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LORD OF THE RINGS
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WHITE DWARF 297

SEPTEMBER 2004

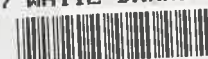
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With the release of the latest rules for Warhammer 40,000 there is going to be a flurry of gaming activity going on all across the region. I have had the privilege of playing using the new rules for the majority of this year already so it is going to be good to be able to play against everyone else now that they have their own copies.

The new tweaks to old rules and clarifications really make this game a lot more dynamic, tactics that used to work for me now don't and tactics that maybe did not get used so often have been finding their way more and more into my style of play. I am going to be playing a lot of games over the next few month's.

I have also been extremely busy preparing for next month's Games Day being held in Sydney, it promises to be lots of fun. We have some great guests this year, Games Developer Anthony Reynolds, Artist Alex Boyd and Sculptor Juan Diaz are all due to be spending the day answering questions and the like. We will also be having those friendly guys from ForgeWorld coming along to visit.

On an unrelated note I was watching the Lord of the Rings Trilogy on DVD and I wanted you all to know that I think Sean Bean is way cool.

Catch you next time.

BOO



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WHITE DWARF

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Warhammer40,000

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Trophies will be awarded for 1st Overall Veterans, 1st Overall Recruits, Best Army, Best Painted and Best Sport. Each person is eligible for one prize only. That is, if you come first in painting and second overall you will get the higher of the two prizes, in this case 2nd Overall. This is to stop some people walking out with the lions share.

GAMING CLUB

To see your club in the pages of White Dwarf, send in details of your Club along with some photos of any events you may have had, a recent club day, family days or anything you think the public would like to know about your Club.

If you are interested in this opportunity, send any information you have on your Club (including photos) to us here at the White Dwarf bunker. The one condition for us to consider your Club is that it must play Games Workshop Games.

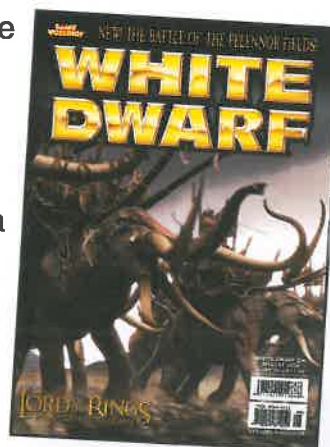
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NEW WHITE DWARF PRICE

For the first time in over 8 years (the last price change was WD191) the cover price of White Dwarf will change. From White Dwarf 299 the price of your favourite Hobby magazine will be \$10.95 in Australia and \$12.95 in New Zealand. The price of subscriptions will remain at the current price in the short term so now is the best time to start a subscription or to extend your existing subscription.



JUSTIN "BOO" KEYES

WORKING ON:
Dark Angels

PLAYING WITH:
Black Templars

LAST RESULT:
Loss

TERO KANKO

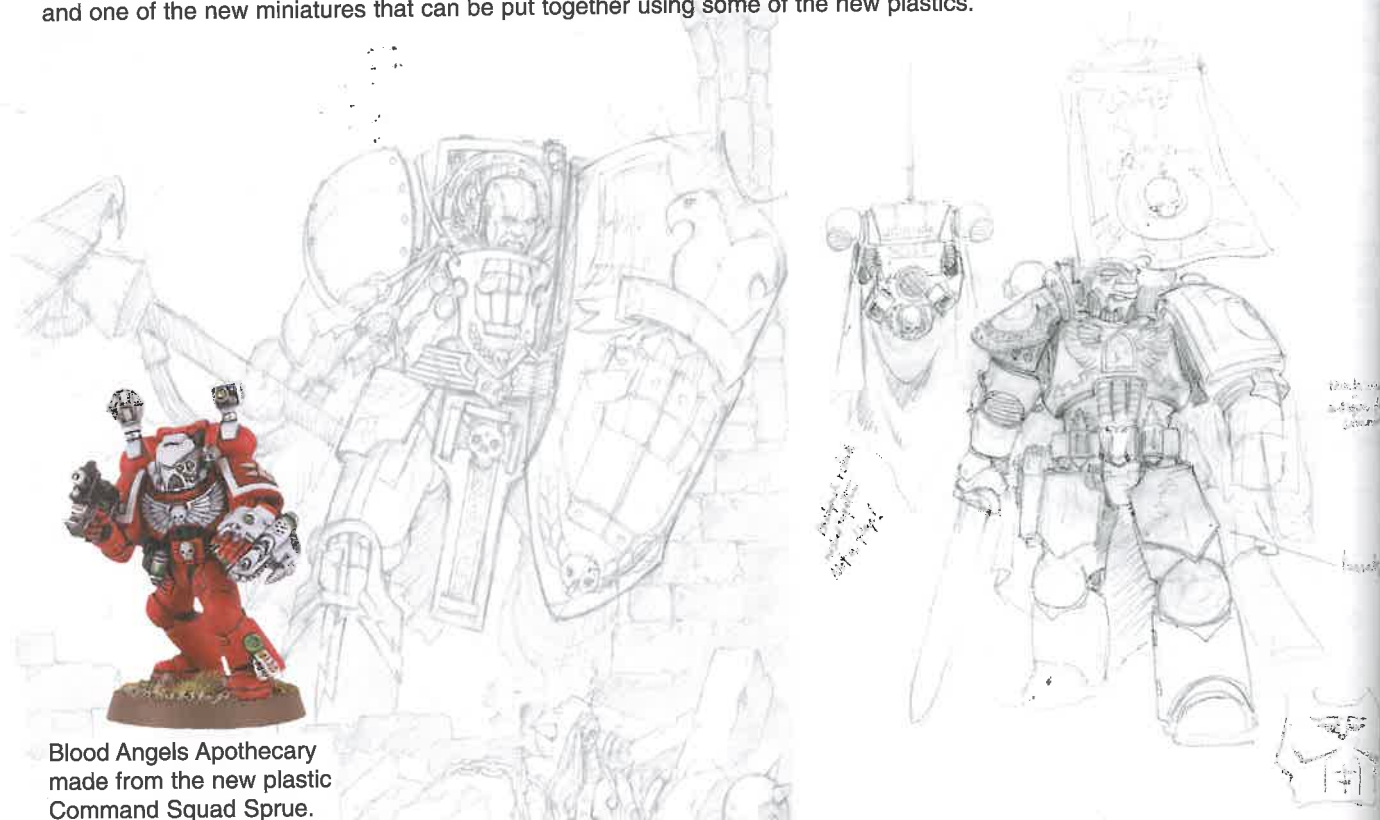
WORKING ON:
more Stormtroopers

PLAYING WITH:
Nurgle Chaos Warriors

LAST RESULT:
Loss

CODEx: SPACE MARINES SNEAK PEEK

Over in the Design Studio they have been working on the Space Marine Codex. We managed to get hold of some concept art and one of the new miniatures that can be put together using some of the new plastics.



Blood Angels Apothecary made from the new plastic Command Squad Sprue.

THE BLIND PIG

The Blind Pig was formed after a group of friends were told by the then Mt Gravatt Games Workshop manager, Laurie Goodridge, to get out of his store and start to play games, not just talk about them.

The Blind Pig is not a club as such, but is probably the largest venue in Brisbane for playing only Games Workshop games and is situated at the RSL Memorial Hall in Arnold St, Holland Park, on the first and third Saturday of each month, between 10am and 5pm.

Targeting experienced gamers over 16 years of age, we have 18 Warhammer/40,000 tables, two Mordheim tables and a Battlefleet Gothic table. Occasionally Space Hulk and Bloodbowl raise their battered heads. There are no membership fees, but a \$2 donation is welcomed to help pay for the hall. Cheap soft drinks and a BBQ are available.

Further details on the Blind Pig can be gained by sending an email to brisbaneblindpig@hotmail.com



WARHAMMER 40,000 RULEBOOK AUS\$85 NZ\$95

In the nightmare future of the 41st millennium, mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravening aliens, and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation. Dedicated to His service are the countless warriors, agents and myriad servants of the Imperium.

Wars rage over airless moons, in the dark, twisted depths of hive worlds and in the cold wastes between stars. From the immaterial realm of Warp space, malicious entities send their unspeakable minions to slaughter the Emperor's chosen. Everywhere, soulless spectres and slaving monsters are poised to extinguish the life of Humanity.

This book provides you with all the rules you need to play, and guides you through collecting and painting your own army. Inside you will find:

- **RULES:** The mechanics for getting your armies moving, shooting and fighting over the battlefield, and missions that present a stage to fight upon.
- **BACKGROUND:** Information about the Warhammer 40,000 universe, the races that populate it, its history, nature and the bleak chronicle of incessant war.
- **GAMING & THE HOBBY:** How to collect your own army, including painting and modelling. There's also additional missions, gaming ideas, different styles of play and a whole host of features to help you to get the most from your hobby.

With 270 pages of hard-bound hobby goodness, it's not just a rulebook, it's a way of life.

WARHAMMER 40,000

In the grim darkness of the far future there is only war

REMOVE CASUALTIES

When the number of hits and wounds has been calculated, the player that inflicted the most damage must remove casualties from the opposing army. This is done by removing the appropriate number of models from the opposing army. If the number of casualties is greater than the number of models in the opposing army, the entire army is removed from the game.



998 M41 THE ARMAGEDDON WAR

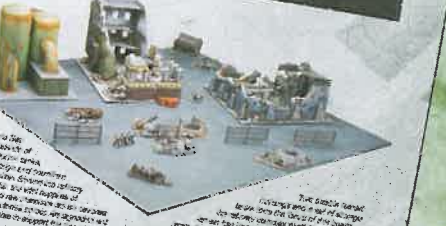
At the end of the 40th millennium, the Imperium of Man was at its height. It had conquered the galaxy and was on the verge of conquering the rest of the universe. But in the 41st millennium, the Imperium was beset on all sides by ravening aliens, and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation.



PHOENIX ISLAND - MULTI-PURPOSE TERRAIN



VALKYRIE BAY REFINERY



Some sample pages from the new rulebook

WARHAMMER 40,000 DESIGNER'S NOTES

BY PETE HAINES

To mark the release of the revised rulebook the Games Development team takes a look at the latest rules changes and what they mean for all Warhammer 40,000 players.

Have you ever noticed how new sets of rules creep up on you apparently unseen? One moment the next edition is years away and then suddenly the whole fabric of the game time-space continuum is ripped apart leaving you wondering where your army stands. Well it is that time for Warhammer 40,000.

After a longer than normal run the third edition is set to follow the zimmer frame strewn path to the retirement home for old rules in the sky. Don't mourn for its passing though, the core mechanisms of this worthy tome are still enshrined in the revised rules along with several new elements and a goodly number of clarifications and enhancements.

THE MOST IMPORTANT THING

Before anyone has a sharp panic attack that their years of collecting are going to be suddenly and brutally invalidated by the new edition of the rules, I should confirm that **all existing codexes remain valid**. The revised Warhammer 40,000 rules are, in this regard, a bit of a departure.

We have moved the rules forward without the need to redo every army Codex currently in print. This means that in the coming few years the Studio can focus on expanding and improving the Warhammer 40,000 setting rather than replacing everything.

To be honest there will be the odd special rule or bit of wargear that needs to be tweaked to fit in. With the best will in the world it was impossible to amend core systems without some sort of effect. It is entirely minimal, however, and any problems will get addressed as we update the online FAQ (frequently asked question) sheets.

ORGANISATION OF THE RULES

There are two ways to get hold of the Warhammer 40,000 rules. The first is through

the A5 rules booklet that comes with The Battle for Macragge, and the other is the more generously proportioned Warhammer 40,000 rulebook. Whichever book you have, the rules are the same. The basic layout follows the games sequence of play dealing sequentially with movement, shooting and assault before digressing to cover all the different types of special unit and how their rules differ from the standard infantry approach.

There are a couple of new features included in a whole-hearted attempt to be helpful. The first is that all weaponry rules are contained in one integrated section so that you can find them easily. The second thing is that there is an index. Thanks to the miracle of cunning computer software and the correct rites of activation being performed we have, hopefully, ensured that you will be able to find that key rule immediately rather than after a lengthy scan and lots of mumblings of "I'm

every minor glitch became common property. In the revised edition we have endeavoured to identify these problem areas and rectify them. Have we succeeded? Time will tell, for inevitably between the myriad of variables involved and the creativity of players, they will get a good shakedown.

All under one cover. As time went by the amount of ancillary material that was needed to play the game increased. This became more apparent when the gaming community started experimenting with trial rules. The number of books and magazines needed to have ALL the material to hand became heavy enough to be a personal fitness accessory. This is one of the reasons why new editions are always going to be needed, to gather together the material developed over the past few years into one integrated book. The end result is a rulebook that stretches to 288 pages.

"The dynamics of the game have been subtly changed to breathe fresh interest and uncertainty back into game play."

sure I saw it here somewhere". The other departure is that all the rules examples are illustrated with photos of models rather than diagrams. These are just as clear as diagrams ever were and have the advantage of brightening up the book with a lot of really cool toy soldiers.

TELL ME EVERYTHING ALL AT ONCE

The changes made to the newly-revised edition are quite subtle and come into three main categories.

Smoothing out the problems. As time went by, the third edition began to creak at the seams as countless, shall we say 'inventive', players around the world subjected it to stress testing. Rattles were thrown out of prams, precedents set and litigious cases made. Every little inconsistency was subjected to minute examination and upon discovery was paraded triumphantly. With the kind of ruthlessness normally reserved for tabloid celebrity exposés

Moving the game forward. And now we reach the nub of the issue. After many years and tens of thousands of games a pattern had built up to games of Warhammer 40,000. As with any game the options had been weighed and measured. The best tactics were becoming common knowledge and in the best tradition of human exploration players everywhere had reached the edge of what could be done in the game. With no new frontier things can get a little samey. Doubtless many will turn in anguish to their favourite internet discussion site and pour out their hearts that their favourite army has been emasculated but this would be an error. The dynamics of the game have been subtly changed for the most positive of reasons – to breathe fresh interest and a healthy dollop of uncertainty back into game play. Every army now a new army again as you will have to re-explore its tactics and reconsider all those troop types you had previously dismissed as being space-wasters. Who knows, now, they just might surprise you.

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went by the hat was needed. This became my community stance. The number of to have ALL the vry enough to be his is one of the e always going r the material years into one ult is a rulebook

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THE NITTY-GRITTY

Yes, but what are the changes, I hear you ask. As I am not a cruel man I will run through the most important amendments and give some ideas on how this might affect game play. Inevitably this will only scratch the surface of the possibilities that are now available but it will give you a good clue to the way things are moving.

Model and Unit definitions. Whilst there may not be anything sexy or exciting about explaining how models of different heights interact or introducing definitions of the different unit types in the game it is very necessary. I have been party to some pretty esoteric debates about 'what is a model' so I know it's going to be an argument solver. Most importantly it is this kind of detail that adds structure and clarity to a set of rules.

You will see that artillery is now a unit type, as are bikes, jet bikes, monstrous creatures (and that does include the Wraithlord and the Talos), jump infantry and Beasts/Cavalry. This last unit type was cavalry in third but it suddenly occurred to us that there were far more riderless hunting beasts in the game than there ever were cavalry, hence the name change.

The Movement phase. Overall the Movement phase is one of the least heavily amended. Additional guidance is given regarding terrain and its effect on the game. The perennial

problem for rules developers is that it is impossible for us to cover all the approaches to terrain that players use and undesirable to add artificial constraints

What we have done therefore is establish a framework of rules that you can use to fully define the effect of the terrain you actually have. When it comes to dangerous terrain we have adopted a more intuitive approach. Living things are slowed by difficult terrain but are rarely endangered by it. It was always odd when things like warp beasts that you would imagine could tear through a wood at high speed kept running into trees and killing themselves.

Mechanical things however do not necessarily get slowed but may crash horribly. Jet bikes have the option of flying over difficult terrain or doing a freestyle jedi-esque slalom through it to get a Cover Save.

The Shooting phase. There are several amendments to the way shooting works in the game. The one likely to be most controversial concerns choice of target. This change was necessitated by the excessive dependence players place on screening. That is, the practice of putting an expendable unit in base to base formation just in front of a far more expensive unit. The good unit could fire through the expendables without penalty while the enemy could only engage the screen.

The effect was like the wall at a soccer free kick as the front line desperately bounced

up and down in the hope of catching a bullet for their more illustrious colleagues. It was apparent that this ruse was out of control because whenever a new Codex came out the first questions inevitably concerned themselves with who could screen what.

These tired old tactics are now dead and gone. In the revised edition a unit must always fire at the closest target unless it makes a successful Leadership test in which case it can choose its target. Line of sight is only blocked by terrain, vehicles and monstrous creatures. As you can imagine this makes Leadership even more important.

This obviously has a very significant effect. Anything that is firing at the enemy is subject to being shot at in return. Tactically this will provoke a different approach. It is now more important to present a range of threats to draw off the enemies' fire. Skirmish lines can now be spread out so that they look like, well, skirmish screens, and should be effective in drawing some of the enemies' fire from your key formations.

The next most radical step involves rapid fire weapons. It had been clear for some time that this category of weapon was not well-regarded. When developing the Necron and Tau books it had been necessary to beef up the qualities of the gauss flayer and pulse rifle to make them worthwhile as rapid fire weapons.

Something had to be done though, if there is one seminal, iconic image in Warhammer



The Ultramarines fight in earnest to halt the advance of the Khorne Berzerkers.

40,000 it is of a Space Marine, legs braced, firing his bolter from the hip not clubbing his opponent to death with it.

The solution was to permit rapid fire weapons to be fired twice at close range even if the firer has moved. Immediately close range firefights started happening in our play-test games.

Rapid fire weapons suddenly had attacking options, a squad of Space Marines could roar up in their Rhino, hop out and lay down a very damaging hail of fire. Massed Imperial Guardsmen could advance up to the enemy lines and rock them with volleys of lasgun fire. Even Warp Spiders started to be used again so something good was clearly happening.

Under the revised rules rapid fire weapons are not a sentence to be immobile for the whole game. Units that get into the right positions can do serious harm without depending totally on their squad's heavy weapon.

The only downside is if you shoot rapid fire weapons then you can't charge that turn. In practice the charge needs to be delivered by another supporting unit. This in turn led to the realisation that the revised edition was encouraging combined arms tactics in quite a big way.

The Assault phase. For those who have experimented with the revised Assault rules we made available some time back this section will not look too radical. By comparison with third edition however, there are many very important changes. We have clarified the charging process so that it is simple and intuitive.

If you shoot at a unit, that is the one you must charge. This is important as it means that in most cases each of your units can only affect one enemy unit per turn. This makes it more useful to have a reasonable number of units with good all-around capabilities or several groupings of units whose combined effect is equivalent.

When the hacking and slashing starts you will find that all engaged models – that is to say those in base contact or within 2" of friends in base contact – fight with their full number of attacks and all special weapon bonuses. The implications for large assault units are plain to see. In third edition large units would present an effective front rank and a crowd of supporting models contributing a single attack each. Now they all get stuck in. This helps balance up the equation between assault troops that race forward in transports or on jump packs and larger ground-pounding infantry units that look to grind over their enemies. In third edition you would be hard-pressed to get more than six figures fighting at full effect, now large units are well worth considering.

To make close combat even more deadly we have brought back the sweeping advance. Unlike its previous manifestation as a bumper bonus move after winning an assault, in the revised edition sweeping advances are what decides if a beaten enemy gets to fall back in good order or is swept away and destroyed. When a unit falls back from close combat each side rolls a dice and adds their Initiative (yes, Initiative, so it really counts for something now), if the falling back unit does not score higher it is destroyed.

This is all part of the balancing act that the revised edition. Because the rules do not invalidate existing lists it was vital to make sure that each army got some advantages and some disadvantages. The improvement in rapid fire meant that assaulting armies could well find it more difficult to get into hand to hand. When they do get there though then they can wipe out an enemy unit in a single turn rather than chip away with shooting turn after turn.

Morale. Is pretty much as it used to be apart from some streamlining. The rules allowing regrouping in cover and at the table edge have been removed. This only caused confusion anyway and the rules are better without them.

Characters. Again this section is more to do with evolution than revolution. The way independent characters fight in close combat is explained more fully as is the way they interact with units that they join.

You know the type of thing, what if the character is Fearless and the unit isn't, what happens if the unit can make Fleet moves and the character can't, and so on. All these answers and more await you in the revised Warhammer 40,000.

Unit Types. All of the new unit types have their own sections. One add-on to Bikes and Jet Bikes is the ability to make a turbo-boost move, rather like Dark Eldar bikes do.

The unit can move up to 24", can't shoot or assault but count their Armour Save as being invulnerable to shooting in the next turn. Tactically this allows bike units to get



The turbo-boost rule has offered bike units a wealth of new tactics.

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into a good position on Turn One so they can influence the game on Turn Two. It was a logical step after looking at the existing range of Bike units and discovering that virtually none of them used the standard Bike rules. When every incarnation of a unit type has to have additional special rules it tells you that their standard rules fall a bit short.

Vehicles. After the Assault phase, the Vehicle rules have the most modifications. From being static bunkers in third edition, tanks can now advance on the enemy lines, firing as they go. I really hope all of you who left sponsons off your Leman Russ models kept the parts because you will definitely want them now! Weapons of up to Strength 6 are termed defensive weapons and can fire in addition to any main weapons that fire (except ordnance). Thus a Leman Russ with a hull heavy bolter and sponson heavy bolters can move forward at 6" a turn firing all three heavy bolters or its battle cannon.

Oh yes, and another thing – you can move and fire ordnance weapons now! The ability to move is doubtless a major incentive to the treadheads but, be warned, in play-testing it soon became clear that a moving tank is far more likely to expose its side armour at some point.

The Damage tables have been fiddled with to ensure that there are less results that have

no further effect. Under third edition it could be frustrating when you immobilised an already immobile tank and achieved absolutely nothing. Now any penetrating hits will always cause crew stunned effects, immobilising hits on an immobilised vehicle destroy weaponry instead (and vice-versa) and any passengers aboard a transport that suffers a penetrating hit have to perform an emergency disembarkation. All these things help to balance up the improved mobility of fighting vehicles.

Another one of the radical changes is the one that prevents passengers assaulting having disembarked from a transport that has already moved. This does not, as some have espoused, kill the Rhino rush (the practice of charging the enemy army at full speed with a number of units in Rhinos, although Ork Wartrukks and Dark Eldar Raiders could also feature). It just makes it a bit more challenging and in a Space Marine context helps to ensure that assaults are the province of Assault squads rather than Tactical squads.

Universal Special Rules. As many special rules crop up in more than one Codex we have pulled together a list of the most common ones and included them in the rules. This was a great opportunity to produce a definitive version of some rules and make essential modifications to others.

And finally, missions. The standard missions provided in the rulebook are all designed to provide a balanced game without requiring fortifications, sentries or any other such additional paraphernalia. This is a recognition that for the majority of players a game is organised by determining a time, a place, a points value and possibly the armies to be used. There are five basic missions, each split into three versions: Alpha, Gamma and Omega. Alpha missions use no special rules at all, Gamma missions use rules such as deep strike and infiltrate as standard. Omega missions use the same special rules as Gamma missions but with the addition of the Escalation and Concealment rules. These rules address the concern that getting the first turn was too decisive in games of Warhammer 40,000.

Instead players start with their Infantry deployed using whatever concealment they can find with the rest of their heavy equipment in reserve. The forces therefore build up over the first few turns so you do not get games being decided by an initial, withering hail of fire, particularly if you don't have much terrain.

As you might imagine, a massive amount of play-testing has gone on to ensure the rules work properly. In the course of this, lots of Studio guys have built up an appreciation of what the revised edition means, so let's put them to the test and ask the question...



SPACE MARINES

Adam Troke: As a strong believer in Tactical squads and vehicular firepower, my own Space Marines are very much looking forward to the revised edition of Warhammer 40,000. Even a cursory glance at the revised rules show that Space Marines are onto a good thing.

For example, vehicles being able to move and fire with more weaponry means that an Astartes force can operate as the fast moving strike force it is intended to be, better than before. Predators might as well take those heavy bolter sponsons since they will be able to fire them on the move, Vindicators can lurk behind cover before popping out and devastating their foes.

The alteration to the existing Rapid Fire rules means that a Tactical squad becomes a deadly threat at short range, pounding the enemy relentlessly with its bolters. Short ranged firefights really will become the order of the day with Codex Space Marine forces.

Due to the elite nature of the Space Marines most players who use them have seldom been able to call upon the tactic of 'screening', often falling foul of opponents who have. Thanks to the removal of this, and the relatively high Leadership of Space Marines, Space Marine players can now accurately direct their fire where it is meant to be.

Some Chapters will find their traditional tactics aren't quite the devastating game-winners they were before, as the Blood Angels

and Space Wolves realise that they can no longer leap out of a speeding Rhino, rapid fire and then assault. However, they are no less potent than before. Space Wolves still muster some of the galaxy's finest warriors, and the Blood Angels' Furious Charge is every bit as deadly as before, if not more so thanks to the ability of every engaged model to fight at full effect. All engaged models now fight at full effect, making an assault from close combat specialists, such as these, truly deadly. Terminator squads are nothing short of terrifying. By trying some new tactics, tinkering with the disposition of your Task Force and a little trial and error, I am sure you will agree that the Adeptus Astartes are just as deadly as they ever were.

ORKS

Pete Haines: I am a recent convert to Orkdom, having specialised in blowing them to pieces for many years, and have built up an army based around the Goff clan. My army is entirely infantry and tends to come on in a classic green tide. There are a number of things in the revised edition that I hope to make good use of. The missions in the updated rules mean that an all-infantry force will have the option of all being deployed on-table at the start of the game when Escalation is in use. This means I can get a bit further across the table before more mechanised armies are at full strength.

Additionally every mission places an emphasis on controlling different parts of the battlefield. As my units are really quite large I should be able to at least contest objectives with ease and put some pressure on the enemy to do something about it. Hopefully this will involve them getting within choppy swinging range. I'll be collecting some additional Shoota Boyz as well. The improvements to rapid fire mean that Shoota Boyz

are a good alternative to Slugga Boyz and can help to wear the opponents down as the horde closes in.

Most advantageous is the fact that all models that are engaged can fight. This really helps make Ork infantry mobs a serious threat to virtually anything in close combat and makes the long hard slog across the battlefield in the face of enemy fire much easier to stomach as you know you can inflict serious damage when you arrive.

CHAOS

Anthony Reynolds: When the revised edition started being play-tested, I decided it was high time I started a new army - Chaos Space Marines. Plague Marines, to be more exact (mainly for the modelling opportunities).

This was a force that I put together specifically for the revised edition, so I had the benefit of tailoring it to the new edition. With the new rules in mind, I began picking out my army, and play-testing it along the way to see what worked for me before I began painting. For example, rapid fire weapons have become more deadly at close range now, so I opted for as many rapid firing plasma guns as I could get my hands on.

There are now times when I will choose to move my army into close range and start an ongoing firefight, pumping bolter and plasma shots into the enemy, when in the same sort of situation in the previous edition I would have thrown them straight into combat. Also, since assaulting out of closed vehicles has been restricted, I decided to minimise how many Rhinos I have in the army - this also fits the Plague Marine theme better. However, so as not to spend the entire game trying to get into range with my weapons, I've given Infiltrate as many units as possible.

The Infiltrate skill has improved somewhat in the new rules, and combining the new effectiveness of rapid fire and Infiltrate means I can start with my Plague Marines in range with their plasma guns - a scary prospect for the enemy! However, for my squad of dedicated close combat Marines, I've recently decided to go for melta guns rather than plasma guns, as they are assault weapons and so can be fired the turn the unit charges into combat. On a different note, my Defiler is doing a lot better these days now that I don't need to guess ranges anymore and being able to move and fire its battle cannon is handy. Hmm, would a second Defiler be excessive?

TYRANIDS

Phil Kelly: Of all the codexes detailing the 40k universe, the Tyranids are probably the least affected. No screening? Tyranids couldn't use that ploy in the first place. Jetbikes can move 24" in one turn? Bring them on. Can't assault out of a moving closed-topped vehicle? Come closer, my pretties...



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The restrictions on assaults from certain vehicles do not apply to Dark Eldar Raiders.

The tactics used by the Tyranid swarm are essentially the same, albeit with a couple of major exceptions: Monstrous Creatures now get to move and fire with two weapons, regardless of type – this may see players hastily converting their shooty Hive Tyrants and Carnifexes to carry not one but two gnarly bio-weapons. More importantly, as with all assault-based armies, the Tyranids benefit hugely from the new rules for close combat.

Now every single brood in your army gains the ability to fight at full effectiveness even if its models aren't all in base to base contact: great news for those Raveners, Warriors, Genestealers, Gargoyles, Rippers, even the humble Termagant.

It's not all good news though; as with every change made in the new edition of 40K, there is a flip side. Gaunt broods will have to watch out for massed rapid firing weapons: this could prove a real problem for the Tyranids in the new edition, but also one the swarm will quickly learn to overcome.

After all, adapting and evolving is what the Tyranids do best...

DARK ELДАР

Mai Ward: So what changes do the revised Warhammer 40,000 rules herald for the dark inhabitants of Commorragh? Strangely, the most important alteration to the game system for the Dark Eldar is not something that they can do as a result of the changes, but something they can still do while most opponents can't. This may seem a little like gobbledegook but, if you stop to think, it does make sense. Now troops can no longer assault out of a sealed transport (which most transports are) those open-topped transports, such as a Dark Eldar Raider, get a big

advantage in flexibility. While Craftworld Eldar, Space Marines and Imperial Guard can only pile out of a transport before it moves if they wish to assault, your Dark Eldar warriors, Wyches, Incubi and Grotesques are under no such restriction.

Speaking of Wyches, under the revised rule set, the bigger the squad, the better. You see, all models within 2" of a friendly combatant now fight at full attacks and abilities. This being the case, you should have no trouble in getting a full complement of attacks from a squad of fifteen or even twenty models – not something to be sniffed at.

"As with all assault-based armies, the Tyranids benefit hugely from the new rules for close combat."

TAU

Graham McNeill: I've always liked the Tau, even though they're not normally the kind of army I'd normally favour. I like armies that go and hit things and stab them with long, pointy sticks. And as any Tau player will tell you, that's not usually an option for the humble Fire Warrior. With the new Vehicle rules, my Hammerhead can now move around a bit and still fire its guns rather than staying static all the time. But let's be honest here, as a Tau player, the revisions I'm most interested in are in the Shooting phase! The Tau already have a formidable reputation as an army that has a lot of basic troopers that can punt out loads of shots at a strength and range better than almost any other army's grunts. Imagine a full squad of Fire Warriors running in close and

unleashing a volley of around twenty Strength 5 shots! Ouch!

Having to take a Leadership test to target units other than the closest one means that it now becomes essential to take a Shas'ui to ensure you get to shoot at what you want, but that's not a problem for me anyway, since I normally take one with a markerlight to make sure that my tanks' seeker missiles don't get wasted.

When it comes to the Assault phase, I don't have to worry as much as I did about those nasty Space Marines jumping on me too early. Since you can't assault from a vehicle

that's not open-topped in the same turn you disembark, it means I'll be able to get a last volley off before being attacked, and that could make all the difference.

Assaulting is something that other armies do to the Tau, so these changes don't affect me too much in terms of me launching assaults, since the only folk in my army that generally leap from a vehicle are the Pathfinders and they basically do so to shoot! What it does mean, is that when my Fire Warriors get beaten up and the enemy performs a sweeping advance, my underwhelming Initiative characteristic means that my guys are far more likely to get chased down and destroyed. But since I don't expect to win many assaults in the first place, that's kind of a moot point anyway.



It's vital that an Imperial Guard army's Command squad is protected

ELDAR

Phil Kelly: Reading through the new rules meant a lot of rewiring of what I considered hard and fast tactics for 40K, but it soon became like opening presents on Christmas morning. The new edition freshens the whole game up remarkably. There's a balance in that some units may suffer slightly, but there's almost always a good side to balance it out. I can't rely on screening my Dark Reapers behind a line of Guardians any more? Balanced out by the Concealment and Escalation rules: the Dark Reapers start the game hidden as if in a Night Fight until they fire, so no more frustrating first turns of them being wiped out before they even get to roll any dice. No more worries about my skimmer tanks being Immobilised and therefore destroyed before they've left the starting line – they just drift to the ground, stilled but by no means silenced. No more assaulting straight out of a Wave Serpent after it has moved – this seemed a pain at first, but with the clarified disembark move, a Fleet of Foot roll and a 6" assault, this gives me an effective assault range of 10-15". And those tanks can now fire their main weapons and any shuriken cannon or starcannon they might have at full effect even when moving up, as these weapons are both Strength 6 and therefore classed as defensive. All right!

The list goes on. Fire Dragons' fusion guns are AP1 and therefore count all glancing hits as penetrating, but they can no longer take

out one tank and assault another with their meltabombs. Squads of Banshees and Scorpions get a ton more attacks in close combat because everyone counts full attacks within 2" of the combat, but are likely to be overwhelmed by really large units for just the same reason. Jetbikes can now cover an amazing amount of ground in one turn, but can't shoot the turn they do it. The rules really do give with one hand and take with the other, meaning we're all going have to adapt our game and freshen up our tactics. Revisiting the 40K game should be a lot of fun...

IMPERIAL GUARD

Andy Hoare: Having begun collecting an Imperial Guard force, they will begin life as Inducted Guard for the Ordo Hereticus before busting out and forming an entire army on their own. So far I've collected only a small number of units, so I'm not particularly disadvantaged by a need to adapt to the new rules.

A major point for all Imperial Guard players to consider is the safety of their Command squads under the new rules. As screening is no longer possible. Command squads cannot hang out behind a line of poor grunts and claim safety. I always considered screening Guard Command squads (and indeed Heavy Weapons squads) a pretty dodgy tactic anyway, with a whiff of 'playing the rules rather than the army' about it, so I personally don't see the change as a problem.

Command squads need to be kept in a position where they can best make use of the Leadership ability. To me, the Command squad now has a variety of options, none of which involve standing behind their mates and relying on screening tactics!

One way that I plan to utilise my Command squad is to use its Leadership rule to anchor the firing line, by taking up a fairly central position, but still keeping out of sight of the enemy. This is a pretty 'realistic' approach to their use, and many Guard players I know play the army because they enjoy replicating World War II style tactics, so this is hardly too much of a stretch. Going down this route it seems best to keep the upgrades to a minimum, though the odd power fist or power sword may prove useful in case the unit is called upon to make a last minute counter-attack. I may also include a Mortar crew in here, so it can pound away from out of sight during the early turns of the game.

Another option for Command squads is to load them up with special weapons, mount them in a Chimera and use them in a highly offensive manner. The Chimera will benefit from the new rules for vehicles moving and firing, and the passengers can fire from the vehicle's top hatch as they zoom around, bolstering the firing line or capturing objectives towards the end of the game.

As I mentioned earlier, Heavy Weapons squads are now unable to benefit from

screening. Again, this seems perfectly appropriate to me, as I don't remember any Gaunt's Ghosts novels where the Commissar-Colonel ordered his brave Tanith to line up in front of the heavy weapons so the enemy couldn't return fire effectively. I'll have to make sure the heavy weapons are deployed in cover, and that they choose their targets carefully. The best protection from enemy fire will be to obliterate the enemy as soon as he shows himself!

NECRONS

Graham McNeill: I've done pretty well with my Necrons, notching up more victories than defeats, through the might of the Monolith and the army's sheer resilience. Added to this, the amount of firepower it can dish out can be pretty fearsome. I usually field a fairly balanced mix of Warriors and Immortals accompanied by a Monolith and a mix of Destroyers and Heavy Destroyers added to get some zippy firepower in. And now the Necrons have just got a whole lot zippier! Since a great many Necron units move as jetbikes (Wraiths, both Destroyer types and Scarabs) they now benefit from the Turbo Boost special rule, which enables them to get into a position where they can threaten the side armour of tanks or heavy weapon carrying infantry very early in the game. Furthermore enemy vehicles now need to take the threat of advancing Necron Warriors very seriously indeed when you consider the amount of Gauss weapon shots that can be brought to bear by these humble warriors.

In the past, some unscrupulous players have been known to screen their Destroyers with ranked up units of Necron Warriors, but this is no longer an option with the new rules for choosing a target. If you want to shoot at the enemy, you have to risk being shot at. It's almost fair, isn't it...? When it comes to assaults, the Necrons often come out on top by virtue of their sheer resilience, high Leadership and tactic of wearing the enemy down by coming back to life. Allowing all models involved in a combat to fight at full effectiveness doesn't affect the Necrons too much in terms of how much hurt it can dish out, but it makes larger units of them nastier, while curbing the awesome effectiveness of the smaller assault units like Wraiths, who, while nasty, don't tend to fare too well against lots of attacks back. And, like the Tau, the Necrons' low Initiative means that in fights where they do get beaten, they're much more likely to be smushed under the boots of their pursuers! Oh well, can't have everything can you?

DAEMONHUNTERS

Mat Ward: With the dawn of the updated Warhammer 40,000, you might be forgiven for thinking that there is little in the way of benefits for a Daemonhunters force. As it happens, you'd be quite wrong. Okay, so as the Grey Knights carry storm bolters (rather than the more mundane version favoured by

most Imperial troops) then maybe the changes to the rapid fire rules don't make a whole hell of a lot of difference to the Daemonhunters. That said, a storm bolter remains better than an ordinary bolter if only because you can shoot with it and still assault. Anyway, there are plenty of other little wrinkles that you can take advantage of.

For example, take the Leadership test that has been introduced for units that are firing at any unit other than the closest. Combined with the Shrouding special rule (and a cheap distracting squad of Storm Troopers or indentured Guard) means that your valuable Purgation squad can blaze away at the enemy with relative impunity. The other change of substantial benefit to the servants of the Ordo Malleus is the increased safety in the performing of a deep strike. As deep striking units are no longer lost on the roll of double 1 when rolling for scatter, holding several squads of Grey Knights in a tactical reserve suddenly becomes all the more attractive. If you can time their arrival to coincide with a bunch of plasma gun toting Storm Troopers bundling out of a Rhino to catch a Daemon Prince in a hail of combined fire ("Sergeant! Chap with wings. Five rounds rapid."), it becomes all the more appealing.

WITCH HUNTERS

Andy Hoare: I started collecting this army some time ago, and I've only had to change a couple of aspects about it as the revised edition has come along. The main change has been in the way I outfit my Battle Sister squads with special weapons, and how the Veteran Superiors are armed.

My approach was to include a melta gun and a flamer in each in the first few squads, with a Veteran Superior equipped with a plasma pistol and power sword. The melta gun was for emergency anti-tank work, as under the third edition rules you could fire upon one target and then assault another. In this instance, I could take care of enemy armoured vehicles before engaging the enemy infantry in assault.

Under the revised edition rules, this tactic is no longer possible, so the melta guns have been detached to form dedicated tank-hunters in the form of a Dominion squad (with four melta guns) mounted in an Immolator (I'm working on one with twin multi-meltas just to ram the point home!). I've replaced the melta gun in the Battle Sister squads with a second flamer, as these can be fired before charging. I've considered dropping the power sword from the Veteran Superiors, as these are not always the most effective weapons in the hands of a Strength 3 model. However, now close combat weapons of all types work to full effect even when the bearer is not in base to base contact with an enemy, meaning that the likelihood of them inflicting damage is that bit

higher, so I intend to keep them, and drop the plasma pistols to save on points.

The other interesting change players may note is that the Armour Penetration value of 1 on the Exorcist's missiles makes this tank very handy indeed.

(To clarify here, one of the smaller but more perfectly formed changes is that AP1 weapons that score a glancing hit upgrade it to a penetrating hit. See? There is a purpose to AP1 now!)

I've lost track of the number of times I've heard Witch Hunter players bemoan the fact that they have no way of inflicting a penetrating hit on vehicles with an Armour Value of 14, unless they get within half range of a melta weapon. This was particularly bad against Monoliths, where the melta weapons wouldn't even have an advantage. While writing Codex: Witch Hunters, Graham and myself changed the missiles to AP1, knowing that this would come into play with the release of the revised rules. This does make the Exorcist even more of a target than ever, of course, so I'll be sure not to base my entire battle plan around it...



A GALAXY OF DAMNATION

BY ANDY HOARE



The game of Warhammer 40,000 is based in one of the most evocatively dark and gothic science-fantasy settings ever conceived. The new rulebook contains a background section that presents a broad sweep of information and history on all the main races. Here, Scrivener Hoare presents a study of the state of the galaxy as it stands at the close of the 41st millennium.

"In the grim darkness of the far future there is only war"

The galaxy of the 41st millennium is a place of immeasurable strife, crushing oppression and gruesome tyranny. The stellar realm that is the Imperium of Man encompasses a vast area of this galaxy, but the fate of Mankind hangs always in the balance, for his dominance of the stars is a precarious thing, made possible only by the daily sacrifice of countless lives.

But such sacrifice, though cruel and arbitrary, is far from wanton; it is an absolute necessity, without which Humanity would soon fall victim to the myriad perils arrayed against it.

"To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable."

Of the multitude of enemies assailing Humanity, the average subject of the Imperium is blissfully ignorant. The vast majority of men will never travel between the stars, and certainly have little or no knowledge of just what might be lurking out there, slaving for his flesh or his very soul.

Only those in whom the greatest trust is placed have any knowledge of such things, and they in turn are watched with the utmost scrutiny to ensure they do not abuse their privileged positions; any who do so are ruthlessly punished.

The defenders of Mankind are legion; they are spread dangerously thin across thousands of warzones. Each day, entire planetary populations are conscripted into the Emperor's armies, and even the mightiest of Humanity's champions, the Space Marines of the Adeptus Astartes, give their lives so that those that threaten the very future of the human race may be held at bay but a day longer.

At the close of the 41st millennium, the Imperium finds itself assailed by foes so numerous they threaten to overwhelm even its mightiest defences. Chaos spews forth through the Cadian Gate, Tyranids feed upon the worlds of the distant Eastern Fringe, ancient evils

awaken from beneath the very worlds claimed by Man, and anarchic Ork empires expand the borders daily. And most tragic of all, Humanity is assailed from within, for the curse of the mutant, the witch and the traitor is ever present, threatening always to undo the work of the Imperium's loyal servants.

THE ENEMY WITHIN

"Every man, woman and child throughout the Imperium carries within them the twin seeds of our defeat. The unstable gene is a mutant-beast waiting to erupt; the unstable thought a Heretic. Apparent. The Mutant bears his Heresy on the outside; the Traitor hides his in his soul. Trust no one! Fear all! Any one of your fellows may carry the Mark. The Will of the Emperor alone cannot protect you. You must be strong! You must join the crusade and take your place in the unceasing struggle!"

There are men for whom the Emperor's Law means nothing. There are even men for whom the Emperor himself means nothing. Such men are despised with a hatred reserved for the most base of enemies, for no matter the revulsion a man may feel at the sight of this

xenos, corruption in the soul of his brother is a thousandfold more terrible to behold.

The heretic believes his interpretation of the will of the Emperor to be above that of those duly appointed to disseminate it. No matter that the benevolent and wise Ecclesiarchy has laboured for millennia to bring truth to the ignorant and mercy to the downtrodden; the heretic believes only that which he himself can fathom, and is likely to preach his lies to all who will hear them.

Other heretics disbelieve the godhead of the Emperor, adoring him as a man and not as the deified and immortal being he is.

Some may worship other things entirely, from the spirits of beasts, to long-passed ancestors to other, more dangerous deities. Those that cannot be brought within the fold of the Imperial Creed must ultimately be cast out, before their poison spreads to contaminate the faithful.

Rebels threaten the rule of the Adeptus Terra, seeking to drag their worlds into a mire of chaos and anarchy of their own making. Some believe the law of the Imperium too harsh, for they are unaware of the true nature of the perils facing the soul of Man. Some rebels rally followers around false ideologies, preaching such follies as love and compassion for one's fellow man, while others may believe the interests of their peoples are better served apart from the rule of Terra.

Recidivists often seek to return their world and its culture to the state in which it may have existed prior to the Great Crusade, in which all the worlds long separated from Terra were brought back within the fold of the Emperor's beneficence.

These foolish men hold to some false dream or half-remembered myth of an Arcadian past that never in fact existed. But such dreams prove alluring to some, and so the Armies of Man march against their own on countless worlds.

Whatever the cause of rebellion, the response of the Imperium is always the same. Such a threat cannot, and will not, be allowed to thrive. Should a world rebel, those servants that remain loyal will find some way of calling for aid before they are overcome. Commonly it is the mighty Fortress Precincts of the Adeptus Arbites that hold out the longest, buying time for their Astropaths to transmit their distress call. Vengeance may prove swift or it may take many years for the call to be answered. On occasion the transmission may be passed through many bureaux and departments of the Adeptus Terra before it is acted upon, but acted upon it will eventually be. Due to the unpredictable nature of communication and travel through the Warp, it may be centuries before retribution rains from the skies of the rebel world, the descendants of the rebels may even assume themselves safe from justice entirely.

The might of the Imperium will prove them mistaken in their conceit, for nothing and no one is lower in the eyes of the Emperor than a traitor.

"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 as wretched or as hated in all the world as a Traitor."

FEAR THE MUTANT

The curse of mutation hangs over Mankind always, threatening to stain the bright future he might otherwise forge for himself amongst the stars. Each year, more psykers are born, indicative of man's gradual evolution into a being of great potential. Yet, for each psyker strong enough to resist the perils of the Warp that are drawn to him by his dazzling soul-fire, a thousand and more are born too weak to resist the slaving predators of the Immaterium, and must be culled with brutal efficiency lest they bring down ruin upon the worlds of the Imperium. Furthermore, for each psyker born a million mutants are spawned, almost as though the psyker were the one perfect end result of a process that produces uncounted failed specimens.

Mutants are a fact of life on many worlds of the Imperium, but the attitude of Imperial authorities to them will vary enormously from world to world. On many, they form a horrifically oppressed underclass, forced to labour their entire lives within the forges of industrial worlds with no reward or hope of respite. Such worlds are seething with subcutaneous revolution, and it takes but little provocation to incite a planet-wide uprising.

THE ENEMY WITHOUT

"Too much blood has been spilled over the centuries for there to ever be a ceasefire or peace between us. As they mistrust and fear Mankind, we revile and hate them. No matter how many we destroy, yet more heretofore unknown aliens appear. As the galaxy wheels towards its final, fateful cataclysm we are doomed to die, our hands locked around each other's throats. Squeezing the life out of each other as the universe dies!"

Though Mankind claims dominion over all the worlds and stars of the galaxy, and his empire encompasses a vast proportion of them, he is far from alone in his assertion of power. Other races stalk the void, from the haughty and capricious Eldar to the crude and barbaric Orks. Uncounted xenos contest Man's manifest destiny by their very existence, and the servants of the Emperor must ever strive to eliminate them wherever they find them.

But such a task is a gargantuan one, and the High Lords of Terra must commit the vast resources of the Imperium wisely lest one

threat become overpowering whilst another is being exterminated. Some xenos inhabit but one world, whilst others rule their own empires as large as sectors. Some are primitive whilst others are advanced in the realms of technology and the machine beyond even the Adepts of the Omnissiah. Some xenos are masters of space-bound travel and warfare, whilst others step between worlds in an instant through arcane and mystic portals. Some are frenzied slaving beasts, while yet more are brittle and fey, but strike with terrible force from afar, though all have one thing in common – they would all see Mankind reduced to ruin and damnation.

THE IMMORTAL SERVANTS OF THE STAR GODS

Having slumbered in their cold stasis tombs for uncounted aeons, the C'tan and their Necron servants awaken once more. Initially, these awakenings were small in scale, with outlying settlements coming under attack by previously unknown assailants. But soon they increased, until in recent years, the High Lords have been forced to acknowledge a new threat. Unlike other races who invade the domains of Man from their own empires, the Necrons rise up from worlds long-thought dead, often within the boundaries of the Imperium.

Threats from without may be guarded against, but a threat that is wont to rise from the very soil of the Imperium's worlds is nigh impossible to counter.

The Necrons have recently taken a hand in the raging war surrounding the Cadian Gate, intervening against the forces of Chaos at a number of worlds. Their true intentions there remain a mystery – few believe such a cold and ruthless race would act in such a manner for any reason other than its own, unknowable ends.

"That we, in our arrogance, believed that Humankind was first amongst the races of this galaxy will be exposed as folly of the worst kind upon the awakening of these ancient beings. Any hopes, dreams or promises of salvation are naught but dust in the wind."

Excerpted from the
Dogma Omniastra

THE YOUNG

The Tau Empire as a military power offers little overt military threat to the Imperium. Rather, it is the thoroughly alien principles of integration and cooperation that endanger the doctrinal purity of the domains of Man. Before the Damocles Gulf Crusade, the Tau established trading contacts with a number of outlying human worlds, and it is known that in the aftermath of the conflict, a number of isolated Imperial Guard regiments surrendered and were voluntarily assimilated into the Tau military. Such a turn of events is utterly

unheard of in the history of the Imperium, and will not be allowed to occur again.

Very recently, the Tau Empire has undergone a new phase of expansion. With the Imperium's commanders looking towards the apocalyptic Black Crusade of Abaddon the Despoiler and long-term plans for huge troop movements being drawn up, the Tau have expanded into areas of space previously claimed by the Imperium. A number of new worlds have been brought within the fold of the Tau Empire, and it seems these xenos are now galvanised to take, and to hold, more worlds than ever.

"I have followed the myriad potential futures of the Tau with great interest. Though barely even striplings compared to us, I feel a strange protectiveness towards them. In time I believe they will exceed even our greatest feats and master the darkness within their souls."

Eldrad Ulthran,
Farseer of Ulthwe Craftworld

THE GREEN TIDE

The Orkoid race is reckoned to represent the single most numerous sentient (though many refute the description) race at large in the

galaxy. Simply put, Orks are everywhere, and always have been since Man first reached for the stars. Untold Ork empires wax and wane throughout the galaxy, and when one reaches critical mass all its pent up fury is launched in a vast migration/invasion known as a Waaagh!

The most devastating Waaagh! of recent times occurred when the Ork Warlord Ghazghkull Mag Uruk Thraka launched his invasion of the industrialised hive world of Armageddon. Entire hives were devastated and millions lost their lives. Imperial Guard regiments were raised from worlds light years distant from Armageddon, and fed into the meat grinder of the war in a desperate effort to hold back the unprecedented tide of Orkoid devastation. Now, the Third War for Armageddon is entering a new phase. The Imperium has lost any opportunity it may have had to repel the invasion once and for all and instead simply fights to prevent it from spreading to other systems closer to Terra. For the Orks, Armageddon has become a Valhalla where an Ork's most wanton and brutal destructive urges can be fulfilled forever more.

The Imperium is under enormous pressure from ongoing conflicts in nearby regions, and can ill afford to redeploy troops destined for Armageddon to such areas as the Cadian Gate. Equally, the High Lords will not allow Armageddon to fall, for surely the largest Waaagh! in recorded history would sweep all

before it until inevitably crashing into Holy Terra itself. Orks have been reported as having taken part in the Thirteenth Black Crusade of Abaddon the Despoiler, fighting according to some agreement made between the two mutual enemies of Mankind. This so-called 'Green Kroosade' has overrun a number of worlds in the Scarus Sector, not least among them the forge world Mordax Prime, renamed 'MorDakka Prime' by the inept propagandists of the race. The Adeptus Mechanicus, the former rulers of the forge world are said to be apoplectic with terror for what technological horrors the Orks may turn their manufactoria to, for this barbaric race knows not the grace and purity of the Omnissiah.

"The Orks are the pinnacle of creation. For them, the great struggle is won. They have evolved a society which knows no stress or angst. Who are we to judge them? We Eldar who have failed, or the Humans, on the road to ruin in their turn. And why? Because we sought answers to questions that an Ork wouldn't even bother to ask. We see a culture that is strong and despise it as crude."

Ulthran the Perverse

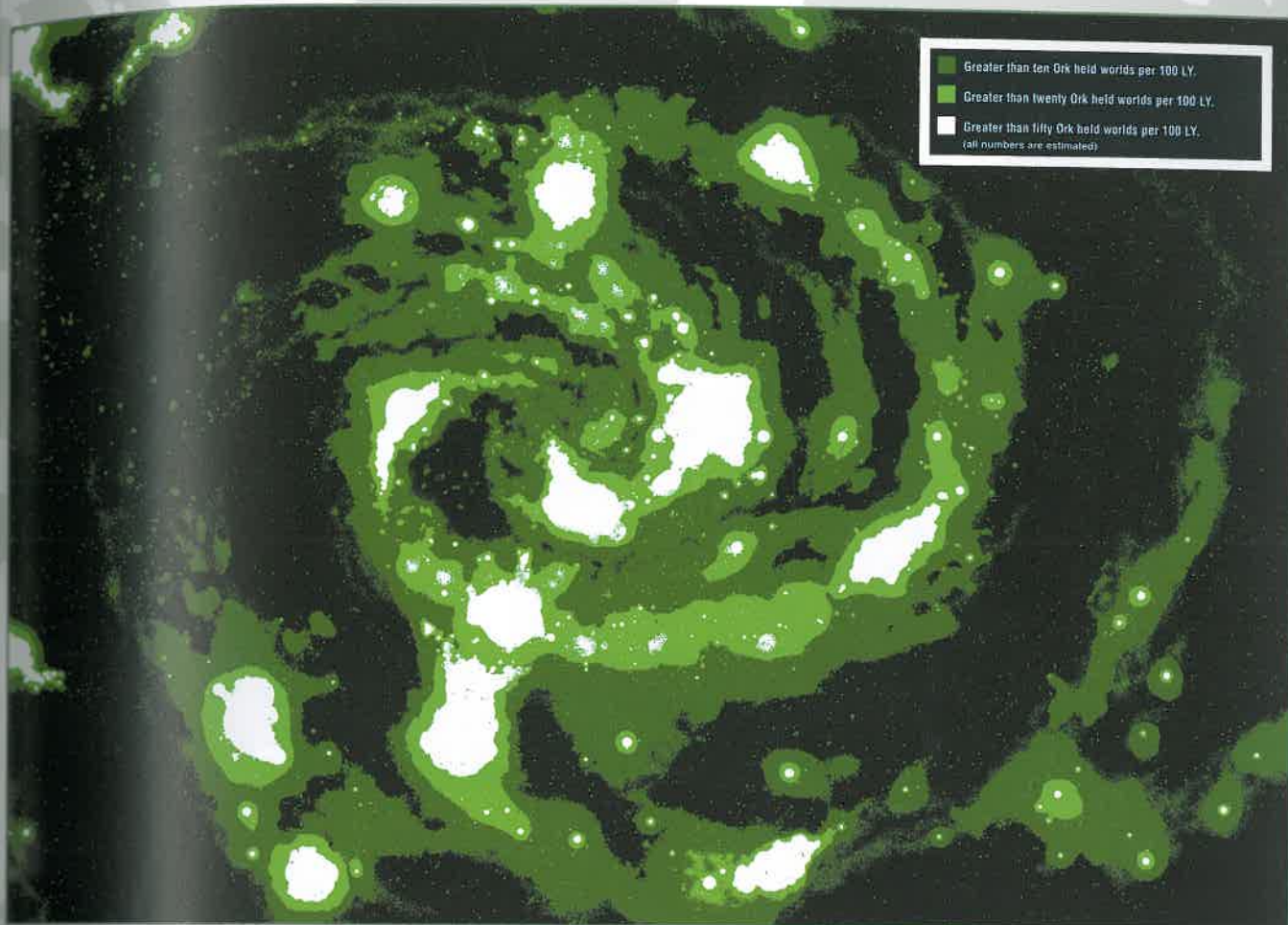


The Imperium's oldest foe has been a constant thorn in its side.

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As ever, Ork occupation expands at a frightening rate.

THE GREAT DEVOURER

The hive fleets of the Tyranid race have crossed unimaginable gulfs of inter-galactic space to devour every last shred of life from the galaxy. In 745.M41 Hive Fleet *Behemoth* penetrated deep within the Ultramarines' realm of Ultramar before a supreme act of heroism on the part of that Chapter defeated it at the Battle of Macragge, in which the entire 1st Company of the Ultramarines paid the ultimate price for the defence of their homeworld.

Again, in 992.M41 a Tyranid incursion reached such proportions that the Imperium was forced to react, and again the Ultramarines stepped to the fore and were instrumental in defeating the hive fleet at the Battle of Ichar IV. In 997.M41 a third hive fleet made its presence felt. Where the previous two incursions have been made along the Eastern Fringe, this latest, codified Hive Fleet *Leviathan*, attacked up through the galactic plane, striking deep into Segmentum Tempestus. Though large-scale actions have yet to be fought, the Imperium is increasingly concerned that a vast migration of Orks may be triggered, for the Ork Empire of the Overfiend of Octarius lies close to the incursion.

At the height of the Thirteenth Black Crusade a small fleet of Tyranids assaulted the

Subiaco Diablo system, stretching Imperial forces still further at a time they could ill afford to be drawn from the defence of the Cadian Gate. It is widely assumed that this force is a splinter fleet of *Leviathan*, though quite how it appeared so far from *Leviathan's* line of attack is a mystery causing great concern amongst xenobiologists.

The hive fleets of the Tyranids present two major threats to the Imperium. The first is that through sheer volume they are able to irreversibly render entire worlds lifeless and incapable of ever again supporting life. Even should the fleet be defeated, the devastation left in its wake takes an ongoing toll on the worlds of Man. The second threat is that posed by Tyranid 'vanguard organisms': creatures such as Genestealers that are able to infiltrate human society and corrupt it from within through infecting humans with their alien genetic seed.

In the past, the Imperium's response to the hive fleets has been to mobilise unprecedented numbers of troops to repel the invasions through sheer attrition. Such a policy has proved costly in the extreme, and in each instance has stripped other areas under threat of their ability to defend themselves.

More recently, a scorched earth policy has been instigated, one in which the defenders allow the hive fleet to expend an enormous

amount of energy fighting for a given world, only for that world to be rendered lifeless through the ultimate sanction of Exterminatus at the last possible moment. With its energy reserves depleted and the world for which it fought so hard now useless to it, the hive fleet may be defeated through one last, desperate assault.

Some, harbour grave concerns that the Tyranids, through some horrific intelligence have devised a strategy to avoid such a fate. A number of worlds have been taken by the Tyranids, not to be stripped of every last trace of life, but to be cultivated to provide a source of energy for the race that they may build up huge reserves before pushing further into Imperium-controlled space.

"Even by naming the Great Devourer, men betray their ignorance. Every thought and action, every spark of life in the Tyranid race is bound and interlinked into a single great organism stretching over light years of space and controlled by the immortal hive mind. A billion times a billion Tyranids stand at the rim of the galaxy, each one no more than a single cell in the living body of the hive mind, the devourer of worlds."



The Ulthwé's array of web portals enables them to traverse the galaxy with ease.

THE FALLEN KIN

The various factions of the Eldar race each represent a different threat to the Imperium, though to many Imperial scholars each is as damned as the other. Those Eldar who reside upon the craftworlds are inscrutable and wont to meddle in the affairs of Man when it suits them to do so. At times they will aid the Imperium in its efforts against a common foe, while at others they may stand by and watch as entire planetary populations perish. Though their motivations are utterly alien, it is clear that the Eldar fight for their own interests, and will bring about planet-scouring conflict in which millions of humans die simply to avoid a single Eldar death.

Recently, the Eldar of the Ulthwé Craftworld have fought at the side of Imperial forces during the epic battles of the Thirteenth Black Crusade. Many Eldar perished at the side of men, determined to stand in the face of the Chaos invasion. It is believed that Eldar forces gained control over a number of so-called crone worlds – former Eldar capitals deep within the Eye of Terror reduced to blasted realms of insanity and death at the moment of the Fall of the Eldar. Imperial authorities have no way of ascertaining the true situation at these worlds, and are deeply concerned as to what this may herald for the future.

The kabalite, or Dark Eldar, represent another threat to Mankind, for they raid the Domains of Man spreading terror and paranoia wherever they pass, slaughtering the weak and enslaving the strong and dragging them back through their shimmering warp portals to the dark dimension they call home.

The Dark Eldar took a hand in the recent conflict at the Cadian Gate, launching a number of attacks that sapped the Imperium's strength at vital points.

Imperial savants are engaged in the task of ascertaining why the Dark Eldar should act to further the aims of the Chaos invaders when it is known that they fear nothing more than the fate that awaits their souls upon their deaths.

Some simply claim that the Dark Eldar act not with logic or rationality, but are driven beyond the point of reason to acts of cruelty and bloodshed that no sane man could hope to fathom. Another faction within the Eldar race that has taken a hand in recent events is the so-called Harlequins.

The Harlequins appear to concern themselves entirely with the fight against Chaos, a struggle they have maintained since the very fall of their race. The Harlequins took a direct hand in events during the Thirteenth Black Crusade, when they rescued the

renowned Inquisitor Czevak, who had been captured and tormented by his nemesis, the arch sorcerer Ahriman of the Thousand Sons.

Though Czevak was rescued, he has yet to be returned to the Imperium, and it is not known whether the Harlequins hold him against his will.

Further mysterious rumours abound of a ghostly craftworld rising from the raging depths of the Eye of Terror, having spent an age entrapped within its embrace.

The occupants of this vessel are said to be ghostly remnants of the Eldar, held prisoner as an insect in amber at the moment of the fall of their race. If true, this craftworld is finally free to escape the horrors it must surely have endured for so many long centuries.

"Trust not in their appearance, for the Eldar are as utterly alien to good, honest men as the vile Tyranids and savage Orks. They are capricious and fickle, attacking without cause or warning. There is no understanding them for there is nothing to understand - they are a random force in the universe."

Imperial Commander Abriel Hume



OF THINGS THAT LURK IN THE VOID

Though these races represent the most serious threats to the domains of Man, countless others look to the Imperium with malicious intent. Some are overt in their hostility, such as the Scythians or the Galthites. Others represent more insidious threats ready to pounce upon the unwary, such as the Cyranax Watchers, or the mind-eating Khrave. Races such as the noisome Hrud defy rational explanation entirely as they exhibit abilities never before seen by the xeno savants of the Imperium. These particular creatures seem to exist in a timeframe out of sync with the universe around them, and have proved exceptionally difficult to tackle as a result.

The threat posed by the Paramours of the Morpheus Rift is too terrible to dwell upon, and it is fortunate indeed these abominations are confined to a relatively small area of space towards the otherwise uninhabitable galactic core.

The Enslavers too are a race whose powers are unfathomable to the minds of men, and any instance of such an infestation must be crushed the moment it is discovered, lest the world be enslaved to the will of these sickening creatures.

Other beings are mere legends that few believe exist, or whom Man knows only by the artefacts they have left behind; none can say whether they still survive or have been wiped out in some long-forgotten cataclysm.

Legend tells of the reptilian Sianni who cling to far-flung sanctuary worlds amongst the distant and guttering halo stars. The Chuffians, the Jokaero, and the Psy-gore of Perseus; all are little more than names half remembered from a long-distant age when Mankind's domination of the galaxy was a more assured reality.

THE ENEMY BEYOND

"From the darkness of eternal night, strange and fearsome entities espy Mankind and his doings. From the shadow realm that is the Warp they plot and plan. Like some nightmarish spider the daemon spins his web of lies and deceit. Many are the unwary realising too late that they have been snared. Sorry indeed are the bitter souls trapped betwixt the realm of Chaos and our bright starlight. Such is the fate of the ultimate Traitors to the cause of Humanity. The Legions of the Warmaster, now consigned to a ten thousand-year penance, have paid a heavy price for their turning. They are not alone. Many are the fools who would deal with the daemon and are stung in return."

Within the Warp, the passions of mortals coalesce into beings that reflect the particular drive that spawned them.

Tragically, the greatest such emotions are those associated with the darker aspects of the mortal soul: war and bloodlust, decay and desperation, excess and depravity, intrigue and duplicity. These, and more dark passions, are given hideous form within the haunted depths of the Immaterium, they are the Ruinous Powers, the Dark Gods of Chaos who gnaw at the human soul from beyond the boundaries of perception, driving Man onto further extremes that their own power may grow stronger still.

THE THIRTEENTH BLACK CRUSADE

The first twelve planet-wasting invasions led by Abaddon, called 'Black Crusades', were turned aside by the bold defenders of the Cadian Gate, but only at great cost. As the end of the 41st millennium drew to a close, however, the Despoiler launched his Thirteenth Black Crusade, and smashed aside every defence thrown against him in the largest Chaos incursion ever known.

The wars raged for months, and at first the Imperium appeared able to contain the rabid hordes of traitors, mutants and other, more twisted things, that fell upon the worlds of the Cadian Gate. But the tide proved unstoppable, and world-by-world, the Imperium's defences were ground down.

The defences of the Cadian Gate are now shattered, and Cadia itself is besieged and beleaguered. The call to arms resounds across Segmentum Obscurus, and the Imperium is forced to commit more and more resources to holding back the inexorable tide of Chaos. The ramifications for other regions are dire indeed, as defenders are stripped from worlds many light years distant from the Eye of Terror. Many such worlds have been left nigh-on defenceless, and should attack come from elsewhere their fate is sealed.

OF CULTS AND BLASPHEMERS BEYOND REDEMPTION

Chaos not only threatens Mankind via the hordes assaulting Cadia. Its influence is often felt at a more insidious level. Individuals may turn to the worship of the Chaos powers, through some deep-rooted flaw in their character or through contact with others of a similar outlook. Sometimes a man may be turned to Chaos against his will, driven beyond the point of sanity by an assault on his soul. Whatever the cause, every world in the Imperium is suspected to harbour a dark underbelly of cultists who offer up themselves and every other human on their planet as living sacrifice to the Ruinous Powers.

At times the activities of such cultists gnaw at the foundations of a world's authorities, cultivating anarchy and strife. Upon other worlds the worship of these powers may be an established, though subtly hidden, fact; a substrata of corruption running below the surface of an otherwise orderly and loyal world.

Regardless of the nature of their worship, the fate of all such cults is ultimately the same. They will either be uncovered and destroyed by the agents of the Inquisition, or they will bring about their own end when Chaos waxes to such an extent that war becomes inevitable. These followers tend not to survive once open war is begun, for they are cowardly creatures who prefer to keep to the shadows. Whichever fate awaits them, those who would sell their souls to Chaos are damned. Damned to a life of flight from the light of the Emperor's Justice, and damned to an eternity of suffering as their souls are consumed by the ravaging powers of the Warp.

THE DARK FUTURE

And so Mankind stands at the precipice of an uncertain and fearful future. As the 41st millennium draws to a close, the enemies within, without and beyond clamour for the soul and flesh of Mankind. Heretics and rebels strive to tear the Imperium apart from within, poisoning and distorting the principles that have been the foundation of an empire that has stood for a hundred centuries. The xenos creeps and skitters at the fringes of human space, or infiltrates it and brings death in a thousand forms to the worlds of Man. And worst of all, the powers of the Warp, dark echoes of all Mankind's hopes and dreams, gibbers and slavers for dominion over his soul, seeking nothing more than the complete and utter destruction of all he holds dear.

"Have we exhausted all possible ways to divine the future? How many scribes must toil to scratch their visions onto ancient parchments so that we might catch a glimpse of hope? Or are we to suffer only the pangs of despair as yet more horror is let loose on our dreams? Or does the seeking itself give birth to more insanity than man can live with?"

**"THE DARK FUTURE BECKONS!"
"FEAR THE UNKNOWN!"**

ECHOES FROM THE WARP

DRAWING A LINE BY STEVE CUMISKE



Steve's new Helion Legion Space Marines.

'Drawing a line' is the first in an occasional series about making a return to the world of Warhammer 40,000.

Despite how much we might talk about the ebb and flow of the battles we've played in, one of the greatest pleasures a collector can have is seeing a well modelled, well painted army, deployed in all its glory before a battle begins (of course, it helps if you've got some well-modelled terrain and some equally good opposition, but that's beside the point). While I don't feel in any way embarrassed when I roll out my Tau or Empire armies, my Space Marines haven't seen a gaming table in quite a while.

Which is a bit of a shame really because, like many other gamers, Space Marines were

the first army I was ever driven to collect. That army was a riot of different Chapter colours, all fighting for dominance, and suffering under my less than spectacular painting skills.

A lot of water (and paint) has gone under the bridge since then. My current Space Marine army is a more recent effort, dating back to the release of the third edition of Warhammer 40,000 and was made from a mixture of Scouts, the new Space Marines and some repainted models from my original colour-splat army.

So what's the reason for my reluctance to see it on the table? Partly it's the fact that without a very specific theme to hold onto, the army gradually changed over the years – from a standard army, to a scout-heavy force, to one equipped with lots of tanks.

It must be said that during that time I also learned an awful lot about painting. As a result, the basing style changed from squad to

squad as my skills evolved, and some of the older models were starting to look out of place beside the additions. Of course, by then, the Tau had turned up and captured my attention and so the Space Marines gradually receded

FLAMERS IN THE ATTIC

I don't suppose I can really get away with saying that I've learned a lot about painting, without actually qualifying it in some way. Thankfully, my truly awful first attempts are buried somewhere in my parents' attic, so I won't be able to show them here. All the same, I think the next squad should go some way to showing you what I mean. And yes, the others were worse.

STEVE'S FIRST SQUAD



The obvious thing you notice is the consistency of the paint. It's far too thick – part of the reason for the loss of detail and inexplicable lumps. The other reason for those lumps is that I wasn't into removing mould lines or cleaning off the ejection points. You can still see paint stains coming through the balding Static Grass on the base. Simple neatness and taking care of these details goes a long way to make the models look better.

There's also no attempt to create highlights on the model, leaving the armour looking flat and drab, meaning more detail gets lost.

Finally there's the Chapter badge, which was probably a bit much for my painting skills at the time. I would really have been much better off using a transfer. I'll be trying to use the same design again, because I like it and have developed a steady enough hand to paint it.

NEW DAWN

What took me back to them was playing a game against a Space Marine army while trying out the new version of the rules. The Tactical Marines that made up most of my army were able to shine in a way that they hadn't been able to do for a while, on account of the new Rapid Fire rules. Most of my recent gaming activity had been devoted to my Warhammer Empire army, but a combination of that game and some of the artwork for the new book taking shape around me reignited my interest in Warhammer 40,000. Why Space Marines more than any other army? Partly down to the fact that I could remember some of the ideas that I'd had for my old army and, despite my clumsy execution, they weren't too bad. Maybe revisiting them now, with my developed skills, I could build the army I'd wanted the first time.

BEGINNING AGAIN

Despite the fact that the army already existed (even if it was in a somewhat decrepit state), I still had to face many of the same decisions that anyone starting a new army has to make. The first was less of a decision and more of a test – what did I want the basic Space Marines of the army to look like? There was no shortage of inspiration around. Not only from the artwork being created, but also from some of the models being converted by people around the Studio. A squad of Ultramarines built by Dave Andrews and a few models made by Aly Morrison in particular caught my attention. What was most interesting about them for me was the fact that each one was treated very much as an individual, from the non-standard armour plating, to the personalised heraldry and liturgy, painted onto purity seals and shoulder pads.

Even a fairly large Space Marine army tends to be small compared with most others. That meant that even if I spent a longer than usual amount of time on each model I'd still have a playable army before too long.



◀ Dave Andrews's Ultramarines



▲ Mark Gibbon's concept artwork



▼ Aly Morrison's Gothic Marines

BACKGROUND AND THEME

One of the things that derailed my original army was the lack of a strong theme and background, so before I put brush to paint, I spent some time establishing exactly what I wanted. There were three things to think about – the background and how that would affect the appearance of the models, the composition of the army itself, and the iconography and how I wanted to apply it. Like any plan, it would probably have to change as I went on, but it would still act as a solid foundation. I wanted to avoid simply making up a 1,500pt army and painting it in quite a regimented way. Instead, I decided to build and paint small detachments of a few squads at a time and allow the army to accumulate slowly. The only thing worth deciding at this point is that the army should have a lot of Scouts to represent the lack of power armour across the army. Aside from that, it was a case of going through Codex: Space Marines and deciding what wouldn't fit the background and then ruling them out or restricting their numbers. I ended up with this (see above right).

I thought about ruling out Land Speeders too, but rapid scouting vehicles would be vital in a sparsely populated desert environment, so I left them in. I still liked the Chapter badge that I'd designed for the army all those years ago. Unfortunately, at the time I wasn't really able to paint it very well and, while it may look simple, it can take a bit of time to do right. Even so, I decided to use it anyway, but it would need some extra details to fill in to information normally shown on Space Marine armour – Chapter, Company, squad and squad type, along with any honour markings. As another touch of detail, I decided to give the Scouts the same squad types as power armoured troops that they were replacing. That meant that Scout squads filled with snipers and heavy weapons would get the Devastator badge and units with pistols would get the Assault squad badge.

FORCE ORGANISATION



0-1 Company Commander, 0-1 Librarian, 0-1 Chaplain and a single Command squad.



0-1 Terminator squad, 0-1 Dreadnought, 0-2 Veteran squads.



0-3 Tactical squads, 1+ Scout squads.



0-2 Assault squads (at least one must be without jump packs), Scout Bike squadrons, Land Speeder squadrons, 0-1 Land Speeder Tornado or Typhoon.

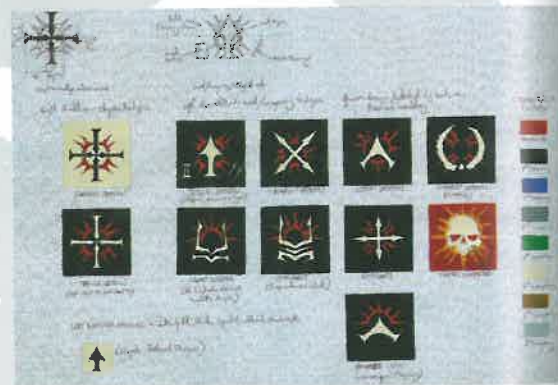


0-1 Devastator squad, Predator, 0-1 Land Raider, 0-1 Whirlwind.

ICONOGRAPHY



Incidentally, the reason the Chapter badge is on the right shoulder rather than the left is because, when I originally designed the uniform, I was using MK 6 Space Marine armour, which had a studded left shoulder pad. That meant that the Chapter badge had to be on the right...



Steve's original concepts for Chapter icons.

THE HELION LEGION

The original, somewhat vague idea was simply to have a Chapter that was isolated at the edges of the Imperium, working with scarce supplies. The first step was deciding something of their history. Being founded from the Ultramarines Chapter in order to provide guardians for the furthest flung Imperial worlds seemed like a good start.

The Chapter would end up attempting to hold several far-flung systems together. That would mean dividing the Chapter into self-sufficient Companies each acting as a mini-Chapter by itself, with its own scouts, veterans and support. Seven Companies seemed like a good number. I decided that my army would be the First Company, based on a desert world. This was partly for the image of hard-pressed Space Marines

fighting on a desolate world, but also because bright desert bases would provide a good contrast to their black armour. Covering the armour in dust and scratches would also be a good way of getting across the desperation of their situation.

The desert terrain also gave me an idea for a Chapter name – The Helion Legion (named after the Greek sun god Helios).

As I've already said, it was some of the more ornate models being made around the Studio that fuelled my return to the Space Marines, but the background that I was sketching out didn't seem to fit that image terribly well. I liked the background and wanted to use it, but I also wanted at least some of the models to have a high level of decoration.

Then it came to me that the Chapter Grand Master would have to travel between his far-flung domains, along with his own company of warriors, recruited from the best that the different Battle Companies had to offer. It would be fitting for these warriors to be decked out in all of the heraldry and history that the Chapter could muster...

Of course, no army would be complete without sworn enemies to provide ideas for banners and other details, as well as giving the background more bite. In the case of such an isolated Chapter, they would have twin challenges of Imperial worlds attempting to break away from Terra altogether as well as the omnipresent threat of Orks. Fringe worlds have also started showing signs of Necron activity...

STARTING

Most of these ideas were present in the original army, so it didn't take too long to get the theoretical stuff out of the way, then it was on to the modelling. Looking at the army that I had already, I decided that any models that I used from it would have to be repainted. While I could use the army as it was, I decided instead to use it as a sort of giant bits box and start virtually from scratch.

I would build the army up in small groups, deciding what I wanted for each and then seeing if there were models from the original army that I could remodel and repaint to fit. Any gaps could easily be filled with new models. I decided at this stage not to worry about any models that might be left over – that I ended up with the army I wanted was the important thing.

THE FIRST MODEL

Painting the basic uniform was pretty straightforward. I had decided to produce a weathered, battle-damaged model so I avoided doing very pronounced highlights on the edges of the armour panelling and instead tried to go for a more gradual blend.



THE FIRST SQUAD

Once the first model was looking right, it took very little time to get the rest of the squad together. I decided to do a Rhino to go along with them, partly to make the squad more mobile and partly to establish a colour scheme for the tanks of the army.

I followed the same pattern as I had previously in painting the squad, starting by painting the clean version and then adding chipping, dust and oil stains. For the placing of markings, I mostly followed the guidelines in the Insignium Astartes book with a few minor changes to fit the iconography of my own Chapter.

The flat doors on the roof of the Rhino make a great place to add more unique squad iconography. This time, I opted for a slightly more elaborate version of the standard Tactical squad symbol, but I already had some ideas brewing for the next tank...

I deliberately avoided adding stowage, fuel cans and other bits and pieces that normally cover the tanks of the Imperial Guard. This was because I saw Space Marines as a rapid reaction force, that would tend to spend very little time in the field between battles, and so their vehicles wouldn't acquire the same sort of 'lived in' appearance that characterises the Imperial Guard.

PAINTING THE HELION LEGION – THE BASIC UNIFORM

Before I could begin to paint the model, I prepared it by adding sand to the base of the model with PVA woodworking glue, and then undercoating the entire model with Chaos Black spray.



1 With the undercoat dry, I painted any panels that I wanted to be white on the finished model with Snakebite Leather, and all of the metallic parts with Tin Bitz. For the black armour, I used a mix of Chaos Black and Codex Grey paint, beginning with quite a dark tone, and then lightening it for a second layer.



2 For the gun grip and any pouches, I started with a layer of Scorched Brown, and followed it with a layer of Bestial Brown, then a highlight of Bestial Brown mixed with Bleached Bone.



3 I painted most of the metallic parts with a layer of Boltgun Metal, followed by highlights painted in Chainmail.



4 I used Brazen Brass as a basecoat for details like the chest eagle and purity seals, then added a layer of Shining Gold, and finally finished with highlights of Shining Gold mixed with Skull White.



PAINTING THE HELION LEGION – SHOULDER PAD PROGRESSION



A Chapter shoulder pad



Squad markings

PAINTING THE HELION LEGION – BATTLE DAMAGE



With the clean version of the uniform complete, it was time to have a bit of fun messing it up.



1 I started by adding scratches to the paintwork anywhere that paint would be scraped off during battle. I concentrated mainly on the areas around the feet, ankles, knees, elbows and fists. I then added a few scratches around the exhausts on the backpack and a few more around random seams in the armour to finish off.



2 The desert bases make an ideal contrast to the black uniform. I started by painting the base with Bestial Brown and then drybrushing it with layers of Snakebite Leather, Vomit Brown and Bleached Bone. As I added each layer, I drybrushed the same colour onto the model, concentrating on the lower legs, but adding a few more dirty patches around the knees and elbows.



3 I used Chestnut Ink to add oil leaks around the vents on the backpack and a few random seams in the armour. I like my Space Marines to have black eyepieces rather than coloured ones, so I varnished them to make them stand out more on the finished job.

THE FIRST ENGAGEMENT

New rules don't mean that you have to abandon your armies or change your line-up profoundly, but then again, maybe it's just the excuse you need to bring a once loved army back into the light of day with the benefit of a few years' painting experience. Which means it's time for me to finish off another squad or two, so I can start exploring.



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A squad from the Helion Legion is surrounded by their old foe, the Orks.

WARHAMMER
40,000



WHAT IS CHAPTER APPROVED?

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. If you've got something good for Chapter Approved then write to us 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 we won't be able to send individual replies.

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Nottingham, UK
NG7 2WS

CHAPTER APPROVED

Greetings ever-faithful citizens and welcome once more to the Emperor's favourite column, Chapter Approved. This month Scrivenér Hoare brings us details of fighting in the myriad swamp worlds of the galaxy.

BATTLE ZONE: SWAMP WORLDS By Andy Hoare

Andy: Codex: Catachans provides players with special rules for fighting deep in the perilous jungles of that world, and Codex: Cityfight provides an entire variant of the game of Warhammer 40,000 for fighting across the war-torn cityscapes of the far future.

Cityfight in particular inspired a huge number of players to leave behind the rolling plains, so frequently the setting of games, to partake of the highly characterful and challenging setting detailed in that Codex. I always thought this idea could be expanded to provide rules and background for a plethora of settings, many of which are highly suited to warfare in the 41st millennium. Wars on our own world have been fought in every environment from polar wastes to deep jungle, so consider the possibilities offered by an entire galaxy of weird worlds!

With that thought in mind, we've come up with the idea of providing simple and fun rules for playing games in a variety of environments. We've got a whole range of ideas squirrelled away for future use, from Daemon worlds to hydro-carbon oceans. We hope this idea proves popular, and if it does, we'll detail many more settings in the future.

For this first setting we decided to keep things simple. The focus of the article is on fighting battles across worlds whose prominent features are dank and dangerous swampland. Such a setting should not prove too much hard work for players to create this type of terrain, and the rules are simple enough that players don't need to learn an entirely new system just to give it a go. However, the setting does provide excellent modelling opportunities for those players who would like to create special terrain pieces, or indeed an entire gaming table to take advantage of it.

SWAMP WORLDS

Of the million and more worlds claimed by the Imperium, many thousands will feature vast tracts of high-impenetrable swamp.

Some of these worlds may conform to the major classifications used by the Adeptus Terra to define a world's type so, for example, a hive world may feature vast regions of mist-shrouded quagmire, out of which the mile-high cities soar. Agri-worlds may feature large areas of swamp that may be harvestable, and vast populations of indentured workers may toil their entire lives within the depths to reap their fruits. Feral worlds may also harbour such an environment, and the population of such a world may prove ideal for the recruiting of aspirant Space Marines.

The most interesting form of swamp world, from our perspective, is the death world type. On such worlds, the marshes and quagmires will be home to all manner of perils, from carnivorous plants to deadly creatures. Some Explorators claim that death worlds are possessed of a sinister anima that seeks to entrap and murder any who trespass upon them, and this can be understood in the case of worlds that feature endless expanses of treacherous swamp that are home to every nightmare an explorer can imagine.

WHY PLAY USING THESE RULES?

As with any specialised setting, playing your games in this environment will provide a unique set of gaming challenges, as well as highly characterful modelling opportunities. In games set on such worlds, you'll find yourself playing against the environment as much as your opponent, and while your own travails may prove frustrating, watching your opponent's favourite unit getting bogged down and assaulted by tentacled swamp beasts will more than make up for it.

But the greatest reason to play in such a setting is that it broadens the Warhammer 40,000 universe enormously. The planets of the galaxy are rarely green and pleasant lands. They are deadly, treacherous places, and that's just how we like it.

These rules are intended to sit on top of any of the normal missions. They significantly

change the nature of some of these missions, particularly for certain armies. Part of the challenge of using these rules is figuring out how best to overcome the environment and still concentrate on pounding the enemy into the ground. If you can do both at the same time, you truly are a general worth your salt!

TERRAIN

The prominent terrain feature for this setting is, unsurprisingly, areas of swamp. You'll need to mark these out in some way, the simplest being to scatter plain old sand to represent quicksand. Swamp areas should cover 50-75% of the table surface.

Try to avoid hills in this setting. Low mounds and the odd rocky outcrop are fine, but larger hills aren't really appropriate.

Use buildings (half-submerged ruins and pre-fab habs are ideal) to block line of sight, but try to keep these from dominating.

Plenty of trees should be used, but they should be clumped in small groups. In this setting, lots of individual trees are far more appropriate than fewer, dense areas of forest.

Furthermore, you should try to ensure there are a number of clear routes across the table; causeways that transport vehicles and slower infantry can cross. You'll find this offers tactical choices, such as whether to cross the causeways but to risk a bottleneck, or to trudge through the swamp in a more dispersed formation, but at a slower pace.

NEW RULES

Warhammer 40,000 is written from the assumption that the table will be occupied by a certain amount of terrain, but that the terrain itself should not really interfere with the game. In this setting, however, the focus

is much more upon the environment in which the battle is being fought. Therefore, there are a number of new rules to reflect this.

SWAMPS

Areas designated as swamps are as follows:

- They are considered difficult ground for both vehicle and non-vehicle models. Heavily armoured troops are at a distinct disadvantage, due to sinking in the mire, and so the maximum move possible for non-vehicle models moving on foot is the same as their Armour Save. Treat models whose Save is '-' and models whose normal save is Invulnerable (for example an Imperial Assassin with a Save of 4+) as 6. For example, an Imperial Guardsman with an Armour Save of 5+ can move up to 5". A Space Marine Terminator may only move up to 2". An Assassin can move up to 6".

- Swamps provide a Cover Save of 6+.

- By sacrificing its movement in the Movement phase, a non-vehicle unit may partially submerge itself in the swamp waters, increasing the Cover Save to 5+.

Place a marker of some sort next to the unit to indicate it is 'submerged'. This does not count as movement for the purposes of firing heavy weapons etc.

- Vehicles are never counted as obscured when travelling through a swamp.

GETTING BOGGED DOWN

The most gruelling aspect of fighting in a swamp environment is the difficulty of moving through the thick sludge. Troopers quickly become tired, equipment slows them down, and they become unable to react quickly to enemy activity.

The effects upon different models of getting bogged down in swamps is detailed as follows:

- Non-vehicle models and Walkers:** If two or more 1s are rolled on the unit's Difficult Terrain test, the models are 'bogged down' and may not make an Assault move this turn. Units that roll extra dice for Difficult Terrain tests may choose to roll fewer dice, representing them moving more carefully. Units that re-roll Difficult Terrain tests must accept the result of the second roll.

"Munitorum Swamp Warfare instructors may tell you the swamp is your friend. More realistic instructors may claim it's just neutral. Let me tell you; the swamp is not neutral and it most certainly is not your friend. It's your enemy, and you'll soon learn to hate it."

Rifleman Tyla, Scout Company, 34th Paludus



An Ultramarines force picks its way through the swamps, their Scouts deployed to guard their flanks



Tyranid Hormagaunts swarm over the wreck of an Imperial Guard Chimera troop carrier.

● **Vehicles:** With the exception of Walkers and Skimmers vehicles moving through swamps are in particular danger should they get bogged down. A vehicle that has become immobilised (for any reason) in a swamp must make a roll on the Glancing Hits table at the beginning of each of its turns (passengers may disembark first if they are able to). The result will be no higher than the number of turns the vehicle has been bogged-down, and any higher result is reduced to that number, (add +1 to the result for the vehicle being Open-topped as normal). For example, the first turn after the vehicle is bogged down it will be stunned. By the fourth turn it may suffer an Armament Destroyed result as it sinks further into the swamp, and by the sixth turn it may be lost for good by suffering a Vehicle Destroyed result. A vehicle destroyed in this manner should be removed from the table, to represent it sinking beneath the surface.

"When you're fighting in a swamp you're fighting on two fronts. You've got the enemy ahead of you, and the swamp beneath you. Let me tell you gentlemen, you take your eye off either, just for an instant, and you're dead meat."

Staff Sergeant Lakorzst,
Munitorum Adverse Terrain School, Kar Duniash

SWAMP CREATURES

The swamps and fens of many death worlds are home to all manner of belligerent or just plain hungry critters. To represent these in your games you will need to construct some small terrain pieces on 25mm round bases. We'll deal with how you make these later.

Before the game begins, each player rolls a D6. This is the number of swamp creatures he may place on the table. Each player takes turns in placing a counter in an area of swamp, anywhere on the table. The other player then rolls a D6 and a Scatter dice and moves the counter the distance and direction indicated. Should this movement take the counter out of the swamp or within 6" of any model it is placed as close as can be without fulfilling either of these criteria.

Any model that moves through a swamp within 6" of one or more swamp creatures is counted as movement through dangerous terrain. Roll a dice for each model – for each roll of a 1, a model is removed as a casualty as it is dragged beneath the surface by some

tentacled gribbly. Swamp Creature markers may not be targeted, harmed or removed in any way, they simply represent hazardous areas rather than specific creatures.

CODEX SPECIAL RULES

Some troops have a natural affinity for areas of swamp and marsh, regardless of whether they are considered experts in fighting in the environment. The following special rules apply to these units:

Codex: Tau and Kroot Mercenaries

Though the Kroot's Fieldcraft special rule does not help them in crossing areas of swamp, they do not count swampy ground within 6" of a Swamp Creature as dangerous.

Codex: Tyranids

Lictors are able to make particular use of marshy ground, where they may lie concealed as enemy troopers patrol by. Lictors are only ever detected on a roll of 6 when secretly deployed in swamps; template weapons and auspexes are no help.

Genestealers that infiltrate in swamp areas may begin the game submerged.

Codex: Necrons

Flayed Ones that deep strike or infiltrate may begin the game submerged.

Codex: Orks

Kommandos that infiltrate may begin the game submerged.

Codex: Dark Eldar

Dark Eldar Mandrakes use six models for the purposes of their Hidden Deployment rule, rather than three models.

Codex: Imperial Guard

Swamp Fighters. This is a new Skills and Drills Doctrine for Imperial Guard armies. Any Guard Infantry unit can be upgraded to Swamp Fighters at +10 points per unit. Swamp Fighters gain the following benefits:

- Move through swamps as if they were open terrain.
- Treat movement within 6" of a Swamp Creature as movement through difficult terrain instead of dangerous terrain (even the experts have to be wary!)
- Receive a 5+ Cover Save in swamps, 4+ when submerged.
- May infiltrate if the mission permits and they deploy in swamps, and may start the game submerged.

To facilitate movement through the dangerous marshes, Swamp Fighters must abandon cumbersome armour and equipment. The unit's Armour Save is reduced to 6+. The unit may not take any heavy weapons, but may take an extra special weapon instead, provided this is a grenade launcher (in many ways a signature weapon of swamp fighting experts).

For the purposes of determining which other Doctrines Swamp Fighters may be combined with, treat it as having the same restrictions as Jungle Fighters. Note that

DANGEROUS TERRAIN MARKERS

Dangerous terrain markers are used to indicate the presence of Swamp Things, and so long as these are based on 25mm round bases, you can let your imagination run riot when constructing them. There are a great many components in the Mail Order archives that are ideal, from the various tentacles from the old Chaos Spawn, to the carnivorous plant found on the Catachan Heavy Weapons sprue.

This marker was made using tails from plastic Skaven. Green Stuff was used to fix them to the base, which was then covered in PVA and dipped in sand. Once the PVA was dry, the piece was undercoated with Chaos Black spray. The tentacles were painted with Rotting Flesh and then given a wash of Purple Ink. Bleached Bone and Skull White were then drybrushed on,

before a spattering of Brown and Green inks were applied. The base was painted Scorched Brown, then drybrushed with Graveyard Earth. A generous coat of Citadel varnish was applied to the base and tentacles to give it the same wet, glossy finish as the table on which it would be used. Lastly, Graveyard Brown was painted around the base edge.



Swamp Fighters may be combined with Jungle Fighters, for some truly elite death world fighters.

Native Cavalry. Native Cavalry is a Special Equipment Doctrine that may be purchased by Rough Rider squadrons at +15 points per squadron. The regiment makes use of beasts that are native to the warzone in which they are fighting, for example, the shaggy Rek Horn ridden by the Rough Riders of the Drookian Fen Guard regiment. Cavalry native to swamp worlds treat swamps as open terrain, and areas within 6" of a Swamp

Creature as Difficult rather than Dangerous terrain.

Chimeras. Chimeras are considered amphibious, but this does not help them move any quicker through the sucking mire of a swamp. However, it does mean that the vehicle does not need to roll for additional damage should it become immobilised in a swamp.

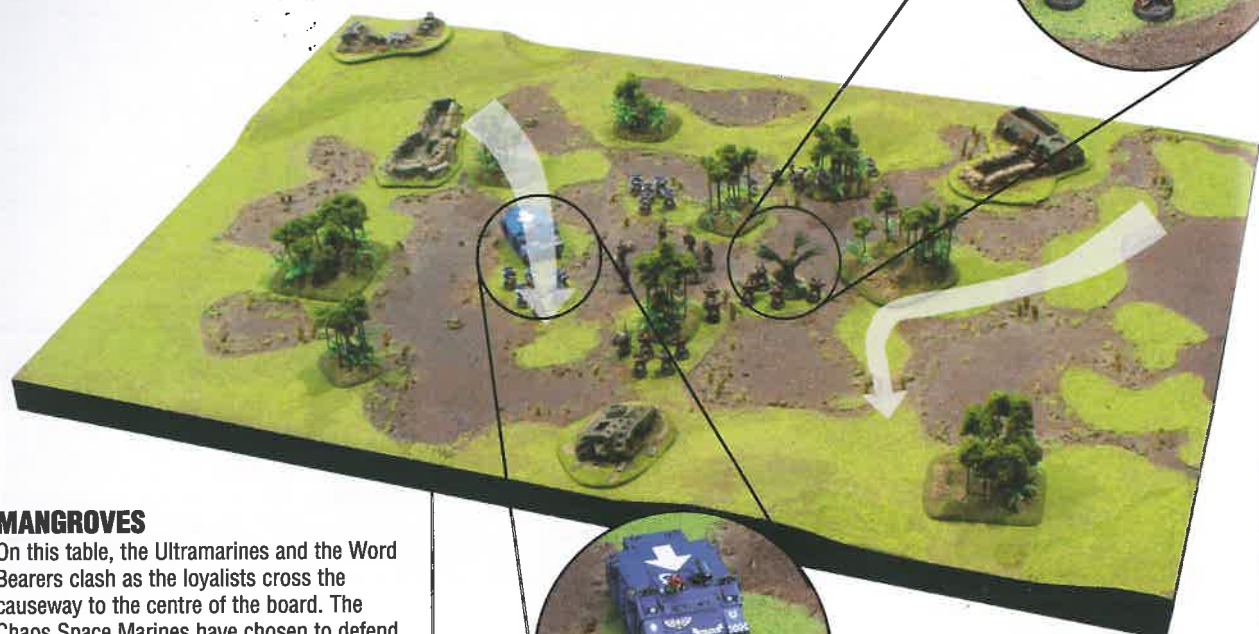
Codex: Catachans

Catachan Devils count as having the Swamp Fighters Doctrine at no additional cost.



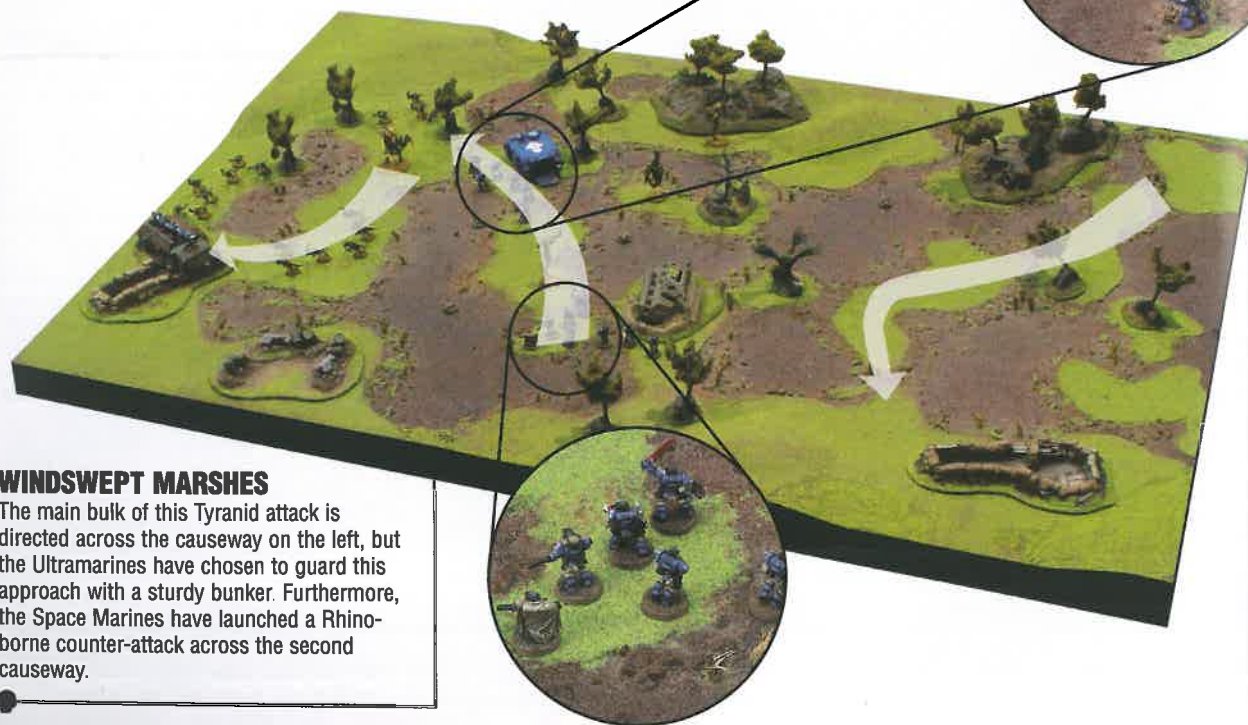
Imperial Guard Drop Troopers find the route to their objective, an air-dropped equipment canister, blocked by a deadly swamp creature

On these pages we've put together four example swamp world tables to give you a few hints on how they can be laid out. It's important that you include two or more routes through the swamp that infantry and vehicles can use, as the tactical challenge of capturing and controlling them, or of avoiding them altogether is all part of the fun. We've indicated these routes with arrows.



MANGROVES

On this table, the Ultramarines and the Word Bearers clash as the loyalists cross the causeway to the centre of the board. The Chaos Space Marines have chosen to defend an area surrounded by swamps and full of Swamp Creature markers, forcing the Ultramarines to make a head-on assault in their Rhino across the causeway whilst two more squads provide fire support.



WINDSWEPT MARSHES

The main bulk of this Tyranid attack is directed across the causeway on the left, but the Ultramarines have chosen to guard this approach with a sturdy bunker. Furthermore, the Space Marines have launched a Rhino-borne counter-attack across the second causeway.

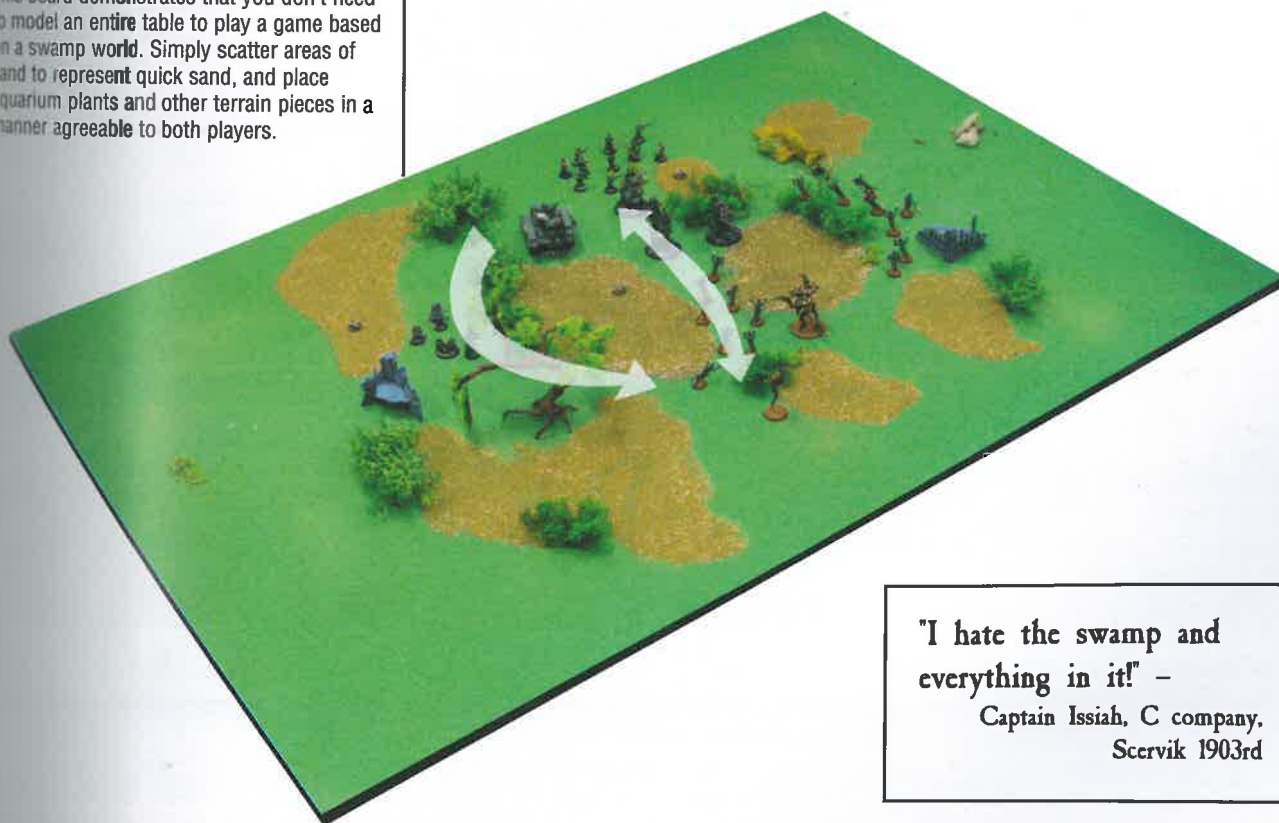


THEMED

Missions that rely on controlling table quarters present an interesting challenge for armies as they move from one section of swamp to another. In this Cleanse game, the Imperial Guard are exploiting a causeway to move across the face of the Tyranid advance, the Sentinels providing covering fire while the infantry squad moves to take the south-east quarter. The Tyranids have found their advance slowed by difficult terrain as they attempt to close.

SIMPLISTIC

This board demonstrates that you don't need to model an entire table to play a game based on a swamp world. Simply scatter areas of sand to represent quick sand, and place aquarium plants and other terrain pieces in a manner agreeable to both players.



"I hate the swamp and everything in it!" -

Captain Issiah, C company,
Scervik 1903rd

We asked Trade Salesman and painter extraordinaire, Laurie Goodridge to paint a Sisters of Battle Exorcist for us. The following pages show how he went about it.

CLEANSING PAINT OF THE EMPEROR

PAINTING AN EXORCIST WITH LAURIE GOODRIDGE



The Exorcist kit before Laurie got his hands on it.

PREPARATION IS THE KEY

After cleaning up all the parts I did a dry-run assembly of the model. As there are a number of really fiddly parts on this tank, I decided to leave a few of them separate to make my job a bit easier. The servitor, Battle Sister and organ housing for the sister were all tackled separately, then glued into place after painting. The rest of the model went together without any problem.

Rather than concentrating on a particular Ordo for the colours, I opted to paint the model in a non-specific colour scheme. This reflects the unique and revered nature of these rare vehicles. No Ordo claims ownership of such an artefact. Looking through a book on Gothic painting and Architecture provided me with the

colour solutions.

I chose a dark, warm grey as the base, like stone, and other warm colours such as tarnished gold for the organ pipes, cream for the purity seals and scrolls and red-pinks for the panels. A few contrasting cool colours on the Fleur-de-Lys and visors would help balance the colour scheme. I used the front panel of the tank to try out the scheme, this would give me a chance to try the colours out before really getting stuck in to the detail.

GETTING STUCK IN

I undercoated the whole model with Chaos Black spray and then fixed up any missed bits with a thin coat of Chaos Black paint.

For the main body of the tank, I made up a pre-mixed pot of 3 parts Fortress



Detail of some of the first stage of the drybrushed metal.



Here Laurie has finished the metal work and has begun on the scrolls.

Grey, 2 parts Graveyard Earth. I created the tanks base colour using 1 part Chaos Black, 1 part pre-mix. I added more black for shading. Once I was happy with the overall colour, I used the pre-mix as was to pick out all of the edges.

Each metal area was undercoated with Tin Bits and drybrushed in three stages. Brazen Brass, Burnished Gold and finally a small amount of Chainmail. The rough paint application of drybrushing gives an aged look that is very suitable for this piece.

IT'S ALL IN THE DETAIL

Next it was time to get into the details. I knew I wanted to use reds for the robes on the characters in the icon panels, but bright red would end up looking a bit garish which was not quite what I wanted for this piece. By mixing Red Gore with Skull White I got a muted, pastel red that is warm and subtle, making the icon panels an interesting feature, rather than a focal point. The swords and the shield were painted in cool grey shades using Shadow Grey and Skull White. I picked out the skin tones in Dwarf Flesh, highlighted with Elf Flesh.

All the scrolls, purity seals and pennants were going to be similar in



A picture of the front detail about halfway through being painted.

colour so I did them all in one hit. Scorched Brown was applied as a basecoat, followed by Commando Khaki. The purity seals were given an extra highlight layer of 1 part Commando Khaki and 1 part Skull White.

The Fleur-de-Lys were given a basecoat of Fortress Grey, after which I then painted thin layers of Skull White for the highlights. To give it a bit more depth, I mixed a little Chaos Black with Fortress Grey and carefully shaded the symbol.

Here, Laurie is about halfway through the project. You start to get an idea of what it will look like finished.



The statue in the centre of the organ pipes was painted Fortress Grey, and highlighted with Skull White.

As for the fine details, I painted the portal windows with a basecoat of Midnight Blue, then mixed Midnight Blue and Skull White for the highlights. Pure Skull White was used to edge the glass. The numerous skulls located on the tank were painted Bleached Bone then washed with a layer of 1 part Yellow Ink, 2 parts Brown Ink.

GIRL AND THE MACHINE

The Battle Sister and servitor were temporarily attached to slotta bases to make painting easier. The Sister was painted in the colours of Our Martyred

Lady, the robes were given the same treatment as the characters on the panels. Her armour was highlighted with a mix of Midnight Blue and Fortress Grey. I took a lot of inspiration for the colours from the Battle Sister illustration by Karl Kopinski. To get her hair right, I first gave it a basecoat of Skull White then used thin Desert Yellow for shading. Pale hair needs warm skin tones on human models, otherwise I find they tend to look a bit sick. Dwarf Flesh carefully highlighted with Elf Flesh provided a good base. I then shaded the face with a little thinned Flesh Wash.

I drybrushed the servitor with Boltgun Metal. Then used Chainmail to highlight



A finished side plate.



The rear of the organ pipes.



The finished Servitor.



The finished Battle Sister.



The Fleur-de-Lys from the side hatch.



The finished detail on the front of the Exorcist.

COLOURS USED



Skull White



Chaos Black



Fortress Grey



Red Gore



Graveyard Earth



Shadow Grey



Dwarf Flesh



Elf Flesh



Scorched Brown



Kommando Khaki



Midnight Blue



Bleached Bone



Desert Yellow



Tin Bitz



Brazen Brass



Burnished Gold



Chainmail



Boltgun Metal



Yellow Ink



Flesh Wash



Brown Ink

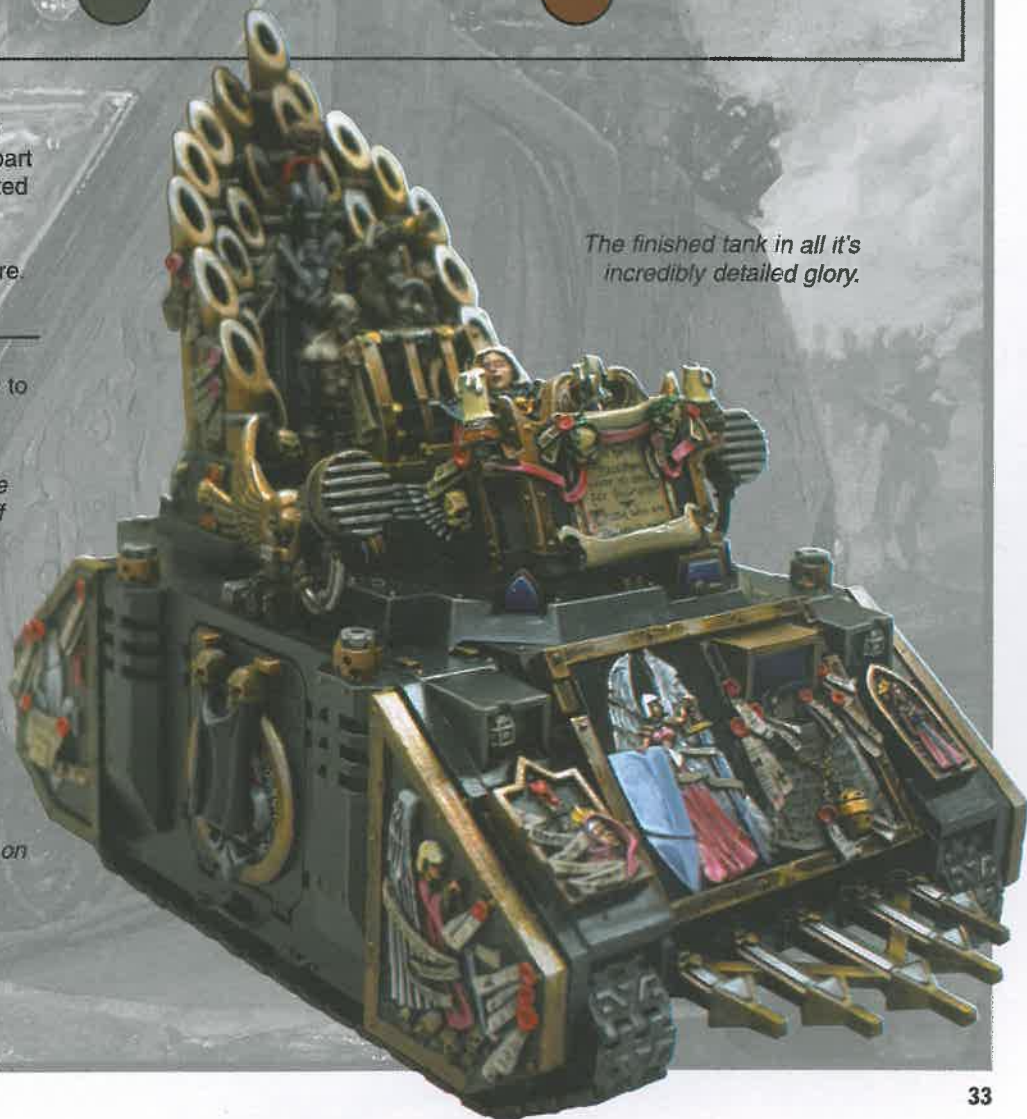
4 The unnatural, waxy skin was basecoated with a mix of 2 parts Elf Flesh, 2 parts Desert Yellow and 1 part Flesh Wash. This was then highlighted by adding small quantities of Skull White. The areas where flesh and metal met was painted with Red Gore.

READY FOR ORDERS

With everything painted, I glued the whole lot together. It was now ready to vanquish the Emperor's foes.

Editors Note: Laurie has been painting for years and has won more than a couple of trophies in the Staff categories in the Australian Golden Demon competition. When we received a sample kit of the amazing detailed Exorcist in the Studio, we asked Laurie to paint it as we knew he would do it justice. With this year's Golden Demon competition just around the corner (October 24th), we hope this article has provided you with the inspiration you need to finish that project (or projects even) on your painting table. And good luck!

The finished tank in all its incredibly detailed glory.



WILL OF IRON

PART 2 OF ONE MAN'S QUEST TO BUILD A TOURNAMENT ARMY FOR WARHAMMER 40,000



Christian Byrne

White Dwarf's Christian Byrne adventures into the realm of Warhammer 40,000 tournament play. He's been working hard on the implacable warriors of iron, so this month

there's a whole load of new twisted Chaos madness to show you. These include his hard-hitting Havocs and Basilisk, two Heavy Support choices capable of laying down the withering fire the Iron Warriors are so rightfully feared for.

Christian: So far all I can really say about my Chaos Lord Vathek's background is that he is small time. There are definitely bigger and nastier Chaos Lords and Daemon Princes out there, with plenty more Chaos Space Marines and Cultists at their disposal. But Vathek is smart enough to bide his time until an opportunity presents itself. With only a limited amount of men and vehicles at his disposal he can't afford to do anything more than besiege small settlements along the fringes of the Eye of Terror. He'll need all his wits and resources for when that time comes. So I decided that Vathek's fate would be decided on the small Imperial world of Hierodon VI. While flying about looking for unsuspecting convoys to raid, Vathek's crew picks up a distress signal from an Imperial facility on Hierodon VI. Some accident has befallen the inhabitants of

the base, but the Iron Warriors are unsure exactly what it could be, as the communication ends as suddenly as it began. Feeling as if his time may finally have come, Vathek orders his ships to make all haste to the stricken world. Once in orbit he selects some of his best troops to form a small expeditionary force and takes several shuttles to the mysterious planet's surface...

THIS MONTH...

But now it's onto the heavy hitters, The first being Chaos Havocs, able to crack open enemy tanks or rain down death on lightly armoured troops. Following them is the awesomely destructive Basilisk, stolen Imperial ordnance now used to bring down the solid walls of those bastions it was designed to defend.



Vathek leads shock troops into battle, while the Basilisk and the Havocs lay down a lethal barrage of firepower.

CHAOS HAVOCS

Havoc 1 is the most extensive conversion in the squad. I sawed off the upper torso of an archive Space Marine dressed in the old Crusade armour and filed the bottom down. I then took a plastic Chaos Space Marine torso, glue it to the legs, and carefully cut it in half above the belt. I then filed down the legs and torso pieces so they fit each other properly then pinned them together. For the autocannon I used the heavy stubber from the Imperial Guard Vehicle Accessory sprue as it looked like it would match the heavy bolter arms from the Chaos Space Marine Command sprue. I cut the hand off the back of the heavy bolter and glued it and the heavy bolter's ammo belt to the heavy stubber, then filed the Imperial Aquila off the weapon. Once this was dry, I pinned and glued the assembly into place. I used Green Stuff to fill the gaps.

Havoc 2 was a bit more straightforward. The head and torso are from the Khorne Berserker sprue with the headdress and Khorne icons cut and filed off. The rest of the components are the standard Chaos Havoc with autocannon. As I want these guys to look archaic rather than demonic, I cut off the monster-faced muzzle and replaced it with the larger meltagun nozzle from the Chaos Space Marine biker. I also cut away the skull adorning the weapon. Pinning was useful here for matching all the pieces up (see box).

Havoc 3 was very straight forward, being made of standard Space Marine parts with an Iron Warrior torso. The missile launcher itself was customised with a monstrous head taken from the Chaos vehicle accessory sprue.

The next conversion (Havoc 4), was a bit more involved. Firstly I used an old Space Marine Devastator body which I cut in half. I filed the top flat and removed the Imperial insignia on the legs. The body is a plastic Space Marine torso. I cut the belt away, leaving the front intact so it would overlap the metal leg section and cover the join at the front. The other components are the Chaos Havoc missile launcher arms and backpack. The missile launcher was modified to lessen the demonic look by cutting away the head. The front section of the Havoc missile launcher was then filed down to fit.

Lastly, Havoc 5 is an Imperial Space Marine with Chaos Space Marine shoulder pads. He contrasts nicely by looking the most like an Imperial Space Marine. It is easy to imagine that a force like Vathek's would scrounge various armour sections after battle to replace those that had worn out over many thousands of years of war.

All of the Chaos Havocs have been painted with the same methods used to paint Vathek and the first unit of Chaos Space Marines, described last issue. It is always important to establish early on how you want to paint the army, so when it's all done, it looks unified.



PINNING

Dry Run: After pinning, put the pieces together without gluing them. This dry run will let you see if all the pieces fit together and what the finished model will look like, enabling you to make any necessary alterations without getting glue everywhere.

Red Dotting: A good trick to help you to get your components to match up is to apply paint to the end of the pin. While the paint is still wet, place the pinned piece where you intend it to eventually go. The paint will mark out on the point you should drill.



PIN VICES ARE POINTY!

Whenever you pin models always be careful, especially on metal. One slip and you could stab yourself in the hand, and that's not nice. To avoid this, I normally gently score the point I'm going to drill with a modelling knife.

CHAOS BASILISK

The Basilisk is one of the main reasons to play the Iron Warriors. The model is already an awe-inspiring piece of kit, so the modifications are cosmetic, things like filing off Imperial insignia, gluing on spiky bits and replacing the Imperial Guard crew with Iron Warriors. In keeping with the rest of my army, I wanted the conversions to make this look more like the Imperial version's evil twin as opposed to a daemon-warped engine of destruction. The really dramatic thing about this vehicle is the painting. The important thing to remember is that the vehicles in this army are painted using exactly the same techniques as the Chaos Space Marines (see last issue) with a few extra touches to give them a war-torn appearance.



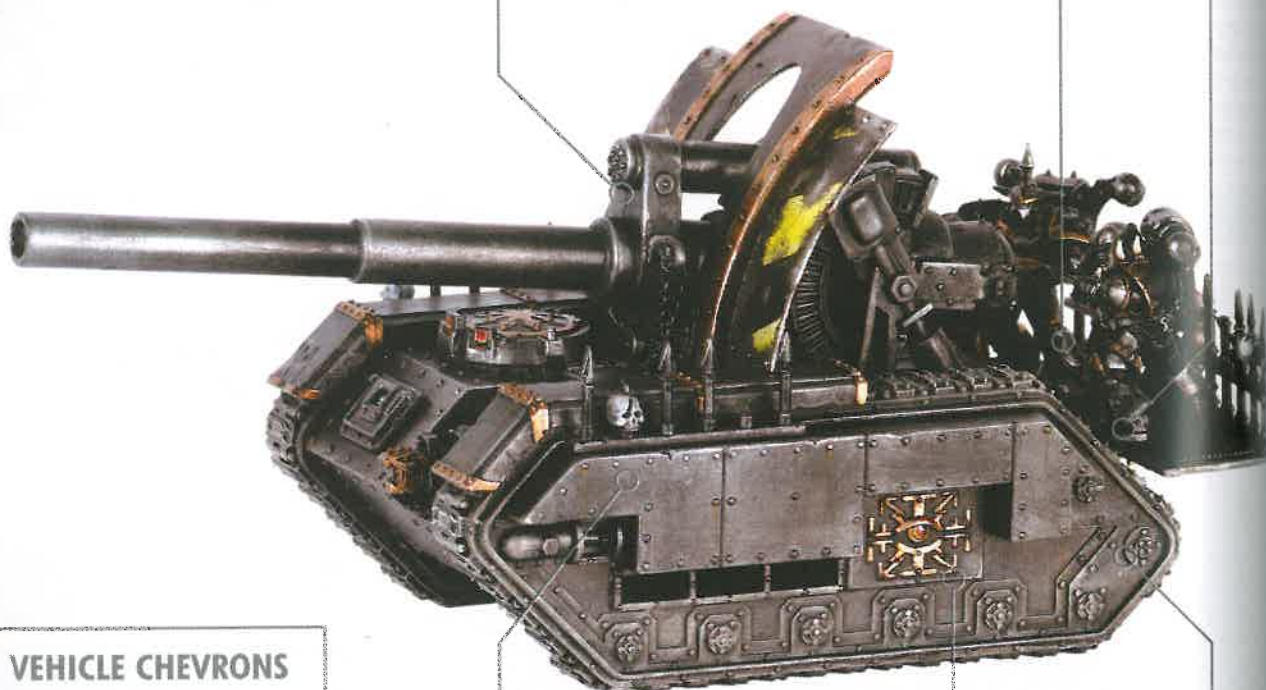
Weathering: To make the vehicles look used and abused I use weathering powder. This product is usually used on model railways and does exactly what it says – makes the model look weathered. Once applied you just use a brush to spread it into the recesses and over the brightest areas. You can also get a similar effect through drybrushing, but you have to take care that most of the paint has been wiped off the brush.



Shells: These shells, and the gun's breach, are a part of the Basilisk upgrade kit available from Forge World. I cut the shells from their pallet, separated one off for the loader and glued the remaining three onto the vehicle. I then painted the shells with a mixture of Brazen Brass and Tin Bitz, before a final drybrush of Brazen Brass.



Trophies: Whenever I come to paint these I try to use colours that will stand out from the rest of the vehicle, but will not clash too much. I also like to use watered down paint and inks to show signs of weathering, as well as dried blood.



VEHICLE CHEVRONS



To make life easy when painting large scale Chevrons, I carefully cut lengths of tape in half to mask the different areas to be painted, once the first colour is laid down it's easy enough to remove the tape and paint on the next colour. It makes it look a lot more convincing, though you need to make sure the tape is straight.



Hatches: The side hatches on a Basilisk bear the Imperial Eagle, and it was going to be hard to remove them. Looking around, I discovered that this panel from the Chaos vehicle sprue would be perfect. A bit of filing round the edges made it fit.



Dust: Everything in the army has been made to look like it has been moving through wasteland. To accomplish this I drybrush Graveyard Earth, then Bleached Bone followed by Skull White. Each layer is progressively lighter than the previous one. I also use this technique on the Chaos Space Marine bases.



Side Panels: Like the rest of the armour trim these are painted the same way as the Chaos Space Marines. The rust stains running down from the bolts are very easy, first mix up one part Brown Ink with one part Fiery Orange and run an irregular strip of paint from the base of the bolt, going down. Then use watered down Fiery Orange around the base of bolt, but keep within the area of the first wash.

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BASILISK CREW

I designed these two Chaos Space Marines to detach easily from the Basilisk (this enables them to be transported like the rest of the army) by means of an extra length of wire in each foot that fits onto the rear platform. I wanted the loader to look as if he is carrying a fresh shell to the breach. The next thing I did was to take the bionic arm from the Iron Warrior Warsmith (left over from converting Vathek), and reverse it so it would hold the resin shell from the Forge World upgrade kit. The nose of the shell rests on a metal hand from the Iron Hands boxed set that I gently bent until it was open. The rest of the loader's components are an Iron Warrior's torso and a Chaos Space Marine Biker head.



The Basilisk Commander (shown below) is the Chaos Havoc Champion, with legs from the Khorne Berserker sprue. The model is then positioned to look as if he's signalling to the loader to prepare the next round.



RUNNING THE GAUNTLET

True to my word, I have embarked upon a campaign to test out my fledgling army. I resolved to march to war, after reminding myself of the tournament rules before launching myself into my first encounter.

Game 1: Guy Haley's Ork Speed Freaks.

This first match promised to be educational. I haven't played that much against Orks, and can't remember ever having played this particular variant. Needless to say, I was outmanoeuvred by Turn 2 and had to desperately try to immobilise the Ork's Battlewagon, Buggies and Trukks. Unfortunately for me none of my three Heavy Support choices killed a single Ork, which kind of went against my original plan of attack. Oh well. The good news for me was that my two Chaos Space Marine Squads performed admirably in both shooting and assault, I even managed to kill most of the Orks. But while my men were tied up in combat the remaining Ork vehicles seized two table quarters and contested the rest. Sadly for me, as the tournament scenario awards 200 extra Victory Points for each table quarter that meant a decisive victory for Guy, a result only slightly less terrible than a Massacre. But all is not lost, as I learnt some valuable lessons from the battle. For a start the Speed Freaks are potentially one of the most lethal close combat armies in the game, able to pin down less numerous armies like Space Marines very swiftly. Their natural excellence in combat means that even if they are not able to defeat an enemy, they are able to hold enemy squads in assault, thereby allowing their vehicles to seize table quarters.

Game 2: Paul Scott's Tau

You might remember Paul from White Dwarf 293's Battle Report. He's not only a Tau maniac, but a seasoned tournament veteran, so I was in for a tough fight. After trading some heavy munitions fire (with me having some luck with the Basilisk), Vathek and his assault troops charged into the BroadSides and proceeded to do some reasonable damage. But the unrelenting firepower of Paul's Crisis Battlesuits and Hammerhead gunship did critical damage that eventually broke the Iron Warriors, though the Dreadnought and the Basilisk did a good job of knocking some much-needed holes in the Tau lines. Turn 6 was close, but the destruction of my Rhino by two advancing Crisis Battlesuits lost me a much-needed table quarter and I was defeated. Great game though. Paul is a good player and an even better sportsman. Let's hope that at my first tournament I come across players who are equally as fair.

Game 3: Guy Haley's Imperial Guard

After being slapped around by his Speed Freaks, I decided to try Vathek's luck against Guy's Imperial Guard. My first mistake came when I deployed my Infiltrators to strengthen

my left flank rather than to harass some of the vulnerable Guard on the right. Guy, however, was not so blind and placed his Infiltrators where I probably should have placed mine. I had real trouble with them the whole game, as they would not die no matter how much I shot at them. There was also an unfortunate encounter with 20 Conscripts that managed to make back twice their points cost in Iron Warriors (ouch), but I had to smile when Vathek charged in, killed two and then wiped out the rest as they ran away. In the centre of the table, I felt my heart skip a beat when the Dreadnought suffered from a Blood Frenzy, enabling it to suddenly move within assault range of a Lemman Russ Demolisher. This it subsequently destroyed. The rest of the army performed well, except my Basilisk, which was destroyed by Guy's infiltrating Hardened Veterans. By the end of the battle I had captured and contested more ground than the Guard. The Iron Warriors had their first victory, but they really had to bleed for it.

There are a couple of things to be addressed with my army list, small tweaks that should strengthen some important areas. The biggest changes will be to the squads themselves. The Havocs, for example will lose the ability to infiltrate in favour of the staying power offered by the Mark of Chaos Undivided. Another change is to the last Chaos Marine squad, reducing its number from nine to seven. The extra points can be spent on upgrades to either Vathek or the Dreadnought. I'll test these out between now and next issue and let you know what works.



NEXT MONTH

In the conclusion to Will of Iron, I'll unleash the last two elements in Vathek's arsenal, more Chaos Space Marines, armed with a lethal combination of plasma guns and the daemonic Kai Gun, and another Dreadnought. The metal monster is piloted by one of Vathek's former aspiring champions, Dakroth, who, after an unfortunate run in with a power axe, found himself in this new iron body.

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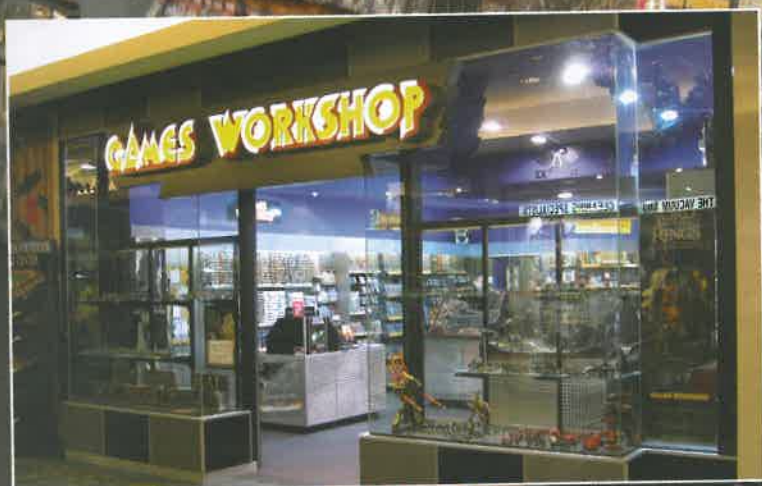
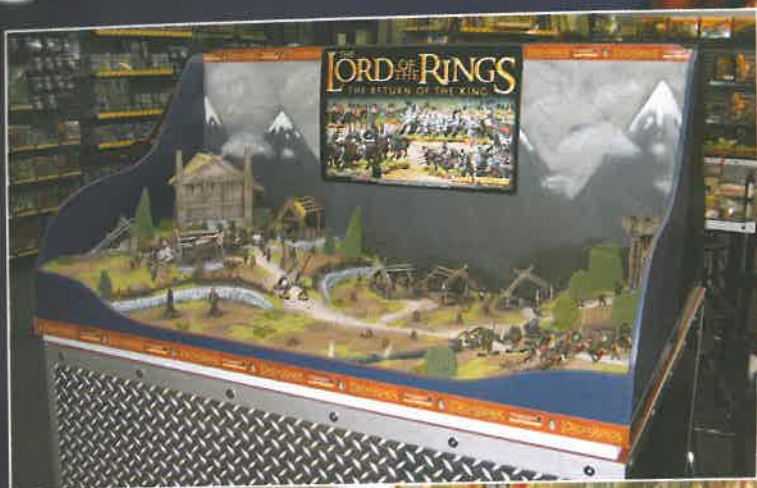
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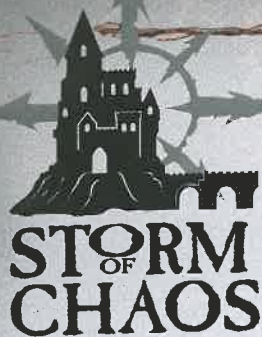
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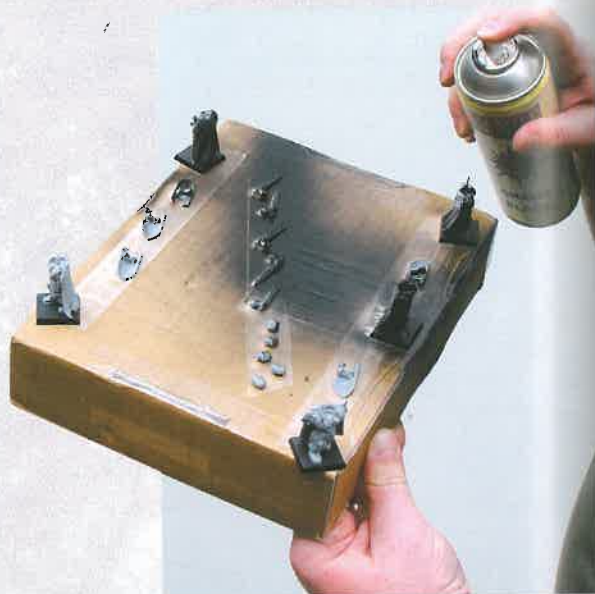


PAINTING WORKSHOP CHAOS WARRIORS

Regular readers will remember Lure of the Gods, Paul Sawyer's series about collecting a Chaos army. With the Storm of Chaos campaign looming large he's decided to put together the new plastic Chaos Warriors to replace the old plastics. These are so old they were released the month after Paul first became editor of White Dwarf! He explains how he built and painted his new regiment...

UNDERCOATING

I don't build my models all at once. I prefer to paint them in sub-assemblies so I can get to as much of the model as I can (you might not be able to see it, but I know the back of the shield isn't painted...). When undercoating I use double-sided tape to stick my models to a box for spraying. This enables me to twist and turn the models for better spray coverage without them falling over. I then carefully dry the models with a hairdryer (I'm not going to use it for anything else after all).



CLIPPING HORNS

The Chaos Knights Brian Nelson sculpted were a big reason I started my army. My favourite was the one without horns – very brutal-looking. To replicate this on my plastics I snipped off most of the horns from my models, carefully filing the area smooth before undercoating them. This also makes it easier to pose the models as the horns aren't there to catch on the armour and weapons.

CHAINMAIL

1 Use a small brush to drybrush the chainmail with Dwarf Bronze.



2 Apply a lighter drybrush of Shining Gold.



3 Paint the areas of armour that have been hit by bronze and gold with Chaos Black.



HELMETS

1 Flatbrush around the neck with Boltgun Metal.



2 Lightly brush the grill and eye slits with Boltgun Metal.



3 Use Mithril Silver to paint the rivet above the eyes.



BELTS

1 Paint the belt and armour straps with Scorched Brown.



2 With a 2:1 mix of Scorched Brown and Bubonic Brown highlight the strap tops and the belt.



3 Carefully paint the buckle Chaos Black.



4 Paint Mithril Silver over the belt buckle.



CLOAKS

1 Apply a basecoat of Scab Red (you will need to use two coats).



2 Paint a 1:2 mix of Scorched Brown and Scab Red into folds and recesses.



3 With a mix of four parts Red Gore to one part Skull White add highlights to the raised areas.



4 With a Red Gore/Skull White mix of 2:1 paint the edges and pick out the raised areas and folds.



5 Glaze the cloak with Red Ink to unite the shading and highlights.



SHIELDS

1 Give the icon a Dwarf Bronze basecoat.



2 Add Shining Gold to the tips of the 8-pointed star but not the central circle.



3 Paint the arrowheads with a 2:1 mix of Shining Gold and Mithril Silver.



4 Flatbrush around the edge of the shield with Boltgun Metal.



5 Paint the ring at the right of the shield with Shining Gold.



Left: Unlike the older regiment the new plastics are a joy to paint and didn't take me anywhere near as long. By far the biggest improvement in my opinion, apart from the obviously higher quality sculpting, is the fact they are so much easier to rank up!

Right: The first of the true multi-part plastics, the Chaos Warriors regiment was a milestone in development Games Workshop's range of plastic regiment kits. But time marches on, and now the models look ready for retirement.



SWORDS

- 1 Give the sword blade a Boltgun Metal basecoat.



- 2 Paint Mithril Silver down the right side of the flat of the blade on both sides.



- 3 Flatbrush down the other side of the blade with Mithril Silver.



- 4 Apply a 2:1 mix of water and Black Ink around the arrow on the blade for contrast.



- 5 Paint the pommel, crossguard and arrow with Dwarf Bronze.



- 6 Highlight the bronze areas with Shining Gold, leaving a trace of Dwarf Bronze showing.



- 7 Using a 1:1 mix of Chestnut Ink and water paint around the rivet on the arrow.



- 8 Use a 1:1 mix of Shining Gold and Mithril Silver on the detail of the pommel and crossguard.



- 9 Carefully paint Scorched Brown onto the handgrip of the sword.



- 10 Paint the base of the pommel ring with Boltgun Metal.



GLOVES

- 1 Paint the gloves with a 1:1 mix of Chaos Black and Bubonic Brown.



- 2 Paint a 2:1 mix of Chaos Black and Bubonic Brown into any grooves and recesses.



- 3 Highlight with a 2:1 mix of Bubonic Brown and Chaos Black over knuckles and raised areas.



- 4 Add a final highlight with a 2:1:1 mix of Bubonic Brown, Chaos Black and Skull White.



FLATBRUSHING

A technique I use a lot when applying paint to raised areas and, in particular, to edges, is 'flatbrushing'. This is a very simple and fast technique which gives you good results. You take a normal amount of paint onto the



When painting normally the tip of the brush is used for applying the paint.

brush and then, using the side of the bristles, run it over the detail you wish to paint in order to pick it out or highlight it. Flatbrushing makes a tricky operation much easier – you're using the model's detail as a guide rather than the brush tip.



Flatbrushing uses the edge of the bristles to pick out raised details.

FURS

- 1 Paint the fur Codex Grey.



- 2 Drybrush the fur trim with Skull White.



- 3 Paint Red Gore over any areas of the cloak the white has hit.



CLAWS

- 1 Paint the paw with Dwarf Flesh.



- 2 Next, highlight with Elf Flesh.



- 3 Now paint the claws with Chaos Black.



- 4 Paint the claws Bubonic Brown, leaving a little black showing at the top of the claw.



- 5 With Bleached Bone pick out the tip of the claw.



BASES

- 1 Paint the base Goblin Green and apply sand and gravel with PVA wood glue.



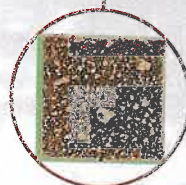
- 2 Once the sand is dry, wash it with Flesh Wash Ink.



- 3 Add a liberal drybrush with Vomit Brown.



- 4 Drybrush with Bleached Bone to add some contrast.



- 5 Clean up the edges with Goblin Green. Once dry, add static grass with PVA wood glue.



- 6 Drybrush the grass with Bleached Bone to knock back its vividity.



BLACKLINING

Another technique I like is blacklining – adding black lines between colours to give more definition to a model. As I'm too lazy and messy a painter to add shadows at each stage of painting, I wait until the model is finished and then carefully draw in the lines using a graphics pen with a 0.25 nib.



ARMOUR

- 1 Flatbrush the edges of the armour plates with Boltgun Metal.

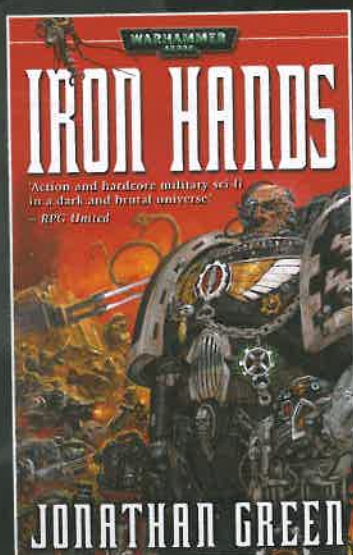


- 2 Paint the rivets and edges carefully with Mithril Silver.





INCOMING |



Iron Hands

by Jonathan Green

The Iron Hands Space Marines find their iron bodies and iron will tested beyond endurance as the insane hordes of Chaos unleash a hell-storm on the Emperor's finest!



Blood of the Dragon

by C.L. Werner

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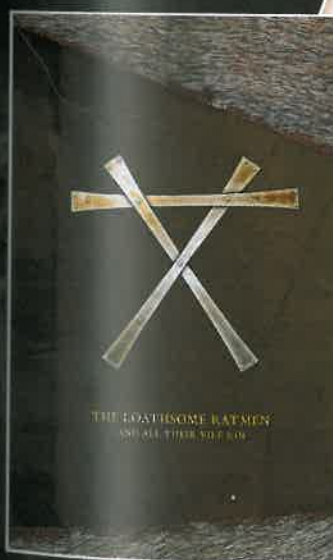


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The Art of Warhammer: MAGIC

Optimising your use of Magic in Warhammer



Jeff Leong

Jeff Leong continues his series on Warhammer tactics with a look at the Magic phase – an important part of the game. Disrupt your opponent's army and enhance your own,

or simply blast him to bits. Whilst Magic is not necessarily game-winning in itself, it can be a powerful ally.

To begin, you should understand what types of magic exist in the Warhammer world. It seems almost every race has its own unique magical abilities – from the innately magical High Elves to the magic-resistant Dwarfs. Including army-specific magic lists, there are more than 15 different Lores of Magic. As we hardly have the space to go through all of them here I will break the spells into four basic categories based on their effect in game play: *direct damage*, *movement*, *augmentation*, and *disruption*.



ZAP! BOOM! BAM!

Direct damage spells are just that – spells that do damage directly to a unit. Magic missiles, such as *Fire Ball* (D6 automatic Strength 4 hits on a single unit within 24") or the deadly Slaaneshi spell *Blissful Throes* (D6 automatic Strength 6 hits on a single unit within 12"), are typical spells of this type. However, you must also include non-missile direct damage spells in this category, spells such as the Waaagh! Spell *Fists of Gork* (every model in the target unit counts as being attacked by a charging Orc with a choppa – suffering a single attack at Weapon Skill 3 and Strength 4) or the Dark Magic spell *Soul Stealer* (every model in the target unit takes a Strength 3 hit). These spells are designed to cause immediate casualties on their targets.

Direct damage spells are best to either reduce the unit strength of large enemy formations or to destroy or incapacitate smaller units. Killing a few models in a large enemy formation may mean that your units will outnumber your opponent in an upcoming combat. This can result in your opponent losing the +1 bonus to combat resolution for outnumbering and you receiving the point instead – a swing of two points in real terms. Direct damage spells are also quite useful in reducing or eliminating fast, hard-to-hit units such as Skirmishers or Fast Cavalry.

In the example below, a unit of Empire Handgunners are trying to shoot some Lizardmen Skinks (Diagram 1.1). The Skinks are Skirmishers (which gives a -1 modifier to hit when shooting at them), they are in the forest (which counts as light cover, giving a further -1 to hit), and they have the Chameleon special rule (another -1 to hit). Since the Handgunners have a Ballistic Skill of 3, they now need a 7 to hit (obviously not possible on a D6, but represented by an



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initial roll of a 6 followed by a roll of a 4+). With ten Handgunners in the unit, they'll be lucky to hit even one of the shifty Chameleon Skinks. However, a simple *Fire Ball* spell ignores all the negative shooting modifiers and does D6 automatic Strength 4 hits, which is likely to kill the Toughness 2 Skinks. Because spells do not suffer any shooting modifiers, they are excellent for destroying such hard-to-hit units. Similarly, Fast Cavalry are quite vulnerable to direct damage spells as well. Fast Cavalry depend on their manoeuvrability, rather than their armour, to survive and are often fielded in small units. This means that even minor direct damage spells can be potentially devastating.

A SHUFFLE TO THE LEFT

Movement spells move your units during the Magic phase. These include spells that move single models, such as *Steed of Shadows* (which allows for a single model to take a flight move), spells that can move an entire unit, such as *The Wolf Hunts* (moves a unit of cavalry, swarm, or monster 2D6") and the Tomb Kings' *Incantation of Urgency* (allowing a unit to take another Movement phase). Movement spells are designed to enhance the manoeuvrability of your forces by providing additional movement in the Magic phase.

If you set it up properly, getting a movement spell off in the Magic phase can be catastrophic for your opponent. In the example below (Diagram 1.2), the Vampire Counts player has used his Movement phase to manoeuvre his Dire Wolves into a position on the flank of the Chaos Warriors. If he is able to successfully cast the spell *Van Hel's Danse Macabre* (which allows his Dire Wolves to move up to 8"), he can charge the flank of the warrior unit, negating their rank bonus and putting them in dire straits. A word of warning, however,



Empire Handgunners spy a unit of Chameleon Skinks hiding in the woods.

a canny opponent knows how devastating these spells can be, so don't be surprised if they hold back some Dispel dice or a Dispel Scroll for just that right moment.

I AM INVINCIBLE!

Augmentation spells provide enhancement to, or protection for, your units. These include spells such as the *Howler Wind* (prevents shooting of Strength 4 or less at units within 12" of the caster and slows enemy movement) and *Pelt of Midnight* (all shooting at your unit requires a 6 to hit and shots using the scatter dice automatically deviate) that reduce your vulnerability to enemy attack. The Lore of Shadows spell *Shades of Death* (makes your unit cause fear) or the Lore of Light spell, *Guardian Light* (units within 12" of the caster are immune to psychology), enhance your unit by adding or negating psychological effects.

Both Undead armies have the ultimate augmentation spells: *Invocation of Nebek* (raises new Skeletons or Zombies to fight for the Vampire Counts) and the *Incantation of Summoning* (which can replenish lost troops in Tomb Kings' units) – these allow them to replenish forces lost through the course of a battle. In general, augmentation spells provide some form of assistance to your units during the battle.

While the *Invocation of Nebek* and the *Incantation of Summoning* are rather straightforward in their application, the rest of the augmentation spells require careful planning. Many of these spells remain in play, meaning that your opponent is likely to have an opportunity to dispel them prior to his next Shooting or Close Combat phase. Regardless, they are still worthwhile, particularly used in combination. For instance, if you are fortunate enough to cast both the *Second Sign of Amul* (allowing you D3 re-rolls) and *Fiery Blast* (2D6 Strength 4 hits), you can use your re-rolls to ensure that your *Fiery Blast* does a significant number of hits on your target. This is by no means the only effective combination. As you can see below, the Wood Elves can use their *Treesing* spell (moves a wood D6" in a nominated direction) to extend the range of *Master of the Wood* (D6 automatic Strength 5 hits within 12" of a wooded terrain feature) (Diagram 1.3 below). Even if you cannot get a great combination, a 'remains in play' spell can still benefit you. If your opponent is forced to dispel these spells in his Magic phase, it puts him on the defensive and limits the number of Power dice he has available to use against you.

YOU ARE GETTING VERY, VERY SLEEPY

Disruption spells restrict your opponent's ability to accomplish his





Diagram 1.3

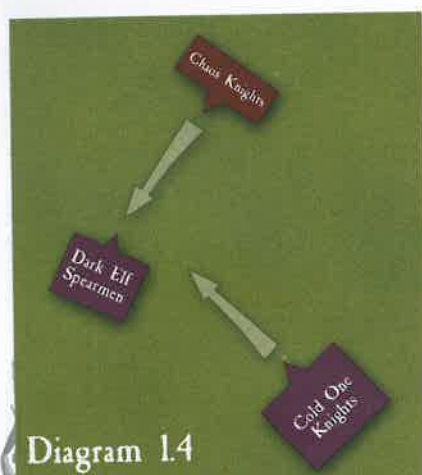


Diagram 1.4

battle plan. For example, you may deny his units the ability to move through the use of the Dark Magic spell, *Domination* (the Sorceress can stop a unit within 12" from either moving, shooting or casting spells in their next turn). Disruption spells may also force your opponent to move his units where you would like them to go, using the Slaaneshi spell *Titillating Delusions* (forces an enemy unit to move towards a point chosen by the Slaaneshi Sorcerer). These spells are by far the most insidious, and potentially the most dangerous. These spells are designed to disrupt your opponent's battle plan.

The most effective use of disruption spells requires a good battle plan and a careful evaluation of the potential consequences. Your battle plan is important, because you have to know what specific effect you want the spell to have on your opponent. In the example below (Diagram 1.4), the wily Dark Elf general is setting a trap for the rampaging Chaos Hordes. He wants the Chaos Knights to charge into his Spearmen regiment so that he can then charge them in the flank with his Cold One Knights. However, if he isn't thinking and has his Sorceress cast *Domination* on the Chaos Knights to stop their movement (which might be very advisable in another situation), his carefully laid trap will be for nothing.

In another game, a Dark Elf general lands his *terror*-causing Manticore behind a unit of Chosen Chaos Knights (Diagram 1.5). In his ensuing Magic phase, he casts *Doom and Darkness* (temporarily reducing the enemy Leadership by 3) on the Knight unit. At the beginning of the Chaos player's next turn, his Knights now have to make a Terror test (for being within 6" of a *terror*-causing creature at the beginning of the turn) on a Leadership of 5 instead of 8.

Needless to say, the Knights fail the test and flee towards the Dark Elf lines (if you fail a Terror test, you run directly away from the source of the *terror*), where they are summarily run down by a unit of Dark Riders.

DIFFERENT STROKES

Hopefully you're thinking, "Wait! Not all spells fit neatly into these categories." You're right! Several spells have the ability to fill multiple roles (usually *direct damage* combined with *disruption*), which makes them especially dangerous. *Pit of Shades* combines the direct damage of a single Strength 3 hit on every model under the template and the potential disruption of causing the unit to move at half rate as it struggles to get out of the pit.. As a Dark Elf player, one of my favourite spells is *Black Horror*, the perfect combination of *direct damage* (each model under the template must pass a Strength test or suffer a wound with no Armour save possible) and *disruption* (any unit that takes a casualty must take an immediate Panic test). These spells can be used essentially as spells of either category.

INTO THE GREAT BEYOND

Once you can see the spells for what they do, ie. the four basic categories above, rather than how they do it – the different names/wording of various spells, it is far easier to defend yourself against even a heavy magic attack. In most cases, your opponent will have more Power dice than you have Dispel dice, essentially because wizards generate a greater number of Power dice than they do Dispel dice, which means that you will have to manage your defensive Magic phase carefully to succeed. I try to follow these three steps: *evaluate*, *decide*, and *execute*.

NOW I KNOW EVERYTHING

Before your opponent's Magic phase starts, you need to *evaluate* the spells that your opponent has available. For each spell, make sure that you know what type of spell it is (*direct damage*, *movement*, *augmentation*, or *disruption*) and what it does – 2D6 Strength 4 hits, 8" of movement, etc. Then look at your army and see what effect that will have on each of your units. For instance, a *Fire Ball* may be devastating to a unit of five Pistoliers (Fast Cavalry with a 5+ Armour save), but the same spell would have little impact on a unit of 25 Swordsmen. In the case of the Pistoliers, taking as many as 6 hits (*Fire Ball* does D6 Strength 4 hits) could destroy the unit outright. For the Swordsmen, however, even a worst-case situation where the *Fire Ball* gets 6 hits will not significantly affect the unit.

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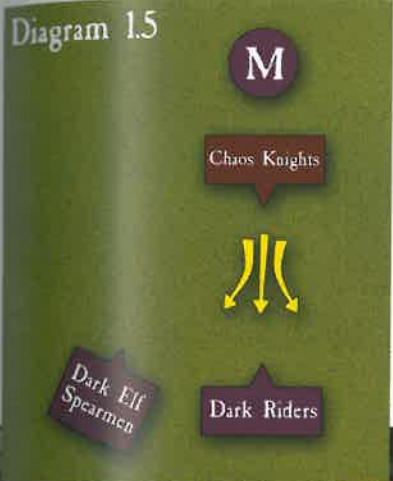
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It's not even enough to cause a Panic test as six of 25 models is not quite the 25% casualties required to cause a Panic test. When you are learning to evaluate, it may help to use a simple risk matrix, like the one shown on the next page.

The risk matrix forces you to look at each spell and rate the potential impact on each of your types of units in a simple format - low, medium, and high risk. Low risk means there is minimal chance of unacceptable damage to the unit from this spell; either as a result of the unit's size, in the case of the Swordsmen above, the unit's Toughness (a spell does Strength 2 hits to a Toughness 4 unit, where your opponent would need to roll a 6 to score a wound), or a unit's Armour save

Diagram 1.5



(Strength 3 hits versus a 1+ or 2+ Armour save).

Let's see how this works for a Chaos General. Once he's filled in the basic spell information, he looks at the *Fire Ball* spell. He estimates that this spell will do 3-4 Strength 4 hits, the average for a D6. For his 16-strong unit of Chaos Warriors with shields, he decides that he is unlikely to lose more than one to two models from this spell (estimating about two Wounds, with his models getting a Saving throw of 5+), so he rates it as a low risk spell against this unit. For the unit of 6 Chosen Knights, with their 1+ Armour save, there is very little chance of taking even one wound, so he rates this low risk as well. For the Marauder Cavalry, however, four hits at Strength 4 could easily destroy the better part of that 5 man unit, so he rates the risk to this unit as high. Similarly, since the Furies will not get any save against damage from this spell (the Daemonic Aura Ward save does not work against magical attacks), four hits could seriously damage this five-strong unit, a high risk is given. The final unit, a Chaos Chariot, is also unlikely to be adversely affected by this spell, so a low risk is given. In the final column, he writes a note to remind himself that the Furies will lose their Daemonic Aura save against this spell so

that he won't forget during the game. He then performs similar evaluations for the *direct damage* spells.

Unlike the *direct damage* spells, the enemy's *movement* spells (and to some degree *augmentation* spells as well) do not directly affect your units. As such, you won't have a risk for each unit, but rather an overall risk for the probable impact of the spell. For the *Unseen Lurker* spell in the risk matrix, the Chaos player has decided that this spell is a high risk if there are enemy units positioned to execute flank charges on his troops. Since this spell doesn't allow any charge responses other than hold (which means that you cannot flee or stand and shoot if charged by this spell), a unit caught with an exposed flank could prove disastrous for the Chaos troops. Therefore, he has given a high risk factor to this spell, which is noted in the Notes column. Conversely, he has rated *Pelt of Midnight* as no risk because it only affects shooting, of which the Chaos player has none.

HA! YOU CAN'T HURT ME. MUCH

Now that you've evaluated your opponent's spells, you need to *decide* what you must stop in the Magic phase. This is dependent on your battle plan. For instance, on his second turn, our



With the terrifying Manticore causing the ensorcelled Chaos Knights to flee, they are easy meat for the waiting Dark Riders.

RISK MATRIX

Spell Name	Fireball	Wall of Fire	Steed of Shadows	Creeping Death	Pelt of Midnight	Unseen Lurker
Range	24"	24"	12"	24"	24"	24"
Type	Direct Damage	Direct Damage/ Disruption	Movement	Direct Damage	Augmentation	Movement
Effect	D6 Strength 4 hits	Strength 4 hit on each model in front rank. Take extra damage to move through wall.	Flight move for single model up to 20"	D6 Strength 3 hits with no Armour save.	All shooting requires 6 to hit	Unit gets 8" move can't respond if charged
Chaos Warriors	Low	Low	-	Low	-	-
Chosen Knights	Low	Med	-	Med	-	-
Marauder Cavalry	High	Low	-	Med	-	-
Furies	High	None	-	Med	-	-
Chaos Chariot	Low	Low	-	Low	-	-
Notes	Magic hits negate Daemonic save for Furies.	Can't be cast on Skirmishers.	Be careful - can be used to send a character into a combat	Magic hits negate Daemonic save for Furies. No Armour save could hurt Chaos Knights.	No problem - I don't have any shooting troops.	High Priority if any units are in flank charge position

Example of a risk matrix for a Chaos player facing an Empire army which has a Lvl 2 Fire Wizard and a Lvl 4 Shadow Wizard.

Chaos player is planning on using his Furies' flying ability to charge and neutralise the Empire Cannon. Because of this, he may decide that they are to be protected at all costs. Therefore, he must stop both the *Fire Ball* and *Creeping Death* spells (which are a high and medium risk to the Furies) if his opponent targets them. At the same time, he needs to look at how his opponent might use the other high-risk spell, *Unseen Lurker*. This early in the game, there aren't any enemy units in range to flank charge any of his Chaos units, so he elects not to worry about it for the time being. So, based on his evaluation, the Chaos player has decided that his priority is to keep the *Fire Ball* and *Creeping Death* spells from hitting his vulnerable Furies. As the game progresses and situations change, so will the choice of the critical spell or spells to stop. Later on, *Unseen Lurker* may be able to propel an Empire Knight unit into the flank of the Chaos Warriors, so it becomes the highest threat. You must determine the 'must-stop' spells prior to the start of each Magic phase. Decide what spells you cannot allow to go off based on your own carefully thought out evaluation and risk matrix.

ALL IS CALM IN THE EYE OF THE STORM

To successfully defend against those 'must-stop' spells, the next step is critical - *execute* your plan. It's easy in the excitement of the moment to want to stop everything that your opponent throws out at you. However, you will rarely have the required Dispel dice or Dispel Scrolls to do this. The key, therefore, is to use your dispel capabilities wisely.

To accomplish this, decide how many dice to allocate to stopping any given spell. As a rule of thumb, I look at the casting cost of the spell. This is the minimum value your opponent must roll to successfully cast the spell, so your Dispel roll must at least beat this value. For instance, if you decide that you must stop the *Unseen Lurker* spell, with its casting cost of 10+, then save at least three Dispel dice (since the average roll on a D6 is 3.5, three dice will usually get you between 10 and 11). However, if this is a critical spell for your opponent, he will put a significant effort into its success, so, while your absolute minimum is three Dispel dice, it might be wise to save four dice if you really can't afford for this spell to succeed.

To truly be safe against a spell, you will need to hold back a significant number of dice. Although you may be tempted to spend your Dispel dice on lesser spells early on, stay focused on your plan. It will protect you from being vulnerable to high-risk spells later on. Either that, or you can pray for a miscast (which could prematurely end the Magic phase), but I wouldn't bet any money on that working out.

Proper magic defence is an effort in controlling your opponent's Magic phase rather than eliminating it. With a structured approach, you can maximize the use of your defensive capabilities.

SWITCHING TO THE OFFENSIVE

But magic is not just defensive. You get to throw spells too. Just as it is important to stop an opponent's magic, you've also got to get the most out of

your own Magic phase. This is actually far more straightforward than defending yourself from magic, but it still requires some forethought on your part. You need to set up your plan at the beginning of your turn. If you don't know what you want from your spells, you may not move your wizards into the proper positions to make the most of your capabilities. Just as with the defensive magic phase, we need to follow the three steps to develop our plan: *evaluate*, *decide*, and *execute*.

A PLAN IS NEVER WASTED

Just as you can *evaluate* the effect your opponent's spells will have on your units, you should plan what your spells will do to his troops. To *evaluate* your magic abilities, you can use a similar risk matrix. This time looking at what your spells can do to his units.

Based on this evaluation, *decide* what spells you will attempt to cast. I find it helpful at this point to jot down how many dice I plan to use for each spell. This gives me a good idea of what sort of approach to take as I actually *execute* the Magic phase.

After making this early decision on what to accomplish in the Magic phase, ensure that you manoeuvre your units and wizards into the proper positions so that spells will affect the units that you wish to target. You can set up a beautiful flank charge with your knights, planning on using *The Wolf Hunts* (allows a unit of cavalry, swarms or monster to move 2D6" towards an enemy unit, and count as charging if it impacts the unit) to sweep in during the Magic phase, but if your wizard is out of range of the



The lone High Elf Mage has a choice of targets compared to his comrade in the Swordmasters unit.

Unseen Lurker
Movement
Unit gets 8" move
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target.

High Priority if
any units are in
rank charge
position.

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Knights (the spell only has a 24" range) your grand plan will fail. Similarly, if you plan to destroy an enemy unit of Dire Wolves with a one-two punch of *Fire Ball* and *Fiery Blast*, it's a rude surprise to find out that you have mistakenly blocked your wizard's line of sight to his target. It is important to note here that wizards who are inside of ranked units have their arc of sight restricted to the unit's sight lines (Diagram 1.6), so it's sometimes advisable to pull a wizard out of a unit during the Movement phase to take advantage of a single model's 360-degree arc of sight (Diagram 1.7).

ON YOUR MARKS, GET SET... GO!

Now it's time to make things happen. There are many ways to execute your plan, but they tend to fall into two broad categories: the slow burn or the big whammy. I tend to vary these tactics depending on what I want to do.

The slow burn is designed to draw out Dispel dice with lesser spells to allow the big spell to be cast at the end of the phase. To do this, you cast several lower-cost spells that your opponent will want to stop, hoping that he will use up his Dispel dice in the process. Ideally, this will leave him without any Dispel dice to stop the spell that you really want to use, which you will save to the end. An Empire player could execute this strategy by casting his *Fire Ball* and *Creeping Death* spells at the vulnerable Furies before finishing off the

Magic phase with an *Unseen Lurker* to charge his Knights into the flank of the Chaos Warriors.

On the other end of the spectrum, the big whammy is designed to use your big spell as a winner-takes-all contest to set up your Magic phase. To execute this tactic, you must have a spell that both you and your opponent know must be stopped – a good friend of mine uses the Dark Elf spell *Black Horror* (each model under the template must pass a Strength test or suffer a wound with no Armour saves possible) for this purpose. Cast your 'must stop' spell first in your Magic phase with a large number of casting dice. As these spells will usually have a relatively high casting cost, I recommend at least 4 Power dice for the big whammy spell using a Power Stone to beef up Level 2 wizards. This forces your opponent either to allow your spell to go off or to use up most of his Dispel dice in an attempt to stop it.

FORTUNE FAVOURS THE BOLD

When it's finally time to roll the dice and cast your spells, the last thing you want to worry about are Dispel Scrolls or Miscasts – so don't. If your opponent has Dispel Scrolls, he's going to use them at some point, and your worry will do nothing to change that. Similarly, you may miscast at various points throughout the game. Don't let this make you tentative – attack boldly, and let the spells fall where they may.

Diagram 1.6

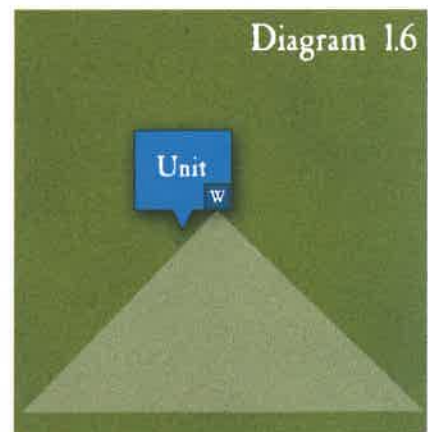
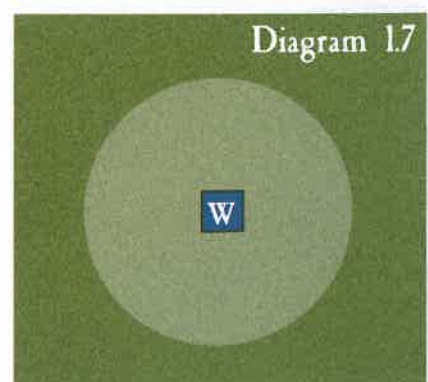


Diagram 1.7



HOCUS-POCUS

Next month, we'll really get into the thick of things as we take a look at the Close Combat phase and explore some of the tactics you can use once you are engaged in melee. Until then, may the Winds of Magic blow strong for you.

WARHAMMER GREAT & SMALL

Playing different sized games of Warhammer

Adam Troke, the latest addition to the Games Development team takes a look at the many ways you can enjoy games of Warhammer, ranging from small skirmishes to monumental battles involving hundreds of models.

"Did I ever tell you about the time that I..."

Whether I am massing a resplendent Empire army with batteries of deadly artillery, regiments of Halberdiers, Swordsmen and Knightly Orders or quietly creeping forward with half a dozen hand-picked warriors, I am as happy as a pig in mud! A simple 'take and hold' mission can be completely thrilling, for totally different reasons, when played with either a tiny 200-point skirmish force or a mighty 3,000-point army.

When I look at all the great games of Warhammer I've played, I've got enough anecdotes to regale my gamer friends with tales for hours on end. Which is why the powers that be cornered me and asked me

to write a little something about the benefits of different sized games of Warhammer (it's probably revenge for me telling one too many of those stories).

You see, when it comes to Warhammer, and the brave men of Rexburg – Rexburg is my entirely fictional Empire province featuring a bewildering array of badly painted Empire soldiers – I'll take pretty much anybody on, from a 100-point skirmish game in a lunch break, to a mammoth 6,000-point battle with two players per side. I'll take on all opposition as long as I get to fight some evil ne'er-dowells, and maybe even win. What I intend to do over the next few pages is highlight different ways Warhammer can be enjoyed, looking at some of the pros and the cons to each. So, without further ado...

WARHAMMER SKIRMISH

The smallest games of Warhammer you are ever likely to play are games of Warhammer Skirmish. Unlike normal games units are not ranked up in regiments allowing more versatility and ease of play. The Warhammer rulebook has a great section explaining how players can get the most out of smaller games of

Warhammer, and I've taken advantage of this a number of times. Set a points limit (200 points is about right), choose your army and unleash hell on your enemy! Because of their small size skirmish games can be really intense, with faster turns than normal games of Warhammer. A typical skirmish game is perfect for filling in a lunch break, over in less than an hour and often much less. An occasion when the (somewhat foolish) men of Rexburg tried to make their way through an enemy encampment, and found themselves facing more Dark Elves than you can shake a repeater crossbow at springs vividly to memory...

The thing about skirmish games that appeals to me the most is the strong sense of narrative that can be carried across them. When you only have thirty soldiers in your force, it's very easy to become attached to them. It was in a skirmish game that the now famous Mad Nikolai rose to glory. A reasonable measure of his fame is that I can no longer count the number of people who know him on one hand. A Captain in my Empire army, he was tasked with bringing down a notorious Black Orc Boss. Thanks to a stroke of sheer luck on my part the Orc found itself utterly vanquished, and Nikolai began his ascendance to glory and fame. Well, the games didn't end there I can assure you. The Orc general wanted to liberate his Boss, and I wanted a trophy for the Rexburg Zoo, and so a frantic series of 'breakthrough' skirmish missions began with Nikolai being increasingly lucky and getting his Black Orc carrying convoy back to the mighty walls of Rexburg. Well, the rest is history really but it's with a degree of fondness and no small measure of pride that I look back at those happy games we played on Thursday nights after work!



A deadly skirmish breaks out high in the Worlds Edge Mountains

Warhammer Skirmish – Pros and Cons

Pros: Games usually over in less than an hour.
Players only need a small selection of models to get started.
Existing armies provide a great stock of models to use in skirmish games.

Cons: Players don't get to use their full range of models.



In the depths of Mordheim a warband from Middenheim fights against the foul forces of the Undead

MORDHEIM

If you fancy a skirmish game with a little something extra, you can always have a look at the Mordheim rules. For those of you who don't already know, Mordheim is a separate game based in the Warhammer world and featuring many of your favourite races. Its rules have a lot in common with Warhammer, containing even more detail than the Skirmish rules in the back of the Warhammer rulebook, allowing warriors to gain Experience, suffer injury and access to a fantastic array of weapons and equipment. Back when I worked in a Games Workshop retail store we ran an awesome campaign all set on the dirty cobbled streets of Marienburg, the Old World's principle trading port. By taking the existing rules and tailoring the location to our tastes we had lots of fun with a well-known and much played rules set. Specialist Games are constantly adding to Mordheim with great new models and rules, so if skirmish size games appeal to you a look in that direction could be well worth your while.

When playing skirmish scale games of Warhammer, or Mordheim for that matter, don't feel compelled to do things a certain way; have fun and explore the rules. Invent fun scenarios and really get into the character of your army. Some of the best games I've had have been the ones where I was hopelessly outnumbered with no chance of winning, defending a village with only four heroes, or sneaking through a Slaven infested sewer. Lets face it, winning is only secondary to having a great game and telling an exciting story.

Mordheim - Pros and Cons

Pros: Mordheim lets you see Injury & Experience between games and gives a great sense of narrative! Well supported by Specialist Games. Excellent missions & storyline.

Cons: Requires an extra rulebook.

WARHAMMER IN 40 MINS (or Border Patrol)

The next logical progression from skirmish games is Warhammer Border Patrol. Previously published in White Dwarf and the Warhammer Annual, the Border Patrol rules are a simple set of instructions that allow you to fight small-scale battles, representing border disputes and other minor engagements. The full rules are now available online via the Warhammer area of the Games Workshop website. The general idea is that players take a small army (between 2 & 4 units) led by a single hero, and enjoy a game that will last less than an hour. Ideal for lunch breaks or brief engagements after work. There is a lot of fun in tailoring your force to fight these much smaller games. The Border Patrol rules contain two scenarios for you to pit your wits against your friends, and it's a simple enough matter to invent more using the same basic ideas. When playing Border Patrol what players often find is that the games are much faster in pace, with plenty of manoeuvring and jockeying

for position. For the new Warhammer general Border Patrol is an excellent way to get started, playing games that are manageable and fun, but with a force that can be collected and painted in a fairly short amount of time. For the veterans amongst you, Border Patrol is also a new way to use old forces, and well worth a try.

Warhammer Border Patrol - Pros and Cons

Pros: Warhammer Battalion sets are practically a Border Patrol force in a box, the perfect starting point. Quick games, perfect for school clubs or a short game after work. Perfect format for using armies in the process of being collected.

Cons: Limited choice of units & heroes.

The full rules for playing games of Warhammer Skirmish and Border Patrol are available on the UK Games Workshop website at:

<http://uk.games-workshop.com/warhammerworld/warhammer/skirmish/introduction.htm>

<http://uk.games-workshop.com/warhammerworld/warhammer/borderpatrol/borderpatrol.htm>



A Border Patrol force readies for battle

A GRAND OPPORTUNITY – 1,000 POINT GAMES

When I first started playing Warhammer with my own army it was on the gaming nights in my local Games Workshop. To allow players to get more than one game in a night, and to prevent players having to wait too long for a table, the points limit was capped at 1,000. Because of this low limit, there were no Lord characters, and most players found themselves with relatively compact forces. Forces like this are easy to put together, paint and transport. It's not that great a leap from a Border Patrol force to a 1,000 point army and I have seen a number of players who have collected new Warhammer armies in this way.

One of the advantages for games like this is the simple fact that they require less space. A 48" x 48" board is adequate for battles of this size, which makes it easier to play games like this at home, or in a crowded shop or club. They take less space, less time to play and you need fewer models to get involved in some impressive confrontations. You still get the feeling of recreating a proper battle, with a number of units to control, however it's easier to manage, in terms of time, space and models. Something I personally enjoy about games sized around the 1,000 points mark is that there are very few (if any) 'throw-away' units. Players simply cannot afford to risk losing troops in foolish endeavours, so it forces interesting tactical choices on players in ways that larger sized games frequently don't. "Am I really willing to gamble putting my knights within shooting range of that Flame cannon?" for example. In 1,000-point engagements there is often nobody else to take the fall, so players take bigger gambles and more exciting risks. If you've not played games of this size, I heartily recommend it, you'll get to play more opponents in a shorter space of time at your local games club.

1,000 Point Games – Pros and Cons

Pros: Ideal progression for collectors from Border Patrol.
Takes less space & time than larger games.

Cons: No Lord and only one Rare choice can feel limiting at times.

STANDARD ENGAGEMENT – 2,000 POINT GAMES

2,000 points is the 'standard' sized game that most seasoned Warhammer generals play at. At this level the choices for what a player can field really start to open up. No longer limited to Heroes, players can take a Lord to lead their army and additional Special and Rare choices are there for the taking. Additionally, 2,000 points is the size that most tournaments are played at. For those amongst the gaming community who enjoy the competitive element of Warhammer, the 2,000 point game is the generally accepted norm for tournament-level gaming, most official Games Workshop and independent tournaments setting the points limit at this level. A game of this size will normally last somewhere in the region of two hours. Not a bad way to spend an evening or a lazy Saturday afternoon in my opinion!

2,000 Point Games – Pros and Cons

Pros: Standard sized games for tournaments etc.
Lord level characters become available.
Games start to feel like a grand battle.

Cons: Requires a 72"x48" table.

PLAYING WITH THE BIG BOYS - 3,000+ POINTS

3,000 points and above is the level that games start to get really large. I am lucky in that I have a pretty expansive Empire army and have had many chances to play games of this size. Traditionally I end up facing Chaos or Orcs in these bigger battles, simply because they are the armies my regular opponents field. My first battle on this scale was as part of a campaign, where players could field armies of variable sizes dependant on territories owned. Well, I took a 3,000 army to war against a Wood Elf army barely cresting the 1,000 points mark. Unsurprisingly I crushed it effortlessly, however it gave rise to a feud in which all manner of players began to rush reinforcements to the area over the coming weeks and led to some tremendous and epic confrontations. Of course, not all my games of this size have been one-sided slaughters. Games with a fixed points limit of 3,000 points and above became a mainstay of our weekly gaming calendar for several months as my fellow gamers and I slugged it out with some truly huge armies. It's easy to see why we enjoyed it so much too! There is a certain feeling of grandeur in unleashing an opening salvo of thirty-six Handguns, three Great cannon and two Mortars in your first turn. There is a thrill in marching a unit of forty Halberdiers towards your enemy, intent on using them as a 'decoy'.

In games of 3,000 points and upwards throwing away 300 points is nothing in the grand scheme of things. Big games like this breed a different sort of general! It's suddenly acceptable to consign units to destruction for the greater good of your army. Two or more Lords allow you to bombard your foe with deadly magic, or batter them with the most potent magical items at your disposal. Heroes become the bit players in the overall battle. Epic confrontations between Lord level characters become commonplace, but don't always decide the fate of the entire game. Very often in smaller matches, when one army loses its most important character the player controlling it feels a sense of hopelessness. However, I have repeatedly come back from the brink of defeat thanks to the reserves of soldiers that a really big game lets you keep.

Special characters are another bonus to these big games. In 2,000 points only the lesser special characters really get a look in. For players like me, with the relatively cheap Empire characters, that's not such a problem, but the High Elves for example with Tyrion and Teclis might feel a little left out. By the time games reach the 3,000-4,000 points region it's no longer a problem. Even the dreaded Archagon, Lord of The End Times or Zacharias the Everliving are possible. Now, with made-up

E BIG NTS

level that I am lucky in Empire army to play games I up facing battles,emies my first battle on paign, where variable sizes ed. Well, I nst a Wood 000 points d it se to a feud s began to ea over some tations. f this size rs. Games 00 points of our veral months gged it out It's easy to h too! There r in f thirty-six n and two re is a thrill lberdiers a using them

and upwards othing in the ames like this 'all! It's n units to od of your w you to r magic, or ent magical s become the . Epic level ace, but f the entire atches, when tant g it feels a er, I have e brink of f soldiers keep. ther bonus ts only the get a look e relatively 's not such a or example eel a little left the 3,000- iger a chaon, Lord s the with made up

Heroes and Lords of my own, I don't often feel the need to use a special character, but sometimes I'll admit it's fun. My wife once painted Balthasar Gelt on Pegasus for me, so I included him in my army and surprised my opponent with the Empire's foremost wizard. Imagine the shock he received when my visually underwhelming army finally had something well painted in it! Especially when that something began melting halberds and showering his Chaos Warriors in boiling hot silver darts! The same can be said for the special characters of any race really. Give it a try next time you arrange a game against one of your friends... lure them into raising the points, and squeeze a mighty hero from legend into your army list. The look on your opponent's face is often worth it alone!

3,000 Points and above – Pros and Cons

Pros: Wealth of choice in both units and characters.
Feel of an epic confrontation.

Cons: They take a VERY long time

MULTI-PLAYER WARHAMMER

The last type of game I want to discuss is the multi-player battle. I am, to be frank, a great fan of these. My long-time friend and ally Accountant Ben and I have joined forces dozens of times to quell the evil intentions of less honourable races. Accountant Ben – deriving his name from his alarming ability to calculate an army list and its statistical chances of success against any given foe – owns a sturdy Dwarf army, painted in a similarly dubious style to the

warriors of my own force. The bold men of Rexburg have long enjoyed the friendship of Karak Neb. Together we have fought the evil minions of Chaos in all their shades and flavours, Orcs and Goblins beyond number and, just once, a truly staggering force of Chaos Dwarfs. By combining two reasonable sized armies (typically 2,000-3,000 points each) we make one enormous army, and face off against two similarly mad friends. Games of this size last hours, turns taking an age as the armies jostle for position and crash their battle lines together in an epic display of violence and destruction. Maybe it's something about the camaraderie of four, or maybe more, players enjoying a game together but some of my fondest gaming moments have been enjoying a pizza and a glorious battle with my regular gaming friends. Just make sure you've got a whole day for it, or a long lie in the next morning!

The trick to making sure one of these mammoth games runs smoothly is to agree before it begins on the ground rules. We've found that there is a few simple agreements that players should come to, like determining an army General, shared Battle Standards, Magic dice distribution and so forth. By laying these ground rules at the start of your game there's no cause for disagreement in the middle, and everyone has had a great time by the end. In the Storm of Chaos Campaign Book Gay Thorpe has penned some recommendations for playing large multi-player games, including lists of potential allies. These rules have been tried and tested and fit in nicely with the background of the Warhammer world. By combining them with the suggestions

for running your own campaign also contained within Storm of Chaos there are plenty of gaming opportunities ahoj.

Of course you can always take the idea of different battles to another level, and link them together. Something fun to do is play a Skirmish or a Border Patrol to determine who gets to place scenery, or the choice of table edges. Perhaps one player could make an assassination attempt on the enemy General prior to the game beginning or both sides could raid a tomb for a magical item to use in the forthcoming battle, the winner getting the item for free! There are a host of possibilities that will only enhance your gaming experience, all you have to do is experiment a little.

Multi-player Battles – Pros and Cons

Pros: Allow several people to play at once.
Can provide an entire evening's entertainment.
Probably the biggest games you'll ever get to play.

Cons: Can easily take a whole afternoon and evening.
Takes planning to arrange all the gamers, miniatures and scenery in the same place at the same time.

So what are you waiting for? Why not try playing some different battles, great or small, there's glory to be had in both!



Empire and Kislev forces clash with the hordes of Chaos

THE ILLUSTRATED MAN

In the second part of our interview with Games Workshop's artistic director, John Blanche selects some of his favourite pieces from the fantastic artwork that has shaped the Warhammer and Warhammer 40,000 worlds.

By Guy Haley



SPACE MARINES
by Jim Burns

"Early on we were using famous people like Chris Achilleos, Peter Jones and Jim Burns. We were happy to work with them, and they were very happy to work with us. But all we could do was really describe what we want, we could not involve them in building these alternative histories. Jim Burn's painting is really only illustrating what we had as miniatures at the time. And it became hard even to control that."

One Marine is Al Pacino. We've actually found the photograph he used as reference. He's a great guy, Jim Burns, such a professional. But we try not to use freelancers any more, because we simply don't have hours to devote to describing what a Space Marine looks like. You want to get involved in discussing what Space Marines represent. What they are. And then push it a bit further."

“There is a large part of me in a lot of the work that gets done by other artists, because I am part of the briefing process.”

THE COURTROOM by Alex Boyd (*right*)

WITCH HUNTERS by Karl Kopinski (*overleaf*)

“Here you can see how the artists have taken some of Warhammer 40,000’s imagery a step further, having absorbed everything that has gone before. That’s the whole joy in working for Games Workshop. The artists have worked together for a number of years to the extent that all their styles have kind of merged. They’re producing, I’d hate to use the word house style, because a house style kind of represents something that has walls, that is confined. I wouldn’t wish our artists to feel confined. But it’s the closest thing to having a house style that Games Workshop has ever had.”

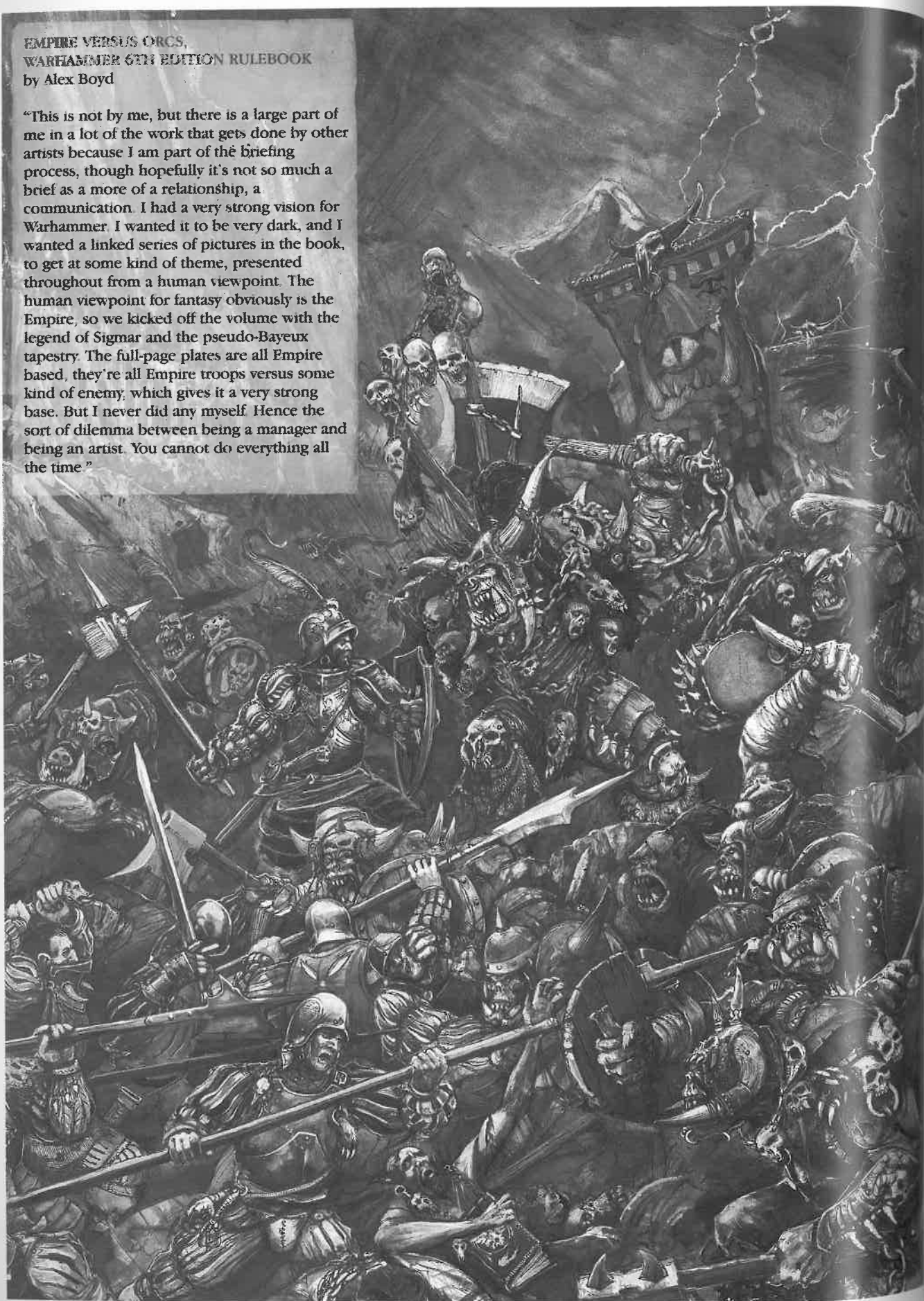






**EMPIRE VERSUS ORCS,
WARHAMMER 6TH EDITION RULEBOOK**
by Alex Boyd

"This is not by me, but there is a large part of me in a lot of the work that gets done by other artists because I am part of the briefing process, though hopefully it's not so much a brief as a more of a relationship, a communication. I had a very strong vision for Warhammer. I wanted it to be very dark, and I wanted a linked series of pictures in the book, to get at some kind of theme, presented throughout from a human viewpoint. The human viewpoint for fantasy obviously is the Empire, so we kicked off the volume with the legend of Sigmar and the pseudo-Bayeux tapestry. The full-page plates are all Empire based, they're all Empire troops versus some kind of enemy, which gives it a very strong base. But I never did any myself. Hence the sort of dilemma between being a manager and being an artist. You cannot do everything all the time."



CLASSIC SISTER OF BATTLE
By John Blanche

"I really strove with this particular painting, because it would be wrong for me as an artist to have just painted a squad of Sisters of Battle. When I start I still don't know how some elements of the painting will turn out, such as the background; I want to be surprised when I'm doing it. I want to be entertained, amazed and astounded. At the time, I didn't realise the importance the picture would have. But a lot of the characters that are there in the background have actually been resurrected. They still occupy artwork that happens today. Some are even miniatures. So again, it's another iconic piece that broke a mould. There's a bit of an homage to Rembrandt there also, a Rembrandt character. I like taking classical art and inserting it into my work."

Many more examples of Games Workshop's artwork, drawn from our extensive archives, can be found at www.warpartefacts.com. You'll also find a number of the paintings are available as fine art prints.

John Blanche



SUNDAY OCTOBER 24TH 2004
HORDERN PAVILION
MOORE PARK SYDNEY
AUSTRALIA



GAMESDAY & GOLDEN DEMON 2004

AUSTRALIA

TICKETS ON SALE*
12TH JULY 2004

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

GOLDEN DEMON

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.

GOLDEN DEMON 2004 COMPETITOR GUIDELINES

- Each competitor is allowed to lodge a maximum of 3 entries across categories 1-14 - so long as they meet each category's criteria. They may choose to enter an additional entry in the Open category 15 - entry in this category doesn't count to their maximum. However, 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 **MUST** be consistent with the atmosphere of the game world and conform to spirit and ethos of the Games Workshop universes.
- Except in the Duel, and Open categories entries must be mounted on the base size appropriate to the model (in most cases that's the one it is sold with or which it is allowed in game system rules). Any scenic bases cannot be larger than double the width or height of the base the model comes on. Except in the Duel, and Open categories all models must be removable from any scenic base to allow viewing of the model on its own merits.
- All entries to the 2004 Golden Demon Competition must be **personally** handed in by the entrant and registered at the Hordern Pavilion, Moore Park, Sydney on Sunday the 24th of October 2004, as

early as 9am and no later than 12pm. All entries must be picked up on the day of the event, by the entrant in person, at the specified times.

- Competitors will be fully responsible for the transport of their own entries to and from the event and for the storage of their transport and packing materials on the day.
- Games Workshop reserves the right to refuse entry to the competition.
- Once they are booked in, Games Workshop undertakes to treat all entries with the greatest care, but will accept no responsibility for any loss or damage to individual entries. Entry to the competition is at the competitor's own risk.
- Due to licensing restrictions, entries to non The Lord of the Rings™ categories may not include components from The Lord of the Rings Strategy Battle Game™ range, and vice-versa.
- Entry to the competition gives Games Workshop the right to display, photograph and publish an entry as they see fit.
- The Golden Demon Slayer first prize can only be won by entries into Categories 1-11. Though eligible this year to enter some categories Games Workshop Staff are not eligible to win the Slayer prize.
- Finally, while you may not agree with the outcome of the competition, the judges' decision is final.

GOLDEN DEMON CATEGORIES

01. WARHAMMER SINGLE MINIATURE

This category is open to single Warhammer miniatures on standard slottabase sizes 20x20mm or 25mm.

02. WARHAMMER LARGE MODEL

This category is open to Warhammer miniatures on slottabase sizes: 25x50mm, 40x40mm, 50x50mm or 50x100mm. This category is for all Warhammer cavalry, single monsters and chariots. This covers ridden monsters, Dragons, Greater Daemons, Trolls, Ogres, single Chariots, etc.

03. WARHAMMER REGIMENT

This category consists of a collection of 5-20 models from Warhammer Fantasy Battle. This category is open to Warhammer miniatures on slottabase sizes: 20x20mm, 25x 25mm, 25x50mm, or 40x40mm. Entries for this category must consist of a legal unit entry chosen from the appropriate army list. The unit must include a Standard Bearer, a Musician, and a unit Champion if available to it. This category does not include a unit of chariots and Characters cannot join units. If mounted on a scenic base the entry should be no larger than 300mm x150mm.

04. WARHAMMER 40,000 SINGLE MINIATURE

This category is for single Warhammer 40,000 miniatures on standard round slottabases size of 25mm. The category is predominately for a single freestanding approximately humanoid sized figure which comes on 25mm base. The only exception to this is those models wearing Terminator Armour or similar size (Ogryns, Ork Mega Armour, Tyrant Warriors, Tau Battlesuits etc) which are provided with a 40mm slottabase - there are no other

ON INFORMATION

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exceptions. Conversions and constructs must be based on a 25mm base regardless of the original components. All other models on 40mm bases qualify for the Large model category.

05. WARHAMMER 40,000 LARGE MODEL

This category is open to a single Warhammer 40,000 miniature on slottabase sizes 40mm, 60mm, and 25x50mm. This category includes any single Warhammer 40,000 model that comes with a mounting base. This includes the Avatar, Demon Princes, Greater Daemons, Large Tyranids, Dreadnoughts, Marine Bikes, Jetbikes, Warbikes and special characters such as the Judging Chair, Deceiver, Ghazghkull...

06. WARHAMMER 40,000 UNIT/SQUAD

This category consists of a collection of 5-20 Warhammer 40,000 models: This category is open to Warhammer 40,000 miniatures on slottabase sizes: 20mm, 25mm, 25x50mm, 40mm or 60mm. It must consist of a legal unit entry chosen from the appropriate Codex, Chapter Approved article or Imperial Armour army list. This category includes squads mounted on bikes, jetbikes and warbikes as described in the various Codices but not vehicle squadrons. All figures must be mounted on their appropriate bases.

If mounted on a scenic base the entry should be no larger than 300mm x150mm.

07. WARHAMMER 40,000 VEHICLE OR SQUADRON

This category is for any single large Warhammer 40,000 vehicle including tanks, or vehicle squadrons and Tau Battle Suit teams. (Forgeworld Imperial Armour vehicles are also included in this category.) If mounted on a scenic base the entry should be no larger than 300mm x300mm and the entire entry should be not higher than 350mm.

08. WARHAMMER WAR MACHINE OR CHARIOT UNIT

This category is for Warhammer Fantasy Battle war machines with a complete game legal crew (where applicable) including, Ballistas, rock

lobbas, trebuchets or chariot units etc. If mounted on a scenic base the entry should be no larger than 300mm x300mm and the entire entry should be not higher than 350mm.

09. DUEL

This category consists of two single models mounted onto a single 50x50mm or 60mm round slottabase. The judges will be looking for a dynamic pairing of two opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer or Warhammer 40,000 ranges.

For this category your entry must be no larger than 60mm round base.

10. THE LORD OF THE RINGS™ SINGLE MINIATURE

This category is open to any single the Lord of the Rings Strategy Battle Game™ range or scratch built miniatures on slottabase size up to 25mm

11. THE LORD OF THE RINGS™ LARGE MODEL OR GROUP

This category is open to any single the Lord of the Rings Strategy Battle Game™ range or scratch built miniatures on base size 40mm or larger for a single entry figure. For a group you must include a collection of nine figures on their appropriate base size or a Warmachine and it's full crew. If mounting the collection on a scenic base it should be no larger than 300mm x150mm.

12. YOUNG BLOODS: WARHAMMER 40,000 SINGLE MINIATURE

The young bloods painting competition is open to any competitor aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer 40,000 universe, on its standard 25mm or 40mm round slottabase if using a Terminator Armoured size model or similar (Ogryns, Ork Mega Armour, Tyranid Warriors, Tau Battlesuits etc).. Scenic display bases are not allowed in this category.

13. YOUNG BLOODS: WARHAMMER SINGLE MINIATURE

The young bloods painting competition is open to any

competitor aged 14 years or under. Your entry should consist of any single Citadel miniature from the Warhammer universe, on its standard 20mm or 25mm slottabase. Scenic display bases are not allowed in this category.

14. YOUNG BLOODS: THE LORD OF THE RINGS™ SINGLE MINIATURE

The young bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single miniature from the Lord of the Rings Strategy Battle Game™ range, on its standard 25mm round slottabase. Scenic display bases are not allowed in this category.

15. OPEN

The Open Category is an opportunity to let your imagination run riot. Typically you'll enter the Open category with – Battle scenes, vignettes, Dioramas, Converted figures, both large and small, or scratch built work. Judges will be looking for entries that convey a strong image, theme or story that is a part of Games Workshop's gaming universes. To do this the entry will demonstrate a high level of modelling and/or converting, as well as a high level of painting skill. This should be the most demanding category to consider entering. It may not be enough to simply enter a single large model or group that hasn't been altered from the standard production. Entrants are also welcome to provide any details that support and explain the work they have put into creating their entry. This should be in a hard copy form and no more than 4 A4 pages – including all photos diagrams and text.

Forge World

Forgeworld will be offering a special award for the best forgeworld model in any category. To be eligible you will need to use forgeworld models or components in your entry but it must still comply to the categories normal guidelines.

PAINTING FRENZY

You've been waiting all year to hear about this year's Australian Games Day, and for many of you the Golden Demon painting awards are a very important part of Games Day.

Golden Demon is Australia's most prestigious miniature painting competition and this year it will draw entries from all over the Asia-Pacific region. There are fifteen categories this year (including the Open and Young Bloods categories) to challenge your painting and modelling skills, and an entry into any one of the first eleven categories may win you the coveted Golden Demon Slayer prize!

Here are a few tips to help you on your way.

- The most important hint is about your choice of miniatures. Don't choose a model purely because it's the latest release, or because it's from a fashionable army. Pick something which you really want to paint, regardless of whether it's an old or new miniature. You will make a much better job of it if you have genuine

enthusiasm for the project rather than trying to please the judges.

- Don't neglect your bases. A good base, finished with a little care and attention, really sets off the model on it and enhances your chances of winning. Don't give in to the temptation to go overboard either.

- Try to concentrate on one or two categories. Focus on those areas you enjoy, eg. if you like detailing tanks then enter the Warhammer 40,000 Large Model category.

- When painting groups of multiple figures it is important they look coherent. Try to be consistent with colour schemes on groups of models. This will guarantee they are more visually striking than groups painted with two or more colour schemes.

- Also, when planning your Golden Demon miniature for this year's competition remember that you have to transport it, nothing would be worse than arriving on the day with a broken miniature.

Well that's it for advice. Good luck everyone and get painting!

Games Day 2003
Warhammer 40,000 Single
Gold & Golden Demon
Slayer Sword winner by
Leigh Carpenter



GAMESDAY & GOLDEN DEMON 2004

OFFICIAL ENTRY FORM

TICKET NUMBER:

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GAMESDAY & GOLDEN DEMON 2004

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 2004 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 2004.

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\$55

Deal Two includes the Ticket and Programme as described in Deal One plus the Archaon on foot Games Day 2004 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 on this page). The t-shirt will be supplied to you when you purchase your ticket.

DEAL FOUR THE LOT: AUS\$75

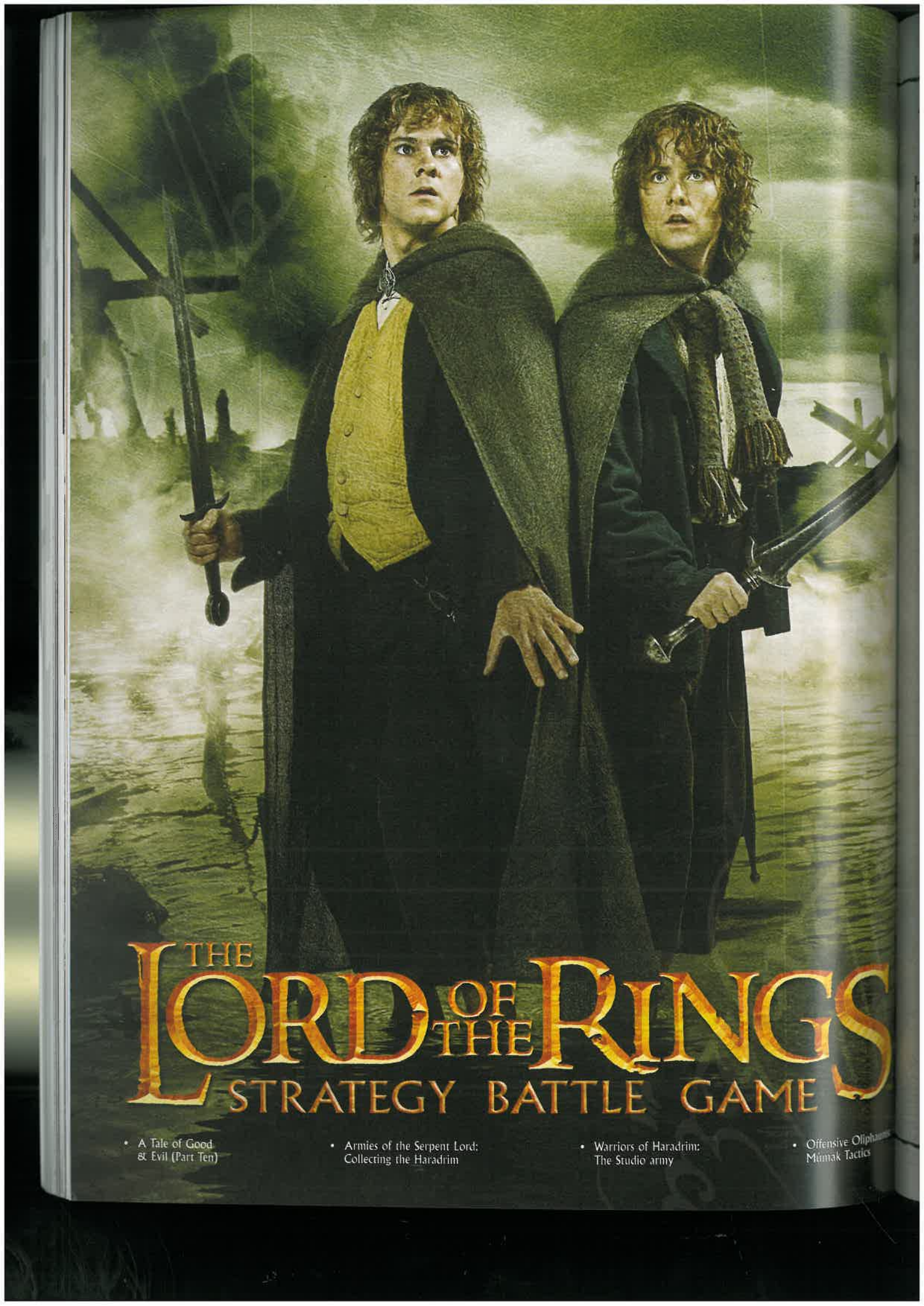
Deal Four includes the ticket and Programme as described in Deal One plus the Archaon on foot Games Day 2004 miniature and the Games Day t-shirt. Both the t-shirt and miniature will be supplied to you when you purchase your ticket.

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



Games Day 2004 Archaon on foot





THE LORD OF THE RINGS

STRATEGY BATTLE GAME

- A Tale of Good & Evil (Part Ten)

- Armies of the Serpent Lord: Collecting the Haradrim

- Warriors of Haradrim: The Studio army

- Offensive Oliphaunts: Mûmak Tactics

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Halbarad Captain of the Dunedain

Designed by Gary Morley, this blister pack contains 1 Halbarad.

HALBARAD
AU\$16 NZ\$18



▼ Haradrim Command

Designed by Gary Morley, this blister pack contains 1 Haradrim Champion & 1 Haradrim Standard Bearer.

HARADRIM COMMAND
AU\$18 NZ\$20



▼ Rangers of the North

Designed by Gary Morley, this blister pack contains 3 Rangers of the North.

RANGERS OF THE NORTH
AU\$18 NZ\$20



Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Offensive Oliphaunts

Fighting with and against Mûmakil, by Adam Troke

Mûmakil make a fearsome addition to any Evil force. Adam discusses how to use one of these awesome beasts to its full potential, as well as how the forces of Good can stop the unstoppable.

I believe I was the first member of Games Development to kill a Mûmak. Others in the office and amongst our play-testers had beaten Haradrim armies containing one, but I believe I am correct in saying I killed it first. With Dáin Ironfoot and a wedge of Khazâd Guard, and Dwarves with two-handed weapons, I charged towards the beast, displaying true bravado and fighting spirit. Down came their axes and, as they bellowed the warcry of their ancestors, the mighty creature staggered and toppled to its doom. This is not to say I always kill Mûmakil, or even beat them, but every time you lose, you learn something new.

Throughout all the games I've played I have also managed to achieve some very

pleasing results from my own Mûmak in the play-testing it's been put through. For a while now we've been discussing the idea of an article, detailing tactics for use with and against the Oliphaunts, so Alessio collared me and asked me to put finger to keyboard. For the inexperienced player it can be an intimidating proposition – it is probably the most complex model in the whole game, and with four pages of rules, it's easy to see why. So, whether you plan on using a Mûmak of your own to squash your foes, or if you need advice on how to halt its terrible charge, read on...

Squashing the Enemy

Mûmak tactics have, to my mind, four laws of engagement. Follow these laws and you will never go far wrong. These laws are:

1. Crush the weak
2. Beware speed bumps
3. Show no mercy
4. Keep moving

Crush the weak. Let's not beat around the bush here. Killing the weak warriors of Good is

what the Mûmak does best. That's why we (as Evil players that is) are willing to pay out premium points for one. The best way to go about this is to make the most of the trample attack. The Mûmak is most deadly when it is on the move. If your enemy can bog you down and prevent you from moving, beware! He might be able to muster enough attacks to wound your precious Oliphaunt, risking a stampede – something no Evil general wants. Always aim your Mûmak at the largest concentrations of enemy warriors. It doesn't really matter if they are mounted or on foot, either way you'll likely kill them. So long as you are trampling through as many as you can, you're fulfilling Law 1 – crushing the weak. Large groups together tend to become large red stains beneath your Mûmak's feet, as you roll 3 Strength 9 hits against each model you contact. Killing them, unless they are Mighty Heroes of the scariest type, is really a foregone conclusion. Only bad dice rolls will save them!

Beware speed bumps. This law is very important. Too many times I've thrown away a game with a Mûmak because of deviating from this law. It is simple. A speed bump to a



On the fields of Pelelmor, the Mûmakil thunder into the forces of Rohirrim.



Heroes, such as Prince Imrahil, are quite capable of stopping a Mûmak in its tracks, so should be avoided

Mûmak is anything that it will have to slow down for. In real terms these fall into two categories: terrain and Heroes. Terrain is easy to avoid. Plan your moves carefully, ideally before the battle. Always know what you want to do in your next turn. In your mind's eye, decide where you want your lovely Oliphaunt to go, who you want it to squash, and how you will avoid scenery as you do so. Sounds simple really, and this part of the law of speed-bumps is. The other part is that much harder. Heroes present a deadly threat to your glorious beastie. They have multiple Wounds and Fate. Aragorn or Imrahil, for example, are nearly impossible to kill in one fell charge. Your opponent will be willing (if they are smart) to throw such a Hero in your path. Just think very carefully before you fall for the ruse. Even at Strength 9, three Heroes are not likely to kill the mighty Heroes. Be wary of trampling into them. Kill their weaker Wounds first, isolating them from support and optimising your chances of bringing down the Hero later. Since the Mûmak causes terror, the Hero might not be able to charge you anyway, but there are certainly better ways to use your trample attacks than failing to kill a Hero.

Show no mercy. This law sounds a little mean and nasty. To be honest, it is. It's simple. Don't feel bad about crushing your own men. Life is cheap in the armies loyal to the Red Eye. Cheap is hardly the word for it. If you can pin a Knight of Dol Amroth in combat with a Haradrim spearman and then reduce them to jam with a charging Mûmak, why not? This isn't to say you should make a habit of killing your own warriors for its own sake, but don't shy away from it. It can be a highly effective battle tactic. I've been known to use a Haradrim Chieftain to launch a heroic combat to keep enemies in battle long enough for the Mûmak to smooch them all.

Keep moving. This law requires exactly what you would think. Whenever possible keep

your Mûmak on the move. The Commander on the howdah has two Might points, which are best spent on Heroic actions, and if you splash out on a Mahûd then you have three. These can allow you to get the jump on an enemy that would otherwise pin your Mûmak down and keep it from moving. Always issue an heroic move if it will allow you to inflict carnage on your enemy – there is simply no point spending the better part of 300 points on a Mûmak to have it charged and pinned in place by a plucky Knight of Dol Amroth or an Elf. Keep that monster moving and squashing your enemies, and you're that bit closer to victory.

Those are the four laws of tactics that I have encountered in my time playing with a Mûmak. Mûmakil are sturdy beasts, easily capable of slaughtering far more points worth of troops than they cost to field. But that deadly power comes at a cost: Stampede. One wrongly placed Stampede can ruin everything. There are a number of times that I have lost whole wedges of men to a Mûmak that, stricken by pain, has crashed through my own lines. Be aware of this. Better to keep the Mûmak away from your main battle line. One well-placed arrow and botched dice roll can ruin all carefully laid plans. Since it can only move 8"/20cm, keep it that far away from your other men until the battle lines crash and you are at reduced risk from your opponent's archers. Archers, along with the already mentioned mighty Heroes are your largest threat. Close on the enemy fast to minimise the number of shots that come your way. Also fill your howdah with bows. Haradrim bows are excellent, thanks to their (incredibly tricky) Poisoned Arrows rule. From the top of a howdah they are both well protected and given a marvellous field of fire. By concentrating your own arrows on the enemy's bowmen, you give them something very serious to worry about, and can hopefully kill enough of them to keep your Mûmak safe.

Stop that Mûmak!

By now you could be forgiven for thinking that defeat is certain if one of these behemoths is arrayed against your army. However, all is not lost. The first thing to realise when taking on a Mûmak is that you don't have to kill it unless the scenario you are playing demands it. Make the most of this by picking off everything else in the enemy force. Haradrim Warriors are not especially well armoured or armed, so kill them off as quickly as you can. Sometimes, in tournament scenarios, this on its own can be enough to secure you victory. However, where there will be those games where cunning ploys like that are simply not enough when bringing that beastie down is the order of the day. Well, read on my friends, for there are ways and means. Below I have listed five basic tips that best highlight the ways of killing/crippling the mighty Mûmak:

1. Pin it down
2. Hide like a coward!
3. Everything counts in large amounts
4. Bodyguards and Mighty Heroes
5. Trebuchet!

Pin it down. It's the most obvious way of stemming the amount of damage it can do, and it often works. Stop it moving. Keep Heroes with Might nearby, and if priority is lost, declare a heroic move and get something into base contact with the Mûmak to stop your men being squashed. You'll have seen it is most deadly in the Move phase, so move heaven and earth to stop it trampling your men. This is a risky plan because the commander can issue heroic moves too. However, in a world where options are limited, a little gamble might be your best choice. Of course, if you can shoot the commander first (made easier if he is a Mahûd, thanks to his position on the Mûmak) then you can curtail this risk altogether.

Hide like a coward. There is no honour in it whatsoever. It's not brave, it's not heroic and it is certainly not befitting of a Hero, but it does work. Hiding that is. Find a piece of difficult terrain and stay in it. Your warriors can waggle their tongues, beat their shields and cry defiance from the safety of their cover. Mûmakil cannot enter difficult terrain for fear of stumbling over or damaging their howdah, thus keeping your Warriors within cover is a sensible method of protecting them. However, more often than not scenarios call for you to move your models, so it doesn't always work. While spending the whole game lurking in difficult terrain is a little dull, and often unproductive, nobody would blame you if you used terrain to your best advantage – after all, who wants to be squashed flat by a Mûmak?

Everything counts in large amounts. It's a good expression when it comes to Mûmak. Killing. Don't shy off, making half efforts. If you are going to kill it, kill it properly. When I slew the Mûmak in the game I mentioned at the beginning of this article, I charged it with Dáin and about ten other Dwarves. With the best will in the world no monster can prevail long with that many axes tearing chunks out of it. Everything counts, so throw it all in! The same is true of cavalry charges. Half a dozen Knights of Dol Amroth or Knights of Minas Tirith led by a Hero can cause the Mûmak some very serious wound issues. The bonus that a two-handed weapon or a lance gives you in combat can really put the frighteners on a Mûmak. It's far easier to wound a Defence 7 monster with one of those weapons in your hands! If you are going to try bringing it down in combat, use some of these – you'll thank me for it in the long run. If you are going to shoot it, really shoot it. Fire every available shot you have, pepper it with arrows, and cause the Commander to take Courage test after Courage test! Make the thing's life a misery. It's not subtle, but it works better than most tactics.

Bodyguards and Mighty Heroes – This one might sound a little obvious, but I will elaborate all the same. Warriors with the Bodyguard rule always pass Courage tests while the Hero they are protecting lives. These make the perfect candidates to slow the rampaging Mûmaks for precisely this reason. They won't flee the beast due to a failed Courage test, and can therefore hamper it better than most. As well as this they generally have a higher Fight value too, normally bringing them to at least the same Fight value as the Mûmak itself. If you charge a Mighty Hero into the combat too, you are more likely win, and do some serious wounds to the beast. Imrahil with a lance will wound it on a 5+, and Aragorn with Anduril on a 4+. Heroes of other races are just as good. Dáin and Balin with their dreaded axes are a menace to the Mûmak, Glorfindel and Elrond equally so. All these Heroes can withstand a pounding from the beast, and so are ideal for the dangerous duty of confronting it. Once you have charged it, and wounded it

multiple times in combat, you can reap the benefit as the Commander fails his Courage rolls and the Mûmak begins to Stamped away.

Trebuchet – Okay, now to be honest I have given you all the 'nice' advice I have already. However, if you are feeling really mean, this is the one for you. Include a Battlegry Trebuchet and an Engineer Captain in your force. Target the howdah with your Trebuchet, and laugh like a hyena! Make sure that your shots hit and wound thanks to the Captain's Might points and voila. It's not quite as easy as that. A Trebuchet only has a 50% chance of hitting, and even then you'll need to roll on the Scatter table. Even with the two Might points that your Engineer Captain gives you, you'll need to be very lucky. Lucky and fast. The Mûmak will close on you as fast as possible and you have a minimum range of 18"/42cm, so you will only get two or three turns of shooting before the Mûmak becomes too close to target. The rocks hurled by the Battlegry Trebuchet are powerful enough to shatter the howdah like matchwood, making

every model on it take falling damage as they crash to the ground. Any survivors are in a perilous situation as the Mûmak must then pass Courage tests on its paltry Courage value of 2 or begin Stamped. This is not a friendly tactic, and requires use of a costly and immobile siege machine. However, it works – we swear it on the precious.

I hope that that makes sense to you all, now that I have written it. The Mûmak is a deadly monster, capable of crushing your best efforts if given the chance. However all is not necessarily lost. By picking your fights carefully, concentrating your forces and running away when you need to, victory can be yours! I'll personally never forget the incredible feeling of bravery and honour as Théoden and his Rohirrim gather their might and charge the lines of approaching Mûmakil. There are worse ways to lose a game than rallying valiantly against a raging Oliphaunt! The image it creates is awesome, and I heartily recommend giving it a go!



If all else fails, run for the hills!



Mûmak Movement Template

Using the Stampede Marker

If a Stampede test is failed, place the marker on the Mûmak's base. This will help you remember that the next time you get to move the Mûmak, the turning of its base will be decided by the opponent and the models in the howdah risk falling over! Once this is done, remove the marker from the Mûmak's base.



Mûmak Stampede Marker

Using the Mûmak Movement Template.

The Mûmak's Movement template and the Stampede marker are very useful gaming tools that will allow you to move your Oliphaunt on the battlefields with unerring precision.

First of all photocopy this page (best done in colour!) and glue it on to a piece of thick cardboard using woodworking glue. Once the glue is dry, cut the template and the marker out (remember to cut out the hole in the centre of the template too) and you're ready!

At the beginning of the game, deploy the template first where you want to deploy your Mûmak and then place the model on top of it.

When it's time to move the Mûmak, lift the entire model from the template, execute the turning (also known as 'aiming') of the beast on the spot by placing a finger on the table through the hole in the centre of the template and then rotating the template towards the direction you want the beast to move in. This will ensure that the template remains centred on the spot while turning – a difficult manoeuvre to execute without the template!

Once the template is aimed in the right direction, you can either:

1. Place the Mûmak's model back on the template and then proceed to move it forward up to 8" (trampling model as you go) as described in the rules, or
2. Move the template forward up to 8" as if the Mûmak was on it (trampling models as you go), and then place the beast back on the template after finishing its movement.

Option 1 is definitely more fun and looks much better, but Option 2 is more practical, in particular if the playing surface is a bit irregular or slopes. Ultimately, which option to use is entirely up to you and you can freely swap from one to the other depending on the situation!

Warriors of Haradrim

Steve Cumiskey, Neil Langdown and Kirsten Williams discuss the Haradrim colour scheme



The Haradrim have arrived as a fully-fledged army, complete with their own unique form of transport – the Mûmakil. The painters faced the challenge of transferring the colours of the warriors on film into a form that would work just as well on the tabletop.

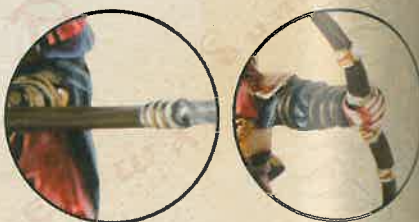
The warriors of Harad

Neil Langdown: The original reference photography that we used to develop our paint

schemes had quite a lot of different colours on their clothing, some of which were extremely bright. When we came to work on the models, we needed to stick to the spirit of the uniform while still producing a paint scheme that would work well on the Studio army. The first thing we did was to tone down some of the wilder colours and simplify the uniform. If we'd gone with the more vibrant colouring, it would have been hard to get a focus on the paint scheme. The second thing was to vary the dominant colour on each model throughout the force.

Painting bows and spear shafts

To give the weapons the appearance of wood grain, we painted streaks of Bestial Brown over the Scorched Brown basecoat. Normally, we tend to use quite diluted paint to build up colour subtly, but in this case using thicker paint made it easier to create the grain effect.



The colours of Harad: Purple cloth

We used two shades of purple. The lighter purple was an equal mix of Warlock Purple and Chaos Black, highlighted by adding Bleached Bone to the mix. The darker purple was a mix of Liche Purple, Chaos Black and Shadow Grey highlighted by adding Fortress Grey to the mix, and shaded with a wash of Black Ink.



The colours of Harad: Red cloth

For the red cloth, we used a coat of Scab Red, highlighted with Bronzed Flesh and shaded with a thin wash of Brown Ink.



The colours of Harad: Golden armour

We applied a basecoat of Shining Gold with a wash of Chestnut Ink for shading and a mix of Shining Gold and Mithril Silver for edging and highlights.

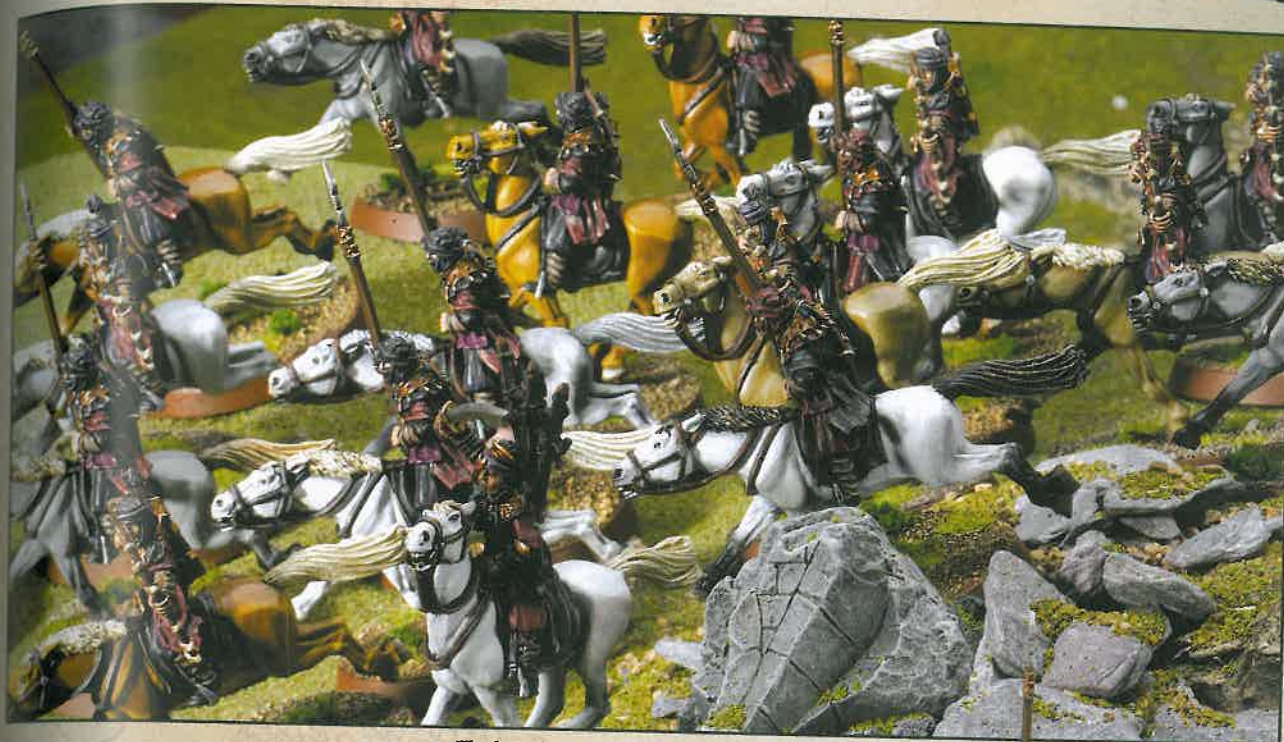


Harad banners

There weren't any Harad infantry visibly carrying banners in the film, so we took the design from some of the pennants hanging from the Mûmak howdah.



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The keen horsemen of the Harad people.

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The steeds

In the end, no mounted Haradrim appeared in the film, so we were free to decide on the colouring of their mounts. We chose bright colours to contrast as strongly as possible with the dark clothed riders.

We painted the sand coloured horses (above) with a coat of Desert Yellow paint, then added a wash of Flesh Ink and highlighted with a mix of Desert Yellow and Bleached Bone. To add more variety to the horses, we added the occasional marking like the white strip painted down the horse's head.

For the grey horses we used a mix of Codex Grey and Chaos Black as a basecoat, lightened with layers of Codex Grey and Fortress Grey. We deliberately left the legs of the grey horses quite dark. This creates the effect of the sock patterns that appear on some horses, but by simply not lightening the dark basecoat, they blend more naturally with the rest of the coat.

The dappled horses (above) are a variation on the grey coat, created by dabbing Skull White paint onto the horse with a small drybrush.

White horses

For the white horses we simply painted Codex Grey directly over a black undercoat and then gradually lightened the colour with Fortress Grey and Skull White. The reason we used black undercoat was simply because we were painting all of the horses at the same time, and so found it easier to spray them all in the same colour. Another way to paint a white coat would have been to spray it white, evening out the coat with more Skull White paint and then adding some shading with a mix of Skull White and Fortress Grey.



The Men of Gondor face an onslaught as the warriors of the Serpent Lord attack on mass, reinforced with the awesome Mûmak.

The Mûmakil

Kirsten Williams: Naturally enough, as the Mûmak is so huge, I ended up using techniques more commonly associated with painting vehicles – namely lots of drybrushing with a very big brush. Having said that, there are a few parts of the model that are worth a closer look.



The colours of Harad: Mûmakil skin

I drybrushed the majority of the skin, first with a mixture of Chaos Black, Codex Grey and Graveyard Earth, and then with a second, lighter coat of the same mix with Kommando Khaki added. After that, it was a simple matter to highlight the creases around the muscles with Fortress Grey and Skull White.



The skin

While most of the skin is painted in the same way, there were a few details that needed to be treated differently. The first of these isn't really separate to the skin at all – it's the dark, blotchy pattern that appears at various points on the body. This is a feature of real elephants as well as the creatures in the films. The patterns were a mix of Codex Grey, Chaos Black, Graveyard Earth and Scorched Brown, dabbed onto the skin in random clusters.

To try to convey the different textures on the skin of the Mûmakil, I avoided drybrushing the flat skin on the top of the head, and painted the skin around the eyes, tusks and ears in a different colour.

I started the skin around the eyes, tusks and ear edges in the same way as the rest of the skin, but then added a layer of Dwarf Flesh. I followed it with a few more layers of the same paint, with more and more Skull White mixed in, to get the pinkish tone.

The tusks and nails

Before I started painting the tusks, I spent a little time looking at real tusks. The colouring at the base and tip of the tusks goes from dark to light quite quickly. I also wanted to get some of the fibrous quality of the tusks and nails across. To do this, I used a small brush and applied quite dilute paint in single, long strokes.



The colours of Harad: Mûmakil Tusks

The basecoat was a mix of Scorched Brown and Chaos Black, followed by layers of Scorched Brown, Bestial Brown and Snakebite Leather. The final highlights are Bleached Bone and then Skull White.



The hide

Drybrushing would normally be the best technique to use on large surfaces like these, but in this case, I found that the dusty texture it produces didn't work terribly well with the red colouring. As a result of this, I decided just to paint it in a more conventional way.



Mamak 'lined' skin.



Howdah hide.



Tusk roots.



'Flat' skin and area around eyes.



Armies of the Serpent Lord

Adam Troke unveils his new Haradrim army

Always willing to lead the forces of Evil into battle, Adam Troke provides a guide as to how he went about selecting and collecting his new army of Harad.

I get enormous enjoyment from playing as the Evil side. There's a certain charm in marching ranks of Evil warriors at the enemy, with no care for their survival. When Mat began to write the rules and detail the background for the Haradrim, I saw a new beast raising its head. They are an Evil army composed of Men, sworn to the service of the Dark Lord, with warriors as skilled and disciplined as the defenders of the White City. It wasn't long after the first sprues of the models began to arrive that I made my move.

I decided that I would make a good sized army of Harad, able to fill the requirements for most scenarios they were called to perform in, and with the versatility to play in points matches and tournament style games. With that in mind I decided that I would establish a strong theme with my force. I personally love the idea of an army being lead to battle by political agents, soldiers duped into doing the bidding of shadowy lords. So I chose Rurgâz, a Hâsharin to lead my army. Not only are these Heroes brave and cunning, but they are also amongst the most skilful fighters available. I decided that I would support my Hâsharin with Ashâr, a Haradrim Chieftain on foot (largely because the model is fantastic), and another Chieftain (Hâlrîc) mounted on a horse for high-speed killing potential. By adding a Banner Bearer to my force my total expenditure was only around 230 points. Not bad when you consider I have three Heroes, one of which is a deadly Hâsharin!

The Minions of Rurgâz – army list one

Rurgâz (Hâsharin)	90
Ashâr (Haradrim Chieftain, bow, spear)	51
Hâlrîc (Haradrim Chieftain, lance, bow, horse)	65
	Points Each Points
1 Haradrim Warrior with Banner	30 30
24 Haradrim Warriors with spears	6 144
5 Haradrim Raiders with lances	12 60
10 Haradrim Warriors with bows	6 60
Total points:	500

This force has enough Warriors to excel in a war of attrition, using its numbers to overwhelm the enemy, while Rurgâz can hunt down and kill any elite Warriors or Heroes in the enemy force.

The men of Harad are as adept at fighting and shooting as any other, and without the heavy armour of Minas Tirith they are cheaper in points, and thus available in larger numbers. I decided upon two boxes worth of Warriors of Harad, as twenty-four Haradrim spearmen are a good place to start.

Cheap, dependable troops capable of fighting in two ranks, they would be the mainstay of my force. By adding twenty-four Haradrim with bows I was giving them significant missile support, the Poisoned Arrows special rule making them even more deadly than usual. To my core force I decided to add five Haradrim Raiders with lances. These would range ahead of my army, delivering hit and run attacks on the flanks of my enemies, using their lances and bows to deadly effect.

Now, the astute amongst you will have realised this is well over 500 points, and quite a long way past the 50 model limit imposed by the Tournament rules. However, there is method behind my madness. Such a big army puts me a long way towards playing most of

the scenarios in the Pelennor Fields, and gives me the diversity to tailor my army when playing points matches.

Of course, the best is often left until last. My army needed a Mûmak to smash its way through the ranks of my enemies. This beast of war is such a terrifying opponent I have seen very competent generals go completely to pieces when facing one.

Mine is painted in the same bold livery as the rest of the force and commanded by the capable Hagûd. Its awesome presence lends an air of formidability to my army, and it's the perfect addition for scenarios and points matches. Because of its sheer bulk and impressive power a Mûmak works as the ultimate distraction in games, capable of crushing the ranks of the enemy with unparalleled ease.

Up until now my force has proven highly successful, and during the play-testing phase of The Pelennor Fields supplement my army became a regular sight pitting itself against Dol Amroth, the Rangers of Ithilien and the might of Rohan.

But there is still so much of Middle-earth to crush, and I really want to get some more Raiders painted, their lances proving decisive in a number of engagements. After this I think I will look to expand my force to include contingents of Easterling Warriors and Mordor Orcs. Easterling Warriors will provide my army with a core of high defence Warriors, capable of taking far more abuse than the cheaper Haradrim Spearmen, and by including some Mordor Orcs I will have the perfect excuse to field a Mordor Troll and maybe a Mordor War Catapult too.

This will create a great Pelennor Fields theme, and allow me even more tactical flexibility. Middle-earth will be mine!

Hagûd's Command – army list two

War Mûmak of Harad (commanded by Hagûd) 275

	Points Each	Points
24 Haradrim Warriors with spears	6	144
12 Haradrim Warriors with bows	6	72
Total points:		491

In comparison, this force relies on the awesome power of the Mûmak to destroy the enemy. With no Heroes aside from the Mûmak commander, this force really is a gamble to use, however, it is a gamble that often pays off and is always entertaining to use. By keeping the bow armed Warriors in the howdah, and the spearmen out of trouble the Mûmak can hopefully break the enemy force, allowing the spear-armed Haradrim to emerge and mop up the survivors.

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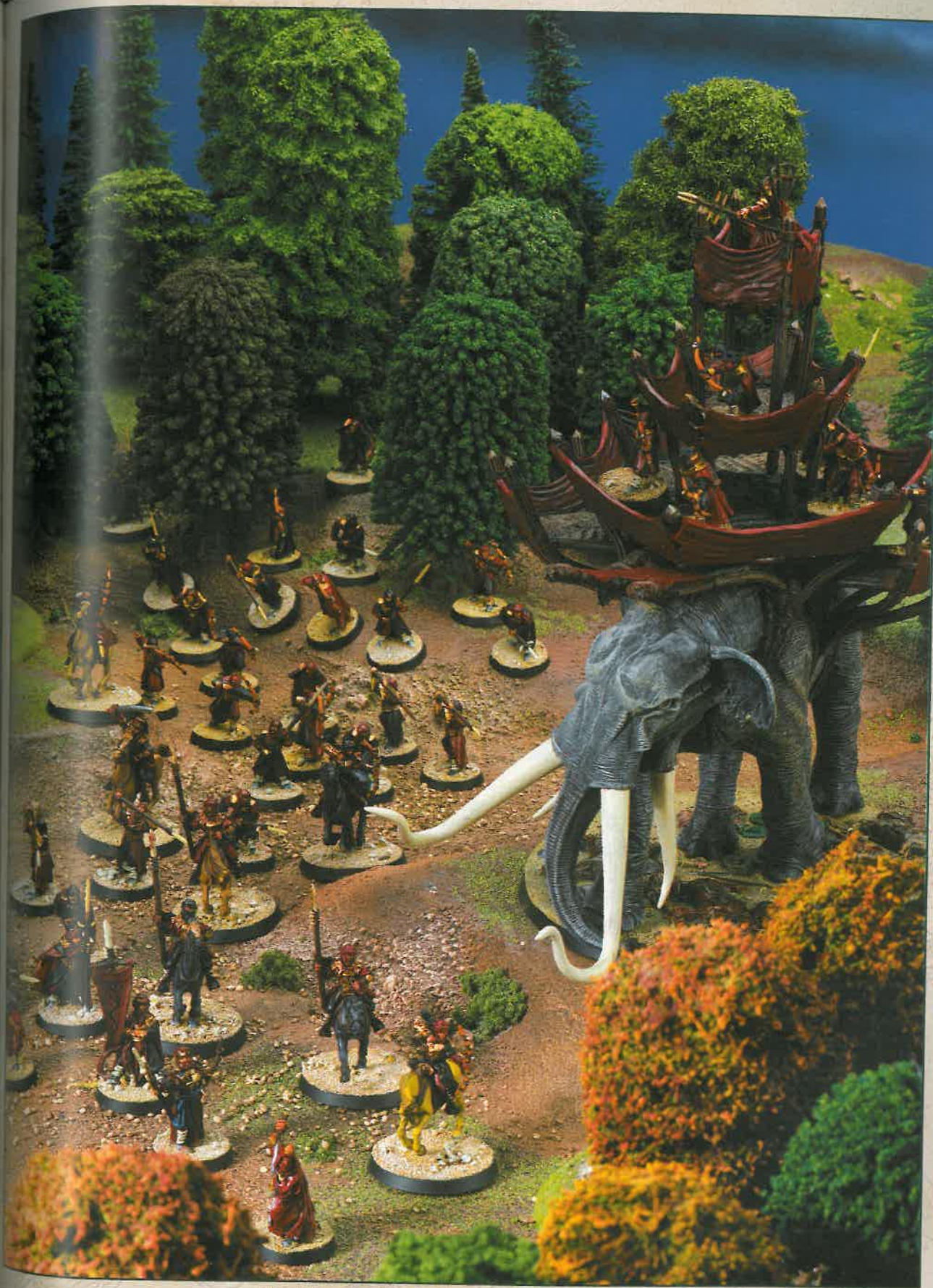
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Adam's force marches to war, and victory for the Dark Lord!

THE MUSTER OF MIDDLE-EARTH

A Guide to Themed Forces

Theming your force around a particular race or event is a great way of adding character to it. Here, Alessio Cavatore provides guidelines for creating pure and allied armies.

In the last Grand Tournament I had quite a few conversations with players who were asking advice about what constitutes a "themed" The Lord of The Rings force.

You see, in tournaments we often encourage people to decide the composition of their forces by following a specific theme. This is normally done by awarding them bonus points if their force is "themed" rather than just a generic, and often ugly, pick-and-mix of the strongest elements available to Good or Evil. I'll give you a few examples of what I'm talking about, just to clarify what I mean. Let's say that Player A has a Good force consisting of High Elves archers and Riders of Rohan led by Aragorn and Elendil, while Player B has Haldir, and Théoden leading a force of Wood Elves and Warriors of Rohan, and finally Player C has Boromir and Faramir leading a mix of Warriors of Minas Tirith and Rangers of Gondor. It seems pretty clear to me that Player A has picked very powerful models to get a

very competitive force, without paying the slightest regard to how plausible his force is in the history of Middle-earth. We all know that Aragorn and Elendil lived several thousand years apart and that High Elves of the Second Age have probably never fought alongside the relatively young race of the Rohirrim.

If we consider Player's C pure Gondor force it's actually easy to see that, differently from Player A, he has made perfectly reasonable choices, obtaining a force that is strongly themed and quite effective in gaming terms as well.

The last example is different from either one, since Player B's force is a mix of Wood Elves and Rohirrim, but is clearly themed to the defence of Helm's Deep (the film's version of it at least...).

Some people would prefer only "pure" forces (ie. those made of Warriors and Heroes of the same race) to score the Themed points, but I disagree as I think that would be too

limiting and I like the freedom offered by the ability of mixing allied forces. I also think it's more in keeping with Tolkien's own positive message of the Free Peoples joining forces against the Darkness.

One of the problems that do arise with such freedom is that some people embark in strange and far-fetched explanations and stories in order to justify what really is just a riff-ruff of powerful models. This sometimes puts the players in the odd position of facing an opponent that is pushing things a bit too far and having to decide for themselves if the line of good taste has been crossed ("No! It's perfectly acceptable that Shelob could have led a force of Barrow-wights and Mordor Trolls in the right circumstances, as explained in my background text").

Unfortunately there is no definitive and precise way of deciding when a force is themed and when it's not. Different people will have different opinions regarding this matter



Rob Woods force is themed around the Last Alliance.

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Alessio Cavatore's Isengard force.

and the Themed points can become a potential
misunderstanding and tension, something
nobody really wants...

I have therefore decided to give you a
series of guidelines, or rather examples of
what can be considered a themed force, in
order to allow you to make up your own.

I will first show you some "pure" forces,
consisting of models of the same race or
culture (eg. all Dwarves, all Gondor, all
Elves), and then proceed to show you some
mixed forces, made by combining warriors
from two or more pure forces. When making
up an allied force, it's normally a good idea to
make sure that if you include warriors from a
certain force you also include at least a Hero
from the same race or culture. For example, if
you mix Wood Elves and Warriors of Rohan, it
would be better to include at least one Wood
Elf Hero and Hero of Rohan. This is needed to
make an allied contingent feel like two or
three different forces fighting together on
terms of parity as true allies. It also helps
reinforcing the idea that these warriors would
travel around Middle-earth on war errands
under the guidance of a charismatic leader.

Enough said, let's have a look at these forces





The Lord of The Rings Pure Force Lists

	Minas Tirith	Rohan	Lothlorien	The Faithful	Eregion (2nd Age)	Erebor
WARRIORS	Warriors of Minas Tirith Knights of Minas Tirith Citadel Guard Guard of the Fountain Court Battlecry Trebuchet Avenger Bolt Thrower	Riders of Rohan Warriors of Rohan Rohan Royal Guard	Wood Elf Warriors	Warriors of Gondor	High Elf Warriors	Dwarf Warriors Khazâd Guard
						
HEROES	Captain of Men (Gondor) Denethor Faramir Damrod Boromir Beregond of Gondor Kings of Men	Captain of Men (Rohan) Théoden Éomer Éowyn Gamling Kings of Men	Galadriel Celeborn Elven Captains (Wood Elf) Haldir	Isildur Elendil Kings of Men Captain of Men (Gondor)	Gil-galad Elrond Elven Captains (High Elf) Celeborn Galadriel Glorfindel	Balin Dwarf King Dáin Gimli
						

The Lord of The Rings Allied Force Lists

	Pelennor Fields (Good)	Morannon (Good)	Helm's Deep	Last Alliance	Siege of Lorien	The White Council
PURE LIST	Minas Tirith Rohan Dunharrow	Minas Tirith Rohan	Rohan	Eregion The Faithful	Lothlorien	Lothlorien Mirkwood
EXTRA MODELS	Aragorn Gandalf the White Legolas Gimli Merry Pippin Elladan + Elrohir	Aragorn Gandalf the White Legolas Gimli Merry Pippin Elladan + Elrohir Gwaihir	Aragorn Gandalf the White Legolas Gimli Wood Elf Warriors Haldir Elven Captain (Wood Elves)		Treebeard Radagast Gwaihir	Gandalf the Grey Radagast Gwaihir

Erebor	Rivendell	Mordor	Isengard	Moria	Dunharrow	Mirkwood	Angmar
Dwarf Warriors Khazâd Guard	Wood Elf Warriors	Orc Warriors Uruk-hai (Mordor) Easterlings Mordor Trolls Warg Riders Morannon Orcs Orc Trackers War Catapults Siege Bows	Uruk-hai (White Hand) Uruk-hai Berserkers Dunlendings Warg Riders Demolition Teams Siege Assault Ballistas	Goblin Warriors Cave Trolls Goblin Drums	The Dead	Wood Elf Warriors	Orc Warriors Warg Riders
							
Balin Dwarf King Dáin Gimli	Arwen Wood Elf Galadriel Elrohir Legolas	Sauron Witch-king Ringwraiths Orc Captains Mordor Troll Chieftains Uruk-hai Captains (Mordor) Easterling Captains Grishnákh Shagrat Gorbag Shelob Mouth of Sauron Gothmog Orc Shamans	Saruman Gríma Uruk-hai Captains Dunlending Chieftains Sharku Orc Captain Lurtz Uruk-hai Shamans	Durbûrz Goblin Shamans Goblin Captains Balrog	King of the Dead Aragorn Legolas Gimli Elladan + Elrohir	Elven Captains (Wood Elf) Legolas	Witch-king Barrow-wights Orc Captains Orc Shamans
							

Fellowship/Special

Gandalf	Sam
Aragorn	Merry
Boromir of Gondor	Pippin
Legolas	Treebeard
Gimli	Gwaihir
Frodo	Radagast

the Council Battle of Five Armies

Mirkwood Erebor Rivendell	
Gandalf the Grey Bilbo Warriors of Rohan (Men of Esgaroth) Captains of Rohan (Men of Esgaroth) Kings of Men (Men of Esgaroth) Gwaihir	

Note: the Fellowship/Special list includes some Good Heroes that do not belong to any one specific force or culture, either because they spent their lives travelling around Middle-earth (like Gandalf) or because they live in regions we have not explored in our books as yet and therefore they have no list to sit in (like the Hobbits, until we do a Shire supplement). In the future they might get a list, but at they can also be fielded in allied forces and even alongside most Good pure forces, using a bit of common sense (Aragorn with a Minas Tirith force, for example).

IN CONCLUSION...

This article is not an exhaustive and complete summary of all the themed forces that can be created with the LOTR strategy battle game. Also, with the publication of new supplements for the game, the possibilities available to people are destined to increase more and more. On top of that, the book and the film sometimes offer different views on the troops present at a battle (Helm's Deep, Pelennor

Fields...), giving the players the choice of fielding either the film or the book's version of a force.

Players should then use the lists published here as examples and as an inspiration to theme their own forces. Please feel free to submit us your ideas for a themed Good and Evil force and some might even be published (especially if they have some nice photographs of the finished forces with them).

In tournament conditions you know that if you stick to these lists you are sure to get those composition points, but shouldn't that stop you from personalising your army even more. As a great example of a themed force I always remember playing against Matteo Cocco's impressive Gladden Fields force, which features a host of Warriors of Gondor led by Isildur and his three sons Elendur, Aratan and Ciryon (they use Captains of Gondor's profiles).

So delve into Tolkien's huge wealth of material and come up with a suitable theme for your army, and then see for yourself how much better it is to play with a themed force!

Mat Ward's scenario details the confrontation between the Elves of Mirkwood led by Thranduil, King of the Wood Elves, and a party of Orcs from the stronghold of Dol Guldur.

THE DEPTHS OF MIRKWOOD

A New Scenario for Mirkwood Elves

Description

A large party of Orcs sallied out of Dol Guldur, Sauron's stronghold in southern Mirkwood, and began to terrorise the nearby villages. Small, lightly defended and widely spread, the woodsmen stood no chance against such a large group of enemies and, as a result, many men lost their lives in just a few days. It would have gone ill with the Men of Rhovanion but for one thing: Thranduil, King of the Wood Elves was abroad on errands of his own. Proud and often indifferent, he did not have any intention of becoming involved with the affairs of the embattled Men. Fortunately for the woodsmen,

the Orcs trespassed into the Wood Elf realm and, upon learning of their transgression, Thranduil led his escort to meet them in battle – a battle that would swiftly become confused and disordered...

Participants

Good

Thranduil

1 Wood Elf Captain

5 Wood Elf Warriors with spear

5 Wood Elf Warriors with Elf bow

5 Taurdirim with Elven blade and shield

5 Mirkwood Sentinels

Evil

3 Orc Captains

8 Orcs with shield

8 Orcs with spear

4 Orcs with Orc bow

4 Orcs with two-handed weapons

3 Mordor Trolls

Points Match

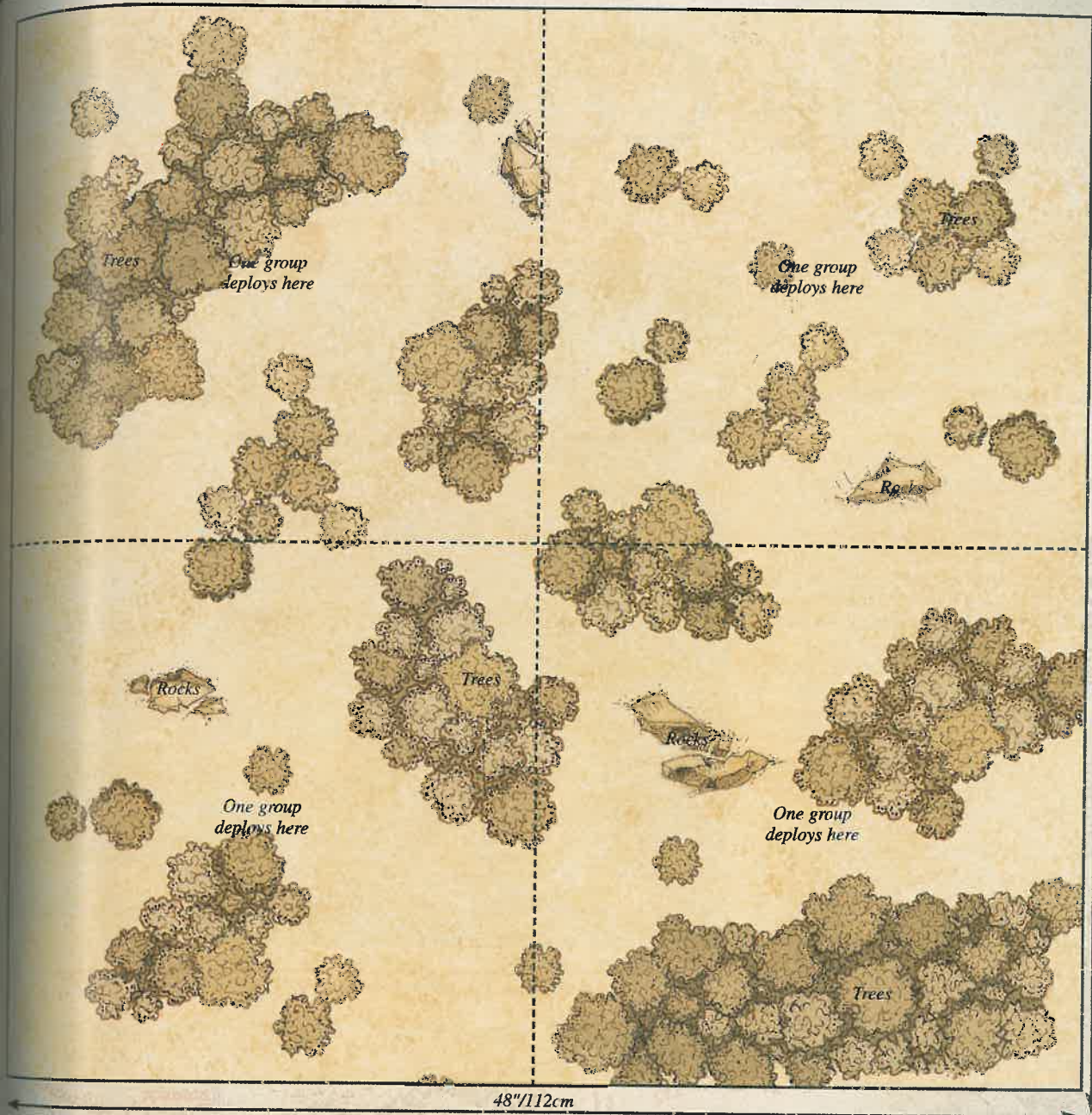
If you want to play this game with other forces, choose at least 500 points for each side. Each side must contain at least two Heroes. No more than 33% of the Evil models may carry missile weapons.



Unseen eyes track an Orc war party on the edges of Mirkwood.

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48 1/2 inches

48 1/2 inches

Layout

The scenario is played on a board 48 1/2 inches by 112 centimeters. Set in the southern regions of Mirkwood, the board should be covered with a large number of trees with a few hills and rocky outcrops interspersed over the scope of the board.

Starting Positions

The map is divided into equal quarters. Each player divides his force into two numerically equal groups, each containing at least a Hero. The Good player chooses one of his groups and deploys it within a table quarter of his choice. The Evil player then deploys one of his groups in a different table quarter. When this has been done, the Good player deploys his second group in one of the remaining quarters. Finally, the

Evil player deploys his last group in the remaining table quarter. At no point may a model be deployed within 6 1/4 inches of an enemy.

Objectives

The Good side wins if the Evil side is reduced to 25% or less of its starting numbers.
The Evil side wins if the Good side is reduced to 25% or less of its starting numbers.
If both sides reach 25% in the same turn the game is a draw.

Special Rules

Disordered Battle. Given the almost accidental nature of this skirmish, the combatants are not as well prepared for the battle as they might be – there are no standing orders and warriors will have to act upon their own initiative. To

represent this, the Stand Fast! rule may not be used in this scenario. In addition, to represent the disorganised nature of both forces, each player rolls a D6 whenever one of their Heroes attempts a heroic action of any kind. On the roll of a 4+, the action succeeds and may be carried out normally. On a roll of 3 or less, the action fails and the point of Might is lost – the Hero may not call another heroic action of that type this turn.

Swift Reactions. The Mirkwood Sentinels are quick to react and strike against an enemy presence. To represent this, after both sides have deployed, but before the first turn begins, each Sentinel may take a single free shot. The normal rules for Shooting attacks apply.

Battle Companies

Creating your own Fellowship and using them in a campaign

Adam Troke reveals new rules to allow players of The Lord of The Rings the opportunity to develop their characters into heroic warriors of legend.

Alessio: In the past few months I was thinking as usual about new and different ways to enjoy the experience of playing The Lord of The Rings Strategy Battle Game, and one idea has definitely made its way to the top of the list. I was considering games like Necromunda and Mordheim, or for those of you that don't know them, games where the players collect a small group of warriors and lead them through a series of games against other similar warbands. Those of their warriors which survive these dangerous encounters gather Experience and in time will improve – their profiles will increase and they will acquire useful skills, turning into the mighty heroes we are used to seeing on the battlefields of Warhammer and Warhammer 40,000. These games are a bit of a mix between a war game and a role-playing game and can get really addictive and utterly fun, so I thought it would be good to make sure that The Lord of The Rings game had one such game too: enter The Lord of The Rings Battle Companies.

It actually proved far easier and more natural to create the rules for a game like Battle Companies than it was in Warhammer and Warhammer 40,000, since the rules of The Lord of The Rings game are already a skirmish system where every model moves individually! This means that we can concentrate on the Experience and Upgrades system without needing to worry about changing the system's core mechanics, which stay exactly the same as the main game. Beautifully simple!

I will now let Adam Troke, who has done most of the development on Battle Companies (with some help from Mat Ward and myself) explain this new way of using your The Lord of The Rings models. Please keep in mind that these rules are in no way finished and we're still working on them. We decided to publish them here to give you a glimpse of the future and to give you a chance of doing some playtesting and giving us some feedback. Enjoy!

Over to you Adam!
Alessio Cavatore



Consistent success using the Battle Companies rules could make your heroes as mighty as the members of the fabled Fellowship.

The Lord of The Rings: Battle Companies

Well, even at the time of writing this I am still very much the 'new boy' in The Lord of The Rings design team, so you can imagine how excited I was when Alessio gave me the task of creating a 'small campaign system' for The Lord of The Rings Strategy Battle Game. I spent a long time considering my options, writing and rewriting rules as we played games and found out what did and didn't work.

As Alessio has already pointed out, this really is a work-in-progress. We've got the rules to a point where we like them now, having tweaked them through trial and error and a lot of really great games! If, after playing Battle Companies for a while, you find that something works really well or (shock horror) doesn't then feel free to let me know what you think!

As it stands, Battle Companies focuses on small warrior bands, each led by a very inexperienced Hero. However, after a few games, you will start to see him change,

becoming more and more powerful, with other members of your Company gaining promotions or, if they are good enough, maybe even becoming Heroes in their own right!

The rules contained in this article explain how to use the Warriors of Gondor and Mordor in your games of Battle Companies, with three scenarios for you to enjoy, and all the rules you will need to track the status of your Company. All you need in addition to this are copies of The Return of The King and Siege of Gondor rules manuals and a small collection of The Lord of The Rings miniatures. In later articles, rules for the other races and nations of Middle-earth and new scenarios and special rules will be added.

By following the few simple steps listed below you can be playing games of Battle Companies with the forces of Mordor and Gondor within minutes of reading this article. Aside from gathering up your models, all you really need to worry about is whether you are going to play as Mordor or Gondor, and follow the simple steps provided here.



Step One – Gather your force. When you have made your choice between Gondor and Mordor, gather up the models you need. Naming them individually will help enormously when it comes to record-keeping, and entering their details onto a record sheet. Once you have selected your force, you may choose one warrior to be your Hero, you should make up a suitable name/title for him. This warrior represents a lieutenant, sergeant, master-sergeant or some other 'greater minion', literally an **Army Hero** of the Dark Masters of Mordor, or the noble lords of Gondor. Add one Fate point to his profile, this warrior is considered a Hero in all ways from this point onwards.

Gondor Starting Force

- 2 Warriors of Minas Tirith with bows
- 3 Warriors of Minas Tirith with hand weapons and shields
- 2 Warriors of Minas Tirith with spears and shields

Mordor Starting Force

- 2 Orcs with bows
- 3 Orcs with two-handed weapons
- 3 Orcs with hand weapons and shields
- 3 Orcs with spears

My first Battle Company is a Company of Mordor. To represent my Hero I decided to use an Orc Captain I had converted a while ago and named him Nurbog. After doing this, naming the rest of my Orcs, filling out my record sheet, and coming up with some background for my little patrol, I was ready to go!



Step Two – Play a game. Find an opponent, and agree to the scenarios found later in this article. Either play with your opponent which scenario you are going to play, or roll a D3 and play the corresponding scenario. Record how many wounds each Warrior & Hero inflicts, and keep models

removed from play as casualties to one side. This proves essential in step three. If two or more warriors win a combat and inflict wounds together, the controlling player may choose which of the models counts the kill as his own.

Step Three – Injuries. As soon as you finish your game, it's time to work out the seriousness of the injuries your warriors have sustained. It's very important that this phase is remembered, and ideally should be the first thing players do after their games. Every Hero and Warrior removed as a casualty should roll on the respective table opposite and below. It is very important that all your Injury rolls are worked out directly after the battles are completed. Players make these rolls together, and before playing another game. It is clear that Warriors are far more likely to die of their injuries than Heroes. This reflects the heroic nature of The Lord of The Rings and streamlines the game suitably, preventing too much book-keeping.

If any Hero or Warrior rolls the **Dead** result on their respective table all their equipment is considered lost, and cannot be given to another member of the Company. If a Warrior or Hero has a mount that is killed during a scenario, there is no need to roll on the Injury table for it. All mounts are considered to survive their wounds. The only way a mount can be lost is if the rider himself is killed, in which case the steed is lost along with the rider's other possessions.

Hero Injury Table

2D6	Effect
2	Dead – The Hero's adventure ends here... remove the warrior from your roster.
3	Lost in Battle – The Hero lies wounded somewhere on the field of battle. The players should, as soon after their bookkeeping is completed, play Scenario 3 with the lost Hero as the objective. The Hero may not act, or be attacked for the duration of the game. If his side wins, he is returned, and makes a full recovery. If not, he is considered Dead .
4	Arm Wound – The damaged arm may no longer be used, either to carry a shield or wield a weapon. Therefore the Hero can only use a hand weapon or dagger from this point onwards. A second arm wound will force your Hero to retire, as per the Dead result.
5	Leg Wound – The first leg wound gives a -1"/2cm move penalty. A second leg result will cause your Hero to retire, as per the Dead result.
6	Flesh Wound – The Hero must miss his next game.
7	Full Recovery – The Hero may play the next game as normal.
8	It's just a Scratch! – The Hero must miss his next game. Alternatively he may choose to roll again on this chart, but the second result will apply.
9	Niggling Injury – Before each game the Hero must make a roll. On the score of a 1, the Hero's injury is plaguing him and he cannot take part in the game. A Hero can have more than one Niggling Injury, in which case he must make one roll for each.
10	Chest Wound: -1 Strength permanently. Additionally, he must miss his next game.
11	The wounds of a Hero – The Hero's patrons are so impressed by the Hero's self-sacrifice that his force gains +D6 Influence this game. Additionally, he makes a Full Recovery.
12	Protected By The Valar – Saved from injury by the Valar, or perhaps some darker power, the Hero is protected from any serious harm. The Hero permanently gains +1 Fate. Additionally, he makes a Full Recovery.

Warrior Injury Table

1D6	Effect
1	Dead – This Warrior's adventure ends here.
2-3	Injured – This Warrior must miss his next game.
4-6	Full Recovery – This Warrior may play next game as normal.



Step Four – Experience. Once you have resolved all the injuries sustained by your Company, it is time to see which of them, if any, have gained enough Experience to improve in some way. Heroes gain an Experience Point in the following situations:

- Each time he removes a wound from any enemy model. If an enemy Hero subsequently regains this wound thanks to a Fate roll, the Experience Point is not lost.
- Each time he plays in a scenario.
- Each time his side win a scenario.

Every time a Hero gains 5 Experience points he may roll once on the Hero Advance table below.

No Heroes in Battle Companies may have more than 3 Might and 3 Will. If you roll a result for your Hero that you cannot use, either because the Hero already has the Special Rule or because his profile has reached its maximum, you may choose any other result from the same table. Should they have all the Experience increases available on the table, they may choose from any result available to your Hero.

The way in which Warriors improve is quite different. When playing games it is important to make a note of how many wounds individual Warriors inflict.

To see if your Warriors receive promotion, roll a dice for each surviving Warrior at the end of each game. Add the number of wounds the Warrior in question inflicted in the last game (WA) and compare this number to the Warrior Promotion table, to see if advancement is available. Warriors may not carry over wounds inflicted in previous games.

As you can see, it is very difficult but not impossible for a Warrior to become a Hero. It is also clear to see how important good record keeping will be, to make sure you can add the correct number to the dice you roll on the Warrior Promotion table. The Mordor Force List only allows Orc Warriors to receive promotion. This is because the various types of Orcs are born into the roles they fulfil.

Hero Advance Table

D6 Effect

- 1 Fight/Shoot** – The Hero's Fight or Shoot characteristic is improved by 1. The controlling player may choose. To a maximum of 6/3.
- 2 Strength/Defence** – The controlling player may choose between Defence and Strength. Each may only be improved once.
- 3 Courage** – The Hero's Courage characteristic is improved by 1 to a maximum of Courage 6.
- 4 Attack/Wound** – The controlling player may choose. The Hero's Wounds and Attacks may not exceed 3 each.
- 5 Special Rule** – Roll again on the relevant race Advance table.
- 6 Choose** – One result from above.

Warrior Promotion Table

D6+WA Effect:

1 to 6 No Effect

7 to 8 Elevated in status – This result is only available to certain Warriors. Those that can be promoted are listed in their race's Promotion table.

9+ A Hero in the making – This result is available to all Warriors. The Warrior from now onwards is treated as a Hero, and may gain Experience in the same way as other Heroes. He also receives one Fate point onto his characteristics. He starts with no Experience Points, but will begin to accrue them as normal from the next game onwards.

Gondor Promotion Table

Troop Type

Warrior of Minas Tirith with bow

Warrior of Minas Tirith – spear & shield

Warrior of Minas Tirith – sword & shield

Promotion Option

Ranger of Gondor – Alter the Warrior's statistics appropriately. If the Warrior had a spear in addition to his bow, he may retain this.

Knight of Minas Tirith – All weapons and equipment are traded for that of a Knight of Minas Tirith.

Citadel Guard/Guard of the Fountain Court – The player may choose which. Alter the Warrior's statistics appropriately. Include the special rule: **Bodyguard**. May choose additional equipment at the cost indicated overleaf.

Mordor Promotion Table

Troop Type

Orc with bow

Orc with spear/hand weapon & shield

Orc with two-handed weapon

Promotion Option

Orc Tracker – Alter the Warrior's statistics appropriately. The Warrior may choose to ride a Warg for the cost indicated overleaf.

Warg Rider – All weapons and equipment are traded for that of a Warg Rider.

Morannon Orc – Alter the Warrior's statistics & equipment appropriately. The Warrior may choose additional equipment at the cost overleaf.

Mordor Advance Table

D6 Effect

- 1 Might/Will** – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 Favour of The Court** – When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with the ability in the Company.
- 3 Blade Master** – The hero may re-roll one dice per turn to see which side wins a fight.
- 4 Deadly Strength** – The Hero can now wield a two-handed weapon without the -1 penalty to his dice score.
- 5 Rally to Me** – This Hero has a range of 12"/28cm when he makes a 'Stand Fast' roll from now onwards.
- 6 Might** – The Hero gains 1 Might point.

Gondor Advance Table

D6 Effect

- 1 Might/Will** – The controlling player rolls a dice. On a 1-3 the Hero gains one Might point. On a 4-6 he gains one Will point.
- 2 Courageous** – The Hero may reroll all failed Courage tests.
- 3 Blade Master** – The hero may reroll one dice per turn to see which side wins a fight.
- 4 Favour of The Court** – When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with the ability in the Company.
- 5 Rally to Me** – This Hero has a range of 12"/28cm when he makes a 'Stand Fast' roll from now onwards.
- 6 Might** – The Hero gains one Might point.



Gondor's warriors launch a surprise attack as Sauron's minions make their way through the forest.

Table

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Here two Orcs roll high enough to wound the Warrior of Minas Tirith. Since the Good model has one wound on his profile, the Evil player may choose which Orc counts as having inflicted it.



Step Five – Influence. Influence represents the patrons of the different Companies sending reinforcements, and support to the Heroes leading them. The more victories the Company gains, the more a patron will offer them aid. Influence is measured with Influence dice, and is established as follows:

Players always receive 2 Influence dice for playing in a scenario. Additionally players receive:

+1 Dice for a draw +2 Dice for a win.

Influence may be stored or used immediately. To use Influence dice to recruit new Warriors, make a roll on the relevant Influence table. You may roll as many times as you have Influence dice remaining. Once an Influence dice has been rolled, it is lost.

Players may purchase additional weapons and equipment for Heroes and Warriors from the armoury by using Influence dice. To do this players simply trade the number of Influence dice for the piece of equipment they want. All models must be represented correctly, so that the model is armed with the correct weapons and equipment.

Warriors may be armed with any equipment available to them in their entry section within The Return of The King and Siege of Gondor rules manuals. Heroes are not bound by this and may make any purchases their race's Equipment Options above allow.

Step Six – Calculate the Battle Company's rating. As you play games with your Battle Company it becomes important to track its

progress. To do this, simply calculate the cost of all the Warriors and Heroes within your Battle Company using the points system within The Return of The King rules manual. Add the total Experience gained by any Heroes within your Company to this score. The total is your Company's rating.

Before you play a game compare the ratings of the two Companies. For every full 15 points difference, the Company with the lower rating receives one re-roll which can be used at any point during the game (but not in the after-game book-keeping). Additionally at the end of the game, the smaller Company receives one extra Influence dice for each 15 points difference in the two ratings.



Mordor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Orc bow	1
Warg – Orc Heroes & Trackers only	2
Two-handed weapon	1
Spear	1
Throwing Spear – Warg Riders only	1

Gondor Equipment Options

Weapon	Cost in Influence dice
Shield	1
Bow	1
Horse – Heroes & Citadel Guard only	2
Lance	1
Spear	1
Longbow – Citadel Guard only	1

Mordor Influence Table

D6	Result
1	No reinforcements
2	Orc Warrior with spear
3	Orc Warrior with shield
4	Orc Warrior with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Orc Tracker
3-4	Mordor Uruk-hai
5-6	Warg Rider

Gondor Influence Table

D6	Result
1	No reinforcements
2	Warrior of Minas Tirith with shield
3	Warrior of Minas Tirith with shield & spear
4	Warrior of Minas Tirith with bow
5	Choose one of the above
6	Roll again on table below

D6	Result
1-2	Ranger of Gondor
3-4	Citadel Guard/Guard of the Fountain Court
5-6	Knight of Minas Tirith



The Orcs defend their outpost under fierce attack from the men of Minas Tirith.

Battle Companies Scenarios

Here are three mini-scenarios for players to use with their Battle Companies. Players should use their imagination and improve on these if they wish, even making entirely new scenarios if they want to! The scenarios below involve calculating the number of models in a Company at a number of different points. This should be the number of models who were fit and able to play at the start of the game, not including any who have missed the game due to injury.

Sometimes the game will go against one Company, and there will be little point continuing. A player can quit the field, giving victory to his opponent in any Priority phase in which his Company is below half of its starting strength. If they do this, then the game ends immediately, and the surrendering player is considered to have lost. Further to this they also lose one Influence dice from the number they would receive at the end of the game.

1. The Chance Encounter

Two opposing Companies, travelling through the wilderness, happen upon each other. This is not an opportunity to pass up, an enemy apparently alone and cut off from support. Quick thinking and a strong arm will win the day here.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination.

Starting Positions: Each player should roll a dice. The lowest scoring player should choose a board edge and deploy his company within 12"/28cm of his chosen side. His opponent should then place his own company within 12"/28cm of the opposite edge. Players should roll again to determine priority.

Objectives: The leaders of the opposing companies are seeking a quick victory over their enemy, without too many losses. At the end of the turn in which one side is reduced to 25% of its starting number, the game ends. Warriors and Heroes who flee from the battlefield do not count as casualties. **Victory:** Your force was not reduced to 25% of its starting number.

Defeat: Your force was reduced to 25% of its starting number, and your opponent's was not.

Draw: Both players are reduced to 25% in the same turn.

2. Hold The Line

In an area of pivotal strategic significance one Company finds itself guarding a road, mountain pass or forest path. With orders to stand their ground and hold this route against all enemies, it is with trepidation that they spy an enemy force advancing, desperately seeking passage.

Layout: A 48"/112cm x 48"/112cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination. Additionally, a road or pathway should travel between two opposite board edges.

Starting Positions: Each player should roll a dice. The lowest scoring player is the defender, and should place his force within 6"/14cm of the centre of the road. The highest scoring player counts as having priority for the first turn, and may move his warriors onto the board along the road following the normal rules.

Objectives: The game ends when either all the models on one side are incapacitated, or have left the table. If 33% of the attacking Company has managed to move off of the opposite table edge, the attacking force wins. Otherwise, the defenders are victorious. Warriors and Heroes who flee from the battlefield do not count as casualties, neither do they count towards the number of models who must escape from the opposite table edge.

Attacker Victory: If 33% of the attacking force manage to move off of the opposite table edge.

Defender Victory: The attacking force failed to move 33% of its starting number off of the opposite table edge.

Draw: None of the above are true.



3. Take the High Ground

Somewhere in the area lies an object of immense importance to both sides, from a signal fire which needs to be urgently set alight, a haul of weapons, or the entrance to a hidden tunnel. Whatever it is, its defence is paramount.

Requirements: A 48"/112cm x 48"/112cm board, with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination, and cooperate. Players will also need a marker, preferably no larger than a cavalry base, to act as an objective.

Layout: The Objective marker should be placed in the centre of the board. Each player should then roll a dice. The highest scoring player, should choose a board edge and his opponent takes the opposite edge. These are the players starting edges. The edges not chosen are considered the 'side' edges for this scenario.

Players should roll again to determine Priority. **Objectives:** Once a side has been reduced to 50% of its starting number, roll a dice at the beginning of each Priority phase. On the roll of a 1 or 2 the game automatically ends. Whoever controls the objective in the centre of the table is the winner (see Victory below).

Special Rules

Wild Search: Both Companies have split up their warriors to broaden the search for the objective. To represent this, no models will start play on the board. At the end of each player's Movement phase players should roll a dice for each model in their Company not on the board (Might may not be used to influence this roll).

D6 Result

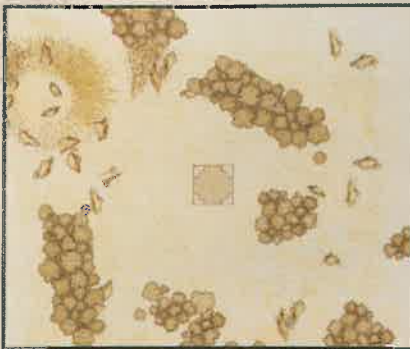
- 1-2 The model is delayed and doesn't move on to the board this turn. This model still counts as part of the Company's total size, for seeing when the game might end and when the Company needs to start taking Courage tests.
- 3 The model moves onto the board from either side edge (both the side, and the entering point are chosen by the opponent).
- 4 The model moves onto the board from any point on either side edge, chosen by the controlling player.
- 5-6 The model moves onto the board from the controlling player's edge.

Newly arrived models can act normally but may not charge on the turn that they arrive.

Victory: Your side has least twice as many models within 3"/8cm of the objective compared to your opponent.

Defeat: Your opponent has at least twice as many models within 3"/8cm of the objective compared to you.

Draw: Any other situation results in a draw.



Moria was once a mighty underground realm of the Dwarves. All that dwells there now are Orcs and older and fouler creatures best left unnamed. Mat Ward provides full rules for playing scenarios in the darkness of Moria.

THE DARKNESS DWELLS IN DURIN'S HALLS

New rules for fighting games in Moria

Moria was founded in the First Age of the world, long before the forging of the Rings of Power and even before the children of Númenor landed on the shores of Middle-earth. In the east of the Misty Mountains did Durin, the father of the Dwarves, make his home, far below the peaks of Zirak-zigil, Barazinbar and Bundushathûr. He and his folk fashioned a mighty underground realm, and Khazad-dûm (as the Dwarves name it) became a testimony to Dwarfish skill and proud splendour. As the numbers of Durin's folk grew, so did they fashion new halls from caverns, span bottomless chasms with bridges of stone and fashion sturdy gates from the very skins of the mountains themselves.

Deep below the crags, Moria may have been a place of strength, but it was not a place of darkness. Great windows were let into the

sides of the mountains and carefully crafted channels brought light to the halls below. For long years and through the lives of many kings, Moria was a mighty realm. Amidst the pillared halls, several generations of Dwarf kings sat on the carved throne of Durin, and the realm grew rich through the skills of his folk.

Moria was wealthy because the mountains were wealthy, and the Dwarves delved deep in search of iron, gold, and gemstones of all kinds. These were the toys and servants of the Dwarves, wrought with great skill and cunning to produce all manner of wondrous artefacts that were the envy of the other kingdoms in Middle-earth. Even so, the true riches of Khazad-dûm were not in gold or iron, but in what was called mithril by the Elves or known as Truesilver in the Common tongue. What the Dwarves called it no one knew, for they never told, but mithril was a substance of wonder. As hard as dragonscale,

it could be polished like silver and wrought like iron. The Elves adored mithril for its beauty, and soon a great trade route between Moria and the neighbouring land of Eregion was established. Over time, a great friendship grew up between the two peoples, nowhere more deeply signified than on the west gate of Moria where the emblems of Durin sat alongside those of the High Elves.

Alas, to all moments of happiness there is an end, and the days of Moria were numbered when Sauron came to Eregion. He did not come for mithril, but instead, with the aid of the Elven-smiths of Eregion, he forged the Rings of Power. He came in disguise to the Elves and with his aid and knowledge were forged nine rings for the kings of Men and seven rings for the Dwarf lords. The friendship between Moria and Eregion was such that of the seven rings forged for the Dwarf lords, one was gifted to the king of Moria. Sauron left Eregion for a time and in the far land of Mordor he forged the One Ring, a tool through which he could bend to his own the will of the other ring-bearers. Through their wisdom, the Elves of Eregion perceived Sauron's intent and hid from him the three rings they had forged for their people. His intent discovered, Sauron revealed his true nature, and his forces crushed the people of Eregion. The west door of Khazad-dûm was sealed, but the folk of Durin remained in Moria, safe in their fortress of stone. Or so they thought.

In the outside world, times changed. The Last Alliance overthrew Sauron and his fortress of Barad-dûr was broken. As time passed, the line of Gondor waned and the power of the Elves began to fade. As the Third Age passed by, a shadow fell once more upon Middle-earth. Unconcerned with the affairs of the outside world, the Dwarves continued to delve below the mountains in search of mithril. Alas, their greed proved to be their undoing, for as they went ever deeper, they unleashed a terrible power, a creature of shadow and flame, mightier and more terrifying than any Dwarf still living could recall: a Balrog. It slew Durin, the King of Moria, and countless others died at its hand. 'Durin's Bane' the Dwarves named the Balrog and, helpless before its power, they fled in terror. The gates to the once-proud realm were closed and the mighty halls fell into ruin. The Dwarves came eventually to the lonely mountain in Erebor and there made their



"They have TWO Cave Trolls!"

home, until the dragon Smaug took it from them. For a long time, Durin's folk were reduced to penniless exiles, their former wealth and glory denied to them. In desperation, the Dwarves attempted to reclaim Moria, but Goblins and Trolls now dwelt there and the Dwarves were driven away. Time passed and many years later, indeed the very year in which Bilbo Baggins found the One Ring, Smaug was slain by Bard of Esgaroth, and the Dwarves once more made the Lonely Mountain into their home.

Under the rule of King Dáin, the halls of Erebor took on a glory to almost rival the lost realm of Moria, but not all were content. Three decades before the Ring passed to Frodo, Balin, son of Fundin, persuaded Dáin to give him leave to attempt to reclaim Moria, thinking that it too could be restored to its former grandeur. Dáin let Balin go with a heavy heart, for although he too felt the lure of his heritage, fear of the evil in Moria and of Durin's Bane hung heavy on his mind. Balin took many of the folk of Erebor with him and for a time messages returned to Dáin that spoke of Balin's success and of the reopening of the mines. Ultimately though, Dáin's fears were correct, for after only a short span of years the messages stopped, and no more news came from Moria. Balin's fate would stay a mystery until the fellowship of the Ring travelled through those halls many years later.

PLAYING SCENARIOS IN MORIA

Moria is a foreboding network of catacombs and caverns far below the surface of the world. If you wish, you can play the Points Match scenarios from White Dwarf 288 (or any other scenarios) within Moria. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used each – note that multiple rolls of the same rules do not stack (you could not end up with two sets of Tremors for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice	Result
1	Unnatural Darkness
2	The Mines are no Place for a Pony
3	Ancestral Realm of the Dwarves
4	Crumbling Realm
5	Tremors
6	Roll twice more on this table

Unnatural Darkness. Moria is often covered in a pall of darkness that the sun cannot pierce. At the start of the game, roll on the Gloom Chart to determine the level of visibility.

The Mines are no Place for a Pony. Though there are many places a horse can enter Moria, steeds dislike being underground and become very difficult to control. All cavalry models must take a Courage test at the start of



There are older and fouler things than Orcs in the deep places of the world.

each of their Move phases as if they were 'All on their own'. Of course, flying creatures, such as Fell Beasts and Eagles, will not enter Moria and may not be fielded in a battle taking place there.

Ancestral Seat of the Dwarves. All Dwarves hold some hope of one day reclaiming Moria and so no Dwarf will willingly flee a battle in the ancient seat of the Dwarven kings – some places are held in greater reverence than others, and this is such a place. All Dwarves may re-roll any failed Courage tests they are called upon to take in this game as they fight for more than just survival, but the restoration of their past glories. Conversely, Elves have ever been wary of the black pit of Moria and the horrors that lurk in its depths – all Elves must re-roll successful Courage tests.

Crumbling Realm. Though once well tended, most of these stairways have since fallen into disrepair and are now treacherous. If a fight occurs on a bridge, stairway or beside a precipitous drop there is a chance that the combatants may lose their footing. At the start of the Fight phase the controlling player rolls a D6 for each of his models in such a fight. On the roll of a 1-3, the model loses its balance and falls from the nearest edge of the stairway or bridge. Any models affected in this way suffer damage if they fall a distance greater than twice their height as described in The Return of The King rules manual.

Tremors. This part of Moria is prone to groundquakes, either due to tectonic movements or subsidence in the caves below. To represent this, whenever players are tied in the Priority roll an earthquake has struck – all

models on the board are immediately knocked to the ground. Models with a Strength of 6 or greater are only knocked to the ground if the roll for Priority was 4+.

Gloom Chart

Dice Result

- 1 Pitch Black.** The darkness is so total that warriors can barely see a hand in front of their face, let alone other warriors. Each time a model wishes to charge, cast a spell at or shoot an enemy, he must first roll greater than or equal to the distance in inches that separates them on a D6 (or 2D6 if measuring in centimetres). If the dice roll is not sufficient, then the model can instead attack a different enemy within the distance rolled. Might may be used to influence this roll.
- 2-5 Oppressive Darkness.** Some light penetrates the gloom, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see other models up to 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge, cast spells or shoot at targets outside this distance.
- 6 Ample Light.** A hazy light breaks through the veil and, though weak, provides ample illumination to fight by.

A Tale of Good & Evil

Part Ten – The Rohan Royal Guard and Gothmog

Last month, Adi added the first formidable character to his force, in the shape of the Witch-king and his Fell Beast. This time he's got plans for Gothmog and an elite core of Morannon Orcs. Meanwhile, Steve continues to slowly build the forces of Rohan with a small group of Royal Guard and Gamling, bearer of the king's banner.



The Rohan Royal Guard

by Steve Cumiskey



Up until now, the Rohan models that I've been painting for my force have either been named characters or Riders from another region. Naturally enough, I based the colours of the named characters on those in the film, (or as much as I could see of them). The only changes I made were to exaggerate some of the colours to make the model a little more dramatic. In the case of the Riders, I deliberately chose a more unusual colour for their uniforms.

When I came to look at the Rohan Royal Guard, I immediately decided to paint

them in their traditional green uniform. The reason for this is that, while the Riders can come from another province of Rohan, the Royal Guard can only originate in the court of King Théoden. That means that in order to keep to the character of the Royal Guard, it's green cloaks all round. The fact that they'll be green while the rest of my force will have red cloaks isn't a problem, as the similar basing will help to tie them together.



Cloaks

For the cloaks and shields, I wanted a more lush green than the drab colour I normally use, so I started with a basecoat of Dark Angels Green then began to brighten the colour with a mixture of Dark Angels Green and Snot Green. I deliberately kept the highlights quite low key to remain in keeping with the more down to

earth colours of The Lord of the Rings characters.

The result is a cloak that's dark enough to sit well with the red cloaked models in the rest of the force, while still having a lushness that sets it apart. The trim of Tin Bitz highlighted with Brazen Brass gives them a suitably regal appearance.



Armour

The tricky bit with these guys is the armour. I don't think I've seen a model with this much detail in such a small space in years – all of that tiny-scale mail and banding on the metal. The challenge is to paint all of that detail without turning it into a confusing mess.

In the end, I went for the option of drybrushing Boltgun Metal over a basecoat of Tin Bitz and then applying a wash of Chaos Black paint. I chose paint rather than ink because I wanted to dull the armour down, which ink wouldn't do.

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Gamling

I've always liked the Gamling model, but I've been avoiding painting him until now for much the same reason as the Rohan Royal Guard – the detail. His outfit is very similar to that worn by the Royal Guard, so I didn't have to spend much time agonising over colours and could just get on with the painting. His hair was the only

thing that really stands out as being different. I ended up using Snakebite Leather, highlighted with Bleached Bone to get the proper light brown tone.

As Gamling is also the bearer of the royal standard, it seemed fitting to put the mounted version on something of a pedestal. In this case, the

pedestal was a piece of slate. Slate has the advantages of being craggy enough to look like it's on the right scale, while also being soft enough for my Pin Vice to drill into.

The pose does look a little strange, but the elevated height sets him nicely above the surrounding riders, so I'm not too worried about it. The design

on the flag is lifted straight from one of the sample Rohan banners in the back of *The Return of The King* rules. Painting on such an undulating surface wasn't easy. If I were to do another standard bearer, I'd be inclined to make a banner from thick foil, and that way I could paint the design flat and bend the banner into shape later.



Gamling rallies the Royal Guard.

Gothmog, Lieutenant of Minas Morgul

by Adrian Wood



I certainly couldn't resist adding Gothmog to my forces. Not only is he an inspiring leader, but he doesn't look half bad either. I decided to get both the mounted and foot versions and added my own touch to both in the form of the shield from an Orc captain. This would help to tie the model in visually with his Morannon Orc bodyguard, each of which comes equipped with shields and spears. He would still stand out from the rest of the horde because of his formidable physique and almost albino skin. Of course the huge piece of slate on which I mounted Gothmog's Warg would help as well!

I've used Chainmail shaded with Brown Ink almost exclusively to paint all the metal on my evil warbands. The only models that I painted differently were the Easterlings and the Haradrim. Actually, the only real difference was the colours I used: Shining Gold and Chestnut Ink, with additional highlighting on the Easterlings. When the ink is applied over the solid metal colour, it produces a rich bronzed effect, as well as a mix of deep shading and shiny highlights, for very little effort. The overall look when applied to Orcs and Trolls appears tarnished and weather-worn.



Armour

When it came time to paint Gothmog's armour I did think about changing my approach. Boltgun Metal and Chainmail drybrushed over a Tin Bitz basecoat has given me a good result in the past when I painted my Troll's armour, so in the end I decided to keep to the theme. After all, there are other ways to make Gothmog stand out.

For a start, as leader of the Morannon Orcs, Gothmog wears the red cloth common to warriors from this region. To get the effect I liked, I started with a thin basecoat of Red Gore, just to get a better surface onto which to apply a more solid coat of Blood Red. Then I tried an experiment. Rather than

finish the red at that point I decided to shade it with Brown Ink. Before doing anything else, I quickly painted Chainmail onto his armour and weapons along with Bestial Brown drybrushed with Bleached Bone onto the fur. I could then apply the ink to the whole model apart from the face.

The ink created the same deep shading as on the armour and made the red more vibrant, if a little shiny. I found that by applying a very thin coat of Blood Red I could easily calm down this slightly unnatural sheen, leaving a much more matt finish to the highlights. The Brown Ink helped to unify the two elements of the model.



Gothmog's skin

His skin was a real departure from the rest of the Orcs. I've used many different colours to paint Orc skin, ranging from grey to green to brown and even red. They were all quite muted, as I often added grey or black to the colours to take the bright edge off them. In Gothmog's case, he is something very different, with skin that would be pale even on a man. Starting with a thin but even coat of Elf Flesh, I began to build up layers of paint using one of my favourite painting techniques: overbrushing. This allows me

to use the natural contours on the model to my advantage. Starting with another coat of Elf Flesh, I then applied equal parts Elf Flesh and Skull White. To finish off I mixed in even more Skull White and lightly picked out the most extreme highlights.

The finished result makes Gothmog stand out like a beacon from amongst his small Morannon bodyguard. I painted them in much the same style as Gothmog, except for the skin which I kept much more muted, like the other Orcs I've painted in the past.

Next Month

Well, things are finally drawing to a close for our collectors. Next month sees the final part of the series, as our collectors get to show off nearly a year's worth of painting and look at where they go from here.



The Witch-king swoops to decimate the forces of Good.

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During the April School holidays, the guys at Toy Barn held a painting competition. The day was an amazing success, with over 70 entries across the three categories. A big congratulations to all those who earned a placing, in particular to Alex Harris, Paul Keogh and Dave Cleary who took out first prizes in the Warhammer 40,000, Lord of the Rings and Warhammer categories respectively.

The turnout was fantastic and we all look forward to seeing you all at the next painting competition. Be sure to get in contact with the guys at Toy Barn for more information.



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SEEK AND DESTROY

BY PETE HAINES & ALESSIO CAVATORE

In the inaugural battle report for the new addition Warhammer 40,000, games developers Pete Haines and Alessio Cavatore go head to head. Pete will be commanding the fanatical Black Templars Space Marines against the alien Eldar of the Biel-tan Craftworld commanded by Alessio. With a plethora of close combat troops on both sides this one was going to be bloody.

THE MISSION

We decided to do the Seek and Destroy mission as it provides the most straightforward fight and would not therefore distract us from getting the rules right! It doesn't matter how long you work on a set of rules they only start to impress themselves on your memory when you have the printed version and get a few games in. Seek and Destroy is fine for all armies, it's just a licence to do what any army does anyway, which is killing the enemy. As well as getting Victory Points for enemy killed you get points for friendly units surviving.

Skordanos felt the burden of his command like a yoke around his neck. Duty demanded a swift, violent victory over the xenos, and he expected nothing less.

The Eldar, deadly and cunning, sought to defile one of the Emperor's planets. The Black Templars would not permit such an indignity. Locating the xenos had been a long and arduous task. The Eldar evaded them at every turn, as if they sought to divert them from their goal of hunting down Ghazghkull. Skordanos chided himself for the thought, there was no reason behind the folly of the xenos, only senseless evil.

The Thunderhawks began their final descent, engines screaming as they arrested the tremendous velocity of the ships, preparing to land. Skordanos opened the vox-link with a thought, addressing all elements of the battle group.



BIEL-TAN ELDAR WARHOST

Alessio: OK, I'll admit it: I'm terribly excited about playing my first Warhammer 40,000 battle report! Not only that, I also get to use the army that I have played for many long years: the Eldar of the Biel-tan craftworld.

You see, the reason why I love Eldar is Aspect Warriors. Practising martial arts myself (the extra-cool discipline of Kendo!), I love the idea of supremely skilled warriors that spend centuries training in exotic war arts and shape their entire existence around the chosen aspect of Kaela Mensha Khaine, the Eldar god of war. As you know, Biel-tan is the one list that allows the player to field Aspect Warriors as Troops, and that made my choice easy.

Formed of very expensive models, Biel-tan armies tend to be very small and, because those costly models are still only Toughness 3 and often only Armour 4+, they also tend to be tricky to use. It doesn't take much firepower to wipe your Aspect Warriors out, and at an average of 20 points a model, that really hurts.

True to my list, I picked all the Aspect Warriors in the Eldar book, except for Swooping Hawks and Dire Avengers, which in my opinion are not too good against Space Marines, but fare better against armies with lower Armour Saves. I was particularly happy

++This is Skordanos. We attack in pattern Alpha-two. Take the fight to the xenos and leave none alive. We have wasted enough time bringing them to bay++ The voices of the Black Templars took up the Hymns of Devotion, singing the Catechisms of Hatred as the transports began the last approach.

The ramp on the Thunderhawk began to lower and Skordanos saw his men already deploying. As he watched the vehicles moving to take up positions, pride filled his breast. Then he spied the enemy, lurking near the ruined Shrine, their strange alien vehicles glinting in the morning sun, and his pride was replaced with cold hatred.

His voice was a roar heard above the howl of engines and hydraulics. ++Kill them, kill them all!++

about the Shining Spears, which definitely got better in this version of the game thanks to their new turbo-boosts. The ability of rapidly redeploying where needed, combined with a 3+ Invulnerable Save on that turn, is a very welcome bonus. The icing on the cake is the Exarch, which allowed me to field a superb bright lance: hitting on 2+, with a permanent Invulnerable Save of 3+ (the Evade power), and the ability of popping up from cover, firing and then diving back out of sight!

An Avatar and a Wraithlord offered me some hand-to-hand muscle (not to mention the extra starcannon!) and a Farseer with Mind War should back them up by trying to melt the brain of any Space Marine armed with nasty power fists before they get into contact.

In my opinion D-cannons are a must have and in most scenarios their lethal barrage is great to scare the enemy off, giving you control over a large section of the table. To compliment it I took a Fire Prism, perhaps not as good, but still able to disintegrate quite a few Space Marines in a single shot...

And now, may Khaine make us an instrument of His wrath!

DEPLOYMENT

Spying the absence of a Whirlwind among the enemy ranks (Great news! We really hate things that fire big templates killing Banshees, Reapers and Dragons on 2+!), I decided for a concentrated, defensive set up. The idea was to hide my vulnerable troops behind the wood and the hill on my centre-left and open fire on the advancing Space Marines with everything I had. If I managed to deal enough damage as they came forward, then my close combat troops would stand a chance in the ensuing close combat. Otherwise, if the Black Templars got into combat in reasonably good shape, we were going to experience a world of pain!

I decided that my centre, where the wood and the D-cannon were, was the place where I'd make my last stand. Everywhere else I didn't think we could muster enough force to resist the Templars and so we would refuse the close combat and fall back towards the fortress wood.

Finally, the Scorpions infiltrated the battlefield with the intention of going Dreadnought-hunting on the extreme left.

Winning the roll to go first was nice, as the opportunity for my Shining Spear Exarch to take a shot at the Land Raider before it even got to move was just too good to miss!

BIEL-TAN ELDAR WARHOST

1,499 points



ELDAR FARSEER

71 points

Farseer equipped with rune armour and armed with a shuriken pistol and witchblade. He also has the psychic power Mind War.

AVATAR OF THE BLOODY-HANDED GOD

80 points

Avatar armed with The Wailing Doom.

HOWLING BANSHEES SQUAD

117 points

5 Howling Banshees equipped with Banshee masks and armed with shuriken pistols and power weapons.

1 Howling Banshee Exarch equipped with a Banshee mask and armed with an Executioner.

WAVE SERPENT

120 points

Wave Serpent equipped with a spirit stone and armed with twin-linked shuriken catapults and twin-linked shuriken cannons.

WARP SPIDERS SQUAD

174 points

5 Warp Spiders equipped with warp jump generators and armed with death spinners.

1 Warp Spider Exarch equipped with a warp jump generator and armed with a death spinner and powerblades. He also has the Withdraw skill.

FIRE DRAGON SQUAD

116 points

4 Fire Dragons armed with fusion guns and melta bombs.

1 Fire Dragon Exarch armed with a fusion gun and melta bombs. He also has the Burning Fist skill.

STRIKING SCORPION SQUAD

127 points

4 Striking Scorpions armed with mandiblasters, shuriken pistols and chainswords.

1 Striking Scorpion Exarch armed with a mandiblaster, shuriken pistol and a Scorpion's Claw. He also has the Stealth skill.

DARK REAPERS SQUAD

169 points

2 Dark Reapers armed with reaper launchers.

1 Dark Reaper Exarch armed with an Eldar missile launcher. He also has the Fast Shot and Crack Shot skills.

SHINING SPEARS SQUADRON

205 points

2 Shining Spears armed with laser lances and twin-linked shuriken catapults.

1 Shining Spear Exarch armed with a bright lance and twin-linked shuriken catapults. He also has the Evade skill.

FIRE PRISM

150 points

Fire Prism equipped with a holo-field and spirit stone and armed with a prism cannon and twin-linked shuriken catapults.

WRAITHLORD

120 points

Wraithlord armed with two Dreadnought close combat weapons, flamer, shuriken catapult and starcannon.

SUPPORT WEAPON BATTERY

50 points

1 D-cannon accompanied by 2 Guardian crew armed with shuriken catapults.



BLACK TEMPLARS SPACE MARINES

For those who have been in a sensory deprivation tank for the last few months I should point out that a new version of the Warhammer 40,000 rules is about to hit the

streets. It's an exciting time so, in order to get everyone up to speed on what the new version means, how better to explain it than through a battle report.

With this in mind we decided that a classic Space Marines against Eldar match-up would ensure we had a wide range of troops in action and improve the chances that the game would throw up examples of how the rules have changed.

So far, so good, now on to the difficult question, namely which Space Marines to use? I have always had a liking for the Black Templars and really enjoyed using them in a previous battle report. It gives me a chance to use some kit that my own armies lack. That said I cannot profess to be an expert in their use. Whilst I am an experienced player of armies made up of power-armoured warriors, my personal preference is for firepower and counter-attack potential. The Black Templars are far more of a 'go-get-'em' kind of army, which against the subtle pixie-tricks of a Biel-tan Eldar could easily find itself being picked off from afar by a dizzying array of xenos firepower. I decided I had to be uncompromising in my army selection. Against a sophisticated army being played by a shrewd and talented opponent you can tie

yourself up in tactical knots trying to second-guess what they might do. Instead it can be more effective if you elect to impose your game plan on them.

For my HQ picks I included the mandatory Emperor's Champion and a fairly conventional Marshal. I wanted the Marshal to act as a super Veteran Sergeant to give one squad some extra oomph and knew from my previous use of the Black Templars that the Emperor's Champion could be the bane of virtually anything.

The core of the army, however, is the three Troops picks. All standard Black Templar squads, one has a lascannon and plasma gun to provide some fire support or maybe even decoy enemy assault units away from the real fight. The second would be augmented with a load of novices and would be riding in a Land Raider Crusader. The Crusader, with its vicious array of guns, assault ramp and vast transport capacity, is a lovely piece of kit. Yes, I was worried about bright lances and D-cannon but I put my fears to one side and decided to let the Eldar worry about the Crusader instead. This squad would be joined by the Emperor's Champion and would lead my assault. The last squad was mounted in a Rhino and would be joined by the Marshal. I decided to arm them with bolters and use them in close support of the Crusader squad. In the revised Warhammer 40,000 rules you cannot assault after disembarking from a Rhino that has already moved in the turn. It is more destructive therefore to use bolters and disembark firing. With one meltagun in the unit and the Marshal's combi-melta there was the potential to hurt even a Wraithlord.

To add a real cutting edge to my three Troops squads I included a full strength Assault squad. I really like these guys, able to vault terrain with a bounding leap and plunge into the enemy – I was keen to see what I could achieve using them, the Crusader squad and the Rhino squad in a coordinated fashion. I was fairly sure that if I could get all three into the same part of the enemy line they could do considerable harm. One of the things about the new rules that I was well aware of from play-testing is that combinations of units are particularly effective. This made it easy to round out the army with a Dreadnought, a Land Speeder Typhoon and an Attack Bike. All of these are able to move forward with the strike force whilst firing in support of them. In terms of points they are also quite cheap. Because they will be firing there is always a chance they will draw fire from the enemy in return thereby increasing the protection they offer to the main assault troops. In this army shots aimed at anything other than my three main strike units will probably be a waste so I have to encourage it. The aforementioned Land Raider Crusader was my only Heavy Support pick. When I used one of these last it got taken out on Turn 1 by an Ork Zzap gun before it got a chance to do anything. I was hoping for a better show this time.

DEPLOYMENT

When using an unfamiliar army deployment can be a real problem. It is very easy to place a unit then discover it is in just the place a subsequent unit needs to be deployed in. Regular use of an army gives you an intuitive feel for what fits where, lacking that I would need to use the power of mental thinking. I used the Land Raider at the centre of my formation, flanked by the Rhino and the Dreadnought. Behind this wall of steel I placed the Assault squad and the Attack Bike. As I was deploying strongly to the right I used Squad Zealous Rage and the Land Speeder Typhoon to extend my left flank and draw attention from where the strength really was.

THE PLAN

I had one real intent, get in close. Whilst I had some options at long range I undoubtedly had a lot more close in. To be brutally honest the Eldar had plenty of close up options too with their Avatars, Wraithlords, Scorpions, Fire Dragons and Banshees but fundamentally they are weak xenos who will probably pass out at the sight of Templar cold steel. The issue, however, was how fast to advance and towards which point? I reckoned that I would need the shooting of the Land Raider Crusader so couldn't just put pedal to metal meaning it was likely to be Turn 3 or 4 before I reached the Eldar lines. Looking at Alessio's deployment I was aware that the Shining Spears, Warp Spiders and Striking Scorpions were sufficiently isolated to be picked off. If I was going to fight them it would be nice to do it while they were still a long way from the Wraithlord and the Banshees. If I just headed straight for them though they would probably just skeddaddle back to the rest of their mates so I had to advance along a line that carried the promise that I would avoid them and swing in on the centre. There was a chance this might make them delay a turn or so and be vulnerable to a change in my line of advance. Clearly Alessio planned to use the hill to duck behind after hopping out to fire, a good tactic, but one that would need to be abandoned at precisely the right time. If I could snip off the flank force without heavy loss I could then move on to attack the centre with my entire force.

So, essentially my plan was to charge but to use a bit of misdirection into the bargain.

THE VOW

I gave serious thought to which vow to use. As a Farseer seemed inevitable I flirted with taking 'Be pure in mind, body and soul' as this would give me a head start across the table. However this also meant we were liable to get a short game (win or lose) and reduce the opportunities to find significant rules changes to discuss so I went for the more conservative (but very useful) 'Suffer not the unclean to live'. As the Eldar have higher Initiative than me anyway losing 1 Initiative for +1 on To Wound seemed like a safe bet.



BLACK TEMPLARS SPACE MARINE STRIKE FORCE

1,498 points



MARSHAL SKORDANOS

92 points

Black Templars Marshal equipped with auspex, Terminator honours and purity seals and armed with a power weapon and combi-meltagun combi-weapon.

EMPEROR'S CHAMPION

105 points

Emperor's Champion equipped with artificer armour, Terminator honours, purity seals and a iron halo and armed with a master-crafted bolt pistol and the Black Sword.

DREADNOUGHT

108 points

Dreadnought equipped with smoke launchers and armed with an assault cannon and Dreadnought close combat weapon.

BLACK TEMPLARS SQUAD BLACK NEMESIS

196 points

8 Initiates armed with bolt pistols and close combat weapons.

1 Initiate armed with a flamer.

5 Neophytes armed with bolt pistols and close combat weapons.

BLACK TEMPLARS SQUAD ZEALOUS RAGE

111 points

4 Initiates armed with bolters.

1 Initiate armed with a plasma gun.

1 Initiate armed with a lascannon.

BLACK TEMPLARS SQUAD FURIOUS WRATH

155 points

7 Initiates armed with bolters.

1 Initiate armed with a meltagun.

1 Initiate armed with bolt pistol and power weapon.

RHINO

53 points

Rhino equipped with smoke launchers and armed with a storm bolters.

BLACK TEMPLARS ASSAULT SQUAD DIVINE FURY

280 points

8 Initiates armed with bolt pistols and close combat weapons.

2 Initiates armed with bolt pistols and power fists. All are equipped with frag grenades and jump packs.

LAND RAIDER CRUSADER

258 points

Land Raider Crusader equipped with extra armour and smoke launchers and armed with a twin-linked assault cannon, multi-melta and 2 hurricane bolters.

LAND SPEEDER TYPHOON

75 points

Land Speeder Typhoon armed with a twin-linked Typhoon missile launcher and heavy bolter.

ATTACK BIKE

65 points

Attack Bike armed with a multi-melta.

ELDAR TURN 1

Sticking to the plan, my defensive centre remained stationary. The left and right wings advanced in a surrounding move, aimed at threatening the slower elements of Pete's

army, like the Tactical squad and the Dreadnought, which could be left behind as the Assault squad and the vehicles advanced quickly into the centre.

The Wraithlord and Wave Serpent aimed their guns at the Land Speeder, hoping to

catch it flat-footed, before it could make a mess of my light troops behind the wood.

My Shining Spear Exarch readied his bright lance and then I committed a very bad mistake, that years of gaming should have wised me up against: I tempted fate! "Anything but a 1!" I shouted as I rolled to hit the Crusader with my deadly lance weapon, and... sorry, I cannot continue... sigh... I should have known better... After this ominous first shot, the Fire Prism actually managed to hit the Crusader, but its shot just ruined the behemoth's paintwork. The fire against the Land Speeder proved more effective, and my Wave Serpent's twin-linked shuriken cannon did what they do best and, thanks to the fact that they could see only two of the members of the Black Templars squad between two intervening woods, ended up killing the two visible Marines and splitting the squad in two. This meant that in the next turn the enemy would have to move back into coherency, stopping their lascannon from firing! Not bad! Pete rolled their Morale check, hoping to fail (as you do with Black Templars), as this would have allowed them to re-form their lost coherency, but luckily for me they passed it. All in all, not a bad start.



The Eldar forces cautiously start the battle

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The Black Templars start their advance

BLACK TEMPLARS TURN 1



BLACK TEMPLARS TURN 1

I thought I had put the Typhoon in a safe place. I had such plans for it. Under the new Warhammer 40,000 rules it can move 12" and use both its weapon systems. It would have been ideal for strafing artillery or aspect warriors. Oh well as first turns go it could have been a lot worse.

Onto my moves. I advanced at 6" with the Crusader and used it to provide some cover for the Rhino and Assault Squad Divine Fury. Just to be on the safe side the Rhino used its smoke launchers. I resisted the urge to do this

with the Crusader as I just knew they would be needed later and 14 Armour makes you a bit cocky. My advance was deliberately non-committal and was intended to establish myself in the central position. For those unfamiliar with the theory 'central position' involves placing yourself so that you can attack more than one grouping of the enemy. They either concentrate their force as you advance on them (tricky) or fight as separate detachments (convenient).

As a whimsy I decided to use the Turbo-boost rule to get my Attack Bike into a safe position behind a wood.

TURBO-BOOST

Previously available only to the Dark Eldar, all bikes and jetbikes are able to turbo-boost now. This permits them to make a move up to 24" long and count their Armour Save as Invulnerable to enemy shooting in the next turn.

My only shooting was the Dreadnought and the Crusader. The Dreadnought opened up on the Striking Scorpions and either missed or failed to wound. The Land Raider Crusader picked on the Dark Reaper squad and poured a hail of fire into the wood they were loitering in. I scored three AP4 wounding hits from the assault cannon and four AP5 wounding hits from the hurricane bolters. As there were two types of armour in the Eldar unit this gave us a chance to use the revised Mixed Armour rules.

MIXED ARMOUR

The new rules clarify the way you deal with mixed armour. Alessio had one model with Sv 3+ (the Exarch) and three models with Sv 4+ (the other two Dark Reapers and the Farseer). The majority armour type must make saves first, so Alessio would have three saves of 4+ and one of 3+. After this the remaining wounding hits are applied again so the remaining three hits fall on the save 4+ guys. The end result was that the Farseer was wounded and two of the Dark Reapers were laid low.



EMERGENCY DISEMBARKATION

Whenever a transport takes a penetrating hit any passengers must immediately bail out. This can be dangerous if their transport was moving quickly when it was hit or if the vehicle is destroyed. In normal circumstances the passengers have to take a Pinning test. The logic behind this is that being inside a vehicle when it is destroyed is not a walk in the park.

The Black Templars make an emergency disembarkation from the Land Raider Crusader

ELDAR TURN 2

Surprised by the entire Marine army moving towards them, the Scorpions hurriedly began to move back towards their hill, as the Shining Spears popped up for another try at the Land Raider. In order to shoot at my Dark Reapers, Pete had chosen not to use his smoke launchers, and the Shining Spears Exarch was hoping to take advantage of this. The troops in the centre held their ground and prepared to

give the enemy another volley, while my units on the right moved closer to their targets. The Wraithlord rolled a double 1 for its Difficult Terrain test, but since, in the new rules, he counts as a Monstrous Creature he got to re-roll the test. With a 6, the powerful construct rampaged through the trees towards the Crusader.

Finally in range, the D-cannon opened up against the Land Raider, but missed. The Shining Spear Exarch followed it up with a

bright lance shot, and this time I did not roll a 1! The bright lance is a lance weapon, and as such treats Armour of 13 or more as 12 – very convenient against an Armour 14 Land Raider! Thanks to the Lance rule I managed to score a penetrating hit! Now, if only I rolled a 4+ to destroy it, or even a 3 to immobilise it, the Black Templars would have to walk around without its protection, but instead I rolled a 2... and chose to destroy its multi-melta to protect my Wraithlord.

The squad of the Emperor's Champion had to disembark, but they passed the Pinning test. They were now outside the armoured hull of the Crusader though, making very tempting targets. The Fire Prism missed, but the Reaper Exarch killed one and the Farseer tried to engage the Emperor's Champion in a Mind War, which ended in a draw.

On the right, the Wave Serpent's shuriken hits bounced off the power armour of the Black Templars squad, but then the Wraithlord fired its starcannon at them, killing two. As a result, they failed their Morale test and advanced towards the Wraithlord – perhaps not the wisest of choices...

ELDAR TURN 2



PERILS OF THE WARP

Veteran gamers will notice that the drawback of being attacked by the Perils of the Warp when using a psychic power is now more severe than it used to be, making this process a lot scarier.

BLACK TEMPLARS TURN 2

ouch! My lovely multi-melta! Shot clean off. Worst still, because it was a penetrating hit the passengers on the Land Raider were forced to bail out and the Emperor's Champion subjected to a Mind War. On the plus side, Squad Zealous Rage rampaged forward in response to shooting casualties.

THE NEED TO BE SENSIBLE

Although the new rules are designed to work with all existing Codexes there is the odd place where terminology changes. The way the Black Templars advance after failing a Morale test is one such case. Described in the Codex as a Sweeping Advance, this is no longer appropriate as Sweeping Advance is something different. The effect though is unchanged and the Black Templars can still contact their enemies in this circumstance; it's just not a sweeping advance.

As the smoke cleared from the multi-melta power couplings it became apparent to Squad Black Nemesis that their Land Raider was still

BLACK TEMPLARS TURN 2



viable. They therefore re-embarked and continued to advance aiming between the two Eldar troop concentrations. The Rhino advanced with them, as did the Dreadnought and the Attack Bike. The Assault squad moved to the right flank and started to close in on the

cluster of Aspect Warriors. I would have liked to have been less blatant with them but with a D-cannon around I knew I had to keep them away from the Crusader for fear of scattering.

Once again the Dreadnought let fly at the Striking Scorpions killing two of them. The Crusader, relying on its Machine Spirit as the crew were stunned, ladled a generous portion of fire onto the Farseer and Dark Reaper Exarch. The Farseer was wounded again (just a simple 'Perils of the Warp' attack from joining the Infinity circuit!) and the Exarch was killed.

Squad Zealous Rage fired their lascannon at the Wave Serpent but sadly its infernal alien force field thwarted my duly-consecrated death ray. I finished off my shooting with a splendid bit of appalling inaccuracy as the Attack Bike squandered the Emperor's ammunition firing at the Scorpions.

The shooting hadn't been great but despite this the Striking Scorpions broke and fled off the table to find a nice rock to hide under.

REGROUPING AT THE TABLE EDGE

I noticed when playing 3rd edition that any attempts to regroup out of the normal turn sequence were problematic. Also, when done by units like Space Marines that regroup automatically it could be a little too easy to stay on the battlefield. Consequently table edge regrouping has now been dropped from the rules, the moral is, don't loiter within 12" of your own base table edge.

Even more amusingly the Farseer had a fit of the vapours having seen his Dark Reaper mates gunned down and lifted up his skirts to run. Fortunately for him he didn't quite make the table edge.

These two Morale test failures really put a bright spin on the turn for me. I could only hope that the Farseer wouldn't regroup.



ELDAR TURN 3

In Pete's turn, failing all those Armour Saves, then the Morale tests on 9 and 10 and then seeing the Scorpions roll high enough to reach the table edge and disappear was not exactly nice! Luckily this turn began better as my Farseer rallied.

Both Spiders and Shining Spears backed off from the advancing Space Marines horde, but on the other side the Fire Dragons disembarked with the intention of frying the remains of the Black Templars squad and the Wraithlord began to move back towards the centre, considering that the battle would probably be decided in a big scrap right in front of my D-cannon.

The Shooting phase started well, with the D-cannon shot scattering from the Land Raider onto the Rhino and easily going through the vehicle's armour. A penetrating hit with an Ordnance weapon on a transport was promising, and I proceeded to roll on the Damage chart hoping for a 6 that would annihilate both the vehicle and its passengers!

Instead I rolled another 2 and destroyed the Rhino's storm bolter... To add insult to injury, the transported squad passed its Pinning test after being forced to disembark. Looking at it positively, the Rhino's crew was now stunned as well (a nice addition to the effects of the Penetrating Hit chart), which meant the Marshal's squad was probably going to advance on foot and leave their transport behind.

Next the Shining Spear Exarch fired its lance at the Crusader. He hit, penetrated its armour again and I rolled again on the Damage chart shouting: "Not another 2!"...Guess what? I rolled another 2 (!) destroying its assault cannons. Three penetrating hits and three 'armament

ELDAR TURN 3



destroyed' results! I hate the Damage chart! I hate dice! I want my mum!

Once I calmed down, the squad of the Emperor's Champion had to disembark once more from their smoking Land Raider. If Pete failed the test, they would have to sit there and be shot at for another turn! For a fleeting moment the dice seemed to end on an 11, but no, it wasn't to be...

RAPID FIRE

Nowadays if you are firing at a target within 12' you get two shots with a rapid fire weapon whether you move or not. On the downside you may not charge after shooting, but with any luck there may not be anything left by then.

Next the Spiders sprayed the Assault Bike with a hail of Strength 6 shots. Unfortunately every single wound was saved by the bike's armour and then the Fire Prism also missed its target, the Wraithlord only managed to kill one Templar with its three starcannon shots.

The only shooting that actually achieved something and prevented me from committing suicide out of frustration was the Dragons managing to melt the two members of the Tactical squad that were left. Easy you say? Yes, I would have thought so, but at this stage it felt like a major achievement.

Another shooting round like this and I was going to be in big trouble.

In the Assault phase, both the Spiders and jetbikes used their special abilities to put as much distance between themselves and the advancing enemy.



Fire Dragon Aspect Warriors disembark from their Wave Serpent to confront the enemy

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Black Templars Space Marines amass on the Eldar left flank

BLACK TEMPLARS TURN 3

It's a good thing that Land Raider Crusaders come with a lot of guns because they seem to get shot off a lot. OK, so now my Crusader has a bright lance hole and a yawning chasm into the Warp but it's still running! Time to get back in and advance.

I reckoned that the Crusader had pushed its luck enough and fired its smoke launchers as it moved in to cut the Eldar left flank off from the centre. The Marshal's squad were close enough to the enemy to race forward, preparing their bolters for sustained close range fire. The Attack Bike roared up the slope of the hill to bring those irksome Shining Spears into range. My Assault squad started to cut back towards the rest of my force. I was keen to keep them on the periphery of the action to minimise casualties for now but it was clear that I would have to commit them next turn. The Dreadnought rumbled on, the poor old ancient one straining his servos to keep up with the rest of the army.

All in all I was reasonably pleased with the position. I was in place to begin the serious fighting next turn and still had my three main strike units intact. A bit of shooting was clearly called for. As far as targets go, the Warp Spider squad had tried to get out of harm's way and had rolled a very unfortunate 3 on two dice for their teleporter packs, making them too tempting to resist.

The Dreadnought, Marshal Skordanos, Squad Furious Wrath and the foremost

warriors of Assault Squad Divine Fury massed their fire to lay waste to the Warp Spiders. The bulk of the fire came from Squad Furious Wrath who used the updated Rapid Fire rule to excellent effect.

All together five Warp Spiders shuffled off to the webway in the sky leaving the Exarch standing alone.

As planned the Attack Bike engaged the Shining Spears, killing two of them. Once again the Eldar seemed to lack the stomach for

a good old fashioned bloodbath, and the Shining Spear Exarch duly failed his Morale test and raced off taking his bright lance with him. Of the three Aspect Warrior units that constituted the Eldar left flank all that now remained on-table was a lone Warp Spider Exarch. This was as good as I could possibly have hoped for, I had isolated this force and destroyed them piecemeal. Now my assault would only have an Avatar, Wraithlord and Banshees to worry about (gulp).

BLACK TEMPLARS TURN 3





The Avatar attacks the Land Raider Crusader

ELDAR TURN 4

During the Space Marines' Turn 3 I kept failing my Armour Saves, and I also failed the Morale test for the Shining Spears Exarch who left the battlefield with his bright lance.

This turn was going to be my last chance of shooting up the enemy before they were upon us, so everything in my army got set for the now inevitable onslaught.

The Avatar got in position to charge the Land Raider or its squad and the Banshees took position right behind him, ready to either assault the transported squad if I managed to make them come out again, or to use their fleet of foot movement to put some distance between themselves and the content of the Crusader if I failed to crack it open.

The Wraithlord and Wave Serpent with the Dragons closed in to counter charge and the lonely Spider Exarch, passing his Ld test for being the last man standing, advanced towards the Black Templars Assault Marines with the suicidal intention of charging them and trying to take with him at least one power-fisted enemy. It was a remote chance, but still a chance. Forgetting that the Crusader had blown its smoke launchers, the D-cannon fired, hit and scored a glancing hit, managing to shake its crew because of the vehicle's reinforced armour. The Farseer killed the Attack Bike in a successful Mind War and the Fire Prism scored a hit on the Rhino's squad! One full hit and four partials that translated into three rolls where I needed 2+ to kill Space Marines: nice! Except that I managed to roll two 1s, killing only one enemy...

PLACING BLAST MARKERS

The Blast marker must now be centred on a model, making the process of determining how many models are hit simpler and faster.

ELDAR TURN 4



After that, all I managed to do was kill one Templar with the Wraithlord's starcannon and get another penetrating hit on the Rhino with the shuriken cannon from the Wave Serpent. Guess what? Another 'armament destroyed'. Luckily the Rhino was out of guns, so it got immobilised instead.

VEHICLE DAMAGE

Multiple Immobilised and Armament Destroyed are not good news anymore, because immobilised vehicles treat further immobilised results as armament destroyed and vice-versa. Also, an immobilised and weapon-less vehicle that suffers another one of these results is destroyed. This way the damage will accumulate, ultimately leading to the vehicle's destruction.

In the Assault phase the Spider Exarch failed to kill any enemy and was squashed like a bug (pun intended), with the unpleasant result of the Assault squad ending up even closer to its targets as Pete rolled a 6 for their consolidation distance!

MASSACRE!

If all enemies are wiped out in close combat, the winning squads get to consolidate D6 inches instead of the normal 3".

The Avatar scored a hit against the Crusader, but sadly rolled a total of 13 on his armour penetration, failing to do anything, and was now sitting in charge reach of both the squad inside the transport and the Assault squad behind it. Oh dear...

BLACK TEMPLAR TURN 4

The Eldar fire was falling off now; they were inflicting casualties but it was attritional in nature and all my key units were still capable of offensive action at near full capacity.

Moreover I was sitting in front of the enemy at the start of Turn 4, right on schedule.

The Crusader's side hatches opened and the Emperor's Champion led Squad Black Nemesis towards the D-cannon, Farseer and Banshees. The Crusader then backed off to deny the Avatar any more attacks.

DISSEMBARKING

As mentioned earlier you may not assault after disembarking from an enclosed transport that has already moved this turn. The Land Raider is an exception to this as its assault ramp is specifically designed to deliver its passengers into battle.

The Marshal and Squad Furious Wrath turned back to cover the flank of the advance and hopefully unleash their meltaguns against the Wave Serpent. Squad Divine Fury powered forward into the crucible of combat intent on engaging the Avatar. My Dreadnought took cover behind the immobilised Rhino and looked around for targets.

The Assault squad let rip with a hail of bolt pistol fire inflicting two wounds on the Avatar. Squad Furious Wrath fired their meltagun and combi-melta at the Wave Serpent and managed to shake it but were undone by the spirit stone. The Dreadnought tried a speculative shot at the same target but achieved nothing. Squad Black Nemesis fired with their flamer and a lot of bolt pistols at the Banshees killing the Exarch and four others. As was becoming customary, a lone Aspect Warrior survived but rather originally did not run away.

My last bit of shooting involved turning a single hurricane bolter on the D-cannon killing one of the crew. Just when Alessio was basking in the rare joy of a Morale test passed the artillery promptly failed their test and ran leaving their D-cannon behind.

ARTILLERY

Artillery are a new unit type that combine elements of the Vehicle rules with infantry rules. When you fire at them you may hit the gun model or the crew. The principles are quite similar to those for Ork Big Gunz but have been expanded out to create a new type of unit.

The Assault squad followed up their shooting with a charge on the Avatar. The opportunity to brutally slaughter an Eldar warrior doesn't come along often. They managed to contact the Fire Prism into the bargain and



Black Templars Assault Marines mob the Avatar

one of them began frantically pogoing up and down while trying to punch it with his power fist. The Avatar managed to swipe a couple of Marines but took two more wounds himself and collapsed. The benefits of the vow I had selected were becoming apparent, the Black Templars scoring wounds far more easily than would otherwise be the case. The Fire Prism was also hit and stunned but was saved by its spirit stone.

The Assault squad consolidated after the combat and lined up to face the inevitable

counter-attack from the Wraithlord. Two of them had power fists so I was pretty confident I would be able to deal with it.

CHARGING

It is possible to charge multiple units but only if you can maintain unit coherency while doing so. If you fired, however, then one of the units you charge must be the one you fired at.

BLACK TEMPLARS TURN 4



ELDAR TURN 5

Getting the Avatar seriously wounded by bolt pistol fire (three wounds out of six hits!) and then cut down in close combat by enemies that needed 5s to hit put me in a terrible position. Also, failing a Morale test with the D-cannon and having to flee just when the Emperor's Champion squad was in range (in the open and very tightly packed!) was a particularly cruel joke on the part of fate.

The situation was not looking good, but not everything was lost. My plan was to concentrate all firepower (a Fire Dragons squad, a starcannon and a flamer!) on the Assault squad and then charge it with the Wraithlord and the remaining Banshee. That would give me a reasonable chance of killing them all in combat and then consolidate into the Emperor's Champion's squad.

The Farseer mission was to increase the Wraithlord's chance of survival by frying the brain of the Champion. There was still hope! The shaken Fire Prism's only action was to direct all energy to the engine and get the hell out, to a safe position.

The Fire Dragons began very well by melting three Assault Marines, but then the Wraithlord let me down by killing only a single enemy with his starcannon and flamer (rolled too many 1s!) Once more the Farseer's Mind War didn't get through the mental discipline (fanatical zeal?) of the Champion and the Wave Serpent's shuriken hits bounced off the Dreadnought armour. I was hoping the Assault squad would fail their Morale and come closer to my Fire Dragons, so that they could assault them, but the Templars passed it.

ELDAR TURN 5



To conclude the Shooting phase, the Banshee decided to run across the wood, to get into position to charge the Assault squad, but rolled only a 1. In the Assault phase she then proceeded to get a 1 and a 2 for her charge move across the wood, failing to make contact with the enemy (by less than an inch, for dice sake!). Obviously her hair got stuck in some thorns, or maybe she got distracted and stopped to pick a colourful exotic flower... that will teach us to send girls into battle!

The Wraithlord was left alone to charge the Assault squad. He managed to hit twice and kill only one enemy. Luckily the Templars

were equally as poor and so he emerged unscathed. He won the fight but the fearless Templars stayed for another go, passing their Armour Saves for the No retreat! rule.

NO RETREAT!

Fearless units that lose a fight must now take a number of Armour Saves based on how much they're outnumbered by, and monstrous creatures like the Wraithlord count as ten models from the point of view of outnumbering!



The Wraithlord and Fire Dragon Aspect Warriors open fire on the Assault Marines

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The Wraithlord crushes the Emperor's Champion

BLACK TEMPLAR TURN 5

The Eldar were running out of troops but to their credit they were still giving it a go. I simply had to be careful to make sure I didn't make any significant mistakes and lose the upper hand to them. There was virtually no shooting left to do, one of my problems being that I didn't have anything really capable of dealing with the Wave Serpent and Fire Prism. Practically I reasoned that as long as everything else was in combat they wouldn't pose a threat.

The Emperor's Champion left Squad Black Nemesis and headed for the Wraithlord taking his black sword in a two handed grip. Squad Black Nemesis closed in on the last Banshee. Squad Divine Fury moved (quite slowly) through the wood to intercept the Fire Dragons. At this stage it became apparent that I was running out of troops too!

There wasn't much shooting. The Crusader targeted the Farseer but was thwarted by his rune armour. The Dreadnought hit the Wave Serpent a couple of times but wasn't able to find a chink in its armour.

With a roar the Champion charged the Wraithlord and Squad Black Nemesis mobbed the Banshee. Alessio decided that the

Champion would not be allowed bragging rights and directed all the Wraithlord's attacks on him. The Champion was hit three times and his Iron Halo was only effective against two. Inspired by his sacrifice the remaining

members of Assault Squad Divine Fury used their power fists to good effect and beat the Wraithlord down. Inevitably Squad Black Nemesis overwhelmed their lone Banshee opponent for no loss.

BLACK TEMPLARS TURN 5





Black Templars firing squad

ELDAR TURN 6

This would probably going to be the deciding turn for the Wraithlord. If the wraithbone colossus could get the two Templars armed with power fist before they could get him, he was going to survive to the end of the game, as there was nothing in Pete's army that could reach it in one turn with a high enough Strength to wound it. Unfortunately there were three members of the Assault squad still left, and so the Wraithlord needed to hit and wound with all his Attacks to be sure of surviving their returning blows.

The Fire Dragons advanced towards the Marshal's unit, with the intention of shooting it (together with the Wave Serpent) and then charge whatever was left. The Farseer got in position to either Mind War the Marshal or charge the Crusader with his Strength 9 witchblade. The Fire Prism aimed its cannon at the Dreadnought.

The Mind War against the Marshal proved devastating – killing him outright! The Fire Prism hit the Dreadnought and went through its armour, but only managed to stun it.

The concentrated fire of the Fire Dragons and their transport hit the ex-Marshall's squad, but a startling combination of Armour Saves and Cover Saves meant we didn't kill a single enemy... obviously on this planet they had heat-resistant trees!

This left an embarrassed Fire Dragons squad facing off against too many Marines for their taste, but since it's always better to charge than to be (shot and) charged, they decided to go in anyway, trusting in the Exarch's Burning Fist power.

In the ensuing combat the Marshall's power sword cut down two of my Aspect Warriors as they charged through the trees, and another Dragon was gunned down at point blank range before he could attack. The Exarch did well though, and killed two Templars, but the enemy armour was too much for the rest of the squad and they lost the fight (by 1...),

failed their Morale test (now there's a surprise!) and got caught and slaughtered as they retreated (regardless of their superior Initiative!).

SWEEPING ADVANCE

In this new version of the rules, a unit that is running from close combat and its pursuers both add their Initiative and the result of a D6. If the pursuers equal or beat the fleeing unit's result, they catch them and destroy them.

The Wraithlord only managed to kill one Marine and predictably was torn to pieces by the power fists of the enemy, leaving the Farseer on his last wound facing two squads of Black Templars and a Crusader... It didn't take a great deal of precognitive powers to foretell a hail of bolter shells heading his way.

BLACK TEMPLARS TURN 6

Even on Turn 6 I am beset by pixie tricks. My Marshal, struck down by foul witchery in his moment of glory. My only satisfaction being that if the Farseer really could see the future he would have known not to get out of bed this morning.

To avenge my Marshal Squad Black Nemesis and the Crusader formed a firing squad and took careful aim on the Farseer. The Assault squad moved on to attack the Fire Prism while Squad Furious Wrath put their meltagun to use once more. The Farseer was executed in a most fitting manner for his crimes against Humanity. Sadly the Fire Prism escaped with a mere shaken result but the task was done. All that remained of Biel-tan's finest was a couple of vehicles, all their once-proud Aspect Warriors were dead or fleeing.

THE FINAL SCORE

In this mission you score Victory Points for the damage you do to enemy units and for the scoring units you have left at the end. Scoring units are mobile vehicles and units that haven't been reduced below half strength. Transports don't count for this purpose so the days of holding objectives with empty Rhinos are gone forever!

When we added up the scores we discovered that I had scored 2,046 points (1,229 for enemy units, 765 for my own surviving scoring units) and Alessio had scored 764.5 (614.5 for enemy units and 150 for the Fire Prism). Using the new Margin Of Victory table this gave me a Victorious Slaughter! The game had been very tight and the final margin reflects the fact that with Black Templars you will tend to win big or lose big.



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BIEL-TAN ELDAR WARHOST

Alessio: What can I say? It was one of those games where you keep rolling low for your saves and immediately after roll very high for Morale tests, and then roll

high once more to penetrate vehicles' armour and then very low again, failing to achieve any result on the Damage chart...

Also, Pete's rolls were quite the opposite, I don't remember him failing a single save (from armour or cover), and his rolls to hit and wound were rather spectacular (my poor Avatar!).

Sometimes if you keep your head clear and fight on, you can turn the result around even in games with such kind of one-sided luck, but that often relies on the opponent getting over-confident and making mistakes. Unfortunately here I was facing a grizzled veteran like Pete, who is certainly not going to commit any mistakes for you to exploit to turn the situation around. Instead he stayed focussed like a well-oiled machine, always keeping the pressure up and never giving up the advantage.

Except for the actual result, I was quite pleased with the game, as it highlighted quite a few of latest changes we implemented into the rules and they seemed to work well. I'm referring in particular to the increased effectiveness of rapid firing at close range and the new Vehicle rules, that certainly make for a more dynamic and realistic game!

In hindsight I think that I can identify two tactical mistakes I made during this game: the main one was to concentrate a bit too much firepower on the Land Raider. It probably was a better idea to ignore it (with the exception of



the bright lance of course) and shoot up everything else – softer targets against which my shooting would have achieved more. The second mistake was to charge the Warp Spider Exarch against the Assault squad in a desperate attempt to take a power fist out, which ended up giving them an extra D6" move. The Exarch's Strength 6 gun would have been better employed to harass the Dreadnought and Rhino's rear armour, by jumping behind them, opening fire and then using the second jump ability to get to a safe distance... but of course if I did that he would have failed his Last Man Standing test and run away, wouldn't he?

Grrr... damn dice... moan... whine...



BLACK TEMPLARS SPACE MARINES

Pete: I am beginning to think I am destined to become a Black Templar player. That's two battle reports with them and two wins so far. In this game there was a moment in Turn

3 where I really wasn't that confident that the win was on. In many ways the decisive thing was Alessio's appalling luck at Morale tests which deprived him of quite a few Aspect Warriors and elevated the value of my shooting considerably. On the plus side my plan worked, more or less, and I was able to fight the Eldar a few at a time. If I had been hit by all the Aspect Warriors at the same time, supported by the Wraithlord and the Avatar, I fear that even the Black Templars would have been hard pressed to prevail.

The new Warhammer 40,000 rules were given a thorough workout. Considering the relative complexity of some of the combats, the presence of mixed armour units and numerous independent characters everything played very smoothly indeed. Similarly the vehicle-borne assault of the Black Templars succeeded despite the various ways in which the rules now make it harder to accomplish.

In my estimate it took the best part of two years for gamers to fully come to terms with the 3rd edition rules and although the updated Warhammer 40,000 is not nearly as radical a change as that it is going to take some time for all the tactical implications to be understood.

The important thing that came out of this game is that it is going to be fun learning.



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Hello all!

A long expected and very exciting month lies ahead of us, the BIGGEST event in the Warhammer 40,000 universe this year, the release of the 4th edition rules. I am sure this means that we will all be putting down our brushes, files, and models, getting stuck in and studying these rules at the expense of our painting and gaming (yeah right!). If you are anything like us you will be setting up your first game before the cover is opened and learning as you go! This is a great opportunity to start a new army or see how your favourite army operates under the new rules.

This month also sees the close of the Storm of Chaos Global Warhammer campaign. The last battles have been fought, the smoke is clearing and we anxiously wait to see who will emerge from the ruins as victors. This campaign has generated much interest across the board for people of all ages, from veteran chaos champions to fresh war college captains.

Check out the 'About Us' page where we will be giving you a bit of a rundown of who we are and what we have been up to in the Hobby Service Centre. With that, I'm off to put the finishing touches on my White Scars.

Brendan.

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ABOUT US

BRENDAN HUNT

Warhammer army: Vampire Counts (Brettonian Blood Dragons).

Last game result: Massacre!

Warhammer 40,000 army: White Scars.

Last game result: Minor Victory.

What are you working on: White Scars.

Favourite model: The Tuetogen Guard.

Favourite Specialist Games System: Battlefleet Gothic.

Most anticipated release: The release I most looked forward to was back when the Eldar Vyper was brought out.

Quote: "I've got nothing!"

What do you enjoy most about the Hobby: Playing friendly games with new people.



ANDREW "DRU" MOORE

Warhammer army: Dwarves!

Last game result: Loss.

Warhammer 40,000 army: Eldar.

Last game result: Win.

What I'm working on: Bretonnians and Sisters of Battle.

Favourite model: Tie between the Green Knight and the new Mumak (yum!).

Favourite Specialist Games System: Blood Bowl.

Most anticipated release: The new Warhammer 40,000 rules of course!

Quote: "...and the fat ones still go Squit! like a pimple when a Storm Giant treads on them." JJ talking about the Greenfield Grasshuggers Halfling Blood Bowl Team.

What do you enjoy most about the Hobby: Tournament gaming. I love it. Meeting new people, seeing a plethora of different armies and pitting your game and hobby skills against other like minded people. It's a buzz and its a lot of fun. A lot of my friends I've met through the tournament scene.



FRANKLIN TAYLOR

Warhammer army: Marienburg Empire - Stormclaw Mercenary company.

Last game result: Loss

Warhammer 40,000 army: Imperial Guard - 23rd Golgothan Panzergrenadiers

Last game result: Draw!

What I'm working on: Converting a Leman Russ to Panzer IV ausf. H with side skirts

Favourite model: The Kasrkin model with his finger out of the trigger-guard. Range safety!

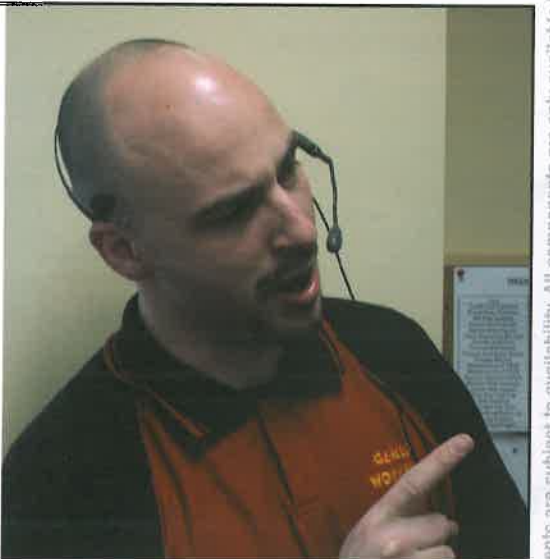
Favourite Specialist Games

System: Battlefleet Gothic! Lock on!

Most anticipated release: Of course the new Warhammer 40,000 rulebook. Old skool rogue trader artwork on the cover! Yeah!

Quote: "Achtung Achtung. Ich bin teh pwn. Ende."

What do you enjoy most about the Hobby: Building armies - Theme, background story, painting converting and the army list.



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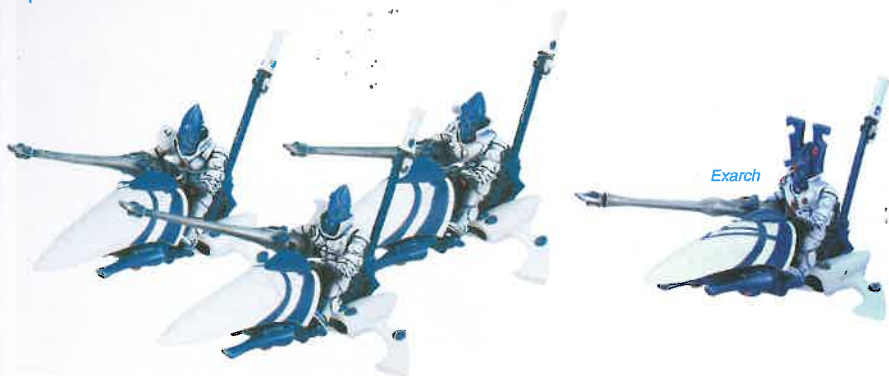
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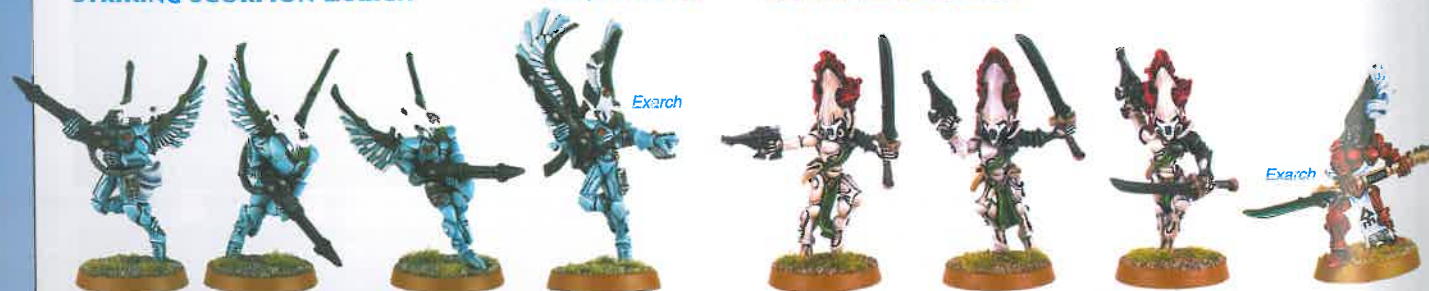
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Models pictured at approximately 80% of actual size.

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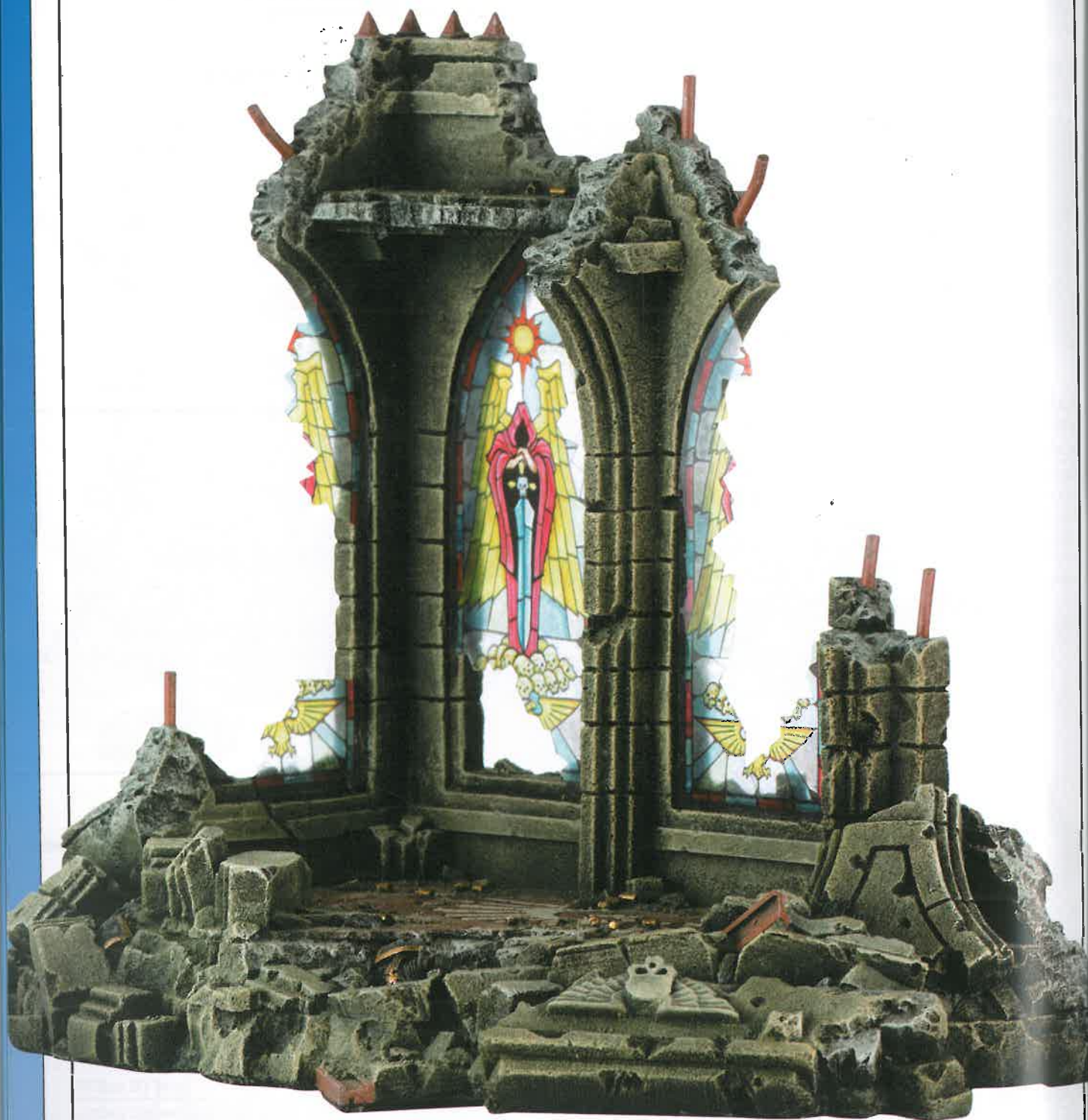
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