help it. This made them a bit predictable and I wanted to give the army some diversity back. I had to be fairly cautious though because if I overdid it then the Imperial Guard army

might become a human wave of bayonet waving maniacs capable of trampling over the likes of the Tyranids and that would just be wrong.

Secondly there wasn't much that made them visibly part of the Imperium of the 41st millennium. Commissars were not being used that much and there wasn't any other weirdness to mark Guard armies apart. I have always been fascinated by the real world armies of the twentieth and twenty-first centuries and understand that a lot of players use the Imperial Guard army as a sort of homage to them. Warhammer 40,000 is big enough to absorb an homage and still have its own distinctive qualities though and I wanted there to be more Imperium madness available.



The defenders of Command Bunker 135 advance to meet the charge of the Black Legion.



My answers to these problems were deliberately minimalistic. I did not want to create a new Imperial Guard army, just make a few interesting tweaks that wouldn't annoy anyone with an existing army.

In order to encourage more diverse armies I decided I would have to look closely at all the troop types that had become unfashionable and try to make them more worthy of selection.

I felt that players perceived the Guard as a shooting army and tended to optimise it along these lines. Once this decision is made then there are two considerations that drive army selection. First in order to win games that require you to move, seize ground and attack the enemy you need to shoot the enemy stone dead in record time and advance unopposed. Second is that the one thing you cannot allow is for your shooting power to be compromised to the extent that an enemy can actually outshoot you. These two considerations result in army compositions being honed to shoot and nothing else. In this context half the list entries become moribund.

The answer was to bear this in mind when classifying other troop types. This is part of a form of thinking that Games Development is trying to adopt increasingly, that is, to consider a troop type in light of what it can contribute to the army of which it is part. In this way a troop type that is nothing special in one army is actually amazingly useful in another. In the Eldar army for example

Striking Scorpions are often overlooked in favour of Howling Banshees but if a Tau army could include Striking Scorpions how valuable would they be?

A BIT OF SPIT AND POLISH – REVAMPING ELITE PICKS

The results of this analysis should be apparent in all the Elite entries plus Rough Riders. In general the points costs have come down and some extra flexibility and/or options have been added. Let's take a peek at some of them.

Hardened Veterans are cheaper and can infiltrate, they no longer pay an arm and a leg for their weaponry either. Fundamentally I decided that it was impractical to charge much more for Veterans than for normal Guardsmen as they were still Toughness 3 with a 5+ save and all their improved Ballistic Skill of 4 was likely to earn them was a quick elevation through the ranks of the enemies' target priority lists. Being better is useful but only if you live. Now I hope they are worth taking a risk on.

Ogryns are not Ogres, having them wander lascannon-swept battlefields wielding big clubs did not seem right. Since their inception the ripper gun has been their weapon of choice and I wanted to reinforce that. I also had a recollection of Bone'eads from the distant past, Ogryns that had been operated on to be smarter and act as middlemen between Guard officers and Ogryn rankers. I hope it will be harder to ignore Ogryns in their revised format.

Ratlings didn't need much work really. I would prefer to see them presented as a little bit more sneaky and a little bit less 'honest yeoman of the parish'. I saw them as being the guys who sold black market goods to the troops and organised illegal gambling rings. If Sergeant Bilko were in the Imperial Guard he would be a Ratling. One extra rule to make them hide rather than running off quite so easily was all it needed.

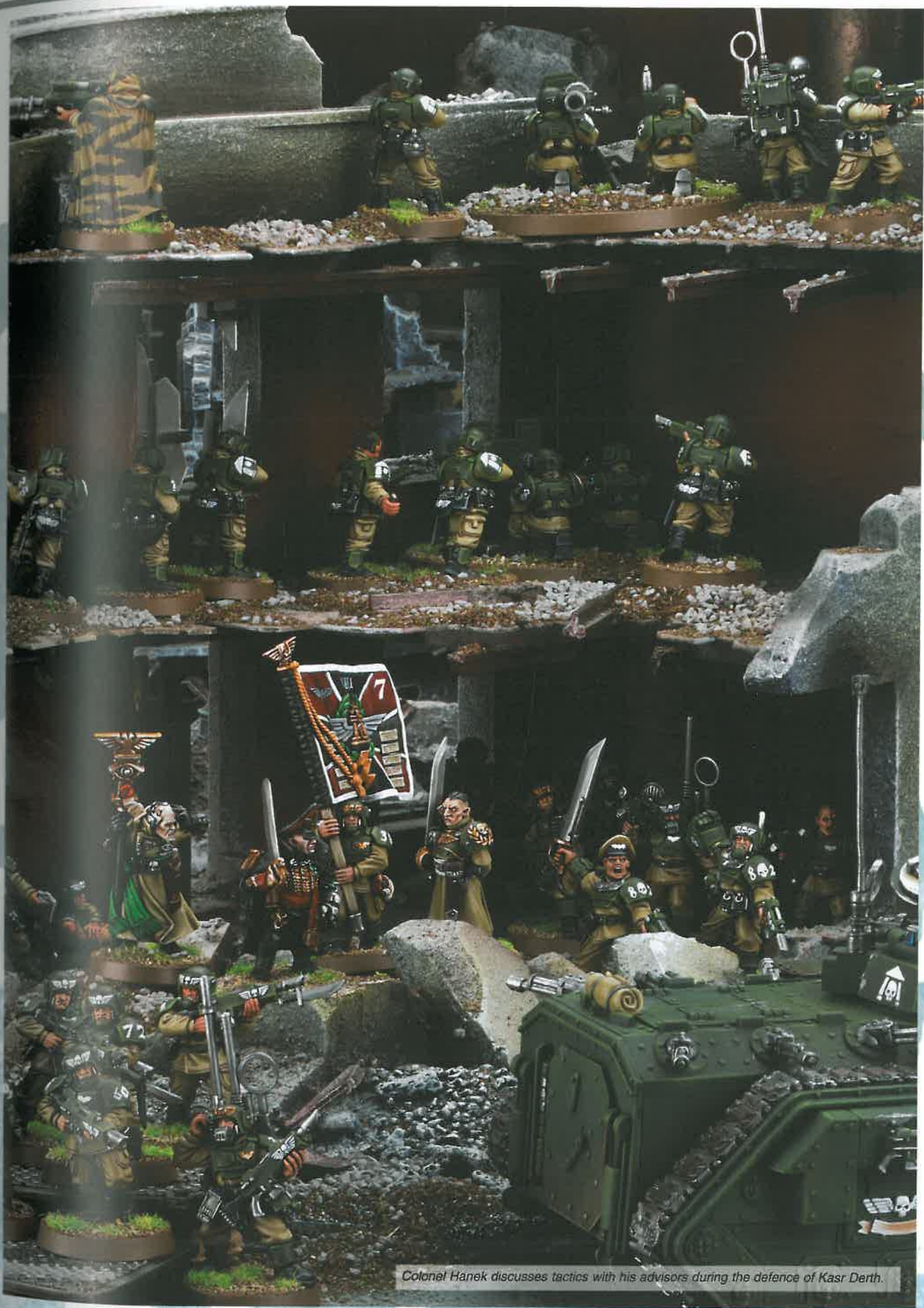
Storm Troopers were too expensive and had options such as Infiltrate built in which magnified their cost without always being usable. I had actually forgotten the last time I fought a Guard army that used Storm Troopers, which is a shame as the idea behind the troop type is excellent. Having seen the fantastic new Kasrkin models as well I knew players would want to use them and didn't want the rules to act as an obstacle.

Rough Riders needed some help too. I didn't want players to regard the hunting lance upgrade as compulsory so lowered the base cost and increased the cost of the lance upgrade. I made the lance a little bit more flexible and added a few more options. Most importantly I extended the 'fleet' rule, you know the one fleet of foot, fleet of claw, fleet of wing, and now, fleet of hoof. Now we can legitimately say that a hormagaunt is as fast as a man on a speeding horse rather than faster. The effect is that Rough Riders become a great mobile reserve as well as opening the

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Colonel Harek discusses tactics with his advisors during the defence of Kasr Denth.



A Chimera APC provides cover for an Armoured Fist unit as they cautiously advance.

possibility of the Imperial Guard seizing the initiative in a game with a massed lancer charge. Now that would be unexpected!

The overall effect of all this fiddling will be that selection is no longer quite so straightforward for Imperial Guard players. By missing out on a squad or two (and most importantly their heavy weapons) a player can include something quite worthwhile that gives him different options in a game or even a sporting chance in a mission that would normally be the death of him. To add extra incentive I have made one or two changes to heavy weapon points

costs that may change the way the old efficiency and optimisation programs run in players' personal battle computers. For those who are less obsessed with the finer points and have been selecting Ogryns and Veterans for years because they are cool then just keep doing it. This might be the time to claim you were right all along.

BY THE RIGHT, WEIRD IT UP. PUTTING THE IMPERIAL INTO THE IMPERIAL GUARD.

The other area where I was determined to do something was in making an Imperial Guard army look like it is

wrapped up in the quasi-religious fervour and madness of the Imperium. When you look at the artwork that has done so much to define the Imperial Guard down the years there always seems to be a crazed preacher waving a holy book at the aliens or a posse of strangely dressed priests holding apocalyptic banners standing on a nearby hill. I decided to restore this sort of lunacy by introducing different types of advisors as well as bringing back Techpriest Engineers. The Advisors include Sanctioned Psykers (already evident from the Cadian list), Priests and a slightly revamped Commissar. The Commissar is still dangerous to be around but the sheer terror inspired by his presence can inspire a unit leader to try that little bit harder. The Priest is just the man to work the troops into a fervour of indomitable rage, on the downside they may just use their missile launcher as an improvised club. Techpriest Engineers have a particular role for those Imperial Guard players who love their tanks and hate it when anyone blows away their tracks or cannon. Accompanied and aided by their servitors the Techpriest can make field repairs to motive or weapon systems to get vehicles moving again. He can also carry the wrath of the Machine God to the enemy or direct the fire of his bodyguard Gun Servitors.

The objective here was not to introduce anything overpowering but to bring colourful and diverse characters to the Imperial Guard. There will not be enough of these guys to substantially change the style of an army but they do help to remind everyone about who exactly the Imperial Guard are.



MAKING ROOM FOR THE FUTURE

One little understood criterion of planning ranges is that it is important to ensure that there isn't so much kit that it won't all fit in a Games Workshop store. This means that when we re-release a codex we have to take a long-term view on what we want in that range. In the case of the Imperial Guard there are numerous things we could develop in the future if only there was room in the range. Because of this the Griffon Mortar and Leman Russ Exterminator were dropped from the list. If you have some don't worry, the profiles for them will be kept in print elsewhere and you will be able to keep using them. The gap that omitting them leaves in the list will be filled up in due course and will help to make the Imperial Guard an even more interesting army.

PERSONALISING YOUR ARMY – DOCTRINES

One feature I like to build into armies is the scope for the player to make his particular army unique in some way. I remember being very impressed by the rules for designing your own Hive Fleet in *Codex: Tyranids* and have been keen to introduce similar possibilities for other armies ever since. The Imperial Guard are really an obvious candidate for similar treatment, there are after all over a million worlds in the Imperium and any one of them could be the homeworld of a regiment. That regiment will have qualities based on the homeworlds climate, flora, fauna, religion, political system, sociology and economics (and loads more besides). This gives limitless possibilities for conversion and modelling. It also gives lots of scope for little rule tweaks to reflect the character you want.

In order to create this effect I started by listing all the different world types I could think of and then, for each, detail the likely special rules I would need. This process quickly ground to a halt, most worlds would after all contain several features. Would an Armageddon regiment be made up of criminal hivers, Ash Waste nomads, jungle-dwelling Ork fighters or some mix thereof? Working top-down in this way just wasn't going to work. A world might be 90% water but trying to make a regiment with swimming skills and amphibious Leman Russ was going to be pointless as it would be fighting most of its games against land-based armies.

I decided instead to work from the bottom up. I would define some special rules that would have a reasonable and generic effect in 'typical' games of Warhammer 40,000 and then work out what having that skill would say about the world troops using it came from. In



Engineer Gant inspects his charges before the Battle for Hive Infernus.

this way I would avoid writing special rules that would never be used and still allow players to personalise their forces in as diverse a way as possible. The results seemed OK so I applied the acid test and used the special rules (or Doctrines) I had come up with to define some of the famous Imperial Guard regiments of Warhammer 40,000.

Amazingly everything held together pretty well and although there was a lot of testing and refinement still to do I was confident that the Doctrines idea was going to work.

Doctrines remain an option though, the Imperium is just too big and regiments have been around for too long for me to be happy saying "you must use

Mordians this way". The sample regimental Doctrines are just that, samples depicting one particular regiment of each type. Players are at liberty to come up with their own mix of Doctrines or just use the standard army list as they wish, at the end of the day they are the ones doing the gluing and painting.

CONCLUSION

So, you now know the logic behind the new codex. With the new plastic Cadians and all the splendidly sculpted metal miniatures out there there's plenty of excellent models to choose from so it's time to start recruiting.

Have fun!



Colonel Renik surveys the advance of his forces from his Command post.

With the release of the new Codex: Imperial Guard army book, and the full range of plastic kits for the Cadians, Hobby Department member Steve Cumiskey offers a guide to the new models and how to get the most from them.

MODELLING WORKSHOP

Steve Cumiskey's Cadian Regiment

The new generation of Cadians have finally arrived, marking the second regiment of the Imperial Guard to get plastic troopers. While the new design warms the heart of old nostalgia freaks like myself, who remember the original Imperial Guard plastics, what really makes them exciting is that Brian Nelson has designed not one, but two interchangeable plastic kits.

That flexibility, along with the wealth of accessories for extra detail, should provide enough material for Cadian modellers to build an army of unique and characterful soldiers.

Here's a few ideas to help you get to know the new Cadians, and get the most out of them.

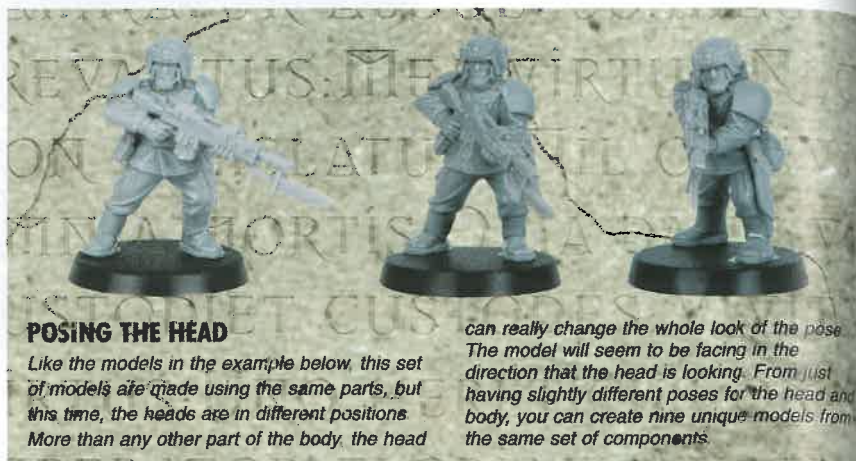


Example 1. Using the base as a direct source of dramatic positioning, the model takes on a more striking pose.

POSING THE BASIC MODELS

The first thing to think about on a new set of models is the pose. The most basic part of the pose is the position of the legs on the base. In the first example, the model is standing off centre on its base.

The space on the front of the base focuses the attention on that side of the model, giving it an extra sense of drama, as well as showing off the detail on the front of the model.



POSING THE HEAD

Like the models in the example below, this set of models are made using the same parts, but this time, the heads are in different positions. More than any other part of the body, the head

can really change the whole look of the pose. The model will seem to be facing in the direction that the head is looking. From just having slightly different poses for the head and body, you can create nine unique models from the same set of components.



Example 2. By making the initial decision to set the model further back on the base, the illusion of speed is generated.

In the second example, the model is positioned towards the back of its base, with most of the space to the front. This helps to create a sense of forward motion, as well as balancing the weight of the model, which always helps.

The example below shows what a difference even slightly changing the pose of a model can make. All three are made from the same components. The only change in each model is the position of the bodies. The difference in the body

positions isn't particularly big (they're all still in a fairly natural position), but the pose creates three distinct models.

The design of the models means that the weapon arms fit comfortably in only one position. This makes matching up the gun arm with the supporting arm easier. It's a good idea to stick on the weapon arm first and then the supporting arm straight away. By using polystyrene cement, you give yourself a little time to adjust the arms if they don't meet perfectly. To get an idea of what the different arms look like on a finished model, take a look at the quick guide on the opposite page.

One thing to keep in mind when putting the models together is keeping the pose feeling natural. A good way to check this out is just to stick the parts of the model together with Blu-tak before you go ahead with the gluing. This gives you a chance to see how the model will look before you start gluing. You could even try taking up a pose yourself, to get the feel of how a real person would stand.



Left: By simply changing the orientation of the body, a model can take on a much different feel.



Example 3. It's always good practice to experiment with the poses of your models to ensure their assembly looks natural – Blu-tak is perfect for this stage.

THE ACCESSORIES SPRUE

Apart from just making the model look more detailed, the accessories can also be used to cover joints on converted models like the kneeling Cadian shown.



They can also be used to add bulk to models like the one in the photograph that appears too slight.



USING THE ACCESSORIES

As well as the basic parts of the Cadians, both kits come with a lot of accessories, from grenades and ammo bags to spades and sandbags. The clusters of gear on the main Cadian sprue, have been designed to be easily separated into single pieces of equipment to make placing them on models in different poses easier.

Adding the spare helmet to a model with a bare head, or using the empty bayonet scabbard on a model with its bayonet already on its rifle adds a little realism to the model, and gives it character.

COMBINING THE SPRUES

Both of the crew in the heavy weapons teams are kneeling. Swapping parts from the Cadian kits gives you a chance to add more variety to the heavy weapon teams.



A standing or firing loader can be added to any of the teams, while the firer from a missile launcher team can be made to stand. The bare head would also fit in with the weapons team, as would the vox-operator pack and helmet.



The main kit can benefit as much from taking parts from the heavy weapons team. The pointing arm in particular is great for a sergeant or vox-operator, while the kneeling legs from the weapons crew can add some diversity to your basic units.

Beyond the possibilities touched on here, you can use the Cadian sprues to add more variety to the plastic tank crew in your tanks, or even add Catachan sprues to your Cadians to give even more variety to your force. The basic frames are really all you need to build the ranks of an Imperial regiment.

THE HEAVY WEAPONS TEAMS

The fact that both the heavy weapon operators are on a single large base, means that the team is basically a mini diorama. In reality, a heavy weapons team would be surrounded by ammunition packs, sandbags and trenching tools.

Part of the function of the accessories on the heavy weapons team is to prevent the base from seeming unnaturally flat. Here's a chance to add those extra details, like resting lasguns and empty helmets to help create a realistic scene.



THE ARMS

The sprue containing the weapon arms has a letter beside each pair of arms. You can use this quick guide to select the arms you want for your models.

B. Aiming with weapon relaxed.



D. Aiming with weapon tight to the shoulder.

F. Held at rest. Includes a bayonet.



G. The lasgun is held level, but out from the body. Includes a bayonet.

H. Lasgun raised slightly above level. Includes a bayonet. This is the only set of arms which does not have the left hand attached to the gun. The empty left hand can be used to hold the rifle, while the other holds a grenade (Right).



When long-time army collector Dave Cross came to paint his Cadian Imperial Guard army, he wanted the force to have a strong militaristic feel. However, rather than simply pick green, he decided on an overall brown look instead. *Scorched Brown* is the darkest of the brown Citadel paints, and Dave chose it as the base colour of his infantry.

PAINTING CADIANS

A quick and easy way to paint an army in no time!



To create a strong contrasting appearance, Dave applied *Kommando Khaki* to the areas of cloth, leaving the armour on the model in the original basecolour. This contrast creates a pleasing effect over the entire army.

Dave painted the cloth on the troops using three stages of layering. The technique not only enabled Dave to quickly paint the large numbers of squads in his Imperial Guard army, but it also gave the individual miniatures a high level of finish.

As he paints models to fight battles with, Dave prefers not to paint unnecessary details on his models. The eyes, pouches and belt buckles are ignored as no one can see them when the whole army is fielded on the tabletop.



Working from a *Chaos Black* undercoat, paint a basecoat of *Scorched Brown* over the whole miniature. Don't paint the boots or the barrel and bayonet of the lasgun.



Apply a layer made up of equal parts mix of *Scorched Brown* and *Kommando Khaki* over the cloth, leaving *Scorched Brown* showing in the deep recesses of the creases.



Paint a final layer of *Kommando Khaki* onto the raised areas of the uniform.



Apply a coat of an equal parts mix of *Scorched Brown* and *Dwarf Flesh* to the skin areas. Leave the basecoat showing in the deepest recesses of the skin.



Layer *Dwarf Flesh* onto the skin as a final highlight.



SQUAD MARKINGS

To add a personal touch to his force, Dave applied a squad marking to the model's left shoulder pad. It is made from Roman numerals from the Forge World Imperial Guard tank transfer sheet.

The 801st Regiment try to ambush a Mutant horde in the dense forest.



Paint a basecoat of Boltgun Metal onto the metallic areas of the lasgun.



To finish off the metal areas, apply Mithril Silver as a final highlight.



Paint a basecoat of Codex Grey onto the eagle motifs.



To finish off the eagles, overbrush Skull White onto the raised surface.

FINISHING TOUCHES



Apply a highlight on the edges of the armour plates, a mix of Scorched Brown, Graveyard Earth and Skull White.

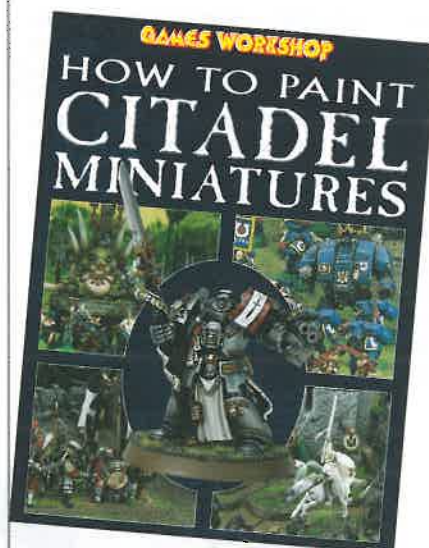


Glue sand onto the base with PVA glue. Undercoat the sand Chaos Black and then overbrush with Graveyard Earth. Paint the edge of the base Graveyard Earth and to finish off glue static grass on the surface of the base with PVA glue.

LAYERING TECHNIQUE

Layering gives a nice neat result when painting squads of miniatures 10 models at a time. Many consider layering to be the classic army painting technique as it creates a pleasing highlight and shade effect that looks good on the tabletop. If you want to quickly paint up your Imperial Guard regiments, give this approach a try.

For more details, read *How To Paint Citadel Miniatures*, available now.



How to Paint Citadel Miniatures is an introduction and general guide to assembling and painting Citadel miniatures, whether plastic or metal. The chosen examples concentrate on the most popular Games Workshop ranges – but the methods and materials discussed are applicable to all similar models.

Since the new Cadian models have become available it seems just about everyone has started a Cadian army. Tero Kanko tells us how he painted his Cadians. There is also a quick look at some of the other Cadian models that have been spotted at Games Workshop Head Office and in Games Workshop Retail Stores.

PREPARATION

I find that I can paint an army much quicker and to a better standard if I take the time to mix up my colours and prepare my models. Sometimes, I'll paint up a test squad just to make sure my colour scheme works, and also to help work out the quickest way to paint it.

To achieve my dark grey colour scheme I made up to mixes. The first was the base coat which I made with a 75/25 mix of Codex Grey and Chaos Black. The next colour I made was a black wash. For this I almost filled an empty pot with water and then added 2 straws worth of Black Ink. Straws can make great substitutes for an eye dropper. Just dip one end of the straw into a paint pot, and then put your thumb over the other end. This crates a seal so that you can transfer your paint (thanks go to Matt Weaver for this tip).

As I would be coating entire models with my base coat, a large brush was in order. I cut the end off a Tank Brush so it had a flat tip. This allows you to apply paint to a larger area of a model in a single stroke, speeding up the whole base coating process. Definately a good thing.

Next, I completely assembled the models, making sure that the more obvious mould lines were filed off (eg. shoulder pads, helmets, and boots). I also glued sand to the bases, covering them completely at this stage. I find that bases are more durable and easier to paint if the sand is undercoated. Finally, I undercoated them black.

PAINTING

I find that working on a squad or two at time works best with this method. Using my custom Tank Brush, I brushed them with the Cadian Grey mix, all over. I then went over them with the watered down Black Ink mix,

also using the Trimmed Tank Brush. This next step is very important.

I waited for the models to dry.

Next, I painted the lasguns, grenades, knives and pouches with regular Black Ink. I again waited for the models to dry.

I proceeded to paint Mithril Silver onto any Imperial symbols, grenade pins, and lasgun details. I touched up the Silver bits with the watered down Black Ink mix.

I then highlighted the hard armour's edges (shoulder pads, chest plate, helmet) with Codex Grey. I then painted any flesh (and hair) Scorched Brown, followed by Dwarf Flesh. I followed that with a Flesh Wash. Finally, I picked out the details (lips, nose, cheeks, and knuckles) with Dwarf Flesh, using a Fine Detail Brush.

FINISHING TOUCHES

I did the bases with the same method I use for all my bases. First I painted the whole base Scorched Brown. I then drybrushed Bubonic Brown onto the base. Next, I drybrushed Bleached Bone onto the base. I glued Static Grass onto the base in patches. Finally, I touched up the edge of the base with Scorched Brown.

For the Sergeant, I brushed Bubonic Brown onto the hair, followed with a light brush of yellow onto the hair. I choose to paint his eyes, as he's a prominent figure in the squad. I very carefully painted Chaos Black onto the eyes and then carefully painted Skull White, not quite covering the Chaos Black. I then painted a dot in the centre of the eye with Chaos Black.

On the Vox Operator, I picked out details (buttons, lens) with Blood Red.

For the Flamer armed trooper, I painted the end of the Flamer nozzle with Flesh Wash. I finished it off by painting watered down

Black Ink mix onto the same area, leaving some Flesh Wash showing.

I've always wanted to do an Imperial Guard army, all with detailed squad markings. With that in mind I went back to the old Imperial Guard Codex. In there it describes how Regiments designate their platoons and units. In there, they have examples that have the Company colour on the left with the Platoon colour on the right. The squad number is placed over these colours. Although it looked difficult to recreate on a model, I gave it a try. I was surprised how easy it was. Below, you can see how I painted them. There are a few tips that you may find useful as well. When painting the initial circle, start with a small blob and then touch up the edges into a circle. Try to make sure that the split in the colours is perpendicular to the bottom of the shoulder pad. When painting the white, use a Fine Detail Brush with a tiny amount of paint. This gives you more control. You can always go back over the line to make it thicker or give better coverage. If you have shaky hands, try bracing them against the edge of your painting table or each other.

The very last thing I did was spray the squad with Purity Seal. I do this for two reasons. The first is obviously for the protective qualities. The second has a more subtle result. Purity Seal is a matt varnish and helps to take off the sheen that washes and inks can leave.

Squad Markings Tero Style

1



Using your Company colour, very carefully paint a circle onto a shoulder pad.

2



On the left half of the circle, carefully paint your Platoon colour.

3



Go around the edge of the circle with Skull White.

4



Finally, paint your squad number in with Skull White.



Using the above method but with different colours you can easily achieve different colour schemes.

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Imperial Guard markings. With the old Imperial describes how platoons and examples that the left with it. The squad these colours recreate on surprised how see how tips that you painting the blob and then. Try to make colours is the shoulder, use a Fine point of paint. ol. You can e to make a. If you have m against the each other

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Tero's Hyrkan 65th, painted using the method described on the previous page.



Daniel Byrnes, of Games Workshop Hornsby painted this squad of Cadian 121st.



Here's a closer look at some of Laurie Goodridges "Halo" inspired marines.

Bryan Reilly, of Games Workshop Direct has added an Engineer to this Command Squad of Van De'mans World "Redbacks".



Adrian Wood takes a look at how the resident scenery designer Mark Jones went about creating the impressive Imperial defence blockades featured in the brand new Imperial Guard codex. From start to finish, all you need to know about recreating this excellent scenery.

MODELLING WORKSHOP

Building Imperial Defences



Defence lines in the 41st millennium are the products of the massive forge worlds that supply arms and munitions to the Imperium's combat forces. Prefabricated sections of manufactured barricades are transported to the front line, where they are placed at the disposal of Imperial Commanders. The pieces are set in place by the Imperial Guard and then partially buried. A cunning Commander will position the parapets in such a way as to maximise his force's defensive firepower.

The set of defences that can be seen in Codex: Imperial Guard is based on a simple design that was easily adapted to produce a number of variations. For instance, polystyrene sheet was added to alter the height of the parapet and sections of card wall were cut away to make space for artillery. Also, due to the

modular nature of the terrain set, it could be set up to produce a huge number of different layouts.



All the defences were made using a set of templates by terrain maker Mark Jones. There are two sets of templates with the walls attached on either side of the base. Regardless of which one you

choose to make, the same method applies, there are just different templates. Follow these instructions and have a go at making a set of defences.

The defence templates can be downloaded from:
www.games-workshop.co.uk/imperialguard

MATERIALS NEEDED

- 10mm foam board
- A sheet of card
- A sheet of thicker card
- Sand
- Gravel
- Flock
- Ready-mixed filler
- Textured paint

TOOLS REQUIRED

- Modelling knife
- Masking tape
- PVA glue
- Pencil
- Metal ruler
- Sandpaper



Deployment of Imperial defences can be crucial to a Commander's success – or failure.

THE FLOOR AND WALLS



Once you've printed out your templates, begin by cutting out the base template. Place it on the foam board and trace around the outline. Using a metal ruler to keep the lines straight, cut out the shape with your modelling knife.



Cut out the wall templates and trace the outlines onto thin card. Remember to draw the dotted score line onto the outlines you've traced. Cut out the wall shapes and score along the dotted line with the back of your modelling knife. Fold along the scored line before taping the walls in place on the base.



Starting with the middle wall, apply a piece of tape to the bottom edge, leaving half the tape free to attach to the

base. Place the wall against the base and fold down the rest of the tape to attach the pieces together.



In the same way, tape the left and right walls on either side of the middle wall.



To complete the paracet, the middle and outer walls need to be taped together.



One at a time, line up each of the short walls with the long middle wall, and apply tape to both halves of the walls to hold them in place.



To further strengthen the model, apply PVA glue to the inside of the joints.

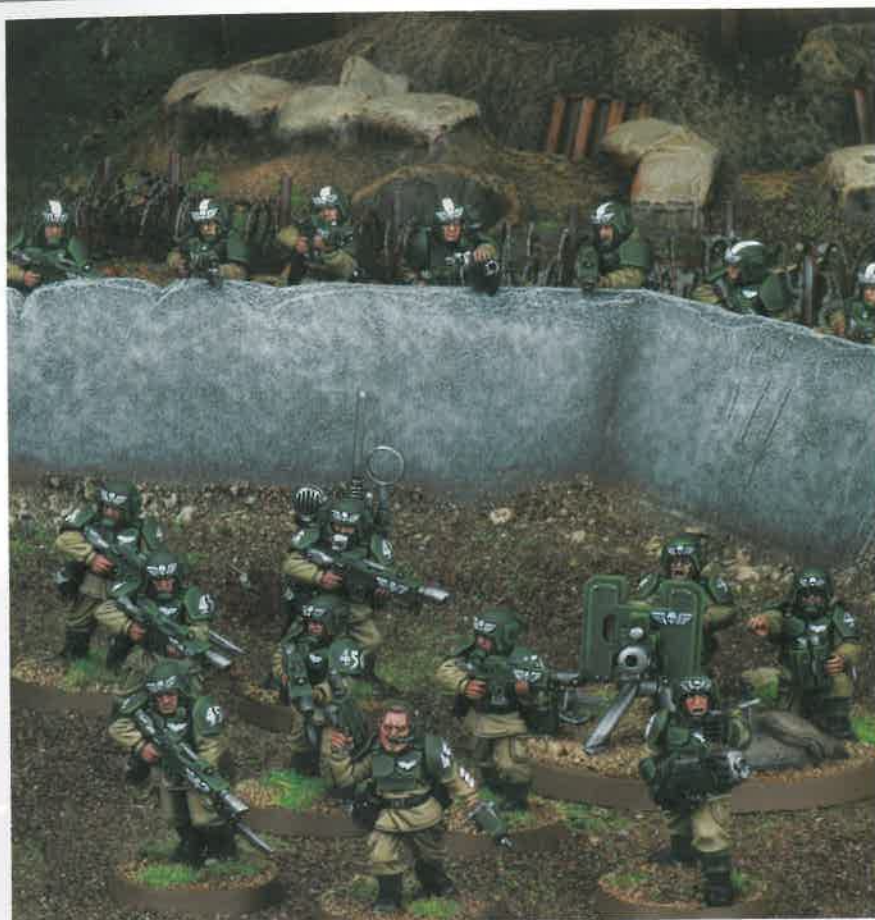
BATTLE DAMAGE



To create the appearance of battle damage, carefully cut away small sections of the upper wall with your modelling knife. Make these cuts uneven and random – this will create a more natural feel. Drill holes in the card with a pin vice to simulate hits from small arms fire, and then rough up the edges. Ensure that you make this battle damage nice and deep so that a coat of textured paint won't obscure it.



Trace each end of the walls onto card. Cut out the triangles and try to fit them in place without any tape. This is so you can see if they are the right size and is called a test fit. Once you are happy with the shape, tape them inside. Now it is time to make a base for your model.

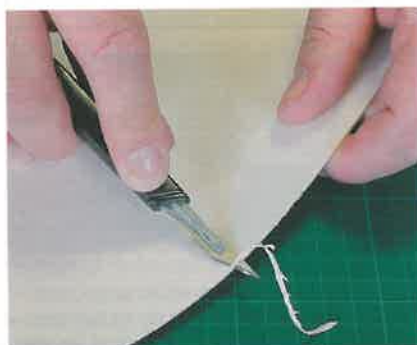


Hold the barricades!

THE BASE OF THE DEFENCES



To make the model's base, draw an outline around the wall section onto the thick card. Draw the outline roughly 25mm from the edge of the walls. Cut out the shape.



To create a natural bevelled edge to the base, hold your knife roughly at a 45° angle and slice away the square edge.



Now that the base is finished with its bevelled edge, glue the completed parapet to it. Set the model aside to dry.

FINISHING THE DEFENCES



Use ready-mixed filler to blend the walls into the base and fill in any gaps. Once dry, smooth the edges down with sandpaper.

TEXTURING THE MODEL



Glue sand and gravel to the base of the walls to give the appearance of the defence having been buried. Paint the walls of the defence with textured paint. You can buy this from DIY stores or make your own by mixing together emulsion and sand.



PAINTING THE DEFENCES

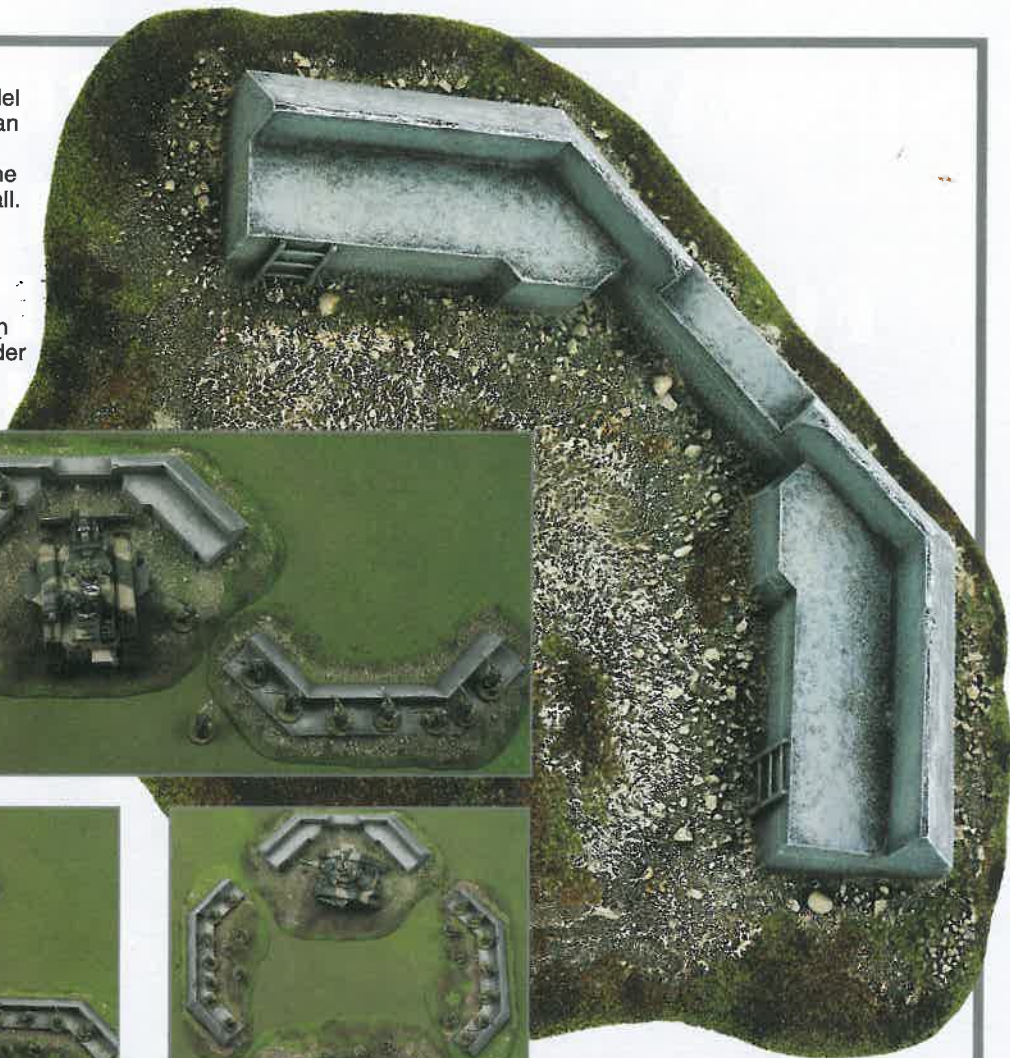
To paint the finished model, begin by undercoating it Chaos Black spray. Drybrush the wall Dark Flesh, followed by Codex Grey and finally a lighter drybrush of Fortress Grey. Paint the ground a basecoat of Bestial Brown, followed by a drybrush of Vomit Brown. Finish off with a light drybrush of Bleached Bone.

To complete the model, paint PVA glue onto the base of the defence and apply flock.

DEFENCE WORKS

As these defences are so easy to build you can make a whole system of barricades in no time at all. Not only that but with a little imagination each one can have a unique design. For his set of terrain, Mark made all sorts of alterations to the models.

He raised parapets by adding extra layers of foamboard, whilst one model became an emplacement for a Leman Russ. To accommodate the tank, he raised the walls on 25mm polystyrene foam and cut a section out of the wall. Finally he used the defence as the starting point for a tall guard tower. Here you can see just a few of the different defence layouts you can create with a full set of this terrain, in the same way an Imperial Commander will plan his defences.



The proud men of Cadia prepare for an attack.

SUNDAY OCTOBER 26TH 2003

**HORDERN PAVILION
FOX STUDIOS AUSTRALIA
MOORE PARK SYDNEY**



GAMES DAY & GOLDEN DEMON 2003

AUSTRALIA

A dynamic illustration of Warhammer 40,000 soldiers in a battle scene. In the foreground, a Space Marine in a green and black power suit is shown from the waist up, aiming a pistol. To his right, another soldier in a full combat suit with a helmet and visor is firing a heavy weapon, with a bright yellow energy beam or muzzle flash visible. In the background, more soldiers are engaged in combat, with smoke and fire suggesting a chaotic battlefield. The overall style is detailed and dramatic, typical of Warhammer 40,000 artwork.

TICKETS ON SALE*

* TICKETS AVAILABLE FROM ALL GAMES WORKSHOP STORES
AND GAMES WORKSHOP DIRECT SALES ON (02) 9829 6111.

GOLDEN DEMON

GOLDEN DEMON 2003 COMPETITOR GUIDELINES

- Each competitor is allowed to enter a maximum of THREE categories. You may only enter once in any category.

- All entries to the Golden Demon Competition must be painted Citadel miniatures, Forgeworld or Imperial Armour models, or scratch built models that you have sculpted yourself.

- Conversions are allowed, but should be consistent with the atmosphere of the game world and spirit of the miniatures.

- Overall, the judges are looking for well-painted miniatures that adhere to the imagery and ethos of Games Workshop's different fantasy universes.

- All entries to the 2003 Australian Golden Demon Awards must be personally handed in and registered

at the Hordern Pavilion, Fox Studios Australia, Moore Park, Sydney, on the 26th of October 2003 as early as 9am and no later than 12pm. All entries must be picked up on the day of the event at specified times, by the entrant, in person.

- Competitors will be fully responsible for the transport of their own entries to and from the competition and for storing their own transport and packing materials on the day.

- We reserve the right to refuse entry.

- Once they are booked in Games Workshop undertakes to treat all entries with the greatest care, but can accept no responsibility for loss or damage to individual entries. Entry to the competition is entirely at the competitors own risk.

- Please note that due to licensing restrictions any miniatures entered into the Warhammer or Warhammer 40,000 categories may not include any miniatures or components from *The Lord of The Rings Strategy Battle Game™* range.

- Entry into any of the competitions gives Games Workshop the right to display, photograph and publish any entry they see fit.

- The Golden Demon Slayer Sword can only be won by entries in Categories 1 - 8.

- Finally, remember that the point of Golden Demon is to showcase the efforts of those who paint miniatures in our hobby. You may not agree with the final outcome, but the judges' decision is final and no correspondence will be entered into.



OFFICIAL ENTRY FORM

TICKET NUMBER: NAME:

ADDRESS:

CITY: STATE: POSTCODE:

CONTACT NUMBER:

CATEGORY NAME:

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CATEGORY NUMBER:

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ENTRY NAME:

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NUMBER OF MODELS:

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CATEGORY NAME:

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NUMBER OF MODELS:

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INFORMATION

GOLDEN DEMON CATEGORIES

01. WARHAMMER SINGLE MINIATURE

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

02. WARHAMMER UNIT

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

03. WARHAMMER LARGE MODEL

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

04. WARHAMMER 40,000 SINGLE MINIATURE

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

05. WARHAMMER 40,000 SQUAD

This Category is for Warhammer 40,000 squads chosen from the appropriate Codex (or Chapter Approved article for Sisters of Battle). This category includes squads mounted on bikes, jetbikes and warbikes as described in the various army lists. All models must be presented on standard gaming bases (slottabases where appropriate).

06. WARHAMMER 40,000 LARGE MODEL

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

07. THE LORD OF THE RINGS™ SINGLE MINIATURE

This category is open to any single miniatures from *The Lord of The Rings Strategy Battle Game™* range or scratch built miniatures only.

08. DUEL

This category consists of two single models mounted onto a single 50mm square base. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges (or any of our other games).

OPEN & YOUNG BLOODS

09. OPEN CATEGORY

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

Remember that no matter how wild your entry the judges will be looking for well painted and well modelled miniatures. You are allowed to include conversions if you wish, but they too should be consistent with the atmosphere of the game world and the spirit of the miniatures.

10. THE LORD OF THE RINGS™ FILM SCENE

Using miniatures from *The Lord of The Rings Strategy Battle Game™* or scratch built miniatures only, this category is open to dioramas depicting scenes from the films. The displays base must measure no more than 30 x 30cm with a maximum height of 30cm. Anyone can enter, including Games Workshop staff, so beware, the competition will be very stiff.

11. YOUNG BLOODS: WARHAMMER

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer world, on it's standard slottabase (20mm or 25 mm square).

12. YOUNG BLOODS: WARHAMMER 40,000

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer 40,000 universe, on it's standard slottabase (25mm or 40mm round).

PRE-REGISTER ONLINE

Once again you will have the option to pre-register for Golden Demon. This means that on the day, all you'll need to do is walk up to the Express Counter and hand your entry in, leaving you more time to play games, enjoy the displays, and check out your competition.

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

Golden Demon page, and then fill out and submit the pre-registration form.

If you have any problems or questions about pre-registering, please contact Games Workshop Direct on (02) 9829 6111, or you ask about it in any Games Workshop store.

LURE OF THE GODS

COLLECTING A CHAOS ARMY

Over the past few months White Dwarf editor Paul Sawyer has been building a Chaos army for Warhammer. With £30 to spend each month the army has steadily grown in size, and after early losses on the battlefield it's become a force to be reckoned with...



NO TIME TO TALK

It's been a couple of issues since I last penned these articles and in the meantime my Chaos Lord, Vradchuk the Heinous, and his followers have been rather busy on the battlefield so rather than bore you I'll dive straight into the game reports...

WORLD'S BEST PIZZA

I was honoured to be asked to fly to Chicago as special guest at Adepticon. This event is an annual affair which covers not only Games Workshop games but also has a healthy portion devoted to other games. My first thoughts were "Hmmm, Chicago in March? Not exactly the sun-kissed beaches of the Caribbean". Never being one to turn down a free trip overseas, though, I jumped at the chance and was mightily glad I did.

Before I forget – many thanks to everyone who looked after me so splendidly during my time in the Windy City (Josh, Drew, Duane, Nick, Ogre et al). It was, without doubt, the best time I've had at a convention anywhere in the world.

Aside from generally chatting to all and sundry and beating my friend Ryan Powell 2-0 at Blood Bowl, I took in a painting tutorial with Jennifer Haley and Anne Forster (well known names to all who follow the showcase standard of painting – Jennifer is the current US Golden Demon Slayer Axe holder). It really was an education to

hear Anne and Jennifer talking about painting red in fourteen stages...

I was also fortunate enough to meet another American hobby icon – Joe Orteza. Joe has a very distinctive style when it comes to painting and sculpting and he gave me a few tips on how to convert models and more importantly how to use Green Stuff effectively. What made it even better is that Joe is one of the nicest guys you could wish to meet and made time for anyone who asked his advice, no matter the hour.

Aside from milling around in a sleep-deprived trance for most of the event, I was to be pressed into earning my keep by being the fall guy, er, prize in the Warhammer King of the Hill tournament. Simply put, the player that won the tournament would play against Vradchuk's horde. Great! I get to play a tournament winner – looks like another defeat for Vradchuk's lads then.

Vradchuk's force for Adepticon was:

Characters (718 points)	
Vradchuk, Lord of Chaos	241
<i>Chaos armour, hand weapon, great weapon, Helm of Many Eyes</i>	
Riding scythed Chariot	120
<i>Barded steeds, extra crew member with halberd & heavy armour</i>	
Qae'larne, Enraptured of Slaanesh, Exalted Champion of Slaanesh	206
<i>Hand weapon, great weapon, Chaos armour, shield, Mark of Slaanesh, Armour of Tortured Souls, Steed of Slaanesh</i>	

Uuz'Bedyre, Chaos Sorcerer	151
<i>Level 1. Hand weapon, Chaos armour, Barded Chariot, Steed, Two Dispel Scrolls</i>	

Core (794 points)

Scythed Chariot	120
<i>Barded steeds, 2 crew members with halberds & heavy armour</i>	
6 Warhounds	36
6 Warhounds	36
16 Warriors of Chaos	302
<i>Halberd, heavy armour & shield. Full Command</i>	
5 Chosen Knights of Chaos	300
<i>Full Command. War Banner</i>	

Special (405 points)

16 Daemonettes	240
5 Screamer of Tzeentch	165

Rare (75 points)

1 Fiend of Slaanesh Spawn	75
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Total: 1,992

THE FOLLY OF MANKIND

There was a slight change of plan when event organiser Josh Wimberley asked me if I'd play another game first – this time against the player with the best Sportsmanship award. After a few running repairs to my army I was ready to face this fresh quarry: one Ralston Heath and his Empire army. Ralston is well known on internet forums, such as the Warhammer Players Society message boards (www.players-society.com), and assumes the alter ego 'Skeetergod' in such environs. These two reports are

much more substantive than my previous efforts as they didn't rely on my selective memory – many thanks to Michael Holt and Jamie Ott for recording the battles.

The scenario was 'Totem Hunt' – a specially designed scenario which matched the classic Pitched Battle scenario apart from each banner captured being worth 100 VPs with the army battle standard being worth 200 VPs (in addition to the normal VPs given for taking standards).

Ralston's Empire army was thus:

Characters (735 points)

Holy Sister Bertha,
Warrior Priest of Sigmar148
Heavy armour, Icon of Magnus, Crimson Amulet, great hammer (deployed with the Swordsmen).

Brother Gunther,
Warrior Priest of Ulric141
Heavy armour, shield, Biting Blade, White Cloak (deployed with Greatswords).

The Reverend Schultz,
Warrior Priest of Sigmar151
Hammer, Dawn armour, shield and horse (deployed with the Pistoliers).

Wizard Atremus295
Level 4: Orb of Thunder and Rod of Power.

Core (675 points)

20 Swordsmen165
Full Command. Hand weapon, light armour and shield.

Detachment: 10 Halberdiers60
Halberds and light armour.

Detachment: 10 Militia50
Additional hand weapon and light armour.

8 Huntsmen80
Hand weapon, longbow.

10 Handgunners105
Hand weapon and handgun. Marksman with Hochland long rifle.

10 Handgunners105
Hand weapon and handgun. Marksman with Hochland long rifle.

Detachment: 10 Halberdiers60
Halberds and light armour.

Detachment: 10 Militia50
Additional hand weapon and light armour.

Special (584 points)

20 Greatswords270
Full Command. Greatsword and full plate armour.

Great Cannon100

Great Cannon100

6 Pistoliers114
Hand weapon, two pistols and light armour.

Total:1,994

We rolled up our spells with Ralston taking *Bane of Forged Steel*, *Distillation of Molten Silver*, *Transmutation of Lead* and

Commandment of Brass for Wizard Atremus. Uuz'Bedyre took the ever faithful *Dark Hand of Death*. Ralston won the roll-off to go first, and chose to take the initiative.

Turn One

The first turn began with Ralston moving his Huntsmen forward and marching the Pistoliers to the left flank of the Chaos army. In the Magic phase, Ralston was able to activate the *Orb of Thunder* stopping the Screammers from flying. During the Shooting phase a well-aimed cannon ball destroyed one of the Tzeentchian Daemons. I manoeuvred my army right, ignoring Ralston's feint on the left flank.

Turn Two

No charges were declared by the Empire and their Magic phase came to nothing. In addition, the Shooting phase was surprisingly disappointing as only one Warhound was killed by the huntsmen whilst the Fiend of Slaanesh only suffered a single wound. That could have been a LOT worse.

In my turn I decided to take the bull by the horns – I couldn't stand around and let the Empire army pepper me with missile fire, I had to get stuck in. I charged the Huntsmen with a pack of Warhounds with both sides inflicting 1 wound, although the Warhounds lost the combat due to unit strength, promptly fled and were cut down by the pursuing Huntsmen. The overrunning Huntsmen proceeded to attack my Sorcerer for every remaining turn of the game...

The Daemonettes, however, did much better, winning the combat against the Halberdiers but they were unable to catch them as they fled. My other

pack of Warhounds took on the Free Company with each side killing two opponents but the Warhounds lost, again due to unit strength. Luckily they held thanks to the army general, Vradchuk being close by.

Turn Three

The fleeing Halberdiers rallied and Ralston's Swordsmen charged the Chaos Warriors. Once again the *Orb of Thunder* was activated meaning the Screammers spent another turn flapping around feebly. The Free Company's combat with the Warhounds ended in a stalemate with no wounds suffered. The Swordsmen, mainly due to the mighty Warrior Priest, killed four Chaos Warriors with two Swordsmen being destroyed in return. The Chaos Warriors lost by 5 (unit strength, combat result, ranks) and fled 3". Not good at all. The Ruinous Powers were kind to me on this day, however – as I was about to remove my unit from the battlefield, Ralston rolled double 1! Could the tide have turned?

In my turn the Fiend of Slaanesh smashed into the flank of the Free Company, the Daemonettes charged the now rallied Halberdiers, the Screammers stumbled into the Handgunners, the Chariot and the Chaos Sorcerer both charged into the Swordsmen's exposed flank, and the Chaos Knights smashed into the Great Sword's Halberdier detachment. This was a big turn for Vradchuk – with all these charges going on I needed to be breaking some of the Empire units and running into the missile troops and characters if possible.

The fleeing Chaos Warriors rallied and steeled themselves for next turn's charge. In combat the Screammers killed three Handgunners and destroyed the unit in the pursuit.



Deployment is always the trickiest part of the game for me and this game would be no different...

Ralston deploys his army. He set up so it would be very difficult to get to his missile troops and war machines.



Although the Free Company killed two more Warhounds, the Fiend of Slaanesh killed three Free Company in return and the combat was drawn.

The Daemonettes, which were now in Ralston's deployment zone, killed four Halberdiers and ran them down. Unsurprisingly, the Chaos Knights wiped out the Greatswords' Halberdier detachment and overran 15" which unfortunately exposed their flank to Ralston's cannon a mere 6" away. Every silver lining has a cloud and this looked like being a cloud with several dead Chaos Knights in it...

Turn Four

With the battle in a crucial stage and things swinging from one general to the other, the Pistoliers failed their charge and made a prime target to receive Vradchuk's furious charge next turn. *Transmutation of Lead* was successfully cast on the unit of Chaos Warriors meaning they suffered a -1 to hit and -1 to their Armour save. The Cannon which had a near-perfect shot down the rank of Chaos Knights fell short killing only one Knight – it seemed that this Great Cannon wasn't so great (shoddy human workmanship, certainly not up to the highest of standards you can only find from a Dwarf engineer...) after all! That had been a big moment and things were looking like they were slipping from Ralston's grasp...

The Great Cannon crew desperately loaded grapeshot and aimed at the dangerously close Daemonettes but then misfired and exploded. In combat the Free Company were hacked apart by the Fiend of Slaanesh and the Warhounds killed the remaining five brave soldiers. The Warrior Priest took aim at the Chariot, causing a wound with none in return, forcing the Chariot to flee. Ralston refrained from pursuing the fast moving Chariot and left himself exposed in the open.

In my turn I charged the Chaos Warriors into the rear of the Swordsmen who fled. The Daemonettes chased off the Cannon crew and my Chariot rallied. There was no further combat and it looked bleak for the Empire.

Turn Five

Ralston threw the Pistoliers into combat with the rallied Chaos Chariot. Atremus the Wizard cast *Distillation of Molten Silver* (2D6 S4 magic missile attacks that count as fire) on the Chaos Knights, incinerating one. The remaining Handgunner unit opened fire on the Chaos Spawn killing it. Reverend Schultz and his Pistolier unit managed to take 2 wounds off the Chariot receiving only 1 wound in return, but the Chariot held firm.

I sent Vradchuk and his Chariot charging into the Swordsmen and their leader, Holy Sister Bertha, whilst my Warhounds, Chaos Knights, Qae'larn and the Screammers crashed into the remaining Handgunner unit. Ralston opted to stand and shoot at the Screammers and inflicted 3 wounds on the Daemons, felling one.

After killing 2 Pistoliers, the Chaos Chariot ran them down as they fled and ended up overrunning into the

flank of the Greatswords. Vradchuk slammed his Chariot into the Swordsmen killing eight, breaking them, capturing their banner and also running into the Greatswords. The Handgunner unit was overwhelmed by the combined attacks of the Screammers and Qae'larn and were butchered.

Turn Six

Ralston elected to charge the Huntsmen into the Chaos Sorcerer, who fled. The remaining Free Company charged into the Chaos Chariot. The Chariot only inflicted 1 wound on the Free Company and also took a wound. Unit strength and ranks were enough to force the Chariot to flee. Vradchuk inflicted 5 wounds on the Greatswords taking 1 wound in return. The stubborn Greatswords tested and failed! Vradchuk ran them down to capture his second banner of the day and reclaim the banner taken when his Chaos Warriors had fled earlier.

Charges were declared against the Wizard Atremus by Qae'larn, the Chaos Knights and the remaining Warhounds. The Chaos Warriors and the remaining Screammers charged the Free Company. All fleeing units rallied. Uuz'Bedyre was finally able to cast a spell, killing two Huntsmen with *Dark Hand of Death*, causing the unit to panic and flee. In close combat Qae'larn, Enraptured of Slaanesh, easily despatched Atremus. The Chaos Warriors inflicted 5 wounds on the Free Company, while the Screammers added a further wound to the tally then chased down the unit as it fled.

The end result is a complete victory for Vradchuk in a game that in the first couple of turns looked very good for Ralston's Empire army. Victory was achieved by Vradchuk holding two enemy standards to Ralston's none, although wiping out the entire Empire army did help...



Vradchuk speeds by in his chariot as the Chaos Warriors take on the Swordsmen.

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It was easy to see why Ralston was voted Best Sportsman in the tournament – a really nice bloke who gave me a tough game even though in the end it looked bad for the Empire.

LEARNING POINTS

1. *Orb of Thunder*. This item should have been nullified by a *Dispel Scroll* but I was fixating on the Level 4 Wizard too much. This meant the *Screamers* weren't as effective as usual in a game where they would normally have been very effective in dealing with the Empire war machines and missile troops.

2. I still hate Elves. I know this has nothing to do with my game against Ralston but it's always worth saying again...

GREENSKINS

With one victory under my belt it was time to play the big game against the winner of the tournament, Mike Marko and his Greenskins. It would be a classic Pitched Battle game and despite having beaten Greenskins each time I'd faced them with Vradchuk's army, I was still apprehensive to be playing a tournament winner.

Mike's Orcs & Goblins horde was:

Characters (401 points)
 Grumgore Bloodtusk,
 Orc Warboss 146
Great Axe, Dead 'Ard Armour.
 Narblet, Night Goblin Big Boss 57
Light armour, Army Battle Standard.
 Fizzbang,
 Level 2 Night Goblin Shaman 145
Wangly Wotnotz, Dispel Scroll.

Porklette, Goblin Big Boss 53
Hand weapon, great axe, light armour, Riding Wolf.

Core (1204 points)
 Red Fang Boyz 153
25 Orc Boyz with choppa and light armour. Full Command.

Broken Bones Boyz 303
25 Orc Big 'Uns with spears, light armour and shields. Full Command, War Banner.

Black Crag Howlas 210
15 Goblin Wolf Riders with spears, light armour and shields. Full Command.

Da Scoutas 72
6 Goblin Wolf Riders with short bows.

Red Eye Clan 174
36 Night Goblins with spears and shields, Standard Bearer and Musician. Includes 2 Fanatics and 2 Netters.

Bad Moon Clan 173
37 Night Goblins with short bows and shields, Standard Bearer and Musician. Includes 2 Fanatics.

Mike Marko ponders his next move. I enjoyed this game of Warhammer more than any I've played so far.



Valley Boyz 44
20 Goblins with hand weapon and shield, Musician.

Piles of Snot 75
3 bases of Snotlings with rocks and sticks.

Special (190 points)

Da Charging Wagons 120
2 Goblin Wolf Chariots.

Dinna on a stick 70
2 Goblin Spear Chukkas.

Rare (205 points)

Borg Smash'm 205
1 Giant with tree.

Total: 2,000

We rolled for spells with Uuz'Bedyre taking his favoured *Dark Hand of Death*, and Mike rolling *Gaze of Mork* and *Brainburster* for his Shaman. Mike won the roll-off for first turn and elected to take it.

Turn One

The first thing to mention about this game was how every time he had to make Animosity checks Mike would chant "where there's a whip, there's a way". It seemed to work as he rarely failed these checks.

Mike deployed his army across pretty much all of his table edge and I countered that by taking a refused flank option and leaving only the *Screamers* on my left flank.

The Greenskins marched forwards en masse. In Mike's Magic phase the *Gaze of Mork* took a wound off one of the *Screamers*, and in the Shooting

phase a Chaos Knight was skewered by one of the Goblin Spear Chukkas.

I sent the *Screamers* onto the far left flank to use their slashing attacks on the Goblin Wolf Riders, killing one. The rest of the army marched forwards with the Fiend of Slaanesh and Qae'larne headed to secure the right flank. I sent the Warhounds on my right to draw out the inevitable Fanatics in the Night Goblin mob, which they duly did. This would mean that both of us needed to tread carefully for fear of running into these fungus beer crazed lunatics.

Turn Two

Mike elected to charge the *Screamers* with the Goblin Wolf Riders who promptly failed their Fear test and were destroyed. The Night Goblins and a Chariot both charged one of my Warhound packs which was, unsurprisingly, wiped out and the Chariot overran into the Daemonettes. The Night Goblins overran into the Chaos Chariot.

I countered this by sending Vradchuk's Chariot smashing into the Big 'Uns mob containing Mike's Warboss. I also sent Qae'larne charging into the Goblin mob on my right flank. This was a really stupid thing to do given that they had a big combat resolution (full ranks, outnumber and standard) but Mike had said how they were 'Super-Goblins' as they'd seen off a lot of hard opponents. I wasn't going to fall for that kind of provocation until he mentioned they'd killed a Dwarf Lord and then the red mist descended and I charged...



In addition to the two characters charging, I sent the Screammers into the Night Goblin mob and the Warhounds rallied.

In the Combat phase all the pent up anger and frustration that Vladchuk had bottled up from his early losses spilt out. In the resultant carnage ten Big 'Uns were killed and the rest fled, taking their Warboss with them.

Turn Three

This turn wasn't good for Mike. Firstly he failed to rally his fleeing Big 'Un mob (led by his Warboss) and they fled off the table...

Mike's Chariot then charged my Chaos Knights, killing one. In return the Knights destroyed the Chariot for its temerity.

In my turn the Chaos Knights charged the Giant and, in a pretty poor show of strength, only caused one wound off the huge creature. The Giant reacted by swatting a Knight from its saddle.

Elsewhere the Chaos Warriors charged the Wolf Riders killing two whilst the Wolf Riders reciprocated by killing a Chaos Warrior. Out on the flank, the Fiend of Slaanesh only accounted for two Goblins. All in all a successful turn for me although the Knights and Chaos Warriors should have done better.

Turn Four

The loss of his general and Big 'Uns meant that Mike had it all to do to beat me, but there were still plenty of things that could go wrong – I have an unhappy knack of grasping defeat from the jaws of victory...

It started ominously as the Goblin

Shaman caused a wound on Vladchuk with *Gaze of Mork*.

In the Combat phase, the Chaos Warriors despatched three Wolf Riders and lost one of their own number in the mêlée. Neither side was prepared to give any ground though as the Wolf Riders made their tests. The Giant's

combat with the Knights ended in a draw as nothing much happened.

In my turn Vladchuk charged his Chariot into the Night Goblins and the resultant carnage saw them fleeing, only to be run down under the Chariot's scythed wheels...

My other Chariot charged the Goblin Wolf Chariot which fled. Luckily it stopped just at the table edge! On the right flank there was a stalemate as the Goblins exacted two wounds on the Fiend and received two in return.

The Chaos Warriors killed three Wolf Riders whilst the Goblin Boss ran through a Chaos Warrior. This was enough to see the Wolf Riders flee.

The Screammers of Tzeentch charged the Orc mob causing four casualties with no wounds against them. The Giant was wounded by the charging Daemonettes and he swatted one of the Daemons of Slaanesh aside as the stand-off continued.

Turn Five

The game was all over bar the shouting at this stage and was more about how much of a bloody nose Mike could give me before I destroyed his Greenskins.



Campaigns are a great way to develop a grander scale to your battles, and we here in the Studio are no different. Dylan Owen has reprised his role as campaign coordinator for one such conflict, and here he reveals some of his secrets.

The realms of the Bloodlands campaign have been expanding their frontiers since last month, nibbling away at the tribelands on their borders. The realms have yet to come to blows against each other, preferring to consolidate their power to the detriment of their weaker neighbours, either through brute force or subtle diplomacy. The rules for conquering or manipulating minor realms are given later in this article. But first, a few words on the role of the campaign referee and an insight on the creation of the campaign map...

The Campaign Referee

If you are intending on playing any campaign, a campaign referee is integral to its success. The referee is there to sort out any queries the players have about the campaign and to iron out any rules disputes. He organises opponents for the players to battle against and, to keep the campaign flowing, ensures that battles are resolved should players have difficulty playing all their games. Another role is to design unusual scenarios and events to keep the players interested (playing Pitched Battles all the

THE BLOODLANDS CAMPAIGN

The Studio Warhammer campaign

time can eventually lose its appeal). Essentially, he should be an impartial adjudicator, there to maintain fairness and the players' enthusiasm.

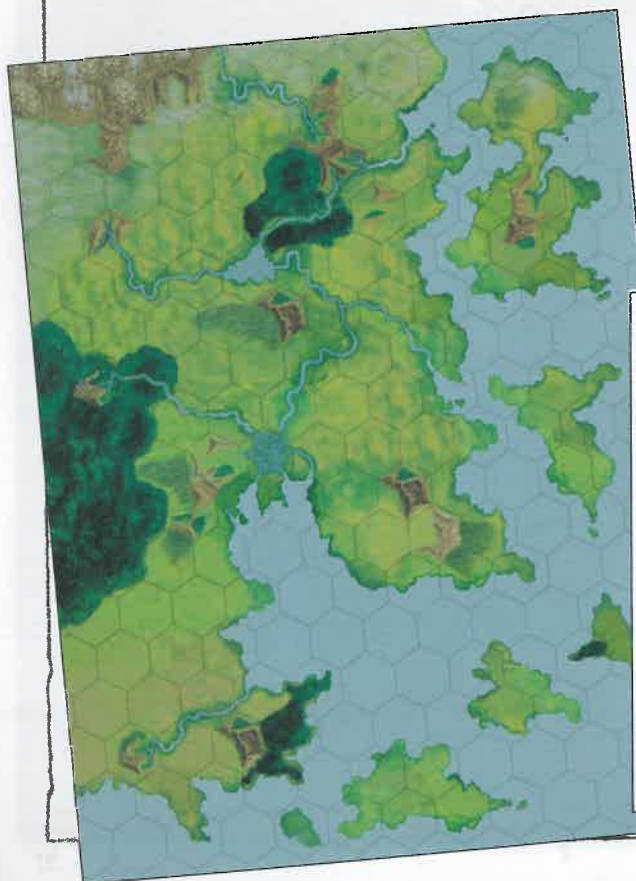
The referee could control a realm of his own, though this puts him at an unfair advantage as he is aware of exactly what the other players are up to. It is best, if he wants to involve himself in battles, that he takes the part of the minor realms, defending their territories against the larger empires.

Minor realms are territories not controlled by any player, and I wanted to include these in my campaign for several reasons. First, I wanted to play games myself, and including minor realms allowed me to fight battles against the other players without having to jeopardise my position of neutrality. Also, I used minor realms as a buffer zone between players' realms, allowing them to expand their empires without encroaching upon each others' territories from the word go. In their first battles they would face a different array of races and would not get bogged down fighting the same players each season, and weaker players would not fall prey to stronger ones right from the

start, giving everyone a fair chance at expanding their empire.

I also wanted to be able to draft in other players who wanted to participate in the campaign but could not commit themselves to playing a couple of games every season – they could take the role of a minor realm when needed.

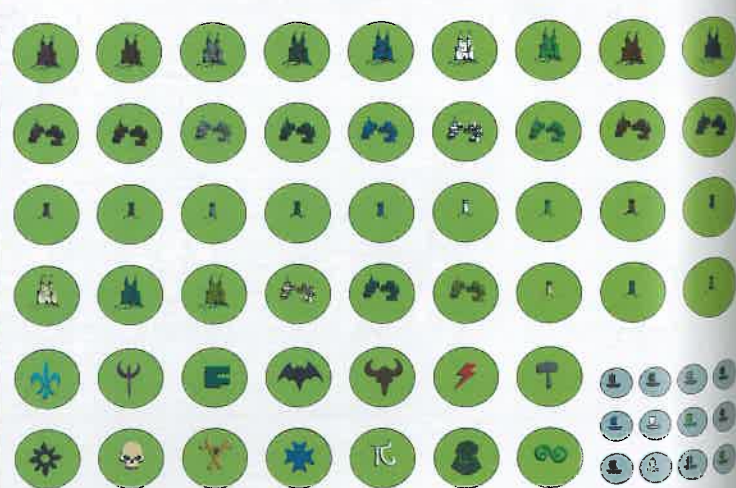
One aspect of the campaign I am running which makes being the referee so much fun is that of creating scenarios for players who want to perform acts of subterfuge or sabotage against their rivals. At the end of the Winter season, I set aside a special 'Subterfuge phase'. During this phase each player could spend Revenue to buy acts of subterfuge (at an incremental cost of 1 for the first act of subterfuge, 2 for the second, 3 for the third and so on to stop filthy rich empires swamping their enemies with dirty tricks). Each player had then to describe in secret to me what he intended. So far the Bloodlands has seen raiders attacking enemy towns to steal their Revenue, Skaven Plague-Monks attempting to poison a tribe of Lizardmen to soften them up for invasion, and a kidnap attempt on the General of a Chaos horde by the Ghouls



We have Dylan's campaign map along with a set of icons to represent your cities, towns, garrisons, armies and fleets for download on our website.

All you need to do is go to the White Dwarf page on our website at the following address and follow the on-screen instructions:

www.games-workshop.com/whitedwarf



of Lord Krassus the Necrarch. These games were played as skirmishes (each side having about 250 points of troops) and gave us an excuse to dig out our copies of the Mordheim rulebook, providing a fun break from the full-scale battles usually played during the Campaign season.

The Map

If you want to design your own map, Appendix One in the Warhammer rulebook (page 232) has some useful guidelines. I had a copy of the old Mighty Empires map tiles which I used to design my own map, and these tiles have been resurrected on the Games Workshop website for you to download:

www.games-workshop.com/whitedwarf

The map I created works best if there are between six and twelve realms – any more and it becomes increasingly time consuming for the referee to keep track of everything. I had eight players interested in controlling realms at the start of the campaign, but left enough spare territories in case others decided to enter at a later date. I designed a rectangular map using about 170 map tiles to accommodate these realms. This map and all the icons that you need to represent player's realms, minor realms and fleets have been included on the Games Workshop website as above.

Realms

Once you have your campaign map, you should decide where the player realms are located. Each player should begin with a city, three towns and two garrisons. If you have fewer than seven players, you should consider making the map smaller or giving each realm more settlements at the start. Settlements should be grouped together so they are adjacent to at least another one in the realm. A coastal settlement could be within two or three territories away from another coastal settlement in the realm, as seafaring nations can have better links with settlements further away, using the ocean as a channel of communication. The referee may wish to give realms with settlements on the coast a free fleet to begin with otherwise their choice of invasion may be restricted (fleets will be discussed in full next month).

Bear in mind the background of a particular race when placing a realm – High Elves prefer islands or coastland, Dwarfs dwell in mountainous areas, while Men settle around rivers. Wood Elves and Beastmen, thrive in forests. The effects that different types of terrain have on the campaign will also be covered next issue.

As a guide, note how the realms are distributed on the map from last month's Bloodlands article. No player settlement is placed closer than three territories away – it should take at least a couple of seasons before players are able to attack each other. Intervening territories are settled by minor realms.



Steve Cumiskey's Empire army clashes with Gareth Richards' Tomb Kings.

Minor realms can be of any race you choose. The type of minor realm that populates your map is determined by the types of armies available among your friends or gaming group. In our campaign, players wanting to play games as tribes in the campaign fielded Chaos, Beastmen, Skaven, Orc, Strigoi and Lizardmen armies, so these were the minor realms I chose to populate the map. There was little point having a Bretonnian minor realm as no one plays with a Bretonnian army, for example.

I predetermined the position of minor realms on the Bloodlands map after deciding where the player realms would go. I grouped two or three minor realms together to represent a conglomeration of weaker tribes forming a loose empire – it seemed more realistic than having the different races scattered haphazardly about the map.

With the map now populated, all that is left to do is give the landmarks and settlements names.

Settlement names

Your map will become a much more 'real' place if you name the different areas. If you look at the campaign map from last month you will see such enigmatic places as The Bone Plains, The Sea of Wrecks, or the Desolation of Rundroki. Naming areas on the map immediately gives a sense of narrative to the campaign – it sounds so much more stirring when a player orders his army to march across the Fields of Woe to invade their enemies! Also, players should be persuaded to name their settlements and the referee should give names to the minor realms. This has a practical importance when it comes to giving orders. If towns and garrisons are left unnamed, it will be difficult for the players to describe where they want their armies to invade to and from. Write the name of the settlement neatly on the settlement marker below the icon.

THE EIGHT GREAT CITIES OF THE BLOODLANDS

The most sinister settlements are the crumbling necropolises of the Tomb Kings: Auropolis, whose shining walls are capped with gold, and the Sceptre of Light, over whose sprawling mausoleums the sun is said never to set.

In the icy north are the rival holds of Karak Angaz of the Dwarfs, and Dundbakgabab of their Chaotic kin. These are set deep in their mountain fastnesses, fire and smoke from their furnaces blackening the sky.

The dark cliffs bordering the bay of Hell's Mouth in the Isle of Shadows are dominated by the blasphemous tower of Ravenburg, where the Necrarch Krassus performs his twisted experiments. Southwards is the Ruinous Isle, home of Castle Threnodes, its brass walls groaning with the still living captives encased within – sacrifices to the dark gods.

Far westwards, bidden among the sea of green known as Fellballow Forest, is the Elven city of Darkmere, crafted from the living trees themselves, invisible in the vast canopy to those wandering the forest floor far below.

Finally, secreted among the tunnels and caverns of the Chitterdeath Peaks sprawls the city of Fellkeep, home to a million ratmen. The stink of the filthy warrens, and corruption of the warpstone gathered there pollutes the air and waters for leagues around.

MINOR REALMS

Players who control minor realms only take part in the campaign to defend their territory when it is attacked by one of the player realms. Minor realms never invade, except in certain circumstances detailed below.

Of course, if a player who controls a minor realm wants to take a more active part in the campaign, and the referee agrees, he can do so, perhaps leading his underdog army in a bitter revolt against the power of the major empires. Anything is possible within the confines of the campaign – it is up to the referee to reward innovative ideas that improve the story.

During the course of the campaign, the major realms – those controlled by the main players – will be able to interact with minor realms in several ways:

- They can invade them.
- They can seek out alliances with them.
- They can attempt to subdue them with a display of military supremacy.

Invading Minor Realms

When you invade a minor realm, simply challenge a player who fields an army of the type which inhabits the invaded territory.

The defenders of a minor realm usually consists of 1,500 pts. Minor realms are weaker and less well-led than organised armies. However, players controlling minor realm armies should not be put off by the fact that they have 500 points less than the invaders (invading armies are always 2,000 points). Bear in mind that all they have to do is secure a winning draw in order to achieve the mission objectives – to defend their territory. Even if they force the attackers to win only a minor victory, they have succeeded in slowing down their advance, as invading armies can only pillage adjacent territories if they score a solid victory or a massacre (see last month's article).

As mentioned before, many players in the Studio campaign have excelled themselves playing the defenders of minor realms, humiliating more powerful armies. If you can consistently do well against an opponent who outnumbers you in points, you have truly proved that you excel at the game of Warhammer!

Victory or Defeat?

At the end of a battle where a 2,000 points invading army has attacked a 1,500 points minor realm army, use the chart below to determine the scale of victory instead of the chart in the Warhammer rulebook so as to take into account the unbalanced forces involved:

VP Difference	Scale of Victory
0-149	Draw
150-449	Minor Victory
450-749	Solid Victory
750+	Massacre

You can pillage adjacent territories belonging to minor realms of the same race as the one which you conquered following the normal rules for pillaging (see last month's Bloodlands article). Minor realms count as garrisons, so pillaging a territory belonging to a minor realm means that you replace it with one of your own garrisons.

If the usual Pillaging rules were followed, it would be disadvantageous to invade a minor realm that did not have neighbouring territories of the same race – you would be unable to reap the reward of a great victory because you would be limited in which territories you could pillage. Because of this, the Subjugation rule has been introduced.

Subjugation

Instead of pillaging you can try to subjugate other neighbouring minor realms (but not territories belonging to major realms) by intimidating them with demonstrations of military prowess. Essentially, a subjugated minor realm sends envoys to your court offering their unequivocal loyalty – if you can't beat 'em, join 'em!

After a battle's results have been resolved, for every Pillaging action you sacrifice, you can attempt to subjugate any Minor Realm adjacent to the territory you have conquered that season, even one allied to another player's realm. You can only attempt to subjugate an adjacent territory once each season.

The Subjugation roll

Make an immediate D6 roll with the following modifiers:

+1 if you scored a Massacre against the minor realm you attacked this season. Minor Realms are more likely to swear fealty to you if you shock and awe them with acts of brutal violence against their neighbours.

+1 if you are already allied with a territory belonging to a minor realm of the same race.

-1 if the minor realm is allied to another realm.

-1 if you are trying to subjugate a minor realm in mountainous or forest terrain. Dwellers of such wild lands are notoriously unfriendly to outsiders.

On the score of a 4 or more the minor realm you are trying to subjugate allies with you. A natural roll of 1 always fails to subjugate a minor realm. For rules on allies, see below.

Multiple Envoys

If two or more major realms attempt to subjugate the same minor realm then each player follows the procedure given above. The minor realm allies with the player who achieves the highest score, assuming that a score of 4 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone.

Losing a Battle versus a Minor Realm

If you lose the battle and the victorious minor realm massacred your army, it pillages the territory you invaded from.

The minor realm is so flushed with success that it pursues the defeated invaders as they retreat homeward, and sack the undefended lands.

DIPLOMACY

Minor realms are not just on the map for you to invade or subjugate. You can also spend Revenue as gifts to persuade neighbouring minor realms to join you in alliance. This takes place during the Winter season, between the Construction and Order Armies phases:

Winter Season phases

- 1) Revenue
- 2) Construction
- 3) Diplomacy
- 4) Order Armies

Diplomacy with Minor Realms

To win an alliance with a minor realm you must send over an envoy to begin negotiations with it. You can send out as many envoys as you want, but can only attempt to win over each minor realm once per Diplomacy phase.

You can only send envoys to a minor realm adjacent to your realm that is not already allied to another player's realm.

Depending on their race, some minor realms will never ally with each other. If a race suffers from *hatred* against another race (such as Dwarves against Greenskins) then those races can never ally (or be subjugated).

The method of seeking an alliance with a minor realm is determined as follows:

- Pay Revenue to represent the expenses of sending out the envoy on his mission. It costs 1 Revenue for every territory controlled by the minor realm you are attempting to ally with.
- Roll 1D6 in the presence of the campaign referee or another player. Add the following modifiers:
Add +1 to the score for each extra

Revenue in bribes you want to spend to sway the minor realm's decision.

+1 to the score if you scored a Massacre in a territory adjacent to the minor realm you want to ally with last Campaign season. Minor realms will be more compliant with such an impressive show of your empire's strength.

+1 if you are already allied with a minor realm of the same race as the one you are seeking an alliance with.

-1 if any of the territories you are trying to ally with are in mountainous or forest terrain.

-1 if, this season, you have attacked a minor realm of the same race as the one you are trying to ally with.

If you score 5 or more then the minor realm you are attempting to ally with accept the terms of your treaty and joins your realm as an ally. If you score 4 or less, or roll a natural 1, the ruler of the minor realm scorns your blustering efforts at diplomacy, kicks your envoy out and steals any gifts he brings. Any Revenue spent on this attempt is lost.

Multiple Envoys

If two or more players send envoys to the same minor realm then each player follows the procedure given above. The minor realm allies with the realm which scores the highest, assuming a score of 5 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone. All Revenue during such diplomacy is lost.

ALLIED MINOR REALMS

Treat allied minor realms as you would territories you control, except that they provide you with no revenue or city support, and you cannot build anything in the territory at all. You can attack from the territory with one of your armies, however. You can also attempt to raise an allied army to fight for you!

If anyone attacks one of your allied minor realms use a 1,500 points army of the appropriate race to defend. It is best to find a player who has an army of that race to fight the battle for you.

Hiring Allied Armies

If your realm has secured alliances with neighbouring minor realms then you can try to persuade one of them to provide you with an army.

Each ruler can try to hire one allied army each Winter. The race of this army must be the same as the ally you are trying to raise an army from. Eg, if you have allied minor realms of Orcs and Marauders, your allied army must be either a Greenskin or a Marauder army.



Example of allying with minor realms: The Dwarf Realm shown on the map above has three different minor realms on its borders. One minor realm is Orcs, which Dwarfs hate, so can't ally with. Another is Beastmen in forest terrain, and the other is Lizardmen.

The Beastmen control two territories, so it costs a minimum of 2 Revenue to send an envoy to them. However, it is worth the Dwarfs putting an extra amount of Revenue, perhaps up to 4 more, if they want to ally with the Beastmen as they are forest dwellers and less inclined to be friendly towards outsiders.

The Lizardmen control three territories, so it would cost the Dwarfs at least 3 Revenue to seek an alliance with them. None of the Lizardmen's territories are in mountains or forest, so the Dwarfs can spend less extra Revenue persuading them. They decide to try to ally with the Lizardmen, spending the minimum 3 Revenue plus an extra 3 revenue in bribes.

The referee determines whether the Dwarf ambassador is welcomed or turned away (or perhaps put in a pot and eaten!). He rolls a 2, adds +3 to the score for the extra Revenue spent on gifts, and the diplomacy succeeds, meaning that Dwarf armies can now attack from the Lizardmen's territory, and the Dwarf Realm can petition their Lizardmen allies for an army to fight for them.

Find a player who has an army of that race to fight the battle. If you cannot find a player then the tribe makes its excuses and refuses to fight for you.

It costs 1 Revenue for you to equip and supply the allied army. However, first you must try to persuade your allies to provide you with a force.

Roll 1D6 and the following modifiers:

- +1 for each extra Revenue in bribes to spend to sway the tribe's decision.
- 1 if you are trying to persuade a minor realm in mountainous or forest terrain to fight for you.

If you score 4 or more then your ally acquiesces. You may deploy the allied army as a 1,500 points army during the Orders phase (treat any of the army's home territories as its home 'city').

After the allied army has invaded, it returns to its homeland and you must persuade it once more next Winter season if you want it to fight for you next Campaign season.

If your ally refuses to send you an army, the Revenue you spent is lost and you cannot try to persuade another ally in the same season.

In next month's article, the scope of the Bloodlands campaign is further explored – you'll find details on specific terrain and how it affects troop movement, plus rules for using fleets to invade distant shores. We will also take a look at how the Undead realm of the proud Tomb King Phat the Indefatigable is faring against the mortal races, as Phil Kelly explains how his dreams of world domination are unfolding...

Anthony Reynolds has been gaming with his Chaos army for a number of years. He always seems to be drawn back towards the infernal powers. With the release of the *Beastmen Armies* book, here are his musings as he plans out a new Beastmen army for himself...

Well, it's happened again. There I was, painting up a few Eldar models for my budding craftworld, trying to paint up a Blood Bowl team that can survive for more than two games and adding some more models to my Vampires, when we start working on Beasts of Chaos. It wasn't

COLLECTING A BEASTMEN ARMY

Anthony Reynolds joins the Wild Herd

long before all these other projects were pushed rudely to the side of my modelling desk to make room for a few Beasts of Chaos. The Eldar looked especially put out as my attention turned away from them. A few beast models started to turn into a few more, and well, kind of turned into the start of a whole army of them. Such is the lure of Chaos, I guess...

Originally I was just going to add a few extra units to my existing Chaos army, but I couldn't quite decide which units they should be. That's when I started thinking about making a small army of just Beastmen, and began drawing up a few 1,000 points army lists. A 1,000 points force is big enough to play fun games with, but it is still small enough so that it isn't too intimidating to paint. This second point proved to be very important. My idea of starting a Beastmen army coincided with a charity event that was being run by the

Australian Studio – the 24-hour Painting

Challenge. Perhaps foolishly (but with good, charitable intentions), myself and marketing bloke (and ex-'Eavy Metal painter) Ben Jefferson decided to enter into this event – which entailed painting up a 1,000 points army within 24 hours (hence the name!). So, what did I plan for my first 1,000 points?

THE WILD HERD

First off, I started thinking about what sort of Beasts army I wanted. Did I want one dominated by the Beast Herds, rushing forward and utilising the Ambush rule to encircle the enemy in an unruly mob? Or did I want to concentrate on big nasties like Trolls and Dragon Ogres? A fast army consisting of Centigors and Hounds of Chaos, or a slower, more solid force of Bestigor? Some mix of all the above? Choices, choices!

Perhaps more importantly, when I sat down and looked at what I wanted in the army, the miniature designers were still in the process of making the new models.



The plastic Beastmen were looking awesome, and so I decided I would hold off from putting any Beast Herds into my army – I wanted to use those new plastics, so would have to add them into the army later on. I had a quick look at what was in the range and was staying there, as well as keeping an eye out for models that I just liked the look of.

By this point, I knew I wanted a 1,000 points army, but I also knew in the back of my mind that I would probably end up expanding this to 2,000 points eventually as the new models became available. So, I sat down and put pen to paper – trying to come up with a rough army list that I would find fun and effective to use, as well as one that used models that weren't being redone.

The first choice was to be my General; some of the new models that were in the process of being made looked awesome, and I knew that I would eventually get them. Nevertheless, I always like converting models, and this seemed like a good chance to make a unique model that I would feel happy using. In 1000 points, I couldn't take a Lord, so that kept a mighty Doombull out of the picture. And did I really want my first character to be a Shaman? In the end, I decided that to start with I'd take a Wargor. Later on I could always use him as a Beastlord if I wanted to. I knew I would pretty much always be taking at least one Wargor/ Beastlord to battle, so he seemed a good place to start.

Having made my choice of General, I set about thinking what else I wanted in the budding army. I went for a big unit of Bestigor. These guys rock – they are faster than normal units of infantry (well, except Elves, but they aren't exactly normal), and certainly pack a punch with their great weapons. I was tempted to give them the Mark of Khorne for that extra Attack, but decided that I'd stick with Chaos Undivided to start with. I knew that I wanted my Wargor in this unit, but I didn't want to commit my General to any specific power just yet. Perhaps when I expand the army I'll make this Wargor and his Bestigor marked by Khorne, but for now that can wait.

Right. Next I wanted something really nasty. I went for Minotaurs because, well, I quite like Minotaurs. Great weapons in hand, this unit of three models can punch out 9 Attacks (10 if I make one of them a Bloodkine) at Strength 6. That's gotta hurt. They are fast enough to either rush forward to attack the enemy as soon as possible, but I'm leaning towards using them as a supporting unit for the Bestigor, protecting their flank.

Realising that I needed some more Core troops before getting carried away by all the exciting stuff in the Special and Rare unit choices, I plumped for a couple of Tuskor Chariots. While the rest of the army would outpace them a little at the start of the game, I would make this work

for me by deploying them both on the flanks, protecting my units of Bestigor and Minotaurs from things trying to sneak up. Hopefully the mere threat of the Chariots on the flanks would make people wary, because ideally I didn't want them getting drawn away from my army – I plan on trying to get a Chariot charging at the same time as a unit. So, when the Bestigor charge, I'd like a Tuskor Chariot going in there with them, and when the Minotaurs charge, a Chariot would be at their side too. I don't think there is much that could stand up to these sort of combined charges.

Right, what next? I seemed to have gone down the route (for now) of hard-hitting units, so thought I might as well continue. I wanted some more big guys, perhaps Ogres, but decided in the end for Trolls. I love Trolls, I think they are ace. I've never been all that lucky with them in games, but I just like them, and I always think I can get more out of them. Also, they are very resilient to punishment with their Regeneration, and not at all bad in combat. Now there were some new Trolls being made, but I already had one that I'd made a bit Chaosity (he's furry), so decided to make a few mates for him. They could work in the same manner as the Minotaurs, but operate on the other side of the unit of Bestigor. I'd consciously make sure they are always near the General to hopefully stop them going *stupid* at the wrong time.

A mighty Shaggoth and a band of Ogres launch themselves at the army of the Empire.





Anthony's Beasts of Chaos army.

To round out the army, I decided that I did want some magical support. A Bray-shaman would come in handy to protect me from harmful magic. Equipping him with the Staff of Darkoth allowed me to guarantee a good movement spell, which I would try to use to throw my Bestigor into combat and surprise my enemy.

My cunning ploy would be to get into a position where my opponent thinks I have only a few spells left, and draw out his dispels. Then, using my Power Stones, I would cast *The Wild Call*, hopefully making me more likely to get this potentially devastating spell off.

So that's the plan. My Bestigor would be the game winner, supported on each flank by Minotaurs and Trolls respectively, and in turn their flanks would be protected by Chariots. The Bray-shaman would flit around the place keeping out of the way, and hopefully his spells could aid the Beasts (*see aside for 1,000 points army list*).

Here is my final 1,000 points worth of troops. Oh and by the way, yes it did get painted in 24 hours, with much coffee and good conversation.

HEROES

Wargor, additional hand weapon, Armour of Damnation, Mark of Chaos Undivided.	94 pts
Bray-Shaman, Level 2 Sorcerer, Staff of Darkoth, Power Stones.	160 pts

CORE

20 Bestigor, Gouge Horn, Standard Bearer and Musician, Mark of Chaos Undivided.	270 pts
Tuskor Chariot	85 pts
Tuskor Chariot	85 pts

SPECIAL

3 Minotaurs with great weapons	138 pts
3 Chaos Trolls	165 pts
TOTAL	997 pts

THE BEAST CALL GOES OUT...

So, now that I have my 1,000 points of Beastmen painted up, and the new models have finally arrived, what will I be adding into my army? I've been tinkering with lists for quite a while now (all part of the job of playtesting), and I'm planning what to get next.

With another 1,000 points, it allows me to take a Lord. I'm tempted by a Doombull, but think I will opt for the cheaper Beastlord – he is a mean fighter in his own right, and I figure I have already spent quite a lot of points on relatively few models, so want to bulk the army out a little. I think that I will upgrade the model I made for my first 1,000 points and make him the Lord. Since he already

has two hand weapons (and they happen to be axes), I think I will give him the tasty Axes of Khorgar.

Plastic Beastmen have arrived, and there has been much (drunken) rejoicing among the Herdstones. I'll have some of those, thanks! Two small herds will do nicely as a start, I think. I will keep the units small, to use as distractions and screens (possibly to ambush with), as I see my army being dominated by several hard-hitting units.

Another solid unit will help the army out a lot, so I think a further unit of Bestigor is on the cards. After seeing the Pestigor, I think I will opt for them – they look great, and I fancy painting some more Nurgle stuff to go along with the Plaguebearers I've already got. With the Mark of Nurgle, the Pestigor cause fear. Now, I know how good fear can be from using my Strigoi army, and also how effective a weapon it can be if used right, and in large numbers. Large numbers is the key – outnumbering your enemy so if you beat them, even by one, they break automatically. With that in mind, I think I'll go for a big unit of 25, topped off with a War Banner to make it more likely that they will win their fights.

I think I'll add a couple of extra characters – mainly for modelling opportunities. A Wargor with the Mark of Nurgle will help make sure that the Pestigor win their fights (and thus auto-break the enemy), so I'll go for one of them. With a great weapon he is a formidable fighter, and with the Armour of Damnation plus an extra wound, he should be still alive in following rounds to fight, even though he will be striking last. Plus, painting up a Nurgle character will be fun.

LORDS

Beastlord, Axes of Khorgar, heavy armour, Mark of Chaos Undivided. 166 pts

HEROES

Wargor, great weapon, Armour of Damnation, Mark of Nurgle. 139 pts

Bray-shaman, Level 2 Sorcerer, Staff of Darkoth, Dispel Scroll. 160 pts

Bray-Shaman, Level 1 Sorcerer, Power Familiar. 125 pts

CORE

Beastmen Herd (6 Ungors, 5 Gors), Foe-render, Musician and Standard Bearer. 94 pts

Beastmen Herd (6 Ungors, 5 Gors), Foe-render, Musician and Standard Bearer. 94 pts

25 Pestigor, Gouge-Horn, Musician and Standard Bearer, War Banner. 405 pts

19 Bestigor, including Gouge-Horn, Standard Bearer and Musician, Mark of Chaos Undivided. 258 pts

Tuskor Chariot 85 pts

Tuskor Chariot 85 pts

SPECIAL

4 Minotaurs with great weapons, Bloodkine and Standard. 224 pts

3 Chaos Trolls 165 pts

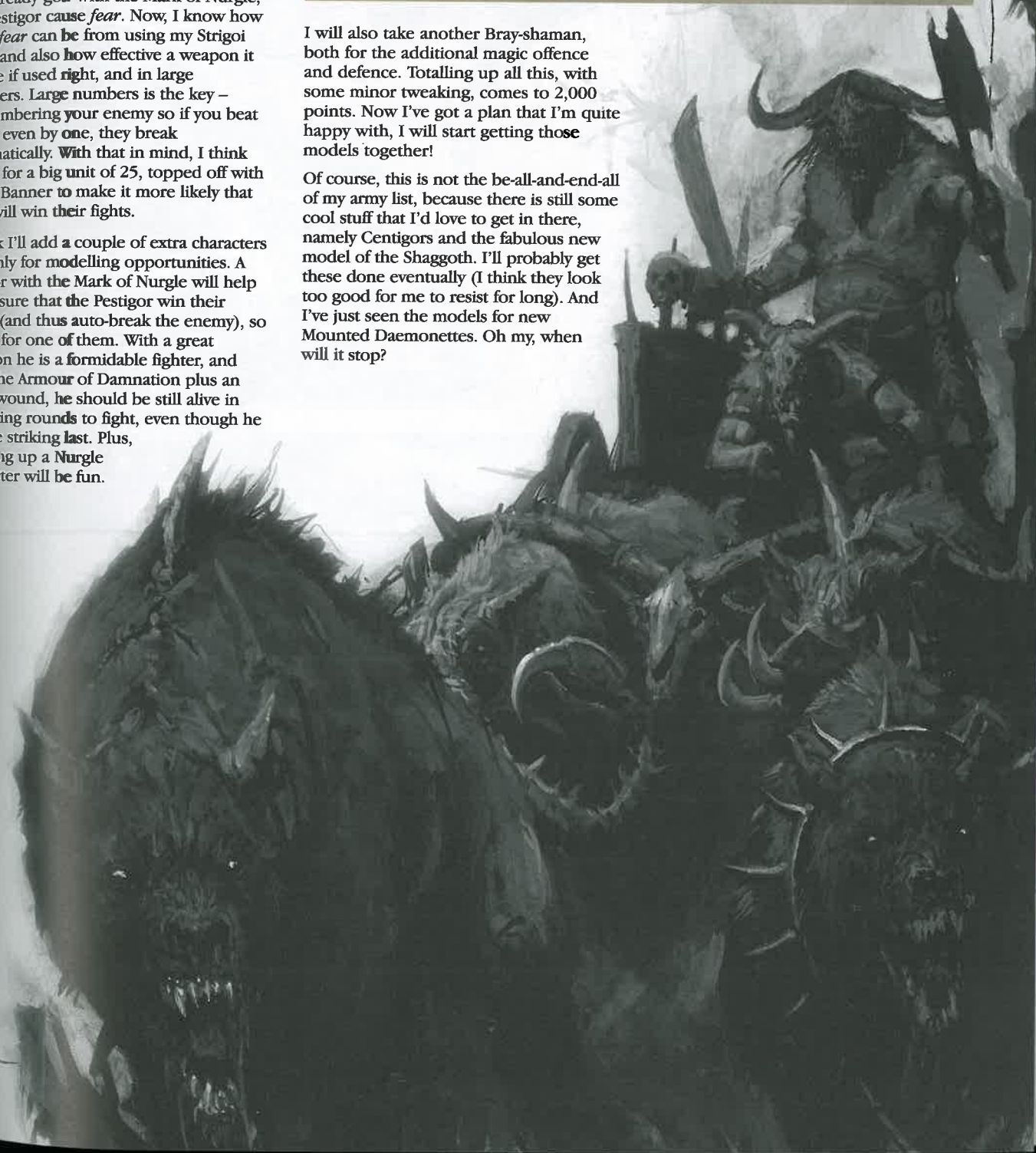
TOTAL 2,000 pts

I will also take another Bray-shaman, both for the additional magic offence and defence. Totalling up all this, with some minor tweaking, comes to 2,000 points. Now I've got a plan that I'm quite happy with, I will start getting those models together!

Of course, this is not the be-all-and-end-all of my army list, because there is still some cool stuff that I'd love to get in there, namely Centigors and the fabulous new model of the Shaggoth. I'll probably get these done eventually (I think they look too good for me to resist for long). And I've just seen the models for new Mounted Daemonettes. Oh my, when will it stop?

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DIRECTED BY PETER JACKSON



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With the release of a new army for Warhammer, Mark Jones, Studio scenery builder, always makes a specially designed scenery set for them. Steve Cumiskey went and had a chat with Mark to find out how he made a Beastmen Herdstone for the Beasts of Chaos.

MODELLING WORKSHOP

Building a Beastmen Herdstone



The herdstone is at the heart of Beastmen culture, forming a focus for gatherings of the tribe. As such it makes a great piece of terrain to add to your collection if you have a Beastmen army. We asked Mark Jones, who built the herdstone for the Beasts of Chaos Armies book, to tell us how he made it.

MATERIALS NEEDED

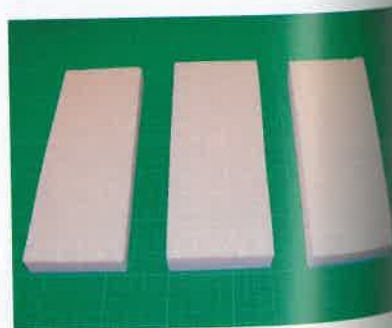
- A sheet of 1" thick polystyrene
- PVA glue
- Textured paint
- Ready-mixed Polyfilla
- Sand
- Gravel
- Flock
- Thick card
- Cocktail sticks

TOOLS REQUIRED

- Long bladed craft knife
- Craft knife
- Steel ruler

THE BASIC SHAPE

Mark out three rectangles on the sheet of polystyrene, each measuring 8cm wide and 20cm high. Cut them out with the long bladed craft knife, making sure to cut away from yourself to avoid accidents.



Before you glue the rectangles together, insert three cocktail sticks into the middle rectangle, and then through each rectangle as you glue them on. This will help hold them in place while the glue is drying. When glued together, the three rectangles will form a single block, 8cm square.

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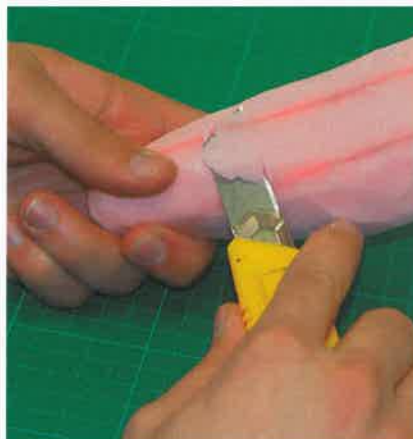
Using your **long** bladed craft knife, begin to roughly cut **out** the shape of the herdstone. To **keep** the herdstone looking angular and crude, rather than precisely sculpted, make sure you cut it into a slightly **irregular** shape.



With the herdstone taking shape, you can begin to **add** the worn ledges that cover its surface. Start making some roughly horizontal cuts.



Then carefully cut downwards to meet the horizontal incisions. To produce a more chiselled look to the ledges, don't cut the line exactly vertical. Allow it to go deeper into the face of the stone. Repeat this over the surface of the herdstone, to give it the appearance of being roughly hewn.



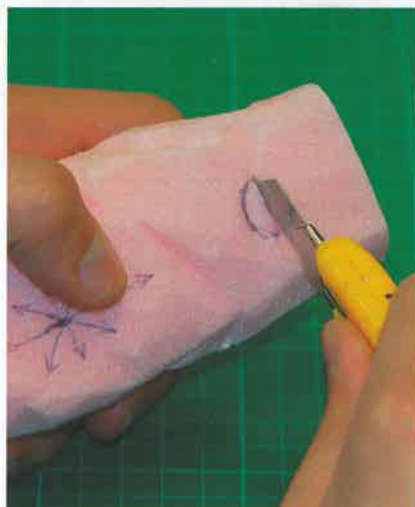
DETAILING THE HERDSTONE

The herdstone itself has a few additional details, such as Chaos star symbols and alcoves that contain the herd's war trophies.

To cut Chaos symbols and signs into the surface of the herdstone, start by drawing on the symbol with a pencil, then deepen and widen the design with a small craft knife, so that the detail isn't lost when you apply the textured paint later on.



To make the alcoves, begin by drawing the shape of the alcove on the herdstone, then slowly pick away the polystyrene with a small craft knife.



The alcoves are now complete, ready to accept the trophies of the herd. Carving of the stone complete, it's time to move onto the base.

BASING THE HERDSTONE

Cut a base for the model from the thick card. The base should be slightly larger than the width of the herdstone itself. Glue the stone to its base with PVA glue. When the glue is dry, fill any gaps with polyfilla.



Once the filler has had time to dry, paint the herdstone and base with textured paint to give it a rough, stone-like surface.

Finally, paint the base of the herdstone with PVA glue and sprinkle sand and gravel to give the base a rougher texture.

TROPHIES

Herdstones are normally decorated with bits of weapons, armour and the skeletons of defeated enemies. The best source of these items is your bits box. There's no particular hard and fast rule for how much of this stuff you should have on your herdstone, as long as it doesn't look too neat. On Mark's herdstone, he used a mix of smaller parts glued tight around the base, mixed with a few taller spears resting against the stone. This adds character and detail, without distracting too much from the herdstone itself.



For the Studio model, Mark glued the trophies in place before he painted the stone itself. This meant that some of the bits fell off during the painting process, but did leave shadows behind on the rock.

PAINTING THE HERDSTONE

Undercoat the model with Chaos Black spray, then paint the entire model with Dark Flesh paint. The Dark Flesh layer will give a slightly more natural feel to the rock as later layers are added. With the first layer dry, begin to lighten the colour of the stone by drybrushing it with Codex Grey.

Add some Bleached Bone to the Codex Grey for the next stage. Apply the paint like the last layer but, this time, avoid painting into recesses and shadowed areas.



Mix in a little Skull White for the final highlight and then it's time to define the ledges a little more. Use a mix of Chaos Black and a small amount of Dark Flesh drybrushed into the recesses of the shelves to add shade.



Finally, streak the edges of the ledges with Skull White to give it the appearance of a rock.



FINISHING THE HERDSTONE

With the stone painted, feel free to cover the base of the herdstone with Chaotic runes and fill the alcoves with skulls. Paint the base of the model and glue flock to the edges with PVA glue to suit your gaming table.

SUMMARY

When you've finished building your own herdstone, you could just add it to your gaming table as normal, but as a Beastmen general there's no reason why that should be the end of it. The Beastmen decorate their herdstones with trophies from their defeated enemies, so why not do the same? Simply glue on a new trophy from your defeated enemies to commemorate battles fought during a campaign.



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With the new releases of the Beasts of Chaos, the full force of bestial power is once again unleashed on the Warhammer world. Tammy Hays investigated the process that 'Eavy Metal painter Darren Latham used to fully capture the deadly magnificence of this model.

'EAVY METAL MASTERCLASS

DRAGON OGRE SHAGGOTH

Painted by Darren Latham



PREPARATION

The model was assembled using glue and then affixed to its base. It was then undercoated with Chaos Black spray. Any sections of the model missed by the spray were painted with watered down Chaos Black paint.

PAINTING THE MODEL



The skin of the lower part of the Shaggoth's body was painted with a basecoat of Catachan Green mixed with an equal amount of Chaos Black. Rotting Flesh was added to this mix for successive highlight stages. More Rotting Flesh was added to

the mix and applied to the skin in lines to pick out the muscle structure. The recesses were given an additional wash of equal parts Brown Ink and water.



Red and Purple inks were mixed with equal parts water and glazed into the folds of the belly.



The bottom of the belly and the underside of the tail were highlighted further by adding more Rotting Flesh to the mix.

Tanned Flesh was used as a basecoat for the upper body. A mix of equal parts Dark Flesh and water was then painted onto the skin as a wash to shade the recesses. For further shading a

mix of Brown Ink with equal parts water was added to the skin. To highlight the skin, Tanned Flesh was applied again leaving the darker colour in the deepest recesses. Dwarf Flesh was then painted on as the next highlight, followed by Dwarf Flesh mixed in equal parts with Elf Flesh. For a final highlight Elf Flesh was used on its own. Watered-down Bleached Bone was used to pick out the sharpest raised detail and the face.



Red Ink, Purple Ink and water were mixed together in equal amounts and glazed over the face.



The loincloth was painted in a basecoat of Scab Red. For the first highlight Red Gore was painted over the basecoat, followed by a highlight of Red Gore mixed with Blood Red. Blood Red mixed with equal

parts Tanned Flesh was painted on as the next highlight, followed by a highlight of Tanned Flesh, concentrated around the edges. A final highlight of Dwarf Flesh was painted onto the sharpest edges of the cloth. A mix of equal parts Brown Ink, Red Ink and water was then applied to the cloth, and a little Brown Ink was applied around the studs.

FINE DETAIL



A mix of equal parts Terracotta and Scorched Brown was painted over the hair as a basecoat. A little Bleached Bone was added to this mix for each successive highlight stage. A Brown Ink wash mixed with a little water was applied and the last highlight stage repeated.



The scales were kept black and highlighted with Chaos Black mixed with a little Bleached Bone. More Bleached Bone was added to this mix for each successive highlight stage.



The axe blade and the arm braces had a basecoat of Boltgun Metal applied. Chainmail

was dappled on top of that with a small drybrush, followed by a coat of Mithril Silver applied in the same way. The edges of the blade were painted with thin lines of Mithril Silver. An equal parts mix of Brown Ink, Black Ink and water was then applied over the whole of the metal areas.



The gold banding was given a basecoat of Brazen Brass, followed by a highlight of Shining Gold. Shining Gold was mixed in equal

amounts with Mithril Silver for the final highlight. Flesh Wash mixed with water was applied to the entirety of the banding, while Brown Ink was carefully applied around the studs. The final highlight stage was then repeated.

FINISHING TOUCHES



Graveyard Earth mixed in equal amounts with Chaos Black was painted on the horns, claws and nails, applying it in lines working towards the tip. These lines were then highlighted with Graveyard Earth, followed by two more highlight stages adding Bleached Bone to the Graveyard Earth. Another highlight of Bleached Bone was applied and, finally, the very tips were painted with Skull White.



The leather straps were painted with a 30/70 mix of Chaos Black and Bestial Brown. Bleached Bone was added to this mix for each successive highlight stage.



The eyes were painted Chaos Black first, then Vomit Brown. They were then highlighted with Bleached Bone and a small slit of Chaos Black was painted in the middle.



Terracotta was used as a basecoat for the imps in his hair, with Vomit Brown added for each successive highlight stage. Their hair was drybrushed with Codex Grey.



Finally, the rocks upon which the Shaggoth stands were drybrushed with Codex Grey and then Bleached Bone. Sand was glued to the base with PVA and after that had dried, Black Ink was applied over the top. This was then drybrushed with Bubonic Brown and then with Bleached Bone. Small tufts of Static Grass were then stuck to the rock and the sand with superglue. To finish it off the edge was painted with Graveyard Earth.



The unearthly Shaggoths can almost live forever... and are a deadly foe.

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A series
focusing on the
threat to the safety
of Mankind

THE LOST AND THE DAMNED

The foul slaves
of Chaos

by Andy Chambers

The insidious lure of Chaos is pervasive and all-corrupting. Of those who become ensnared by it only the very strongest will reap the favour of the Gods. The rest are swept into the ranks of the Lost and the Damned – Traitors, mutants and spawn of Chaos doomed to fight and die in their thousands at the whim of their fickle and uncaring masters.

Physical Characteristics

Those who fall under the sway of Chaos take many forms, they may be human or alien or some foul crossbreed of both. In many cases it is impossible to even tell what they once were. The stigmata of Chaos worship corrupts all creatures into hideous mockeries of their former selves with twisted limbs and warped bodies. Their flesh scored by weals, sores, buboes and tumours which are merely outward signs of the corruption within.

The fall may be gradual or literally occur overnight. In general those most recently lured into the paths of Chaos with the promise of rich rewards are the least marked. Their ranks are made up of warriors, pirates and renegades who have chosen to turn against their kind in exchange for the promise of power. Many times over the history of the Imperium entire regiments and whole worlds have been corrupted by Chaos and turned Traitor, becoming the most hated of all of its enemies.

A heretic may see the truth and seek redemption. He may be forgiven his past and will be absolved in death. A Traitor can never be forgiven. A Traitor will never find peace in this world or the next. There is nothing so wretched or hated in all the world as a Traitor.

Cardinal Khrysdan

Traitors may only evince minor stigmata such as markings of the skin or other disfigurements easily hidden. They often effect heavy garb of armour or robes, commonly replete with masks, helms or hoods to hide their shameful marks. They use blasphemous icons and forbidden runes to show their allegiance, as if their base betrayal can be set aside or removed at will, but the true followers of Chaos know they are already eternally damned. Entire legions can be made up of Traitors like these, like the feared warriors of the Blood Pact, or the infamous Traitor 9th. They are

commonly heavily equipped and may have icon daubed tanks, walkers and armoured vehicles to support squads of well-armed infantry.

In time those Traitors who survive will devolve further and join the packs of mutants which form the bulk of the largest legions. Among mutants the Mark of Chaos is plain to see with horned heads vying with gross distensions and inversions to produce the most bestial of aspects. Mutants commonly bear their marks openly, showing their dedication to the gods of Chaos in the hopes of gaining attention for their deeds. Such armour and weaponry that they have will be mismatched and battle-scarred like its bearers.

Among mutants it may be possible to discern the influence of one or other of the Chaos gods. Mutants strongly dedicated to Khorne the Blood God are commonly thick-necked or otherwise burly, horned and/or shaggy-haired, bestial-looking creatures. Those of Slaanesh, the Prince of Pleasure, may be long limbed and brightly marked. The hideous mutants of Nurgle display all the foul bloating, weeping sores and bursting buboes to be anticipated from those dedicated to the Plague Lord. Tzeentchian mutants rapidly start to transgress physical description as they warp constantly in to shapes pleasing to the Changer of the Ways, but they are the most likely to lose their humanoid form to sprouting wings, tentacles and pseudopodia.

The most extreme mutants bear little resemblance to men at all, be they bipedal, quadrepedal or otherwise locomoted. Such mutants are often massive and bulky but it is not known whether these are humanoids warped beyond recognition, animals touched by Chaos or the fusing together of several once-distinct individuals into a roiling, unrecognisable mass.

Homeworld

The legions of the Lost and the Damned are composed of the most



vicious mutants and depraved Traitors from an area of infernal space where Chaos rules. Most famously they swarm out from the Eye of Terror, where the Immaterium spills into the galaxy in a maelstrom of warp energy.

The creatures of the Warp have but one trait with which you need concern yourself – their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.

Qualtak Shoran

In this region of space, worlds exist where the laws of physics and nature do not apply and the landscape is constantly shifting at the whim of the Chaos power that rules the planet. As Abaddon's Chaos Space Marines ready themselves for another raid or Black Crusade against the Imperium, the fiercest mortal slaves from the prayer gangs and cannibal packs of the daemon worlds battle night and day (or whatever passes for it in their perverted realm) to fight their way aboard the transports. They believe a place fighting for Chaos will be an opportunity to win the attention of the lords of Chaos, perhaps even a chance to gain the favour of the Gods themselves. More than anything it is a way to escape the eternal torments of the Eye of Terror and regain the mortal realm.

Other realms also spew forth their own legions of the Lost and the

Damned. Any region of space riven by the power of Chaos will produce such hordes; be they the accursed pirate strongholds of the Maelstrom, the Traitor planets of the Sabbat cluster, or the benighted nether worlds of the Eastern Fringe. Any great Chaos incursion throws up its own legions as the most ambitious, warlike and amoral fighters flock to its banners to carve their reputations or to die trying. Heretics and Traitors join triumphant Chaos forces in the hopes of survival by serving a new master. These find themselves callously expended to prove their worthiness to serve Chaos, or to render up their souls if they have nothing more to offer.

First contact

The righteous forces of the Emperor first came into contact with the forces of Chaos in the legendary times of the Great Crusade. As the newly created legions of the Adeptus Astartes, the Emperor's Space Marines, forged outward from Terra they liberated thousands of worlds. On the most corrupted by Chaos they found horribly debased mutants swarming like locusts, and possessed daemonhosts by the score.

Such befouled places were ruthlessly cleansed with fire and sword, temples and icons obliterated with melta bombs, monstrous living cities pounded by orbital strikes. In many cases they were razed utterly, as

commanders became too horrified by the madness they saw and chose to blast whole planets to dead ruin in preference to letting it continue. On other planets the benighted denizens had fallen into many and varied forms of Chaos worship, subtler and more insidious. These Chaos-tainted were silver tongued and cunning and joined the Emperor's crusade only to spread their poison further and betray their oaths at a time of their own choosing.

Possession was once nine-tenths of the lore. It is so even today, but we must blind ourselves to the tenth that remains and was once human. Duty requires we put aside such considerations and root out uncleanness in thought and deed. There can be no other course of action. No one can be adjudged innocent of compliance. Better to self-destruct than acquiesce.

Inquisitor Enoch

In those times the threat of the alien was perceived as the greatest of all, and the dangers of Warp entities and uncontrolled psykers poorly understood by most of the Emperor's servants, despite his constant admonishments to the contrary. Across the widely spread legions of the Emperor's crusade new allies were welcomed for the aid they could render in the great task of freeing Humanity. Even mutants of particular strains judged stable enough were

From the curse of the mutant,
Our Emperor, deliver us,
A morte perpetua,
Domne, libra nos.

That thou wouldst bring them only death.
That thou shouldst spare none,
That thou shouldst pardon none,
We beseech thee, destroy them.

Excerpt of the Fede Imperialis. Commonly
known as the Battle-prayer of
the Adepta Sororitas.

permitted to prosper and fight in the ranks of the Imperial Guard. This is a practice which remains to this day, although under drastically tighter constraints of genetic purity than was once the case.

As the crusade reached ever outwards to the Eastern Fringe recidivism and treachery constantly flared in its wake. Rebellious armies of Traitors and mutants tyrannized worlds just recently liberated as power hungry commanders, governors and renegade Space Marines tried to carve out their own empires. Even after centuries of fighting such Traitors, Chaos resurged utterly during the cataclysmic Horus Heresy as the Imperium was torn asunder by civil war. In those dimly remembered times the Lost and the Damned trod upon the sacred soil of Terra itself, dying in their millions at the walls of the Emperor's Palace.

From that far off day to this the Imperium has been continually plagued by the Lost and the Damned, from scrofulous hordes of mutants to Traitorous armies. In spite of the best efforts of Inquisitors and loyal forces everywhere, the lure of Chaos remains as pernicious as ever.

Combat Capabilities

The combat capabilities of the Lost and the Damned are as variable as the myriad faces of Chaos. A force like the Traitor 9th, a full military unit recently turned to Chaos, will be the equivalent of a fully equipped Imperial Guard regiment with supporting Leman Russ battle tanks, Basilisk mobile artillery pieces, Sentinel scouts and other armour. While formidably equipped, Traitors often lack the moral fibre of loyalist troops as their command structures, officers and commissars will have been

ravaged when they mutiny. Such forces are most dangerous in a ranged battle where their heavy firepower can be brought to bear with little risk of hand-to-hand combat or close assaults.

The greater hordes of the Lost and the Damned are poorly equipped. They bear a bizarre array of weaponry forged on daemon worlds, everything from baroque lasrifles and autoguns to beast-muzzled heavy stubbers and flamers, but have little in the way of heavy weaponry. In contrast to Traitor units, mutants must rely on sheer weight of numbers to overcome superior opponents. Packs of mutants are driven forth to overrun their enemies regardless of casualties, dragging them down in bloody wave attacks. In these attacks it is the larger mutants and Chaos Spawn which pose the greatest danger, possessed as they are with the weight and strength to crush the most stalwart defenders.

Any force of the Lost and the Damned may be riven with the horrors of daemonic possession, its denizens freely opening themselves to Warp entities in rapturous bouts of self-destruction. Worse still the insane chants and tainted icons of the mortal followers of Chaos can open a path for daemons to enter the physical realm. The tumult of the battlefield, the psychic screams of the dying are meat and drink to these entities and even the smallest crack in reality can open a way for the infernal hosts to manifest, hunt and feed. The Lost and the Damned may be expended in their thousands by their unseen lords to achieve this single aim.

The weak will always be led by the strong. Where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak and many are their temptations. Despise the weak for they flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon.

First Book of Indoctrinations

Most deadly of all are the insane daemon engines which can be found spearheading the most important attacks. Daemon engines are hellish fusions of forged metal and Warp-spawned magic, living beasts

charged with infernal life and driven by the insane murder-lust of a bound daemonic entity. Such creations are heavily armed with cannon, flamers and missiles but still take a perverse pleasure in ripping apart their opponents with steel-shod claws.

If Chaos Space Marines are in the warzone they will usually be in direct control of the greater masses of the Lost and the Damned.

They provide an elite striking force and the prime elements of a merciless command structure. The presence of such veteran warriors of the Long War makes the Lost and the Damned immeasurably more dangerous, their war-craft and unrelenting hatred lending the hordes a frenzied determination and reckless bravery which is a terror to behold.

Threat Index and Imperial Policy

Of all the threats facing the Imperium of Mankind that of Chaos is the greatest. The corruption of Chaos can turn the very forces of the beneficent Emperor against themselves. The numberless hordes of the Lost and the Damned demoralise and pervert all they come into contact with. Of the Lost and the Damned none are more loathed than the Traitors. Traitor forces use their base betrayal as advantageously as possible, assailing vulnerable targets with surprise attacks before entrenching themselves against retribution in some ground of their choosing. Thus the later stages of a campaign against the Lost and the Damned are liable to take on the aspect of a series of close sieges. All too often the rise of Chaos will result in a series of costly, bloody fights through hives and fortresses as loyalists fight to purge the corruption and free those enslaved by it.

In the case of a populist uprising inspired by Chaos demagogues and heretics the force will be less militaristic but more numerous, with people from all walks of life pressed into service with whatever arms and armoured units they can build or loot. Mutants and the repressed dregs of society are all too easily swayed into rebellion against the rule of the Imperium, styling themselves as an underground resistance or self-righteous freedom fighters. The ultimate nightmare for the loyal servants of the Saviour of Mankind is

the corruption of a hive or civilised world, where Traitorous forces can number in the millions.

In the face of Mankind's retribution some Traitors and mutants try to escape into the hinterlands of whatever planet they are on to form smaller guerrilla forces to plague loyalist forces for months or years at a time with ambushes and raids. Wherever they can, Traitors will attempt to link up with other invading Chaos Legions. Revolts are timed to

coincide with the arrival of Chaos warships in order to create havoc and confusion among the defenders.

Imperial policy towards all manifestations of Chaos is uncompromising, they are to be eliminated with all means possible, as quickly as possible. Even those who have witnessed the power of Chaos are treated with suspicion as the tiniest seed of corruption can blossom into the corruption of entire worlds.

We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Mercy destroys us, it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will.

Inquisitor Enoch



MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Matt Hutson continues his fight for the forces of Order in the Studio 'Fast and Furious 40k in 40 minutes' campaign. This is the final month and Matt plays his first game with his full 1,500 points force.



Matt: Since last month I've been busy painting and have managed to get to the stage where I

have 1,500 points of painted models. I have also played two games and registered for the Eye of Terror campaign (we work three months ahead so at the time of writing this the campaign is about two weeks off from starting).

The first game I played this month was 1,000 points against the Tau of Steve Cumiskey. Army selection was easy, I just took every model I had, including the Wulfen pack. For reasons I stated last month I had decided not to use them for a while but in the end they turned out to be my most effective pack. Using their Animal Rage special rules they managed to engage a unit of Fire Warriors on the first turn. The Storm Claws bikers led by my Wolf Lord also proved to be highly effective and managed to kill a unit of Battlesuits and an Ethereal caste member. In fact the only thing that went badly for me was my meltagun-armed Grey Slayers pack getting wiped out by the Tau's firepower in a single turn.

The game was pretty one-sided and ended with Steve only having 6 Pathfinders left. In return my casualties were pretty light as I had only lost eight Grey Slayers.

The second game I played was against Owen Rees' Dark Angels using 1,500 points forces. Owen is a regular gaming opponent of mine and games against him are always very tight and a lot of fun to play. Dark Angels versus Space Wolves also has a bit of history to it and so have a few special rules. The most notable one being that both sides always hit each other on a 3+! I guess I wouldn't be needing any wolf tooth necklaces.

I've stuck with the Wulfen because they did so well last month. To fit them into my 1,500 points force I had to drop four Grey Slayers (two from each pack). Knowing that Owen always takes a few Rhinos to

transport his squads I also dropped one of the Storm Claws Biker packs and instead took a Long Fangs pack armed with two plasma cannons and two lascannons to deal with them.

The game turned out to be closer than expected. Owen won the dice roll for the first turn but decided to let me go first. On the right flank, as in the last game, the Wulfen got into close combat straight away, this time against the Dark Angel Scouts. They were promptly routed enabling the Wulfen to consolidate into a Tactical squad. The Rune Priest and meltagun-armed Grey Slayers pack also teleported to this flank ready to charge next turn.

The Long Fangs held the centre and managed to severely weaken an opposing Devastator squad with their big guns.

On the other flank the Storm Claw Bikers and Fenrisian Wolves led by the Wolf Lord held back as they were opposed by an Assault squad, Dreadnought and two Rhinos.

In the next turn the most notable events were my Fenrisian Wolves running off the table after they were tank shocked by a Rhino. To confound things two ten-men

Tactical squads then charged my Storm Claws Bikers from their Rhino transports. The right flank turned into an absolute bloodbath with the Dark Angels being reduced to one Marine and two Scouts and the destruction of their Dreadnought by my meltaguns (although they did wipe out the Wulfen).

From here on, the game was largely a stalemate. Owen slowly managed to kill my Bikers with the combined efforts of the Tactical squads, Assault squad and Chaplain. What held him up though was my Wolf Lord who he just couldn't kill. Owen eventually managed to chase him off the table but not before he had lost 10 Tactical Marines, six Assault Marines and his Chaplain.

After adding up the Victory points Owen finished with 23 more Victory points than me which we called a draw. As ever, the unit of the game for me was my meltagun-armed Grey Slayers who managed to kill two Dreadnoughts, a Land Speeder, a Tactical squad and a Scout squad.

Now that I have 1,500 points the next step I'm going to take is to fill out the Grey Slayers packs and Wulfen so that they each have 10 members. Also, I quite fancy a unit of Storm Claws to beef up the force's close combat potential. I have also got my eye on the Games Day special edition miniature which this year is a Space Wolves Wolf Priest. If I'm serious about using the Wulfen his ability to allow them to ignore *Animal Rage* could make them more flexible to use.



▲ The Wulfen rip the Fire Warriors apart.



▲ After routing the Scouts, the Wulfen follow on into a Tactical squad.

FENRISIAN WOLVES

I've used Chaos Hounds for my wolves because they are pretty savage looking and not without a Chaos mutation or two. I figure that although the 13th Company have managed to stave off the mutating effects of the Eye of Terror the Fenrisian Wolves probably wouldn't have been so lucky and, let's face it, they are giant 'Space Wolves' so a few horns and tusks are probably in character anyway.



WOLF LORD RAGNBORG

The conversion for my Wolf Lord is based upon the White Scars commander model. The look and feel of the White Scars chapter is quite feral and so not totally unlike the Space Wolves 13th Company. To tie him in with the Space Wolves a bit more I have swapped the head with one from the Space Wolves sprue. I have also turned the model's cloak to fur. To do this I simply gave it a coating of Green Stuff then, using a drill bit from my pin vice, roughed it up to give it the appearance of fur.



SPACE WOLVES 13TH COMPANY FORCE LIST – 1,500 POINTS

HQ

Wolf Lord Ragnborg 194 pts
Runic armour, runic charm, Space Marine bike, wolf tail talisman, master-crafted frostblade, frag grenades, meltabombs & 1 Fenrisian Wolf.

Rune Priest

226 pts
Runic armour, Belt of Russ, runic charm, minor psychic power, master-crafted rune axe, plasma pistol & frag grenades.

Elites

Wulfen Pack 120 pts
5 Wulfen

Troops

Grey Slayers Pack 176 pts
Wolf Guard Pack Leader with master-crafted power weapon & bolt pistol, 2 Grey Slayers with meltaguns, 3 Grey Slayers with bolters and close combat weapons. All have frag & krak grenades.

Grey Slayers Pack

146 pts
2 Grey Slayers with flamers, 6 Grey Slayers with bolters & close combat weapons. All have frag & krak grenades.

Fast Attack

Storm Claws Biker Pack

240 pts
Wolf Guard Pack Leader with master-crafted power weapon, 2 Storm Claws with close combat weapons, 2 Storm Claws with power fists. All have bikes, frag & krak grenades.

Fenrisian Wolf Pack

150 pts
15 Fenrisian Wolves

Heavy Support

13th Company Long Fangs Pack

248 pts
Wolf Guard Pack Leader with bolt pistol & close combat weapon, 2 Long Fangs with lascannon, 2 Long Fangs with plasma cannon.

WARHAMMER® 40,000



Warhammer 40,000 is a tabletop wargame for two or more players where you command the forces of the Imperium or one of its deadly enemies. The game provides you with all the rules, scenarios and army lists you need to fight a battle, and guides you through how to paint the detailed plastic Citadel miniatures in the box and then how to collect together your own army.



Contents and components may vary from those illustrated. Models supplied unpainted and unassembled. Glue and paints not included.

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

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Leigh Carpenter was the very first Australian Golden Demon Slayer Sword winner and has an exceptionally high level of painting. This month we take a look at the beginnings of his latest army.

Those who know me, or at least regularly game with me, know that I rarely field a stock standard army in any game system. I like to focus on one or two core elements of an army list, and build on that. Whilst this means that I can generally achieve some form of superiority in one area of game play, it is usually at the complete expense of another. "Thinking outside the envelope" like this when it comes to army composition can lead to some fantastic armies that can really be a challenge to play with.

• Always plan your army out completely before you even think about picking up a paintbrush/clippers/glue/undercoat. It will not only save you time in the long run (especially rooting around the bits box only once), but will ensure consistency across the whole army.

A NEW ARMY

One of the elements of the 13th Company that sets it aside from their somewhat more "Codex" counterparts is the blasé attitude towards any form of regulated combat doctrine. Looking through the list you will find assault monsters consistently, some of which have gained their combat mastery through experience (Grey Slayers and Storm Claws), and some through degeneration of basic human control into something much less than (or much more, depending on your point of view) super-human. This is no more apparent than in the Wulfen.

ARMY OF THE MONTH

ASIA PACIFIC ARMY SHOWCASE

When designing this army I wanted to focus on the bestial and feral nature of the 13th Company. This meant, of course, plenty of Wulfen and Fenrisian Wolves. What you see here is enough to get by for over 750 points, which is a neat figure for building sections for any Space Wolf (13th Company included) force.

So, first off the list was the Wolf Lord. As I wanted to have Wulfen as a core choice for the army, then the Mark of the Wulfen was a compulsory choice for the general. Tool him up with a few choice items and let him run!

I chose two squads of Wulfen as the core choices for the force (at S5, I5 and 4 attacks on the charge you have to love the little beasts), and keeping with the bestial theme, two squads of Wolves were added. At 10 points each, Fenrisian Wolves are great, and are often underestimated in large numbers. Mine have a considerably successful habit of chasing (and destroying) Ork Trukks. The Storm Claws were added to give a bit more of a controllable punch to the force (plasma pistols and power fists a big help there), but also to provide a small cadre of experienced Space Wolves who have mastered the curse. The Sergeant of the Squad was given a set of lightning claws (most befitting) and, of course, the Mark of the Wulfen, to maintain the theme.

Overall, the force is a little unbalanced for its size. However, the next 750 points worth (sitting on the painting table as we speak!) contains another squad of 10

Wulfen, a Wolf Priest (almost compulsory to help contain all the raving lunatics) and 3 Storm Claw bikers as well as 2 squads of Grey Slayers to fill the two compulsory troops choices. So, in a 1500 point match, the 13th Company force will be quite Wulfen heavy and a *real* challenge to use effectively.



Leigh's Wolf Lord



Leigh's Storm Claws



Leigh's Converted Wulfen

The biggest drawback, if that is the case, with the 13th Company army is the relative lack of control you will have over a fair portion of a Wulfen army. As this will be a weakness most opponents will hope to capitalise on, I have decided to mitigate this to some extent by taking lots of uncontrollable lunatics. In keeping with the theme of the army, all models that can have the Mark of the Wulfen will. This

means that up close, this force is deadly. The trick is trying to get the hammer blow in the right spot. The way I figure with 20

• When painting Space Marines, leave the backpacks and bolters (and other bulky equipment) on the sprues, and glue them on after painting. I find it infinitely easier to paint them in this fashion, and it generally means you can easily reach all areas on a model without having to fiddle.

Wulfen and 16 Wolves on the board, that should be in close combat on turn two in most games. anywhere is that right spot as long as they are tearing their way through the heart of the enemy ranks. Whilst my opponent is dealing with that lot, the backup wave of characters and Storm Claws should be ready to deal with anything the Wulfen can't. Simple plan, and about as subtle as a bowling ball through a

plate glass window. Just the way I like it.

PLANNING AND CONVERSION

These days, I cannot stand having any identical figures in my armies. This is easy to avoid for predominantly plastic armies, but it can take a bit of work for completely metal ones. With the addition of Chaos armoured parts into the 13th Company



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army; it is an extremely simple task to give each and every figure their own personal touch. Just be careful to make sure that you include the right mix of Imperial and Chaos parts, otherwise you may end up with a Night Wolves force!

With my army, I have used components of

- Always spend a little more time on prominent areas of your figures. Faces, shoulder pads, banners and in some cases weapons will always draw the eye, and can really make or break a figure.

VISION

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just about every era of Space Wolves figures. The old metal marines look great, and are worthy additions to the force in the form of characters or veterans. The Wulfen were a little more difficult to convert, and consisted of a few torso swaps, and the idea of "grafted" close combat weapons borrowed shamelessly from Bloodquest. An old Space Wolf scout figure was used to complement the Wulfen models.

The Wolf Lord was originally planned to have a "wulfen" type head, but it didn't really suit the model. Instead, the Chaos Lord that was used for the base of the figure was given a Space Wolf helmet, and

an assortment of Space Wolf and Chaos (predominantly Khorne) components. The overall effect is decidedly predatory without going overboard.

PAINTING

It was about 3 years ago that I painted a couple of squads of generic Space Marines as Lost Company Marines. The colour scheme was almost as you see it here, except that the power armour was near black. They were eventually sold to a client in Canada, but I still had a couple of digital images to work with for this project. Black armour, although great, looked a little too plain, and the models were not instantly recognisable as Space Wolves. So with that, I decided to keep all of the original colour scheme, but add a little grey to the armour.

The overall effect of this colour scheme was dark, brooding and decidedly earthy. Most of the armour is a 50/50 mix of Shadow Grey and Black, the contrasting Chaos plates a 40/60 mix of Black and Blood Red, which was borrowed from my Khorne Berserkers. For contrasts, Gold, Silver, and off white were used.

With the whole of this army I was careful to

avoid any bright or clean lines. This was done mainly to emphasise the nature of the 13th Company as feral and almost barbaric individuals, and secondly to reinforce the impact of millennia of use and abuse in "fighting the good fight". Whilst this can readily be achieved with weathering (using small amounts of drybrushing or ink washes), I find it easier to keep a dark tone as a base for an army. To avoid the Wulfen coming across as "Klingon" marines, I decided to go for a lighter flesh tone, but considerably darker than that of the other marines in the force. Any darker and I think the flesh would have blended into the armour resulting in a very dark scheme, with little definition. So all up, about a months worth of spare time well spent. It is always a bucketload of fun starting a new army and now even better with the Eye of Terror campaign in full swing.

Time for me to start hunting some Heretic!

- The use of metal shoulder pads for your Marines can really add to the overall look of your force and aids in identification on the gaming board. Little personal touches like this, back banners, or even just painted detail goes a long way.



Leigh's Army on the charge!

The Ulthwé Strike force is lead to battle by their Seer Council of Farseers and Warlock Bodyguards. The Eavy Metal team's Seb Perbet and Neil Green lead us through the techniques of painting these potent Eldar psykers.

'EAVY METAL MASTERCLASS

ULTHWÉ SEER COUNCIL

Designed by Jes Goodwin, Jean Diaz and Adam Clarke.



PREPARATION

The models were glued onto their bases and the sword of the Warlock glued into place. All of the models were then undercoated with Chaos Black spray. Any sections of the models missed by the spray were painted with watered-down Chaos Black paint. Once the preparation was complete, all of the models were painted together in the same way.

BLACK CLOAKS AND ARMOUR

The basic black undercoat was covered with a layer of Chaos Black, to provide a deeper base colour with a smoother texture. A mix of seven parts Chaos Black and three parts Codex Grey was applied to the cloaks and armour, adding more grey in successive highlights until the proportions had reversed.



WRAITHBONE AND RUNES

Bronzed Flesh was painted over the black undercoat to allow the later stages to cover the black effectively.

Watered-down Bestial Brown was then applied to the recesses in the wraithbone. A second coat of Bronzed Flesh was applied, avoiding the shaded areas around the recesses. Bleached Bone was then applied to establish the dominant colouring of the wraithbone. Finally, a highlight of Skull White was applied to the edging.



The bone coloured designs on the cloaks and face masks were painted in a similar way. Starting, as before, with a basecoat of Bronzed Flesh, but then going directly to the Bleached Bone and Skull White highlights.

LEATHER POUCHES AND HOLSTERS

The leather parts of the model were given a basecoat of Scorched Brown, followed by a highlight mix of six parts Scorched Brown to four parts



Bleached Bone. The leather was then finished off with a highlight of three parts Scorched Brown to seven parts Bleached Bone.

BELTS, TUBING AND GEMS

Scab Red was applied as a basecoat to all of the red parts, followed by successive layers of Red Gore and Blood Red. A mixture of equal parts Blood Red and Fiery Orange was used



for the first highlight, followed by a further highlight of pure Fiery Orange. In the case of the gems, the final highlight was followed by a dot of Skull White, to give the gems a shining appearance.

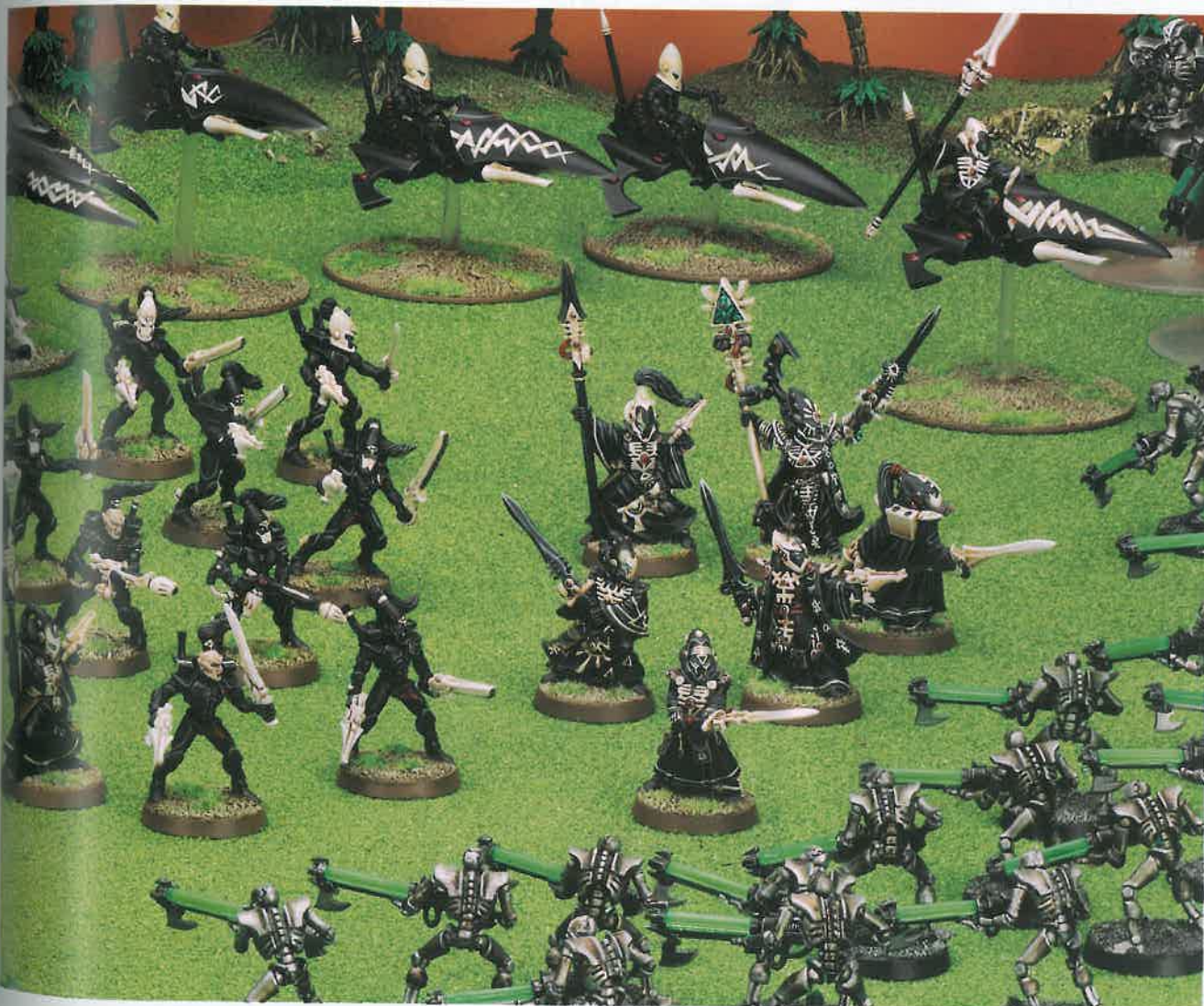
EYES

The eyes were painted with a basecoat of Scaly Green, highlighted first with a mix of

equal parts Scaly Green and Skull White, then with a mix of three parts Scaly Green to seven parts Skull White. The eyes were completed with a dot of Skull White in the corner.



The Seer Council bear deadly psychic weaponry.



The Ulthwé Seer Council lead the Black Guardians into Battle.

Andy Chambers has applied the lash in a big way this month. Not only has he managed to get Pete Haines to divulge his thoughts behind

Codex: Imperial Guard but he has also squeezed new rules for Mounted Daemonettes and Tau rail rifles, as well as wargear for the forces fighting around the Eye of Terror.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings once more to this mighty tome. Scrivener Haines has prepared a treatise on those sirens of Slaanesh the Mounted Daemonettes, and, as if his heresy did not run deep enough, also brings details of a troop type of the foul xenotype known as the Tau, in the form of the Pathfinder rail rifle. Furthermore, Scrivener Hoare has completed his work on those honours won by the combatants in the 13th Black Crusade.

MOUNTED DAEMONETTES OF SLAANESH BY PETE HAINES

Note: Mounted Daemonettes can be added to Chaos Space Marines & Lost and the Damned armies only if they would normally be allowed Slaaneshi Daemons.

Through clouds of musk-scented mist ride the Daemonettes of Slaanesh, their dark, desire-laden eyes always casting about for their next victim. Mounted on swift-striding Daemon Fiends of Slaanesh, the sinuous grace of these predators belies their speed and deadliness.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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

FAST ATTACK

DAEMONETTE ON STEED OF SLAANESH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mounted Daemonette	28	4	0	4	3	1	4	1+2	8	-5+

Number/squad: 5-10

Weapons: Claws, lash tails and fangs (all included in profile above)

SPECIAL RULES

Summoned: Mounted Daemonettes are always summoned to the battlefield. See the Summoning rules on page 12 of Codex: Chaos Space Marines for more details.

Invulnerable: Daemons are unnatural creatures made from the very stuff of Chaos itself and are therefore very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save.

Instability: Daemons are subject to the Daemonic Instability rules on page 12 of Codex: Chaos Space Marines. See the Instability rules for more details.

Spawn of Slaanesh: Mounted Daemonettes have Warp Scream and Daemonic Talons (the extra Attack has been included in the profile above). Also their riding beast confers Daemonic Mutation (In this case Daemonic Mutation refers to the whipping lash of the tail possessed by the riding beast which is used to inflict exquisite agonies on the Daemonette's victims. The extra Attack has been included in the profile above) and Daemonic Speed.

Warp Scream is a piercing, disorientating shriek that reduces the Initiative of any enemy in close combat by -1.

Daemonic Talons is a gift which confers a pair of close combat weapons on the Daemonette. These claws can penetrate any armour and inflict wounds on the toughest of foes. On a roll to hit of 6, an automatic wound that allows no Armour save is inflicted. On a vehicle armour penetration roll of 6, roll a further D6 and add it to the score.

Daemonic Speed confers the ability to move like cavalry, as detailed in the main Warhammer 40,000 rulebook.





Noise Marines summon a pack of Mounted Daemonettes to counter-attack the Tyranids.

The 14th Company of the 410th Mordian Iron Guard came to a gentle rise and swept up in perfect order. As they reached the top they came to a halt even before Captain Dechoff could yell the order.

Ahead of them was a low valley full of waving, waste-deep violet fronds, the bodies of dozens of Mordians lying amongst the blooms. The knife-shaped leaves had pierced them so that they now hung there as securely as if they had been shot while crossing razorwire. On the other side of the valley was a low entrenchment, all along it sprang the banners of the enemy each defying reason with its blasphemous images and unspeakable slogans.

Dechoff was taking no chances. He had no idea what danger lay in the field ahead of them but recognised the insignia of the 5th Company on the corpses and knew they had been good soldiers.

"Flamers, clear me a path, first, second and third platoon, assault columns, follow the flamer paths. Fourth, fifth and sixth platoon, covering fire. Mortars, target the centre of the ridge, autocannon on overwatch, be ready for any surprises. Fourteenth Company, for the Emperor, advance."

The splendidly uniformed troops went into action with their customary clan. The violet leaves curled away from the roaring flames and smouldered darkly when struck – a path

was cleared though. The assault columns moved forward and into a ragged valley from the opposite hill, lasfire mingled with slug throwers. Men fell but the returning precision volleys from their supporting platoons raked the Chaos emplacements drawing disturbingly ecstatic screams from the enemy.

Through the roar of weapons fire came a distant jingle of delicate bells and chimes, a warm wind washed down the valley tinged with a sweet, cloying scent. The Mordians either gagged or stood transfixed. The fire from the heretic lines stopped completely as they sensed the approach of their mistresses. The stillness was cut by a grating, rending din as etheric claws slashed through the skein of reality. A black, ragged scar was torn along the ridge as dark lights played around the blasphemous banners of the heretics. Beyond the rift was a glimpse of the realm of madness, despair and nightmare and leaping through it came the daemons of Chaos.

They were at once beautiful and loathsome. Svelte, pale, exotic daemon-women mounted on sinuous, hissing steeds. They wore deadliness and terror like a cloak. Some Mordians saw a vision out of hell that was uncomfortably seductive, others saw their darkest desires made manifest. The damned troop of daemonettes spurred forward through the sea of purple flowers, the razor-sharp leaves grazing the flanks of the beasts and the thighs of their riders like

gentle caresses. In response the riders gave voice to a deep-throated moan that rolled ahead of their advance, slowing time as in a dream and clouding the minds of the unfortunate Mordians.

There was no time to react, the supporting autocannons, safely ensconced behind the lines only began to fire as the lead daemons reached the Mordian assault platoons. The daemonettes and their mounts were a blur wreathed in the viscera of their victims. Men moved in slow motion compared to them and with each lash of a tail or sweep of a claw a broken wreck of a soldier fell.

Captain Dechoff roared at the reserve platoons to counter-attack but the horror in the valley was too much even for the Iron Guard and squad by squad they began to fall back. Men who would willingly plunge into battle with hulking Orks, were chilled to their souls by the daemonettes. Despite Dechoff's imploring, the retreat became a rout.

Dechoff knew how the regimental Commissar would view this shameful defeat, but looking at the victorious daemons feeding on the still-warm hearts of the fallen and the way the burnt, trampled purple blooms reared up, impaling the freshly slain he resolved that he would never see this scene in his dreams. Dropping his laspistol, his spirit broken beyond repair he began to walk helplessly down into the valley towards the waiting daemon-women.

TAU RAIL RIFLES BY PETE HAINES

To the disgust of the Imperium the Tau are constantly improving their technology. Driven by the need to serve the greater good, Earth caste scientists and workers have laboured ceaselessly to further refine their formidable rail gun technology. The result is the rail rifle, a version of the rail gun light enough to be used by a Tau warrior on foot without the aid of a battlesuit.

At this stage the rail rifle is undergoing field trials with specialist units. It may one day be issued more widely or it may be refined further before being mass-produced. The relatively slow rate of fire, the bulk of the weapon and the currently unstable targeting mechanism still do not meet the stringent demands of the Ethereal and Fire Castes. Even so it is a

lethal weapon using a linear accelerator to fire a solid slug at extreme velocity. In the Tau armoury only Broadside armour has been found to offer any protection against it and it will mortally wound even the larger Tyranid bio-organisms. The impact is such that a target will frequently be hurled backward by its terrifying power and this combined with the distinctive whine of the hypervelocity slug has been seen to have a demoralising effect on the enemy.

Pathfinder teams augment their normal weaponry with rail rifles. Up to three Pathfinders in a team (but not the Team Leader or Shas'ui) may replace their

pulse carbine and markerlight with a rail rifle at a cost of +10 points each. If desired, these models may further upgrade their rail rifles with the Target Lock Interface at +7 points. All rail rifle users must be upgraded if any are.

Target Lock Interface: This enables the model to target a separate enemy unit to that engaged by the rest of his own unit. When the Target Lock Interface is used, the rail rifle suffers from the 'Get Hot' weapon rule, see page 59 of the Warhammer 40,000 rulebook. If the interface is not fitted or if all members of the unit engage the same target, this does not happen.

Type	Range	Str	AP	Type	Notes
Rail Rifle	Range 36"	Strength 6	AP3	Heavy 1	Pinning test

Components were scattered across the range as the target drone was utterly shattered. From the firing steps Shas'O Vir'la Mc'drek radiated satisfaction. Beside the tall commander, the slim form of Aun'Vre T'olku Va'Shant was impassive and inscrutable. With a curt gesture he signalled for the exercise to be repeated.

Before him were members of the Earth and Water castes and one Fire Warrior. The Water caste, Por'El'Bork'an Kassad, bowed elegantly and smoothly reprised his prepared speech on the qualities and applications of the new rail rifle, focusing his attention on the Ethereal like a child desperate for its parents' praise. His Earth caste colleague, a technician, operated the controls to activate another target drone. The Fire Warrior loaded a fresh power cell into the rail rifle as Kassad reminded everyone that although the rifle came pre-loaded with a hundred rounds of trilium-tipped solid darts, the energy requirements of the weapon were too great to be met solely by the integrated power cell. The cartridge cell provided enough surplus power for a single shot, and although this slowed the weapon's rate of fire, adequate compensation was to be found in the penetration and stopping power of the shot.

The target drone hummed up from its silo and began an erratic flight across the range. The Fire Warrior hefted the long, rectangular rifle and adjusted a dial on the side of his helmet where a flex from the weapon's sighting mechanism was plugged into his external interface node. Kassad continued to explain that the improved target lock allowed a team leader to designate different targets to all members of his unit equipped with the device enabling multiple enemies to be suppressed. It was clear to the experienced Mc'drek that the bulk of the weapon made



manual sighting awkward. This slightly offended his warrior sensibilities, but he had long since learned that technology was his greatest ally in battle.

The Fire Warrior aimed and fired. There was a brief screech as the dart sped to its target before striking it centrally with such force that it was not only smashed but scattered all over the range. Mc'drek beamed again and glanced at the Aun'vre to bask in his approval, but the Ethereal's attention was on the Fire Warrior marksman. After the shot had been discharged the Shas'ui had swayed and tumbled backward. He gripped his helmet and tore it off, dropping the prototype rail rifle to the ground. The onlookers were horrified as the Fire Warrior sought to tear out his hardwired target lock interface with his bare hands before stiffening and crashing to the floor. Mc'drek knelt by him but drew back when Va'shant spoke.

"Do not bother, he is dead." Turning to the paling Kassad he continued.

"The interface is still malfunctioning, the

weapon's power requirements are overloading the targeting mechanism and causing fatal feedback. You had promised that this error had been corrected."

The tone was factual not accusational but even so Kassad fell to his knees.

"We have reduced the defect incidence three-fold, exalted one. In time it will be corrected but the weapon does all that you have asked of it."

Mc'drek stood over the cowed Por, his hand on the hilt of his bonding knife.

"You dare supply a weapon that will kill my warriors? What do you connivers know of the battlefield, of honour, of courage, why..." Va'shant's hand was on his shoulder.

"You are right of course Mc'drek. Still we will soon need such a weapon to protect all our castes. Perhaps the price is a price we must pay, to serve the greater good."

The anger drained from Mc'drek. He nodded.

"Aye, for the greater good."

EYE OF TERROR CAMPAIGN HONOURS BY ANDY HOARE

With the 13th Black Crusade raging across the regions surrounding the Eye of Terror, history is being written with every battle fought. The deeds done in these dark times will form the legends of future ages, and those who throw themselves wholly into the fight for Humanity's future will be the heroes, or despicable villains worshipped or reviled by future generations.

BACK HOME FOR TEA AND MEDALS

As wars are fought, so honours are won, and the purpose of this article is to recognise the hard-won victories of those fighting in the Eye of Terror campaign, by allowing them access to some new and unique items of wargear. These can be carried into battle to proudly proclaim to all corners that the army has fought in the Eye of Terror campaign, and not only survived, but prevailed in the greatest conflict witnessed by the Imperium since the Horus Heresy.

Designer's Note: One thing you'll notice about these honours is that they are all geared towards use in campaigns. This is so they are not treated as purely beneficial items of wargear, but instead encourage players to engage in a narrative style of play, and to allow modelling opportunities that reflect the army's progress in a campaign.

NEW WARGEAR

These honours are borne proudly by the most trusted warriors of the army. Accordingly, they can only be taken by certain characters, as stated in each item's description, and are purchased from the character's wargear allowance. Only one honour may be carried in the army, and it must be carried throughout the campaign for its effects to apply.

Should the bearer be killed and his side lose the battle, roll a D6. If the result is a 4+ then the army manages to retrieve the honour or keep hold of it as they retreat. On any other result, it is lost, crushed beneath the stampede of routing troops or captured to be proudly displayed in the feasting halls of the victor – it may not be used again for the remainder of the campaign.

SPACE MARINES – HONOUR SCROLL

Space Marine Chapter Standards are often inscribed with all manner of scrolls recording victories in individual actions or campaigns. Those Chapters fighting in the defence of the Cadian Gate have added many new honour scrolls to their banners, ensuring such battles will be remembered as long as the Chapter stands.

The scroll records a resounding victory against a foe specified at the beginning of the campaign. It is applied to a Chapter banner already carried by a standard bearer. Every unit in the army may choose to purchase the Fearless ability, which applies when fighting the enemy specified in the banner, rather than purchasing a

Battle Honour, at the cost of 1,000 Experience Points per unit.

Points: 30 points

Bearer: Standard bearer.

IMPERIAL GUARD – DEFENSOR CADMIUM

The Defensor Cadium, a mighty standard bearing the symbol of the Cadian Gate, has been issued to those regiments who have served with honour and distinction in the defence of Cadia and the surrounding systems. Those who march to war under its shadow are filled with a purity of purpose and possess an exceptional esprit de corps. They are amongst the finest warriors that Humanity can field, and the Defensor Cadium proclaims their boast to any who stand before them.

When participating in a campaign, units normally become Elites upon attaining their third Battle Honour. However, an army bearing the Defensor Cadium is elite in itself, and so its squads are not detached to bolster other forces. No units in the army become Elites choices upon acquiring their third Battle Honour.

Points: 15 points

Bearer: Any Veteran in the HQ Company Command squad, apart from the Standard Bearer (who carries the Company Standard), the Medic, or a model with a vox-caster.

SISTERS OF BATTLE – SACRED RELIC

The Sisters of Battle are known to venerate the mortal remains of a plethora of saints and martyrs, and even bear these relics into battle as potent symbols that the greatest heroes of the Imperium watch over them. Many Adepta Sororitas have been martyred to the Despoiler, throwing themselves into the defence of the Cadian Gate with a righteous fervour, and it is often the remains, or relics of these martyred heroines who are carried into battle at the head of the Faithful.

The bearer's unit may choose to purchase Faith Points instead of rolling on the Battle Honours tables. One Faith Point is added to those generated by the bearer for each 1,000 Experience Points spent by her or her unit.

Points: 30 points

Bearer: Celestian Superior, or a Veteran Celestian Sister Superior in a Celestian Bodyguard.

CHAOS SPACE MARINES – DEFILED ASTARTES BANNER

The Traitor Legions revel in the defilement of the symbols of the Emperor's power, and there is no greater target for their desire to corrupt than a captured Chapter Banner of their erstwhile brethren of the loyalist Adeptus Astartes.

Tarnished by runes painful to behold, the captured banner is borne at the head of

the Chaos Space Marine army by a mighty champion of the Legion, acting as a terrible insult to the honour of its former owners, and as a symbol of perverse pride to the servants of the Ruinous Powers.

The banner must be modelled to represent a specific loyalist Chapter.

Should the banner bearer survive a battle against the Chapter whose captured banner he carries, his unit gains +200 Experience Points. If the banner bearer is killed, and the army loses the battle to the specified Chapter, the enemy squad that retook it gains +200 Experience Points, and the banner may not be used again (it is returned to the Chapter's reliquary to be re-sanctified).

Points: 10 points

Bearer: Chaos Lieutenant or Chosen Champion.

LOST AND THE DAMNED – THE EYE OF HORUS

When the Lost and the Damned rallied to the Despoiler's cause, those most favoured Arch Heretics were presented with dread icons that sealed their unholy oaths of servitude. These icons take the form of the symbol of the Eye of Horus, mounted upon an iron pole that drips with the blood of those sacrificed in its forging – a permanent reminder that the Despoiler is watching the bearer's every action.

If the unit carrying the Eye survives the game, it earns +200 Experience Points. If it is completely wiped out, every squad in the army loses D6x5 Experience Points and the honour may not be used again. If the unit falls back off the table it earns no Experience Points for any actions that battle, but it doesn't lose any either.

Points: 20 points

Bearer: Arch Heretic

DARK ELДАР AND ORKS – GRISLY TROPHY

There are many amongst the baser or more vindictive xenos species that take great pride in displaying the severed heads of those they have bested in mortal combat. These trophies are often carried into battle by a trusted bearer, mounted upon cruel spikes or poles, and provide a compelling reminder to the leader's subordinates that he, and he alone, has the right to rule the force.

The grisly trophy is a potent symbol of its leader's hold over his warriors. Whilst the trophy is carried, every unit in the army may choose which Battle Honours to acquire, rather than rolling for them randomly.

Points: 35 points

Bearer: Orks – Nob in Warboss's Bodyguard (not a Grot!)

Dark Eldar – Incubi Master in a Dark Eldar Lord's retinue.

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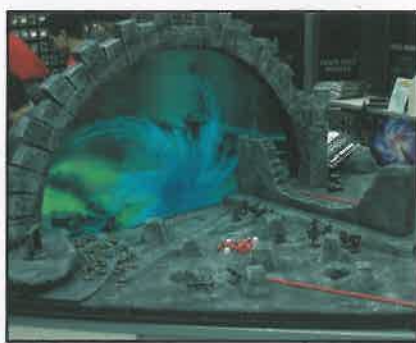
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ASIA WATCH



In the last few weeks the staff in our Mong Kok store in Hong Kong have been busy getting some new tables made for the Eye of Terror. Here you can see the results of their efforts.. If you live in Hong Kong, then I would recommend dropping in to the Mong Kok store and checking these tables out in person. If you want some really detailed information about the construction of these tables, then grab hold of Jack, as he was responsible for a lot of the work and results you see here! Pictured here you can see the new Eye of Terror table. Complete with some nasty urban terrain to fight over. The Eye of Terror gaming theme has even gone beyond just the dedicated Eye of Terror table though, as you can see from these pictures of the awesome combined Warhammer and Warhammer 40,000 table. This 4x4 table is split diagonally in the middle by a massive warp gate. If you are a fantasy, or science fiction gaming fan, then this table has something for everyone, so drop in to the Mong Kok store and try it out.

ASIA: SLAANESH ARMY



ALBERT LEUNG, A REGULAR CUSTOMER AT THE HONG KONG WAN CHAI STORE IS A KEEN HOBBYIST.

How long have you been involved in the Games Workshop hobby?

After counting the number of White Dwarfs on my bookshelf, it is around three years. My first love is the Bretonnian army. I also collect Dark Angels for 40K. I was always on the side of "good" until my first taste of blood with my Vampire Count army which was a Blood Dragon army consisting of dead Bretonnian knights. My path to damnation follows as I carry on the pursuit to daemonhood with Chaos

What made you start a Slaanesh Army?

When I first saw Juan Diaz's Slaanesh Champion on steed model, I was totally attracted to it. The model is so beautiful that I couldn't resist buying one and started painting it immediately. Then I couldn't control myself from painting more and more Slaanesh. I think right now my soul is sold to the beauties of Slaanesh.

How long did it take to finish the army? And what things push you to complete it?

I am not a quick painter and mortal works keep me busy so I can only spare a few hours a week for painting. However, I am learning to paint more detail so the time required is getting longer. The current army took me 6 months to get to this stage. However, I had accelerated my work after a few trial battles and I am pretty happy with the performance.

Will you expand this army? After this what will you do next?

Yes, in my plan I want to increase this army up to 3000points. Next I think I'll try to collect a Chaos force dedicated to a different patron God (Chaos, Chaos more Chaos!) Once that army is finished, I will have the beginnings of a huge Chaos Undivided army.

What is the main theme of your army and what is your strategy on the battlefield?

The main theme of my army is that it is fast and deadly. All models in my army have a movement value greater than 6 inches. The advantage is I can have an all out attack on a defensive army. For offensive armies I will try to out flank them with my fast troops. My favourite character in the army is my Slaanesh Lord, usually he will be equipped with the Sword of Blood and Pendant of Slaanesh combination. In this he can have one more attack when he loses a wound and he can use the Sword to heal the lost wound. So the more you hurt him, the more he will fight back. This is very characterful, very Slaanesh and very effective in battle.



SINGAPORE HELMS DEEP

This month we have a quick look at what has been happening in our Singapore store.



Wow, what a great scenario the siege of Helm's Deep creates, and that's why we built the Helm's Deep table for gaming right here in the store.

Earlier in the year the staff members of Games Workshop Plaza Singapura could be seen building and painting the huge spectacle that is Helm's Deep.

Generating the Hundreds of models needed by the defending Rohan and the attacking Uruk-hai drove the newly formed team to the brink of Saruman induced madness.

The Scenario was run twice on Saturday and once on Sunday with both sides having a great deal of fun. The Rohan won two out of the three games, even with the best attempts of Uruk-hai Captain Craig to sway the rulings more favourably toward the Uruk-hai.

So there you have it, a Fun event that took a little over a month to organise and prepare. If you are interested in getting more details about the nuts and bolts construction techniques, feel free to come into the store and interrogate the staff involved.

Games Workshop Plaza Singapura always has heaps of exciting events, so if you are interested in developing your hobby, drop into the store to see what madness we are up to.



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THE LORD OF THE RINGS

STRATEGY BATTLE GAME



In This Issue:

- Shadow & Flame Masterclass
- Character Updates
- Building a Barrow
- Ringwraith Scenario
- High Elves Tactics

THE LORD OF THE RINGS STRATEGY BATTLE GAME

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

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Designed by Gary Morley, this blister pack contains both Elladan and Elrohir.

ELLADAN AND ELROHIR
RMS\$30 NZ\$35 HK\$125



Elladan



Elrohir

Glorfindel

Designed by Gary Morley, this blister pack contains both 1 Glorfindel on Horse and 1 Glorfindel on foot. These models require assembly.

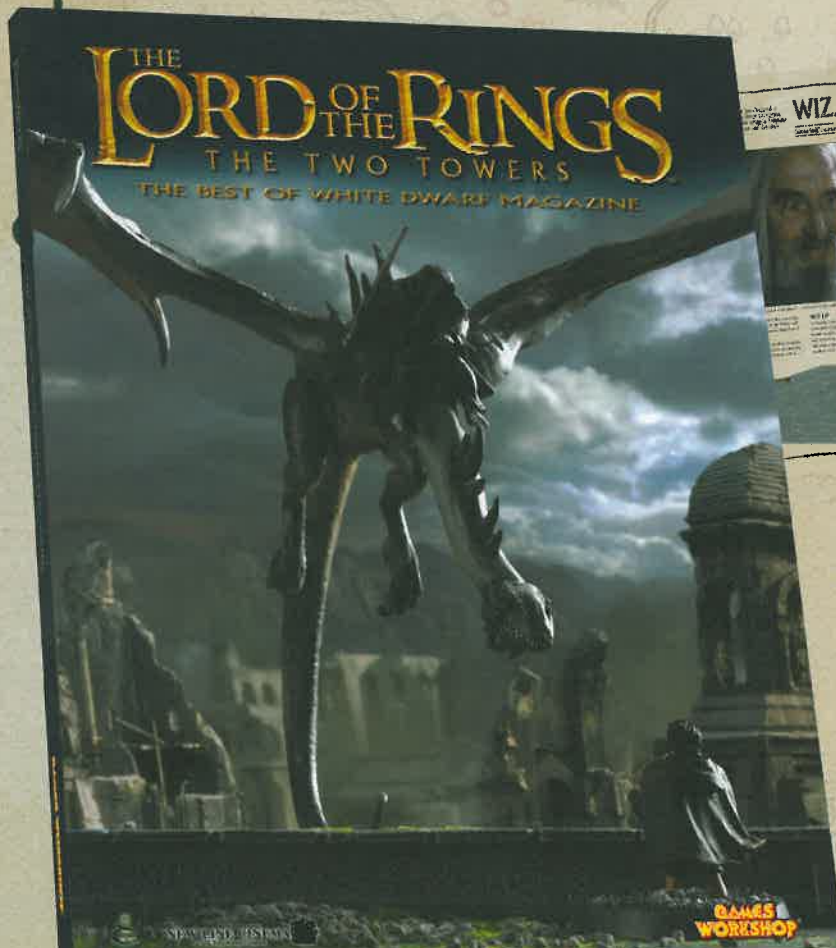
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Glorfindel on foot



Glorfindel on Horse



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This 112-page book is a compilation of the best articles from the pages of White Dwarf magazine and forms an invaluable resource for anyone involved in The Lord of The Rings battle game. Inside you will find rules, scenarios, painting and modelling advice and battle reports.

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Barrow-wights

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PAINTING MASTERCLASS

Durbûrz the Goblin King and Balin

This month we release the first of the new range of Shadow and Flame miniatures; Durbûrz the Goblin King and Balin, sculpted by Alan Perry and Michael Perry. Darren Latham of our 'Eavy Metal team explains how he painted them...

PREPARATION

The arms of the Goblin King were glued on and both models were then given an undercoat of Chaos Black spray. Any parts that the spray missed were then painted over with watered-down Chaos Black paint.

BALIN



An equal parts mix of Dark Angels Green and Snot Green was applied as a basecoat to the green cloth. This was followed by a layer of Snot

Green, with a highlight of Snot Green mixed with Bleached Bone.



The cloak was painted with a basecoat of Scab Red, followed by successive layers of Red Gore and an equal parts mix of Red Gore and

Blood Red paint. For the highlights, a small amount of Bleached Bone was added to the Red Gore and Blood Red mix.



Bronzed Flesh was used to paint the design onto the finished cloak and this was then highlighted with Golden Yellow.



Balin's hair and beard were painted with a layer of Scorched Brown. An equal parts mix of Scorched Brown and Codex Grey

was used for the first highlight. The amount of Codex Grey was gradually increased for successive layers, with a final highlight of Fortress Grey.



Tanned Flesh was used as a basecoat for the skin, followed by a layer of Dwarf Flesh. Highlights were painted by gradually adding Elf Flesh to the Dwarf Flesh and the final highlight was with pure Elf Flesh.



The gold armour and decoration were painted with Shining Gold with Chestnut Ink then applied over the top. The gold was then

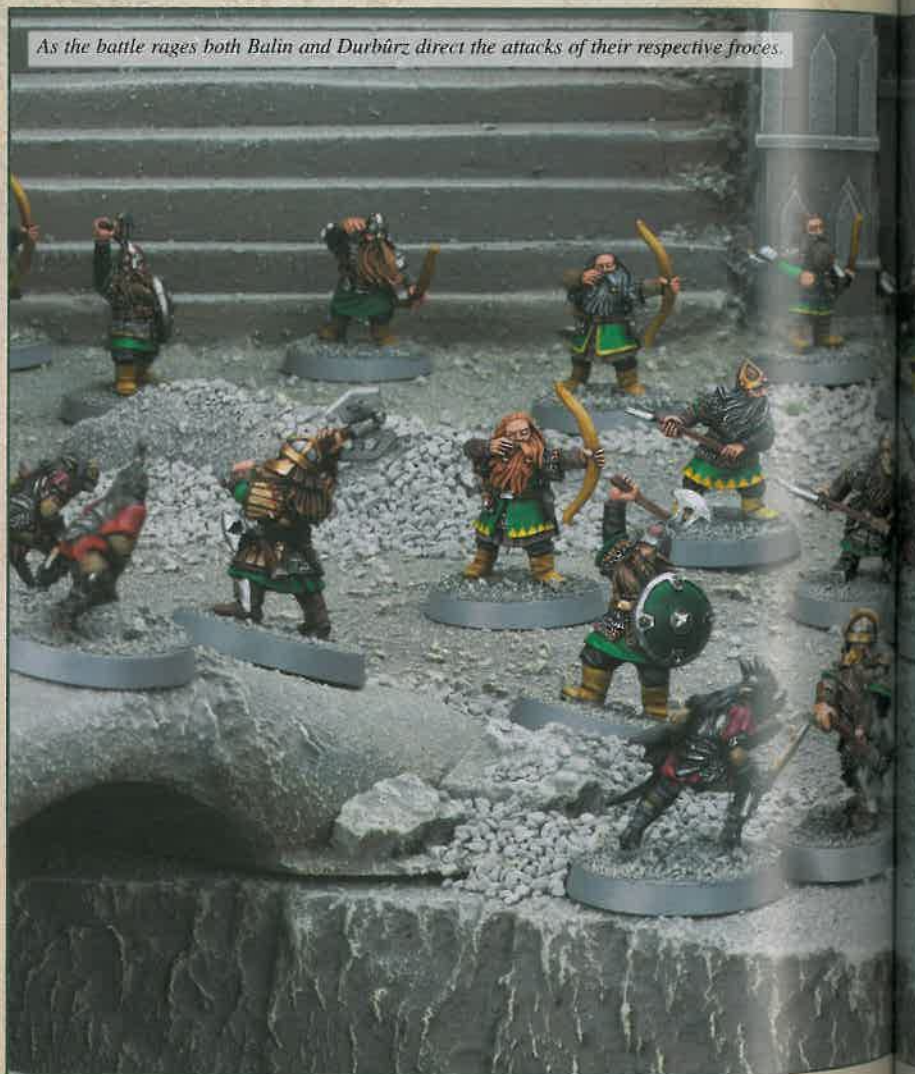


highlighted with an equal parts mix of Shining Gold and Mithril Silver.



A layer of Boltgun Metal was applied to the remaining metal parts. This was then highlighted with Chainmail. Finally, the metal parts were given a wash of equal parts Black and Brown inks watered down.

As the battle rages both Balin and Durbûrz direct the attacks of their respective forces.



DURBÜRZ, THE GOBLIN KING.



Catachan Green was used for the basecoat on the Goblin King's skin. Successive layers of paint were added to the skin, each time adding more Desert Yellow to the Catachan Green.



The armour was drybrushed with Tin Bitz, followed by a more selective Boltgun Metal drybrush on the chainmail and armour plates. Finally Chainmail was drybrushed lightly onto the armour, followed by a highlight of Codex Grey on the edges of the armour plates.



The Goblin King's tunic was given a basecoat of Red Gore, followed by a layer of equal

parts Red Gore and Blood Red. A small amount of Bleached Bone was added to the mix for the final highlights.



The sword was drybrushed with Boltgun Metal followed by a further drybrush of Chainmail. A wash of equal parts Black and Brown inks then applied.



An equal parts mix of Chaos Black and Codex Grey was drybrushed onto the hair, followed by a highlight of pure Codex Grey.



The rock was drybrushed with Snakebite Leather, then with Fortress Grey.



The Goblin King's eyes were painted Vomit Brown. This was followed by an equal parts mix of Sunburst Yellow and Skull White with the centre of the eye being applied with Chaos Black.

BASING



The bases of both models were painted with Codex Grey. A very dilute wash of Chaos Black

paint was then applied and the bases were then drybrushed with Bleached Bone. The rims of the bases were left Codex Grey.



THE LONG DEFEAT

With the Forces of Evil gaining the fearsome Fell Beast, this month it's the turn of the Forces of Good. Adrian Champion explains how to get the most out of the High Elves.

Tactics for using High Elves in your games

Throughout the many ages of Middle-earth, the High Elves have stood firm against the legions of darkness. Their nobility, grace and deadliness on the battlefield make them the most valued of allies and the most feared of opponents. But the world is changing; the numbers of High Elves in Middle-earth are gradually dwindling as they head in ever greater numbers to the Grey Havens, seeking to return to the Undying Lands in the West. For those that remain, it is only a matter of time before they must follow. Until then, they continue to fight what Galadriel describes as 'the long defeat'.

THE FINEST WARRIORS OF MIDDLE-EARTH

If you have the privilege of commanding a force of High Elves you can be confident in the knowledge that there are no finer troops in the game. All High Elves are supreme warriors, their Fight value of 6 being enough to decide a tied combat against all but the most fearsome of foes. Not even the fighting Uruk-hai can match the martial prowess of the Elves! Never

underestimate the importance of having a higher Fight value. A solitary Elf surrounded by 5 Uruk-hai will still have a 26% chance of winning the combat, all thanks to the fact that he automatically wins any ties! In combat against superior numbers, you will always have this advantage to help counteract the extra dice your opponent gets to roll.

Even more crucial in a longer game is the sheer bravery of the High Elves. With a Courage value of 5, they will fight on long after any other army would have started to disintegrate. An Elf warrior is as brave as many of the heroes of other races, a trait that keeps a High Elf army fighting as a cohesive unit even once it is down to half strength.

ARCHERS

Archers are both the greatest asset and the weakest link of any High Elf force. Let us be clear, Elven archers are the finest in the game. The Elf bow has a 24"/55cm range, hitting on a 3+ and striking with a very respectable Strength 3. Massed Elven

bowfire can devastate an opposing force before they even get into charge range. Your first step to building a High Elf army should be to take the maximum number of these missile armed troops you are permitted. All your other warrior models are there to support and defend the archers – it is the bowmen that will win you the game. Move them into a good firing position and unleash as many shots a turn as you possibly can. Don't be afraid to fall back each turn while firing – if it means you get to kill more enemy models before close combat starts then it is all to your benefit to do so.

The downside of your archers is that the High Elf models do not come equipped with a hand weapon, consequently they suffer a -1 to their dice roll in combat. This makes them the most obvious targets for your opponents to assault. As they are the weak link in your battle-line, your archers will need support from either spearmen or swordsmen in close combat and to ensure that their flanks are not exposed to enemy charges.

The Elves steel themselves for the Orcs' charge.



ARMOUR

All High Elves come equipped with a suit of Elven heavy armour of extraordinary quality. This gives them a base Defence of 5, increased to a 6 if they choose to take a shield too. One thing to note about the difference between Defence 5 and 6, is that it only really affects you in close combat. If your opponent is fielding ranged units, they will mostly be either a Strength 2 Orc bow or a Strength 4 crossbow. In both cases, the weapon needs the same dice score to wound regardless of whether your warrior is equipped with a shield or not. Only in close combat against Strength 3 enemies does the shield make it any harder for you to be wounded. This means you are not restricted to erecting a shield wall around your non-shield equipped warriors; you can place any troops you wish into the firing line without giving your opponent a softer target to aim at. In close combat against Orcs and Moria Goblins, your shield equipped warriors will form a strongpoint in your lines that will prove very difficult to kill.

MOVEMENT

A minor point, but one that should not be overlooked, is that High Elves are capable of moving 6"/14cm in the Movement phase. Against the slower moving Orcs and Moria Goblins, this is a small yet vital advantage that will allow you to control who gets to charge who in close combat. By moving your troops to a point 6"/14cm away from the enemy lines, you force your opponent to either close

ELVEN BLADES

The Elves fight with elegant curved blades of exceptional craftsmanship. These weapons are so finely balanced that a skilled Elf warrior can swing their very long blades in a fluid series of cuts and thrusts. Elven blades are hand weapons, but a model wielding one can declare at the beginning of any Fight phase that he is going to use it with both hands. For the duration of that Fight phase, the Elven blade will count as a two-handed weapon. If the warrior also carries a shield, spear or Elf bow, then he cannot use his Elven blade as a two-handed weapon.

Designer's note: After much consideration (and influenced just a little by the opening sequence to The Fellowship of The Ring) we decided it was time to make a change in the way Elven hand weapons work. All Elves (Warriors and Heroes) that carry a hand weapon or a two-handed sword as their basic equipment in either The Fellowship of The Ring or The Two Towers now count as being armed with an Elven blade instead. An Elven blade can be combined with other weapons, but cannot be used as a two-handed weapon if the model also carries a shield or spear.

the gap and leave themselves open for your charge next turn, or they must hold off and wait for the priority roll to swing in their favour, giving you more time to soften them up with your archer units. Your enemy's ability to outnumber your troops is lessened if you take advantage of your superior speed. Think carefully before charging straight in – if you have priority then your opponent can use his supporting troops to counter charge and surround your troops.

ELF BLADES

After listening to the feedback from Elf generals, a very important change is about to be implemented to the rules for Elven swords. Whereas before they all counted as two-handed weapons, all Elven blades can now be wielded as either one OR two-handed weapons. This flexibility to switch between regular strikes and slower but stronger hits means that Elven swordsmen can adapt to the tactical situation better than any other warriors on the battlefield.

The most obvious use for swordsmen is to deploy them in pairs. One warrior uses the faster blow to increase the chance of winning the fight, the other uses the stronger blow to increase the chance of killing the enemy. In this way, a balance can be achieved between the two options that will give you the best of both worlds. Against high Defence creatures such as the mighty Balrog, your best chance of defeating them is to surround them with as many swordsmen as you can and using their +1 to wound ability. If you require a dice roll of 6/6 to wound, the +1 modifier conveyed by the sword counts for BOTH dice rolls in the same way as using a Might point does. Used in this way, your chance of wounding a Balrog drops from a 1 in 36 chance to just a 1 in 9!

SPEARMEN

Elven spearmen come equipped with shields, giving them a higher Defence in close combat and the ability to use the shielding rule. The spears themselves allow you to 'fight through' a friendly

model, allowing more Attack dice to be rolled in combat. Even if you do lose, the spearman cannot be struck! It's a win-win situation and should be exploited whenever possible.

There are two ways to use spearmen in combination with your swordsmen: fighting through them and fighting alongside them. If an Elf blade is being used as a normal sword, then a spearman can add his dice roll to the combat by 'fighting through' without risk to himself. What can often be of more use would be to fight alongside the swordsmen. This would allow the swordsman to use the double-handed strike while the spearman's faster blow would win the fight for them. Fighting alongside also helps to trap a foe, leading to double strikes if you can block them from backing away from you. You can even combine both methods, having two swordsmen in base contact with an enemy and a spearman fighting through one of them.

HEROES

In the same way that the High Elven warriors are the finest available, so are the Heroes that lead them. Let's take a closer look at how best to use them in the game.

GIL-GALAD

The last High King of the Elves, Gil-galad is an awe inspiring sight in close combat. With a Fight value that exceeds all but the Dark Lord Sauron and the Balrog, he can be relied upon to win most of the combats he ever takes part in. His Fearless ability means that you can trust him to engage terrifying foes without exception. I'm sure many of us have tried to send a Hero up against Sauron only to fail the Courage test by rolling snake-eyes at some point. Gil-galad is made of much sterner stuff.

Aeglos, Gil-galad's spear, inspires Terror in his foes. When fighting the cowardly forces of Mordor, your opponent will find it difficult to persuade his Orcs to charge you. It will be rare for Gil-galad to be surrounded and trapped. One note about





Gil-galad leads the Elves against the Orcs.

the spear though. Don't be tempted to use it to fight through a friendly model. No Hero would fight from the second rank – make sure that Gil-galad is in base-to-base contact with the enemy, this way he will benefit from all 3 of his Attacks instead of just the 1 he could use by fighting through.

ELROND

Gil-galad's herald is only slightly less mighty than the King he serves. Equipped with his Elf blade, even if he uses it as a double-handed weapon he can still use his Might store to bump his dice roll to a 6 if needed. Against the tougher foes like Sauron, Elrond is the perfect choice to accompany Gil-galad. (As it should be of course!) Gil-galad can concentrate on winning the fight, and Elrond can deal the killing blow with his two-handed weapon.

GLORFINDEL

Glorfindel is rather rare amongst the existing High Elf heroes in that he can lead the army from the back of his trusty steed. His exceptional abilities in close combat are magnified when combined with the usual cavalry bonuses of Extra Attack and Knock Down. Care must be

exercised though, as it is all too tempting to use the extra speed afforded by the horse to go charging off into combat all alone. If the enemy draws Glorfindel out like this then he will be swiftly surrounded and brought down. They will also attempt to shoot his horse from under him at the first opportunity. A far better way to use this mighty Elf lord is to keep him behind the main Elf lines. This will keep him shielded from harm until battle is joined. Once close combat has begun, the 10"/24cm move of the mounted Hero will allow him to redeploy quickly to shore up the battle-lines where they are weakest.

KNOW YOUR ENEMY

Finally, it would be wise to examine how your opponents will seek to defeat your army. Understanding your weaknesses compared to your opponent's strengths is your first and most important line of defence. Let's take a look at each of the principal enemies you will face.

MORIA GOBLINS

The vast hordes of Moria Goblin armies will be relying on their weight of numbers to surround and outnumber you. If this is allowed to happen, trapped warriors and



Bay 99

double strikes to wound will lead to your brave Elves being cut down in droves. It is therefore crucial that you hold back from close combat for as long as possible while your archers thin the numbers of the approaching swarm. Fall back each turn while keeping up a steady rate of fire in order to maximise the number of shots your archers can make.

When rolling to wound, a Strength 3 Elf bow will require a dice roll of 5 or more to kill a Moria Goblin, regardless of whether they have a shield or not. Your targeting priorities are therefore not governed by how easily you can kill your opponent, but by the order that would most benefit you tactically. I would recommend that you start by targeting the enemy archers to remove the threat of incoming fire – even Goblin bowmen achieve a few kills each game and they should not be underestimated. Next, switch to targeting the spearmen who will be impossible to wound in close combat if they are fighting through another model.

Even though they are many in number, the Moria Goblins are weak and cowardly. Once the critical 50% casualty mark is reached they will have great difficulty in keeping order in the ranks. To make the most of this, you must endeavour to target the Goblin Heroes, Shamans and Drummers as early as possible – their morale boosting effects could be your undoing. A clever opponent will not give you many clear shots at them, so you must seize any opportunities as soon as they arise.

URUK-HAI

Saruman's fighting Uruk-hai are the deadliest of your potential foes. Their higher strength and their ability to form dense formations with their pikemen allow them to bring a lot of force to bear upon your troops in close combat. They also have the strongest ranged attack in the game with their crossbows.

Do not be intimidated by the high strength of the crossbow, you still have the advantage when it comes to ranged warfare so long as you target the Uruk-hai without shields (bowmen and pikemen). An Elf targeting a Defence 5 Uruk-hai will have a 22% chance of achieving a kill. An Uruk-hai crossbowman targeting a High Elf has just under a 17% chance of getting a kill, a critical difference in odds that is in your favour. The balance is tipped even further by the fact that you can move 3"/8cm and still shoot while your enemy must remain stationary in order to fire. Astute use of terrain to launch ambushes will allow you to shoot without fear of return fire. Remember, even if your opponent screens his pikemen with a front rank of shield-armed warriors you can still attempt to target the weaker enemy in the second rank. So long as you can see part of the model it may be shot at – the model with the higher Defence in front merely counts as being "in the way". The worst that can happen is that you still hit the front Uruk-hai, but you increase your chances of getting a kill by going for the softer target behind him.

MORDOR ORCS

The Orcs will try to overwhelm you in much the same manner as the Moria Goblins will and the same tactics can be used against them. In addition, Mordor Orcs come equipped with two-handed weapons that increase their chances of wounding. Watch out for these, especially if you see them teamed up with a normal hand weapon.

The biggest threat from Mordor Orcs however, are the Warg Riders. These swift moving cavalry units have the potential to swoop in and engage your archers while the rest of the Orc army charges forward. Even if the Warg Riders do not kill the bowmen, they can still keep them occupied, meaning you will miss out on some crucial thinning of the Orcs' numbers before close combat. With the Warg Rider's charge bonuses and the Elf archer's -1 penalty for being unarmed, any Orc commander worth his salt will make a beeline for your bowmen. The Wargs should be your priority shooting target, especially as the riders have the only Strength 3 ranged attack (their throwing spears) on the Evil side. Those throwing weapons are more likely to wound your Defence 5 troops, so this is the time for that shieldwall!

If victory should elude you, do not despair. The time of the Elves is almost over in Middle-earth, victory is only a temporary delay of the inevitable, a fleeting glory that will pass all too soon. One day the last ship will set sail for Valinor and the burden of resisting Evil will fall to the world of men.

Elven bowmen pick off the Uruk-hai pikemen.



Élnaith (High Elf Cavalry)

Points value: 16



	F	S	D	A	W	C
High Elf	6/3+	3	5	1	1	5
Horse	0	3	4	0	1	3

Since the launch of *The Lord of The Rings* game in 2001, avid hobbyists have been playing games, modelling and converting miniatures. In a recent staff tournament John Carter fielded an Elven force featuring converted cavalry, and whilst these figures aren't in the present *The Lord of The Rings* range, they are easy to convert, and so we've included his

rules below to allow all the Elven Lords out there to field their own cavalry. These are trial rules so you will need your opponent's permission to use them.

In the long history of Middle-earth no race has ever matched the Elves for their awesome skill in war. Mounted, they are the deadliest of foes, the skill of the Elven warrior matched by the power of a steed of equally ancient lineage. From the days before the Rings of Power through to the great days of the Last Alliance, the last sounds heard by many of the servants of Morgoth and Sauron were the hoof beats of the horsemen of the Firstborn.

This is the base profile for an Élnaith. If the Elf does not carry an Elf bow, then miss out the 3+ Shoot value when you copy the profile to your record sheet.

Wargear

The base profile for an Élnaith includes finely wrought heavy armour and an Elven blade.

Any warrior may be given additional items at extra cost:

Spear	Free
Elf bow	2 pts
Shield	1 pt

Shield. An Élnaith carrying a shield adds +1 to his Defence, unless he is also equipped with a bow. Note that an Élnaith equipped with both Elf bow and shield can still use the 'shielding' rule.

Special Rules

Expert Riders. Élnaith are expert riders. See the Expert Rider rule in the main rulebook.

The following is an addition to the entry for the Elven Captain in the main rules, adding the option of mounting him on a horse at extra cost:

Horse 10pts

Horse. An Elven Captain may be mounted on a horse.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3



John Carter's converted High Elf cavalry seen here are conversions using metal and plastic High Elves and the plastic Riders of Rohan. Clipping plastic High Elves (metal Elf Spearmen needed the use of a modelling saw) in two at the waist, he joined their top halves to the waist and legs of plastic Riders of Rohan models similarly cut in two. Using Green Stuff to cover the joins at the waist and mould the two different models' cloaks into each other finished off the spear and archer cavalry models. The standard bearer was a spearman whose spear top was replaced with the standard top from the Elf in the Heroes of Helm's Deep set. The sword-armed leader was a plastic two-handed swordsman, whose sword was cut away (to be later replaced with one from Arwen), and whose arms were separated at the shoulders and repositioned.

Gil-galad (High Elf)

Points value: 140



	F	S	D	A	W	C
Gil-galad	8/-	4	7	3	3	7

Gil-galad was the High King of the Elves and mightiest warrior of his age. When Sauron assailed Gondor, Gil-galad swiftly led the Elves into war, fighting against Sauron. During this Last Alliance of Men and Elves Gil-galad fought on every battlefield, his bravery and leadership bringing inspiration and hope in those dark days.

Wargear

Gil-galad carries the mighty spear Aeglos. At additional cost he may carry a shield.

Shield	5 pts
--------	-------

Might: 3
Will: 3
Fate: 1

Shield. If Gil-galad carries a shield, his Defence value is increased by +1 and he can use the Shielding rule.

Special Rules

Fearless. Gil-galad is completely unafraid of his foes, no matter how terrifying. He does not need to test his Courage when confronting a terrifying enemy.

High King of the Elves. Such is Gil-galad's awesome presence on the battlefield that the range of his 'Stand fast!' rolls is 12"/28cm rather than 6"/14cm.

Aeglos. Aeglos is a spear. In addition, due to the fell reputation of his skill with Aeglos, Gil-galad causes terror while he carries it.

SCENARIO - GIL-GALAD'S HUNT

DESCRIPTION

Enraged by the hiding of the three Elven Rings, Sauron assembles the hordes of Mordor and launches an assault on Eriador. Taken by surprise, the Elves are slow to mobilise and only a small force, led by Elrond and Celeborn, is ready to meet the Dark Lord in battle. While his allies endure under the weight of Sauron's armies, Gil-galad orders his followers to their aid. Unfortunately, poor weather delays the High King's troops, and Elrond and Celeborn are cut off from all help. In a bold attempt to break a hole in the Orc defences, Gil-galad leads a small foray into the midst of the encircling army, hoping to cause enough confusion to draw enemy reinforcements away from his beleaguered kinsmen and buy time for his main army to arrive.

PARTICIPANTS

The Good side consists of Gil-galad, 1 High Elf Captain, 6 High Elves with Elven blades, 6 High Elves with spears and shields, 3 Élnaith, and 6 High Elves with Elf bows.

The Evil side consists of 2 Orc Captains, 12 Orcs with swords and shields, 4 Orcs with Orc bows, 4 Orcs with two-handed weapons, 12 Orcs with spears, 2 Cave Trolls, 4 Warg Riders armed with throwing spears and shields, and 4 Warg Riders armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 400 points for each side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm and should be covered with an even mix of trees, hills, and rocks.

STARTING POSITIONS

The Evil player splits his force into two numerically equal groups, each led by a captain. He picks a point on the board and deploys one force within 6"/14cm of that point. The Good player then nominates a second point on the board and deploys the second group of Orcs within 6"/14cm of that point. Finally, the Good player deploys his force within 6"/14cm of any table edge – he does not have to deploy them all together if he does not wish to.

OBJECTIVES

The game lasts for 20 turns.

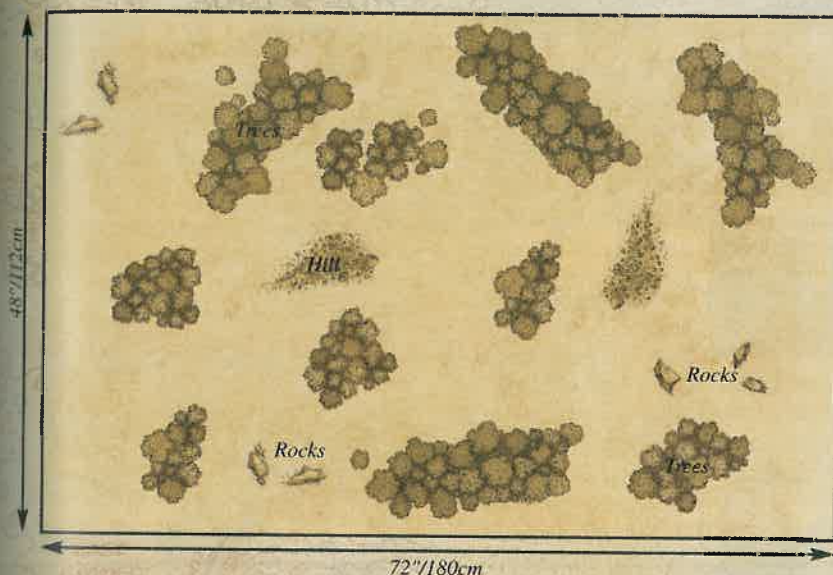
The Good side wins if more than 50% of the Orcs are slain and the Elves remain unbroken.

The Evil side wins if the Elves are reduced to 50% or below before the Orcs are.

If the turn limit expires before the 20 turns have passed, the game is a draw.

SPECIAL RULES

Elven Rings. Gil-galad bears both Vilya and Narya, giving him perception and stamina denied to ordinary folk. To represent this, he has 3 points of Fate at the start of the game rather than 1. In addition, should the Good side win Priority while Gil-galad is still alive they may instead choose to yield Priority to the Evil for that turn. If the Good side loses Priority there is no effect.



The Warg Riders attack.

With The Lord of The Rings containing so many characters, it was inevitable that some would not reach the silver screen. However, some have still emerged in the tabletop battle game. Tammy Haye takes a look at how 'Eavy Metal painted two friends of the Fellowship, and some of the Hobbits' dire enemies, for the Shadow & Flame release.

PAINTING MASTERCLASS

Goldberry, Tom Bombadil, Barrow-wights and paralysed Hobbits.

Painted by Darren Latham



ASSEMBLING THE MODELS

With no assembly needed for the models, they were first cleaned up with a craft knife and file, before being undercoated with Chaos Black.

TOM BOMBADIL



Tom Bombadil's coat was painted a basecoat of Regal Blue. Regal Blue was then mixed with equal parts Enchanted Blue for the first layer, with Skull White being added to this mix for the highlight.



Scorched Brown mixed with an equal amount of Bestial Brown was used as the basecoat of Tom's tunic. Bleached Bone was then added to this mix for the highlights.



The boots were given a basecoat of Snakebite Leather, and then highlighted with Bubonic Brown. A final highlight of Bleached Bone was then applied.



FINE DETAIL

Tom Bombadil's face and hands were first given a basecoat of Mid Flesh. Next, a layer of Dwarf Flesh was painted over that before a highlight of

Dwarf Flesh mixed with an equal amount of Elf Flesh was applied. A final highlight of Elf Flesh was painted on top, and his cheeks were given an additional glaze of heavily thinned-down Red Gore.



Bombadil's beard was given a basecoat of Scorched Brown, followed by a layer of Scorched Brown mixed with an equal part of Bleached Bone. A glaze of

Brown Ink mixed with equal amounts of water was then applied.



Terracotta was used for the basecoat of Tom Bombadil's hat, adding Bleached Bone to this for successive highlights. Small patches of Brown Ink were then painted on to resemble dirt.

FINISHING TOUCHES



His eyes were painted Skull White and a small dot of Chaos Black was painted in the middle.



The feather was painted Regal Blue with Skull White being added to this for successive highlights.



The belt and trousers were left black and highlighted with Codex Grey mixed with an equal amount of Chaos Black.

GOLDBERRY



Goldberry's dress was painted with Scaly Green with Skull White being added to this for successive highlight stages.

FINE DETAIL



Her face was painted with Mid Flesh and Dwarf Flesh was layered over that. Dwarf Flesh was then mixed with an equal amount of Elf Flesh for the next layer, followed by a

highlight of Elf Flesh. This was then mixed with an equal amount of Skull White for the final highlight. A heavily thinned-down glaze of Red Ink was then applied over the lips of Goldberry.



Bronzed Flesh was used as the basecoat for Goldberry's hair. This was then given a Flesh Wash glaze mixed with an equal amount of water and highlighted with

Bronzed Flesh mixed with an equal amount of Bleached Bone. Bleached Bone was applied for the final highlight.

FINISHING TOUCHES



The candle was given a basecoat of Bleached Bone and highlighted with Skull White. The flame was painted Skull White, then Fiery Orange and lastly Vomit Brown was painted over that.



Goldberry's belt was painted with Shining Gold followed by a layer of Shining Gold mixed with a small amount of Mithril Silver.

The necklace and headband were painted with Chainmail.



Goldberry and Tom Bombadil rush to the aid of the Hobbits.



PARALYSED HOBBITS



The shroud was painted Bestial Brown and highlighted with Bubonic Brown. This was followed by a highlight of Bleached Bone, and finally a highlight of Skull White.



Their skin was given a basecoat of Mid Flesh and highlighted with Dwarf Flesh. This was then highlighted with Dwarf Flesh mixed with an equal amount of Elf Flesh and finally with Elf Flesh.



The gold ornaments were painted Shining Gold and highlighted with Shining Gold mixed with an equal amount of Mithril Silver.

BARROW-WIGHTS: PAINTING THE MODEL



The cloth and flesh of the Barrow-wights were given a basecoat of Chaos Black mixed with an equal amount of Codex Grey. Space Wolves Grey was added to this mix for the first highlight and for the next two highlights successive amounts of Skull White were added.



Brazen Brass was used as the basecoat of all the gold parts. This was then highlighted with Shining Gold and finally given a wash of Flesh Wash mixed with an equal amount of water.



The metal armour was painted Boltgun Metal first and then highlighted, firstly with Chainmail and finally with Mithril Silver. Brown and Green inks were then applied in small patches.



The eyes were painted Snot Green and a small dot of Bleached Bone was painted in the middle.

Shadow and Flame features a scenario called *Fog On The Barrow-Downs*. The barrows contain the long-dead Barrow-wights who attack the four Hobbits as they journey to the town of Bree. Mark Jones spent some time researching the history of the subject. This was so that he could build a terrain piece with an authentic appearance.

MAKING A BARROW

Making terrain from the Shadow & Flame supplement



A barrow is an ancient burial site, dating back to the Stone and Bronze ages. Originally a simple pile of rocks used to cover a body, the barrow is the traditional grave of a chieftain. Over the centuries burial mounds grew in size to become a large chamber containing the fallen warrior, his weapons and other belongings kept for his journey into the afterlife. The large stone entrance marked the site like a gravestone.



With this information in mind, Mark began to construct a model that would not only be instantly identifiable as a burial mound, but would also be an exciting gaming piece.

Mark built the barrow so that the lid could be easily removed to allow access to models inside. To make a barrow yourself, download the template at:

www.games-workshop.com/lotr
and follow these instructions.

Materials Needed

- 25mm polystyrene sheet
- 10mm foamboard
- small pieces of slate
- sand
- gravel
- flock
- ready-mixed filler
- textured paint
- MDF

Tools Required

- modelling knife
- long-bladed craft knife
- foam sanding block
- PVA glue
- masking tape
- Five Minute Epoxy
- fret saw

THE BARROW WALLS



To begin making your barrow, mark out on the foamboard an oval shape roughly 250mm long and 190mm wide. This will become the foundations of the walls of the barrow.



Photocopy the barrow chamber template and cut it out with your modelling knife, being careful not to cut yourself. Place it in the centre of the outline marked on the foamboard. Move the template so that the narrow part of the template lines up with one of the narrow ends of the oval. Trace around the template onto the foamboard.

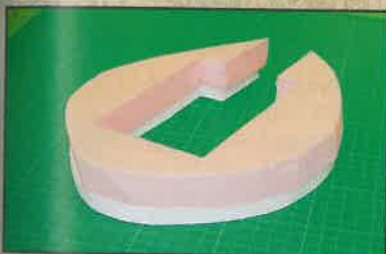


Cut around the outside of the oval with your long-bladed craft knife and then remove the inner chamber

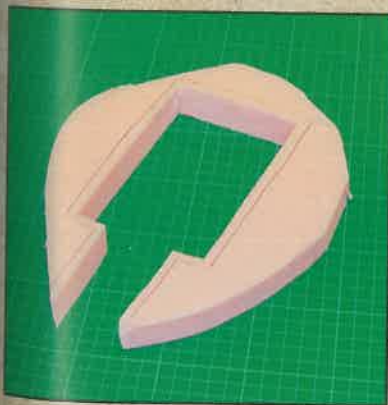


Place the foamboard on top of the polystyrene sheet and draw around the shape you have already cut out.

Cut around the outline using the craft knife: you will now have an identical shape to the foamboard foundations.



Glue the two pieces together. The foamboard foundations make the walls stronger and add extra height to the polystyrene.



Before you shape the polystyrene walls of the barrow, draw a guide outline around the edge of the inner chamber, approximately 6mm deep.



Begin to shape the sides of the barrow with your craft knife. Take your time and slice off only small slivers of foam at a time.

Using the line drawn on the top as a guide, cut right up to the edge of the line around the inner chamber. This creates a flat area all around the inner chamber for the removable ceiling.

The barrow walls are now finished and it's time to make a ceiling for the barrow.

MAKING THE CEILING OF THE BARROW



To make the removable ceiling or 'lid', begin by turning your completed wall section upside down. Place it onto a polystyrene sheet and trace around the top of the slope.



Cut around the traced outline with the craft knife. Place the resulting block of polystyrene on the top of the barrow to make sure it fits. Carefully trim the block to size if you need to.



Begin to slowly shape the lid, removing small amounts of polystyrene at a time. Place the lid on top of the walls so you can shape the slope to match the barrow walls.



Glue the flat side of the lid to a piece of card with PVA glue. When the glue dries cut round the lid with your modelling knife. This will help to strengthen it and stop the edges from becoming damaged.

MAKING THE BASE FOR THE BARROW



The next stage is to make a base for the barrow. The base will be approximately 10mm wider than the walls. Begin by placing the barrow walls on the 6mm MDF board, making sure there is at least 10mm between the barrow walls and the edge of the MDF. Draw an outline approximately 10mm out from walls and follow the shape. This will give a 10mm lip around the walls.

Using the fretsaw cut out the base shape, cutting the outline with the saw at an angle to create a bevelled edge. Smooth down the rough edges with the sanding block. Then glue the walls to the base with PVA.

THE DOORWAY



To make the doorway to the barrow, use two pieces of slate (you can buy slate from garden centres). Take two pieces of slate and position them to either side of the doorway. It's a good idea to have a round base handy to check if you can fit a model in the doorway. If you can't then simply trim the door until you can.



Don't forget to use the lid as a guide to the position of the slate. Once you are happy with its position, glue it in place with Five Minute Epoxy.

FIVE MINUTE EPOXY

This type of glue is perfect for gluing hard substances, like slate, onto models. It is stronger than PVA and the instructions for how to use it are straight forward and on the packet. Safety note: do take care not to get any of the epoxy on your skin.

DOOR LINTEL



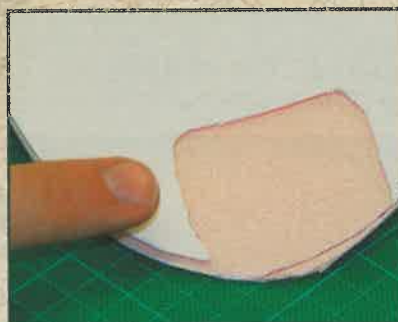
Now that the slate sides of the door are in place, a door lintel is added, also from slate. For convenience this is attached to the lid of the barrow. Choose a piece of slate that is narrow enough to fit between the pieces of slate already glued into the doorway. Tear off a piece of masking tape and put it on your desk. Hold the slate underneath the front of the lid so that it overhangs about 10mm. Check the position of the slate, to ensure it fits.



Take the masking tape and attach it to the lid and the slate to hold the two together. Remove the lid and trace around the slate onto the card.



Carefully remove the masking tape and the slate. Cut through the layer of card around the outline you've drawn.



Peel away the card to reveal the polystyrene beneath.



Cut a recess to accommodate the slate lintel, using the slate as a guide to how deep you need to cut the recess.



Glue the slate in place with the Five Minute Epoxy.

FINISHING THE WALLS



Use ready-mixed filler to blend the barrow walls into the base and fill in any gaps. You can also apply filler to the outer walls to break up the smooth surface.



INNER SLATE WALLS (OPTIONAL)

Mark lined the inner walls of his barrow with small pieces of slate. You can do this as well or, if you prefer, leave them as bare earth walls.

TEXTURING THE BARROW



Apply PVA glue to the floor (and walls if left bare) of the barrow and sprinkle on sand and gravel to create a rough earthy texture.



To finish off, paint the whole model with textured paint. This seals the model so that the spray undercoat doesn't melt the polystyrene. You can buy this from DIY stores or make your own by mixing together emulsion and sand.

PAINTING THE BARROW



To paint the finished model begin by undercoating it using Chaos Black spray. Paint the ground a basecoat of Bestial Brown, followed by a drybrush of Vornit Brown.



The slate stones are painted Codex Grey, followed by a drybrush of Fortress Grey. Weathered areas are painted a light, patchy drybrush of Bestial Brown, followed a second drybrush of an equal parts mix of Dark Angels Green and Camo Green.

To finish off the model, paint PVA glue onto the barrow and apply flock.

FOG ON THE BARROW DOWNS

The barrow uses lots of unusual techniques and materials, such as slate for the doorway and MDF for the base. This makes it an interesting modelling project for picking up new ideas for making terrain. As you can see, the barrow not only looks excellent, it's a practical gaming piece as well: the removable lid allows you easy access to your models and this is particularly handy for the the Fog on the Barrow-Downs scenario from the Shadow and Flame supplement. This features four of these models, so now you've made one, why not make some more?



TOP TIP: MAKING THE LID FIT THE BARROW

When making his model, Mark Jones decided to cut grooves into the lid so that it would fit the slate doorway.

To help keep it in position on the walls, he then cut a small notch in the rear of the lid. Putting it in place, he glued a small stone to the barrow to fit the slot. Of course, Mark had to take care not to glue the lid to the barrow!



The deadly Barrow-wights are quick to return to the barrows with their paralysed victims

Players who bought The Two Towers, but not the The Fellowship of The Ring have lamented about the difficulty in getting hold of the rules for the characters from the first book. All these characters will be reprinted in the upcoming The Return of The King but for the time being here they are.

HEROES & VILLAINS OF MIDDLE-EARTH

Character updates for The Lord of The Rings

HEROES OF THE FREE PEOPLE OF MIDDLE-EARTH



Bilbo Baggins (Hobbit)

Points value: 90

	F	S	D	A	W	C
Bilbo	3/3+	3	5	1	2	6

Might: 1
Will: 3
Fate: 3

Bilbo has lived a great many years and his days of adventure and travel seem far behind him. Though he has grown frail, his strong will and good heart have protected him from the terrible power of the Ring that he has guarded and protected for so long.

Wargear

Bilbo carries Sting and wears his Mithril coat. The rules for these are as described for Frodo – both bonuses have been added to Bilbo's profile (without them his Strength and Defence would be 2 each). Note that if Bilbo and Frodo are both included, Bilbo carries Sting and the Mithril coat, whilst Frodo carries the Ring.

Special Rules

The Ring. If Frodo is not in the force, Bilbo can carry the Ring, in which case the same rules apply as for Frodo.

Resistant to Magic. See page 43 of The Two Towers rules manual for details.

Throw Stones. If Bilbo does not move at all, he can declare he's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, provided that he is not engaged in combat. This works exactly like a crossbow with a range of 8"/20cm and a Strength of 1.



Haldir (Wood Elf)

Points value: 55

	F	S	D	A	W	C
Haldir	6/3+	4	4	2	2	5

Might: 3
Will: 1
Fate: 1

One of the guardians of the forest realm of Lothlorien, Haldir's faith in the alliance between Men and

Elves was so great that he willingly led his warriors to stand side-by-side with the defenders of Helm's Deep.

Wargear

Haldir carries an Elven blade. At an additional cost he can have any of the following items:

Elf bow	5 pts
Elven cloak	10 pts
Armour	5 pts

Armour. If Haldir wears armour, his Defence value is increased by +1 to 5.

Special Rule

Expert Shot. If Haldir carries an Elf bow, he is allowed to shoot twice in the Shoot phase instead of once.



Haldir leads the Elves into the battle of Lothlorien.



Elendil strides towards the Dark Lord Sauron.

Elendil (Man)

Points value: 165

Might: 3

Will: 3

Fate: 1

Elendil

F	S	D	A	W	C
7/-	4	7	3	3	6

High King of the Dúnedain and of Gondor, Elendil led his people to Middle-earth where he met and befriended Gil-galad. One of the mightiest men that ever lived, Elendil's ultimate destiny was to fall before Sauron's might, perishing alongside his friend and ally, Gil-galad, on the slopes of Mount Doom.

Wargear

Elendil wears finely crafted heavy armour and carries the sword Narsil.

Special Rule

Narsil. Narsil is a potent blade. Its powers allow Elendil to fight a heroic combat in the Fight phase without expending Might to do so.

Isildur (Man)

Points value: 100

Might: 3

Will: 1

Fate: 2

Isildur

F	S	D	A	W	C
6/-	4	7	3	3	6

Isildur was the older son of High King Elendil, ruler of the north kingdom of Gondor. In the final moments of the Last Alliance, he snatched victory from Sauron's grasp and the Ring from his

hand. By spurning the advice of the Elves and keeping the Ring, he set events in motion that would not truly conclude for hundreds of years.

Wargear

Isildur wears finely crafted heavy armour and carries a sword.

Special Rule

The Ring. If neither Frodo or Bilbo are in the force, Isildur can carry the Ring, in which case the same rules apply as described for Frodo.



The Fellowship travel through Eregion.



Gandalf the Grey (Wizard)

Points value: 150

Might: 3

Will: 6+1 free per turn

Fate: 3

	F	S	D	A	W	C
Gandalf	5/-	4	5	1	3	7

Of the Order of Wizards, Gandalf the Grey is second only to Saruman the White in power. It is Gandalf who leads the Fellowship until his loss in Moria at the hands of the

fearsome Balrog. Gandalf's magical abilities are a great asset to the Fellowship though he is also able to hold his own in a fight.

Note. Your force can only include one Gandalf – Gandalf the Grey or Gandalf the White.

Wargear

Gandalf carries his staff and a sword (hand weapon). He can use either to fight with – his staff is a two-handed weapon.

Special Rules

Staff of Power. Gandalf's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

Strengthen Will. Range 12"/28cm. Dice score to use: 4+. Gandalf can use this spell to restore the Will of one friendly Hero within range. The target's Will value is restored to its maximum. Gandalf cannot use this magical power to restore his own Will.

Sorcerous Blast. Range 12"/28cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring his view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Gandalf – roll a dice and move the target that number of inches or double that number of centimetres (1-6" or 2-12cm). Any models that lie within the path of the model as it moves back are automatically moved aside and knocked

to the ground. If the model is fighting then all the models in the same conflict are knocked to the ground whether friends or foe. If models are blasted into obstacles they are also knocked to the ground. The target model counts as having been struck one blow at a Strength value of 5 and every model that is knocked to the ground is struck one blow at a Strength of 3.

Cast Light. Dice score to use: 2+. This power enables Gandalf to cause his staff to glow brilliantly. In darkness this illuminates an area 12"/28cm around him and anyone within this area can be seen as if it were daylight. Once cast this power lasts for the rest of the game so long as Gandalf has at least 1 point of Will remaining. If Gandalf's Will drops to zero the staff is extinguished. Because of the staff's brightness any enemy shooting at Gandalf or at a target that is partially obscured by Gandalf will require a roll of 6 to score a hit.

Immobilise. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Command. Range 12"/28cm Dice score to use: 4+. The victim can do nothing further that turn as described for Immobilise, except that the Good player can move the victim up to half a move as soon as the power takes effect. The player can do this even if the model has already moved that turn.

Terrifying Aura. Dice score to use: 2+. This power enables Gandalf to assume a terrifying aura. Once this power has been successfully cast Gandalf counts as terrifying to all Evil creatures so long as he has at least 1 point of Will remaining. If Gandalf's Will drops to zero the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

HEROES OF THE FORCES OF EVIL



Sharku, Warg Rider Captain (Orc)

Points value: 55

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Sharku	4/-	4	5	2	2	3

Sharku is the chief amongst the Warg riders, and the boldest of all that murderous horde.

Shield

5 pts

Shield. If Sharku carries a shield, his Defence is increased by +1 and he can use the Shielding rule.

Wargear

Sharku wears armour, has an orc blade (hand weapon) and rides a Warg. At an extra cost he may have a shield.

	F	S	D	A	W	C
Warg	0/-	4	4	0	1	2



Grishnakh, Orc Captain

Points value: 45

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Grishnakh	4/-	4	5	2	2	3

Grishnakh leads the Mordor Orcs that catch up with the Uruk-hai carrying Merry and Pippin. He tries in vain to abduct them and take them to his master, Sauron.

Wargear

Grishnakh has a sword and armour. At an additional cost he may carry a shield.

Shield

5 pts

Shield. If Grishnakh carries a shield, his Defence is increased by +1 and he can use the Shielding rule.



Lurtz, Uruk-hai Captain

Points value: 60

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Lurtz	5/4+	4	6	2	2	4

Amongst a brutal race, Lurtz is a brutal leader, careless of the lives of his warriors, hungry for the blood of his foes. Untiring and determined, Lurtz is a foe to be feared.

Wargear

Lurtz is equipped with a sword (hand weapon), armour, shield and an Orc bow.





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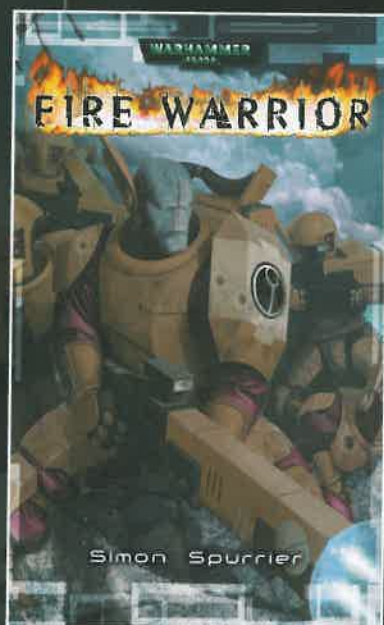
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The Blades of Chaos

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THE BLADES OF CHAOS

by Gav Thorpe

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by Neil McIntosh

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There are many classic confrontations in the Warhammer world and none is more stirring than when the Wood Elves defend their arboreal home against the vile Beastmen raiders...

CARNAGE IN THE FOREST

A Warhammer battle report

Warhammer Armies: Beasts of Chaos is the new kid on the block and as such it would be remiss of us not to show what it can do in a battle report.

This battle will be a classic Pitched Battle scenario between the destructive Beasts of Chaos and the valiant defenders of the forest, the

Wood Elves. Fittingly taking command of the Studio's Beasts of Chaos army is Gav Thorpe, the man behind the new Beasts of Chaos Armies book. Across the battlefield the forest dwellers were under the more than able command of Martin Bunting, an experienced tournament player and long-time forest lord.

With each army having a vast array of special rules and a varied selection of skirmishing unit choices, the battlefield was kept very simple, allowing both armies a chance to show off their special tactical abilities.

So, with both armies readied for war, let the battle for the sacred woods commence...

Heavy rain whipped at the dark canopy of leaves, accompanied by a rumble of thunder. The torrent muffled all other sound as Raargha picked his way through the wet leaves that matted the forest floor, his warherd spread out on either side of him.

Rendtooth, Raargha's oldest Bray-shaman, was a few dozen paces ahead, barely visible in the gloom of the wood. He stood beside a great tree, whose gnarled roots rose up yards from the ground in great twisting loops, the cavities beneath filled with skulls, shattered weapons and other trophies. Using a sharp stone embedded in his braystaff, Rendtooth was carving a design into the thick bark of the tree, the wound trickling with blood-like sap.

"The smoothskin-born, they come," Rendtooth told the Beastlord as he stopped close by, hesitant to approach too closely, the magic in the air prickling his fur. "Cattle they bring, and mead and children. Morning sunwards, not far, not far at all."

"Good," snarled Raargha, motioning to Hurgha and Skor to join him.

The bulky Wargor, Hurgha, padded quickly between the large boles of the forest's heart and placed a reverential hand on the tree-shrine before crouching in deference before his leader. Skor, smaller but brasher than Hurgha, strutted at the

front of his herd, casually nodding to Rendtooth before spraying his scent on the sacred tree.

Amongst the hag tree's contorted branches were more trophies of battle, and Raargha took three strides to the Chaos heart and reached up, pulling his battle standard from the mess and thrusting it towards Hurgha.

"You take my banner, and with Skor you wait to snap trap," he told them, waving his free arm in a circle to the south. "Take your hounds, Huargha, and keep them close."

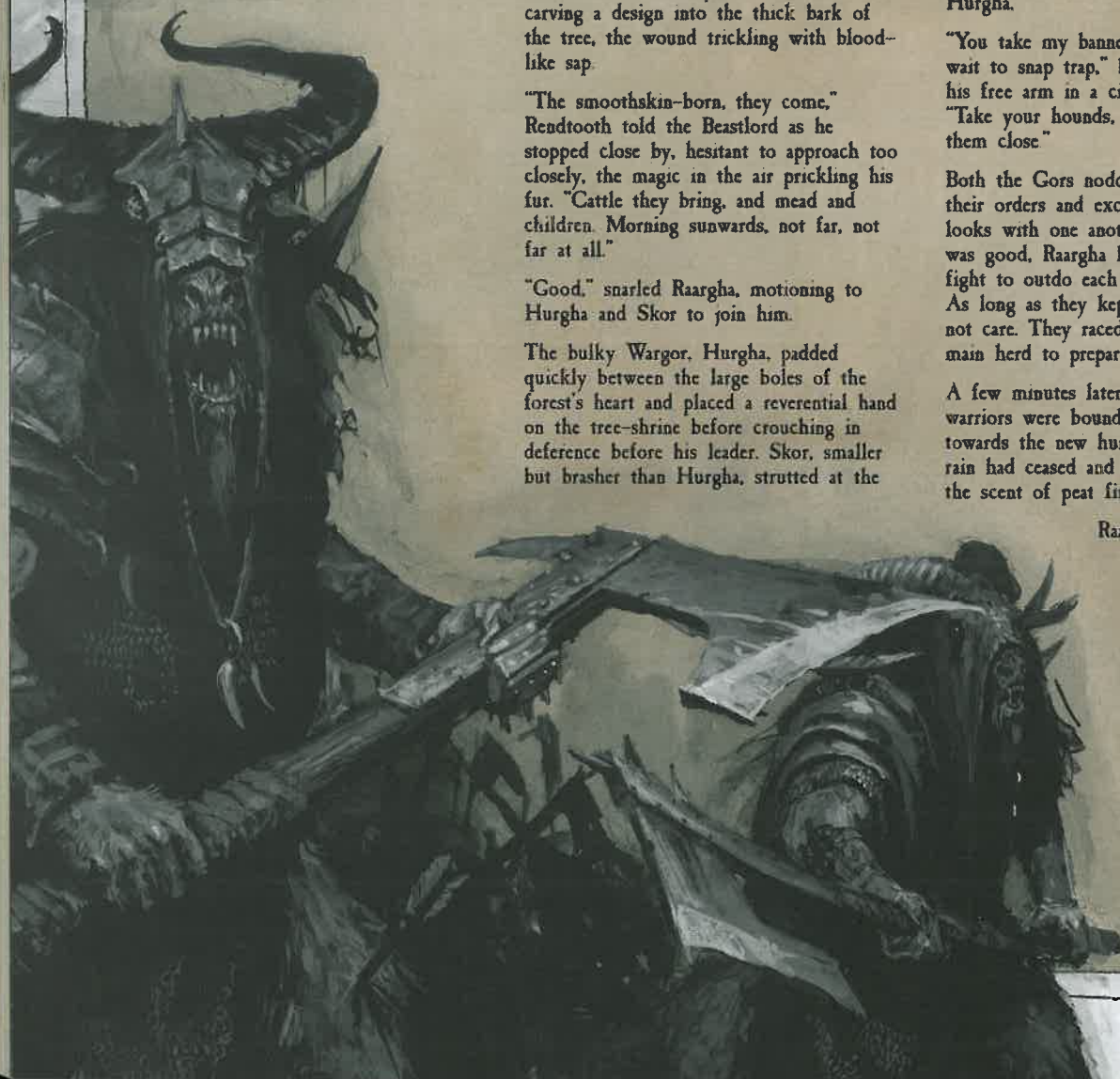
Both the Gors nodded in acceptance of their orders and exchanged narrow-eyed looks with one another. Their competition was good, Raargha knew, and they would fight to outdo each other to please him. As long as they kept to the plan, he did not care. They raced off ahead of the main herd to prepare their ambush.

A few minutes later Raargha and his warriors were bounding through the forest towards the new human settlement. The rain had ceased and the breeze brought the scent of peat fires.

Raargha stopped suddenly, nostrils flaring, eyes wide.

There was something else on the wind, almost indiscernible from the smoke-stench, but sickly sweet to his senses. He drew his massive axe free from the belt across his back and sniffed again. It was unmistakable.

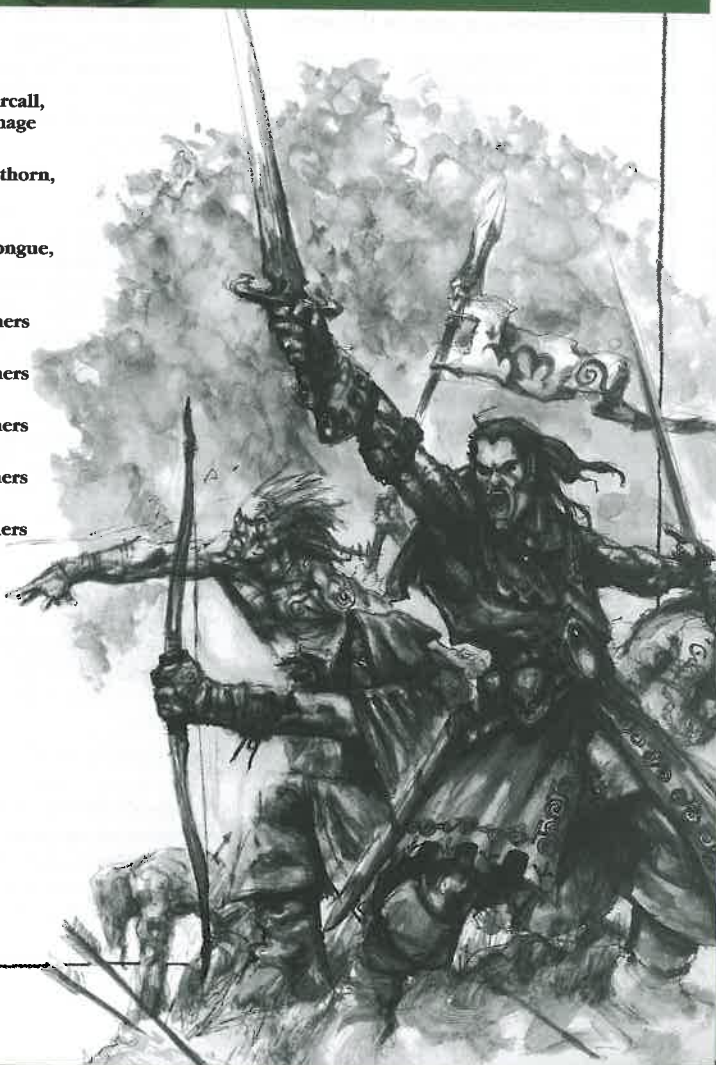
Elf-scent





DEPLOYMENT

	Raargha, Beastlord		Aronril Thundercall, Wood Elf Archmage
	Hurgha, Wargor Battle Standard Bearer		Zaneel Heatherthorn, Wood Elf Mage
	Rendtooth, Bray-shaman		Elenor Quivertongue, Wood Elf Mage
	Grayrag, Bray-shaman		5 Wood Elf Archers
	Skor's Beast Herd		5 Wood Elf Archers
	Brorwgar's Beast Herd		5 Wood Elf Archers
	6 Warhounds		5 Wood Elf Archers
	5 Warhounds		5 Wood Elf Archers
	Tuskgor Chariot		5 Glade Riders
	16 Khorngor		8 Wardancers
	4 Minotaurs		8 Dryads
	8 Centigor		8 Dryads
	1 Beast of Nurgle		2 Great Eagles
	1 Spawn of Chaos		5 Waywatchers
			1 Treeman



IF YOU GO DOWN TO THE WOODS TODAY...



Gav Thorpe

Gav: During the development of the *Beasts of Chaos* army, from the White Dwarf preview list to the finished *Armies* book, I paid particular attention to how they fought against the Wood

Elves. With the different troop types and special rules of the two armies interacting together, the result is a much more fluid, skirmish-like affair than the set piece 'line-up-and-fight' battles you get with other armies. This is a great representation of the ongoing war between these two races in the depths of the forests far from the eyes of men.

It also means that both players have unique challenges to face. After our first battle (see the box on the right), I made a few minor revisions to my army list. The main change I made was to include a Beastlord as my general. The potential of Ambush to really put pressure on the Wood Elves early in the game was going to be vital. Normally the mobility of the Beast Herds allows them to avoid trouble unless they want it, using terrain and their high Movement to skirt enemy units that are too solid for them, and picking on weaker units or supporting the more sturdy Bestigor, Minotaurs and other hard-hitting units in the army.

However, these benefits are greatly offset by the Wood Elves' ability to take several small units, as well as numerous Skirmish and Scouts units. All of this meant that it would be a very fluid game. If I could get stuck into the enemy lines, I had a good chance of rolling down them and sending them packing. On the other hand, if Martin could disrupt my attack with missile fire and his own close combat units, I would find it difficult to take out those scattered Wood Elves. There is rarely a single, obvious target to avoid or concentrate on, unlike most other armies when you can identify one or two units that are going to be the biggest threat (and source of Victory Points!).

In the end, I had my Beastlord, Raargha, with the Horn of the Great Hunt. This adds +1 to the Leadership of units when they are taking their test for Ambush, which would prove useful for ensuring that my herds turned up behind the Wood Elves, thus causing maximum consternation in Martin. I didn't want to spend too many points on my characters, so I simply equipped him with some Chaos armour for a bit of protection, and a great weapon for causing damage to the enemy. Though a considerable fighter, Raargha's usefulness is in his Leadership, to keep

THE FIRST SKIRMISH

Originally, my army had been led by a Dragon Ogre Shaggoth Champion. However, in the first game I played against Martin, this not only proved to be a little unwise (with his lack of the Ambush ability) but was compounded with some truly inappropriate dice-rolling, swinging events against me from the outset.

Martin's ability to roll well over the odds on his rolls to wound aside, there were two critical failures of the dice which basically left me high and dry. The first was a failed Panic test on one of my Beast Herds, using the Shaggoth's Leadership as well, which saw them flee from the table in my first turn, leaving a massive hole on my left flank that I never recovered from. Secondly, my Beast of Nurgle managed to get to grips with Martin's

the herds from running and to coordinate the ambush.

Following along this line of reasoning, a Battle Standard Bearer was a must. It was imperative that even if I didn't win combats with the Beast Herds, they remain fighting and pin the enemy in place until I could attack with other units in the army. To give one of the units extra punch on the charges, Hurgha the Wargor carried the Beast Banner to give each model in the unit he accompanies an extra attack on the charge.

Finally, the last two character slots were filled with the Bray-shamans Rendtooth and Brayrag. Two Shamans allowed me to have a couple of Dispel Scrolls (a little bird had told me that Martin favoured quite a large amount of magic...), whilst still giving me some points to spend on other magic items. One of these was the Staff of Darkoth. This contains a movement spell, *The Wild Call*, that the Shaman can cast in the Magic phase like any other spell, to charge with a unit of Beastmen, Warhounds or Bestigor. Combined with the possibility of getting *Unseen Lurker* from the Shadows Lore, this could give me the edge over the swift Wood Elves. This was given to Rendtooth, while Brayrag was given another item to complement this role – the Dark Heart, which adds +D3" to the charge move of a unit.

The bulk of the army was fairly similar to many armies I had used during the development of *Beasts of Chaos*. The heart of the army is the two Beast Herds, two Warhounds units, and the Bestigor. In this battle, one unit each of the Warhounds and Beastmen would be sent

Waywatchers and then completely failed to hurt them! If this wasn't enough, Martin then went on to inflict an unlikely three Wounds on the Chaos Spawn with his attacks, slaying it. This left the Waywatchers free, combined with his Archers, to wreak havoc on my Centigors and Hounds, effectively destroying the whole of my right flank...

So, it was pretty clear after three turns that I wasn't going to stage a comeback, and that this battle report would be a few pages of me very predictably getting shot to pieces while running around trying to get into combat. It was fun to play, but wouldn't have made a great read, so I had another look at my army list and we tried again in the afternoon! This battle report is the result of that second game.

into ambush, while I had some points spare to upgrade the Bestigor to Khorngor, making them frenzied. This was risky against Wood Elves, who have lots of small, manoeuvrable units to lead them on a merry dance, but I figured that if he did have anything tough like a Treeman, the Khorngor could pose a serious threat to those units.

These were backed up by two Chariots. Beastmen Chariots aren't particularly tough, certainly not as difficult to destroy as Chaos Warrior Chariots, but combining the charge of a Chariot with that of a Beast Herd isn't too difficult and can be enough to deal a deadly blow to an enemy unit.

Next up, I invested in some Centigor. Not only do I think the new models are fantastic and wanted to use them because of that, but the addition of fast-moving cavalry to a Beastmen army can cause your opponent some real dilemmas. They can also move through woods without penalty, and I would use this ability to clear out any Waywatchers, Scouts or other Wood Elves lurking in the foliage. However, they are a little unpredictable, being drunk most of the time, so I had to hope that my infamous bad luck didn't visit me too often, otherwise they could spend much of the game wandering around suffering from *stupidity* or get *frenzy* at just the wrong moment and go chasing after shadows.

Lastly, I wanted some 'big guys' in the army. You can't have that wonderful selection of Minotaurs, Trolls, Giants, Spawn and Chaos Ogres to choose from without picking something! Also, the higher Toughness of these creatures could cause serious problems for the Wood Elves, and would hopefully soak

up a bit of their shooting. In the end I split my remaining points between a unit of Minotaurs (who are just plain nasty, and their higher Leadership makes them one of the more reliable units in the army) and a couple of Spawn. Chaos

Spawn can be one of those 'win big' or 'lose big' units, either wobbling about ineffectually, or zooming across the table like the gods themselves were chasing them and doing over the enemy in short fashion. Taking two would hedge my

bets that one of them might do something useful. I had just enough points left to upgrade one to a Beast of Nurgle, with an eye to using its Poisoned Attacks on a Treeman if I was presented with the opportunity...

REPEL THE INVADERS!



Martin Bunting

Martin: Beastmen are always going to prove a tricky army for the Wood Elves to conquer. Both of these armies were very evenly matched on paper, having

manoeuvrability and a good selection of troop types to suit most, if not all, battle scenarios. For the battle report I decided to take my classic tournament army selection, which included a good mix of units.

The tactics of this army involved volleys of missile fire from the five main Archer units with support from the Waywatchers. This, in turn, would be backed up with a good selection of combat troop types such as Dryads and Wardancers. I also decided to add a bit of speed in the form of a unit of five Glade Riders including a Champion and holding aloft the classic War Banner. With their 18" charge they would help keep Gav's Centigor at a safe distance, I finally selected a good old Treeman for its *terror* causing capabilities and devastating Tree Whack ability (always useful against Chariots).

I opted for a Level 3 Mage Lord equipped with the Hunting Spear – renamed the 'Bunting Spear' for this battle – and the Vambraces of Lightning for protection, backed up with two rather capable Level 2 Mages, one equipped with the Hail of Doom Arrow and the other acting as the all too familiar scroll caddy. The only issues I had with regards to characters was keeping them alive, as the majority of my units were far too small to provide adequate safety.

I was sure that Gav would have a number of units with the Ambush ability, so my deployment would be crucial. With this in mind it would be a benefit if I was able to get the first turn after all, with the Wood Elf Archers not suffering a penalty for shooting at long range, this would at least give me a fighting chance of (hopefully) causing a couple of Panic tests before Gav had even had a chance to move.

To the trees!

DEPLOYMENT

With the terrain placed and the Wood Elves winning the roll for table side selection, I chose the side that would benefit my Archer units, giving them a superior view over the battlefield. I positioned two of my Archer units on the hill over to the right directly opposite Gav's two Tuskgor Chariots. The other two Archer units were positioned well over on the left flank to ensure that the Warhounds and Centigors were kept at bay. The fifth unit was placed just to the right of the centre, also with the Chariots in their sights. The Wardancers were positioned behind the two units on the right hand flank awaiting any potential ambushing units, and the Dryads and the Glade Riders placed so that they could move up and secure the large woodland that lay in the centre of the board. My three Mages were distributed separately across my deployment,

with the hope that the two Level 2 Mages might get the *Howler Wind* spell off, which would possibly slow down those non-skirmishing units.

For his spells, the Mage Lord selected spells from the Lore of Heavens, rolling *Second Sign of Amul*, *Portent of Far* and *Storm of Cronos* (the re-rolls gained from *Second Sign of Amul* would come in handy when using the Hunting Spear, methinks!). Both of the Level 2 Mages went for spells from the Lore of Life; in turn both got the *Howler Wind*, one got *Father of Thorn*, the other rolling *Mistress of the Marsh*. Not that many magic missiles, I noticed. Looking across the battlefield, Gav's force, even with the two units not on the table ambushing, outnumbered the Elves nearly 2 to 1. Ouch! – this could hurt, I thought. Better get the first turn, and guess what...



Raargha's Ravaging Beast Horde

CHARACTERS

LORD: Raargha, Beastlord
Mark of Chaos Undivided, Great weapon,
Chaos armour and the
Horn of the Great Hunt. **141 pts**

HERO: Hurgha,
Wargor Battle Standard Bearer
Mark of Chaos Undivided
Hand weapon, heavy armour
and the Beast Banner **149 pts**

HERO: Rendtooth, Bray-shaman
Hand weapon, Level 2 upgrade,
Staff of Darkoth and 1 Dispel Scroll **160 pts**

HERO: Grayrag, Bray-shaman
Braystaff, Level 2 upgrade,
the Dark Heart and 1 Dispel Scroll **166 pts**

CORE

Skor's Beast Herd
12 Gor with hand weapon and shield,
8 Ungor with spear and shield
Full command **159 pts**

Brorwgar's Beast Herd
12 Gor with two hand weapons,
8 Ungor with spears. Full command **151 pts**

6 Warhounds **36 pts**

5 Warhounds **30 pts**

1 Tuskgor Chariot
Mark of Chaos Undivided, the Ungor driver has a
spear, the Bestigor Warrior has a great weapon
and the Chariot has scythed wheels. **85 pts**

1 Tuskgor Chariot
Mark of Chaos Undivided, the Ungor driver has a
spear, the Bestigor warrior has a great weapon
and the Chariot has scythed wheels. **85 pts**

16 Bestigor
Hand weapon, great weapon, heavy armour
Mark of Khorne, and the War Banner
Full command. **292 pts**

SPECIAL

4 Minotaurs
Great weapons, Bloodkine and a
Standard Bearer. **224 pts**

8 Centigor
Hand weapon, spear, light armour, shields
Full command. **187 pts**

RARE

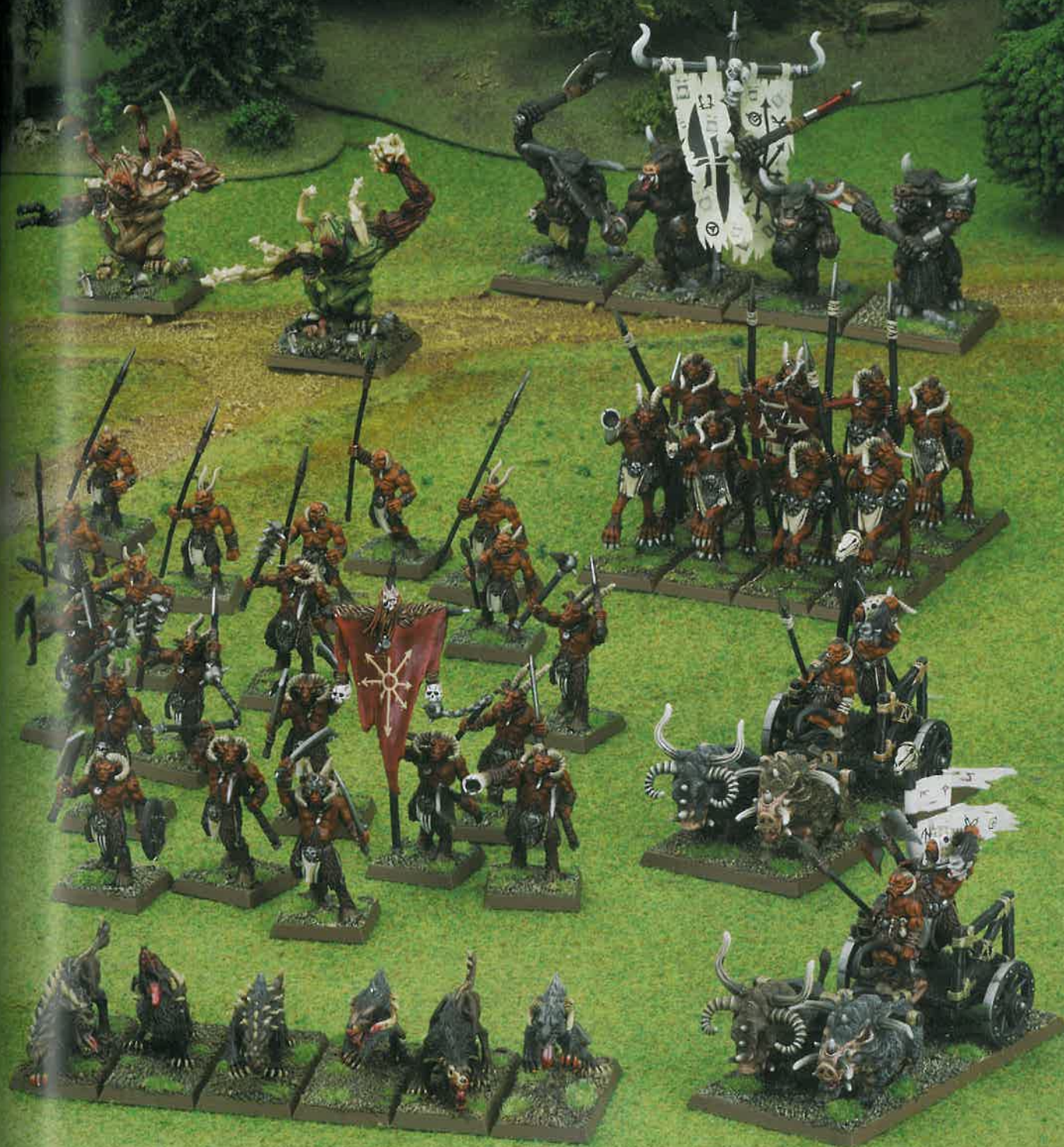
1 Beast of Nurgle **75 pts**

1 Spawn of Chaos **60 pts**

TOTAL **2,000 pts**



r.
2 pts
4 pts
7 pts
5 pts
0 pts
0 pts



Guardians of the Grove

CHARACTERS

LORD: Aronril Thundercall,
Wood Elf Archmage
Hand weapon, longbow, Hunting Spear
and Vambraces of Lightning **285 pts**

HERO: Zaneel Heatherthorn,
Wood Elf Mage
Hand weapon, longbow, Level 2 upgrade
and 2 Dispel Scrolls **155 pts**

HERO: Elenor Quivertongue,
Wood Elf Mage
Hand weapon, longbow, Level 2 upgrade
and Hail of Doom Arrow **135 pts**

CORE

5 Wood Elf Archers
Hand weapons and longbows **65 pts**

5 Wood Elf Archers
Hand weapons and longbows **65 pts**

5 Wood Elf Archers
Hand weapons and longbows **65 pts**

5 Wood Elf Archers
Hand weapons and longbows **65 pts**

5 Wood Elf Archers
Hand weapons and longbows **65 pts**

5 Glade Riders
Hand weapons, spears, light armour, shields,
Horse Master, Standard Bearer and the
War Banner **162 pts**

SPECIAL

8 Wardancers
Two hand weapons and a First Dancer **134 pts**

8 Dryads
Forest Spirit **176 pts**

8 Dryads
Forest Spirit **176 pts**

2 Great Eagles **100 pts**

RARE

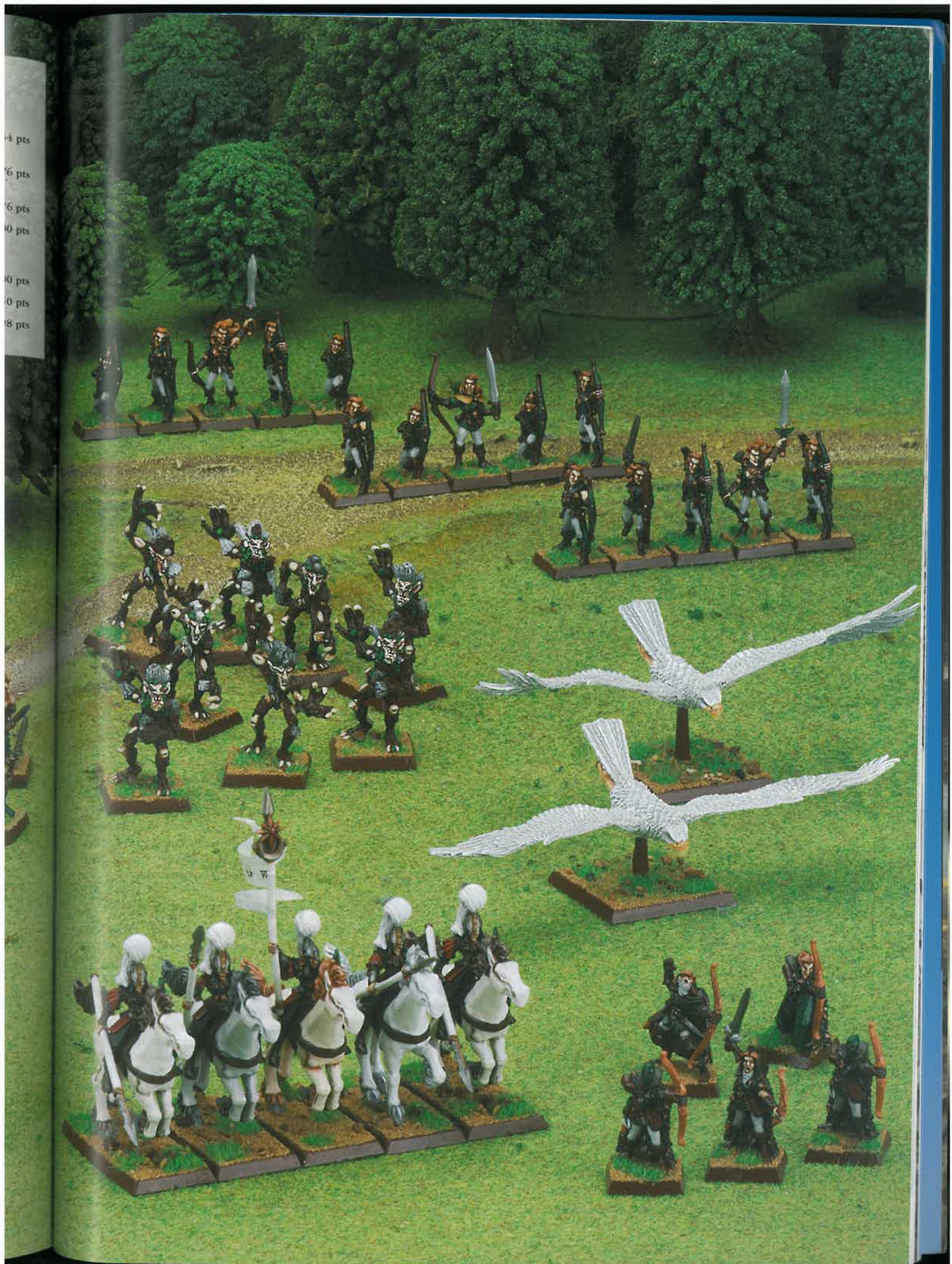
5 Waywatchers
Hand weapons and longbows **100 pts**

1 Treeman **250 pts**

TOTAL **1,998 pts**



4 pts
6 pts
6 pts
0 pts
0 pts
8 pts





BEASTS OF CHAOS TURN 1

Gav: Winning the first turn was a definite bonus. Less shooting to face, less magic to face, and my ambush turning up nice and early in the battle – that was more the start I would need. This smooth start continued with the Centigors not being too drunk this turn, and the Beast Herd passing its Unruly test and doing what it'd been told – on a D6 roll of a 1 they have to head towards the closest enemy, charging them if possible.

There wasn't too much fancy manoeuvring to be done yet, so it was a simple surge across the battlefield. The Beast of Nurgle responded nicely with 9" of movement, while the Beast Herd occupied the woods that ran down the centre of the table. Over on my left, the

Chaos Spawn was given Waywatcher duty (hopefully it would do a better job than the Beast of Nurgle in the previous game) and scrulched and splunged its way into the woods looking for the Wood Elf super-scouts.

I opened the spellcasting with *The Crow's Feast* from Rendtooth, targeting one of the Archer units on the hill. From their position they could pick and choose what they were going to shoot at, so I wanted to thin their numbers down as quickly as possible. The combined power of the Wood Elf Mages failed to dispel the attempt (Ha!) and two Archers were torn to pieces by the flock of magical flesh-eating birds unleashed by the Bray-shaman. They remained steady though, passing their Panic test.

Next, Brayrag turned his attention to a bit of protective magic, using the spell *Pelt of Midnight* to make the Warhounds on the right more difficult to target with shooting. Martin let this pass, and so would need 6s to hit them while the spell continued to take effect. And that was it. Overall, it was a good start, it was just a matter of how much damage the Wood Elves' shooting and magic would do, and then see how my Ambush fared...

WOOD ELVES TURN 1

Martin: Well, you guessed it, Gav got the first turn and, just as I thought, he moved at full pace across the battlefield. I didn't need that. With those Ambush units sure to make their appearance next turn, things were already starting to worry me. I had no choice but to charge the Glade Riders forward and hopefully take care of those looming Centigors. Next I moved the Dryads up to the edge of the woodland to await the eventual arrival of the herd containing Gav's Beastlord general. Behind them I moved one of my Level 2 Mages with the intention of casting the *The Howler Wind* spell in my Magic phase. I moved one of the Giant Eagles behind the

The Wood Elves take the fight to the Beastmen...



Minotaurs to slow things down a little and positioned the other Eagle in such a position that if the Minotaurs should charge they would be forced away from the Treeman (a typical divert the charge manoeuvre, Eagles are excellent units to use for this due to their cheap points cost and that 20" flight move). Finally the Waywatchers moved from their hideout to the edge of the wood... the cracking of the branches from the nearby Chaos Spawn sort of gave things away a little.

In the Magic phase, Gav stopped my attempt to cast *Portent of Far* upon the Glade Riders and also dispelled *Father of the Thorn* that I tried to cast upon one of his Tuskor Chariots. I did, however, manage to successfully cast *The Howler Wind*, but the only unit that it would affect in Gav's next turn would be the Centigors and they were already locked in combat. The Shooting phase came and went and proved quite ineffective. The Waywatchers shot at the Khorngor, but Gav successfully saved the two wounds that they received by rolling a double 6! One Warhound died and one of the Chariots took a wound from a combination of arrow fire and the

Hunting Spear. Incidentally the Hail of Doom Arrow was fired at one of the Chariots. It split into ten arrows hitting seven times causing five wounds then Gav went and saved four of them even with the Strength modifier (ouch!).

Combat did not go much better – the Glade Riders lost out but managed to pass their Break test, but things were about to get worse, the ambushing units were just about to turn up...



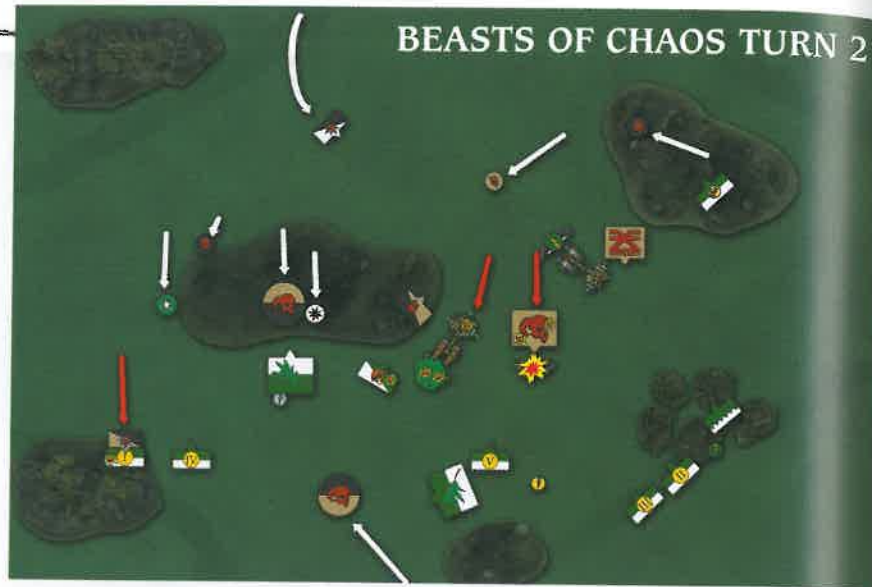
Battle reports are fought in Warhammer World and draw visitors like magnets!

BEASTS OF CHAOS TURN 2

Gav: I had briefly regretted my boldness with the Centigors when the Glade Riders had charged in, but they had admirably held their ground and a protracted combat was always going to be in their favour with their higher Toughness and Strength, provided I could stop any other Wood Elf units getting involved. All-in-all I had expected to take more casualties in the enemy turn, and certainly *Pelt of Midnight* had stopped the Warhounds on the right from being turned into pincushions. I hoped I could show Martin that it had been a mistake to allow the Warhounds to get across the board relatively unscathed, and so they charged at the Archers in the woods.

The best chance I had of hurting the Treeman was with a Chariot on the charge – a good number of impact hits, the Tuskgor Strength bonus on the charge and the Bestigor warrior with his great weapon could do some damage to the oaken behemoth, though the Chariot would likely get smashed into the ground in return by the awesome Tree Whack attack. Passing their Terror test, the crew urged their piggy beasts into a lumbering run, heading straight towards the walking shrubbery.

The Minotaurs had nothing to lose by charging the Great Eagle – they couldn't march because of the proximity of the Treeman so a failed charge when the Eagle fled would be the same as their normal move. Except the Eagle didn't



flee... What was Martin up to? Surely he didn't think the avian monster would stand up to the attacks of the bull-headed monstrosities?

In a display of untimely insobriety, the drunkenness of the Centigors got the better of them and they had to test for *stupidity*, which I duly failed, so only half of them would be attacking this turn. That wasn't so good. On the plus side, the Beast Herd continued to behave itself and would carry on moving forward in an orderly manner. Well, as orderly as Beastmen can ever get!

Then it was time to spring the ambush! I gleefully marked the points on the table edge where the ambushing units would enter. The Beast Herd entered just to Martin's left, to draw the Dryads away from their position protecting the Archers and enable me to overrun or pursue straight along his line should I win the combats that were bound to ensue. If I'd come on straight behind them, I would have ended up facing my own army, and that's not always the best thing to do, as your units end up intermingled with each other and blocking their lines of sight and charges.

The Warhounds came on behind the Archers on my far right, to support the Warhounds already in combat. Well, they were supposed to, but unfortunately they failed their Leadership test and a roll of the Scatter dice showed that they had actually been behind my army all the time! You stupid mutts! In an effort to salvage something from their errant wandering, I moved them into a position to charge the Great Eagle behind my army, hopefully giving Martin enough cause to move the pesky giant budgie. To ram home the point, the unengaged Chariot turned to face the Great Eagle as well.

In a burst of rapacious speed, the Chaos Spawn burst through the woods towards the Waywatchers, but unfortunately the difficult terrain slowed it just enough to

stop short of contacting them. Still, it had tried its best and would hopefully get its chance soon.

The Magic phase went swiftly. I successfully cast *Unseen Lurker* on the Beast Herd, but Martin produced the first of what I was sure would be a few Dispel Scrolls to stop the extra movement. In an attempt to get them stuck into the Dryads, Rendtooth drew upon the power of the Staff of Darkoth to cast *The Wild Call*, something Martin hadn't been expecting, but unfortunately failed to cast the spell.

On my right flank, the Warhounds leapt at the Archers, but a poor set of To Hit rolls meant that only one of the Wood Elves fell to the charging beasts. To add insult to injury, the sylvan bowmen proceeded to inflict two wounds back, winning the combat by a single point. This was too much for the Warhounds, who turned tail and fled, the Wood Elves trotting out of the woods after them despite the shouts of their general to hold their ground. Curses! Combined with the failure of the other Warhounds to show up, this left both the Archer units on that flank free to shoot at the Beast of Nurgle as it surged towards them. Double curses!

The charge of the Chariot started well, with the gigantic Treeman suffering two Wounds from the impact hits. Unfortunately, despite the Strength bonus of the charge, the Tuskgors did no damage, and even the great weapon of the Bestigor failed to bite home. In return, the Treeman inflicted a single Wound on the Chariot, drawing the combat. This was going to get messy in future rounds...

Unsurprisingly, the Minotaurs hacked apart the Great Eagle with their axes. Rather than overrunning, their Blood-greed meant they had to stop and feast on the bloodied remains, right in the middle of Martin's Archer units.



Ambush! A Beast Herd bursts from the cover of the trees into the Wood Elf battleline



In the continuing combat, two of the quadrupedal Beastmen were felled by the Glade Riders and their steeds, and only a single Elf fell to the Centigor Champion and his warriors. The Centigors had lost the combat by the smallest of margins but luckily their nerve held and they stayed to fight for another round.

After a busy turn of successes and disappointments, I waited in anticipation of Martin's response to the ambush, and the Minotaurs threatening his centre.

WOOD ELVES TURN 2

Martin: With the Centigors failing their *Stupidity* test and only having half their attacks, I felt that the Glade Riders were lucky in their last turn. Next turn they would need some assistance so I

declared the charge with the Dryads. Due to the Centigors being *Stupid*, no Fear test was required this phase. However, I was quietly confident that this would be a Wood Elf victory. With the Warhounds broken and a pursuit roll of only 2", the Archers on the left flank repositioned themselves within the safety of the nearby woodland. I now had to place the second Dryad unit to assist and prevent the second ambushing Beast Herd unit from doing too much damage. With this in mind I moved my General further up the hill and into safety. The only surviving Eagle moved to the side of the Khorngors ready to lead them away in my following turn.

The Wardancers moved to the edge of the woodland, ensuring that they were out of the Khorngors' charge range. Next I moved the Waywatchers out of

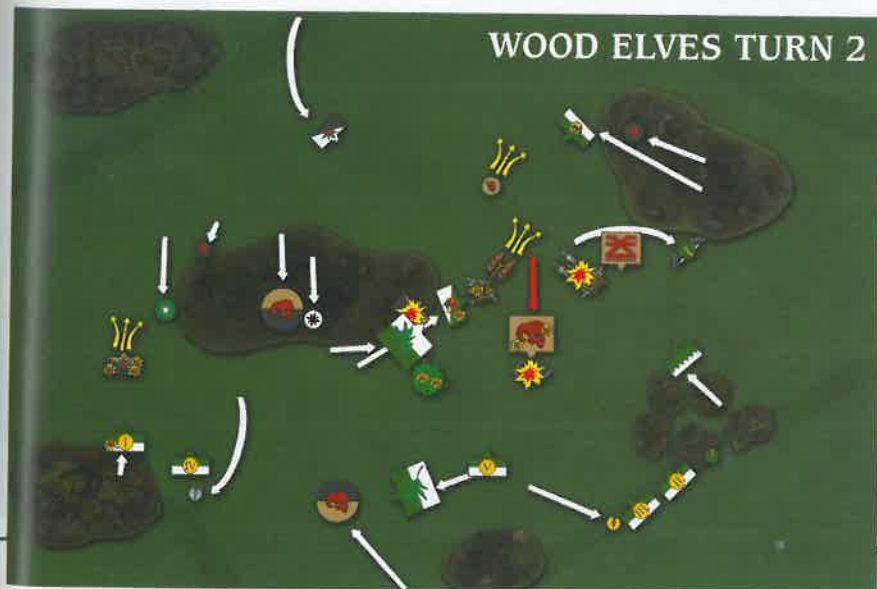
the forest, as again the Chaos Spawn was really unnerving the elite Elven bowmen. However, I noticed that Gav's Bray-shaman was in a somewhat unprotected position, so they suddenly had a new target.

That was it for movement – magic next. First of all I tried to cast *Second Sign of Amul* but failed. Next I attempted to cast the *Father of the Thorn* upon the Minotaurs. Gav this time let me cast this spell, which proved a costly mistake. I rolled a double 6 and got 6 wounds killing two Minotaurs dead. Serves them right for butchering the Eagle. Next I attempted *Storm of Cronos* from the Mage Lord but Gav dispelled this.

In the Shooting phase I managed to cause an additional two wounds upon the already damaged Chariot and destroyed it. The Mage Lord lobbed the Hunting Spear down the hill into the Minotaurs but failed to hit and the Waywatchers shot at the lonely Bray-shaman, managing to cause a wound upon him.

In the Close Combat phase, the Treeman that had held to the Tuskor Chariot's charge last turn smashed his fists down and caused an additional two wounds; the Chariot in turn broke and ran.

The Dryads smashed into the flank of the Centigors, opting for the Oak Aspect giving them +1 Strength. They killed three, the Centigors broke and both the Dryads and the Glade Riders pursued, the Elven riders chasing them down and claiming the banner. This in turned panicked the nearby Bray-shaman... things were looking up! However, the two Beast Herds had yet to see combat.



BEAST OF CHAOS TURN 3

Gav: Martin had gambled on the Dryads swinging the fight between the Glade Riders and Centigors, and it had paid off. The odds had been in his favour, but if they had failed to break the Centigors,



Martin watches intently as Gav moves in for the kill

Raargha and his Beast Herd would have been able to get in on the act, almost certainly defeating both the Dryads and Glade Riders in one swoop due to their extra ranks and numbers, and before any blows had even been struck. As it was, Martin's decisive move had settled the matter, and now the Glade Riders were behind my army and ready to cause all kinds of problems for me. In addition, the Chariot panicking had left the Minotaurs unsupported, as I couldn't rely on the Khorngor holding their position faced with Wardancers and a Great Eagle who could easily lead them away from the fighting.

However, both the Beast Herds could now possibly get into combat and hopefully regain some of the momentum lost by the stalling in the centre. The ambushing Beast Herd charged the Dryads, positioned to continue their attack towards the Wood Elves' centre if they could break through this turn or the next. The best I could do with Raargha and his herd was a move towards the Dryads, and hope that *Unseen Lurker* or *The Wild Call* would propel them into a fight.

The fleeing Chariot rallied and so too did my Bray-shaman, which at least restored a semblance of a force in my centre, though the Warhounds that had been defeated by the Archers continued

to run and left the battlefield, tails tucked firmly between their legs.

The Beast of Nurgle continued its slimy advance towards the Archers, amid the hail of ineffective shooting from them, while the Chaos Spawn pushed through the woods still seeking the elusive Waywatchers.

The gods favoured me in the Magic phase, Brayrag hurling Raargha and his warriors forward with *Unseen Lurker*, cast with Irresistible Force. Rendtooth then cast *Crow's Feast* on the Glade Riders, which the Wood Elf Mages failed to stop. Unfortunately, the seven hits inflicted on the fast cavalry failed to cause any wounds... typical!

Rather wisely, Martin chose Aspect of the Willow for both Dryads units, which meant that my fighters would need 6s to hit. This was particularly effective against the Beast Herd with the Beast Banner as it would lessen the effects of their extra Attacks, which they only benefited from in this initial round.

Brorgar, Foe-render of the Beast Herd accompanied by Raargha, fought in single combat against the Forest Spirit of the Dryads, but was unable to hit against the Willow Aspect-protected Champion. In return, he was cut down by the vicious Dryad. The rest of the unit, including Raargha, fared just as poorly



and didn't inflict a single casualty, but lost two of their number to the return blows. There was a tense moment as I took the Break test, but they passed. Next turn the Dryads would be easier to hit, as they have to change Aspect each turn, but they were faster and would strike first.

In the other combat between more Dryads and Skor's Beast Herd, there was both victory and defeat. Like Brorgar, Skor was killed by the Forest Spirit Champion of the opposing unit, but at least the rest of the unit managed to chop down two of the Dryads. Then disaster struck – Hurgha, the Wargor with the Battle Standard, was killed! With little armour to protect him, he was more vulnerable than the Beastmen in the unit with their hand weapons and shields, and Martin had directed as many attacks towards him as possible, with the desired result (from his point of view, at least). Despite this, the Dryads had still lost the combat, but also managed to pass their Break test.

Aspect of the Willow had seriously taken the shine off what should have been a glorious turn for the Beastmen, and I had to hope that the advantage of numbers would quickly tell against the Dryads so that I could get stuck into those wonderfully weak Archer units skulking in the Wood Elves' deployment zone.



WOOD ELVES TURN 3

Martin: I don't believe it, a failed Fear test and then *Unseen Lurker* cast with irresistible force. I feel that both Dryad units were very lucky, the Willow Aspect saving them on both occasions. However, this turn they would have to select a different Aspect. With no charges to declare I moved the Eagle into position to draw the Khorngor away

from the hill and the Wardancers leapt out to the Khorngors' flank. The Waywatchers moved again from that potentially dangerous charge of the Chaos Spawn. This time Gav moved his Bray-shaman to within the safe proximity of the Warhounds. I also moved the Treeman into position to cause a couple of Terror tests upon the Beast Herds in Gav's next turn. Shooting did very little this phase, only managing to kill one of the Warhounds. Despite the amount of shots at the Beast of Nurgle over on the left flank I managed to cause no wounds. It appeared that it might get into combat in Gav's next turn.

Combat turned into a bit of a bloodbath with both sides taking heavy casualties. This time both Dryad units opted for the Birch Aspect, which allowed them that crucial extra Attack. The unit fighting the Beastlord's herd killed six Gors, with the Forest Spirit stepping forward to issue a challenge, causing a wound upon the mighty Beastman Lord that accepted. It was then, unfortunately, split into two by the Lord's mighty axe. The Dryads fled and were caught by the pursuing herd; the other Dryad unit fared slightly better, managing to kill the army Standard Bearer but unfortunately losing the combat by 1 due to the Beast Herd's Musician. They broke but managed to escape, the pursuing Beastmen smashing into the flank of the nearby archer unit. All Panic tests were passed and I sat back and contemplated what to do about those two Beastmen units that would be upon the hill within another two turns.

In true raiding style, the Beastmen rampage through the Wood Elf ranks





Taking the Giant Eagle bait, the Khorngor are ambushed by the Wardancers.

BEASTS OF CHAOS TURN 4

Gav: I always tell people to take a Musician for their units, and the last combat round had proven the point, allowing the remnants of Skor's Beast Herd to break the Dryads and pursue into the Archers. Also, Raargha and his Beast Herd had now worked themselves into a position where they could threaten the Wood Elf Archers, or more likely move across to confront the Wardancers.

Just as things were coming back together, disaster struck! In payback for the Irresistible Force on *Unseen Lurker* of the previous turn, Lady Luck shunned me on the General's Terror test for the close proximity of the Treeman. Scared by the hulking wood giant, the unit fled rather than chasing after the fleeing Dryads, leaving them in an ideal position to be charged by the Glade Riders in Martin's next turn. The Khorngor, scenting the Great Eagle in front of them, charged in, even though this meant that they would probably finish caught up in the woods beyond. Frenzy is always a double-edged sword.

The Warhounds charged in against the Waywatchers, losing only one of their number to the Elves' stand and shoot charge reaction. Hoping the Warhounds would be able to tie up the Waywatchers



for a turn or two (after the experience of the other Warhound unit against the Archers I didn't hold out hope of breaking them!), the Chaos Spawn lurched back towards the Wood Elf line to support what was left of the main attack. My General and his Beastmen were looking like dead meat against the Glade Riders and, in a desperate move, the indestructible Chariot parked itself right in front of the Elven cavalry. There was a chance that they could still pursue or overrun into the Beast Herd if they overcame the Chariot, but I preferred the chances of escaping a 3D6" pursuit

move over the full 18" charge of the Glade Riders...

The Minotaurs were hurled into the fray, boosted by *Unseen Lurker* from Brayrag, which Martin failed to dispel. This took them slap bang into an Archer unit, and there was little doubt that the three fragile Wood Elves would fail to stand up to the might of the Minotaurs. If any of the nearby Wood Elves failed the inevitable Panic tests it would be a bonus. Rendtooth attempted *The Oxen Stands* to automatically rally the fleeing General and his Beast Herd, but Martin's

Mage pulled out another of her Dispel Scrolls and foiled the Bray-shaman.

It looked as if the remaining Great Eagle would join its kin as a bloodied pile of feathers, until a poor set of To Hit rolls meant that it only lost a single Wound. In return, the feathered pest managed to kill the Khorngors' Champion! Despite this, the Beasts won the combat and the Eagle fled, the Khorngor plunging into the woods after it, as I suspected would be the case. There was little chance they would play a further part in the game since it would take them the two remaining turns just to extricate themselves from the trees.

The Minotaurs made short work of the Archers, killing them all and stopping again to feast on their bodies. This had the added effect of panicking the closest Wood Elf Mage, who hitched up her robes and fled for the table edge. The Warhounds, like the Khorngor, were a disappointment and failed to inflict any casualties on the Waywatchers, who slew two of the dumb pooches for their trouble and broke them.

Skor's Beast Herd performed to their potential though, breaking the Archers by sheer numbers and ranks, and swiftly running them down. If only Raargha and his mob had been there to support the attack, it would have looked scary for Martin, but as it was, I could feel the battle slipping away from me.

WOOD ELVES TURN 4

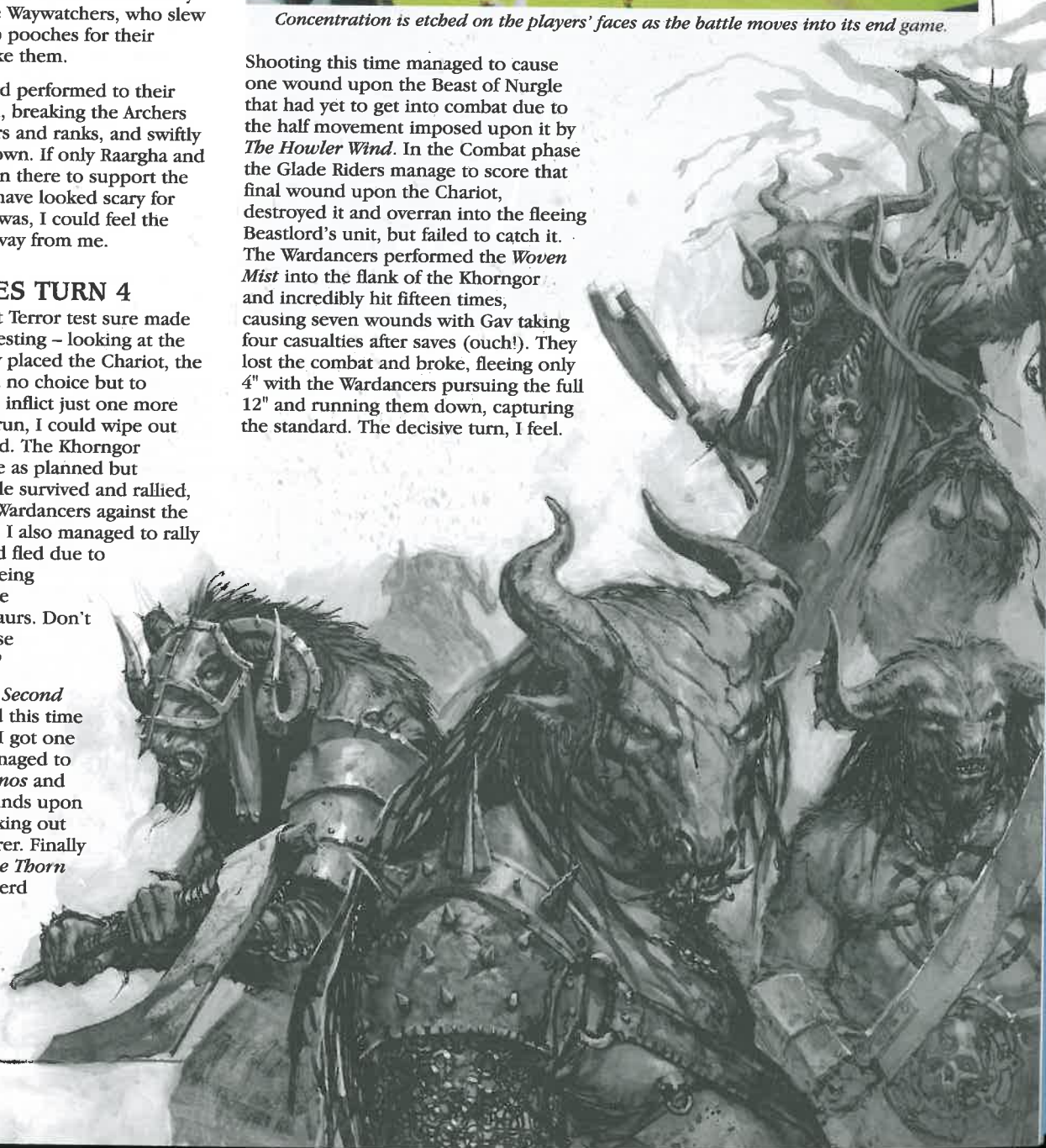
Martin: Well that Terror test sure made things a bit interesting – looking at the position that Gav placed the Chariot, the Glade Riders had no choice but to charge. If I could inflict just one more wound and overrun, I could wipe out his General's herd. The Khorngor charged the Eagle as planned but strangely the Eagle survived and rallied, and in went the Wardancers against the Khorngors' flank. I also managed to rally the Mage that had fled due to the Archer unit being decapitated by the lumbering Minotaurs. Don't you just hate those movement spells?

Magic. First of all *Second Sign of Amul*, and this time Gav let it go and I got one re-roll. Next I managed to cast *Storm of Cronos* and caused three wounds upon the Minotaurs, taking out the Standard Bearer. Finally I cast *Father of the Thorn* upon the Beast Herd and caused five wounds, which caused the unit to *panic* and flee.



Concentration is etched on the players' faces as the battle moves into its end game.

Shooting this time managed to cause one wound upon the Beast of Nurgle that had yet to get into combat due to the half movement imposed upon it by *The Howler Wind*. In the Combat phase the Glade Riders manage to score that final wound upon the Chariot, destroyed it and overran into the fleeing Beastlord's unit, but failed to catch it. The Wardancers performed the *Woven Mist* into the flank of the Khorngor and incredibly hit fifteen times, causing seven wounds with Gav taking four casualties after saves (ouch!). They lost the combat and broke, fleeing only 4" with the Wardancers pursuing the full 12" and running them down, capturing the standard. The decisive turn, I feel.



BEASTS OF CHAOS TURN 5

Gav: A crushing victory had been out of the question since that fateful Terror test, but I had started doing some damage to Martin's army and there was still the chance of a draw or possibly a narrow victory to be grasped, if I could scavenge up Victory Points at every opportunity. A bit of luck would be needed, but if the Beast of Nurgle could deal with one or both Archers units on my right, that would scrape me a few, and there was still the Bloodkine Champion of the Minotaurs who could be a threat to that fragile Archer unit on the hill.

To give me any chance of salvaging some dignity, if not a win, the Beast Herds had to rally, and thankfully they did. They weren't exactly in the ideal position I would have chosen, but at least there were enemies in charge range. Obviously sensing my plan, the Beast of Nurgle rumbled forwards and managed to get stuck into the Archers unit. Something was going right at least!

Both Shamans had worked their way into a position where they could target one or other of the Beast Herds with their movement spells, and this was the priority for the Magic phase. Of course,

Martin knew this, and used six of his Dispel dice to quash Brayrag's *Unseen Lurker*, no doubt saving a Dispel Scroll for Rendtooth's *Wild Call*. This proved unnecessary in the end, as the Brayshaman miscast the spell, knocking himself to the ground and effectively ending his part in the battle.

Fervently muttering, "Don't roll a 1, don't roll a 1" as I rolled for number of the Beast of Nurgle's Attacks, I rolled a 1... The attacks missed and, having obviously been trained by those Waywatchers, the Archers had the audacity to inflict a wound in return. They had won the combat, but at least the noisome Beast was Unbreakable and would hopefully get another go at them in Martin's turn, leaving it free to desperately lunge after the other Archers in Turn 6.

TURN 5



WOOD ELVES TURN 5

Martin: With the Nurgle Beast having finally entered into combat, but somehow not inflicting any wounds on the charge, it just spelt out to me that Gav's ability to roll the dice had vanished, and to add insult to injury the Archers caused that extra wound in combat this turn, and slew the Nurgle Beast. With the combined attack from the Wardancers, Glade Riders and Treeman, Gav's General's unit managed to lose the combat by fourteen. With that we shook hands, I apologised for my obscene amount of luck and we called it a day.

Smoke from the pyre of Beastmen bodies polluted the air of the glade, rising up into the cloudy sky. Aronril Thundercall grimaced in disgust at the stench, but it was little discomfort compared to the waves of nauseating power emanating from the corrupted tree that lay a little further away. She could feel its presence leaking

out into the ground beneath her, tainting the water that ran into the roots of all the trees, hanging heavy on the air. It made her bones ache and she wanted to be sick.

Morsoross the Treeman walked past her with long heavy paces, his branches whipping in agitation, a deep angry rumbling emanating from his core. He strode to the contorted Chaos tree and, gripping it in his powerful hands, twisted it and wrenched it, snapping branches and roots until it had been pulled from the earth. The trophies beneath it were crushed under his footsteps as he carried the foul trunk towards the fire

Where the hag tree had been there was now a great hollow, its edges scorched, and at its centre lay a pulsing stone that shone with a dark light. It was no bigger than an acorn, but the power of the pure warpstone throbbed in the mage's head. Fighting back the sickness and

pain, she approached closer, whispering a spell of protection to fend off the harmful magic. She plucked the warpstone from where it nestled in the blackened earth, her hand scorched by its touch, and closed her eyes. Agony surged through her nerves and rippled along her skin as she released the mystical energy contained within, letting it flow through her body, changing it, filtering it, releasing it into the air and ground in a wave of healing power.

With a cry, she slumped to the ground, the stone, now dead, falling from her limp fingers. Unconsciousness threatened, but she fought back the urge to succumb to the pain, and pushed herself to her feet. Reaching into her belt, she pulled forth a small piece of root, taken from the great Oak of Ages in distant Loren, and planted it in the hole left by the warpstone.

Shuddering violently, Aronril whispered a prayer to Isha to heal this wounded land, and called upon Kurnous to grant her the strength to hunt down the other vile creatures despoiling these woods.



...YOU'RE SURE OF A BIG SURPRISE



Gav Thorpe

saves, for example), and turns when it seemed that someone had cursed the dice (the Terror test springs to mind...).

The game started well, then foundered as my army got bogged down by the Glade Riders and Dryads, and then looked to be picking up again until the debacle of the Wardancers against the Khorngor (15 hits! Whoever gets all but one of their Attacks to hit?), and the unfortunate business with the fleeing General.

It's an oft-heard lament – the dice were against me – and one that I'm not going to use here, because it wasn't the dice that beat me, it was Martin. Inopportune Terror tests and bad rounds of combat are to be expected by any good general. Plan for the worst, they say... However,

Gav: Dice Karma, you just can't avoid it! Overall, I would say my luck was average in this game, in the sense that I had periods of extreme jamminess (that Chariot that couldn't fail its

a Warhammer player of Martin's calibre knows when to exploit these lapses to the best advantage, and the Wood Elves are such a flexible army that they can concentrate their archery and close combat units to great effect in these situations. The sacrifice of the Dryads (which it was, all things considered) bought just enough time for the rest of Martin's army to do enough damage to isolate the Beast Herds. This meant that, dodgy terror aside, he was still in a comfortable position to deal with them at the end.

I also made errors, while Martin made few mistakes, if any. I realise, as I write this, that I had completely forgotten about the extra Dispel dice granted by the Mark of Khorne on the Bestigors... It might not have been a battle winner, but an extra dice in the enemy Magic phase can be disproportionately useful sometimes. I'm sure to get some stick for that. Also, due to the Wood Elves' magical dominance, I was very reluctant to risk either of my Bray-shamans, which meant that the Dark Heart never came into effect because I didn't want the bearer to get into combat! One for a Wargor rather than a Bray-shaman, I think.

Fighting Wood Elves with Beastmen is great fun. There's always something going on, and both armies have their own strengths and weaknesses that match up in a very characterful way. The ability of the Beasts to move with almost as much freedom as the folk of Loren, combined with the Ambush ability, is enough to concern any Wood Elf general. However, their own ability to respond quickly and effectively to these threats is probably better than any other army in the game. That is, of course, providing you don't do anything rash, and prioritise the threats properly. Martin did this to good effect, and in the end it felt more like a surgeon's table than a battlefield.

So, a shake of the hands and a shake of the head ended this latest confrontation. The game was immensely enjoyable, and I look forward to facing Martin again some day, perhaps at a Warhammer Players Society Tournament sometime soon.

Of course, I'll have my Dwarfs then, and then I'll show him what a tough army really is...

THE FOREST IS SAFE



Martin Bunting

before this very game and Gav came second in that game too, but again I will have to put it down to luck; in that game the Waywatchers were placed in a rather risky forest right in the depths of Gav's deployment zone. In Gav's first turn he managed to roll high on his Nurgle Spawn's movement dice and charged into the elite Elven scouts. He caused no wounds and in return I rolled three hits and then rolled three 6's killing the Spawn dead in one Combat phase. Now I'm sure you will all agree that that has to be lucky!

I really knew that I would have to play very well indeed to fend off those Beast Herds. They offer the best of all worlds in my book: speed, toughness and that very valuable rank bonus in combat. My only answer was the Dryads and to a certain extent they did the job, *terror* as always proving a very important part by scaring off Gav's General's unit at a critical moment.

Martin: What a great game! To be honest, and I'm sure all of you will agree I was lucky, the dice were certainly with me in this battle as they had been all day. Gav and I actually played a battle

In this battle I used all of the units I had spent points upon and that's when Wood Elves work the best – without the support from the various units the army has to offer it becomes a little more

challenging to win games convincingly. Wardancers and Dryads, when used together, can be devastating and where would the Wood Elves be without that *terror*-causing Treeman?



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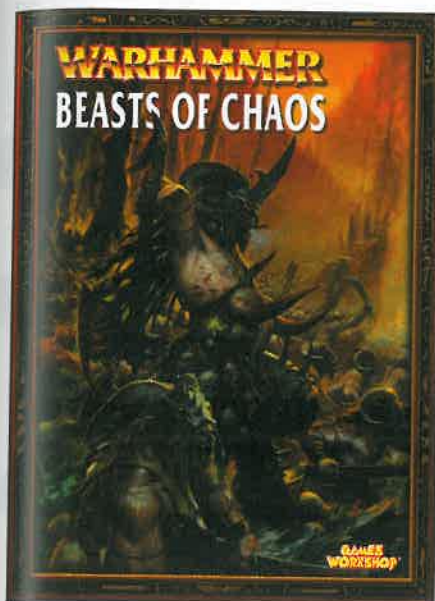
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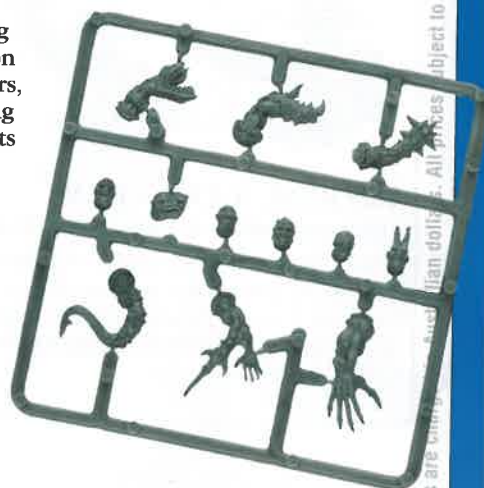
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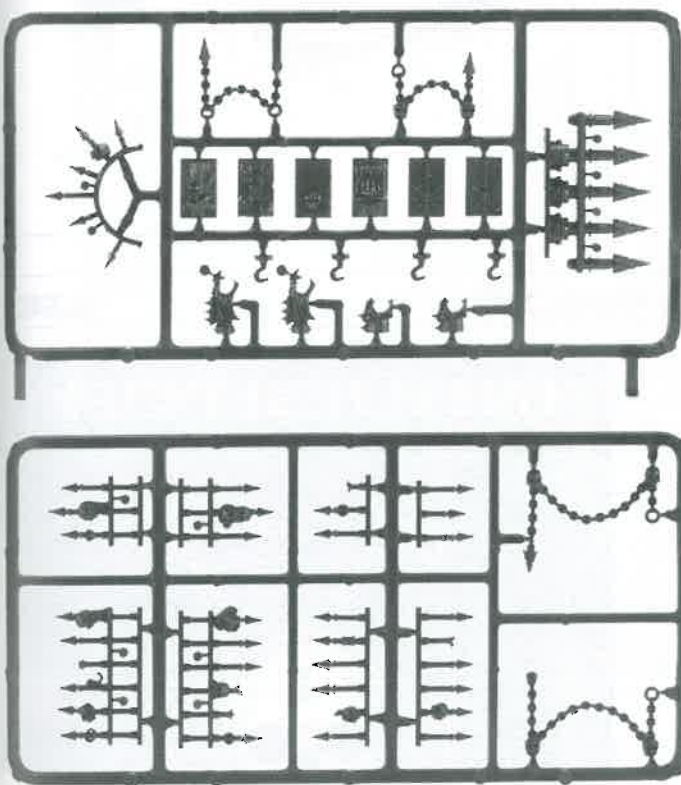
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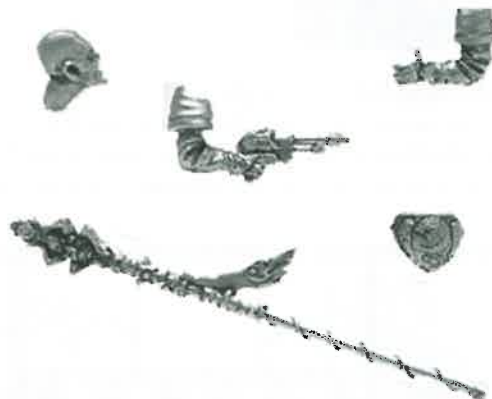
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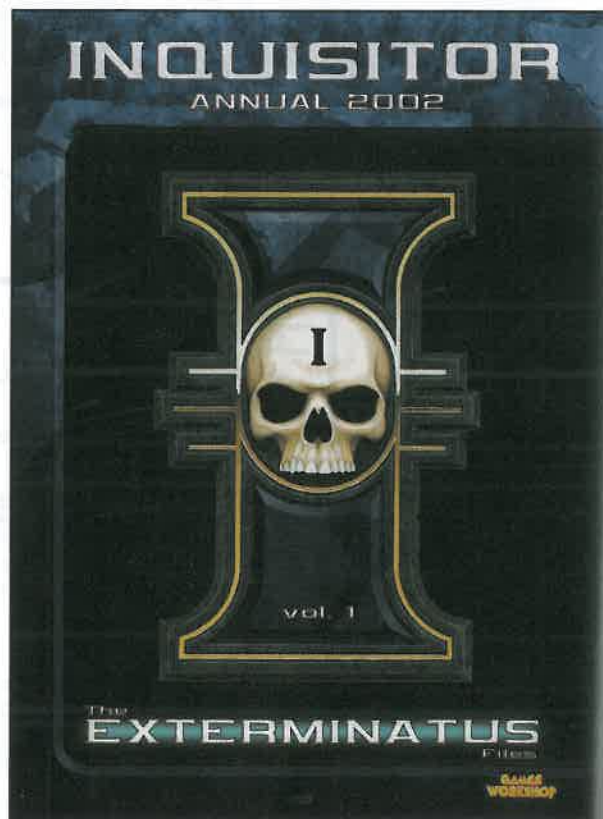
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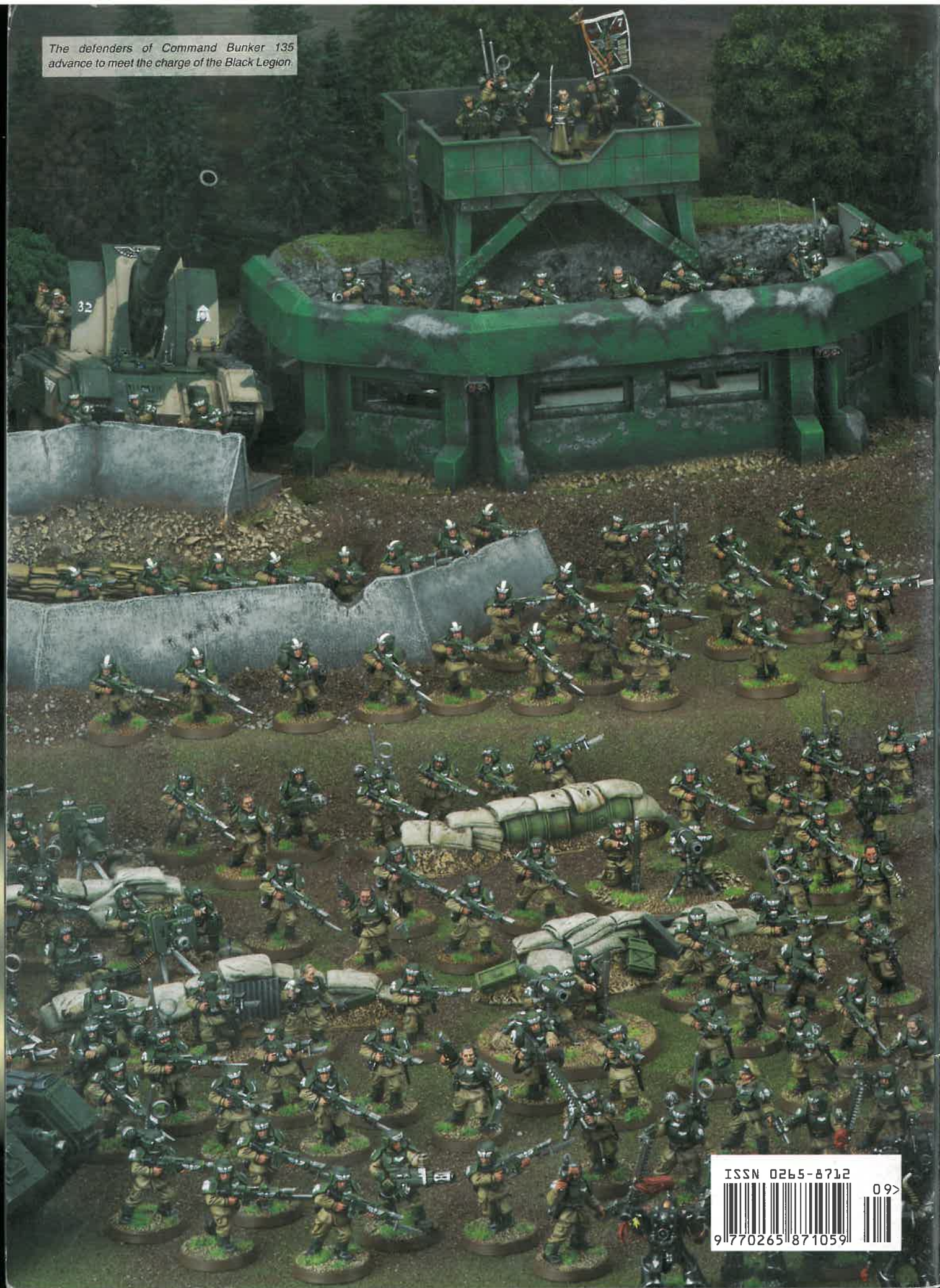
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