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WHITE DWARF



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WHITE DWARF 298
OCTOBER 2004

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ELLISON HAWKER \$9.95
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editorial

This month sees the release of the Battle for Macragge boxed set. During our lunch breaks, Tero and I have been playing some of the scenarios and we have been having a great time with these smaller games.

Now is a great time to be a Space Marine player. Many years ago when I started playing, it was the Space Marines that I developed an interest in and now 13 years later, they are still my favourite army for Warhammer 40,000. Next month sees the release of Codex: Space Marines and we have a preview in this month's issue.

For those of you who play Warhammer or The Lord of the Rings, don't worry. We have not forgotten you and have some great articles.

You may remember the Great White Dwarf Readers survey from earlier on in the year. Well, the surveys have all been entered now and I am working on a strategy for the future of the Australian edition of the White Dwarf based on the results. There are going to be a lot of exciting things I will be doing in the future, from Army of the Month to Battle reports.

Catch you next time.

BOO



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To see your club in the pages of White Dwarf, send in details of your Club along with 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.

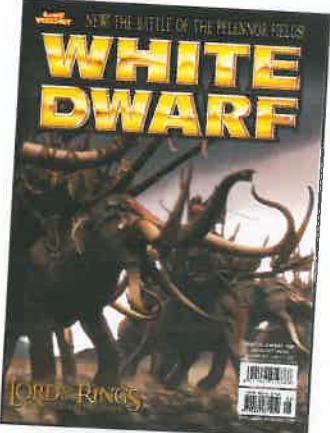
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NEW WHITE DWARF PRICE

For the first time in over 8 years (the last price change was WD191) the cover price of White Dwarf will change. From Next issue 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:

Stormtroopers

PLAYING WITH:

Deathguard

LAST RESULT:

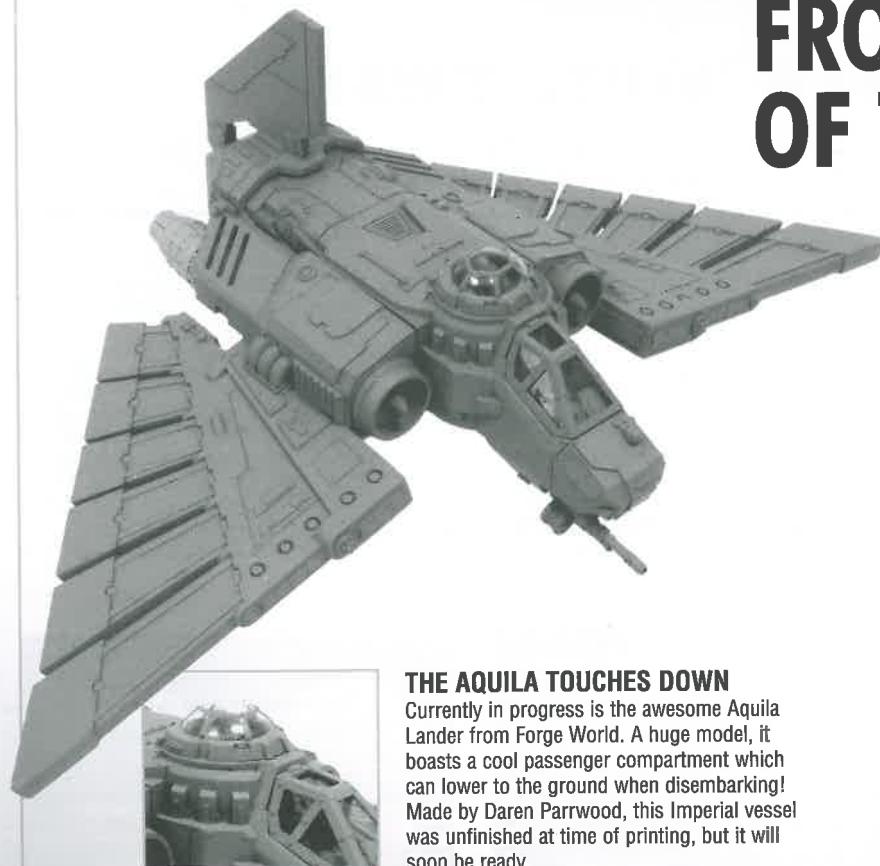
Win

WARHAMMER WORLD REVEALED

The full vastness of the Warhammer world has finally been revealed in the form of a gigantic map! Featuring all the well-known parts of the world it shows the sprawling territories of the Old World, Ulthuan and Lustria in greater detail than ever before. Even more interesting is that the map details a host of new and unexplored areas of the Warhammer world such as the mysterious Kingdoms of Ind, far Cathay, the Southlands and numerous uncharted islands. Some of the places revealed are the dreaded Warpstone Desert and Great Bastion. Never before seen, these new realms complete the picture of the Warhammer world.



FROM THE HEAT OF THE FORGE



THE AQUILA TOUCHES DOWN

Currently in progress is the awesome Aquila Lander from Forge World. A huge model, it boasts a cool passenger compartment which can lower to the ground when disembarking! Made by Daren Parrwood, this Imperial vessel was unfinished at time of printing, but it will soon be ready.

CHARGE OF THE KNARLOCS

Tau armies and Kroot mercenaries get a boost with some cool new Knarloc riders released by Forge World. These menacing creatures were sculpted by Daniel Cockersell. Three different models will be available when the Knarloc riders are released.





THE BATTLE FOR MACRAGGE

AUS\$85 NZ\$95

Immerse yourself in the grim darkness of the far future with the Battle For Macragge. Fight battles between the glorious Ultramarines and their most vicious foes, the Tyranids, as they clash on the Ultramarines homeland.

This boxed set contains:

- 10 plastic Space Marines
- 24 plastic Tyranids
- Crashed spaceship and objectives
- Battle For Macragge 32 page manual
- Dice, range rulers and templates
- Rules section 112 page manual

Models sculpted by Mark Harrison, Dave Andrews, Jes Goodwin, Juan Diaz, Darren Parwood and Martin Footitt.

These models require assembly.



EAT
GE

BATTLE DICE

AUS\$16 NZ\$18

This metal dice box contains 12 gaming dice.

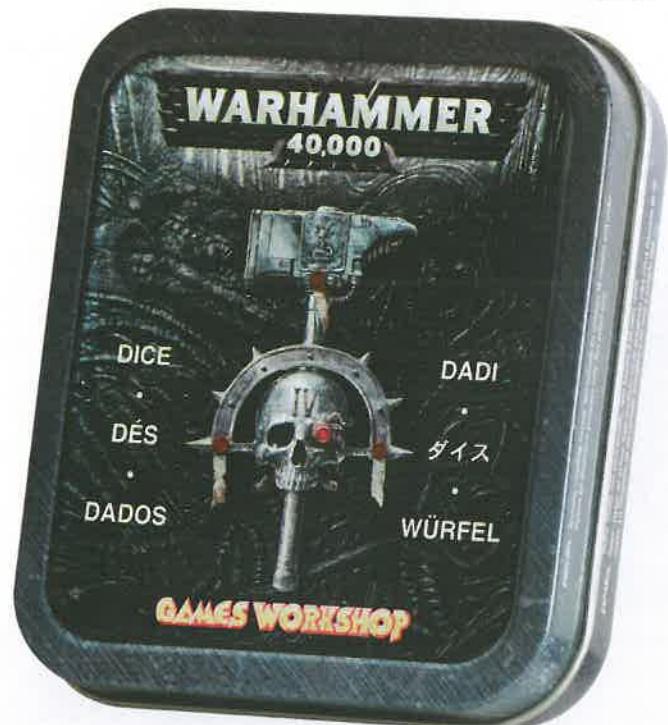


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40K BATTLE DICE

AUS\$18 NZ\$20

This metal dice box contains 12 Warhammer 40,000 gaming dice.



**CHAPEL OF SANCTUARY**
AUS\$95 NZ\$105

This boxed set contains one Chapel of Sanctuary, sculpted by D. Andrews and is only available from the **HOBBY SERVICE**.

This model requires assembly.



MENGIL'S MANLAYERS

AU\$55 NZ\$60

This boxed set contains Mengil Manhide, Standard Bearer, Musician and seven manlayers, sculpted by Chris Fitzpatrick. These models require assembly.



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THE BATTLE FOR MACRAGGE

A WARHAMMER 40,000 BATTLE REPORT BY SEAN TURTLE, NATHAN WINTER AND ADAM TROKE

One of the great things about *Battle For Macragge* is that it is ideally suited for beginners to the Games Workshop hobby. One of the main goals of the team that wrote and developed *Battle For Macragge* was to make the rules easily accessible to a complete novice to the game. The new box set provided us with a great opportunity to showcase it being tried and tested by some real life 'beginners'.

Adam Troke searched the Design and Production Studios and eventually found two willing volunteers who had never ventured into the grim darkness of Warhammer 40,000. All we asked of them was that they play a few games using *Battle For Macragge*, and see how they got on.

AT ANY COST

As the Ultramarines mustered their fleet in defence of Macragge, one ship passed through the warzone on business other than battle. The Dauntless class light cruiser, Benedictio, was inbound from the planet Belios IV, the site of a fierce conflict between the Tyranid menace and the Ultramarines 5th Company. She carried a consignment no less precious than the Space Marines that manned the strike cruisers and battle barges of the massed fleet – gene-seed, extracted from the Ultramarines who had met their end in battle.

Gene-seed, and its surgical implantation, is an essential step in the creation of a Space Marine, the final catalyst that activates and moderates their physiological and mental transformation. It is the genetic record of a Space Marine, a biological blueprint that is held in almost holy reverence. Every Space Marine has two progenoid glands that constantly replicate his genetic matter, and when a Space Marine falls in battle, his gene-seed is harvested by the Apothecaries so that it will ensure the creation of the next generation of Space Marines.

The Benedictio was carrying enough gene-seed to create many more Ultramarines, and in view of the desperate conflict ahead, its value to the Chapter in both physical and spiritual terms was immeasurable.

But on the voyage back the Benedictio had met with trouble, her escorts had been destroyed and massive battle scars marred her hull. A garbled vox transmission came from the stricken vessel – she had been boarded by a Tyranid vanguard force, and fighting was raging within the ship. Before any help could arrive, the Benedictio suffered a series of catastrophic explosions and broke up, its demise enscribing a fiery arc in the upper reaches of Macragge's atmosphere.

Even as the wreckage was raining down across hundreds of kilometres of northern tundra, Chapter Master Marneus Calgar ordered the Ultramarines 2nd Company into action. They were to search the area, rescue anyone still alive and terminate any Tyranids they found, but their primary objective was the retrieval of the gene-seed – the adamantium canister protecting it should have survived the impact and had to be found and secured at any cost. The future of the Chapter was at stake, and the warriors of 2nd Company meditated upon this as they completed last minute maintenance prayers and battle hymns en route to the crash site. What was to follow would be the opening skirmish of the Battle for Macragge, the fiercest conflict of the first Tyrannic war.



RETRIEVE THE GENE-SEED AT ALL COSTS



Sean: I began working at Games Workshop roughly two years ago as a layout designer on White Dwarf, moving to the Global White Dwarf Team last year. In all that time, I've never played a proper game of Warhammer

40,000. I flirted with the hobby in my younger years, but my imagination was squarely aimed at the world of fantasy, rather than its science fiction cousin, so it only seemed natural that I would play Warhammer instead. When I was re-acquainted with the hobby over a decade later, I simply thought I would be able to pick up where I had left off (however, much the same as my early foray into the world of Warhammer, I still haven't worked out how to use Wood Elves properly).

I've read the history of the various races throughout the Warhammer 40,000 universe, but the mechanics of the game system are something I have never had to contend with. I can tell you the difference between a Black Templar Space Marine and his Dark Angels

equivalent (from a thematic viewpoint, at least), but ask me to explain the finer points of the new Assault rules, and you may as well hang a 'vacant' sign around my neck. So my knowledge of the game is rudimentary to say the least. Being the butt of fellow 'Dwarfer' Matt Hutson's jokes has become a regular occurrence, and when it came out that the Battle For Macragge's battle report might require something other than the veterans of Games Development, my ineptitude was mentioned as a possibility. It transpired that I would be pitting my (in)substantial wits against another fellow novice, Nathan Winter. Being a colleague in the Production Studio, victory would offer a wealth of heckles for the boy from Book Production. Defeat would be unthinkable...

The practice games were eventful. Pride overtook rational thought and Nathan and I declared that we could move on from the first few missions and get our teeth into the meatier confrontations. It became obvious that we could just about move our models around the table, and little else, so we humbly returned to the beginning. I envisioned this battle report would be an evenly contested affair, with the cut and thrust of two keen

minds being replaced by a mutual parrying situation where, if you're lucky, your opponent's sword twangs back and he cuts off his own head. That is how I imagined it would go, at any rate. Something I began to appreciate was the tactical nuances involved in the game, even from these simple scenarios. It's not just a case of rolling the dice and moving blindly forward. There was more than one occasion when we had to start the mission again (and not just because I wasn't winning), as Nathan and I (very) slowly started realising how to play the game.

So to the day itself. Nathan and I arranged our practice games in a quiet place where we could marvel at each other's clumsy attempts away from the experts in the Studio, we announced that we could proceed straight to Scenario Four, as we had mastered the rules introduced in the previous three missions. I realise now I was a little foolhardy... for those of you out there who are new to the game, fear not, I guarantee you will realise, no matter how badly your first game might go, there is always someone worse off than you. For the veterans reading this, sniggering at my incompetence, I promise you, you won't be disappointed...

CONSUME EVERY LIVING THING



Nathan: "Battle For Mc' what?". When I was asked to take part in a Warhammer 40,000 battle report for White Dwarf I assumed they had got the wrong person; the game has always been a mystery to me!

Despite having produced a number of codexes whilst working for the Book Production department at Games Workshop, my only experience of gaming was hearing the raucous cries of my fellow employees from the other end of the Studio as they huddled around a 6' x 4' piece of green board and cackled mercilessly at each other.

I have had experience of painting miniatures in my youth, and occasionally myself and a friend would pit our models against each other in a paint-chipping frenzy that resembled a game of table soccer more than anything else. But that was a long time ago, and I had a feeling I wouldn't get away with those tactics this time.

The news that this was going to be a starter game for novices came as a blessed relief for me, and I began to understand why I was at the top of the list of contenders. When I saw that Sean was going to be my opponent, I truly understood the enormity of my

colleagues' faith in my ineptitude; Sean was equally as inexperienced as me and had already built up a reputation of being an unlucky player with the few games of Warhammer he had played. Truly we were a match made in hell.

One of the reasons why I had never previously attempted to play Warhammer 40,000 was because there was a massive gulf between my own knowledge and the majority of opponents here at Games Workshop, it would have been just plain embarrassing. At least I knew this wasn't going to be a problem with Sean and the fact that he was from another department and was also pretty competitive was going to make it all the more fun if I beat him! All I had to do was not play as badly as him, and I couldn't lose! And I've even got time to practice my cackle!

After a look at the scenarios, I realised that this was going to be a great opportunity for me to learn something about Space Marines and Tyranids, and as I would be working on the new codexes for both these races in the coming months, it couldn't have been planned better. I knew almost immediately that Tyranids were the army for me, there was something about their alien look and unorthodox weapons that captured my imagination (or maybe it was the fact that I massively outnumbered the Space Marines!); it was going to be so much fun watching those little blue men run!



MISSION ONE

THE INCESSANT XENO TIDE

By the Throne, these hellspawn are fast!", yelled Brother Arrain, his bolter spitting death and blowing an advancing Genestealer apart in a spray of chitin and blood. "They are without end!"

Octavian glanced towards Varras, now laden with the inert fusion core, and again across the battlefield to the approaching hordes. Against such odds, there was only one course of action – a fighting withdrawal towards clearer ground. They would fall back, shielding Varras and raining fire and fury down upon the Xenos. They were the Emperor's finest and they knew no fear.

"Squad Octavian, fall back now. Kill the aliens! Kill them all!"

MISSION OVERVIEW

This mission is the fourth of the scenarios contained with Battle For Macragge. By this point Sean and Nathan had already played through the first three and were more than ready for what this deadly mission would bring. Previously Lieutenant Varras had fought to rescue a canister of precious gene-seed from the crashed lander, and in the last scenario disarmed the dangerously overloading fusion core while the Ultramarines warriors had stalwartly defended him. Now, with both the fusion core, and the gene-seed canister in their possession Squad Octavian and Lieutenant Varras must fall back to the rendezvous point.

SET-UP

Squad Octavian and Varras are placed touching the wreckage containing the Fusion Core. The opposite table edge is the Exit Zone, 36" from the Space Marines. Place two units of three Genestealers next to two other pieces of wreckage. The Tyranid player goes first.

OBJECTIVES

- Ultramarines Win: All Space Marines reach the Exit Zone with the fusion core and gene-seed canister.
- Tyranid Win: More than two Space Marines and Varras killed.
- Draw: Any other result.





Squad Octavian struggle to quell the Tyranid forces

TYRANIDS TURN 1

Nathan: The first scenario seemed simple enough, my sole aim was to stop Varras and his fellow Ultramarines getting to the exit zone at all costs. With this in mind I had deployed my Genestealers as close to the enemy as possible, and readied them for a suicidal charge into combat. They would hopefully tie up Sean's bid for freedom and hopefully take a few of his men with them. I moved my first unit of Genestealers the full 6" allowed in a straight line towards the Ultramarines and then rolled for movement across difficult terrain with my second unit, the highest dice was a 4 which took them across the terrain. They suddenly looked very vulnerable to those pesky bolters.

ULTRAMARINES TURN 1

Sean: My aim in this mission was to cross the board to the other side with Lieutenant Varras under the protection of Squad Octavian. With six Genestealers preparing to thwart my advance, I was confident that my flamer would be able to deal with the aliens without any real problems. The turn began brightly enough. I rolled 8" for my movement and headed straight for the nearest Genestealer unit, already itching to bathe the loathsome creatures in flames and see them writhe in agony (and thus inflict a similar fate on Nathan). However, I was nowhere near close enough, and instead had to rely on the rest of the unit's bolters to take down the enemy. From my nine shots of Rapid Fire I managed to score 6 hits, and prepared to give Nathan a wide grin as I rolled the dice to ensure I had destroyed the entire unit, but my smile dropped to the floor – I realised I had only managed to kill two, leaving one lone Genestealer obstructing my path...

TYRANIDS TURN 2

Nathan: I was happy to see Sean's men head towards my slavering beasts, as it meant if I survived his bolters I would be able to charge into him with at least one unit next turn.

FALLING BACK

The Ultramarines player is falling back, giving them a rapid, fighting retreat. Each turn the squad (including Varras) move 2D6" in a direction chosen by the Ultramarines player, remaining within 2" of each other. They will even break off from combat with the Genestealers in order to continue falling back.

no matter which unit I turned my weapons on. However, I noticed that a 4" move in a certain direction would enable me to envelop both units of Genestealers in my righteous flames; a chance to make up for the feeble shooting from the last turn! And so it proved to be as four of the xenos fell to the righteous flame of the Imperium. Things were suddenly looking up for Squad Octavian, even though they had lost their charge.

TYRANIDS TURN 3

Nathan: Ouch! I expected to take one or two casualties but that flamer came as a nasty surprise. At least I could console myself with the knowledge that I still had one Genestealer remaining and he was easily within assaulting range. He threw himself into combat and from his three attacks one was a 6, taking the last Space Marine I needed to kill out of the game. Victory was mine!

RAPID FIRE

Rapid fire weapons are powerful firearms with a high rate of fire, capable of spewing out a hail of death into the enemy. A model with a rapid fire weapon can always make two shots at an enemy within 12". If the firers remain stationary, they can choose to shoot just once up to their maximum range instead.



Sean and Nathan feverishly compare lack of gaming experience

MISSION TWO REINFORCEMENTS

The distinctive roar of bolter fire and the shrill screeches of dying Tyranids told Brother Atreus that his reinforcements were not too late to aid his brother Space Marines.

"Brother-Sergeant Octavian, this is Squad Atreus. Hold your position, we are moving to assist."

Atreus climbed the ridge and gazed down upon the battle below, seeing teeming hordes of Termagants swarming around a pulsing hive node that was partially obscured behind smouldering wreckage. He knew that these creatures had to be purged before they could rendezvous with Squad Octavian, and he gave the order to advance. All would perish.

MISSION OVERVIEW

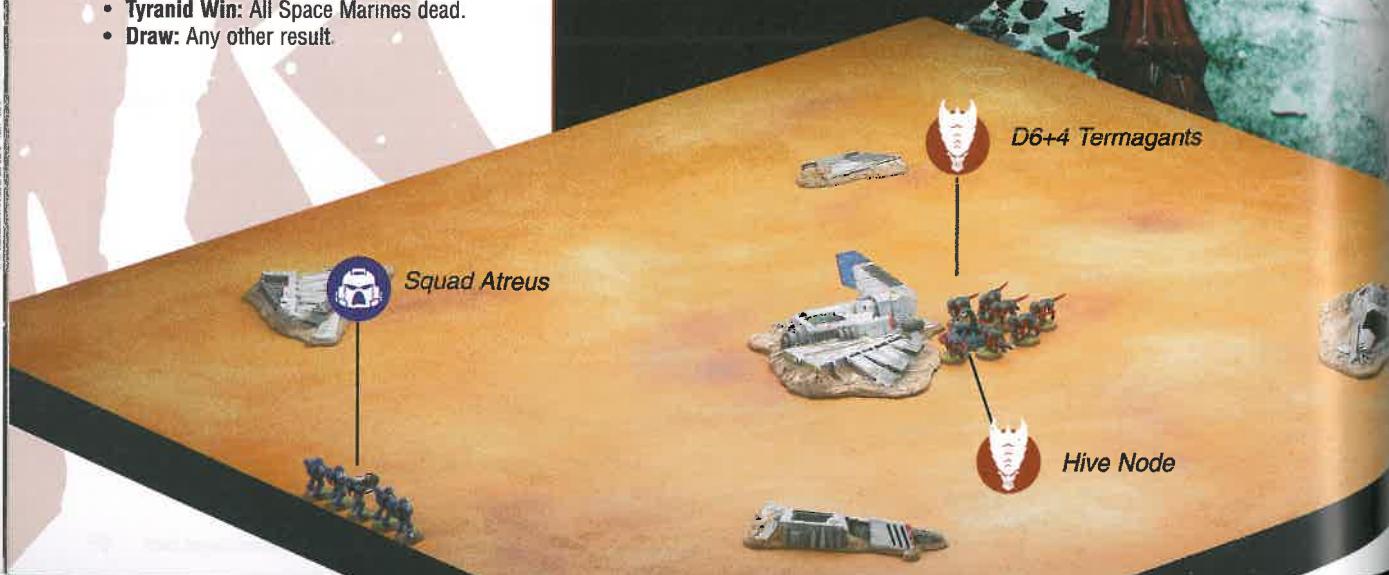
Squad Atreus marches across the arid wastes to reinforce Squad Octavian. However, their way is not clear, with increasing Tyranid activity in the area, Squad Atreus must press onward through the growing infestation to achieve their rendezvous with Squad Octavian.

SET-UP

Deploy Squad Atreus – four Space Marines with bolters and one with a missile launcher – on one table edge. Put a large piece of wreckage 18" away from the Space Marines, with the Tyranid Hive Node directly behind it. Place another two pieces of wreckage more than 6" away from the Hive Node, and four to ten Termagants (four plus an extra D6 worth of Termagants) touching the Node. The Ultramarines player goes first.

OBJECTIVES

- **Ultramarines Win:** Squad Atreus reach the rendezvous point.
- **Tyranid Win:** All Space Marines dead.
- **Draw:** Any other result.





The squad prepare to mount their attack on the Hive Node, as it spews out more Termagants

ULTRAMARINES TURN 1

Sean: After such a feeble effort in the opening mission, I was hoping for a little more luck in the next scenario. Armed with a meaty missile launcher, I planned to concentrate on reducing the Hive Node's production line first, and then try to thin the ranks of the oncoming Termagants as I made my way across the board. Opting to use the missile launcher meant that the squad could not move in that turn, so from the back of the board I launched my first krak missile at the **Hive Node**, with four bolter shots thrown in for good measure. Good measure indeed, but with little effect. None of the Space Marines' bolter shots managed to penetrate the Hive Node, as I needed to roll a 6 to inflict any sort of damage. Luckily, the missile launcher had scored a wound, meaning that if I could repeat the trick in the next turn, Nathan's numbers would not be so quick to return to the board.

TYRANIDS TURN 1

Nathan: In his turn Sean had given my Hive Node a pounding thanks to that missile launcher. The Hive Node increases my chances of winning the mission all the time it is alive, so what I needed to do was give Sean something more immediate to think about. I started by moving my Termagants towards Squad Atreus, having them scamper across the wreckage to make the most direct line towards the Ultramarines. Termagants get to roll 3D6 and pick the highest when moving over **Difficult Terrain** and I rolled a 5, 1, 1 to see how far they went this turn. Looking at the distance between my Termagants and Squad Atreus I knew I couldn't hit them with the Termagants' fleshborers. They only have a range of 12" and, bearing in mind the Termagants started play 18" away from the Space Marines, I knew shooting would be a waste of time. Instead I chose to use the Termagants' special rule; **Fleet of Claw**.

I rolled a D6, and scored a 3, allowing me to move my brood of chittering Termagants 3" closer to Sean's warriors. Lastly, three more Termagants crawled out of the oozing maw of the Hive Node, preparing to form a new brood.

ULTRAMARINES TURN 2

Sean: My powers of repetition proved invaluable, as again I managed to hit the Hive Node with everything I had, only for the missile launcher to be the sole weapon to inflict a wound. Not that it mattered, the maximum number of wounds I could mete out on the Node was two, but it would have been good for morale to pepper the alien orifice with some more shooting. Meanwhile, the Termagants were advancing ever closer, and with the Hive Node now damaged, the time had come to forgo retribution and head for the other side of the board...

TYRANIDS TURN 2

Nathan: Curses! With the Hive Node damaged the ability of the Termagants to re-enter play was severely hampered. I would have to do something to put Sean and his Ultramarines under pressure. I moved my Termagant Brood forward 6", putting the Ultramarines comfortably in the range of my fleshborers. In the Shooting phase all three of the fleshborers hit, and wounded. I was keen to see some of the Space Marines go down to the wicked fleshborer beetles, but Sean passed all three saves with a smug grin. There was no way I could assault Sean's Ultramarines since I was out of range. Things were starting to look a little precarious, with my Termagants so close to his Ultramarines, next turn could bring trouble. With all ten Termagants already on the board, I couldn't bring any more out through the Hive Node so without further ado I handed over my turn to Sean.

HIVE NODE

The Node is a living entrance to an organism busily creating more Tyranids. It is incredibly tough; it takes four wounds to disable the Node. When the Hive Node takes two of its four wounds, it is damaged, and will be less effective at creating replacement warriors. Tyranids are returned touching the Hive Node where possible, but must always be more than 1" away from enemy models.

DIFFICULT TERRAIN

The battlefield is not exclusively made up of firm, stable, open ground. Shell craters, ruined vehicles, buildings and wooded areas can make the going tough for troops as they move about.

In Warhammer 40,000 these areas are called difficult ground. Normal infantry models roll 2D6 and treats the highest score as their maximum move in inches this turn. Some models, like Termagants are better equipped to move through areas such as this, and gain a bonus.

FLEET OF CLAW

Certain models in Warhammer 40,000 have special abilities that can affect their movement in different ways. Termagants, for example, can use a move called Fleet of Claw. Instead of firing their weapons in the Shooting phase, they may move an extra D6", representing them powering forward as fast as they can.



The Termagants spew forth from the Hive Node towards the Space Marines



ULTRAMARINES TURN 3

Sean: With Nathan's minions heading for me with frightening speed, I set off on my journey, trying to stay out of their annoying move-fleet of foot-assault range, praying that my Space Marines would be a little more assertive with their bolter fire. For once, I wasn't to be disappointed. From a maximum of eight shots (the missile launcher seemed to have become nothing more than an expensive (and heavy) ornament now that I was on the move), I managed to mow down six of the xenos, which made the inevitable assault a lot more palatable.

TYRANIDS TURN 3

Nathan: Bolters are dangerous! Six dead Termagants in one salvo, didn't leave me in a very strong position. Even worse, I didn't have enough Termagants around the Hive Node to create a new unit. The last remaining Termagant near the Ultramarines scuttled a little closer, firing his fleshborer, but missed. Then, with a piercing shriek it propelled itself into assault. Amazingly it hit twice, and even managed to inflict a wound. With a look of disbelief one of the Space Marines failed his Armour Save and died, but not before he lashed out at the Tyranid, killing it in return. I was quite pleased with that, considering how expendable Termagants are compared to Space Marines. Finally I placed two more Termagant models beside the Hive Node, meaning they could move off as a new brood next turn.

ULTRAMARINES TURN 4

Sean: With the Marine carrying the missile launcher sacrificed to the Termagants' assault as a useless luxury, it removed any temptation to stand and fire off a few frag missiles. My aim was now simple; to get across the board as fast as possible, and hope to keep as much distance between myself and the Termagants as I could. With the xenos having to be redeployed, I had no target within my 12" radius (I had, after all, moved, and so gave up any chance to fire 24"), ultimately my turn consisted of a 6" move (marginally) closer to safety.

TYRANIDS TURN 4

Nathan: With Sean approaching the exit area I knew my tactic had to involve slowing him down and inflicting as many casualties as possible. With the Hive Node damaged this would be extra difficult, but I could do it, if I was lucky. I decided to move across the wreckage again, hoping for a good movement roll, and I wasn't disappointed, rolling a 6, 6 and a 1. Judging the distance from the Termagants to the Ultramarines I reasoned at least some of my fleshborers would be in range. Three were and, in a shower of slimy, living ammunition, the Termagants opened fire, but none found their mark. I was well out of range for an assault, so I placed two more Termagants by the Hive Node and turned play over to Sean.

ULTRAMARINES TURN 5

Sean: With the Termagants exiting from the Hive Node with frightening regularity, I could literally see wave after wave scampering towards me as I made my way across the board, in a wobbly arc pattern. It was merely a case of shooting them down as and when they came close enough, and hoping that I wouldn't be caught up in a prolonged combat that would allow the later units to join in the fray and bog me down. Alas, this is precisely what happened. I managed to take out three of the aliens with my shooting, but that was only half their number. Time was running out – there was already another unit on the way...

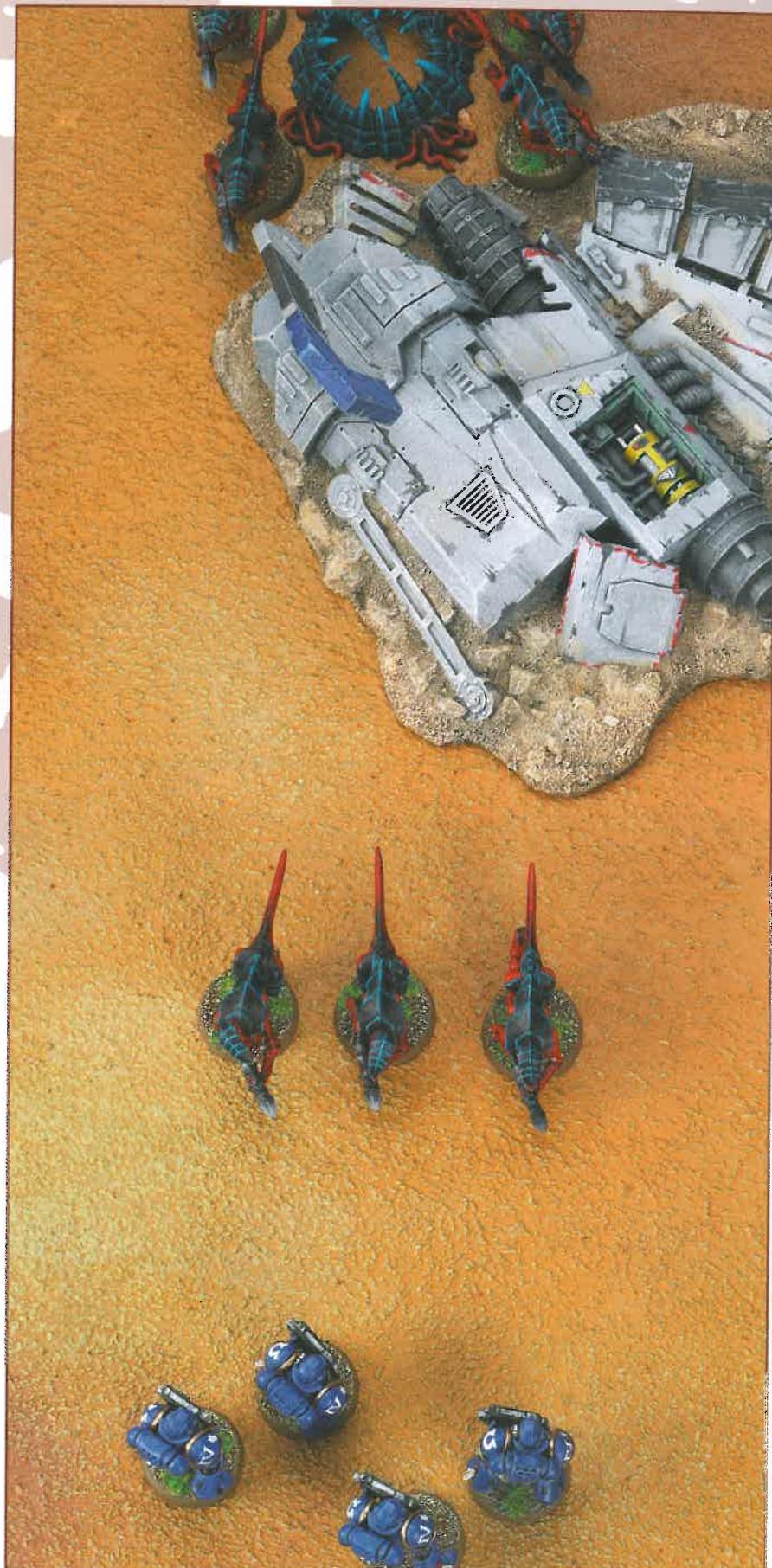
TYRANIDS TURN 5

Nathan: Victory was beginning to look a real possibility, especially if I could keep the Space Marines bogged down in combat for a few turns. I moved the three Termagants closer to the Space Marines, within assault range, and fired the fleshborers again. This time I managed two hits, and one wound. However this was easily saved. With the Termagants close enough to assault I charged them in, scoring four hits, and one wound. Sean failed the Saving throw this time, and a Space Marine was pulled to the floor.

In return the Space Marines scored two hits, both of these wounded, and I failed both saves. This left only one Termagant in combat with him, who would almost certainly die next turn. On the plus side, the Space Marines weren't going to be able to move closer to the objective this turn. Two more Termagants emerged from the Hive Node, giving me a new brood to use next turn.

N 4

arrying the missile Termagants' assault proved any fire off a few frag rounds simple; to get as possible, and distance between as as I could. With deployed, I had no chance to fire (I had, after all, my chance to fire consisted of a 6" to safety).



The Tyranids begin their merciless assault, intent on clawing the Space Marines to pieces

TYRANIDS TURN 6

Nathan: The Space Marines made short work of my last Termagant in combat, so I pushed forward with the remaining brood, eager to scupper their plans once again. Moving across the wreckage I rolled 6, 5 and 3, putting me well in range of the Space Marines with my fleshborers. I could choose now either to try a Fleet of Claw and get close enough for an assault, or stand back and let rip with my fleshborers. Knowing that my 'Gauts would count as in *Cover* I opted for the safe choice and opened fire. The Termagants scored three hits, and two wounds. With a look of horror one of the Saving throws came up as a 2, and another Ultramarine toppled to the floor. Now I was glad I had chosen to fire instead! Another pair of Termagants emerged from the Hive Node signalling the end of my turn.

ULTRAMARINES TURN 7

Sean: I was amazed that Nathan had opted to hang back from combat, he had instead chosen to seek protection from my bolter fire in the cover that the fallen craft offered. It was to my dismay that I realised he was only dragging out the inevitable – yet another unit of Termagants was preparing to exit from the Hive Node, meaning that he had one unit able to fire at me from relative safety, while a second moved to cut off my exit. Just when I thought it was looking good, my shooting compounded my misery. With only two Space

Marines left to rush for the table edge, their four shots resulted in a solitary hit, which predictably failed to wound. I wonder what Tyranid sniggering sounds like?

TYRANIDS TURN 7

Nathan: Sean was running scared now, desperately limping his last two Space Marines towards the exit area. I decided now would be a good time to give chase and rolled my dice for difficult terrain. The result was a 5, 2 and 3. With this score I wasn't certain I'd be able to reach Sean's Space Marines, even if I used a Fleet of Claw instead of shooting. In the end (and to my lasting regret) I decided to fire my fleshborers instead. Only two were in range, and whilst they both hit, they failed to wound. Sean was still a long way from home, but he was getting closer every turn. Two more Termagants popping into play signified the end of my turn.

ULTRAMARINES TURN 8

Sean: I trudged on with disconsolation as, despite my Space Marines improving their aim and causing two wounds on the Termagants rushing to cut me off (I figured that Nathan had decided to hang back with the unit ensconced on the rubble and so I deemed them the lesser of two evils), their efforts were nullified with Nathan pulling two Cover Saves out of the bag (a trend that was becoming more and more frustrating).

COVER SAVES

When hot lead is flying nobody wants to be stood in the open! All good tacticians know the benefits of cover, it can conceal you from sight, or deflect away the worst of the fire your enemy sends your way. This is represented by Cover Saves.

Models touching scenery that allows a Cover Save may choose to use the Cover Save the scenery provides instead of the Armour Save, if it benefits them to do so.

TYRANIDS TURN 8

Nathan: I really love Cover Saves. The four Termagants closest to the Ultramarines were in a perfect position to fire on them, and the cover was protecting them nicely, so I left them where they were, moving my new brood across the wreckage as fast as I could. In the Shooting phase, I fired with the first squad of Termagants, only hitting once, and that was saved by the cursed power armour.

The other Termagant brood was too far out, so I used a Fleet of Claw to get them in a better position, rolling a healthy looking 6. Two more Termagants entered via the Hive Node (something Sean was really starting to hate!) and my turn was over.

ULTRAMARINES TURN 9

Sean: How wrong I was. With both units rushing towards me and with the odds stacked heavily in Nathan's favour, it seemed that I was about to suffer a second defeat. I managed to take down two of the Termagants closest to my objective, but with both units now in position to assault as well, things didn't exactly look peachy. I was fortunate in that one of the xenos managed to inflict a wound on my forlorn hopefuls, but with the two I fell in reply about to be replaced at the Hive Node (and thus release another unit to come after me), I was beginning to think this wouldn't be my day.

TYRANIDS TURN 9

Nathan: It was now or never really, time to bring Sean's Space Marines down. Both broods of Termagants moved closer to the Ultramarines, firing as they did so.

I managed to score four hits between both broods, and three wounds all together. How frustrating when the power armour warriors shrugged off the hits once again! Why couldn't they just lie down and die? I launched my assault, with six Termagants in total. With all the attacks they were rolling, I was hoping to bring the Space Marines down, but when I only managed a two hits, and one of these became a wound, which was shrugged off, my hopes sank a little.

The Imperium's finest were living up to their name. In return they battered down two of my Termagants, readying themselves for more. The Hive Node produced two more Termagants, and my turn was over.



With victory in sight, the Squad face one last assault from the Termagants

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ULTRAMARINES TURN 10

Sean: Amazingly my two Space Marines still stood. With two more Termagants struck down, I was trying not to admit to myself that I still had a faint chance of victory. It seemed that I was about to have defeat confirmed as Nathan scored a wound on one of my plucky men, but I managed to fend off his death in the form of yet another Armour Save. There was hope yet of Squad Atreus completing their mission.

TYRANIDS TURN 10

Nathan: Those Space Marines were unstoppable, killing my Termagants with ease. My best chance was to get my new brood into the game, so I moved them across the rock, rolling poorly for the difficult terrain.

In the Shooting phase I had them Fleet of Claw, and they managed 4", bringing them still closer to the fight that raged on with the Space Marines and my remaining Termagants. In the Combat phase my dice were better than average against the Space Marines, but even then it was not enough.

The only hit that managed to wound easily shrugged off by Sean's Armour Save. In return he killed two more Termagants – he was starting to look like he thought he might win. However my new brood approaching the combat would put paid to that! Of course, two new Termagants entered play beside the Hive Node.

ULTRAMARINES TURN 11

Sean: I had to admit to myself that I could snatch victory here if Lady Luck bothered to look at me with anything other than contempt. I managed to strike down the last Termagant (despite it making one of its Armour Saves, I had managed to inflict two wounds and thus

The last Ultramarine reaches the waypoint, and safety

he was beaten) and suddenly the goal seemed possible. I managed to fend off the Termagant's dying attack as well thanks to an Armour Save of my own, and things were looking decidedly rosy.

TYRANIDS TURN 11

Nathan: The brood that had scrabbled across the wreckage moved closer to the remaining Ultramarines, and clearly looked in charge range. Knowing that an assault was possible I fired the fleshborers, hitting three times, and managing one wound. Sean looked worried as he rolled the dice for an Armour

Save, and horrified when it failed. He removed the model closest to my brood. It was then that I saw my mistake. Because he had taken the model closest to my brood, he had put my charge out of range. My own cunning had foiled me, by less than an inch! Is this what they call a tactic?

ULTRAMARINES TURN 12

Sean: After such a prolonged fight, I couldn't believe I had one, solitary Space Marine left to scrabble his way into the destination area, and accomplish the mission! Hurrah!



MISSION THREE

PURGE THE XENOS



Furious bursts of bolter fire ripped across the wreckage-strewn landscape as Squad Octavian fought desperately to halt the endless tide of Genestealers swarming from every direction. A vox message, almost drowned by the gunfire and shrill cries of dying xenos, crackled across the vox-net.

"Brother Atreus, this is Sergeant Octavian. Your assistance is timely indeed. Converging on your position now."

"Sergeant, we have encountered an additional threat," responded Atreus. "There is a Hive Node nearby, an abominable orifice spewing forth more of the xenos, spitting them from the earth like some foul infestation. We have damaged it, but not yet managed to destroy it."

The Sergeant peered across wreckage and picked out the Hive Node beyond, a writhing, fanged maw that disgorged more Termagants and Genestealers, each immediately scuttling to join the battle. Atreus was correct – before clearing the area this threat had to be wiped out.

"Atreus, maintain supporting fire. We have an opportunity to destroy this abomination and must take it. We will make good use of the fusion core Varras carries with him, and purge this xenos infestation once and for all. By the Emperor, these beasts shall rue the day they sought to despoil Macragge!"

MISSION OVERVIEW

The final Mission in Battle for Macragge sees Squads Octavian and Atreus make a desperate bid to evacuate the area with the gene-seed. However, they cannot abandon their duty, leaving such a prolific Tyranid presence and so, with Lieutenant Varras they hatch a daring plan to destroy the source of the infestation, the Hive Node, with the fusion core, before reaching the extraction point.

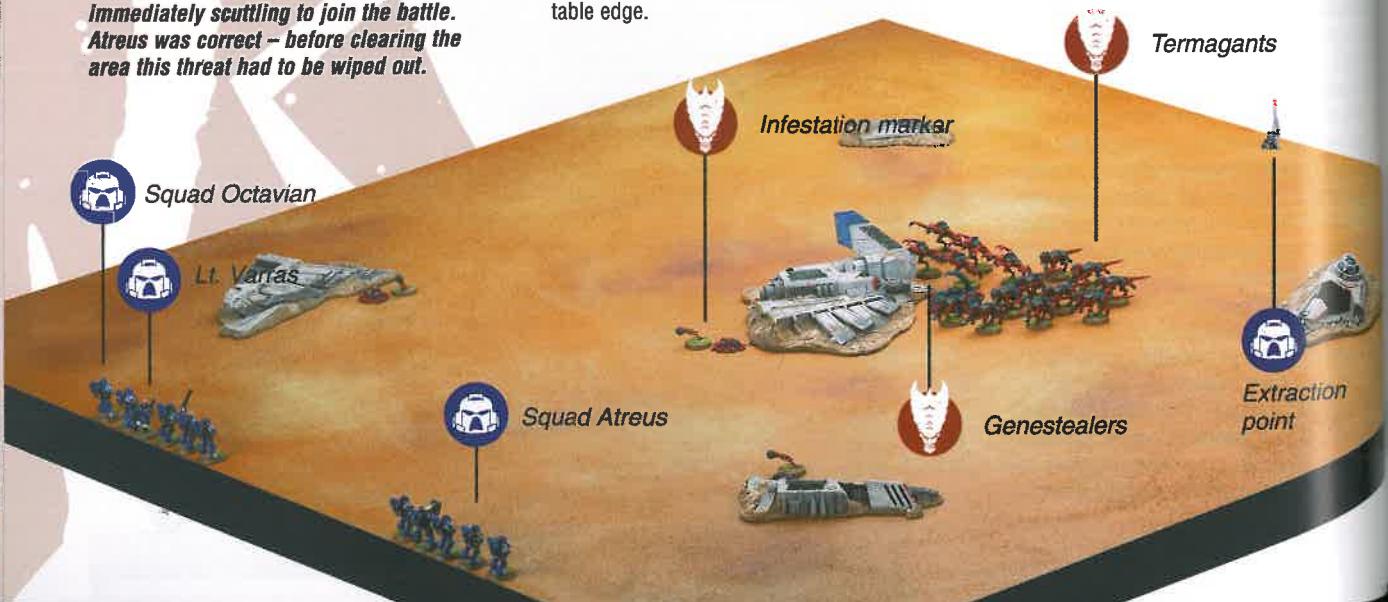
SET-UP

Terrain arranged as in Mission Two. Squad Atreus and Squad Octavian are placed on one table edge, 12" apart. The locator beacon is put in the centre of the opposite table edge.

Node is placed as in Mission 5, with one of six Genestealers and one unit of ten Termagants touching it. The Tyranid player places three Infestation markers touching wreckage, no closer than 12" from the Space Marines. One spore mine, of any type, is placed by each marker. The Ultramarines player goes first and must escape the box by the end of his twelfth turn.

OBJECTIVES

- Ultramarines Win: Major – Hive Node destroyed, all Space Marines escape with the gene-seed.
- Ultramarines Win: Minor – Hive Node destroyed, at least five Space Marines escape with the gene-seed.
- Tyranid Win: Major - Hive Node intact, Space Marines dead.
- Tyranid Win: Minor – Hive Node intact, more than two Space Marines dead.
- Draw: Any other result.



ULTRAMARINES TURN 1

Sean: Up until now, the missions had seemed fairly even (in terms of model numbers, at least). The final mission, however, had Nathan deploying over twice my number and, to add insult to injury, my first objective was to march right into the middle of their ranks to try and destroy the Hive Node! I decided against using the rocket launcher in the first turn, simply because I couldn't see the Hive Node, and I didn't want to hang around at the back of the board when I had to ensure some of the Space Marines made it to the opposite side of the board.

My shooting for the first turn was concentrated on the Infestation markers I had to contend with. Rather than trying to take out the spore mines already moving around the board, I wanted to try and prevent any more spewing forth from the ground. The squad containing the flamer seemed to have done the job, scoring two wounds on the marker to their left, but with Nathan managing to roll one save, it meant that I would face at least two more spores in the next turn.

The other squad fared better, with five hits and two wounds scored. Nathan couldn't repeat the Saving throw, and I had managed to take out one of the infernal markers. Ideally, I would have preferred to clear a path, now I would have to worry about the random movement of five or six mines as I traversed the battlefield to reach my target.

TYRANIDS TURN 1

Nathan: So it was one-all going into the final mission; time to get back my winning ways. I had been particularly looking forward to this

mission, I had the advantage of outnumbering Sean and the fact that my troops would regenerate from the Hive Node seemed to suit my already successful "death or glory" approach. My tactics were simple, pile all of my 'Nids into combat as quickly as I could and make it as awkward as possible for the Space Marines to reach the exit zone. All bar one of my spore mines moved in the wrong direction, but at least the one successful spore moved 6" directly into the Space Marines' path.

I knew my Genestealers wouldn't be able to get into an assault range this turn so anticipating a barrage of bolter fire, I cunningly moved them 6" onto the wreckage in front of them so at least they would get a Cover Save when the firing began. My Termagants moved 6" and then with Fleet of Claw another four. Hopefully they had enough numbers to survive the gunfire and assault next turn!

ULTRAMARINES TURN 2

Sean: It appeared that Nathan's main tactic was to rush straight at me, concentrating on the unit containing the rocket launcher, not too bad an idea as it meant I could (if lucky) use the second unit to try and circle around to the Hive Node. However, there was still the small matter of the unit of Genestealers sitting on top of the shuttle wreckage to worry about.

I focused all the shooting from Squad Atreus at the Termagants heading straight for me. From six hits I managed to kill five, but until I could do something about the Hive Node, it wouldn't be long before their numbers were replaced...

TYRANIDS TURN 2

Nathan: Well, my plan was working so far, despite taking a casualty the Genestealers still looked menacing on the wreckage and there were enough Termagants still alive to charge into combat this turn. But first I moved my spore mines, mostly in the wrong direction, though at least one drifted closer to Squad Atreus. I decided to use the same tactics again and left the Genestealers on the wreckage to take advantage of the Cover Save.

Then came the fun part, my Termagants moved 6" and fired their weapons (which all bounced off the Space Marines' armour), then they readied themselves and sprang at their cowardly foe. In the resulting battle only one Space Marine fell but I had fulfilled my first objective of bogging down the Space Marines in combat. All that was left to me to do this turn was replace my fallen Tyranids and I happily positioned six Termagants and one Genestealer next to the Hive Node... the reinforcements had arrived!

ULTRAMARINES TURN 3

Sean: Robert Burns may have had a point. My best laid plan really was disintegrating rapidly. I still hadn't managed to lay a single rocket on the Hive Node, and with Squad Atreus now tied up in combat with the pesky Termagants, that wasn't going to change any time soon. My sneak around the outside for Squad Octavian was about as subtle as a sledgehammer; the Genestealers were already baying for my blood, and I sensed they would soon be scampering over the wreckage to begin the disassembly of my unit. I managed to take two of them down with my flamer, but



As the Termagants swarm towards Squad Atreus, Squad Octavian have their path blocked by the Genestealers



The Genestealers swarm over Squad Octavian

previous experience suggested that you should try to keep Genestealers at arm's length – something I had just failed to do.

Though bogged down, I was still confident of Squad Atreus being able to dispose of the remaining Termagants and continue their laboured efforts to slow down the number of Tyranids exiting from the Hive Node. How wrong I was. An absolutely abysmal round of rolling to wound in combat meant that I failed to cause a stitch of harm to the enemy, and when Nathan replied with the death of one of my own Space Marines, I felt like crying there and then.

TYRANIDS TURN 3

Nathan: Wiping the tears of laughter from my eyes, I piled my assaulting Genestealers into Squad Octavian. I remembered the power of a Genestealer charge from the first mission with relish and I wasn't disappointed this time either, with five hits and one of them a 6 (no Armour Save) two of the Space Marines were scythed down.

ULTRAMARINES TURN 4

Sean: My units were now completely isolated from each other – the one thing I had hoped to avoid, and it didn't take an astropath (told you I knew something about the game) to realise that my Space Marines wouldn't last too long in the face of a unit of Genestealers soon to be backed up by – another unit of Genestealers. Hurrah!

With both units in combat, there was no chance of any shooting this turn, so it was straight into combat. Squad Atreus finally managed to rid themselves of the remaining Termagants, and wearily looked towards their target, now surrounded by nine more Termagants and two Genestealers.

Squad Octavian were holding their own against the Genestealers. There were now only

two stood before them, but I wasn't naive enough to think that any I managed to fell would not be recycled from the Hive Node to head straight for me, as three already were. It was at this point that Lieutenant Varras was torn to pieces (quite literally) along with another Marine, by the Genestealers, and I have to admit, at this point I was really struggling to see any way out of the game – except of course for total annihilation. I managed to kill another of the infernal beings, but failing to dispose of both of them meant I was again unable to move in my next turn. It was as if I was inviting the other Genestealers to join the party...

TYRANIDS TURN 4

Nathan: This scenario was definitely going my way. It was already turn four and Sean's troops had hardly progressed a third of the way across the board. With this in mind I decided to change tactics slightly and moved all of my fresh Tyranids onto the wreckage. Sean was going to have to come towards the Hive Node if he wanted to destroy it and get to the exit zone and when he did my 'Nids would be ready to charge!

I then moved my spore mines in the wrong direction yet again, they were slowly drifting away from the action and unfortunately I couldn't do anything about it. Finally, my meddlesome Genestealer launched what could be his last attack on the Space Marines and caused two wounds. Amazingly Sean actually managed to roll well and saved them both before deftly cutting down the brave Tyranid.

ULTRAMARINES TURN 5

Sean: It was obvious that I had no way of winning the game, and so decided in heroic fashion (in my eyes at least) to bite the bullet and take down as many Tyranids as I could.

CHARGING

Charging models get an additional attack, representing them firing their guns, and the impetus of their assault. Because of the nature of certain weapons, (the time it takes to load, aim and fire) rapid fire weapons may not be used if the firer intends to charge in the same turn.

Granted, on my form so far, there wouldn't be too many worried xenos on the battlefield. My luck had to change soon. The shooting began well. Squad Atreus destroyed two Termagants, though my bad luck returned to haunt me as the flamer in Squad Octavian somehow managed to kill only one of three Genestealers. One of the more adept Space Marines managed to wipe out another with a single shot. After opting to assault, my moment of death was at hand. Squad Atreus threw themselves at the Termagants, and shrugging off three wounding strikes from Nathan, I managed to wound a single xenos only to see Nathan make the Armour Save.

The Genestealers didn't do as much damage as I had feared. After only scoring a wound, which I managed to save, there was still a chance that, thanks to my double attack due to Charging, I could destroy the unit and take a (very, very) small victory from the game. With three wounds scored, I was in with a chance. Yet again, Nathan managed to pull a trick out of the bag, as he somehow managed to make every Armour Save (on a 6+!).

At that point, the powers that be (Adrian) decided that I had suffered enough (if only they knew) and called a halt to proceedings. When it came to the final battle, I had failed to rescue the gene-seed, and Macragge was riddled with Tyranid hordes. Curses!

DOWN, BUT NOT OUT



Sean: The shame! Apparently there's a tradition of most people losing their first battle report (or maybe they're trying to let me down gently), so I suppose I could take some consolation from that, but I'm

actually a lot more disappointed than I thought I would be. I really enjoyed playing in this battle report, even though by comparison to my Warhammer battles, it was very much a streamlined version. At the end of the day, that is the point of Battle For Macragge, and it's a testament to the endeavours of the Games Development team that, despite the scenarios being simplified to allow

newcomers an entry route to the game, there is still enough about the missions to allow plot twists that can have you tearing your hair out in frustration. (Of course, I could have said that they give you enormous exhilaration, but after that performance, it would be a bare-faced lie).

As a new player, my tactical prowess is not exactly overwhelming, but I will try and outline one or two (of the many) mistakes I made. One thing has been staring me in the face, concerns the final mission. It now appears obvious that I should have concentrated on taking out the Hive Node with the rocket launcher first, with only Squad Octavian moving towards the objective. I'll be the first to admit though that the number of Tyranids I faced and the excitement of winning the previous fight meant that I didn't exactly approach the final game with an

objective viewpoint. I suppose though that this is one of the plus points of Warhammer 40,000. There is something there for the beginner, but the game offers such a wealth of diversity and different approaches that you can fight the same fight more than once and have a totally different outcome (if only it could have been this one).

The biggest tribute I can pay is that this battle report has inspired me to collect my own army (Tyranids though – I'm not sure I could look another Space Marine model in the face after leading them to their doom). Up until now I had resisted frequent cajoling from those around me to dabble in the world of Warhammer 40,000, but thanks to this, I hope to be a more regular visitor to the gaming tables in Warhammer World.

FAST AND DEADLY



Nathan: Ah, the sweet taste of victory! The Hive Node survived and a swarm of Tyranids poured forth to engulf the already outnumbered Space Marines; Sean made a heroic attempt against the odds but

unfortunately for him it wasn't enough. With my first win under my belt I now had an unbeaten record to boast about to my Studio

colleagues, and a reputation of a worthy opponent to uphold.

One of the reasons why I never ventured into the realms of Warhammer 40,000 before was because there seemed to be a mountain of rules to understand before I could begin. This isn't the case with Battle For Macragge, it was a gentle introduction and perfect for me as a beginner. Now I have experienced this game I have at least a basic understanding of the Warhammer 40,000 rules and the thought of playing a larger game doesn't worry me. I also experienced some of the pros and cons of fighting with a Tyranid army: trading fire

power with the Space Marines is foolhardy but get your Genestealers into assault range and you are bound to cause some damage!

Overall, I was pretty happy with my tactics throughout the three scenarios and don't think I would do much different, even in the game I lost. My advice would be to get those Termagants and Genestealers into combat as quickly as possible, it is better to die that way than to be picked off with a rocket launcher from long range and at least you can take some of those Space Marines with you when you go, and they won't be coming back!



PAINTING SPACE MARINES

BY STEVE CUMISH



TOOLS AND MATERIALS

- Chaos Black spray
- Clippers
- Modelling knife or file
- Tweezers
- PVA woodworking glue
- Plastic glue
- Modelling sand
- Water
- Tissue
- Drybrush
- Standard Brush
- Palette (any non-absorbent surface).
- Citadel Colour paints:

■ Blood Red	■ Bestial Brown
■ Vomit Brown	■ Graveyard Earth
■ Shining Gold	■ Boltgun Metal
■ Chaos Black	■ Ultramarines Blue



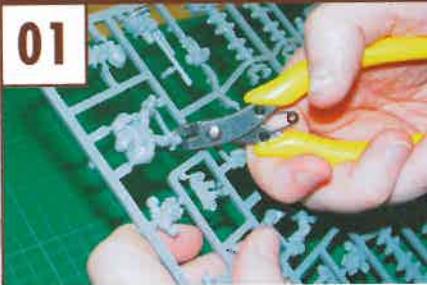
SAFETY TIPS

- Make sure to use the undercoat or varnish sprays only in a well-ventilated area.
- When using a modelling knife, always make sure to cut away from yourself.

For many fledgling gamers, The Battle For Macragge will be their first steps into the world of building and painting models. This month we're going to show you everything you need to know about painting your first model, from assembly to the final details.

ASSEMBLY

01



Use your clippers to take the parts of the model from the sprue.

02



Make sure to place the flat side of the clipper jaws against the model.

03



When you've freed the model, you'll need to remove any mould lines and vents.

04



Remove these by scrapping them away with your modelling knife or file.

05



Apply a thin film of plastic glue to the parts being joined.

06



Glue the backpack and gun to the model, then the model to the base.

NE Y STEVE CUMIN

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ice Marines that
will also be their
f modelling. If you
I don't despair, you
people responsible
regularly grace
started the same
little daunting as
lls that can be quite
a solid base to be
wing pages are



side of the clipper

UNDERCOATING

01



Shake the can of undercoating spray for at least one minute.

02



Holding the can approximately 12" from the model, spray on an even layer of undercoat. Shake the can periodically during this process.

03



Clear the nozzle of the can by spraying upside down until only propellant comes out.

04



You'll probably find that there are some gaps in the undercoat.

05



You can cover any of these with watered down Chaos Black paint.



PAINTING

01



Load your Small Drybrush with Boltgun Metal paint and then draw it across a piece of tissue until it barely leaves any colour.

02



Draw your brush across the weapon and backpack vents. Paint should be deposited on the raised areas.

This technique is known as drybrushing, and comes in very handy for painting any textured surfaces. It's also quite a messy technique, which is why we do it first.

03



Load your Standard Brush with Ultramarines Blue paint, and use your palette to get rid of any excess paint.

04



Now you need to paint the majority of the Space Marine's armour Ultramarines Blue.

It's better to have too little paint on your brush than to have too much, as you can always add more paint later, but removing blobs of paint from your models can be difficult.

PAINTING CONTINUED...

05



By making sure that there isn't too much paint on your brush, you can draw your brush across any panel lines without clogging them.

06



The first coat of paint may appear slightly streaked.

07



Simply apply another layer or two to get a clean, flat colour.

08



Carefully paint the chest eagle and shoulder pad rims with Shining Gold.

09



Using the same brush as before, paint the eyes with Blood Red paint.

10



To achieve a good point to your brush wet the bristles and slowly turn the brush as you drag it across a piece of tissue.

Acrylic paints dry quickly – clean your brush regularly while painting.

If you make any mistakes, wait until the paint dries and then repaint it with the original colour.

APPLYING TRANSFERS

01



Select a design and cut it from the transfer sheet with your modelling knife.

02



Place the transfer on a piece of tissue and use a brush to soak it with water.

03



When the transfer begins to separate from its backing paper, slide it into place on the model.

Allow the water to dry from the transfer and then paint around it with Ultramarines Blue.

BASING

01

Use your Small Drybrush to paint the base with PVA woodworking glue.

02

Pour modelling sand onto the base.

03

Shake off any excess sand and return it to its container.

04

Use your Small Drybrush to paint the sand with watered down Bestial Brown paint.

05

With the same brush, drybrush the sand with Vomit Brown paint.

06

Paint the edge of the base with Graveyard Earth, using your Standard Brush.



The finished squad ready for gaming

...m the transfer arm
Ultramarines Blue

BATTLE FOR MACRAGGE – THE DESERT

BY STEVE CUMISH

If you've started gaming in the Warhammer 40,000 universe with The Battle For Macragge, then you'll already have a basic set of miniatures and terrain. So, where do you go from here? The most obvious next step is to expand your collection of warriors, but you should also be thinking about getting a collection of terrain together.

Looking through the rulebook and the pages of this magazine, you'll have seen a lot of gorgeous boards with great terrain. At this stage you may be unsure about where to begin, but not to worry – the trick is to start with the basics and then build up your collection, one piece at a time.

For the purposes of this article we're going to talk about desert terrain, not only because it's where the Macragge missions are set, but because it's quite easy to create and should be a familiar setting for anyone who's ever watched a sci-fi film or TV show.

THE GAMING TABLE

The things that you need to make a basic gaming table are actually fairly simple. The first and most obvious of these is the table itself. The table surface can go a long way towards establishing the right atmosphere for your games. Later on, you may want to make a board specifically for gaming on, but for the moment, a normal table will do. You just need something in a suitable colour to cover it.

A beige coloured cloth is just the thing, to create the appearance of a desert. You can use a plain coloured cloth, but patterned material is also available, and provided the pattern itself isn't too distracting, it can provide a viable alternative.

To create a more convincing texture, simply sprinkling sand onto the cloth can be surprisingly effective. By placing books, upturned bowls and other objects under the cloth, you can create basic hills and obstacles that will block lines of sight and create a more dynamic battlefield.

MAKING YOUR FIRST TERRAIN PIECE

Once you've got the basic gaming surface ready, you can begin to think about making your first simple terrain pieces. The best place to start is with a hill made from a cluster of polystyrene boulders. These can be built quickly, in a variety of shapes and sizes.

When you're building terrain, it's always a good idea to keep a model to hand to make sure there's enough room on ledges or in gaps that you want them to pass through.

TOOLS AND MATERIALS

- Large paintbrush
- PVA woodworking glue
- Modelling sand and gravel
- Polystyrene
- Thin wood or thick card
- Textured paint
- Ready-mixed filler
- Citadel Colour paints:

Dark Flesh
Vomit Brown
Bleached Bone

MAKING A BASE

Making a base is pretty much essential for keeping clusters of rocks together, but it can also make other terrain pieces more resistant to damage. The base can be made from stiff card, foamboard, or even wood for extra strength. Most of the time it doesn't really matter whether you make the base before or after you make the terrain piece but, as in the case of the rock clusters, it's usually easier to do it first and then build onto it.

Bases look best with a bevelled edge and a coating of textured material to match the gaming table.



ue
gravel
ard

Dark Flesh
Vomit Brown
Bleached Bone

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base can be
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Most of the time
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a bevelled edge
material to



DRYBRUSHING

While there are a wide variety of techniques suitable for painting miniatures, there are only a few that are really suited to painting terrain, and for a desert landscape, one in particular comes to mind – drybrushing.

Drybrushing is a fast and attractive technique for building up colour on a textured surface. To drybrush your model, take a brush (preferably an old one as drybrushing tends to damage brushes) and work your chosen colour into it, then wipe any excess onto your palette. The paint will need to be fairly dense. If the paint is too thin, let it dry a little on your palette before you begin.

With the paint on the brush, take a piece of tissue or news paper and run the brush over it until the brush strokes leave almost no marks, even when pressure is applied. To best cover the large, flat areas of most terrain you will need to have your brush as dry as possible. This will mean that you need to scrub the brush quite hard onto your model to deposit any paint.

1 Take a piece of stiff card and cut out a base. Then break your polystyrene into rough chunks and glue these onto the base.

2 Apply filler to the gaps between the chunks and smooth off the beaded surface of the polystyrene.

3 Glue patches of gravel and sand onto the chunks of polystyrene, and then onto the rest of the base. Then paint the entire model with textured paint.



4 Next you'll need to paint the model. First, paint the entire model with textured paint.



5 Paint on the colour in layers, starting with a basecoat of Dark Flesh.



6 Next, drybrush a layer of Vomit Brown.



7 For the final highlight, switch to a slightly smaller brush and drybrush the model with Bleached Bone.



The final result should be a natural texture with shadows created by the darker shades and basecoat still being visible in the crags.

ON TO THE NEXT STAGE

Once you've finished your first hill, it should be easy for you to start building up a collection of these structures in different shapes and sizes. After that, you can move on to creating some basic buildings or even a

purpose-built gaming table. There's a wealth of instructional material available to help you do any of these things, from articles in White Dwarf or the web, or in the *How To Make Wargames Terrain* book.

THE BATTLE RAGES ON

ADDITIONAL SCENARIOS FOR THE BATTLE FOR MACRAGGE, BY ADAM TROKE

The *Battle For Macragge* box set contains a wealth of scenarios for new gamers to immerse themselves in the game of Warhammer 40,000. For those of you who have already exhausted those missions, Adam Troke provides three more for you to enjoy.

By the time you are reading this, there is a good chance that you have already fought your way through the six exciting missions in *Battle For Macragge*, and are thirsting for more ways to use the contents of the box! No doubt your Ultramarines are steeped in Tyranid blood, and battle weary from hours of hard fighting across kitchen tables, living room floors and beautifully crafted gaming boards. So what we have here are three new missions, and a fun campaign system to link all nine missions and extend your battle into one great narrative!

The new missions contained in this issue of *White Dwarf* can either be used on their own, as standalone battles, or combined with the contents of *The Battle For Macragge* to make a narrative campaign, as detailed below.

THE CAMPAIGN

Squads Octavian and Atreus collectively form Tactical Squad Octavian, led by Brother Sergeant Octavian himself, a battle-hardened warrior who has fought the enemies of the Imperium for decades. Together these ten Space Marines can take on almost any foe, with nothing but their faith in the Emperor and the weapons in their hands. The Tyranids, throughout *The Battle For Macragge*, represent the vanguard of a far greater menace. The spore mines, Genestealers and Termagants are the very tip of the Tyranid war machine. Indifferent to casualties, these forward elements will disrupt the populace of a world, causing havoc and fear while their hive fleet brings its power to bear.

To play *The Battle For Macragge* as a campaign simply play the missions from the book plus these additional missions in order. The extra three missions are included in this article, and add even more depth to the story of Lieutenant Varras and Tactical Squad Octavian battling against the Tyranid menace.

- Mission 1 – Escape the Crash Site
- Mission 1.1 – Preserve the Gene-seed
- Mission 2 – Rescue Varras
- Mission 3 – Disarm the Fusion Core
- Mission 4 – The Incessant Xeno Tide
- Mission 4.1 – Night Attack
- Mission 5 – Reinforcements
- Mission 5.1 – Destroy the Nests
- Mission 6 – Purge the Xenos

CAMPAIGN SPECIAL RULES

Ultramarines Casualties – The Space Marine physiology is very different from that of a 'normal' human. Genetically modified to be the most perfect of warriors, Space Marines are more than capable of healing horrific injuries and fighting on, despite wounds that would kill a normal man many times over. After each mission, roll a dice for each Space Marine model removed as a casualty. On the roll of a 3+ the model has overcome its injuries, and is available for use later in the campaign.

Varras – Lieutenant Varras distinguished himself in the events of *The Battle For Macragge* as a true hero of the Imperium. With devotion and zeal he fought against creatures no man could expect to take on and survive, and yet he lived.

Despite his wounds, he always fought on to assist the Ultramarines in keeping the gene-seed from the Tyranid menace. After any mission in which Varras is removed as a casualty, roll a D6. On the score of a 4+ Varras has overcome his injuries and is available for use later in the campaign.

The Numberless Horde – The greatest threat that the Tyranids pose to the Imperium is the sheer size and scale of its hive fleets. Producing millions upon millions of different brood creatures at a rate no other race in the galaxy is equipped to match. Tyranid models that are removed from play are always available later in the mission, and throughout the campaign.

The missions that make up this campaign are designed to be evenly balanced, giving a fair chance for either side to achieve victory (although some missions are certainly harder than others).

Some veteran players of Warhammer 40,000 like to emphasise the storytelling element of the hobby over the competitive – and as such like to add a narrative theme to the games. The suggestions below will allow players to recreate the missions, giving

advantages to a player who does well, or penalties if they do badly. Be warned though just as Octavian and his warriors would have struggled if they had made a big mistake, you too as the player could find yourself in a sticky situation if you make a serious tactical error early on.



MISSION 1.1: PRESERVE THE GENE-SEED

If Varras was killed during *Escape the Crash Site*, the Tyranid player may place one extra Termagant on the board. The Ultramarines player may choose where this extra model starts the game. If Varras reached the exit zone during *Escape the Crash Site*, the Tyranid player does not begin with any Spore Mines in play at the start of this mission.

MISSION 2: RESCUE VARRAS

If Varras was killed during *Preserve the Gene-seed*, the Tyranid player may make a free move with each spore mine in play as if he had rolled a 'HIT' on the Scatter dice. This move may not take a spore mine into contact with Varras. This move is done immediately before the Ultramarines' first turn. If Varras survived *Preserve the Gene-seed*, the Ultramarines player may make a free move with Varras, and fire his bolt pistol once, before the game begins.

MISSION 3: DISARM THE FUSION CORE

If the Tyranids were successful in *Rescue Varras*, the number of Genestealer 'kills' the Ultramarines need to inflict in this scenario is raised from 12 to 15. If the Ultramarines were successful, Lieutenant Varras has eight turns to disarm the fusion core instead of six.

**MISSION 4:
THE INCESSANT XENO TIDE**

If the Ultramarines failed in their objectives in *Disarm the Fusion Core*, the Tyranid player may deploy up to three Genestealers removed as casualties as a new brood at the end of each Tyranid turn. This new brood must be deployed further than 12" away from any Ultramarines model. If the Ultramarines were successful in *Disarm the Fusion Core*, the Ultramarines player may roll 3D6, and pick any two, when determining how far the Ultramarines fall back each turn.

MISSION 4.1: NIGHT ATTACK

Squad Atreus has not yet fought in The Battle For Macragge, so neither the Tyranid nor the Ultramarines player gets any advantage in this game.

MISSION 5: REINFORCEMENTS

If the Tyranid player succeeded in *Night Attack* there is no need to roll to determine how many Termagants are deployed at the start of this scenario. The number will be ten. If the Ultramarines player succeeded, then the Tyranid player cannot have more than eight Termagants in play during this mission.

**MISSION 5.1:
DESTROY THE NESTS**

At this point, Squads Octavian and Atreus have joined forces to form cohesive force. As a result, victories from both *The Incessant Xeno Tide* and *Reinforcements* will have a bearing on this mission.

If the Tyranids were victorious in *The Incessant Xeno Tide*, any rolls of 1 on the chart to determine where the Termagants may enter the field of play are counted as rolls of 6.

If the Tyranids won in *Reinforcements*, the Tyranid player may start with D6 Termagants on the board. The Ultramarines player may choose, however, which board edge this brood initially enters play from.

If the Ultramarines were victorious in *The Incessant Xeno Tide*, any rolls of a 6 on the chart to determine where the Termagants may enter the field of play are counted as rolls of 1.

If the Ultramarines won in *Reinforcements*, either Squad Octavian, or Squad Atreus may make a free 6" move before the game begins (the Ultramarines player may choose which).

MISSION 6: PURGE THE XENOS

If the Tyranid player was victorious in *Destroy the Nests* the Tyranid player may place up to three unused Spore Mines anywhere on the table, no closer than 3" to any Ultramarines model.

If the Ultramarines player was victorious in *Destroy the Nests*, one Ultramarines squad may fire once using the normal shooting rules, before the first turn. By combining the missions from The Battle For Macragge together with these new missions, players can have fun recreating some of the most deadly and exciting moments of the Tyranid invasion.

You will have noticed that once one side has won a mission it becomes easier for that side to win consecutive missions. *Mission 5 – Reinforcements*, for example is exceptionally tough for the Ultramarines to win. However, if they can get a victory in *Mission 4.1 – Night Attack, Reinforcements* will become that much easier for them.

So what are you waiting for? Gather up your models, invite your regular gaming friends round, and fight The Battle For Macragge again, but this time as an exciting narrative campaign. Try swapping sides to see who does the best at the various missions. I'm sure you'll agree, it's a lot more fun when you're telling a story as you play!



Macragge has been overrun, and only the Space Marines can vanquish the alien threat.

MISSION 1.1

PRESERVE THE GENE-SEED

INTRODUCTION

Lieutenant Varras shook his vox-caster furiously, hoping that his desperate message was heard by someone, anyone. Clutching the gene-seed canister close to him, Varras checked the load on his bolt pistol. From the raised ground he could see the hideous spore mines, vile bloated sacks of ichor and bile, drifting in the soft breeze. Until help came, he would have to stay close to the downed lander, laying in a smoking wreck below him. With a start he saw them: small ugly creatures, with chitinous plates and bright, evil eyes. Termagants! Lieutenant Varras racked his bolt pistol, and prayed that the Emperor would send help soon. Until then Varras would have to fight for his life.

FORCES

Ultramarines	Varras
Tyranids	2 Termagants
	3 Infestation markers
	Spore mines

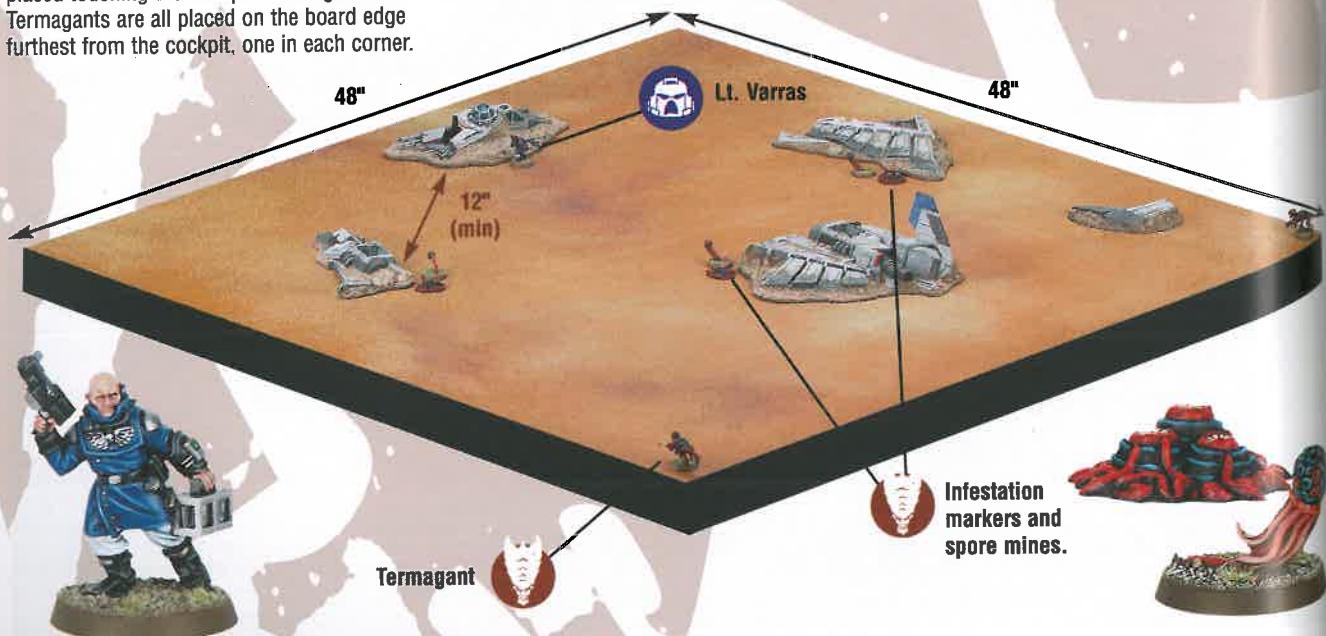
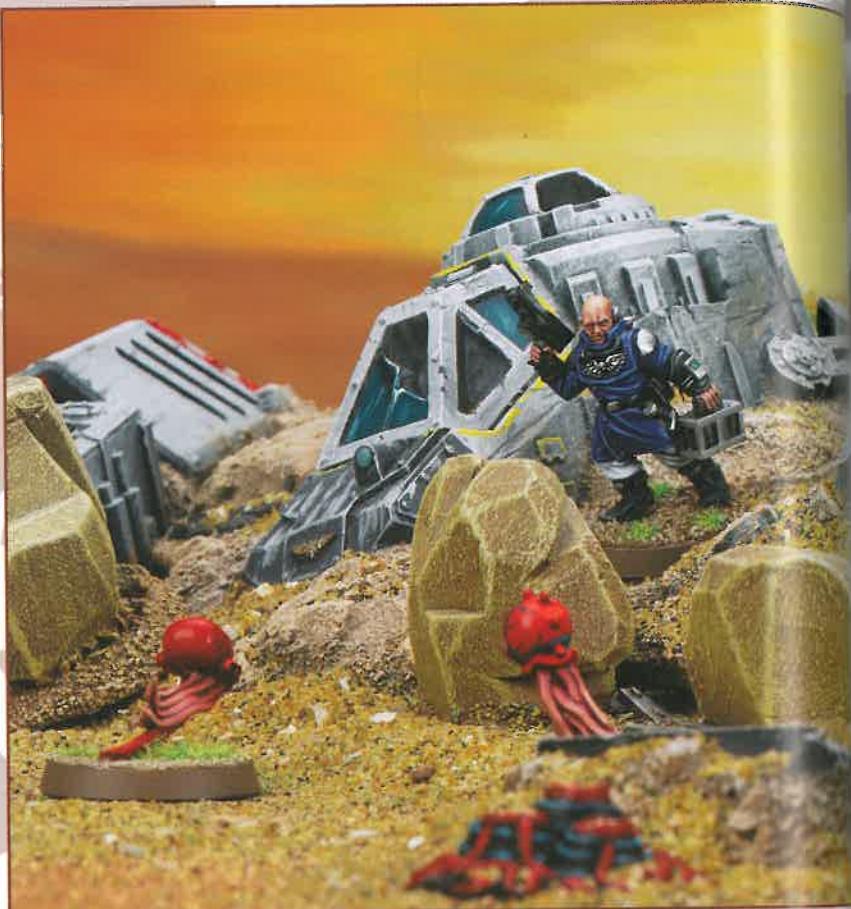
OBJECTIVE

Ultramarines win Varras is still alive after 10 turns.

Tyranids win Varras has been killed before 10 turns have expired.

SETUP

The wreckage is set up as Mission 1. Varras is placed touching the cockpit wreckage. The Termagants are all placed on the board edge furthest from the cockpit, one in each corner.



ULTRAMARINES RULES

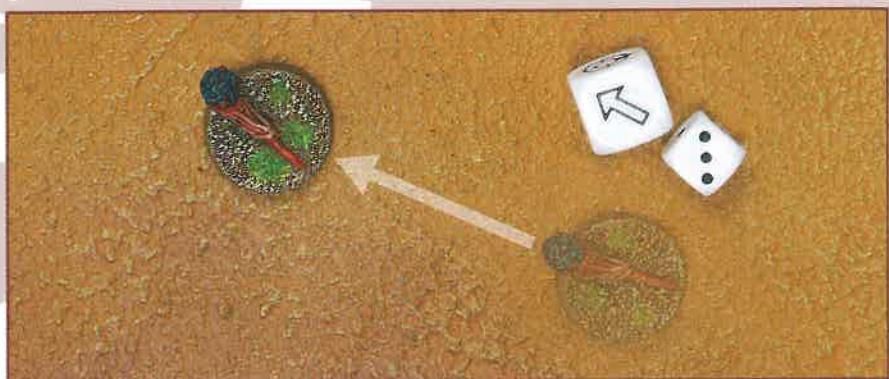
Move: Each turn Lieutenant Varras may move up to 6" in any direction in the Ultramarines' turn. Varras may move over wreckage if he wishes. To do so, the Ultramarines player rolls 2D6 and moves Varras up to the number rolled on the highest dice.

Bolt Pistol: Varras can shoot his bolt pistol at one Termagant or spore mine per turn. If Varras does not move, he may shoot twice instead of once. However, both shots must be at the same target. Varras hits on a roll of 4+, and wounds Termagants on a score of 3+. Bolt rounds are too powerful for the armour plates of a Termagant to protect them.

However, if the Termagant is touching wreckage, it may save itself on the roll of a 5+, representing it ducking into safety, the wreckage deflecting the shot. Spore mines are affected by shooting, as described in The Battle For Macragge, Mission 1.

TYRANIDS RULES

Spore Mines: The spore mines in this scenario work as described in The Battle For Macragge. The Tyranid player may use Acid, Poison or Exploding spore mines as determined by their models.



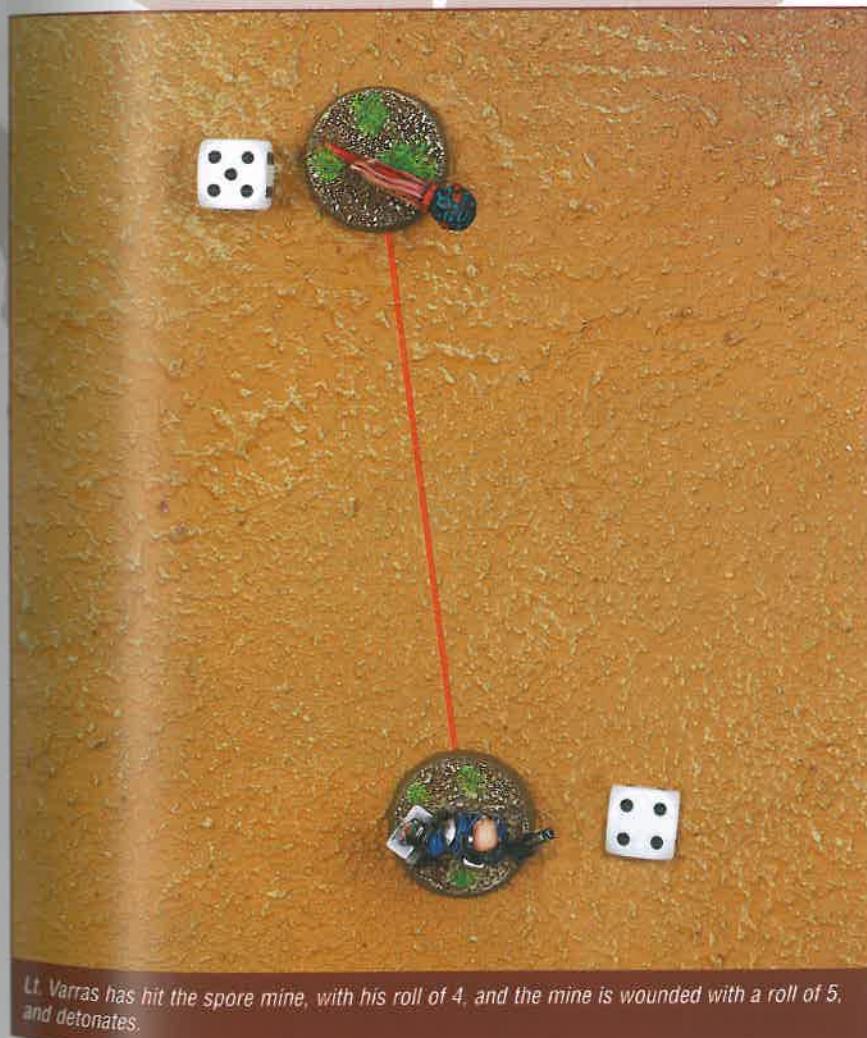
Move: Every Tyranid turn, each spore mine moves D6". Roll the Scatter dice to see which direction the mine moves in. If the dice rolls a 'HIT', the Tyranid player can move the mine in any direction. If a spore mine is shot, or moves into base-to-base contact with Varras at any point during its movement, it detonates.

Assault: Termagants that end their move within 6" Varras may assault. They may do this even if they fired their fleshborers. They follow all the previous rules for moving into base contact, and gain one extra attack on the turn they charge into assault. The Termagants

will strike first, needing 4+ to hit and 4+ to wound. Varras may take armour saves as usual. If he survives Varras may strike back with one attack, hitting on a 4+ and wounding on a 4+. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Once in close combat with the Ultramarines, they may not move away until all enemy models in the unit are dead.

Fleshborers: Termagants carry deadly fleshborers, lethal weapons that spit live ammunition at their victims. Termagants can fire once each up to 12", even if they move. Due to the way they work, fleshborers do not get extra shots if the firer remains stationary. Termagants hit Varras with their fleshborers on a 4+, and they wound him on a 3+. Varras will be saved from any wounds inflicted by fleshborers on a roll of 5+.

Fleet of Claw: Instead of firing its fleshborer, a Termagant may make a special move if it wishes. Simply roll a D6 instead of shooting. This is the number of inches the model may move, representing it scurrying across the ground as fast as possible. Termagants may even use Fleet of Claw to move across wreckage, without any additional penalty.



SPORE MINE VARIANTS



Acid
spore mine

Poison spore mine

Exploding
spore mine

MISSION 4.1

NIGHT ATTACK

INTRODUCTION

Battle brother Atreus peered into the gloom, his enhanced vision allowing him to discern shapes and features in the darkness no normal man could ever hope to. Squad Octavian had been dropped off close to the objective area, while Atreus and his brethren had to march through the night. The mission imperative was to rendezvous with Octavian with all haste, even if that meant a forced march through Macragge's nocturnal cycle.

In the dark he saw the alien. A filthy xeno, with four sinewy arms, and a hunched, armoured back. With a few curt orders the squad was ready for battle, bolters raised.

"Squad," Atreus bellowed, "choose your targets carefully, show no mercy."

FORCES

Ultramarines Squad Atreus
Tyranids 6 Genestealers

OBJECTIVES

Ultramarines win Three or more Ultramarines can move into the objective area.
Tyranid win Three or more Ultramarines are killed.

GENESTEALER ENTRY CHART

- 1 Ultramarines player may choose which board edge the Genestealers enter play from.
- 2-5 Consult the diagram to see which edge the Genestealers enter play from.
- 6 The Tyranid player may choose which board edge the Genestealers enter play from.

2

Ultramarines starting point

3

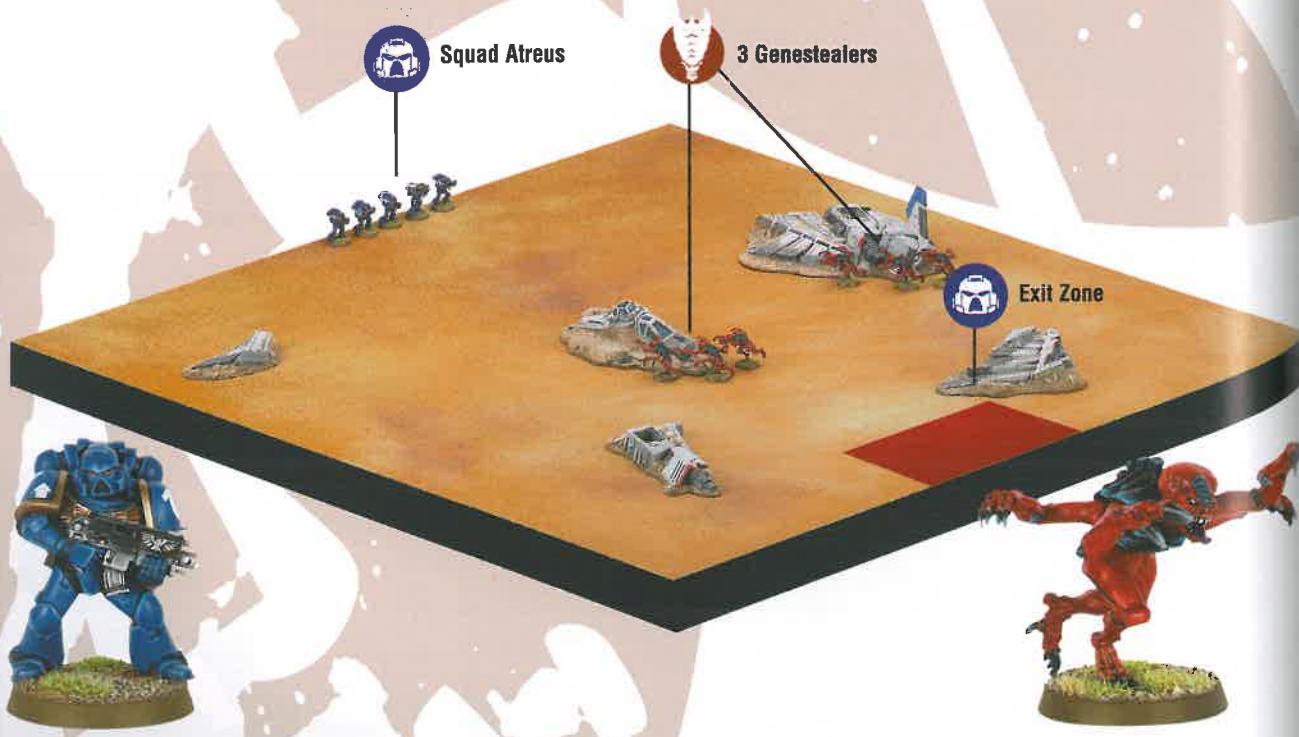
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5

SET-UP

Place Squad Atreus in the centre of one table edge. The wreckage is set up by the Tyranid player, with no piece closer than 12" to any board edge. The pieces may not be closer

than 6" to each other. The Tyranid player may place the Genestealers, in two broods of three, touching any piece of wreckage, providing no Genestealer is within 18" of an Ultramarines model.



Tyranid player may
roll broods of
wreckage,
within 18" of any



The Tyranids swarm en masse around the Ultramarines.

ULTRAMARINES RULES

Move: Squads (or units) are a group of models that move, shoot and assault together. All models in a squad must always end their move within 2" of another model from the same unit. The squad may move up to 6" in any direction in the Ultramarines' turn. If they move over wreckage roll two D6, the higher scoring dice is the maximum distance they can move this turn.

Night Fighting: The darkness of Macragge's nocturnal cycle makes shooting difficult, even for Space Marines. Once the Ultramarines player has chosen a target, but before measuring range and rolling dice to determine hits, the player must determine how far his Space Marines can see in the dark.

Roll 2D6 and multiply the result by three. This produces a number between 6 and 36. This score is the distance that the Ultramarines can fire this turn (although the maximum ranges for bolters and the missile launcher still apply). If their intended target is outside of this range, those shots are wasted. Roll each turn to determine this range, otherwise shooting works as described in The Battle For Macragge.

Assault: Ultramarines may assault as described in The Battle For Macragge.

TYRANIDS RULES

Move: Each Genestealer brood may move up to 6" in any direction in the Tyranid turn. If

they move over wreckage roll two D6, the higher scoring dice is the maximum distance they can move this turn.

Assault: Any Genestealer whose Assault move brings them into base contact with the Space Marines will fight in close combat. When moving the Genestealers into contact, they can spread out and attack different targets, so long as models from the same unit are no more than 2" apart. They cannot bypass unengaged models or move through gaps narrower than their base width.

armour prevents the wound. The Space Marines need to roll a 3+ to have their power armour save them. Saves cannot be made against Genestealers that roll a 6 to hit – their claws can punch straight through armour! Remove any Space Marine who fails his save.

Fighting Back: Any models that survive an assault strike back by rolling one attack each. The Space Marines hit the Genestealers on a 4+ and inflict a wound on a subsequent roll of 4+. Genestealers have their own natural armour, and can avoid being wounded on a

“The darkness of Macragge's nocturnal cycle makes shooting difficult, even for Space Marines”

Genestealers are very fast and so get to strike first. They have two attacks, but on the turn they charge into assault, they gain a bonus attack, giving them three for that turn. D6 rolls of 3, 4 or 5 hit their target and have a chance to wound them. Space Marines are wounded on a 4+. Any To Hit roll that produced a 6 means the Genestealer instantly rends their opponent apart, tearing through their armour and killing them outright.

Saving throws: Models wounded in assault can make an Armour Save roll, to see if their

roll of 6 for their Armour Save. Genestealers that fail to save are removed.

Continual Tide: At the end of each Tyranid turn, on the roll of a 4+ the Tyranid player may create one new brood using three Genestealers previously removed as casualties. These are deployed touching the centre of a randomly determined board edge. The Tyranid player should roll a D6, and consult the diagram. If there are not enough Genestealers available to create a new brood, then no reinforcements are brought into play that turn.

MISSION 5.1

DESTROY THE NESTS

INTRODUCTION

Sergeant Octavian surveyed the scene before him, scowling at the scattered wreckage and the slowly drifting spore mines. Quickly he ordered the squads into a battle line, using the vox-caster built into his helmet to give his orders.

"Brothers, our time is short, but we must remove the xenos from this area before we proceed. Hunt them down. Destroy the filthy taint of their infestation. Leave none alive."

With a shout of anger, the Ultramarines began their advance.

OBJECTIVE

Ultramarines win If all the Tyranids are destroyed, and four or less Ultramarines have been killed.
Tyranid win If more than four Ultramarines are slain.

FORCES

Ultramarines Squad Octavian + Varras
Tyranids Squad Atreus
 3 Infestation markers
 Termagants

TERMAGANT ENTRY CHART

- 1 Ultramarines player may choose which board edge the Termagant enter play from.
- 2-5 Consult the diagram to see which edge the Termagant enter play from.
- 6 The Tyranid player may choose which board edge the Termagant enter play from.

2

Ultramarines starting points

3

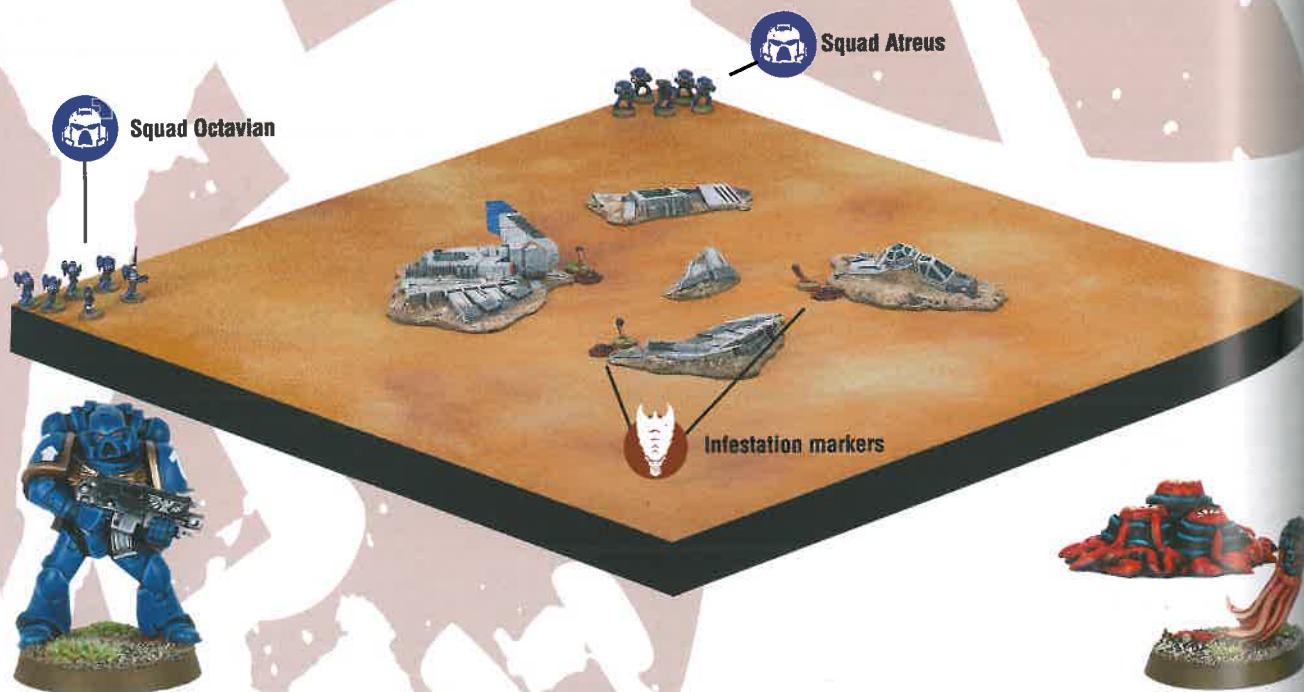
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board corner. The Tyranid player may place three Infestation markers on the board – each must be touching a piece of wreckage, and cannot be closer than 6" to one another. Place one spore mine touching each Infestation marker.

SETUP

The wreckage is set up with no piece closer than 12" from any board edge. The pieces may not be closer than 6" to each other. Squads Octavian and Atreus are set up on one board edge, with one squad starting in each





Despite overwhelming odds, the Space Marines will fight to the last.

4

ULTRAMARINES RULES

Move: The Ultramarines squads can move up to 6" a turn, but may not move within 1" of Termagants unless assaulting them. If the Ultramarines end their move within 6" of a group of Termagants, they can assault.

Shoot: Each entire squad of Ultramarines may shoot at one unit of Termagants per turn. If the squad has not moved, it may fire the missile launcher and all of the Space Marines with bolters may fire one shot at targets up to 24" away, or rapid fire at targets within 12". If they have moved, the missile launcher cannot fire and the Space Marines with bolters may only rapid fire at targets within 12".

The Missile Launcher: The Space Marine with the missile launcher can only shoot if the squad remains stationary – he has to steady his aim and brace himself. The weapon gets one shot a turn, with whichever missile type the player chooses, and shoots up to 48". It hits on a roll of 3+ and fires two kinds of missile, one designed to attack enemy troops and one used to destroy heavily armoured targets.

Krak Missile: A high-explosive anti-tank round the krak missile is more than a match for any living target. A Krak shell wounds Infestation markers, spore mines and Termagants on a 2+. None of these get Armour Saves against it, although they may take cover saves as normal. In addition the krak missile is so powerful that an Infestation marker wounded by it is killed outright.

Frag Missile: An anti-personnel explosive round designed to shower an area with razor sharp metal fragments. If the shot hits, place the small Blast marker over one of the target models. That model, and any others whose bases are covered by the marker, are wounded on a 3+. Any model whose base is touched by the marker but not covered will be hit on a 4+, and if hit may then also be wounded on a successive roll of 3+.

Flamer: To fire the flamer, use the Template when shooting with the flamer-armed Space Marine. The Template may not touch any friendly models. Any Termagant touched by the flamer by the Template is incinerated on a D6 roll of 3+, while infestation markers are destroyed on a 4+. When hit, mines detonate. Detonation follows the rules as explained in *Battle For Macragge*.

Assault: If the Ultramarines end their move within 6" of a Termagant unit, and did not fire, they can charge into close combat. Move each Space Marine up to 6" to make base contact with the nearest Termagant. They can spread out and attack different targets, so long as all models from the unit are within 2" of another model from the same unit. They cannot bypass unengaged models or move through gaps narrower than their base width.

In close combat, each Space Marine rolls one dice to hit, but gains an extra attack, and therefore rolls two dice. On the turn they charge into assault. They need a 3+ to hit and 3+ to wound the Termagants. If wounded, Termagants may make an Armour Save on a D6 roll of 6, as their tough hides and bone plates protect them. Any that fail their Armour Save are removed.

However, Termagants are as fast as the Space Marines, and strike back at the same time – even those that would have been removed after being wounded (lay these models down to remind you to remove them after they have attacked). They roll one dice each needing a 4+ to hit and 5+ to wound the Space Marines.

Wounded Space Marines must roll 3+ for their Armour Save or be removed. Once the Ultramarines are in close combat with a Termagant unit, they may not move away until all Termagants in the unit are dead.

TYRANIDS RULES

Spore Mines: The spore mines in this scenario work as described in *The Battle For Macragge*. The Tyranid player may use Acid, Poison or Exploding spore mines as determined by their models.

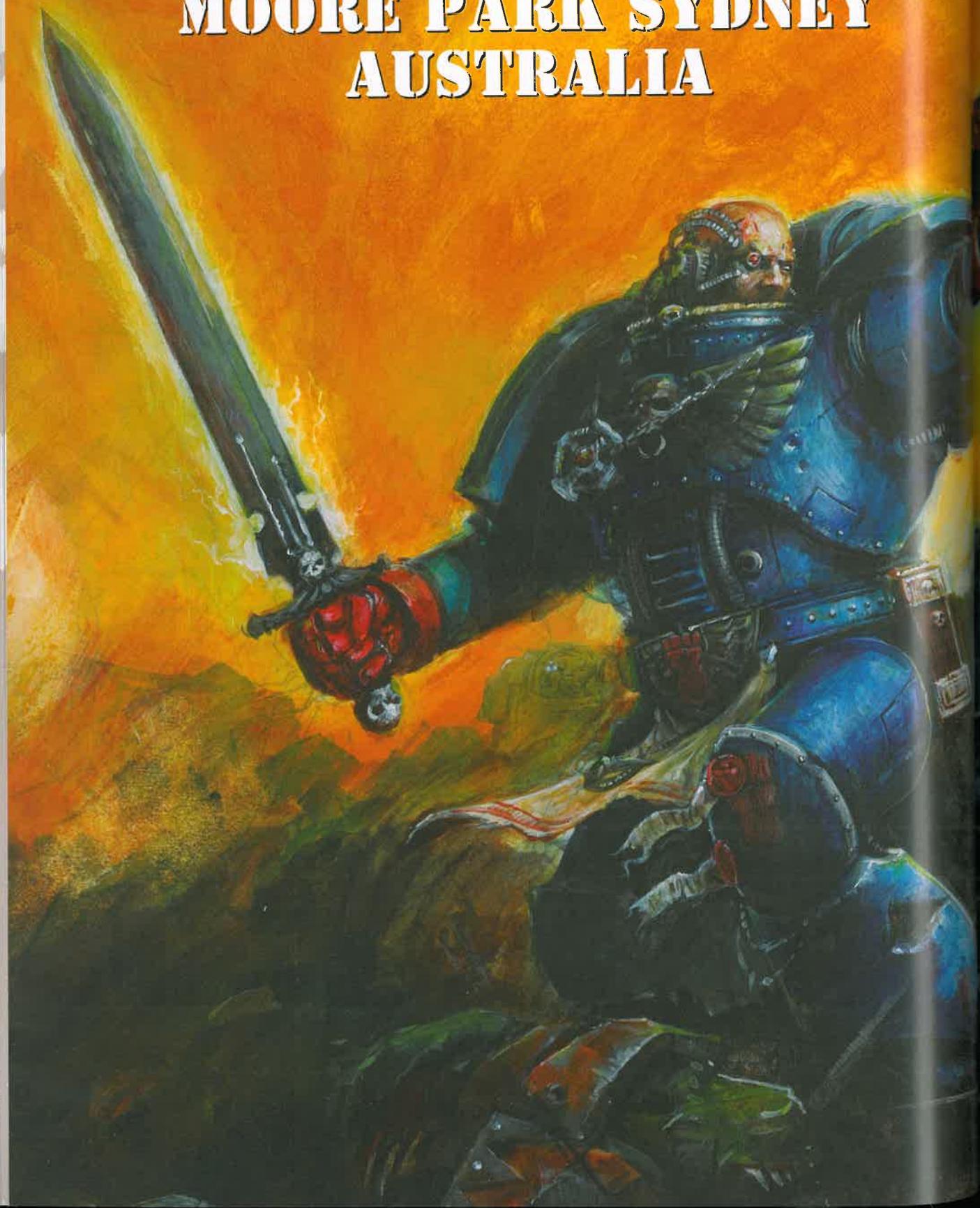
Termagants: Drawn either by the sound of violence or by some strange alien communication, Termagants are swarming the area, hunting down the Ultramarines warriors. At the start of second Tyranid turn, and each turn afterwards, roll D6. The score rolled is the number of Termagants that Tyranid player can move onto the board. These Termagants are considered a brood, each model maintaining unit coherency. There may never be more than 10 Termagants in play. To determine from which edge the Termagants enter play, roll a D6 and reference the chart opposite. Termagants always enter play from the central point on a board edge.

Shoot: Termagants are different to Genestealers, hunting their prey with bio-organic weapons called fleshborers rather than tooth and claw. Termagants can shoot up to 12". Each Termagant rolls one dice when they shoot (whether they moved or not) hitting on a 4+ and wounding on a further roll of 4+. Wounded Space Marines must roll 3+ for their Armour Save or be removed. The Ultramarines player chooses which models are lost.

Fleet of Claw: Instead of firing its fleshborer, a Termagant may make a special move if it wishes. Simply roll a D6 instead of shooting. This is the number of inches the model may move, representing it scurrying across the ground as fast as possible. Termagants may even use Fleet of Claw to move across wreckage, without any additional penalty.

Assault: Termagants that end their move within 6" of the Space Marines may assault. They may do this even if they fired their fleshborers. They follow all the previous rules for moving into base contact, and gain one extra attack on the turn they charge into assault. The Termagants and Space Marines will fight simultaneously, as detailed in the Space Marine Assault section. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Once in close combat with the Ultramarines, they may not move away until all enemy models in the unit are dead.

SUNDAY OCTOBER 24TH 2004
HORDERN PAVILION
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AUSTRALIA



2004

GAMESDAY **& GOLDEN DEMON 2004**

AUSTRALIA



TICKETS ON SALE*
12TH JULY 2004

* TICKETS AVAILABLE FROM ALL GAMES WORKSHOP STORES
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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, 25x25mm, 25x50mm, 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 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 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, Tyranid Warriors, Tau Battlesuits etc) which are provided with a 40mm slottabase – there are no other

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 its 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, e.g. 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

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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.

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

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.



Games Day 2004 Archaon on foot



UNDER THE HOOD

BY ANDY HO

Whether you're a new gamer, or a hardened veteran, the latest Warhammer 40,000 rulebook provides an ideal opportunity to reassess the tabletop game. Over the next few pages we take a peek beneath the hood of Warhammer 40,000, weigh up the game's fundamental principles, and answer many questions that players have been asking for as long as there have been games.

Science fiction is as popular today as it has ever been – films, television programmes and books are filled with visions of tomorrow ranging from star-spanning Utopian societies to apocalyptic worlds in flames where even basic survival is a nasty, brutal and bloody business.

Unfortunately the nature of stories means that you can look but not touch, observe but not participate. Warhammer 40,000 allows players to interact directly with the universe in which their games are set, and this is why, two decades after computer games hit the mass market, wargaming is as popular, if not more popular, than it has ever been before.

The Warhammer 40,000 game enables you to fight conflicts between human and alien warriors on a tabletop battlefield. Opposing armies are represented by models, assembled and painted by yourself, representing the armed forces of your chosen race. Each race presents its own unique tactical challenges and provides different opportunities to hone

your modelling and painting skills. Wargaming is a 'total hobby' – it draws on many creative and intellectual skills, and each player brings a unique mix of these to the hobby.

The aim of every Warhammer 40,000 player is to fight battles against other players. Win or lose, all battles are entertaining challenges (for both players) in which you have to out-think and out-play your opponent, taking advantage of what good luck comes your way, but ultimately relying upon sound tactics to win the day. Collecting a battle-winning force and learning how to use it is something that any committed general can achieve with time and experience. From a small core of troops you can add new squadrons, gradually expanding your army as your generalship improves, until you are ready to play huge sweeping battles with countless troops and fighting machines on each side.

As well as collecting and painting armies, you can create battlefields on which to fight. Warhammer 40,000 is a very demanding game



Ultramarines hold a breach against a force of the Lost and the Damned

OD

BY ANDY HOGG

your skills and imagination are at least as important as the rulebook. Amongst Warhammer 40,000 players are many dedicated collectors, accomplished artists, and winning tabletop generals, as well as players who enjoy the opportunity to get together with a group of friends for an evening's battle. Warhammer 40,000 caters for a range of playing styles, and there are many ways in which the game can be played. By far the most popular way of playing Warhammer 40,000 is for two players to each turn up with a 1,500 point army, roll a dice to see which Standard mission is to be played, set up terrain in an even-handed manner, and then get to it. This approach has the major advantage that games can be arranged on the fly with little or no planning required before hand. Many such 'pick up' games take place in Games Workshop's hobby centres, as well as in many independent stores and clubs. Many players find the challenge of collecting a 'standard' army that can meet all comers highly rewarding, and it certainly is a sign of a skillful general that his army has an equally good record against all-out assault forces as it does against firepower-heavy armies.

Many players are part of a gaming group – a group of like-minded individuals who meet regularly and face each other's armies across the tabletop time and again. Amongst these groups certain styles of play come to the fore, and many like to establish house rules that cover unusual gaming situations they have encountered or additional rules they find enjoyable. Furthermore, through facing the same opponents on a regular basis, narratives and ongoing rivalries develop, something that rarely happens in one-off games.

A major advantage of gaming in these tight-knit groups is that players can explore aspects of the Warhammer 40,000 game they would never find the opportunity to pursue during pick-up games, whether this is creating unique scenarios, campaigns or even inventing entirely new ways of playing the game.

Other players enjoy the challenge and spectacle of tournaments – organised gaming events that pit strictly formulated armies against one another until one player is declared the overall winner. Such events reward players who are quite exceptional tacticians, and the better tournaments also offer trophies for the best-painted army, the best general and, perhaps most importantly, the most sporting opponent.

GAME SCALES

Warhammer 40,000 has a miniatures scale of approximately 1 inch = 3 feet, making the average 40mm human 6' tall in scale. The ground and time scale is more elastic, effectively telescoping out at long ranges and compressing at short range. For example a range of 24" would be ridiculously short even for the most primitive firearm if you go with the miniature scale. On the ground scale, however, it equates to 3-400 metres at 24",

GAMING CLUBS

Gaming is a sociable hobby and you will not be surprised to hear that there are many clubs that cater for gamers of all ages and tastes. If you live in a large city, you'll find there is a local games club where Games Workshop games are played. You don't need to be part of a club to enjoy gaming, but there are plenty of advantages to doing so, and it is nice to meet people who share your own passion for gaming.

One of the great things about clubs is there's always someone willing to show you how to play a particular game or help improve your painting or modelling skills. In particular, clubs always seem to harbour at least one expert scenery maker who will only be too happy to rope you in to whatever huge and ambitious project he happens to be working on. Many clubs also participate in bigger public events, putting on demonstration games or displays and helping to explain about the games and models.

Clubs come in all shapes and sizes. Actually, three or more hobbyists who meet regularly to enjoy a game count as a club. If there isn't a club near you why not consider starting your own? All you need is a group of like-minded friends and a place to meet. From humble beginnings many a large gaming club has grown.



shrinking to perhaps 50-100 metres when within 12", but on the other hand a 48" range equates to more like 2 kilometres.

Another way to look at weapons ranges is to think of them as the range at which your warriors are trained to fire, and can reasonably expect to score a hit. Sure, a lasgun would be able to fire several hundred metres before its energy dissipated to a non-lethal level, but with less chance of harming anything. The Guardsmen firing them are trained to only engage enemies as they close, thus conserving valuable ammunition and maintaining fire discipline.

The reason the game uses the ground scale it does is that it works well on the tabletop, enabling large numbers of men, machines and monsters to fight in a reasonable area without everyone being able to hit anything, anywhere on the table. Likewise, a turn of action for a unit at long range typically represents up to half an hour of real time spent receiving orders, scouting the immediate ground, looking for the enemy, manoeuvring into position and firing a few well-aimed shots with an eye to conserving ammunition. At close quarters only a few minutes will pass as a unit leaps from its

GAMES WORKSHOP STORES

One of the best places to learn more about the game is at your local Games Workshop store. Not only can you find Warhammer 40,000 miniatures and vehicles there, our stores are staffed by experienced gamers who can advise you if you have any questions or wish to take part in an introductory game as well.

Our stores are also excellent places to meet other gamers. As most will have played other Games Workshop games they're a good starting point if you're new to gaming. If there isn't a Games Workshop near you, don't worry. Warhammer 40,000 miniatures and books are also available from many independent hobby retailers across the world.



TOURNAMENTS

One of the high profile parts of the Warhammer 40,000 hobby are the tournaments that take place all over the world at some point in the annual calendar. Across the region there are, countless gaming competitions run not only by our own staff but by other enthusiasts and fans of the game. In short, tournaments are about testing your mettle against others to see who is the most skillful tabletop general; they also encourage you to show off your painted army and allow you to meet other fanatical commanders through the act of gaming. Tournaments are not for the faint hearted, but they are open to all with the tenacity and desire to conquer – in a friendly environment of course.



position and pounds forward to assault an opponent, blazing away madly as it does so.

D6 MECHANICS

Warhammer 40,000 has come to rely on the humble D6 for nearly everything, for several reasons. The first is that six-sided dice are cheap and easy to acquire in numbers, unlike specialist multi-siders. The game uses the patented 'buckets of dice' mechanics because rolling a lot of dice tends to iron out the quirks of luck over the course of the game (though not entirely!). Other games that use opposed dice rolls or factors with a randomiser are often far more random in outcome.

COMBAT MODEL

The Warhammer 40,000 battlefield is a science fantasy one that draws its ideas from 19th to mid-20th century warfare and mixes them with high-tech 'super-science' elements. It is not a modern/high-tech setting as such – although some alien races like Tau and Eldar are more orientated in that direction, and this has allowed the creation of a universe where everything from barbarians to grav tanks can fight on the same battlefield.

TACTICAL PRECEPTS

In keeping with the combat model the game is pitched at a level where firepower is potentially lethal but manoeuvring and combined arms tactics is what decides the battle. Whether it be massed infantry, mobile riders, elite shock troops or flame belching ironclads each unit has its own balance of firepower, close combat ability, speed and endurance to contribute. The most successful generals are those who play to their strengths while striking at their opponent's weaknesses. For example massed infantry have formidable staying power coupled with (usually) plenty of ranged capability. However, their speed and close combat ability are generally poor so

they are vulnerable to specialised close combat units and better on the defensive than the attack. Hence if you have a lot of massed infantry, you should try and draw it up in a defensive line or clump for mutual support and pound anything that comes within range. But then what do you do if the enemy goes around your position? Or if you need to attack and seize an objective? Or if they come en masse with numbers too great to stop? These tactical dilemmas (and many more) are part of the game, no one solution is ever 100% guaranteed to succeed.

THE TURN SYSTEM

Warhammer 40,000 uses a turn system often referred to as 'I go, you go', whereby one player performs all of the actions for his army, before the other player does the same with his. Alternatively, some games use a system called an 'integrated turn sequence', in which the players take turns to perform actions with individual units.

Both approaches are equally valid, and the decision to use the 'I go, you go' system, and indeed, to stay with it through the various revisions of Warhammer 40,000, has been made to keep the game fun, yet challenging, and it is necessary to keep the game playable using company-sized armies, within a couple of hours. Many veteran players have

GAMES DAYS

Each year Games Workshop hosts a series of Games Day events across the globe to showcase the whole of the hobby, not only Warhammer 40,000 but all our other games, miniatures and cool stuff too. Each event is unique, reflecting the style and scope of the hobby in the country that hosts it, always promising a variety of scenarios to try, terrain and models to marvel at, and new ideas to explore.

experimented with Warhammer 40,000's sequence, and many have found that an integrated sequence works well for them, though be warned, you might need to play low-points games and avoid very tough This sort of experimentation is to be encouraged: it's your game after all!

MASS COMBAT

The rules for Warhammer 40,000 generally assume that a unit's actions are all enacted once – for example, a squad of ten Imperial Guardsmen firing all of their weapons at a mob of Orks will all roll its dice at once and pick out the ones that hit. This principle is to enforce the point that Warhammer 40,000 is a game of units. Generally speaking, some heroes and vehicles are each equivalent in terms of power and importance in the game. This enables the game to focus on the actions of a company's worth of warriors – if the actions of each individual warrior were over emphasised the game would need to focus on far fewer units, or soon become bogged down in unnecessary detail.

A POINT OF ORDER

Every model in a Warhammer 40,000 army is assigned a points value – a number that determines how effective the warrior is on the tabletop when compared to other troops. The better a warrior is, the more points he costs. A model carries particularly potent weapons or wears armour then its points value is increased further.

Players decide before the game that they will each field an army of a set total points value, 1,500 points per side being the most common value, and the 'default' for which Warhammer 40,000 is designed. Games as small as 400 points per side are quite possible though, and will generally take less than an hour to conclude, whereas battles over 3,000 points can be played if the players are willing to set aside the best part of a day.

Thanks to points values, players can pit very different armies against one another, secure in the knowledge that they each have an equal chance of victory. For example, a Space Marine army may consist of only 35 40 Space Marines and a handful of fearsome armoured vehicles, as each warrior is a very good all-round fighter and so has a high points value. An Ork army by contrast may feature a hundred Orks and a motley mass



ummer 40,000's found that an s well for them, right need to play bid very tough on is to be e after all!

40,000 general ns are all enclad of ten Imperial air weapons at a dice at once. This principle in Varhammer 40,000 speaking, squads each equivalent in size in the game focus on the action warriors – if the warrior were over, it would need to focus to become bogged down.

mer 40,000 army is a number that the warrior is on to other troops. The points he costs y potent weapons its value is

the game that has a set total points. For being the most default for which signed. Games as de are quite possible to take less than an battles over 3,000 players are willing of a day.

Points values in Warhammer 40,000 are not generated using any kind of formula, they are created by comparing existing unit points and abilities. The simple fact is that formulas



Plague Marines of the Death Guard attack the Imperial Guard lines from behind

CAMPAIGNS

Competition is not for everyone. With this in mind, it's also possible to take part in a variety of events that are all about creating a cool story through the gaming antics of a group of players. Many of these are organised as weekend or one-day events by clubs, our staff, or independent hobbyists. Yet, it doesn't stop there: campaigns sometimes grow into enormous affairs, and sometimes even boil over to engulf the entire globe, such as with the War of Terror Campaign that took place in 2003. Whatever your interest you are going to be able to find people to band together with, to create your own campaigns and exciting adventures on the battlefields of the 41st millennium. We reckon that you'll find something to broaden even the boldest veteran's experience of the game and all enjoy – Warhammer 40,000.

break when applied to very complex situations, and the true value of a unit can be totally variable depending on mission, opposition and conditions. For example the points for unit upgrades like heavy weapons and leaders is based on the army fighting style, Ballistic Skill, and the number of upgrades permitted. A unit with multiple heavy weapons, for example, will pay a higher points cost for each of them than a unit with just one. It will almost invariably be placed at long range on a prominent terrain piece and use its firepower, gaining more value from the weapons. Units with one heavy weapon are far more likely to miss chances to fire, as they move around to bring other weapons to bear.

So, when a new unit is created it has a points value applied to it; it is tested by playing some games, the value and/or rules are adjusted and then it is tried again (and again). The unit is then handed on to play-testers who play lots more games with it, and the unit is adjusted even more. Eventually a value is reached that most people are happy with (it's rare for everyone to agree completely) and the unit is published.

This kind of holistic approach ensures that points values are a fair reflection of the abilities of the unit, although battlefield conditions, pure luck and other factors mean it may do better or worse than expected in any particular game. So if you're making up points values of your own, use the same Guess-Fight-Adjust technique.

GAMING EVENTS

Gaming events are all about, well... showing off the hobby. Organised both by Games Workshop and other groups of hobbyists, including some clubs or independent retailers, these events are always a popular addition to many people's Warhammer 40,000 experience. Most commonly, shows are all about seeing some cool games, chatting to new people, and hopefully picking up the odd new model or tip that can make a difference to your own hobby.

SAVING IT 'TIL LAST

Finally, one question players often ask is: 'Why are Saving throws rolled after rolling to wound, rather than before?' There are several reasons, but the most important is one of player interaction – the game is more fun if the player who owns a model has the final say over its fate, which is why the roll is called a 'save'.

GO PLAY

So there you have it – the next time you play Warhammer 40,000 you might like to ponder a few of these principles. Having digested them, feel free to experiment by tweaking the rules as you and your gaming group desire. At the end of the day, Warhammer 40,000 is a game, and a game is a contract between two people to have fun.

ECHOES FROM THE WARP

RETURN OF THE HORDE BY STEVE CUMISKE



Adi's mighty Orks prepare to make light work of Steve's Helion Legion.

My first moment of glory was quite brief, as these things often are. The steady advance of my Tactical squad swept into the rubble-strewn square and, with a solid wall of flame and bolts, cleared a mob of Orks from the barricades. I was feeling pretty good at that point. Then the survivors mobbed up with another gang of Orks in a back street, came back and did the same to me – only more thoroughly. Still, it's the first battle my troops have seen since I started to

rebuild my Space Marines, so I'm not too disappointed. Of course, I'm not alone in being inspired to rebuild an old army, now that we have a revised set of rules to play with. My opponent in that first game, Adrian Wood, is one of them. Anyone who's been reading White Dwarf for as long as I have, won't be surprised to see him fielding an Ork army. For a lot of players, he's managed to become inextricably linked to the green hordes. What might come as more of a

surprise is the fact that his Orks had become somewhat neglected of late and, as with any army that's been slowly growing for a very long time, it had actually ceased to look like an army.

How did Adi become so strongly identified with our green friends, and when does an army stop being an army? Before we can begin to find an answer to either of these questions, it's time for a quick history lesson...

**The changing faces
of Adrian Wood:**

1. Young and innocent.
2. Older and wiser.
3. Now.
4. Adi's evolutionary path.



A TALE OF EVIL-UTION

It wasn't until the days of the second edition of Warhammer 40,000 that most of the races we know and love really began to develop into full armies. At this stage the Orks were dominated by the idea of the Klans. Each Klan had both a very strong identity and a vibrant colour scheme to go with it. Many of the troop types in the Ork army became strongly identified with particular Klans – Kommandos with the Blood Axes, or Lootas with the Death Skulls. The result of all of this meant that any Ork army at the time was made up of elements of various Klans, and looked like a riot of wildly clashing colours. Most importantly, it never really looked like any of these units were part of a single army.

Things began to change towards the end of the second edition when a game called Gorkamorka was released. The game

revolved around gangs of Orks in cobbled together Trukks, tearing across a desert world looking for valuable pieces of scrap. And hitting things. It was the first time that the idea of Ork vehicles as moving piles of scrap appeared, and it was also the first time that I began to associate Adi with the Orks. It came about when he got hold of some of the models made for the game, abandoned his old, bright army and started a whole new one. The new army was everything the old one wasn't – it was dirty while the old one was clean, clothed in a uniform of dark rags while the old one was brightly coloured, and it had scrap vehicles.

His scratch-built Dreadnought in particular summed up what most people now think of when you mention Orks. By the time the third edition of Warhammer 40,000 had arrived the army had gone through a

slight change – more red had crept into the paint scheme for one thing, but it was still fundamentally a coherent force.

That was followed by a long list of changes, from the arrival of the current plastic Orks to the mutant Ork adversaries in the Daemonhunters codex. Along the way, Adi made a series of experiments in Ork skin colour, uniforms and basing until things reached the stage where there were barely two mobs in the army that looked anything like each other. So when is an army not an army? When it loses the common elements that tie a force together, from a common basing technique to a shared colour palette or iconography. It was something as simple as wanting to add a new mob to the army during the development of the new Warhammer 40,000 rulebook that prompted Adi to reunite his Orks.





The horde travel onwards with merciless force.

BEGINNING AGAIN

Adi: I'd had Flash Gitz recommended to me by some other Ork players that I knew, but had never really gotten around to making any. With all of the activity around putting the new Warhammer 40,000 book together, I began to feel that the time was right to get my army going again, with the Gitz as the first mob. While my army had become somewhat disorganised, it wouldn't be true to say that I'd abandoned them. I was always tinkering around with a few Orks, looking for

a colour scheme that grabbed me enough to make me want to paint a whole army again. With the Flash Gitz, I managed to find it. Something that had been bothering me for a while was the black clothing that I'd been using. While it suited the character of the Orks, it always ended up looking a little like I hadn't bothered to finish painting it. I decided to break away from the black outfits and try more natural brown or tan colours. By varying the shades that I used, I was able to create a satisfying range of colours in a mob.

BUILDING THE HORDE

Actually building the models has always been the part of collecting an army that I most enjoy. The plastic kits are full of variety and character, with plenty of bits that can be swapped between models to make each one an individual. I tend to start by building the basic models, some with slight conversions to the parts, and then return to each one individually and make a few more minor alterations. I don't tend to use any Green Stuff for these conversions, instead I just rely on using accessories to cover any gaps I might create.

This gave the Orks in each mob the uniqueness that I wanted them to have, without losing their group identity. Once I'd gotten a balance of colour that I was happy with, I quickly moved on to repainting a mob of Slugga Boyz and building a new mob of Shoota Boyz. Of course, Ork armies being what they are, I would need a lot more than three mobs to field a suitably impressive horde.

FLASH GITZ

Given that the Flash Gitz are a mob defined by their love of expensive customised weapons, I decided to build the guns first and then make the Orks to carry them. Most of them are simply parts of two guns glued together, with wire wound round or bulked up with armour plates.



PAINTING AN ORK HORDE

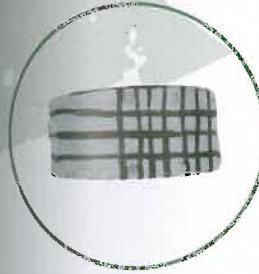
Adi: The first thing to remember when painting Orks is that you're going to be painting a lot of them, so it's best to keep things simple. The first step is to paint the base colours onto an entire mob. I drybrush the weapons and armour with Tin Tin, followed by Boltgun Metal and Chainmail Green. Drybrushing can get a bit messy, it's easier to clean up if you do it first. I paint the skin in two layers – Snot Green, followed by Goblin Green. The clothing has only a single layer of Scorched Brown on the trousers and Snakebite Leather on the tunic.

CHECK PATTERN

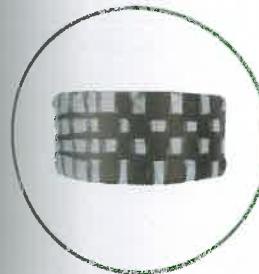
I use a check pattern for extra detail to armour and weapons of random Orks. On the Flash Gitz, I used this for every model.



1 Paint the entire area in an even coat of Fortress Grey.



2 With watered down Chaos Black paint, I create a grid. On curved surfaces, get an even line by holding the brush still and rotating the model.



3 With the grid in place, I just fill in alternate squares to finish off.

From here it's a matter of filling in extra details, painting the gloves and pouches in Snakebite Leather covered with a Brown Ink wash, and the glyphs with a basecoat of Bleached Bone followed with Blood Red. With the basic colours in place, I take each Ork and select a colour for the tunic and trousers from the small palette that I've chosen.

Steve: With these changes in place and a consistent basing style across the troops, it wasn't long before Adi had assembled the force that confronted my Space Marines in the streets of an anonymous city. In fact, while I

consider myself to be a reasonably fast painter, he had managed to repaint four full-sized Mobs in the time it had taken me to do two squads of Space Marines and their transports. While that rapid build-up of models owes a lot to the fact that in many cases he was simply repainting models that were already in one piece, it's hard to deny the motivating power of seeing a coherent army coming together.



ORK TEETH

It's vital to get Ork teeth right. It may seem easier to overbrush them with Bleached Bone, but this can cause the gaps between them to clog with paint. I paint each tooth individually.



1 I paint the mouth in Scorched Brown. This provides a warm basecoat, and helps to make the individual teeth easier to see.



2 Next, I paint each tooth with Bleached Bone.



3 Finally, I finish off the tips of the more prominent teeth with a mix of Bleached Bone and Skull White.

FOR THE LEGS



Bestial Brown



Snakebite Leather



Vermin Brown



Terracotta

FOR THE TUNIC



Kommando Khaki



Bleached Bone



Vomit Brown



Bubonic Brown

THE IMPERIUM OF MAN

BY GRAHAM MCNEILL

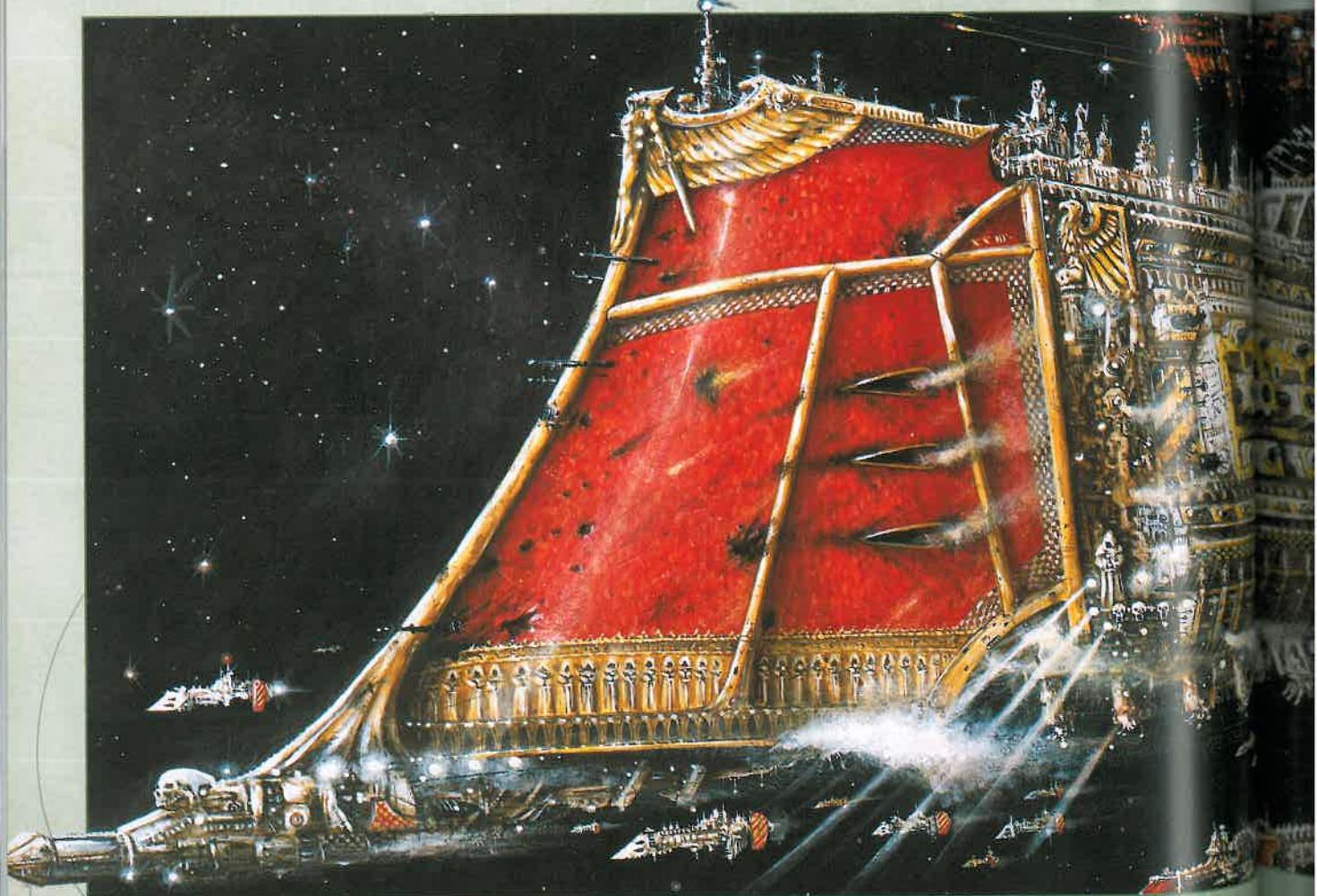
The Imperium of Man spans the entire galaxy. Here, Graham McNeill reveals the sheer scale of the Emperor's realm, the multifarious enemies that assault it and the heroic warriors that defend it.

For ten thousand years, the immortal Emperor has sat immobile on the Golden Throne, master of Mankind by the will of the gods and ruler of an Imperium of a million worlds by the might of his inexhaustible armies. Worshipped by untold billions as a god, the sorrow and sacrifices made to sustain his divine corpse ensure the continued survival of the Imperium. The Emperor's realm is the

greatest stellar empire the galaxy has ever seen, stretching from holy Terra to the furthest reaches of the Eastern Fringe and the distant Halo Stars. Entire armies of scribes attempt to collate how many humans inhabit the Imperium, but such a task is hopeless and without end, as the Emperor's realm encompasses every kind of world imaginable; sweltering jungle hells populated by club-wielding savages, ice-locked tundra with cities carved from glaciers, blisteringly-hot desert worlds, polluted industrial forge worlds, teeming worlds of unknown billions living in gargantuan hive cities and giant Cardinal planets where every building is given over to the worship of the Emperor. Such diversity of worlds breeds vastly varied, distinct cultures and humans from one world are likely to be completely different from one another, with different argots, customs and appearance.

THE CRADLE OF MANKIND

Terra itself is a sprawling hive world, its surface utterly barren and covered with towering spires of iron, colossal, gothic-cathedrals, ancient ruins and masses of pilgrims come to the cradle of Mankind to pay homage to the God-Emperor. Its oceans have long since boiled away, and beneath the countless layers of metal and stone that have built up over the aeons, Terra is a lifeless sea of rock. Hissing, verdigris-stained gargoyles vent steam into the polluted atmosphere and crumbling statues of angels stare blindly down on the teeming populace who mindlessly shuffle through the grinding business of simple existence. The object of these pilgrims' quest, the gothic majesty of the Imperial Palace, is a sight most will never see, having spent the majority of their life journeying to Terra only to be crushed by the mind-numbing



ive world, its covered with dark, lassal, gothic and masses of e of Mankind to or. Its oceans have beneath the and stone that have a is a lifeless, stained gargoyle d atmosphere and s stare blindly down no mindlessly g business of ct of these pilgrim f the Imperial never see, having life journeying to the mind-num

scale of the queues of their fellow pilgrims. But even to tread the sacred surface of Terra is an honour most citizens of the Imperium can only dream of.

Far from the congested queues of pilgrims, a million serried ranks of scribes and mechanics of the Adeptus Terra toil in the scriptoriums of Terra, locked in enormous, candle-lit scriptoriums, gathering numbers and records of a thousand years ago, whose purpose and meaning has long been forgotten. Billions of souls make up their ranks, from the lowly scribe who fills the inkwells of the scriptorium to the High Lords themselves. Like any huge bureaucracy, the Imperium is split into separate divisions, each a gargantuan organisation in its own right, and each with its own customs, practices and secrets. Every facet of Imperial life is, in theory, governed by these organisations, from planetary tithes, religion and military crusades. From the tiniest detail to decisions that affect entire star systems, the Imperium has an organisation whose entire existence is dedicated to it. Archives the size of continents sprawl deep underground in gloomy vaults, their floors dusty with antiquity and spiralling through stacks of parchments, scrolls and data crystals that, in all likelihood, no one will ever read. Without insight or even the will to question what they do, they persevere through the same repetitive tasks every day because that is, was and ever shall be, their lot.

These scribes form part of the monolithic organisations known as the Administratum, a bloated, self-sustaining bureaucracy of petty functionaries and more senior ranking officials. All manner of widely differing Adepts make up the Administratum, but highest and mightiest of all are the High Lords of Terra, the supreme council of twelve of the most powerful men in the galaxy who rule the galaxy in the name of the Emperor. It is they who interpret the will of the Emperor, despatching his fleets across the galaxy and sending his armies to war. Their orders are passed to one of the five Segmentum commanders before reaching the sector and sub-sector lords. Thus do the Imperial Commanders of each world receive their orders and thus is the will of the Emperor enacted.

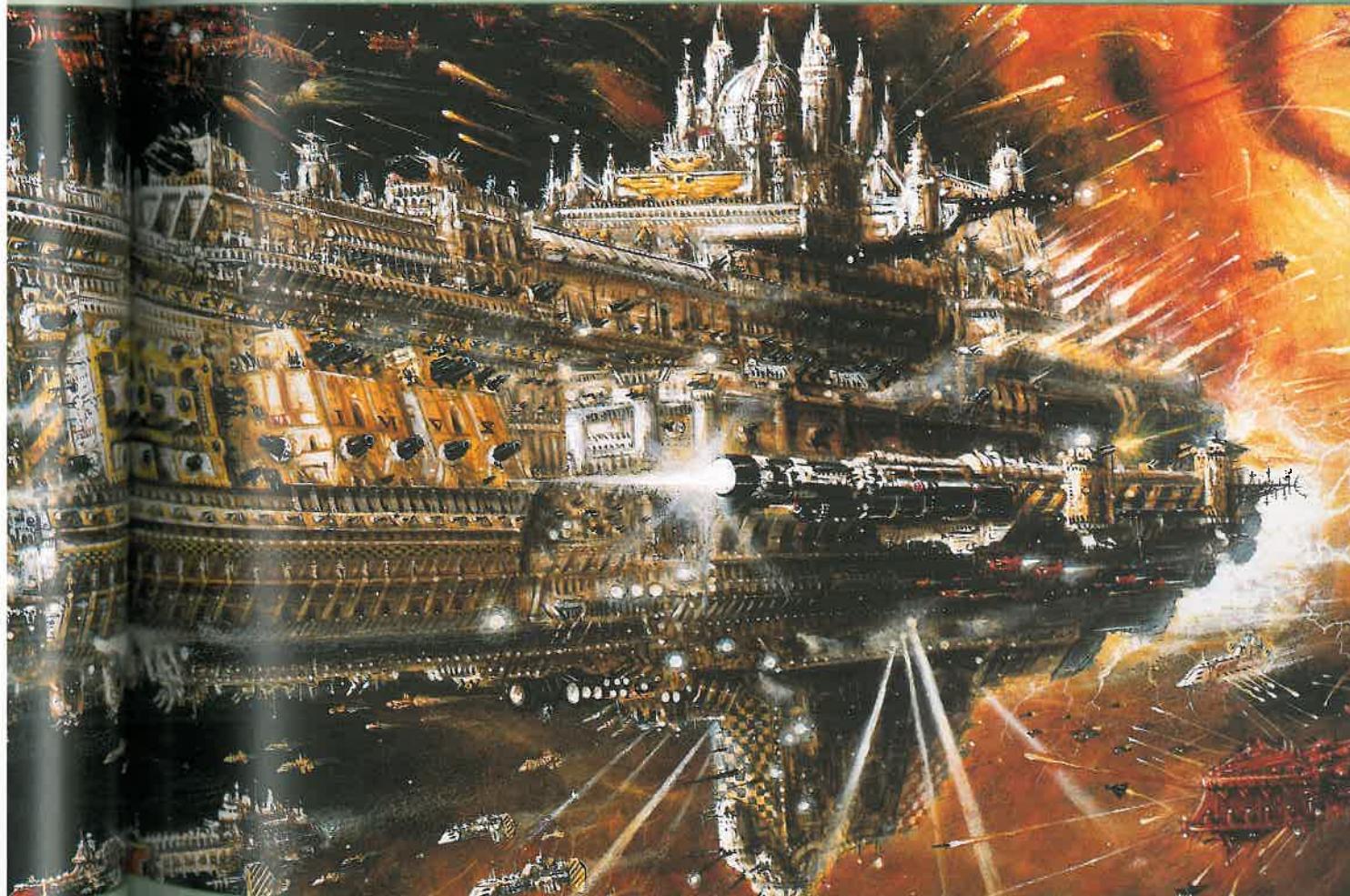
Also on Terra is the Hall of the Astronomican, where the psychic beacon utilised by the ships of the Imperial Navy to cross the vast gulfs of space is generated by thousands of psykers of the Adeptus Astronomica. Working in close conjunction with the Adeptus Astronomica are the psykers of the Adeptus Astra Telepathica, specially trained Astrotelepaths who can utilise their mysterious powers to communicate with others of their kind across the vast interstellar distances that separate the worlds of the Imperium. These psykers are not the only ones required to make the ultimate sacrifice, for the

Emperor is no normal man and cannot take sustenance as one. Only the spiritual energies of those with psychic powers may sustain his immortal existence and though hundreds must die every day to nourish him, the preachers of the Ministorum teach that this is a small price to pay and those that must pay it do so gladly.

TO RULE THE STARS

The Emperor's realm is so vast as to defy comprehension by mortal minds, with distances so enormous that they require centuries or even millennia to traverse. Under normal circumstances, such unimaginable gulfs would make a mockery of any attempt to establish a galactic-wide empire, but there exists a way to make such journeys without them taking centuries. The Warp, or Immaterium as it is sometimes known, is an alternate dimension existing beyond the veil of reality that is a dark mirror of the material realm. It is a roiling sea of chaos, raw emotion and madness given form, where the laws of physics, time and nature are meaningless concepts and nothing is as it seems.

Starships equipped with Warp engines are able to breach the invisible walls that separate the material realm and the Immaterium and traverse its hazardous expanse. A journey that might normally take centuries can be completed in a matter of months. Shielded from the destructive wrath of the Warp by the



protective energies of a Gellar Field, ships enter the Immaterium and use the guiding light of the Astronomican to plot a course through the swirling maelstrom. In order to travel through the Warp, ships must have a Navigator, strange psykers that have the power to see beyond the pitiful senses of most mortals. With the Astronomican as a reference point in the material universe, they enter a trance-like state and are able to chart the ship's journey with a greater degree of accuracy than would normally be possible. They can see the tides and currents of the Immaterium, guiding a ship through the Warp's treacherous currents and eddies that carry a vessel towards its destination.

The vast distances and delays in communication between worlds makes a mockery of any meaningful central control. The breakdown of communication between worlds often results in some falling into anarchy through simply being forgotten and slipping through the cracks of the Imperial bureaucracy. A plea for aid may come to the ears of the Imperium, but not be acted upon for centuries while the request makes its way through countless Adepts before finally reaching the hands of one who can sanction such action. Indeed, it is not uncommon for fleets and armies to arrive at a warzone to find that the war they were despatched to wage has long since ended.

The sheer scale of such a massive empire means that no method of control can ever be foolproof and as well as worlds that fall into disorder through neglect, there are some that wilfully defy the will of the Emperor, seeking to further their own ends. Traitors and malcontents, recklessly believing that they do not owe their continued survival to the Emperor, cast aside their oaths of loyalty and

claim their worlds for themselves. Where ultimate authority is many light years distant, such subversion and insurrection is an ever-present danger, but the armies of the Imperium are swift to ruthlessly crush these revolts and execute the instigators before their heretical actions can spread further. There can be no mercy for such traitors, and only by such ruthless, oppressive measures can the

The western sky burned with a rippling orange glow as the sun descended to the horizon, sending blinding light streaming down the length of the valley. From his vantage point on the edge of the cliff above the valley floor, a lone Space Marine scouted his prey. Ansgar Heroth, Wolf Priest of the Space Wolves, watched the Ork gunners on the crudely constructed wall below shield their eyes against the low sun and knew that the time had come to launch their attack. His fellow Space Wolves would be roaring up the valley soon in their armoured transports and were relying on his warriors to knock out the Ork heavy guns that protected the Ork encampment.

He crawled back to where the Blood Claws awaited him, pleased to see the fierce hunger for battle in every one of the young Space Marines. One look at them told him they needed no rousing speech or fiery oratory. Instead he simply said, 'It's time,' and scrambled back to the edge of the cliff.

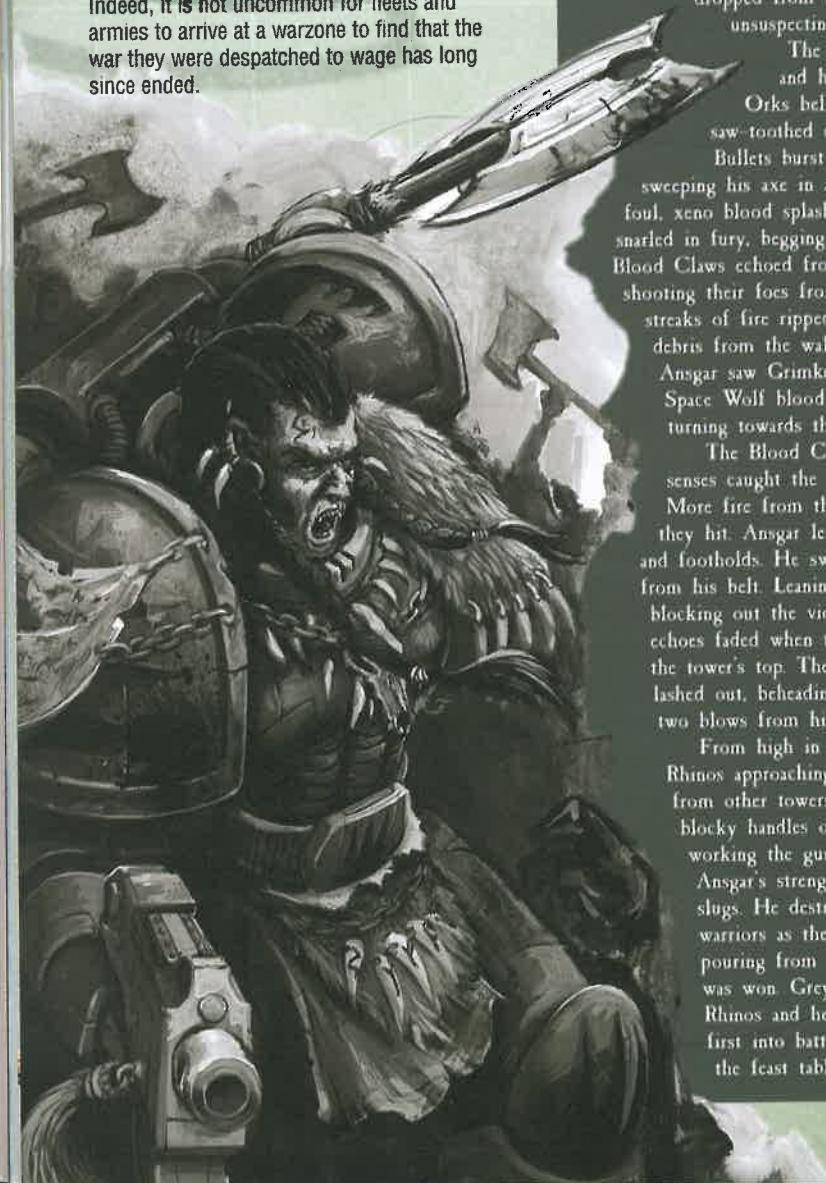
The Blood Claws followed him; their movements fluid and practiced despite the rockiness of the terrain and Ansgar knew they would not let him down. He drew his wolf-headed axe, grey-tailed totem dangling from its hilt and, with a curt nod to the Blood Claws, leapt from the edge of the cliff. The ululating howls of the Blood Claws followed him as he dropped from high above to land with a bone-crushing impact upon an unsuspecting Ork sentry, the alien dying without knowing what had killed him.

The force of Ansgar's landing cracked the iron sheeting of the rampart and he felt the poorly built structure threaten to give way beneath him. Orks bellowed in challenge as they rushed to meet them, swinging huge saw-toothed cleavers and blazing away with crude firearms.

Bullets burst around Ansgar, but he dived forward, rolling to his feet and sweeping his axe in a wide arc that clove through the chest armour of a firing Ork in foul, xeno blood splashed his armour as he kicked the beast from his blade, and he snarled in fury, begging the armour's forgiveness for such a desecration. The howls of his Blood Claws echoed from the valley sides as they killed the Orks, slashing, hacking and shooting their foes from the wall with a ferocity that made him proud. Without warning, streaks of fire ripped through the air from a nearby gun tower, blasting metal and debris from the walls as Ork gunners turned their unwieldy weapons on their attackers. Ansgar saw Grinkel hit, his power armour torn apart by the heavy shells and precious Space Wolf blood spilling onto the ground as he fell. Ansgar howled in anger, turning towards the tower, and calling for his brethren to follow him.

The Blood Claws cut a bloody path towards him as Ansgar's highly attuned senses caught the distant rumble of Rhino engines approaching. They must be quick. More fire from the tower tore across the wall, the Orks uncaring of who or what they hit. Ansgar leapt for the tower, its crude construction offering a wealth of ledges and footholds. He swiftly reached the edge of the tower's parapet and unclipped a frag grenade from his belt. Leaning outwards, he lobbed the grenade upwards, his armour's auto shield blocking out the violence of the resulting explosion and burst of flame. Barely had the echoes faded when the howling Wolf Priest swung himself over the parapet and onto the tower's top. The Ork gunners were stunned, but, incredibly, still alive, so Ansgar lashed out, beheading the first and cleaving the other from collarbone to pelvis with two blows from his axe.

From high in the tower he could see the armoured column of Space Wolves Rhinos approaching. Ork rockets spearing out towards them on blazing tail plumes from other towers. Though his lip curled in distaste over his fangs, he gripped the blocky handles of the Ork gun and swung it around, pulling the heavy trigger and working the gun's fire over the tower nearest him. The weapon bucked madly, but Ansgar's strength held it firm and the tower top disappeared in a hail of explosive slugs. He destroyed three more towers with the Ork gun before rejoining his warriors as they slaughtered the last Orks on the wall. More Greenskins were pouring from the encampment behind them, but Ansgar already knew the battle was won. Grey Hunters and Long Fangs were already disembarking from their Rhinos and he felt great pride that his warriors had succeeded, that they had been first into battle and prevailed so mightily. It would be a fine tale to tell around the feast tables of the Fang.



Imperium hope to survive; only by such drastic, unbending rules can Humanity defeat me myriad foes arrayed against it.

THE ENEMIES OF MANKIND

Further from Terra, there are vast expanses of wilderness space, where Imperial law is all but ignored and beyond the Emperor's Light, outwards the far-flung regions of the Eastern Fringe, there are whole tracts of space where the Imperium itself is nothing more than a half-remembered myth. There are many Imperial worlds in this far distant part of the galactic east, but so distant are they from Terra, that they can often go for centuries or more with no contact from the Imperium. This region of space is truly the frontier of Imperial space, where the impossibly ancient Halo Stars can be seen as flickering wychfires beyond the furthest rims of the galaxy. The oldest stars in the galaxy, they are haunted, sacred places and few who ever set out to explore them have ever returned.

It is from these far-flung regions of space and the myriad hidden places within the Imperium itself that aliens beset Mankind, determined to enslave or destroy the Emperor's realm. Some of these races laid claim to the galaxy whilst Humanity was in its infancy, the most ancient stalking the cosmos whilst it was still young. To them, humanity is an infestation to be scoured from the stars in a tide of blood. Yet others approach upon the Imperium from without, saving their empires from areas of space Mankind has long fought to occupy. To them, humanity is a lumbering, blind beast to be hunted and put to death to make room for the propagation of their own species. Without a constant battle against the countless races with whom it shares the galaxy, the Imperium would quickly be pulled apart and destroyed.

There are alien races in the galaxy that Man has fought tooth and nail for countless years, no less deadly for the understanding gained about such ancestral foes. The mysterious Eldar, the savage, green-skinned horrors of the Ork race, the Tau, whose empire on the Eastern Fringe of the Imperium is expanding at an alarming rate, the Necrons, immortal machines who have lain dormant since the dawn of time awaiting the call of their ancient star gods to begin the harvest of the living races once more, and several major alien races who have now revealed themselves upon war upon the Imperium, threatening to enslave or destroy it once and for all. Nevertheless it is a fool who believes that the alien races of the universe can be numbered so easily, and in the dark corners of the galaxy countless alien races slither and dart.

Space Wolves, their tails plumes, he gripped the heavy trigger and bucked madly, but a hail of explosive fire rejoining his Greenskins were they knew the battle king from their tale to tell around

THE PERILS OF THE WARP

But the threat of the xeno is not least among the threats to the Imperium. Though it is the means by which Mankind has spread his empire across the stars, travel through the Warp is hazardous in the extreme. The tides of the Immaterium make the voids of real space

seem familiar and safe, for its nature is fickle and perilous and to ply its shifting tides is to invite disaster. Storms of force and thought sweep through this immaterial realm, spinning craft out of control and obscuring the signal of the Astronomican, making navigation in their vicinity difficult if not impossible. There are several such warp/real space interfaces throughout the galaxy, the largest of these being the Maelstrom and the infamous Eye of Terror. These regions cannot be traversed except by the most experienced Navigators, and such are the hazardous conditions that virtually no expeditions into these areas return.

Warp storms are far from the only dangers within the Warp. Sentient energies and other immaterial lifeforms dwell within it; creatures formed from, and sustained by, the shifting energies of the Warp prowling the ether as sharks prowl the ocean. Diverse and multifarious, at best they are mindless, but the vast majority are predatory and extremely hostile. These entities thrive on the thoughts and emotions of those who dwell in the material universe, nurturing their foul ambitions of power and conquest. Even to think about them is to risk their vile attentions. Psykers draw their powers from the immaterial energies of Warp space and their souls burn like the brightest flames in the darkness of the Warp, drawing terrifying Warp creatures to them like moths to a flame. The Inquisition constantly hunts down such individuals, some to feed the Emperor's voracious appetite, some condemned to join the choir of the Astronomican, while others, whose mental fortitude is great enough, may become battle psykers of the Imperial Guard or even Space Marine Librarians.

These powerful psykers are capable of directing the energies of the Warp in hugely destructive ways, smiting their foes with bolts of psychic energy powerful enough to obliterate a battle tank. Space Marine Librarians are amongst the most terrifyingly powerful psykers in the galaxy, though it is only through a lifetime of discipline and training that they are able to use such abilities. Like all psykers, however, they walk a fine line between service to the Emperor and eternal damnation.

DEFENDERS OF HUMANITY

Only by force of arms may the Imperium be held together, and only by the deaths of millions can it endure. Enemies attack from all sides, every aspect of the Imperium geared towards the struggle for survival, and the galaxy echoes to the clash of weapons and the thunder of mighty guns. The armies of the Emperor can afford no mercy, no weakness and no respite from their unending wars. The Imperial Navy sends fleets from its many sector

bases to do battle. Vast, city-sized constructions, most Naval vessels are thousands of years old, they are ancient gothic Leviathans with terrifyingly powerful weapons and whole squadrons of fighters and bombers within their hangar decks. Entire battlefleets cross the gulf of space to bring ruin upon the foes of the Emperor, destroy their ships and pound their worlds into dust. The ships of the Navy also provide a forcible reminder to planetary governors of the might of the Imperium, and the arrival of only a single ship is often enough to bring many defiant worlds to heel.

As well as fleets of warships, the Imperial Navy is also tasked with the sacred duty of transporting the Imperial Guard from warzone to warzone. Forbidden by ancient decree from



IMPERIUS DOMINATUS



"The Revered Houses of the Navis Nobilite are one of the bastions upon which the Imperium is founded and the institution claims it can trace its ancestry back to the birth of our Great Empire."

The Great Families of the Navis Nobilite are uniquely composed of a particular form of human called a Navigator. Tech-adepts have speculated widely over the development and nature of the Navigators' unusual talents and many cast hints at shadowy genetic transmutation and interbreeding during the founding of the Navis Nobilite. Whatever their origins, the Navigators today are a glorious and esteemed organisation, loyal to the Imperium and stalwart in their faith. The peculiar powers of the Navigators can only be preserved by intermarriage; breeding with mundane humans eliminates the special abilities. This factor has led to the development of the closely-related Navigator families and the Navis Nobilite as a whole."

Preface - Historia Et Structura
Res Navis Nobilite

"For the warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim home as send him through the warp unprotected. Better it is not to let common man travel through the stars. Better still, let him not know such a thing is feasible."

Fra Satrane, 8th aide to Navigator Diel.
Comment made prior to the departure of the second mission to search for the missing freighter 'Pride of Angelus'.



IMPERIAL WORLD



INQUISITION STRONGHOLD



SPACE MARINE HOMeworld

CARDINAL WORLD

And henceforth be it known that the Imperium shall be divided into five great zones to be known as the Segmentum Majoris. These shall each have Segment Fortress, from whence the orders of his glorious magnificence, the Emperor, shall be enacted. Imperials Command Decorum shall reside in each and with just duty be issued over the realms within their boundaries.

For the Segmentum Solar, this shall be Mars, World of the Adeptus Mechanicus and thus Segment shall extend about Mars. Benign Emperor's Imperium. In the north of our most majestic domains shall be Segmentum Occulus, being a window to the world of Cypra Mundi. To the South, it shall make Segmentum Tempestus, with overlordship residing with the planetary estates of the hereditary Bakka.

To the West shall be Segmentum Pacificus, under the aegis of the Lords of Hydrophilia. The most turbulent East, a region of much strife and dissension and of many lost worlds shall have its overlordship known as Ultima Segmentum, and its guarantor of safety shall be on the planetary Governor Kar Dunias. The Segment Fortress of the Imperial official of the Administratum shall be known as the Master of the Segmentum Solar. Lastly, the region of Segmentum Pacificus, and the Master of the Ultima Segmentum. In this the Emperor is most benevolent and thus shall the Emperor's charges be authority over such domains and reside with those who have the faith and temperament to dictate to the will of those others and take from them that which is the Emperor's due.



The last echoes of bolter fire faded from the pit as Artiga Scybale of the Iron Warriors strode through the ruins of the Imperial machine-priests' dig site. The burnished iron of his armour was dented and scored where the False Emperor's soldiers defending the site had fought back with surprising tenacity, but against the unstoppable might of the Iron Warriors, the outcome of the battle had never been in doubt. Fully three hundred metres across and fifty deep, the pit was illuminated by bright arc-lights and burning drums of promethium, bathing the entire pit in a hellish, soulless orange glow.

His three battle squads fanned through the pit, securing the site and despatching those of their foes who still lived. Satisfied that everything was in place, he turned back to the centre of the pit, staring in undisguised relish at the prize before him. Standing atop a great basalt slab, a great crescent of silvered metal rose high above the floor of

the pit, its gleaming surface etched with bizarre symbols and studded with jade stones with what appeared to be a multi-faceted gemstone at its centre. Scybale was unsure, but it appeared that there was a faint glow from its heart, though he dismissed it as reflections from the flames and arc-lights.

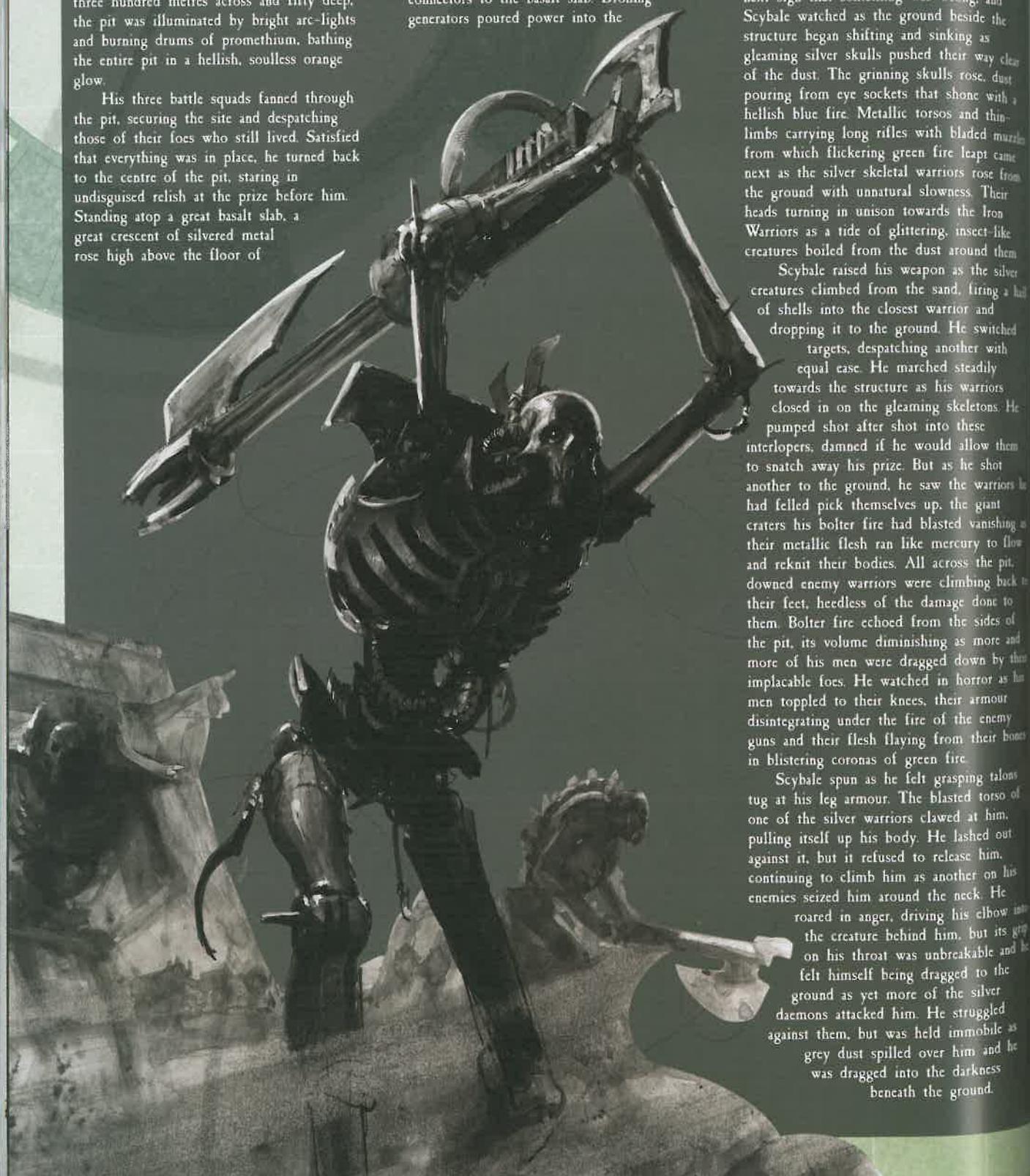
Ribbed cables snaked across the grey dust of the pit floor to the great structure, attached by means of gold and brass connectors to the basalt slab. Droning generators poured power into the

structure and as he slammed a fresh magazine into his bolter, the silver crescent began pulsing with a deathly, spectral glow. A low humming built at the threshold of hearing, building to a great, pulsing beat, like that of an enormous, subterranean heart.

He marched towards the gleaming structure, now certain that the gem at its centre was indeed glowing with its own internal light. Shouts of warning were the next sign that something was wrong, and Scybale watched as the ground beside the structure began shifting and sinking as gleaming silver skulls pushed their way clear of the dust. The grinning skulls rose, dust pouring from eye sockets that shone with a hellish blue fire. Metallic torsos and thin limbs carrying long rifles with bladed muzzles from which flickering green fire leapt came next as the silver skeletal warriors rose from the ground with unnatural slowness. Their heads turning in unison towards the Iron Warriors as a tide of glittering, insect-like creatures boiled from the dust around them.

Scybale raised his weapon as the silver creatures climbed from the sand, firing a hail of shells into the closest warrior and dropping it to the ground. He switched targets, despatching another with equal ease. He marched steadily towards the structure as his warriors closed in on the gleaming skeletons. He pumped shot after shot into these interlopers, damned if he would allow them to snatch away his prize. But as he shot another to the ground, he saw the warriors had felled pick themselves up, the giant craters his bolter fire had blasted vanishing as their metallic flesh ran like mercury to flow and reknit their bodies. All across the pit, downed enemy warriors were climbing back to their feet, heedless of the damage done to them. Bolter fire echoed from the sides of the pit, its volume diminishing as more and more of his men were dragged down by their implacable foes. He watched in horror as his men toppled to their knees, their armour disintegrating under the fire of the enemy guns and their flesh flaying from their bones in blistering coronas of green fire.

Scybale spun as he felt grasping talons tug at his leg armour. The blasted torso of one of the silver warriors clawed at him, pulling itself up his body. He lashed out against it, but it refused to release him, continuing to climb him as another on his enemies seized him around the neck. He roared in anger, driving his elbow into the creature behind him, but its grip on his throat was unbreakable and he felt himself being dragged to the ground as yet more of the silver daemons attacked him. He struggled against them, but was held immobile as grey dust spilled over him and he was dragged into the darkness beneath the ground.



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mantaining their own fleets, the Imperial Guard is beholden to the Navy to ferry its regiments across the galaxy. Packed into colossal transports, tens of thousands of soldiers and their wargear are shipped to distant star systems to fight and die on planets most will never have heard of.

THE IMPERIAL GUARD

The vast armies of the Imperial Guard are the sledgehammer with which the enemies of Mankind can be smashed asunder, covering the battlefields of the Imperium in their billions. The soldiers of the Emperor are as numerous as the stars themselves, and when the Guard goes to war, the very earth shakes with the rumble of tanks, the thunder of artillery and the pounding of marching feet. Raised from every world in the Imperium, the Imperial Guard is a hugely diverse organisation, with each regiment having all manner of special skills that they can bring to bear. The Catachan regiments come from one of the most lethal Death worlds in the galaxy and are expert jungle fighters, the Tanith First and Only are stealth troopers without equal and the Narmentian Armoured brigades specialise in lightning-fast attacks with heavy tanks.

The Imperial Guard fights vast crusades to liberate entire star systems or sectors from alien or rebel domination. Led by Warmasters, powerful men in whose hands the fate of billions rests, they fight on countless worlds, with crusades sometimes lasting generations

and not stopping until victory is won, though the butcher's bill may cost the blood of every man fighting. Further down the chain of command are the Lords General Militant and the Colonels of each regiment, where command decisions are based on more immediate tactical concerns rather than the grand strategies employed by the higher echelons of command. To be a soldier of the Imperial Guard on the front line of battle itself is to be one among faceless billions, facing the horrors of a deadly galaxy with nothing but a lasgun and courage to call his own. Led by courageous officers and the feared Commissars, the soldiers of the Imperial Guard are truly the Hammer of the Emperor's wrath.

THE SPACE MARINES

However, sometimes a sledgehammer approach to war is too slow to react to developing warzones, and when a rapid strike is required, it is the warriors of the Space Marines who will fight. Genetically enhanced super-beings created by the Emperor at the dawn of the Imperium, the Space Marines are the greatest warriors in the galaxy, fighting with a depth of faith and courage that no mortal man can match.

With the best weapons and armour in the Imperium, the Adeptus Astartes are the Angels of Death, striking like bolts of lightning from an empty sky and destroying key enemy personnel and installations before they can react.

Organised into Chapters of a thousand warriors, the Space Marines are the most supreme fighting force in the galaxy. Angels of Death who smite their enemies without mercy. Stronger, faster and tougher than almost any foe imaginable, their bioengineered bodies can fight in any environment and survive the most traumatic of wounds, enabling a Space Marine to fight until his body has been utterly destroyed. The enemies of the Imperium fear many things. They fear discovery, defeat, despair and death. Yet there is one thing they fear above all others – they fear the wrath of the Space Marines.

A GALAXY OF WAR

Only by such ruthless, oppressive measures can the Imperium hope to survive, only by such drastic, unbending rules can Humanity defeat the myriad foes arrayed against it. Every citizen of the Imperium is but a statistic, a tiny spark lost against the backdrop of the stars and forgotten, obscured by newer, brighter sparks by the time they are even noticed.

This is a dark age, a bloody age – an age where the power of technology is but a half-remembered myth, where the promise of progress and understanding has been cast aside in favour of war and bloodshed. There can be no peace in this Imperium of Man, no respite from the horror of an uncaring universe, only an eternity of carnage and the laughter of thirsting gods.



PREVIEW

AND THEY SHALL
KNOW NO FEAR

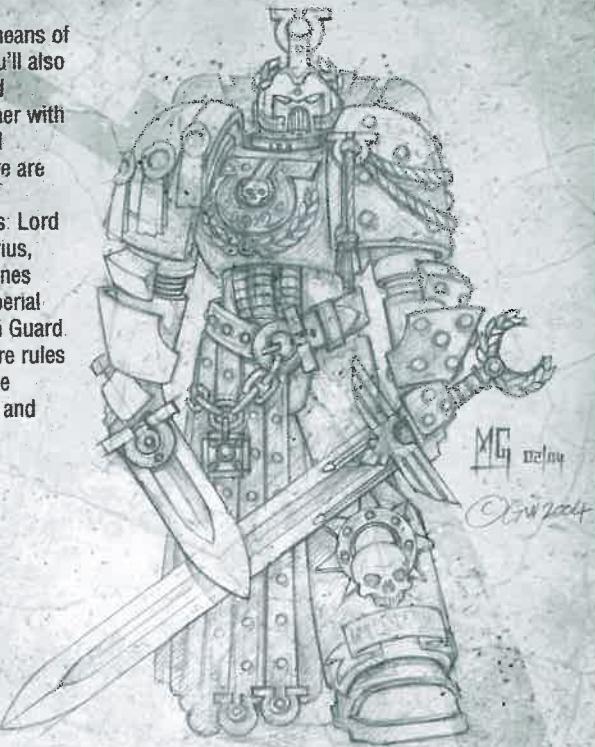
CODEX: SPACE MARINES BY GRAHAM MCNEILL

Genetically altered superhuman warriors created from the flesh of the Emperor Himself, the Space Marines are the greatest defenders of Humanity, standing resolute against the myriad horrors of a hostile galaxy. They are superior to normal humans in every respect, thanks to a brutal regime of genetic modification, psycho-conditioning and a life of strict discipline that only such enhanced warriors can endure. A Space Marine can survive wounds that would kill a normal man thrice over, fight in the harshest conditions imaginable and has a depth of faith that is unquenchable in its force of belief. Armed with the bolt gun, a weapon of divine wrath, and armoured in ancient, artificer-forged suits of power armour, the Space Marines are living embodiments of the Emperor's Will. They are the Angels of Death, the fire of the Emperor's wrath and none can stand before them. With fire and steel they cleanse the stars of the xeno, purge the galaxy of the wicked and destroy the enemies of Mankind without mercy."



Codex: Space Marines is the first of the Warhammer 40,000 codex books to be redone in the wake of the revised edition of the rules and, as such, we've given quite a bit of attention to it. Inside the book (assuming you make it past the fantastic Karl Kopinski cover!) you'll find the complete Space Marine army list, which allows you to choose your forces for a tabletop battle. Also included are special rules for selecting unique traits to personalise your Chapter and give it a flavour beyond the strictures of the Codex Astartes, while maintaining its Codex origins. Also included is a wealth of background, with details of the legendary origins of the Space Marines, their

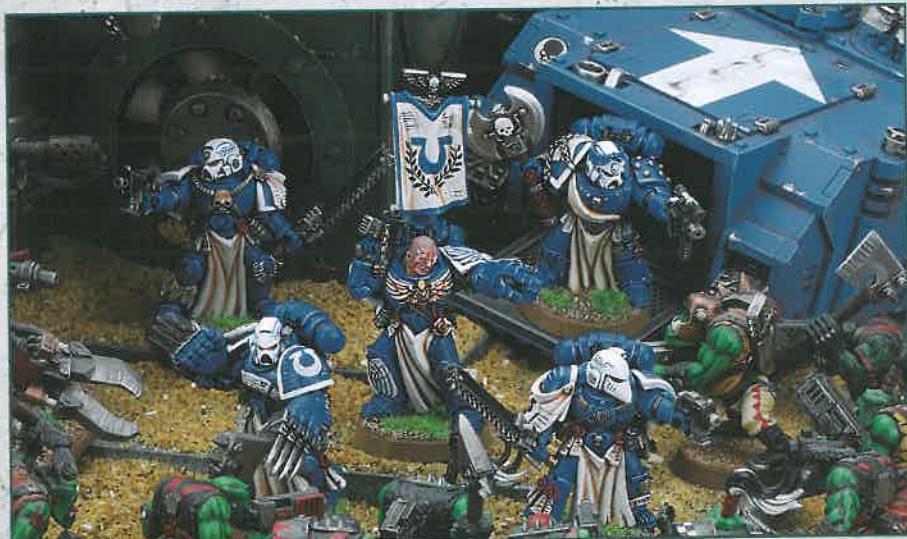
illustrious legacy of battle and their means of recruitment, training and fighting. You'll also find guidance on the iconography and heraldry of the Space Marines, together with expert tips on collecting, painting and modelling a Space Marine army. There are also complete rules and background information for five special characters: Lord Marneus Calgar, Chief Librarian Tigurius, Chaplain Cassius (of the Ultramarines Chapter) Captain Lysander of the Imperial Fists and Captain Shrike of the Raven Guard. And as if that wasn't enough, there are rules for two special Ultramarines units, the Honour Guard of the Chapter Banner and Tyrannic War Veterans!



Ultramarines Whirlwind



Ultramarines Second Company Captain

 Ultramarines
Second Company
Standard Bearer


Ultramarines Veterans take the fight to the enemy

The sweet aroma of incense filled the *Severian*'s launch bay, drifting in lazy coils from the incense burners carried by the Chaplaincy Hierophants who followed Chaplain Clausel. The scent reminded Captain Agemman of the northern highlands of Macragge and he experienced a moment's nostalgia for his homeworld before his thoughts returned to the skull-masked Chaplain's prayers. He and a score of his fellow warriors of the Ultramarines' First Company knelt to receive Chaplain Clausel's blessing before climbing into their drop pods to begin the assault on the Tau colony below. Techmarines and expressionless servitors ministered to the drop pods, using silver aspergilum to anoint their charges with blessed oils and removing the sacred warding pins that chained them to the *Severian*'s deck.

"Into the fires of battle we go," intoned Clausel.

"Unto the anvil of war we strike," replied the Space Marines.

"We are the Ultramarines, warriors of the Emperor and our bravery is beyond question! It is the stuff of the soul-forge, stronger than adamantium and enduring as the Immortal Emperor Himself. The fires of battle are our places of worship, the roar of bolters our prayers and the slaughter of our foes an offering to the gods of battle!"

"Our bolters are charged with death," promised the assembled Space Marines, "they are the divine wrath of the Emperor!"

Clausel nodded and stopped before the opening of the nearest drop pod, turning as his acolytes approached with his Crozius Arcanum and Rosarius borne within vermillion-lined reliquary boxes. The Crozius glittered as Clausel lifted it from the box, torchlight winking from the blood-red eyes of the winged skull atop the weapon. Clausel leaned forward and allowed a hierophant with a gold facemask to place the Rosarius around his neck, the heavy chain of the protective amulet contrasting starkly with the black of his armour.

Agemman rose to his feet and the warriors of his company followed suit, the launch bay echoing to the crash of booted feet slamming to attention. He marched to stand beside Clausel and turned to his assembled warriors.

"Look to your weapons, brothers," he said. "We go to war!"

The sky above the Tau outpost on Nimbosa was a dirty, smudged mess of contrails and flak, batteries of pulse cannon painting the sky with traceries of fire. Streamers of fire streaked the sky as the Space Marine drop pods slashed downwards towards their targets. Smoke from burning buildings twisted in the wind and flames crackled hungrily as they devoured the fledgling xeno

outpost. Tau tanks glided through the ruins as the first of the drop pods impacted on the surface of the planet in great wash of flaring rocket engines. The armoured sides of the drop pod clanged open and Captain Agemman swiftly debarked from the pod onto the surface of Nimbosa, his Terminators following him out and forming a perimeter.

"All squads, converge on my position, wedge formation. Target dead ahead!"

Scrambling teams of alien soldiers opened fire on the newly-arrived.

Terminators, but the blessings placed upon them held firm and not a single warrior fell. The answering fire of the Terminators ripped through the Tau warriors, shredding them in a hail of mass-reactive bolts. More and more drop pods were landing, the blue-armoured Space Marines spreading out in a pre-arranged pattern to secure the landing zone and push onto the Tau battery position. Thunderhawk gunships were en route with yet more warriors and the Tau anti-aircraft guns had proven uncannily adept at shooting down Imperial aircraft. That could not be allowed to continue. Agemman watched Chaplain Clausel cut down Tau warriors like wheat before the scythe, his Crozius Arcanum a blinding, golden arc as it clove through alien armour and flesh. His bellowed Litanies of Hate spurred those around him to greater effort and the slaughter was magnificent to behold.

Explosions and gunfire filled the air, the whine of pulse rounds and the chatter of bolter fire mingling in an all-consuming crescendo. Agemman and his Terminators smashed through the barricades protecting the makeshift entrance to the battery. An actinic pulse of blue light lit up the landscape as the guns fired and Agemman knew they did not have much time. A trio of mechanised battlesuits, the elite warriors of Tau, came into view, powerful weapons spitting bright bolts of death at his warriors. Brother Helion, the veteran of the Gabalas Crusade fell, his arm a bloody ruin, the flesh and armour fused in a molten mass. But the doughty warrior picked himself up, pain balms dispensed from his armour, allowing the veteran to carry on fighting despite such a horrific wound.

"Jantine!" shouted Agemman. "Assault cannon!"

Brother Jantine swung the multiple barrels of his weapon around, the whine of the motor cutting through the barks of gunfire and crump of explosions. Shells spat from the barrel of the assault cannon, kicking up great plumes of powdered rockcrete and alien blood as hundreds of shells tore through the battlesuits in a matter of seconds. Shells continued to rip the alien warriors apart long after they were dead.

"Enough!" called Agemman. "To needlessly expend ammunition is wasteful. Assign yourself three days fasting for lax targeting rituals."

"Yes, brother captain," said Jantine, bowing his head. "It will not happen again." Agemman accepted Jantine's contrition and said, "I know that, but let us push on. This battery is not going to destroy itself."

Agemman watched as the last of the gun battery detonated and the great barrels of the gun, skyward and the noise of Imperial transports inbound for the liberated airfields was deafening. He and his warriors gathered in a circle to give thanks for their victory and offer their prayers to the war spirits of the battle gear. The number of alien dead was unknown yet, though Agemman knew it would be high. They had left no survivors and the site had been well defended. But so well defended that it could stand before the might of the Space Marines.

He finished the Litany of the Warrior and rose to his feet as Chaplain Clausel approached, the wings and skull of his Crozius Arcanum stained red with the blood of his foes. The two Space Marines shook hands in the warrior's grip, wrist-to-wrist.

"Your men fought with courage and honour," said Clausel.

"Aye, that they did, your courage was an example to us all."

Clausel nodded. "In these difficult times, warriors need an example to follow."

Agemman nodded; as well as exhorting the Space Marines to greater and greater feats of courage, it was a Chaplain's sacred task to minister to the spiritual well-being of his company. The recent loss of the 4th Company's captain and its senior sergeant had inflicted a serious blow to its warriors' morale and Clausel had spent many long days in prayer and fasting with them.

"Will you take prayer with my men?" asked Agemman, changing the subject.

"That I will, Captain Agemman," said Clausel, "I would offer them the Benediction of Battle."

"We would be honoured for you to speak it," nodded Agemman.



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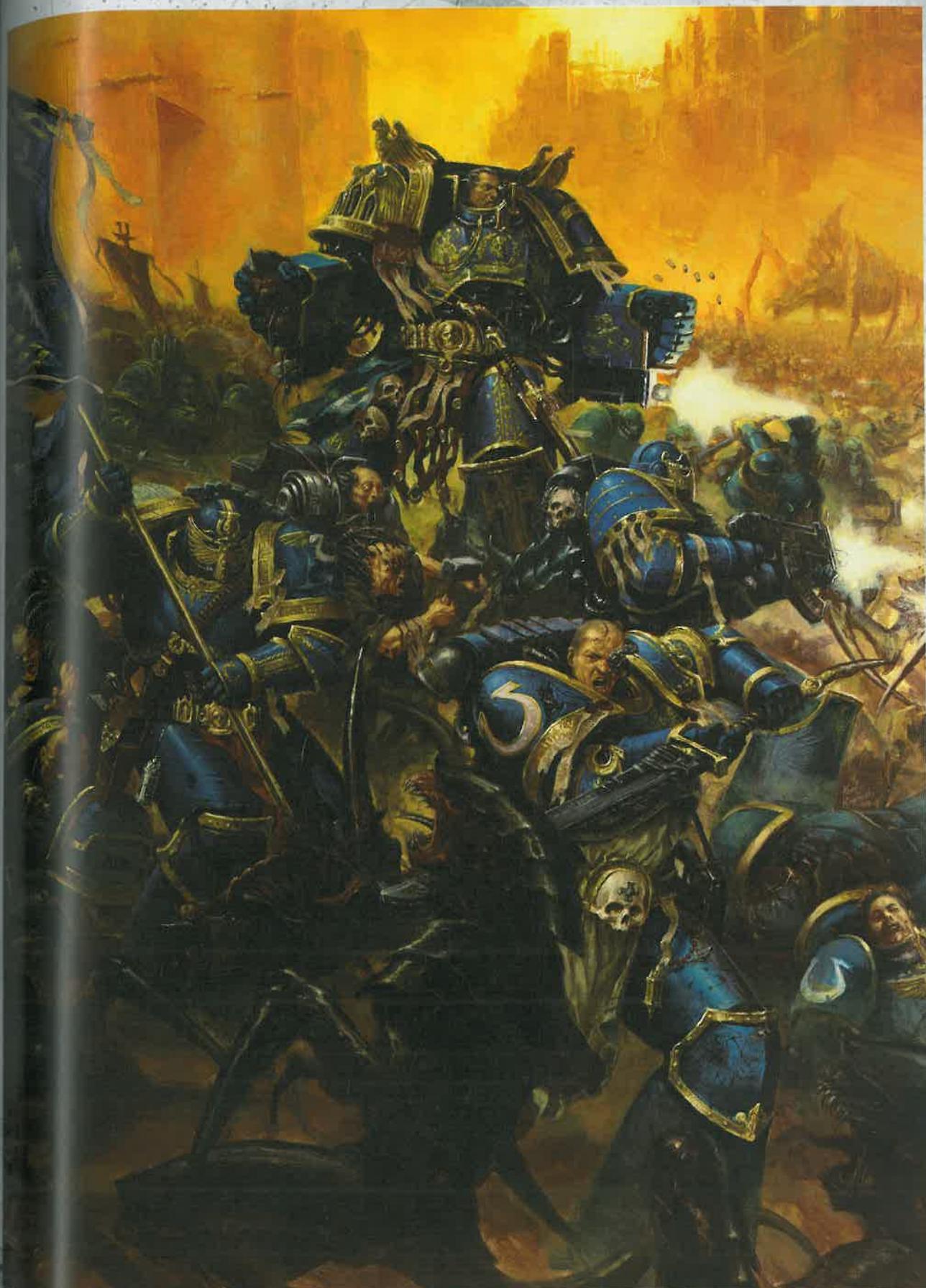
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SONS OF GUILIMAN

COLLECTING ULTRAMARINES WITH TROY FORSTER

When we spotted Troy Forster's fantastic Ultramarines army in the cabinets of the new Games Workshop Parramatta

Command Centre, we couldn't resist sharing them with our readers. He has really gone to town with detailing this army.

Before you started, did you have a vision of what you expected the army to look like?

Not really, the army has developed over time, unit by unit. I tend to set out with a vision of how a unit will look and that sets the tone for the rest of the army.

Is every model converted, and if so, why?

Most of them are converted. I wanted each model to tell a story as an individual and as a unit. Generally Space Marines look the same so it's the action that the model is doing that tells the story. The conversions are generally fairly simple, repositioning arms and legs, adding straps, purity seals and packs.

How long does a model take you (roughly) from a sprue to finished?

A standard tactical marine takes about five hours from start to finish. The majority of the time is spent ensuring the paint on the armour panels is thin and smooth.

How big are you planning on making the army?

I'm going to try to finish the 2nd Company in battle deployment. That means there will be 104 marines (Captain, Chaplain, 2 Apothecaries, 100 standard marines), but broken up into deployments. This means 7th squad is a six man assault squad and four marines piloting the two standard Land Speeders. The 2nd squad is a six man tactical squad with the other four forming part of the Captain's command squad. A little pedantic, I know...

Why did you chose Ultramarines for this level of detail?

I've been working in Games Workshop Hobby Centres for over six years now and for the great majority, the first miniature someone joining the hobby paints is an Ultramarine. So



The Command Squad of the Ultramarines 2nd Company led by Captain Ixion, complete with Codex Astartes reading Veteran Sergeant.



Troy's versatile Scout squad Tibius is equipped for just about any situation their Infiltrate ability could get them into.

Some of our readers might remember Troy's army from White Dwarf 284 when it featured in an article showcasing some '40K in 40 Minutes' armies. Troy enjoyed painting and modeling that force so much that he decided to expand it to the entire Second Company of Ultramarines. You can see that he's well on his way with the units featured here.



The squad that started it all, Squad Heiros of the Ultramarines 2nd Company.



Squad Strabo is the traditional Space Marine Tactical squad, complete with Flamer, Missile Launcher and a Rhino transport.

*The missing marine
from Squad Opeth.*



Troy's third Tactical squad, Squad Opeth.



The mighty behemoth that is Troy's Land Raider Glavidius.

I've seen a lot of Ultramarines painted to differing levels, but everyone tends to move onto a different army because they've already done Ultramarines. I decided to give them the attention they deserve.

With the new Warhammer 40,000 rules out now and the new Space Marine Codex soon to be released, are you planning on changing any of the squad's options or painting new units?

No chance! The Codex Astartes has guided the Ultramarines since their founding and the coming era only make the principles held within all the better. I've played a few

games with them and the flexibility of a tactical squad is awesome in the new game, so no need to change anything.

Which is your favourite squad?

It changes after each game, depending on what new tactics I used and if they worked or not. Overall though it is probably 2nd Squad. They are the first unit I painted and they have that hardbitten, patrol unit feel about them. They are the reason the rest of the army came about.

What are you working on next?

I've just stuck together 10th Squad, which is

a six man Devastator squad with a Razorback transport.

What book is the Veteran in the Command squad reading?

When I was painting it, I was thinking of it as a field version of the Codex Astartes, but a few people have said it might be the manual for the Goodwyn pattern Bolter...

Once you've sold your soul to the Chaos Gods to paint that well, is there any way to get out of the deal?

I don't know, the last heretic I saw didn't get time to answer the question...



Troy has managed to give Assault squad Avial a real sense of movement.



The remainder of squad Avial have forgone their Jump Packs and instead pilot Landspeeders.

WILL OF IRON CONCLUSION

CHRISTIAN BYRNE COMPLETES HIS TOURNAMENT ARMY



Christian Byrne

Christian only has a short time before he takes his new Iron Warriors army out onto the tournament scene. This month sees his army completed, while his brutal education in the art of war continues as Vathek and his evil band take on the Black Legion, Speed Freaks and the Dark Angels.

Christian: Welcome to the final instalment of Will of Iron – my journey into the world of Warhammer 40,000 tournaments and tournament armies. It's become a real, sometimes gruelling, mission to create this unique yet cohesive army, but the challenge was worth it, particularly now the whole force sits on a table in front of me and I am full of the satisfied hobbyist's glow. The project has covered all bases of the Games Workshop hobby. Not only has there been the converting and painting of the army, but also the playtesting of the list and the creation of backstory (something my competitors can

look at to get an overall impression of Vathek's history and mission). But of all the elements it has been the playtesting that has proven to be the most eye-opening part of the whole venture.

I have had to come to grips with a few realities about how to play. I'm more of a painter than a player, not a bad thing, as that's the part of the hobby I enjoy the most, but I have a very one-dimensional view of how to play, and my other armies are very assault driven. My Black Legion and my Word Bearers may not be full of Berserkers, but I really do enjoy mixing it up in the Assault phase, so I max out on close combat troops and Daemons. This style of play also means I'm not too fussed who wins as long as there's a good scrap. Of course, there's nothing wrong with this, as that's what Warhammer 40,000 is about! But this focus on assault becomes a problem when playing with a shooty army like the Iron Warriors.

As much as I've been developing a new style of painting, I've had to begin to think about a more long ranged style of play. This means

not always going for the throat, something that's taken me a while to get used to.

THE STORY CONTINUES

Like wolves attracted to wounded prey, the Iron Warriors have homed in on a distress signal from an Imperial facility on Hierodon VI. Once they make planetfall, Vathek orders his men to form a convoy before he embarks aboard his Rhino. A few hours later, one of his scouts reports that the facility is in sight, but there is something else...

This 'something else' could be anything. The backstory gives a reason for Vathek to be at war. Now, with a bit of imagination, every game is a stage in the army's history – part of a fluid narrative that develops real character within the army. For me this makes the whole hobby more fun. The Imperial installation could have been attacked by any race for all kinds of reasons. It may even be a trap for Vathek set by a rival Chaos Lord, who knows? The only way to find out is to play. Now Vathek and his men must face whatever caused the outpost to send out the signal on the tabletop.



The last squad in the army fills an anti-armour role, specifically designed for taking down power-armoured troops at medium range. Hence they are armed with plasma guns and the hideous Kai Gun. Conversion-wise these guys are as mixed a bunch as the rest of the squads, each looking different from his comrades. With this squad I decided to go with a unifying theme that sets them apart from the Chaos Space Marines in other squads – each one (besides the Aspiring Champion) would have their helmet faceplates painted the same colour as the armour trim.

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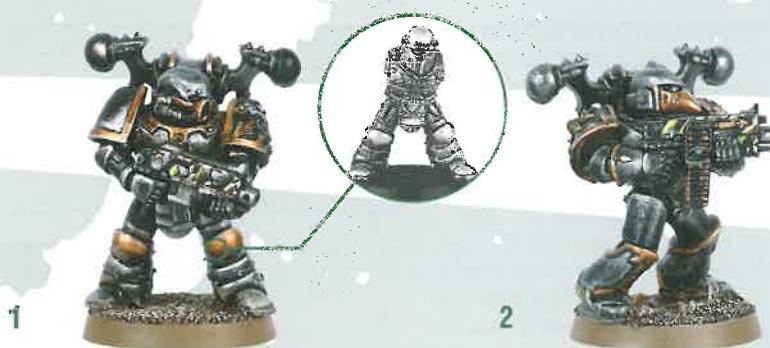
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The first Chaos Space Marine uses the bottom half of the archive Space Marine dressed in Crusade armour (always save your off-cuts, some of these Iron Warriors use parts that I kept over from the previous two articles). It was easy enough to file down the leg piece to fit neatly with an Iron Warrior torso. The rest of the components are straight off the Chaos Space Marine Sprue.

I just had to make number 2. I have loved the Mark 6 style helmets ever since the original plastic "beakie" Space Marines were released for Rogue Trader. Everything else is standard kit. Chaos Space Marine number 3 uses some Chaos shoulder pads and one of the bolt gun arms from the Iron Hands. The body is a Space Marine and the head is a Chaos Havoc head. Number 4 uses the final Iron Warrior variant head with a mix of Space Marine and Chaos Space Marine parts.

Number 5, the first of the plasma gunners, is another of the those archive Space Marine bodies, this time the Maximus variant. I used the whole body this time and made a few additions, namely the top knot and the chainmail that hangs from his armour. The chainmail was the most difficult to create, being cut from the Aspiring Champion front armour plate and then filed down to fit. Chaos Space Marine 6 uses a head from the classic Chaos Raptors with the horns turned up. The rest of him is a plastic Chaos Space Marine.

The last model, 7, is the Aspiring Champion of the unit and was a bit of nightmare at first. The Kai Gun is described as an archaic heavy bolter. Easy enough, but what I wanted was to make it look as if it was hard-wired to the Chaos Space Marine. Some of my initial ideas really didn't work at all well. For instance, at one point he had a servo arm with a double barreled heavy bolter mounted on it and it looked terrible! I settled on using another Iron Hand bolt gun arm (which looks hard-wired into the gun), with a cut down Chaos Havoc autocannon, which I clipped and filed until it fitted into place. The rest of the model is more plastic Chaos and Space Marine parts with the addition of a bionic Iron Hand leg, again left over from a previous conversion. Finally, I pinned a top knot from the new Warhammer Chaos Warriors to the head from the Space Marine Command sprue.



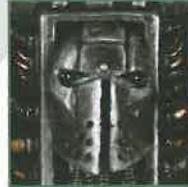
CHAOS DREADNOUGHT DAKROTH

Dakroth was once one of Vathek's most able Aspiring Champions, favoured by his lord for his willingness to take the fight directly to the enemy. One encounter led Dakroth into mortal combat against a Space Marine Commander who promptly brought Dakroth's aspirations to a very sharp, energy-sheathed end. After the skirmish had ended Vathek took the barely alive fallen champion and incarcerated him within a salvaged Imperial Space Marine Dreadnought. Since that time Dakroth has continued to serve his master.

Dakroth is obviously modelled on a Space Marine Dreadnought, but he also uses Forge World parts, namely the preheresy power claw, the plasma cannon and the spikes on the top (left over from the Chaos Rhino extra armour upgrade kit). The Smoke launcher and the hook on his plasma gun come from the Chaos Vehicle sprue.



Building the head: I wanted Dakroth to have a face, looking something like he might have had when he was still a man. To this end I filed down one of the heads from a Defiler as this looked very Iron Warrior-esque. Using Green Stuff I fitted it to the front part of the Imperial Dreadnought and filled in the eyes. I ran about half a dozen lengths of guitar wire from underneath the head into the lower part of the sarcophagus where I had drilled holes for them. Then I used part of the flail from the Defiler to form a gorget, and filled in the under section.



Painting the head: Dakroth is just a big Iron Warrior so I painted him like the rest of the Chaos Space Marines. I must admit I was very satisfied with the end result as he seems to have a cold merciless look about him, his eyes having a character all of their own.



Plasma Cannon: I wanted the gun to look like it gets hot, so I applied charring to the end of the barrel. This is achieved by first drybrushing Tin Bitz, followed by drybrushing Chaos Black. I used this technique on all the army's plasma guns. For how to paint the gun cells, see below.



Power Claw: This is painted in much the same way as everything else, however I concentrated the highlights around the sharpened edges of the claw to make it look nice and deadly.



LENSES AND JEWELS



1 Start by painting a base colour over Chaos Black (I've used Red Gore in this instance). This technique requires some blending, so you have to water the paint down somewhat.



2 Use a 50/50 mixture of the first colour and a second complimentary colour (normally a yellow or white). I've used Bad Moon Yellow. Start on the left side and blend inward a third of the way.



3 Once dry, go over the left hand rim again with pure Bad Moon Yellow. You might have to go over a few times until this colour is bold enough to stand out from the mixture from stage 2.



4 On the right hand rim side use black and blend into the Red Gore, again, one third of the way inward. I find that watering the colour down a bit makes this stage much easier.



5 Use a small dot of Skull White in the black area, this represents a reflection of some kind of distant light. Finally, apply a coat of Gloss Varnish to add that bit of extra shine.

PLASMA CELLS



1 First I painted the entire area Hawk Turquoise. I made sure I covered the area completely, painting right into the recesses.



2 The first highlight is a 1:4 mix of Hawk Turquoise and Skull White. This was layered on to leave the previous colour showing through.



3 Using a 1:2 blend of Hawk Turquoise and Skull White, I went over the area again, leaving the previous layers showing.



4 The final highlight is Skull White. After I layered this on, I used some Gloss Varnish to make the cells appear glassy and transparent.

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RUNNING THE GAUNTLET (AGAIN!)

Since last issue I've been boldly venturing forth and testing some of my new tactics. After last month's drubbings I dropped some of the Chaos Space Marines from the squad featured in this issue. These extra points I used to upgrade Vathek. Originally he was only going to be used in a defensive role, but over the course of a few games it became apparent that he was primarily being used to attack rival assault units before they could do too much damage to some of the more fragile troops in my army. This meant upgrading him to a lord so he could legally have a couple of extra things, like Daemonic Resilience (when coupled with the extra Wound from being a Lord this made him far more resilient) and mastercrafting his power weapon. Both of these upgrades proved helpful in the next series of games. But there were also disadvantages to losing those extra Chaos Space Marines, as you will see.

Game 1: My Black Legion

I decided that I should try to play against another Chaos Space Marine army, so I asked tournament veteran Paul Scott to make a 1,000 point army using my Black Legion. There is only one thing I can say in respect to this game: "Oh my word." The Black Legion went first and that was the beginning of the end, really. A well placed battle-cannon round from the Defiler blew away most of the Havocs and immobilised the Basilisk. His Dreadnought used its plasma cannon to burn a great big hole in the squad featured this issue. Then my Dreadnought went nuts. Denied line of sight to the enemy, it decided to vaporize the rest of my already damaged squad. I had to laugh, it was after all a hilarious opening and pretty much put victory

out of reach. But I continued. Vathek and his squad sped out to head off the advancing Black Legion Rhinos, hopefully getting close enough to the enemy Dreadnought to knock a hole in it with the Champion's powerfist. We had a bit of skirmish in the centre, the Dreadnoughts destroying each other in spectacular fashion, but by Turn 4 it all caught up with me and I had to concede. I had been massacred and was beginning to think that the Iron Warriors were cursed.

Game 2: Owen Rees' Dark Angels

I put the terrible defeat of the last game behind me and decided to play an experienced Space Marine player. Owen's a tournament player and has been playing with his Dark Angels for years. I decided to try and set up to take maximum advantage if I got Turn 1, I also needed to get rid of his Vindicator quickly. Unfortunately I didn't go first. Initially my casualties were light but this didn't last long as I was outmanoeuvred and outnumbered. I would also say that I was unlucky, my dice rolls were below average and this worked to increase my losses and decrease Owen's. Good game though, I will need to be careful of being outnumbered by power-armoured opponents in the future.

Game 3: Guy Haley's Speed Freaks

Guy and I decided to give the Iron Warriors another go against the dreaded Speed Freaks. This time, however, they came in greater numbers. After the last two games I decided to take my tactics a little more seriously. After some serious thinking, I decided to deploy in a wide arc with my Infiltrators on the far flank. With the exception of my Dreadnought, which works well up front, I held the rest of the army as far back as possible. This game went

differently, the law of averages swung back to the middle ground, and all of a sudden my luck went from shocking to reasonable. The Iron Warriors began to dish the punishment out as I knew they could, destroying enough of the Ork's vehicles to slow their advance to a manageable level. Each part of the army worked well, not brilliantly, but just as I expected they would. I used Vathek to intercept enemy units that got too close and the Kai Gun squad proved to be a real nuisance for the Orks. In hindsight I was happy that my selections for this army were beginning to work out, but there were still a few problems. I should have deployed the Basilisk right out on the flank, far away from the main fight, not behind my main battlegroup as I did. I could have changed my Minor victory into a Major one if the Kai Gun squad had had two extra men, as it would have been over half strength at the end of the game and gained me an extra table quarter.

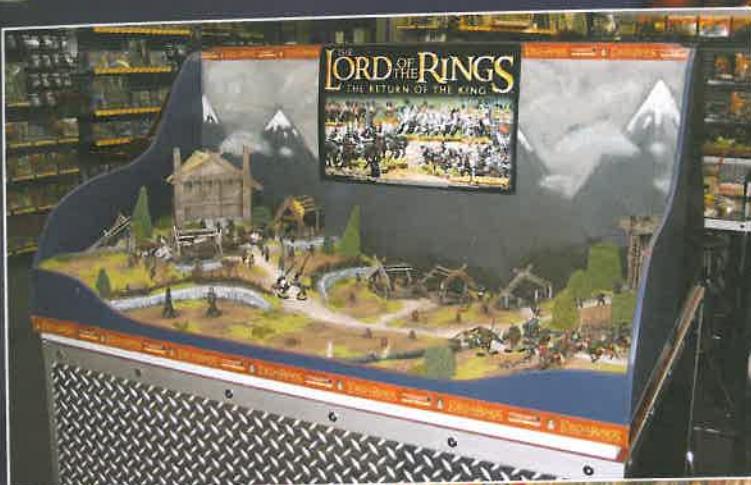
WHAT'S ON THE HORIZON

I've got to keep on practising now the army is finished. I'm happy with the learning experience, not only am I having fun and learning about a new army, but I'm also becoming a much better player.

I'm already thinking about expanding the army to 1,500 points (Grand Tournament size). So far I have decided to include Obliterators, but I haven't thought of any nice conversions yet. What I have thought of though is a really heavily converted daemonic Vindicator, a centrepiece for the army that will also be a scary prospect for my opponents. This is all in the future though, before then I have my first Conflict to fight in. I'll let you know how I get on later.



After three months work, the Iron Warriors are all finished and ready for war.



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HELL WAS MORE FUN

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OBJECTIVE ANNIHILATION

SCENARIO SPECIAL RULES

STANDARD MISSION

SET-UP

SCENARIO SPECIAL RULES

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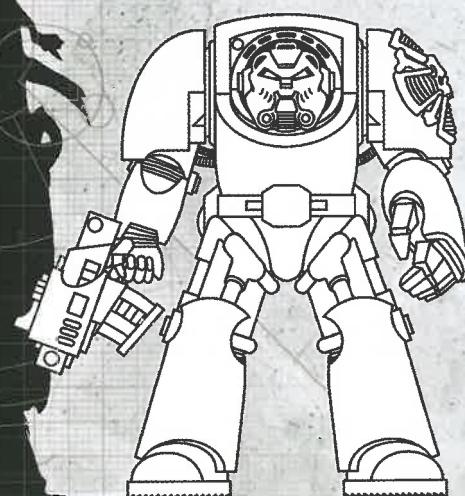
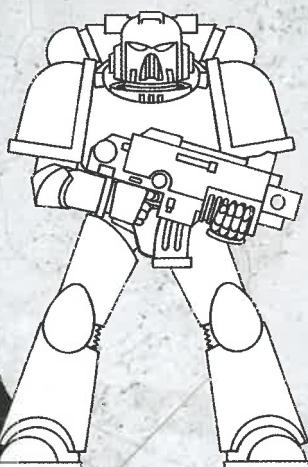
OBJECTIVE: ENEMY LINES

SET-UP

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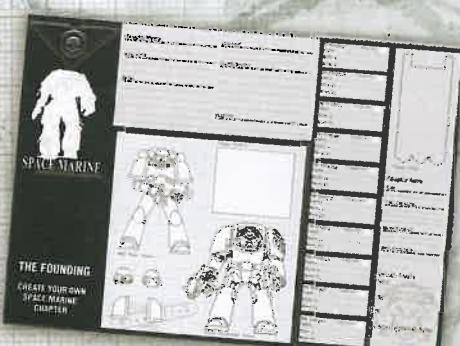


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WARHAMMER



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Warhammer Chronicles takes a look at the Warhammer Fantasy Battle game and its rules, introducing new scenarios, rules and army list entries of all types, frequently stolen from army books in progress here at the Studio, as well as providing occasional Question and Answer forums. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles 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.

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

WARHAMMER CHRONICLES

Since the release of the Storm of Chaos book, we've had a number of questions appear in our e-mail inboxes, received many letters and had people stopping us in corridors to ask rules questions, so we thought it was high time for a Q+A. The following questions, answered by Anthony Reynolds, replace any that have been seen elsewhere before - as a result a couple of the answers may have changed from the previous Question & Answer section that featured on the website.

General questions

Q: Will the Storm of Chaos army lists be official even after the campaign is over?

A: Yes.

Q: If a unit included in a variant list has no selection restrictions listed (ie, no 0-1 where there is a 0-1 in the regular army book), should the criteria default to the original army book? So, for example, should Knights of the Realm be 1+ in an Errantry list, White Wolves be a 0-1 choice, and Von Carstein Vampire Lords be 0-1?

A: If there are no selection restrictions in the variant army list, that means there are no restrictions on that unit type in the variant list. So, Knights of the Realm are not a 1+ choice, multiple units of White Wolves ARE allowed in a Middenheim army list, and Von Carstein Vampire Lords are NOT 0-1 (it's a bad idea to fight in Sylvania). Any exceptions to this are noted in the relevant army list below.

Q: Some units in army books have notes that allow two units to be chosen as a single unit choice. For example, two High Elf Bolt Throwers may be taken as a single Rare choice in a normal High Elf army. Do these apply in the Storm of Chaos lists, as they are generally not marked as such.

A: Players should refer to the army book unit entries for everything but selection restrictions (as noted above) - in this case that means that if they are allowed more than one unit as a single choice in the army book, then they are allowed that in the variant list as well.

So, two Bolt Throwers in a Sea Patrol list may be chosen as a single choice, two Spear Chukkas chosen as a single Special choice in Grimgor's 'Ard Boyz and two Chaos Spawn chosen as a single Rare choice in Archaon's Hordes, etc.

Q: If a unit included in a variant list does not have special rules noted, but they do have special rules in their army book, should we default to the army

book? For example, do Slayers in the Slayer list have Relentless?

A: Yes, unless stated otherwise, the relevant special rules in army books are always used. So, Dwarf Slayers in a Slayer army ARE Relentless, Unbreakable etc, even though it is not noted as such.

Q: Can new units, magic items, skills etc that appear in these Storm of Chaos lists be used in regular armies of the relevant type?

A: Only where specifically stated (such as the Dark Elf magic items, the Hellcannon and Malakai Makai's Goblin-hewer).

Archaon's Horde

Q: Warriors of Chaos get free upgrades if they number 16 or more models in a unit. Does this apply to Chosen units also?

A: Yes, as they are still Warriors of Chaos.

Q: In a regular Mortal Chaos army, the Hellcannon can be taken as a 0-1 Rare choice and takes up 2 Rare slots. What are its restrictions for taking Hellcannons in Archaon's Horde?

A: In Archaon's Horde, the 0-1 restriction is removed. They still take up two Rare slots, however.

Q: Can the Hellcannon fire normally if it moved? Can it Spew Ichor if it moved?

A: War machines cannot move and shoot. However, when the Hellcannon Ramps, it IS allowed to Spew Ichor, as noted in the special rules for the Hellcannon in *Storm of Chaos*.

Q: If a Hellcannon charges a friendly unit, should that unit take a Terror test?

A: No.

Q: If a Hellcannon misfires and a 6 is rolled on the Misfire chart, all wizards on the table are affected. Does this affect Warrior Priests, Tomb Kings and the like?

A: No, only models that are explained as working as wizards - so Liche Priests will be affected, but Warrior Priests and Tomb Kings will not.

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The Empire, with their Kislevite allies, fight in earnest to halt the Legions of Chaos

Q: How are Victory Points worked out for the Hellcannon?

A: Even though the Hellcannon is a war machine, for such an expensive model that can continue to cause damage after its crew has been destroyed (albeit sometimes to its own side), we decided that Victory Points should be awarded in a slightly different way than normal.

If all the crew are destroyed, the enemy gets half the Victory Points for the unit. If the Hellcannon itself is destroyed, then the enemy gets the full Victory Points for the unit, even if the crew are still living.

Daemonic Legion

Q: Do Flesh Hounds count toward the minimum Core unit requirement, or not, as in the Hordes of Chaos book?

A: They do count as a Core unit in a Daemonic Legions list, though not as a Core unit.

Q: Belakor has only 5 of the 6 Dark Emissary spells listed as available to him. Is this correct?

A: Yes. These are the five spells that he has in battle.

Q: Can the Screamers pulling a Chariot of Vengeance perform a slashing attack?

Q: In a Daemonic Legion, the spell Yellow Fire of Transformation is fairly useless, as the Daemons already get a

Ward Save. Should we treat the effects of Yellow Fire in the same way as the Diabolic Splendour gift? Would this then apply to the Blasted Standard as well?

A: In both cases (Yellow Fire and the Blasted Standard), treat them in the same way as Diabolic Splendour.

Q: Has the 0-1 limitation on Screamers been removed in the Daemonic Legions list?

A: Yes.

Q: If you give a Daemonic Herald the Mark of Khorne, he gains a 6+ Armour Save. If you also give him the Armour of Khorne, does he get a 4+ Save or is it cumulative, so that he gets a 3+ Save?

A: The effects are not cumulative, so a Herald with the Mark of Khorne and the Armour of Khorne will have a 4+ Armour Save.

Q: The way that the new Daemonic mounted units are presented represents a combined profile of the rider and the steed. Are they treated as cavalry in other respects?

A: Yes. For spells etc. they are treated as normal cavalry, and they are also subject to Killing Blow.

Q: Being cavalry, do the new Daemonic mounted units get +1 to their Armour Save for being mounted?

A: Mounted Daemonettes, Changebringers, Plagueriders, Pleasureseekers and Bloodcrushers are all cavalry so do gain +1 Armour Save. Note this is already included in the Bloodcrushers' 5+ Armour Save.

Army of Middenland

Q: Do I choose exactly when I want to use the Shard of Skoll? Or is it assumed to always be in use and therefore might be spent at any time?

A: You must specify that you are using the Shard of Skoll, so you can choose when to use it.

Q: It says that the Hunt Master cannot be singled out by missile fire, yet isn't he quite a bit bigger (a man on a horse) than the rest of the unit (hounds)?

A: The Hunt Master cannot be singled out, as he is regarded as the same size (ie, on a cavalry base) as the hounds.

Q: The Cloak of Anraheir says that the bearer causes fear in Minotaurs. Minotaurs would normally be immune to fear as they themselves cause fear, so how does that work?

A: The bearer of the Cloak causes fear to Minotaurs, even though they would normally be immune to fear.

Q: Although Crossbowmen and Handgunners are Rare units, can they be taken as detachments for Core units?

A: No. They can only be taken as parent units, not as detachments at all.

Grimgor's 'Ardboyz

Q: Can every Orc unit be Big 'Uns, or should there be at least the same amount of common Orcs like in the O&G army list?

A: You can have as many Big 'Uns in the army as you want without the need to have the same number of 'normal' Orcs. So, if you wanted, you could have an entire army of Big 'Uns!

Q: Can every Big 'Uns and Black Orcs unit carry a magic standard?

A: Any unit of Black Orcs or Big 'Uns can have a magic banner.

Q: Grimgor's bodyguards can now be armed with great weapons at no different cost; Is this true also in a regular Orc army?

A: Yes.

Q: There must be 'more' Warbosses/ Bigbosses than Great Shamans/ Shamans. Is it 'at least one more' or 'at least the same number'?

A: More means more! There must be MORE Warbosses and Bigbosses in total than there are Great Shamans and Shamans.

Q: Black Orc characters only take up an extra Hero slot if they are mounted. Do they count as mounted if they are riding a chariot?

A: Yes.

Q: How big should the Effigy of Gork be?

A: A regiment base (100mm x 75mm) is about the most suitable size. See the pictures on p.60 of the Storm of Chaos book for two examples of Effigies.

Q: Does Borgut Facebeater count as two Hero slots in Grimgor's 'Ardboyz?

A: No, Borgut only takes up a single Hero slot in Grimgor's 'Ardboyz, though he takes up two slots in a regular Orcs and Goblins army.

Slayer Army of Karak Kadrin

Q: Can I take the Goblin-hewer as a Regiment of Renown in a Dogs of War army?

A: Yes. It takes up a Rare unit choice and a Hero slot.

Q: If the 'Look, Snorri, Trolls!' rule brings Slayers in contact with enemy scouts, do they count as charging? Can the enemy declare a reaction?

A: Yes, and no charge reaction except Hold is permitted.

Q: Unbreakable is not listed for the Brotherhood of Grimmir. And it's not listed in the Slayer rules of the Dwarf book. Are they Unbreakable?

A: They are still Dwarf Slayers, so have all the special rules of Slayers in the Dwarf Army book. This means that they are Unbreakable.

Q: Can a Brotherhood of Grimmir unit take a banner with the Master Runes of Grimmir on it?

A: No. Although a Brotherhood of Grimmir unit may take a runic standard worth up to 50 points, only army Battle Standard Bearers may take Master runes.

Q: Can I give a Slayer character in a normal Dwarf army Slayer skills?

A: No.

Q: Long Drong's Pirates always attack with their pistols at S4 with armour piercing. Do these attacks also benefit from the Slayer skill?

A: No.

Q: Can the Wards of Grimmir (Magic Resistance 2 within 6") be used against a spell that targets an 'area' rather than a unit, such as Invocation of Nehek, if part of the area is within range?

A: Yes, although no specific model is targeted, if the spell would be cast within 6" of the Wards, the Magic Resistance will come into effect.

Cult of Slaanesh

Q: Does the Anointed's gift Avatar of Slaanesh allow units of Daemonettes to re-roll Instability checks?

A: No, as units of Daemons do not take Break tests.



The Cult of Slaanesh is a haven for the most depraved minds

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Q: If an Anointed is upgraded to a
Sorcerer, can he use armour/shields
and still cast spells?
A: The Anointed may use Chaos armour,
magic armour and magic shields and cast
spells, but cannot cast any spells if he
wears any other mundane armour
(including shields).

Q: Mounted Daemonettes refers to the
Daemonic Legion description. So they
are Ld9 and have a true 5+ Ward Save?
A: No. They do not benefit from the
Daemonic Legion bonuses. Mounted
Daemonettes in the Cult of Slaanesh army
have a Leadership of 8 and a 5+ Daemonic
Save rather than a true Ward Save.

Q: If a unit of Cold One Knights has the
Soul Shadows Standard fails its
Leadership test and becomes Stupid,
can it still elect to flee (and then
automatically rally) when charged?
A: Yes. This is because a unit that becomes
Stupid effectively becomes Immune to
Psychology, and the standard states that
units that are Immune to Psychology can
still use it.

Q: Can a unit that is Frenzied that has
the Soul Shadows Standard choose to
flee from a charge?
A: No

The Army of Sylvan

Q: If a Grave marker scatters into the
enemy's deployment zone, may I place
it there?
A: Yes

What happens if there is a unit on
top of a Grave marker?
A: At least one model being raised must be
within 6" of the marker, and cannot be
within 1" of an enemy unit. If this is not
possible, no unit may be raised. If the
raised models are being added to an
existing unit, then at least part of the
existing unit must be within 6" of the
grave marker.

Q: When raising a new unit of Dire
Elves with the Wolf Lord Bloodline
power, do you still need to summon 5
more models for the spell to work?
A: Yes. Just as when trying to raise any
other unit, if less than five models are
created, the spell has failed to work and no
models are placed on the table.

Q: If a Von Carstein Vampire casts
Invocation of Nehek, does he raise
Militia or regular units from the
Vampire Counts book?
A: In a Von Carstein army, replace Skeleton

units with Sylvanian Militia units and
Zombie units with Sylvanian Levy units
when casting Invocation of Nehek. They
may be armed with any option allowed to

Levy or Militia units (if a Militia unit is
raised, it would have light armour, and
could be armed with a spear and shield, a
halberd and shield, or a crossbow).

Q: The equipment options for Sylvanian
Militia are a bit unclear. Should it be
"spear and shield, or halberd and no
shield" or "shield plus either spear
or halberd"?

A: Sylvanian Militia come with light armour
and shield, and either a spear or a halberd.

Bretonnian Errantry War

Q: Battle Pilgrims are listed as a Rare
choice. Do they accompany a Grail
Reliquae?

A: Oops, this entry should read 'Grail
Reliquae with Battle Pilgrims', just like in
the Bretonnian armies book.

Q: Is a Battle Standard mandatory in an
Errantry War army list? Is the army
allowed the extra Hero slot like normal
Bretonnian armies?

A: Yes, the Battle Standard is still
mandatory, and the army is still allowed an
additional Hero (see pages 64 and 65 of
the Bretonnian Army book for details).

Q: Are Pegasus Knights still a 0-1
choice?

A: Yes, they are still a 0-1 choice unless the
general is mounted on a Royal Pegasus.

Skaven Clan Eshin

Q: The rules for Under Cover of
Darkness say that "You cannot shoot,
charge, or cast spells at targets you
cannot see." Can spells that do not
require LOS still be cast at targets in
range?

A: Yes. This is a line of sight special rule to
represent the battle taking place at night –
if a spell does not require line of sight,
then it may still be cast.

High Elf Sea Patrol

Q: Which comes first, the extra round
of shooting or the Bretonnian's praying
for the Blessing?

A: The Bretonnian Prayer occurs before the
Master of the Mists shooting.

Q: A Merwyr must take an immediate
Leadership test if it fails a Regeneration
roll. If there is no Regeneration roll (ie,
the Merwyr has been wounded by a
flaming attack), what happens?

A: A Leadership test is taken if the
Merwyr fails a Regeneration roll – if there
is no Regeneration test, then it cannot be
failed – so, the Merwyr does not need to
test.

Q: Can Ship's Company armed with
spears fight in 3 ranks like other High
Elves?

A: Yes. They are still High Elves.

Q: Do units take Panic tests as a result
of the Master of the Mists round of
shooting?

A: No.

Q: If two Sea Patrols are fighting each
other, who gets to shoot first with the
Master of Mists special rules?

A: Roll a dice to see who shoots first.
Whoever rolls highest may choose one of
his units and work out shooting from that
unit, then the enemy chooses one unit and
resolves its shooting. Continue to alternate
shooting units until every unit that is
allowed to shoot has done so.

Q: Does the Master of the Mists Honour
and the exemption from the Intrigue at
Court rule only apply to Sea Lord
Aislinn? If I am using the Sea Patrol
army outside of the Storm of Chaos
campaign, and choose to have the army
led by a Sea Lord other than Aislinn,
does he also benefit from the Master of
the Mists Honour and the exemption
from the Intrigue at Court rule?

A: The Master of the Mists Honour and the
exemption from Intrigue at Court applies
to all Sea Lords. The name of the Sea Lord
in the Storm of Chaos campaign happens
to be Aislinn. Also note that Aislinn is not
considered to be a "special character".

Q: May characters deployed with a unit
of Sea Guard or Sea Rangers also fire
during the Master of the Mists special
round of shooting?

A: Yes.

Q: Can a Sea Lord (or Commodore)
with the Radiant Gem of Hoeth or
Loremaster Honour act as a mage for
purposes of the Summoned from the
Deep rule?

A: No, the special rule refers only to Storm
Weavers and Mist Mages.

Q: During the Master of the Mists
special round of shooting, may shots be
directed at the flanks of enemy units?
A: No!

ERRATA

Add to p.94

Special Units 2+ Lothorn Sea Rangers
(Shadow Warriors)
Great Eagles

Add to p.94. Insert between second and
third paragraph under Master of Mists
special rule.

*"No enemy unit may be shot at a second
time during this round of shooting, unless
all enemy units on the table have been
shot at once. No enemy unit may be shot
at a third time during this round of
shooting, unless all enemy units on the
table have been shot at twice, etc."*

The Art of Warhammer CLOSE COMBAT

Tactics for winning Close Combat in Warhammer



Jeff Leong

Jeff Leong continues his step-by-step look at playing Warhammer. A veteran of several Grand Tournaments, Jeff won most recently with an army consisting

mainly of Chaos Marauders (*a tactica will be forthcoming – Fat Bloke*). This month, he focuses on that most critical, and potentially game-winning, phase of Warhammer – Close Combat.

Jeff: The Close Combat phase is the most action-packed and brutal part of the game. A single good round of fighting can break the spirit of an enemy unit and send it scurrying to the safety of its deployment zone or even rip the heart out of an enemy battle line. But though it is terribly important, it's actually fairly straight forward. You roll to hit, then to wound, and your opponent makes (or hopefully doesn't make) his Armour saves. However, you must keep one thing in mind: combat resolution. While killing your opponent's forces in close combat is

good, combats are won, and your foes eventually beaten, through combat resolution. No matter how tough they are, or how numerous, all it takes is one failed Break test to run your enemies down and wipe them out.

Combat resolution is added up at the end of each round of hand-to-hand combat for each side, as per the chart on page 73 of the Warhammer Rulebook (for a summary of the chart see below). The side which scores the highest combat resolution wins combat and the loser must then take a Break test modified by the difference in the scores.

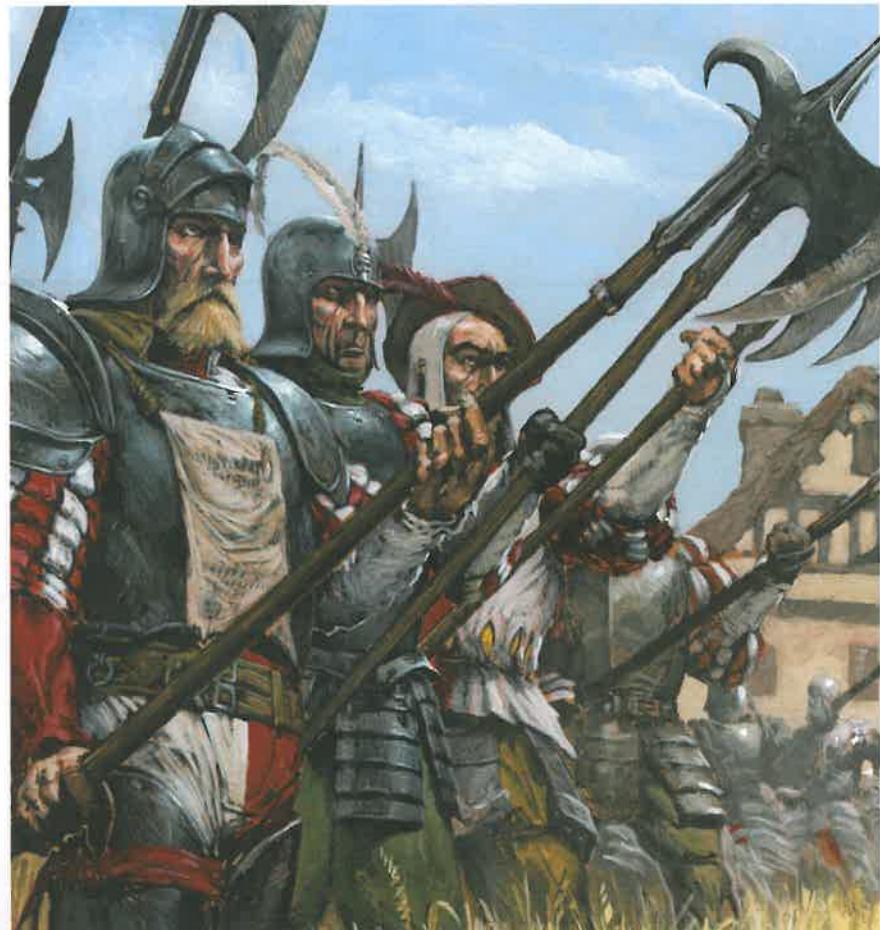
To enhance your chances of winning the round know your combat resolution before combat starts. Rank bonus and Higher Ground (ie. a hill) are set at the beginning of combat, so you can count them before the fighting even starts. You probably know if either side will have a flank or rear bonus at the end of combat, and you know who starts the combat with a Standard. The Outnumbering bonus can be a bit trickier, but you can estimate which way it might go. The only thing left to consider is the number of Wounds caused in the actual battle, and that's where smart choices can have a real impact on the outcome.

Remember, combat resolution wins combats. So, let's look at ways to ensure that combat resolution turns in your favour.

THE BEST DEFENCE IS DEFENCE

One of the first things to consider in close combat is the weapon your troops will use. All troops have a hand weapon, such as a club or sword, but some also have a special weapon such as a halberd (which requires two hands to use and adds +1 to a model's Strength) or spear (which only requires one hand and allows an additional rank to attack when not charging). While you may normally opt to use whatever special weapon your unit is armed with, it's not always the best idea. Let combat resolution help you decide.

If your warriors are equipped with a shield, you may want to 'turtle up' by using a hand weapon and shield instead of your special weapon, as a soldier on foot gets an extra +1 to their Armour save when they use a hand weapon and shield together in close combat. This is because they can defend more easily, which can significantly reduce the combat resolution bonus that your opponent gets from killing your troops.



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A unit of Reiksguard Knights crash headlong into a wall of Dark Elf Spearmen.

Diagram 11

Empire Knights

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Dark Elf Spearmen

DARK ELVES VS EMPIRE KNIGHTS

BASIC COMBAT RESOLUTION

In the example above (Diagram 1.1), a unit of six Empire Knights with full command (Champion, Standard, and Musician) have charged a unit of 20 Dark Elf Spearmen with full command. The Empire Knights can be certain of the bonus for their Standard Bearer, and so start with a combat resolution of +1. The Dark Elves, on the other hand, can be certain that they will receive a bonus of +1 for each of their ranks (a total of +3 for three ranks of at least four models in width behind the first) and a further +1 for their Standard Bearer, and so begins the battle with a total combat resolution of +5. It is also probable that the Dark Elves will outnumber the Empire unit, even after combat, which gives the Dark Elves an additional +1. With a starting Unit Strength of 20 versus the Knights' Unit Strength of 12 (each Cavalry model has a Unit Strength of 3), the Dark Elves can be confident that the Knights will not outnumber them at the end of combat, as the Knights would have to kill 9 Dark Elves to do so. So, we can be fairly sure, after some outrageous dice rolls, that the Dark Elves start with a combat resolution of +5 versus the Empire unit's +1. This leaves the Empire Knights needing to kill 4 Dark Elves to tie the combat.

SPEARS AND LANCES

The Dark Elf Spearmen (with their Strength of 3) will be hard pressed to cause a wound against the Empire Knights (with their 1+ Armour save), and so must limit the casualties caused by the charging Knights to win the combat. Choice of weaponry can make that difference. In this example, the Knights hit four times. With the Strength bonus from their lances, they hit at Strength 5, and every hit wounds. Their Warhorses hit another three times and, with Strength 3, wound twice. Now, the Dark Elves must make four Armour saves at -2 (due to the Knights' Strength 5) and two Armour saves at no modifier (since the Warhorses are only Strength 3).

If the Dark Elves use their spears, they cannot save the Wounds caused by the Knights, as their 5+ save (for light armour and shield) is cancelled by the -2 modifier. They can only save the two wounds from the horses on a 5+. Only one of these Wounds is saved, and five Dark Elves die. The Dark Elves started with a combat resolution of +5 versus +1 for the Empire Knights. As the remaining Dark Elves are unable to unhorse a 1+ Armour save Knight, they now lose by one, since the 5 Wounds caused by the Knights puts their combat resolution score above that of the Dark Elves.

HAND WEAPON AND SHIELD

In an alternative scenario, the Dark Elves use their hand weapon and shields, increasing their Armour save to 4+, and save one of the lance hits (on a 6+) and one of the Wounds from the horses (on a 4+). Without causing a Wound, the Dark Elves tie with the Empire Knights and remain locked in combat. The Empire Knights, having spent their charge, will struggle to win combat next round without the +2 Strength bonus for their lances.

Remember, you must continue to use a weapon chosen throughout the duration of a combat. Should you decide to use hand weapon and shield on the first turn of combat, you must use them until that combat is over – you cannot switch back to spears. It's a tradeoff. If you use your hand weapon instead of a special weapon you increase your Armour save but reduce either your Attacks (foregoing the additional rank with spears), or additional Strength (from a halberd or great weapon). In this example, the Dark Elves had little chance of wounding the Knights, so the tradeoff was worthwhile. This will not always be the case, however. Just remember that timely reduction of enemy combat resolution can win you the battle just as surely as causing Wounds.

CLOSE COMBAT RESULT BONUSES

Bonus	Situation
+1	Extra Rank
+1	Outnumber Enemy
+1	Standard
+1	High Ground
+1	Flank Attack
+2	Rear Attack
+1	Overkill

I'VE GOT TO SEE A MAN ABOUT A HORSE

It is sometimes better to have your Champion or character retired to the back rank of your unit than to accept a challenge. If you refuse a challenge, your opponent may select one of your characters and move him to the back rank of your unit. In a challenge your opponent can receive a total combat resolution bonus equal to the remaining Wounds of your character plus 5 for Overkill (it's disheartening for your troops to watch their leader get chopped to ribbons). Consider this choice carefully. It's not always about keeping your character or Champion alive. With thought, sacrificing a character can often work to limit your opponent's combat resolution.

Some characters, such as Crom the Conqueror, have special abilities in a challenge. Crom's ability allows him to take another Attack for each of his initial Attacks that successfully wound (before Armour saves). This means that he can have significantly more Attacks than the 5 Attacks on his profile (or 6 with his additional hand weapon) when he is fighting in a challenge.

Some characters carry weapons that can cause multiple Wounds, such as the Rending Sword (which multiplies each unsaved Wound to D3 Wounds), meaning that a single Wound might cause double or triple the amount of damage once it gets through your armour. Let's say an Aspiring Champion of Chaos with the Rending Sword challenges the Champion of an Empire Spearman unit. In a challenge, the Aspiring Champion can potentially cause 9 Wounds! (3 Attacks at D3 Wounds each), six of which would count towards combat resolution. If the Empire Champion declines the challenge, the most the Aspiring Champion could cause would be 3 Wounds, again, a swing of three points in combat resolution in favour of the Spearmen. Any Wounds in excess of their starting value on rank-and-file troops are not counted towards combat resolution, but if you accept a challenge against such a monster, you will quickly find you have a significant deficit in combat resolution if your Champion is overkilled.

Stay focused on combat resolution, and you can't go far wrong. Don't let your Champion be foolish in the name of bravery – remember what they say about he who fights and runs away...

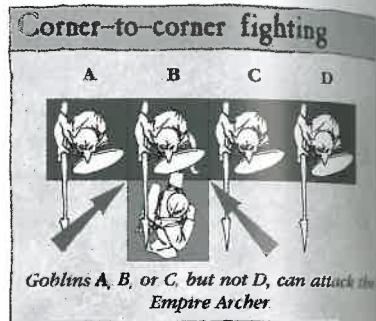
YOU CAN'T HURT ME... OUCH!

Whether they are heroic warriors, dreaded villains or powerful wizards, characters rule the battlefields of the Warhammer world. However, while they can potentially tip the balance of the fight in your favour, they are not as invulnerable as they may first appear. It's true that Combat Characters can cause a disproportionate number of the Wounds in a fight, as their greater number of Attacks combined with their higher Weapon Skill and Strength allows them to kill many enemies. Even Champions kill more than the other fighters in their unit. In many cases, however, these characters aren't that much harder to kill than the troops

beside them, and it's a sweet victory when your lowly troopers bring down an enemy hero.

Remember that a trooper can target enemies in base contact with him, including corner-to-corner contact (see Diagram 1.3 below). This means that two to three rank-and-file soldiers will usually be in contact with a character or Champion and are allowed to direct their Attacks at him. Outside a challenge, no extra Wounds will be counted towards combat resolution, but it's often worth taking the risk to remove a powerful character. Here are some things that you should consider when deciding if you want to attack them.

Diagram 1.3



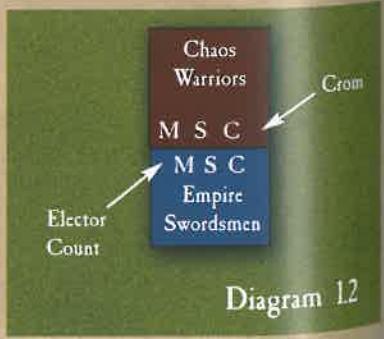
Unit Champion: This guy is just as easy to kill as any other member of his unit, if you remember to allocate Attacks against him. In combat, I will always allocate one of my Attacks against the unit Champion, because it's a no-lose situation. If I miss him, I would have missed him anyway, but if I am able to kill him, it hurts my opponent that much more.

Wizards: Wizards are also an easy target. They normally have the same Weapon Skill as the basic troops (making them just as easy to hit) and no armour. This combination means that it is easier to cause Wounds against a wizard than

CROM VS EMPIRE ELECTOR COUNT

In this example, (Diagram 1.2) Crom's Chaos Warriors have engaged the Empire Elector Count's unit of Swordsmen. The Empire General accepts Crom's challenge with the unit Champion. Crom continues to rain down Attacks on him until he is wounded more than six times (the maximum that counts for Overkill – initial Wounds + 5), and counts all 6 Wounds towards combat resolution for the Chaos Warriors. However, had the

Empire player refused to accept the challenge, the Chaos player would have retired the Elector Count (remember, if you refuse the challenge, your opponent picks who to retire) to the back of the unit and Crom would not have benefited from the extra Attacks he gets in a challenge. He would have probably only killed three or four Swordsmen – a two to three point swing in combat resolution in the Swordsmen's favour.



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Diagram 1.2

against normal rank-and-file troopers, who are usually armoured. I generally allocate as many attacks as possible against a wizard, up to the number of wounds he has remaining. Again, it's a close situation. He isn't any harder to hit or wound, plus he has no armour to save him. Removing a wizard reduces the enemy's Magic phase while allowing magic to be more effective – a double benefit.

Combat Characters: These guys are the fighters, the ones who can really cause some serious damage. However, they are often quite susceptible to damage themselves. While characters usually have access to a wide range of protective items, not all players take advantage of this. In addition, most Combat characters do not have significantly higher Weapon Skill than their base troops (their WS is usually two to three points higher). This means that they are

not usually much harder to hit than the basic troops around them.

There are times it may not be a good idea to allocate Attacks against Combat Characters, but it is always worth considering. Take a moment to figure out if it's harder to hit the character than it would be to hit a rank-and-file model, determine if he has a better Armour save, and then make the decision. Even if it turns out to be a bit risky, it can have a significant reward.

Battle Standard Bearers: Essentially a subset of Combat Characters, the Battle Standard Bearer is often less protected than his core combat peers (a Battle Standard Bearer cannot take a shield). Additionally, if he carries a magic banner he won't be able to use any protective magic items. Unlike unit Standards, no one can pick up the Battle Standard, should it be slain, and the ability to

reroll failed Break tests within 12" will be gone. This makes the Battle Standard Bearer a valuable target in Close Combat – most scenarios give you an additional 100 Victory Points for killing it. I almost always make the enemy Battle Standard Bearer a high priority in any combat.

THE FINAL THRUST

Close Combat is the deciding factor in most games of Warhammer. There is nothing more enjoyable than a game that comes down to the final epic confrontation, between the players' best units, as the battle is decided. By keeping combat resolution foremost in your mind, you can make sure that those dice favour you and that your forces stand victorious at the end of the day, as the dust of battle clears. Next month, we'll take a look at the Shooting phase, and see how to make it work for you. Until then, may your arm be strong and your sword sharp.

CHAOS WARRIORS VS EMPIRE KNIGHTS

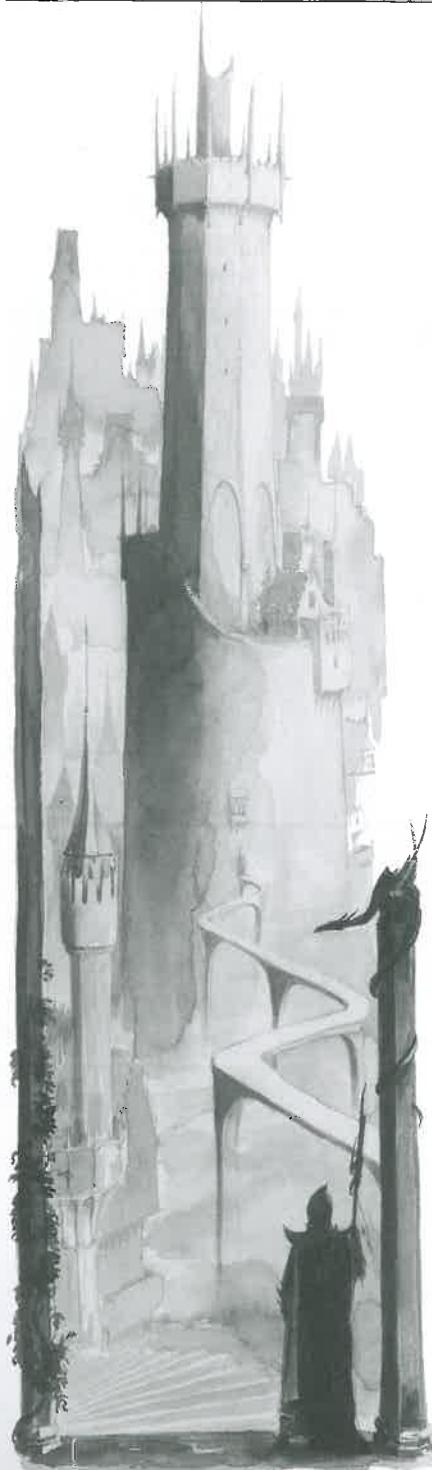


Chaos Warriors led by an Exalted Champion meet the charge of the Imperial Knights.

Diagram 1.4

MENGIL'S MANFLAYERS

A new Dark Elf Regiment of Renown by Anthony Reynolds



Mengil Manhide is the sadistic, cannibalistic leader of a vicious group of Dark Elves known throughout the Old World as the Manlayers. They travel unseen across the lands under the cover of darkness, selling their savage skills to the highest bidder and adorning themselves with the flayed flesh of those they slaughter in battle. Ant Reynolds delves into the grim history of this black-hearted individual...

Even amongst the Dark Elves of Naggaroth, a nation renowned for its cruelty, ruthlessness and sadistic tendencies, Mengil of Clar Karond is particularly noted for his bloodthirsty nature. Such is his cunning and his gleefully murderous behaviour that many amongst the Dark Elves regard him as an unhinged killer. While most Dark Elves would happily slit the throat of any who got in their way in order to further their own political aims or gain more personal power so long as they could get away with it, Mengil kills for the fun of it, without care or thought of the consequences. On more than one occasion, he has slain allies merely on a whim, and many believe he

Captain Alessandro fumbled to draw his pistol as he scrambled painfully backwards through the mud of the battlefield. His left leg was useless – two small, black crossbow bolts protruded from his bloodied thigh. His men were scattered around him, mostly dead or dying. The battle against the cursed rat-beasts had been going well, the cowardly things fleeing from the Knights of the Rose, Luccini's famed heavy cavalry, and Alessandro's crossbowmen had killed hundreds with their disciplined volleys.

Then his men had started dying. In confusion, Alessandro had ordered his men to turn to face this new threat, but none could be seen. Still more of his men fell to the unnervingly accurate bolts. Within moments, his regiment was scattering in confusion, and Alessandro himself fell to the ground, two bolts punching through the mail of his thigh. That was when the Dark Elves made their appearance, running from the dark copse of tall trees to hack at the Tilean mercenaries with massive, barbed blades. The darkness continued to swirl around them, as if it was reluctant to relinquish them from its touch. Already the butchery had begun, as the cursed began ripping the skin from the bodies of the mercenary captain's men. His eyes were

wide as a tall, elegant figure closed on him, and he raised his pistol in a shaking hand. The Dark Elf tutted, shaking his head with a regretful sigh. The dark figure raised its arm and a small black bolt punched through Alessandro's bicep, forcing him to drop his pistol. Tall and pale, his grace and noble bearing belied the madness in his black eyes, eyes that held the promise of pain. He wore a bloody skin over his shoulder as a cloak, and Alessandro started when he recognised a tattoo on the skin as belonging to his employer.

The Dark Elf closed on the Tilean captain, drawing a large, viciously barbed knife from its scabbard.

"Don't worry. Your skin will soon joining that of your benefactor," said Mengil, waving the knife menacingly.

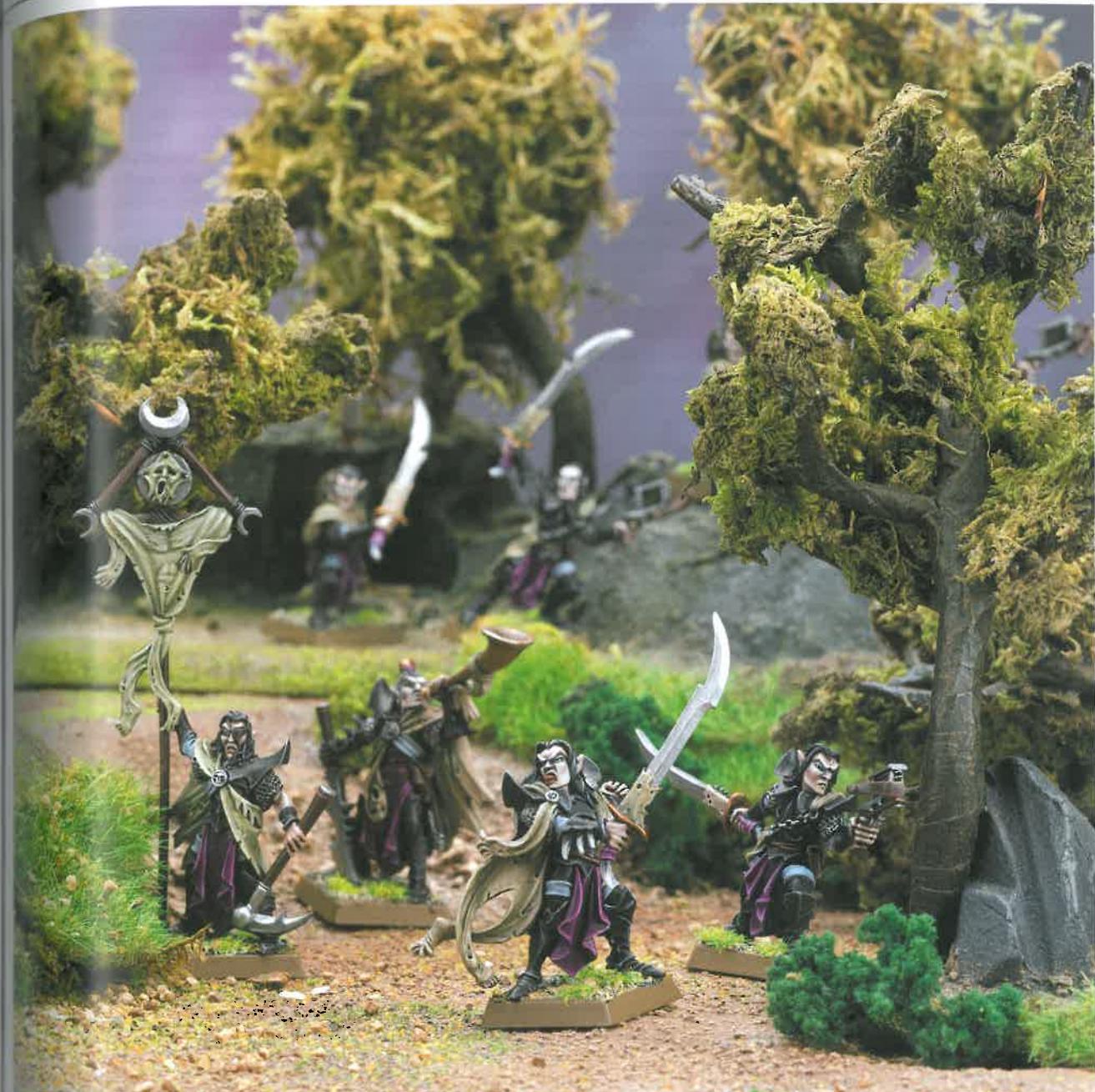
Alessandro fumbled at his belt, pulling out a bulging coin pouch, and offered it up to his killer. The Dark Elf merely chuckled.

"It's not about the money, friend," he said, the cruel smile on his face exposing sharpened teeth. "I do this because I enjoy it."

Mengil's eyes gleamed in the darkness as he slashed the knife across the Tilean's throat, and began to methodically and expertly draw the skin from his body.

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Mengil's Manlayers stalk their prey through Drakwald Forest

has only a tenuous grip on his sanity. He is seen as dangerously unpredictable, and regarded with suspicion and distrust by other Dark Elves.

Mengil's father, Kraal the Hearteater, was a cruel and powerful noble lord of Clar Karond, whose ruthless reputation ensured that none would dare to oppose him. He frequently set his sons tasks and trials as they were raised in order to weed out those he deemed too weak to carry his bloodline, and to test their loyalty to him. Those that failed his cruel tasks were slain without mercy, their hearts cut out and offered to Khaine. His youngest son Mengil was no exception, and he was routinely beaten and forced to fight his older brothers. In one such test, Kraal released a

human captive, a powerful young Norseman, into the Black Forests outside of the dark city, giving the warrior weapons and shield. The young Mengil was sent to hunt this human, and only once he returned with evidence of the kill would he be allowed back into the city. Through the icy wilderness Mengil tracked his quarry, eventually coming face to face with the Norseman. His speed and skill with the blade was enough to overcome his larger and more powerful foe, and he rejoiced in the thrill of the kill, smeared blood across his face and he drank deeply from the powerful heart of his fallen foe, before skinning the Norseman and eating his flesh. While in the wilds, he sharpened his teeth to points, making him look

particularly fearsome. Walking back into Clar Karond, Mengil wore the bloodied skin as a cloak, earning him the respect of his father and the honorific title 'Manhide'.

The favouritism that Kraal showed for his youngest and most vicious of sons was regarded jealously by his brothers, and on more than one occasion Mengil was forced to fight for his life against his brethren, killing two of his murderous siblings in one night. He ripped the skin from their bodies, and had their bloodied, skinless corpses delivered to his one remaining brother as a warning.

When he was old enough, Mengil joined the ranks of the Corsairs of Clar Karond, and his rapid rise was tarnished only by his increasing viciousness and

unpredictability. Where his superiors would have him conduct lightning quick raids, slaughtering any defenders and retreating with captives before a strong defence could be formed to counter-attack, Mengil would more often than not stubbornly refuse to retreat and strike at the larger defensive force. While his skill, ferocity and powerful leadership would often ensure that he was victorious, he would generally return with few slaves, for he took perverse pleasure in killing. Even those who gave up their swords, Mengil would slay, rejoicing in the flow of blood, and often continuing to hack and cut at the bodies long after life had left them. He continued his practise of skinning his

defeated foes, and his father's halls in Clar Karond were bedecked with these savage trophies, reaped from all over the world. Nevertheless, this was merely a slight blemish upon his otherwise praiseworthy name, and the fact that he would sometimes turn on an ally and brutally murder him in cold blood was seen more as an eccentricity than a problem.

Within half a century, Mengil was himself leading the majority of raids launched from the Black Ark known as the *Citadel of Spite*. This was once a massive castle that guarded the south-western tip of the now sunken lands of Nagaryte before it was turned into a giant floating fortress by dark magicks. The Dark Lord of

Clar Karond himself gave Mengil the honour of leading these assaults from the front, making him one of the youngest Slave Captains of any Clar Karond Black Ark. Over the next two decades, the *Citadel of Spite* became much hated by the High Elves, synonymous with despair and grief as it routinely raided Ulthuan's coast and shipping lanes, as well as raiding the coasts of Norsca, Bretonnia, Araby and Estalia. Though the Black Ark did not often return with many living slaves once Mengil had done with them, the terror that his brutal raids spread was regarded as pleasing to his superiors.

For a time, the *Citadel of Spite* controlled the entrance to the Tilean Sea, preying upon smugglers, pirates and merchants alike, and routinely slaughtering the villages to the south of Remas and near the pirate-city of Sartosa. While engaged on land on one of these raids, the Black Ark came under attack by swift moving Elven ships from Lothorn, and the Black Ark was forced to retreat to deeper waters. The captain of the Black Ark, who had seen his three predecessors slain in a mad rage by Mengil, was disinclined to return for the vicious warrior, and claimed that he was dead. Mengil and his men were stranded in Tilea. They made their way inland under the cover of darkness, moving into the forests and then into the southern Apuccini Mountains. After a season of preying indiscriminately on passing merchants and their hired guards, Mengil was approached by a wealthy warrior-merchant from Verezzo. He struck a deal with Mengil, and thus began the Dark Elf's new career as a paid killer. He is often used by those who wish to make an example of the target, for Mengil takes savage pleasure in skinning his foes, often leaving the skinless bodies of his victims hanging from trees or impaled on spikes in the ground. For many years, he fought at the side of his old comrade, the renegade Dark Elf known as Ean Hawkbane, until Mengil gutted, skinned and ate him one night after a disagreement.

Throughout the lands of the Old World Mengil has plied his trade, and his Dark Elves, known as the Manlayers, are rightly feared. They are employed as assassins and murderers, and are often used to eliminate rivals. Mengil took to the life as a hired killer with joyous abandon, and has even returned to Naggaroth several times where the Dark Lords readily employ him to eliminate their foes. On one such return to Clar Karond, Mengil repaid the captain of the *Citadel of Spite* for abandoning him those years before, and the story of that unfortunate Dark Elf's demise is still told in dark tales. On occasion, Mengil's Manlayers will take to the field of battle, employed to infiltrate deep into enemy territory to spread terror and confusion.



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MENGIL'S MANFLAYERS

For Hire: Any Warhammer army other than Bretonnians, High Elves, Wood Elves and Dwarfs may hire Mengil's Manlayers, as a rare unit choice. Dogs of War and Dark Elf armies (including any Dark Elf variant armies, such as the Cult of Slaanesh) may choose Mengil's Manlayers as a Special unit choice.

Points: Mengil and five Manlayers (including a Standard Bearer and a Musician) cost a total of 287 points. This is the minimum size of the regiment that you can hire. The size of the unit can be increased by adding additional Manlayers at +19 pts per model, to a maximum of nine additional Manlayers.

	M	WS	BS	S	T	W	I	A	Ld
Mengil	5	6	6	4	3	2	7	3	9
Manlayers	5	4	5	3	3	1	5	1	8

Weapons: Hand weapons, repeater crossbows and great weapons. Mengil himself carries a repeater crossbow-pistol instead of a repeater crossbow. All weapons (including their repeater crossbows and the repeater crossbow-pistol) carried by Mengil and his Manlayers are coated in Dark Venom (see page 22 of the Dark Elf Armies book).

Armour: Heavy armour

SPECIAL RULES

Hate: High Elves, Skirmishers, Flayers, Repeater Crossbow, Banner of Kalad.

Flayers

Mengil and his Manlayers are cannibalistic killers that skin their foes and wear the flayed flesh as cloaks.

The regiment may never pursue enemies that they break in close combat – instead, they will flay those that have fallen,

ripping their skin from their flesh. For each enemy unit that they break or wipe out in close combat they gain +100 Victory Points.

Repeater crossbow-pistol

Mengil's specially designed crossbow-pistol is a light and flexible weapon, and extremely deadly at close range.

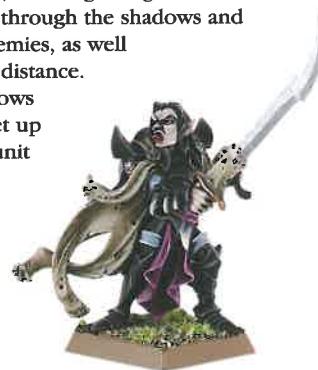
Maximum range: 8" **Strength:** 3

Rules: 3 x Multiple Shots. Ignores To Hit penalties for shooting at long range and for moving and shooting.

Banner of Kalad

Kalad was one of the black-hearted brothers of Mengil, who showed great natural skill in the manipulation of dark magicks. Such a practise by males is outlawed by order of the Witch King, and Mengil took great delight in skinning his brother alive. He then had the skin attached to his personal standard. Such was Kalad's power, that a nimbus of dark daemon-spirits constantly hovers around his flesh, keeping his spirit-essence alive in torment. These dark spirits form a cloak of perpetual darkness around the banner, allowing Mengil and his Manlayers to move unseen through the shadows and stealthily approach their enemies, as well as being difficult to see at a distance.

The Banner of Kalad allows Mengil's Manlayers to be set up as Scouts. In addition, any unit wishing to target Mengil's Manlayers with shooting attacks suffer -1 to hit. This is increased to -2 if the Manlayers are more than 12" away from the shooters.

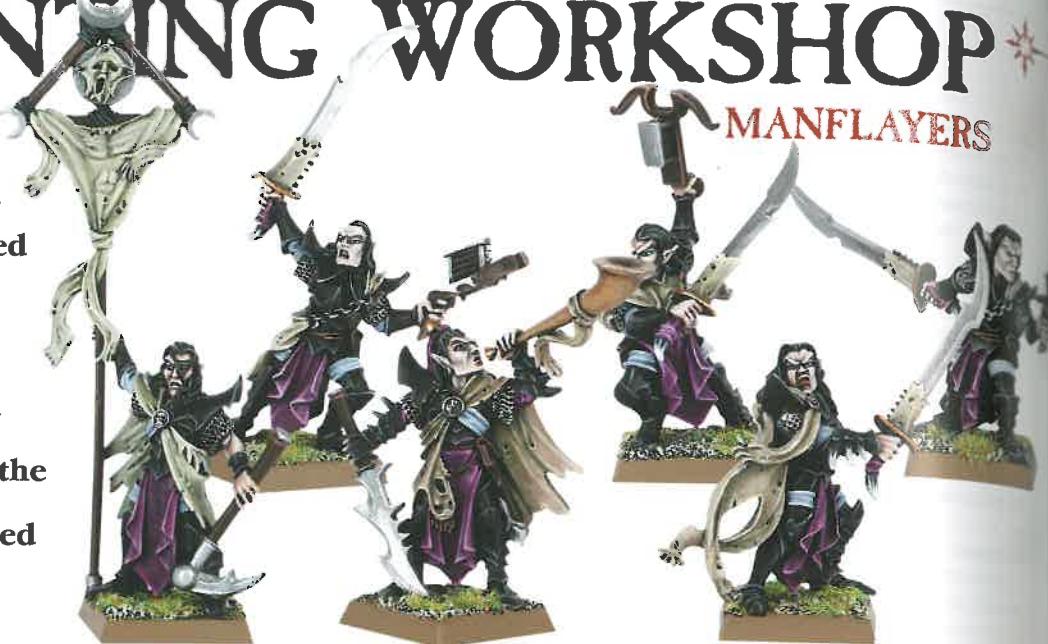


Mengil's Manlayers

PAINTING WORKSHOP

MANFLAYERS

The Dark Elves harbour some of the most depraved minds that the world of Warhammer has ever seen. Adi Wood takes a look at how Neil Green from the 'Eavy Metal team painted the warped Manlayers.



Mengil Manhide and his Manlayers have been painted in the classic Druchii colour scheme, purple and black. What separates this Regiment of Reknown from other Dark Elves are the robes of flayed skin that the warriors wear.

Metal



Paint the metal areas with Boltgun Metal.

Highlight with Chainmail followed by Mithril Silver.



Skin



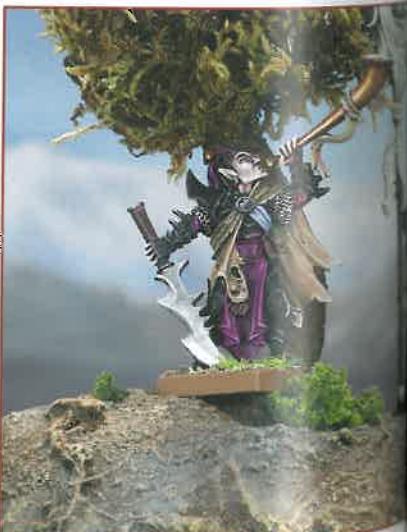
To paint the skin, apply Tanned Flesh as the basecoat.

Highlight with Dwarf Flesh followed by Bleached Bone.

Purple cloth

Paint the purple cloth with Liche Purple.

Highlight with equal parts Liche Purple and Skull White.



Wood



For the basecoat of the wood use Scorched Brown.

Apply an equal parts highlight of Scorched Brown and Bronzed Flesh.

Sash



Apply Tanned Leather.

Bronzed Flesh and Bleached Bone.

Use Shadow Grey to paint the sash.

Apply Space Wolves Grey as the highlight.



Black armour



Highlight the Chaos Black basecoat with Codex Grey.

Apply Fortress Grey as a final highlight.

Manlayers!

Flayed skin



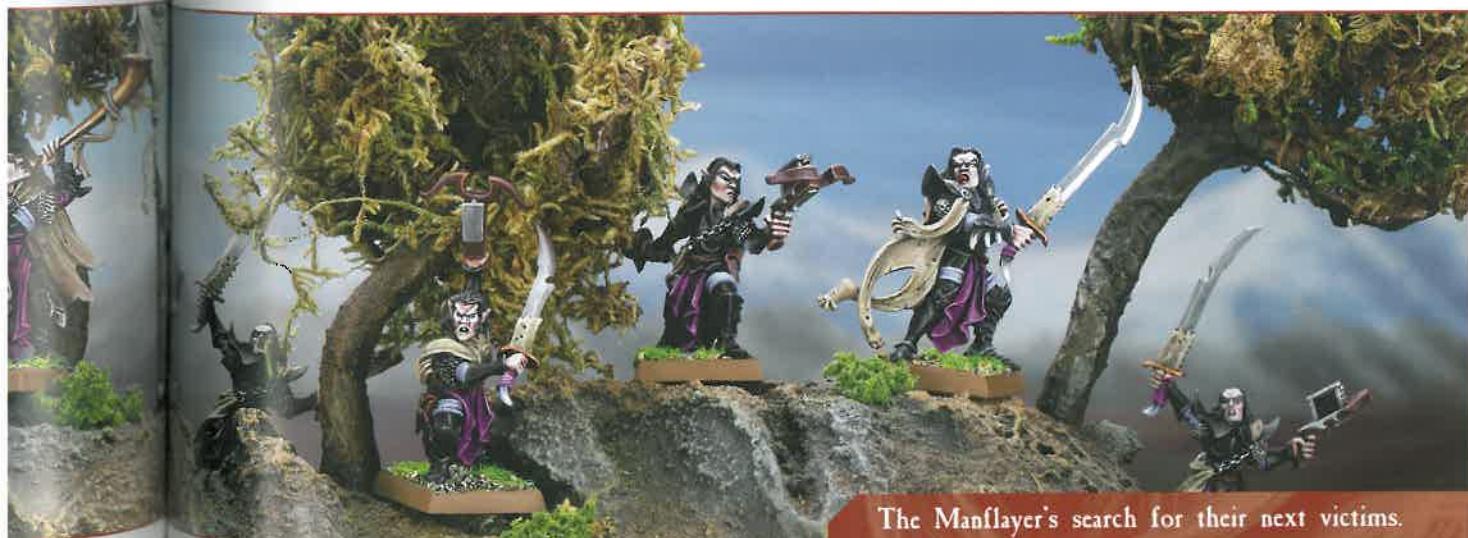
1 Paint the skin area a basecoat of equal parts Graveyard Earth and Catachan Green.



2 Add equal parts of the original mix with Bleached Bone and apply to the skin as a highlight.



3 To finish off painting the skin, add even more Bleached Bone to the highlight mix and apply as a final highlight. Then water down Catachan Green and apply this all over.



The Manlayer's search for their next victims.



I altered the Centigor unit by adding Beastmen plastic shields, gouges and battle damage, accessories, and specially converted command models.



The Centigor bodies come in two parts. Thus, mixing and matching halves added to the variety of poses in the unit.

TO DRINK OR TO TRAMPLE

CONVERTING CHAOS CENTIGORS

Beasts of Chaos player John Shaffer from the US shares the modifications he made to the new Centigor models to make the unit a little more diverse and unique as well as a few painting tips.



I added gouges to reflect battle scars and fresh wounds. These cuts are easily to make with a pair of clippers.



I wanted to enhance the armored appearance of my Centigor, so I glued a Kroot shoulder pad to the right arm.



I clipped the bucklers and forearms off of my Centigors. I then took a left hand from the plastic Beastmen sprue, cut it off behind the wristband, and removed the weapon with a hobby knife. I pinned the new forearm into place and then glued the shield onto the hand. You can also wait until after the model and shield are painted before attaching them.



Kroot accessories are great additions to your Centigors. The Kroot sprue has all manner of pouches, knives, sashes, and the like that are appropriately primitive and feral looking. The knives in particular are an easy way to model the throwing axe upgrade available to the unit.



To make the command section of the Centigors stand out from the rest of the herd, I used Beastmen torsos atop of Gorkamorka Mutie Steed bodies. The diseased flesh of the steeds is especially appropriate for Nurgle conversions.



Centigors are renowned drinkers and use pilfered spirits to help them work themselves into a battlefield frenzy. This Centigor standard bearer has a chalice made from a hollowed-out bell taken from the plastic Zombie sprue. The base of the chalice is made from one half of a spiked pick from the plastic Beastmen sprue.



Be creative with your conversions. Try using unconventional parts to achieve interesting results. This Tzeentch Centigor conversion by Rob Marsili uses an archive Tzeentch Disc as a shield.

OR PLE NTIGORS

shares the minor
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ew painting tips.



enhance the
rance of my
glued a Kroo
to the right arm.



ors. The Kroo
I the like that are
s in particular are
able to the unit.



painted the base, shield, weapon haft,
nails, teeth, and horns with Scorched
Brown. I then painted all the metallic
areas with Mithril Silver.



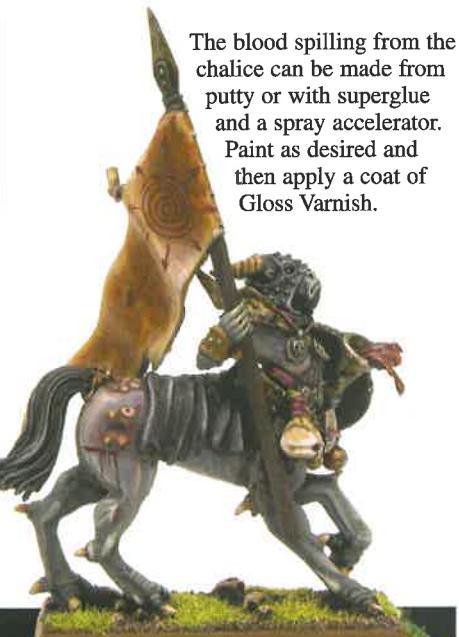
built up the skin tones by adding more
Bleached Bone to the skin mix for successive
highlights and highlighted the horns and nails
with Bleached Bone. I highlighted the Scab Red
areas with a little Skull White added to the base
color. I then painted the rim of the base Bestial
Brown and glued down some static grass.

I drybrushed the mane, shield, and weapon
haft with Codex Grey and then drybrushed
the shield lightly with Bleached Bone. I
washed the metallic areas with Chestnut and
Dark Green Inks. I next drybrushed the base
with Bestial Brown and then Bleached Bone.

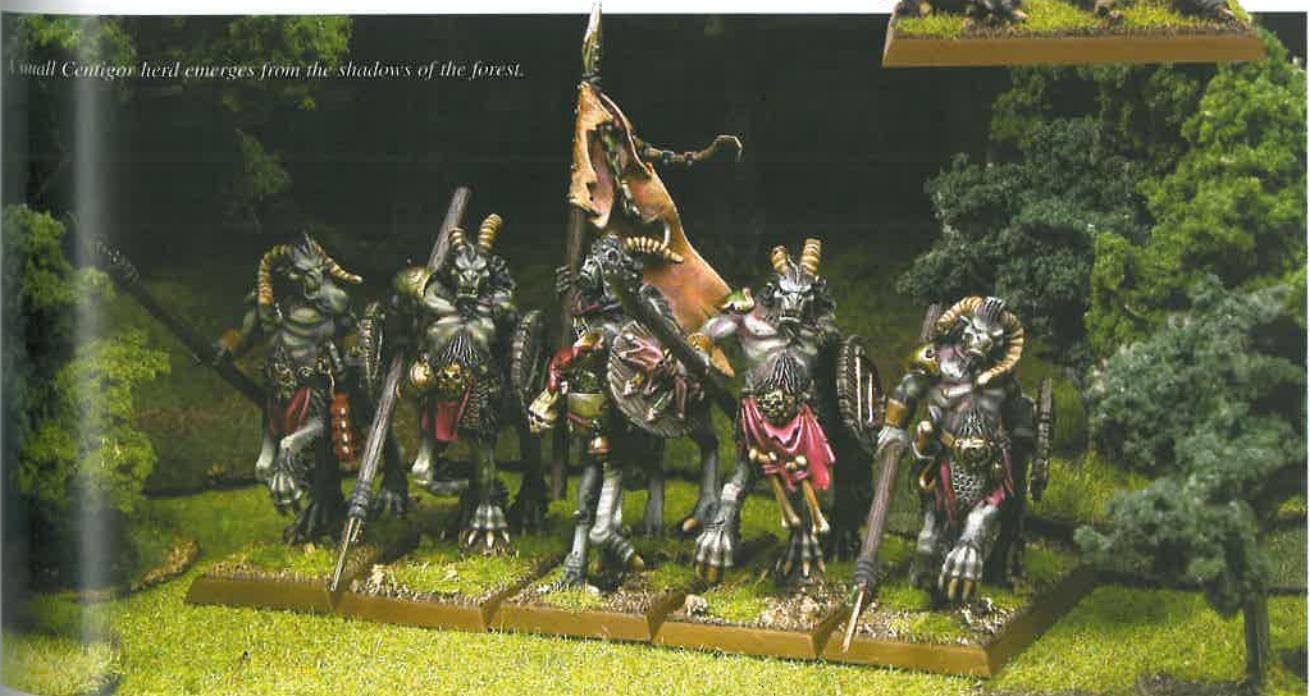


I added some details as follows. *Top*, I
applied a wash of thinned-down Scab Red to
the areas around the gouges. *Bottom Left*, I
painted tribal symbols like spirals and runes
on the shoulder pads and the flesh. *Bottom
Right*, I painted the eyes with tiny dots of
Scorpion Green.

I painted the skin Shadow Grey and applied
the first highlight to the skin with a 75/25
mix of Shadow Grey and Bubonic Brown. I
highlighted the horns and nails with Bestial
Brown. I then painted the tabard, necklace,
and shield cord with Scab Red.



The blood spilling from the
chalice can be made from
putty or with superglue
and a spray accelerator.
Paint as desired and
then apply a coat of
Gloss Varnish.



versions. Try using
hieve interesting
tigor conversion
chive Tzeentch!

GAMES WORKSHOP

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STOCKIST SPOTLIGHT

GOSFORD HOBBIES

Gosford Hobbies is located on the central coast of NSW and is popular with all players of games workshop games. The store runs regular scenery making classes on Friday afternoons, how to play classes all day Saturday and tournaments and gaming leagues on Saturday afternoons. The store

gaming tables offer a diverse range of terrain and scenery to fight your battles on.

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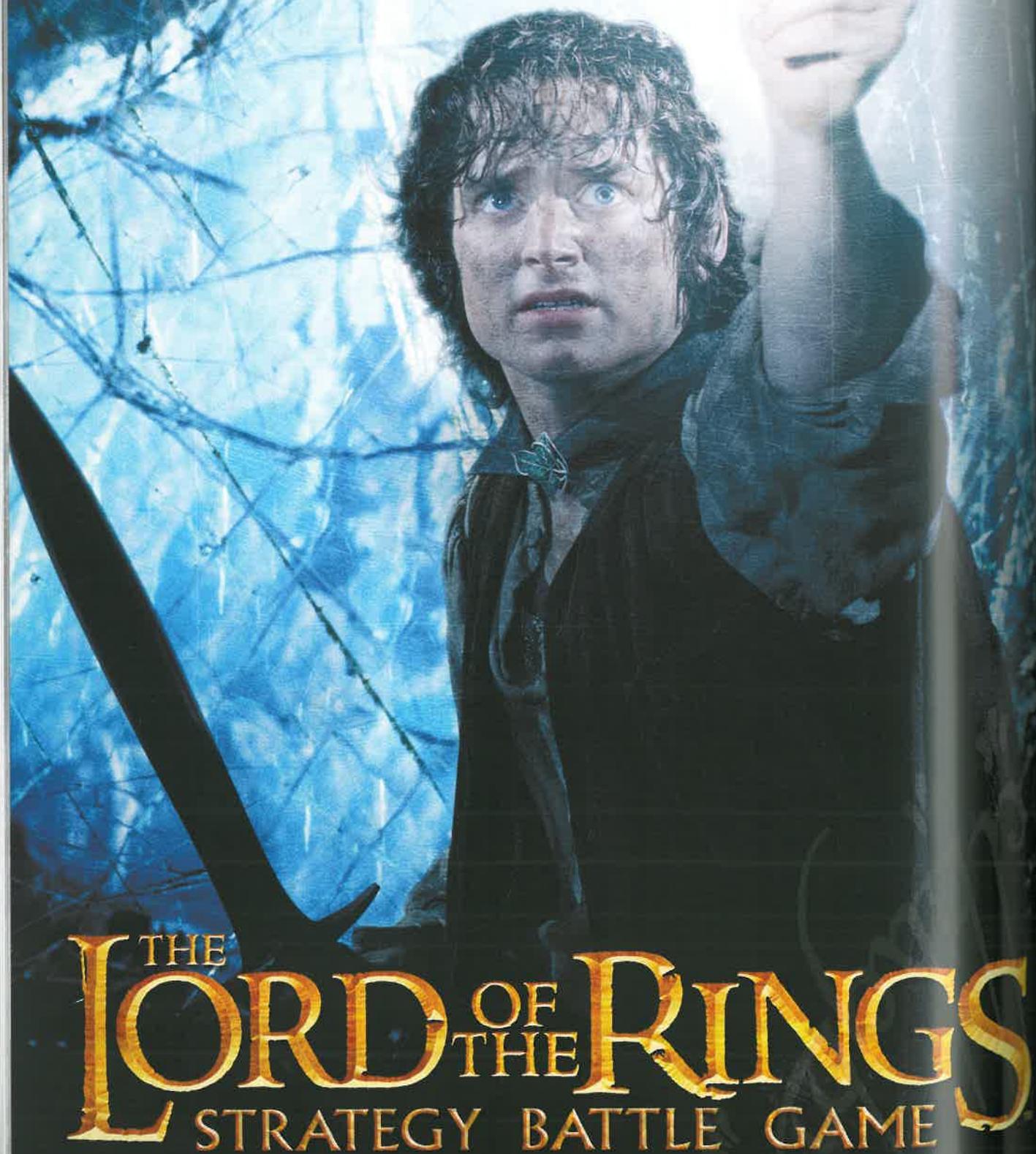
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- Of Harad and Umbar: New Background

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A Tale of Good & Evil

Part Eleven – the Mûmakil

In the penultimate installment of the A Tale of Good & Evil series, after months of waiting, Adrian Wood finally gets to crack open the paint pots to bring to life one of the most impressive models ever to emerge from the Perrys' imaginations. Straight from the Pelennor Fields comes the mighty battle oliphant that is the Mûmak.



The Mûmakil

by Adrian Wood

In the course of the last year or so I've assembled, converted and modelled quite a collection of The Lord of The Rings miniatures, focussing on the Forces of Evil. One of the models I didn't get round to putting together was the mighty Mûmak and I really wanted to unleash this beast on my opponent Steve Cumiskey. The model took some time to finish but the look of horror on Steve's face when I finally put it on the battlefield was worth the effort.



Assembling the Mûmak

The largest models I'd made for The Lord of The Rings were my three Ringwraiths on Fell Beast. The approach I'd taken was to completely assemble the monsters, leaving the riders separate. This made painting the individual models much easier so I decided to take the same approach with the Mûmak. The Mûmak itself would be an obvious sub-assembly. Both the howdah and its tower would be much easier to paint if kept as separate pieces.

First Steps



I started on the legs, leaving them to dry overnight.

I then did the same with the tow

Evil

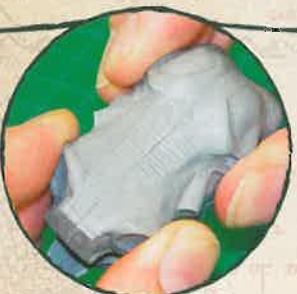
- the Mûmakil

I, converted and Rings miniatures, I didn't get round ally wanted to unleash model took some time to finally put it on the

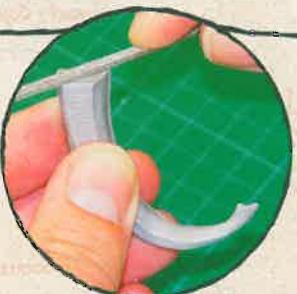


The Mûmak's Head

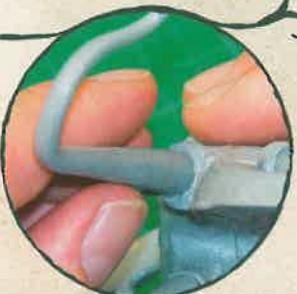
To improve the fit of the two pieces of the head, I scraped off a little of the plastic.



Once I was sure I'd got the best fit possible I glued them together.



After test fitting the trunk to the head, I filed down its base to make the join better.

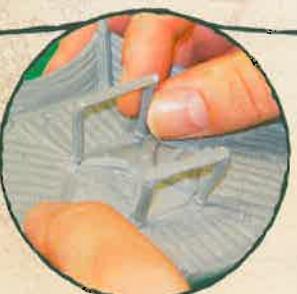


I positioned each tusk individually, looking from underneath to get them to appear roughly symmetrical.



The Howdah

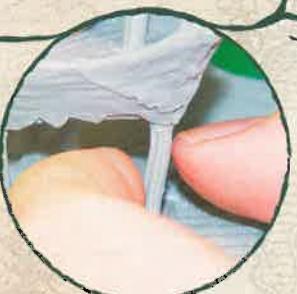
I glued the cloth slightly to fit over a little better.



I then built up the supports on the base of the howdah.



To help the supports dry in place I rested the tower on top.



Again, I used the tower as a guide to positioning the single supports.

N.B. The supports come with pegs top and bottom. I removed the top pegs so that they matched the supports. This would make final assembly easier.



The Howdah (cont.)

With the legs finished, I glued the two halves of the Mûmak together.



I bent the platform slightly so they fitted the supports.



I was able to glue it to the Mûmak with the supports underneath.



Finishing Touches

With the howdah resting in position (but not glued on), I glued its supports to the Mûmak's body. Once I'd glued the head and tail in place, I filled any gaps with Green Stuff.



Drybrushing and Overbrushing

Taking a look over the sprues, I was impressed by the amount of detail on the model. The beast's wrinkled skin and all the wickerwork on the howdah would be a dream to paint. These kind of textured surfaces are best painted using a combination of overbrushing and drybrushing, I think.

Drybrushing is a fast and attractive technique for adding highlights to areas of raised detail. It can also be used to apply a fine texture to large flat areas, such as armour plating, to create a realistic effect. Take a brush (preferably an old one, as drybrushing will quickly damage your brushes) and mix up a light shade of the base colour.

The paint needs to be fairly dense. If the paint is a little thin, let it dry slightly on the palette. Work the colour into the brush and then wipe any excess back onto the palette.

Now – most importantly – run the brush over a tissue or newspaper, or some similarly absorbent surface, until the strokes leave almost no mark even when applied with pressure.



Begin by stroking the brush gently over the surface that you wish to highlight. Ideally the brush should leave no discernible strokes, depositing instead a fine, even dusting of colour over the high points on the model.

The drier the brush, the more the effect will appear as a dusting of even colour. Build up the

highlights gradually and notice how repeated dusting gives naturally graduated highlights.

Overbrushing is almost the same technique as drybrushing, but instead of using a dry brush, you apply a light stroke of paint over the surface to pick out the texture.



The Body and Howdah



Stage 1

I overbrushed the mix of Dark Flesh and Codex Grey onto the skin. For a natural shade effect, I left some of the black undercoat showing in the recesses. I painted the whole of the howdah, including the ropes, canopy, wood and wickerwork fighting platforms the same overall base coat: Scorched Brown.

Choosing Colours

When I'd painted my three Fell Beasts a few months back, I had used a very specific combination of colours to paint their skin. I had even gone as far as to mix a pot of

equal parts Dark Flesh and Codex Grey which I used as a warm basecoat to the creatures. I decided to use the same approach to paint the Mtumak's skin.



Stage 3

Once more I used the skin's contours to my advantage as I finished the skin with a drybrush of Bleached Bone. The strongest highlights were around the creature's eyes. As well as drybrushing Snakebite Leather onto the ropes, wood and wickerwork, I layered a couple of coats of the paint onto the flat cloth of the saddle blanket.



Stage 2

Once the basecoat was dry, I overbrushed Codex Grey onto the creature's hide, and then worked my brush around the contours of the model to make strong highlights. Whilst trying to maintain a feeling of natural light and shade, I heavily drybrushed the howdah with Bestial Brown.



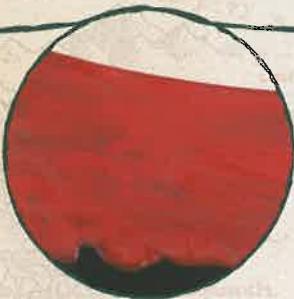
Stage 4

The final highlighting of the howdah was with a drybrush of Bleached Bone. I paid particular attention to the ropes, applying a little more paint to make them stand out.

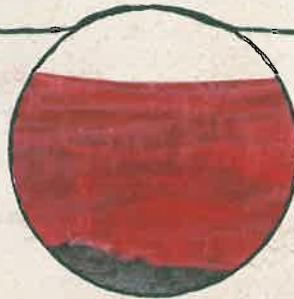


Red Cloth

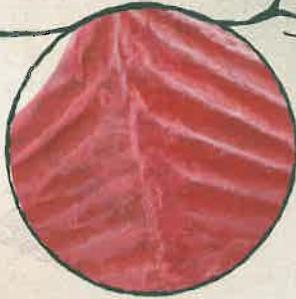
For the basecoat of the red cloth I used a layer of Liche Purple.



To make a solid red I applied a couple of layers of Scab Red.



I then drybrushed the cloth equal parts mix of Scab Red and Bleached Bone.

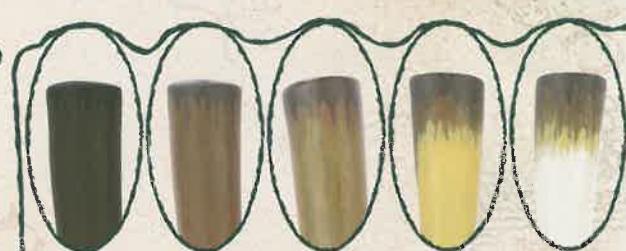


Finally I drybrushed Bleached Bone along the folds in the cloth.



The Flags

After painting the flags in the style of the rest of the red cloth, I painted on the black Harad snake symbol. Starting with a simple wavy line for the body, I then painted the shape of the creature's head, complete with eye.



The Tusks

With a basecoat of Scorched Brown, I painted rough stripes of Bestial Brown near the base of the tusk for a ridged effect. I repeated this using Snakebite Leather, Bubonic Brown and finally Bleached Bone.

The Base

After the basecoat was dry, I applied Codex Grey onto the model's hide, and then my brush around the edges of the model to create highlights, trying to maintain a natural light and easily drybrushed the Bestial Brown.

Highlighting of the base as with a drybrushed Bone. I paid attention to the applying a little paint to make them it.

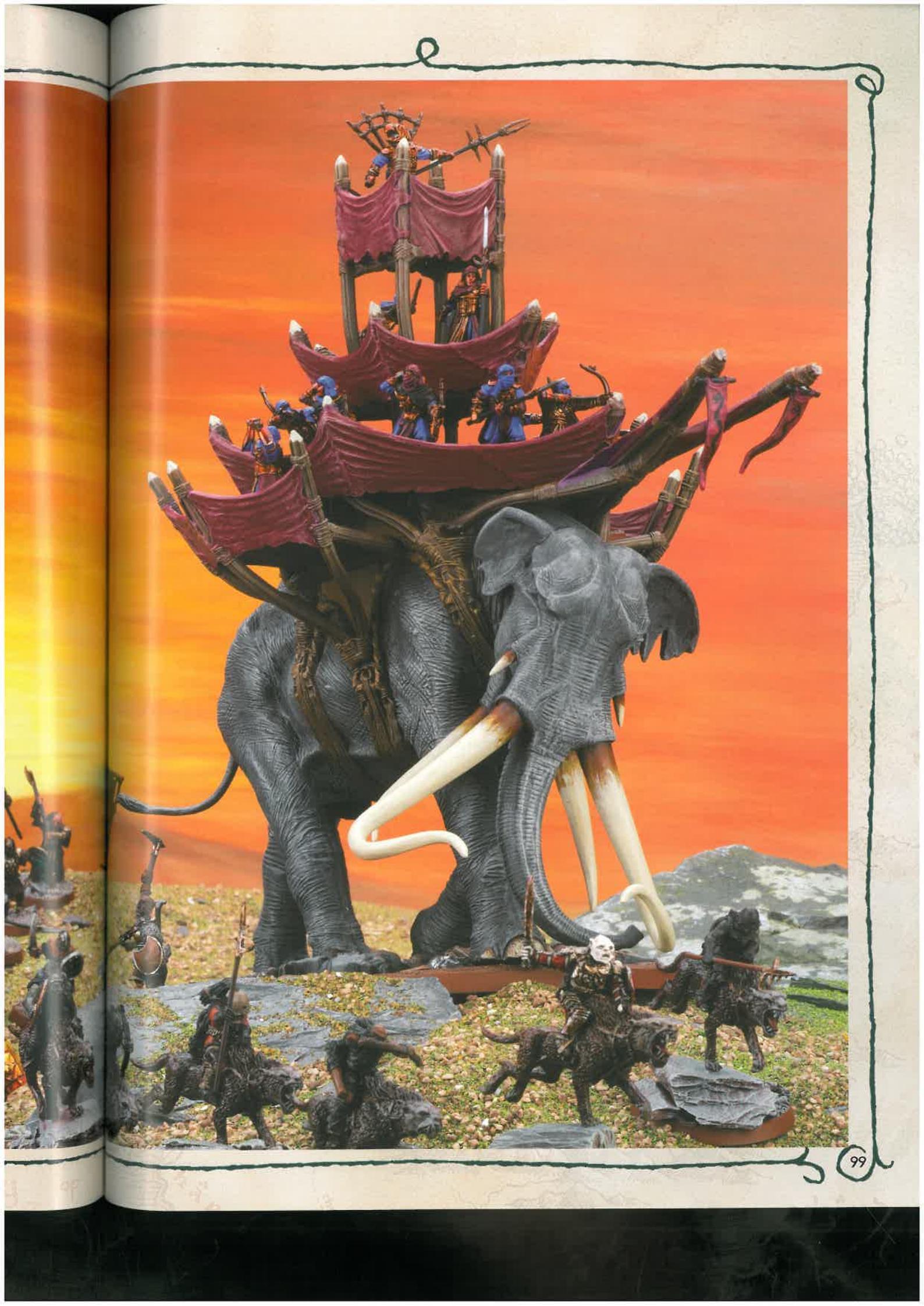
Now that I'd finished painting all the separate pieces, I superglued them together to make the final model. Then I painted the crew.



To War!

The Mûmak is the largest model I've modelled and painted. By breaking the assembly of the model down into smaller sub-assemblies, I was able to paint the individual areas much more easily and concentrate on getting the little details looking good too. From time to time I would take time out to stack the howdah and tower on the Mûmak's back. This meant I didn't lose sight of how the complete model was looking. With the Mûmak finished, I'm ready to unleash it on the battlefield.





Of Harad and Umbar

The history of the Haradrim, by Mat Ward

The people of Harad have endured a life of instability and uncertainty. A weakness exploited by Sauron to bend the Haradrim to his will in his quest to conquer Middle-earth.

The land known to most as Harad lies upon the southern border of Gondor, past the Harnen river. Only along the shores of the great sea can truly fertile ground be found, for leagues of savannah and desert stretch far inland. It is an arid place, a stark contrast to the green and fertile fields of Gondor's southern fiefs, but one which has played its part in the great events that have shaped Middle-earth. The early history of Harad is largely unknown, for it was shunned by

the Elves when the world was young. Why this should be, no one can answer with any great certainty, for much knowledge from those times has been lost as the Firstborn dwindled. Only in the south do any tales of Harad remain, but these are largely unheard, for the storytellers are a people isolated by distance and history. What these people actually call themselves is unknown in the north, where they are simply called Haradrim, or Southrons. Of those few Haradrim legends that have come to the ears of the Wise, some tell that Harad was once a great and verdant kingdom before tragedy befell it, scattering its people and leaving much of the land barren and wild. Others simply recount the passage of time in an unchanging land that was troubled little by the wars that wracked the First Age. Even the Wise cannot say where the truth lies, or why the curiosity of the Elves never led them to this land, but Harad to this day remains a silent and isolated place.

Life in Harad has remained unchanged for centuries, for even the will of kings and princes finds difficult purchase upon those who live amongst desert and rock. Before the arrival of the Númenóreans, Harad was an anarchic and fractious land. No common drive or purpose guided the Haradrim, and the territory of the tribes ebbed and flowed like tides upon the shore. The scattered tribes lived a nomadic existence, journeying between the few farming settlements along the riverbanks and the scarce

towns, caring nothing for the world beyond their own. Occasionally tribes would sweep out of the desert into bordering realms, using their force of arms to steal whatever they could. Such raids were rightly feared, for the Haradrim had ever been skilled archers and horsemen, fashioning deadly ambushes before fading once more into the depths of the desert.

The Rule of Númenor

As the years of the Second Age passed, the growing power of Númenor began to touch the shores not only of Harad, but all the lands of Middle-earth. Though tentative in their explorations at first, soon the Men of the West had founded havens along the coasts of Middle-earth. Even though many of the great rivers that ran through the desert were deep enough to accommodate the

draught of their ships – for many dozens of leagues in some cases – they journeyed no further inland. Instead, the Númenóreans founded a great city in the firth of Umbar, a vast natural harbour on the southern shores of the Bay of Belfalas. They satisfied themselves with the friendship of the Haradrim tribes, trading goods and knowledge with the people of the land about their city. However, as Númenor's greed grew, the city of Umbar became a fortified citadel from whose gates the Men of Westernesse would levy great tribute upon the lesser Men. The Númenóreans installed as client kings those chieftains that submitted to their will, each invested as the ruler of a portion of land; any who would not swear fealty were slain.

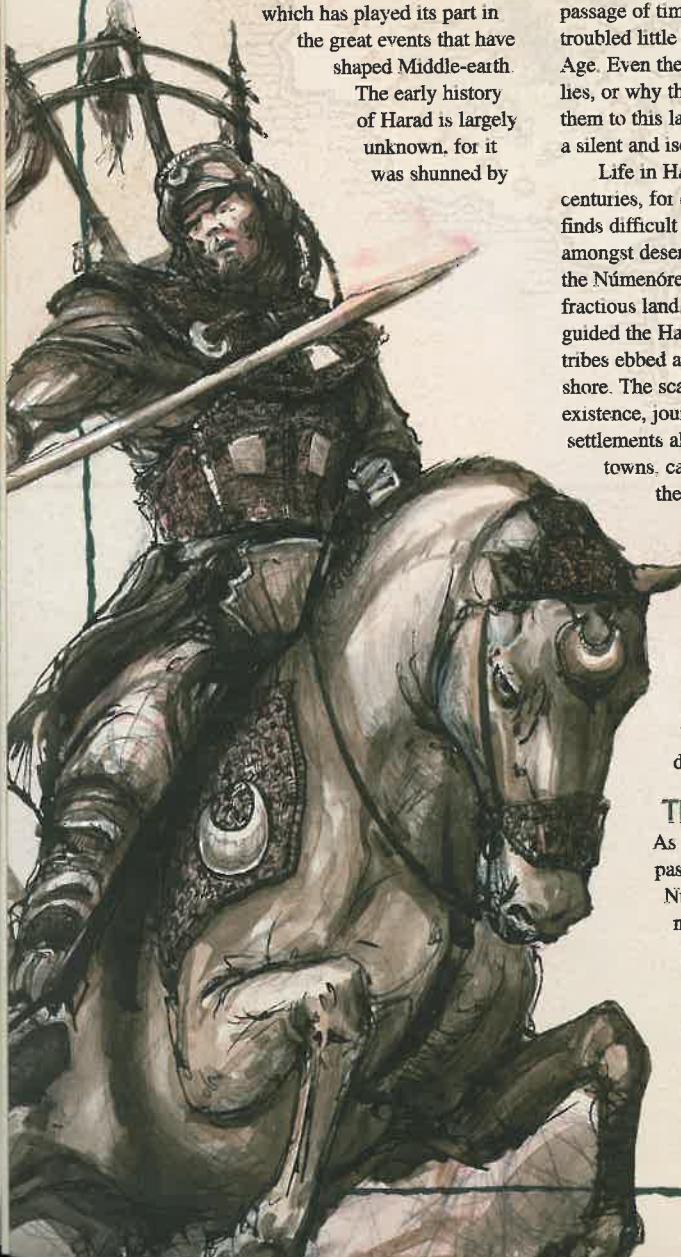
As is told more completely elsewhere, what had been good and noble in the Men of Númenor became twisted and wicked in all but a handful as Sauron, The Lord of the Rings, cast his influence upon them. The Men of Númenor turned from grace and, in their desire for power, cast their efforts into the worship of darkness. The dark practices that abounded in those days on the isle of Númenor were duplicated in all but a few havens upon Middle-earth, and Umbar was tainted by the same corruption. In time this folly led to the destruction of Númenor, yet in Umbar these Black Númenóreans endured and the Lords of Umbar continued to dominate Harad and its people.

The Third Age Begins

In time, Sauron was cast down by an alliance of Elves and Númenóreans who had remained faithful to the old ways; the Second Age passed and the Third Age began. The victorious Men, the Dunédain, prospered and their kingdom of Gondor grew to rival the glory of Númenor. Sauron's shadow fell upon it. As Gondor waxed, Umbar waned.

King Eärmil I of Gondor resolved to retake Umbar from his sundered kin, for it had ever been a threat to Gondor's southern border. The king set sail for the shores of Umbar with a great navy and, after a long and costly siege, his estranged kinsmen were driven from the city, and the Black Númenóreans were forced to seek shelter with the very people over whom they had claimed rulership.

As Eärmil reshaped Umbar into a haven of Gondor, the city's former masters gathered a great army in the desert, awaiting the moment to strike. Their chance came swiftly, for a great storm in the Bay of Belfalas drowned Eärmil, and many ships and men were lost at his side.



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The Haradrim have been forced to adapt to life in the desert

ing the haven's garrison greatly weakened,
the deposed rulers of Umbar moved to reclaim
their realm. Umbar was brought under siege
once more, and only the might of Gondor's
power kept it secure – though at great cost.

For more than a generation, Gondor
and with the Black Númenórean lords and
kings of Harad for control of Umbar and
surrounding lands. Finally, after battles
without number and sorrows beyond
counting, a great army came down out of
Mithlond and Gondor's will prevailed. The
armies of Harad were crushed, the Black
Númenóreans all but destroyed. The Haradrim

swore their allegiance to Gondor, for
their sons were now taken as hostages to
ensure their loyalty.

Whether you're wanting to play small skirmishes, large-scale battles or
sieges, you can use this article to give you ideas for plenty of games set in
and around Harad. They don't all require special scenarios – many can be
played from the standard 'Points Match' – just agree the size of your game
and away you go! We've included several basic scenario ideas, with a few
suggestions on how to expand them, based around events in Harad's
history. These by no means should be seen as limitations, but rather
suggestions you can use to create your own scenarios and special rules.

Alternatively, with such a rich background available to experiment
with, why not create your own narrative campaign and scenarios? There
are plenty of important events and characters within the history of Harad
that you can use. If you wish to re-enact the rise of Mârdat, for example,
you could start off with a few small games to represent the Haradrim
gathering his strength. If he survives, play some larger battles and
sieges that re-enact his forging of the kingdom of Far Harad.
Throughout all of this, the Good player should be aiming to kill Mârdat
and thus end the uprising.

The Shadow Returns

So it was that resentment and
hatred of Gondor burned deep
within the hearts of the Haradrim.
Though their people had been all but
enslaved by their previous masters, the
hurt of this new acquiescence was all
the more raw. The common people
chafed at Gondor's will and the kings of
Harad were dismayed and broken – and a
peace endured for many years.

Alas, unbeknownst to all but a few,
Sauron once more began to cast a shadow upon
the lands of Middle-earth. His hatred for
Gondor had not faded and he set in motion
events to craft his revenge upon Elendil's
line. From the fortress of Dol Guldur, the



SCENARIO IDEA 1

THE UPRISING

The people of Harad have risen against their overlords and the Hâsharii have been unleashed to eliminate the traitor rulers of the southlands. Can Gondor's garrison thwart the assassination attempt, or will the cultists prevail?

Participants: Good

3 Haradrim Chieftains
4 Warriors of Minas Tirith with bow
4 Warriors of Minas Tirith with shield
4 Warriors of Minas Tirith with shield and spear

Evil

3 Hâsharii

Layout

This scenario is played on a board 24"/56cm by 24"/56cm. The playing area represents the centre of a Haradrim town and should be covered with houses, forming a tight network of streets.

Starting Positions

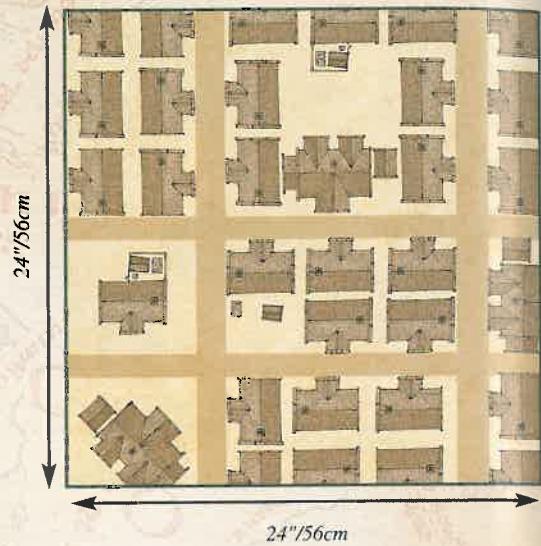
The Good player deploys his force anywhere on the board but no model may be deployed within 3"/8cm of another. The Evil player then places each Hâsharii in base contact with a different board edge.

Objectives

The Evil player wins if the Haradrim chieftains are slain – the Good player wins if the Hâsharii are killed before achieving their objectives.

Taking it further

To add to the drama of the scenario, try using a reinforcements-style rule for the Warriors of Minas Tirith to make the action into a race against time for the Hâsharii. Alternatively, use slightly different profiles to represent the chieftains, give one 3 Wounds, for example, and another only 1 Attack.



The people of Harad rise up to defend their lands against the men of Gondor

Lord sent emissaries to those he would to his will. Some journeyed to Harad, bringing his friendship to the remaining descendants of the Black Númenóreans, for he could see a part they could yet play in his schemes. Hidden from the sight of Gondor's rulers, these hidden renegades began to encourage the worship of Sauron as a deity, whose power and wisdom would free the people of Harad. This worship spread rapidly throughout the Haradrim, though the kings tried to suppress it as best they could, for they feared the retribution of Gondor's armies. In truth, their fears were unfounded – Sauron's gaze was now fixed upon itself. War had broken out in the north, fanned by Sauron's guile as he set his mind upon the nation of his enemies.

The Kinstripe

There was a new king in Gondor, Eldacar, son of Valacar. He was not of pure Númenórean descent, for his mother was born of the lesser race that dwelt in Rhovanion. Many held Eldacar in disdain, for they feared that the alliance between the two races would diminish the majesty of the Dunédain.

Such mistrust was fertile ground indeed for Sauron's deceits. Soon Castamir, a cousin to the

crown, rallied all those whose malcontent was greater than their loyalty into uprising against their rightful sovereign. Seeing Gondor weakened, the Black Númenóreans provoked a similar uprising in the lands of Harad.

In a week of treachery and death, the Haradrim kings and their families were slain by agents of the Cult of Sauron, and the Black Númenórean lords seized power once more. The people of Harad, united in their desire for freedom from Gondor, rose up by the thousands. Their own ranks were riven with turmoil while beset by the Harad, and those who remained loyal to Eldacar were sorely pressed to contain both uprisings.

For five years, the loyalist forces struggled to maintain control over Gondor's domains but, united by common cause, their enemies grew ever stronger. In a final, desperate battle that consumed the city of Osgiliath in flames, Eldacar and the loyalist forces were driven out into the north and Castamir usurped the throne. With the exile of its rightful king, Gondor's hold over the south was broken; only Umbar remained loyal to Eldacar, for there was a great garrison of his supporters there.

In time, the banished king was able to marshal enough support to regain his throne. Though the pretender held his position for only

a decade, his sons, and the forces still loyal to them, escaped with much of Gondor's fleet.

The Corsairs of Umbar

Castamir's sons led their followers south to Umbar and, while the loyalist garrison strove against attack from the Haradrim on land, assailed them from the sea. Many are the tales told in Gondor of Umbar's fall, of deeds noble and black performed in its defence. After seven days of continuous fighting, the citadel finally was taken. Those amongst the garrison who had not perished in the siege were tortured and slain, their broken bodies displayed along every road leading to the city. The victorious forces, renegades and traitors all, remade the citadel anew into a refuge for all enemies of Gondor. With victory the tribes of Harad, no longer recognising a common leader, quarrelled with one another. Though some remained loyal to Umbar, the new lords of that city did not possess sufficient might to dominate the tribes as they once had. Many returned to the old nomadic ways, paying tribute to Umbar, but being led and ruled by their tribal chieftains. A great many of Sauron's allies amongst the Haradrim turned away from their worship of the Dark Lord, becoming the personal agents of the Lords of Umbar. Through this order – the

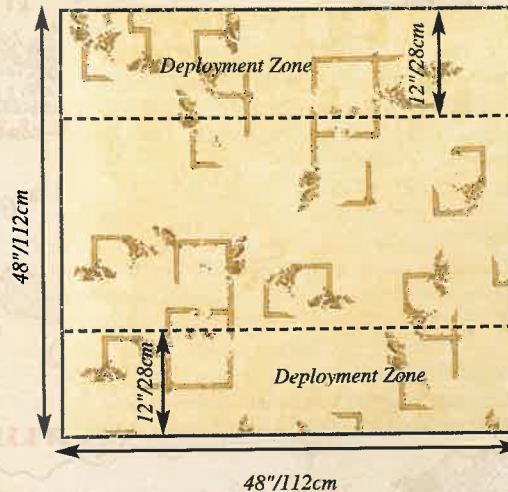
SCENARIO IDEA 2 THE KINSTRIKE

Objectives

The Evil player wins if Eldacar is slain and the Good force is reduced to 50% or below. The Good player wins if Castamir is slain and the Evil force is reduced to 50% or below. Any other result is a draw.

Taking it Further

The Battle for Osgiliath was a conflict that left the city ruined and broken. Try increasing the size of both forces – particularly adding some Trebuchets to either side. Alternatively, the battle could be taking place on the great bridge as it burns – models taking a Strength 1 hit from the flames at the start of each Priority phase.



A deadly battle rages in Osgiliath, with loyalist and insurgent forces fighting for control not only of the capital, but of all Gondor. Can Eldacar hold onto his throne, or will Castamir usurp him?

Participants: Good

King of Men (Eldacar)
Citadel Guard with spear
Citadel Guard with longbow
Warriors of Minas Tirith with bow
Warriors of Minas Tirith with shield
Warriors of Minas Tirith with shield and spear

Evil

Captain of Men (Castamir)
Haradrim Warriors with bow
Haradrim Warriors with spear
Warriors of Gondor with shield and spear
Warriors of Gondor with shield
Warriors of Gondor with bow

Layout

This scenario is played on a board 48''/112cm by 48''/112cm. The playing area represents the centre of Osgiliath town and should be covered with ruins and houses, with one or two wide plazas.

Starting Positions

The Good player deploys his force within 12''/28cm of a board edge of his choice. The Evil player then deploys his force within 12''/28cm of the opposite board edge.

Hâsharii – they gradually began to once more enact their will upon the people of Harad. In the long years that followed, Umbar slowly rebuilt its strength, its great fleet of corsairs again raiding the lands still loyal to Gondor. Though the armies of Gondor twice defeated the men of Umbar and Harad in the years that followed, the north kingdom lacked sufficient ships to beset their foe at sea, and so, shielded by its navy, Umbar endured.

The Deeds of Thorongil

In the late Third Age, the realms of Gondor and Umbar continued their rivalry, though neither could best the other. As Sauron's malice grew in the north, Gondor weakened, its cities beset by plague and its armies stretched by conflicts on other fronts. Once during the late Third Age was a great blow struck against the fallen haven; a captain of Gondor deemed the corsairs about to strike and so led a fleet south into the very harbours of Umbar. His forces cast down the Master of the haven in a battle upon the quayside, before setting much of the corsair fleet aflame and stealing away northwards. This captain was known to his followers and to the Steward of Gondor as Thorongil, but his true name was Aragorn, son of Arathorn, and his actions doubtless spared Gondor a great hurt.

The Gathering Storm

Time passed and, as the War of the Ring drew on, a noticeable change came over Harad. Spurred on by Sauron, the Lords of Umbar tightened their control over the tribesmen, demanding ever-increasing tribute from them. Even though this drove many to the brink of starvation, these fractured and distant tribes had no choice but to accede to the demands. Indeed some – those who had maintained the worship of Sauron – welcomed the chance to fight his enemies. Great armies were assembled and trained in the lands below the Harnen river, awaiting the onset of Sauron's great war. The mighty Mûrakil were assembled in their scores, mercenaries from the lands below Harad by the hundreds drawn in by the lure of gold and plunder, and the ships of the Corsairs made ready for battle. As these armies assembled, the Lords belatedly realised that by bringing their forces into one place they invited the repressed Haradrim to revolt against their increasingly unpopular decrees. To guard against such a rebellion, the Hâsharii were given greater power and sent out to maintain control over the tribes. The Hâsharii became the emissaries of the Lords of Umbar, the arbiters and implementers of their will. Some recalcitrant chieftains who refused the Lords' demands simply vanished. Others were seized and

ritually executed under the gaze of their kin, the better to set an example. Slowly, the disparate tribes came tightly under the control of the Lords of Umbar, and the Hâsharii, once ^{more}

The Two Emissaries

Some years after Thorongil's raid, two emissaries came to Umbar seeking audience with its lords. The first was clad solely in grey and spoke with a determination that showed the inner fire behind his words. As his eyes ^{swept} the council, he told them that war between the Free Peoples of Middle-earth and Sauron, Lord of Mordor, was now imminent. He counselled them that this would likely be the final conflict, and that it would leave the world forever changed for good or for ill. He treated with them to lay aside their past estrangements, to reunite with their kin in Gondor.

Though he spoke wisely and eloquently, the lords, fearful that their control over the south would be put at risk, refused his request and banished him from their lands. Within a day of the grey pilgrim having been sent upon his way, another messenger stood before the council. Where the other emissary had been grey-clad, this one was robed solely in black. Wherever he walked, dogs would cower in fear, and horses would shy away. Even the boldest of the Lords of Umbar felt a chill upon their

SCENARIO IDEA 3

THORONGIL'S RAID

A daring attack has been launched on Umbar's harbour, throwing the fleet into disarray and threatening many vessels. As the boats burn, Thorongil attempts to hold the Haradrim back from the ships. Can the Haradrim defenders repulse the raiders, or will Thorongil succeed in his mission?

Participants: Good

Aragorn (Thorongil)
4 Warriors of Minas Tirith with bow
4 Warriors of Minas Tirith with shield
4 Warriors of Minas Tirith with shield and spear

Evil

1 Hâsharii
2 Haradrim Chieftains
6 Haradrim Warriors with bow
6 Haradrim Warriors with spear

Layout

This scenario is played on a board 12"/28cm by 48"/112cm. The playing area represents the quayside of Umbar and will have one or two small buildings and a wealth of crates and barrels which form barricades.

Starting Positions

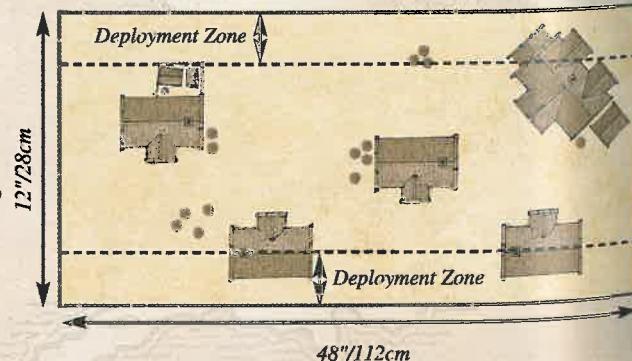
The Good player deploys his force within 3"/8cm of one of the long board edges. The Evil player deploys within 3"/8cm of the opposite edge.

Objectives

The Evil player wins if more than 4 of his models leave the board from the Good player's deployment edge – they reach the boats in time to quench the flames (note that models leaving the board as the result of a failed Courage test do not count). Any other result is a Good victory.

Taking it Further

Try expanding the board to a 24"/56cm by 48"/112cm playing surface and use models or objective counters to represent the boats. You can also introduce rules for burning the boats and have the victory conditions work towards this goal instead.



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A Hasharin about to enforce the will of the Lords of Umbar

when transfixed by his gaze. What he
them was much the same as they had
already heard. Lord Sauron the Great was
preparing to scour the land of those who
opposed him, including the hated descendants
of Elendil. Lord Sauron, the herald proclaimed,
was seeking to re-establish old alliances, for
he had not always been a friend to those who
had struggled against the men of the stone land
of the north? He bade them to gather their
armies and wait for the day they would be
called upon for aid.

Alnârin, the head of the council, asked if
Sauron thought them to be fools, for it
was plain to him that the friendship of the Dark
Lord had been always for ends that were his
alone. Furthermore, it seemed to Alnârin that
the friendship of Umbar and Harad were
greatly prized now that others had need of aid.
He told the second emissary that which he
had told the first; Umbar would stand alone. It
would not become embroiled in the conflicts of
other lands, like some dog that has learnt to
perform a pleasing trick for its master in
exchange for a few scraps from his table.
A cold silence fell upon the room as the dark
messenger considered these words. He then
turned and, without a word, left the great hall of
the citadel.

Though the council gave orders that this
messenger too should be banished, those sent to
perform their will could find no trace of the
dark figure. It was as if he had vanished, leaving
no sign of his passing. In the dead of night, long
after the council members had retired to their
chambers, the still air was split by a long drawn
wail, an evil cry from somewhere within the
city which froze the blood of all who heard it.
A few moments later, another cry rose up in
the air, this time beyond the city walls. The
following morning, as the suns rays danced
across the spires of the city, Alnârin's servants
found the ruined form of their master upon his

bed. His body had been hacked nearly apart, as
if set upon by a great many foes, though the
window was barred and the guard outside the
door could recall nothing of the previous night.
When the remaining members of the council
convened later that day, the dark messenger
came before them once more. He had come for
their final answer; at this second visit, the Lords
dared not deny him.

Superficially, the Lords of Umbar appeared
to be doing Sauron's will. From time to time his
emissary would return with instructions or gifts
from the Dark Lord. He appeared satisfied with
the army that was assembling, for it was a force
of arms so great that it should easily sweep
away the defences of South Gondor. In private,
however, the Lords became ever more afraid for
their position. Their actions had turned hostile
and fearful a people once indifferent to their
rule. Worse still, by gathering their armies in
such numbers, they risked a chieftain seizing
enough military power to make a stand
against them.

Trapped in a cage fashioned by their own
hands, the Lords of Umbar bound themselves to
a stratagem crafted to protect them from the
consequences of their folly. To appease Sauron
their armies would march north on Gondor, but
each would be divided into a smaller force, and
would be under the constant scrutiny of a group of
Hâsharii. These were the precautions taken to
prevent a charismatic chieftain gaining control
over a force large enough to challenge the
power of Umbar. The war too would help them
in this goal, for the casualties suffered by the
Haradrim would be severe, likely so great that
the survivors could be of no conceivable
challenge to the Lords at its conclusion. To
further safeguard their position, none of
Umbar's armies would be sent north – only
those of Harad would fight. The elite guard,
personally loyal to the Lords, would remain
untouched by the conflict that would sweep

With the release of Pelennor Fields the
forces of Harad are a viable themed
army all of their own. If you're wanting
to create a themed Haradrim army,
either by itself or as part of a themed
Pelennor Fields army, use the following
guidelines:

Heroes

Sulâdân
Hâsharii
Haradrim Chieftains
Mûmakil

Warriors

Haradrim Warriors
Haradrim Raiders

Middle-earth. Of the forces personally loyal to
the rulers of Umbar, only the corsair fleets
would take part in this war. The southern fiefs of
Gondor were poorly defended and ripe for the
taking – especially once the Haradrim began to
advance, drawing off most of the defenders. The
rich farmland of these fiefs would be a great
prize if captured and would contribute greatly to
the prosperity of the realm of Umbar. If Sauron
won the war, he would likely allow the Lords to
keep the land they had taken in exchange for
their obedience. Should Sauron somehow be
defeated, the forces of Gondor would be so
reduced that it would be many years before they
could attempt to reclaim their lost fiefs. Umbar
would control every harbour along the Bay of
Belfalas, and its domination of the south would
be uncontested once again. Though some of the
Haradrim armies would be ambushed on the
way to Mordor, waylaid by the defenders of
Gondor, most would eventually reach the great
killing fields of the Pelennor...

The Tale of Years – Harad Timeline

SECOND AGE

600 The ships of Númenor begin to appear off the coasts of Harad.

c1000 Sauron takes Mordor as his stronghold and begins the building of Barad-dûr.

c2280 The haven of Umbar is founded. It is greatly fortified and swiftly becomes the chief haven of Númenor upon the shores of Middle-earth.

2350 The founding of Pelargir, chief haven of the Faithful.

c2700 Umbar begins to dominate the surrounding lands.

3261 The Dark Lord surrenders to the king of Númenor and is taken prisoner. A memorial of the event is set upon the Umbar headlands.

3262 Sauron corrupts the Númenóreans.

3310

3319 The downfall of Númenor. The island realm is swallowed by the sea. Only the Faithful and the Black Númenóreans of Umbar remain.



3320 The foundation of Gondor. Sauron returns to Mordor.

3430- The years of the Last Alliance. Sauron is defeated.

THIRD AGE

1-900 The years of strength. The might of Gondor grows while that of Umbar diminishes.

933 King Eärmil I of Gondor masses a great fleet to assail Umbar and, after a great battle, takes the haven for Gondor. The Black Númenóreans are driven out into the plains of Harad and forced to seek shelter with their former subjects.

933- The Black Númenóreans muster an army in the deserts of Harad.

936 Eärmil is lost at sea along with much of the fleet of Umbar.

c1000 The armies of Harad invest Umbar. Gondor's seapower keeps the haven safe, but it remains invested for many years.

1015 King Ciryandil of Gondor is slain in the siege of Umbar.

1020- King Ciryaher rebuilds Gondor's fleets and armies.

1050 Gondor's armies cross the river Harnen and relieve Umbar, utterly defeating the Men of Harad. Ciryaher takes the name 'Hyarmendacil 'South-victor'. The kings of Harad are forced to swear allegiance to Gondor. Sauron comes to Dol Guldur.

1100 Sauron sends his emissaries out into the world. They come to Harad and found the Cult of the Eye.

1205 Birth of Mårdat of Harad.

1232 Mårdat becomes king of Badhra in Far Harad and is thereafter known as the Serpent Lord.

1235 The desert kingdoms of Far Harad are united under the banner of the Serpent Lord. Those Haradrim kings still loyal to Gondor strengthen their defences.

1236 The city of Kârna becomes the capital of Far Harad.

1237- The years of peace. An uneasy accord is formed between the Serpent Lord and

1240

Gondor's client kings. All land below the East Road remains independent of Gondor and under Mårdat's rule.

1241 The Serpent Lord breaks the truce and attacks Near Harad, but is defeated when mercenaries from Khand assault his army. As the army retreats, Mårdat is slain in a duel by another chieftain. Without the Serpent Lord's leadership, the armies of Far Harad swiftly collapse.

1242 Gondor sacks the ancient city of Kârna, which thereafter becomes a deserted and haunted place.

1242- Gondor reasserts control over Far Harad.

1245 Umbar becomes the capital of Harad once more. Mårdat's kingdom is divided between five new rulers, each loyal to Gondor.

1278 Jilaad, ruler of the land about Abrakan, forms a secret alliance with a Khandish prince, hoping to muster enough warriors to follow in the Serpent Lord's path.

1281 Jilaad is betrayed to the court of Gondor by his own son. His severed head is sent across the border to Khand as a warning.

c1350 The Cult of the Eye and the Black Númenóreans begin to encourage rebellion in the kingdoms of Harad.

1432 The Kin-strife of Gondor begins. Civil war erupts in Gondor as King Eldacar opposes rebels led by his cousin, Castamir.

1433 The Black Númenóreans see Gondor weakened and provoke an uprising in Harad.

1436 Gondor's forces are driven out of Harad, save for the garrison of Umbar.

1437 Osgiliath is burnt. Eldacar is driven northwards to Rhovanion. Castamir usurps the throne.

1447 Eldacar returns to Gondor and slays Castamir and besieges the rebels in Pelargir.

1448 The remaining rebels flee to Umbar and, taking the garrison unawares, conquer the city.

An army comes out of Harad and vies with Gondor on the plains of Harondor, but is defeated.

11 The Haradrim attack Harondor once more, but are routed.

12 Pelargir is attacked by Castamir's grandsons. King Minardil is slain.

13 Gondor takes Umbar by storm and the last descendants of Castimir the Usurper are slain. The haven is swiftly retaken by the Haradrim.

14 King Telumehtar of Gondor oversees the construction of fortifications along the Harondor-Harad border.

15 With Harad and Umbar weakened and Gondor beset from the East, a state of uneasy peace exists between the two realms.

16 The Wainriders attack Gondor. The defences of Harondor are abandoned.

17 Harad invades Khand. The Eastern War begins.

18 The armies of Harad are defeated by a Khandish host upon the Field of Swords. The Lords of Umbar sue for peace with the Khandish kings.

19 The Hsar Karnakh becomes the chief seat of the Hasharii.

20 Lord Karmakh of Umbar speaks out against the growing power of the Hasharii. Over the following years he tries to build support amongst the other nobles of Umbar but meets with limited success.

21 Karmakh is accused of treason by the Hasharii. He is abandoned by his supporters and taken into the depths of the Hsar Karnakh where he is tortured to death.

22 The last king of Gondor is lost. The rule of the stewards begins.

23 Merchants out of Abrakân find a great treasure hidden in tombs deep in the Nafarat. They are pursued by three Dîmlokhi, who slay them and reclaim their possessions.

24 At the urging of the Cult of Sauron, Lord Dunath of Umbar leads an army across the Harondor border. After defeating the garrison of that land, they cross the Poros and into Gondor itself. Rohan sends aid to Gondor and its warriors defeat the invasion.



The Haradrim fight against the Knights of Dol Amroth at the battle of the Pelennor fields

2964 Birth of Kharid Drôzhna.

2970 About this time Aragorn, under the name Thorongil, raids Umbar, burning many ships and slaying the Captain of the Haven. Drôzhna is recruited by the Hasharii.

2974 Birth of Suladân, later the second Serpent Lord of Harad

2981 Drôzhna is sought out by the Nazgûl and is brought under the sway of Sauron.

2982 A mysterious malady strikes the tower of Azkâhar, slaying all within – the folk of Harad avoid it from this point onwards.

2999 Two emissaries come to Umbar, seeking its allegiance in the war that is to come. The Lords of Umbar begin to assemble the Great Army of Harad.

3005 Suladân becomes leader of his tribe.

3002 Wary of Suladân's success, Drôzhna conspires to have him sent to guard the border with Khand.

3003 One of the Nine comes to Azkâhar in secret and takes it for his own.

3005 A series of skirmishes erupt along the border between Gondor and Harad. Many lives are lost on both sides until Prince Imrahil leads an army south from Dol Amroth and thwarts the Haradrim.

3006 Boromir, son of Denethor leads a bold raid out of Harondor. He and his

followers wreak destruction amongst the gathering Great Army of Harad, setting back the plans of the Lords of Umbar by many years.

3007 The town of Ratarn in Far Harad refuses to contribute either men or supplies to the army that is growing in the north. Drôzhna is given the task of ensuring their compliance. Instead, he raises the town to the ground and has its inhabitants slaughtered.

3010 A great army sweeps out of Khand, destroying the fortress of Pazghar. Suladân counter-attacks, slaying the Khandish king in combat. With the death of their leader, the Khandish horde scatters and flees. Suladân claims the Khandish ruler's armour for his own.

3012 The Lords of Umbar offer Suladân command of the Great Army of Harad that they are assembling for Sauron. The chieftain refuses and returns to the Khandish border.

3017 Sauron's influence touches the Khandish kings. Alliance of Harad and Khand begins. Suladân returns to Badharkhan.

3018 Suladân is offered command of the Great Army of Harad once more. When he refuses a second time, Drôzhna has his family imprisoned. Suladân accepts command to ensure their release.

3019 The Haradrim army marches north. Suladân slays Kharid Drôzhna and takes control of the army. The Battle of the Pelennor Fields. Death of Suladân.

Chronicles of Middle-earth

The Order of the Hâsharii by Mat Ward

At the heart of the City of Corsairs stands Hsar Karnak, the Silent Tower, home of the order of Hâsharii. The despotic lords who rule Harad exercise their will through this ancient order. To question the will of the Hâsharii almost certainly leads to death.

I bring ink to paper this day to speak of the Hsar Karnak, the Silent Tower that stands in the heart of the City of the Corsairs. Made from polished white marble, this edifice reaches many hundreds of feet in the sky, and towers above all else in the city save those towers and palaces belonging to the Lords of Umbar and the council chamber itself. Where many of the buildings in the city of Umbar reflect its Númenórean origin, the Hsar Karnak is something else entirely, crafted after the fashion of the great Haradrim cities, most of which have long since been destroyed by conflict. Strangely, even when compared with the ruins that remain of places such as Kârna, the Hsar Karnak seems somehow different, a discordance that goes far beyond the normal five senses and rests with unease deep within the mind of he who beholds it. I know, for I set eyes upon it once and, though it was many years ago, the sense of unease I felt has stayed with me. Perhaps most disconcerting is the silence that surrounds the tower, peculiar in a

city as vibrant as Umbar. The overall effect is to make this imposing structure seem something alien and otherworldly, even within the mélange that is the city-state of Umbar. Some tales would credit that this building predates all but the oldest havens of the Elves, and though I can find nothing to support this wild claim, there is an unquestionable presence commanded by the Hsar Karnak that cannot be denied.

This tower is no less imposing in function than in aspect, for it is home to the Hâsharii, an order that is by no means a force for good in the affairs of Harad. Their origins are shrouded in time, and while there is no better defence against prying eyes, even ones so well-intentioned as my own, the taint of the Dark Lord has never been as subtle as he believes it to be.

Of the history of the Hâsharii, there is little I can say with certainty. In the records of Minas Tirith there are scattered references from more than fifteen hundred years ago that a cult was born in the poor areas of the Umbar and Harad, a cult that preached resistance to the then occupying forces of Gondor. Popular rumour has long since attributed their inception to the machinations of Sauron, although I remain unconvinced. Though they took the Dark Lord's name as their rallying cry, what could be more natural to a people oppressed by Gondor than to look to Gondor's greatest enemy for deliverance? I do not argue that this cult swiftly became one of Sauron's many tools but,

undeniable manipulator though he is, I believe that we all too often credit him with greater foresight than he truly has. It can, after all, be as dangerous to overestimate your enemy, as to underestimate him.

This cult played a pivotal role in the uprising against Gondor, when the northerners were cast from Harad forever, for its agents were skilled in the arts of silent death, indeed the name 'Hâsharii' or Silent Ones, appears to date from this time. Their masterful command of stealth and assassination enabled them to eliminate many of the client kings that Gondor had installed, making the outcome of the rebellion a foregone conclusion.

In the following years, the cult grew into a great and powerful creature, the more so when the restored Lords of Umbar bent it to their will. From that point onwards, the Hâsharii seem to have become personal agents to the Lords and were soon their tool to control the people of Harad. To cross a Hâsharii is to sentence oneself to death, or so it is said, for they have the authority to order executions of any they believe to be disloyal. Common rumour has it that in a deep chamber within the Hsar Karnak there is a room full of records and scrolls, each detailing the transgressions of the prominent citizens of Harad. I find this incredible, for such a task would require painstaking organisation, but if the Hâsharii are judged by what they have achieved, then it becomes far harder to question the veracity of these rumours.



A Haradrim Chieftain leads the Haradrim under the watchful eye of a Hâsharii

ough he is, I believe him with greater strength. It can, after all, be your enemy, as to

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How many people have been undone by the vigilance of the Hâsharii none can truly say, but when I travelled in Harad it seemed every family there could name one of their who had been taken for treason. I suspect the order itself has probably long lost count those it has judged and executed. To my knowledge the Lords of Umbar have created a truly two-bladed sword in giving such power to the Hâsharii, for who can truly know where their loyalties lie? Even now, their influence continues to grow in Harad, for they have recently taken authority over many of the tribes and warbands. As to the whispers that have begun to prosper further afield, in land and amongst the tribes of the Mahûd, I only hope that my sources are mistaken. Furthermore, I have heard many rumours that at least one of the senior Hâsharii is primarily loyal to Sauron, and not to the Lords, but who can truly say if this is so? I cannot help but wonder who it is that truly rules in the south.

As I have previously stated, whether the Hâsharii were a sept borne of Sauron's will, or simply one that he guided to his own purpose, I do not truly know. In many ways, it matters little, for from the earliest date that they came to my attention, the men oath-sworn to the service of this order have been nothing save a force for evil. In the years that I have walked the earth, I have often given thought as to what motivates those of us who would do good from those who hold only ill-will towards their fellow. To such questions there is no simple answer, but I do sincerely believe that the Hâsharii often define the end towards which a man strives.



The despotic lords who rule Harad exercise their will through the Hâsharii, an order founded in Sauron's name. Any decision taken by the Lords of Umbar, no matter how trivial, must be ratified by a member of the Hâsharii under, and any attempt to skirt their authority will always be noticed and remembered. To openly question or contradict the will of a Hâsharin leads to death, whether by public execution, or through the quiet application of their murderous skills.



A Hâsharin leads the Haradrim to do Sauron's will

Casting aside the transgressions and deeds of the past, it takes little wisdom to perceive that Sauron holds much the same goal as other, more virtuous, powers. Though their differing motives for action are separated by a vast chasm that is not easily spanned, they all seek to unite the peoples of this world under one banner. The aims are much the same, but the difference between the two sides is as much how they attempt to achieve their goals, as why they wish to. Where some attempt to move the pieces in this, the grandest of games, to their proper place on the board through reason and cooperation, Sauron chooses to dictate their actions through fear and malice.

It is this, more than anything else, which betrays his influence upon the Hâsharii, for they have grown into an instrument of dominance. If Sauron and his vassal Lords of Umbar are the spider, then the Hâsharii are the web upon which they perch, ever sensitive to the tiniest of tremors sparked by the merest rebellion in thought or will. While it is foolishness to say that men are not capable of great evil when left to their own ends, history teaches us that this pattern is one that Sauron has provoked through all the ages and countries of this world. Not just in the land of Harad alone, but in Angmar and in Nûmenor, and countless others.

Hâsharin (Man)

Points Value: 90

Hâsharin	F	S	D	A	W	C	Might:	1
	5/3+	4	4	3	2	4	Will:	1
							Fate:	3

Wargear

Hâsharii carry a wide array of poisoned blades, throwing daggers, and a blowpipe (treat it as a bow with a range of 12"/28cm).

Special Rules

The Bane of Kings. The weapons of the Hâsharii are coated with a deadly poison, far more potent than that commonly used by other warriors. Each time a Hâsharin strikes a model with a shooting or close combat attack, but fails to wound, he must re-roll the D6.

Stalk Unseen. Hâsharii learn to walk silently and stealthily through all manner of terrain. A Hâsharin always counts as wearing an Elven cloak (see the entry under Frodo's rules in the main rules manual).

Preternatural Agility. Hâsharii are graceful and elegant fighters, able to dart aside from the thrust of a blade with ease and strike through the gaps in a foe's armour with pinpoint accuracy. To represent this dexterity in gaming terms a Hâsharin can never be trapped whilst still standing.

"Lords and Kings are as shifting as the breeze, but we Hâsharii are unchanging and inevitable."

Kharid Drôzhna

Battle Companies

Creating your own Fellowship and using them in a campaign

In last month's issue of White Dwarf, Adam Troke revealed how to use the forces of Mordor and Gondor with the release of the 'Battle Companies' trial rules. This month, he turns his attention to the mighty Uruk-hai and the valiant warriors of Rohan.

Hello again. Last month saw the first instalment of The Lord of The Rings Battle Companies, and hopefully everyone has made the most of this chance to play exciting new scenarios and games with their collections of The Lord of The Rings miniatures. I promised that I would publish further extensions to this game, and this White Dwarf sees me honouring that. What you'll find over the course of the next few pages is all the rules that you'll need to play with the Battle Companies of Isengard and Rohan and two new scenarios in which to use your growing companies.

All the tables and options that you need to use these two new Battle Companies are contained within this article, so by simply combining the information in the following pages with last month's instalment, you have everything you need to play.

So if you just need the new scenarios, grab your opponent, roll a D6 and play the corresponding scenario from the five on offer (rolling a 6 simply means roll again).

If you're itching to begin a Battle Company of Isengard or Rohan then read on; there's plenty to enjoy!



The Uruk-hai prepare to clash with the steel of Rohan.

Isengard Battle Company

When Saruman the White, wisest of all the Istari, fell from grace and cast his lot in with the Red Eye of Mordor he gave the key to creating an army bred for war. The Uruk-hai, mightiest of all the Orcs, were reared in huge numbers in the depths beneath Orthanc, and there Saruman gathered his evil army.

Intent of doing the bidding of his new master, Saruman unleashed his creations into the land. Hacking and burning, they wrought destruction, separating into small roving bands seeking out weakly-defended villages and attacking at random.

An Isengard Battle Company represents such a band of raiders – Orcs, fighting Uruk-hai and men of Dunland – descending on Rohan with unrelenting cruelty and aggression. As the company gains momentum and inflicts damage on its foes, the cruel minions of Saruman flock to it, swelling its ranks with vile warriors.

Isengard Battle Companies: Wild Men of Dunland and Orc warriors within an Isengard Battle Company do not receive promotion in the same way as the Uruk-hai. On a 1-8 there is no promotion. On a 9+ they become Heroes in the same way as normal.



A starting force for the forces of Isengard.

Isengard Starting Force

Uruk-hai with hand weapons and shields
Uruk-hai with Orc bows

Isengard Equipment Options

Equipment	Cost in Influence dice
Bow	1
Orc Heroes only	2
Two-handed spear – Warg Rider only	1
Shield	1
Orcs only	1
Two-handed bow – Uruk-hai Hero only	1
Two-handed weapon – Orc/Dunlending only	1

Isengard Influence Table

D6	Result
1	No reinforcements
2	Wild Man of Dunland
3	Orc Warrior with spear, bow, shield or two-handed weapon
4	Uruk-hai with Orc bow
5	Uruk-hai with shield
6	Roll again on the table below

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

Isengard Advance Table

D6 Effect

- 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.
- Favour of the White Hand.** When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company.
- Blade Master.** The Hero may re-roll one dice per turn to see which side wins a fight.
- Courageous.** The Hero may re-roll all failed Courage tests.
- Heedless Determination.** Each time this Hero suffers a wound, they may roll a dice. On a 6 the wound is ignored, exactly as if a Fate roll had been passed.
- Might.** The Hero gains one Might point.

Isengard Promotion Table

Uruk-hai with Orc bow

Uruk-hai with crossbow – Exchange the Warrior's Orc bow for a crossbow.

Uruk-hai with hand weapon and shield

Uruk-Hai Berserker – Alter the Warrior's statistics appropriately. All weapons and equipment are exchanged for the equipment of an Uruk-hai Berserker.

Rohan Battle Company

The brave warriors of Rohan have long resisted the darkness. Sturdy and strong, the people of Rohan make excellent warriors, and take great pride in their skill at arms. Through time they have fought against the Orcs, the Dunlendings, Easterlings and the mighty Uruk-hai of Saruman. Despite all this, they have prevailed thanks to their long friendship with Gondor and the might of their people.

The military of Rohan is divided into Éoreds, these comprising of knights and warriors, loyal to one of the Marshals of the Mark who ride to battle beneath his banner. To be accepted into the Éored of a Marshal is a great honour, something that every warrior of the Rohirrim aspires to, and often warriors who seek this honour will find themselves assigned to a Battle Company for a time, to prove their worth and valour against Rohan's many enemies.

Rohan Special Rule: Expert Rider. Any Warrior or Hero of Rohan who has purchased a horse is considered to be an Expert Rider. Add this to their profile when they gain a horse.



Rohan Starting Force

- 2 Warriors of Rohan with bows
- 3 Warriors of Rohan with hand weapons and shields
- 3 Warriors of Rohan with throwing spears and shields



A starting force for the forces of Rohan.

Rohan Influence Table

D6 Result

- 1 No effect
- 2 Warrior of Rohan with shield
- 3 Warrior of Rohan with shield & throwing spear
- 4 Warrior of Rohan with bow
- 5 Choose one of the above
- 6 Roll again on the table below

D6 Result

- 1-2 Rider of Rohan
- 3-4 Rohan Royal Guard
- 5-6 Rohan Royal Guard on horse

Rohan Equipment Options

Weapon	Cost in Influence dice
Bow	1
Horse – Hero and Royal Guard only	2
Throwing spear	1
Shield	1

Rohan 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 this ability in the company.
- 3 **Blade Master.** The Hero may re-roll one dice per turn to see which side wins a fight.
- 4 **Courageous.** The Hero may re-roll all failed Courage tests.
- 5 **Horse Lord.** This Hero may use his Fate points to restore Wounds suffered by his mount, instead of himself.
- 6 **Might.** The Hero gains one Might point.

Rohan Promotion Table

Warrior of Rohan with bow

Rider of Rohan – All weapons and equipment are exchanged for the equipment of a Rider of Rohan.

Warrior of Rohan with throwing spear and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

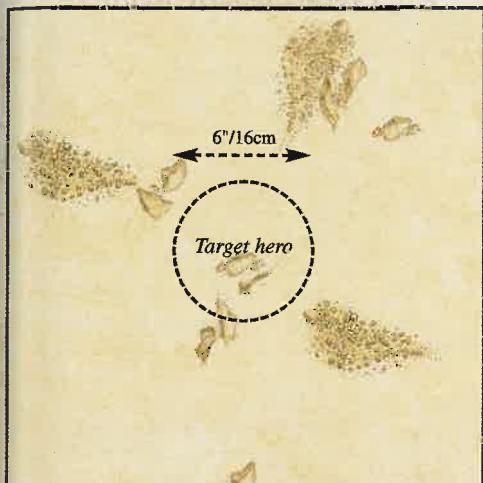
Warrior of Rohan with hand weapon and shield

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule: Bodyguard. May be equipped with a throwing spear at cost indicated.

Battle Companies Scenarios

Scenario 4: Rescue

The Hero finds himself separated from his main force and under attack from the enemy. As his foes seek to cut him down, his companions race to his rescue. The opportunity is too much for the attackers to pass up, providing they can reach the Hero without too much loss.



Layout

A 48"/112cm x 48"/112cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game, so players are free to use their imagination.

Starting Positions

The player should roll a dice. The lowest scoring player is the defender and will place one of his Heroes (this is the target Hero) and up to two of his Warriors within 3"/8cm of the centre of the board. The opposing player may place his entire company within 18"/42cm of one board edge.

Objectives

The defending company must save their Hero. The attackers must try to kill the Hero while he is cut off from his friends. The game finishes at the end of the turn in which the target Hero is slain, or the attacking company is reduced to half of its starting numbers.

Defender's victory conditions

The defender's Hero if the attacking company is reduced to below 50% of its starting numbers.

Attacker's victory conditions

The attacking force is victorious if the target Hero placed in the centre of the board is killed.

Draw

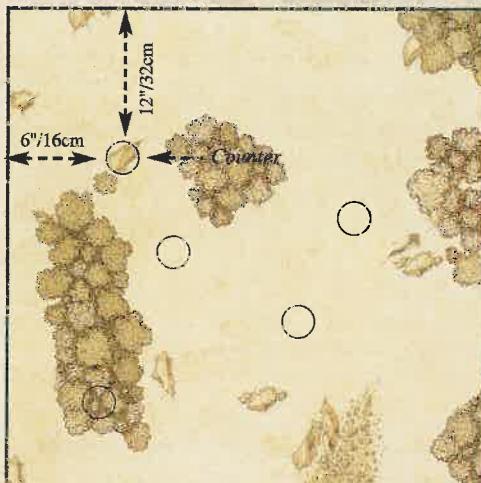
If both sides achieve their objective in the same turn, the result is a draw.

Special Rules

Priority. The attacker always has priority in this scenario.
Rescue! The company of the target Hero are keen to rescue their side and leader. They move onto the board from the opposite table edge to the attacking player in the first Move phase.
Best the odds. Should the target Hero survive the game he will gain 1 Experience point in addition to the normal amount for playing and winning.
gains one Might point.

Scenario 5: Recovery

An item of power lies somewhere on the field of battle. Whatever the item, the masters of both companies seek its capture, regardless of the costs. Aware their rivals are also scouring the area for the item, the companies will have to act fast to find the item and escape intact.



Layout

A 48"/112cm x 48"/112cm board with as much or as little terrain as the players desire. Players also need five counters to represent the objective. Scraps of paper or spade bases can be used. These should be numbered on the reverse so that the number cannot be seen from the top.

The players should mix up the counters, and then take it in turns to place them on the table top. They may be no closer than 12"/32cm to either of the players' board edges, and no closer than 6" to either side edge.

Starting Positions

Both companies will enter play on the first turn.

Objectives

Both sides must attempt to obtain the item, whatever the cost. Once a Warrior or Hero has it, he must try to 'burst through' and escape from the opposite board edge.

Victory conditions

The company which retrieves the item, and moves it off of the opposite board edge wins.

Defeat

Your opponent's company has retrieved the item and escaped successfully with it.

Draw

Both companies fail in their objective.

Special Rules

Cumbersome. The objective is either very heavy, or sealed in some heavy box. Models carrying it fight as if armed with a dagger and move at half their normal movement. Due to its bulk, the item cannot be carried on a horse or Warg, and any model wishing to do so must dismount.

There are Glories to be had. The Warrior or Hero who takes the item successfully off of their opponent's board edge will be well rewarded. A Warrior who carries the item from the board counts as though he has rolled 'Hero in the Making' following the game. If carried off by a Hero he receives a free roll on the Experience table, in addition to other Experience bonuses.

Boromir's Charge

A new scenario for The Lord of The Rings by Mat Ward

Despite Boromir's weakness whilst a member of the Fellowship, his loyalty to Gondor is immeasurable. In such a time of need his bravery is epitomised by his charge into the heart of the Great Army of Harad.

Description

The Great Army of Harad is beginning to muster on the south bank of the Harnen river. Its intentions are plain – once it has sufficient numbers it will march north on Gondor. The stone kingdom has little chance of deflecting such a blow if it is struck soon. Gondor's armies are scattered to meet threats out of the east and the north – its garrisons to the south are insufficient to block an army the size of the one that now gathers to destroy them. It is in this hour that Boromir, son of Gondor's Steward, steps to the fore. On his own authority he gathers to him the bravest knights of Gondor and leads them on a seemingly suicidal charge into the Great Army's camp.

Once there, he intends to destroy supplies and sow confusion in the ranks of the Haradrim...

Participants

Good

Boromir, Captain of the White Tower (does not carry the Banner of Minas Tirith)
Maethor (Ranger of the North)
3 Citadel Guard with spear
3 Citadel Guard with longbow
15 Knights of Minas Tirith

All Good models are on horseback. One Good Warrior may carry a banner.

Evil

Drôzhna (Hâsharin)
Khalemdâr (Hâsharin)
Mûrithir (Chieftain of Harad)
Ghân (Chieftain of Harad)
18 Haradrim Warriors with spear
18 Haradrim Warriors with bow
3 Haradrim Raiders with lance
3 Haradrim Raiders

12 loose mounts (horses)

Two Evil Warriors may carry a banner.

Points Match

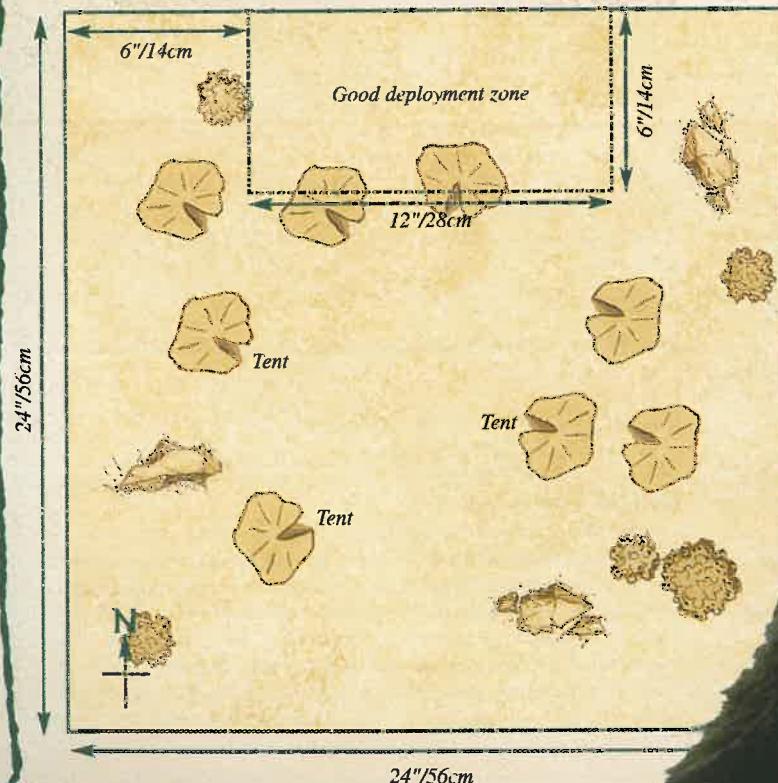
If you want to play this game with other forces, choose 500 points of troops for the Good side and about half as many again for the Evil side. The most expensive model on the Good side takes the role of Boromir while the most expensive model on the Evil side takes the role of Drôzhna. No more than 33% of either force may be spent on warriors with bows.

Layout

This game is played on a board 24"/56cm by 24"/56cm. Set in the heart of the Great Army's camp the board should have eight Haradrim tents scattered on it. A clear area (about 6"/14cm wide) should be left in the middle of the board.

Starting Positions

The Evil player first of all deploys his loose mounts within 6"/14cm of the centre of the board. The Good player then deploys his force in the Good deployment zone (see map). The Evil player may



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The Knights of Gondor sweep away all before them

deploy two Haradrim Warriors (of his choice) in base contact with each of the tents. The remainder of the Haradrim are kept in reserve and will be available later in the game.

Objectives

Good side wins if Boromir and his forces manage to kill all of the horses or remove them from the table (see below) and at least 25% of the Good models (including Boromir) escape the board from the northern edge. The Evil player wins if the Good player fails to meet his objectives and Drôzhna is still alive. Any other result is a draw.

Special Rules

Sound the Alarm! As Boromir's force arrives, the Haradrim are slow to sound the alarm, giving him time to strike deep into the camp. From the start of each of his Move phases after the first, the Evil player may roll a D6. On the roll of a 4+, the Evil models that were not deployed at the start of the game may move onto the board from any edge. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

In the Heart of the Foe. The Great Army is almost numberless and, as the fight continues, more Warriors rush to the battle. At the end of

the Evil player's fourth Move phase, and at the end of every fourth Move phase thereafter, he may replace any Warriors that were removed as casualties earlier in the game from any board edge. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally. Heroes do not return to play in this way.

Scatter the Horses! The horses are skittish and easily panicked. At the start of each of the Evil player's Move phases, each unmounted horse must take a Courage test or retreat. Good and Evil warriors may attempt to mount the horses as normal if they wish.

Beasts of War

Converting the War Mûmak of Harad

The Lord of the Rings film trilogy contains an immense wealth of conversion inspiring imagery. Bryan Cook of Australian Hobby Support has taken inspiration from The Return of The King film to extensively convert the new War Mûmak of Harad. Using common household items and a little research you too can personalise your beast of war.

Converting the Mûmak

What makes the Lord of The Rings range unique is that it exists in another realm besides gamers tabletops: on film. This means that even non hobbyists can appreciate your latest conversion or paint job, as they know what they are looking at. On the flip side it also allows enthusiastic modellers to really take inspiration from the film and push their converting skills to the limit, capturing what they have seen on the big screen - in miniature.

Drawing inspiration from the Pelennor Fields sequences (who can forget the line of Mûmakil advancing, Haradrim chanting from atop the howdah...) I set about converting the Mûmak to include features from those seen in the film.

The Mahûd platform

The first step was to convert the front of the howdah to accommodate the Mahûd Chieftain. The Mahûd model can be placed on the bi-forked structure without any converting but he is prone to taking a fall when you move your model (or being "throwing speared" by Eomer). This conversion allows the model to be placed in the howdah with reins in hand, while still on his slotta base.

First you will need to remove a section of the howdah. Use a pair of clippers to cut away the front wooden support and the 3cm of hide from either side. It is important to not cut away the floor of the howdah. Picture A is a good guide to follow. Next you will need to create new wooden supports like in Picture A. The

supports are made from 4 toothpicks bundled together, 3 are then cut to the length needed. One is left longer and glued in the middle of the bundle, this is used to pin the support to the howdah. Use a pin-vise drill to make a hole for your supports pin to slide into. This pinning makes for a strong join. Modelling putty is now applied to join the hide from the existing model to wrap around your wooden supports, the

B.



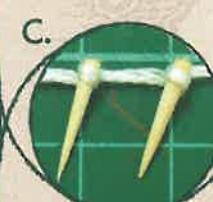
A.



yellow/grey areas in Picture A show where the putty was used.

The bi-forked structure needs to be extended to allow the ropes and rigging (more on this later) to not get in the way of the Mahûd. Use the same "toothpick bundle" technique from before to extend the forks out, covering the join by wrapping string around it just like Picture B.

C.



D.



E.



The Mûmak leg spikes

To construct the leg spikes and later on the tusk weapons the technique is simple. All you need is some string, toothpicks and super glue.

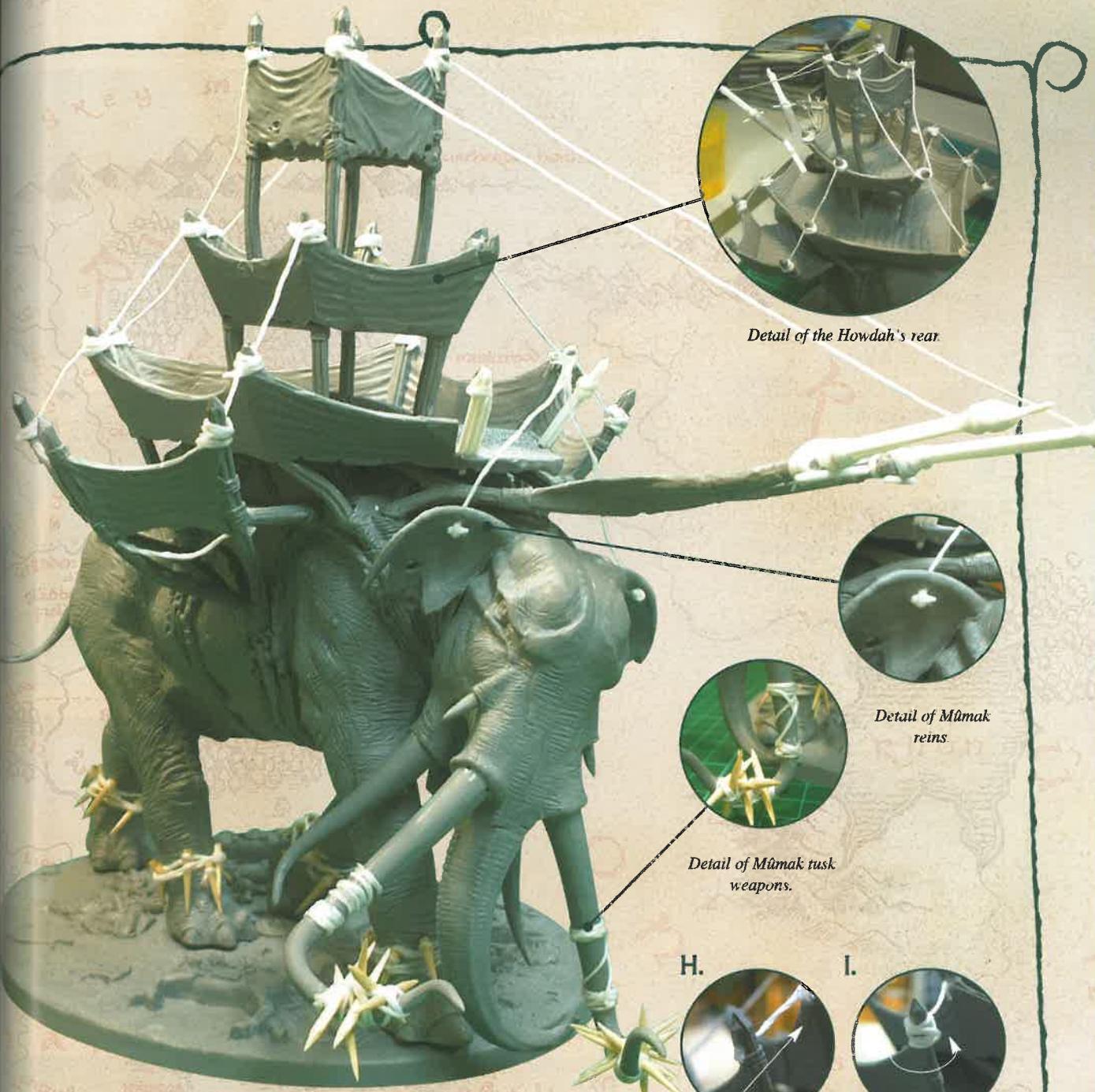
The key to making your leg spikes is making them separately and then stick them to the Mûmak. A set of leg spikes has four spikes on the rope and you will need two of these for each leg, making a total of eight. Follow these steps to make a set:

- Cut the spiky ends off two toothpicks to get four spikes. Make each around 1.5cm long. An easy way to cut them is to first score the toothpick where you want to cut and then simply snap them off by hand.
- Take your string and cut off a length 9cm long.
- Now proceed to glue each spike to the string at 2 cm intervals with super glue.

Use Picture C as reference. As you glue each spike onto the string you can loop the string around each spike while the glue is still wet. This creates a realistic look of the spikes being lashed together.

• After you have made up eight sets of spikes you are ready to stick them on. Use super glue to attach one end of the string to the Mûmak's leg. Then wrap the set around and glue down the other end. You will notice gaps between the spikes, this is what the second set of spikes are for: take the second set and repeat the process but make sure the spikes align with the gaps from the first set. Have a look at Picture D for reference.

• All that is left is to wrap some more string around the sets to make sure they look well lashed on just like Picture E.



A show where the

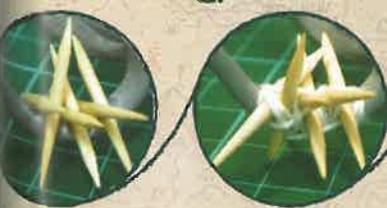
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Tusk Weapons

A variety of tusk weapons were a great feature in the film - from additional tusks added on, to "lawnmower" style attachments. I decided to go with the "festooned with spikes" option for my Mûmak's tusk weapons. First cut off lots of 3cm lengths of toothpick. You will need to sharpen one end so each spike is sharp on both ends. Super glue the spikes

into place, vary the angles to create the effect shown in picture F.

- Once the spikes have finished gluing simply wrap string around and amongst the spikes to give the impression of them being lashed onto the tusks. Picture G shows the end result. You can continue the string up the tusks to make lashings. Some of the Mûmakil in the film featured these rope lashings on their tusks. These might be to strengthen them against splintering or to attach tusk weapons.

Rope Rigging

One striking feature of the Mûmakil in the film was the rope "rigging" on their howdah. This is impossible to cast as part of the miniature so it is up to individual modeller's to add if they choose. To make the rigging

you will need a Pin-vice drill, super glue and of course the string. Have a look at the pictures at the top of the page to see where I chose to put the rigging. The rigging is done in two stages:

- First a single hole needs to be drilled in all the wooden supports allowing the strings to run through. Thread the rope through the holes and glue into place with super glue just like Picture H.
- The second stage involves cutting of small lengths of string and wrapping each around a wooden support, covering up the drill holes and joins. Picture I shows the finished look.
- The reins are made in the same way.

Once you have finished all the conversion work water down some PVA glue. Using an old brush, paint all the string work and toothpicks with a healthy coat.

Painting the Mûmak

Painting Lord of The Rings models to look like their film counterparts is always a challenge. This is because the colours you are seeing on film are affected by the characters environment, weather and digital colour grading the filmmaker's extensive use of. Basically it comes down to finding a balance between what's accurate and what looks good in miniature. As there have already been several Mûmak painting articles in previous issues I will instead concentrate on some of the unique features like the War paint.

The war paint

Painting the different war paint styles seen in the film is a striking way of personalising your Mûmak. I have stuck to the limited colour palette the Haradrim used in the film, translated into our colours this meant Red Gore, Chaos Black and Skull White. The Haradrim would have painted these designs on literally by smearing the paint over the large areas by hand. So for the basecoat on these designs a large drybrush was used to "dapple" the colour onto the model, helping to create this rough look. Each design features a different stylised "eye of Sauron", to whom the Haradrim were enthralled.

War paint Design 1: This first design uses Red Gore as a basecoat. This is then drybrushed with Blood Red. The glyphs and symbols were painted with Chaos Black and feature a small eye of Sauron.

War paint Design 2: This design uses a basecoat of skull white. Chaos Black is used to paint the large "Eye of Sauron" designs on each leg.

War paint Design 3: This design uses elements of both with a Red Gore Basecoat and Chaos Black for the stylised "eye".

War paint Design 1



War paint Design 2



War paint Design 3



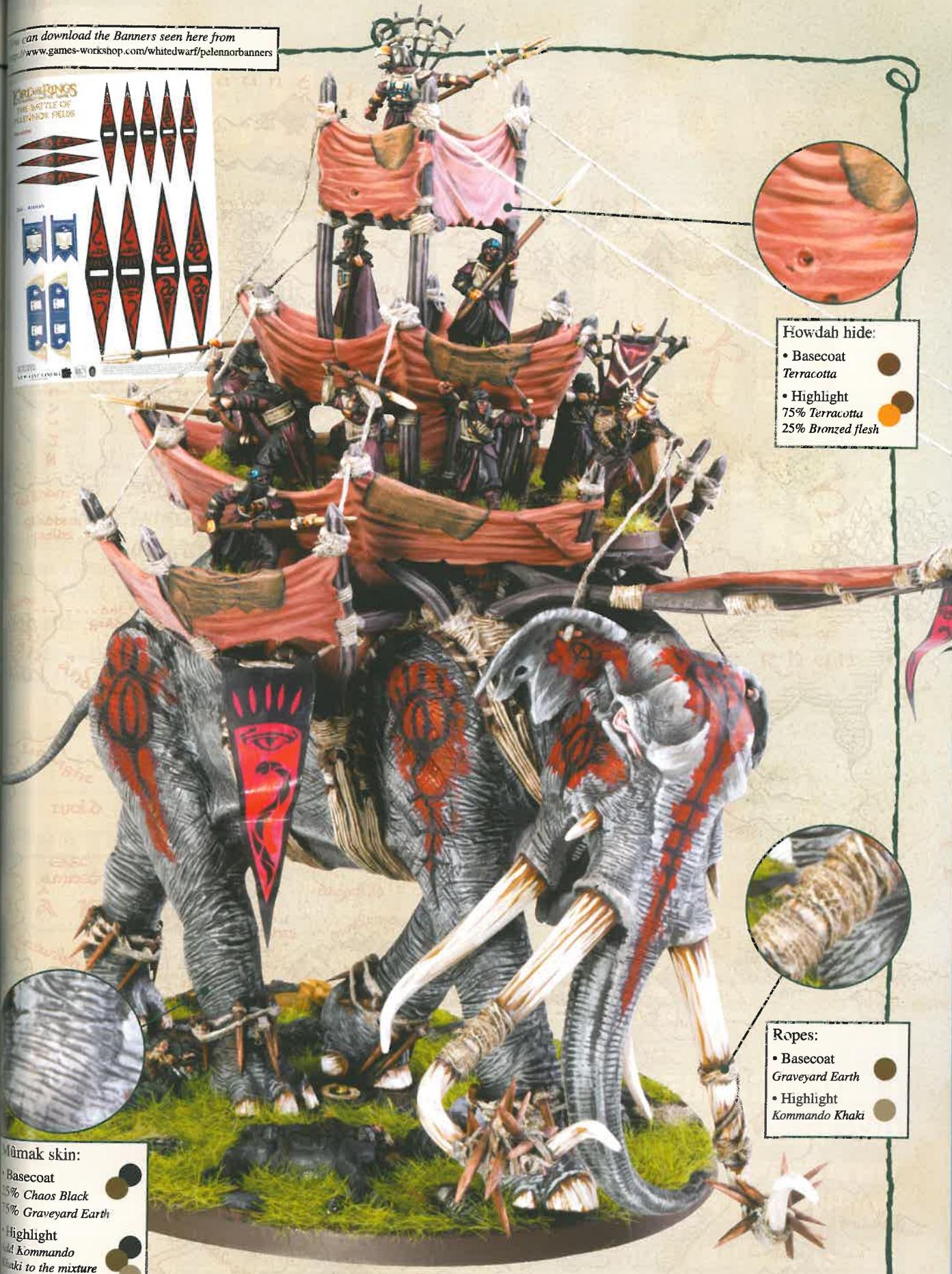
The Mahûd

I must admit the Mahûd driver has to be one of the most manic and entertaining bad guys in all the three films. To capture the look of the actual film Mahûd I limited my colour palette to subdued browns and reds for the majority of the model. This helped to focus the attention on the head, allowing his fearsome facial designs and manic look in his eyes to really capture the character perfectly. To achieve the look in the eyes you first paint the eye sockets and part of the cheeks and eyebrows Chaos black. Carefully paint the eyeballs Skull white. Finally a small dot of black is painted directly in the middle of the eyeball, try not to let his pupil touch the sides and you will get that crazy eye look!



Mûmak
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an download the Banners seen here from
www.games-workshop.com/whitedwarf/pelennorbanners



Uimak skin:
Basecoat
15% Chaos Black
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The finished War Mumak of Harad in all its fearsome glory!

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- Basecoat
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- Highlight
75% *Terracotta*
25% *Bronzed flesh*



Russes.

- Basecoat
Graveyard Earth
- Highlight
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What a month! With the awesome new Warhammer 40,000 rules now out, las fire, bolter shells and plasma have exploded across the region. The new rules have taken a great game even further and I'm looking forward to many weekends and evenings of gaming in the 41st millennium.

So, what's been happening here? My Sisters of Battle are underway. I'm doing some conversion work on my Seraphim to make them a little different from the norm. Across from my desk I can see Brendan's White Scars taking shape. I'm looking forward to painting his white armour with holy meltas fire! Meanwhile, Frank's Imperial Guard look great, modelled in a World War 2 theme and Kev has his Grey Knights ready to purge the heretics.

Kev and Bryan from Studio are fighting their way through the Battle of Pelemon Fields scenarios. Lets hope the Hobby Service Centre's track record remains intact, and Studio gets trounced. I'll be heading to MOAB with my Bretonnians. This will be their first outing at a Tournament. Hopefully my dice will be kinder than when I last used them.

This month is also the last opportunity to get your subscriptions at the current price. They'll be going up due to the White Dwarf price increase, so start a new subscription, or renew your current one NOW to get the best value.

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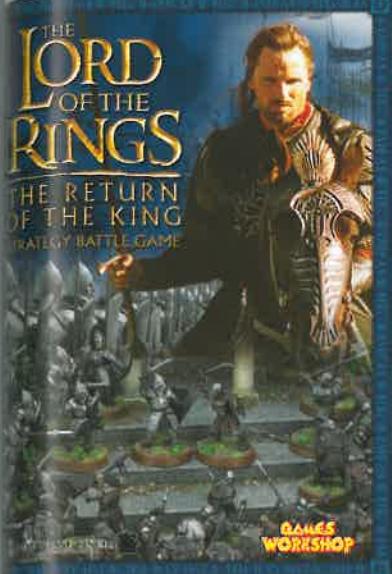
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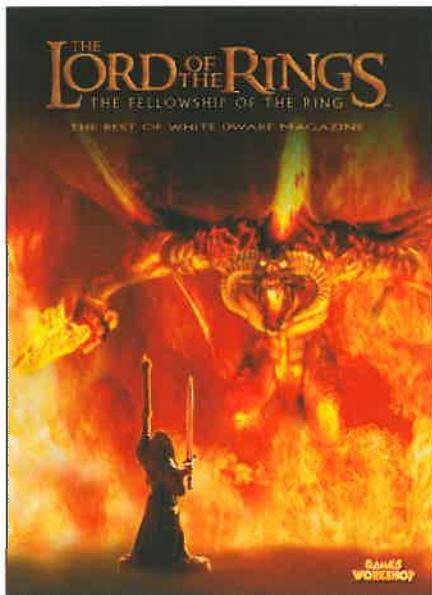
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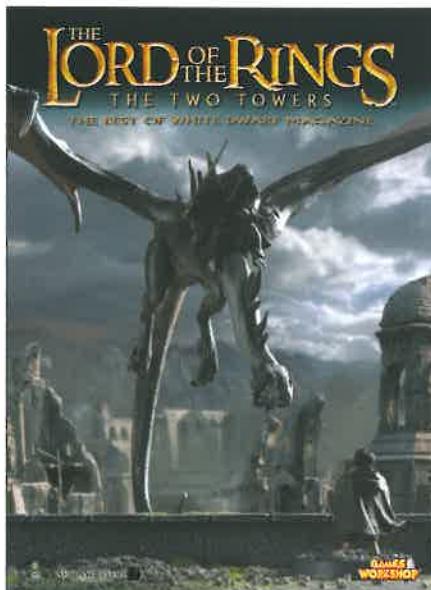
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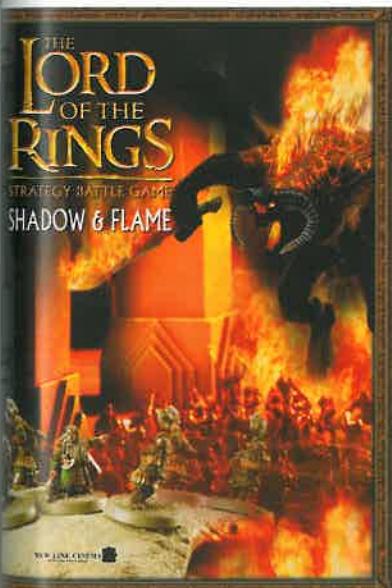
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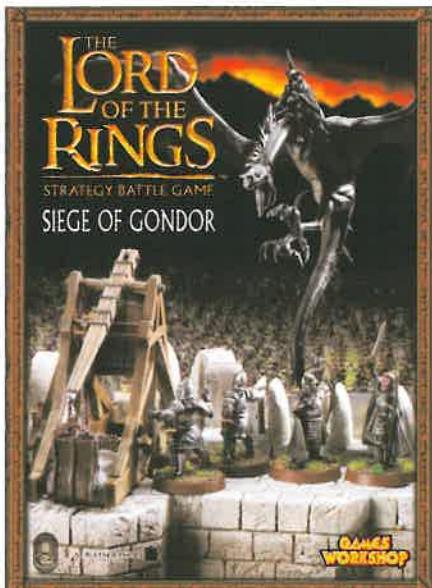
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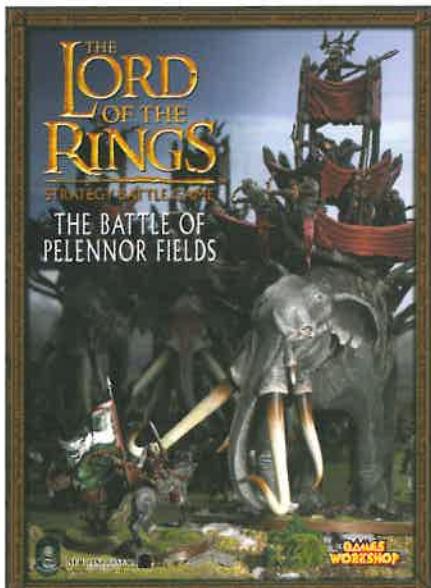
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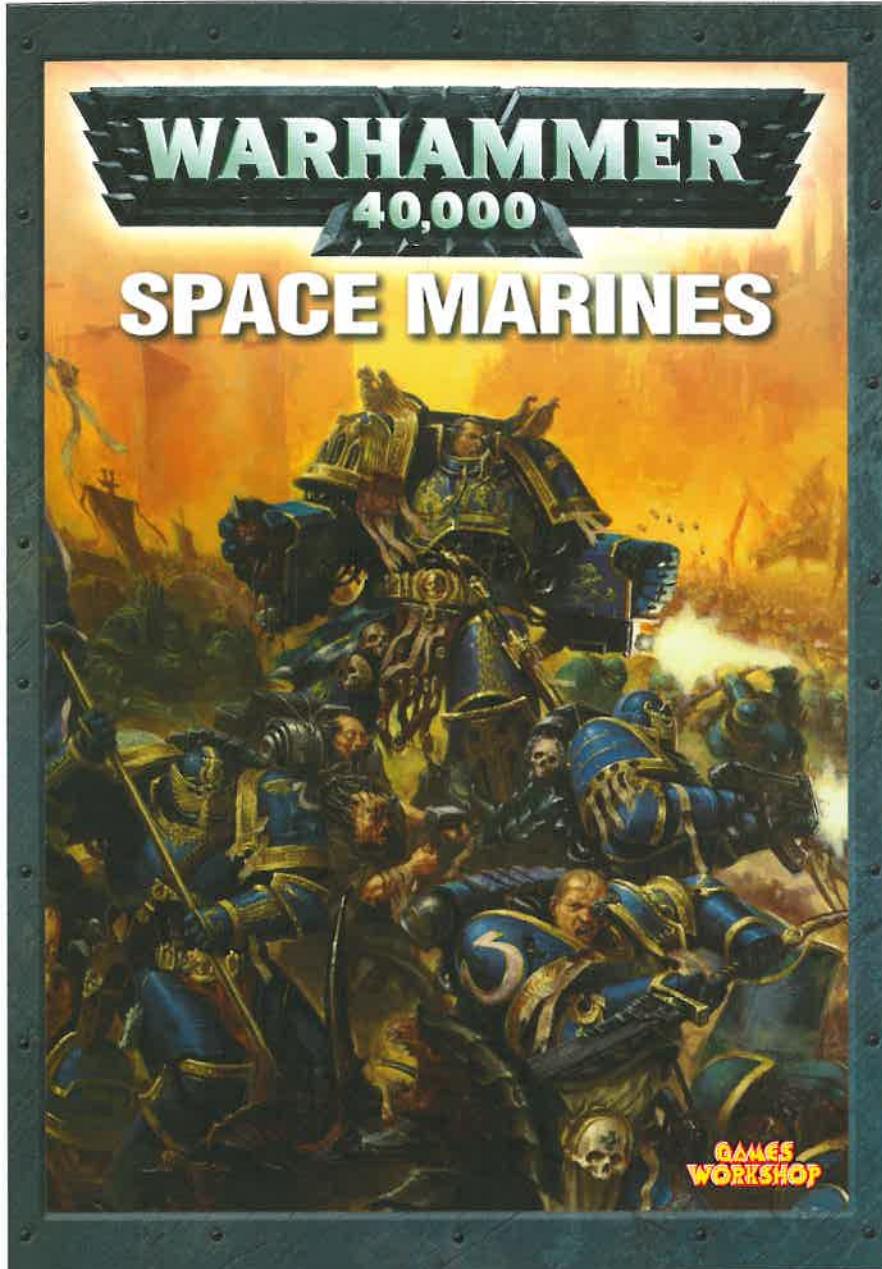
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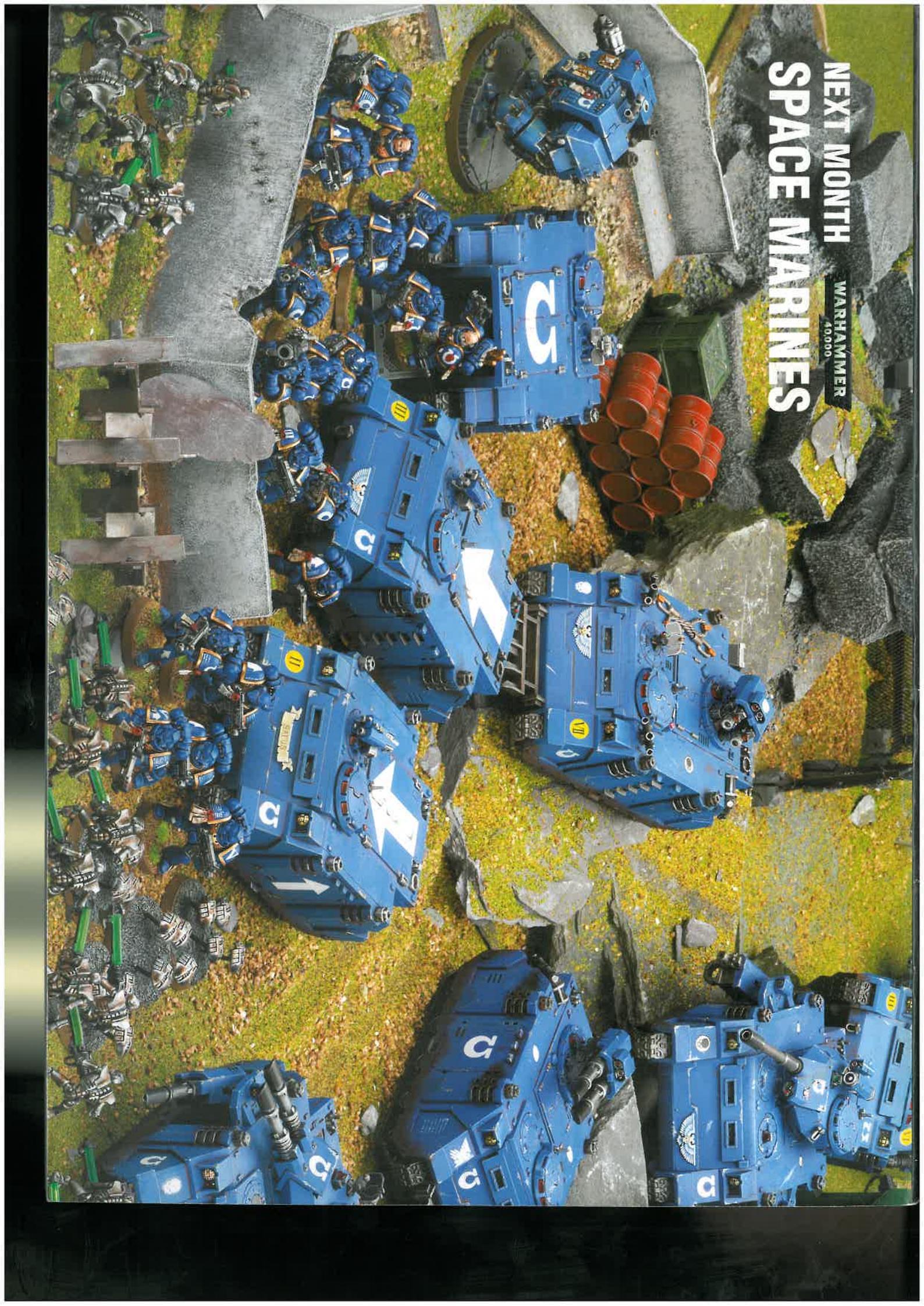
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