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Guy Haley

Guy: We come to it at last, the great farewell of our times. Okay, of my time. I've been on the UK edition of White Dwarf now for eighteen months, and I have to say that I have enjoyed every minute of it (apart from all those late nights getting White Dwarf 300 finished on time; actually, finished at all). But now, alas, it is time to bid you all farewell, and leave you all in the capable hands of Mr Owen Rees.

Why am I moving on, you might well ask. And it is a question I am glad to answer. Y'see, it's all to do with how White Dwarf is made.

There are seven different editions of WD in all – UK, USA, Australia, Germany, France, Spain and Italy (Canada also produces a booklet that is added to the American version). Each of these is made up of articles created in that country, as well as adverts, letters pages and the like. But a lot of the content comes from the Games Development Studio, where all the talented chaps who make our games labour ceaselessly to create new hobby fun for you out there. I am going to work in the Studio with these gentlemen, in order to oversee the production of this central content. I've been working in the best company in the world, but now as I get to enter the inner

sanctum, I'm very excited. So though I am departing UK White Dwarf, I am not leaving White Dwarf, and you can therefore expect to see me pop up in the odd article or two.

I've been editor of WD officially for ten months now, but I was actually brought in by Paul 'Fat Bloke' Sawyer to take over from him, so I've had a hand in running Grombrindal's workshop since I first arrived, gradually taking on more and more responsibilities as time went on. We've had some easy times and some hard times, but mostly they've been good times, and I leave behind an excellent team. I'd like to thank Christian and Nick for being such good lads to work with, likewise Greg and Rudgeie who left a couple of months ago. I also want to say a big thanks to Paul for helping me settle in to GW.

Now I've got my poor, sub-Oscar type speech out of the way, I will step down from the centre stage and walk up the aisle to my seat of new opportunities, gently weeping all the while as I clutch at my glittering memories. I shall let Owen settle, now, into the White Dwarf command chair. It is nicely warmed for him.

Guy Haley
 Editor

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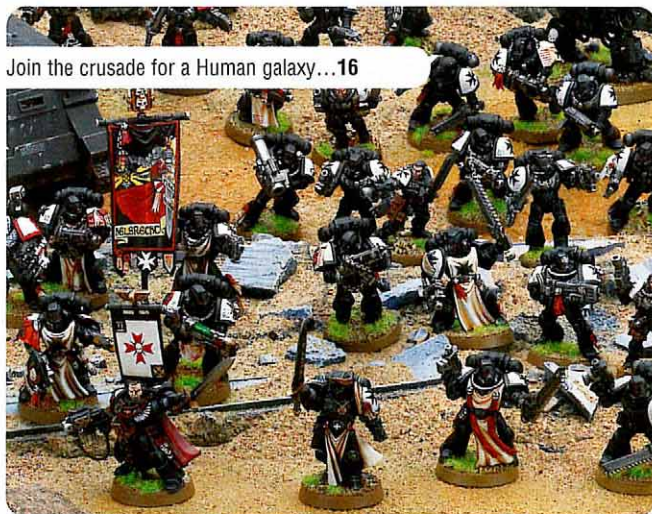
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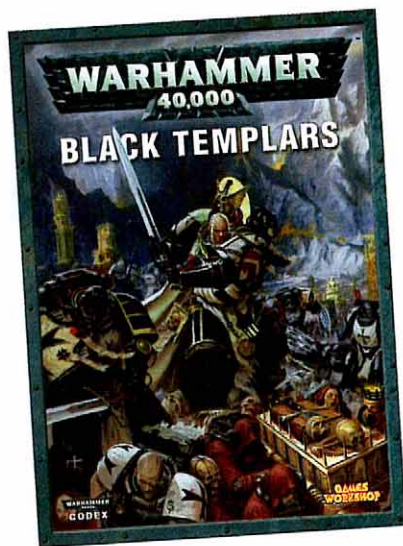
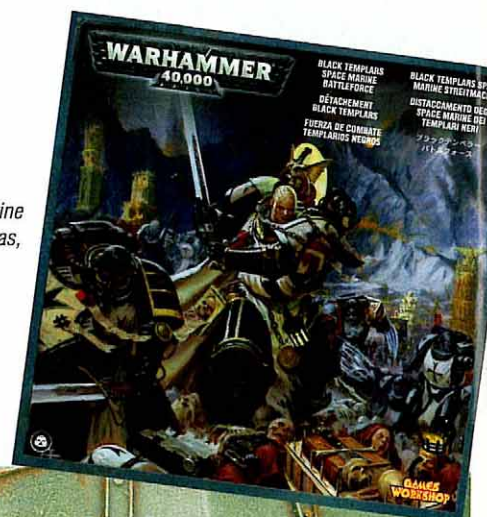
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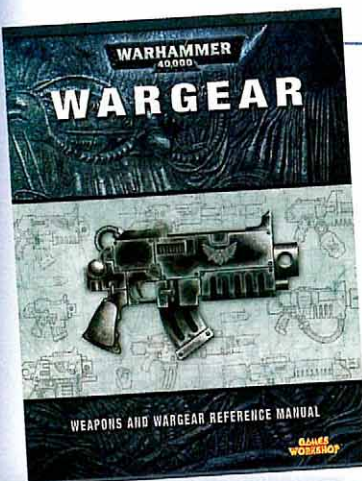
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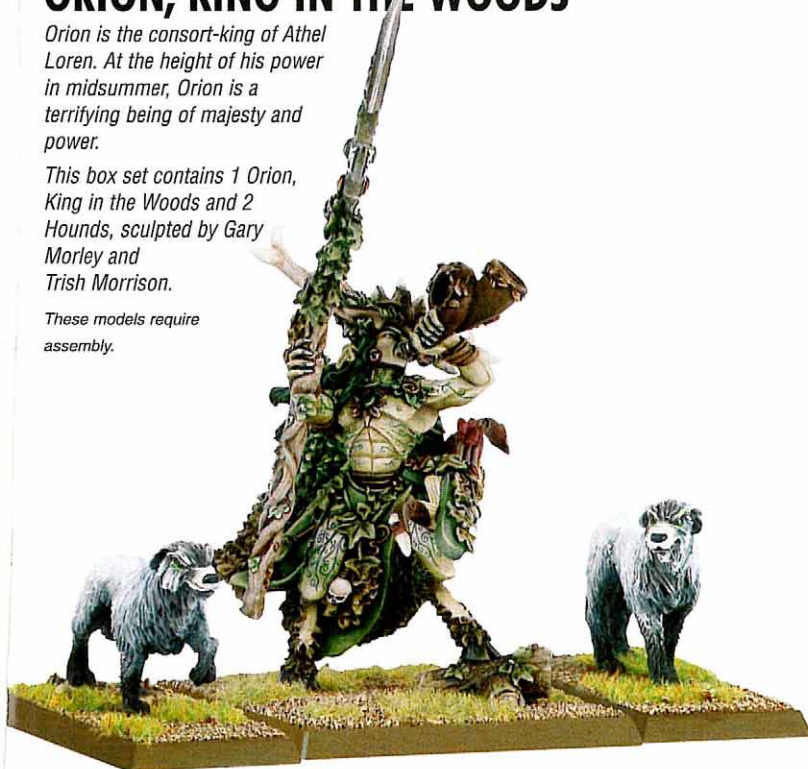


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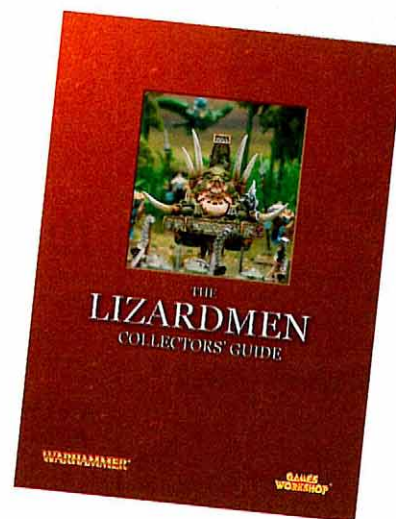
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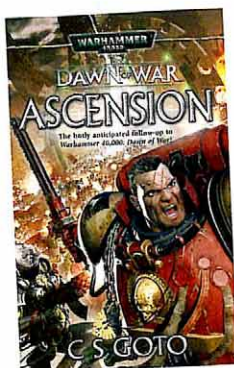
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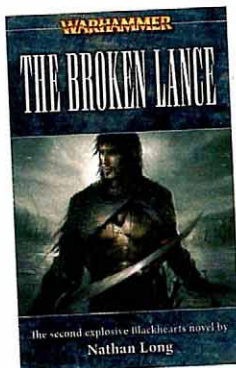




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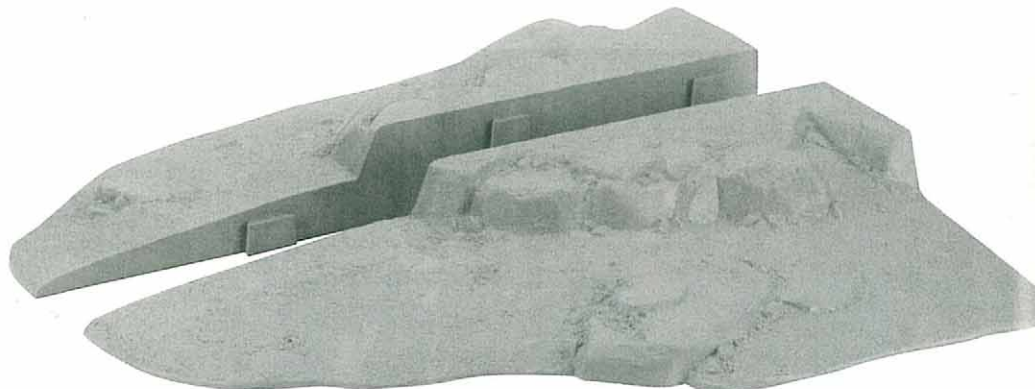
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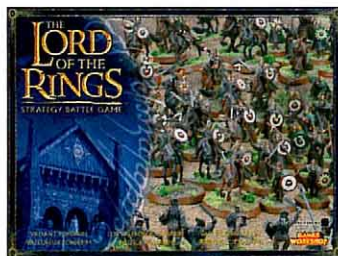
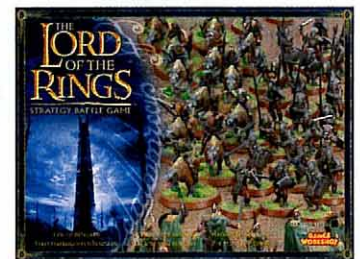
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A SHADOW IN THE EAST

A PREVIEW OF THE NEW LORD OF THE RINGS SUPPLEMENT



Above: One of the Perry's concepts for the new Easterling cavalry.

If you thought the threat of Sauron ended with the Dark Lord's demise in the final climactic scenes of *The Lord of the Rings*, you'd be wrong. Well, kind of. *A Shadow in the East* is a forthcoming supplement for *The Lord of the Rings* strategy battle game that focuses on the servants of Sauron that dwell in the east.

This new addition to the game is set just prior to the War of the Ring but chronology is not the prevailing factor, as games developer Adam Troke explains. "It details a region, in this case Rhûn, and basically

breaks down into two parts; one deals with its inhabitants the Easterlings and the Variags of Khand. It contains a campaign in which Gondor comes up against the evil men from Rhûn," says Adam. "A run of scenarios blends together to form a narrative and eventually escalate into a big battle." The other section forms an appendix, and looks at how the Variags and the Easterlings fit into the wider history of Middle-earth, and the Free Peoples they have fought against.

Easterlings are some of the most popular models in *The Lord of the*

Rings range – "They are one of the images that people have really got into," Adam tells us – and as such, sculptors Michael and Alan Perry, have created some new plastic models. "We've taken some of the cool images from the film and added to the range with Easterling bowmen and cavalry for example," Adam explains of the new models. "There'll be more poses and it'll be cheaper, so you can collect an entire Easterling-themed army."

Though the focus of the book is the dark servants of Sauron in the East, the forces of good are not

neglected. "Largely it looks at Evil forces, but there will be a clutch of Good Heroes too."

A real fan favourite will emerge fully into the gaming arena too, a certain Ringwraith by the name of Khamûl the Easterling. "He's the only Ringwraith that actually gets a name, and is second of the nine, after the Witchking," says Adam. But as for what else you'll find, we're not saying. *A Shadow in the East* promises much, much more, but you'll have to stay glued to the pages of *White Dwarf* in the future to find out what that is.

HELM OF SAURON WINNER

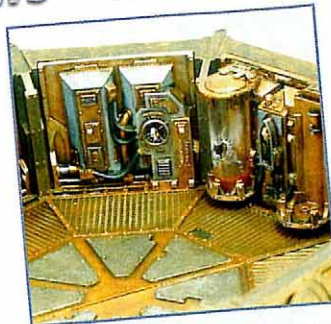
Congratulations to Helen Frier who won the Helm of Sauron competition featured in *White Dwarf* 306.

Helen correctly answered that Barad Dur was the name of the Dark Lord Sauron's fortress in Mordor. We also liked her word-clever, albeit corny, tie-breaker:

I will have the Helm of Sauron as my own because... I would be Galadriel to have it.

Well done Helen!





Top left : A wide view of one of the conjoined building sections, a research station at each end.

Top right: An interior view of one of the research laboratories. Note that something has escaped from one of the holding tanks...

Above: Space Marines investigate the deserted research laboratory. Note the grim autopsy table dominating the centre of the room.

Left above: Long corridors join the various research modules of the Outpost. Here, Space Marines explore tentatively, searching for signs of life...

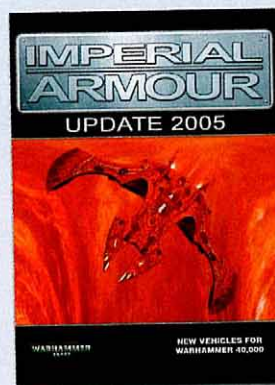
LAST OUTPOST

NEW MODULAR OUTPOST FROM FORGEWORLD!

hammer 40,000 Phaeton pattern Outpost from Forge World.

It, the master model for which was sculpted by Daren Parwood, the outpost can be put together however you like. It has many features; the images here show a laboratory but also available will be landing pads, comms room, habitat, vehicle bay and more. For further details about this and the current range of Forge World models, check out the Forge World website.

Buildings and modular Outpost. This is just one of the many ways it can be constructed.



Available now is **Imperial Armour Update 2005**. This 48 page supplement contains rules and brief background material for many of the Forge World models not covered in the other Imperial Armour books. Includes rules for Imperial, Chaos, Eldar, Ork, Tyranid and Necron vehicles.

MACHINES OF WAR

FORGEWORLD.CO.UK

CAIN IS ABLE

That cunning rogue that we all love, Ciaphas Cain, is back! Released early next year, *Death or Glory* tells a tale from his early career, where the cowardly Commissar is forced to live up to his 'War Hero' reputation when he crash lands behind enemy lines. The book comes out in February. Check out this fantastic artwork showing Cain in all his muscle-bound, courageous glory! (Wait a minute...)



A LIFE ON THE OCEAN WAVES...

Strap on yer eyepatch and polish yer best wooden leg, as Cap'n Dan Abnett takes to the seas in *Fell Cargo*. Yes, the stars of many an *Inferno!* short story are swashbuckling their way into this action-packed new novel!

Captain Luka Silvaro and his crew must do battle with the infamous Butcher Ship, unaware that its crew is no longer mortal.

www.blacklibrary.com

WARP ARTEFACTS

www.warpartefacts.com

FEMME MILITANT

"These are the knaves that strol the land and live bi piking wormes from fingers of fools."

A range of figures designed in the mysterious mind of Games Workshop's artistic visionary, John Blanche are coming soon from Warp Artefacts.

This range of 13 figures, aimed at collectors and painters are based on some of the inspirational, private artwork from John's archives, brought to life in 3D form by some of the most talented sculptors around the globe.

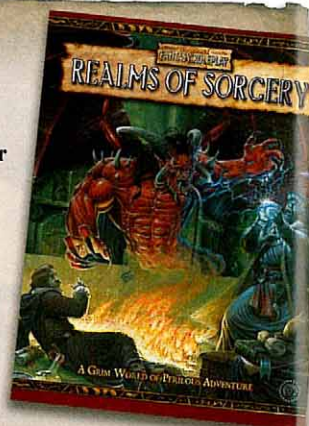
Supplied in a 'casket of souls' style resin box, complete with glass dome & print, these figures are a must for all collectors and painting enthusiasts. Keep your eyes glued to www.warpartefacts.com for further updates.



Two of John Blanche's inspirational peices upon which the new range will be based; Vatykan and Menicant Preacher.

REALMS OF SORCERY

Realms of Sorcery is the complete magical supplement for *Warhammer Fantasy Roleplay*, released this month at Gen Con UK. This hefty, 256 page tome is a comprehensive guide to player magic, including complete spell lists for all the colleges of magic and Dwarf rune magic. Get it quick, but don't be surprised if the witch hunters kick down your door...



WWW.BLACKINDUSTRIES.COM

VICTORY IS ON THE CARDS

Released this month is the Dawn of War: Winter Assault battle box for *Dark Millennium: the Warhammer 40,000 Collectible Card Game*. This deluxe pack contains everything you and a friend need to start playing right away - a set of decks for two players featuring the Eldar and Ork armies.

Dark Millennium is running as part of a massive worldwide online campaign. Each game that is played will affect the outcome. Whether a planet survives or is destroyed is up to you. Can you miss up on a chance to affect the future of *Warhammer 40,000*?

The new Eldar deck from the battle box.



WWW.SABERTOOTH.COM

DARK HISTORY

Sharpen your best impaling pike, the most famous historical madman of them all has finally arrived in the world of *Warhammer Ancient Battles*. *Vlad the Impaler* is a new supplement for *Warhammer Ancient Battles* and covers both the Transylvanian's bloody rise to power and the Ottoman Turk wars of the same period. Think history is dull? Think again.

www.warhammer-historical.com

CAREERS++CAREERS++CAREERS++CAREERS++CAREERS++CAREERS++



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- To recruit and retain hobbyists.
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Your key skills and experience will include:

Essential

- An understanding of the need for good customer service.
- A knowledge of Warhammer 40,000, Warhammer and The Lord of the Rings.
- High level of communication skills.

Desirable

- Commercial awareness.
- Previous supervisory experience.
- An experience of staff training to ensure the development of staff to the best of their abilities.

CLOSING DATE: 18TH NOVEMBER 2005

Please send your C.V. to UKHR@games-workshop.co.uk

Alternatively if you have any queries please contact Catherine on 0115 916 8172.

CAMBRIDGE GAMING ROOM REVAMP

Recently Games Workshop Cambridge has undergone some changes. Its Gaming Room has been given a new lease of life. "We wanted to put themed boards in," says Manager, Dave Pond. "We've got a volcano world and a cool jungle board, plus loads more."

The revamp has been two months in the making, the guys from Cambridge asking their hobbyists what they'd like to see in it.

A bigger area for painters was popular, so now the Gaming Room touts a four table painting area replete with painting stations. For sculptors and one-on-one tutorials, there's also two single-person

painting and modelling tables that bookend the room. "It's a Gaming Room, but it's not just for gaming – it's a hobby room too," Dave says.

MINES OF MORIA

To celebrate the refurbishment, Cambridge hosted a special Moria event. Hobbyists from around the area, a school club (Impington, who won the The Lord of the Rings tournament at the School's League final) and White Dwarf's Nick Kyme attended. It was a hive of frantic gaming and the first time that Mines of Moria had ever been played in a store.

Loads of games were played, on ingenious Mines of Moria mini-

boards and even Nick got in on the action. You can read all about what happened on the day, as well as check out a host of other related hobby articles in an exclusive report on the web. Just follow the link below:

www.games-workshop.co.uk/gamingrooms



Nick battles with the Fellowship against staffer, Scott Godfrey's, Moria Goblins.

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AWARDS AT GEN CON

Congratulations to Black Industries as Warhammer Fantasy Roleplay (WFRP) wins "Best Game" award at Gen Con 2005.

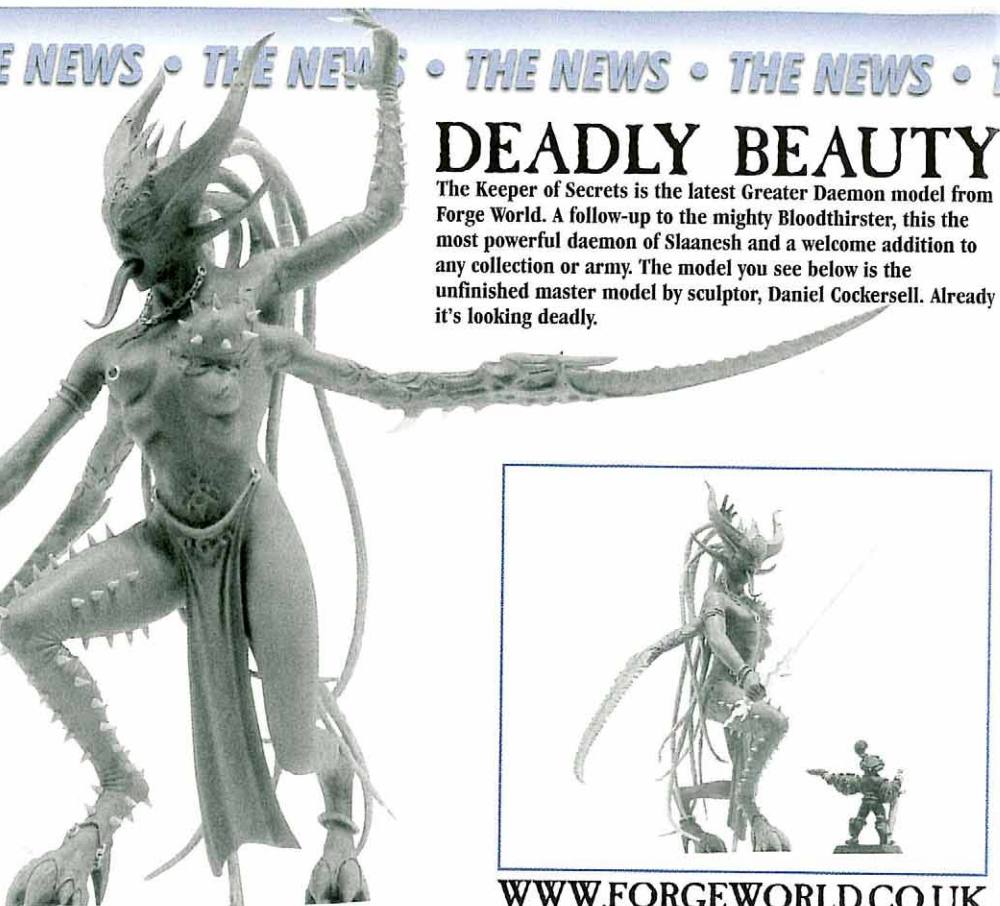
Many thanks to all those who voted for WFRP at the annual ENnie awards held at Gen Con.

Black Industries scooped all the first place awards in the three categories that WFRP was nominated, winning the Best Monster Supplement category with the Old World Armoury and the Best Production Values award, but most importantly was winning "Best Game".

Well done to all involved with the project!

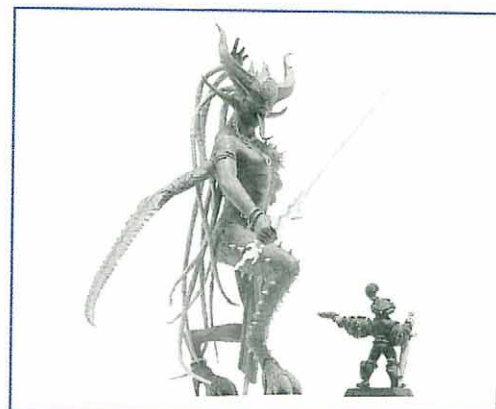


Forge World



DEADLY BEAUTY

The Keeper of Secrets is the latest Greater Daemon model from Forge World. A follow-up to the mighty Bloodthirster, this the most powerful daemon of Slaanesh and a welcome addition to any collection or army. The model you see below is the unfinished master model by sculptor, Daniel Cockersell. Already it's looking deadly.



WWW.FORGEWORLD.CO.UK

NORTH VERSUS SOUTH



A packed Warhammer World plays host to the fevered tournament gamers.

Gamers from across the regions of Scotland and London met recently in the North vs South Doubles Tournament.

The battlefield was Warhammer World, where over 80 hobbyists

gathered to duke it out for the pride of their regions in Warhammer 40,000, 750 points (1,500 a side) each battles.

Overfiends, Sam Sedghi (manager of GW Watford) and Donald

McCallum (manager of GW Falkirk) ran proceedings with Warhammer World staffer Geoff Bushill coordinating. The event, the first of its kind, was such a rip-roaring success it's to be repeated next year.

This time the South (England) managed a narrow victory overall but the North's players achieved the best individual success.

Great events like these are running throughout the year in Warhammer World. If you'd like to get involved in them turn to page 126 to find out more.

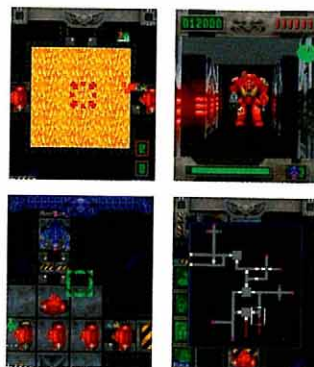
SPACE HULK ON YOUR MOBILE

Space Hulk the mobile phone game is now available. With levels straight from the original game, single and multi-player options and a first-person shooter action game for high-end phones, you can now experience this Games Workshop classic in the palm of your hand.

Space Hulk is a must-play for every Warhammer 40,000 fan and real-time strategy lovers. Especially anyone who likes a good, solid challenge that requires both wit and reflexes.

To get hold of the new game, which is supported by a large number of phones, and for further information go to: www.madtap.com

Or go to your mobile phone provider's games website to check compatibility.



ONLINE NEWS

ADVENTURES OF THE FELLOWSHIP

Each of the scenarios from the Mines of Moria boxed set and website have interesting and challenging ways of winning for Good and Evil.

The Adventures of the Fellowship goes through each scenario and explores tactics with a short battle report. www.games-workshop.co.uk/thefellowshipofthering

SEVEN WALLPAPERS NOT SEVEN DWARFS!

There are no seven Dwarfs in these wallpapers – just Skaven crunching action from the mighty White Dwarf! Another month another wallpaper. www.games-workshop.co.uk/whitedwarf

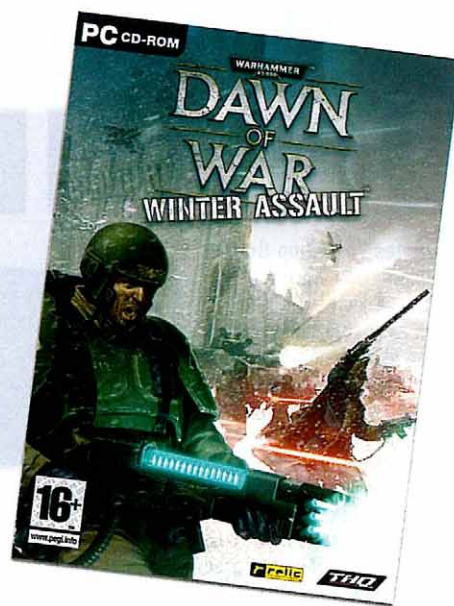
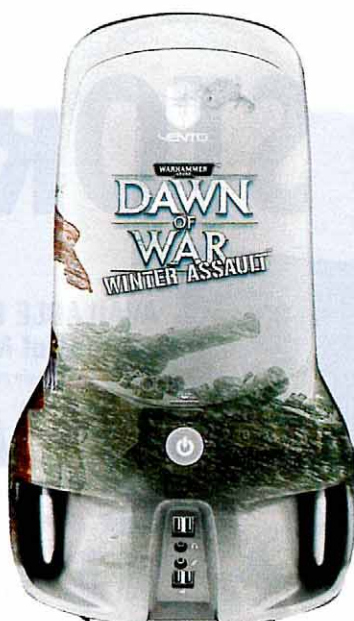
EVEN MORE WAR OF THE RING...

Our Canadian cousins are running the campaign again this autumn. If you want another

bash at seeing who can despoil Middle Earth and think you can repeat your previous glories or right wrongs, get involved! www.warofthering.ca

ALL THIS AND MUCH, MUCH MORE!

Find all the latest models, news, events, community and hobby resources online updated weekly. Combined with White Dwarf and it is the indispensable guide and to the hobby. www.games-workshop.co.uk



WIN A DAWN OF WAR PC!

FANS OF DAWN OF WAR REJOICE – WINTER ASSAULT, THE FIRST EXPANSION PACK FOR THE WARHAMMER 40,000 REAL-TIME STRATEGY GAME IS NOW RELEASED!

Winter Assault features the Imperial Guard as a fully playable new race, two brand new single player campaigns and loads of new multi-player maps.

The Imperial Guard include all your favourite units: Kaskrins, Ogryns, Commissars and of course lots of tanks including the mighty Baneblade! Watch out for the very cool new General too.

Each of the other races also get at least one new unit: Eldar – Fire Dragons, Orks – Nobz in Mega Armour, Space Marines –

Chaplains and Chaos – Khorne Berzerkers, so the action will be more frantic than ever,

And did we mention the surprise appearance of an ancient force of evil?!

To coincide with the release of Dawn of War: Winter Assault, THQ have donated a Dawn of War-themed gaming PC that one lucky White Dwarf reader will win!

All you have to do to be in with a chance of winning this great prize is answer the following question:

What are one of the new units that you can play in Dawn of War: Winter Assault?

TIE-BREAKER
We'd also like you to answer the following tie-breaker too. The person who sends us the right answer and who, in the opinion of the White Dwarf team, comes up with the best tie-breaker will win.

Create a nickname for a brand new Imperial Guard regiment (i.e. 39th Cadian 'Xenobane').

Good luck to everyone!

PC SPECS

CPU: AMD Athlon 64 3200+
Memory: 1Gb PC3200
Graphics: XFX nVidia 7800GT Extreme Edition, 256Mb GDDR3
Motherboard: Abit AN8-V nForce 4, PCI-E
Chassis: Asus Vento
Optical Drive: Aopen 16x DVD±RW
Storage: Hitachi Deskstar SATA-II 160GB, 8MB Cache
OS: Windows XP Home

Please note: PC doesn't come with a monitor.

COMPETITION RULES

- Residents of UK and Eire are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition and/or the Promoter's business.
- Entries are limited to one per household.
- The start date for the competition is 28th October 2005. Eligible entries must be received no later than the closing date of the competition, 30th November 2005.
- Send postal entries, to 'Dawn of War: Winter Assault Competition', White Dwarf, Games Workshop Limited, Willow Road, Lenton Nottingham, NG7 2WS. The Promoter cannot, and will not, accept responsibility for, or consider as eligible, late, lost, unreadable, incomplete, or misdirected entries.
- The winner will be the eligible entry that correctly answers the question(s) asked. In the event of a tie-break the winner will be chosen, in the judges' sole discretion, on the skill of the entrant in providing the best answer to the tie-break question in accordance with any stated criteria.
- The prize consists of the items listed as being 'The Prize' on this page. No cash alternatives will be offered.
- The Winner will be notified by post or email on or before 12th December 2005. The Winner must confirm receipt of the prize notification and provide all reasonable details requested by the Promoter by 19th December 2005, failing which the Promoter reserves the right to select an alternative winner.
- By entering the competition and accepting the prize, the winner explicitly consents to the Promoter using their name and likeness for advertising and promotional purposes.
- The judges' decision is final and no correspondence will be entered into.
- Any entries will be subject to the Promoter's submissions policy, which can be found at the front of White Dwarf or at: http://uk.games-workshop.com/legal/terms_of_use.htm.

Entry indicates acceptance of the rules as final and legally binding.

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By submitting your personal information you consent to the processing of your personal data as set out above and you confirm that the information is accurate and complete.

CLUB ACCOUNTS ARE GO!

We're pleased to announce that our Hobby Specialists are now able to offer club accounts for Gaming Club Network clubs!

The new service works as a customer account for a whole club not just an individual, allowing club organisers and players the opportunity to make bulk purchases of supplies, books, scenery and miniatures with one telephone call whilst also enjoying FREE delivery for orders over £75 to a single address. What's more Club Accounts will be offered

special advance order on event tickets and other cool items. The Club Account is available now for any approved Gaming Club Network (GCN) club. Club officials can register their club for an account by calling:

0115 91 40000

If your club has not yet joined the GCN then there really has never been a better time to do so.

To find out more call the Games Workshop Community Team on:
0115 916 8380

clubguy@games-workshop.co.uk

GAMES WORKSHOP'S ONLINE STORE



The Games Workshop Online store is open 24 hours a day, seven days a week, so it's always available when you need it. Shop at your convenience and make sure you get exactly what you want, when you want it.

The Online store carries the entire range of Games Workshop products, so in addition to everything you can find in our retail stores, you'll also find a whole host of unique products only available from Games Workshop Direct, like the Ogre Ninja Maneater or the Space Marine techpriest.



We aim to dispatch all orders within three working days of receiving them. Most go much faster than that, so you won't have long to wait to get your hands on your goodies.

ONLINE SECURITY

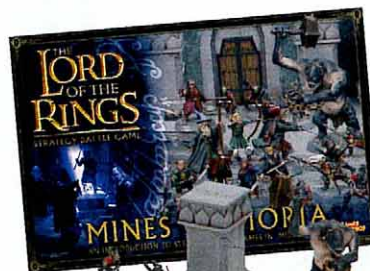
We take online security very seriously and use powerful encryption software to keep your details safe. So you can order from us with confidence.

EASY TO USE

Our store is designed to be as easy to use as possible, with the catalogue matching the entries in the army book so you can always find what you're looking for.

CHRISTMAS SHOPPING

With Christmas just around the corner we've grouped together some great gift ideas, so why not point your relatives at the Online store and get models not socks this year?



AVAILABLE FOR CHRISTMAS!

• Mines of Moria (Save over £10*)

*On buying equivalent miniature contents separately.

£40



• Battalion Boxed Sets (Save up to £28*)

£50



• Black Templars



DIRECT OPENING HOURS

In last month's Direct Pages we printed the incorrect opening times for calling Direct Sales. The warp daemons responsible for this heinous error have been purged and the correct times are given below:

MONDAY TO SATURDAY: 10AM – 6 PM

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☠ **Chosen of the Emperor**
The Black Templars get their own Codex!

☠ **The Defence of Cephian IV**
The Black Templars battle the Alpha Legion

☠ **Index Xenos: Dark Eldar**
The evil brethren of the Eldar profiled

CHOSEN OF THE

Their righteous fervour is unquenchable as they fight to conquer the galaxy in the name of the Emperor. With blade and brazier, Nick Kyme examines the grim culture of these relentless warrior-knights to get the low-down on the new codex from author Graham McNeill. Enemies of the Emperor beware, the Black Templars have returned!

Of all the Chapters of the Adeptus Astartes, it is the Black Templars that remain truest to the original mission of the Space Marines, to conquer the galaxy for their beloved Emperor and the manifest destiny of Humanity. With their zealous Crusader doctrine and catechisms of purity, they are how the Space Marines were originally envisaged.

"They are essentially the Space Marines they were 10,000 years ago," Graham explains. "Closer to the Legions of old than many other Chapters, a lot of whom have turned inwards like the Dark Angels, who look to their past, or become their own worst enemy by keeping secrets."

Ultramarines too, whilst regarded as being the definitive Space Marines, in so far as what it means to 'be' a Space Marine have also wavered. "They were never meant to be static holders of territory," Graham says of the Adeptus Astartes in general, "like the Ultramarines who own and maintain a realm, but then they've had to."

As a result the Black Templars have no homeworld, although they do establish a Chapter keep on every planet they conquer.

"They are used as staging posts, where they can come back for fresh recruits or to re-arm and re-equip," says Graham. The Black Templars' bases are mobile ones – powerful fleets of ships that carve their way through space, pushing the boundaries of the Imperium further and further as they go.

ORIGINS

It was in the aftermath of the Horus Heresy that the Chapter was first formed. The great

Space Marine Legions were broken up into Chapters at the decree of Roboute Guilliman. Rogal Dorn, Primarch of the Imperial Fists, reluctantly created the Crimson Fists and the Black Templars from his original Legion. Dorn chose Sigismund, the Emperor's Champion, to lead the Black Templars. They subsequently adopted the black and white panoply of Sigismund's personal heraldry. So the Chapter was born, their mission decided. "Sigismund vowed at the Chapter's creation that they would eschew a homeworld and travel the galaxy." And so it endures.

KNIGHTS OF OLD

The first mention of the Black Templars was in the original Codex: Sisters of Battle, they then appeared on John Blanche's famous cover for Warhammer 40,000 Third edition. In Codex: Armageddon they first got an army list, but such was their popularity with Warhammer 40,000 gamers that a dedicated codex was inevitable.

The new codex is in the same mould as the latest Codex: Space Marines, however, it was important to give the Black Templars a strong image all of their own that would distinguish them from other Space Marine Chapters.



The Black Templars take the Emperor's light to the dark reaches of the galaxy

EMPEROR

Real-world history was important in establishing the flavour and feel of these dour champions of the Emperor's grand design and the codex itself. "It's very much influenced by the crusades," Graham explains. "They share themes with the Knight Templars of history, those that protected the pilgrim routes to the holy lands."

Even the tabards the Black Templars wear are similar to those which adorned historical Templars, emblazoned by the Black Templars' cross. Wearing centuries-old armour in many cases and carrying all-manner of arcane equipment, the point is really driven home that these are traditional warriors of legend. It's a departure from the cultural building blocks from which other incarnations of the Adeptus Astartes have been cut, as Graham attests, "Whereas a lot of the Space Marine Codex came from very classical imagery, the Black Templars are very gothic and hard-edged."

"Of all the Chapters of the Adeptus Astartes it is the Black Templars that remain truest to the original mission of the Space Marines"

ON THE BATTLEFIELD

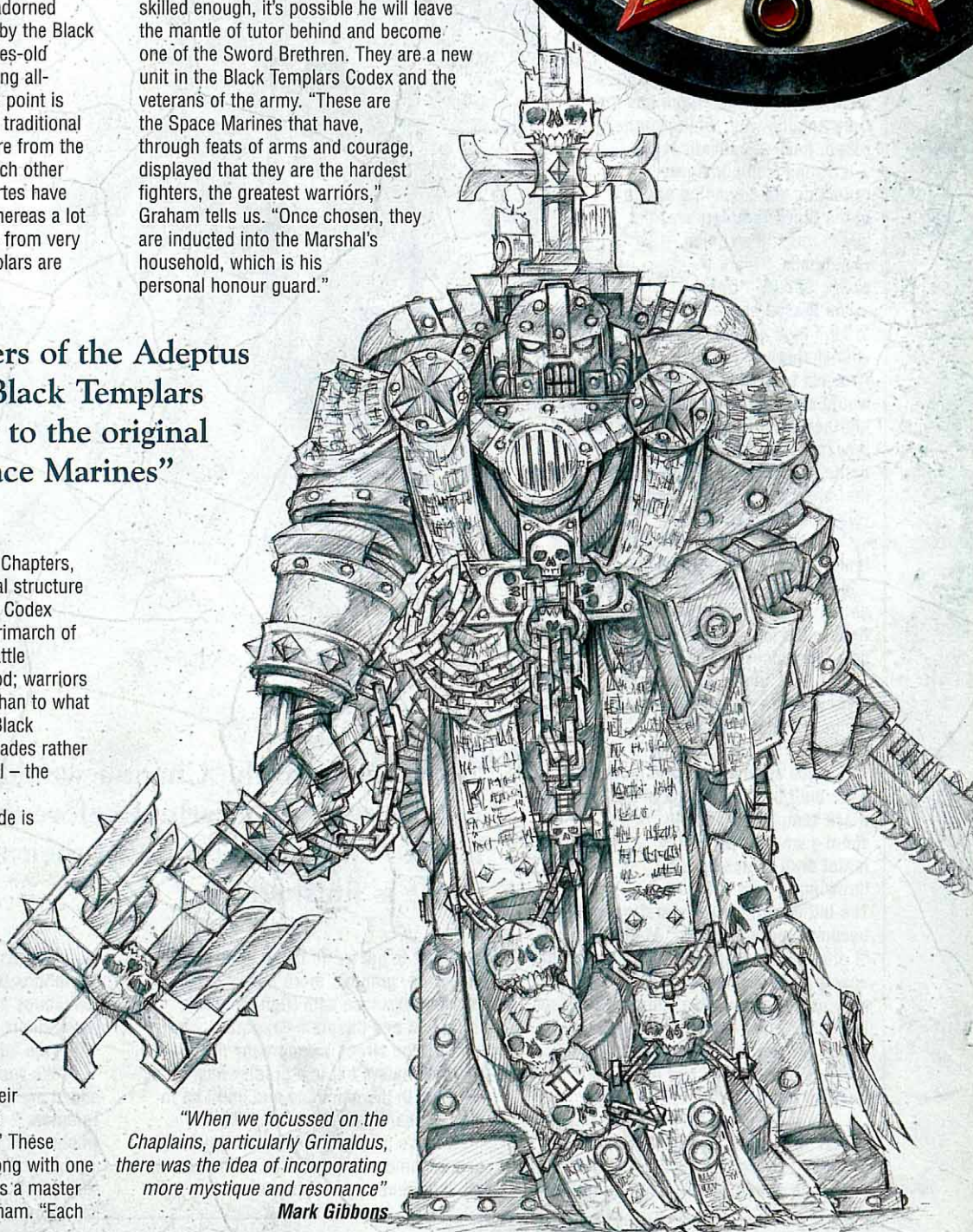
Unlike many other Space Marine Chapters, the Black Templars' organisational structure differs from that laid down in the Codex Astartes by Roboute Gulliman, Primarch of the Ultramarines. Their way of battle epitomises that of the brotherhood; warriors chosen for who they are, rather than to what company they belong. As such, Black Templars are organised into Crusades rather than companies, led by a Marshal – the equivalent of a Space Marine Commander. The bulk of a Crusade is made up by its Crusader squads.

Crusader squads are comprised of Initiates and Neophytes, and are one of the biggest differences between the Black Templars and Codex Chapters. For one thing, they're much bigger, as Graham explains: "In most codexes you get a Scout squad that's a separate Troop entry, but Black Templars don't get that. Their Neophytes, as they call them, are integrated into Crusader squads." These squads can number up to 20 strong with one Neophyte allowed per Initiate. "It's a master and pupil relationship," says Graham. "Each

Neophyte is taken on by an Initiate who deems him worthy of learning from him. He takes him out to battle and teaches by example. Basically, the Neophyte either learns or dies." It harkens back to a historical image, that of the knight and his squire.

If an Initiate is brave enough and skilled enough, it's possible he will leave the mantle of tutor behind and become one of the Sword Brethren. They are a new unit in the Black Templars Codex and the veterans of the army. "These are the Space Marines that have, through feats of arms and courage, displayed that they are the hardest fighters, the greatest warriors," Graham tells us. "Once chosen, they are inducted into the Marshal's household, which is his personal honour guard."

BLACK TEMPLARS DESIGNERS' NOTES



"When we focussed on the Chaplains, particularly Grimaldus, there was the idea of incorporating more mystique and resonance"

Mark Gibbons



CHAINS AND FLAMES: THE ART OF THE BLACK TEMPLARS

Mark Gibbons was the lead concept artist on Black Templars. His detailed sketches were the grim seed from which these warriors flourished and eventually developed into both miniatures and illustration.

“We had to do two things: Mark says, “give them an individual identity and get some clear water between them and the Dark Angels, who, whilst similarly robed, have a monastic feel.”

Strong iconic imagery reflecting the crusading nature of the Black Templars was the key to this. “It’s chains and flames,” Mark says gleefully. “One of the ideas I had was to bind their weapons with chains and seals. Acolytes from the Chapter would manacle the weaponry to the Space Marines before the dawn of the battle – they can’t lay down their arms until the battle is finished,” Mark explains, “I liked that image; it gave them a hard, relentless flavour.”

“In terms of the flame element, a lantern appears on a lot of the miniatures and the artwork,” Mark says, “It’s that notion of them bringing the Emperor’s light to the dark places of the universe. In some instances, the lantern is slung from a belt, in others it’s a piece of iconography – Helbrecht’s banner for instance has him carrying a lantern.”

These strong icons and ideas were built into the design of the Black Templars gradually. “I spent a week or two doing initial draft sketches and throwing in a lot of ideas. The initial period of exploration gradually becomes more focused,” Mark explains. “I often find myself reusing elements that appeal to me across a number of sketches... just in case somebody misses it the first time! It’s these strong visual hooks that you hope survive the entire creative process and end up on the finished miniatures.”

The concept art for the special characters is at the pinnacle of this process. “By the time you get to them, you’ve already explored a lot of the ideas

“Acolytes from the Chapter would manacle the weaponry to the Marines before the dawn of the battle – they can’t lay down their arms until the battle is finished”

you want to get in. To make them more elaborate, grander, more heroic.” This is certainly the case with High Marshal Helbrecht and Chaplain Grimaldus who bear all the strong iconography of the Black Templars but to a greater degree. “Start with the mundane and build up to the big characters,” explains Mark.

Mark’s role was integral to Helbrecht and Grimaldus in particular, as he also did the fully rendered artwork for them. “I did

the concepts for these guys; the miniatures were sculpted, I got the miniatures back and then I drew the illustrations based on the finished models – it came full circle.”

“We were keen to amplify the hard-edged and grim aspect of the Black Templars,” says Mark of the project as a whole. This meant the embodiment of an unrepentant rationale that was black and white in its outlook.





A Black Templar Chaplain leads the Sword Brethren

Though they are named Sword Brethren, the veterans can be armed with bolters or close combat weapons. "We wanted to stress the fact that the Black Templars are not just a close combat army," says Graham. "But they don't fight according to organised strictures like Ultramarines do."

This is particularly true of Sword Brethren whose warrior bond is greater than the other Space Marines in the Chapter. "They arm themselves, gather themselves together and fight together out of familiarity." This sense of kinship and brotherhood in the Black Templars mean they have a strong bond with every warrior in the Chapter. "Definitely," Graham agrees, "That's what's at the heart of Righteous Zeal."

PATH OF THE RIGHTEOUS

The 'Righteous Zeal' rule, and its subsequent redefinition, is a key part of the new codex. Its effects have been toned down slightly in the new version but it has also had a tweak to its mechanics, something Graham is very proud of: "You only get 1D6 extra movement now, but it works differently," he says, "It used to be if you failed a Morale check that you'd get the benefit of it, which felt intuitively wrong – the idea of hoping to fail. Now if you pass a Morale check you are affected by Righteous Zeal."

Only infantry squads get this bonus, not bikes or jump pack troops, but when affected

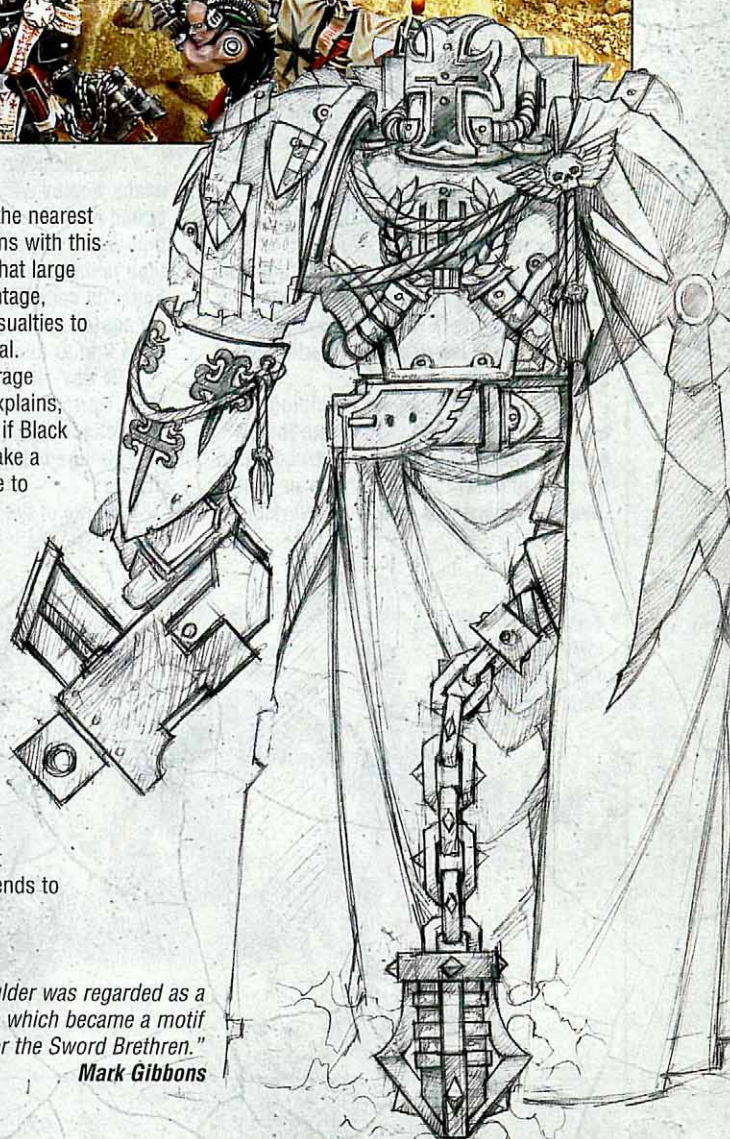
they must move towards the nearest enemy. One of the problems with this new rules mechanic was that large squads were at a disadvantage, needing to suffer more casualties to benefit from Righteous Zeal.

"We wanted to encourage larger squads," Graham explains, "so we made the rule that if Black Templar infantry squads take a SINGLE casualty they have to take a Morale check. The whole idea is that they're avenging the slayers of their brethren," says Graham, "down to the last Black Templar."

This subtle rules tweak has a ripple effect too. "Chaplains are more useful. If they are part of a squad they can direct where the infantry goes – they're not forced to go to the nearest visible enemy." It also extends to

"The cloak over the shoulder was regarded as a particularly strong image which became a motif for the Sword Brethren."

Mark Gibbons





FORGED IN PURIFYING FLAME

From concept art to sculpted miniatures, the next stage of the creative process was to make the models that would take righteous hate and purifying flame to the enemies of the Emperor.

Dave Thomas and Mark Harrison were the main miniatures designers on the Black Templars project, with Martin Footitt drafted in to help on the plastics.

"Barring the Emperor's Champion and the limited edition model with the previous version of Warhammer 40,000, we hadn't produced any Black Templar-specific models before, so we had a fairly blank canvas to work on," says Dave about the new models. "The first thing we had to do was solidify and tie-down exactly what a Templar army looks like, something that had only been done in artwork before."

The zealous nature of the Black Templars is effectively the cornerstone of everything they are about and, just as it is true of the codex, so it is true of the miniatures – something encapsulated in the Crusader sprue, an integral part of establishing the identity of the Black Templar models.

The Crusader sprue is huge. So large in fact that it has to be folded over to fit in a box. So mighty is it that Dave and fellow sculptors Mark Harrison and Martin Footitt all worked on it!

"The hardest thing was deciding what to include, whilst trying to define the Black Templars image and not treading on the toes of other Chapters," Martin Footitt reveals, "There was a lot of conversion



A Black Templar Crusader squad featuring additions from the new Crusader sprue

"The Black Templars are honour bound to complete their quest and cannot relinquish their weapons until they've done that or died in the attempt"

work, which makes it easier in some ways because you don't have to sculpt an entirely new piece, but it's harder too because you're trying to live up to the high expectations people have for Space Marines."

"We included lanterns, crusader seals, bodies with tabards and weapons bound to the hands with chains or other bindings," Dave Thomas explains. "The idea is that the Black Templars are honour bound to complete their quest and cannot relinquish their weapons until they've done that or died in the attempt."

"It was all down to the chains," says Mark Harrison. "There was a lot of symbolism around them. They are a very solid image but also hard to do in plastic."

"Some of the models also have

tabards," Mark continues. This further emphasises the knightly aspect so intrinsic to the culture of the Black Templars. "We kept the legs visible though, so they were different from the Dark Angels who wear large robes."

"We also included medieval styles of helmet and reintroduced a Mark IV design. It goes back further than the established Space Marine Tactical squad, which had armour from Marks V to VIII," Dave explains. "It was important to make the frame conversion friendly too, so it was compatible with other plastics."

Of all the models Dave sculpted for the Black Templars, which include the Sword Brethren (essentially the Veteran squad of the army), it is High Marshal Helbrecht of which he is most proud. "It's a culmination of all the work I've done on Space Marines so far and I can honestly say I'm very happy with it."

Mark Harrison worked on the second of the special characters, Chaplain Grimaldus, and like Dave, he's similarly pleased. "He had a solid look, a strong feel about him," he says. Mark was also very proud of Grimaldus's retinue, the Cenobyte Servitors. "They have a lot of character and they're something out of the ordinary, more unusual. I can imagine them being led by Grimaldus."

The Black Templars project has involved a lot of people – from sculptors, to artists, to games developers. "We all had a large input into development," says Dave. "It was a great team effort."

Chaplain Grimaldus, Hero of Helreach, and his retinue of Cenobyte Servitors



Commanders. With their higher Leadership, squads are more likely to pass their Morale checks and benefit from 'Righteous Zeal', making the choice between these two HQ choices an important one. "This will encourage people to choose more carefully how they play," says Graham.

ARMoured FURY

There's an increased reliance on Land Raider Crusaders as transport options for squads in a Black Templars army. Terminators for example can take a standard Land Raider or Crusader as a transport option in a normal Space Marine army. For Black Templars this option is only available as a Heavy Support choice. This shouldn't impact too much though, as Graham explains,

"Because Black Templars don't use Devastator squads or Whirlwinds, there's not nearly as much competition for that slot."

"The Whirlwind in particular didn't 'feel' right. One of the Black Templars' honour oaths is to fight face-to-face with your enemy – shelling them from behind a hill didn't seem very glorious."

This notion of glorious battle, defeating one's enemies and avenging the slain drives the warrior-heart of the Black Templars' Codex. Nobility, honour and righteousness are the virtues they extol. Zeal drives them and kinship binds them together. "They are warriors who have fought together through shared experience."

IN THE HEAT OF BATTLE ARE LEGENDS BORN

The Black Templars have fought in many battles, through many campaigns, and from the ashes of these conflicts two of their greatest heroes have risen; High Marshal Helbrecht and Chaplain Grimaldus, both of whom are described in the codex.

Early in Helbrecht's career it was clear he was destined for greatness, "It was his qualities of bloody-mindedness and stubborn determination that raised him above the rest of the warriors," says Graham.

Successor to the great High Marshal Kordhel, Helbrecht has mounted Crusade after Crusade, each with phenomenal success, further cementing his reputation. In battle, he wields the Sword of the High Marshals, forged from the shattered blade of Rogal Dorn. A potent weapon, it is a master-crafted power sword that adds +D3 to his attacks in the first round of an assault. Helbrecht is the über Black Templar, that to which all others aspire. "He absolutely epitomises what it is to be a Black Templar," says Graham.

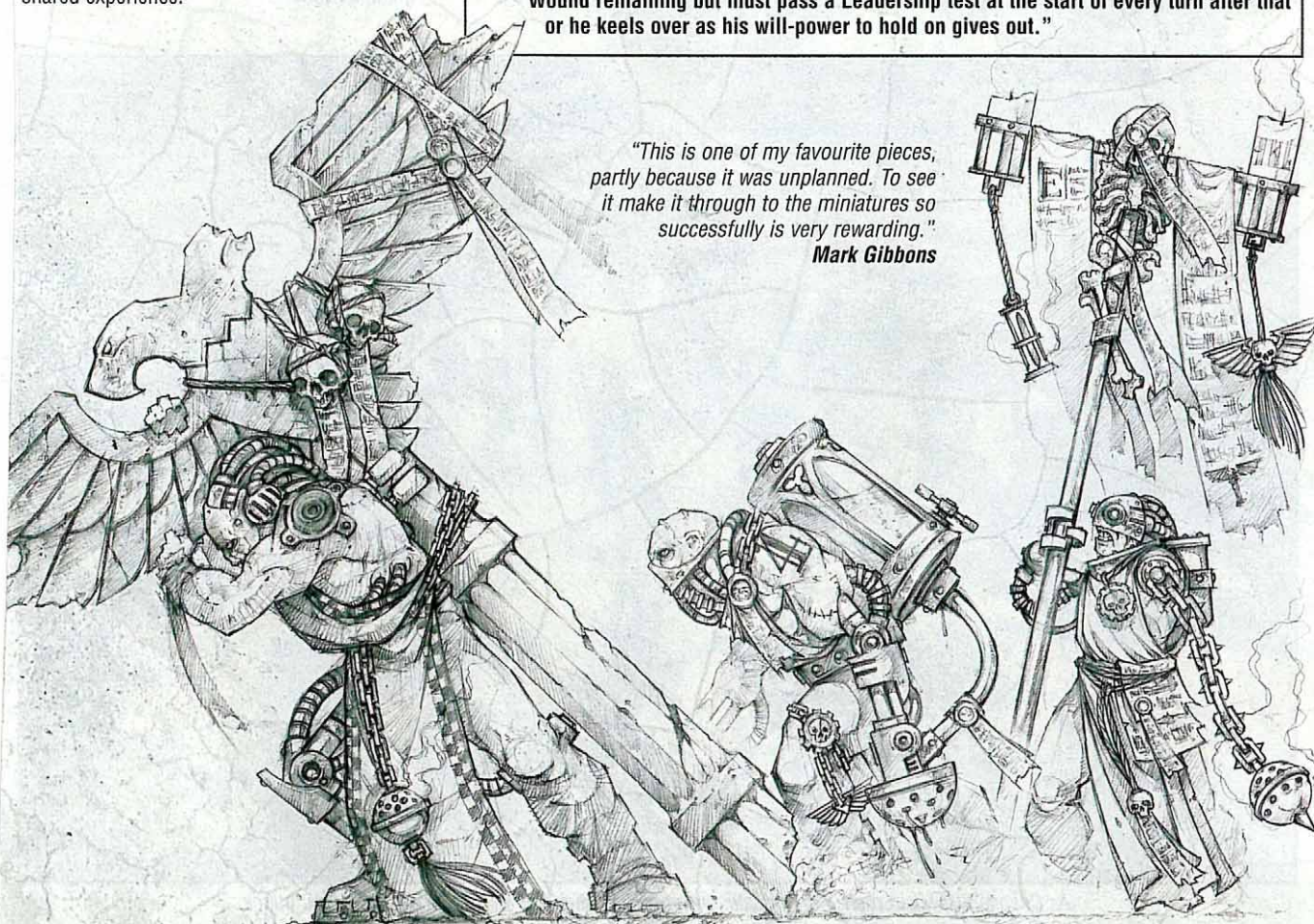
As an exemplar of the Black Templars' traditions, Helbrecht is allowed to have Neophytes in his Command squad. "He's decided that his wisdom is so great that it should be passed on and passed down."

It was upon attaining the rank of Reclusiarch that Chaplain Grimaldus first accompanied High Marshal Helbrecht to Armageddon. A powerful warrior, a retinue of Cenobyte Servitors follow him into battle, bearing the relics of an ancient temple salvaged at Grimaldus's order after it collapsed upon him during a furious battle. Carried aloft by his attendants, these artefacts count as a holy relic in battle. But Grimaldus has other qualities that distinguish him too.

"He's like a Chaplain plus," says Graham, "He can direct squads affected by Righteous Zeal within 6" of him – he doesn't have to be part of the squad." Grimaldus also has another special rule, 'Only in death does duty end'. "Once he suffers his last wound, he takes a Leadership test," Graham explains, "If he passes, he fights on with 1 Wound remaining but must pass a Leadership test at the start of every turn after that or he keels over as his will-power to hold on gives out."



High Marshal Helbrecht



"This is one of my favourite pieces, partly because it was unplanned. To see it make it through to the miniatures so successfully is very rewarding."

Mark Gibbons

ASSAULT ON CEPHIAN IV



NEW BLACK TEMPLAR MISSIONS

Graham McNeill presents three linked missions for use in games of Warhammer 40,000. They recount the culmination of a dastardly alliance between the deluded followers of the Ruinous Powers and a depraved alien race, intent on murder and torture.

Graham: When we were writing Codex: Black Templars, Mark Jones built the front entrance of a Black Templars Chapter keep, a mighty edifice bedecked with heraldic shields and, more importantly, bristling with guns. This was too cool a piece of scenery not to use, so I set about working out how we could best use it in some games. Specific Black Templars themed missions seemed like a good idea. Although these missions use the Black Templars and specific enemy forces, there's no reason why you can't tailor each one to your own armies. At the end of each mission,

you'll find rules for playing it with alternative forces, together with some ideas as to why alternative forces might fight that mission.

CEPHIAN IV

Following its liberation from the warriors of the Alpha Legion in 343.M37 a Chapter keep of the Black Templars was raised in the northern chain of the Harake Mountains, a grim and imposing fortress that served to remind the planet's inhabitants of the dominance of the Emperor and as a staging post for Crusades into the Ghoul Stars and beyond.

The Chapter keep was also to be used as a recruiting base, for the people of Cephian IV came from a fierce martial culture and provided many Neophytes for the Black Templars. Though over four thousand years has passed since the fortress was raised from the mountains, it has always been occupied by at least one Crusader squad and legends tell that should the keep ever be abandoned or fall, it would spell the last days of the Chapter.

The current Castellan of Cephian IV is

Chaplain Develain, a warrior of great skill and wisdom who has served the Chapter for over two hundred years. His experience of battle is passed to those Initiates and Neophytes who muster at Cephian IV and none can doubt his loyalty or devotion to the Emperor and the Chapter. When the warriors of Castellan Ulliquel's Thunder Crusade entered orbit above the Chapter keep, it was to demand fresh Neophytes to join them in crushing a spate of cultist uprisings in the Dominion of Storms. The Neophytes Develain deemed ready to join the Crusade were pushed harder than ever before to prove themselves worthy of such an honour in a last trial by fire.

Unbeknownst to the Black Templars, the uprisings the Storm Crusade was to quell were the direct result of the machinations of their old enemy, the Alpha Legion. As part of the traitors' nefarious plans, insidious agents were planted on Cephian IV to foment unrest and outright rebellion amongst the populace. In addition, diabolical pacts sealed with the Dark Eldar helped to distract their ancient enemies from mustering to intervene in their grand designs...



As Chaplain Develain rushes the Initiates towards the Rhinos, the Dark Eldar launch their attack

MISSION 1 – PROTECT THE NEOPHYTES



MISSION SPECIAL RULES

Neophyte squad: In this mission only, the Neophytes form their own unit, though the Chaplain may not lead or join them during the course of the game. This unit is bound by the rules for Righteous Zeal.

Vows: As there is no Emperor's Champion in this mission, the Black Templars units are not subject to the rules for Vows.

Rhinos: None of the Rhinos are dedicated transports and may transport any Black Templars squad during the battle, though only one squad may be transported at a time.

SET-UP

This mission is played on a 4' x 4' board and is set in the mountains. As such, the terrain should be rocky, with clumps of bushes and perhaps the occasional ruined building or hill.

The Black Templar player places the Rhinos in the eastern deployment zone. He then places the Neophyte squad anywhere in the western deployment zone. The Dark Eldar player then places his units in any way he sees fit in either northern or southern deployment zones, though squads may not be split between deployment zones and transports must set up with their passengers. The Black Templar player then places his remaining units in the western deployment zone. No model may be set up within 12" of an enemy model. The Black Templars player takes the first turn.

LINE OF RETREAT

Any unit forced to fall back will do so towards the nearest table edge.

GAME LENGTH

The game lasts until all the Neophytes are dead or escape the table edge.

ALTERNATIVE FORCES

If you want to play this mission using other forces, simply use the force selection rules given in the Combat Patrol section of the Warhammer 40,000 rulebook. The defender must designate one infantry Troops unit without a transport as the unit that must escape the board. Any transports must be placed in the opposite deployment zone to that unit.

After successfully completing their last trial by fire deep in the Harake Mountains, the surviving Neophytes were being escorted back to their transports by Initiates of the Chapter keep. While en route to the Rhinos, a force of Dark Eldar launched an attack on the Black Templars in order to capture the new recruits as slaves and slay the master of the Chapter keep.

FORCES

Black Templars of Cephian IV

- Chaplain Develain (Reclusiarch): crozius arcanum, rosarius, bolt pistol, Terminator Honours and bionics
- Crusader squad Alberius: 5 Initiates armed with bolters
- Crusader squad Teodean: 5 Initiates armed with bolt pistols and close combat weapons
- 10 Neophytes armed with bolt pistols and close combat weapons
- 2 Rhinos, each with storm bolters and smoke launchers

Dark Eldar of the Kabal of the Sundered Blade

- Dracon Khaelis: Agoniser and splinter pistol
- Haemonculus Verefex: Hell mask and scissorhands

- Warrior squad Zharon: 10 Dark Eldar warriors (8 with splinter rifles, 1 with splinter cannon and 1 with blaster)
- Warrior squad Lasquer: 10 Dark Eldar warriors (9 with splinter rifles, 1 with splinter cannon)
- Raider squad Razerein: 10 Dark Eldar warriors (9 with splinter rifles, 1 with blaster) mounted on a Raider armed with a dark lance.

OBJECTIVE: KILL OR BE KILLED

This is a new Raid mission in which the Black Templar player must get the Neophytes off the eastern board edge to where a flyer awaits to return them to the keep. The Dark Eldar are the attackers and must capture (ie kill) as many of the Neophytes as they can before the Black Templars escape. If they can also kill the commander of the Chapter keep in the process, then so much the better...

The Black Templar player wins if at least five of the Neophytes voluntarily leave the battlefield (ie, not through a Fall Back move) via the eastern table edge in the Movement phase and the Chaplain survives. If fewer than five Neophytes escape and/or the Chaplain is slain, the game is a draw. The Dark Eldar player wins if he kills all the Neophytes.

"Let a wave of repugnance for the enemy wash over you. Let hatred fill you. Hate is good, for our goal is a Human galaxy. We are called by the Emperor with a sacred duty to conquer it in his name."

Chaplain Grimaldus
at the Sermon of Harnoth



The Black Templars prevent precious gene-seed from falling into enemy hands

MISSION 2 – SECURE THE CRASH SITE

Chapterlain Develain and his warriors escaped the ambush, but while en route to the Chapter keep aboard the flyer, a missile streaked up from the mountainside and exploded beneath the engine compartment. The pilot had time for only a brief distress call before the craft went down, crashing in the foothills of the Harake Mountains, only a few miles from the Chapter keep.

A search and rescue mission was immediately despatched to rescue any survivors and recover the warriors' relics, but even as the Black Templars closed in on the crash site, it was clear that they were not the only ones that sought to secure it as a shambling host of mutants, heretics and traitors came into view, the light of betrayal in their eyes.

“As the Black Templars closed in on the crash site, a shambling host of mutants, heretics and traitors came into view, the light of betrayal in their eyes”

FORCES

This battle is fought between the Black Templars and a Lost and the Damned army. Both forces must be no more than 1,000 points and are chosen using the Force Organisation charts for Raid missions (see page 204 of the Warhammer Rulebook), with the both players selecting their forces using the Attacker's organisation. The Lost and the Damned player may not choose any Daemons, Chaos Space Marines or Defilers.

OBJECTIVE: RESCUE

The relics and bodies to be secured are represented by a total of D3+3 objective counters. Each player alternates placing an objective counter until they are all on the table. Roll a dice to see who places a

counter first. A counter may not be placed in impassable terrain, or placed within 12" of a table edge or another counter.

To secure an objective counter, a player must move a model with a WS value into contact with it during the Movement phase. The model's movement ends and it is now in possession of that counter.

If the model is killed or has to fall back then the counter is dropped and remains on the board. A counter may then be picked up by any model that moves into contact with it. A model may pass an objective to another model by moving into base contact, but neither model may move after they have come into contact until their next Movement phase. Objective counters may only be handed off once per turn and no model may carry more than one objective counter at a time.

Victory Points are used to determine the winner in this mission, with each objective counter being held by the army worth a number of Victory Points equal to the game points limit divided by the number of objective counters used. Thus, in a 1,000 point game with four objective counters, each counter is worth 250 points.

MISSION SPECIAL RULES

Secure the Crash Site uses the Deep Strike, Dusk and Dawn and Victory Points mission special rules.

SET-UP

Place the objective counters on the battlefield, as described in Mission Objective.

Both players roll a dice; the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long table edges.

Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed more than 12" from their own long table edge.

Players must deploy their units in the following order – Heavy Support first, then

Troops, followed by Elites, HQ and finally Fast Attack. Both players roll a D6; highest score may choose to go first or second.

LINE OF RETREAT

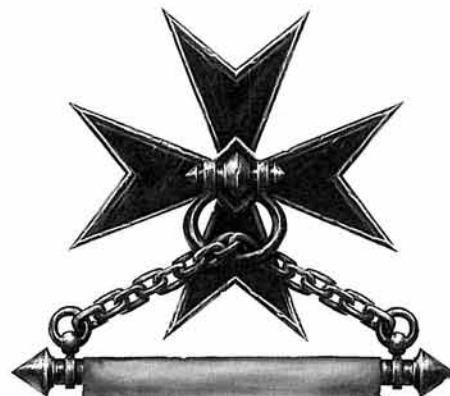
Any unit forced to fall back will do so towards their own table edge.

GAME LENGTH

The game lasts six turns.

ALTERNATIVE FORCES

If you want to play this mission using alternative forces, simply choose two armies using the Force Organisation charts for Raid missions, with both players selecting their forces using the Attacker's organisation. You might also want to vary the size of the game, using armies of more than 1,000 points, or a mix of troops to represent the Lost and the Damned.



SUFFER NOT THE UNCLEAN TO LIVE

Lead us from death to victory,
from falsehood to truth.

Lead us from despair to hope,
from faith to slaughter.

Lead us to His strength
and an eternity of war.

Let His wrath fill our hearts.

Death, war and blood:
in vengeance serve the Emperor
in the name of Dorn!



MISSION 3 — DEFEND THE KEEP

The enemy had revealed its hand too early with the attack on the downed flyer and the Black Templars readied themselves for a full assault. Sure enough, a vast host of enemy warriors, heretics and mutants advanced on the Chapter keep led by traitors of the Alpha Legion and a dangerous rogue psyker of terrifying power. For days, the army of the Lost and the Damned threw themselves at the Chapter keep, dying in their thousands as the guns of the keep scythed them down.

Seeing that the enemy had a seemingly inexhaustible supply of bodies, Chaplain Develain knew that he had to end this battle quickly, and resolved to lead a strike force into the heart of the enemy to slay their leader.

FORCES

This battle is fought between the Black Templars and the Lost and the Damned. Both forces are chosen using the Force Organisation charts for Battles missions, with the Black Templars as the defenders. The Black Templars force must be no more than 1,500 points and must include a Chaplain. The Lost and the Damned force must be no more than 1,650 points and must include a rogue psyker (as described on page 40 of Codex: Witch Hunters) and at least one squad of Chaos Space Marines chosen from Codex: Chaos Space Marines. This squad will

CAMPAIGN PLAY

While it's perfectly possible to play each of these missions as a separate, stand-alone mission, it's much more enjoyable to play them as part of a linked mini campaign. To do this, simply play the missions in order and when it comes time to fight the final battle apply the following rules depending on the outcome of the previous two battles.

- The Black Templars win Mission 1 and Mission 2: The Black Templars force may use the Obstacles special rule, deploying them before any models are placed on the tabletop.
- The Black Templars lose Mission 1 and Mission 2: Two infantry Troops units without a transport in the attacking army may use the Scout special rule. The Attacker may also choose to use the Night Fight mission special rule should he wish.
- Any other combination of results: no special rules.

be from the Alpha Legion, and thus the Lost and the Damned player may include Chaos Cultists (as described on page 40 of Codex: Chaos Space Marines) as an alternative Troops choice to those presented in the Lost and the Damned army list.

OBJECTIVE — KILL THE HEAD AND THE BODY WILL DIE

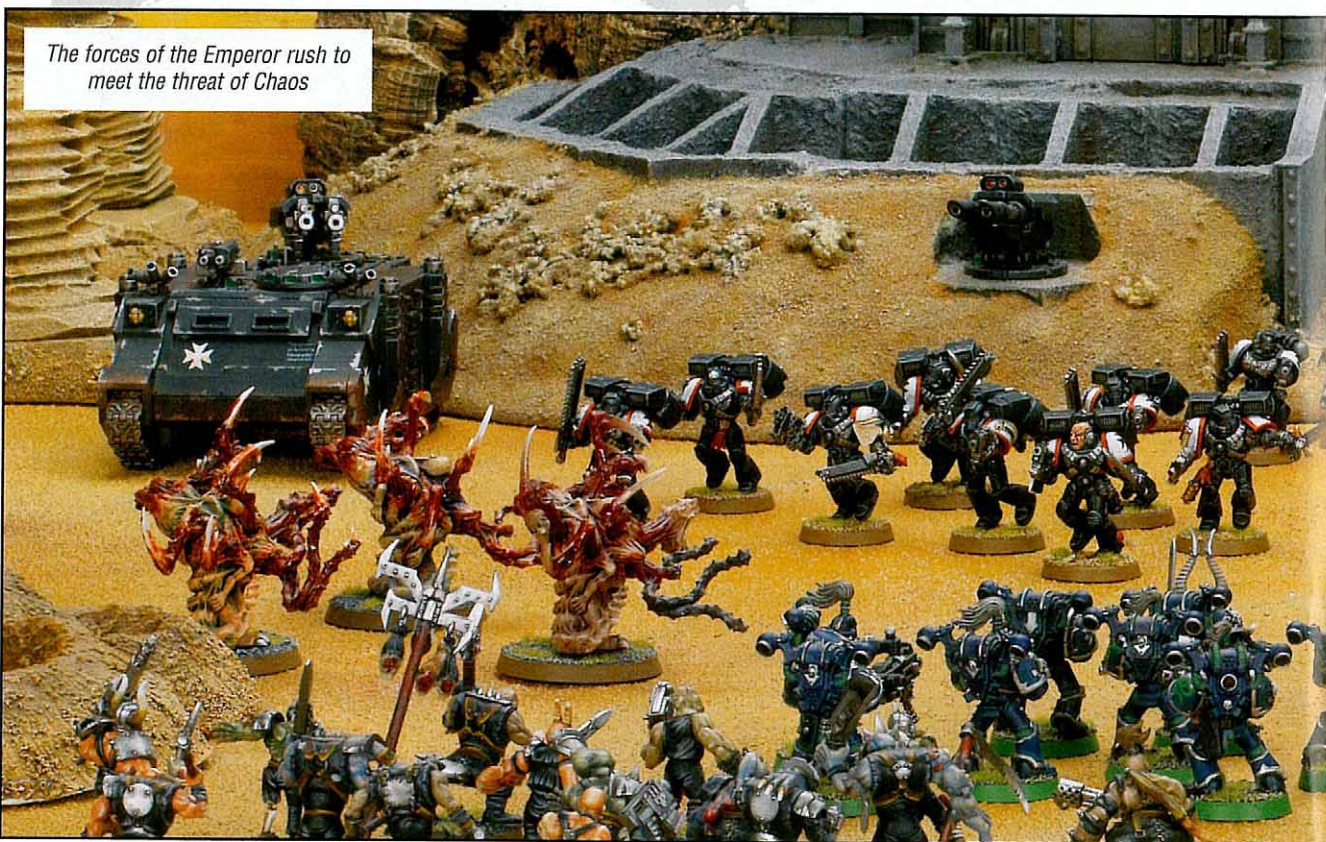
Both players are attempting to kill the enemy leaders, which will fatally disrupt the cohesion of their army, leaving it easy prey for piecemeal destruction. Should this mission fail, it is only a matter of time until the enemy forces crush all before them. The winner of this mission is determined by Victory Points. Any Independent Character is

worth triple their points value if slain by an opposing Independent Character, even if wounded previously by another unit.

MISSION SPECIAL RULES

Defend the Keep uses the Sustained Attack, Fortifications (to represent the Black Templars Chapter keep) and Random Game Length mission special rules.

Chapter Keep: This battle is fought in the shadow of a Black Templars Chapter keep, a fearsome bastion with many powerful guns. This extra firepower is represented as follows: Two missile racks on the tops of the towers (Size 3). These can engage any target, regardless of line of sight, with the same



The forces of the Emperor rush to meet the threat of Chaos

weapon profile as a Whirlwind. On the ground at the main gate are two twin-linked lascannon batteries (size 1) with a 180° arc of fire to the front. Each tower to the side of the gateway (size 2) is equipped with a twin-linked heavy bolter with a 90° arc of fire to the front in the same manner as a fixed weapon on a vehicle.

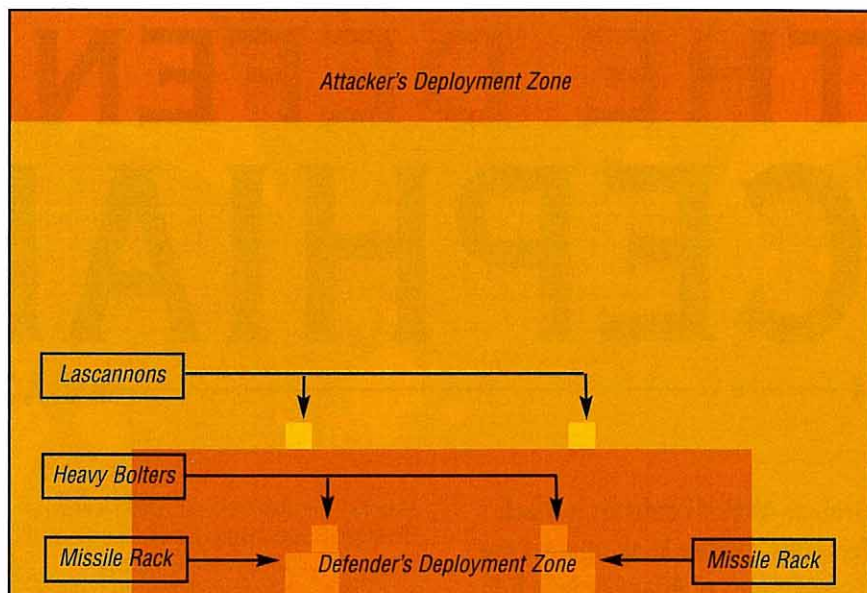
All these weapon systems have Ballistic Skill of 2 and may target any enemy unit without having to make a Target Priority roll. They have an Armour Value of 10 and any glancing or penetrating hits will destroy them. If assaulted, they count as stationary vehicles. The location of each weapon system is shown on the map.

Enemy at the Gates: The attacking force may choose an additional 10 per cent of points over the agreed total for the game. So, in a 1,500 point game, the Attacker could spend another 150 points, making a total of 1,650 points.

SET-UP

The attacker's deployment zone is up to 6" on from one of the long table edges. The Black Templars deployment zone is shown on the map. Terrain should be light across the board, though the Black Templars player must place his fortifications within his deployment zone and must include at least two bunkers.

Both players roll a D6. Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available



models are on the tabletop. Players must deploy their units in the following order – Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack. The attacker's HQ choices may not be deployed within 12" of any short board edge.

Roll a D6. Highest score may choose to go first or second.

LINE OF RETREAT

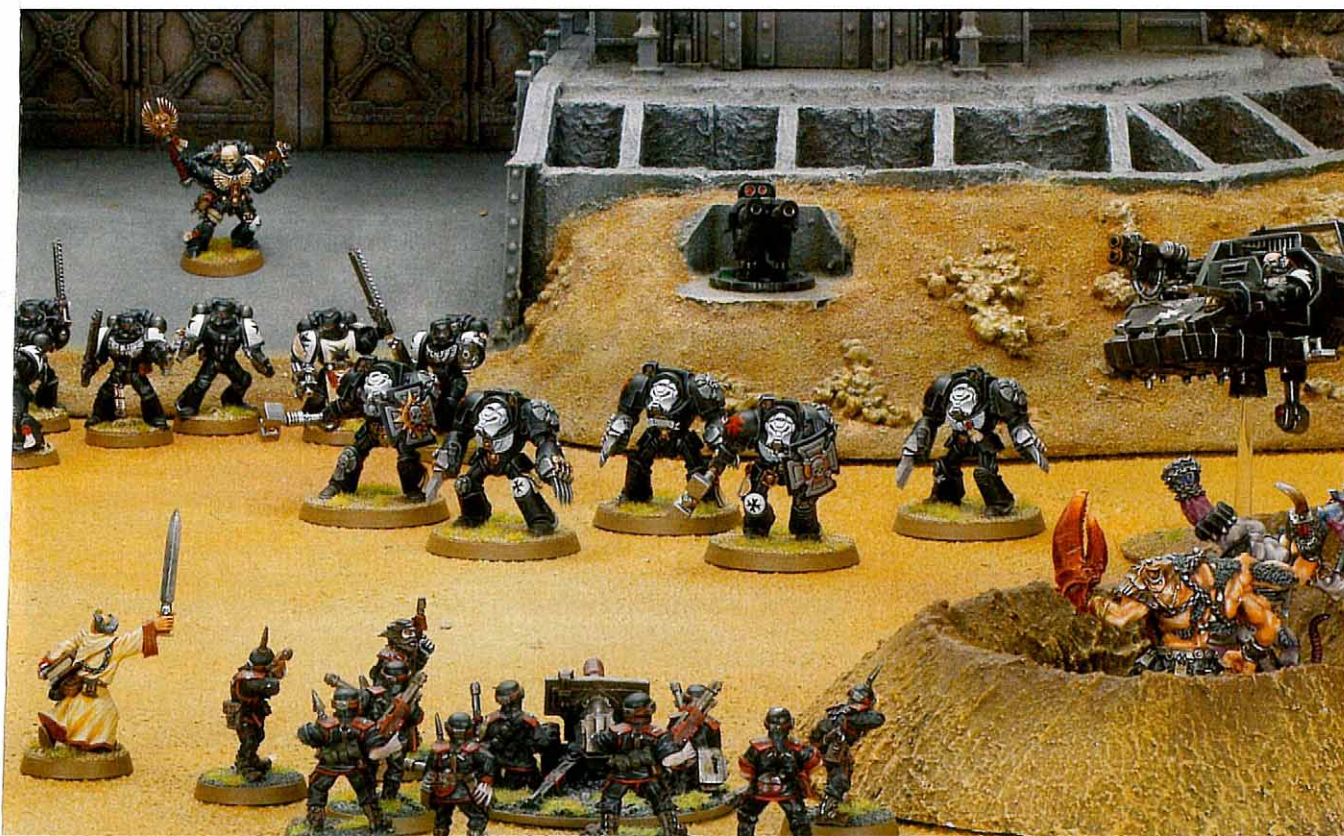
Any unit forced to fall back will do so towards the table edge they deployed from.

GAME LENGTH

The game lasts a minimum of 6 turns; thereafter the random game length rules come into effect.

ALTERNATIVE FORCES

If you want to play this mission using alternative forces, simply choose two armies using the Force Organisation charts for Battles missions, with the Attacker choosing additional forces as described in the Mission Special Rules section.



THE DEFENCE OF CEPHIAN IV



BLACK TEMPLARS BATTLE REPORT

Graham McNeill defends a Black Templars chapter keep against the depredations of Adam Troke's foul traitors and nefarious aliens.

Graham: During the writing of Codex: Black Templars we were able to finally realise something we'd long wanted to do with a Chapter of Space Marines. We were able to build part of a Chapter's home base. Most Space Marine Chapters dwell in ancient fortress-monasteries, and the idea of building one of these would be enough to daunt even the most fanatical of model-makers. However, on each newly conquered world, the Black Templars raise smaller, though still formidable, Chapter keeps and this seemed like the perfect task for model-making supremo, Mark Jones.

Mark threw himself into the project with a zeal that would make any Black Templar proud, and once I saw the finished piece I knew I had to use it in a game. Rather than just plunge straight into fighting a battle before the keep, I came up with a series of linked missions and press-ganged a willing volunteer in the form of Adam Troke to attack the fortress (an unenviable task when you

stop to think about it – assaulting a heavily defended Space Marine base!). If only he knew what he'd let himself in for...

This battle report differs from some of our others in that it is played out over several scenarios – it is, in effect, a mini-campaign. We used a real mix of villains drawn from the Chaos Space Marines, Eye of Terror, Witch Hunters, and Dark Eldar codexes. This isn't something you'd want to do all the time, but it can be fun creating a story by using units from different books to create distinctive campaign forces. Give it a try yourself – you can find the rules we used on pages 22-27.

CEPHIAN IV

A hot, arid world, Cephian IV had little to recommend it save moderate mineral deposits and a fierce warrior culture that demanded total ruthlessness amongst its soldiers. A seditious Chaos sect fostered by the Alpha Legion had taken root amongst its warrior cults and rebellion was soon engulfing the world, a rebellion mercilessly crushed by the Space Marines of the Black Templars in 343.M37. With the treachery over, the Chapter's Marine-artificers and an army of Servitors constructed a great Chapter keep in the Harake Mountains from which to maintain a vigil over the world. And,

far from resenting the Black Templars continued presence, the warriors of Cephian IV respected their strength and harshness.

But, over time, such respect turned to hate and cults once again flourished within the ranks of the warriors of Cephian IV and, though outwardly the planet remained loyal, worship of the Dark Gods took hold – once again promulgated by agents of the Alpha Legion who had designs and reasons of their own to foment revolt on the world.

The Thunder Crusade, led by Marshal Ulliquel, en route to the Dominion of Storms in order to take the Emperor's Light to the far corners of the galaxy, had entered the orbit of Cephian IV to take on board any Neophytes that Chaplain Develain, Castellan of Cephian IV, deemed worthy of further instruction by his Initiates.

Unbeknownst to the Black Templars, Traitor Space Marines of the Alpha Legion and its cults had formed an unholy alliance with Dark Eldar from the Kabal of the Sundered Blade in order to delay or prevent the Thunder Crusade from reaching its ultimate destination – the Alpha Legion for reasons too impenetrable to discern, the Dark Eldar for the simple pleasure of inflicting pain and misery on any fresh meat they might capture...



The Emperor's Champion knelt in prayer, his forehead pressed against the hilt of his sword, the blade buried in the golden sand. With his devotions complete, he rose to his feet, plucking his black-bladed sword from the ground and swinging it in easy arcs around his armoured body, loosening the muscles of his shoulders. He slowed his breathing and held the blade before him, the quillons level with his face. Suddenly he lunged, spinning and twisting, the blade a sweeping arc as it spun before the warrior. His bladework was flawless, every movement perfectly balanced and controlled. Cut, thrust, parry and riposte, the sword became an extension of his arm, the Emperor's Champion effortlessly switching between using the weapon one and two-handed.

Completing his exercises and smoothly sheathing his sword, the Emperor's Champion gazed at the traitorous horde gathered before the Chapter keep. His lip twisted in a sneer of contempt as he identified a witch at the core of the enemy army. He raised his sword to point at the warlock and said, "The witch will die by my blade. I vow that it shall be so."



MISSION 1 – PROTECT THE NEOPHYTES

In the first mission, the Black Templars must protect the Neophytes from being captured by Dark Eldar raiders and see them safely to a flyer that will return them to the Chapter keep.



Graham McNeill

NOT ON MY WATCH!

Graham: Having played this mission a couple of times during play-testing, I knew the key to victory was destroying the Raider. Its dark lance could easily blow up my Rhinos, and that would mean a long slog on foot across the battlefield, something that didn't appeal when I thought of all that splinter rifle fire. Initiates might not be too worried about it, but the Neophytes with their not-as-impressive 4+ Armour Save would have to give it some serious thought. I planned to use my bolter-armed squad of Initiates to provide covering fire while the close combat oriented squad escorted the Neophytes (who, for this mission, form their own squad) to safety. This had had mixed results before, but I was convinced of the basic soundness of the plan. If the Rhinos could reach the Neophytes then I knew that the Raider was going to have to come into range of my bolters and, though I'd still need 6s to score a glancing hit, the sheer amount of firepower I could put out made that a real possibility. Right, Troke, get away from my Neophytes!



Adam Troke

ROUND 'EM UP...

Adam: This game is a real corker and has the potential to go either way, as Graham and I saw when we play-tested it. My plan is blissfully simple for this one, shower the unfortunate Neophytes in splinter cannon shots and drag away their twitching carcasses to the fighting pits of Commorragh. It would be easy if it weren't for the two Black Templar squads and a Chaplain who are itching to get in my way. So I have the following plan – the Raider squad is going to take down his Rhinos, meaning that the Neophytes will have a long hike to safety. After that, it's all a simple matter of picking his squads off one at a time. Assuming the Raider squad survives its Rhino-killing mission, it can lend a hand.

My biggest concern is the squad of Initiates with the bolters – against my lightly armoured Dark Eldar Warriors they can be a holy terror. The Chaplain and the close combat squad are worrying, but I would hope my Dracon and the Haemonculus could deal with them. Anyway, enough thinking, time to sock it to the boys in black.

The Rhinos were set up in the shadow of the rock spires, knowing they could make a dash forwards that would allow them to keep out of range of the Dark Eldar Warriors on the flank, while giving the Raider a few shots from their storm bolters. The Initiates armed with bolters took up position in the central crater and the rest of the warriors set up next to them, ready to race for the Rhinos. The Dark Eldar Warriors were very close and armed with enough firepower to make rushing past them a risky proposition. Added to that, the Dracon and Haemonculus were with one of those squads, making it a very powerful close combat unit, one that could easily tear through the Neophytes if given the chance.

The Rhinos sped forwards and unleashed a hail of fire at the Raider, riddling its flimsy armour with explosive bolts. A glancing hit was scored – the crew of the Raider were shaken by this attack and the dark lance wouldn't be shooting next turn.

With its gun unable to fire, Adam moved the Raider behind the Rhinos. Without targets to shoot, Graham moved his entire force from the cratered ruins towards the Rhinos as a hail of splinter fire spat from the weapons of Adam's Dark Eldar. Such was the volume of fire that three Initiates fell, though the Neophytes emerged from the volley unscathed. The Black Templars Initiates were eager to avenge the deaths of their comrades and their Righteous Zeal carried them 1" towards the Dark Eldar. Chaplain Develain's Crusader Seals allowed a re-roll on this, but since the object of the mission was to escape, Graham chose not to do so in order to keep his force together and avoid the depleted unit from being assaulted itself.

The Rhinos continued forwards as the Neophytes ran towards them under the covering fire of the Initiates behind them. As Chaplain Develain moved towards the Dark Eldar blaster squad, the Initiates' bolters fired at the squad beside it. Three Dark Eldar warriors were killed and the aliens fell back, despite the best efforts of the Dracon to halt their retreat. Once again the Rhinos attempted to bring down the Raider, but their guns were not up to the task. Chaplain Develain led his remaining warriors into combat with the blaster squad and six enemy warriors were slain, though the few survivors stubbornly held their ground. Seeing this slaughter, the Dracon's squad of Dark Eldar continued to fall back and fled the battlefield.

As Graham's Rhinos drew to a halt, Adam's Raider swept in and a squad of Dark Eldar Warriors disembarked, ready to kill and capture as many of the Neophytes as they could. Their splinter fire proved to be deadly

KILL THEM ALL!

Such is the Black Templars' desire to see their enemies slain that they find it difficult not to simply slay the nearest target. This means that when making Target Priority checks, they suffer a -1 penalty to their Leadership – making a Marshal or Castellán (with his high Leadership) a very appealing choice for any Black Templars army.

and killed three of the Neophytes, who failed their Morale check (Neophytes are not subject to Righteous Zeal in this mission, checking Morale as normal) and fell back.

With the Neophytes falling back, Graham took revenge on the Dark Eldar Warrior squad that had fired on the Neophytes. With five Initiates with bolters in close range, their destruction seemed entirely likely, but only three died in this volley, though the rest fell back. But to Graham's dismay, he realised that he had been so consumed by the desire to kill the Dark Eldar that he had made a terrible error in firing at the warriors rather than the Raider.

With the Raider still flying, Graham's chances of victory were now slim as it sped after the Neophytes, attempting to chase them off the board. Chaplain Develain and the remaining Initiate killed the last of the blaster squad and consolidated 6" towards the Raider in a desperate attempt to get close enough to shoot at it, as the Neophytes continued to fall back towards the table edge.

RIGHTEOUS ZEAL AND CRUSADER SEALS

The Black Templars' desire to avenge their fallen brethren sends them hurtling across the battlefield to get to grips with their foe. Black Templars infantry squads that lose a single model and pass a Morale check must move D6" towards the nearest visible enemy unit. If a model in that squad has Crusader Seals then this dice can be re-rolled.

Hounded by the Dark Eldar Raider, the Neophytes fled into the mountains, never to be seen again as the vengeful Black Templars closed in for the kill. The remaining Dark Eldar had quit the battlefield (no doubt hoping to circle around and catch the fleeing Neophytes) and now all that was left was to try and destroy the Raider. But despite a hail of bolter fire from all the remaining Black Templars' and an assault from Chaplain Develain, the Raider proved to be invulnerable and sped away. And, with its departure, the battle was over and victory belonged to the Dark Eldar.

VILE, ALIEN SCUM!

Graham: Snatched away! I had victory in my grasp, and, but for a momentary lapse of reason, could have romped home to glory! But, alas, it was not to be. Though the rest of the enemy force had fled, all Adam needed to do in the end was to herd my fleeing Neophytes off the board in a dastardly display of evil, alien cunning.

I still think my basic plan was sound and I wouldn't play the game any differently, though having a Marshal or Castellan on the table would have made all the difference to the Neophytes' Leadership test. Okay, Troke,

you may have got my Neophytes, but that's all you're going to get from here on in! No Pity! No Remorse! No Fear!

BY THE SEAT OF MY PANTS...

Adam: Yee-haw! What a coup. After all the atrocious Leadership tests I had in that game, I must confess I was diabolically lucky to steal the win. And what a thematic win it was – despite the best efforts of the Black Templars, the resolve of the Neophytes collapsed and they fled into the hills. It could have all been so different though. A few key dice rolls going differently could have changed everything: perhaps my Dracon would not have fled, perhaps the Rhinos would have blown my Raider out of the sky. This was a game balanced on a knife edge, and it finished brilliantly. Having stolen Graham's wannabe Black Templars, it's time to step up the game – bring on the Traitors.

“Hounded by the Dark Eldar Raider, the Neophytes fled into the mountains, never to be seen again as the vengeful Black Templars closed in for the kill.”



Dark Eldar Warriors disembark, ready to kill and capture as many of the Neophytes as they can.

MISSION 2 – SECURE THE CRASH SITE

En route back to the Chapter keep, the flyer is shot down and the Black Templars must recover the holy relics, sacred items and bodies of the fallen from the crash site before their enemies do.

THE TREACHERY OF THE XENOS KNOWS NO BOUNDS!

Graham: With one defeat behind me, I can't afford to lose the second mission. I don't have anything subtle planned for this one, simply move forward to secure the objectives and fight off anything that tries to take them from me! With a Crusader squad toting a plasma cannon, I could cover the other squads as they moved forward and I have a nasty surprise (in the shape of a Sword Brethren Terminator squad) waiting in reserve for Adam, should he prove too incautious in his deployment. A Land Speeder fills out my force to bring some long-range fire to support the Crusader squads.



The advance began, with Graham moving all the Black Templars towards the objectives, seizing one on his right flank. The Land Speeder raked the Dark Eldar Warriors with fire and killed two of them, as the Mutants seized an objective and the Raiders skimmed forwards to take cover in the rock spires. However, Adam's return fire was much heavier, the Raiders scoring a 'crew shaken' result on the Land Speeder, and the Leman Russ and the Dark Eldar warriors killing four warriors from Chaplain Develain's Crusader squad. The presence of Chaplain Develain meant that the squad automatically passed its Righteous Zeal check and charged forwards 4" to secure another of the objectives.

The Crusader squad with the plasma cannon seized a third objective by the crashed flyer's wing as the other Crusader squads pulled back and the shaken Speeder took cover. Adam's Mutants did the same as the two Raiders closed in on Chaplain Develain's squad, ready to try and wrest the objective from his warriors. As the Wyches disembarked, the Raiders fired their dark lances at the Black Templars, but, thanks to the vow Graham had chosen (Uphold the Honour of the Emperor) both warriors made their 6+ Invulnerable Save – truly the Emperor was with them! Graham's Sword Brethren Terminators teleported onto the battlefield close to the Leman Russ and let rip with their assault

CHAPLAINS

Chaplains are an integral part of the Black Templars Chapter and grant players much more control over their warriors. The Chaplain directs the fury and zeal of the Black Templars, allowing him to follow a more tactically sound course of action than might normally be the case.

VOWS

Where previously, Black Templars players could freely choose their army's vow before the battle, now it is chosen as part of the Emperor's Champion's wargear. Instead of being a free bonus, it now costs points...

cannons, but failed to harm the iron behemoth. In return, almost the entirety of Adam's flank opened fire on them, and though two were felled, the others resolutely advanced thanks to their Righteous Zeal.

Adam's Wyches charged into combat with Chaplain Develain's squad and

"Sword Brethren Terminators teleported onto the battlefield close to the Leman Russ and let rip with their assault cannons."

slaughtered three warriors, and wounded the Emperor's Champion, before they could strike. Such was the suddenness of the assault that no wounds were scored in return. The Black Templars had lost the fight, but since they are Fearless in close combat, the fight would continue into the next turn.

Chaplain Develain's squad were in danger of being overwhelmed and so Graham moved the nearby Crusader squad in to help as the Crusader squad in the rocks and the Land Speeder opened fire on the other Raider, bringing it down and killing two of the Incubi passengers in the crash.

The Terminators again shot at the Leman Russ, but could do no more than scratch the paintwork. Since their shooting was proving ineffectual, the Terminators charged in and destroyed the tank with their power fists – proving that the direct approach is often best. However, their success left them

IT'S PILLAGING TIME!

Adam: My army for this scenario reflects the Dark Eldar and the Traitor's alliance beginning to manifest. As such, most of my force is made up of Dark Eldar, with an Archon and his Incubi retinue leading the force. The remainder are some Lost & The Damned allies with a Leman Russ battle tank. The Incubi retinue and the Wyches will power forward on their Raiders and secure the objectives, while my Mutant squad and the Dark Eldar Warriors will advance behind and offer support. The Traitor Guard and the Leman Russ are tasked with keeping the Black Templars at bay – and a Strength 8 battle cannon should manage that with no trouble.

exposed to the enemy fire and another warrior fell to Adam's shooting.

Such was the intensity of the fire that the Terminators fell back from the enemy. Meanwhile, the combat around the body of the crashed flyer drew to a bloody close as the reinforced Black Templars fought back with terrible fury to kill six Wyches. The Dark Eldar fell back from the combat and their speed was great enough to allow them to escape.

The battle was drawing to a close, with three of the objectives in Graham's possession and two in Adam's as his Dark Eldar Warriors moved forwards to seize the one which the Terminators had been forced to abandon. A deadly fusillade from two Crusader squads and the Land Speeder destroyed the Incubi and Archon that had

emerged from the wreckage of the Raider. The Sword Brethren Terminators shot down the Wyches Raider before losing another of their number to fire from the Dark Eldar Warriors, and fell back again. A few more exchanges of fire resulted in some dead Mutants and Dark Eldar Warriors – who courageously passed every Morale check they were forced to take, grimly hanging onto the objective. Having done as much as they could do, both forces pulled back to await the final battle.

VICTORY POINTS

Adam: 614 Victory Points
Graham: 1,261 Victory Points
Crushing Victory to the Black Templars



Chaplain Develain and his warriors stand firm against the Dark Eldar Wyches

AND YOU WILL KNOW US BY THE TRAIL OF DEAD...

Graham: I thought it was going to come to a sticky end when the Wyches hit Chaplain Develain's squad – they can be devastating in close combat. Luckily, they held on long enough for reinforcements to come and save the day. My Terminators teleporting in when they did was a great help as they forced Adam to divert a huge amount of firepower away from the rest of my army. And taking out a Leman Russ wasn't bad going either! I was pretty pleased with how I played the game as I kept reminding myself that just because I'm playing Black Templars, doesn't mean I have to charge forward like a frothing

Blood Angel all the time. The Black Templars are zealous, tactically aware Space Marines, not raving lunatics with chainswords, and I tried to play them that way, which seemed to pay off. I could have gone after some of Adam's other units, but all I think I'd have achieved would have been to lose more of my force and hand him some free Victory Points.

As it was, the game was really close until the death of the Wyches and the Archon's squad, at which point it didn't look like there was any way Adam could take those three objectives from me. One game apiece as we go into the final battle with all to play for. Bring it on!

LIKE LAMBS TO THE SLAUGHTER

Adam: Graham's army gave my force such a slapping. The Deep Striking Terminators ruined half of my plans, and the Incubi and the Wyches being defeated finished me off. I wasted too many points on powerful selections, when I should have focussed more on sheer numbers and raw firepower. The Dark Eldar army can be incredibly shooty, and I should have gone down that road. My tactics fell apart under withering fire from the Templars and my impulsive army selection let me down a little. It'll be ok, as long as I learn from my mistakes though – it's the best out of three, after all.



Graham McNeill

THE THIN BLACK LINE

Graham: Adam and I were both hungry to win the decider. We'd both played this mission before and had fought each other to a standstill, so there was sure to be no mercy offered on either side. My plan was simple – hold the Chapter keep and let Adam break himself against its walls. Victory Points would decide the winner of this mission, and I knew I could get a lot by just sitting tight and shooting, but with so many bonus points to be gained from killing the enemy HQ with my own HQ, I needed to take the fight to the enemy. Therefore the bulk of my warriors would hold the foxholes and parapets of the keep, while my HQ-killing strike force – comprised of Marshal Ulliquel, Chaplain

Develain and Emperor's Champion Marquand – would lead a squad of eight Sword Brethren with the Counter-attack veteran skill in a Land Raider Crusader. This should be more than a match for anything Adam can throw at me and when I unleash them, woe betide anything that gets in their way! This variant Land Raider is one of the most versatile tanks in the game and is a joy to use, firing all its weapons as it moves while incoming fire patters harmlessly from its hull.

The vow I had chosen didn't have too great an effect before the game began, with the Black Templars in the foxholes moving just a little bit from their trenches. Adam and I agreed that the Techmarine and the Crusader squad on the top level of the keep didn't need to make the move forward since it would have meant keeping track of where they were inside the fortress and wouldn't be nearly so interesting. And with that, we were ready to begin.

THE BLACK TEMPLARS – 1,494 POINTS

-  **Marshal Ulliquel** 135 points
Equipped with Iron Halo, combi-melta, power weapon and Terminator Honours
-  **Emperor's Champion** 110 points
Abhor the Witch
-  **Chaplain Develain** 111 points
Reclusiarch with Terminator Honours
-  **Techmarine** 155 points
Accompanied by 3 Servitors, two armed with heavy bolters, one armed with a plasma cannon

-  **Initiate Squad A** 160 points
7 Initiates armed with bolt pistols and close combat weapons
1 Initiate armed with plasma gun
1 Initiate armed with power weapon
-  **Initiate Squad B** 148 points
7 Initiates armed with bolt pistols and close combat weapons
1 Initiate armed with melta gun
1 Initiate armed with power weapon
-  **Initiate Squad C** 148 points
7 Initiates armed with bolters
1 Initiate armed with plasma cannon

-  **Sword Brethren** 187 points
1 Veteran with Terminator Honours armed with lightning claws
7 Veterans armed with close combat weapons and bolt pistols
All Veterans have *Furious Charge*
-  **Land Raider Crusader** 290 points
Blessed Hull
-  **Land Speeder** 50 points



Adam Troke

THE CONSPIRACY IS UNVEILED

Adam: The astute amongst you will have noticed that my Archon's retinue is even bigger, and more expensive than before – it's not my fault – I simply cannot help it. With a Rogue Psyker as my other HQ, I knew that I was going to need some serious close combat punch if Graham came out to play with the Emperor's Champion, and that retinue could really do the business. Two squads of Mutants, some Chaos Spawn, some Traitor Guard, a mob of Big Mutants and some Gibbering

Hordes formed the bulk of my army. To that merry mix I added a Defiler and a Leman Russ (a new one, after what the rotten

Terminators did in the last game). I also included a squad of Alpha Legion Chaos Space Marines with an Aspiring Champion as these plotters have now chosen to reveal themselves to the Black Templars. I counted up the points, I had just enough to include some Daemonettes, which took me right to the points limit.

A healthy amount of my army are Troops choices, so I'll have plenty of models to recycle thanks to the Sustained Attack mission special rule, and I've got enough hard-hitters to really cause Graham some hassle. The theme of the army is what makes this force so cool. As the real masterminds behind the whole affair, the Alpha Legion play their hand, linking up with the Rogue Psyker and a swathe of Traitors, intent on razing that fortress to the ground, and no Black Templars are going to stop them.

THE DARK CONSPIRACY – 1,648 POINTS

Dark Eldar Archon 135 points
Equipped with agoniser, splinter pistol, Shadow Field, Combat Drugs and haywire grenades

Retinue 260 points
4 Incubi, 1 armed with blaster
1 Incubi Master equipped with haywire grenades
4 Warriors, 2 armed with splinter cannons
Onboard a Raider

Alpha Legion 158 points
6 Marines equipped with bolters
1 Marine equipped with a heavy bolter
Aspiring Champion equipped with plasma pistol and power sword
Mark of Chaos Undivided

Rogue Psyker 110 points
Equipped with Spook Dispenser, power sword, Soul Shrive, Puppet Dance and Brain Flayer

Mutants 126 points
12 Mutants equipped with autopistols
1 Mutant equipped with flamer
1 Mutant equipped with heavy stubber
Mutant Boss carrying Icon

Mutants 111 points
12 Mutants equipped with firearms
1 Mutant equipped with flamer
1 Mutant equipped with heavy stubber
Mutant Boss carrying Icon

Gibbering Hordes 50 points
5 Gibbering Hordes

Traitor Guard 128 points
8 Guard equipped with lasguns
1 Guard with melta gun
1 lascannon team
1 Agitator

Big Mutants 75 points
3 Big Mutants

Chaos Spawn 60 points
3 Chaos Spawn

Daemonettes 90 points
6 Daemonettes

Leman Russ 165 points
Equipped with lascannon and heavy bolters

Defiler 150 points

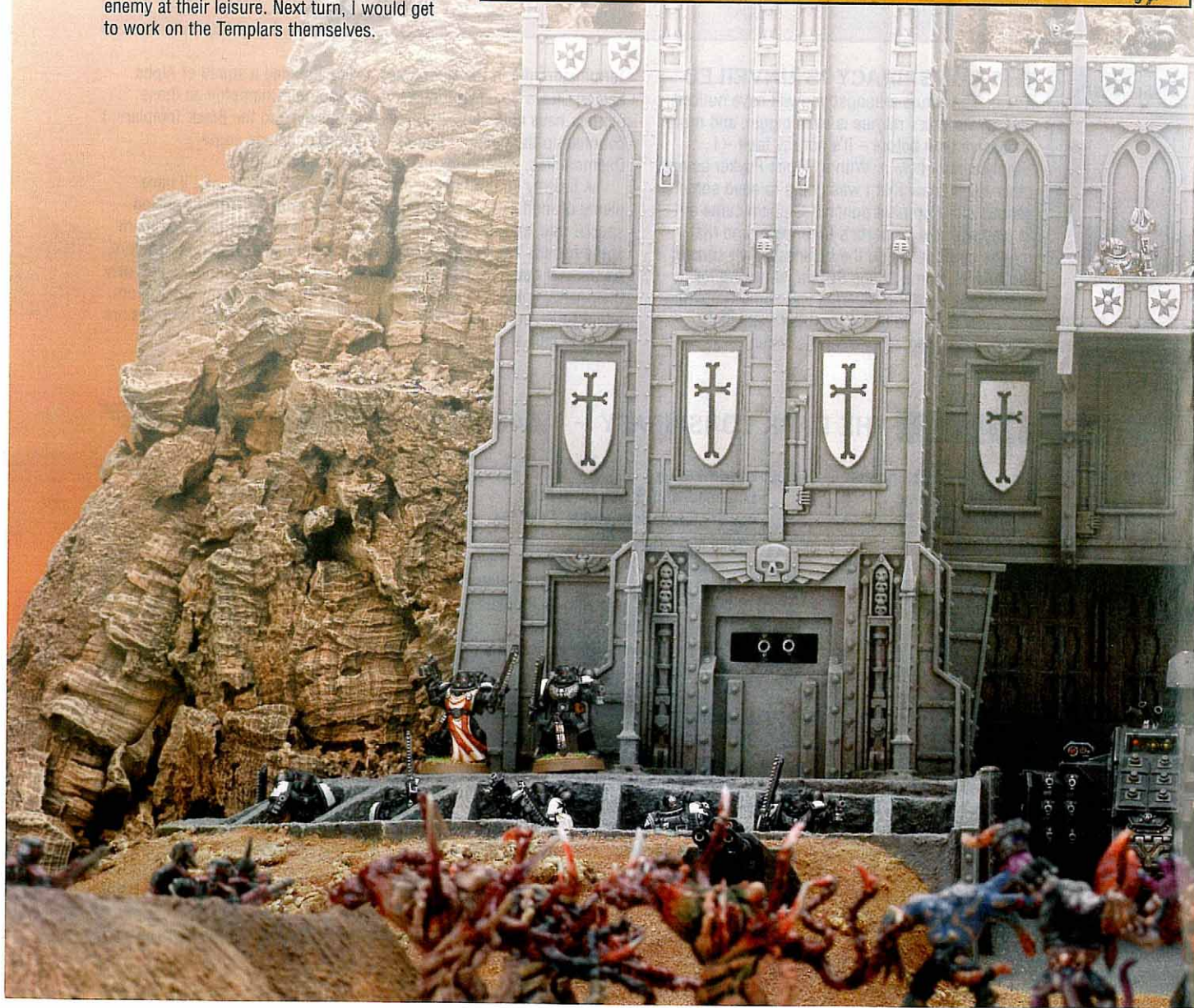
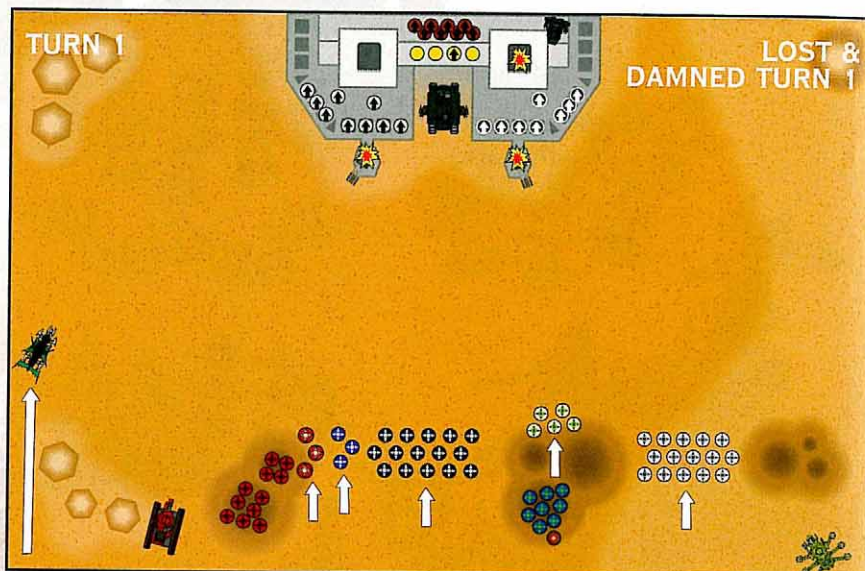
MISSION 3 – DEFEND THE KEEP

As the final treachery is unveiled, the Black Templars stand ready to defend their Chapter keep from the forces of vile Traitors, perfidious aliens and a warlock of terrible power.

LOST & THE DAMNED TURN 1

Adam: The Raider raced forwards, eager to deposit the Archon and his warriors into battle. The remainder of my force shuffled about, but generally spent the Movement phase readying their weapons. With a thunderous chorus the Traitor horde opened fire: the Leman Russ blasted the leftmost lascannon battery apart, as the Traitor Guardsmen fired their own lascannon at one of the Whirlwind rocket launchers on the tower, blowing it to pieces. Even the Alpha Legion added to the attack, pouring fire onto the other lascannon battery and destroying it. The Defiler unleashed a shot from its battle cannon that bounced off the Land Raider.

As the smoke cleared along the Traitor gun line, I saw that the effects of my first turn had been terrific; both lascannon batteries were destroyed, which meant my heavy support would be able to deal with the enemy at their leisure. Next turn, I would get to work on the Templars themselves.

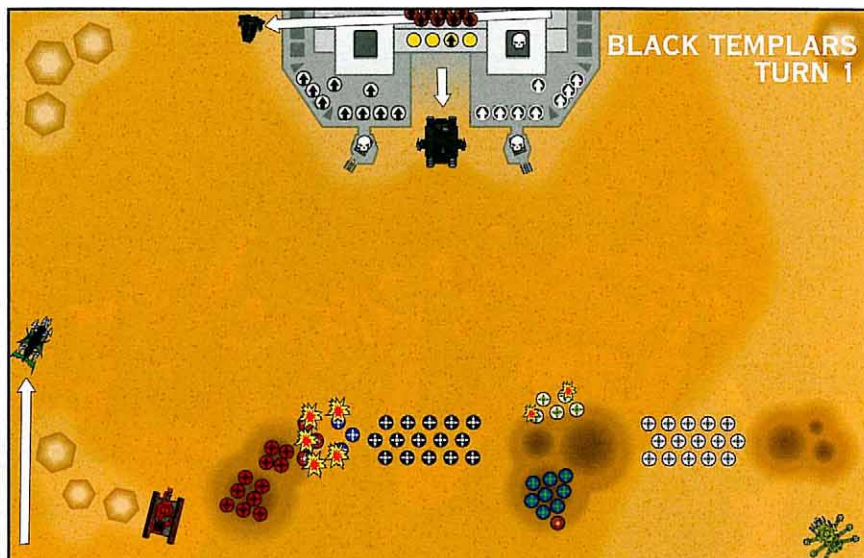


BLACK TEMPLARS TURN 1

Graham: The horde of Traitors, Mutants and aliens would soon be dangerously close and I had already lost some valuable firepower. Adam had obviously learned from play-testing, and the two lascannons that had proved so deadly in our practise game were now little more than smoking metal, along with one of the Whirlwind turrets on the tower! The Black Templars who had climbed from the trench line to see the enemy that they might better smite him, clambered back down and prepared to fire at the enemy once they came into range.

I had to resist my impulse (and Adam's taunts) to charge out and face the enemy, but I kept reminding myself that I had a perfectly good fortress at my back, so why leave it? After that scattering shot from the Defiler hit the Land Raider Crusader, I decided it was time to move it away from the fortress since it was no doubt going to attract an unhealthy amount of fire and I didn't want any rogue shots hitting my infantry – who tend not to like AP3 death.

The remaining static guns opened fire on the Gibbering Hordes and caused two wounds. Not, perhaps, the best use of its firepower, but I couldn't help it. Between the Land Raider Crusader and the Techmarine's

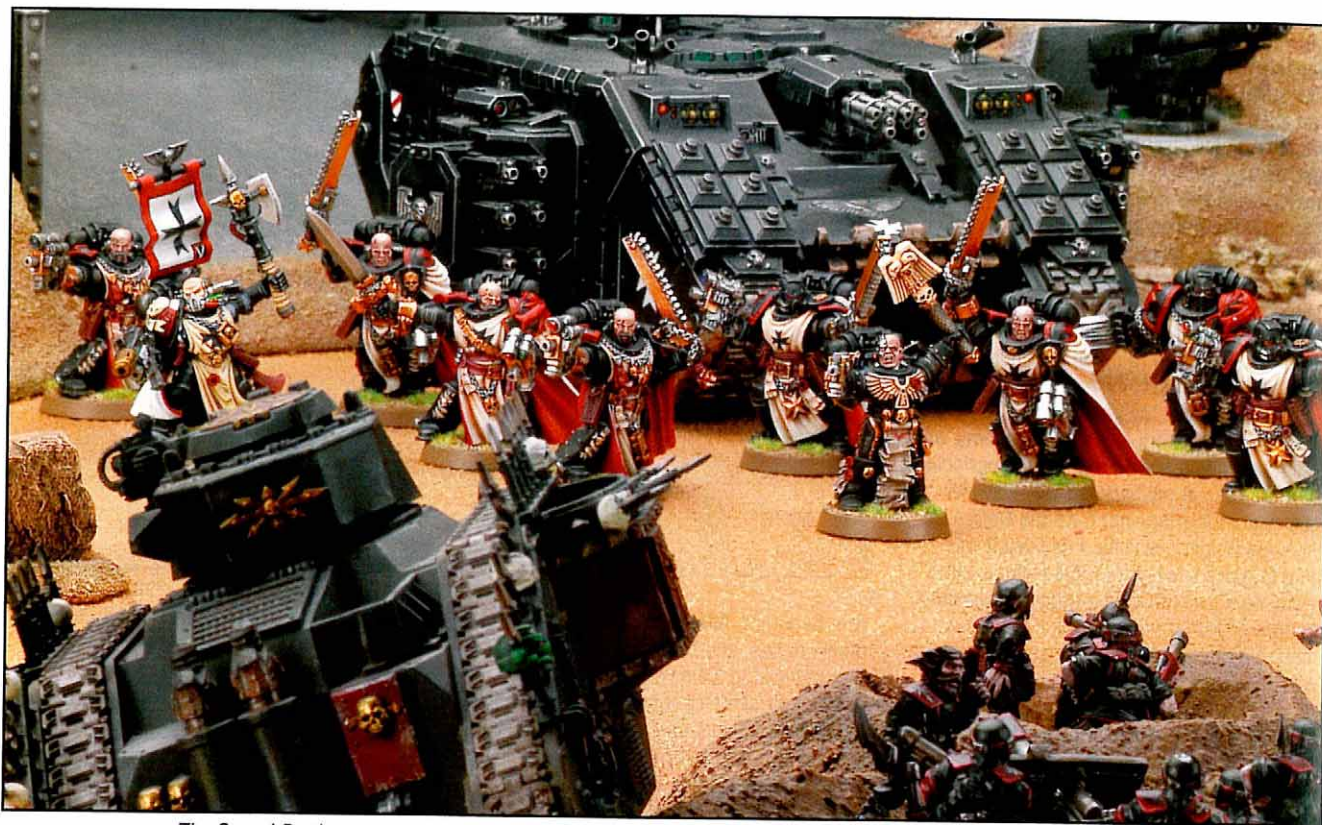


Gun Servitors, Adam's Big Mutants were blown to bits, and the Chaos Spawn pack was reduced to a single model. The psychological effect of big models shouldn't be underestimated, so I was really glad to see them so efficiently decimated. I'd killed some of Adam's heavy shock troops, but there was plenty more where they came

from. I just had to hope that I could keep up this fearsome weight of fire.

Below: The forces of Chaos arrive before the Black Templars fortress, as the servants of the Emperor prepare to bring all their firepower to bear.





The Sword Brethren are forced to disembark from the Crusader, as the Leman Russ locks them in its sights.

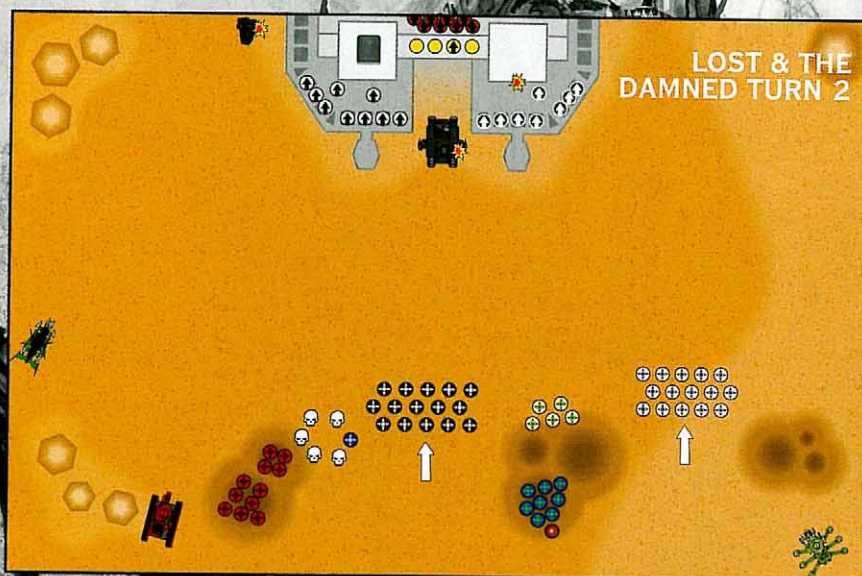
LOST & THE DAMNED TURN 2

Adam: Graham had inflicted a bloody toll on me this turn. Fortunately, it was all expendable stuff anyway – what do I care if Templars kill some pitiful Spawn and Mutants anyway? With that happy thought in mind, my army pressed forwards (I actually moved some stuff towards the fortress this turn!). Rolling for the Daemonettes to arrive, I was pleased to see that they didn't. I wanted the Black Templars to get a little closer first...

Both Mutant squads pressed forwards, ready to act as a speed bump when the Land Raider Crusader started moving. The Chaos Spawn failed its Leadership test and dithered around, obviously confused by the beating its comrades had taken – it's not every day your friends are blown apart, even if you're a Spawn.

The Shooting phase is where the real action was for me, as the Raider opened negotiations. The dark lance struck the Land

Speeder and stunned its crew, leaving it vulnerable and in the open. The Traitor Guardsmen fired their lascannon at the Land Raider, but failed to cause any damage. The Leman Russ opened fire on the Land Raider next, and scored a penetrating hit with its lascannon, getting an immobilised result. The Defiler opened fire on the last Whirlwind battery with its autocannons, but it was way



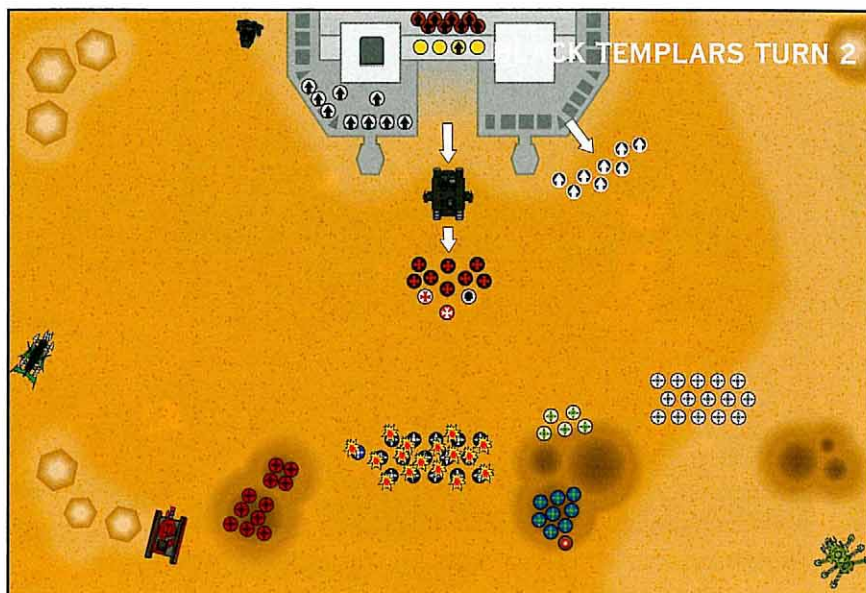
out of range (it's been a long time since second edition Warhammer 40,000, but I still remember those things having 72" range).

Finally, the Alpha Legion used their own heavy bolter to destroy the heavy bolter battery to my right of the fortress. Not bad for a turn's work, but there was still a lot to do.

BLACK TEMPLARS TURN 2

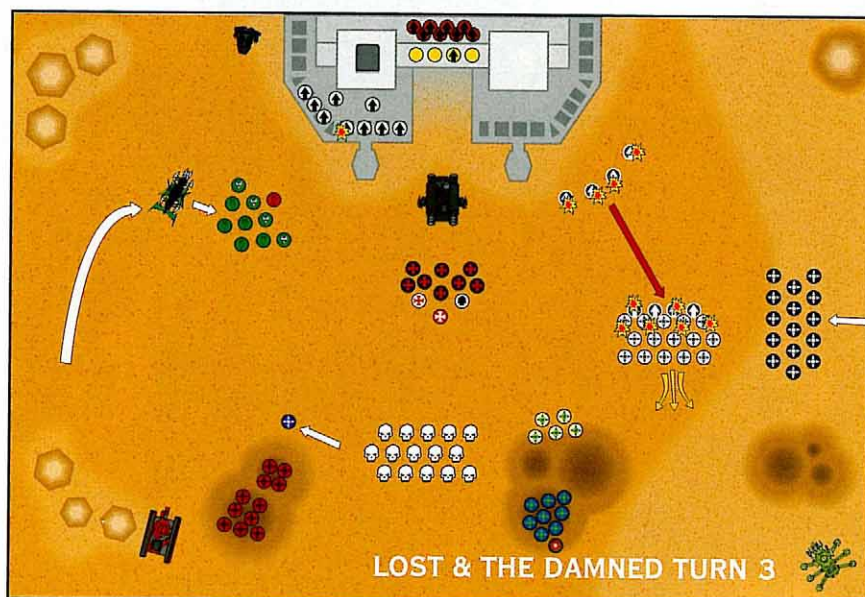
Graham: My Land Raider Crusader was damaged, but was by no means out of the fight. Ok, it couldn't move, but no one was getting anywhere near the Chapter keep without coming in range of its guns! With their transport knocked out, the Sword Brethren and my characters disembarked and charged straight forward, realising that there was nothing to be gained by hanging around. Following their courageous example, the Crusader squad on the left flank of the Chapter keep clambered from their trenches and charged onto the plains, confident that the guns of the Chapter keep would cover their advance, towards a unit of filthy Mutants armed with firearms.

I'd lost another of my static guns, but still had one twin-linked heavy bolter and a Whirlwind turret. The Sword Brethren were advancing into the teeth of the enemy towards the Rogue Psyker and the Alpha Legion, so I poured virtually all my fire into nearby enemy units, completely wiping out the Mutants in front of them. Adam's Spawn hadn't moved, so I fired my sole remaining tower gun and managed to cause a wound on the damnable creature. The battle was soon to get up close and personal, and I couldn't wait.





The Dark Eldar Raider launches an assault on the Chapter keep.



LOST & THE DAMNED TURN 3

Adam: Well, well, that changed things. With a squad of Sword Brethren and a Crusader squad crashing towards my lines, I certainly had something to worry about this turn. I started by seeing if the Daemonettes would arrive – if they did, then I'd be able to unleash them on the unwitting Crusaders, and tear them apart. Sadly, no. Fickle Slaanesh decided to keep the delectable Daemonettes to him/her/itself a while longer. The Mutant squad that had been destroyed returned to play as a fresh unit of reinforcements, entering the board from the side, where they could support their comrades. The remaining Chaos Spawn shambled into cover with the Traitors, whilst across the battlefield the Incubi disembarked from the Raider and prepared to assault the Templars that were dug in on the flank of the fortress.

In the Shooting phase I had bad luck,

and made mistakes. Seriously. First, the Mutants with firearms opened fire on the Crusader squad that was closing in on them. Despite their best efforts, all they achieved was two casualties – on themselves. The Alpha Legion poured fire into them too, and failed to do anything at all. The Defiler made things a little better by dropping a battle cannon shell into their midst and killing four Space Marines, but the worst was yet to come. Firstly, the Crusaders ran forward 6", getting themselves into base contact with my Mutants. Then my Archon and his retinue fired their weapons onto the Templars in the shadow of the fortress. Two splinter cannons, two splinter rifles, a blaster and a bucket full of splinter pistols all managed to kill just a single Black Templar. "Not to worry", says I, "I'll kill you in assault." That's when I realised what I had done.

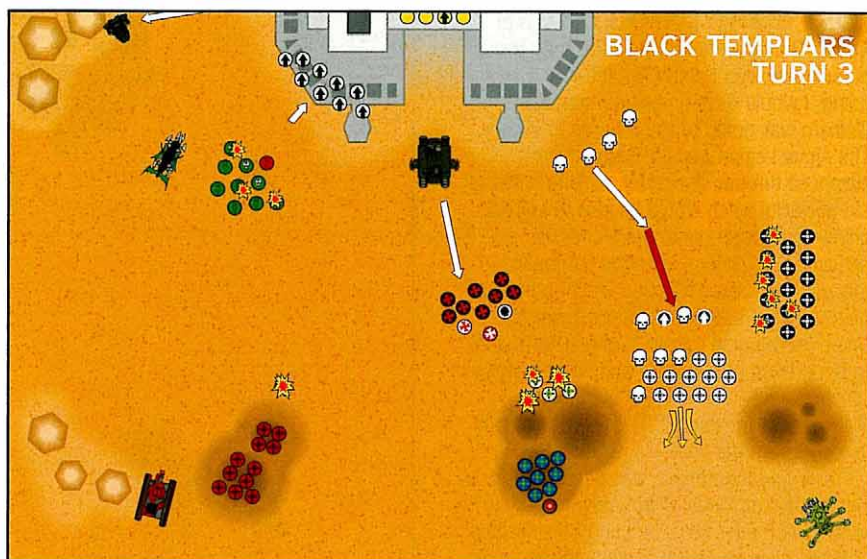
Note to self: Never put rapid-fire weapons into a super-expensive close combat squad.

In the Assault phase, the Crusader squad tore into the Mutants and felled three, and I was incredibly surprised that they managed to kill two in return before they fled screaming from the blood-soaked Space Marines.

BLACK TEMPLARS TURN 3

Graham: In the heat of battle it's easy to get distracted or forget something important, and victory often goes to the general who makes the least number of mistakes, rather than the cleverest. Adam's Incubus squad firing with their rapid fire weapons meant I'd been spared a potentially lethal charge of deadly Dark Eldar warriors in his turn and I had to make him pay for that mistake. My Crusader squad that had seen off the Mutants with firearms moved deeper into the enemy lines, firing into their fleeing enemies as they went. More Mutants had appeared on their left flank, but I wasn't about to be distracted by them... not when there was an enemy HQ to kill. The Sword Brethren squad moved to link up with this squad and I knew that if both could work together, there would soon be nothing traitorous left alive. Adam's Gibbering Hordes were still alive, and though I wasn't worried about them in terms of how badly they could hurt my warriors, I was worried about how easily they could tie up a powerful unit of assault troops.

One base was fried by the Crusader squad's melta gun and another was similarly vaporised by the plasma cannon fired by the Crusader squad on the parapets of the keep. The Sword Brethren's pistols caused another wound, as did the Techmarine's Servitors and the hurricane bolters from the Land Raider Crusader, and suddenly the Gibbering Hordes



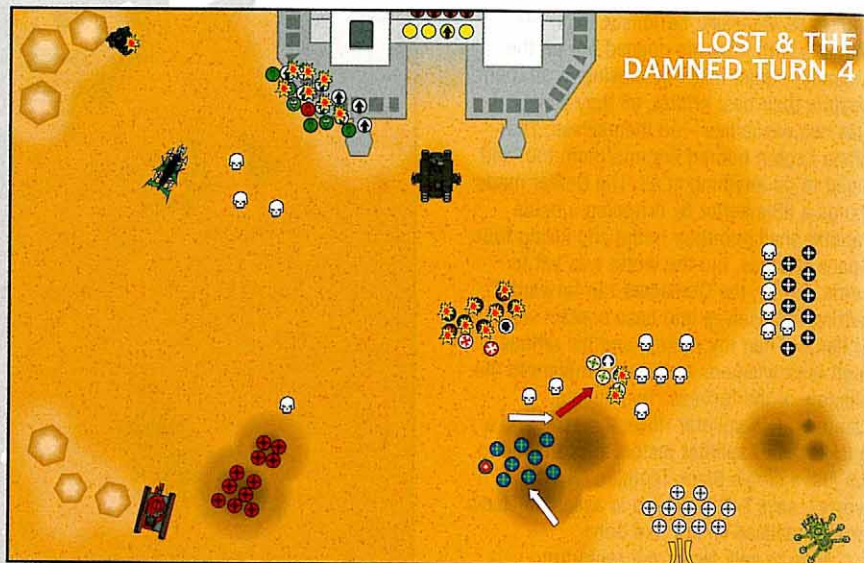
weren't looking quite so troublesome. Seeing the threat on the Crusader squad's flanks, the Whirlwind turret engaged the newly arrived Mutants and scored a direct hit, killing six of them, though they refused to break under this onslaught. The heavy bolters in the tower finally silenced the baying Chaos Spawn and as the Crusader squad facing the dread lord of the Dark Eldar opened fire, I knew I had to make this volley count. And though I killed three of the vile xenos, it wasn't enough to break them and I knew that the Crusader squad had a real fight on its hands next turn.



LOST & THE DAMNED TURN 4

Adam: Things were looking stickier by the minute now, and I didn't like the way it was going. I would have to reverse things, or Graham was going to romp home to victory. The Alpha Legion and the Rogue Psyker advanced through the crater, making sure that the powerful witch would be able to unleash his terrible powers onto the Emperor's servants. The Gibbering Horde gambolled towards the Crusader squad, intent on tying them up for a turn or two. Once again the Daemonettes didn't arrive. I only needed a 2+ to bring them on, but they stubbornly refused to join the fray. Perhaps I could blame Slaanesh for my failure? The fleeing Mutants escaped from the table – cowards!

The Shooting phase was good though, as I unleashed all kinds of trouble into Graham's army. The Raider shot the Land Speeder and stunned its crew (again!), while the Archon's retinue showered the Templars in splinter shots (no rapid fire weapons this turn though). The Mutants armed with autopistols and close combat weapons fired their guns at the remaining models in the Crusader squad near them, and also achieved nothing. Thankfully, my bad luck ended then. The Alpha Legion unleashed bolter death on the Sword Brethren squad and blasted two of them out of their boots. Next up was the Rogue Psyker who unleashed the power Soul Shrive on the waiting Sword Brethren. He passed his Psychic test and blasted the remaining five warriors apart, tearing their flesh to ribbons and shredding their souls. Without giving the three HQ characters that remained a second to recover, the Leman



Russ fired its battle cannon at them, hitting and wounding the Chaplain. Sadly, he passed his Invulnerable Save. The Defiler and the Traitor Guardsmen added their fire to the mix, but failed to have any effect.

In the Assault phase I had more fun. The Rogue Psyker turned his gaze on the nearby Crusader squad and used the psychic power Puppet Master on them. Failing their special 'Abhor the Witch' psychic save against the power, the helpless squad members attacked each other, the power sword armed Space Marine cutting his hapless comrade down. Huzzah! The Gibbering Horde then piled into the remaining Marine and did nothing. In

return the Templar inflicted a wound, and they then lost three more from their Daemonic Instability.

The Archon and his retinue stormed up the slope into the other Crusader squad. The Archon, pumping his system full of Combat Drugs, ran a serious risk of injury. He suffered a wound, but in return could strike first, re-roll missed hits in combat and gained an extra Attack. A wise investment as four Templars (who would otherwise have struck first) fell dead at his hand. Still, the Black Templars managed to slay an Incubi with their attacks, before they struck. Despite all their attacks and deadly wargear they



The Rogue Psyker unleashes Soul Shrive on the Sword Brethren



Marshall, Chaplain and Emperor's Champion combine to disembowel the traitorous forces

managed only a single wound. The Black Templars had been beaten, and suffered another wound because they are Fearless and were outnumbered 2:1. Wiping them out would have to wait until the next Assault phase. Not that I was complaining after a turn like that.

BLACK TEMPLARS TURN 4

Graham: There's a popular saying in the 41st millennium, "The Emperor Protects," though, in the case of the Sword Brethren, it's obviously not all the time... Now that my warriors were within range of the Rogue Psyker, they were in real trouble. He had to die, and die quickly. The battle had swung on a pivot and one flank was in real danger of collapsing, while the centre had turned into a swirling mêlée. Fortunately Adam's Daemonettes hadn't shown their ugly mugs yet, and that was giving me cause to hope that I could still push through to victory. I had very little movement, since the bulk of my force was in close combat, but there were some seriously miffed Black Templars characters that'd just seen their best and bravest warriors turned to ash by a diabolical witch and they certainly weren't going to be hanging around. Chaplain Develain, Marshal Ulliquel and Emperor's Champion Marquand charged into the rubble-strewn craters to take the fight to the hated traitors of the Alpha Legion.

The Whirlwind turret again fired on the Mutants on the flank, killing another four of them. I wanted them dead because they carried a Daemonic Icon and if I could get rid of them, then I could prevent Adam from summoning aid from the Immaterium. Desultory fire was exchanged between the Traitor Guard on Adam's left flank and the

tower guns, but we both knew that the battle would be decided in the craters before the fortress. Heavy fire from the Techmarine's Gun Servitors and the Crusader squad on the parapet saw six Chaos Space Marines dead, and suddenly the odds had tipped much more in my favour for the coming assault.

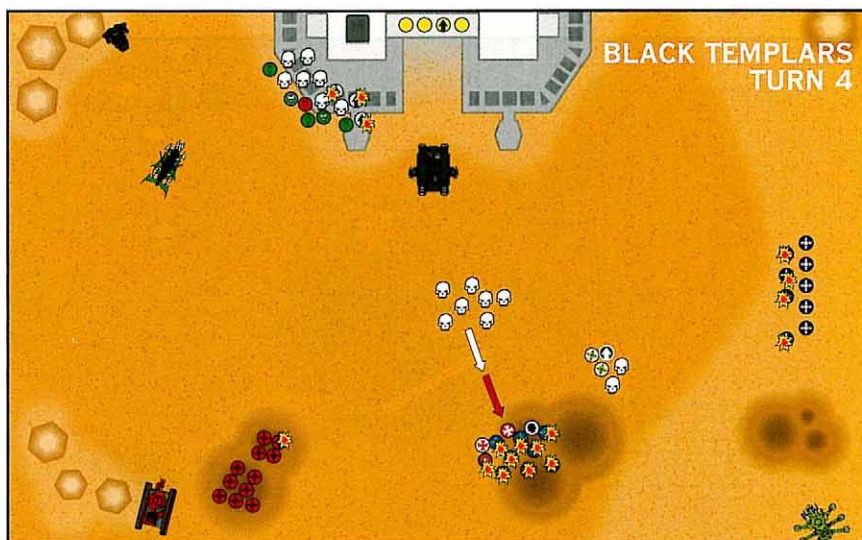
Perhaps shamed by his fratricide in Adam's previous turn, the sole survivor of the Crusader squad fighting the Gibbering Hordes could do no damage and the fight was a draw, while the Crusader squad fighting the Dark Eldar were finally slaughtered by the Archon and, with their death, the slopes of the keep had fallen. The shame!

Chaplain Develain fought like Sigismund himself and slew every one of the Chaos Space Marines surrounding him as Emperor's Champion Marquand sought out

the Psyker who had slain his brothers in arms. The Black Sword rose and fell, and at the end of the fight, the blasphemous witch lay dead, hacked down with righteous anger!

THE EMPEROR'S CHAMPION

The Emperor's Champion's special challenge rule has been simplified to make it easier to work out in a close combat and reflects his original role of killing enemy leaders. Though he can't now use the Black Sword as a power fist, it does give him +2 Strength and most vehicles would ignore that at their peril...





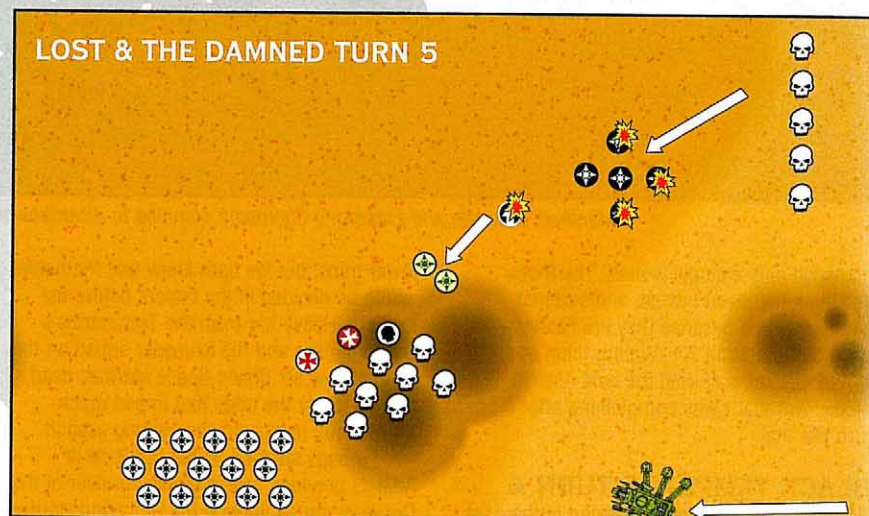
The Crusader squad in the keep gives covering fire to their brethren

LOST & THE DAMNED TURN 5

Adam: And it was all going so well... but with the Alpha Legion slaughtered, and the Rogue Psyker a headless corpse beneath the feet of the Emperor's Champion. Things were looking a little grim.

The Daemonettes decided to arrive (now that the battle was really going against me) and then made matters worse by scattering off towards the fortress, where they'd be no use at all. Still, there were things to attempt. Perhaps if I could get my Archon into combat with some of Graham's HQ units, I could get some Victory Points from the situation.

The Mutants with firearms entered play again, and levelled their weapons on the Chaplain and Marshall. A thunderous volley left three Mutants dead (stupid Gets-Hot weapons) and did absolutely nothing to the Space Marine heroes. Elsewhere the Raider picked up the Archon and his retinue, ready to whisk them away to safety. The Daemonettes, way out of the action, decided it might be wise to get into cover – and ran for the base of the fortress. My Defiler, realising that he could pose a serious threat to the Black Templars heroes romping across my battle line, stirred itself into action and made for the Emperor's Champion. The rest of my shooting was laughable, the battle cannons missing



their mark and the Raider once again stunning the Land Speeder. At least I got a laugh in the Assault phase, as what was left of the Gibbering Horde saved a wound from the remaining Black Templar it was fighting and swarmed over him, killing him at last.

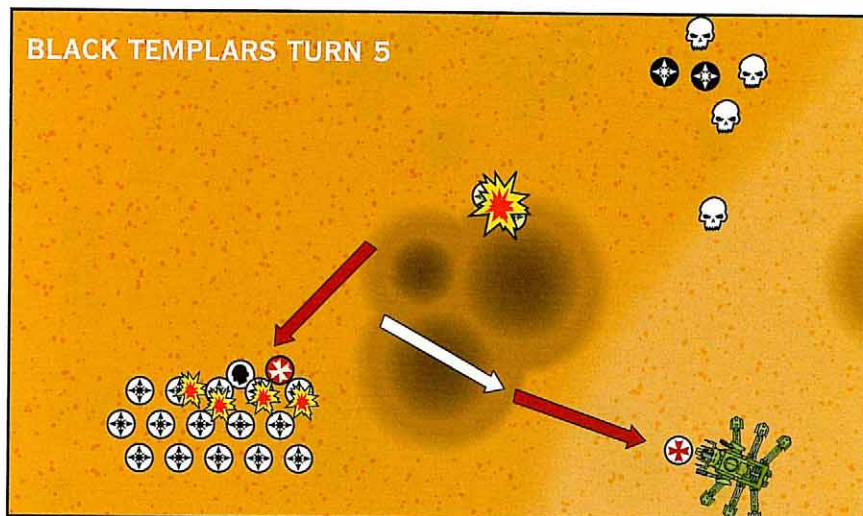
BLACK TEMPLARS TURN 5

Graham: My characters seemed to be living charmed lives. Perhaps the Emperor, mindful

of those who served him, interceded so that not a single wound was caused by the fire of the massive unit of Mutants or the Defiler as it stomped towards them, its huge claws ready to tear and rend. I knew that Marshal Ulliquel and Chaplain Develain could handle the Mutants, so I sent Emperor's Champion Marquand rushing towards the Defiler, hoping to keep it tied up while the others destroyed what remained of Adam's army. I had to do this quickly or else the Dark Eldar lord and his retinue (and the newly arrived Daemonettes of Slaanesh) would come to swamp my characters and slay them.

The exchange of fire between the tower guns and the Traitors continued to little effect, but the damnable Gibbering Hordes were finally silenced by the Techmarine's Gun Servitors and a Daemonette was blown back to the Immaterium by the guns of the Land Raider Crusader.

Marshal Ulliquel and Chaplain Develain assaulted the Mutants, killing six of them, but their casualties only seemed to spur them on and they surrounded the two Black Templars, ready to keep fighting. Emperor's Champion Marquand attacked the monstrous Defiler, and though he was unable to penetrate its daemonic armour, he was able to evade its clumsy blows in return.



LOST & THE DAMNED TURN 6

Adam: Defiler versus Emperor's Champion – place your bets now!

My Archon and his Raider full of warriors raced back towards my base-line, ready to take on the Marshall and Chaplain if there was time. The Daemonettes scrambled towards the cover of the fortress, cautious of the guns above them, and the Mutants on my right flank ran out of line of sight of Graham's warriors on the keep – eager to conserve Victory Points. My Movement phase was pretty short really.

My Shooting phase was shorter though. The Traitors and the Leman Russ both fired at the Land Raider Crusader to get some juicy Victory Points and stop it shooting my Daemonettes, but as luck would have it, failed to do anything.

The Black Templar Marshall and Chaplain waded further into my Mutant squad, killing six between them. That's no mean feat when you remember that they are Toughness 4!

But all eyes were on the Defiler versus the Emperor's Champion. Already the Champion of the false Emperor had prevailed against my daemon engine – but no longer. Forty tons of daemonically possessed steel was going to rip him up. I thought.

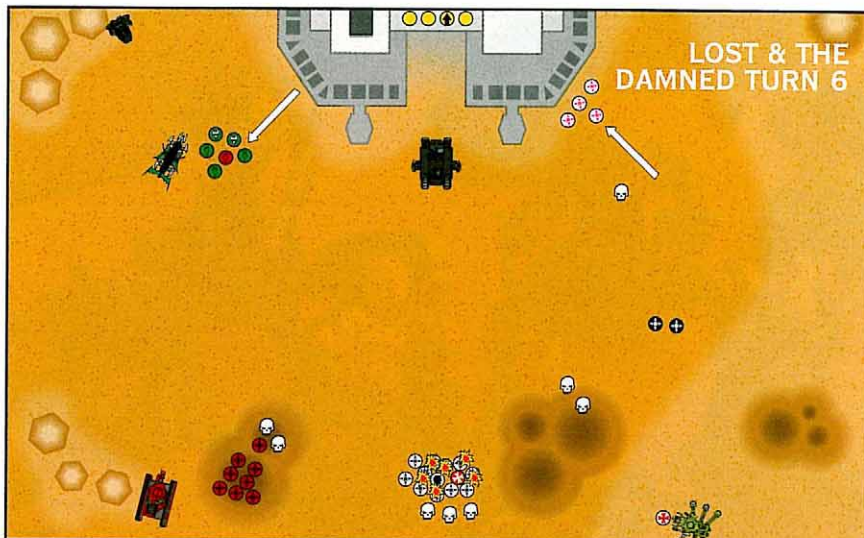
Sadly, my delusions of grandeur were not realised, as the Emperor's Champion danced past the claws of the Defiler and rammed his Black Sword upwards, into its guts. Howling in pain (and me in disbelief) the Defiler crashed to the floor, a shattered wreck, utterly destroyed.

With any luck Graham would have a really bad turn too, but I had a feeling that wasn't likely. My goose, as they say, was now well and truly cooked.

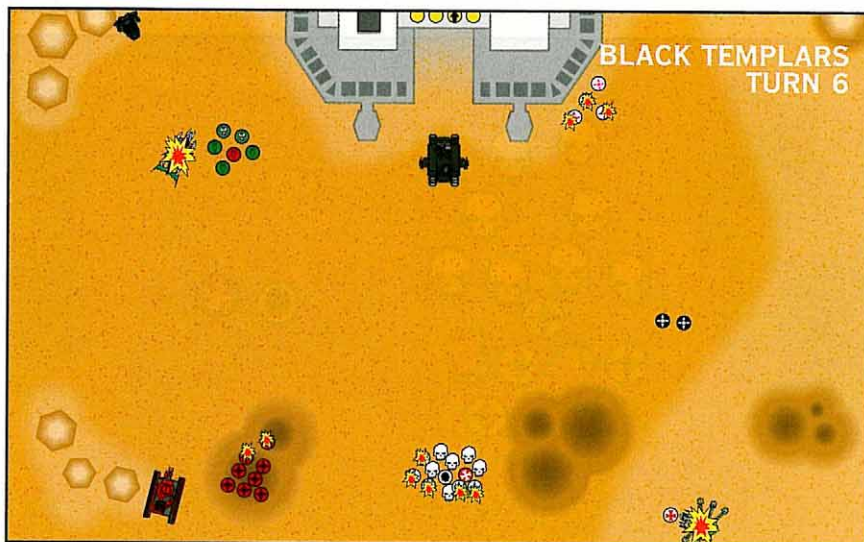
BLACK TEMPLARS TURN 6

Graham: The Emperor's Champion earned his stripes today, killing the Defiler so spectacularly! With that threat removed, he moved to join his fellows, who were locked in a bloody assault with some disgusting Mutants who refused to bow to the inevitable and die. Adam's Raider was soon going to be a problem, so it had to be taken out. The Techmarine's Gun Servitors were up to the task, blowing it out of the sky despite Adam's best attempts to keep it away from my guns. Two warriors died in the crash and the very real threat of the Incubi and the Archon was pretty much negated. Free now to target the Daemonettes, the Land Raider Crusader shot and destroyed another three and suddenly their threat was also more or less removed.

In the Assault phase, Marshall Ulliquel and Chaplain Develain finally destroyed the Mutants and pressed onwards towards the Traitor Guard skulking at the back in the craters. Since this mission uses the Random Game Length special rule, we had to roll to see if there would be any further turns played. The dice came up with a four. There would be no escape for the enemies of the Emperor this day!



Unfazed by the monstrosity in front of him, the Emperor's Champion fights the Defiler.





Yet more mutants arrive, hoping that their weapons may kill something other than themselves.



LOST & THE DAMNED TURN 7

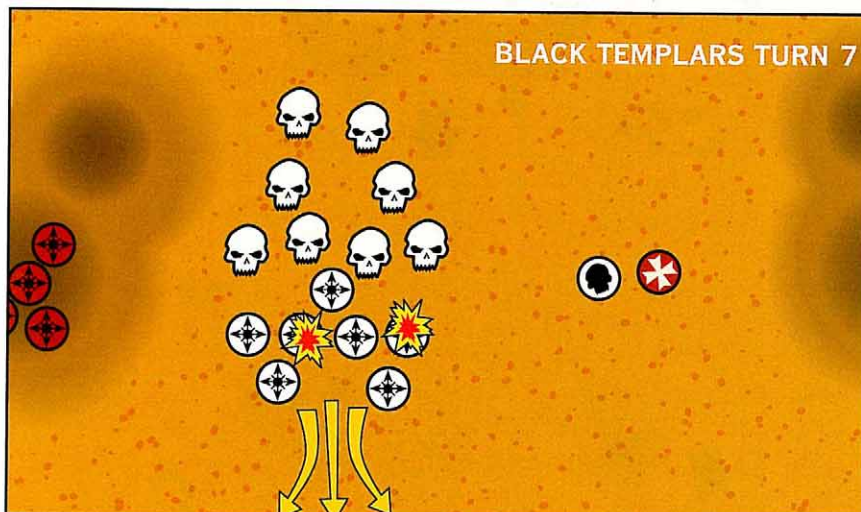
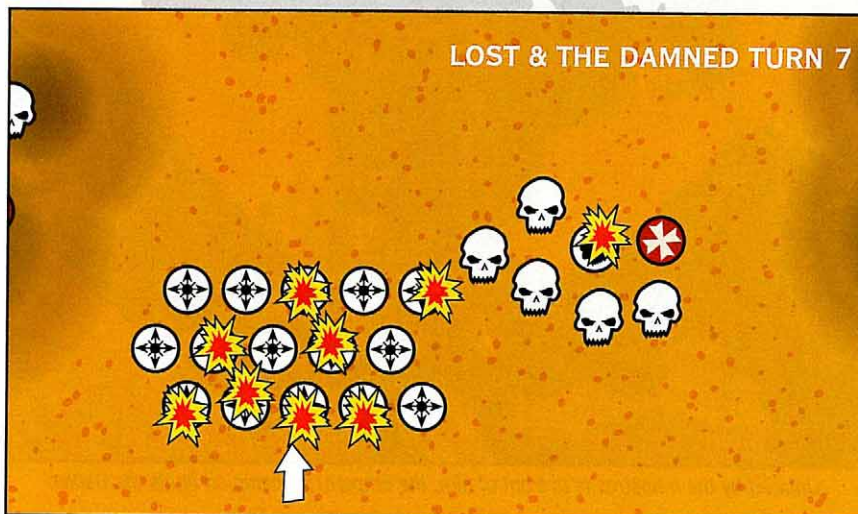
Adam: One last turn to have my revenge. A new squad of Mutants with firearms came into play, ready to face the fury of Graham's HQ units. My Archon and his lot were pinned (and to be honest, after what happened to their Raider, they weren't going to move, even if they could) and my remaining Daemonettes were sneaking through the trench line of the fortress, so it was shooting time.

The Mutants blazed away with all they had and suffered eight casualties from their weapons overheating – poorly maintained weapons exploding in their hands as they fired. Still, between them they managed a wound on that pesky Chaplain. The Traitors and the Leman Russ once again failed to have any effect on the proceedings.

Some siege this was turning out to be – my army was falling apart at the seams.

BLACK TEMPLARS TURN 7

Graham: There was little left to do but mop up the remains of the enemy army. Thanks to the unreliability of their firearms, the Mutants had eliminated a great many of their number themselves, so all it took was a few well-placed pistol shots from my characters to break them and force them to flee. The remainder of my shooting saw the Land Raider Crusader destroy the last of the daemons and the Dark Eldar survive a hail of shots from the Techmarine's unit and the Land Speeder. Though it had been shot at many times, it had never faltered and had come through the battle largely unscathed. Though the Speeder had killed very little, it had attracted a fair amount of firepower that might have been better employed elsewhere. There was nothing in range for an assault, so we rolled to see if the game continued, but it was not to be and the traitorous forces that had dared to attack this bastion were defeated. All that remained was to count the cost of the battle...



VICTORY POINTS TOTALS

Adam:	786 Victory Points
Graham:	1,635 Victory Points

VICTORY TO THE BLACK TEMPLARS



SUFFER NOT THE UNCLEAN TO LIVE!

Graham: Well that was a game and a half, it was a lot of fun and had a real feeling of a siege, staving off a numberless horde of attackers until their resolve finally caved. My troops behaved in an exemplary fashion, with the possible exception of the Black Templar with the power weapon who lopped off his battle brother's head! I was disappointed not to get my Sword Brethren into combat, but when you're hit by 2D6 AP3 bolts of

psychic lightning and fail your nullification save, there's not a lot you can do about it!

The highlight of the game, though, has to be Emperor's Champion Marquand taking out the Defiler single-handed. It was why I'd charged him that way, but I hadn't expected him to do it quite so dramatically. Though some of my infantry didn't move the entire game, I think that was quite fitting, given that they were defending their Chapter keep and just goes to show that the Black Templars aren't all about close combat, and that they're not just out-and-out frothing psychopaths with chainswords.

Adam's traitorous horde had a hard fight ahead of them, whichever way you looked at it, and his army (which required no fewer than five Codexes to use!) came very close to taking the fortress. Up until the turn in which the Emperor's Champion destroyed the Defiler, it was a tense game that was too close to call, but that turn swung wildly in my favour and there wasn't a lot Adam could do to come back from it.

This was a real fun game to play and I heartily recommend you give it a go. What are you waiting for? Turn to page 22 – the Emperor's realm is in need of defence!

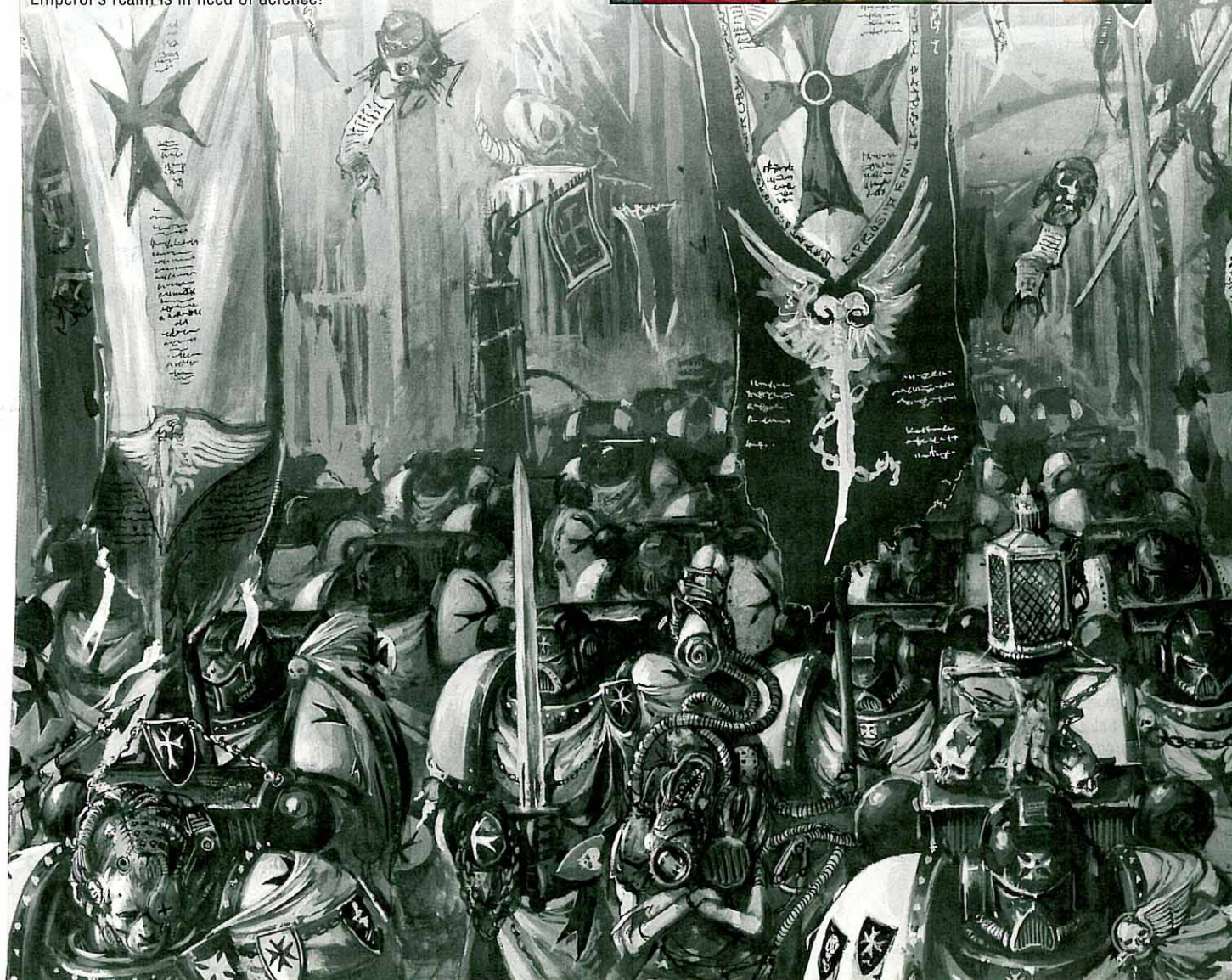


LET THE EXCUSES COMMENCE...

Adam: Actually, there's not much need. It was a great game that told a really exciting story. All along the board little scenes were acting themselves out, and memorable gaming moments were taking place. The Rogue Psyker blasting the Sword Brethren into the next life, the Emperor's Champion going toe-to-toe with a Daemonic war engine and winning... It was a corker!

There are loads of things I would do differently if I was going to play this again. I'd take more long-ranged firepower and I'd leave the Archon and his expensive retinue behind. And I'd try to be luckier. I can't really complain though, can I? I got to play a huge game on awesome scenery with gorgeous armies. Battles like this are the stuff that legends are made of, and somebody had to lose.

Next time, Mister McNeill, next time.



IN DARKNESS & LIGHT



PAINTING BLACK TEMPLARS

This month sees the Black Templars Crusader Squad hit the shelves. Inspired by the new boxed set, Adi Wood has built his own squad of Initiates, using the new Crusader frame to give his troops the gothic look that sets Black Templars apart from other Space Marine chapters.

Adi: As soon as I got my hands on the new Black Templar Crusader squad boxed set, I started to build a squad of Initiates. Inside the new kit are three sprues of Space Marine parts, all of which can be combined to make a squad of Black Templars troops, as well as a sheet of transfers. The Tactical and Assault sprues are familiar, part of our growing and extensive range of interchangeable Space Marines parts, allowing you to equip and pose your troops exactly how you want.

CRUSADER SPRUE

The third sprue in the box is the new Crusader sprue, the first Chapter-specific set of parts since the Space Wolves. Torsos, helmets, shoulder guards and weaponry all bearing Black Templars iconography that can be used in combination with the other sprues to make troopers look both individual and dynamically posed. If that's not enough then there's also a selection of additional parts that can be used to customise Terminators and vehicles. As you can see from the pictures on this page there are quite a few components that are unique to the Crusader sprue.

To start with I assembled five Initiates and painted them in a simple colour scheme – everyone wants to get their troops ready for battle as fast as possible and a coat of neatly applied flat colours really does the job. However, after fighting a few games with them like this I decided to enhance their appearance further by highlighting the models.

I also took inspiration from the impressive High Marshal Helbrecht and Chaplain Grimaldus character models painted by the 'Eavy Metal painting team, so I added some finer details such as lettering effects and additional chapter symbols to finish off my miniatures.

HELMETS



SHOULDER GUARDS



TERMINATOR PARTS



TORSOS



RANGED WEAPONS



CLOSE COMBAT WEAPONS



ADDITIONAL PARTS



Lantern on chain with seal



Reliquary



Backpack



Ceremonial sword



Crusader Seals



Orb



Holster



Lantern on loop



Banner



Chained sword icon



Wings and skull icon



Pouch



Scroll



Cross and scroll icon



Skull icon

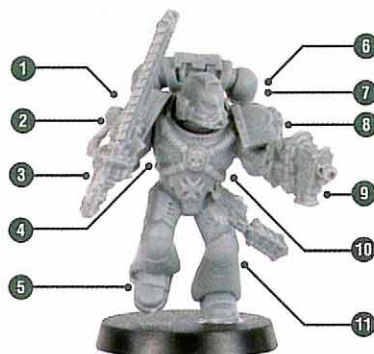


EXAMPLE SQUAD CONSTRUCTION

There are lots of ways to combine the parts in the Black Templars Space Marine Crusader Squad boxed set to create units. This is just one example of a five-man unit taken from construction, through basic painting, to applying the iconography. First off we'll look at each individual model, including the parts used to make each one.

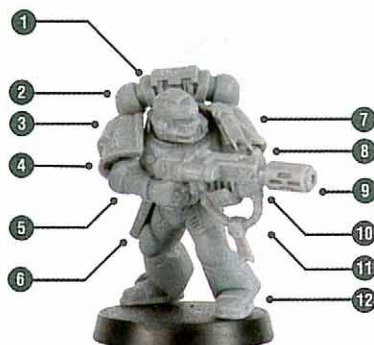
The example squad contains a mix of ranged and close combat weapons with poses to match – the trooper with the meltagun (example 2) is in a firing pose whilst the warrior with the boltgun (5) is searching for targets. Stood in a commanding position, the Initiate with the power fist (3) is ready for action whilst the troops with close combat weapons are charging towards the enemy.

Example 1
Charging into close combat



- 1 Tactical shoulder guard
- 2 Crusader skull and seals
- 3 Crusader right hand chainsword
- 4 Tactical torso back
- 5 Assault legs
- 6 Tactical backpack
- 7 Crusader Mk4 helmet
- 8 Crusader shoulder guard with cross and skull
- 9 Crusader left hand bolt pistol
- 10 Crusader torso Mk4 armour front
- 11 Crusader lantern

Example 2
Firing a Meltagun



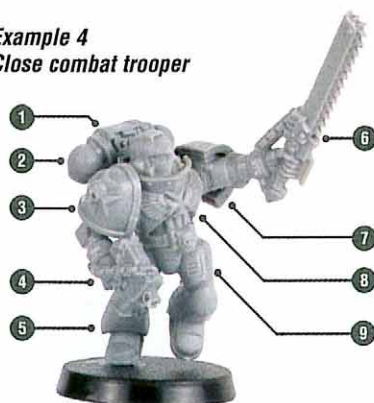
- 1 Tactical backpack
- 2 Tactical torso back
- 3 Crusader helmet with cross
- 4 Crusader shoulder guard with cross and skull
- 5 Tactical right arm
- 6 Crusader holster
- 7 Crusader cross seal
- 8 Tactical shoulder guard
- 9 Crusader meltagun
- 10 Tactical left arm
- 11 Tactical torso front
- 12 Tactical legs

Example 3
Initiate with power fist



- 1 Crusader bare head
- 2 Tactical shoulder guard
- 3 Crusader right bolt pistol arm
- 4 Tactical torso back
- 5 Tactical legs
- 6 Crusader torso front with tabard
- 7 Crusader reliquary
- 8 Crusader backpack
- 9 Crusader shoulder guard
- 10 Crusader orb
- 11 Crusader power fist

Example 4
Close combat trooper



- 1 Crusader helmet with rivetted brow
- 2 Tactical Backpack
- 3 Crusader shoulder guard with cross and skull
- 4 Right bolt pistol arm
- 5 Assault legs
- 6 Left chainsword arm
- 7 Tactical shoulder guard
- 8 Tactical torso back
- 9 Pouch, grenade, scroll hung off the belt (at back of model)

Example 5
Initiate with bolter



- 1 Crusader helmet with cross on grill
- 2 Tactical Backpack
- 3 Tactical shoulder guard
- 4 Crusader torso front with tabard
- 5 Shield and cross with seals hung off the right shoulder guard
- 6 Tactical torso back
- 7 Crusader shoulder guard
- 8 Crusader bolter
- 9 Crusader support arm
- 10 Scroll (hung off rear of backpack)
- 11 Tactical legs

The Crusader torsos are fitted to Tactical Space Marine torso backs. Because they are covered in a wealth of iconography, you may prefer to use close combat weapons and more open poses. (NB: The torsos with tabards fit onto Tactical Space Marine legs, not Assault Space Marine legs).



In order to pose a trooper firing a boltgun, it's best to use a Tactical Space Marine torso with the Crusader boltgun or a Tactical Space Marine boltgun with the more detailed Crusader torso. This is because the extra detail of the Crusader components can make it difficult to position the boltgun close to the body.



PAINTING THE SQUAD

The Black Templars are painted using a very limited palette of colours – black, white and red. The simple approach to painting their armour is to leave it undercoated black, without highlights.

After the armour and shoulder guards have been painted (as explained below) paint the details, such as the metal, eye lenses and shoulder guards, in flat colours. It's certainly the quickest way to make your Black Templars ready for battle!

This example squad has been lightly drybrushed with Codex Grey and Fortress Grey. The details of the model – the metals and the white shoulder pads – have been painted with flat base colours.



Metal Boltgun Metal
Lenses Scab Red

Cloth Bronzed Flesh
Seals Scab Red

Skulls Snakebite Leather
Skin Dwarf Flesh

SHOULDER GUARDS

Whether you use Tactical Space Marine shoulder guards or the moulded Crusader ones on your Black Templars, the colours used to paint them are the same. Each one has a white background with black rims. Leave any moulded details painted Chaos Black at this stage; we'll look at painting skulls and scrolls later.

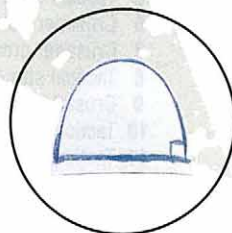
You may prefer to paint the shoulder guards separately (try painting them on the sprue, even) and then glue them onto the model afterwards. This makes painting the iconography easier, and allows you to use a different undercoat if you wish. Below are two ways to paint shoulder pads, the first from a black undercoat, the second from white.



1 Apply a layer of Shadow Grey to the shoulder guard.



2 Then apply thinned-down layers of Skull White to get a solid colour on the pad.



1 Apply a line of Shadow Grey onto the edge of the white shoulder guard for shading.



2 Paint the rim of the shoulder guard Chaos Black then highlight as rest of the armour.

DRYBRUSHING



Drybrushing is a fast way to apply highlights to your model. It is quite a messy technique so it's best applied before painting any other colours onto the model.



1 Take one Space Marine coated with Chaos Black and lightly drybrush the edges of the armour with Codex Grey.



2 If you prefer a further highlight, apply a second drybrush using Fortress Grey.



Keep the drybrushing light. If you overdo it, your trooper may start to look like a 'grey' Templar instead of black!



EXTREME HIGHLIGHTS

Painting your Black Templars in flat colours is sufficient for gaming purposes. However, you may decide at some stage to apply a level of greater detail to your models using more controlled techniques. For example, this method of extreme highlighting involves applying thin lines of paint along the edges of the armour. This will allow you to preserve as much of the black base colour as possible.



1 Paint a line of Codex Grey around the edge of the armour plates.



2 Apply a further highlight to the model using Fortress Grey if preferred.



CHAPTER SYMBOLS

TRANSFERS

There are 10 Chapter icons on the transfer sheet in the Black Templars Crusaders box. Using transfers allows you to apply symbols with a consistent size and shape.



1 Cut out the transfer you want with a craft knife.



2 Soak transfer in water.



3 Brush the transfer off the paper onto the shoulder pad. Move it into position then remove excess water with a tissue.

HAND PAINTING

Instead of using transfers you could always opt for painting the symbols by hand. This requires a steady hand and some patience. This technique allows you to vary the size, shape and colour of your crosses. Red crosses look particularly effective, as do white ones if applied to a black or metal background. Before attempting to paint onto a shoulder guard, practice on paper first, making sure that the paint is dilute.



1 Start by painting an eight-pointed star using a Fine Detail brush.



2 Carefully paint 'v' shapes to finish the characteristic Templar cross shape.



3 Fill in the arms of the cross. Use Skull White to tidy up the shape afterwards if necessary.



You can paint the Black Templar cross Blood Red.



The chapter symbol can be painted at any size.



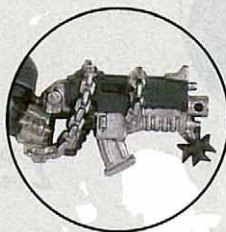
Adi's Black Templar squad after he's added highlights and extra details – as explained overleaf.



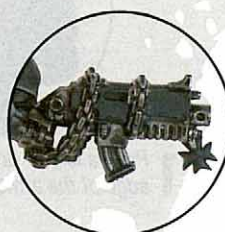
DETAILS

There is plenty of metal armour, moulded iconography and other details on the models. Here's how to paint them.

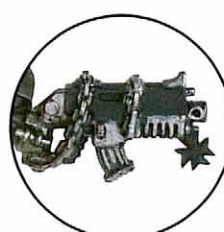
METAL



1 Paint all the metal areas on the model using Boltgun Metal.



2 Apply Black Ink thinned with a little water over the top.



3 Paint the edges of the metal areas with Chainmail.

LENSES



1 Apply a basecoat of Scab Red to the whole of the lens.



2 Apply a little Blazing Orange to the lenses' inner corners.



3 The final touch is a dot of Bleached Bone in the rear corners.

SKULLS



1 Paint the skull Snakebite Leather, leaving some Chaos Black showing in the recesses.



2 Then highlight with Bleached Bone.



3 Finally paint Skull White onto the bow, the top of the skull, the bridge of the nose and the teeth.

CRUSADE SEALS



1 Start by painting the seal a base colour of Scab Red.



2 Layer on Blood Red, leaving the base colour showing in the recesses.



3 Apply final highlights using a thin layer of Blazing Orange.

CLOTH AND PARCHMENT



1 The parchment is painted with a layer of Bronzed Flesh.



2 Lines of Bleached Bone are applied to give the parchment texture...



3 ...before thin lines of Black Ink are applied to imitate text.

SKIN



1 Paint the skin Tanned Flesh, leaving the eyes Chaos Black.



2 Layer on Dwarf Flesh, leaving the base colour showing in the recesses.



3 Apply a final layer of Elf Flesh, highlighting the nose, cheeks and lips.



SPECIAL CHARACTERS

Helbrecht and Grimaldus make excellent subjects for additional iconography. Painted by the 'Eavy Metal team, the models below are covered with finely painted lettering effects. It takes hours of practice to get to this level of painting, but after finishing an army of Black Templars you will be ready to take your first steps towards achieving fantastic results like these.



HIGH MARSHAL HELBRECHT

Lettering

Rather than rendering the word **TEMPLAR** from left to right, the letter **P** was painted first and the rest of the letters added on either side. This helped to keep the word central.

Hem of the Cloak

The decorative pattern was created by painting half-Templar crosses with Bleached Bone.

Templar Symbol on the Tabard

The cross was painted in Scab Red using a little artistic licence as it goes underneath a chain. The outline of the cross was then picked out with Bleached Bone.



CHAPLAIN GRIMALDUS ✱

The stand-out painting feature of the Grimaldus model is the fine liturgy and symbols inscribed on the prayer cloth. It was all executed in Scab Red with a Fine Detail brush.

Liturgy

The lines of prayers and other text on the cloth were made by applying fine dots of paint. The paint was applied in vertical strokes; any untidiness helping to strengthen the effect. As well as 'text', various symbols were also applied.



KNOW THINE

Not sure whether enemy guns will rip through your armour, or patter off like rain on ferro-concrete? Has it been so long since you played Dark Eldar that you have completely forgotten what the Crucible of Malediction does? Then it must be time to call forth the Wargear book.

The newest addition to the Warhammer 40,000 family of rules and codexes: the Wargear reference manual is a companion book to the rules and will prove essential to every gamer who ventures out of the safety of their own home to seek out opponents. We've all done it, we arrange a game at a club or a friend's house and two minutes before minimum safe departure time we are running around the place throwing gaming accoutrements into a bag.

The army is relatively easy to find, and at least you have an old army list, which will have to do as you haven't finished painting your latest new unit anyway. The rulebook (preferably the A5 one from Battle For Macragge) fits neatly into the carrying case but what about the army you are facing? Will it be Eldar, could it be Chaos or maybe Blood Angels, do you take all the codexes with you, just in case?

Too many decisions! And, unless you have transport, the prospect of lugging an army and a bag laden with a heavy selection of tree-based products is not very appealing. But fear not, the Wargear book is the solution to this problem.

IN THE BOOK

- Model Characteristic Profiles
- Weapon Characteristic Profiles
- Vehicle access point and fire point summaries
- Alphabetic wargear listing
- Guns. Lots and lots of guns

We're continually working on producing new and exciting weapons for each new codex. Some of these will inevitably replace those in the current Wargear Book, but will be included in future updates. As it stands though, Warhammer 40,000 Wargear is designed to be as up-to-date and as comprehensive a reference manual as we can possibly cram into 80 pages. It's both a play-aid and a reference book rolled into one, making it an essential addition to any wargamers library.

Warhammer 40,000 Wargear is available to purchase now from all Games Workshop stores, or online at:

www.games-workshop.co.uk



Forewarned is forearmed: The Wargear book has all you'll need to know when facing formidable foes like the Imperial Guard



Wargear allows you to forget about carrying around the entire army range in book form just to keep tabs on your opponents

The Wargear Book provides a useful one-stop reference for Warhammer 40,000 facts and figures. Although it doesn't replace the Codexes and rules it does compress a lot of vital reference data into one comprehensive volume



THE RAVAGES OF WAR

MODELLING WEAPONS DAMAGE

Ever wondered how to add the authentic battle scars to your vehicles or terrain? Steve Cumiskey and Chad Mierzwa take a look at ways of incorporating the effects of the devastating weapons seen on the battlefields of the 41st millennium into your modelling projects.

Most of the battle damage that you'll have seen being applied to models is based on the kinds of damage done to real tanks by modern weapons. Warhammer 40,000 contains a whole battery of armaments from the mundane to the bizarre, so it's only fitting that we give some attention to simulating the damage done by such weapons. Aside from making your vehicles look more lived-in, modelling damage from specific weapons helps to theme your army to its favoured enemy.

Of course, as well as vehicles, your collection is also likely to include some

terrain models. Buildings, bunkers and fortifications in general are just as likely to take damage as your vehicles are and applying the same damage to them can be just as effective.

LEVELS OF DAMAGE

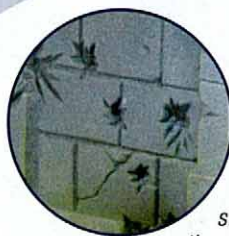
When applying battle damage to your models, it's easy to get carried away. If you're building a vehicle wreck or a piece of difficult ground, that's fine, but if you're building a functional vehicle or fortification make sure that it has only suffered minimal damage.

SMALL ARMS DAMAGE

Small arms include everything from laspistols to bolters. The damage done by these weapons is quite easy to model and is light enough that you can even apply it to armoured infantry. Despite the differences between these weapons, the damage that they do to an armoured target is likely to look quite similar.



◀ This glass was made from the clear plastic of a blister pack, while the bullet holes were created by drilling holes through it. Finally, the cracks were added with Skull White paint.



◀ Some bullet impacts from small arms are already a part of the model. You can produce the same effect by drilling a small hole in the surface of your model and then cutting out from it with your knife. This works well for holes in stone, but remember that holes in metal will be much more rounded and even, so it's better just to create a shallow crater using a wider drill bit.



▲ The oil flowing from the barrels in this example shows another way to model the effects of weapons fire. The oil streams were created using pieces of wire that were then coated in a mix of Gloss Varnish, Scorched Brown and Chaos Black paint, giving them a suitably liquid appearance.

FIRE DAMAGE

Flamers or flamer-type weapons are common on the battlefields of the 41st millennium. Like small arms, fire damage can be effective when applied to armoured infantry, provided it's done sparingly. If you apply damage from a heat-based weapon, you may also want to add fire damage – the same applies to explosive damage on terrain.

The most common application for fire effects is likely to be as light damage on armoured vehicles. The most obvious effect is the scorched paintwork – this is simply achieved by drybrushing the affected area with Chaos Black, followed by Codex and Fortress Grey. The blistered paintwork on this Basilisk was created by applying blobs of PVA woodworking glue to the area before painting.

CHIPPED PAINTWORK

The easiest way to apply damage to vehicles is by creating the appearance of chipped paint using Boltgun Metal over Tin Bitz. However, some alien tanks are made from a number of exotic materials. A bone colour works well for Eldar tanks for example, although wraithbone hulls may actually be grown in a variety of hues!

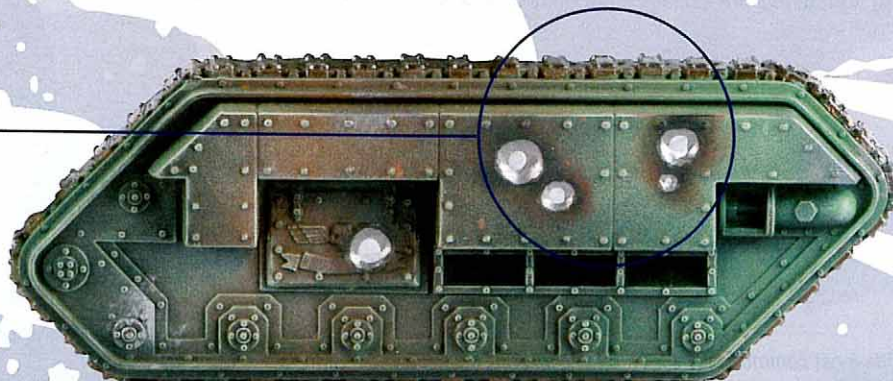
▼ This base of jungle plants is a good example of how to use fire effects on a piece of terrain. Some of the trees have been cut short and the whole area has been drybrushed with Bestial Brown, Chaos Black, Codex Grey and Fortress Grey.



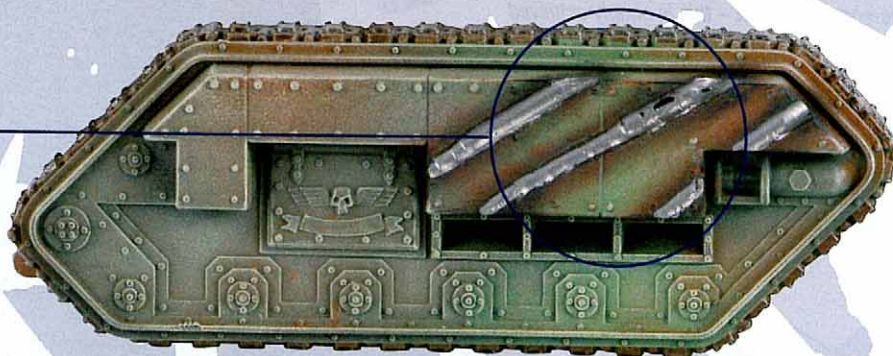
PRECISION HEAVY WEAPONS DAMAGE

Weapons like lascannons, railguns or Eldar lances cause damage that looks a little like the effects of small arms. Take care not to make a very large hole, as these are meant to be precise weapons. Weapons like multi-lasers and scatter lasers would produce a line or cluster of hits, instead of a single strike.

One way to create glancing hits on your vehicles is shown on this Basilisk. A hobby rotary tool has been used to gouge out craters where the beams hit; they were then painted Boltgun Metal. The area around the holes has also had some scorching applied.



Another effect that can be produced using the same tool is the gouging seen here. This time, instead of being used to produce a crater, the tool has been dragged across the hull of the tank to produce a series of tracks. As with the previous model, scorching has been added around the scars.



EXPLOSIVES DAMAGE

There are countless weapons in Warhammer 40,000 that produce damage through explosions and these can be the most readily identifiable effects to create. These effects can also be used, in some cases, to represent the effects of mines.

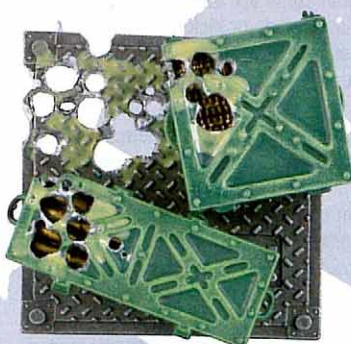
◀ This damage to the Basilisk represents a glancing hit from an explosive weapon. The impact point has been treated much like lascannon hits shown earlier, but without any evidence of scorching. The damage done to the railings was produced first by cutting them apart, and then by bending them out of shape with a pair of pliers.



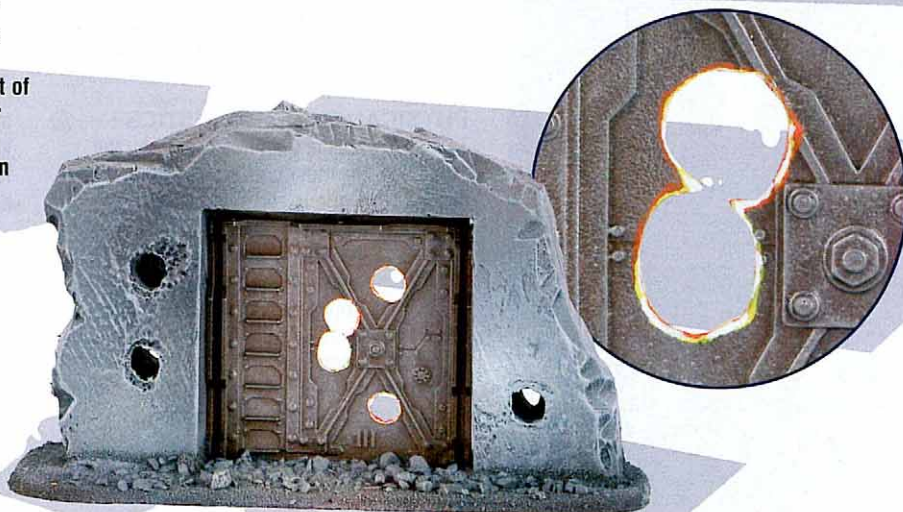
A rotary hobby tool has been used on this Chimera to model the effects of a mine exploding near the front of the tank. The damage mainly consists of pitting and gouging near the blast point, with Boltgun Metal used to represent the damage to the paintwork on the hull.

THERMAL ENERGY WEAPONS DAMAGE

Melta or plasma weapons produce a burst of heat, powerful enough to melt through stone and steel. The damage from these weapons combines the scorching of fire with the effect of melting armour. The same process works for corrosive chemical weapons. Damage from these might also include some discolouration dripping from the blast point.



▲ These ammo crates show how the same techniques can be used to create chemical damage. The holes were created in the same way as those in the bulkhead, but this time, instead of molten steel, pools of acid slime (made from Gloss Varnish and Camo Green paint) were dripped around them.



▲▼ The holes in these bulkheads have been made large and irregular to simulate the effects of a heat weapon. A hobby knife was used to widen a series of holes drilled in the model. Once the rest of the model was painted, Fiery Orange, Golden Yellow and Skull White paint were applied to the area around the holes to create the appearance of still-molten steel.



EXOTIC WEAPONS DAMAGE

In the entries above, we've concentrated on the most common types of damage that you may want to use, but Warhammer 40,000 has no shortage of bizarre weapons, the effects of which you might want to portray.

► This wall has been subjected to the tender mercies of a Tyranid bio-weapon. The bulkhead has been eroded with a rotary hobby tool. The damage to the polystyrene wall was created using drips of superglue, which melted the foam. If you want to try this yourself, make sure to do it in a well-ventilated area.



Index Xenos



CRUELTY AND DEATH

The Piratical Kabals
of the Eldar

by Phil Kelly

A series
focusing on the
races that threaten
the safety of the
Imperium of Mankind

The twisted warriors of the Eldar Kabals are raiders beyond compare, striking without warning and killing or enslaving all who stand in their way. They are without doubt amongst the most evil and inhuman xenos abroad in the galaxy today.

PHYSICAL CHARACTERISTICS

To fully appreciate the threat posed by the Eldar race one must understand that it is divided into various sects, the largest of which are Craftworld-bound factions, such as the Swordwind and Ghost Warrior groups. Other factions, such as the near-mythical Harlequins, appear to roam the galaxy at will. More lawless still are the Eldar pirates, organising themselves into loose 'kabals' that have formed a splinter group so distinct that over the millennia it has even evolved its own, distinct physical features.

A typical Eldar Kabalite bears all the hallmarks of his race – they are humanoid, but taller and more slender than even the most sylph-like human. The Eldar have almost translucent, pale skin as a racial characteristic. In the case of the Eldar Kabalite, this facet of their physiognomy seems to be exaggerated even more than in their Craftworld-dwelling brethren. Many have skin that is almost alabaster white, although others have been reported with sallow complexions ranging from puce to sickly, green-grey. Their eyes are purest black; this stems from extreme dilation of the pupil. It can be assumed that, given the Eldar weakness for sensation, this is a deliberate adaptation allowing the Eldar to absorb as much sensory information as possible, or to allow them to see their prey in almost pitch-dark conditions. From this, we can draw the conclusion that the realm inhabited by the Eldar Kabalites is full of darkness and shadows, possibly even largely subterranean.

The Eldar have sharp ears in a metaphorical as well as physical sense, in addition to extremely advanced senses of smell and taste. Imperial commanders would do well to bear this fact in mind as, for all their sophistication, species with such advanced senses are often incapacitated or blinded by stimuli such as focused beams of light. Indeed, these warriors very rarely strike in well-lit conditions and prefer to skulk in the shadows before attacking. For this reason

alone, Imperial outposts would do well to keep their facilities well-lit at all times – the Hrud are far from the only xenos breed attracted to darkness.

Incredible as it may seem, the reaction time of the piratical Eldar is greater than that of the more common offshoots of the Eldar. The pict-captures of the Evolus massacre (ref.MGP.Xenos.Evolus.crit) show a band of five aliens moving with such speed and precision that it is necessary to play the recording at a quarter speed to make out the individual Eldar as they slaughter their way through no less than 63 terrified civilians. It is claimed by the more credulous of the Imperial Guardsmen who have faced these aliens that some are even swift enough to dodge las-rounds or kick incoming frag grenades back into the enemy ranks before detonation.

Eldar Kabalites often adorn themselves with grisly trophies taken from those they have killed on the field of battle. These tend to be subtle in comparison to other xenos equivalents, such as the bulky skull-racks of the Orkoids. Affectations sported by Dark Eldar from corpses recovered from the field of battle include necklaces made from the fingers of human children, teeth inserted under the skin in concentric circles, dessicated hearts dangling from earlobes and bracelets made from polished vertebrae.

HOMEWORLD

Over the last couple of centuries, few insights have been gleaned as to just where it is that the piratical Kabals of the Eldar use as a base of operations. Although there have been instances of Imperial forces capturing and interrogating single Eldar Kabalites, even the most talented Master Excruciator of the Ordo Xenos has been unable to extract more than the name of their headquarters – Commorragh, the Dark City.

Some Imperial scholars theorise that this realm may be located entirely within the

"The Dark Eldar are utterly and irrevocably evil, corrupt and twisted in every sense. Not only do they enjoy the affliction of pain and death, they take gratification from the manipulation of each other and the weaker beings they prey upon.

When they emerge into the galaxy, it is only to inflict pain and suffering as piratical raiders, slaughtering the majority of those they encounter and taking the survivors back to their nightmarish realm. Truly it can be said that to be captured by the Dark Eldar is far, far worse than the simple oblivion of death."

Gulius Bhaioir,
Xenolluminati 6th Echelon

Warp, much like the daemon worlds of the Eye of Terror. Many Imperial commanders believe the piratical raiders have no such base, but rather hole up in asteroid belts and worm-holes where the nature of their arrow-quick craft makes pursuit impossible.

The only individual to claim to have been to Commorragh and survived is the noted heretic Lasko Pyre, whose text the 'Annals of Terror' speaks of a spire-studded metropolis, permanently bathed in crimson half-light and haunted by clawed shadows that slice apart the unwary. Reading a single paragraph of this treatise is enough to convince a scholar that its author is at the very least mentally scarred, and it is far from a reliable source.

One thing is certain, however; should the whereabouts of Commorragh ever be ascertained, the Imperium would launch a punitive crusade upon it at the earliest possible opportunity.

COMBAT CAPABILITIES

Eldar Kabalites are horrifyingly efficient killers, without exception. Even an unarmed Kabalite is capable of killing several assailants before it is brought down and the baroque armour sported by most is fitted with blades and barbs the better to slash and impale their foes at close quarters. It is generally accepted that the Craftworld Eldar, few in number, utilise militia or indentured civilians even in the most intense theatres of war, hence their reliance upon superior ranged weaponry – not so the Eldar Kabalites. The speed with which their strike forces close quarters betrays the fact that, despite their considerable firepower, they would rather take on their enemies face-to-face and blade-to-blade. This reversal of accepted tactical doctrine indicates a preference – possibly even a need – for violent and bloody assaults. Certainly, every report logged that details an encounter with the Eldar Kabalites involves intense close quarters fighting (cf. 332i.Xenos.Wychcult).

TECHNOLOGY

Eldar Kabals typically have the high technology base of all Eldar encountered to date, including a large number of anti-gravitic propulsion units. These range from bladed, one-man craft and jetbikes capable of covering ground at breathtaking speed to large skiff-like gunboats and transports. Almost all of these craft are as fragile as they are swift and even a single bolt round has a chance of destroying one. This is because the Kabalites rely on speed and manoeuvrability over armour or the hologrammatic shields of their Craftworld-based brethren.

The Kabalites also employ warp-tech –

This pict-capture of a xenos warrior, clad in the distinctive armour of an Eldar Kabalite, was recovered from the aftermath of the Darialth slaughter (2547916.M41)





reports exist of bands of Kabalite troops pouring from a "shimmering portal that hung in the air". This peculiar method of delivering warriors to the battlefield seems unlikely until cross-referenced with other Eldar forces (cf.K41i.Xenos.13th.Ulthwé). It would appear the Eldar can employ the shifting tides of the Warp with such precision that localised warp gates can be brought into being purely by the activation of some arcane xenos device. This is no doubt an extremely unsafe area of study but is intriguing nonetheless, if only that we might find ways to collapse these portals and strand their owners in their nightmarish realm.

Other technologies used by these xenos pirates include the manipulation of 'dark matter'; commonly utilising long-barrelled weapons that fire streams of pure darkness, capable of slicing through the thickest adamantium bulwark. Many of the Ordo Xenos who study Eldar xenotech; including Inquisitor Delacoi, believe these operate by projecting beams of matter taken from celestial phenomena, such as black holes or warp storms. They employ plasma and melt weaponry (or their alien equivalent), acid-throwing rifles, monofilament projectors and lightweight close combat weapons with mono-molecular edges that are quite capable of shearing through ceramite armour. But the signature weapon of the Kabalite warrior is the firearm known to front line troops as the 'splinter rifle', a weapon designed to cause pain, rather than death. These weapons fire shards of crystal coated with poison so virulent that even the smallest surface wound can fester and rot, quickly incapacitating the target and allowing the firer to lead his writhing victim away with little effort. It is quite likely the Kabalites could devise a more lethal weapon for their standard troopers to use, but it is also likely they have deliberately not done so, for what use is total extermination to a race that thrives on slavery?

SOCIAL STRUCTURE ————— (22)

The social structure of the Kabalite appears to be based upon the primitive notion that only the strong survive. They organise themselves into Kabals of a few hundred warriors, although several cults exist alongside this culture (qv.67Ka.Xenocult.Haemonculi) that also delight in taking to the battlefield in search of new captives. Infighting is common, unlike in the other Eldar sects where cooperation is prized, and more than one account exists of a Kabalite dispute being settled by a knife in the back of the neck or by single combat. The twisted and inconsistent version of 'honour' touted in the past by certain Eldar emissaries seems entirely absent in the Kabalites; perhaps they are more honest in their unadulterated contempt and hatred for any species other than their own. They will raid agri-world settlements and unarmed villages with the

same ferocity they unleash upon the battle brothers of the Adeptus Astartes. Little is known as to the various hierarchies of the Eldar Kabalites, but the transmissions and demands they occasionally send to Imperial dignitaries invariably come from one with the title Archon, Dracon or a derivative thereof. The content of such messages leaves no doubt that they share the arrogance and condescending self-satisfaction so evident in all of the Eldar race.

THREAT INDEX AND IMPERIAL POLICY

Although the Kabalites are a constant plague upon Imperial space, they are too few in number to seriously threaten the Imperium. Their raids are sporadic and appear to have no pattern whatsoever. In fact, the effects the raids of these xenos pirates have on the infrastructure of the Imperium is negligible (losing several thousand personnel manning a research station is inconvenient in the extreme, whereas the same number taken from an Imperial Hive is of no real import). They exist to slaughter and enslave, and over the millennia have no doubt put to death several billion innocent Imperial citizens. However, this is the merest graze to an empire that covers the entire galaxy – manpower is never something the Imperium has lacked. Should the Kabals of these pirates ever act in concert, the existing threat index would need to be reviewed, but for the time being the Imperial military has more pressing matters at hand than the extermination of these raiders.

Should a settlement come under attack from the Kabalites, discipline and faith in the Emperor are amongst the surest defences against their methods of warfare. Many

"For many Imperial Commanders the form of warfare employed by the Dark Eldar is difficult to grasp and therefore to counter. Whereas the duty of the Imperial Commander is either to seize or defend territory, the Dark Eldar make war only to steal. If, as a by-product of this, they are able to indulge in their vile passion of murder, torture and other decadent acts, then they will joyfully do so, but this is not their primary goal. Dark Eldar tactics, therefore, revolve around the desire to seize what they want, and then to escape with it. They are the masters of the surprise attack, and will rarely attack a target they know is well defended or prepared. It almost goes without saying that the Dark Eldar will use stealth and guile to win that which they desire, rather than a simple head-on attack. The vehicles and weapons the Dark Eldar use are well suited to the tasks for which they are employed; Dark Eldar Jetbikes and Raiders allow for the rapid movement and redeployment of their troops, while the weapons they use are designed primarily to lay down a heavy, short-ranged curtain of fire that can subdue an enemy as much by its intensity as by its effect. Although lightly armed and armoured (at least by the standards of our own forces), the Dark Eldar are swift, and will generally attempt to use their mobility to avoid an opponent's main strength. As can be seen, in all ways the Dark Eldar are the masters of the tactics of the raider, the pirate and the bandit, and in no way show any desire to follow the noble calling of the true warrior or soldier. Yet, although they should rightly be despised for using such ignoble tactics, they should never be underestimated, for to do so will undoubtedly lead to defeat and death.

Taken from "The Dark Eldar: Their Methods and How To Defeat Them, By One Who Has Done So", Colonel Shiffen Van Dyson, 7th Vangrian Royal Guard. All printings suppressed by order of the Administratum, M0150935.M32. Sole remaining copy maintained as Inquisition record INR 1345/H46

Imperial commanders believe that these aliens can be defeated with no more than steady nerves and a marksman's eye – shooting down their transports before they close quarters and then concentrating anti-infantry fire on the survivors generally secures a high kill-ratio. In practice, this policy is difficult to achieve – the sheer speed of their craft is a protection unto itself and the Kabalites excel at terror tactics, preferring to strike at frightened, ill-equipped foes under cover of darkness.

If ever a string of Kabalite raids reaches the

pre-determined level of tolerance detailed in the Sectoris Stabilis Mandate (0125967.M34), the forces of the Imperium will actively retaliate. There are exceptions to this practice, for instance it is believed that the Iron Hands are still engaged in a series of deadly and close-fought battles on their feral homeworld of Medusa following the Kabalites constant raids there during the Thirteenth Black Crusade. But the usual practice is not to intercept such raids unless a formal request has been acknowledged from the Departmento Munitorum – until that point the cost in lives must be stoically endured.

DARK ELДАР WARRIOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld.	Sv
Warrior	8	4	4	3	3	1	5	1	8	5+
Sybarite	+6	4	4	3	3	1	5	2	8	5+

Squad: The squad consists of between 10 and 20 Dark Eldar Warriors.

Weapons: Splinter rifle.

Options: Up to two models may be armed with a shredder at +10 pts or a blaster at +5 pts. Up to two models in the squad may be armed with either a dark lance or a splinter cannon at +10pts.

Character: One Dark Eldar Warrior may be upgraded to a Sybarite at an additional cost of +6pts. The Sybarite is armed with either a splinter rifle or splinter pistol and a close combat weapon, and may choose additional equipment from the Dark Eldar Armoury.

SPECIAL RULES

Fleet of Foot

The Dark Eldar are a lithe and agile race, noted for their fleetness of foot. In the Shooting phase, you may declare that a Dark Eldar unit is going to run instead of shooting. Roll a D6. The result is the distance the unit may move in that Shooting phase. This move is not affected by difficult terrain or any other movement restrictions.



THE KABAL OF THE IRON THORN

BY IAN WILSON

Ian's fearsome Dark Eldar have ventured to many tournaments, always reaching a high placing. Ian has also entered some of his exquisitely painted models in Golden Demon, where they were highly commended. The hallmark of Ian's force is his intricate conversions, of which we present a sample below.



▲ Dark Eldar Lord



▼ Dark Eldar Lord



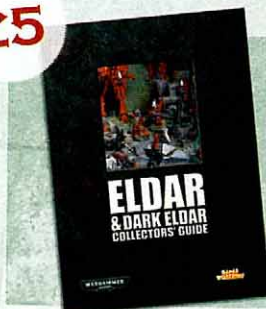
▼ Dark Eldar Warriors



▼ Dark Eldar Talos

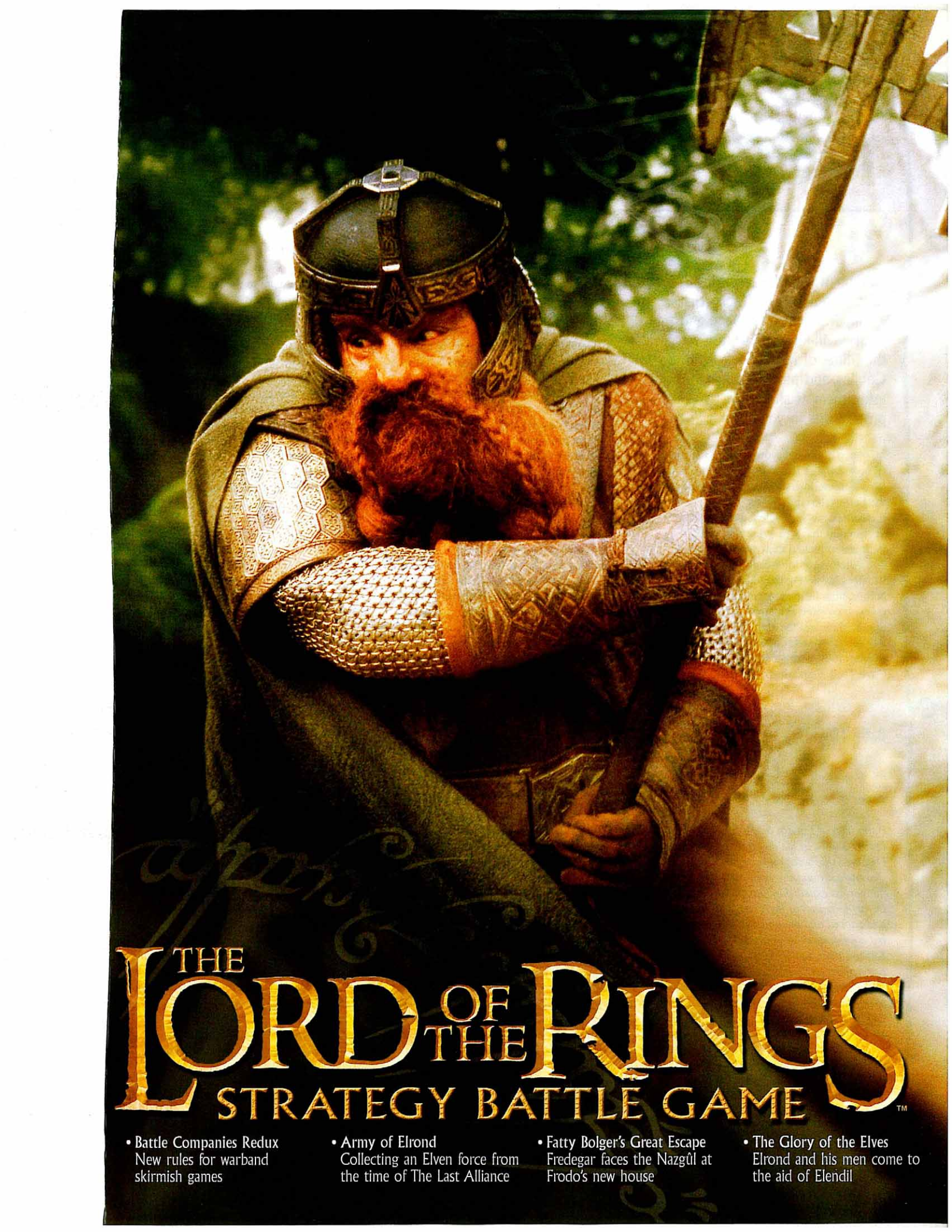


£5



ELDAR & DARK ELDAR COLLECTORS' GUIDE

Within this 113 page, full colour book you will find the complete range of current and past models for the Eldar and their wicked kin. There are also a number of beautiful players' armies, including Ian Wilson's Kabal in full, and a wealth of background on all branches of the Eldar race.



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Alternative Scenarios for the Mines of Moria

Author of the Mines of Moria starter booklet, and Dwarf-friend, Adam Troke recounts Balin and the Dwarves' ill-fated expedition to take the Mines of Moria back from the Goblins, and provides rules for using them as alternative protagonists in your games.

No doubt everyone who has seen *The Lord of The Rings* movies remembers the perilous journey of the Fellowship into Moria. One of the things that struck me as I watched it was the devastation that was evident as the Fellowship picked their way through the dingy hallways; long-dead Dwarven warriors lay where they had fallen years before, now little more than arrow-riddled, cobweb-covered skeletons. Everywhere around them are the signs of epic struggles, a tragic story so far untold. In the Chamber of Mazarbul, where the Fellowship fight the Cave Troll, Gandalf finds a hefty tome and

from it reads an account, hinting at the Goblin hordes attacking Balin and his companions and trapping the remaining Dwarves in the Chamber of Mazarbul.

Watching that got me thinking about how cool it would be to recreate Balin's expedition to Khazad-dûm, fighting down the darkened corridors of Moria with mighty Dwarves against hordes of Goblin Warriors. Alessio Cavatore and Mat Ward created a great version of that doomed undertaking in *Shadow & Flame*, the first ever supplement for *The Lord of The Rings* strategy battle game. *Shadow & Flame* introduced a series of scenarios telling of Balin's doomed expedition, and introduced the Dwarves to the battle game. Once I had finished working on the Mines of Moria starter booklet, I realised that it would be great fun to borrow some of the ideas that Alessio and Mat had come up with, pitting Balin and some of his warriors against the Goblins in the Mines of Moria scenarios.

What I've done here is present the rules for Balin and some Dwarf Warriors, as well as presenting the changes you'll need to

make to use them in the scenarios from the Mines of Moria starter booklet.

For each of these scenarios, lay the board out as shown for the corresponding scenario in the Mines of Moria booklet, and check out the tips I have included on integrating the new models into the existing scenarios. There's nothing to stop you trying out other models in these scenarios if you feel like it. Use the Forces section of the rules manual to select the Heroes and Warriors that you want to use. It can be fun experimenting with the forces, trying to create a tense and balanced game.

These profiles can be used in exactly the same way as the ones already in the Mines of Moria booklet, as well as in other points match style games alongside the ones in the rules manual. If you're playing the Mines of Moria scenarios, just ignore the points cost, Might, Will and Fate and any special rules since they're not needed for that.

Balin (Dwarf)

Points value: 75

	F	S	D	A	W	C
Balin	6/4+	4	8	2	2	6

Might: 3
Will: 3
Fate: 1

Balin, son of Fundin of the folk of Durin, was one of the most famous Dwarf heroes of his day and age. He was one of the 12 brave Dwarves that went on the Quest of Erebor with Gandalf, Thorin Oakenshield and the renowned 'burglar' Bilbo Baggins. Their dangerous expedition was in the end successful, and they wrested the Dwarf-kingdom of the Lonely Mountain from the dragon Smaug, who had sacked and occupied it 200 years before. Some time later, Balin led a contingent of Dwarves from Erebor in an attempt to reclaim Khazad-dûm, the greatest of all the lost kingdoms of the Dwarves. For a short period his mission was successful and the sound of Dwarf hammers echoed once again in the vast subterranean halls. Balin assumed the Lordship of Moria, but alas his was a story destined to end in tragedy. Balin was slain by the Goblins infesting the ancient underworld realm and eventually the Balrog awoke once more and proved to be a power too great for the Dwarves to defeat. Gimli, a member of the Fellowship of the Ring, found the tomb of his cousin Balin many years later, when the heroes were making their way across Moria. So the Dwarves learned the sad fate that befell Balin and his people.

Wargear

Balin wears heavy Dwarf armour and carries several axes (hand weapon), one of which is balanced for throwing (throwing axe). He also carries an especially large axe (two-handed axe). Balin can use an ordinary axe or his two-handed axe – though not both in the same Fight phase. At an additional points cost Balin can replace his two-handed axe with Durin's Axe.

Durin's Axe

20 pts



Special Rules

Durin's Axe. This ancient heirloom is a deadly Dwarven two-handed axe, but it's so light that it can be swung around in deadly arcs with blurring speed. Any Dwarf Hero fighting with this mighty axe gets to add +1 to his dice roll on the Wound chart, as normal with two-handed weapons, but he does not suffer from the usual -1 penalty to the dice for deciding which side wins the fight. In addition, the wielder of Durin's Axe may re-roll one of his dice when determining who wins a fight, but must accept the result of the second roll.

Dwarf Captains

Points value: 60

	F	S	D	A	W	C	
Dwarf Captain	5/4+	4	7	2	2	5	Might: 2 Will: 1 Fate: 1

We have included the option to have one or more Dwarf Captains as part of your force – note that you can include more than one if you wish. You can use this profile for famous heroes such as Óin and Ori. Other Dwarves that are named in the fragments of the book of Mazarbul, such as Flói, Frár, Lóni and Náli, can be represented by this profile, as well as all the leaders amongst the Dwarves who go unnamed in the story of *The Lord of The Rings*.

Wargear

Dwarf Captains have Dwarf armour and axes (hand weapon). At additional cost they may have the following:

Two-handed axe	5 pts
Shield	5 pts
Throwing axe	5 pts

Shield. A Dwarf Captain who carries a shield adds +1 to his Defence value and can use the 'shielding' rule in a fight.

Two-handed axe. A Dwarf Captain who carries a two-handed axe cannot also carry a shield. He can use either his ordinary axe or his two-handed axe, though not both in the same Fight phase.



Dwarf Warriors

Points value: 8

	F	S	D	A	W	C
Dwarf Warrior	4/4+	3	6	1	1	4

The sharp axes of the Dwarves and their stubborn courage are rightly feared among the servants of Evil.

Above is the base profile for a Dwarf Warrior. If the warrior does not carry a bow then miss out the 4+ value when you copy out the profile – ie, the Fight characteristic for a warrior without a bow would be 4/-. The base profile might also change if the warrior carries a shield as noted below.

Wargear

The base profile for a Dwarf warrior includes Dwarf armour. He can be given additional items at the following cost:

Axe or two-handed axe (choose one)	Free
Dwarf bow	1 pt
Shield	1 pt

Two-handed axe. A Dwarf Warrior who carries a two-handed axe cannot also carry a bow or shield – he needs both hands to wield his weapon.

Dwarf Bow. Dwarf bows are powerful shortbows of exceptional craftsmanship. They have a Strength of 3 and a Range of 18"/42cm.

Shield. A Dwarf Warrior model which carries a shield adds +1 to its Defence value unless the model also carries a bow, in which case it adds nothing. Models that are primarily bow-armed don't increase their Defence value if they carry shields, as they need their hands free to use or carry their bow. They can still use the 'shielding' rule in a fight though, so there is some benefit to carrying both a shield and a bow.



Khazâd Guard

Points value: 11

	F	S	D	A	W	C
Khazâd Guard	4/-	4	7	1	1	4

The veterans of the Khazâd Guard, hand-picked from among the strongest Dwarf warriors, are sworn to defend their Lord with their lives. They wear terrifying war-masks and are equipped with the best weapons and armour.



Wargear

The Khazâd Guards wear heavy Dwarf armour and carry axes (hand weapons) and two-handed axes. They can use either their ordinary axe or their two-handed axe – though not both in the same Fight phase.

Special Rules

Bodyguard. At the beginning of the game, choose one Dwarf Hero among those in your force for the Khazâd Guard to protect. As long as this Hero is on the table, all Khazâd Guard models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Khazâd Guard revert to the normal rules for Courage.



Scenario 1: Into The Dark

At last Balin's great expedition has reached the dusty hallways of Moria. It has been years since a Dwarf last set foot into the gloom of Moria and the Goblins have not been idle. As Balin and his warriors pass through the darkened corridors, they are ambushed by Goblin archers...

Starting Positions

Balin and the Dwarves start the scenario in the Good starting area, as shown below. The four Moria Goblins with bows are each placed behind one of the pillars.

Winning the Game

- The Good player wins this scenario if every member of Balin's company can escape through the doorway without any models being slain.
- The Evil player will win if his Goblins can kill any member of Balin's company with their bows.
- The game ends as soon as one player completes their objective.

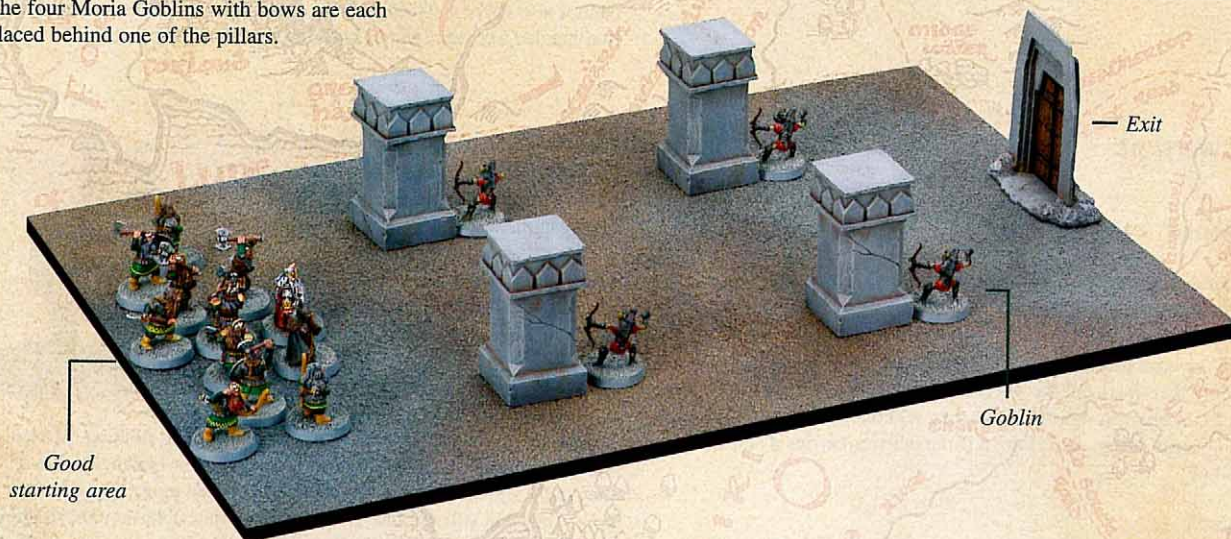
The Forces

Good

Balin, 1 Dwarf Captain, 3 Khazâd Guard, 2 Dwarves with shields, 1 Dwarf with two-handed axe and 3 Dwarves with Dwarf bows.

Evil

4 Moria Goblins with Orc bows.



Scenario 2: Ambush!

Having left the Goblin archers far behind, Balin and his companions set about establishing their kingdom in Moria. As the Dwarves of his expedition explore the caverns and tunnels, Balin is caught alone by a swarm of Goblins.

Starting Positions

Balin is placed as shown on the map below. Two Moria Goblins with spears are placed touching the trapdoor. Two Moria Goblins

with shields, and two with spears start in the Evil starting area, as shown on the map.

Winning the Game

- The Good side win if Balin can fight his way clear, and move through the doorway.
- The Evil side wins if the Moria Goblins can slay Balin before he escapes.
- The game ends as soon as one player completes their objective.

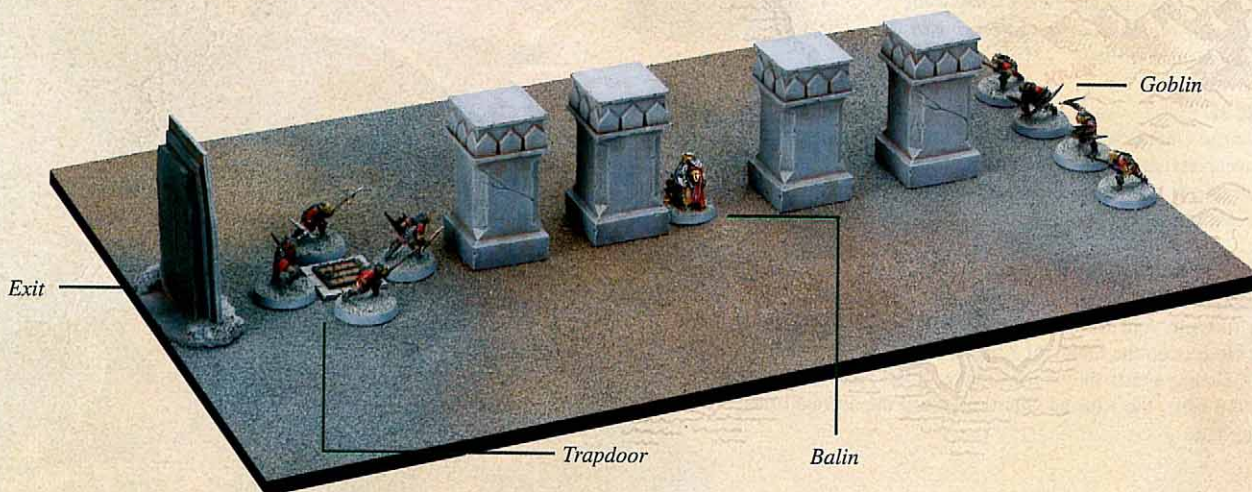
The Forces

Good

Balin

Evil

4 Moria Goblins with shields and 4 Moria Goblins with spears.



Scenario 3: Surrounded

Balin is missing, but before his company can mount a search party they are attacked by yet more Moria Goblins. Realising that Balin is doomed unless they can hold out, the Dwarves meet the Goblins head on, determined to sell their lives dearly.

Starting Positions

The Dwarves are placed between the four pillars (see map below). Two Moria Goblins with bows, three Moria Goblins with spears and three with shields are placed touching each trapdoor, as shown. Balin and the rest of the Goblins may arrive later.

Winning the Game

- The Good player wins if both trapdoors are sealed.
- The Evil player wins if four Good models are slain.
- The game ends as soon as one player completes their objective.

The Forces

Good

Balin, 2 Dwarf Captains, 3 Khazâd Guard, 2 Dwarves with shields, 1 Dwarf with two-handed axe and 3 Dwarves with bows.

Evil

Goblin Captain, 8 Moria Goblins with Orc bows, 8 Moria Goblins with shields and 8 Moria Goblins with spears.



Scenario 4: The Chamber of Mazarbul

The Goblins of Moria have forced the doughty warriors to surrender more and more ground. As the Goblins swarm into the Chamber of Mazarbul the Dwarves prepare for what could be their last stand.

Starting Positions

Balin starts touching the treasure chest, the Dwarf Captains each start touching one of the axes, and the Dwarf Warriors with bows are touching the well. The remainder of the Dwarf Warriors and the Khazâd Guard are placed within 6cm of the tomb. The Moria Goblins are deployed as usual for this

scenario. In addition, one Cave Troll starts touching the doorway while a second will enter as usual for the scenario. In any End phase, instead of rolling for reinforcements at the doorway the Evil player can choose to bring the Goblin Captain into play instead.

Winning the Game

- The Good player wins if both Cave Trolls are slain.
- The Evil player wins if Balin is slain.
- The game ends as soon as one player completes their objective.

The Forces

Good

Balin, 2 Dwarf Captains, 8 Khazâd Guard, 2 Dwarves with shields, 1 Dwarf with two-handed axe and 3 Dwarves with bows.

Evil

8 Moria Goblins with bows, 8 Moria Goblins with shields, 8 Moria Goblins with spears, 2 Cave Trolls and a Goblin Captain.



Battle Companies Redux

Updated rules for playing experience-based campaigns in Middle-earth

Adam Troke revisits the Battle Company rules that allow players to play campaigns using small warbands of models. As players' characters fight, so their renown grows, allowing them to develop into heroic warriors of legend!

So, I hear you asking... why do the Battle Companies rules all over again? Well, there is a simple reason for it: the amount of post I have had about them, letters pointing out suggestions for the Battle Companies (and yes, Elves are on their way, I promise) and ideas on how to improve them. One of the recurring themes I have gathered from the awesome feedback I have received is that Heroes don't get to play as big a role in the games as many people would like. Mostly this is because Companies seldom get more than one Hero, and often he is slain or incapacitated due to injury. Well, that is the thing I am aiming to change first of all, by giving every starting Battle Company not one Hero, but three. Two of these Heroes are small fry, but one of them starts with not just a Fate point but also a Might point and a Will point too! It just seems more appropriate to have a Hero that is capable of some heroics, even one leading a force that's just starting out.

Another thing I've tinkered with is the limit on bows in any given Battle Company. Previously, players have been free to buy bow weapons without restraint – something that has left my desk buried under a mountain of letters complaining about Haradrim companies with more bows than a Robin Hood convention! Under the new rules, no company can recruit models armed with bows, or buy bows for existing models if doing so means that more than 33% of the models in the Company are bow armed. This limit is the accepted standard for The Lord of The Rings tournaments, and seems to have curbed the worst of the bow-tastic Companies, around here at least.

Special rules were the next thing on my list – for the simple reason that I wanted to create more, and give more choice. Now, when a Hero rolls on a Special Rule table, the controlling player must first choose whether he wishes to roll on a table relating to Fighting, Shooting or Leadership skills. This means that there are a total of 15 skills that Heroes can learn, plus each Battle



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

Company will have its own race-specific special rule that its Heroes can choose to take instead.

Lastly, I've come up with lots of cool new ways to spend your hard-earned Influence points. These will be emerging in next month's White Dwarf, but for now it should suffice to say there will be wargear, equipment and other... 'rarer' items too; presenting a raft of conversion and painting opportunities, as well as enhancing your games even further. Watch this space, as they say.

The Battle Company rules on the Games Workshop website will be updated in line with this article and the rest of the existing Companies will have any obvious creases ironed out, and brought in line with the rules as they stand now.

If you've got existing Battle Companies, don't worry – these rules won't ruin them, they just add to the game. Make sure you stick to these rules from here on in, and you shouldn't get any complaints from your opponents. Of course, you could always start a new Company if you want; the extra Heroes are incentive enough. As I've said

before – Battle Companies is a work in progress, and it's quickly becoming the work of more than one man. Some of the advice I've received has been invaluable for moulding the game. Thanks for your input, keep it coming...

www.games-workshop.co.uk/thelordoftherings/gaming

Feedback

If you want to give the The Lord of The Rings team feedback on the Battle Companies rules, write to the following address:

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Step One: Gather your force

The first step to creating a Battle Company is to choose which type of Company you wish to play with. Presently there are eight different companies to choose from – Gondor, Mordor, Rohan, Isengard, Dwarves, Moria, Dol Amroth, Harad or Warg Riders.

Once you have selected your Battle Company, gather up the models you will need and enter their details onto a record sheet. Naming them individually will help enormously when it comes to record-keeping. Once you have selected your force you may choose three warriors to be your Heroes, you should make up a suitable name/title for each of them. One of these represents a Lieutenant or other low-ranking leader, the other two are sergeants, masters-at-arms or some other suitable titles (we will refer to them as Lieutenants and Sergeants here, although you're free to make up names that sound more thematic for your own Battle Companies). Add one point each of Might, Will and Fate to the profile of the Lieutenant. Both the Sergeants start with a single Fate point each. All three of these models are considered to be Heroes in all ways from this point onwards. Throughout your games your Battle Company may grow in size. However, it may not normally exceed 15 models in total.

Step Two: Play a game

Find an opponent and agree with them which scenario you are going to play. During the game, record how many wounds each Warrior and Hero inflicts, and keep models removed from play as casualties to one side. This is essential for step three. If two or more warriors win a combat and inflict wounds together, the controlling player may choose which of the models counts the wound as his own.

Step Three: Injuries

Once you have finished your game, it's time to work out the seriousness of the injuries your warriors have sustained. It's very important that this phase is remembered, and ideally it should be the first thing players do after the battle is over – even before the obligatory post-match bragging session, doughnut eating contest or traditional tea brewing exercise! Every Hero and Warrior removed as a casualty should roll on their respective Injury table. You'll notice that your Warriors are far more likely to die of their injuries than Heroes. This reflects the heroic nature of The Lord of The Rings and streamlines the game, preventing too much book-keeping. It is very important that all your Injury rolls are worked out directly after your battle is completed, and ideally players should make these rolls together, and before playing another game. If any Hero or Warrior rolls the 'Dead' result, all their equipment is lost and cannot be given

to another member of the Company. If a Warrior or Hero has a mount that is killed during a scenario do not roll on the Injury table for it. All mounts are considered to survive their wounds, or the character secures himself a new one. The only way a mount can be lost is if the rider dies, in which case the steed is lost along with the rider's other possessions.

Warrior Injury Table

1D6 Effect

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



Hero Injury Table

2D6 Effect

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

Step Four: Experience

Once you have resolved all the injuries sustained by your Company, it is time to see which of them, if any, have gained enough Experience to improve in some way. A Hero gains an Experience Point in the following circumstances:

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

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

No Hero in a Battle Company may have more than 3 Might and 3 Will. If you roll a result for your Hero that you cannot use, either because he already has got the special rule or because his profile has reached its maximum, you may choose any other result from the same table.

Warriors gain Experience in a slightly different fashion, and advance slower than Heroes. A Warrior only gains a point of Experience in the following circumstances:

Warrior Advance Table

D6 Effect

1-3 No Effect

4-5 **Promoted** – The Warrior is promoted. Not all Warriors are eligible for this. See your race Promotion table. If they are ineligible, count as No Effect.

6 **A Hero in the making** – From now onwards the Warrior is treated as a Hero. He also adds one Fate point to his stat line. He retains the Experience Points gained so far, and gains Experience and advances like a Hero from the next game on.

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

Every time a Warrior gains 5 Experience Points he may roll once on the Warrior Advance table.

No member of a Battle Company can have more than 105 Experience Points. Once he has received this many, he cannot increase any further. He's got as good as he can get!

Hero Advance Table

D6 Effect

1 **Fight/Shoot** – The Hero's Fight or Shoot characteristic is improved by 1. The controlling player may choose. The maximum score is 6/3.

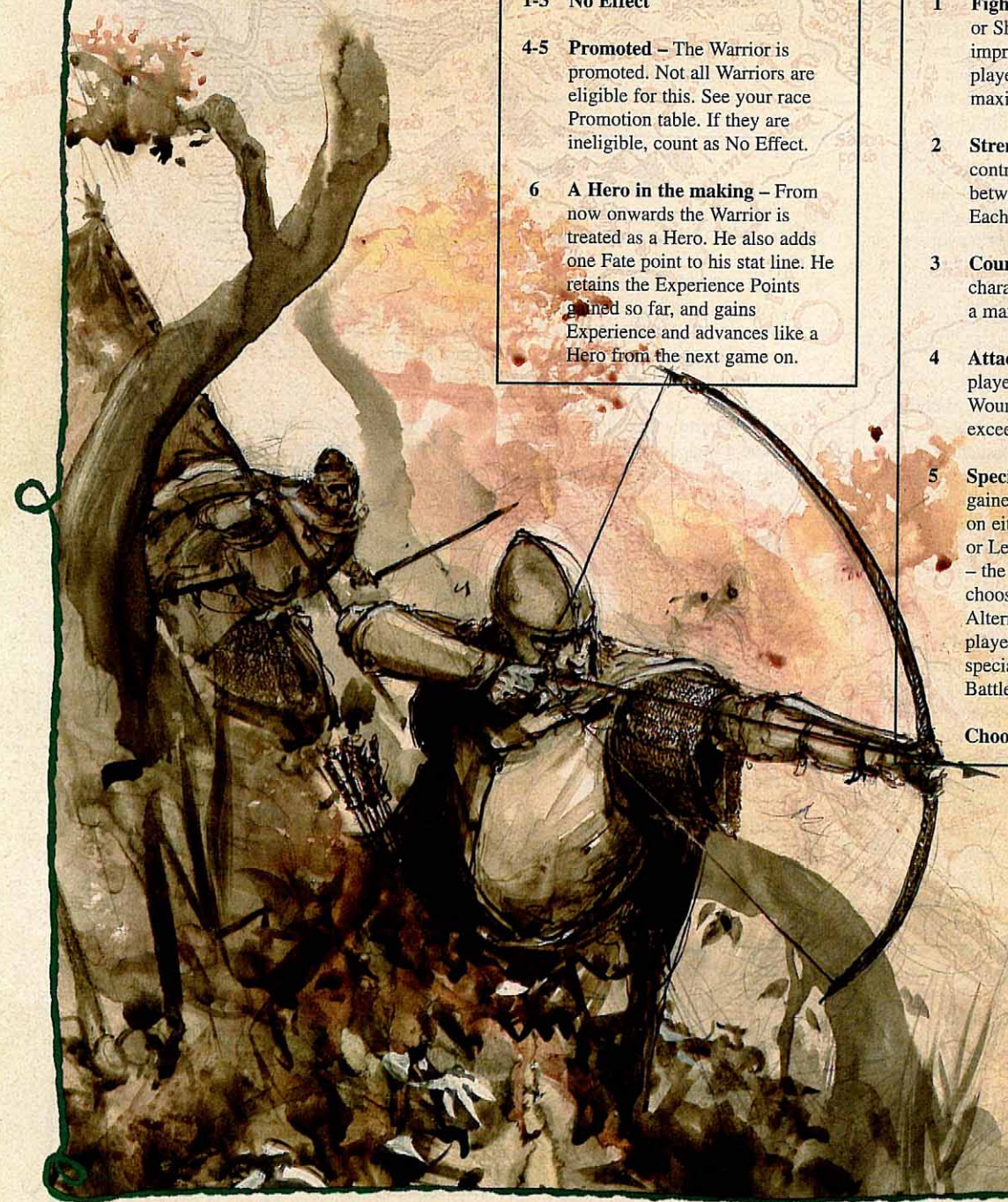
2 **Strength/Defence** – The controlling player may choose between Defence and Strength. Each may only be improved once.

3 **Courage** – The Hero's Courage characteristic is improved by 1 to a maximum of Courage 6.

4 **Attack/Wound** – The controlling player may choose. The Hero's Wounds and Attacks may not exceed 3 each.

5 **Special Rule** – The Hero has gained a special rule. Roll again on either the Fighting, Shooting or Leadership Special Rule tables – the controlling player may choose which table to roll on. Alternatively, the controlling player may choose to select the special rule that applies to his Battle Company instead.

Choose – One result from above.



Fighting Skills

Blade Master: The Hero is a master of fighting in hand-to-hand combat. He may re-roll one dice per turn to determine which side wins a fight that he's in.

Deadly Strength: Stronger than his peers, this Hero is able to use a two-handed weapon without the -1 penalty to his dice score.

Parry: The Hero can turn aside incoming blows with ease. The Hero may force his opponent to re-roll a single dice when determining who wins the fight.

Furious Charge: The Hero throws himself into combat with a savage war cry. When the Hero charges into combat, he receives +1 Attack. This bonus only counts if the Hero is fighting on foot.

Heroic Presence: Wherever the fighting is hardest this Hero is always found, fighting with an unmatched fury. The Hero may fight a heroic combat in the Fight phase without expending Might to do so.

Might/Will Point: The Hero gains one Might or Will point, chosen by the player.

Shooting Skills

Cunning Shot: The Hero is capable of making shots that others would consider impossible, this Hero may re-roll failed 'in the way' rolls.

Expert Shot: The Hero can fire arrows with a speed unlike most other archers. The Hero is allowed to shoot his bow two times in the Shoot phase instead of once.

Rapid Fire: Able to see the flow of battle and react to it in an instant, the Hero can call a heroic shoot each turn without expending a point of Might.

Lethal Accuracy: The Hero is a master with a bow and may re-roll a failed roll to hit each turn in the Shoot phase.

Seasoned Archer: The Hero is capable of firing his bow while still moving at speed. The Hero can move at full speed and still shoot, needing a 6 to hit.

Might/Will Point: The Hero gains one Might or Will point, chosen by the player.

Leadership Skills

Favour of the Court: The Hero has the patronage of a powerful being within the leadership of his nation. When rolling on the Influence table, one Influence dice can be re-rolled for each Hero with this ability in the Company at the end of each game.

Courageous: There is little in the world that can shake the resolve of this Hero. This Hero can re-roll any failed Courage tests.

Master of Battle: The Hero can read the ebb and flow of battle with incredible skill. If this Hero is within 6"/14cm of an enemy

Hero calling a heroic action, he may immediately call an action of the same type without expending a point of Might. Note that he may not use this ability to call a heroic move or heroic shoot action if he has already been engaged in combat.



Heedless Determination: This Hero has a strength of will like hardened steel, and will fight on despite his injuries. Each time this Hero suffers a wound, he may roll a dice. On a 6, the wound is ignored, exactly as if a Fate roll had been passed.

Rally to me: Strong and clear, the voice of this Hero inspires his Warriors to stand firm. This Hero's Stand Fast! range is doubled.

Might/Will Point: The Hero gains one Might or Will point, chosen by the player.



A newly formed Dwarfven scout force appears from the caverns

Step Five: Influence

Influence represents the patrons of the various Companies sending reinforcements, and support to the Heroes leading them. The more victories the Company gains, the more a patron will offer them aid. Influence is measured with Influence Points. Players always receive 2 Influence Points for playing in a scenario. Additionally players receive:

- +1 Points for a draw
- +2 Points for a win

You may use Influence in one of three ways. Firstly by rolling on the Influence table for your chosen race. It costs 3 Influence Points for each roll you make on this table. The second way to use Influence Points is to adjust the roll you make on the Influence table – each additional point you spend can adjust the dice score up or down by one per Influence Point spent. Thirdly, you may purchase additional equipment at the cost indicated in your chosen race's equipment options. Players are free to spend Influence Points immediately, or store them for later use. Players may purchase additional weapons and equipment for Heroes and Warriors from the armoury and the equipment lists with Influence Points. All members of a Battle Company must be modelled with the correct weapons and equipment. Warriors may be armed with any wargear available to them in their entry section in *The Lord of The Rings*, *Siege of Gondor*, *Battle of Pelennor Fields* and *Scouring of the Shire* rules manuals and

supplements. Heroes are not bound by this and may make any purchases their race's equipment options allow.

Step Six: Calculate the Battle Company's rating

To calculate the rating of your Battle Company, you must work out the value of your Heroes and Warriors in points – the total is your Battle Company's rating. Working out the points value of the Warriors in your Battle Company couldn't be easier. Simply determine their points value using the rules manual and supplement books.

Working out how many points a Hero is worth is a little harder than the Warriors. The first step is to determine how much the Hero is worth, and then add to that the value of his weapons. The following is a simple guide to working that out:

- Basic cost. Since every Hero in Battle Companies was once a warrior, start by taking the basic cost of that model. Hero Nurbog, for example, who was an Orc Warrior, has a basic cost of 5 points.
- For each Might, Will or Fate point that the Hero has, add 5 points to the total value of the Hero.
- For each addition to the Hero's Fight (only count the Fight value, not the Shoot score), Strength, Defence and Courage characteristic, add 5 points.
- For each addition to the Hero's Wounds or Attacks, add 10 points.
- For each skill the Hero has gained, add 10 points. The cost of the Hero's wargear is dependent on the number of Wounds and

Attacks the Hero has. A Hero whose combined Wounds and Attacks add up to three or more will pay more than a Hero whose combined Wounds and Attacks add up to only two.

Add the cost of all the wargear that the Hero is equipped with to the cost of the Hero's characteristics and special rules, and you have the total value of your Hero.

Before you play a game, compare the ratings of the two Companies. For every full 15 points difference, the Company with the lower rating receives one re-roll which can be used at any point during the game (but not in the after-game sequence).

Additionally, after the game, the smaller Company receives one extra Influence dice for each 15 points difference in ratings.

Wargear Cost chart

Attacks plus Wounds equal less than three

Hand weapon	free
Warg/Horse	6
Armoured Horse	9
Spear, pike, two-handed weapon	1
Throwing weapon	1
Lance	1
Bow/Orc bow	1
Crossbow/longbow	2
Shield	1

Attacks plus Wounds equal three or more

Hand weapon	free
Warg/Horse	10
Armoured Horse	15
Spear, pike, two-handed weapon	5
Throwing weapon	5
Lance	5
Bow/Orc bow	5
Crossbow/longbow	5
Shield	5



Mordor Orcs on the rampage

Reinforcements

Battle Company games work best if neither side has too many bows within their force. Because of this, no Battle Company may receive bow-armed reinforcements or purchase bows with Influence Points if 33% or more of its members already have bows (this includes bows, Dwarf bows, Orc bows, Short bows, Elven bows, Uruk-hai crossbows and any other sort of bow you can think of). If you roll for a reinforcement that has a bow in this situation, count the result as 'Choose one of the above' (note that you can't then choose another bow-armed model!)

Models that are promoted are an exception to this rule, and will exchange their weapons and equipment in the usual way.

Battle Companies Roster Sheet

Company Name:		Company Type:	
Influence dice:	Company Rating:	Notes	
	Total cost of Company		
	Hero's Experience		
	Total		

[illegible][illegible][illegible][illegible]

Name:	Equipment	Skills and Injuries
Type:		
M F S D A W C		
		Wounds inflicted this game:
Might	<i>This area is for recording the Experience of Heroes only</i>	
Will		
Fate		

Warg Rider Battle Company

Quite where wolves end and Wargs begin is a mystery to most, but it is beyond doubt that both are very deadly and never more so when ridden by the twisted and vile Orcs. In the War of the Ring, both Isengard and Mordor dispatched packs of Warg Riders with the specific intention of harassing the people of Gondor, Rohan and beyond. Fast moving and brutal, the Warg Riders are ideal hit-and-run troops and many villages and farmsteads have fallen to their fury. Whether a Company of Mordor or Isengard, the mission that they have is one and the same; to range ahead of the main army, sowing discord and gathering intelligence on the enemy's troop movements. Many critical locations have fallen into the possession of Isengard and Mordor thanks to the swiftness of their Warg Rider Companies.

Warg Rider Company Special Rule.

Due to the difficulties of supplying reinforcements and equipment to a Warg Rider Company it costs four Influence dice to roll on the Influence table.

Wild Wargs. Any Wild Wargs that join the company as reinforcements can be promoted or become Heroes as normal. Any Wild Wargs that become Heroes cannot be given riders, and only other Wild Wargs can benefit from their Stand Fast! rule. Also, Wild Wargs cannot choose from the Shooting special rules (obviously). Wild Wargs can, however, receive two increases to their Strength, instead of one.

	F	S	D	A	W	C
Warg	3/-	4	4	1	1	2



Warg Rider Starting Force

- 1 Warg Rider with hand weapon
- 1 Warg Rider with throwing spear
- 1 Warg Rider with Orc bow
- 2 Wild Wargs

Warg Rider Equipment Options

Weapon	Cost in Influence dice
Shield	1
Orc bow	-1
Throwing weapon	1

Warg Rider Influence Table

D6	Result
1	No reinforcements
2	Wild/White Warg
3	Warg Rider with hand weapon
4	Warg Rider with throwing spear
5	Warg Rider with shield
6	Choose one of the above

Warg Rider Promotion Table

Troop Type

Wild/White Warg

Promotion Option

Warg Rider – The Wild Warg has been coerced into carrying an Orc warrior armed with a hand weapon. Alter the model's profile accordingly.

Warg Rider

Orc Tracker on Warg – Alter the Warrior statistics appropriately. This is an optional upgrade, and the controlling player can choose not to upgrade the Warg Rider.

Terror: Either possessed of massive size or a fearsome roar, this Hero causes Terror as described in the main Rules Manual. Any Warg or Warg Rider Hero can select this special rule, instead of rolling for a new special rule on one of the existing tables.

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.

Expert Rider. Any mounted Warrior or Hero of Rohan is considered to be an Expert Rider. Add this to the model's profile when they gain a horse.

Bow-armed Riders. All Riders of Rohan come with a bow in their wargear. This can cause problems when playing Battle Company games, since a force with a preponderance of bows is likely to win, and this will make for a dull game for its opponent. Because of this, only the Riders of Rohan models that are actually holding a bow count as armed with one – we imagine that any others are not armed with bows. This allows Rohan players to field an all-mounted Company, and still adhere to the 33% limit imposed on bow-armed models.



Rohan Influence Table

D6 Result

- 1 No effect
- 2 Warrior of Rohan
- 3 Warrior of Rohan with shield
- 4 Warrior of Rohan with shield and throwing spear
- 5 Choose one of the above
- 6 Roll again on the table below

D6 Result

- 1-2 Rider of Rohan
- 3-4 Rider of Rohan
- 5-6 Rohan Royal Guard on horse



Horse Lord. This Hero may use his Fate points to restore Wounds suffered by his mount, instead of himself. Any Rohan Hero can select this special rule, instead of rolling for a new special rule on one of the existing tables.

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

Rohan Equipment Options

Weapon	Cost in Influence dice
Bow	1
Horse (Hero and Royal Guard only)	2
Throwing spear	1
Shield	1

Rohan Promotion Table

Troop Type

Warrior of Rohan with bow

Warrior of Rohan with throwing spear and shield

Warrior of Rohan with hand weapon and shield

Promotion Option

Rider of Rohan – All weapons and equipment are exchanged for the equipment of a Rider of Rohan.

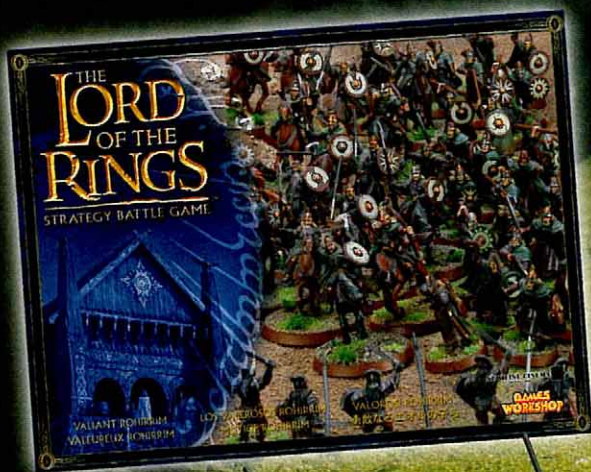
Rider of Rohan – All weapons and equipment are exchanged for the equipment of a Rider of Rohan.

Rohan Royal Guard – Alter the Warrior's statistics appropriately. Include the special rule Bodyguard. May be equipped with a throwing spear at cost indicated.



Valiant

Build a bold force of Rohirrim quickly



The Rohirrim feature in some of the biggest and most exciting sequences of The Lord of The Rings films. We've taken our existing warriors and riders and created this new boxed set, allowing you to recreate the thunder of hooves and the clash of weapons upon the field of battle with ease!

The Rohirrim have dwelt upon the plains of Rohan for centuries, their expert horsemanship and skill at arms keeping their land and the north of Gondor free of danger.

The Rohirrim have a powerful advantage in that their cavalry is amongst the most versatile in the game. Although they do not favour the powerful lance as a weapon, they come ready equipped with bows, making them useful as mounted

archers, while their option to take throwing spears at 1 point per rider bolsters their abilities as shock troops.

We've put together a sample army list that uses the contents of this box. As you can see it is a battle-ready force of nearly 500 points! Add in a metal hero or two like Theoden, Éowyn, or Éomer, and you will be able to restage the spectacle of the Pelennor Fields or the rout of the Uruk-hai at Helm's Deep.

The Valiant Rohirrim box contains enough plastic sprues to make:

- 24 Warriors of Rohan on foot
- 18 Riders of Rohan

That's £51 worth of models for £40!

TOTAL SAVING: £11

Please note the contents vary slightly from the picture above.

Rohírrím

and cheaply with our brand new The Lord of The Rings Battle Force!

ONLY
£40



THE WESTFOLD GUARD

By using one of your plastic riders as a hero, you can make the following army with this boxed set*:

1 Captain of Rohan with hand weapon, shield, heavy armour, throwing spear and horse	70 points
8 warriors with hand weapon and shield	56 points
8 warriors with throwing spear and shield	72 points
8 Warriors with bow	56 points
9 Riders of Rohan with bow, hand weapon, and shield	117 points
8 Riders of Rohan with throwing spears, bow and shield.....	120 points
TOTAL	491 points

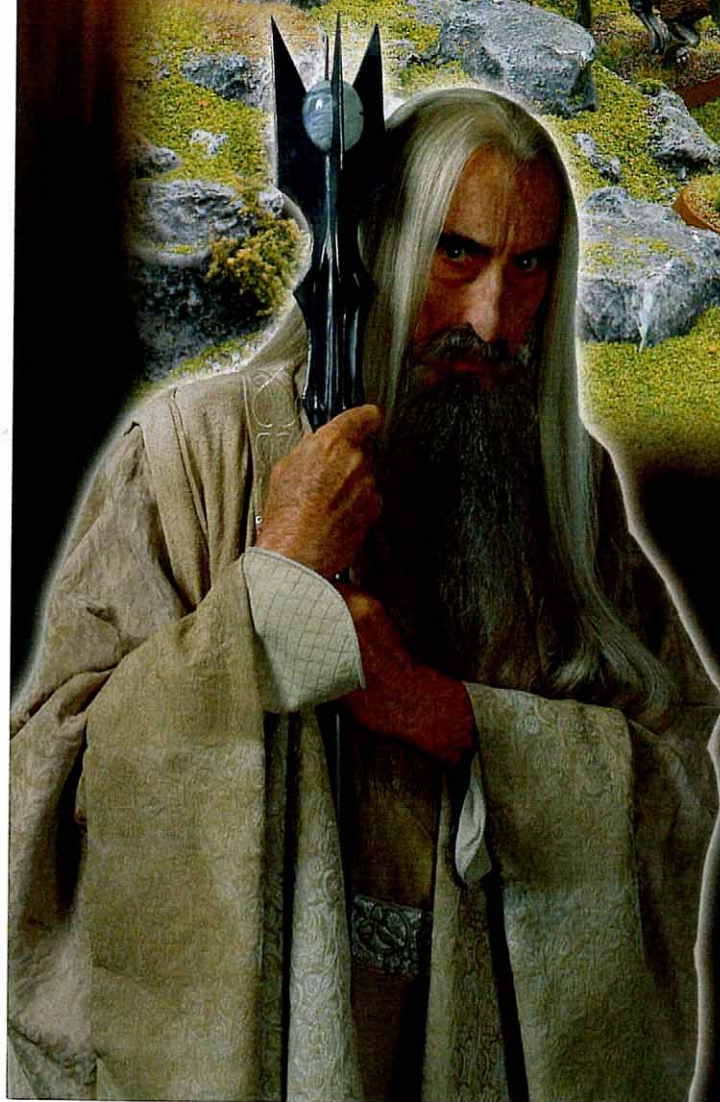
*You will need additional models to represent riders whose mounts are slain.



THE EVIL OF

Take command of Saruman's army of Uruk-hai and Warg Riders with

ONLY
£40



SARUMAN'S REAVERS

By painting one of your plastic Uruk-Hai as a leader, you can create this powerful, 500 points army*:

Uruk-hai captain with hand weapon and shield	55 points
10 Uruk-hai with shields	100 points
10 Uruk-hai with pikes	100 points
6 Warg Riders with bows and wargs	78 points
6 Warg Riders with throwing spears and wargs	84 points
6 Warg riders	72 points
Total	499

Pop into your local GW stockist to get your new army, or order it from GW Direct!

**You will need additional models to represent riders whose mounts are slain.*

ISENGARD

this fantastic boxed set!



The new Evil of Isengard box brings together several of our previously released sprues into one discounted set which gives you enough models to build a sizeable raiding force, perfect for representing one of the marauding bands that Saruman releases into the lands of Rohan to pillage and burn.

Saruman is the worst of all kinds of creature – a traitor. Sent to Middle-earth to counter Sauron, Saruman, once deemed the wisest of all the wizards, has decided to throw in his lot with the forces of darkness and take the rulership of Middle-earth for himself. He has become increasingly fascinated by mechanisms and industry as time has gone by, and has turned the verdant Isengard into an industrial wasteland wherein toil Orcs and other foul beasts to further his ambitions.

Saruman has bred himself an army,

taking Orcs and making from them the savage Uruk-hai. Where the Orc is weak and stooped, the Uruk stands strong and upright, the Orc cowardly, the Uruk brave.

We've put together a sample 500 points force list based on the contents of the box. As you can see, this is a tough warband, one that benefits from the ferocity of Saruman's Uruk-hai and the swiftness of his Warg riders. Add in metal models of Lurtz, Sharku, or even Saruman himself, and you have the beginnings of a vast army, primed for conquest!

The Evil of Isengard.
This boxed set contains enough plastic sprues to make the following models:

- 10 Uruk-hai with pikes
- 10 Uruk-hai with shield
- 18 Warg Riders

That's £51 worth of models for £40!

TOTAL SAVING: £11

Please note the contents vary slightly from the picture above.

Fatty Bolger's Great Escape

The Ringwraiths come to Crickhollow in search of Frodo and The Ring

Ever keen for an excuse to write about Hobbits, Games Developer Adam Troke introduces an exciting scenario pitting the plucky Fredegar Bolger against the might of the Nazgûl.

When the Travellers hatched their plot to leave the Shire, part of their plan was to pretend that Frodo had simply moved house. This would deflect the worst of the prying and nosing into his actual affairs, for which Hobbits are notorious, and allow him and his companions to leave unnoticed. For the masquerade to work, Fredegar Bolger agreed to stay in Frodo's new home, in Crickhollow, and maintain it as though it were lived in by its owner.

Fredegar would probably have enjoyed his part in the plot, had it not been for the fateful night that the Nazgûl came to Crickhollow searching for the bearer of The

One Ring. Believing Fatty to be the Hobbit 'Baggins', the Nazgûl break down the door to the house and chase after him. Poor Fatty Bolger must flee for his life and conceal his identity from the Black Riders, lest the Nazgûl slay him and discover the truth of the Travellers' plot.

Forces

Good

Fredegar Bolger
8 Hobbit Archers (one Hobbit Archer may carry a signal horn)

Evil

3 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

Layout

The scenario is played on a board 48"/112cm long and 48"/112cm wide. The board in this scenario represents part of Crickhollow on the outskirts of Buckland. Place a house 12"/28cm from the east board edge (this is Frodo's house). Place three Hobbit-holes or houses 12"/28cm from the west board edge. The remainder of the board should be well covered with trees, hills and other scenery appropriate for the Shire.

Starting positions

The Good player deploys Fredegar within 6"/14cm of the west side of Frodo's house. The remainder of the Good force are considered to be sleeping in their Hobbit-holes and houses. They can enter play later, once the alarm is raised (see below). The Evil models are assumed to be within Frodo's house, and will enter play once the game begins.

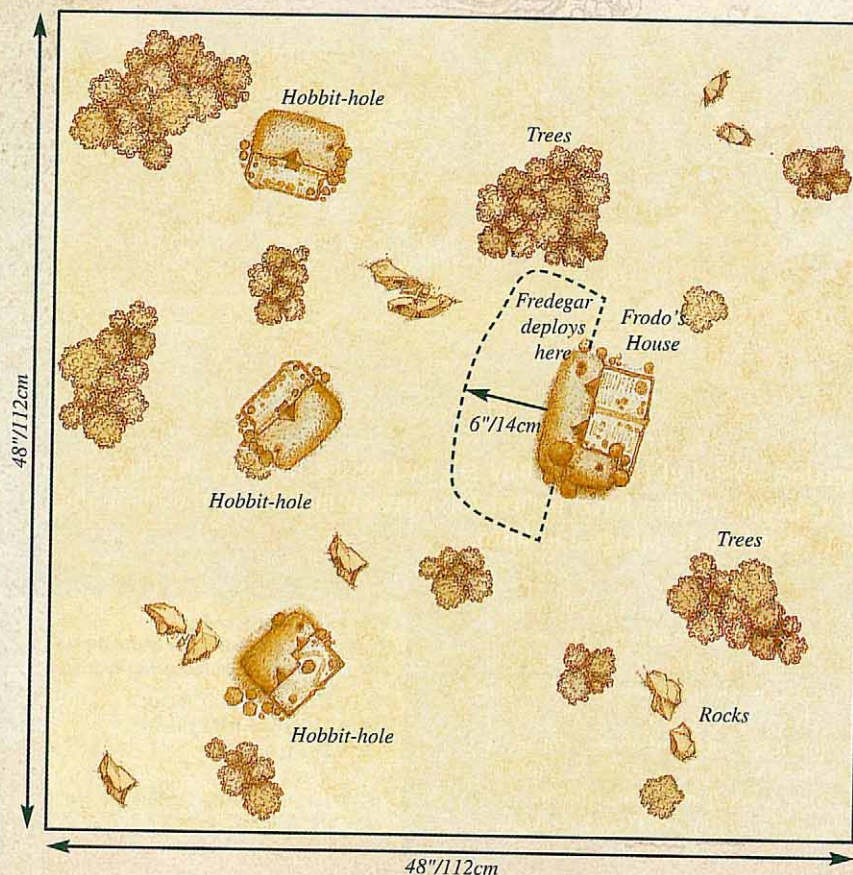
Objectives

Fatty, though unwilling to join the Travellers on their adventure, is willing to play his part in keeping up Frodo's charade. The Good side wins if Fredegar can survive until the Nazgûl are driven off, or he escapes via the west board edge. The Ringwraiths have come to the Shire seeking The One Ring. Searching for Baggins, they believe they have traced him to his new home in Crickhollow. The Evil player wins if the Nazgûl can incapacitate Fredegar Bolger and drag him away for interrogation.

Special Rules

Open, in the name of Mordor! The Nazgûl have burst the timbers on the door to Frodo's house, and are ransacking it for signs of The Ring. At the end of the Evil Move phase, roll a dice for each Nazgûl inside the house. On the score of a 4, 5 or 6 the Nazgûl in question has given up the search and begun to pursue Fatty – place it in base contact with the house. Newly arrived models may not charge, but may otherwise act normally.

Run Fatty, run! Terrified by the Nazgûl beating at his door, Fredegar is fleeing for his life, determined to put as much distance between the Ringwraiths and himself as possible. Each turn, Fatty may call a heroic move. This heroic move affects only Fatty though, and no other models.



Fear, Fire, Foes! The alarm call of the Bucklanders is a rallying cry for the Hobbits of Crickhollow. As Fatty runs for his life, crying out for help, there is a chance that his call will be picked up, and the warning call of Buckland will call nearby Hobbits to action. Each turn, in the End phase, the Good player may roll a dice – on the score of a 5 or 6 Fatty's shouts have raised the alarm, and the Bucklanders will begin to come to his aid. If Fatty is within 18"/42cm of the west board edge the chance of him raising the alarm is increased to a 3, 4, 5 or 6. If Fatty moves into base contact with one of the Hobbit-holes/houses (other than Frodo's) then the alarm is raised immediately. Once the alarm has been

raised, the Good player may deploy one Hobbit Archer in base contact with each Hobbit-hole/house (not Frodo's) at the end of each Good Move phase. If any of the Hobbit Archers are slain, they may be reused as additional reinforcements, although the total number in play at any one time may not exceed eight. Newly arrived models may not charge, but may otherwise act normally.

The Cry of the Nazgûl. Once per game, after the alarm has been raised, in the Priority phase (but before any dice have been rolled) the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all

who hear it. Accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

Wounding Fatty and Leaving the board.

The Nazgûl are trying to learn the whereabouts of 'Baggins' and The Ring and have no problem killing anyone who would keep them from their goal. Since they must search (and possibly interrogate) Fatty to determine whether he carries The Ring, if Fatty is slain lie him on his side instead of removing him from play. Any Hobbit Archer or Nazgûl may attempt to carry the slain Fatty to safety, in which case he counts exactly like a heavy (no kidding!) object, as detailed in the rules manual.



Fredegar Bolger flees from the Ringwraiths

Army of Elrond

Painting Elrond and his High Elf Warriors

An avid collector of The Lord of The Rings miniatures, Adi Wood's latest project is a High Elf army based upon the Battle of the Last Alliance and featuring the High Elf Lord, Elrond.

Adi: A large proportion of my collection of The Lord of The Rings miniatures is made up of the Forces of Mordor – plenty of Orcs and Trolls, led by the Nazgûl. I really liked the individual appearance of the models and was able to use my imagination when painting them.

I created a palette of a dozen or so natural, earthy colours from which I could then pick two or three colours to paint each warrior, giving each an individual appearance. Rather than collecting a coherent army of some kind, I built one warband after another.

However, most armies in The Lord of The Rings wear a uniform, liveries made up of common colours. Even Evil forces like the Easterlings and the Morannon Orcs have a strong coherent appearance.

Painting a complete army with a uniform colour scheme, particularly to oppose my Mordor forces, seemed like fun, so I set some time aside to think about which one to collect. There's a movie still that I really like from *The Fellowship of The Ring*, with Elrond leading the High Elves at the Battle of The Last Alliance – I could use this image as the basis for an army.

I decided to use The Warriors of the Last Alliance boxed set, which contains plenty of High Elves, to start my collection. When fighting scenarios in The Lord of The Rings, you can use alternative forces – the only requirement is that no more than a third of the warriors can be bowmen. Two boxed sets gave me 24 troops: 16 swordsmen and eight bowmen, a formidable force with Elrond at its head.

I then turned my thoughts to how I was going to paint the army. As well as applying a uniform colour scheme to a large amount of models, the trick to painting this army would be to find a way to apply a consistent green-tinged gold armour to twenty-five models. This appearance is very characteristic of the High Elves at that time.

Technique

When painting character models I like to focus all my energy on the details, for example, emphasising the character of the model's face, using controlled brushwork to get the best finish possible. However, painting armies with a uniform appearance, is a different discipline. It's all about finishing a large amount of models to an appropriate standard, so it's not the details but the overall impression that counts.

There are a few specific painting techniques I use. The first is a combination of layering and overbrushing – the majority of the colours on an army are painted this way. I like to apply a layer of solid colour to an area before applying the second layer, which is as much overbrushed as layered on, relying on the natural contours of the sculpture to get the right finish.

The second technique is noticeably faster to apply and used for the metal areas of the model. After painting a solid layer of metallic colour, usually Chainmail, all over the metal, a liberal wash of Brown Ink not only shades but also stains the metal colour, giving a natural battle-worn look, particularly to Orc warriors.





High Elves are ideally suited to the batch painting technique due to their uniform appearance

Uniform Appearance

High Elves have a very uniform appearance, which makes them ideal for a standard army painting technique – batch painting. Starting with the colour that covers the largest area, I apply it to each and every model. Once all the models are painted with this colour, I choose the next and apply that to all the models. As you can imagine, this gives all the models an even-handed appearance with no model being treated any differently from the rest.

High Elves only have two main areas to paint, long flowing robes covered with hoops of gold armour. When thinking about painting my new army, I reasoned that I could wash the armour with ink then paint the robes using layering as I would any other model in my collection. However, High Elf armour is a toned-down gold colour, muted by a tinge of green in the recesses. If I were to apply Dark Green Ink over gold or silver, the armour may look too bright, too green or too shiny. If I were going to paint 24 models to make a complete war host, it would be worthwhile taking some time out to experiment with the right combination of colours, before launching into the unknown.

Washes

A wash of either ink or paint is a great way to apply a shaded effect to a light base colour, creating deep shading in the creases and recesses of the model whilst leaving the raised edges of the detail with a natural highlight. Ink is particularly well suited to this technique, although paint thinned with water can also be used to apply a wash to a model, giving a slightly more matt appearance (in comparison, inks can give models a slightly shiny finish, which is why I use them to shade metal).

Although this sounds fine in theory, in practice the effects of ink washes can be a little unpredictable. What appears to be a dark shading effect when wet can often dry much lighter and less well defined. However, it is possible to add specific materials to the wash to accentuate certain effects:

Water

Lightens the colour of the wash, but too much can produce a glaze rather than a wash, which has the effect of staining the model, not shading it.

PVA

Enhances the gathering qualities of the colour, creating darker shading and a better contrast.

Washing up liquid

This does the opposite of PVA, spreading out the colour to get a more even coverage.

'Ardcoat

Although varnish can be added to ink, where it lightens the colour without losing its gathering qualities, the effects can be more noticeable when it's added to paint: the varnish makes the paint behave more like ink. So if you have a specific paint colour you want to apply as a wash, 'Ardcoat can be a useful addition.

I experimented with different undercoats, spraying eight models with Chaos Black and another eight with Skull White as I had used a white undercoat to paint Galadriel and really liked the results. These examples were amongst the best.



Colour test 1

White undercoat

Base colour:

Shining Gold

Wash:

Dark Green Ink

The white undercoat brightens up the model.



Colour test 2

White undercoat

Base colour:

Shining Gold

Wash:

Watered-down

Snot Green

The green shade is still not subtle enough.

Colour test 3

Black undercoat

Base colour:

Shining Gold

Wash: Dark Green

Ink

This scheme is bright with a yellow tinge to the armour plates but overall is too green.



Colour test 4

White undercoat

Base colour:

Shining Gold

Wash:

Dark Angels Green/

'Ardcoat

'Ardcoat makes the model appear less green, as the pigment gathers in the recesses.



Colour test 5

White undercoat

Base colour:

Shining Gold

Wash:

Mix of Dark Green

Ink/ 'Ardcoat.

The shading is more subtle than Dark Green Ink, particularly with 'Ardcoat added to the mix.

Colour test 6

Black undercoat

Base colour:

Shining Gold

Wash:

Dark Green Ink

The black undercoat gives the armour a dark appearance, made darker by the wash.



Colour test 7

White undercoat

Base colour:

Shining Gold

Wash:

Two parts Catachan

Green, one part

'Ardcoat and three

parts water.



Colour test 8

White undercoat

Base colour:

Shining Gold

Wash:

Watered-down

Scorched Brown.

This version is simply too brown.

Test 7 became my favourite. A thin layer of Shining Gold applied over white created natural shading and highlights to the armour, which is enhanced by applying the paint/ 'Ardcoat wash. The armour had just the right tinge of muted green, which fitted the images from the movie. The next stage was to start applying the extra colours.

It was while I was highlighting the blue

cloth that an idea struck me. Why not apply light colours to the whole model, then wash the Catachan and 'Ardcoat mix all over the model, including the base? If the colours were applied in thin layers in the same way as the gold, the wash may shade and unify all the colours on the model in one go – it was worth a try.

Surprisingly, the final result looked really effective. In fact, it looked a far more

time-consuming painting effect than it actually was. The wash even helped to shade the sand, which I drybrushed with Bleached Bone once the wash was dry. To finish off the base, I painted the rim of the base Bestial Brown to match the other models in my collection. Now I could paint all the models in my army, confident that the finished effect would not only be fast to apply, but look good too.



Painting a High Elf Warrior

Although the models are all painted using the batch-painting approach, giving the whole unit a uniform look, there is one additional benefit from using the paint and 'Ardcoat wash. As it

dries slightly differently on every model, the subtle variations between each warrior in the unit will only make the final appearance of the army look more natural.



- 1** Paint a layer of Shining Gold onto all the metal areas of the model.



- 2** Next apply a layer of Elf Flesh to the model's face.



- 3** Leave the feathers on the arrows unpainted, but paint the bow, arrow shafts, the quiver and the gauntlets Bestial Brown.



- 4** Use Fortress Grey on both the sash and the cloak. Then paint the inside of the cloak and the skirt Ultramarines Blue.



- 5** Apply a mix of Cataphan Green, 'Ardcoat and water over the whole model, including the feathers and sand.



- 6** Finally, base the model by lightly drybrushing Bleached Bone on to the sand, and painting the rim of the base Bestial Brown.

Painting Elrond

As he is wearing the heavy armour of the High Elf army, I painted Elrond at the same time as the rest of the troops, and in exactly the same way, with a couple of key exceptions. I basecoated the cloth in a couple of different colours: Snot Green for the skirt and Ultramarines Blue for the entire cloak.

Elrond doesn't wear a helmet so I gave his hair a basecoat of Dark Flesh, then applied the paint wash before finishing the model to the same standard as the rest of the army. As a final 'polish' to Elrond's paint job I applied extra layers of highlights to his cloak, skirt, hair and, most notably, his skin.

Face

Paint the skin Dark Flesh the Elf Flesh, leaving the base coat in the recesses. Mix a little Bleached Bone into this colour and apply to the nose, brow, lips and cheeks. Highlight the end of the nose, cheeks and brow with Bleached Bone and pick out the teeth with thinned-down Skull White.

Cloak

To highlight the cloak, apply a layer of Ultramarines Blue, leaving the recesses in shadow. Add an equal amount of Fortress Grey to the base colour and apply it to the edges of the folds in the same way as the skirt. Finish off the edges with fine highlights of Fortress Grey.

Hair

Mix a small amount of Bleached Bone into Dark Flesh and carefully overbrush onto the hair to pick out its texture.

Blade

Apply a coat of Chainmail followed by a thin highlight of Mithril Silver along the edge of the blade.

Skirt

Highlight with a layer of Snot Green then apply an equal mix of Snot Green and Goblin Green to the edges of the folds. Finish off with highlights of Goblin Green.



The Glory of the Elves

Man and Elf join together to overthrow the forces of Evil

As Elendil and his men are encircled by Sauron's dark forces, it seems that defeat is inevitable. Until hope arrives in the form of Elrond and a group of High Elves...

Description

It is the time of the Last Alliance between Men and Elves. Together, the High Kings Gil-galad and Elendil have mustered their followers against the forces of the Dark Lord, Sauron. The ensuing war has been long and bloody, and still the end is not in sight. It will be many years before the great battle of Dagorlad, and the shape of the campaign is still defined by a succession of small skirmishes.

This scenario represents a battle that is all but unimportant. Elendil and a small group of Númenóreans have become encircled by a much larger force of Orcs. Mighty though the High King is, against such numbers he cannot easily prevail – not least because his enemy count several Trolls

amongst their number. The situation is desperate, yet hope is close at hand. By chance, Elrond is less than a league away from where Elendil now fights for his life, and his scouts bring news of the Númenóreans plight to the half-Elven lord. Mustering his forces, Elrond begins a forced march to Elendil's side, arriving just before the battle is well and truly lost. Though exhausted, the Elves fall upon the Orcs with a terrible fury...

Participants

Good

Elendil
Elrond
8 High Elves with heavy armour and Elf bow
8 Warriors of Númenor with shield
16 High Elves with heavy armour and Elven blade

Evil

2 Orc Captains
8 Orcs with spear
8 Orcs with shield

4 Orcs with Orc bow
4 Orcs with two-handed weapon
3 Mordor Trolls
4 Warg Riders with shield
4 Warg Riders with Orc bow
4 Warg Riders with throwing spear

Points Match

To play this game with other forces, choose two forces of up to 700 points. Each side must include at least one Hero. Neither side may equip more than 33% of its models with bows or include more cavalry models than it has infantry models.

Layout

This scenario is played on a 48"/112cm x 48"/112cm table, representing an area of eastern Eriador. The northern edge of the board is quite heavily wooded, with a series of hills scattered across the board – the largest of these should have its summit 6"/14cm from the eastern board edge. There are two small woods (of about three trees), a large wood (of about five trees) and several individual trees scattered across the board.

Starting Positions

The Good player deploys Elendil and the Númenóreans within 12"/28cm of the eastern board edge. The Evil player then deploys his force within 6"/14cm of the centre of the board. Finally, the Good player deploys the Elves within 6"/14cm of the western board edge.

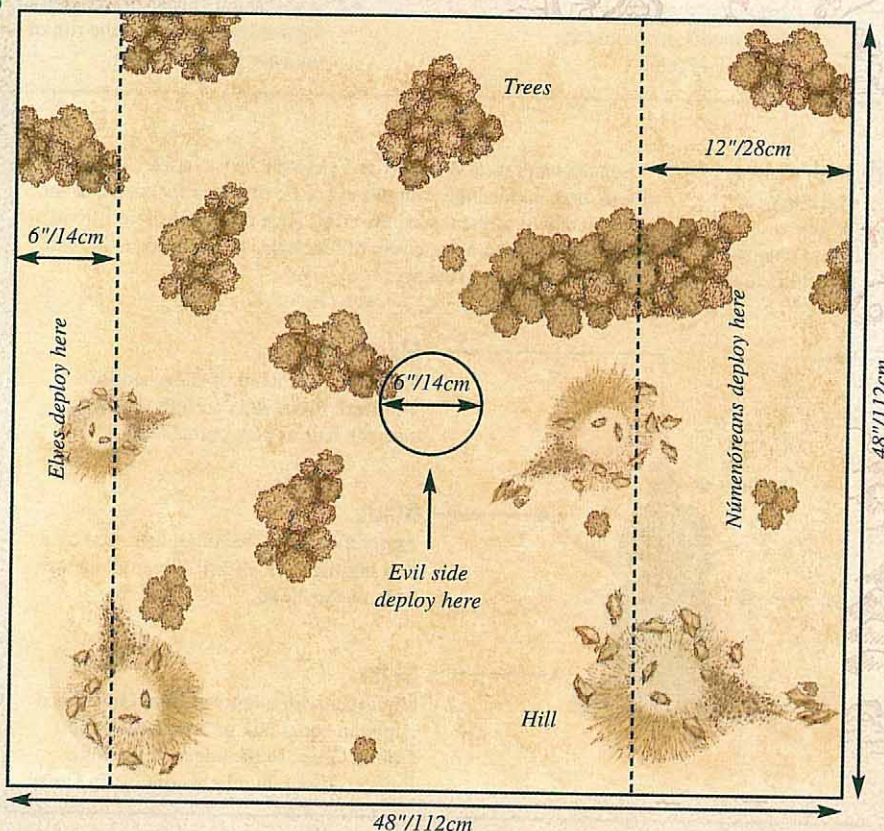
Objectives

The game continues until one side has been killed, or has fled the battle. If Elrond and Elendil are killed, the best result the Good player can achieve is a draw.

Special Rules

Weary with much toil. Elrond and Elendil are both exhausted from their struggles – they both start the game with only a single point of Might and Fate.

Unruly Wargs. The mounts of the Warg Riders are ferocious and temperamental, even by the usual standards of Wargs. To represent this, each Warg Rider must make a Courage test before moving – if the test is failed, the model may not move that turn. If the test is passed, they may move normally.



WARHAMMER



🐉 The Return of the
Lichemaster: The Field
of Bones

🐉 The Wayfarer's
Companion
Hell Pit revealed

🐉 Spirits of the Forest
Painting tips for Dryads
and Treemen

RETURN OF THE LICHEMASTER

Part Three: The Field of Bones – Imperial year 2497

With his army at full strength, Heinrich Kemmler embarks on a major assault of Athel Loren. Mat Ward presents a complete army list and scenario as the Lichemaster executes the final stages of his plan.

Kemmler's plan has now reached fruition. The enraged attacks of the forest spirit defenders of Athel Loren have done little to halt his progress. For each unliving warrior torn down by screeching Dryads, another three have arisen from the silent tombs. The ritual has now reached its peak and the skeleton legions have been joined by darker and more powerful creatures, some raised from below, others called to Kemmler's side from outside the forest.

For the Wood Elves, the situation is incredibly desperate. With so many foes assembling within their borders they can only survive this storm by killing the

Lichemaster, or by grinding his army to powder. Neither course of action will be an easy one and, with Orion and Ariel dormant, their armies will be hard pressed to prevail. In a last desperate council, the warrior-elder Sceolan takes command of the forces – including the remnants of Drycha's ill-fated assault on the glade – and leads them into battle against Kemmler's grave-born army.

Historically, in the battle that was to follow, thousands of Elves lost their lives, fighting against the seemingly never-ending skeletal hordes that were the Lichemaster's to command. Ultimately, the battle was only won

when Sceolan led a handful of Eternal Guard into combat with the Lichemaster and his bodyguard.

Though Krell cut down Sceolan in the ensuing fight, Kemmler was grievously wounded and, cloaking himself in magic, fled the battlefield, abandoning his undead army and Krell to their fates. With the Lichemaster's mind no longer guiding them, the army that he had raised swiftly fell to the fury of the Wood Elves. Only Krell escaped the frozen glade, fleeing deeper into the forest with Dryads hard upon his heels.

Refight this titanic struggle, and see who will be victorious this time...

The forces of Kemmler endanger the future of Athel Loren, forcing the slumbering tree spirits to once again come to its defence



Scenario: The Field of Bones

Overview

The attacker is making a final attempt to crush the forces of the defender. If they fail, their realm, and much of the world, is doomed.

Historical Armies

The Glorious Forces of

Heinrich Kemmler (3,500 points)

The Lichemaster's forces must include Heinrich Kemmler and Krell. The army itself is chosen from either the Necromancer's army list (printed in Warhammer Armies: Vampire Counts) or the Army of the Cairns list presented later in this article.

The Wood Elves'

Final Gambit (3,000 points)

This is chosen from Warhammer Armies: Wood Elves. In addition, the Wood Elf player may also include the following special characters: Drycha, Durthu, Sir Amalric of Gaudaron (subject to the normal army selection principles). Drycha will not be the general if taken – this is an exception to her normal rules.

Alternative Armies

This scenario is a grand battle, with the defender surrounded by his attacker and is therefore suitable for almost any

combination of armies (it is, in effect, a last stand). If playing the scenario with different forces, both armies are chosen from the relevant Warhammer army list as normal.

Battlefield

The table represents the barrow glade. No woods may be placed further than 6" from the edges of the board. A large barrow is placed in the centre of the table with a smaller burial mound within 6" of it. Six small cairns are then placed at least 9" away from any table edge.

Deployment.

- The defender deploys his forces within 18" of the centre of the board.
- The attacker deploys his forces within 6" of any board edge.

Who goes first?

The attacker goes first.

Length of Game

Six turns.

Victory Conditions

Use the standard Victory Points from the Warhammer rulebook – note that if Kemmler is slain, the best result the Lichemaster's forces can get is a draw.



Special Rules

This is the final opportunity for the defenders of Athel Loren to thwart the designs of the Lichemaster. They are resolved to the deadly work that must be done and have hardened their hearts to loss and fear – all units in the Wood Elf army may re-roll failed Psychology tests.

The creatures of Athel Loren are not at their best in winter, when the forest slumbers, so all units with the Forest Spirit rule are subject to Stupidity.



ARMY OF THE LICHEMASTER

To add an extra dimension to this campaign, we've included a variant army list to enable devotees of the Lichemaster to field an army properly suited to the Battle of the Cairns. This list is designed to stand alone from any existing army books, so you don't need a copy of either *Warhammer Armies: Vampire Counts* or *Warhammer Armies: Tomb Kings* to use this army list. What you will need is the profile for Heinrich Kemmler which, if you don't already have it, can be found on:

www.games-workshop.com

As with most variant army lists, this will require you to do a little bit of conversion work, although most of the 'core' units can easily be pressed into service in another Undead army (and vice versa) later on if you wish. That said, if any of you still have elements of the Undead army from fourth edition *Warhammer*, you may well find you already have most of the units!

Army special rules

Undead. All units in the Cairns army are Undead. All Undead models are governed by the following rules.

The Lichemaster. A Cairn's army can only be led by Heinrich Kemmler. If he is destroyed, the Undead in the army will slowly start to crumble to dust. To represent this, at the end of the

phase when the General is killed, and at the beginning of every Undead turn thereafter, all Undead units on the battlefield must take a Leadership test. If the test is failed, the unit suffers a number of wounds equal to the number they failed the Leadership test by. No saves of any kind (not even Ward Saves) are allowed. Eg, a Skeleton Warrior unit (Ld 3) takes the test and rolls a 7: the unit suffers 4 wounds ($7-3=4$). Characters never suffer wounds because of a destroyed General. Units can use the Leadership of a character leading the unit for this test, as normal. Note that if the General is taken below one Wound, but manages to regenerate enough Wounds to come back, this rule does not apply. The General has to be dead (ie, removed from the table) for this rule to take effect.

Break Tests. Undead cannot be broken, but Undead units beaten in combat suffer one additional wound for every point they lose the combat by (no saves of any kind, not even Regeneration or Ward Saves, are allowed against such wounds). If characters are present in the unit, or if they are riding a monster, the controlling player can decide how to allocate the wounds amongst the unit, the monster and the characters. In multiple combats, each Undead unit on the losing side suffers one additional wound for every point their side has lost the combat by. If an Undead unit is wiped out by combat resolution in the first turn of a combat, the enemy gets the option to make an overrun move as normal.

Psychology. Undead are Immune to Psychology (see the Special Rules section of the *Warhammer rulebook*).

Charge Reactions. Undead can react to charges only by holding their ground.

Marching. Undead cannot make a march move unless they are within 12" of the General at the start of their Movement phase. Note that all the normal rules for marching apply (for example, the presence of the enemy within 8" still stops them from marching, etc).

Fear. Undead cause fear (see the *Warhammer rulebook*).

Unit special rules

Chill Attack. Ghosts do not attack in the conventional sense, though their chill presence is a danger to all who fear them. At the start of each Combat phase, roll $2D6+2$ for any unit in base contact with a Ghost. For each point by which the roll beats the unit's Leadership, it suffers 1 wound (allocated exactly like shooting hits). No Armour Saving throws are allowed against these hits and they do count towards Combat Resolution. Units that are Immune to Psychology are not affected by this attack.

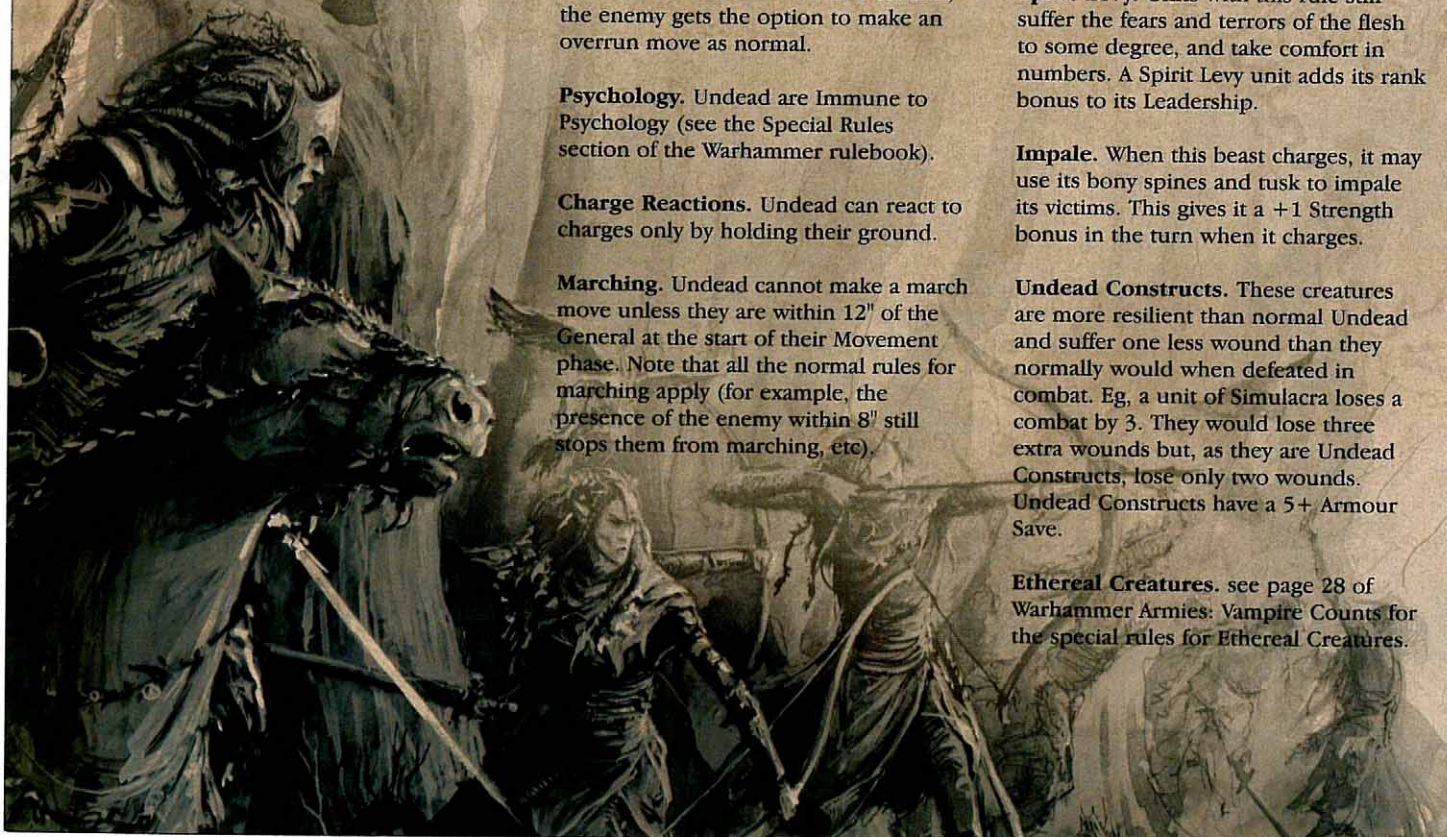
Tormented. Units with this special rule retain a fraction of their original will-power, rather than existing as reanimated husks. Furthermore, the element of life that remains within them longs for death and constantly fights Kemmler's control (unlike Banshees and Wraiths, who are twisted souls who long to inflict pain on the living). At the start of each of Kemmler's turns, before charges have been declared, the controlling player must make a Leadership test for each unit with this special rule, exactly as if Kemmler had been slain. If Kemmler has been slain, the unit must take two such tests, with the casualties from both being added together. Tormented units may not use the General's Leadership.

Spirit Levy. Units with this rule still suffer the fears and terrors of the flesh to some degree, and take comfort in numbers. A Spirit Levy unit adds its rank bonus to its Leadership.

Impale. When this beast charges, it may use its bony spines and tusk to impale its victims. This gives it a +1 Strength bonus in the turn when it charges.

Undead Constructs. These creatures are more resilient than normal Undead and suffer one less wound than they normally would when defeated in combat. Eg, a unit of Simulacra loses a combat by 3. They would lose three extra wounds but, as they are Undead Constructs, lose only two wounds. Undead Constructs have a 5+ Armour Save.

Ethereal Creatures. see page 28 of *Warhammer Armies: Vampire Counts* for the special rules for Ethereal Creatures.



Army list organisation

The army list is divided into four sections:

Characters

These represent the Lichemaster Heinrich Kemmler and his powerful undead servants. They form a vital and potent part of your force.

Core Units

Included in this category are the most common forms of warriors of the Cairns – Skeleton Warriors, Simulacra and Ghosts.

Special Units

Special Units are your best troops and include the swift Unquiet Horsemen and the mummified Embalmed Ones. They are available to your army in limited numbers.

Rare Units

So called because they are scarce compared to your ordinary troops. They represent uncommon or unique creatures, such as ghostly Grooms or the terrifying Winged Nightmare.

Choosing an army

Both players choose armies to the same agreed points value. As you must field Heinrich Kemmler with the army, the minimum size for the army is 2,000 points, but it can certainly be a lot higher. Most players find that 2,000 points provides a game that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes. Once you have decided on a total points value it is time to choose your force.

Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below. Note that this table had been formatted to reflect the fact that there is only one (compulsory) Lord level character available to the army.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
2,000 or more	4	1	3
3,000 or more	6	1	5
4,000 or more	8	1	7
Each +1,000	+2	1	+2

An army does not have to include the maximum number of heroes allowed, it can include fewer than indicated. However, an army must always include at least one character: the General, who in this case is always Heinrich Kemmler.

Choosing troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each + 1,000	+1 minimum	+0-1	+0-1

In some cases other parameters may apply to a particular kind of unit. This is specified in the unit entry. For example, the Skeleton Warriors are a Core choice and at least one must be fielded in the army.

Unit entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profile: The characteristics profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size for each unit.

Weapons and Armour: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in its points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options: Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a Champion, Musician or Standard Bearer.

Special Rules: Many troops have special rules which are explained in the army special rules section, and summarised for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply, and where space permits, we have provided notes within the army list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.



KEMMLER'S ARMY OF THE CAIRNS

Lords

Heinrich Kemmler

Compulsory choice. For rules and details see White Dwarf 309 or log onto:

www.games-workshop.com

Kemmler is available from the online store and GW Direct.



Heroes

Krell, King of Wights

Compulsory choice. For rules and details see White Dwarf 309 or log onto:

www.games-workshop.com

Krell is available from the online store and GW Direct.



Shadow Druid

70 points

Kings have ever been surrounded by advisors, courtiers and wizards, and those entombed within the barrows are no exception. In life, these druids counselled their masters on the whims of the many gods, and of the future mapped in the stars. They were also the architects of the barrow complexes, and performed the rituals that accompanied a king into the next life. Unlike a king's other servants, the druids would not pass into death alongside their master, but would instead serve new rulers until the spark of their life was almost spent. As death stirred to claim him, a druid would imbibe of a magical poison that, though causing a terrible and agonising death, would allow their spirits to endure and watch over the barrows for eternity.

	M	WS	BS	S	T	W	I	A	Ld
Shadow Druid	4	2	0	2	2	2	2	1	10

Unit Size: 1

Weapons and Armour: Hand weapon.

Magic: A Shadow Druid is a Level 1 Wizard. He may choose spells from the Lore of Shadow or the Lore of Death as described in the Warhammer rulebook.

Options: May be upgraded to a Level 2 Wizard for +35 points.

May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points.

Special Rules: Undead, Ethereal.

The body of a Dark Emissary was used as the basis of this Shadow Druid, with a skeleton head and a little green stuff completing the model. Other alternatives would be classic Chaos Sorcerers, Necromancers, and Vampires. In a Vampire Counts army, this could be used as a Necromancer or a Wraith.



1+ Barrow King

100 points

Each barrow complex was built to house a single great king and his entourage. The greatest of the old kings were buried with servants to attend them in the next world and warriors to guard them. Most moulder through the centuries, surrounded by the burial gifts of their people and ossified remains of their followers, but some are not so fortunate. Many Necromancers covet the service of a Barrow King's entourage and seek out their burial sites with the aim of raising the fallen ruler – and his legion – into their service.

	M	WS	BS	S	T	W	I	A	Ld
Barrow King	4	4	3	4	4	2	4	3	9
Chariot	—	—	—	5	5	4	—	—	—
Skeletal Steed	8	2	2	3	—	—	2	1	—

Unit Size: 1

Weapons and Armour: Hand weapon, heavy armour and great weapon (Chariot has Armour Save 4+).

Options: May choose a mix from the Common or Army of the Cairns magic items list up to a total value of 50 points

Special Rules: Undead, Magical Attacks, Killing Blow

This Barrow King is made from a Chariot from a classic Chaos Chariot and the model for Krell. Alternatively, you could use any of the classic Wight Lord or Chaos Warrior models. In a Vampire Counts army, the Barrow King could be used as a Black Coach.



CORE UNITS

Core Units are the most common unliving warriors in the Army of the Cairns. There is a minimum number of Core Units that must be fielded, as previously described.

Simulacra

Points/Model: 65

Sculpted in the images of the almost countless deities of death and the dead that prowl the warrior grounds of the otherworld, it is said that these statues stalk the lands on the nights of new and full moons. Several of these edifices stand atop the site of each ancient barrow, bound and commanded by enchantment to watch over the earthly remains within, awakening only to confront those who would disturb the tomb. Fortunately for Kemmler, it takes but a little necromantic artifice to bind them to a new master.

	M	WS	BS	S	T	W	I	A	Ld
Simulacrum	5	4	0	5	5	3	1	4	10

Unit Size: 3+

Weapons and Armour: Hand weapon.

Special Rules: Undead Constructs.

The Simulacra are made from classic Wight models painted to resemble statues. Once again, suitable alternatives would be classic Chaos Warriors or Vampires. In a Vampire Counts army, these could be used as Spirit Hosts.



Ghosts

Points/Model: 60

Some servants were sacrificed to defend or attend to the king in his next life, but others were chosen to protect his earthly remains from grave robbers and other ne'er-do-wells. Such beings drift between this world and the next, insubstantial creatures that cannot interact with the mortal world, bound forever to guard their master's corpse. Though they lack physical form they are deadly nonetheless, for their very presence burns the living with a blistering cold.

Ghosts do not count towards your minimum number of Core choices.

	M	WS	BS	S	T	W	I	A	Ld
Ghost	6	2	0	3	3	1	1	0	10

Unit Size: 1

Weapons and Armour: Hand weapon

Special Rules: Undead, Tormented, Ethereal, Chill Attack.

This Ghost is a model from the classic range, and makes a perfect Banshee in a Vampire Counts army.



These Skeleton Warriors have been assembled from the plastic sprue, with a handful of scratch-built components used to add a little variety.

1+ Skeleton Warriors

Points/Model: 7

It was tradition that when one of the old people's kings was buried, they would be escorted into eternity by loyal vassals. Men from all walks of life were entombed alongside their rulers in this way, from unwilling slaves to the most dedicated and experienced of the king's royal guard. Most common, however, are those warriors who made up the bulk of the old king's warbands – now animated to ghastly unlife as Skeleton Warriors. The lesser kings would perhaps only have one such unit of warriors, whilst the greatest would have legions beyond number.

	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	2	1	3
Skeletal Chieftain	4	2	2	3	3	1	2	2	3

Unit Size: 10-40

Weapons and Armour: Hand weapon and shield.

- Options:**
- Any unit may replace their shields with great weapons (+2 points/model)
 - Any unit may be equipped with javelins (+2 points/model)
 - Any unit may be equipped with light armour (+1 pt/model)
 - Any unit may be equipped with spears (+1 point/model)
 - Any unit may upgrade one Warrior to a Musician for +5 points
 - Any unit may upgrade one Warrior to a Skeletal Chieftain for +10 points
 - Any unit may upgrade one Warrior to a Standard Bearer for +10 points

Special Rules: Undead.

SPECIAL UNITS

Special units are powerful and unusual Undead Troops. There is a maximum number of Special Units that can be fielded, and this varies with the size of the army, as previously described.

Embalmed Ones Points/Model: 12

Whilst the slaves of the old kings were burnt alive atop great pyres, so that their essence would continue to serve in the shadow land of the dead, those bondsmen who served the ancient kings willingly were subjected to a form of mummification. Though the techniques used in their preservation are primitive in comparison to those used on the rulers of Nehekhara, the corpses have endured the centuries in a remarkably intact – though highly combustible – state.

	M	WS	BS	S	T	W	I	A	Ld
Embalmed Ones	3	3	0	4	5	1	3	1	8
Cadaver	3	3	0	4	5	1	3	2	8

Unit Size: 5-20

Weapons and Armour: Hand weapon.

Options: Upgrade one model to a Cadaver for +14 points.

Special Rules: Undead, Flammable.



This unit of Embalmed Ones has been made from several classic Mummy models. If you wish, you could substitute Tomb Guard models from the Tomb Kings range. The models could be used as a unit of Grave Guard in a Vampire Counts army.

Unquiet Horsemen Points/Model: 16

In the ancient kingdoms of the Old World, and in marked contrast to the Neheharan kingdoms further south, horsemen were comparatively rare. Most kings saw little point in maintaining battle-trained beasts, for such creatures caused additional complications in the support of an army and so only the wealthiest of warriors chose to fight from horseback. As a result, only a few score of Skeletal Cavalry are available to Kemmler at the Battle of the Cairns, carrying their long spears for a new master.

	M	WS	BS	S	T	W	I	A	Ld
Horseman	4	2	2	3	3	1	2	1	5
Chieftain	4	2	2	3	3	1	2	2	5
Skeletal Steed	8	2	0	3	3	1	2	1	5

Unit Size: 5-16

Weapons and Armour: Hand weapon, spear, light armour and shield.

- Options:
- Any unit may replace their spears with lances (+1 points/model)
 - Any unit may replace their light armour with heavy armour (+2 points/model)
 - Any unit may upgrade one Unquiet Horseman to a Musician for +5 points
 - Any unit may upgrade one Unquiet Horseman to a Chieftain for +10 points
 - Any unit may upgrade one Unquiet Horseman to a Standard Bearer for +10 points

Skeleton plastics and a little green stuff have been used to create these Unquiet Horsemen. Black Knights would make for a simple alternative.



Barrow Guardians

Points/Model: 12

The Barrow King's greatest warriors often died shortly after their lord, willingly casting off the shackles of their life to guard him in the next. Their bronze and flint weapons, though tarnished and worn, are still deadly tools that remain more than capable of inflicting death upon the living.

	M	WS	BS	S	T	W	I	A	Ld
Barrow Guardian	4	3	3	4	4	1	3	1	8
Dread Guardian	4	3	3	4	4	1	3	2	8

Unit Size: 10-30

Weapons and Armour: Hand weapon, corroded heavy armour.

- Options:**
- Any unit may be equipped with shields (+1 points/model)
 - Any unit may be equipped with great weapons (+3 points/model)
 - Upgrade one model to a Dread Guardian for +12 points
 - Upgrade one model to a Standard Bearer for +12 points
 - Upgrade one model to a Musician for +6 points

A Standard Bearer may carry a Magic Standard worth up to 50 points.

Special Rules: Undead, Magical attacks, Killing Blow.

Special Rules: Undead.

Tomb Stalker

Points/Model: 45

Many forms of defence exist within the barrows of Athel Loren, yet the most deadly of all are the ancient constructs that stalk within the confines of the tombs, tireless abominations that exist only to slay the living. These horrifying beasts come in many forms and are forged from diverse materials, depending upon the whims of the priests that commissioned them, yet all are fashioned to prey upon the primal fears of mortal creatures.

	M	WS	BS	S	T	W	I	A	Ld
Tomb Stalker	6	4	0	5	5	4	3	4	8

Unit Size: 1

Weapons and Armour: Claws/tails/fists etc (depending upon the preference of the sculptor).

Special Rules: Undead Construct.

This Tomb Stalker is a Tomb Scorpion from the Tomb Kings range. Alternatively, you could use a Dragon Ogre, Minotaur, or Troll.



Kemmler's dreaded army

Kemmler's horde advance on the inhabitants of Athel Loren



RARE UNITS

The maximum number of Rare units that can be fielded varies with the size of the army, as previously described.

Glooms

Points/Model: 6

The spirits of those who were enslaved to the dead kings still lurk about the site of their long-vanished pyres. Though weak, their sheer number and undying resentment of the living makes them a dangerous foe. Unlike many of the Barrow King's servants, however, their rage at their fate grants them a measure of free will, making them a challenge to any Necromancer who would seek to bind them.

	M	WS	BS	S	T	W	I	A	Ld
Gloom	4	2	0	2	2	1	1	1	5

Unit Size: 10-20

Weapons and Armour: Throttling dead hands.

Special Rules: Undead, Ethereal, Tormented, Spirit Lev

These Glooms are all Spirit Host models, rebased onto 20mm bases. In a Vampire Counts army, they could be used to represent Ghouls or Zombies.



Winged Nightmare

Points/Model: 175

These horrifying creatures are an unholy fusion of the reanimated corpses of great monsters such as Manticores and Griffons. Only the most powerful of all Necromancers attempt to forge such a beast, for the magics involved are capricious and wilful at best and, at worst, can leave the caster a twisted and (more) insane wreck. His foothold within Athel Loren secure, Kemmler summoned several of these horrifying beasts to him, confident that their might would help him prevail.

	M	WS	BS	S	T	W	I	A	Ld
Nightmare	6	4	0	5	5	4	2	3	5

Special Rules: Undead, Fly, Terror, Large Target, Impale.



This Winged Nightmare has had its saddle filed away, but that needn't stop you mounting a rider on it and using it in your Vampire Counts army for its original purpose.

ARCHEOLOGICAL ARTEFACTS

In this section the common magic items are listed first (see the Magic section of the Warhammer rulebook). They are followed by a list of 'Army of the Cairns only' magic items. These items can only be used by models chosen from this list and must be selected within the points limitations set by the army list. Note that all the rules for magic items presented in the Warhammer rulebook also apply to 'Army of the Cairns only' magic items.

Common Magic Items

Sword of Striking	30 points
Sword of Battle	25 points
Sword of Might	20 points
Biting Blade	10 points
Enchanted Shield	10 points
Talisman of Protection	15 points
Dispel Scroll	25 points
Power Stone	25 points
Staff of Sorcery	50 points
War Banner	25 points

Naiedbe. An accomplished Druid can use this staff to rechannel the power of enemy spells into the very essence that thwarts their casting.

Whenever you make a Dispel roll, you may exchange any one of your dice for one of your opponent's dice. This does not effect the casting level of the spell (and so will not cancel Irresistible Force or cause a Miscast), but may be used to increase your dispel total.

The Storm Cauldron 50 points

The power of Medbe, the stormlord, flows through this cauldron and allows the bearer to call down the fury of the elements upon his foes.

The bearer must take his spells from the Lore of the Heavens. He receives +1 to his score when attempting to cast these spells and is immune to any lightning-based damage (including Skaven Warp Lightning).

Enchanted items

The Casket of Shadows 50 points

Bound Spell Power Level 3

This plain wooden box is said to contain one of the earthly passages to the shadow world. At great risk the casket can be opened, bridging the realms and driving his foes mad with their greatest fears.

The casket contains the Shades of Death spell from the Lore of Shadow. Roll a D6 each time it is used. On the roll of a 1 the energies of the casket are drained and it cannot be used again in that battle.

Sky Chariot 50 points

Barrow King only

Said to be the very chariot in which Goederan, mother of the gods, would girdle the world, this construction soars aloft through her blessing.

The Barrow King's chariot can fly.

Charm of Defiance 15 points

The trickster goddess of the barrow people delighted in confounding enemy mages. This Charm binds a portion of her power to the bearer, interrupting the flow of magic to enemy wizards.

You may use a Charm of Defiance in your opponent's Magic phase to add 2 dice to your Dispel pool. A character may carry any number of Charms provided they do not exceed their magic items limit.

Charm of Destruction 15 points

Bound Spell Power Level 4 (One Use Only)

This Charm urges the barrow people's god of the dead to smite the bearer's enemies with crushing force.

All enemies in base contact with the character suffer a single Strength 4 hit with no Armour Saves allowed. A character may carry any number of Charms provided they do not exceed their magic items limit.

Magic weapons

The Stormsword of Medhe 50 points

The god of the storm's eldritch power crackles about this blade, flowing along the metal like water and discharging into those unfortunate enough to be struck by it.

Whenever a model suffers an unsaved wound from this sword, every model in base contact with the wounded model (including the wielder, ridden monsters and chariots) takes a Strength 4 hit.

Magic Armour

Shield of the Ancients 50 points

The origins of this shield are lost in the depths of time, yet its enchantment is still able to preserve the bearer from harm.

Counts as a shield. The bearer receives +1 Toughness.

Talismans

The Ring of the Cailledh 30 points

One of the ancient Gods of the barrow people, the Cailledh was a deity subject to fits of great rage – a trait she bestowed upon those who followed her.

The Ring of the Cailledh confers a 5+ Ward Save on the bearer. If a wound is saved in this way, the model is subject to Frenzy for the rest of the game, even if normally Immune to Psychology.

Hide of Retribution 25 points

Fashioned from the pelt of a mountain bear, now heavy with the dust of ages, this cloak is covered in runes of vengeance

Any model that hits the wearer in combat takes an automatic hit of the same strength for each successful hit they inflicted.

Arcane items

Staff of the Trickster 50 points

This oaken stave carries the blessing of the trickster Goddess,

Spirits of Athel Loren

Painting Wood Elf Tree Spirits



Forest spirits are an extension of the forest itself, so it pays to reflect the changing of the seasons in these models.

As Tree Kin join the Dryads and the venerable Treeman among the ranks of Wood Elf armies, Steve Cumiskey takes a look at using real-life reference material to inspire alternative colour schemes.

An integral part of the revitalised Wood Elf army is the legion of spirits inhabiting the trees of the forest. From the smaller, Elf-like Dryads to the larger Tree Kin and the gnarled Treemen, all march to war alongside the Elves.

In the past, most tree spirits have been painted in various shades of brown, which seems perfectly fine at first, until you look closely at real trees; then you start to see just how few are actually brown. While you could use the colour scheme described in the Wood Elves army book on your models, tree spirits are uniquely blessed with an abundance of reference material on which to base new colour schemes.

If you've chosen to theme the rest of your army with the colours of a particular season, you can also apply complementary effects to your tree spirits. There are plenty of ways to show how they change with their

environment, from basing to effects applied directly to the model itself. Over the following pages, we'll be showing some of the ways that these ideas can be put into practice on your own army.

Tree Species

Although not always practical when painting fantasy models, when it comes to tree spirits using real-world reference couldn't be easier. There's no shortage of photography in books and on the web, but probably the easiest way is to go out and take some pictures with a camera. The colour schemes on these pages were created by doing just that.

Painting techniques

Heavily textured models like tree spirits are ideal for drybrushing. Just make sure to give the model a solid basecoat so that none of the undercoat shows through in the deeper ridges before drybrushing. Inking works equally well, whether over a Skull White undercoat, or as a wash to provide definition to a previous coat of paint. Whichever technique you use, it's best to paint the whole model at once, returning to pick out details like Spites and leaves later.



BUILDING TREE SPIRITS



☞ If you use a knife to trim off mould lines, make sure to hold the part in such a way that the knife moves outward, towards the ends of branches and tendrils. This will help to prevent particularly thin pieces from bending or breaking.



☞ It's easier to construct the models if you assemble the heads before gluing them to the necks.



☞ Dryads move in skirmish formation, but still form ranks in combat like any other unit. When building your models check that any extra branches, Spites or leaves that you decorate your bases with don't cause problems when they rank up.

BARK VARIATIONS

Silver and white Trees

The bark of many birches is predominantly white with some darker ridges and very dark patches, providing the kind of striking contrast that looks great on a model. To recreate it, I began by drybrushing the model, first with Graveyard Earth and then with Kommando Khaki and Skull White. To represent the darker patches I marked out areas of the model in black first, then painted over these with Scorched Brown, Bestial Brown and then finally Vomit Brown.



Dark trees with white patches

This model has the same dramatic contrast as the one based on a white tree, but this one is predominantly dark with patches of white. To paint it I began by drybrushing the entire model, first with Scorched Brown, and then with Codex Grey and Rotting Flesh. Once this was complete, I picked out patches of the model in Kommando Khaki and then Skull White.



Green or moss-covered trees

I kept this model fairly dark to allow the moss to stand out. The bark has a slight purplish colour, which I achieved by painting the model with Scorched Brown and then mixing in some Codex Grey and Fortress Grey and drybrushing the model. I then drybrushed the model with patches of Cataphan Green, followed by Camo Green and Rotting Flesh to represent the moss.



Grey Trees

Though predominantly grey in colour, just like the model based on a moss-covered tree the grey here contains a hint of purplish colouring. I made this model a lighter shade than the previous one – painting the bark the same, but lightening the colour with Kommando Khaki and then a mix of Kommando Khaki and Fortress Grey. On the tree, small breaches in the bark break up the uniform grey; I copied this on the my Dryad by painting slashes of Dark Flesh, followed by Vomit Brown and Chestnut Ink.



MODELLING THE SEASONS

It's hard not to be aware of the effect of the seasons on most species of tree, effects that can be used to add some extra character to your tree spirit models. In spring and summer the forest is full of life, while in autumn it is characterised by falling leaves and in winter by a carpet of dead leaves and the first touches of frost. All of these seasonal effects can be used

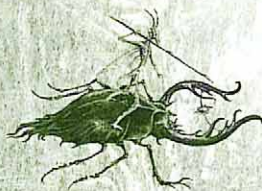
in everything from basing and colour schemes to adding pieces of clump foliage or Snow Scatter to your models. These work particularly well if you've already decided to theme the rest of your army to suit a specific season.

Spring & Summer

Summer could almost be considered the universal season for Warhammer armies, as the most commonly used basing techniques tend to look like summer grass (it is the best season for war, after all). Despite this, there are a few techniques that you can use to emphasise the effects of both spring and summer seasons on your models.

The simplest of these is to take some of the leaves from your Glade Guard sprues and add it to the bases of your tree spirits. Clump foliage or lichen (available from most hobby shops), can also be used to make the bases of your models seem more alive with plant life. This is best reserved for models with larger bases, as it will tend to crowd out models on smaller ones.

Drybrushing the static grass on the bases of your models with a lighter or darker shade of green can also help to separate spring and summer a little. Clump foliage can actually be attached to some of the larger models, particularly Treemen, to create the appearance of living, growing leaves.



Winter

The picture of winter that rests in most people's minds tends to involve a crisp layer of deep snow and trees stripped of their leaves. Of course, winter can be as much about mud and rain as it is about snow. Using snow or mud on your models, or a mixture of both, works equally well.

Basing your models with sand and clumps of static grass and then painting them is a perfectly good way to create a muddy base. If you want to try a different method, you could add dried herbs to represent rotting leaves and then paint the base, and even some of the model itself, with Gloss Varnish to create a rain-soaked appearance.

Snow Scatter also makes an effective basing material, but you might also consider applying it to the upper reaches of some of your larger tree spirits. It normally takes a few layers of Snow Scatter to get the deep snow effect that most modellers want, but by only using a single layer you can also use it to create a dusting of frost.



Autumn

The most prevalent image of autumn is a carpet of leaves in various shades of brown, yellow and red, settling under trees with most of their branches bare. Tree spirit models have little in the way of foliage beyond a few leaves. These can easily be painted in a mixture of the autumnal colours, as well as green, but most of the effects of autumn will actually be apparent on the bases of your models.

The simplest way to create a layer of fallen leaves is to use mixed herbs to cover the base. These can easily be applied with PVA glue and then drybrushed with a mixture of autumnal colours. Some of the twisted roots on the Glade Guard sprue also make characterful additions to autumnal bases.



Forest Plants

If you want to go to that extra bit of effort with your bases, it's easy to give them the appearance of a forest floor. The summer-themed Dryad shown here has a combination of green and brown flock, as well as clump foliage and the plants from the Glade Guard sprue. While static grass can be a very effective way to conjure up an image of open plains, the mixed flock works better to suggest the plant matter that covers a forest floor.



PAINTING DRYADS BROWN

Although it is worth reiterating that trees don't generally tend to be brown, you can use the colour as an effective basecoat, highlighting and inking it as normal. But rather than using lighter shades of browns for the last couple of coats, you will get a more

natural finish if you apply a light drybrush of grey or green. Try using a variety of these colours, and the other painting techniques we've discussed, on different models to get a wild looking unit of spirits bound to different kinds of trees.



Bark: Graveyard Earth
Leaves: Catachan Green
Eyes: White



Bark: Wash the entire model with Brown Ink



Bark: Drybrush everything Graveyard Earth
Leaves: Highlight with Catachan Green
Eyes: Sunburst yellow



Bark: Drybrush patches Catachan Green, Fortress Grey and Skull White
Leaves: Highlight with a 1:1 mix of Catachan Green and Bleached Bone
Eyes: Dot a highlight in with a small amount of Skull White

WARHAMMER

The Wayfarer's Companion

A guide to

HELL PIT

The Stronghold of
Clan Moulder

Compiled by
Fjil Stanislav Kjelle, Once-Noted Explorer
of the North East and First Class Client of the
Aldorf Rehabilitation Institute

*A collection of most wondrous tales,
descriptions of lands most perilous, and
oruditions of interest. Gathered from the far
corners of the world, and presented here for
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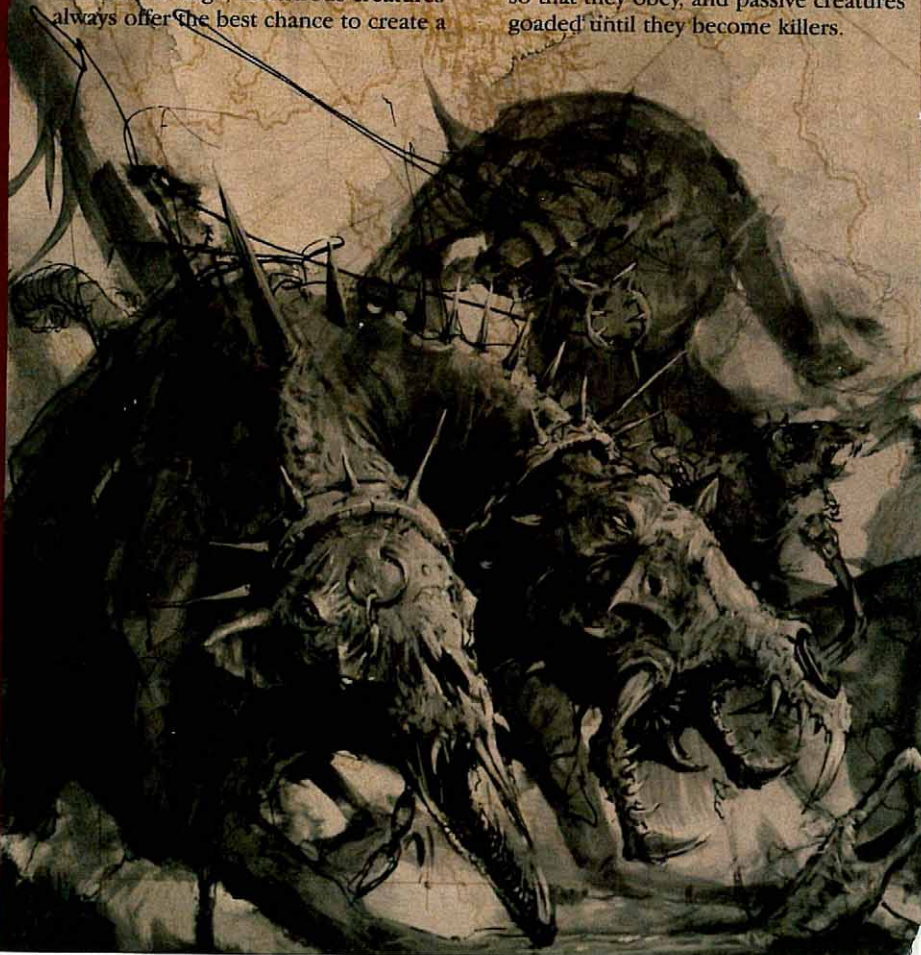
Clan Moulder is one of the four Great clans of the Skaven race, specialising in the black art of mutation. Blighting the far north of Kislev, their many-levelled warren is a den of twisted unfortunates and deranged torturers.

To the north, in the blasted wasteland known as Troll Country, lie the infernal breeding pits of Clan Moulder. Their stronghold is burrowed into the walls and floor of a ragged chasm in a snowy mountainside on the northern spur of the Worlds Edge Mountains. Volcanic pools at the bottom of the chasm raise a greyish plume of steam and vapours and mix the stink of sulphur with the stench of mangy fur and excrement. Worse than the stench is the dreadful cacophony of howls, screams, snarls and shrieks that clamour out of the frozen chasm like the wailing, lost souls of a thousand different races. Not without good reason is this place known as Hell Pit.

The essence of Chaos flows strongly around Hell Pit, warping even the rocks themselves and perverting plants and animals into new and disturbing forms. The bravest amongst the Packmasters of Clan Moulder band together into groups and scour the lands around Hell Pit for creatures to capture for their diabolic experimentation. Chaos-altered monsters from the Northern Wastes are the most dangerous, but also the most valuable, as huge, monstrous creatures always offer the best chance to create a

new breed of fighting beast. Clan Moulder hunting parties will trail a Manticore or Hydra for months, waiting for the opportunity (and summoning up the courage) to strike. Captured beasts are then taken to Hell Pit where they are exposed to warpstone until the desired mutations start to form. Extra limbs or blades are often grafted onto the captive creature with the warpstone-infused salve that is stock in trade for many Master Moulders. The bottom of Hell Pit is filled with the detritus of the clan's failed experiments: pale twisted monstrosities that shamble and flop across the floor of the chasm, feeding on whatever they can catch.

Clan Moulder is constantly seeking new, stable breeds of fighting beasts to sell or hire. Rumours abound of their cross-bred monstrosities, of which the fearsome Rat Ogre is undoubtedly the most infamous. Rat-like wolves have been observed prowling in Kislev, along with curious furred breeds of Troll and huge, seldom-seen burrowing creatures. Clan Moulder Packmasters are also experts in training wild and vicious monsters: truculent beasts are broken so that they obey, and passive creatures goaded until they become killers.





THE NINE CIRCLES OF HELL PIT

The closest the labyrinthine tunnels of Hell Pit come to any kind of order is the division of territory onto different levels. Each of these circles is presided over by one of the Master Mutators of Clan Moulder, but in truth the warrens are so extensive there is no way they can truly monitor every laboratory and breeding pen. As a result, rogue flesh-scientists create ever more ambitious mutants on each level, ensuring the corridors and tunnels of Hell Pit are constantly populated by the horrifically altered and the vile.

The main gateway to Hell Pit is breathtakingly large, testament to the thousands of slave lives expended in its construction. Gigantic edifices of iron and human bone studded with jewels of pure warpstone, the gates are hung with the screaming bodies of starving men and women woven into the intricate metalwork, side by side with the putrefying corpses of those who have screamed their last. Enscribed atop the portal are unholy psalms extolling the glories of Clan Moulder and warning

those who enter to abandon all hope. And not without cause – almost all who enter here will never find their way back, or emerge twisted beyond recognition.

Between the gates runs a thick, grey-crusted river of lava, upon which rides the guardian of the gates in his great vessel of stone. This fell steersman has eyes replaced by chunks of warpstone that burn bright with a lambent green flame. All who seek audience with the Master Mutators must first parley with the guardian of the gates, who some whisper enjoys the Favour of the Horned Rat himself. Slithering upon the banks of the molten river are hundreds of Skaven from different clans, each seeking an audience to employ the services of Moulder. They are perpetually stung by the flies and wasps attracted by the carrion hung upon the gate, whilst around them maggots feast on the corpse-strewn floor.

Past the gates lie the prisoners amassed by the clan; raw materials for the experiments of the Master Mutators. They languish in filthy cages with barely enough room to move, unhealthy flesh

THROT THE UNCLEAN

One of the most infamous Master Moulders to have befouled the lands of Kislev is Throt the Unclean, whose madness is so convoluted it strays into genius.

Grotesquely bloated as a result of his experiments, Throt must consume many times his own considerable body weight every day or be ravaged from the inside by his own warpstone-fuelled constitution. Nevertheless, he remains at the cutting edge of the dark science of mutation. He works feverishly in his laboratories, rows of bell jars filled with unmentionable organs reflecting crackling warp lightning from hissing copper coils. It was he who created the Flayerkin, fusions of Man, Skaven and metal who scaled the walls of the Ulricsberg during the Storm of Chaos, and he who creates the scurrying

Throtlings who infest the corridors around his laboratory, their bizarre forms united in nothing more than name. Throt has even perfected the process of transplanting minds, albeit at a great cost in raw materials. Strangely, Throt curses the day he pioneered that operation, for the combination of a fierce human intellect and the body of a 12' killing machine has proved unexpectedly potent and Lord Verminkin has ordered the production of dozens more.

pressed together in great racks of moaning, sobbing slaves. All races and creeds can be found here; Dwarf penned next to Goblin, proud Elf next to conquered Skaven, bottled infant next to shackled elder. Lord Verminkin, the ruler of Clan Moulder, passes much of his time examining the new stock and informing them of the many and varied atrocities they have to look forward to in the pits below.

When these prisoners are required as fodder for the Master Mutators, they are marched by merciless Stormvermin to the level below. These are the breeding pens, great cobbled halls strewn with blood-slick straw and shot through with cockroaches and fleas. They are patrolled daily by a twisted Master Mutator who has fused himself to the shoulders of a great Doombull, guiding his brutal bearer with constant

Unmentionable unions that could drive a witness insane are the bread and butter of this realm, and it is better not to dwell on such practices

whispered instructions. Huge rat-queens dot the floor, suckling brood after brood of younglings with their distended and bloated bellies. Unmentionable unions that could drive a witness insane are the bread and butter of this realm, and it is better not to dwell on such practices as those encouraged by the sadistic Packmasters that preside over the pens.

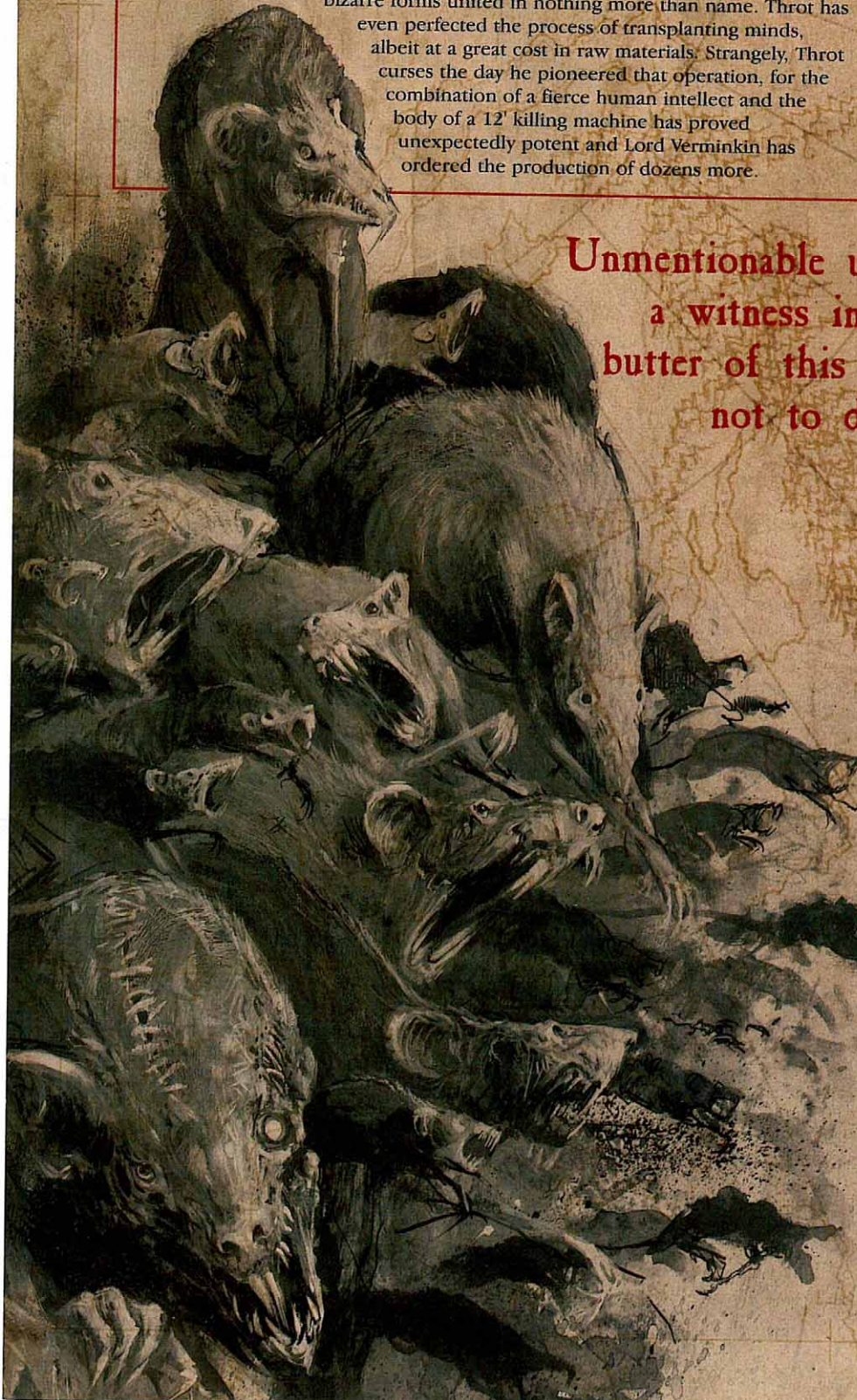
The levels below house the great feast halls of Clan Moulder, where their victories are celebrated and their grand plans of conquest hatched. A storm of warpstone-tainted rain constantly whirls through the areas of this level open to the bruised sky, freezing to the marrow any who negotiate its uneven floors. Any

who languish there soon find their bodies mutating as the warpstone takes its toll. It is little surprise that Throt the Unclean, a connoisseur of ravaged flesh, has his laboratories upon this level.

More remarkable is the fact that he and his gluttonous cohorts create almost as much as they consume.

Underneath the feast halls is the treasury of the clan, where great vaults house the glittering piles of warpstone given in payment for their services. Larger still are the mountainous repositories of precious metals amassed by the clan, each of which is topped by a hunched Skaven locked in the futile task of recording Moulder's wealth. Lit

continued overleaf...



THROTLINGS

Master Moulder Adi Wood explains how he made his Skaven creations

Adi: Although described as mutated giant rats, I used all manner of parts to make these tiny critters – the trick was to use at least one Skaven model part in the mix. Inspiration came from many sources: I've been a fan of science fiction and horror for many years providing me with plenty of inspiration for weird creatures. Another excellent source of ideas is the artwork from the Mordheim rulebook.



This is a classic monster image: a rat with two heads.



It would have been a shame to waste these two half rats.



Inspired by many classic horror movies, I simply glued these Rat Ogre hands to bases.



I couldn't resist including one giant. I simply glued Rat Ogre arms together and repositioned the hands as feet.



These conversions were a simple case of attaching different heads, such as Plague Monks, Gnoblars and Packmasters to rat bodies.



This rat's head was glued to a whip, then attached to a Rat Ogre's hand. I think the contrasting sizes help make it look grotesque.



Gnoblars legs make a great basis for a couple of Throtlings – the first has a Packmaster's head and a whip whilst the second has a rat's tail and a Bretonnian Peasant banner on the other. This model in particular was inspired by the art of Heironymus Bosch.



These two Rat Ogre feet have additional parts – a Packmaster head and Rat Ogre bell and a section from a Rat Ogre weapon arm and a Plague Monk's flail.



This rat has lost his head to another conversion, so a spare bell makes for a suitably strange replacement.



This model is made from a Rat Ogre tail with a pair of eyes drilled into the end and a Gnoblars mouth glued underneath.



by guttering torches, these half-mad scribes mutter and curse as they carefully balance their gold in stack after stack. Between these mounds scamper the wolf-rats kept by their obsessive masters, sent on spiteful errands to undo the efforts of their rivals in glittering avalanches of gold coins and priceless gems.

Mutated Rat Ogres fight tooth and claw with blade-limbed symbiotes for the edification of Moulder's Clanrats

The fifth circle of the pit is perhaps the most awe-inspiring. Between its walls is strung a great gladiatorial arena suspended from the cliff faces by hundreds of vast, rusted chains. When a particularly choice creation is perfected by one of the Moulders of the other levels, it is taken to this arena to prove itself worthy in combat. Mutated Rat Ogres fight tooth and claw with blade-limbed symbiotes for the edification of Moulder's Clanrats and the few Grey Seer guests given the honour of presiding over the duels. The victors are generally sent to the clan's barracks and shackled for times of war, while the surviving losers are modified further or sent on to be sold to other clans. No few of these duelling war beasts are forced over the edge of the arena by the fierce combats, and plummet to the level below.

Amongst the rich soil of corpse-flesh on the overhang that forms the sixth level stalk those marked for 'special punishment' by the clan. Chieftains

who have displeased their masters drag their chains through the mulch, and it is often here that those out of favour with the tribes of the north are led. They can be sure of the most horrific and extensive of modifications, such as ending their days as grotesque living furniture for maniacal Moulders such as Izak Grottle. Yet they can never escape,

for the single opening that leads out of the sixth level is watched over by a thing whose gaze can turn a would-be escapee to stone. Griskit, the Lord of the Sludge, rules this place, constantly accompanied by three rat-headed hybrids with the bodies of human females and the leathery wings of bats.

THE LOWER LEVELS

The last few levels of the Pit are the most dangerous. It is here that warren-like barracks house the fiercest creatures and warlords of the clan; an array of bloodthirsty murderers the equal of anything that comes out of the Chaos Wastes. Great slime-walled tunnels wind like intestinal tracts from the barracks to the outside world, and in times of war these are unblocked to let the warrior-things clamber and lope into the harsh northern sunlight far above. It is down these tunnels that the infamous Orc Warlord Grimgor Ironhide once fought until the wall of ravenous monsters he encountered down there finally drove him back. Only Ghoritch, Castellan of Hell Pit, has the strength of will to keep the barracks in order. Without his iron rule the standing armies of Clan Moulder would be little more than an anarchic collection of ravaging beasts.

The penultimate level narrows sharply, funnelling downwards in a repository for the immense tonnage of foul waste that the clan produces in its daily experiments. It is here that those who have tried to cheat Moulder are incarcerated, melded with warpstone unguents into the twisting roots that slowly writhe and constrict at the base of Hell Pit. Through them stalk sharp-toothed and feral giant rats, hunting down and ripping to pieces anything they can find. The thorn-limbed Master Mutator that presides over this stinking twilight realm, Scarskrex, constantly tries to perfect the process of hybridising those who catch his attention with his extensive collection of serpents.

The lowest circle of Hell Pit is home to those benighted hybrids that have survived every violent and humiliating process that Clan Moulder can inflict upon them. Here stalk roaring aberrations driven mad with grief by the realisation of their new forms and many-headed Chimaerats illuminating the depths of the crevasse with wheezing goutts of warpstone-laced fire. In the rock beneath them burrow bare-fleshed behemoths with powerful digging claws, carving out new territory for the clan in the darkness. Amongst this menagerie of the bloated and the grotesque stand twin cyclopean giants who loom above even the chain-draped terrors they live amongst. In times of war, they shackle their charges to the great winches that dangle from the upper slopes, powered by enormous slave-powered treadmills whose constant turning allows them to be passed back up from the depths of Hell Pit. When the Moulder stronghold is under threat and the war hosts gather for battle, the ground trembles with the tread of their great beasts and the air fills with the clamour of eager Skaven and their vile creations. After all, what better time to secure a new batch of stock for the pens?

GHORITCH, CASTELLAN OF HELL PIT

Ghoritch is Throt's greatest success in the field of translocation of the brain. Like many who are devoted to the Blood God, Ghoritch was once a frenzied berserker who loved the thrill of battle and the tang of fresh blood upon his tongue. He served Archaon throughout the Storm of Chaos, but the creed of his bloodthirsty god ran strong in his veins, and Ghoritch led a foolhardy attack on an Empire artillery train, despite express orders to the contrary. His tribe were cut down almost to a man.

Though Ghoritch slew a score of men that day and lived to tell the tale, Archaon's punishment was swift and inventive. Like many who had failed him, Ghoritch was given to the Master Mutators of Clan Moulder for their unholy experiments. Even shackled and bound with thorn-ropes, Throt could see Ghoritch was of exceptional stock, and singled him out for the climax of a series of experiments. The experiment was an unparalleled success, transplanting Ghoritch's mind into the body of a heavily modified Rat Ogre without driving him mad in the process.

Escaping from Throt's laboratory, Ghoritch scrambled his way up to the arena at the heart of Hell Pit, where he fought off the tide of Throt's creations sent after him. His skills did not go

unnoticed by the Master Mutators, who recognised his combination of intellect and strength as perfect for controlling the more rebellious of their troops. Ghoritch worked his way into the rank of chieftain, and was soon entrusted

with the command of Clan Moulder's unique standing army. Throt is less than pleased at the meteoric rise of his creation, and works hard on clandestine schemes to bring about his downfall.

GHORITCH, CASTELLAN OF CLAN MOULDER

255 pts

Ghoritch counts as a Lord choice. He must be fielded as presented here, and no extra equipment or magic items can be bought for him. He may only ever be used in a Hell Pit army in which he must be the general.

	M	WS	BS	S	T	W	I	A	Ld
Ghoritch	6	6	0	5	5	4	5	5	7

Equipment: Piston-driven claws

Armour: None

SPECIAL RULES

Fear: Ghoritch is a violent monstrosity and hence causes Fear.

Beastmaster: All Clan Moulder units within 6" of Ghoritch can re-roll any failed Psychology tests.

Brain Transplant: Ghoritch still has the mind of a berserker and lapses into a blood-maddened rage in the heat of battle. He is subject to Frenzy. If he ever loses his Frenzy, he will become subject to Stupidity for the rest of the battle.

Piston-Driven Claws: Ghoritch's host body has had its claws replaced by great snipping blades driven by warpstone-driven pistons. His attacks ignore Armour Saves.

MODELLING GHORITCH

Phil: I would be prepared to bet that most people reading this, at some point in their hobbyist career, have considered sticking an Orky power claw onto one of their miniatures. Whether the model in question is a Daemon Prince, a Penitent Engine, an Inquisitor-scale model, an Iron Warrior, a Dreadnought, a Big Mutant or even an Imperial Guard Commissar, everybody knows that things just look cool with power claws. So, naturally, this guy has two.

The Ghoritch model started out as the Rat Ogre, Boneripper. The first port of call was to replace his arms. Ghazghkull's power claw, the largest and most impressive of its kind, was glued onto the right shoulder after first clipping off Boneripper's Warfire Thrower arm (leave the ragged skin behind as it makes an excellent join).

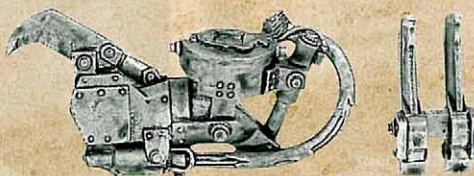
The second arm was done with the same procedure, but using a smaller power claw from an Ork Nob model – this uneven match makes it look more anarchic.

Ghoritch's head was taken from a normal Rat Ogre – I used the bandaged head to represent the fact this guy has had his brain replaced recently and painted a mixture of Chestnut Ink and Scab Red (this makes excellent 'dried blood') in a line to show where his cranium was opened by Throt the Unclean.

The end result really looks like something out of Baron Frankenstein's (or Throt's) demented laboratory – a plate-armoured Knight's worst nightmare. Snip!



The completed Ghoritch



Ork Warlord Ghazghkull's power claw

WARHAMMER



WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new gaming fodder such as scenarios, mini-games, and the occasional regiment of renown.

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

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Willow Road, Lenton
Nottingham
NG7 2WS, UK

WARHAMMER CHRONICLES

HELL PIT ARMY LIST

Phil Kelly descends into the Hell Pit and dredges up some of the most weird and disturbing creatures ever to blight the face of the Warhammer world. The army list within enables you to field an army of deadly creations ready to be unleashed upon any who encroach upon the enemy. Be warned, though – it doesn't come much stranger than this...

Phil: I've been a Skaven player for about eight years now, and I've played them to death and tried every variant list out there (and even written one of them). However, in the race for my favourite clan, there is one that lopes ahead of the pack by at least three malformed heads: Clan Moulder – the closest of all to the true Skaven archetype.

Horde upon seething horde of vermin; in my opinion you can't get more Skaven than that. Aside from the undeniable appeal of a horde army, Clan Moulder also have the monopoly on really gribbly monsters, and I have an abiding affection for pet aberrations to match that of any dog or cat lover. Not only that, but as a hobbyist I can identify with the mentality of Moulder – who amongst us has never taken two parts of two separate models

that have no right being joined together and irrevocably welded them together with polystyrene cement? The Master Moulders have exactly the same mischievous curiosity, giggling away as they fuse two still-living amputees into something hideous, with warpstone salve instead of glue. So I waited eagerly for a chance to inflict these hideous mockeries of nature upon the world.

Clan Eshin came out of the shadows in the Storm of Chaos campaign. Clan Pestilens squelched out of the jungle in the Lustria campaign this summer. Clan Skryre is more than adequately catered for in the main Skaven list (zzzap). Skaven make great bad guys, so it was only a matter of time before the spotlight fell on Clan Moulder, surely? Well, I got sick of waiting, and so here it is.



Fielding a Hell Pit army

The Hell Pit army list is designed to represent the Skaven armies that emerge from the Clan Moulder stronghold when enemies approach. Clan Moulder is well known for its practice of creating hideous mutants and selling them to the other Great clans of the Skaven race. A less well-publicised fact is that the Master Moulders keep the most successful of their experiments in Hell Pit for use as shock troops in their own battles. As a result, you will find creatures in this army list that you would never see in a normal Skaven army – from gibbering Throtlings that slither and crawl, intent on slaying anything that looks upon them, to gigantic burrowing behemoths that burst from the ground and devour everything they sniff out.

The army is led by the castellan of Clan Moulder, Ghoritch – a new special character specific to Clan Moulder. You'll notice that the army list requires you to take Ghoritch as the army general (he's about the only Master Moulder that has what it takes to unite all those gribbly under one banner) but in truth you could just as easily use Ghoritch's rival, Throt the Unclean, to lead the army. Simply substitute Throt as he appears in the Skaven book for Ghoritch.

Needless to say, this army is strange enough to require your opponent's consent. Only the brave dare venture into the pit...



HELL PIT ARMY LIST

Down 't pit

Such is the twisted power of Chaos that no two creatures spawned in the depths of Hell Pit are really alike. In fact, it is said by the Council of Thirteen that Clan Moulder's genius, and also its greatest flaw, are one and the same – the sheer variety of their warpstone-born creations. Only the ubiquitous Giant Rat and the heavily-thewed Rat Ogre are produced with any reliability. Nonetheless, it is possible to group their beasts into loose packs of roughly the same size and ability. The following unit entries consist of two types – existing units, for which you will need to refer to Warhammer Armies: Skaven, and new units, whose details are given here in full.

All characters in this list except for Grey Seers can use magic items that are marked 'Clan Moulder Only' in the Skaven army book. If a unit is marked with an *, the number of units of that kind in the army must be equal to or less than the number of Giant Rat units in the army. All units in this list count as Clan Moulder units.

Choosing an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points per side provides a game that will last an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still 2,000 points' armies for our purposes. Once you have decided on a total points value it is time to choose your force.

Choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can field is shown below.

Army Value	Maximum Characters	Maximum Lords
2,000 or more	4	1
3,000 or more	6	2
4,000 or more	8	3
Each +1,000	+2	1

An army does not have to include the maximum number of heroes allowed; it can always include fewer than indicated. However, an army must always include at least one character: the General, who, in the case of this army is either Ghoritch the Castellan or Throt the Unclean.

LORDS

GHORITCH, THE CASTELLAN OR THROT THE UNCLEAN (COMPULSORY)
MASTER MUTATORS
GREY SEERS

HEROES

CHIEFTAINS
MASTER MOULDERS
HARBINGERS OF MUTATION

CORE UNITS

GIANT RATS
Mainstay unit

CLANRATS*
These are not a mainstay unit. Units of Clanrats may not have weapon teams.

0-1 STORMVERMIN*

CLANRAT SLAVES*
Hell Pit armies are encouraged to use any and all infantry models to represent their slaves.

0-2 RAT SWARMS*
These count as Special choices if upgraded to Plague Rats.

RAT OGRES*

THROTTLINGS*Points/pack: 40
Throtlings are so named because of Throt the Unclean's obsessive habit of grafting together unfortunate creatures with warpstone-infused salve when he is in between projects. The resultant nightmarish assortment of limbs, mouths and horribly abused minds crawl through the depths of Hell Pit, unleashed as cannon fodder in times of war. The few scraps of sentience left to these benighted creatures cannot bear to be seen in their new and repugnant forms, and go to great lengths to kill all who look upon them in sobbing fits of jealousy and self-loathing.

	M	WS	BS	S	T	W	I	A	Ld
Throtling	6	3	0	3	3	1	4	1	2
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Throtlings is made up of one or more packs (a pack consists of 6 Throtlings and one Packmaster). You can buy as many packs as you wish and add them together to form a unit.

Weapons and Armour: Throtlings have none, Packmasters have light armour, hand weapon and whip.

Special Rules: Mixed Units, Loss of Packmasters. Such is the revulsion inspired by packs of Throtlings that they cause Fear.

WOLF RATS*Points/model: 6
Though Clan Moulder often claim to create rats the size of wolves, it is rare indeed for them to supply other clans with the largest and strongest of this relatively stable breed. Those that are truly lupine are kept in spiked cages and fed on their own dead, so that when they are finally unleashed into the outside world they attack anything in their path in a bloody rage.

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rat	9	3	0	3	3	1	4	1	5

Unit Size: 5+.

Weapons and Armour: None

Options: None

SPECIAL UNITS

ARMoured RAT OGRES*Points/pack: 65
Particularly bardy Rat Ogres are often further modified with rusty armour plates and rude weapons grafted directly onto their bodies. The advance of such monstrosities across the battlefield is accompanied by the screech of tortured metal and the bellow of tortured beast.

Armoured Rat Ogres are identical to normal Rat Ogres but with a 5+ Armour Save. They also count as having additional hand weapons.

MUTANT RAT OGRES*Points/pack: 50 pts
It is in every Moulder's nature to want to improve upon something that is already a success, and occasionally they even succeed. The cream of the Rat Ogre creations in Clan Moulder's possession sport extra limbs, heads and even minds since Throt perfected the practice of transplanting human brains into Rat Ogre bodies.

	M	WS	BS	S	T	W	I	A	Ld
Mutant Rat Ogre	6	3	0	5	4	3	3	3	5
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: A unit of Rat Ogres is made of one or more packs (a pack consists of one Rat Ogre and one Packmaster). You can buy as many packs as you wish and add them together to form the unit.

Weapons and Armour: Mutant Rat Ogres have none. Packmasters have light armour, hand weapon and whip.

Options: The Mutant Rat Ogres must take up to two of the following upgrades. The only upgrade that will affect the Packmasters is Quadrupedal.

- **Powerhouses:** The Mutant Rat Ogres have +1 Strength. 10 points per model.
- **Quadrupedal:** The Mutant Rat Ogres have +1 Movement. 5 points per model.
- **Resilient:** The Mutant Rat Ogres have +1 Toughness. 12 points per model.
- **Extra extremities:** The Mutant Rat Ogres have +1 Attack. 10 points per model.
- **Brain transplant:** The Mutant Rat Ogres have Ld 7 and WS 4. 5 points per model. Mutant Rat Ogres with brain transplants do not have Packmasters and do not have the Loss of Packmasters rule.
- **Trollblood:** The Mutant Rat Ogres have Regenerate. 15 points per model.

Special Rules: Fear, Mixed Unit, Loss of Packmasters

0-1 AUGMENTED RAT OGRES*Points/pack: 60
On the rare occasions that Clan Skryre and Clan Moulder cooperate, the results are as deranged as they are effective. Augmented Rat Ogres are as much machine as they are flesh, erratically hissing and clanking across the battlefield as their grafted pincers snap like shears and their warpfire projectors throw great gouts of fire into the enemy ranks.

	M	WS	BS	S	T	W	I	A	Ld
Augmented Rat Ogre	6	3	0	6	4	3	3	3	5
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: 1-5. A unit of Augmented Rat Ogres is made of one or more packs (a pack consists of one Augmented Rat Ogre and one Packmaster).

Weapons and Armour: Augmented Rat Ogres have a 4+ Armour Save. Packmasters have light armour, hand weapon and whip.

Options: One Augmented Rat Ogre per unit may be armed with a Warpfire Thrower (+40pts). Do not roll an Artillery dice to see how far the jet of liquid is projected, simply place the teardrop-shaped template with the thin end touching the model's base and determine hits as normal.

Special Rules: Fear, Mixed Unit, Loss of Packmasters, Stupidity



Choosing troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated in the chart below.

Army Points Value	Core Units	Special Units	Rare Units
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1	+1	+1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry.

Unit entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profile: The characteristics profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum and maximum size for each unit.

Weapons and Armour: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in its points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options: Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a musician or standard bearer.

Special Rules: Many troops have special rules which are explained in the army special rules, and sometimes summarised for your convenience in the army list.

It would be tedious to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply, and where space permits, we have provided notes within the army list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive, and players should refer to the main rules for a full account.

FLAYERKIN.....Points/model: 1
These are mutants crafted from a fusion of Chaos Marauder, Skaven and bell-forged iron. They use long, sharp claws grafted onto their wrist stumps to behead their foes and scale castle walls with equal ease. The chains fused to their spines ensure that even if they are killed while climbing up to a battlement, their comrades can scale the walls using the trail of their dangling corpses.

	M	WS	BS	S	T	W	I	A	Ld
Flayerkin	4	4	3	4	3	1	4	1	7
Wallcreeper	4	4	3	4	3	1	4	2	8

Unit Size: 5-20

Weapons: Brutal climbing claws (two hand weapons).

Options: One Flayerkin may be upgraded to a Wallcreeper at +14 points.

Special Rules: Scouts; Killing Blow; Skirmishers; Human Chains: Flayerkin may scale walls as if equipped with grappling hooks. If any non-mounted model reaches any wall or tower section that has had at least five Flayerkin scale its walls, it may climb up as if it was equipped with up to five ladders. Flayerkin ignore the penalty for attacking over a defended obstacle.



The Wood Elves find that, as far as heads are concerned, the beasts of Clan Moulder have them outnumbered

RARE UNITS

TROLLS*Points/pack: 55
In the north of Praag, Trolls wander through the warpstone-laced sludge. Clan Moulder is only too happy to give them a home, and an extra limb or two into the bargain.

	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4
Packmaster	6	3	3	3	3	1	4	1	5

Unit Size: 1-5 packs. A pack consists of one Troll accompanied by a Packmaster in the same way as a Rat Ogre pack.

Weapons and Armour: Trolls don't need to carry normal weapons, though they often have a club, bone or bit of tree (these count as hand weapons).

Special Rules: Fear, Stupid, Regenerate, Troll Vomit

Troll Vomit: A Troll may vomit on his foes in the Close Combat phase instead of making his normal 3 Attacks. Troll vomit is a single attack that always hits and inflicts a S5 hit with no Armour Save allowed.

ABERRATION*Points/model: 60
Aberrations are beyond classification, the aborted experiments of crazed Moulders whose ambitions outweigh their skill. Invariably driven mad by their fate, Aberrations will go to every length they can to ensure their miserable lives are drawn to a close as quickly as possible, pleading for death as they throw themselves upon the enemy's blades.

	M	WS	BS	S	T	W	I	A	Ld
Aberration	6	3	0	5	5	4	1	D6	4

1-2 Aberrations may be taken per Rare choice.

Unit Size: 1.

Weapons and Armour: A nightmarish assortment of snapping mouths and mutated limbs.

Special Rules: Unbreakable

BURROWING BEHEMOTH*Points/model: 215
The vast, balding monstrosities that burrow blindly in the deepest tunnels of Hell Pit were originally pioneered as a way of expanding Moulder's subterranean empire. However, these blind and twisted beasts are no less effective in battle, bursting from the earth and smashing into the enemy with earth-shaking force.

	M	WS	BS	S	T	W	I	A	Ld
Behemoth	8	3	0	6	5	6	3	5	5

Unit Size: 1

Weapons and Armour: Sheer bulk and vicious digging claws.

Special Rules: Terror, Stupidity, Large Target, Unit Strength 6, Tunnelling (Burrowing Behemoths follow the Tunnelling Rules on page 19 of the Warhammer Armies: Skaven).

0-1 CHIMAERAT*Points/model: 185
The rarest of all Moulder's creations, the Chimaerat defies all logic in its form. It is a blasphemy against nature that is to a common rat what a hydra is to a common lizard. Inevitably multi-headed, the Chimaerat wheezes sickly green warpstone fire as it hauls its benighted bulk across the battlefield, scorching the earth in its wake.

	M	WS	BS	S	T	W	I	A	Ld
Chimaerat	5	4	0	6	5	6	4	6	7

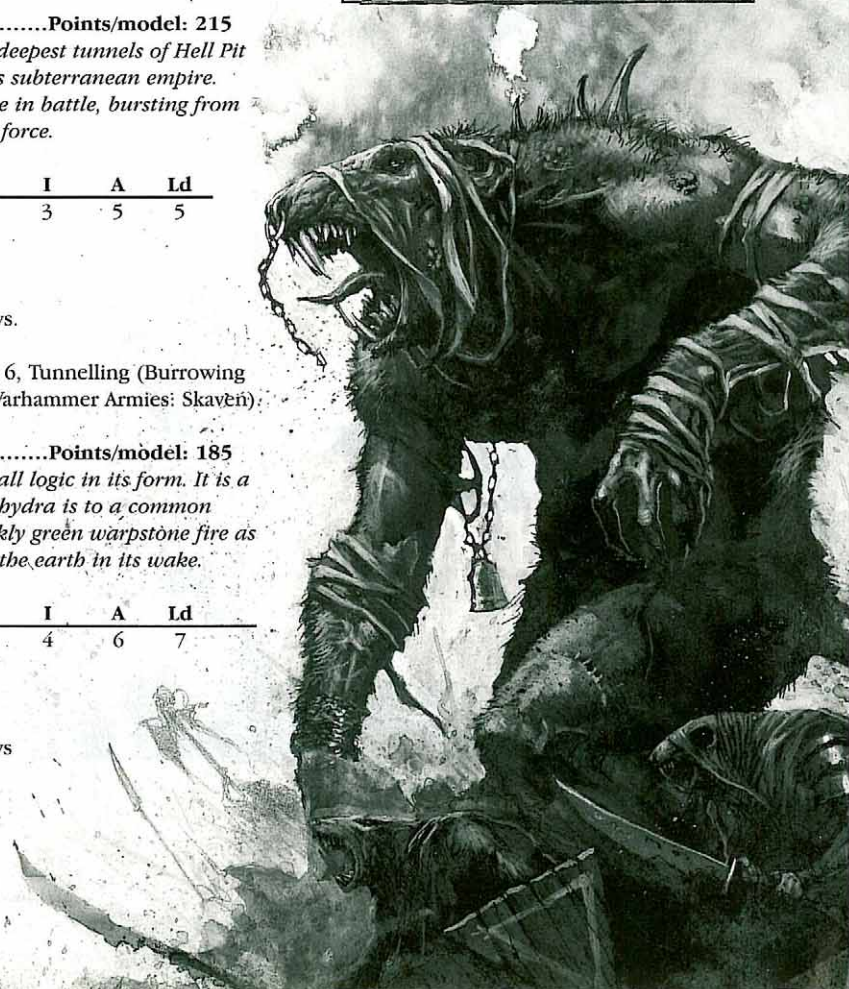
Unit Size: 1

Weapons and Armour: Snapping jaws and razor-sharp claws

Special Rules: Terror; Stupidity; Large Target; Unit Strength 4; Breathe Warpfire (Strength 5 breath weapon, causes Panic test in enemy unit if a casualty is caused).

Bish bash Bosch

A good part of this army list was inspired by the mad paintings of Heironymus Bosch and Gustave Doré, and of course our very own John Blanche – all masters of the bizarre. The human-headed rat centaur and the drooling snapping mouth with arms instead of legs could have lurched straight out of any of Bosch's depictions of Hell. If you like the sound of these arguably insane works of genius, why not look them up on the internet – perhaps you'll find some inspiration for your own Moulder mutations that you can then happily inflict upon your friends in a frenzy of snapping mouths and flailing limbs.



HELL PIT SHOWCASE

Armoured Rat Ogres *By Kirsten Williams*

Kirsten used parts from the Ogre Bull sprue and a simple chainmail Green Stuff technique to add armour to her Rat Ogres



Augmented Rat Ogres *By Phil Kelly*

Phil raided his bitz box to make these augmented Rat Ogres.



Wolf Rats
By Kirsten Williams



Kirsten made her Wolf Rats by simply putting a Rat Ogre head and tail onto a plastic Wolf model

Kirsten made this Burrowing Behemoth from the body of a Wyvern coated with static grass. The nose and ears are sculpted from Green Stuff to make it more ratfaced.



Burrowing Behemoth
By Kirsten Williams



Tunnel marker

Chimaerat
By Kirsten Williams



This Chimaerat is made from a Dark Elf War Hydra with the addition of Rat Ogre heads.

BRUSH WITH GLORY

BRUSHES ARE A VITAL PART OF THE HOBBY, AND THEY NEED RESPECT!

Developing your painting skills is not just a matter of learning different techniques. The tools you wield dictate the final quality of your models. By using quality brushes, that quality will transfer itself to your armies.

As a knight has his sword, you, the hobbyist, have your paintbrush, and like a knight's beloved weapon, your painting sticks should be most precious to you. You may think your beautifully painted miniatures are the most important part of your hobby, but where would they be without the humble brush, eh? The dull grey of plastic, or the naked sheen of silvery metal, ashamed to show their faces, that's where.

As a wise hobbyist once said, you can't paint a beautiful model with any old twig so, fortunately for you, our Citadel brushes are specially designed for the task in hand, made to work in harmony with our range of paints and inks to produce the best results. We have brushes for layering, blending, drybrushing, ink washes and numerous other techniques. If used for its intended purpose, and treated with care, a brush can last months, even when intensively used.

All our brushes are made to the highest standards using natural fibres, most being sable, the fur used in brushes for hundreds of years. Good brushes are made of real hair because it consists of a series of stacked scales (go look at it under an electron

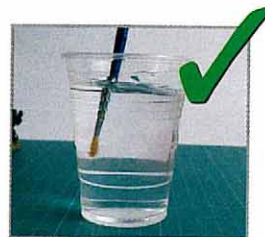
microscope if you don't believe us!). These scales create a texture that helps hold paint, making it possible to load up a natural brush with more pigment than one made of artificial fibres. These artificial fibres — usually nylon — don't easily clump together to make a point. They are also unsuitable for drybrushing. The scales on real hair retain some paint when you wipe it dry (we use hardwearing boar hair for our drybrushes). Attempt wipe a nylon brush to use for drybrushing and all the paint will come off.



BRUSH CARE

You wouldn't catch Karl Franz rushing to battle with a rusty piece of iron, and nor, figuratively speaking, should you. As our brushes are natural products, they need to be properly looked after. But if you take care of them not only will they last longer, you'll find that they are easier to use as they'll keep their points and will continue to hold paint.

- 1 At the end of every painting session clean all your brushes in cold, clean water and use a little soap if necessary. Don't use hot water to clean brushes as this can unseat the bristles.



Always wash your brushes thoroughly

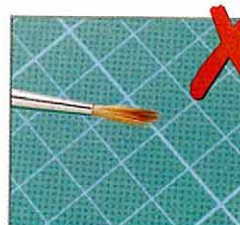


Do not use hot water

- 2 Maintaining a good point is important. After cleaning, draw the bristles along a tissue, rotating the brush as you go to. This will draw the bristles back into a point, as well as conveniently drying out the brush.



This is better than sucking it

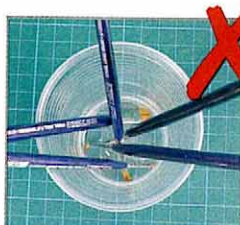


Try not to let this happen

- 3 Carefully store them: don't throw away the plastic sleeves the brushes are supplied with. Fit them at the end of every session. Store all the brushes point uppermost in an old mug, jar or the dedicated paintbrush holes in the GW Painting Station.

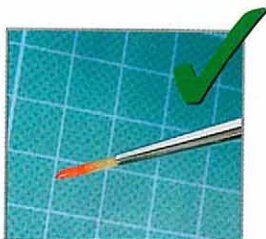


Do this and your brushes will serve you well

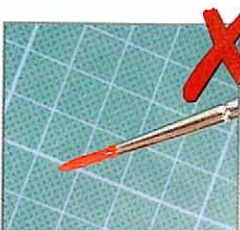


This painter will not have an easy time

- 4 Only cover half the bristles of the brush with paint. If even a little paint gets into the base of the bristles it can cause the brush to spread apart and lose its point. The colour will also continue to pollute your colours each time you use the brush. When you stir your paint or mix it on a palette, use an old brush, a brush handle, cocktail stick or something similar, rather than the bristles themselves.



This is about as far up the brush as paint should go



Do this and kiss your brush goodbye

STANDARD BRUSHES

Some brushes are better suited to one job than another, and it's important to pick the right tool for the job. The properties of a brush fall into two categories: the amount of control it gives versus its capacity to carry paint. We've given each of these a score out of 10 for both categories. The Standard Brush is the most

versatile, offering a balance of control (5) and coverage (5) – perfect for building up layers of paint on a model to create the effect of graduated light and shade. A lot of people favour smaller brushes, but they aren't suitable for everything – the simple fact is the wider range of brushes you use, the quicker you'll get your army done.



FINE DETAIL BRUSH

Control: 9 Coverage: 1

The Fine Detail Brush has a very fine point, perfect for painting tiny details and lettering. The brush doesn't hold a lot of paint but then you only need a little at a time to get these effects. Water down the paint to allow a smooth application.



Use your Fine Detail Brush for details such as eyes



Banners and shields can have exquisite motifs applied



Space Marines look holier with scriptures on their armour



DETAIL BRUSH

Control: 8 Coverage: 4

Although a Detail Brush can also paint fine details if the paint is diluted enough, the extra paint it can carry makes it perfect for painting straps and pouches; fiddly parts of a model that you only want to paint once!



Do it once!



Details like this require more paint



Use this brush for highlighting skin on smaller models



STANDARD BRUSH

Control: 5 Coverage: 5

Reasonable control coupled with good coverage make this the most commonly used brush. With practice you can get some crisp layering effects. On the other hand, should you need to apply an ink wash to a specific area of a model, you can do that as well.



A Standard Brush is perfect for layering



Blending work is easy with this brush



Use it to apply ink washes to small areas



BASECOAT BRUSH

Control: 4 Coverage: 8

With excellent coverage, this brush allows you to quickly apply basecoats to your models, where smooth flat colours are essential. It is especially useful for getting large areas done neatly. You can also use it for basing.



Large areas of flat colour go on quick



It still has the control to be neat



Make sure you wash the brush thoroughly after using PVA!



LARGE BRUSH

Control: 1 Coverage: 10

This is a great brush for army painters, whose maxim is 'the bigger the brush, the better'. They carry a lot of colour for one smooth application and are useful for applying washes, or getting large amounts of paint onto rough surfaces.



Use it for basecoats on big models



The large brush is great for ink washes



When you need a lot of paint carriage, the large brush is best

DRYBRUSHES

There's another type of brush that's designed with a specific technique in mind – the drybrush. Drybrushing is a fast and effective way to highlight areas of raised detail, such as fur or armour, and is a good way to finish terrain pieces. There are

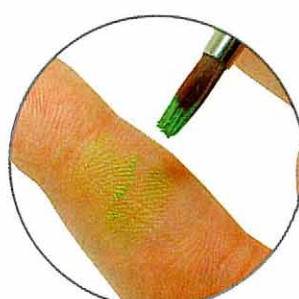
four drybrushes in the Citadel brush range, including two new flat drybrushes, which are particularly useful for highlighting certain types of troops, vehicles and scenery, as well as applying basecoat and ink washes.



Load the brush with paint.



Wipe most of the paint away...



... until the brush leaves almost no mark.



Stroke over the surface of the model.

Drybrushing is often confused with the very similar technique which we deliberately describe separately as 'overbrushing'. The difference is that drybrushing uses a drybrush whilst overbrushing does not – but the two techniques tend to merge into each other and most painters combine the techniques as they work.

Drybrushing is most easily demonstrated by painting a hair or fur texture. Begin with a suitable base colour that has been shaded with a wash if required – the drybrushing is added at the final stage to provide highlights.

Take the brush 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 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. Depending on the effect you want, you can make the brush more or less dry.

Begin by stroking the brush gently over

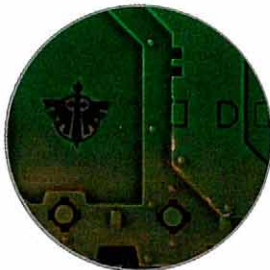
the surface that you wish to highlight. Ideally the brush should leave no discernible strokes, but only deposit a fine, even dusting of colour over the high points on the model. The drier the brush, the more the effect will appear as a dusting of even colour. Build up the highlights gradually and notice how repeated dusting gives naturally gradated highlights. The longer you work at the result, the more intense the effect.

Several progressively lighter layers of drybrushing can be applied to increase contrast – the final layer can be white.



ROUND DRYBRUSHES

For controlled effects and small areas, the Small Drybrush fits the bill, while the larger brush is perfect for drybrushing bigger textured areas on models, particularly those covered in fur, as well as the application of weathering effects to troops, vehicles and buildings. Both are well suited to the overbrushing technique (see How to Paint Citadel Miniatures, page 47).



Use your Tankbrush to drybrush vehicles quickly



Fur is a good example of a texture suited to drybrushing



Use the smaller drybrush when you need control



SMALL AND LARGE FLAT DRYBRUSHES

The new flat drybrushes are multipurpose brushes, well-suited to army, vehicle and terrain painting – the larger, flatter head allows for a broader coverage of colour. This shape makes them quite versatile, not only to be used as drybrushes but also as basecoat or ink wash brushes, in particular for large areas such as vehicles and terrain.



You can drybrush large numbers of models at once with a flatbrush



The shape of the brush makes it perfect for picking out sharp edges



The larger brush is ideal for both painting and drybrushing scenery

THE RIGHT TOOL FOR THE RIGHT JOB

Many people seem to stick religiously to using the smallest of our brushes, possibly because they think finely detailed model = fine brush. However, if you are clever, and mix the techniques you use, choosing the

right brush for each stage of the miniature, you can both improve and speed up your painting. Let's take a look at this Deathgaunt that Guy Haley painted using a number of brushes.



Carapace striping
Fine Detail and
Detail Brush



Eyes
Fine Detail Brush



Claws and teeth
Detail Brush



Ink wash on skin
Small Flatbrush



Gun Drybrushing
Small Drybrush

THE CITADEL MASTERS PAINTBRUSH SET

There is now a new boxed set of brushes available that is specifically designed with display and competition painters in mind, individuals concerned with hyper-detail. Although natural talent and hard work are what makes these painters masters, the quality of your tools go a long way to help, and can make the difference between winning a gold trophy at Golden Demon or a silver one.

The brushes in the box are all carefully chosen specifically for painting highly detailed single miniatures: even the small drybrush will allow the most controlled effects to be applied to a model. What separates these brushes from the rest of the Citadel range is that the bristles are made from the finest 'kolinsky' sable. This material comes from the end of the sable's tail, where it goes to a point naturally, thus brushes made from kolinsky are well known for having the finest points of all, ones that keep their shape. The amount of paint these bristles can hold belies their size, particularly useful when painting lots of details on a model. If you need a higher recommendation, this quality of brush is used not only by the best competition winning painters but also by our very own 'Eavy Metal team.

As with all our brushes, keeping them in tiptop condition is vital, so we supply a quality soap to clean them as well as a cloth to dry them off. Keep them cared for, and these brushes will literally last years.

This set of brushes is perfect for anyone who yearns to refine their technique and push the quality of their finished miniatures to the next level. If you are a great painter, the Citadel Masters Paintbrush Set will help to make you one of the best.

THE CITADEL MASTERS SET

- Masters Fine Detail Brush
- Masters Detail Brush
- Masters Standard Brush
- Masters Large Brush
- Masters Small Drybrush
- Soap
- Cloth
- Brass Bolter Shell Waterpot
- Wooden Box



HOW TO DESTROY BRUSHES

Of course, if you really don't care about looking after your brushes, here are 10 ways to destroy them!

- 1 Throw away the plastic sleeves used to protect the bristles.
- 2 Use too much paint so that it gets underneath the metal collar.
- 3 Stir paint with the bristles rather than the handle.
- 4 Use your Fine Detail Brush for basecoating or as a drybrush.
- 5 Apply PVA glue with your best brush when basing your miniatures
- 6 Let the paint or glue dry in the bristles.
- 7 Wash your brushes with hot water at the end of every painting session.
- 8 Forget to re-point the brush.
- 9 Store brushes point downwards in a jar, preferably full of dirty paint water.
- 10 Launch into painting before superglue has had time to dry.

A SAD DAY

For most, once brushes lose their point, they can be used for drybrushing, or applying glue to bases, but in the case of detail brushes this usually means the end, and they are fit only for stirring paint.





DOK BUTCHA'S CONVERSHUN KLINIC

Last munf in dis here peeryodicul, dere was some pictures of Chaos boyz wor lived in da jungle in some place called Shraggy. Well, dem crazy Americuns have made some more ov dese barbariuns. 'Ere's a couple of dere fantastic models.

LUSTRIAN HEROES

THORFINN HAUSAKLUIF by Stuart Spengler

Stuart chose to model his Skeggi Hero with a closed helm. The great helmet creates a nice contrast with the rest of the model, which is lightly armoured. To smooth the transition between the heavy helm and the bare torso, Stuart sculpted a leather yoke out of Green Stuff, adding studs by pushing a small metal tube into the putty after it had been left to set for about 20 minutes. To achieve the dynamic pose, Stu cut the arms and legs into pieces, repositioned them, and smoothed the joins with Green Stuff. Lastly, Stu armed the model with a shield and axe from a Beastmen sprue.



HERO OF THE JAGGED SPEAR TRIBE by John Shaffer

John combined a few components from other kits with the Marauder plastic bitz to create his Skeggi Hero, a human native from the jungle. A spear tip from an Orc Boar Boy, a Catachan head and an unfortunate Skink went into building him. John scraped away the folds of the pants and carved recessed channels to suggest musculature on the legs. He then used Green Stuff to clean things up and give the warrior his distinctive hairdo.



THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE



Events Diary

Find big wars near
your door

Fuel for the Furnace

Letters from you, and
the team's month

Direct

New Wood Elf
components

WARHAMMER WORLD



THE CENTRE OF THE GAMES WORKSHOP HOBBY

Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, Lord of the Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Staff on hand to help you with your hobby activities and gaming.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall.
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

• **RING 0115 9168410 FOR MORE DETAILS** •

CITADEL MINIATURES HALL

The Citadel Miniatures Hall is now open! Visit the world's premier model exhibition, featuring the very best painted Games Workshop miniatures from the last 30 years.

Phone: 0115 9168410

Email: warhammerworld@games-workshop.co.uk

BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

Phone: 0115 9168410

YOUR OWN EVENTS

Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by email for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See over the page for more!

Warhammer 40,000 GT Heat 3
12th-13th November

Warhammer GT Heat 3
19th-20th November

Dark Stars: Warhammer 40,000 Campaign Weekend
26th-27th November

Warhammer 40,000 Doubles Tournament
14th and 15th January

The Games Workshop GAMING CENTRE

The Gaming Centre is now open!
Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- 20 6' x 4' gaming tables and 12 paint stations.
- Vending machines.
- A busy timetable of events, tournaments, campaign days, and more.
- Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

Manager: Rob Bastow
Telephone: 0114 243 4633

COMING SOON

Some of our great events.

Warhammer 40,000 Team Tournament

Sunday 20th November
Team up with your friends in our first team tournament. Use skill and judgement to win your battle and pit the right players against the right opponents. To take part you will need a 1,500 points standard mission force. Price: £50 per team of four including lunch.



Address:
Units 8/9,
Meadowhall Road
Industrial Estate
Amos Road
Sheffield

Games Workshop's Community Team is in the final stages of signing up clubs to the UK School League 2006. If you are involved with a Gaming Club in a UK Secondary School and you would like to get involved we may still have a place or two to spare. Read on for more info...

The School League

The School League is a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Throughout this period members of the club take part in games of Warhammer, Warhammer 40,000 or The Lord of The Rings which culminate in a National Championship Final in July 2006.

Join up

The School League is a great excuse to play loads of games, finish painting armies and generally spend more time together talking hobby. It is also a good excuse to go out on trips and meet up with the clubs in the other schools near to you.

Both freshly set up clubs and groups that have been running for some time are equally likely to benefit. This is because the League not only strengthens and renews skills within the club but also offers the opportunity to start relationships with clubs in other schools.



What you need

The Schools League is open to UK Secondary Schools who have hobbyists involved in an active Gaming Club. You will also need gaming tables, terrain and small armies built using the format given in the School League pack.

Further information

Simply contact us and state which league you would like to join: Warhammer, Warhammer 40,000, or The Lord of the Rings. We will send you the School League Pack and all the information that you need to get involved.

Contact Information:

Email: schools@games-workshop.co.uk

Phone: 0115 916 8380

Post:

UK Community School League
Games Workshop Head Office
Willow Road
Lenton
Nottingham
NG7 2WS

We are rapidly filling all of the available places so contact us immediately to avoid missing out. Places are limited and offered on a first-come first-served basis.

DIARY OF A SCHOOL LEAGUE TEAM CAPTAIN

Ben Evans is a captain for the Gryphon School Warhammer 40,000 team. Here he recounts his experiences of the 2005 School League Tournament to give you a taster of what to expect.

Our day began at 6am for the four hour drive from Dorset to Nottingham. We were all eagerly anticipating the chance to play against some exceptional teams – after all they had made it through their respective regional finals too!

We arrived shortly after 10am and were impressed by Warhammer World with its great terrain and display models – it was very special. Games began around 11am. I took a Space Marine army, the Fists of Dorn Chapter, with eight missile launchers but was defeated by an infiltrating Chaos horde. Three games later we had all witnessed brilliant sportsmanship, fantastic painting and modelling skills from our opponents. We finished second overall. I am proud to have played against such great players. Bring on next year's!

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an email at: nickk@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

1st September for WD312 (December)

1st October for WD313 (January)

1st November for WD314 (February)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WAB.....Warhammer Ancient Battles
WPS.....Warhammer Players' Society
WECW ...Warhammer English Civil War
EpicEpic Armageddon
LOTR ...The Lord of The Rings
GWGames Workshop
GTGrand Tournament

OCTOBER

DEAD WOOD

Date: 29th October, 2005

Venue: GW Liverpool Gaming Room

Details: Attacking the Wood Elves on All Hallow's Eve proves to be a bad idea as the dead rise again. Watch out for the Zombies! Bring 500pts of Warhammer with a maximum of one Hero and a minimum of one Core unit.

Contact:
GW Liverpool – 01517 030963

Website:
www.games-workshop.co.uk/events

WARHAMMER HISTORICAL GAMING WEEKEND

Date: 29th – 30th October, 2005

Venue: Warhammer World, Nottingham

Details: Continuing the success of our previous gaming weekends, Warhammer Historical are pleased to announce a new event on the weekend of 29th/30th October 2005. This awesome weekend will feature a whole range of action-packed campaigns including...

- The 3 Realms: The Art of War (Samurai and Chinese armies)
- Legends of the Old West
- Chariot Wars
- Punic Wars
- Warmaster Ancients
- English Civil War
- Byzantium
- Warhammer Ancient Battles beginner's sessions

Entry fee is £38 and includes a hot lunch on both days and an evening meal on Saturday. You may also enter

as a combined Senior/Junior doubles team. Combined entry is £65.

Contact:
0115 9004141

Website:
historical@games-workshop.co.uk

GANG WAR

Date: 31st October, 2005

Venue: GW Glasgow Gaming Room

Details: The underhive is once again awash with death, destruction and mayhem as the rival houses battle it out for supremacy in Glasgow's annual Gang War. Does your gang have what it takes to come out on top?

Contact:
GW Glasgow – 0141 221 1673

Website:
www.games-workshop.co.uk/events

NOVEMBER

DESCENT INTO THE INFERNO

Date: 5th November, 2005.

Venue: GW Carlisle.

Details: Ichar IV may be threatened with destruction by the menace of the Tyranid threat, but others are also in danger. On Hive planet Reliol Secunda, something is happening deep within the cities, and a new dark star shines in the sky tonight. Scenario driven campaign day for 40K. Contact the Carlisle Hobby Centre for Details.

Contact:
GW Carlisle – 01228 598216
Web: www.games-workshop.co.uk

GUNPOWDER, TREASON AND PLOT

Date: 5th November, 2005

Venue: GW Liverpool Gaming Room

Details: Using a small interception

force, you will have to defend a vital station on Ichar IV by blowing up sensitive locations. A 40K event, played in a Necromunda style. Bring 100pts of any Troops unit (you can include upgrades and ignore minimums).

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

THE LORD OF THE RINGS NECROMANCER OF DOL GULDER

Date: 6th November, 2005

Venue: Gaming and Events Centre

Details: In the land of Dol Guldur lies the stronghold of the Necromancer. His power is growing and casting a dark shadow over the realm of the Elves. Can the forces of good rid the world of this evil menace or will the Necromancer's power continue to expand?

To take part in this The Lord of the Rings campaign you will need a 500pts themed force. Tickets cost £15, including lunch.

Contact:
See page 121
Website:
www.games-workshop.co.uk/events

GW PRESENTS: HONOUR GUARD VETERAN HOBBY DAY

Date: 5th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: A day of hobby activities for our veteran hobbyists, including numerous participation games, an Inquisitor painting competition and both gaming and product support from ForgeWorld. There will also be opportunities to pick the brains of some painting and modelling experts. Tickets cost £10 and entry into the Inquisitor painting competition is free.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

RAIDERS FROM THE BLACK ARK

Date: 12th November, 2005

Venue: GW Liverpool Gaming Room

Details: Unite to overrun the Lizardmen city and help repulse the Black Ark 'Spiteful Heart' that has been sent to capture slaves and treasure by the Hag Queen. You will need a 750pts army to take part in this random doubles WH tournament. Only 20 places available.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT THREE

Date: 12th and 13th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT THREE

Date: 19th and 20th November, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

WPS WARHAMMER GT

Date: 19th and 20th November, 2005

Venue: Gateway Hotel, Nottingham

Details: The WPS is proud to announce its GT! See our website for details on this exciting Warhammer tournament.

Contact:
conrad.gonsalves@med.ge.com
Web: www.players-society.com

PRICON

Date: 19th and 20th November, 2005

Venue: Linnéskolan, Uppsala

Details: Featuring WH and 40K two-day tournaments, as well as a LOTR participation game. Demo gaming of WH, 40K, LOTR and a selection of Specialist games.

Entry fee: 150 SEK
100 places available.
Contact: info@prisfyndet.com
Web: www.prisfyndet.com

WARHAMMER 40,000 TEAM TOURNAMENT

Date: 20th November, 2005

Venue: Gaming and Events Centre

Details: Team up with your friends in our first team tournament. Use skill and judgement to win your battle and pit the right players against the right opponents. To take part you will need a 1,500 points standard mission force. Tickets cost £50 per team of four, including lunch on the day.

Contact:
See page 121
Website:
www.games-workshop.co.uk/events

THE DAMOCLES GULF CRUSADE

Date: 26th November, 2005

Venue: GW Liverpool Gaming Room

Details: Attempting to regain lost territory from the Tau, the Black Templars have discovered a sinister new opponent – Tyranids!

CONQUEST IRELAND: THE TRIAL OF CHAMPIONS

This year see the first ever all-Ireland tournament for Warhammer and Warhammer 40K. The final heat of six is soon to take place. This takes the form of a one-day event where players will battle it out for a place in the all-Ireland finals, to be held early next year. Remember, this is your last chance to qualify!

Waterford 20th November hosted by Hobby Shop – 051852227

This is the biggest gaming event Ireland has ever seen, with people from all over the country taking part in over 600 games to decide who truly are the best Warhammer 40,000 and Warhammer players.

Join or oppose the Black Templars as they lead a new crusade into the dangerous territory of the Damocles Gulf. Turn up and play in this 40K event.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

GW PRESENTS: DARK STARS WARHAMMER 40K CAMPAIGN WEEKEND

Date: 26th and 27th November, 2005
Venue: Warhammer World, Nottingham
Age: 16+

Details: Warhammer 40,000 Campaign set during the historical Sabbat Crusades. You will need a fully painted 1,500pts army plus a 400pts Combat Patrol Force for Warhammer 40,000. Play five games over the weekend as part of a team, your games will help to determine the outcome of a planet in the Sabbat Warzone.

Tickets cost £45, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

DECEMBER

THE PENTHAX CAMPAIGN

Date: 11th December, 2005
Venue: GW Macclesfield Gaming Room.
Age: 12+

Details: Six factions battle over the war-torn sector of Penthax in this Warhammer 40,000 campaign day. All you need to participate is a 600 points Combat Patrol force, adhering to the usual rules with the exception that you bring any vehicles allowed to your army.

Also bring along a Kill-Team as several games take the form of special covert missions.

Contact GW Macclesfield for further details.

Contact:
GW Macclesfield – 01625 619020

BATTLEFLEET GOTHIC THE EYE OF TERROR CAMPAIGN

Date: 11th December, 2005
Venue: Gaming and Events Centre
Details: The 13th Black Crusade is over but the forces of Chaos have not been driven fully from the Imperium of Man. The Cadian sector is still under siege but massive Imperial reinforcements are on the way.

Can the forces of Chaos be pushed back into the Eye of Terror? Will the sector fall to the ravages of a new Orky Waaagh? Will Eldar pirates take what they will without opposition?

To take part in this campaign you will need a 1,500pts fleet. Tickets cost £15, including lunch.

Contact:
See page 121
Website:
www.games-workshop.co.uk/events

CONFLICT CUMBRIA

Date: 11th December, 2005
Venue: Northwest Warriors, Kendal, Cumbria
Age: 12+
Details: Cumbria's first Warhammer tournament held in Kendal by the Northwest Warriors. All you need to take part is a 1,500 points force and the event runs from 10am – 5pm.
Contact:
Northwest Warriors – 01539 731666

JANUARY

GW PRESENTS: WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: 14th and 15th January, 2006
Venue: Warhammer World, Nottingham
Age: 12+
Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 400pts Combat Patrol Force for Warhammer 40,000. Play seven games over the weekend, in a variety of fast-play scenarios. Points are awarded for sportsmanship, gaming and painting.

Tickets cost £65 per two player alliance, and include lunch on both days and an evening meal on the Saturday night for both players.

Contact:
Hobby Specialists – 0115 9140000

Website:
www.games-workshop.co.uk/events

FEBRUARY

GW PRESENTS: WARHAMMER GRAND TOURNAMENT GRAND FINAL

Date: 4th and 5th February, 2006
Venue: Warhammer World, Nottingham
Age: 16+
Details: Qualifiers from the heats compete for their 2006 ranking in the Grand Final. They need a fully painted 2,000 points Warhammer army and play six games over the weekend, with the winner recognised as Warhammer Grand Tournament Champion 2006. Points are awarded for sportsmanship, gaming and painting. This event is open to qualifiers from the heats only, though feel free to come watch these excellent generals in action.
Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

DARKNESS FALLS

Date: 4th February, 2006
Venue: Nexus, Reykjavik, Iceland
Details: A massive 40K battle occurring on the mining world of Zenith. PDF units embattled on the world have been

bolstered by the arrival of Ultramarines and prepare to defend the settlement of Perdue against an invasion of Tyranids.

9000 points of Imperials fight against a 15000 point Tyranid hoard including a Forge World Hierophant over a 12' x 4' modular terrain table. Everything provided with 40K/BFG events scheduled on Friday and Sunday.

Contact: Jokull (+354 698 0852)
Website:
www.warhammer.is/darknessfalls

GW PRESENTS: FIRST FOUNDING BEGINNER'S HOBBY DAY

Date: 19th February, 2006
Venue: Warhammer World, Nottingham
Age: 12+
Details: A day of hobby activities for beginners to the hobby, including numerous participation games and modelling, painting and scenery activities.

Tickets cost £10 and includes all the activities in the hall as well as access to the Warhammer World Store and Miniatures Gallery.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

RISE OF KINGDOMS WARHAMMER CAMPAIGN WEEKEND

Dark forces threaten Athel Loren, fabled home of the Wood Elves. Beastmen gather in hordes bent on burning and destroying everything in their path, Dwarfs from the mountains take to the trees with axe and hammer, and other malignant creatures have still darker purposes. With their kith and kin under attack the Wood Elves seek get assistance from their allies in Bretonnia, or the humans of the Empire. If they fail, the consequences for Athel Loren could be dire...

Date: 28th and 29th January, 2006.

Venue: Warhammer World, Nottingham.

Age: 16+

Tickets for this Warhammer Campaign weekend cost £45. This includes access to the event and lunch on both days, and an evening meal on Saturday night.



FOR FURTHER DETAILS CALL: 0115 91 40000
www.games-workshop.co.uk/events

STORE FINDER

++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++

HOBBY CENTRE OPENING TIMES

- Our Games Workshop Hobby Centres have recently changed their opening hours.
Monday to Friday 12pm until 6pm
Saturday 10am until 6pm
Sunday 11am until 5pm
- Stores in shopping centres still open and close according to shopping centre times.
- Each Hobby Centre has one late club night. The specific night this is held on is dependent upon the store.
- During November and December stores will open at 10am where possible for Christmas shopping.
- To find out more information pop in to your local Hobby Centre or give the staff a call.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of the Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



IN-STORE ORDER POINT

All of our stores are fitted with a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of the Rings forces.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday evenings** many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.

Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by e-mailing us: hobbyspecialists@games-workshop.co.uk
by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
13 Broadview, Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2528
BRISTOL, Area 51:
Tel: 0117 924 4655
PORTISHEAD, Mokit:
Tel: 0127 504 4751
YATE, Hoggasaurus Toystore:
Tel: 0145 432 6566

BEDFORDSHIRE

GW BEDFORD:
10 Grayfriars, Tel: 0123 427 3663
LUTON, Ottokers:
Tel: 0158 248 6999
LUTON, Final Fantasy

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 0162 863 1747
GW READING:
111 Broad Street Mall, Tel: 0118 959 8693
GW SLOUGH:
101 High Street, Tel: 0175 357 5675
BRACKNELL, Ottokers:
Tel: 0134 448 8124
NEWBURY, Miniature Merchants:
Tel: 0163 552 8176
SANDHURST, Toyworld:
Tel: 0125 287 3350
WINDSOR, Ottokers' Bookshops Windsor:
Tel: 0175 385 6456
WINDSOR, WJ Daniels:
Tel: 0175 386 2106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0181 448 1618
GW SOLIHULL:
650 Warwick Road, Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 0121 254 3174
GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466
GW WALSALL:
Unit 27, Old Square Shopping Centre,
Tel: 0192 272 5207
ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 706 6175
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
EDGECASTON, Wayland's Forge:
Tel: 0121 687 0105
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 483 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 0794 163 7793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 20, The Octagon Centre, Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2 West End Extension, 302 Silbury Boulevard,
Shopping Centre, Tel: 0190 669 0477
AYLESBURY, Toy Wonderland:
Tel: 0777 565 6581
BUCKINGHAM, Abacus Toys:
Tel: 0128 682 1815
GERARDS CROSS, Howard Marshall:
Tel: 0175 388 2528
PRINCES RISBOROUGH, Treats:
Tel: 0184 434 4254

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street, Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, Tel: 0173 389 0052
ELY, City Cycle Centre:
Tel: 0135 356 9131
HUNTINGDON, Sports & Fashions:
Tel: 0148 045 4541
PETERBOROUGH, Westgate Department Store:
Tel: 0173 356 3151
SAWSTON, The Toy & Model Centre:
Tel: 0122 350 5025
SAWSTON, Toys Plus:
Tel: 0122 383 7039
ST NEOTS, Barretts of St Neots:
Tel: 0148 940 8700
ST NEOTS, First Computer Games:
Tel: 0148 946 6638
ST NEOTS, Westgate Department Store:
Tel: 0148 047 3242
TEVERSHAM, Invocation Ltd:
Tel: 0122 329 3492
WISBECH, Westgate Department Store:
Tel: 0153 620 3525

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, Tel: 0161 929 9896
GW CHESTER:
12 Foregate Street, Tel: 0124 431 1987
GW MACCLESFIELD:
Unit 36, Chesterway Mall, Grosvenor Centre,
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, Tel: 0161 474 1427
CHEADLE, Fantasia:
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REIGATE, The Toy Shop:
Tel: 0173 724 5300

WALTON ON THAMES, Treehouse Toys:
Tel: 0193 229 2272

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions, Tel: 0127 320 3333

GW CRAWLEY:
11 Broadway, Tel: 0129 365 2072

GW EASTBOURNE:
13 Tormus Road, Tel: 0132 364 1429

BEXHILL ON SEA, Matek Models and Hobbies:
Tel: 0142 481 0099

BOGNOR REGIS, Trains Models and Hobbies:
Tel: 0124 386 4727

BURGESS HILL, Kid's Stuff:
Tel: 0144 425 7724

CHICHESTER, Chichester Toys:

EAST GRINSTEAD, Ready To Run Models

HASTINGS, Jade Martial Arts:
Tel: 0142 472 0330

HAYWARDS HEATH, Heath Models and Toys:
Tel: 0144 445 9785

HORSHAM, Otokers:
Tel: 0140 328 8088

LEWES, The Hobby Shop:
Tel: 0127 347 2344

STEYNING, Gentle Gallery:
Tel: 0190 381 2933

UCKFIELD, Kid's Stuff:
Tel: 0182 570 8398

WORTHING, KC's Games Shop:
Tel: 0190 353 7983

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6A, Navgate Shopping Centre, Tel: 0191 232 2416

GW METRO (METRO CENTRE):
Unit 2, First Floor, The Arcade (near the Mediterranean Village), Tel: 0191 461 0950

METRO CENTRE, Gateshead, Toymaster:
Tel: 0191 480 2200

NORTH SHIELDS, SR Gladstone & Son:
Unit 2, First Floor, The Arcade (near the Mediterranean Village), Tel: 0191 461 0950

SOUTH SHIELDS, Coats Models:
Tel: 0191 427 7644

SUNDERLAND, Ekkyak:
Tel: 0191 514 7900

SUNDERLAND, The Toy & Computer Shop:
Tel: 0191 565 3106

SUNDERLAND, Owen Owen Ltd T/A Jeplings:
Tel: 0191 510 2105

WASHINGTON, Toymaster:
Tel: 0191 415 5444

WHITLEY BAY, T&G Allan:
Tel: 0191 253 1504

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, Tel: 0247 622 7311

GW LEAMINGTON SPA:
32 Regent Street, Tel: TDC

BEDWORTH, Railway & Modellers Junction:
Tel: 0247 631 6285

KENILWORTH, Abacost Arts & Pictures:
Tel: 0192 651 9295

LEAMINGTON SPA, Trinders Toy Town Ltd:
Tel: 0192 647 0501

NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre, Tel: 0247 634 2000

RUGBY, Jato Callways & Models:
Tel: 01789 855272

STOCKINGFORD, Whiteford Post Office:
Tel: 0247 638 5740

STRATFORD-UPON-AVON, 3 Windsor Places:
Tel: 01789 295950

WILTSHIRE

GW SALISBURY:
1B Winchester Street, Tel: 0172 233 0955

GW SWINDON:
50 Fleet Street, Tel: 0179 343 6036

DEVIZES, Haggosaurus Toystore:
Tel: 0138 072 3841

MARLBOROUGH, H Duck:
Tel: 0167 251 2170

MELKSHAM, The Toystop:
Tel: 0122 576 8416

SWINDON, Spot On Models:
Tel: 0179 352 2098

WORCESTERSHIRE

GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza, Tel: 0190 561 6707

DROITWICH, Look-Lite Ltd T/A Toyworld:
Tel: 0190 577 3403

EVESHAM, Battle Honours UK:
Tel: 0138 645 875

REDDITCH, Haggosaurus Toy Store:
Tel: 0152 755 692

STOUPPORT ON SEVERN, TP Activity Toys:
Tel: 0129 587 2800

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GW BRADFORD:
4 Piccadilly, Bradford, Tel: 0127 473 9430

GW DONCASTER:
Unit 10, The Colonades, Tel: 0130 232 0355

GW HARROGATE:
53 Station Parade, Tel: 0142 356 4310

GW HULL:
30 Paragon Street, Tel: 0148 259 9576

GW LEEDS (central):
12-16 Central Road, Tel: 0113 242 0834

GW LEEDS (WHITE ROSE):
Unit 26D, White Rose Centre, Tel: 0113 272 3470

GW SHEFFIELD (central):
16 Fitzwilliam Gate, Tel: 0114 275 0114

GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9536

GW WAKEFIELD:
56 Kirkgate, the Ridings Centre, Tel: 0192 436 9431

GW YORK:
134 Lendall, Tel: 0190 462 8014

THE GAMING CENTRE:
Units B.9, Meadowhall Road, Amos Road, Tel: 0114 243 4633

BRADFORD, Toymaster:
Tel: 0127 473 9430

BRIDLINGTON, Croppers:
Tel: 0126 267 7727

HALIFAX, Halifax Modellers World:
Tel: 0142 234 9157

HALIFAX, Magazine World:
Tel: 0142 233 5547

HALIFAX, Toymaster:
Tel: 0142 235 9966

HARROGATE, Toymaster:
Tel: 0142 365 4335

HUDDERSFIELD, Dark Future:
Tel: 01484 307040

HUDDERSFIELD, Toymaster:
Tel: 0148 454 4664

HUDDERSFIELD, Something Wicked:
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HULL, Mayfair Toymaster:
Tel: 0148 266 2777

ILKLEY, Worgames World:
Tel: 0194 360 7500

KEIGHLEY, Toymaster:
Tel: 0153 500 4495

EDS, Royal Armouries Museum:
t: 0113 220 1099

EDS, Toyworld:
t: 0113 243 9900

ORTHALLERTON, T & FM Grover Ltd:
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TLEY, Toymaster:
t: 01934 346 2065

CKLINGTON, Chydis Play:
Hwy. Street, Tel: 0175 830 6041

CHMOND, Anything Goes:
t: 01174 881 0135

CARBOROUGH, Maison Militaire:
t: 01723 362957

CARBOROUGH, Space, Myth and Magic:
t: 0845 644 1113

ELBY, A1 Sports and Toys:
t: 01757 705115

HEFIELD, Atkins Toymaster:
t: 0114 278 1863

HEFIELD, Toymaster:
Ardonahall Shopping Centre, Tel: 0114 256 9979

HEFIELD, Wargames Emporium:
t: 0114 275 3628

WAKEFIELD, R H Buckley:
t: 01924 374097

WHITBY, John Anderson - Toymaster:
t: 0194 760 2213

WHITBY, Models and Movie Props Ltd:
Unit 8, Market Place, Tel: 0154 760 3123

WALES

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31 High Street, Tel: 0292 064 4917

GW NEWPORT:
25 Skinner Street, Tel: 0163 325 6295

GW SWANSEA:
45 Princess Way, Tel: 0179 246 9969

ABERGAVENNY, Richards of Abergavenny:
t: 01897 305 2466

ABERYSTWYTH, Albross:
Tel: 0197 061 7836

BANCHORY, Banchory Toy & Gift shop:
t: 01213 052 5585

BANGOR, ACME Computers:
t: 0121 024 837 1457

BRECON, J Clark Toys & Gifts:
Tel: 01897 462 2865

BRIDGEND, Jess for Fun:
t: 0185 670 7620

CARDIFF, Dice and Dice, Computer and Video Vision:
t: 0292 025 2122

CARDIGAN, Middle Earth Enterprises:
t: 01239 614090

CARMARTHEN, Good News:
Tel: 0129 723 7789

CARMARTHEN, Hardings:
t: 0125 065 0045

CHEPSTOW, Artists Corner:
Tel: 0192 162 7393

GWERSYLLT, Brits Ideas:
Tel: 0197 875 4451

HAVERFORDWEST, Merlin Models:
Tel: 0143 776 2633

LLANDUDNO, Dibs Toymaster:
Tel: 0197 875 4451

LLANTWY MAJOR, Rainbow Plaza:
Tel: 0145 679 4111

PEMBROKE, Dragon Alley:
Tel: 0164 662 1458

RHYL, Lightfoot Models & Toys:
Tel: 0175 253 1567

SWANSEA, Comic Shoppe:
Tel: 0179 264 2097

WREXHAM, Brits Ideas:
Tel: 0197 875 4451

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GW ABERDEEN:
Unit 1, 12-14 Upper Kirkcaldy, Tel: 0122 464 9779

GW Ayr:
10 Arnan Mill, Tel: 0129 281 0673

GW BRANEAH:
115 Braneah Shopping Centre, Kings Inch Road, Tel: 0141 605 9440

GW DUMFRIES:
44 High Street, Tel: 0138 724 9702

GW DUNDEE:
110 Commercial Street, Tel: 0129 220 2362

GW EDINBURGH:
136 High Street, Tel: 0131 220 0540

GW FALKIRK:
12 Cow Wynd, Tel: 0132 462 4553

GW GLASGOW:
81 Union Street, Tel: 0141 221 1673

ABERDEENSHIRE, Toyworld:
Tel: 0156 076 6333

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Aberdeenshire, Tel: 0133 082 5586

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GALASHIELS, Books Plus:
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HADDINGTON, Cycle Services:
Tel: 0182 082 6959

HELENSBURGH, Game Domain:
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INVERNESS, Junners Toymaster:
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KINROSS, The Hope Chest:
Tel: 0179 786 2516

KIRKCALDY, The Hope Chest:
Tel: 0159 226 0116

KIRKWALL, George Leonard & Co:
Tel: 0185 687 7780

NORTH BERWICK, Laws Cycles:
Tel: 0162 089 0643

ORKNEY, McEwan-Toymaster:
Tel: 0185 687 7780

SHETLAND, Harrys Dept Store:
Tel: 0169 569 3097

STIRLING, Do It At Your Leisure:
Tel: 0178 882 6975

TURRIF, E Roe and Son:
Tel: 0189 856 2610

CHANNEL ISLANDS

JERSEY, ST. HELLIER, The Little Shop:
Tel: 0153 473 2187

GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 0148 172 1721

NORTHERN IRELAND

GW BELFAST:
20A Castle Court (towards back of the Centre), Tel: 0289 0233684

BALLYMENA, Camerons:
23 Broughshane St, Co Antrim, Tel: 0462 564 8021

BANBRIDGE, David Rogers:
7 Bridge St, Co Down

BANGOR, Replay Games:
High St, Co Down, Tel: 0489 145 2210

BANGOR, Stewart Miller & Sons:
40 Main St, Co Down, Tel: 0489 127 0108

COLERAINE, Mooras:
7-11 Church St, Co Down, Tel: 0126 544 44

CRUMLIN, Lilliput Construction Co:
92 Bramble Wood, Co Antrim

ENNISKILLEN, Modellers Corner:
22 Darling St, Tel: 0486 632 2367

LISBURN, World of Wonders:
Riverdale Centre, Tel: 0489 256 9998

OMAGH, White Toymaster:
3-7 Bridge St, Tel: 0662 242 427

PORTADOWN, D Jeffers:
8 Mandeville St, Tel: 0483 535 0869

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GW BLANCHARDSTOWN:
Unit 243a, Blanchardstown Shopping Centre, Dublin, Tel: 0035 318 223 868

GW DUBLIN:
Unit 3, Lower Liffey Street, Tel: 0035 318 725 791

ATHLONE, Toy City:
168 Centre, Co Westmeath, Tel: 090 647 9551

BALLINA, World of Wonders:
Dillon Terrace, Co Mayo, Tel: 096 76676

BLACKPOOL, World of Wonders:
23 Northport Bus Pk, Cork, Tel: 0214 210 445

BRAY, ER Harris & Sons:
Co Wicklow, Tel: 091 877 885

CARRICK ON SHANNON, Mulvey's:
Main Street, Lismore, Tel: 071 862 2936

CASTLEBAR, McDermotts:
Co Mayo, Tel: 096 76676

CORK, Art and Hobby Shop:
Douglas Shopping Centre, Co Cork, Tel: 021 436 3580

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Vilken Shopping Centre, Co Cork, Tel: 021 434 7207

CORK, Noddy's Toymaster:
13-14 Cornmarket St, Co Cork, Tel: 021 427 8608

CORK, Other Realms:
Paul Street Shopping Centre, Cork City, Tel: 021 422 2224

CLONAKILTY, Coughlan Educational Supplies:
11 Renss St, Co Cork, Tel: 023 23068

CONNELM, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23673

CLONTARF, Furlongs:
4 Verman Avenue, Dublin, Tel: 01 853 0395

CORK, World of Wonders:
Co Cork, Tel: 021 4210445

DUBLIN, Banba Toymaster:
48 Main St, Tel: 01 672 7109

DUN LAOGHAIRE, Banba Toymaster:
Dun Laoghaire Shopping Centre, Co Dublin, Tel: 012 804 011

DUNDALK, Pick n Save:
Long Vhick St Centre, Co Louth, Tel: 042 932 7396

DUNGARVEN, Murphy's Toy and Cycle Specialists:
9 Alan St, Co Waterford, Tel: 053 41276

ENNIS, World of Wonders:
Woodway Car Park, Co Clare, Tel: 065 684 8607

FINGLAS, Banba Toymaster:
Clearwater S/Centre, Dublin, Tel: 01 864 3910

GALWAY, Games Realm:
6A The Corn Store, Co Galway, Tel: 091 563 006

GALWAY, It's Magic:
Eyre Square S/Centre, Co Galway, Tel: 091 563 313

GALWAY, Toy City:
Unit 3, Wexford Park, Galway, Tel: 091 764 949

GOREY, John Webb:
Co Wicklow, Tel: 096 51119

KILKENNY, Michael Crofts:
77 High St, Co Kilkenny, Tel: 056 51038

KILLOGRIN, O'Sheas:
Lower Bridge St, Kerry, Tel: 066 978 1919

LIMERICK, Hollywood Empire:
30 Thomas St, Co Limerick, Tel: 061 313 477

LIMERICK, O'Callaghans:
Dock Rd, Co Limerick, Tel: 061 225 869

LIMERICK, The Getherings:
43 Lower Garraill Griffin St, Co Limerick, Tel: 061 315 133

LOUGHREA, Beatty:
Church St, Co Galway, Tel: 091 841 403

MACROOM, Mary's Toymaster:
4 Main St, Co Cork, Tel: 021 42891

MALLOW, Murphy's World of Wonders:
115 Main St, Co Cork, Tel: 022 21197

NENAGH, JKC:
25 Pearse St, Co Tipperary, Tel: 067 31301

NEWBRIDGE, World of Wonders:
Newbridge Retail Park, Kildare

SLIGO, WA and AF Woods:
Co Sligo, Tel: 071 914 232, 110 478

STILLORGAN, Nimble Fingers:
Co Dublin, Tel: 012 880 788

TRALEE, A Cabell and sons:
9-12 Bridge Street, Co Kerry, Tel: 066 712 1847

TULLAMORE, Robbins:
William St, Co Offaly, Tel: 0502 21541

WATERFORD, The Hobby Shop:
28 The Quay, Co Waterford, Tel: 051 852 227

WESTPORT, World of Wonders:
Bridge St, Co Mayo, Tel: 098 25331

THURLES, Toymaster:
Finn St, Co Tipperary, Tel: 062 51328

TIPPERARY, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23673

TIPPERARY, Whelan's:
64-65 Main Street, Co Tipperary, Tel: 062 51326

WATERFORD, Fitzmaurice Toymaster:
Tel: 051 876 566

WEXFORD, Play & Learn:
8 Solihay St, Co Wexford, Tel: 053 231188

WICKLOW, Hopkins:
Main Street, Co Wicklow, Tel: 0404 87225

INTERNATIONAL ACCOUNTS

BELGIUM

AALST, Interloys Aalst:
Lange Zandstraat 163, 9300, Tel: +32 (0)3 750143

AARSCHOT, Conco's:
Gasthuisstraat 47, 3200, Tel: 0032 (0)16 56 88 30

ANTWERPEN, Celtic Cross

Zilvermeestraat 9, 2000, Tel: 0032 (0)3 288 81 65

ANTWERPEN, Red Dragon Games:
St Katerijnevest 55, 2000, Tel: 0032 (0)3 231 71 61

BRUGGE, Modelbouwcenter West-Vlaanderen:
Langestraat 163, 3000, Tel: 0032 (0)50 34 20 71

BRUGGE, Fair Play:
Sporenkestraat 162, 8200, Tel: 0032 (0)50 38 51 83

BRUSSEL, Interloys Lokan:
8-10 Avenue Bayoloden, 1020, Tel: 0032 (0)2 268 71 41

BRUSSEL, Interloys Anderlecht:
S Dapuisstraat 315, 1070, Tel: 0032 (0)2 523 84 73

DENDERMONDE, Tip Top:
Menn, St-Gillesstraat 76, 3600, Tel: 0032 (0)52 21 17 98

DEURNE, The Gamestore:
Van Duynstraat 144, 2100, Tel: +32 3 325 55 35

GENT, Betty Boop:
Overpoortstraat 110, 9000, Tel: 0032 (0)9 222 05 76

GENT, Interloys Gent:
Volvestraat 17, 9000, Tel: 0032 (0)9 224 42 86

GENT, Miniatureauto's Eekhout:
Burgstraat 67, 9000, Tel: 0032 (0)9 224 17 56

GERAARDBERGEN, Zernoo's Gamestore:
Guilleminaan 237, 9500, Tel: 0032 (0)54 41 11 45

HALLE, Mishra's Playground:
Herselsteenvoeg 19, 1500, Tel: 0032 (0)2 361 58 53

HALLE, Top 1 Toys Hello:
Basiliekerstraat 66, 1500, Tel: 0032 (0)2 356 04 03

HASSELT, D-Six:
Klungruitersteenvoeg 43-45, 3600, Tel: 0032 (0)11 32 53 55

HENTHAY, Play It:
Stationsplein 11, 2200, Tel: 0032 (0)14 84 88 64

IXELLES, Interloys Ixelles:
104 Chaussee d'Ixelles, 1050, Tel: 0032 (0)2 514 17 03

KORTRIJK, De Concorde:
Burgstraat 40, 8200, Tel: 0032 (0)56 37 05 65

LEOPOLDSBURG, NV Maestermans:
Maarschakel-Fochstraat 20, 3700, Tel: 0032 (0)11 39 38 46

LEUVEN, The Dice Pool:
Hutige Geeststraat 54/301, 3000, Tel: 0032 (0)16 29 49 94

LUKEREEN, De Geest:
Roomstraat 27, 8160, Tel: 0032 (0)9 348 49 50

MECHELEN, De Spellenmat:
Veemarkt 32, 2800, Tel: 0032 (0)15 34 59 07

MERKSEM, Game Garden:
Brechtstraat 316, 2170, Tel: 0032 (0)3 686 37 73

MOL, Interloys Mol:
Graf de Broquevillestraat 9, 2400, Tel: 0032 (0)14 32 08 24

OOSTENDE, Timms:
Vlaanderenstraat 48, 8400, Tel: 0032 (0)59 80 49 63

OOSTENDE, King Arthur:
Amsterdamstraat 63B, 8400, Tel: 0032 (0)59 51 57 56

OVERIJSE, Interloys Overijse:
Brusselsesteenvoeg 402A, 3050, Tel: 0032 (0)2 687 42 53

ROSELAIRE, Wili's World:
Henri Hondstraat 20, 8000, Tel: 0032 (0)51 24 64 15

ST NIKLAAS, HQ:
Antkerstraat 44, 3100, Tel: 0032 (0)3 776 35 45

TOURNAI, Interloys Tournai:
19 Rue Royale, 7500, Tel: 0032 (0)69 21 42 22

ROSELAIRE, Black Border:
Stationsdreef 68, 8800, Tel: 05120 82 50

BLANKENBERGE, De Speelhoek:
Langestraat 41, 8370, Tel: 0032 (0)50 41 49 23

GENT, Red Dragon Games Gent:
Overpoortstraat 110, 9000

HASSELT, Oberon:
Kempische Steenvoeg 27, 3600

BULGARIA

SOFIA, Magic Worlds:
1303, Sredna Gam Str.133

SOFIA, Magic Worlds:
1000, Slavovsk sq.9

CROATIA

OSIJEK, Land of Magic:
Mercator Center, 31000, Tel: 00385 31275794

SPLIT, Land of Magic:Kralja Zvonimira 15, 21000, Tel: 00385 21482249

VARAZDIN, Land of Magic:
Kanevica 5, 42000, Tel: 00385 42200161

ZAGREB, Land of Magic:
10000, Fankopanska 22, Tel: 00385 14870077

OSIJEK, Zeldo:
Trg A. Slarcevic

SLAVONSKI BROD, Lesic:
Strozimayrov 7

ZAGREB, Land of Magic:
10000, Radicka 13, 00385 14923917

OSIJEK, Land of Magic:
31000, Meksator Center, Gacka 10 Tel: 00385 31275794

LUCKA, Game Master:
Križanovica 1c

CAKOVEC, Hama center:
Roban kuca "Medimka"

CZECH REPUBLIC

PRAHA, Ogrl Doupe:
Mikulandská 4/122, Tel: 00420 224 934 811

PLZEN, Ogrl Doupe:
Plachetne 30, Tel: 00420 377221763

LIBEREK, Ogrl Doupe:
Silkova 230/1, Tel: 00420603 893 338

BRNO-ABOVESKY, Cerny Rytir:
Chladkova 3, Tel: 00420 605894082

PRAHA, Cerny Rytir:
Za Právníkem Janova 21, Tel: 00420 223212461

HRADEC KRÁLOVÉ, Knihkupectví Velhalla:
Lenu 1651, Tel: 0042 495522009

VSETIN, Atlantis:
Prizka 42, Tel: 00 42 571411697

ČESKÉ BUDĚJOVICE, Chaotik:
Zacharyasova 3, Tel: 0042 602489158

DENMARK

HERNING, EB Games:
Dalgas Plads 7B, 7400, Tel: 9716 4600

RODovre, EB Games:
Rødovre Centrum 89, 2610, Tel: 3572 1227

KOBENHAVN S, EB Games:
Reberbanegade 3, 2300, Tel: 3296 7552

STENLØSE, EB Games:
Stenløse Center, 3650, Tel: 4717 2500

AALBORG, Aalborg Hobby Service:
Nørregade 18, 9000, Tel: 0812 1319

AALBORG, Bog & Idé Aalborg:
Nytorv 5, 9000, Tel: 0811 6611

AALBORG, Guss n' Games:
Søndermarksgade 10, 9000, Tel: 0813 4280

AALBORG SV, BO Bøger Aalborg:
Ålborg St. Center 108, 9200, Tel: 9979 1545

AALBORG, EB Games:
Bispensgade 10, 9000, Tel: 8011 5543

AALBORG, EB Games:
Horslev 452, 8200, Tel: 9815 7520

AARS, Ting og Sager:
Søndegade 6, 9600, Tel: 9662 4552

AABENRÅ, Legekæden Aabenrå:
Storegade 17, 6200, Tel: 7452 2405

ALBERTSLUND, Bog & Idé Albertslund:
Stationsforvet 2, 2620, Tel: 4361 8777

ALLERØD, Bog & Idé Allerød:
M.L. madsensvej 8, 3450, Tel: 4817 2700

AARHUS C, EB Games:
M.P. Bruuns Gade 25, 8000, Tel: 8748 6080

AARHUS C, EB Games:
Fredenkegade 26, 8000, Tel: 8741 6713

AARHUS C, Dragons Lair:
Sct. Knuds Torv 3, 8000, Tel: 8619 0063

AARHUS C, Hobby House:
Nørregade 51, 8000, Tel: 8612 0052

AARHUS C, EB Games:
Vesterbrogade 58, 8000, Tel: 8813 1788

ÅSNÆS, Bog & Idé Åsnæs:
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BALLERUP, EB Games:
Ballerup Centret 1, 2750, Tel: 4497 4292

BJERNINGBRO, Bog & Idé Bjerningbro:
Storegade 4, 8850, Tel: 8660 1077

BRONSHØJ, Charlottes Legolej:
Frederikssundvej 148, 2700, Tel: 3860 3626

CHARLOTTENLUND, Bog & Idé Charlottenlund:
Jægersvej 2, 2820, Tel: 3564 3840

ESBJERG, BO Bøger Esbjerg:
Københavnsgade 33, 6700, Tel: 7512 1177

ESBJERG, Bunker:
Københavnsgade 19, 6700, Tel: 7518 1199

ESPERGÅRD, BO Bøger Espergærde:
Espergærde Centret, Vestor 2, 3060, Tel: 4913 1946

FAKSE, Bog & Idé Fakse:
Torvegade 14, 4640, Tel: 5671 3013

FARUM, Bog & Idé Forum:
Forum Bygade 4, 3400, Tel: 5849 1225

FREDERIKSBØG, EB Games:
Falkoner Alle 48, 2000, Tel: 3536 8099

FREDERIKSBØG, Legekæden Frederiksborg:
Gothsbovej 36, 2000, Tel: 3819 7025

FREDERIKSHAVN, Bog & Idé Frederikshavn:
Københavnsgade 4, 2900, Tel: 9841 2884

FREDERIKSHAVN, Rosas Boghandel:
Søndergade 41, 9500, Tel: 9842 1454

FREDERIKSSUND, Legekæden Frederikssund:
Jernbanegade 31, 3600, Tel: 4730 3959

FREDERIKSVÅR, Hobby & Legolej:
Hørnegade 38, 3330, Tel: 772 1053

GILLEJE, Lillys Legolej:
Vesterbrogade 9, 3250, Tel: 4830 3690

GRNÅ, Bog & Idé Grnå:
Torvet 8, 8500, Tel: 8632 1933

GREVE, BO Bøger Helsingør:
Hundsgade 237B, 1400, Tel: 4390 6008

HADERSLEV, Legekæden Haderslev:
Nørregade 20, 6100, Tel: 7453 0395

HADSTEN, Mosquito Cykel Center:
Kirkvej 1, 8370, Tel: 6596 0639

HADSUND, Lorens Nielsen Bog & Idé:
Storegade 14, 9560, Tel: 9857 1833

HELSING, Schwartz Bog & Idé:
Ostergade 17 - 19, 3200, Tel: 4870 4001

HELSINGØR, BO Bøger Helsingør:
Shangss Plads 1, 3000, Tel: 4081 5600

HELSINGØR, Hobby & Frilid:
Rosenkildvej 2, 3000, Tel: 04921 4542

HERLEV, Bog & Idé Herlev:
Harlev Bygade, 2730, Tel: 4494 0477

HERNING, BO Bøger Herning:
Svendsgade 6, 7400, Tel: 9712 0147

HERNING, Buddy Legolej:
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HILLERØD, Legekæden Hillerød:
Storgade 27, 3400, Tel: 4824 9161

HJØRRING, Bog & Idé Hjørring:
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HJØRRING, Rosas Boghandel:
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HOLBÆK, Guppels Legolej:
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HOLBÆK, Storkfælt Bog & Idé:
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HOLTE, Legolejbutikken:
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HØRSNØS, Legekæden Horsens:
Hospitalsgade 15, 8700, Tel: 76161 6011

HØRSNØS, GAD Horsholm:
Horseshøjvej 35, 8, 2870, Tel: 4586 0408

HUMLEBÆK, Røder:
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KALUNDBØG, Koch's Bøger & Papir:
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KOBENHAVN K, EB Games:
Nygade 3, 1164, Tel: 3332 0248

KOBENHAVN N, Steenbergs Bog & Idé:
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KOBENHAVN K, Farnas Ciglar:
Søndergade 27, 1127, Tel: 5332 2211

KOBENHAVN K, Fantask:
Skt. Pedersstræde 35, 1453, Tel: 3393 8538

KOBENHAVN K, Bog & Idé Fisketorvet:
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KOBENHAVN NV, Arena Kobenhavn:
Rindomstræde 80, 2400, Tel: 3853 5700

KOBENHAVN S, Bog & Idé Amager:
Amager Centret 103, 2300, Tel: 3254 3666

KØGE, Køge Bog & Papirhandel:
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Kolding Storcenter 52, 6000, Tel: 7

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SKIBBY, Bog & idé Skibby

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SKIVE, Jydsk Boghandel

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SLAGELSE, Bog & idé Slagelse

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SLAGELSE, EB Games

Vestergårdscenteret 4, 4200, Tel: 5852 1120

SLAGELSE, Fantastic Slagelse

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SLAGELSE, Uldhøften

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Hjortvej 5, 8800, Tel: 8725 7334

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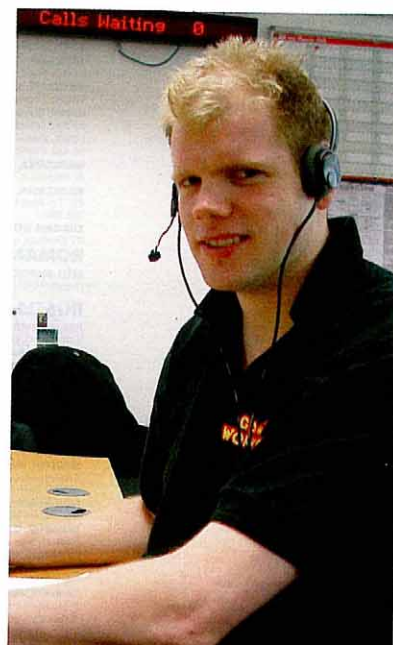
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The Black Templars are out this month, and the UK Online Store has a complete range of models available to test the mettle of these warriors, like the Ork Speed Freeks. This manic Orky cult were the foes of the Black Templars when they fought on Armageddon and are the perfect match for these paragons of the Emperor.

Get your Speed Freeks from the Ork pages for Warhammer 40,000 by visiting the link below!



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99120103002 £12.00



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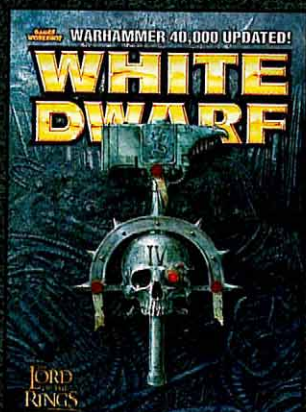


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FROM THE ARCHIVES OF WHITE DWARF

Direct always carries a supply of recent back-issues of White Dwarf, so if you've missed a crucial issue, all may not be lost, simply contact Direct to see if the magazine is still in stock. Act quickly though as supplies are limited.



WHITE DWARF 297

Just some of the articles featured in this classic White Dwarf:

- Battle for the Northern Gates – A Storm of Chaos siege Battle Report.
- Heralds of Pestilence – A Nurgle army showcase.
- Ways to Play – New scenarios for Warhammer 40,000.
- Seek and Destroy – Eldar and Black Templars fight it out in this Battle Report.
- Offensive Oliphaunts – Tactics for fighting against Mûmaks in The Lord of the Rings.



THIS MONTH'S CONVERSIONS

White Dwarf features a plethora of conversions every month to inspire you in all your hobby endeavours. In most cases we include an extensive list of components so that you can replicate these conversions yourself. Some, however, are more inspirational than practical. Such is their intricate nature they should only be attempted by skilled modellers. In this case, if you still want to have a go at them then simply contact GW Direct who'll provide advice and suggest components you might need.



For all the components and modelling details of the conversions featured in this month's White Dwarf, turn to the relevant articles given below.

ARTICLE

Hell Pit
Return to Good vs Evil
Dok Butcha

PAGE

106-111
68-71
124

GAME SYSTEM

Warhammer
The Lord of the Rings
Warhammer 40,000

TYPE OF MODEL

Full conversions
Full conversions
Inspirational

COLLECTORS' GUIDES

Collectors' Guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models are gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

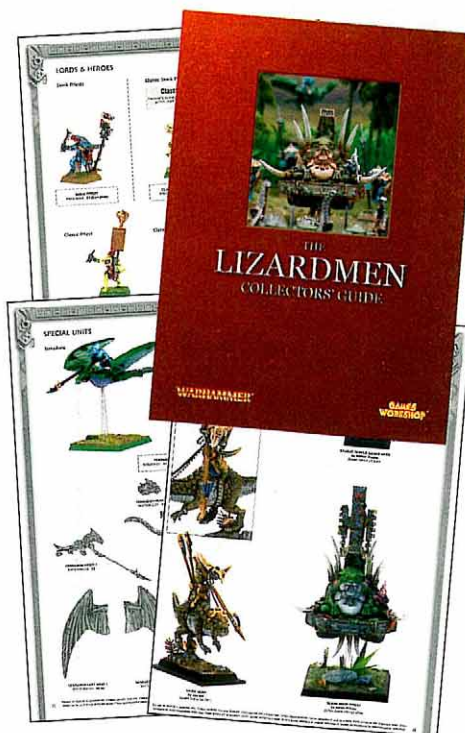
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- Tau and Necrons
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- Monsters and Mercenaries
- Skaven
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Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue



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THIS MONTH'S ADVANCE ORDERS...

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(released 10th December)

- Black Templars Rhino
- Black Templars Sword Brethren Squad
- Black Templars Chaplain Grimaldus and Retinue
- Dwarf Army Set

ADVANCE ORDER FROM 1ST NOVEMBER

(released 13th December)

- Specialist Games Catalogue

ADVANCE ORDER FROM 6TH NOVEMBER

(released 17th December)

- Black Templars Sword Brethren



BLACK TEMPLARS CHAPLAIN GRIMALDUS AND RETINUE
99110101320 (includes three retinue, one shown) £15.00



BLACK TEMPLARS SWORD BROTHERN SQUAD
99110101318 £15.00

YOU CAN ADVANCE ORDER ALL THESE NEW MODELS!

RECENT RELEASES

We continue our focus on the Wood Elves this month, presenting more of this brand new range. On these pages you will find the components that will allow you to further expand and customise your own host of Athel Loren, a deadly combination of ancient forest spirits and wild Elves.

All of these components are available to order online, so if you've got a particular conversion in mind or you want to get that certain character model it couldn't be easier to buy all the most up-to-date components you need.

THIS MONTH'S FEATURED MODELS:

Wood Elf Treekin, Wood Elf Waywatchers, Wood Elf Mounted Lord and Wood Elf Sisters of Twilight on Forest Dragon.



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9947020406101 £6



TREEKIN 1 ARM A
9947020406102 £1.50



TREEKIN 1 ARM B
9947020406103 £1.50



TREEKIN 3 BODY
9947020406108 £6



TREEKIN 3 ARM B
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9947020406109 £1.50



MOUNTED LORD BODY
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WAYWATCHER 2
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WAYWATCHER 4
9947020406004 £2.50



WAYWATCHER 3
9947020406003 £2.50

Please note: In order to complete the Sisters of Twilight on Forest Dragon model you will also need a set of Plastic Dragon Wings (not shown).

Code: 99380299002



FOREST DRAGON HEAD
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FOREST DRAGON TAIL
9947020405411 £2.00



FOREST DRAGON RIGHT LEG
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SISTER OF TWILIGHT 2
9947020405413 £3.00



FOREST DRAGON BODY
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FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.



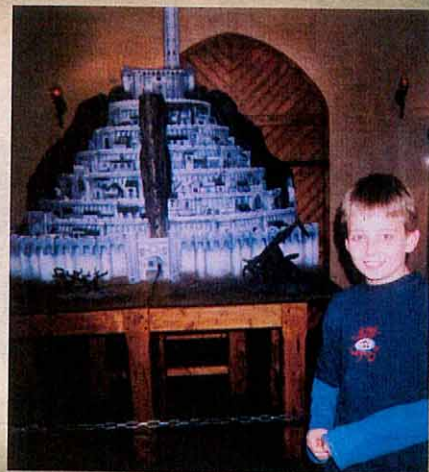
GROMBRINDAL'S PICK OF THE MONTH

I am a great fan of White Dwarf and have one year's supply of the magazine. One issue in particular was special to me as it had many cool features. White Dwarf 301 was special as it contained the incredible French built Minas Tirith.

White Dwarf gave us the address to the Games Workshop in Paris and it just so happened that I was in Paris on holiday. It took a twenty minute walk to the store from the train station. I was greeted with a jolly "Bonjour" by the staff. Minas Tirith was situated just inside the shop and it took me a while to realise that I was looking at the terrain piece from White Dwarf magazine! I was absolutely gob-smacked by the sheer size: even as my Dad lifted me up to take a picture of the Fountain Court my camera could barely reach the sixth level. It was truly an unforgettable model and has inspired me a lot. Keep up the good work.

Oscar Eriksen.

Really glad you enjoyed Minas Tirith, Oscar. There are so many treasures like this out in the hobby community. They often come all together at once at Games Day every year, so if you like a spectacle I thoroughly recommend it. - Owen



VOTE OF CONFIDENCE

I believe congratulations are in order. White Dwarf magazine has completely turned itself around in the past few issues and I can honestly say that I have not yet been disappointed with the new format. In particular, the splitting of the core games into different sections is very much appreciated for a person, like myself, who mainly plays 40K and only occasionally dabbles in Warhammer and The Lord of The Rings. Furthermore, the new battle report format is also fantastic, especially the use of pros and cons for each army taking part.

However, like so many people, I've got a few suggestions that could improve your magazine even further.

1. Would it be possible to include release dates in the new model releases section?
2. Chapter approved. Can you clear up for me whether or not you need your opponent's permission to use the rules in these articles?
3. The recent Necromunda coverage has been very enjoyable, especially watching the growth of the HiveNet gang into something of a small army. Are there plans to cover any more specialist games in this way in the future?

Well I guess that's it, my manager is glaring at me so I'd better do some work hadn't I? All the best and keep up the good work.

Alan Brilly

We didn't have space to print your entire letter Alan, but you have raised some pertinent points.

1. We'll add them on, a small thing which will help!
2. Only those rules in the Rulebooks, Supplements and FAQ's are official. Any other rule should only be used with your opponent's consent unless it explicitly states otherwise.
3. Absolutely! We'll be doing Mordheim next. - Owen

QUEUE FOR THE KLINIK

Hi there,
I was wondering if in Dok Butcha's Convershun Klinik, there was room for conversions made by us, the humble gamer...

Rob

Logistics is the reason we don't. However, look out for Nick on the road and he may talent spot models for this and many other areas of White Dwarf.
- Owen

FIRST FOUNDING

I just finished painting and basing Captain Lysander, and thought I would share him with you. He's actually my very first 40K miniature, so he's kind of special. :)

Irene.

Wow - I predict a future Golden Demon winner! ...Owen



WHISPERS FROM THE CHAOS WASTES

Perry Humphreys... Buy The Mines of Moria. **Edward Fenning...** Ross Graham...Tidarion, Quarandir and Karonin... Stories to the Black Library, Elves! **Billy Leonard...** Alexander Graham and JJ Larger... Keep checking the GW UK website for career opportunities. **Toby Durr...** It's a combi-meltagun. **Daniel Davison...** Gareth Edgell... I've passed on your letter to the Hobby Experts. **Mark Tuckett...** The next one will be 40K. **James Probert...** We'll buy a calculator. **TJR...** That's because they are in the Storm of Chaos book. **Neil Towers...** Peter Hoff... A lot of people use that technique, I'm sure we'll look at it one day. **Ross Wilson...** A list of what counts as Imperial Guard Infantry for doctrine purposes is at the start of the doctrine section. **Lachlan Campbell...** We can't do that. **Xavier Veys...** For the time being, you'll just have to convert one. **David Carey...** Oli Griffin... **Liam Whear...** Arthur... **Andrew Christianson...** Callum Dilks... Wolfriders, every time. **Jonathan Stubbs...** They are cool, aren't they. **Joe Diamond...** Timothy Brown... **Darje Custovic...** Hopefully this issue has answered your question. **Mike Emrick...** Peter Tisdall... TJR they did. **Conor B, Duncan Bennett, Tom Waring...** Choose basing that suits your regular gaming table. **Mikael Højgaard** Yes, we do. **Robert Hordijk...** Oliver Canning... **Adam Grant Colm Kelly...** No, sorry. They're exclusive to the army deals.



WHITE DWARF PAINT STATION

What the team are painting this month.



Owen Rees

Owen: Armoured Cars. That's all I seem to have been working on this month. I made my first one, for my Tahnelian Drop Troops, quite

some time ago (see WD298) and ever since have wanted to do more. In reality, I had some spare tyres from a WW2 kit I raided and being the tight Yorkshire man, couldn't bear to see them go to waste!

Gaming this month has been with long standing rival and friend, Jonathan Carter. He's busy building his Sisters of Battle

force for this year's 40K GT Heat 3 and is field testing them against my plucky Guardsmen at any opportunity (monthly since he lives 'up North'). We played two 1500 point games, both close but ultimately a loss for me on both occasions. I too am going to the GT so let's hope my form picks up. I shudder to consider picking up the 'Curse of the WD Editor' which seems to involve a consistent losing streak. Not that I am referring to Guy or anything!

I'll be moving to the front of the magazine from next month for the Editorial, as Guy makes his final adieu this month – so see you there!



Modelling mud: With my Tahnelians coming from a swamp world it's quite appropriate to have plenty of mud. Lot's of folk ask me about it, so I thought I'd share it. Mix flock, coarse turf, bits of flash from your paint station and some sharp sand together, and then add the same again in PVA. Slap this on with an old (very old) brush around the tracks/wheels/legs and let it dry. I then paint on Graveyard Earth, and paint Gloss Varnish where the mud would be wet. Quick, easy and simple – but looks really mucky. Perfect.



Rik Turner

Rik: This month I have continued to work on my army of Elves for The Lord of The Rings, adding a group of twelve archers to my existing force of

twelve swordsmen.

I wanted each 'unit' to be lead by a character, so Elrond was painted up to accompany the swordsmen and Gilgalad will be painted to go with a unit of spearmen. However, the only character that I felt I could attach to a unit of archers would be Haldir, but this

presented a problem, since Haldir was not of the same age as Elrond and Gilgalad, and he wears different armour.

Referring back to the books and the Encyclopaedia of Arda, I found that Haldir's age is never revealed; only that he is an experienced warrior, so it is entirely possible that he could have fought during the battle of the Last Alliance. This was all the impetus I needed to get out my clippers, hobby knife and Green Stuff to begin converting my very own Haldir of the Last Alliance!



Nick Kyme

Nick: Much like the Littlest Hobo, I was out on the road a fair bit this month. It's all in keeping with my new role here at Games Workshop – White Dwarf

Journalist. You might see me out and about at a Hobby Centre or Gaming Club near you soon.

I'm on the look-out for cool models, armies and all manner of hobby stuff you see, to use in White Dwarf and on the Web. So if you've got a cool army or some innovative hobby ideas that you reckon is up to muster, let the guys at your local club or Hobby Centre know. Who knows, you might end up in the pages of this very magazine. Stormin'!

Well, enough of the work-related gubbinz, hobby-wise, I've been as busy as an Ogre at meal times. Currently, I've got Miners,

Thunderers and Hammerers all on my paint station, bellowing oaths of Grungni for my attention. You can see one of my finished projects, a Lord on Shieldbearers above. He's been painted in preparation for a new Studio Warhammer campaign I'm battling in.

As for Warhammer 40,000, my long-suffering older brother Rich, continues to pit his hapless



Imperial Guard against the steel of my Necron Raiders. In another of several battles we've had, Rich once again got beat but at least he nailed some Necrons this time.

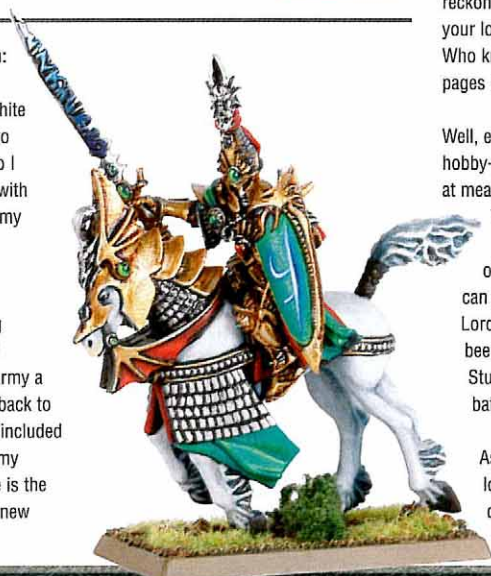
The game got us thinking. Necrons are darn hard to kill and we wanted to reflect the fact that these guys had been fighting them for ages. Though the Imperial Guard don't have a Necron-bashing doctrine, we have instead decided to use the Battle Honours in the back of Codex: Necrons to substitute for them, allowing Rich to use them in a one-off game. House rules like these are always cool to experiment with and maybe next time, the Guard won't be defeated...



Christian Byrne

Christian: When I joined White Dwarf two years ago I brought with me an army that was ridiculed

by my colleagues (Dwarf players!). I am, of course talking about my High Elves. Recently, I have decided to give the entire army a few licks of paint to bring them back to fighting readiness. So far, that's included half of my Silver Helms, half of my Spearmen and my General. Here is the finished High Elf General on his new white steed.



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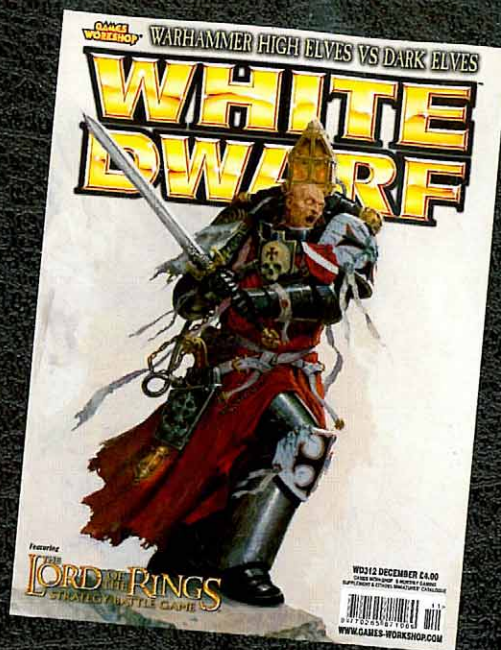
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WD311

KINSTRIFE!

The High Elves of Ulthuan and the Dark Elves of Naggaroth hate each other in the way that only brothers can. Join us as we pit these two bitter enemies against one another in a struggle to determine the fate of a holy High Elf shrine.

Next month also sees the release of our multi-part plastic Space Marine Scouts, a detailed look at the Land Raider Crusader, the second part of our second look at The Lord of the Rings Battle Companies and more! As Owen Rees steps up to receive the mantel of White Dwarf UK editor, we embark on a new crusade for the hobby!



WARHAMMER 40,000

- Index Astartes: Scouts – How the Chapters of the Space Marines recruit new warriors to replenish their ranks.
- Modelling Scouts – How to get the most out of these amazing new multi-part models.
- PLUS Painting the Land Raider Crusader, building Black Templars themed scenery, Crusades of the Black Templars and more!



THE LORD OF THE RINGS

- Battle Companies Redux Part II – Scenery rules and special equipment for you warbands.
- A Tale of Good and Evil: Amon Hen – Adi Wood and Steve Cumiskey pick up their paintbrushes once again.
- The Misty mountains – A guide to the perilous peaks of the mountain range and its denizens.



WARHAMMER

- The Shrine of the Sorcerors – Two ancient enemies clash upon the plains of Ulthuan.
- Sons of Grungni – Grombrindal's favourites are back. These doughty warriors are to be released in two months. Trust us, even if you do not collect Dwarfs now, once you have seen the new models in this preview, you'll want to get an army.



All information correct at time of going to press.

DON'T MISS OUR NEXT ISSUE: ON SALE 28TH OCTOBER

WARHAMMER

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У ГЕРУК



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