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WORKSHOP

WARHAMMER 40,000 CODEX CHAOS SPACE MARINES

WHITE DWARF



Featuring

THE
LORD
OF THE
RINGS

THE FELLOWSHIP
OF THE RING

WD274 OCTOBER £3.50

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SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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WHITE DWARF

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Codex: Chaos Space Marines is released in this month's White Dwarf.



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

This month's The Lord of The Rings coverage starts on page 113.

We have a special preview of The Two Towers, our new game which is to be released next month.

Alessio Cavatore presents his 'Points Match' rules which allow you to take a more competitive approach to games of The Lord of The Rings.



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A MIXED BAG

Two weeks and counting...

By the time this issue hits the streets it'll be less than two weeks until Games Day 2002. This mammoth event draws enthusiasts from across the globe and some of the world's most talented painters as it also acts as the venue for our Golden Demon painting competition.

Games Day not only allows gamers to meet the personalities they see in this magazine week in and week out but also offers demonstration and participation games, seminars and a sneak peek into some of the projects we're working on at the moment.

Our Events teams have worked long and hard, pretty much from the moment last year's event finished, to make the day an immensely enjoyable one for those of you that attend. For those of you

that don't, we'll be bringing you a report in a future issue as well as the eagerly awaited winning Golden Demon entries.

It's the little things...

Do you know what Games Workshop's best selling item is? Go on, just for a bit of fun write down what you think it is and we'll see if you are right. Finished? Good...



The answer isn't Space Marine Terminators or Skeleton Warriors; it's not the Rhino or the Balrog. The bestselling item is Chaos Black paint.

When you hear it the answer smacks you right in the face – everyone uses paints and only Skull White comes close to rivalling Mr C. Black's dominance at the top of the chart.

This brought me to thinking about those unsung heroes of our hobby. Dice, range rulers, Blast templates and movement trays are all used in every game we play, and paints, sprays, glue and flock are all willing accomplices as we collect our armies.

Where is this going you ask? Nowhere really – I simply found it food for thought.

Until next month...

Paul Sawyer
Editor



Signed Poster competition

In White Dwarf 271 we gave away a superb poster of the new Space Marine Predator tank. Replete with cutaway diagram and colour schemes, this artefact has found its way onto many a gamer's wall.

With alarming (and unusual) foresight I asked for 25 of these posters to be sent to us unfolded so we could run a competition to win one signed by Tim Adcock and Jes Goodwin. So, how do you go about entering this competition?

It's easy – simply send us your name and address on a postcard along with the answer to the following question: What are the two Predator variants called in Codex: Space Marines?

*Predator poster giveaway,
White Dwarf, Games Workshop Ltd, Willow Road,
Lenton, Nottingham NG7 2WS*

The first 25 picked out of the hat after the closing date of 24th October will win. Told you it was simple!

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

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GRAND TOURNAMENT FIRST HEATS

Recently Warhammer World hosted the first heats of the 2002/2003 Grand Tournaments. The events were held over successive weekends and a great time was had by all. White Dwarf were there to check out the armies on display and you can look forward to seeing the pick of the bunch in future issues.

WARHAMMER GRAND TOURNAMENT HEAT 1 RESULTS

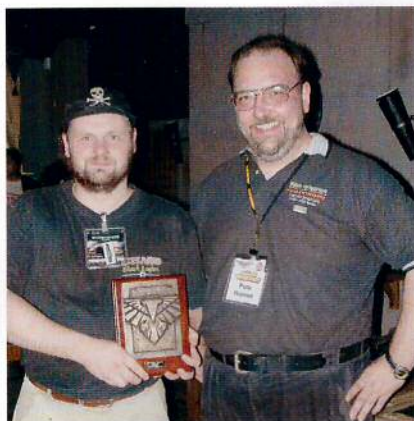
1st Place: Adrian McWalter
2nd Place: Alexander Frenzel
3rd Place: Keith Wilkinson.
Best General: Franck Labrune
Most Sporting Player: Paul Brewster
Best Army: Dan Tunbridge

WARHAMMER 40,000 GRAND TOURNAMENT HEAT 1 RESULTS

1st Place: Nigel Atkinson
2nd Place: Daniel Bromberg
3rd Place: Roger Birkett
Best General: Daniel Bromberg
Most Sporting Player: Marco Schultze
Best Army: Marco Schultze



Warhammer Grand Tournament Heat Winner: Adrian McWalter.



Warhammer 40,000 Grand Tournament Heat Winner: Nigel Atkinson.



The hall was packed for both Grand Tournament heats.



Tyrant Guard from the best Warhammer 40,000 army, by Marco Schultze.



Wolf Rider from the best Warhammer army, by Daniel Tunbridge.

PAGES FROM THE PORTAL

It's the Changer of the Ways Tzeentch's turn to have a home page and a miniatures gallery put up on the website. The web team continue their support for Warhammer Chaos and have a look at this the most mysterious and sinister of all the Chaos gods.

But, fear not followers of the Warhammer 40,000 dark powers as now you can navigate the Eye of Terror and learn more about the insidious threat of Chaos. Released throughout September will be a series of sample army lists covering Chaos Undivided, World Eaters, Thousand Sons, Emperor's Children and the Death Guard. There will also be new Index Astartes pages covering each of these Space Marines Traitor Legions, as well as the Black Legion. Log on to find out more at:

www.games-workshop.com

OUT THIS MONTH: 2003 CATALOGUE

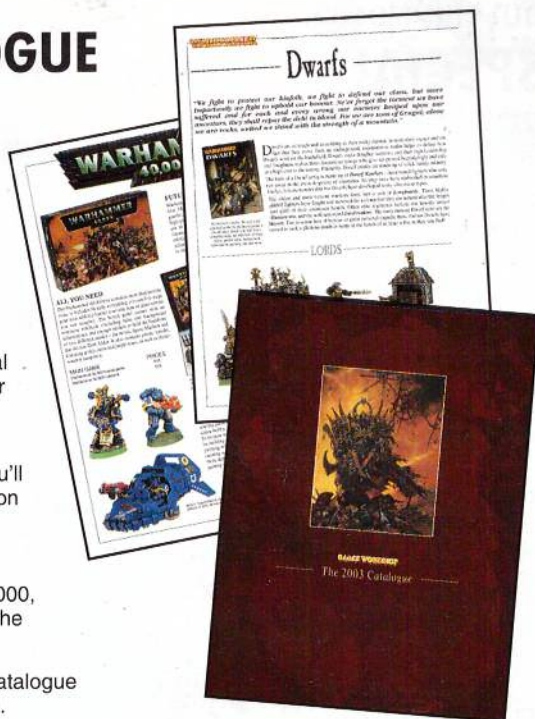
2003 CATALOGUE £3.50

For beginners and experts alike, the Games Workshop 2003 Catalogue is the essential guide to the Games Workshop hobby and miniatures range.

All of the miniatures pictured inside have been painted by Games Workshop's 'Eavy Metal team, making it a perfect colour reference when painting your own models.

Inside this 176 pages tome, you'll also find stories, backgrounds on each race, lavishly illustrated artwork pages, as well as the complete range of games and miniatures for Warhammer 40,000, Warhammer and The Lord of The Rings.

The Games Workshop 2003 Catalogue also includes a set of vouchers.



BULLET POINTS

- An arrival on various desks around the Games Workshop Studio is the new Warhammer chariot base. This incredibly useful item will make its first appearance in the forthcoming Tomb Kings of Khemri Chariot boxed set.
- Soon to be released is the first Inquisitor Annual. This features the best articles from the pages of White Dwarf.
- White Dwarf's Matt Hutson and Tom Hibberd, along with the web team's Owen Rees, have decided to enter the Warhammer 40,000 campaign weekend 'Total War.' This is being held in Warhammer World in October. The three commanders are busy concocting army lists and getting in practise games ready for the big event. They're looking forward to seeing you there!
- Coming soon are three new Mordheim characters: the Vampiress, the Town Cryer himself as well as a merchant.
- Work is progressing well on various projects around the Studio. Our sculptors in particular have been very busy. Jes Goodwin has recently been overheard muttering something about Grey Knights...
- Coming soon for Battlefleet Gothic are two new ships. There is a Falchion class escort and an Imperial Endeavour class cruiser on the way.

SISTERS OF BATTLE CONVERSION KITS

Forge World have just released some great complete kits for Sisters of Battle tanks. For more details visit the website: www.forgeworld.co.uk



From front to back, Sisters of Battle Immolator, Exorcist, Repressor and a Rhino.

PAINTERS WANTED

Games Workshop's Production Studio is currently looking for talented individuals to join its professional team of figure painters.

Ideally candidates will:

- Enjoy collecting and painting armies
- Have a good understanding of our game worlds and background
- Have the ability to work to tight deadlines
- Most importantly, paint armies to the consistently high standard that appears in White Dwarf every month.

If you are the sort of self-motivated individual who can handle all that and more then please get in touch.

If you are interested, please send an CV and clear photos of your painted miniatures to: Human Resources, Games Workshop, Willow Road, Lenton Road, Nottingham, NG7 2WS.

Tel: 0115 9168346

Unfortunately, we will not be able to return any pictures of your work.

GIANT SLAYING

There is joyous news for the legions of Gotrek and Felix fans. William King is putting the finishing touches to his manuscript for *Giantslayer*, the latest in the series featuring the least successful Dwarf Slayer in the Warhammer world.

For this novel the intrepid duo travel to the fabled isle of Albion to do battle with its many evil inhabitants. Making a guest appearance is a notable High Elf who goes by the name of Teclis. As you can well imagine the chances of a High Elf and a Dwarf managing to get on are pretty slim!



The work in progress cover for the new *Giantslayer* novel.

IN-STORE FOR YOU

BEGINNERS' SATURDAY

Games Workshop stores in the UK are hosting two special 'Beginners' Saturdays' on 21st and 28th of September. These days are ideal if you are new to the Games Workshop hobby as each Beginners' Saturday will be devoted to one of our games systems. Saturday 21st will feature Warhammer 40,000 whilst September 28th will focus entirely on Warhammer Fantasy battles.

THE TWO TOWERS

Fans of The Lord of The Rings have a treat in store for them as Games Workshop stores will begin running introductory games of The Two Towers (which is previewed in The Lord of The Rings section in this issue) on 30th September. Each store will also have painted models from the new range on display.

OUT THIS MONTH:

SPECIALIST GAMES NEW RELEASES

ELDAR RANGER £12.00

This model allows you to take an Eldar Ranger in your games of *Inquisitor*. The complete rules for using an Eldar Ranger in *Inquisitor* are available in *Exterminatus* magazine 4.

The boxed set contains 1 Eldar Ranger model and is available in Games Workshop stores via the in-store mail order service, through Mail Order or via the on-line store on our website.

Also available from Mail Order is an Eldar Ranger booster pack which contains a variant hooded head, a sniper rifle held in his hands and an additional backpack.

Designed by Alex Hedström, this model requires assembly (scenic base not supplied).



DARK ELDAR FLEET FOR BATTLEFLEET GOTHIC

The complete rules for using Dark Eldar fleets in *Battlefleet Gothic* are available in *Battlefleet Gothic* magazine issue 11.



DARK ELDAR TORTURE CLASS CRUISER £7.00

The blister pack contains 1 Dark Eldar Cruiser model, designed by John Manders.

This model requires assembly.

DARK ELDAR CORSAIR CLASS ESCORT £6.00

The blister pack contains 2 Dark Eldar Escort models, designed by John Manders.

These models require assembly.

ALSO AVAILABLE:

DARK ELDAR SHIP BOOSTER PACK £3.00

This contains additional weapons, wings and Mimic engines.

These miniatures are available in Games Workshop stores via the in-store mail order service, through Mail Order or via the on-line store on our website.

SPECIAL EDITIONS AT GAMES DAY

GAUNT'S GHOSTS CAP BADGE

Black Library are currently preparing for the biggest Games Workshop event of the year, Games Day 2002. This time around they will have a special edition Gaunt's Ghosts regimental Cap Badge on offer made by Bulldog Buckle, alongside other, goodies such as exclusive T-shirts and a range of six posters.



Available from your Games Workshop in-store order point

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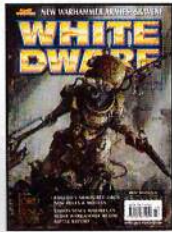
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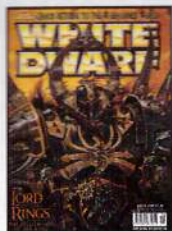
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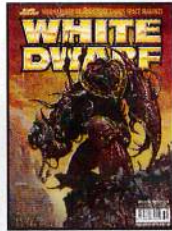
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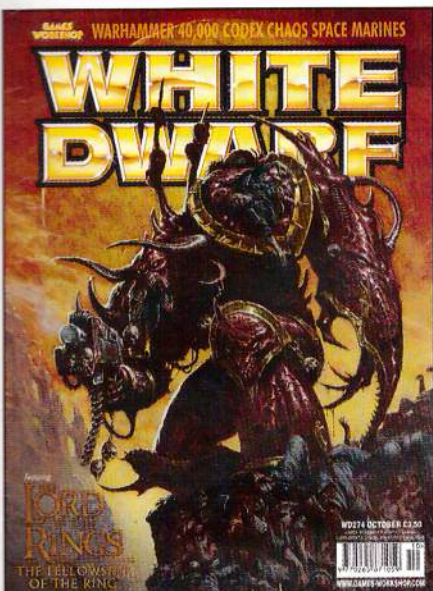
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CHAOS ONSLAUGHT!

CODEX: CHAOS SPACE MARINES

This 80 pages book contains background, painting & modelling guides, and full rules for fielding a force of Chaos Space Marines, the darkest of villains, traitors to the Emperor and renegades beyond redemption, motivated solely by power-lust and vengeance.

The Chaos Space Marines army has a lot to offer when it comes to selecting your force. From the heavy weaponry of the Havocs to the monstrously powerful Greater Daemons, the Chaos Space Marines are able to field an enormous range of troop types, characters and war machines.

CODEX CHAOS SPACE MARINES



CHAOS SPACE MARINE LORD

Chaos Lords are warriors who have chosen to be Mankind's greatest nemesis. A Chaos Space Marine Lord has access to deadly Chaos wargear and Daemonic gifts, including Daemonic Stature. With 3 Attacks, Weapon Skill 5 and Initiative 5 he's more than a match for enemy characters.

This blister pack contains 1 Chaos Space Marine Lord, designed by Jes Goodwin.

This model requires assembly.



CHAOS THOUSAND SONS

A Chaos army led by a Chaos Lord with the Mark of Tzeentch can include Chaos Thousand Sons as a Troops choice, with between 5 and 20 models forming a unit. On the battlefield, the Thousand Sons bear the Mark of Tzeentch, the Rubric Sign. Models with this Mark are fearless and gifted with the Daemonic Essence ability, which gives each model +1 wound, making them extremely resilient to enemy fire.

Designed by Aly Morrison and Brian Nelson, this boxed set contains 9 Chaos Thousand Sons models.

These models require assembly.



CHAOS RAPTORS

Chaos Raptors are deadly assault troops, their Daemonic Flight ability allowing them to move swiftly across the battlefield as if equipped with jump packs.

CHAOS RAPTORS BOXED SET

Designed by Alex Hedström, this boxed set contains 5 Chaos Raptor models, including a lightning claw-armed Aspiring Champion, an assault weapon specialist and one Chaos Raptor model armed with a plasma pistol.

CHAOS RAPTORS

This blister pack contains 1 random Chaos Raptor model, designed by Alex Hedström, allowing you to add to the models from the boxed set.

CHAOS RAPTOR WITH ASSAULT WEAPONS

This blister pack contains 1 Chaos Raptor with an assault weapon, designed by Alex Hedström. It also includes parts to equip the model with either a plasma gun, meltagun or a flamer.

These models require assembly.



Chaos Raptor
Aspiring Champion



Chaos Raptor



Chaos Raptor with Assault Weapon



Chaos Raptor



Chaos Raptor

CHAOS SPACE MARINES ARMY BOX

The army box is a great way to start collecting a Chaos Space Marines army.

This box contains the rulebook, 1 HQ choice, 1 Elites choice, 2 Troops choices (including 1 Rhino troop transport vehicle), 1 Fast Attack choice and 1 Heavy Support choice. It has everything you need to create a balanced Chaos Space Marines force and start your campaign of terror against the forces of the Imperium.

The Chaos Space Marines Army boxed set contains:

- 1 Codex: Chaos Space Marines
- 1 Chaos Space Marine Lord
- 8 Chaos Space Marines
- 12 Khorne Berzerkers
- 1 Chaos Space Marine Rhino
- 3 Chaos Obliterators
- 6 Chaos Raptors
- 5 Chaos Havocs

These models require assembly.



ALSO INCLUDES THIS SPECIAL EDITION CHAOS SPACE MARINE ASPIRING CHAMPION!

Chaos Space Marine Aspiring Champion, designed by Aly Morrison.

PRICE LIST

CHAOS SPACE MARINE LORD.....£7.00		
Denmark	kr 80.00	Sweden kr 90.00
Euro	11.00	

CODIX: CHAOS SPACE MARINES.....£10.00		
Denmark	kr 125.00	Sweden kr 150.00
Euro	17.50	

CHAOS RAPTORS BOXED SET.....£20.00		
Denmark	kr 250.00	Sweden kr 300.00
Euro	35.00	

CHAOS RAPTOR WITH ASSAULT WEAPON.....£5.00		
Denmark	kr 55.00	Sweden kr 65.00
Euro	8.00	

CHAOS RAPTORS.....£5.00		
Denmark	kr 55.00	Sweden kr 65.00
Euro	8.00	

CHAOS THOUSAND SONS.....£18.00		
Denmark	kr 225.00	Sweden kr 270.00
Euro	30.00	

CHAOS SPACE MARINE LAND RAIDER.....£30.00		
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Euro	30.00	

CHAOS SPACE MARINES ARMY BOX.....£130.00		
Denmark	kr 1,600.00	Sweden kr 1,900.00
Euro	215.00	

CHAOS SPACE MARINES BATTLE FORCE.....£50.00		
Denmark	kr 600.00	Sweden kr 700.00
Euro	80.00	

CHAOS SPACE MARINES BATTLE FORCE

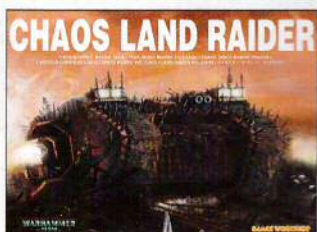
The Chaos Space Marines Battle Force is the ideal way to start your Chaos Space Marines army or to expand an existing one.

Squads of Chaos Space Marines form the core of any Chaos legion. Extremely versatile, they are able to speed forward in Rhinos or stay back and give supporting fire. Mounted on Bikes, they can move quickly across the battlefield and attack an enemy's weak spots.

The Chaos Space Marines Battle Force boxed set contains:

- 8 Chaos Space Marines
- 12 Khorne Berzerkers
- 1 Chaos Space Marine Rhino
- 3 Chaos Space Marine Bikes

These models require assembly.

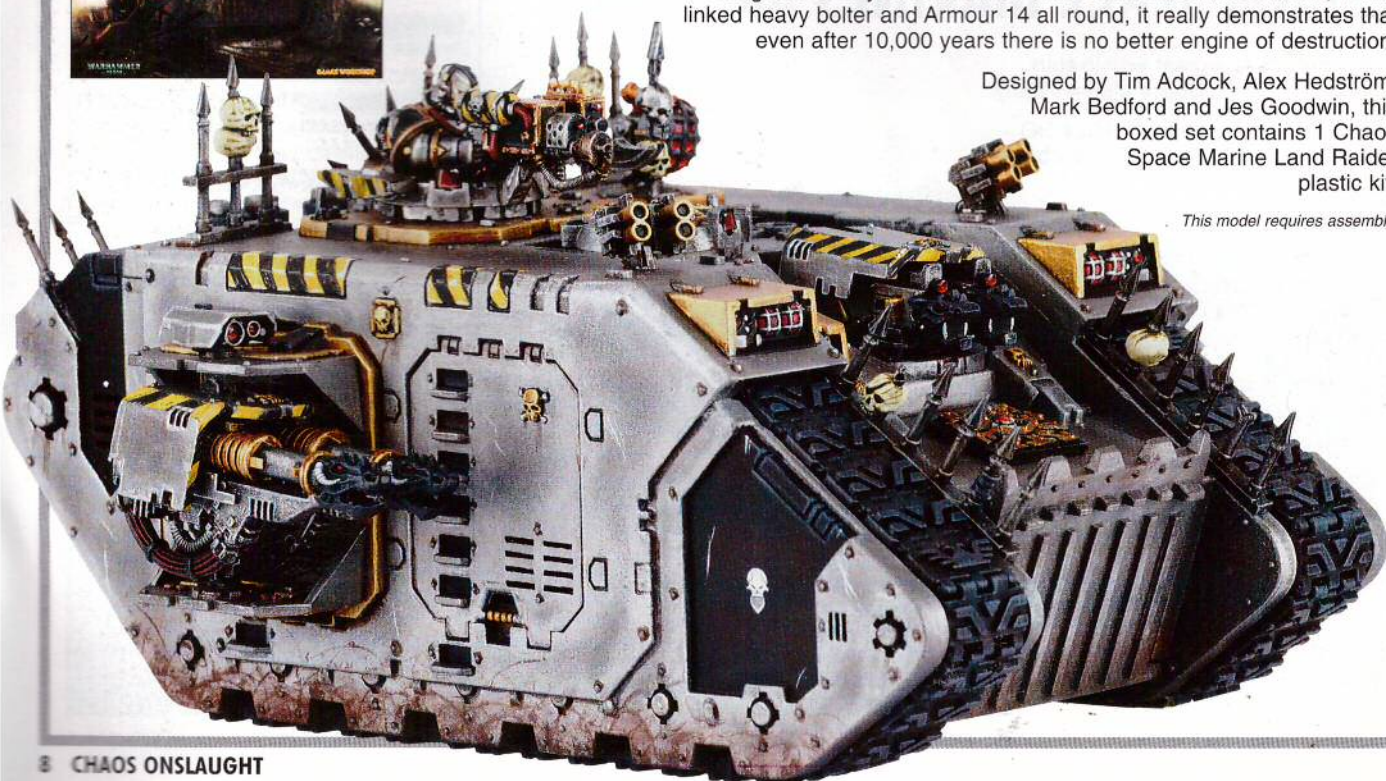


CHAOS SPACE MARINES LAND RAIDER

When the Chaos Legions fled into the Eye of Terror they took with them hundreds of these precious machines. Now, whenever the Legions issue forth on another Black Crusade, these same Land Raiders are ever in the vanguard of any attack. Armed with 2 twin-linked lascannons, a twin linked heavy bolter and Armour 14 all round, it really demonstrates that even after 10,000 years there is no better engine of destruction.

Designed by Tim Adcock, Alex Hedström, Mark Bedford and Jes Goodwin, this boxed set contains 1 Chaos Space Marine Land Raider plastic kit.

This model requires assembly.





It's been a long hard struggle against the Ordo Malleus. The Warhammer 40,000 Overfiend and his cut-throat crew have published their treatise on the Legions of Chaos, Codex: Chaos Space Marines.



CHAPTER APPROVED

BY PETE HAINES & ANDY CHAMBERS

Greetings Citizens and be warned, for I have troubled times to recant in this month's Chapter Approved. The dreaded Chaos Space Marines Legions are regathering their strength and preparing to launch an assault on the Imperium. Our agents have risked death to bring us this report...

CODEx: CHAOS SPACE MARINES DESIGNERS' NOTES

Pete: The Year of Chaos continues with the release of Codex: Chaos Space Marines and it is my pleasure to explain some of the thinking that went into its design and production.

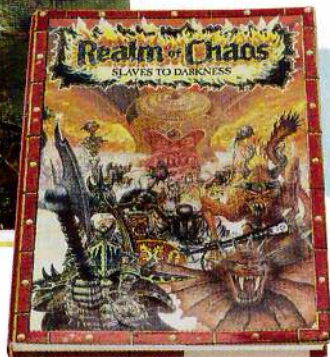
Like many gamers who have been with Warhammer 40,000 since its earliest

origins, I have a particular fascination with the forces of Chaos so when Andy Chambers, the Warhammer 40,000 Overfiend, told me that I would be handling the project I was simultaneously delighted and terrified.

The delight is easily explained. I enjoy

having a role-playing element in my games of Warhammer 40,000. For me, there is far more fun to be had if the characters that lead my armies are fully defined with names, background and equipment that is entertaining, characterful and reasonably effective. Inevitably this drew me first to the Space





The Realms of Chaos books.

Marines and it was with my Harbinger Chapter that I cut my teeth in Warhammer 40,000 and developed a better view of what I actually wanted for my next army.

The Realms of Chaos books came out about this time along with the Titan Legions game.



I read these fully expecting that the forces of Chaos would become a regular opponent for my Space Marines and finished them with a strong urge to collect a Chaos Space Marines army instead. There's no mystery why this should be the case; in comic books, novels and movies anti-heroes and villains are far more fascinating than the heroes. The dark menace of Dr. Hannibal Lecter, Pinhead or even The

Joker is clearly popular with audiences. Compared to the best villains, heroes can be rather dull because they are either too perfect, too lucky or just downright predictable. A classic villain has grandiose plans and gets to deliver long soliloquies to captured enemies and intimidated henchmen. He is resourceful and tough, exuding the kind of cool menace that only a villain can. In every respect he is more than a match for the hero except for the fact that he has flaws and weaknesses. These can range from rampant megalomania to a penchant for explaining his cunning plan to the wrong person; clearly villains carry the seeds of their own destruction with them.

Looking at Chaos Space Marines we have genetically engineered supermen, trained to the highest standards, equipped with the finest weaponry, who had been part of a Great Crusade in which they were hailed as the saviours of Mankind. They are then corrupted, their all-so-human desires and frailties preyed upon by beings of consummate evil until they turn on their brothers and fight an apocalyptic civil war. The survivors are then hardened and embittered by defeat and exile. Damned by their sins, they must start to build anew, mastering the madness of the Eye of Terror and building their strength to strike back at the Imperium. What could be cooler than that?

The terror I felt stemmed from the fact that because so much good work has been done on Chaos in the past, there seemed to be an enormous responsibility to get it right. When the project started the excellent Index Astartes series in White Dwarf was in full flow and was, each month, building the background of each of the original Chaos Space Marine Legions to a hitherto undreamt of level. Clearly there was no point in duplicating this material. The other point that Index Astartes raised was that having let the genie out of the bottle by detailing specific rules for all nine original Chaos Legions, it was going to be practically impossible not to carry the principle forward into the Codex. This was going to mean that the book would have a lot of rules material to cover. The other worry was that Chaos rouses strong views in its devotees so, however the final version shaped up, it was likely to be a bit controversial, especially as the rules presented in White Dwarf would

probably need to be streamlined to fit into a Codex format.

There were a number of objectives I wanted to achieve with the army list. I stuck to them quite rigorously so they are worth explaining further as they are the basis of the most important changes made in the new Codex: Chaos Space Marines.

DIVERSITY

The Codex formalises the idea that there are nine entirely different Chaos Legions, each with their own strengths and weaknesses rather than a single polyglot force.

It had become clear to me that single Legion armies were the preference of the vast majority of Chaos players and the response to Index Astartes was all the confirmation that was needed. With the Index Astartes compilations as companion volumes, Codex: Chaos Space Marines could focus on rules because the in-depth background for each of the Legions had already been published.

I had already developed a clear view about whether to include Cultists and other Chaos-aligned troops, such as mutants and abhumans. The name of the Codex would be Codex: Chaos Space Marines so the whole emphasis would be on the Traitor Legions themselves. Obviously it would have to cover Daemons as the Chaos Space Marines have the ability to summon them, but I saw no good reason for including Cultists other than as an Alpha Legion option (and I made sure that these were quite specialised). Cultists work best as a separate army and there is plenty of scope for a distinct Cultist army list to be developed later.

Also, within the general point of Diversity is the observation that Chaos players have always been amongst the keenest converters in the hobby. A look through the Golden Demon archives is all the illustration needed. Because of this I commonly allowed options in the list that were unlikely to be seen in the range as encouragement to figure converters. I am looking forward to seeing the product of this extra license in Chaos Space Marines armies at Games Workshop events.

OBLITERATORS AND RAPTORS

Obliterators and Raptors, troop types new to third edition Warhammer 40,000, had to be examined and moved forward. Clearly the basis was there for two excellent troop types but they had never quite caught on. In the case of the Obliterators, they lacked the endurance or firepower that their imagery (and points value) implied. Raptors were similarly very expensive in points for what they did. Fortunately these rules

Fabius Bile was once a hero of the Great Crusade but, since the Horus Heresy, his genetic research has spawned monsters, claimed millions of victims and led him around the galaxy pursued by the forces of the Imperium intent on foiling his next plot. There is more to Fabius Bile than a gaming statline; there is an implicit narrative that cannot help but spill over and embellish your games.



Chaos Space Marine Legions each have their own distinct style and do not have to fight alongside each other to be balanced and effective.

were easy to fix and the miniatures designers did a great job of making the new models a lot more exciting too. I have no doubt that both troop types will be a much more common sight in Chaos Space Marine armies after the new Codex is released.

VETERANS

Chaos Space Marines are all, to some extent, veterans. The long war has hardened them in a way only the oldest Dreadnoughts of the loyalist Legions could understand. The new Space Marines might have their Land Speeders, multi-meltas and plasma cannons but the Chaos Space Marines have experience. That had to count for something. The method I adopted to reflect this was to detail a number of Veteran skills drawn mainly from campaign experience systems but also including the special skills that have been developed to support the Index Astartes articles. Chaos Space Marines can select skills from this list at an appropriate points cost. In this way any Chaos Space Marine can be fielded as a Veteran with something to show for his ten thousand years of experience beyond being able to infiltrate. The key balancing factor is that there is a points

cost for each skill. These are not set at prohibitive levels but allocating more than one skill will quickly get expensive. Whilst Chaos Space Marine Veterans have access to the full gamut of Veteran skills they all come at a price. Loyalist Chapters, such as the Space Wolves, have some of the same skills because they have specialised in a particular way of combat down the generations and are very good at training their recruits in their distinctive method of fighting. Their

points do not fully reflect these skills because the price of specialisation is its very focus. As a practical example, if a Space Wolf Grey Hunter had to purchase his special skills using the system from Codex: Chaos Space Marines he would cost 20 points rather than his normal 17. This in turn is the price of versatility; Chaos Space Marines can have some very useful skills but have to pay the price for them.



The new Obliterators and the Havocs models are incredible works of the miniatures designers' art!



There's more to Chaos Space Marine Veterans than infiltration.

GIFTS OF THE GODS AND THE PATH TO DAEMONHOOD

The Chaos gods may be mercurial masters but their gifts are real. They offer true immortality as a Daemon Prince to their most successful followers and most Chaos Space Marines strive towards that goal. The Daemon Princes in Codex: Chaos Space Marines are specifically Marines which have achieved Daemonhood; they are not cult leaders or possessed psykers. The path they follow is travelled one step at a time; traditionally the servant of Chaos gets successive gifts from his patron which ultimately leads them to Daemonhood. Thus, each Chaos Lord would be some way along the path to Daemonhood and instead of having separate profiles for Chaos Lords and Daemon Princes there would be the option to decide how far along the path an individual was, by allocating daemonic gifts to him as wargear.

To achieve this, I extended the Chaos Armoury considerably. The range of wargear available is greater than for any other army because it includes all

manner of Daemonic Gifts. This gives Chaos players tremendous flexibility when equipping their characters and enables Chaos Lords to retake their place among the more powerful individuals in the Warhammer 40,000 game. I see this as being totally consistent with their role as Humanity's greatest nemesis.

Just because Chaos Space Marine armies can be led by powerful Lords does not mean they have to be. In smaller engagements it is easy to envision armies being led by trusted Lieutenants desperate for victory to appease their merciless and vengeful masters. The option for a 2 Wound Lieutenant was therefore included in the list, and I am hopeful that this will encourage Chaos Space Marine players to build up a cadre of henchmen to command their armies in different missions when the presence of their Chaos Lord is not justified. Alternatively, a Lieutenant can be used to represent the leader of a small Chaos Space Marine force fighting to establish a reputation of its own. After a few battles

you could always add abilities to reflect his success, perhaps upgrading him later to a Chaos Lord so that you can begin the struggle to rise to Daemonhood. Changing your army composition in this way, and to reflect an ongoing narrative linking your games together, is a great way of giving an army character and is easily achieved using the new Codex.

DAEMONS AND POSSESSION

Daemons are an essential component in the armies of several of the Traitor Legions. The Black Legion and Word Bearers in particular have made numerous pacts binding Daemons to their service. Such is the power and status of the Chaos Space Marines that they can even call upon the mighty Greater Daemons to fight at their side, although it is not so clear who is the master when bargaining with these most powerful of entities!

In the new Codex it was important to review the abilities of Daemonkind in light of the new range of Daemon models and to differentiate more

between the different types of Daemons in the game. Whilst I remained aware of the way the different types of Daemons worked in Warhammer, there was no avoiding the fact that it was impossible to use identical abilities here. In the Warhammer world, Daemons are frightening but they only need face crossbows. In Warhammer 40,000 Daemons have to contend with energy weapons and battle cannons and so needed to be a little bit beefier to work correctly.

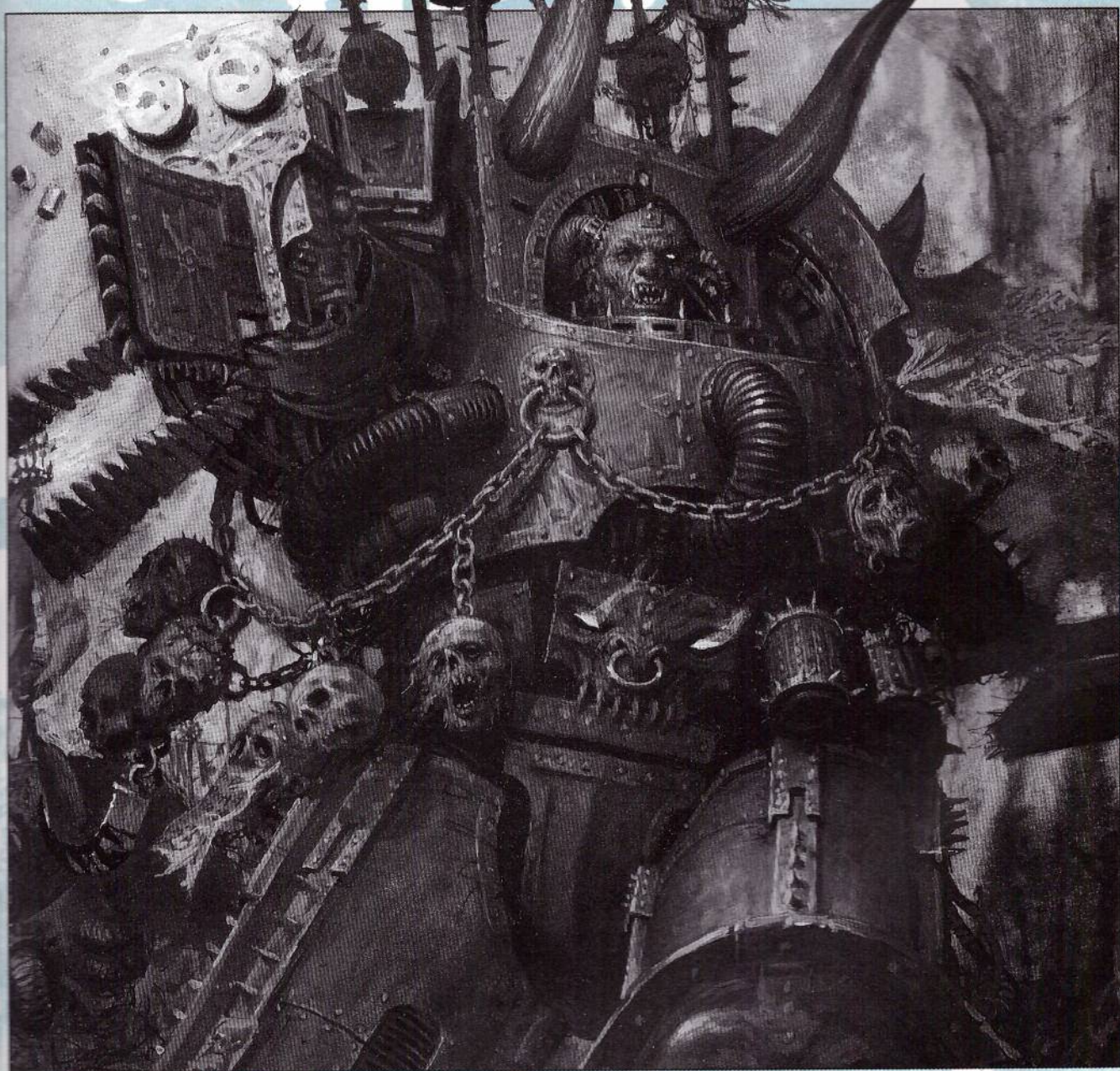
The idea of having Greater Daemons possess characters in the army has been around for quite a while and worked pretty well under the old Codex. In light of the Inquisitor game though, I was keen to draw some links to the way Daemonhosts worked and made changes accordingly. Now a single character is secretly designated as the

Daemon's host before the battle and has the choice of either inviting the Daemon to possess him or holding it off on a turn to turn basis.

Daemons are creatures of the Warp and their presence in the material universe is a constant fight against powerful forces. By possessing a mortal host however, they can maintain their presence indefinitely. Chaos Space Marines frequently offer themselves as hosts to Daemons bartering their very bodies in return for the power of the

Daemon. Possessed Chaos Space Marines had been a major feature of Traitor Legion army lists in Realms of Chaos but had since become less prominent. The third edition Codex included a random system for including possessed which restored the troop type to the army but still left plenty of scope for expansion. Caution is called for though as the Daemon can possess dead hosts, but the resultant it form will be perilously unstable, resulting in a quick return to the Warp.

The main problem I wanted to sort out was that with the random system it was impossible for players to make their possessed models entirely WYSIWYG. You might convert up your troops to have the arms of flamers and the lower halves of Discs of Tzeentch, and then



find that their game abilities had no resemblance to their appearance. Therefore I reluctantly removed the random element and allowed the abilities of possessed Chaos Space Marines to be chosen. I also allowed units to bear the Marks of their patron gods so that there would be a clearer distinction between renegades possessed by Khornate Daemons and those possessed by Slaaneshi Daemons. This all added to the variety whilst still providing a better base for figure conversion.

A TANK OF THEIR OWN

Traditionally, the Traitor Legions have used a subset of the weaponry available to the loyalist Space Marine Chapters and this includes their vehicles. Ten millennia have passed since the Horus Heresy, however, and in that time the Imperium has added the Razorback to its arsenal and formalised the use of jump packs and

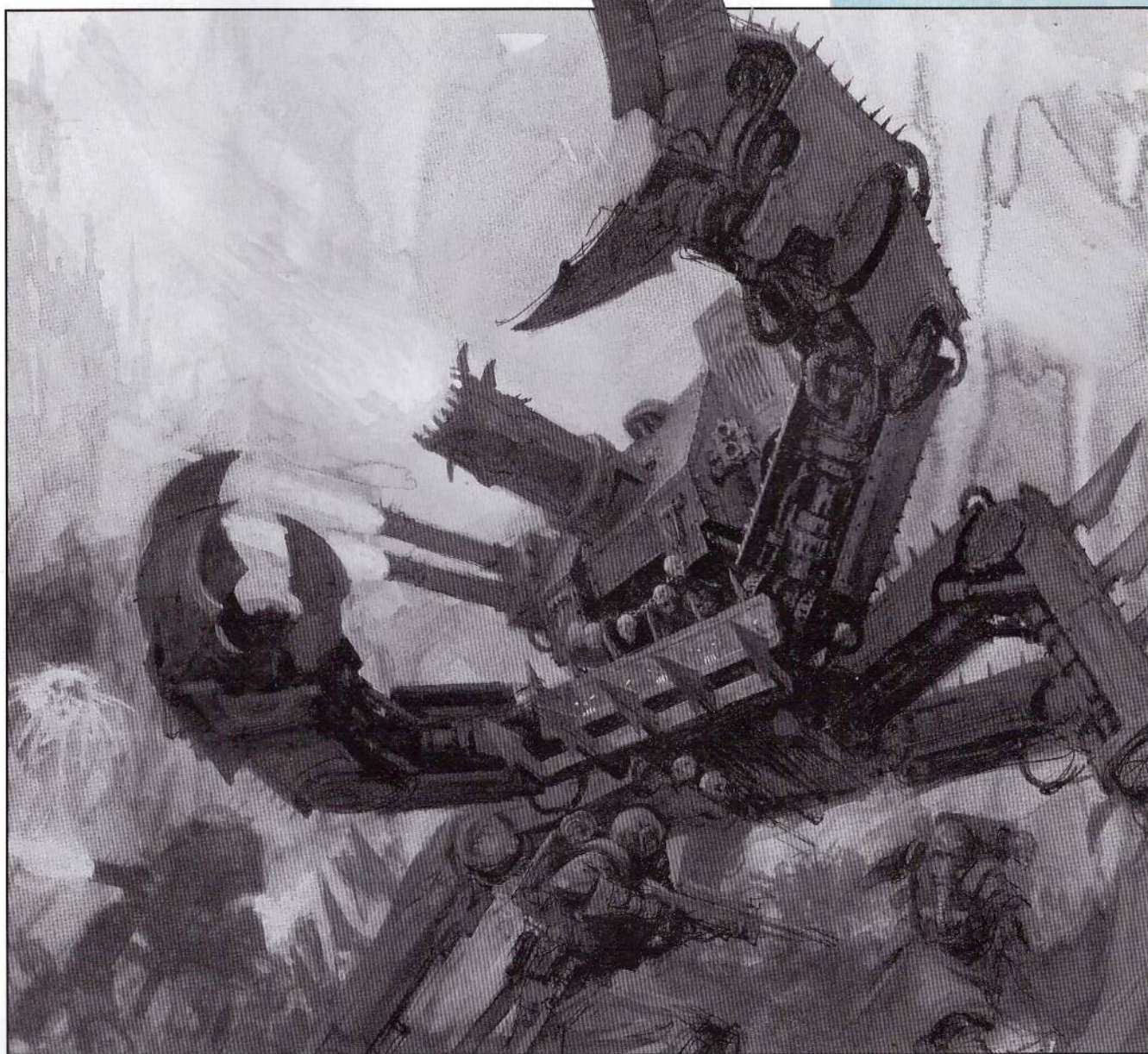
Land Speeders. This raises the question of what the Chaos Legions have come up with. In the Epic 40,000 game systems the Chaos forces were augmented by Daemon Engines in a wide variety of shapes and sizes.

Whilst none of the Epic designs were really right for Warhammer 40,000, the Daemon Engine concept was a very cool one. Given the previously mentioned difficulties Daemons have surviving in the real universe, providing them with a mechanical vessel was a logical step. We made some notes detailing what we wanted the Daemon Engine to do and put together some examples of possible visuals from comics, movies and historical vehicles. Next, the artists took over and drew up a range of really inspiring concepts from which we selected the working concept to be refined and realised by

Jes Goodwin and Tim Adcock. At the time of writing, the development of the new vehicle is proceeding well and will result in an exciting, new and unique element to Chaos Space Marine armies: the Defiler, Daemon Engine of Chaos. A machine that owes nothing to the Imperium and everything to Chaos.

AND THERE'S MORE...

Those then were the most significant changes developed in the new Chaos Space Marines Codex but they are not the full story. There are numerous other new features, revised psychic powers, new rules for Noise Marine sonic weaponry, a wide range of new vehicle upgrades and a load of new Daemon weapons being foremost amongst them. I'm sure that Chaos Space Marine players will find a lot of meat in the Codex to chew on for some time to come, as well as the inspiration for their new armies. It's going to be a lot of fun.





A Chaos Space Marines army advances under the watchful gaze of a Lord of Change.

Andy: With Pete concentrating on the nuts and bolts of the army list, the bulk of my work on the new Codex: Chaos Space Marines was concerned with evoking the incredibly rich background of the whole ethos of Chaos. The Index Astartes series covers the history of the individual Legions, and should be seen as a companion series to the new Codex, so I had no need to repeat more than the bare essentials needed to familiarise a new reader with the Imperium's darkest days.

IGNORANCE IS A VIRTUE

A really enjoyable aspect of this was delving into all the material ever written on the subject of Chaos, the Chaos gods, the Warp and all the other weirdness published over the years. I waded through the original Realms of Chaos books, Rogue Trader, Space Marine, Adeptus Titanicus, Dark Millennium and even a scarily precise, unpublished treatise on the nature of Chaos written by Rick Priestley in the late eighties.

All this research gave me a feel for the subject that I wanted to communicate in the book, but the trick with background material is never to let on too much in one go. You can

engage with the background on a far deeper level if you have to work much of it out for yourself, rather than having it all laid out before you. I know this because I've been involved in the hobby since the mid eighties, and I'm very keen indeed to continue the quality of work that has kept me engaged in the Warhammer 40,000 universe all that time.

So, the bulk of the background material focuses on putting across the 'look and feel' of Chaos in the 41st Millennium. I hope players will feel inspired to create the sort of characters Pete was talking about before – super-villains and anti-heroes – and the background will give readers a notion of what it really means to serve the Dark Gods.

MEDDLING WITH THE DARK POWERS

Having trawled through all the written material on Chaos, and having played a Chaos Space Marine army myself for a number of years, there were a few areas of the army list that I really wanted to have a say in. Some rules, troop types, and wargear serve as much as storytelling devices as they do elements of your army, and writing the rules for these has always attracted me. In the case of this Codex, the areas that I feel

fall into this category were the Daemon weapons and psychic powers. These are the sorts of rules that attract me as a player – not because they are game-winning gambits, but because they are characterful and lend a unique narrative to any army using them. So, your Chaos Lord is carrying an Ether Lance; how did he acquire it? A Daemon weapon can be as deadly to its bearer as to the enemy, as the character struggles for mastery over the entity entrapped within. The bearer may actually take damage when the weapon rails against his will, and that to me is a prime example of the role-playing, storytelling side of wargaming.

SELLING OUR SOULS...

As Pete said, there's far more to be found in the new Codex Chaos Space Marines, enough to keep the most devoted servant of the Ruinous Powers busy for some time. My own Iron Warriors army is in the process of being changed over to the new miniatures range, and they've already undergone some fairly radical changes to their list in light of the new rules. Of course, with so many flavours of Chaos Space Marines you may find yourself torn between them – there's that many options available. Of one thing you can be sure: when you buy the Codex, you'll be selling your soul!

With the release of the new Codex: Chaos Space Marines, this issue we thought we'd ask the 'Eavy Metal team how they painted the infamous Abaddon the Despoiler, and the mysterious sorcerer Ahriman, both designed by Jes Goodwin.

'EAVY METAL MASTERCLASS

ABADDON THE DESPOILER

Painted by Martin Footitt



ASSEMBLY

The Abaddon model was glued together and given an undercoat using Chaos Black spray. Any areas of poor coverage were later painted using a thinned-down coat of Chaos Black paint.

PAINTING THE MODEL

The largest areas on the figure are the plates of Abaddon's Terminator armour and these are relatively simple to paint. Firstly, the plates were lightened at the edges with Scorched Brown, followed by Codex Grey to highlight them. Codex Grey

on its own was used on the very edges of the plates to add the final highlight. The pipes on Abaddon's chest plate were painted in exactly the same manner. Brazen Brass was used to paint the edging on Abaddon's armour, with a Shining Gold highlight added on the raised areas. A watered-down mix of Chestnut Ink and Brown Ink was



then applied to the gold edging. Remember that when applying ink washes, it's always better to use several thin layers rather than one thicker one, as you'll get a more even coverage, and there's less danger of getting ink where you don't want it.



The metal areas of the model, such as the Talon of Horus, trophy rack and the daemonsword, were painted with Boltgun Metal. A first highlight of Chainmail was applied, followed by a final highlight of Mithril Silver. A 50/50 mix of Black and Brown inks was washed around the rivets of the talon's blades and into the recesses of the sword. Scab Red was painted into the screaming mouths along the blade before the metallic paints were applied to the sword. Further thinned-down



washes of a 50/50 Blue and Black ink mix were then applied to the daemonsword.



The skulls on Abaddon's trophy rack and armour were first given a basecoat of Codex Grey, then highlighted with Fortress Grey. A dab of Skull White

was added to the mix before a final highlight of pure Skull White was applied. An equal mix of thinned-down Black and Brown inks was then washed into the recessed teeth and eye sockets of the skulls.



Abaddon's face was painted using the same method as the skulls on his trophy rack, but

a few drops of Red Ink were added to the final ink wash used on the skin to give it a 'fleshier' tone. More Red Ink was added around the areas where the cables penetrate Abaddon's face, to give the appearance of bruised flesh.



Abaddon's topknot was given a basecoat of Red Gore, then highlighted with Blood Red. A 50/50 mix of Blood Red and

Blazing Orange was then applied as a final highlight. To finish the topknot, thinned-down mixes of Red and Black inks were brushed into its recesses.



The tassels hanging from Abaddon's spikes were painted using the same techniques as the armour, but using Bleached Bone instead of Scorched Brown. The Space Marine helmet on the spikes was painted Shadow Grey and highlighted on its edges by adding progressively more Skull White to the mix. The shell ejection



ports of Abaddon's storm bolter were painted in a 50/50 mix of Dwarf Flesh and Chaos Black, then highlighted with Dwarf Flesh on its own. Lastly, a thinned-down mix of Black and Brown inks was washed over the ejection ports.

Abaddon's base was first coated with thinned-down PVA glue then sprinkled with sand, and finally washed with Black Ink. The base was then drybrushed with Codex Grey and finally Bleached Bone. A few patches of Static Grass were glued to the base and its edge was painted with Goblin Green.



AHRIMAN OF THE THOUSAND SONS



ASSEMBLY

Assembling the Ahriman model was done in the same way as Abaddon, with the exception of the head and backpack which were painted separately and glued on last, to ensure that the chest plate and shoulder pads could be painted.



The barrel and muzzle brake of the bolt pistol was drilled lengthways and crossways

using a pin vice. The casting process cannot reproduce the hollow shape of a real gun barrel, but it's very easy to achieve yourself. This technique can be used on many models, and is easiest to achieve on the bolt guns and pistols of the plastic Space Marines and Chaos Space Marines. It's not always worth doing on every model in your army, but gives a character model such as this an added level of detail that will define it from the rank and file.

PAINTING THE MODEL

The colours have been kept to a limited, but strong, colour palette which means that this striking model can be seen clearly amongst an army of other miniatures. Using a limited palette on a model as intricately sculpted as this one means that your paint job won't compete with the detail on the



by Ice Blue on its own. A watered-down glaze of Blue Ink was applied next to bring out the depths of the folds in the fabric, followed by a final highlight of Ice Blue along the raised edges.



The inside of the robes, as well as the hood and details around the helmet, were painted Leprous Brown, blending up to Golden Yellow. This was followed by a 50/50 mix of Golden Yellow and Skull White and finished off with Skull White on its own. The tone of these areas, along with that used on the horns, form the second element of the colour palette, complimenting the deep blue used for the majority of the model.



Bone, with Skull White on the outermost edges.

miniature itself. The main colour used is Regal Blue, which has been applied to the robes, gloves, helmet, backpack and bolt pistol. This has been highlighted with a 50/50 mix of Regal Blue and Ultramarines Blue, then pure Ultramarines Blue followed

The inside of the robes, as well as the hood and details around the helmet, were painted Leprous Brown, blending up to Golden Yellow. This was followed by a 50/50

The horns were first painted Bestial Brown and then blended up to Vermil Brown. The outside edges of the horns were blended up to a final highlight of Vomit Brown. The final highlights were applied using Bleached



The Staff of Ahriman as other details such as armour trim and back, were painted for an overall feel appropriate to this powerful and important character. The base for the effect was a 50/50 mix of Tin Bitz and Shining Gold. Shining Gold on its own was then added, followed by a mix of Shining Gold and Mithril Silver. A glaze of watered-down Brown Ink was applied next to emphasize the recesses and give the areas a warm, rich tone. After the glaze had dried, the uppermost areas were picked out, first in Shining Gold, then a 50/50 mix of Shining Gold and Mithril Silver, and finally in Mithril Silver on its own.



To complete the ornate appearance of the model, extra details were added to the robes. These are reminiscent of

the patterns you might expect to find on a Warhammer wizard's robe, and they provide a strong focus when the model is viewed from the side or rear. These patterns were painted as simple lines of Chaos Black. A thinner line of Skull White was then applied within each black line, giving the effect of the black outlining the white.



The gems on the front and back of the Staff of Ahriman were painted using a simple, yet highly effective method. The single eye on the front of the staff was given a basecoat of Scab Red, then Red Gore. A dab of Skull White was mixed into the Red Gore, and two tiny dots



of Skull White were placed to represent light reflecting off a glossy surface. The same technique was used for the gem in the back of the staff, starting with a base of Dark Angels Green, blended to Snot Green and lightened with Skull White. A thin black line was applied to give the appearance of an iris at the centre of a mystical eye.

Pete Haines is the man responsible for the new Codex: Chaos Space Marines. For some years now he has been an avid collector of an Iron Warriors army. Here he describes the background he has created for his army.

Pete: As with so many things I never planned on becoming an Iron Warriors player. It was really just a case of being in the right place at the right time, although I doubt that excuse would wash with the Inquisition! I find that it is the armies you stumble blindly into collecting, that are the ones you become attached to. This certainly applies to my Iron Warriors army, which had become my preferred army just before the release of the 3rd edition rules. It is now such a favourite that every time I think about collecting anything else I just end up working out what I like about it and how I can do something similar with the Iron Warriors.

My army of choice prior to adopting the Iron Warriors was the Space Marines (using my own Chapter – the Harbingers). I started collecting them before Chaos Space Marines existed in the Warhammer 40,000 setting, otherwise my Iron Warriors fixation may have started earlier. Like many long-time players I was heavily influenced by the Realms of Chaos books. These books were a great read and although the Iron Warriors didn't feature heavily (if I recall they were loosely classified as followers of Slaanesh!) I thought the imagery of underlying tragedy that surrounds the Traitor Legions to be both fascinating and enduring.

By the time 2nd edition Warhammer 40,000 came along I was still using the Harbingers very occasionally and the greater clarity of the 2nd edition encouraged me to start getting more games in. I already knew Andy Chambers as we were both members of the same historical battle re-enactment society and we had played some Epic 40,000. He encouraged me to get deeper into Warhammer 40,000 by joining his playing group and getting involved with his Piscina IV narrative campaign. The campaign ran for quite some time, indeed it eventually became the Storm of Vengeance campaign pack, and while it ran I stuck with my Space Marines army. The army was the Harbingers, a specialist planetary assault force which eschewed vehicles. This lack of mobility was always a little frustrating and I decided that I would

IRON WITHIN, IRON WITHOUT

Pete Haines' Iron Warriors Chaos Space Marines



Pete Haines takes on Andy Hoare in this month's Battle Report.

use the Harbingers to decide what I really liked to use and then at some point to collect one of the 'named' Chapters based on the experience gained. I had assumed that I would end up collecting Dark Angels or one of the other Codex Chapters, perhaps by just repainting the models I already had.

Perhaps the seed of corruption had been planted in my mind by the Realms of Chaos books and it had loitered there waiting for its opportunity.

The story element of Warhammer 40,000 was something I have always really enjoyed, particularly writing detailed backgrounds for my armies. Amongst the things I had scribbled down was an origin for a renegade Chaos Lord, I didn't do anything with it at the time but it was in the folder awaiting a use. The background story that I postulated was as follows:

In the years leading up to the Horus Heresy, a Thousand Sons Space Marine called Murchad Kite, already the recipient of considerable bionic replacement, was selected to be trained by the Adeptus Mechanicus as one of the Legion's first true Techmarines.

The training he received ensured that Kite was indoctrinated in the faith of the Machine God. When he returned to the Thousand Sons after a lengthy absence, he found their increasing devotion to magic and superstition particularly distasteful. His skills were especially valued in the Thousand Sons fleet though and he was assigned to the Battleship Infernal Device where he began to assemble a cadre of like-minded individuals who were disturbed by the direction Magnus the Red was taking the Legion in. It rapidly became evident to Kite that the Imperium would not tolerate the Thousand Sons dabbling in sorcery forever and he began to make his own plans. Whilst not a Sorcerer himself, Kite had learned enough to become intrigued by the idea of merging technology and sorcery in a way that would appal both the Adeptus Mechanicus, and the Thousand Sons. He planned to use the energy of the Daemons of the Warp to fuel his inventions and provide the vital control element for his war engines. To pursue his research though he would have to find a way of escaping the ever-watchful eye of Magnus the Red. During a routine patrol of the outer reaches of the Prospero system the powerful



All the Iron Warriors armies in the Studio unite.

surveys of the Infernal Device detected an incoming fleet. The Space Wolves had come to punish the Thousand Sons in the Emperor's name. Without hesitation, Kite and his confederates mutinied, seizing control of the battleship and steering it away from the Space Wolf fleet, which went on to attack Prospero with complete surprise. Kite and his followers were now corsairs, unable to return to the Thousand Sons but also condemned by the Imperium for having ever been part of the Legion. Horus' rebellion was the perfect opportunity for Kite to break away, and amidst the anarchy, he prospered by attacking both sides, attracting a following of pirates and corsairs to augment his forces.

The background I detailed described Murchad Kite as a cyborg with a look that owed something to both the Traitor Legions and the Adeptus Mechanicus.

It would still be some time before he saw the Warhammer 40,000 battlefield.

The key moment came when Andy Chambers decided that his loyalties lay with Mork and Gork rather than Khorne and Nurgle. After some frenzied negotiations, a bit of overtime and some fumbling down the back of my sofa for change, I became the very proud owner of a Chaos Space Marines army. It had Daemons, Berzerkers and Plague Marines, and a couple of conversions that had been in the Codex, but the part of it that I really liked were the Havoc squads painted up in the livery of the Iron Warriors. There was something about the uncompromising colour scheme and the even more uncompromising heavy weaponry that caught my imagination, and just like that I became an Iron Warriors player.

Just prior to acquiring my first squads from Andy, as mentioned above, I had been playing in his Piscina campaign.

Digression for a bit of a rant - it was the Piscina campaign that went on to become the Storm of Vengeance campaign pack. Now I don't want to moan but I just have to point out that in the original campaign it was the Harbingers who did a lot of the heroic stuff that the Dark Angels got credit for. Typical! There's always someone from a First Founding Chapter around to take the plaudits... grumble, grumble.

I've waited years to set that one right! Right, back to the story. Using the Harbingers I enjoyed a flurry of victories over the Chaos contingent and



Pete's army is heavily themed around his Rhino APC transports.

pushed them off the planet after a last desperate ploy to open a gate to the warp was thwarted. It was about this time that Andy decided they weren't for him and bought a job lot of pots of Goblin Green.

I now needed to extend the background story that I had begun for Murchad Kite to include the Iron Warriors. I could see no reason not to continue the story from the point I acquired the army.

Defeated on Piscina the battered remnants of the Iron Warriors 12th GrandCompany fled using whatever ships they could commandeer from the space port. Clearly the influence of Khorne and Nurgle resulted in disaster, if only they had remained with their own Legion. Their ragtag fleet of stolen merchant ships was quickly overtaken by the mighty battleship *Infernal Device*; Kite had watched the conflict from afar and awaited the outcome with interest. He had been interested in Ghazgkull's prototype

teleportation device, by the presence of the Space Hulk *Scylla* and by the fortitude in adversity of a company of Chaos Space Marines whose simple raid had gone terribly wrong.

The 12th Grand Company was reduced to a fraction of its strength, most had abandoned their Crusade years before and returned to Medregard. Renegades from other Traitor Legions had attached themselves to the Company and had become influential, resulting in a succession of commanders none of whom commanded the loyalty of the entire force. In Murchad Kite, the Iron Warriors saw a throwback to their glory days. The other factions were more hostile; a salvo from the *Infernal Device*'s lances silenced any vocal opposition.

A bargain was struck, the 12th Company would accept Murchad Kite as their Warsmith and he would re-equip and lead them. With his formidable mechanical and technomantic skills, Kite was ideally suited to leading an Iron Warrior Company. The workshops aboard his ship were soon producing new tanks and new heavy weapons for his troops. As soon as the loyalty of the Iron Warriors had been won, Kite tested it by having the members of all the other Legions executed, including his own followers from the Thousand Sons, to demonstrate his commitment to his new Legion.



Murchad Kite leads the assault.



The war fleet of Muchad Kite.

This first incarnation of the army was very similar to my Harbingers insofar that it relied on dismounted models toting heavy weapons and had a hard core of Terminators. I played as many games as I could with it but the Harbingers were still my campaign army so it wasn't until 3rd edition Warhammer 40,000 was being playtested that I could justify going on to the second incarnation of the army. Armies were considerably larger in 3rd edition so I was clearly going to have to do some painting whatever happened. I wanted to make my two Space Marines armies more distinct; because the Harbingers' rationale was so heavily based on not having tanks, the easiest and most characterful thing to do was to expand the Iron Warriors with a strong force of armour.

I daresay the fact that Rhino-borne assault looked a good option in the 3rd edition was a factor and, if I remember a Klingon saying from Star Trek correctly, "War is a lot more fun when you are winning". Briefly, the army became very assault orientated but then I realised that I was giving up too much firepower to achieve it. One particular game in which my army, deprived of its Rhinos by first move shooting, had no choice but to rush at an Ultramarines army like a bunch of

Orks, convinced me of the error of my ways. I started to increase the number of Heavy Support choices in my army and found that the army was getting closer to the classic Iron Warriors archetype and more effective at the same time.

Tanks were quick to paint in the Iron Warriors colours and I collected three Predators and a Land Raider in short order. This particular army format, which I dubbed the 'Wheels of Iron', was much more successful and was great fun to use.

I should point out that I tend to follow an idiosyncratic approach when selecting armies for games. At any given time I have a roster showing 2 HQs, 3 Elites, 6 Troops, and so on. The sum total comes to far more than 1,500 points but for each game I select units from the roster, sometimes dropping a figure or, sometimes not bothering to take a squad transport. It does not make for a major limitation as, with a bit of thought, the roster can easily include enough flexibility to produce a range of interesting armies. What it does achieve is to add a consistency to the army that helps to build character from game to game. Squads and Aspiring Champions develop a history that brings them to life and allows you to make a subtle change once in a

while to reflect a momentous event on the battlefield.

For example, when Murchad Kite ended every one of a long run of battles face down in the mud, it lead me to conclude that always using the same Chaos Lord made it very difficult to keep to a narrative, especially when he kept being killed. This persuaded me to promote a very successful Aspiring Champion called Shadrack Mandeus to Mighty Champion, taking over the second HQ slot and providing me with an alternative army commander who I could use whenever Kite's presence was not specifically required. I rarely used a Sorcerer anyway so it didn't bother me that my roster contained two choices that couldn't be used in the same army. The roster approach is only a guideline so it doesn't pay to be too fussy with it.

As the rationale for the army is linked very closely with a space fleet, a tie-in to Battlefleet Gothic was the next obvious expansion. My Chaos fleet represents Kite's entire flotilla and has opened up the possibility of playing campaigns integrating both Warhammer 40,000 and Battlefleet Gothic. This is ridiculously easy to do, you simply plot out a basic Tree campaign using missions from both systems to lay out the narrative.



The 12th Grand Company hold a breach against the fanatical Black Templars.



Pete's new Iron Warriors army in progress.

Ultimately, Andy's Piscina campaign expanded into the Piscinan Belt campaign to cover the Harbingers pursuit of Nazdreg after the original Warhammer 40,000 campaign was over. Also, I played an extensive narrative campaign called 'Blood and Iron' in which my Iron Warrior fleet and army was thwarted in its latest diabolical scheme by the Blood Angels of Neil Parsons. I can really recommend this type of campaign as a way of livening up a series of games by turning them into an ongoing story.

The mechanised version of the army has kept me absorbed throughout the 3rd edition and gradually took over from my other armies to the extent that I would use the Iron Warriors at every opportunity. After joining the Studio I was able to test it against a wider range of opponents and it rarely let me down. My obsession with the army led to me writing the Index Astartes article on the Iron Warriors. This was a real pleasure as I was able to fill in a lot of background for the Legion and introduce rules to make them the siege specialists they were always meant to be.

When writing Warhammer 40,000 background I do not believe in promoting a modus operandi for an army which cannot possibly work on the tabletop, and in this regard my experience with the army proved invaluable. The Index Astartes article did leave me with quite a few models that I couldn't use any more (all my Daemons and Cult Marines for example) but this was a small price to pay for a more consistently themed army. It did feel very strange to use an army that I had written the modifications for myself but when I added a Vindicator to my roster, with the additional Heavy Support choice, and saw how good it looked with spikes on, my reservations disappeared.

With a heavily armed company of Iron Warriors at his back Murchad Kite became an even greater threat. He added Research Stations and Exodite colonies to convoys as his preferred targets, always seeking new technology to expand his researches.

Gradually, the victories started to be recorded. Despite their best efforts, the Blood Angels and the White Scars were defeated by the resurgent Iron Warriors, each time vital Imperial technologies were stolen. The secrets of the Eldar were not safe either, Ulthwe and Saim-Hann felt the power of Kite's company and many spirit stones were lost forever.

When the Studio Cityfight campaign (as reported in White Dwarf) was conceived, I realised that attempting to drive through the ruins of Vogen with my tanks would be a pointless exercise and drew up a different roster for the campaign. One Predator remained with the balance of Heavy Support choices being taken up by a Havoc squad, a Vindicator and a Dreadnought. The revised roster did rather well in the campaign (apart from habitual defeat by Alex Boyd's Orks) and although I planned to change the roster after the campaign was over, there were several units which did so well that I couldn't help retaining them for open field battles.

By this time, I had already begun work on the revised 3rd edition Codex: Chaos Space Marines so I was well aware that some level of change was on the way. The Cityfight campaign had indicated to me that it was about time to make changes to the roster in any event, if for no other reason than to freshen up the army. I decided to merge the old roster and the Cityfight roster to create a new format for the army that would not only be effective at Cityfighting but would retain its effectiveness for a few years to come.

This brings us up to the present day. Thanks to Index Astartes there are now boxed sets of Legion-specific Chaos Space Marines available. This was the last push I needed to begin building an entirely new Iron Warriors army, incorporating all the new models plus new Rhinos and Predators, etc. Occasionally, being committed to using a single, particular army can be frustrating as you look at some of the other armies and think 'wouldn't it be nice to have one of those?' The acid test is whether you have enough enthusiasm to collect and paint one; every time I apply this test I end up deciding I would rather just collect more Iron Warriors!

Now all I have to do is get the new army finished before Jes Goodwin and co. come up with something else I absolutely have to add to it.

See you in the trenches!

Pete's new Murchad Kite model. Why stick to one bionic body!



All across the Galaxy, Chaos Space Marines are on the move. This month we take a look at how the compatibility of the different Chaos Space Marine boxed sets can add variety to your squads of Chaos Space Marines.

With the current selection of Chaos plastic boxed sets available, it's never been easier for a Chaos Lord to add to the size of his legion (and with the fantastic range of new Chaos Space Marines hitting the shelves soon, Chaos Lords must truly feel blessed by their dark patron).

All of the Chaos Space Marines boxed sets have been designed to fit perfectly with not only each other but with all of the loyalist Space Marine plastic kits as well. Also, because all of these plastic kits are packed full of extra detailed pieces the possibilities for conversions are endless.

The recently released Chaos Space Marines boxed set also includes the Mutations sprue, hugely useful, not only for Chaos Space Marine players but also for those players collecting Chaos armies for Warhammer. The sprue can be used to make either complete squads of Possessed Marines or just add variety to standard squads.

To illustrate just how flexible the plastic kits are we thought we would put together a few Chaos Space Marines using only parts from the Chaos Space Marine boxed set mixed with pieces from the Khorne Berzerkers boxed set.

TOP TIP

Before any of the models shown here were glued together they were first assembled using Blu-Tac. This allowed the position and stance of the model to be tested before any glue was applied.

The Chaos Space Marine boxed sets come with lots of extra details that are best glued on last to ensure the main components fit.



MODELLING CHAOS PLASTIC

A LOOK AT MIXING DIFFERENT CHAOS PLASTIC KITS



BASIC SQUAD

As an alternative to putting together a unit of stationary Chaos Space Marines this squad stole all of its running legs from the Khorne Berzerkers sprues to add character and create a very unique and dynamic looking squad. Each of the models has had their heads positioned so that they are all looking in the same direction as their weapons are aimed.



The topknot on one of the models has been twisted gently to represent the wind blowing the hair backwards as the model moves forward.

The squad also makes use of the plastic plasma gun from the Command sprue to give the unit a bit of extra firepower. The skull on a chain, again stolen from the



Khorne Berzerkers sprue, gently bent and glued to the lower barrel of the gun, really helps reinforce the sense of movement and direction of the model.

No Chaos Space Marine squad can be considered complete without adding a piece from the Mutations sprue, for this squad the malformed hand and spike combination was the perfect choice. The



hand holding the barrel of the boltgun really fitted within the character of the squad, as they cover the ground to the objective quickly, laying down fire as they move.

HEAVY SUPPORT

This heavy weapon specialist was put together using a Khorne Berzerker chest plate, which was chosen because of the large calibre shell belt worn across it. The heavy bolter and body have been positioned so that the model looks as if he is aiming at an elevated target. The bare head from the Khorne Berzerker sprues looks in the same direction, reinforcing the pose.



CLOSE COMBAT

Chaos Space Marines aren't afraid of getting up close and personal and this individual certainly illustrates that point. Using two chain axes from the Khorne

Berzerkers sprue, one of which has been twisted at the wrist, gives this Chaos Space Marine a really menacing feel.

The combination of using Khorne Berzerker running legs and twisting the body and head, really gave the model a sense of movement.

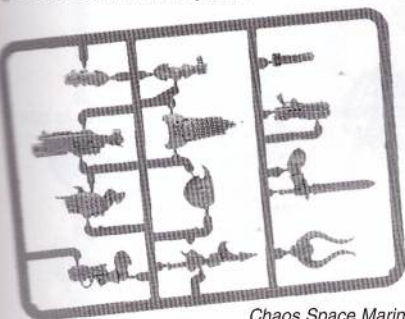




However, it is the swing of the two grenades attached to the model's chest which really gives the key to the model's direction.

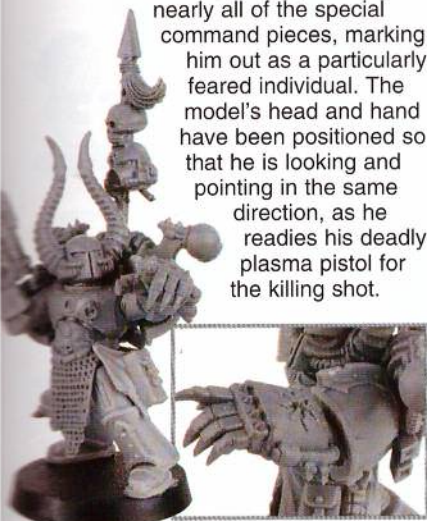
SQUAD LEADERS

No squad of Chaos Space Marines would be complete without an Aspiring Champion; these respected individuals have access to the best weaponry and equipment that is represented on the plastic Command sprue.



Chaos Space Marine command sprue.

The first Champion uses nearly all of the special command pieces, marking him out as a particularly feared individual. The model's head and hand have been positioned so that he is looking and pointing in the same direction, as he readies his deadly plasma pistol for the killing shot.



The second model again relies heavily on the Command sprue to show its elevated status within a squad. This time the body has been positioned on the legs as if leaning backwards,

the power sword and plasma pistol raised above the model's head as it calls on its gods for their favour. Again the mutated arm, which ends with a mouth full of teeth, was used to create a head for the Champion; sometimes the blessing of Chaos can be a bad thing!

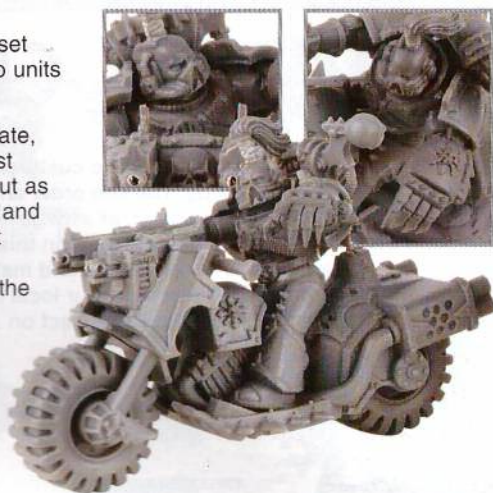


TOP TIP

The Chaos Space Marine boxed set can also be used to add variety to units of Chaos Space Marine bikers.

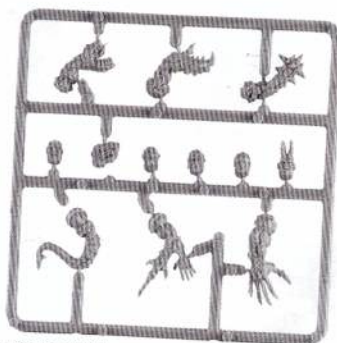
This model uses a head, chest plate, large shoulder pads and power fist from the boxed set to mark him out as an Aspiring Champion. The head and arm have been positioned so that the model is looking in the same direction as he is pointing. Again the hair has been gently twisted to represent the wind blowing his hair backwards as the bike speeds forward.

Using the new assault rules this individual would really pack a punch in close combat.



MUTATIONS

The parts on the Chaos Mutations sprue simply replace parts of the Chaos Space Marine, a mutated head in place of a helmeted one, a tentacle instead of an arm and a model will appear especially gifted by their Chaos patron.



Mutations sprue.

This model uses the large mutated arm, the diseased head and a bolt pistol from the Khorne Berserker sprue to represent its loyalty to Nurgle.



Favoured by Slaanesh, this model uses the large-tongued head and the tentacle arm to show where its allegiance lies.

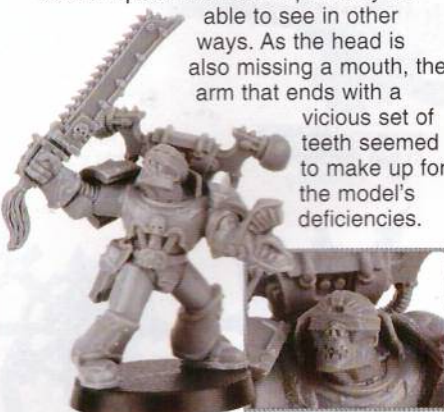


The spike encrusted fist, the horned head and a Khorne Berserker's chain axe and chest plate mark this model out as a chosen of Khorne.



Being a follower of Tzeentch, the blind head was the obvious choice, as the Chaos Space Marine will probably be able to see in other ways. As the head is also missing a mouth, the arm that ends with a

vicious set of teeth seemed to make up for the model's deficiencies.



The models shown here are just a few examples of how combining pieces from different plastic kits, and spending a little time and thought on the positioning of a model, can create some very dramatic and original looking miniatures.

Elsewhere in the issue, White Dwarf's resident Chaos Lord, Graham Davey gives us a demonstration on how to quickly and effectively paint Black Legion Chaos Space Marines.

For more information on collecting a Chaos Space Marine army, visit:

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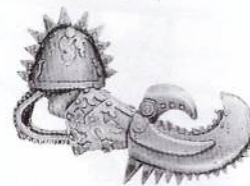
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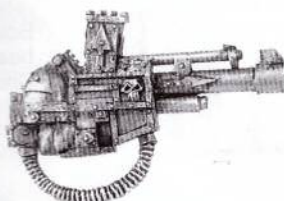
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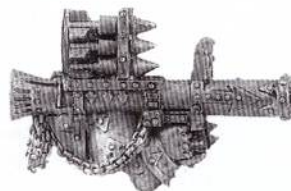
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Graham Davey is White Dwarf's resident Chaos Lord, and he has been collecting his vast horde for several years now. We've persuaded Graham to share with us his secrets on how to quickly and effectively paint Black Legion Chaos Space Marines.

PAINTING WORKSHOP

Graham Davey's Black Legion Chaos Space Marines



PAINTING THE MODEL



First of all the silver trim of the armour was painted. Mithril Silver was used, taking care to leave the Chaos Black undercoat showing on the armour plates. The bolt pistol and chainsword were painted Mithril Silver too. Any mistakes were then touched up with Chaos Black.



The next stage was a Black Ink wash, mixed 50/50 with water to thin it down. This is to take the brightness off the silver and to provide shading. Any wash that misses the silver areas will not show over the black undercoat, so this can be done quite quickly. Extra coats were applied around rivets, weapons and other large areas of silver. The finished result was compared with the rest of my army, to make sure the silver matched and wasn't too shiny or too drab.

On basic models this leaves just the yellow areas – pipes and cabling, etc. Yellow paint is not very opaque, especially over a black undercoat, so a Skull White basecoat was applied first. This needs to be very neat, with a solid white coverage. Extra coats were



applied to ensure no black showed through.

To provide the fiery shading colour, the white areas were washed with Blazing Orange mixed 50/50 with water. It doesn't really matter if this goes onto the black areas, but care was taken to avoid getting any on the silver.



Next, Skull White was carefully brushed on, leaving the orange colour showing in the recesses.



Finally, Yellow Ink was applied, turning the white areas yellow and tinting the orange slightly. Again, care was taken to avoid getting any ink on the silver areas. Any stray white paint was covered over with Chaos Black.



COLOUR PALLETTE

GETTING STARTED

When assembling my Chaos Space Marines, I take time to get the pose exactly how I want it – usually using Blu-Tac to try out positions before gluing them together. In particular, if the model is firing its gun, I make sure it is looking in the same direction that it is aiming the weapon. Depending on the pose of the model, it may be easier to paint without the backpack stuck on but, if possible, I prefer to stick the whole thing together.

The models were undercoated Chaos Black, taking care to spray from every angle – multi-part models like this have lots of nooks and crannies that all need a good covering of black.

- Blazing Orange
- Blood Red
- Yellow Ink
- Mithril Silver
- Chaos Black
- Codex Grey
- Goblin Green
- Bestial Brown
- Bleached Bone
- Skull White
- Bubonic Brown
- Pallid Flesh

PAINTING BONE

All areas that were to be bone coloured (horns, skulls etc), were basecoated with Bestial Brown. These were then highlighted with Bubonic Brown and finally with Bleached Bone.



To finish off, any features on the helmet that weren't picked out by the silver trim, were highlighted with watered-down Codex Grey. The eyes were painted in with Blood Red.



THE BASE

The base was first painted Goblin Green. Once dry, PVA glue was

applied to the top of the base, after which, it was dipped into modelling flock.



CONVERSIONS



and Chaos Space Marines body, head and bolt pistol.

The Khorne Berzerker kit is fully compatible with the Chaos Space Marines kit, giving a huge range of possibilities for very easy conversions. This model uses Berzerker legs and axe

PAINTING SKIN

The skin was basecoated with Bestial Brown which was then highlighted with an equal mix of Bestial Brown and Pallid Flesh. The final highlight was an equal mix of Bleached Bone and Pallid Flesh.



The new rules in Codex: Chaos Space Marines need you to have an Icon in the unit if you want to summon Daemons. An Icon can be a simple trophy pole on the backpack of a Champion, but it's more impressive to have a distinctive Icon Bearer.

This model uses the standard bearer arm from the Warhammer Marauders of Chaos plastic regiment set. The icon itself is the banner top from the Warriors of Chaos regiment set but the standard tops from the Marauders of Chaos and Orc boxed sets look equally impressive.



Graham's Chaos Horde rampages into the Tau lines.

Index Malleus



A series
focusing on the
threat to the safety
of Mankind

INFERNAL THREAT

An investigation into
the foul daemons of
the Warp

by Phil Kelly &
Graham McNeill

Daemon – the mere utterance of the word is enough to instil fear into the stoutest heart, and rightly so. For Humanity's great nemesis, Chaos, has no purer form, and the countless millions of hideous blasphemies that populate the Warp desire nothing less than the utter destruction of the Imperium.

Physical Characteristics

The very fabric of Chaos is inconsistent and unpredictable, so it is impossible to list the myriad forms of daemons. Nevertheless, despite the inconsistent nature of the Warp, it is thought the major Chaos deities value certain physical aspects relevant to their peculiar ethos. As such it is possible for a learned Chaotician to distinguish a daemon's patron deity from whatever perverse form it chooses to manifest in the material realm. It is widely believed

that the features shared by the entities of a particular Chaos power give clues as to the preferred forms of the deity in question.

The daemons of Khorne, the Blood God, are commonly the colour of dried gore, massively built and brutish in appearance. Even the smallest of these bloodletters stand head and shoulders taller than a Space Marine, and their heavily-muscled physique is honed with the sole intention of massacring every living thing that they encounter. Very few actual reports of these daemons are to be found, for the bloodkin exist purely to kill, and as such, the vast majority of knowledge concerning these daemons is forensic. The following is a transcription of Inquisitor Leshra's findings after the Eyrian Arena massacres.



"The floor of the chamber is awash with blood...it is astounding that a mere eight bodies could relinquish so much. They have been crudely and violently dismembered. The walls are spattered with blood to an amazing extent; barely a square inch of the original façade remains unsullied. Long, rope-like tendrils of gore dangle from the ceiling, speaking of the terrible energies with which this slaughter was perpetrated. My servitors, in piecing together the bodies of the fools that summoned this beast, found that all body parts were still present barring the skulls of the slain, of which there is no trace."

The daemons that owe their allegiance to Slaanesh, the Prince of Pleasure, are the antithesis of the bloodletters, for they are said to be creatures of striking and ethereal beauty. A weak man that so much as glances upon one is lost forever; no matter how fervently his conscious mind warns him of danger, he will be powerless to resist the base instinct to succumb to these creatures, and to serve them for an eternity of humiliation as a mindless slave. But there are some who have passed the test that is to witness these beings, whose souls have not been ensnared by their sinuous dance and promises of paradise. They describe these daemonettes as resembling nubile young females, horrific mutations such as bony protuberances and cloven extremities in no way diminishing their hypnotic beauty. That these blasphemies can transmute a natural reaction of revulsion and terror into uncontrollable desire is testament to their subtle powers. And yet it is said that still greater servants of Slaanesh exist, the Keepers of Secrets. Despite the vast size of these many-limbed nightmares, the lithe grace surpasses even that of the lesser order of Slaaneshi daemon, and they revel in consuming not only the bodies of their prey but also their souls.

"All Daemons are falsehood. They are lies, given the shape of creatures by the power of Chaos. Fear the Daemons of Khorne for this reason and then fear them once more."

Inquisitor Covenant

Perhaps the foulest of all daemons are the minions of the Lord of Decay, Nurgle, as they are putrefaction given form. Why any member of Humanity should worship a deity of pestilence is an enigma to the sane, but nevertheless this ancient god is one of the most powerful of the blasphemous pantheon. His servants are the tally-men of disease, ceaselessly counting every contagion to ever have blighted the universe. An ancient vox record from the Apothecarium Maloris, dating back to the Dreilian

++++Pict Record Begins++++

Image displayed sways as pict-skull avoids male figure dressed in red surgical smock [Genetor-Major Lauram Clelland] Clelland approaches a male figure strapped securely to a reclined medicae table. The restrained figure is in a high state of agitation and appears to be undergoing some form of possession. The nature of the possession is unclear, but is estimated to be a higher order of warp entity. Continual chanting of the Verses of Repugnance are intoned from a source outside the pict-skull's field of vision.

[Voice - off-pict. Identified as Inquisitor Olarius]

Olarius - Quickly, man, be done with it! The entity will overcome the wards soon.

Clelland - I am proceeding as fast as is safe, Inquisitor. You of all people should know the risks inherent in creating a daemonhost under these conditions.

Olarius - Do not presume to lecture me, Mechanicus. Just do it faster, this one is stronger than we imagined. These bindings may not be strong enough.

Clelland nods and hurries forward to administer hypo-syringe to the restrained subject. As he approaches the medicae table, the subject tears loose an arm that is darkening in colouration and grips Clelland's neck. The grip tightens and 1.45 seconds later, the subject has broken Genetor Clelland's neck and torn his head from his shoulders. Clelland collapses and the subject begins spasming.

Olarius - Emperor's blood! Seal the chamber! Now, damn it, now!

The subject [now positively identified as a daemonhost] breaks free from the medicae table and image sways as pict-skull avoids a blow from its hand, which elongates and sprouts long talons. Inquisitor Olarius and three Ecclesiarchy priests carrying books of exorcism enter shot as pict-skull is spun around. The daemonhost's skin darkens, the musculature swells and its face becomes bestial. The priests scream and run for chamber's exit, but find it sealed. The daemonhost disembowels the representatives of the Ecclesiarchy in two blows before Inquisitor Olarius shoots it with a weapon classified as a pscannon. The daemonhost falls, but rises to its feet, apparently unharmed by the close-range blasts and slashes open the Inquisitor's stomach. Olarius falls as the ceiling-mounted sprays engage and douse the chamber in blessed acids. Image blurs as acids eat into pict-skull then vanishes altogether as daemonhost smashes it to the floor. Audio lasts a further 3.42 seconds, consisting of screams of Inquisitor Olarius and the daemonhost as the acid performs its sacred duty.

++++Pict Record Ends++++

Plagues and kept locked away in the Library Sanctus, contains a sample of this droning, sonorous chant. All who have heard it have fallen ill and died.

All known daemons of Nurgle exhibit every outward sign of decay, leaking a hissing gruel of pus and diseased viscera wherever they drag their foul-smelling carcasses. The only sure way of cleansing an area tainted by such beasts is with righteous, purifying flame.

To try to classify the horror-daemons of Tzeentch by their physical characteristics is futile. Every one of the servants of the Lord of Change can mould its form with the slightest thought, and the majority of these beasts are nothing more than a rolling mass of clawed limbs and fanged mouths. From within these fleshy, ever-changing beasts hatch larval versions of the original that clamber screaming from the mouths of their previous incarnation. Men have been driven insane merely by witnessing these monstrosities, and many have died in agonising pain as the balefire that serves as these horrors' lifeblood consumed them in a conflagration of psychic energy.

As with all daemonkind, when the tide of battle turns against them, they will begin to fade from existence, the bonds tying them to the physical realm dissolving instantaneously. The Ordo Malleus and the Ecclesiarchy are well aware that true faith accelerates this process, as do canticles of abjuration and exorcism.

Natural Environment

Daemonic creatures have no homeworld as such, since outside the Immaterium, they require vast amounts of warp energy or a host body to exist. As such, the only planets where daemons can exist without fear of being cast back to the warp are those within the Eye of Terror itself, where the Immaterium spills into the galaxy in a maelstrom of warp energy. In this region of space, worlds exist where the laws of physics and nature do not apply and the landscape is constantly shifting at the whim of the Chaos power that rules the planet.

Each of the Chaos powers is master of an uncounted number of daemon worlds within the Eye of Terror and their realms are a twisted reflection of their



blasphemous aspects. To journey within the Eye of Terror is a voyage that only the heretic or the insane would dare undertake. Such reliable knowledge as does exist has been gleaned by the most powerful psykers of the Imperium who have reported dreams or visions where the worlds of Chaos have been revealed to them. The worlds of Nurgle are filth-ridden plague pits where daemons shuffle across the necrotic surfaces, dolorously counting the contagions unleashed by their scrofulous patron. Slaanesh's worlds throb with every form of excess imaginable, cloaked in the heady musk of indulgence, while those of Khorne echo with the screams of those slaughtered by the bloodthirsty warriors of the Blood God. Tzeentchian worlds are monstrous, ever-changing labyrinths where the landscape barely has solidity before being reshaped into some new nightmarish form.

There are a multitude of other worlds within the Eye of Terror; planets like flat

sheets of black glass, worlds girt by fire or where bloody rain pours upwards from the surface. On one world a black sun stands in a white sky and smoky threads pour from it onto a tangled dark city of nightmare fortifications – said to be the world of Medregard, dwelling place of the Iron Warriors' Daemon Primarch, Perturabo. Another world is swathed in lakes of boiling blood from which spheres of fire float into the sky and spread their light across the firmament. There are an unknown number of worlds within the Eye of Terror and an infinite number of realities that exist as potentials in the swirling Chaos of the Eye.

First contact

It is impossible to know for certain when Mankind's first contact with the daemonic first took place since – if Chaoticians are correct – the energy that creates such monstrous beasts has existed for as long as humans, if not before. The Warp, sometimes known as the Sea of Souls, is

a churning mass of raw potential energy, which humans with psychic talent can tap to use sorcerous powers. Since the dawn of time, there have been those who could shape that power to their own ends and their legacy has been recorded in dark myth since those times.

The volcanic caverns of Hnang-Mei, beneath the vast mountains of a region of Terra whose name has long been forgotten, bore witness to what may have been the first recorded instances of daemonic intrusion. Before their destruction during the Great Betrayal's assault on Holy Terra ten thousand years ago, the murals and daubings on the cave walls depicted primitive humans and crude, but unmistakable, images all too familiar to the Daemonhunters of the Ordo Malleus.

Combat Capabilities

The chosen style of warfare varies between each class of daemons, and is largely dependent upon their patron deity. Just as the daemon's form is determined by its allegiance, so are its strengths in combat and therefore also its weaknesses. The bloodletters fight with massive brazen axes, wrought in the likeness of skulls or the symbol of their patron deity, Khorne. It has been speculated that the bronze axe was one of the first tools of war manufactured by Mankind, and hence has a particular resonance with Khorne. These weapons are thought to be imbued with limited sentience and may even have vampiric qualities, as many of the victims of the bloodletters have been found utterly drained of their blood. The axes of Khorne are also widely used by the mortal devotees of the Blood God (cf. 934.457.WorldEaters). In conjunction with the bloodletter's unnatural strength, these deadly weapons can penetrate even the armoured flanks of a standard pattern Rhino. It is known that there exists one daemon creature steeped further in the favour of Khorne, the monstrous Bloodthirster. This immensely powerful creature towers over its minions, and is possibly the most formidable of all Greater Daemons. It is consummately skilled in the arts of war and can smash apart an armoured bunker with one blow. Inordinately powerful, none can best this behemoth at close quarters; for it is war incarnate.

"I saw three of them at the end of the corridor, playing like children in the entrails of Myer and Rubril, and I ran like hell back to the front line. If they had caught me, a violent death would have seemed like paradise."

Trooper Viliad
of the Minervan Tank Hunters

The daemons of Slaanesh are slight in build, but this belies their lethal prowess at close quarters. The long, razor-sharp claws of the daemonette, akin to the diamond-hard chitin of the Tyranid Genestealer, are capable of slicing through adamantium. Along with the greater form of the Slaaneshi daemon, the many-armed Keeper of Secrets, these beasts are thought to exude a strong musk that dulls the senses and erodes the free will of their prey. Comparatively small, even the lasfire of Imperial Guardsmen has proven to be effective against them. However, unlike their Khornate counterparts, the daemons of Slaanesh are cunning and attack with guile and speed rather than ferocity and strength.

Conversely, the maggot-kin of Nurgle have proven to be exceptionally durable on the field of war, and range from the size of a human infant to that of a battle tank. Amongst all the daemons of Chaos, they may have the strongest link to the physical realm, for their plague-riddled forms can shrug off heavy bolter shells as though they were mere stubber rounds. It is likely that this is because their addled metabolism cannot feel pain. The rotten, rusted blades used by the blighted hosts of Nurgle carry virulent poisons and fast-acting bacteria that, when brought in contact with exposed flesh, cause the affected areas to wither and slough off as the contagion spreads throughout the victim's nervous system. They also harbour Nurgle's Rot, a corruption of the soul that can potentially infect any living thing in the daemon's vicinity. There is no defence against these daemoniac infections other than true faith, and even an Ogryn's stalwart metabolism is no match for such potent afflictions.

Still more nauseating is the propensity for the daemons of Nurgle to eject torrents of infected bile at close range, seeping into and burning through all materials up to and including standard issue flak armour. Even vanquishing such beasts with power fists and thunder hammers is folly, for the merest spattering of the ichor that serves as their blood can lead to a painful, plague-riddled death.

The Tzeentchian entities nicknamed 'horrors' and 'flamers' are the only manner of daemonkin known to manifest a ranged attack. This generally takes the form of multicoloured daemoniac flames ejected from the horror's eyes, mouth or hands. The effects this balefire has upon its target vary wildly. The aftermath of the Balsoir Symposium in 885.M37, extensively investigated by the Ordo Malleus and the Relictors Chapter, remains the archetypal illustration of what these daemons are capable of. The corpses of the heretics present at the symposium ranged from severely burnt to mutated beyond all recognition. Among the bodies were mewling, ravaged mounds that had once been men,

countless eyes and mouths opening across blistered flesh to plead for a merciful end to their newfound existence. Several of the altered had grown in part to resemble animals, insects or the horrors that had wreaked such carnage upon them. Others were reduced to stringy puddles of fibrous gore or hung in mid-air, their dangling organs arranged to spell out eldritch Tzeentchian runes. Once the investigation had been concluded the entire complex was put to the torch.

Alone amongst the daemoniac species, the minions of Tzeentch are most vulnerable at close quarters. Although their scrabbling claws and many-fanged mouths can tear apart a guardsman with ease, they are no match for the Adeptus Astartes. Their propensity to split and reform in an accelerated form of asexual reproduction is alarming but ultimately a mere distraction to a determined assault.

Due to the fact that all daemons tend to manifest suddenly and unexpectedly in the heat of battle, it is extremely difficult to mount a defence against them using ranged weaponry. Therefore the only measure of safety an Imperial trooper can have against these diabolic foes is unshakeable conviction and faith in the Emperor, bolstered by a thorough knowledge of the Imperial creed.

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

Inquisitor Shoran

Technology

Daemons appear to have no concept of technology, and understandably so. For their actual forms are optimised for the furtherance of their god's whims, and they need nothing so human as tools to achieve their goals. However, there remain a few notable exceptions. Chaos Space Marines that have ascended to daemoniac status sometimes retain twisted and malformed versions of their original weaponry and armour, often fused into their very form until the two become indistinguishable, to a greater or lesser extent (cf. 094.476.technovirus. Obliterator). Far from standard pattern bolters and close combat weapons, these accoutrements have twisted and changed over the millennia until they are virtually unrecognisable, and can even sprout from the flesh of the entity in



question. Daemon Princes the size of dreadnoughts have been reported still sporting a mockery of their original power armour, whether it has grown with them as part of their form or is some kind of daemonic exoskeleton is unknown.

Perhaps the closest parallel to technology available to the daemonic is the daemon weapon. These are created by taking a sword or some other tool of war and debasing it with profane, sacrilegious runes until it is possible to imprison a daemon within the fabric of the weapon itself. This adds a tremendous degree of potency and magical power to the artefact in question, although this invariably differs from item to item. A variation of this process has even been applied to standard pattern imperial vehicles, imprisoning a daemonic entity within the hull of anything from a dreadnought to a land raider. It is even suspected that the minions of Chaos create mechanical vessels purely for this purpose (cf.016.924.Defiler).

Threat Index and Imperial Policy

The threat of the daemonic cannot be underestimated and it is the sworn duty of every member of the Ordo Malleus to destroy any trace of such entities. There can be no rest in the persecution of daemonic creatures or those who would traffic with them, and entire worlds have been sacrificed to prevent catastrophic daemonic incursions and irreparable damage to the barriers separating warp space and real space.

Some believe that the Inquisitors of the Ordo Malleus and (by extension) the Grey Knights are too zealous in their use of lethal force, citing the destruction of valuable planetary systems that have been suspected of being under daemonic

influence, but were later found to be corruption free. But these are opinions voiced by those who have never seen the horror wreaked by even one daemonic entity. Even a single, unprotected psyker can unwittingly provide a gateway for a daemon to breach the barriers between the Immaterium and real space. And where one daemon travels, others can follow as its very presence weakens the fabric of reality.

Upon detection of a daemonic incursion, the Ordo Malleus can call upon any and all local resources to aid them in their fight against the spawn of the Warp. Should the threat prove serious enough, and there are Grey Knights near, an Inquisitor can call on the Chamber Militant of the Ordo Malleus. An Inquisitor and his allies have the full remit of the High Lords of Terra to requisition any and all resources they deem necessary in order to meet the threat of the daemonic.

To the Ordo Malleus there is no measure too extreme that can be taken in the fight against the creatures of the Warp and any collateral casualties among civilian populations near the fighting are seen as the inevitable consequence of combating such evil. The ultimate sanction of Exterminatus, whereupon an entire planetary biosphere is destroyed, is also available to an Inquisitor. Such measures are never undertaken lightly, but no Inquisitor would shy away from its use should the situation warrant.

Even after the daemonic incursion is defeated, the work of the Ordo Malleus is not complete, as every trace of the corrupted ground must be ritually purified. Every living thing touched by Chaos must be destroyed in the cleansing flames and the area quarantined for decades or even centuries before it is declared safe.

Social Structure

The daemonic legions exist in a fairly well-established hierarchy, although this is by no means rigid as a daemonic entity can rise and fall in the favour of his patron god over the course of a single day. At the lowest end of the hierarchy are the Spawn, those who have failed in their quest to become a Daemon Prince and have been transformed beyond all recognition by their fickle gods into a vile, flailing mass of limbs, mouths, spikes and ectoplasm. At a similar level are daemons such as the pustulent Nurglings, entities that gibber and cavort in the wake of the scions of their putrid god.

Above them are the daemonic beasts, to whom notions of status are irrelevant. The Juggernauts of Khorne, part infernal machine and part daemonic flesh, are used as mounts by the berserker champions of the Blood God. The Slaaneshi equivalents, serpentine fiends with long, lashing tongues, are almost as deadly, their hypnotic musk debilitating the victim before the warrior mounted upon it strikes the killing blow. The riding-daemons of Tzeentch, although sentient, have the appearance of a metallic disc and the temperament of a shark. Sorcerers of Chaos often employ these strange creatures to convey them into the midst of battle, accompanied by screeching, blade-winged Screamer daemons that are attracted to the magical energy of their masters. The Furies, winged daemons that descend upon their prey in a cloud of sharp fangs and slicing claws, are thought to owe allegiance to no given Chaos power, and fight purely for the love of carnage and death.

The majority of daemonic entities occupy the next step in the hierarchy, and are the beasts most likely to answer the



AMNAICH THE GOLDEN LORD OF HOSTS

The Greater Daemon Amnaich was the scourge of the unsurveyed Golwyn Belt for the latter centuries of M39, and sought to pull the entire system into an anomalous region of time-space where no outside influence could reach him. In this manner, Amnaich could feed from the billions of souls held captive within this warp-rift for millennia without fear of retribution from the forces of the Imperium.

Amnaich had assumed a truly gargantuan form upon his ascension to daemonhood, as close to physical perfection as his patron, Slaanesh, could bestow. His voice was described as like rolling thunder in a drought, his seemingly benevolent gaze like the first rays of sun after an eternity of night. Such was Amnaich's charisma and presence that all who saw him worshipped him as a god, turning from their fertility-deities in the face of this towering manifestation of perfection. Even the daemonic hosts that cavorted in his wake were perceived as shining angels by the populations of the Golwyn Belt, such was the aura of deception the narcissistic Amnaich was capable of casting about himself. Those fools that worshipped him travelled far and wide as missionaries, spreading the word of Amnaich, preaching harmony and tolerance across each and every civilisation they encountered. Such was their conviction and such was the favour Amnaich held with the Slaanesh that more and more conversions to the Amnaichan religion erupted with each passing day. He was truly favoured in the eyes of the Ruinous Powers, and sought to orchestrate a mass sacrifice of such magnitude that it would wrench the star system across the skein of reality into Amnaich's promised land.

At the height of his power, Amnaich was adored by every one of the planets populating the Belt. His image graced every altar, grail and banner on a hundred worlds, and worship of these graven idols was ingrained upon their populations over the centuries. This false faith was unshakeable, for the god they

worshipped walked among them once every generation. During these manifestations Amnaich appeared to spread joy and light where in reality he spread corruption and false hope. Under his instruction, a vast golden colossus was erected at the heart of each city, as faithful a representation of Amnaich as the finest sculptors of the day could create. Such was the scale and perfection of each edifice that it took the labour of entire bloodlines to complete each one, and many hundreds died in their creation. This was all the better in the eyes of Amnaich, for his plan neared completion.

As the end of M39 neared, and the system prepared to celebrate the dawn of a new millennium, the creed Amnaich had spread reached a fever pitch. On the eve of the millennial celebrations, he would take the most devout of his followers to the promised land. Ever eager to be seen as devoted in the omniscient gaze of their god, each and every citizen across the countless worlds of the Golwyn belt vowed to transcend mortal existence in the most final and irrevocable way. The resultant psychic shockwave caused by a suicide pact of such magnitude was certain to rend reality apart across the entirety of the Belt, pulling it within the Warp for all eternity. If Amnaich succeeded in his diabolic plan, he would certainly have garnered enough power to become the god he had always claimed to be.

Needless to say, such a burgeoning presence in the warp had not gone unnoticed by the Imperial astropaths, despite the remote location of the Golwyn Belt. An investigation was launched by the most talented psykers in the Inquisition, and the nature of the threat posed by Amnaich was finally realised. An Imperial fleet of then unprecedented scale was despatched toward the system.

In the days preceding the millennial celebrations, Amnaich undertook a great ritual that allowed him to fragment his consciousness into countless parts, instilling a piece of himself into each of the golden titans at the heart of his disciples' cities. As

his minions ended their lives at the feet of these mighty icons, their souls would flow into each statue, granting Amnaich existence within hundreds of these mighty forms. With these he would achieve indestructibility, an army of golden titans forged in his own image, feasting from his captive populations in a reign of terror that was to last till the end of time.

On the eve of the millennial celebrations, Amnaich's plans were in place, and it seemed nothing could stop his ascension to godhood. Around each of the golden titans were gathered millions of the faithful, chanting Amnaich's name in unison and debasing themselves as they prepared to sacrifice themselves to his glory. Amnaich's consciousness filtered into the statues as his vile ritual reached its climax, ready to gorge on the departing souls of his disciples. But the Imperial fleet had wasted no time. Such was the sheer scale of the golden idols that they could be detected from orbit, and above every one was an Imperial ship. At a prearranged signal, each of these craft launched a lance strike upon the exact locale of the golden colossi. Each of the sacrilegious structures was blown apart in an instant, the explosion killing every one of those faithful to Amnaich's false religion.

Only those few who had not bowed to Amnaich's epic religious conversion of the Golwyn belt remained alive. At a stroke, the Imperial fleet had not only obliterated Amnaich for eternity but also selectively destroyed virtually every adherent to his faith. The dawn of M40 did indeed see a new world order as the Ecclesiarchy was dispatched en masse to convert the confused and frightened survivors to the Imperial way; after such a potent display of force, none dared question the might of the Emperor. Today, the elite regiments of the Golwyn Strike Corps number well over 200, and their planetary tithes regularly exceed even the most stringent demands of the Administratum.

summons of the heretic. These are the daemonic footsoldiers of the Chaos powers, and comprise the daemonette, bloodletter, horror and plaguebearer (see Physical Characteristics, above).

At the upper echelons of the daemonic hierarchy are the Greater Daemons, those who are truly the closest in nature and spirit to their overlords. Physical manifestations of the evil and despicable Chaos powers they serve, Greater Daemons have the power to command whole hosts of their lesser kin. Only those with the favour of the gods may summon a Greater Daemon to the material plane,

and such an action invariably costs the life of one foolish enough to try.

At the pinnacle of daemonic society are the Daemon Princes. To a follower of Chaos, the ascension to the status of Daemon Prince is the ultimate accolade. Although many are less powerful in the field of battle than the Greater Daemon, there are those who have the capacity to enslave worlds to their whim, or change reality with a glance. For unlike the daemon, created from the stuff of the Immaterium, the Daemon Prince was once mortal and has proved himself through countless centuries of slaughter

and sacrifice to be a truly worthy servant of Chaos. They retain the driving ambition and ruthless cunning that has elevated them to daemonhood, and the qualities that gained the favour of their deity are magnified a hundredfold. Each of the worlds in the Eye of Terror is ruled by a Prince of puissant power and influence, and they answer to their god alone. It is even rumoured that among the ranks of the Daemon Princes are the Primarchs that turned against the Emperor during the Horus Heresy, a true testament to the power which some of these diabolic individuals now wield.



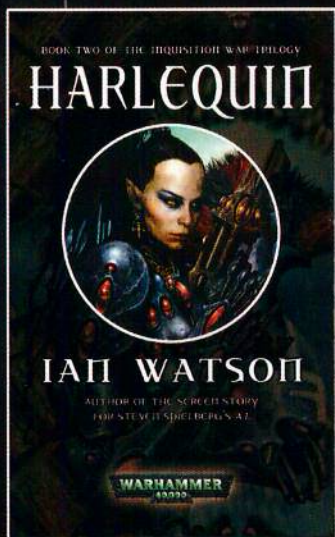
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Being able to play a game of Warhammer 40,000 in under an hour isn't the easiest thing to do and doesn't allow for the huge games that most of us are used to. Sometimes though, gamers have specific needs and have to find ways to cater for them. Tim Eagling tells us all about the set of guidelines he developed to allow members of his school gaming club to play Warhammer 40,000 in their lunch breaks.



40K IN 40 MINUTES

By Tim 'AHOY!' Eagling



Tim Eagling

Running a club in school presents its own set of unique problems, the biggest one being finding enough time! Most school clubs operate

in a lunch time or after hours and it is extremely unusual for these sessions to last more than an hour – in most cases they probably get no more than fifty minutes.

I began to run a 'painting only' club at my school a couple of years ago as I thought that playing would be impractical. As soon as the kids in my painting club started asking about playing some games as well I realised I would have a big challenge on my hands.

We started by running some introductory games with my miniatures and terrain. These were very successful, but the kids naturally wanted to use their own figures. I suggested they brought in everything they had for their respective armies so I could have a look at what they had, and if any of them had what could be considered to be an army then I was pleased to promise them a game. In short, they didn't have coherent armies.

Setting up something different

After some thought, I decided that what was required was a set of guidelines for playing in school. Time was my overriding concern. Even if you are extremely well prepared – having exactly the figures you require, a fully detailed roster including any special rules, and a prepared table – it is extremely difficult to play in such a restricted time as 40 minutes. Considering the relative inexperience of the players and the fact that I also wanted to play every now and then, not just be a walking, talking rulebook, meant that the guidelines had to keep it all small, but not so small as to lose the character of the different armies.

The nature of the Warhammer 40,000 game allows for small forces whilst still using the main rules. To begin with, we just put a limit on points and troop selection but this didn't work very well. I had in mind the kind of forces I wanted to see in use and realised that they made pretty good patrols, a small scouting force sent ahead of a main army, which was most likely to run into the enemy first. The short nature of the games also suited two patrols coming together as I felt that this kind of force would not often get involved in a protracted fire fight, but be more likely to get in and out fast.

Short-form Warhammer 40,000

The guidelines for force selection we have settled on are as follows:

- Patrols are no more than 400 points.
- You must have one Troop choice.
- You may have one HQ choice, but no more than one.
- You may spend remaining points on anything in the Codex.
- No character can have more than 2 Wounds.
- No special characters.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33.
- You must have a completed, detailed roster and access to the relevant Codex.
- Painted models only.

These rules do not necessarily cover every army – some exceptions need to be made. In the club, rules exceptions are okayed by me after some deliberation, always sticking to the spirit of the game.

Example:

In the Imperial Guard codex, an Armoured Fist squad is a Troop choice, but it must be attached to an infantry platoon.



seems perfectly reasonable that a mobile unit such as this would carry out patrols, and I allow them to be selected as a separate unit.

As you might not pick an HQ choice, the patrol should still have a commander, who gives the orders and against which Leadership tests are made. This, of course, would be the most senior ranking figure. In the case of two figures being of an equal rank then the player may choose which is the patrol's leader, and only that figure may confer its Leadership bonus to friendly squads.

These rules are fairly logical and lend themselves to simple scenarios. We considered that beefy characters and famous personalities are unlikely to be involved in forward reconnaissance, nor would troops in huge suits of Terminator mega-armor get out on a limb in these small actions. We also feel that only light vehicles, not main battle tanks, would be on patrol.

Battles are fought on a number of different sized tables, the most common being a 3 by 4 table, which is conveniently half a battle mat. Forces are set up with an 18" - 24" gap between them. Most scenarios rules are ignored, as we feel that nobody should use infiltrators.

The battle is a straightforward firefight. Deploy as per the standard order. Roll to see who goes first then let forth the dogs of war! All usual rules apply for the armies. When a patrol has taken 50% casualties it must start to take Leadership tests based on the commander's ability at the start of its turn or break from combat and subsequently lose the battle. If neither force breaks then at the end of the session the patrol inflicting the most damage in points wins.

It works! Since introducing these rules my club has expanded to three lunch times to paint and make scenery, and after school one day a week to play games. The Patrol rules have provided my club members with the opportunity to start to really learn the rules, and collect a proper army. Fighting battles this way has proved to me that with a bit of determination and a fair amount of preparation, it is possible to overcome the great time difficulty of running clubs in schools. With these rules, it is a real possibility and great fun to boot!

EXAMPLE ARMIES

Here at Games Workshop people have been trying out these great rules. Below are a few examples of 400 points armies chosen specifically for playing a game of 40 minute Warhammer 40,000. We asked their commanders to tell us a little bit about them.



The Webster, UK Events: The force was an easy one to get painted in about a week – something that was very pleasing to achieve. The Fire Warriors were fun to model, the Devilfish was the heaviest tank the system allowed, and the battlesuit Shas'vre stood in as a solid commander. All in all, after six games, they are still a pretty hot choice!



Garth Harvey, GW Events: 'Sabre Squadron' represents the reconnaissance element of a much larger Imperial Guard force, consisting of an Armoured Fist squad and a Command section in a Chimera with a single heavy bolter. This force can seem quite daunting to face as until the troops dismount, it's immune to most armies' small arms fire. Larger monsters and enemy armour can be handled with the Chimera's multi-laser and, in dire need, each squad comes with a meltagun for close range tank stalking! The greatest weakness of the Guard is their comparative lack of hand-to-hand punch (no pun intended) but the Lieutenant's squad is quite toolled up with a power fist and a Veteran Sergeant upgrade. The final element in the force is a Deathworld Sniper, in small games such as these his ability to pin entire units is particularly useful and besides he looks great!



Mark Wells, GW UK General Manager: A Space Wolves patrol would be adaptable and hard hitting, so I went for a Rhino with smoke launchers to get my ferocious Blood Claws into combat fast and Grey Hunters to provide flexible support. To cope with enemy armour, both units have a meltagun and power fist. The Wolf Guard leader can be assigned to whichever unit needs him most.

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GREATER DAEMON OF TZEENTCH

Created from pure magic and bound to the will of the Master of Sorcery, a Lord of Change is a mighty wizard with no equal in the mortal world. He can easily control the winds of magic and knows one extra spell than is normally allowed from the Lore of Tzeentch.

The Greater Daemon of Tzeentch can also be used in a Warhammer 40,000 Chaos army, counting as an HQ choice.

Designed by Trish Morrison, this boxed set contains 1 Greater Daemon of Tzeentch.

This model requires assembly.

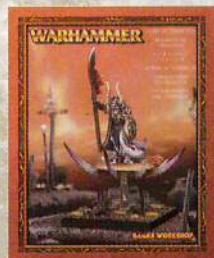


LORD OF TZEENTCH ON A DISC OF TZEENTCH

Like all servants of the Master of Sorcery, a Lord of Tzeentch excels at magic. However it is when mounted on a Daemonic Disc that he is able to rapidly move around enemy formations, directing his devastating magical attacks at weak spots in the enemy's defences.

Designed by Alex Hedström, this boxed set contains 1 Lord of Tzeentch model.

This model requires assembly.



CHAOS CHAMPION OF TZEENTCH

A Chaos Champion of Tzeentch is a fearsome opponent especially when given the Mark of Tzeentch which makes him a Level 2 Sorcerer.

This blister pack contains
1 Chaos Champion of Tzeentch model,
designed by Alex Hedström.

This model requires assembly.



SCREAMERS OF TZEENTCH

Tzeentch Screamer can fly quickly across the battlefield, threatening the vulnerable flanks of enemy formations. As they move over a unit they can use their Slashing Attack special rule which inflicts an automatic Strength 3 hit on the target unit.

Screamers can also be taken as Daemonic Beasts in a Warhammer 40,000 Chaos army in which they count as a Daemonic Fast Attack choice.

This blister pack contains
1 Screamer of Tzeentch model,
designed by Alex Hedström.

This model requires assembly.



HORRORS OF TZEENTCH

Regiments of Horrors form the core of any Tzeentch Daemon army. They can unleash the magical energies of their creator as blasts of power. Their ability to unleash these attacks such as *Fire of Tzeentch*, a magic missile with a range of 24" and varying strength depending upon the size and power of the unit, makes them a very deadly and unpredictable unit.

Designed by Alex Hedström, a blister pack contains 3 Horrors of Tzeentch.

Horrors can be taken as Daemon packs, which are a Troops choice in a Warhammer 40,000 Chaos army.

These models require assembly.



FLAMERS OF TZEENTCH

Flamers of Tzeentch are bought as an upgrade for a unit of Horrors, which may be accompanied by up to 4 Flamers. Each Shooting phase they can unleash their special shooting attack, the *Flames of Tzeentch*, which is treated as a thrown weapon with a range of 8" and a Strength of 3.

Designed by Alex Hedström, a blister pack contains 2 Flamers of Tzeentch.

Flamers can also be taken as Daemon packs, which are a Troops choice in a Warhammer 40,000 Chaos army.

These models require assembly.





PRICE LIST

GREATER DAEMON OF TZEENTCH £25.00
Denmark kr 300.00 Sweden kr 350.00
Euro 40.00

GALRAUCH £25.00
Denmark kr 300.00 Sweden kr 350.00
Euro 40.00

LORD OF TZEENTCH ON A DISC OF TZEENTCH £12.00
Denmark kr 150.00 Sweden kr 180.00
Euro 20.00

CHAMPION OF TZEENTCH £7.00
Denmark kr 80.00 Sweden kr 90.00
Euro 11.00

HORRORS OF TZEENTCH £6.00
Denmark kr 70.00 Sweden kr 80.00
Euro 10.00

FLAMERS OF TZEENTCH £6.00
Denmark kr 70.00 Sweden kr 80.00
Euro 10.00

SCREAMERS OF TZEENTCH £5.00
Denmark kr 55.00 Sweden kr 65.00
Euro 8.00



GALRAUCH

Legends have it that Galrauch was the First of the Chaos Dragons, and that many were the evil creatures born of his blood. Hundreds of heroes have tried to slay him but all have failed and their bones now adorn the many caverns where Galrauch has made his lair.

Galrauch is a Level 4 Wizard and opponents fighting this evil creature have to face not only the might of a Dragon, but also the magical powers of a Greater Daemon of Tzeentch.

Designed by Trish Morrison, this boxed set contains 1 Galrauch model.

This model requires assembly.



THE GREAT SCHEMER

WARRIOR-CHANGER OF WAYS



UNLEASHING THE HORDES OF CHANGE

The horde of gibbering Daemons closed in on the neatly arrayed Elven formations. In contrast to the ordered ranks of the High Elves, their mithril weapons glistening in the bright sunlight, the Daemons were a gambolling mass of colour. Arms and tentacles flayed as the Horrors scampered and leapt towards their enemy. A volley of white-feathered arrows descended into the advancing horde. Feynuir watched with repulsive fascination as the wounded Horrors split apart, exploded into balls of flame, shattered into iridescent shards of energy or sprouted new limbs to replace ones they had lost. Behind them, strange manta-like creatures, festooned with fangs, horns and spurs, glided through the skies. The monstrosities turned in a wide arc towards his regiment. Soaring down from above, they dived towards the tightly-packed formation. The Elves bravely held their ground as the ear-piercing shriek of the strange beasts grew louder. Long, whip-like tails and vicious barbs ripped bloodily into the Elves, and a number of Feynuir's kindred fell. He watched helpless as an Elf stood in front of him collapsed, blood spurting from an open gash on his neck. Another span shrieking to the ground, clutching at the stump of his arm. Feynuir stepped forward to take his place.

The Horrors were almost upon them and Feynuir lowered his spear to prepare for the charge. The air before him shimmered and grew thick, and Feynuir could feel the very substance of reality change. More Elves fell, their bodies writhing and mutating in their death throes. Suddenly Feynuir spied a swift movement in the skies above him. Mounted on a huge spiked disc that left a fiery wake as it passed, a mighty warrior descended. The last sensation that Feynuir experienced was the dreaded Champion of Tzeentch thrusting his flaming halberd through Elf's fine mithril plates, crushing his fragile bones.

Tzeentch is the Changer of the Ways, and change is the essence of Chaos itself, as well as of the ever-mutating energy that is known to mortals as magic. Also known as Tchar among the barbarians of the north, Chen in the exotic east and Shunch in the steaming jungles of the south, his name is always a byword for change. He is the Great Schemer, a subtle manipulator with an all-encompassing knowledge. His plans are inevitably convoluted and vast, spanning across untold aeons; inexplicable and contradictory to all mortal minds. He is the Puppet Master, pulling the strings of fate and controlling the destiny of his followers and enemies alike. Tzeentch does not have a single form, normally manifesting himself as a cloud of light that constantly changes colour. His symbol is often a representation of the writhing serpent of change, and his daemons and champions are frequently gifted with eerie bird-like beaks, claws and multi-coloured feathers. Their skin and armour is in constant flow, changing shape and colour, forming

grotesque cackling faces that mock their opponents, always repeating their words with new and disturbing nuances.

Tzeentch gifts those who honour him with superior magical powers that they craftily use to bend reality to their will. Among the northern tribes, shamans pray to him, asking for predominance over the warrior-chieftains and fortune in all their magical endeavours. Ultimately, they receive the gift of mutation far beyond others, and when that time comes they accept this physical manifestation of change with ecstatic abandon. In the Empire and the other kingdoms of Man,

worshippers of Tzeentch gather in secret covens by which they use every means to increase their own personal standing and to expand the influence of their patron. The ones who

are most vulnerable to the lure of the Great Mutator are wizards, scholars and other educated individuals who thirst for more knowledge and ultimately for power. These sects are normally led by a Magister, the most powerful sorcerer among the members, and divided into many different levels of affiliation. They are so secretive and complex that the only one who knows the identity of all the cultists is the Magister himself.

Few of the followers of Tzeentch can reach the end of the long road that leads to the title of Champion, but those few become the most awesome of all Champions of the Dark Gods. They are blessed with both exceptional warrior skills and the mighty magical powers of the Lord of Magic. This deadly combination makes them very dangerous foes – cunning leaders and awesome warriors who command their armies with unerring prescience. How is it possible to defeat an opponent who seems to know your every move in advance?



WARRIORS OF CHANGE

THE STUDIO TZEENTCH ARMY

Continuing our features on the background and painting of the Studio's Chaos army, this month we focus on the Tzeentch force lead by the Champion Melekh the Changer. Background story by Space McQuirk.

Before work on the Tzeentch army started, the 'Eavy Metal team decided upon a number of features that would help distinguish the army as a Tzeentch force. The greatest challenge was to mix vivid bright colours with the grim and sinister nature of a Chaos army. The traditional imagery of Tzeentch is founded on a variety of colours, based around the spectrum of the rainbow. Tzeentch also suits a very opulent and extravagant appearance with plenty of gold and silver combined with strong, bright tones.

As with each of the other Chaos powers, the first models to be painted in the Tzeentch force were the Chaos Warriors. The same colour scheme is then used to a greater or lesser degree on the Knights, as well as the armour of the characters. The Warriors of Chaos were assembled using only heads that were fully enclosed in helmets. This gives them a faceless, mystical feel. Also, to contrast with the highly mutated, gifted nature of the character models, the Warriors were not given any mutations from the conversion sprue.

The armour on these models was painted using a basecoat of Chainmail to which a small amount of Enchanted Blue had been added. The entire armour was then given a glaze with thinned Blue Ink. The trim of the armour and the shields were painted with Shining Gold, giving them a richer depth. By making the Chaos Warriors quite bright and metallic, the unit has a



Tzeentch Knights of Chaos.

more unnatural, magical feel than the greens and browns of the Studio's Nurgle force, or the black used on the Warriors of Chaos Undivided.

The Knights of Chaos are painted in a similar style to the Chaos Warriors. A touch more colour was added to the unit by painting the standard with Chaos Black mixed with Liche Purple. A starkly contrasting symbol of Tzeentch was then painted onto the banner to further identify the unit's patron god.

The armour of the Champion on Disc was painted in the same way as the

Warriors and Knights. The model's robes are an ideal way of including a more extravagant and lavish colour scheme into the army, and for this we chose a mix of cold blues and deeper purples.

Discs of Tzeentch are partly daemonic and partly constructed. To tie these two ideas together, the bulk of the Disc is painted in metallic tones similar to those of the mortal units. However, the jutting blades have been given a much more organic feel, with subtly blended colours giving them the appearance of strangely-coloured bone. The use of gloss varnish completed the effect.

Continuing the use of the colours of the rainbow, the Champion's staff was given a metallic basecoat, over which a variety of ink washes of different colours were painted, each colour merging with the next, along the length of the staff. The idea is that they are not static, but are constantly shifting, coalescing and changing.

The same colours and techniques were used on the Champion of Tzeentch model on foot. The few areas of his skin that show through his armour and robes are paler versions of the other colours used, giving him an unnatural, half-daemonic appearance.





Melek the Changer leads his force on the attack.

With the mortals complete, it was time to move on to the daemonic creatures. It was decided that as much colour should be used here as was possible, making a striking contrast with the Knights and Warriors, with the characters providing a link between the two parts of the force.

In the past, Horrors have come in two varieties: blue and pink. Our Horrors are painted in keeping with this tradition, using muted pinks and blues so that they do not appear garish and out of scale. On the models that are actually in the process of splitting, a small amount of Red Ink was added at the join to create the effect of a gory separation. The Screamers and Flamers were painted the same hues as used on the Horrors; both colours combined on each daemon. Furthermore, on the Flamer models, the blue was blended up to pure white at the base, giving them the same appearance as a searing hot flame.

Below: Kirsten Mickelburgh created this display diorama for the Champion of Tzeentch on foot.



Tzeentch Flamer



Tzeentch 'Blue' Horror



Tzeentch 'Pink' Horror



Six treasures shall be his mark. Forged from the
other world, six treasures shall he possess.
Upon his head the crown shall see all, and open
eye will prove woe to mortal kind.

Then shall he ride unto the world. Here will
four be united unto one.

And five shall be the armies of doom. Then will
the world know that the last war has begun.

With the coming of doom will march a
lowly boy. Anger shall be his nourishment and
blood his wine.

And from the land tamed will rise a
champion. Disease shall be his downfall and
saviour divine.

A king's son shall be the chosen. In power will
he thrive and glory is his name.

And with the coming of the end of times, the
old will fall by the hand of the new.

The Prophecy of Fate.

*Taken from The Celestine Book of Divination
by Necromundo the Insane*

The story of Melekh the Changer's rise to power began on a storm-filled night in Norsca. Lightning bolts arced from the skies, crashing down onto the ground below while the deep rumble of thunder briefly drowned out the pounding of torrential rain on the huts of the Aesling village. Melekh was the son of the tribe's blacksmith, and his woman Keyla was heavy with child. It was on this abysmal night that the babe chose to enter the world. Alas there were complications with the birth and the old wives were reluctantly forced to call upon the tribe's shaman for help. Gaerkkol was a strong warrior, gifted with powerful magic and second only to the tribe's chieftain.

Whilst Melekh's partner screamed in agony, Gaerkkol cast spells to soothe the mother's pain and encourage the child to enter the world. Unfortunately, the effects of alcohol and the other narcotic substances Gaerkkol used to induce his trances marred the drunken shaman's concentration. What should have been a simple ritual went horribly wrong. Keyla's body arched with pain as colourful magic energies flowed around her. Gaerkkol tried in vain to stop the arcane power that shot from his fingertips but he could do nothing. As a mighty blast of light enveloped Keyla, the child burst from its mother's womb. Gaerkkol was helpless to save her, and with

the babe held in his arms, Melekh watched her life ebb away before his eyes.

When Melekh cast his eyes upon the child a deep sense of sickening horror filled his soul. The babe was malformed. Instead of the innocent head of a newborn child, the infant bore the visage of a bird. Screaming to one side of the bird's head was a twisted image of a child's face but it was the soulless, black eyes of the bird that stared at its father. Melekh was sure the chieftain would insist the child be cast from the village, but instead he saw the babe as a good omen for his people. The child was named Cyspeth, and the chieftain announced to the entire village that their daemonic patron god Zarechgor had clearly blessed Melekh and his son. A great funeral was held for the mother followed by a feast

held in honour of the new arrival. As the joyous revelry began none saw the scowling look of disapproval that fell across the face of the shaman.

At the height of the festivity, the chieftain announced that the Daemon Zarechgor had spoken to him in a dream the previous night. He had instructed him to hold a contest of might. The strongest warriors of the tribe would all fight for the honoured position of becoming Gaerkkol's new apprentice. At the announcement, a look of horror crossed the shaman's face and he slunk away from the hall back to his hut. There he searched through his scrolls and tomes until he found a book bound in human flesh. Inside the book was a small piece of text. It was a prophecy written by the Sorcerer Necromundo the Insane that spoke of the arrival of a mighty warrior who would unite and lead the tribes to great victories. Slicing his sacrificial blade through the exposed belly of a small rabbit that he kept caged, Gaerkkol sat for many hours reading the signs that the poor beast's entrails foretold. Everything pointed to the fact that the time of the prophecy's fulfilment was upon them.

The day of combat began and Melekh was amongst the first to fight. Armed with a mighty halberd and encased in the finely forged armour of the tribe he proved to be a great warrior, besting any foe that faced

him. His mastery of the blade was great and soon only he and Dered, his childhood friend remained. Before the two warriors faced off, Melekh was alarmed to see the shaman present his opponent with a talisman that would ward off harm and bring good fortune in battle. Melekh cleared his mind and focused on the fight. For over an hour the two warriors fought, neither able to best the other, but as they both tired his opponent tripped. The amulet he wore around his neck broke and scattered on the ground. Melekh seized upon the opportunity. Bringing his blade down in a powerful arc he severed the head of his opponent. Triumphant raising his sword above his head the crowd cheered as they all hailed Melekh the new champion of their tribe.

The ageing shaman was desperate to prevent the prophecy from coming true and began to plot. Every champion of the tribe would serve under the Shaman learning his art. As Melekh's new master he could send his apprentice on a quest to prove his worth in front of the gods. All apprentices would undertake such quests, which usually involved bringing back the head of a dangerous monster or the recovery of an ancient magical artefact. The following morning, Gaerkkol commanded that Melekh bring himself and his newborn son to his hut. When Melekh arrived Gaerkkol was already waiting outside, ready to set his pupil his chosen task. He snatched the child from Melekh's arms and with a wicked smile on his face, Gaerkkol announced that Melekh was to go forth and find the true daemonic name of their patron demigod Zarechgor.

Melekh felt his knees go weak and his head swam at the thought. In order to discover a Daemon's true name he would have to best the Daemon, and that meant travelling into the Realm of Chaos. With a child favoured by the gods under his ward, the shaman would have even more power and influence on the tribe and Melekh was helpless to prevent this terrible fate. Determined to complete his quest and save his son from the dark influence of the shaman, Melekh immediately headed north. After a month of constant fighting and hardship, he spied a great gateway made from the skulls of men. Beyond the portal the air shimmered and crackled with energy. Tendrils shot out from the thick mists searching for prey and Melekh could hear the cackling howls of the creatures that lived within the other world. Standing before the gateway to this realm, Melekh's heart pounded, heavy with fear. To step into this other world would be certain death but he would never see his tribe or his son again if he did not. Summoning all his courage Melekh forced himself onward

and as he slowly stepped forward the mists dragged him into the Realm of Chaos.

At first Melekh could see nothing before him but a thick pink veil that shifted in colour, turning a deeper shade of red before his eyes. The air he breathed was thick and suffocating and Melekh felt as though his lungs were exploding within his chest. Inhuman screams sent his heart racing, but he was unable to locate the source of the noise. As he stared into the dense, shifting fog which had now turned a deep shade of blue, Melekh could make out shadows of strange creatures. Fear began to creep into his being, and as it did the mist thickened around him. The now purple fog coalesced in front of his eyes a few metres away and Melekh stared at the swirling images before his eyes. The smoky strands of air gathered and began to solidify into the form of a man. Melekh suddenly realised that he was staring at a mirror image of himself. He could see his own face, formed from the magical clouds, staring back at him. He watched horrified as the dark silhouettes he had spied moments before surrounded his image and began feeding off it. Talons formed from fog ripped apart his shadowy form and Melekh felt as though he was witnessing a vision of his own death. The shadowy Daemons started to become more solid as fear took hold of the mortal champion. Then, from the mists, a foul creature emerged. It possessed multiple elongated arms and a gaping mouth filled with menacing rows of sharp teeth. Melekh drew his sword and hacked the beast in two, but the Daemon did not die, instead splitting into two separate Daemons that gibbered and bared savage claws and fangs. More and more of the horrific Daemons appeared, each one tearing itself apart to form two more, and Melekh knew his fate was sealed.

Melekh's horrified mind told him he was doomed, but as an Aesling warrior he would not die cowering like a beast. He took a deep breath and sought to master his fear. As he took control of his emotions he watched the Daemons howl and hiss, slowly backing away. It suddenly crossed his mind that these Daemons were perhaps feeding off his fear and so Melekh advanced towards them. The Daemons no longer sought to attack him now that he was prepared to face them, and so Melekh concentrated in an attempt to master his emotions. The Daemons bowed at his passing and soon he found he was able to summon more to his will. Within moments a small army of hideous creatures were bound to his will, fighting off other Daemons who had gathered around him like moths to a flame, trying to steal away with his soul.

Lost in the mists of Chaos, Melekh's small army battled against all manner of foul Daemons. Plague ridden, bloated monsters fell under his blade. Savage, huge beasts with great horns cut down the Horrors he had summoned with mighty axes, but were in turn destroyed by the manta-like creatures that Melekh summoned down from above. Melekh discovered he was able to manipulate the substance of the air around him, solidifying and forging it into material form. He fashioned a great

disc upon which he rode to battle at the head of his army, cutting down the enemy with deadly blades fixed on the sides of his flying creation. He had no idea of how long he fought in the mists; hours, days, even weeks may have passed. The Realm of Chaos was a never ceasing battle against the entities within that sought to feed from him. Melekh's mortal soul was like a flaming beacon attracting the Daemons of Chaos to him. He constantly called out for Zarechgor, his patron god in a challenge.



but was met only by hordes of slaving fiends. Suddenly, when Melekh was beginning to lose all hope, the mists started to swirl in a powerful vortex. He was blown off his disc and the small army he had gathered was scattered in all directions by the power of this unworldly storm. When the swirling winds finally abated Melekh watched with terror as a massive creature stepped from the ethereal shadows. It was lithe with clawed feet and long robed arms ending in elongated taloned hands that grasped a huge, ornate staff. The Daemon's bird-like head craned down from the end of a long neck to stare at Melekh.

The Greater Daemon demanded to know who called upon him, a chorus of familiar voices from Melekh's past resonating through his entire body. Melekh stood quaking before his god. Raising his blade he stepped forward and spoke. He shouted his name and bade the Daemon to tell him its true name. The Daemon knew to tell this mortal his true name would give Melekh power over him and laughed at the human's impudence. Zarechgor pointed his

staff at Melekh and a blast of red fire enveloped the Aesling warrior. Melekh fell under the magical onslaught, and his soul writhed in torment as the red flames engulfed him.

He tried to stand and fight the Daemon but a second blast of fire, this one vivid green in colour, burst from the staff and sent him flying backwards. His body was crushed and broken. Lying on the ground he stared at the Daemon who towered above him. Melekh whispered and, unable to hear his victim's dying words, the Daemon stooped closer to listen. Melekh once more asked the Daemon for his true name and again the Daemon laughed, but as the question filled the Daemon's mind his conscious thought began to solidify as an answer in the mist. An image formed and from far away Melekh could hear his army of Horrors chanting an unrecognisable language. As Melekh's question had filled the Daemon's thoughts they had for a moment become corporeal and the Horrors that had been bound to Melekh now chanted it over and over.

With his last breath Melekh repeated his minion's words and heard the Daemon howl in anger as he realised he had been tricked. The strength of the Greater Daemon began to flow through Melekh. He had bound the might of his god to his will, and the power of a Greater Daemon was his to command. The Daemon's knowledge filled his mind and arcane wisdom flooded into his consciousness. Melekh collapsed, his mind overwhelmed by the experience, and Zarechgor watched over his new master, bound to protect him. When Melekh awoke, Zarechgor told him of the prophecy. The Greater Daemon had been impressed by the cunning of Melekh and gifted him with an enchanted blade. His final gift to Melekh was to cast a spell that opened a portal from the Realm of Chaos back to the material world. The black star-filled doorway sprung open before him and Melekh prepared to return triumphant.

Melekh called his Daemon horde around him and from beneath his feet the disc rose from the mists. The small army flew towards the open portal and out into the material realm. The army appeared in the



Melekh returns from the Realm of Chaos, unknowingly fulfilling the prophecy of fate.

mountains close to the Aesling village. Gaerkkol, who was now the tribe's chieftain, had foreseen Melekh's coming and had prepared an army of warriors to face him. At Gaerkkol's side stood Melekh's son Cyspeth. What Melekh could not have foreseen, was that in the few months that he thought he had been away, twenty years had passed. Cyspeth was now a grown man and had been apprenticed to the shaman. Daemons and men stood facing each other ready to do battle. The horde of Daemons were eager to wage war and shed the blood of mortals, but Melekh knew that Gaerkkol's powers should not be underestimated. He also knew that his son had been blessed by Tzeentch and with Gaerkkol as his master, he could prove to be a deadly foe.

The skies suddenly darkened and lightning crashed to the ground as it had on the night of Cyspeth's birth. A great lightning blast struck the earth between the two armies and a massive explosion sent rocks and soil soaring up to the heavens. From the fiery crater that the blast had created rode a mighty figure on a huge fearsome

steed. He towered taller than any mortal and his mount's eyes glowed red with the fires of hell. It was Archaon, the Lord of the End of Times. At his coming the howling of the Daemons ceased and an eerie silence fell upon the battlefield. He rode his horse to a high ridge overlooking the open field on which the armies had gathered, then spoke. His voice echoed across the land and all who heard it knew his power.

"And with the coming of the end of times, the old will fall by the hand of the new."

At Archaon's signal the two armies charged, daemons spewing forth magic that enveloped the warriors warping their mortal bodies into horrible mutations. Those who survived hacked apart the fragile Daemons and in the midst of it all Melekh met Gaerkkol. At the shaman's side stood Cyspeth, his magical blasts destroying the Screemers that flew overhead. Neither Gaerkkol with his ancient knowledge, nor Melekh with his new found power could best the other. Then with a powerful thrust Gaerkkol hit the flying disc; Melekh

was momentarily caught off balance and stumbled from his platform. Gaerkkol stood over him ready to deliver the fatal blow. Manic laughter overcame the shaman, he had outwitted the prophecies of the gods and even thought he could destroy Archaon and seize command of the armies of Chaos.

As Gaerkkol raised his sword to bring it down and sever the head of Melekh, a look of surprise and horror spread across his face. Melekh waited for the deathly blow but instead Gaerkkol slumped to the ground. Behind him stood Cyspeth, with a bloodied dagger held in his hand. The dark eyes of the mutant child looked at the father as they had when he had been born. By the hand of the new, the old had been slain. Melekh commanded the fighting to cease and as he did so, Archaon rode down from the ridge. His daemon steed reared before the father and son, and both knew they were to follow the Lord of Chaos. Archaon's army was now complete and with his all-conquering force the Old World would fall.



PAINTING WORKSHOP

MATT HUTSON'S TZEENTCH DAEMONS

With the sorcerous power of Tzeentch sweeping through White Dwarf this month, Matt Hutson has taken time out from painting Chaos Space Marines to paint a unit of Horrors for his Warhammer Tzeentch Chaos warband.

COLOUR PALETTE

	Warlock Purple		Chaos Black
	Liche Purple		Goblin Green
	Tentacle Pink		Bleached Bone
	Enchanted Blue		Magenta Ink
	Hawk Turquoise		Blue Ink
	Skull White		Black Ink



The Daemons of Tzeentch lead the warband to battle.

BLUE HORRORS



The nails were basecoated with Skull White.

The mouth and eye areas were next painted with Chaos Black. The gums, eyes and tongue were then given a basecoat of Warlock Purple and the detail on these areas was picked out with Tentacle Pink. The tongue was given an extra highlight of Skull White. To give the appearance of tongue spots, Magenta Ink was dabbed on using the very tip of the paint brush.

GETTING STARTED

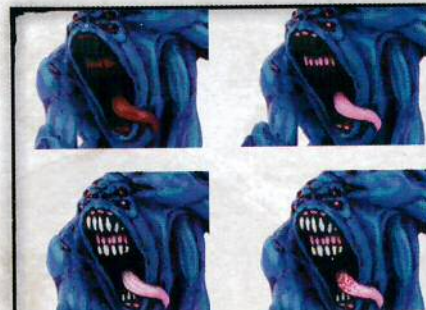
The models were glued together using superglue and then undercoated with Skull White undercoat spray. To add some variation to the unit I decided to paint two of them blue. These were painted at the same time, finishing a basecoat on each before moving on to the highlights, and so on.

PAINTING THE MODELS

The models were painted starting with the deepest layer. This allows you to get to difficult areas with the paintbrush, without worrying about paint getting onto areas which have already been done.



The Blue Horrors were given a basecoat of Enchanted Blue. To add shading to the skin the whole model was then given a wash of Blue Ink. Once this had dried, the skin was highlighted with Enchanted Blue and then Hawk Turquoise. To finish the skin, a 50/50 mix of Hawk Turquoise and Skull White was used as a final highlight.



To give the Horror a supernatural appearance, Tentacle Pink was applied to the raised areas of the skin.

PINK HORRORS



GETTING STARTED

The models were again glued together using superglue and undercoated with Skull White undercoat spray. They were painted four at a time, finishing a basecoat on each before moving on to the highlights, and so on.



To paint the skin on the Pink Horrors a basecoat of Warlock Purple was applied and any recesses were then shaded with Liche Purple. Tentacle Pink was then used to pick out the highlights. As the Tentacle Pink highlight is quite harsh, the model was given a glaze consisting of one part Warlock Purple to four parts Magenta Ink, to bring the shading and highlights together.



The mouth, tongue, eyes and nails were painted using the same techniques as the Blue Horror.



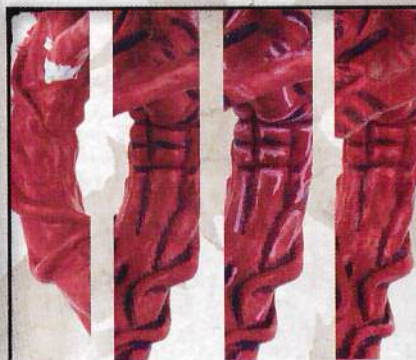
To finish the model, Tentacle Pink was used to pick out the scales on the Pink Horror's brow.



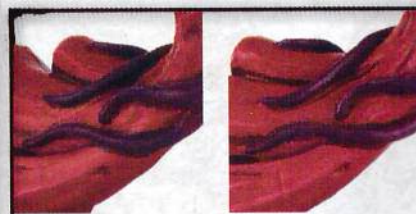
FLAMERS



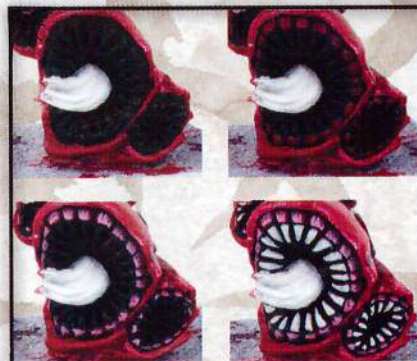
The Flamer's skin was painted using the same techniques and colours as the Pink Horror.



To paint the tentacles a basecoat of Liche Purple was applied, followed by a single highlight of Warlock Purple on the top of the tentacles.



The teeth and gums were painted the same way as the Horrors.



The flames were given a basecoat of Enchanted Blue followed by a wash of Blue Ink. The edges were then highlighted, first with Enchanted Blue, then Hawk Turquoise and finally with Tentacle Pink.



PAINTING THE BASES

The top of the base was painted over with Chaos Black. Whilst the paint was still wet, it was dipped into sand, then immediately the top of the base was flooded with a wash of Black Ink. When fully dried, the sand was then drybrushed with Bleached Bone and small clumps of static grass were applied using superglue. To finish off the top of the base, small areas of colour were added using Magenta and Blue inks. Finally, the side of the base was painted with Goblin Green.



The Daemons of Tzeentch assault the Dark Elves with magic.

TWO-HEADED MONSTROSITY

GALRAUCH, FIRST OF THE CHAOS DRAGONS

At the time when the Elves fought their great wars against the tides of Chaos under the mighty Aenarion, Dragons were at their side. These great wyrms were the nemesis of the armies of the Dark Gods, diving from the skies upon the evil warriors, crushing and incinerating them in their thousands. The strength of the Dragons could only be matched by the greatest of the Daemons, living incarnations of their god's power. The epic clashes between these mighty creatures were events of such magnitude that the mortal warriors could only witness them in awe, later turning them into the songs and legends that have survived from that distant time. The most renowned of these duels was the one that decided the battle for the Isle of the Dead, where Lord Aenarion and his

Dragon Indraguir fought against four Greater Daemons, one sent by each of the Dark Gods.

As the Elven hero battled high in the clouds to save the fate of his people, the valiant Dragon Prince Learfin and his mount, Galrauch the Gold Drake, led the left flank of the Elven host against a vast force of Daemons of Tzeentch on the war ravaged isle below. Galrauch's glimmering scales clearly marked him as a sibling of the great Indraguir, the most powerful of the Dragons, and indeed Galrauch's strength was second only to Lord Aenarion's legendary mount.

Great was the slaughter on both sides that day, and eventually Galrauch and Learfin

came upon the Lord of Change that was at the head of the Daemons. The creature wielded the magic of Chaos with unmatched mastery. Colourful blasts of deadly magic smashed onto the defences of the Dragon Prince and, though Learfin was a mighty warrior, his fine armour and skill with a blade were no defence against the powerful spells of the terrible Daemon. A fiery blast broke through the Prince's guard consuming the noble Elf in a sorcerous inferno. Mad with grief, Galrauch fell upon the Daemon, determined to exact revenge at the cost of his own life. Surprisingly, the great form of the Lord of Change offered no resistance and the huge jaws of the Dragon snapped shut around its bird-like head, ripping it clean off. The broken body of the Greater Daemon instantly dissolved



A Dwarf Dragon Slayer confronts Galrauch.

into a multi-coloured mist that enveloped the raging dragon and then disappeared.

Galrauch was victorious and all the Elves around him raised cries of victory. But their voices died out when the Dragon's body was suddenly wracked by violent convulsions. Finally, the mighty drake froze, and an evil, iridescent light appeared in its eyes.

The Dragon turned his fiery breath against the astonished Elves and the flames that erupted from his mouth were now blue and green and other supernatural colours. They did not burn, but their touch brought mutation and madness amongst the ranks of the Elves. The skin of the mighty wyrm started to flow like water, and in it evil faces formed, cackling maniacally and singing the praise of the Grand Mutator. Foul tentacles and wicked spikes emerged from the Dragon's flesh and finally the once-noble head of Galrauch split into two all the way down to his neck, so that the Dragon was turned into a two-headed monstrosity.

The two heads were governed by the same will at first, but soon they started to tear at each other with hatred, a sure sign that the spirit of the great Dragon had not been completely destroyed. The mind of the Lord of Change eventually





Galrauch, first of the Chaos Dragons.

managed to wrestle back control of the powerful body, but with the defeat of the Chaos horde brought about by Aenarion's sacrifice, he had to flee the vengeful anger of the Elves and the Dragons.

Galrauch hid and slept for centuries, emerging from his slumber many times throughout history to wreak havoc on the lands of Elves, Dwarfs and Men. Legends have it that he was the first of the Dragons of Chaos, and that many were the evil creatures born of his blood and of his evil sorcery. It is said that he is the forefather of the two-headed Dragons of Chaos, of the Chimeras and of many other twisted monsters that afflict the world.

For many centuries he had lain dormant, sleeping in a deep cavern within the Worlds Edge Mountains. To the short-lived Men, Galrauch only existed in tales told to frighten children but other races had far better memories of this terrible creature. The Dwarfs of Karak Vlag had long been mining deeper and deeper towards the heart

of the world. It was Dwarfs from the clan of King Thurgrim Rockarm who stumbled upon his treasure-filled lair. The King was summoned and instantly recognised the great Dragon from tales that had been passed down through his ancestors. Alas, such is the Dwarf's fondness for gold that greed overcame all reason and the Dwarfs stole away with as much treasure as they could carry.

Before he had lapsed into his deep slumber, Galrauch had placed a curse on his precious horde, and no sooner did the first Dwarf leave the cavern than the gold flared into a bright hue of rainbow colours. Galrauch woke. At first his mind was confused as the two consciousnesses that existed within him battled against each other. Then anger overcame reason as he saw the Dwarfs stealing his treasure. Seeing the Dragon wake, the Dwarfs fled for their lives but Galrauch was upon the small party in an instant, devouring them whole. The King and a small bodyguard managed to escape the carnage, saved only by the brave

sacrifice of his fellow clansmen. He quickly made his way back to his great hall, where he instructed the guards to sound the great horn that alerted the clans in the hold of approaching danger. The Dwarfs made ready to fight the Dragon. Dwarf holds are built to keep attackers out but Galrauch was already inside the mountain stronghold and was able to snake his way through the tunnels and finely carved passageways into the heart of the Karak.

Now he had been awoken Galrauch's twisted daemon mind was eager to wreak carnage upon the world once more. With hunger from centuries of slumber gnawing at his stomach and a strong desire for vengeance against the plunderers who had disturbed his rest, Galrauch attacked the Dwarfs of the hold. The Dwarf warriors were brave and many of the older warriors still clung to distant memories of fighting Dragons in days long since past, but they were not prepared for the devastation the ancient Chaos Dragon was about to unleash. Galrauch was well-versed in the

art of magic. He had not practiced his dark art for centuries and relished unleashing his ancient powers. Sorcerer blasts flew at the gathered Dwarfs and even the magical runes of protection that had been carved onto the walls of the hold were unable to protect them from the barrage of attacks. For many days the Dwarfs battled the Dragon but even their most ancient Runesmiths were unable to save the fall of Karak Vlag to Galrauch's magic. The few Dwarfs who survived the fall of the hold speak of it being so saturated in magical energy that it now no longer truly exists in the material realm. Instead, the hold phases between the Old World and the Realm of Chaos and now hordes of Daemons fill the great halls where once the Dwarven kings ruled.

Having fed upon both the bodies and the souls of the Dwarfs he had destroyed, Galrauch was full of vigour. He took to the skies and sought to discover how the world had changed whilst he had slept. He saw how the kingdoms of Man had spread across the face of the land and how, where once were forests, towns and cities had now sprung up like a pox. Whilst flying over the lands of Bretonnia he caught the scent of one of his children far below. Eager to test the strengths and powers of his kindred he swooped down low to discover

that not only had his twisted offspring been killed, but that the Bretonnians had proudly mounted the Chaos Dragon's skulls over the gates that led into the well-fortified city.

Enraged, the ancient Chaos Dragon landed in the castle courtyard, an ear-piercing howl reverberating around the thick stone walls, as both heads sounded their fury. Duke de Lac, who had slain Galrauch's offspring, rode out on his bright white charger to meet the Dragon, his enchanted armour gleaming in the sun. He lowered his lance and prepared to dispatch this foe as he had done the other Dragon. Spying the Duke, Galrauch belched forth a thick noxious cloud of gas from one of his mouths. Black mist billowed into the courtyard, blotting out the sun. Horrifying inhuman screams filled the courtyard and when the mist slowly vanished all that remained of the courageous Duke and his steed was a fallen pile of twisted armour and barding, a black oily substance oozing around it. The Dragon tore down the city's tall towers sending tons of rubble crashing down on those who sought to hide within its walls. Those knights who summoned the courage to fight against him were torn apart by his fearsome talons, Galrauch's deadly claws ripping apart their fine plate armour as though it were paper.

All that remains of the once-proud city are the ruins of the gate on which are still adorned the huge skulls of Galrauch's kin, a fitting testimony to the fate of those who would slay a Chaos Dragon.

Many tales are now spreading across the land of the passing of this terrible foe. His menacing silhouette has been spied in every corner of the Old World. Tribes of Orcs in the Badlands run from the sight of the dread creature. Even as far as Naggaroth his form has been sighted and all those who see it are filled with dread. Perhaps even more worrying is the waking of the other creatures of Chaos at his passing. The Chaos Dragons and all manner of dark monstrous beasts are rumoured to be emerging from desolate mountain caverns and dark forest glades. There is wide debate amongst the scholars and philosophers of the Empire; many believe that Galrauch is the herald of a new age of terror. They say that the prophecies point to a time when once again the beasts of Chaos will rise and claim back the land. Others think that these monsters have been all but slain and pushed back to the brink of extinction by the superior technologies of Men. One thing they all agree upon though is that Galrauch is indeed a real threat to the Empire, and as yet none have any ideas as how best to deal with this deadly behemoth.

USING GALRAUCH IN WARHAMMER

Galrauch can be taken in any Chaos army. Taking Galrauch counts as taking a Lord, a Hero and a Rare choice. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him. Galrauch may not be the army general.

	M	WS	BS	S	T	W	I	A	Ld
Galrauch	6	6	0	6	6	6	6	6	10

Cost: 696 points.

Armour: 3+ (scaly skin).

SPECIAL RULES

Galrauch causes *terror*, can fly, is a large target, has scaly skin (3+ armour save) and a Daemonic aura (5+ Ward save against non-magical attacks). All the rules for characters apply to Galrauch.

He is a Level 4 Wizard (Lore of Change).

Daemonic Gifts: Tzeentch's Will, Spell Destroyer, Master of Sorcery.

Breath Attacks: His heads can use either of the normal Chaos Dragon breath attacks (see the rules on page 28 of Warhammer Armies: Hordes of Chaos). Once per battle, one of his heads can also use the Breath of Change (the other head cannot use breath weapons at all in that Shooting phase). Models hit by the Breath of Change must pass a Toughness test or be overwhelmed by horrible mutations and die, with no saves of any kind allowed.

Spirit of Galrauch: At the beginning of each turn of the controlling player, Galrauch must take a Leadership test. If the test is passed, Galrauch will be controlled as normal, but if the test is failed, the ancient spirit of the Dragon will surface again for an instant.

The test failed by rolling an 11 (or less, if any modifier applies): Struggle.

The Dragon will not move, cast spells or use his breath weapons. In the Close Combat phase he will direct half of his attacks against himself. If the Dragon is already engaged in close combat, the remaining half of his attacks are carried out as normal, as decided by the controlling player. The wounds caused by the Dragon against himself are added to the enemy's score when working out the combat's resolution.

Test failed by rolling a natural 12 (ie, double 6, regardless of modifiers): Revenge!

The Dragon will not move, cast spells or use his breath weapons. In the Close Combat phase he will not attack at all.

In his opponent's turn, the Dragon will be controlled by his opponent exactly as if he was his own. If the Dragon was already engaged in close combat with his opponent's troops, he can be moved out of combat freely.

He cannot use the Breath of Change when controlled by an opponent in this way.

At the start of the Chaos player's turn, the Dragon must take another Leadership test as normal, and he will return to the original owner's control if he passes.

PAINTING MASTERCLASS

KEEPER OF SECRETS

Painted by Neil Green



We continue our Painting Masterclass series by looking at the Greater Daemons of Slaanesh and Tzeentch, the Keeper of Secrets and the Lord of Change.

ASSEMBLING THE MODEL

After a dry run assembly, the arms and head were pinned to the main body. Any other parts were then glued together and gaps were filled with Green Stuff. The entire model was given an undercoat spray of Chaos Black before any areas where the spray had failed to catch were painted over with thinned Chaos Black paint.

PAINTING THE MODEL

The skin was given a basecoat of Dwarf Flesh. An equal quantity of Elf Flesh was added to this for the first highlight followed by Elf Flesh on its own. Equal parts of Skull White were then added to the mix before a final highlight of



Skull White on its own was applied. Shading was added

by using Blue Ink that had been thinned with three parts water to one part ink, and applying it in the deeper recesses of the model, such as between the ribs and around the base of the neck.



The claws and horns were given a basecoat mix of four parts Liche Purple to one part Chaos Black. The first



highlight stage was Liche Purple on its own, followed by adding equal parts of Skull White to this mix for each successive highlight stage.

These sections were then given a wash with Purple Ink.

FINE DETAIL

The black endoskeleton, talons and straps were painted with a basecoat of Chaos Black, and then highlighted with Codex Grey.





A basecoat of Red Gore was used to paint the loincloth and handle of the sword. This was highlighted by adding one part Skull White to one part of the basecoat and followed by a wash with Black Ink that had been thinned with three parts water to one part ink.

FINISHING TOUCHES

The gold areas were painted with a basecoat of Dwarf Bronze. This was highlighted with Shining Gold followed by adding equal parts Mithril Silver to this for edging highlights.



The tongue was painted with a basecoat of Shadow Grey, which was then highlighted by adding a small quantity of Dwarf Flesh.



Tattoos were then painted onto the model with Chaos Black.



The skull on the base was first basecoated with Bronzed Flesh and then given a wash of Brown Ink

that had been thinned with three parts water. Once dry, it was highlighted with a mix of Bronzed Flesh and Bleached Bone. To finish, a final highlight of Skull White was applied.



To complete the model, sand was glued to the base using PVA glue. This was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of Static Grass were applied.



LORD OF CHANGE



Painted by Tammy Hays



ASSEMBLING THE MODEL

Every section of the model was pinned before Green Stuff was used to fill any gaps. The Green Stuff was sculpted to resemble feathers on the appropriate areas. The whole model was then given an undercoat spray with Chaos Black before any areas of poor coverage were covered with a thinned Chaos Black paint.

PAINTING THE MODEL

The skin was painted with a basecoat mix of Imperial Purple to which a small amount of Chaos Black had been added. An equal quantity of Dwarf Flesh was then added to this for the next highlight stage, repeating this for three to four stages until the mix was equal parts basecoat mix and Dwarf Flesh.



More Dwarf Flesh was then added to highlight the palms on the hands, the knees and face.



feathers. This process was repeated several times. The tips of the wings were painted with Space Wolf Grey on its own, with a final highlight of Skull White.



The eyes and the mouth were glazed down with a mix of Red Ink to which three parts water had been added along with a minute amount of Purple Ink.

To paint the wings and feathered sections on the skin, a basecoat mix of Regal Blue, to which a small amount of Chaos Black had been added, was used. Space Wolf Grey was then added to the mix and this was drybrushed over the



A basecoat of Ice Blue was used to paint the robes. Skull White was then added to this for the highlight stages, finishing these off with Skull White on its own.

FINE DETAIL

Bestial Brown was used as the basecoat to paint the nails, teeth and bones. This was highlighted with Bubonic Brown, then Bleached Bone and a final highlight of Skull White.



The Gold sections of the model were painted with a basecoat of Brazen Brass. Shining Gold was used as the first highlight stage, and Mithril Silver was then added to this for successive highlights. Finally these areas were given a wash with Flesh Wash.

FINISHING TOUCHES

The staff was painted with a basecoat of Dark Angels Green. This was applied roughly onto the Chaos Black undercoat leaving some areas black. Jade Green was then added to the Dark Angels Green and applied to the green painted areas of the staff. Once again this was done in a rough mottled fashion. More Jade Green was added to the mix and the process repeated in an irregular manner. The lighter green areas were then highlighted with Jade Green lines creating a marble effect. These lines were then highlighted with a mix of Jade Green and Skull White. To finish, the whole staff was given a wash with Green Ink and, once dry, a Gloss Varnish was applied.

A basecoat of Snakebite Leather was used to paint the tassels. This was highlighted with Bubonic Brown followed by Bleached Bone. Finally, the tassels were given a wash with a thinned mix of Flesh Wash and Yellow Ink.



The gemstones were basecoated in Red Gore which was then highlighted with Blood Red. They were then highlighted further with a mix of Blood Red and Bronzed Flesh and finally finished with Bronzed Flesh.



The yellow coloured parts of the necklace were painted with a basecoat of Fiery Orange, which was highlighted with Sunburst Yellow. Skull White was then added to the Sunburst Yellow for each successive highlight stage.

To complete the model, sand was glued to the base using PVA glue. This was then washed down with Black Ink and drybrushed with Bubonic Brown. To finish off, patches of Static Grass were applied.



LURE OF THE GODS

FIRST STEPS ON THE PATH TO GLORY

White Dwarf Editor Paul Sawyer has long coveted a Chaos army and with the release of the Hordes of Chaos army book, he's finally started on collecting his army. Rather than go on his merry way and build the army at his own pace, he's decided to make a series out of it. Each month Paul will have £30 to spend on his new Chaos army. He'll only have the pieces he buys to hand for conversions, though.



After a great start, winning all the Skirmish games I'd played, I was brought down to earth hard when I played Warhammer proper. I'd bought two very solid choices last month – Knights of Chaos and a Chariot – these are both very destructive and would hopefully give the warband more mobility.

As I wanted to use the knights in my next game I concentrated on finishing them before organizing any battles.

CHILDREN OF THE HORNED RAT

My first game this month was against Phil Kelly, a former White Dwarf who now resides in Games Development. Phil was going to be using his beloved Skaven. Even though Phil has a lot of victories to his name I was feeling confident.

With my five Chaos Knights now painted I have a very hard and fast unit that will be easily capable of taking on most regiments in an opposing army. With S5 they can really dish out some damage. The key will be to make sure they get their charge in...

We rolled for the scenario and came up with Pitched Battle. My army list looked like this:

Aspiring Champion	118
<i>Crimson armour of Dargan, shield, barded Chaos steed</i>	
12 Warhounds	72
16 Marauders of Chaos	137
<i>Light armour, flail, Full Command</i>	
12 Warriors of Chaos	234
<i>Halberd & shield, Full Command</i>	
4 Knights of Chaos	187
<i>Standard Bearer and Musician, War Banner</i>	
TOTAL	748

For this game Phil was taking:

Master Moulder Splitgut	119
<i>Great Weapon, Skavenbrew</i>	
25 Clanrats	210
<i>Ratling Gun, Full Command</i>	
3 Giant Rat Packs	90
2 Rat Swarms	90
20 Clanrat Slaves	40
4 Rat Ogre Packs	200
TOTAL	749

I took a little more magic item-wise than I'd like in a game so small but it did get me to 750 points and I'll use the Knights and Warhounds to flank and keep a solid centre with my Marauders and Chaos Warriors.

The game started with my Warhounds charging the Clanrat unit in an attempt to shield the Knights from the Ratling Gun that had already killed three of the Warhounds. Sadly, they didn't last long and the Ratling Gun put paid to a Chaos Knight. This left me to charge the Clanrats with the cavalry. The pesky Skaven chose to flee and this left me to redirect my charge into the Ratling Gun who decided to stand and fire. One dead Chaos Knight! I killed the annoyingly deadly gunner and this left me with a good chance of a charge into the rear of the Rat Ogres.

In the centre, the Chaos Warriors were locked in combat with Rat Ogres and honours were about even. Eventually, the Rat Ogres broke but the Chaos Warriors failed to catch and destroy them by 1! The Rat Ogres rallied and I again charged them but didn't fare all that well in combat.

The Marauders had the rest of the Skaven army bearing down on them and rather than have their fragile bodies torn apart by the furry monstrosities they chose to flee

and thus pulled a decent part of the Skaven army out of harm's way for one turn at least.

The Chaos Warriors charged into the Rat Ogres again but the expected charge by the Chaos Knights was too close to call in terms of the charge arc and we elected to roll a D6 to see if they were in. Aargh! Just out and that spelt doom for my Chaos Warriors, who rolled badly in combat and were run down. To make matters worse the failed charge of my Chaos Knights had left me open to a flank attack by the previously fleeing Clanrats. The Chaos Knights were beaten then run down – how embarrassing!

This left my solitary Marauder unit in deep trouble and it was no surprise that they were butchered.

The game was fun despite the defeat with a lot of manoeuvring.

Learning points:

1. The Marauders aren't a big enough unit due to their low Armour save. They need to be able to absorb damage and keep their rank bonus. At the moment, in these smaller games, they are easy Victory points for most opponents.

2. The Warhounds are incredibly fragile. They are, however, very quick and would be good used alongside another quick, tough unit like a Chariot or two, or as a screen to protect key units or to draw the opponent into a charge allowing the Knights to counter-charge.

3. The army is a one hit wonder – if the Chaos Knights don't do their job I'm struggling to control the game. I need to finish the Chariot and maybe either buy another or collect a few Marauder Horsemen to harry my opponent's flanks and give him something extra to think about.

VRADCHUK GOES MOBILE

As I was putting the chariot together I had the idea of putting Vradchuk into it. This would get him into the thick of the action quicker and also give him more presence than if he were sat in a unit of Chaos Warriors. I looked for a suitable model to represent Vradchuk that I'd add to the Chariot and use the current Vradchuk as a subordinate Champion. There were a few that looked the part but by sheer coincidence I was staring at the current Vradchuk model when it hit me that, with his dynamic pose, he'd make an ideal Chariot-mounted character with a little conversion!



I snipped his axe off and replaced it with the whip from the crewman that came with the chariot. A little pinning later, and the snipping off of his slottabases, Vradchuk had his wheels! This was an unexpected turn of events but one that I think worked out very well. He'll be a terror on the battlefield as well as looking good – the model is perfectly posed for riding a chariot.

The Chaos steeds supplied with the chariot are plastic Empire horses with metal heads to make them look suitably nasty. With this being Vradchuk's personal chariot I wanted it to be a bit more impressive than the standard Chariot in the boxed set.

I decided against using the metal heads and instead used the plastic Empire heads included with the chariot. The main reason for this was that if I was converting the horses, plastic would be a lot easier to cope with than drilling into metal (anything for an easy life!).

Being a veteran hobbyist I've always thought of Chaos as 'spikey' and wanted to represent this on the Chariot. I started to think about ways to use my bits box to

make this so but didn't come up with anything suitable.

In the end the answer was staring me in the face – if you want spikes then use real spikes! I rummaged around in my wife's sewing kit and grabbed a few dress pins.

I carefully cut the pins in two using modelling clippers. I thoroughly recommend sinking one end of the pin into a lump of Blu-tack and holding the other end when you cut it. This avoids having pieces of ultra-sharp metal flying across the room, missing your wife by inches – trust me, that would be a BAD thing!



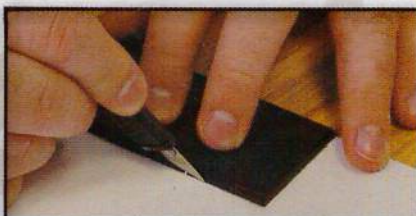
I drilled holes in the plastic steeds with a pin vice and glued the pins in place. Now I had my spikey steeds!



I made the base for the chariot by gluing two 50mm square slottabases to a thick piece of plasticard.



I then cut the base away from the plasticard using a modelling knife (being very careful not to slip – it's hard to type without fingers!).



The gap between the two bases was filled with Green Stuff and when dry it was smoothed out with a modelling knife. Using slottabases keeps a uniform look to the army rather than having several different styles of bases in the army.



I'm very pleased with how the Chariot has turned out. So much so that I reckon I'll follow this style through to my other chariots and maybe the Sorcerer's steed as it will become a feature of the army.

Of course, the Movement phase will be fraught with danger but I'll only make the mistake a couple of times before I learn...





I'd just like to say right here that the one thing above all others that made me decide to collect a Chaos army was Brian Nelson's beautifully brutal Chaos Knights. The riders are absolutely gorgeous, encased as they are in full plate mail and draped in furs.

The metal heads for the steeds are equally impressive but I wanted to add a little something to the Champion's horse. I decided to rummage through my bits box and came across the picks wielded by the Chaos Marauders. The spikes on those would be ideal for what I had in mind and by adding a 'skirt' of green stuff and embedding the spikes, I had a conversion that made the Champion look a little more impressive but stayed within the character of his unit.

POISON ELVES

My next game was against White Dwarf's Matt Hutson, who was taking his Dark Elves. I kept the same army list as against the Skaven but wanted to try the Warhounds out in a different way – I decided to split the Warhounds into two units of six. This way I had a bit more flexibility and, given the inevitable Dark Riders, I could stand them to be shot at and still have the other unit fully functional. I'd also try to keep the army together rather than splitting it like I did against the Skaven but other than this the army list was the same.

Matt's army comprised of:

1 Dark Elf Noble	106
<i>Heavy armour, shield, hand weapon, lance, Cold One</i>	
20 Corsairs	225
<i>Full Command</i>	
5 Dark Riders	134
<i>Standard Bearer, repeater crossbows</i>	
5 Cold One Knights	190
<i>Standard Bearer, Musician and Champion</i>	
Chariot	97
<i>Crew armed with spears</i>	
Total:	752

We rolled Breakthrough for our scenario, with me choosing to be the attacker. I'd need to get units into the Dark Elf deployment zone by the end of the game and then it would come down to Victory points. If I could hit him hard enough I was confident I could do this but, as ever, the Elven manoeuvrability would be a problem.

And that was the way it turned out! The Dark Riders proved a complete pain – they attacked my left flank, destroying the Warhounds whilst the rest of the Dark Elf army marched forward. Things went from bad to worse for Vradchuk as he watched helplessly whilst the Cold One Knights

destroyed the Chaos Warriors. Luckily, they overran a long way and a failed Stupidity test effectively put them out of the rest of the game.

The Chaos Knights charged the Corsairs but could only get two models into contact, leaving Vradchuk unable to fight. The second Warhound unit charged the flank. Despite the Corsairs having no rank bonus the combat was a draw. In the next turn the Corsairs got their rank bonus back by killing all the Warhounds and so managed to win combat and run down the Knights and Vradchuk – so embarrassing!

The game was all but over at this point. The Cold One Chariot tried to charge the Marauders but failed its Stupidity test. The Marauders tried to charge it but it chose to flee. On the last turn the Cold One Chariot charged the Marauders and killed seven of them, having promptly chased them down

and giving the Dark Elves a comprehensive victory. Oh dear.

Learning points:

1. I've got to get that Chariot finished! With only one fast, hard-hitting unit in the army my tactics are too predictable. I need more options to keep my opponent guessing.
2. Dark Riders are a colossal pain. In small games such as this, fast cavalry are very powerful. Dark Riders especially so as they have good speed, ranged weaponry and are no slouches in combat either. I either need fast cavalry of my own to counter this or magic.
3. I need to be more patient with my charges. It's no good letting the Knights charge on ahead unsupported; I need to manoeuvre my army as a unit rather than piecemeal.

Paul's Chaos army faces Matt Hutson's Dark Elves – it wasn't pretty!





Paul's Chaos army so far...

FRESH TROOPS

I'm going to join the Studio Warhammer campaign and get more games in with my growing force. Vradchuk's warband has yet to win more than a street brawl and the patience of the Dark Powers must be wearing thin so what do I need to add to the army in order to win their fickle favour??

It's only a matter of time before I come across an opponent fielding magic users. I've eschewed the use of them up until now and relied on feat of arms as in the small games I've played so far I didn't think it was right for me to field more than one character in my Chaos army – much better to put my faith in more troops!

Given Vradchuk's success against the greenskins he should have no problem recruiting a sorcerer to his warband. I'll definitely be picking up the new Sorcerer mounted on Chaos Steed – he can either accompany the Chaos Knights or

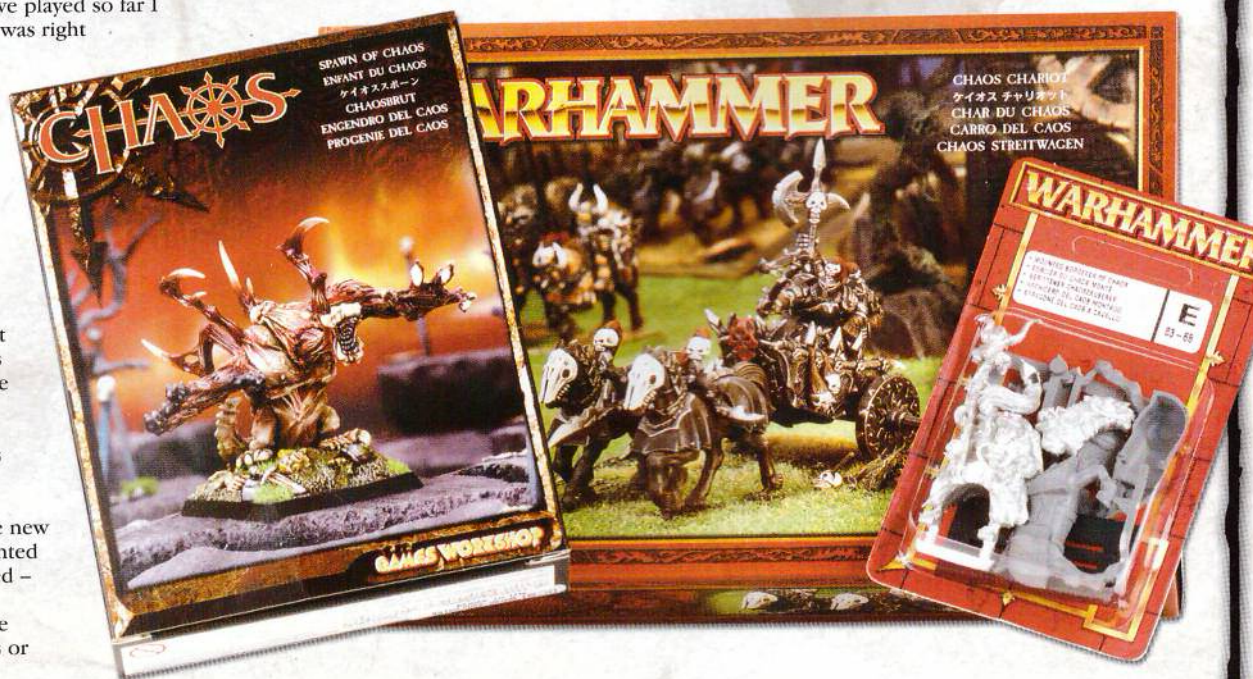
make a nuisance of himself on the flanks by slowing the enemy down and rampaging through war machines.

I was in two minds about the next addition to the army though. On one hand I want to add a unit of Marauder Horsemen because of their benefits as fast cavalry but I also want to add a second chariot to bolster Vradchuk's. Something I've had my eye on since the Hordes of Chaos book came out is the Chaos Spawn – a superb model and also very tasty in the game. D6+1 attacks,

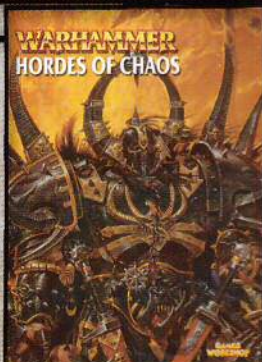
S4, T5, unbreakable and fear-causing are a must have for any Chaos player.

In the end I plumped for variety (very chaotic!) and decided on the mounted Sorcerer, Spawn of Chaos and another chariot. This little lot came in at £29 (£7 for the Chaos Sorcerer, £10 for the Spawn and £12 for the chariot).

This will add a lot of extra punch to my sarmy as well as the added dimension of magic. Next issue we'll see how much of a difference they make...



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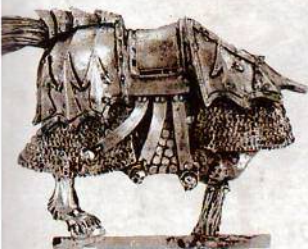
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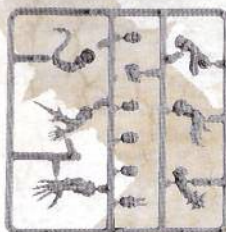
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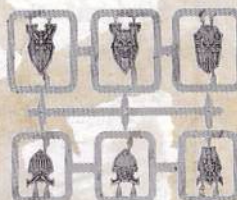
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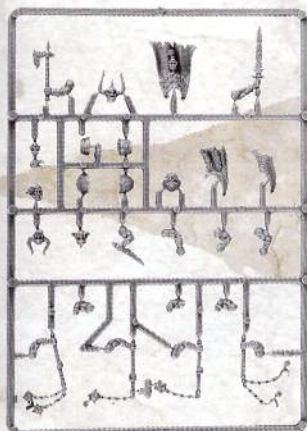
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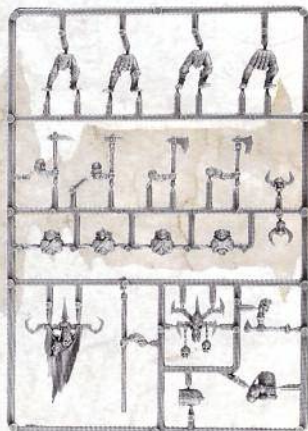
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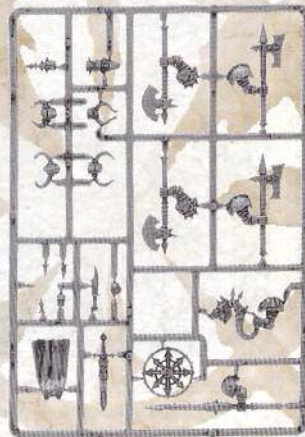
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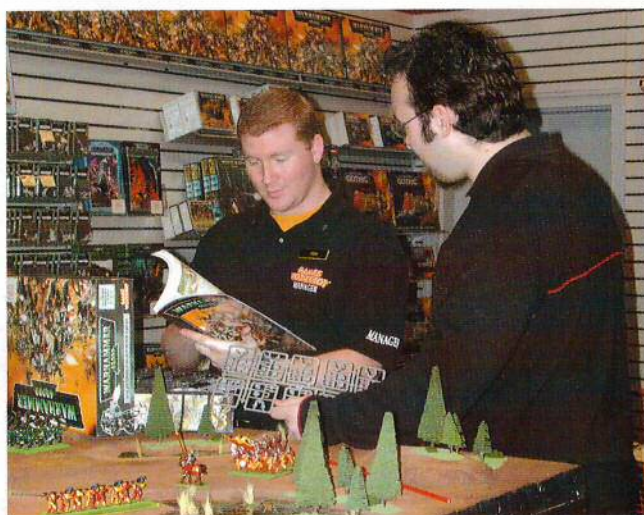
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The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local Games Workshop store is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different things your local store can offer you...

WHAT'S IN STORE FOR YOU?

Games Workshop stores are more than just a shop...



Free Gaming and Tactics Advice

All our staff are gaming veterans (after all it's what they do for a living!). They can give you sound tactical advice and 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 stores stock a full range of Warhammer, Warhammer 40,000 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.



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Our stores are all fitted with an in-store order point which you can use to get your hands on all of our specialist games product, plus components and classic models to customise your armies.



Beginners' Sundays

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along! To help those just starting, we run our special Beginners' Programme, where we can teach you how to play and help you take your first steps into the Games Workshop hobby.



Thursdays Games Night

Most Games Workshop stores stay open late on Thursdays so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who want to develop their painting skills, and a forum for gamers to talk about the hobby, particularly for those who have just graduated from the Beginners' Programme.



Veterans' Nights

Many Games Workshop stores run days for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems. Most of these stores stay open late to enable these players to play well into the evening.



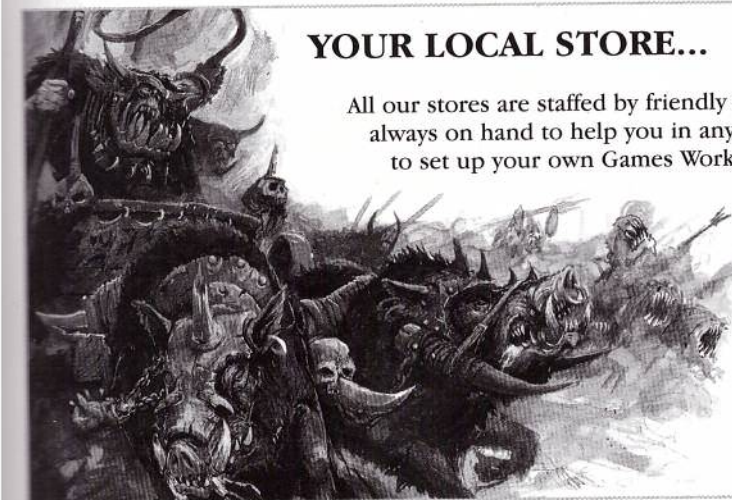
Store Clubs

A development of Veterans' evenings run by some stores (marked with a red dot on the store list over the page), are special Store Clubs. These are evenings where the store closes to the public, and only club members (16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby.

YOUR LOCAL STORE...

All our stores are staffed by friendly and enthusiastic Games Workshop hobbyists who are always on hand to help you in any aspect of the hobby, from simple rules queries to how to set up your own Games Workshop club! Every holiday period, each store also runs a whole series of exciting and fun events which will test your gaming skill and expertise. So what are you waiting for... come and visit your local store today!

To find out more about what's going on in your local store visit our store events web site on: www.games-workshop.com/events or you can find your local store in our list on the next two pages and give them a call to find out what great events they have planned for the future.



We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call 0115 91 40000 to find out where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details.

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GW DUNDEE:

When we first saw the photos of this model, our first impressions were of a really nice Warhammer 40,000 Space Marine Bike conversion... Until we realised that Artemis was sitting on top!

INQUISITOR SHOWCASE

ROY MORRIS' INQUISITOR MODELS

Roy Morris is known as a bit of a conversion nutter in his local store (GW Metro). When Artemis was released, the staff challenged him to build a bike for the huge Space Marine Captain and the project was born.

Inquisitor is twice the scale of Warhammer 40,000, so Roy set to work scaling up the bike. Some of the parts came from existing kits, for example, the boltguns are heavy bolters from the Land Speeder kit, and the engine and headlights are from a model car kit. The rest of the bike however has been made from plasticard and Green Stuff.

Bedrolls, icons and devotional books have all been added to make it look like the Space Marine lives on the bike and is at home in the saddle. We can't wait to see what Roy creates next.

Inquisitor scale Ravenwing Biker



Inquisitor scale Dark Eldar Wych



Along with his Ravenwing Space Marine Bike, Roy also brought in his recently finished Inquisitor scale Dark Eldar Wych.

Roy filed down an Inquisitor Devout Sister model to create an armature onto which he was then able to sculpt the detail with Green Stuff. The hands are from a normal Warhammer 40,000 Wych.

Other donor parts are the spikes on the back, which come from the Wych falchion sword blades, and the hair, which Roy has extended by blending in Green Stuff extensions!



GAMES WORKSHOP OPEN DAY

**Sunday 24th
November
2002**

**10.00am to
4.00pm**

Join us for a packed day of gaming and hobby activities at Warhammer World.

You'll have the opportunity to meet special guests from the Games Workshop Design Studio, take part in special seminars and learn the very latest secrets from the Warhammer and Warhammer 40,000 universes.

Throughout the day there will be great participation games, the latest releases and previews, Fanatic, 'Eavy Metal painting advice, scenery and modelling workshops and fun competitions. You'll also be able to buy archive miniatures and components on the day. Forge World will be on hand with all of the latest and greatest resin showpieces and super detailed kits for you to see and buy. If all of that leaves you exhausted then you can relax in the wonders of Bugman's Bar.

The Games Workshop Open day is definitely a day not to be missed whether you're a Space Marine commander or a hero of the Empire!

Tickets cost £10 and are available from Warhammer World store, your local in-store order point, direct from Games Workshop on 0115 9140000 or you can buy them on-line from our webstore at www.games-workshop.com/storefront. Ticket includes admission to the Warhammer World Exhibition.

For news and information about future events at Warhammer World visit:

www.games-workshop.com/events

Games Workshop's in-store clubs have grown in popularity since their inception. To further cater for our more experienced hobbyist, we wanted to develop somewhere that these gamers could get together and play any of the great Games Workshop games, away from the main area of the store. With this in mind, we have spent the last few months working on the creation of Battle Bunkers in some of our larger stores around the UK.



Andy Wheale

Battle Bunkers run along the same lines as our Tuesday night in-store clubs but take place in converted spare rooms of selected stores. These rooms offer a relaxed environment to older Games Workshop hobbyists (aged 16 or older) to come and play games against other similar gamers in one-off battles, campaigns, tournaments or whatever has been organised.

The Battle Bunkers contain high quality gaming tables and scenery ready to game on. There are chairs for when the heat of battle becomes too much that standing up becomes impossible, and also an area for painting miniatures. Whilst the staff are around if you do need help, members are largely left to their own devices. Just like the in-store clubs, there are some common sense rules to follow. We expect the members to respect the room and the facilities provided, but we can live with you eating and drinking in there.

The Battle Bunkers are open at weekends while the store is open, as well as Tuesday evenings. Also, they are completely free of charge. If members want to play a pre-booked game during the store opening hours, any time in the week, they just need to let the staff know in advance. The first of

BATTLE BUNKERS

Armies clash behind closed doors...

the Battle Bunkers are in Newport, Carlisle and Middlesbrough, with others in development.

If you want to join or would just like some more information about Battle Bunkers, then call or visit one of the stores with a Battle Bunker. They will help you register using the In-store Order Point. A club card will be sent through to you after approximately two weeks, which will detail your name and membership number.

A few months ago, in the short ten day period that counts as our Summer, I dashed over to the Middlesbrough and Newport Bunkers to see what people were actually getting up to. Graeme Purcifer is a typical member of the Middlesbrough club, and he told me about his involvement with the Games Workshop hobby...

A: How long have you been playing Games Workshop games?

G: I have been playing games for about 11 years. One of my mates at school got me into it; it was similar to chess, but much more colourful and challenging.

A: What armies have you got?

G: Chaos for Warhammer 40,000, Warhammer and Blood Bowl, plus the Undead I have here for Warhammer.

A: Why Undead?

G: I like the 'Hammer Horror' element, and I especially like the Blood Dragons – the whole tragic hero thing. Last week I defeated an Empire army.

"I was surprised at the quality of the tables; a lot of effort has been made with the scenery in the Battle Bunkers – it shows Games Workshop is trying to reward people for playing."

A: How did that happen?

G: My general actually got killed – then my whole army charged and all his foot troops got slaughtered. The Zombies actually overran the Pistoliers!

A: When did you hear about the club?

G: About five weeks ago, I have been here every Saturday since. I like playing on the good boards they have down here, and meeting new experienced players. I've never belonged to a Warhammer club before, but this is great!

Next up was Nick Murray, and I again quizzed him about what had got him involved with the Battle Bunker.

N: I have been playing Games Workshop games for 15-16 years. I first bought White Dwarf because I wanted the Judge Dredd miniatures. While on holiday with my parents in York, I visited the store there in Goodramgate. It was around the time that slotta bases came in, I saw all the miniatures and was hooked! With the Warhammer and Blood Bowl first editions, away I went.

A: What do you play a lot of now?

N: A lot of 40K. But I do play Warmaster, Epic 40K, Space Hulk and I have bought Inquisitor but I haven't played it yet.

A: What's your favourite army?

N: Steel Legion – 'The Joy of Blitzkrieg'. I like punching a hole in the enemy's line and then just mopping him up. Better still, when his assault troops are going in, the look on his face as up roll your Chimeras and the Ogryns jump out!

A: Where and when did you hear about the Battle Bunker being set up?

N: I visit the Middlesbrough shop two or three times a week. I go to the club that meets at the St. Mary's Centre on Tuesdays (this club is registered with The Gaming Club Network and will be running a game at



Stuart Hill shows off his impressive 42 tanks which make up 13,000 points of his 18,000 point Imperial Guard army!

Games Day 2002). Mal, the shop manager, asked me if I would like to join as he knew I wanted to play more games.

While I was there at Middlesborough, Nick played a Warhammer 40,000 game with Steve Paxton, Necrons against Ultramarines. He said "Graeme, the full-timer who I first met in the Leeds shop, told me about the club opening, and since it opened in June I have been down five times. As I work in the evenings, it's great to be able to play at weekends. I collect Dwarfs for Warhammer, and I'm in the process of painting a Tau army."

So that was Middlesborough, next it was down to Wales to visit the Newport Battle Bunker. When I arrived, I was greeted with a scene of intense gaming activity. Fridays are the big gaming day in the Newport hobbyists, week. One of the games had just finished, a Warhammer 40,000 battle between Ben Meloy's Ultramarines and Ian Thorne's Tau, and I was dying to ask him one question...

A: So Ben, how do you feel about a gun drone chasing away your Devastator squad?

B: Quite funny really, it was my fault for pointing out to Ian that the drone was there!

Ben has been in the hobby for ten years and Ian for three. Both of them were excited about the campaign map that had been put up by the staff, showing a Warhammer 40,000 hive world and the starting positions for all the players. The next person I met was Stuart Hill, the general in command of the mighty 32nd battalion. Stuart has an enormous 18,000



Steve Paxton's Necrons attack the flank of Nick Murray's advancing Ultramarines.

points Imperial Guard army. His 42 tanks, including two Baneblades make up 13,000 points with the rest being taken up by 5,000 points of infantry. Stuart is indeed a 'mad tank bloke', especially when you consider he painted the lot in two months. Recently, Stuart and some of his mates from the Newport Battle Bunker ran a game at the Bristol Conflict event, one of the regional tournaments held this year. With no van, the Newport boys got their gaming board there by jamming it into the roof lining of a Range Rover. They are a determined lot! Stuart wants to play a game using all his tanks, is there anybody out there who would like to take up the challenge?

On another table, Wendy Wall (Plague Marines) and Roger Cork (Emperor's Children) were in the midst of battle, fighting out a 2,000 pts Warhammer 40,000 reconnaissance game. Wendy was keen to make up for her first

game, where her Plague Marines were slaughtered by Blood Angels. Roger's army was well painted, and I was impressed to hear that he had similar sized Bretonnian, Dwarfs and Orcs & Goblin armies for Warhammer.

Nearby I watched Gareth Jianikos' Eldar Rangers in a vicious tussle with Patrick Sweeney's Word Bearers. Gareth, a key timer at the Newport store, told me that the membership currently stood at 38, with a steady attendance of 20 on every Saturday. All the staff at the store are involved in the club, but as playing members only.

I was very impressed with the high standard of painting of all the players I met and the club atmosphere that has quickly developed. I really did regret not bringing an army of my own as I wanted to play too!



Members of the Middlesborough Battle Bunker, Steve Paxton (left) battles against Nick Murray in a Necrons vs. Ultramarines game of Warhammer 40,000

Index Astartes

First Founding

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

PROMETHEAN WARRIORS

The Salamanders
Space Marine Chapter

by Graham McNeill
& Gav Thorpe

As one of the First Founding Chapters, the Salamanders' history goes back to the very birth of the Imperium. Salamanders Space Marines are raised from the populace of Nocturne, a deadly volcanic world. Such a world breeds hardy warriors, strong of constitution and single-minded in purpose – ideal recruits for the Adeptus Astartes.

Origins

Of all the Emperor's Primarchs, the legend of Vulkan is among the better known tales. The Promethean Opus (source of much Imperial knowledge of Vulkan) tells of a mighty comet blazing a trail of fire across the skies of the world of Nocturne during the Time of Trial, a period of great upheaval when the planet was wracked by massive earthquakes and volcanic eruptions. Whether this was indeed the arrival of the Primarch or merely the herald of his arrival, none can say. The world of Nocturne was a harsh, volcanic place, a land of rocky crags and soaring, basalt mountains with little to offer its early colonists save the riches of its vast mineral deposits. For as long as anyone could remember, Eldar pirates had plagued the people of Nocturne, constantly pillaging the small settlements and enslaving their children. As a result Nocturne's people were hardy and practical, with little time for rest or leisure.

It is said in the Promethean Opus that the Primarch was found one morning by a blacksmith named N'bel as he entered the yard of his smithy. Whether as a babe in swaddling clothes or as an infant child is unclear, but the unknown child's presence in a smithy's yard was unusual enough for N'bel to bring him before the ruling council of his settlement. For many of the long, Nocturne years, the wise men had prophesied the arrival of a saviour, a warrior who would come to them from the heavens to rid them of the decadent Eldar. So it was that the people instantly recognised the greatness within the infant that N'bel had found. Noone dared claim the Primarch as their own and thus it was decreed that N'bel take the Primarch in as his son and apprentice. The master smith named him Vulkan, after the first king of the salamanders, the giant lizards that roam the volcanic mountains of Nocturne.

Vulkan's growth was extraordinary. Within three years he was bigger and stronger than any man in the settlement, and his mind was sharper than any Nocturne-forged blade. He had rapidly learned all the skills of metalworking taught to him by N'bel, soon surpassing even his adopted father's renowned ability. It was Vulkan who taught the people of Nocturne the most hidden secrets of metals, the mysteries of pattern welding, metal folding, alloys and bonding, improving their already considerable skill at weapon-making and artifice.

The Opus tells that during Vulkan's fourth year, the Eldar came to his town, intent on raiding and pillaging. The people of his settlement had long become used to the Eldar's raids and had devised many ingenious methods of hiding from their attackers. Vulkan declared that he would hide from no-one and, over the pleas of the wise men, stood at the centre of his settlement with his smith's hammers crossed over his shoulders. Stirred by his courage, the men of the settlement rose from their hiding places in attics and cellars to stand beside Vulkan in defiance of their attackers. Vulkan stood at the forefront of the defence and single-handedly slew a hundred Eldar that day, wielding a huge blacksmith's hammer in each hand. The raiders fled from Vulkan's wrath and the story of the town's triumph spread rapidly across Nocturne. Soon the headmen of the seven most important settlements travelled to pay homage to Vulkan, praising him for his example in fighting the Eldar. They swore never again hide in fear, but to face their foes and crush them. It was decided to hold a huge gathering of the people of Nocturne to celebrate this great victory, including a massive contest of skill at arms and craftsmanship.

In a passage of the Opus known simply as 'The Outlander' there is the tale of how Vulkan came to be reunited with the Master of Mankind. It recounts that it was at the opening

ceremony of the celebrations that a stranger appeared at the gates to Vulkan's settlement. All he asked was to be allowed to take part in the contests and, though he would not say where he had come from, he was allowed to compete. His skin was pale and his garb outlandish, though all could see that he was a powerful figure. He announced to the gathered spectators that he could best any man in any contest. The gathered crowds laughed uproariously, believing that none could be more superior in intellect,

physique or skill than their superhuman leader. Vulkan and the stranger wagered that whoever lost was to swear eternal obedience to the victor.

The competitions lasted for eight days and included many feats of strength and endurance. At the anvil lift, even the strongest men could only hold an anvil above their head for an hour and a half, but Vulkan and the stranger carried the heavy anvil aloft for half a day before the judges declared the contest a draw

so that they could proceed to the next event. And so it was that they were almost equally matched in skill and strength. Occasionally one would slightly best the other, but when it came to the start of the final event, the salamander slaying, they were evenly matched. Each had a day and a night to forge a weapon with which to hunt down the largest salamander they could find. Whoever could bring back the heaviest carcass would win the wager and the eternal allegiance of the other.

Chapter Approved. Access Level: B twenty-seven

Salamanders, Progenitor Legion M31



Pre-Heresy Salamanders colour scheme



Salamanders colour scheme



Auto-reactive
shoulder plate:
Tactical squad
markings



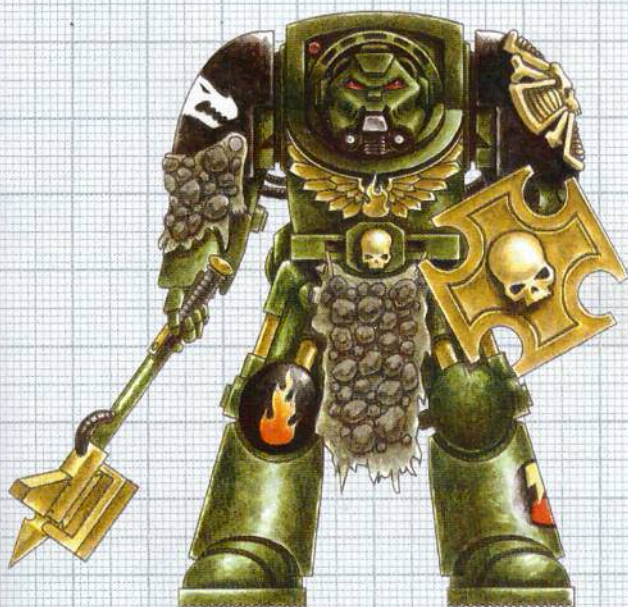
Auto-reactive
shoulder plate:
Chapter badge
iconography



Auto-reactive
shoulder plate:
Honour
Markings



Standard Imperial pattern
meltagun (constructed locally)



Salamanders Veteran in Tactical Dreadnought Armour



Symbol of the Salamanders' First
Company, the Firedrakes

Thought for the day: The hammer of the Emperor will vanquish the Xenos.

The ringing of hammers on metal echoed across the volcanic hills for the whole day, neither man pausing for a moment to rest or refresh himself. As the Nocturne sun sank below the mountains, they watched the highest peaks for the fireplumes that gave sign of the giant salamanders. Vulkan boasted that he would climb to the summit of Mount Deathfire, where the largest fire-drakes could be found, huge fire-breathing monsters weighing several tons. The stranger nodded in agreement and said that wherever Vulkan went, he would follow.

It is claimed that the two climbed the precipitous mountains with astounding speed, bounding from rock to rock, the stranger carrying a keen-edged blade, Vulkan with his immense silver-headed hammer held ready. They passed from sight, but soon the skies echoed to the clamour of battle, and the flames of the fire-drakes licked the clouds of smoke that gathered over the volcanoes. Vulkan was to find his prey first, smashing its armoured head from its shoulders with a mighty sweep of his hammer. Further up the mountain, the stranger spied another, even mightier salamander than Vulkan's conquest and set off in pursuit. As Vulkan carried his prize

back to the settlement, ill fate beset him as Mount Deathfire erupted into violent life, hurling rocks and lava high into the air. He was flung from the edge of a precipice, where he clung for several hours by one hand, the other grimly holding the tail of the dead salamander. Vulkan was determined to keep his prize, no matter the cost. As the mountain continued to erupt, Vulkan knew he could not hold on much longer, yet still he refused to release his grip on the salamander.

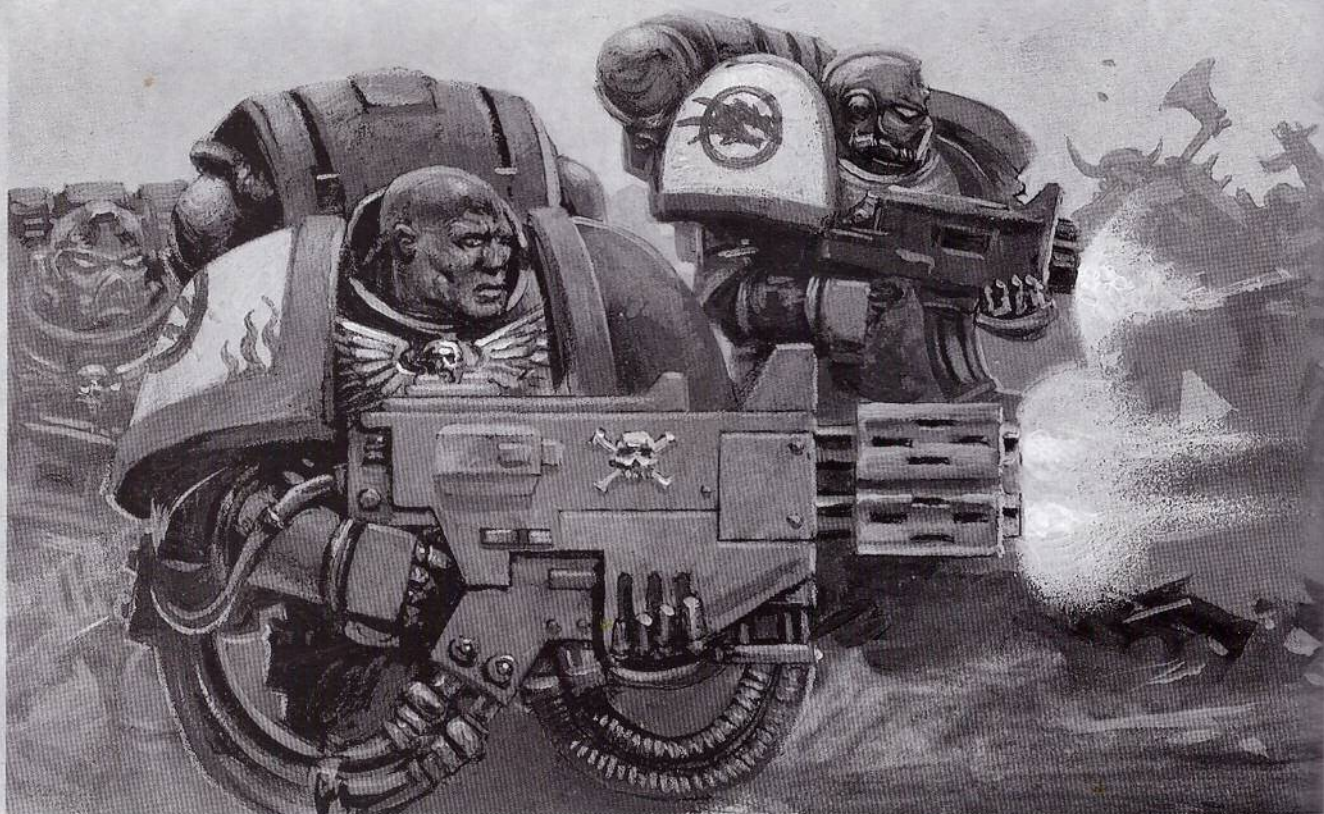
Just as Vulkan's grip was beginning to slip, the stranger appeared, calling his name from the other side of a wide lava flow. Vulkan answered the cry and could see that the stranger's prey was indeed larger than his own. By now even Vulkan's almost endless constitution was growing slim, weakened as he was by over a week of hard contest. His grip was shaking, and yet he was too proud to call for help. But it seemed that the stranger realised the Primarch's peril, and hurled the corpse of his salamander into the lava, making himself a bridge to cross. With great leaps the stranger hurled himself towards Vulkan, hauling the wearied Primarch from the edge of the abyss. Even as Vulkan felt himself being

pulled up by the stranger's strong arms, he saw the salamander's body being consumed by the lava and swept away.

When the two returned to the Primarch's settlement, it was the ruling of the judges that Vulkan had won, for the stranger had returned with no prize at all. The gathered throng cheered heartily, but were silenced by Vulkan. As they watched, he knelt on one knee and bowed his head to the stranger, saying that any man who valued life over pride was worthy of his service. The stranger bade Vulkan stand and threw off the illusion that had disguised his true form, revealing himself to be the Holy Emperor of Mankind. The people of Nocturne fell to their knees in awe and, from that day forth, their world was to become home to the Salamanders Legion, in memory of the mighty beasts that had united the Primarch and his Lord.

Home world

The Salamanders Chapter hails from a binary planetary system in the western reaches of the Ultima Segmentum. The two worlds, Nocturne and its oversized moon



Prometheus, circle each other in an erratic orbit, causing massive tectonic activity across the thin crust of Nocturne. The world is girded by chains of active volcanoes and rent apart by frequent earthquakes. Once every Nocturne year, some fifteen Terran years long, the two worlds approach so closely that Nocturne is almost torn asunder. Known as the Time of Trial, this period is marked by tidal waves sweeping across the rough seas, the ash and smoke from thousands of volcanoes blotting out the dim light of Nocturne's sun, and the ground gripped by constant earthquakes. Towns and villages are thrown into ruin, continents shift and a cold winter envelops the lands for the next quarter of a year, freezing the young and killing the majority of the livestock that can survive the normally harsh and hot climate of the planet.

Some would say that the people of Nocturne are mad to endure such conditions, but over hundreds of generations they have been moulded by their world into a hardy race. And Nocturne's Time of Trials brings great rewards too. The upheavals open up veins of precious gems and metals, uncovering vital ores for smelting. When the lava flows cool, they can be mined for other precious elements, pockets of gas that can be used to power engines, diamonds and other crystals valuable to the Adeptus Mechanicus for lasers and energy transmission systems. And this is how Nocturne survives, by trading its vast mineral wealth with other worlds, using its resources to bring in additional livestock, building materials and the few weapons that the Salamanders Space Marines cannot construct themselves.

The Chapter's fortress-monastery is based upon the giant moon, Prometheus. It is the only settlement on Prometheus and is little more than a spaceport linked to an orbital dock where the Chapter's strike cruisers and battle barges can be refitted and restocked. When not at war, the Chapter's warriors spend most of their time on Prometheus or living amongst the inhabitants of Nocturne. The Salamanders maintain very close links with their home world, mingling with the people rather than living aloof as many other Chapters do. The Salamanders are

THE THIRD WAR FOR ARMAGEDDON

When Chazghkull launched his new offensive against the Imperial forces on Armageddon, the Salamanders were one of the first Chapters to respond, sending a full six Companies to combat the Orks, including Chapter Master Tu'Shan personally leading his Firedrakes. The Salamanders launched several counter-attacks against the rock-forts landed by the Orks along the Hemlock River. Preferring the close-quarter fighting within the maze of crudely carved tunnels within the Roks to the long-range duels in the desert, the Salamanders made the Orks pay a high price for their audacity. By the start of the Season of Fire, at least nine Roks were destroyed by the Salamanders' attacks, killing untold thousands of Greenskins.

The Salamanders fought extensively throughout the campaign to protect the civilian population of Armageddon, unlike a number of other Chapters. Indeed it is rumoured that Tu'Shan himself came to blows with Captain Vinyard of the Marines Malevolent after it became known that his men had shelled a refugee camp while there were Orks within the perimeter. The majority of the Salamanders departed Armageddon following the Season of Fire, with only two companies remaining to protect the major population centres. A squad of the Chapter Master's own Firedrakes also left for Baal with the Blood Angels as an honour guard for the fallen Captain Tycho. The Chapter's Techmarines have been instrumental in repairing and rebuilding the infrastructure required to maintain such a vast amount of people and it is certain that they have saved many thousands of lives with these vital, but often overlooked duties.

the settlements' leaders, a source of inspiration and guidance for the Nocturne populace, and it is as much this position of authority and respect that young aspirants crave as the chance to become a legendary warrior of the Emperor.

Recruitment starts very young for the Salamanders, with a hopeful coming to work as an apprentice to a Salamander at the age of six or seven Terran years. They will then spend several more years learning the skills of the smith, as Vulkan did in his early life. From these apprentices, the most able will then be judged by the Chapter's Apothecaries and Chaplains and the worthy will be taken to Prometheus to undergo the bio-surgery required to make them into Space Marines. At various points in their adaptation and training, the young Scouts must endure the same trials and tests that Vulkan and the Emperor competed in, their final initiation culminating in them hunting down a salamander and slaying it.

Combat doctrine

The Salamanders follow normal Space Marine tactical and strategic dogma, with a slight variation to compensate for their own physical and mental traits. They have a

preference for close-ranged firefights, using many melta and flamer weapons to smash armoured foes and burn whole swathes of lighter troops.

Coming from a society that places great prestige in craftsmanship and which has high regard for artisans, the Salamanders have access to, and can maintain, highly sophisticated forms of technology. This is most evident in the numbers of Terminators in their armies, as well as a greater proportion of artificer armour and master-crafted weaponry and is supplemented by regular trade with the Adeptus Mechanicus, made possible by Nocturne's abundant mineral resources.

Organisation

The Salamanders Chapter organisation was laid down when Vulkan swore allegiance to the Emperor. Each Company was founded from the seven greatest settlements of Nocturne, each commanded by a Captain from that settlement. This organisation is still true today, although ever since the disappearance of Vulkan some thousand years after the Legion's Founding, the Captain of the First Company has been given the role of

Chapter Master. This position is considered a regency by the Salamanders, who believe that one day Vulkan will return to lead the Chapter in a great campaign to conquer Chaos.

Each Company is slightly larger than a standard Codex Company, and squads were reorganised following Roboute Guilliman's writing of the Codex Astartes after the Great Heresy. The conditions on Nocturne are not conducive to training for high speed attack or using the anti-grav engines of Land Speeders, so the Chapter employs relatively few of these specialised fast attack units. The Apocrypha of Skaros lists the Salamander's Scout Company as one of the smallest known in any Chapter; the sparse population of Nocturne and the Salamanders' slow but meticulous selection process giving a low turnaround of new recruits.

The First Company is treated as a warrior cadre within the Headquarters itself, and forms the personal guard of the Chapter Master. They are known as the Firedrakes, after the largest of the salamander lizards that roam Nocturne. To enter the First Company, a warrior must be nominated by his Captain for the honour, and then must prove that such faith was well founded by slaying a firedrake. The Hall of the Firedrakes in the Chapter Monastery on Prometheus is hung with the hides from Firedrake salamanders slain as part of this trial.

Beliefs

The beliefs of the Salamanders are governed by the Promethean cult, which places great emphasis on self-reliance, loyalty and self-sacrifice. Much of this stems from the lessons learnt while training as a smith –

patience with relentless determination are highly valued mental characteristics.

The hammer and fire are important symbols in the teaching of the Promethean cult. Ritual scarring by branding and burning is commonplace amongst the battle brothers of the Salamanders, and trials of walking over burning coals and carrying red-hot metal bars are held frequently.

Gene-seed

As far as can be ascertained, the Salamanders' gene-seed appears to be stable and as yet uncorrupted. The reflexes of Salamanders Space Marines are not as fast as those of other Chapters, although still quick when suited in power armour. However, it is unknown whether this is due to a defect in the gene-seed, a result of their high gravity world, or comes about from the Chapter's doctrines against hastiness and impetuosity.

The Salamanders have never been great in number and were the smallest of the First Founding Legions. Perhaps it is for this reason that there seem to have been no Second Founding successor Chapters formed from the Salamanders, whilst the other Legions were broken down into several smaller fighting forces. Others point to the disaster at Istvaan V as reason for the lack of Second Founding Chapters (as many scholars believe the Salamanders to have been present at this infamous massacre). It is a matter of debate whether there have been Successor Chapters during subsequent Foundings, although it appears likely and many scholars point to similarities in the physique, markings and tactical dogma of Chapters such as the Storm Giants and Black Dragons. Recent questions regarding the purity of the Black Dragons' gene-seed has led to some Genetor-Biologis questioning the purity of their source zygotes, but the legacy and reputation of the Salamander has led to their detractors being openly ridiculed.

Battlecry

"Into the fires of battle, unto the anvil of war!"

TU'SHAN - CHAPTER MASTER OF THE SALAMANDERS, REGENT OF PROMETHEUS

At the outset of the Second Armageddon War, Chapter Master Tu'Shan had only held his rank for three years. To do battle against Ghazghkull Thraka would be a hard test of his skills as a leader and strategist, and it was with no hesitation that the humble Tu'Shan agreed to follow Commander Dante of the Blood Angels. During the campaign, it was Tu'Shan who helped rally the scattered Imperial defenders. In battle, Tu'Shan and his Firedrakes were responsible for defending one of the few bridges across the Stygies



River, against a thousand-strong Ork Speed Freck column, fighting continuously for three days and four nights. At the end of the campaign, Dante himself sought out the young Chapter Master and praised Tu'Shan in front of all of the Blood Angels. This was a supreme gesture – for the Salamanders no greater honour can be bestowed than the respect of one's brothers in arms.

He is known to have met Yarrick, and it is claimed that the two had an instant respect for each other. Yarrick heartily welcomed Tu'Shan's offer to once again defend Armageddon when Ghazghkull returned at the head of the mightiest Ork force ever seen. Tu'Shan fought throughout the warzones of Armageddon. At Hive Tempestora, Tu'Shan prevented the Orks from overrunning the Khatrin Water Purification Plant and condemning the hive's population to a slow death by dehydration. The hive ultimately fell, but Tu'Shan's actions allowed the majority of the hive's population to escape before the hive was captured. And as before, Tu'Shan's inspiring presence allowed the defenders to hold the vital Stygies bridge and prevent the Greenskins from crossing and reinforcing their forces elsewhere.

USING A SALAMANDERS ARMY IN WARHAMMER 40,000

Special Rules

Never Give Up: The people of Nocturne are dogged and stubborn, refusing to admit defeat even against the greatest odds. The Salamanders are no exception, fighting to the last man if necessary. To represent this, at the end of a game, the Salamanders player can decide to continue fighting for one more turn. Another whole game turn is played as normal (ie, each player gets one more turn) and the result of the battle is decided after that turn is finished. The Salamanders player can always opt to fight for one more turn than normal, whether the game has a fixed length or finishes randomly.

Self-reliant: The Salamanders lead a mainly solitary life when not fighting alongside their battle-brothers, and are raised and trained to be self-sufficient and independent. Salamander models never have to take 'All On Your Own' Morale checks.

Sturdy: The high gravity of Nocturne means that its inhabitants have a naturally large and well-muscled physique, so they adapt to the ordeals of becoming a Space Marine very well. However, they are not as swift as their counterparts in other Chapters, so all Salamanders, with the exception of Dreadnoughts, have their Initiative reduced by -1 (this means that most Salamanders Space Marines will have Initiative 3). Entries in the following army list have already been modified to take this into account. The Salamanders must also deduct 1" from any advance or fall back moves they make (so this is normally 2D6-1").

Wargear

Salamander's Mantle: This is a new item of wargear available only to Salamander Space Marines. The character wears a cloak or cape made from one of the toughest materials in the galaxy – the thick hide of Nocturne's salamander lizards, which live in the lava flows of the planet's volcanoes. The character is immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – the



character loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound the character). Only one model in the army may have a Salamander Mantle for +35 pts. The special character Chaplain Xavier (p. 40, Codex: Space Marines) wears a Salamander mantle, increasing his cost to 200 pts.

Artificer Armour and Weapons: The Salamanders have a deep knowledge of many technological marvels, and their Techmarines are the greatest artificers outside of the Adeptus Mechanicus. To represent this, the following changes are made to the Space Marine Armoury for a Salamanders force:

Master-crafted weapons cost +10 pts, rather than +15 pts.

Artificer armour may be purchased for non-independent characters

(such as Apothecaries or Veteran Sergeants) for +15 pts (independent characters pay +20 pts as normal).

Any character may be given a signum, not just Techmarines.

Vehicle Upgrade

Reinforced Ceramite: This vehicle upgrade is specific to the Salamanders Chapter. The vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against melta weapons. Melta weapons, including melta bombs, never roll an extra dice for armour penetration due to being at half range (melta bombs would therefore be 8+D6). Reinforced ceramite may be given to any Salamanders vehicles and Dreadnoughts, except for Land Speeders. It costs +25 pts for a Land Raider to have reinforced ceramite, and +10 pts for all other vehicles.

SALAMANDERS ARMY LIST

Salamanders use the following units from Codex: Space Marines and from the new entries below.

HEADQUARTERS	Space Marine Heroes, Chaplain*, Salamanders Librarian, Command Squad
ELITES	Salamanders Terminator Squad, Space Marines Veteran Squad, Dreadnought
TROOPS	Salamanders Tactical Squad, Scout Squad
FAST ATTACK	0-1 Salamanders Assault Squad, 0-1 Salamanders Bike Squadron, 0-1 Scout Bike Squadron, 0-1 Land Speeder Squadron**, 0-1 Land Speeder Tornado**, 0-1 Land Speeder Typhoon**
HEAVY SUPPORT	Devastator Squad, Predator Annihilator, Predator Destructor***, Vindicator, Land Raider; 0-1 Land Raider Crusader (see Black Templars list), Whirlwind

* A Chaplain may exchange his crozius for a thunder hammer for free.

** You may take either a Land Speeder Squadron, a Land Speeder Tornado, or a Land Speeder Typhoon, but not more than one choice of Land Speeder.

*** A Salamanders Predator Destructor can have heavy flamers on its side sponsons for +10 pts.



HEADQUARTERS

SALAMANDERS LIBRARIAN

PSYCHIC POWER

Fury of the Salamander: The Librarian draws on the legendary spirit of the Salamander to create a monstrous spectral incarnation of the beast. The monster charges forward trailing fiery sparks, burning all in its path. The Librarian uses this power in the Shooting phase instead of firing a weapon. Nominate a direction from the Librarian that the Salamander will move in, and draw a line 3D6" long in that direction. You cannot choose a line that might pass through a unit in close combat. Any model (friend or foe) which the line crosses over takes a Strength 5 hit, normal saving throws are allowed. A unit suffering any casualties from this attack must take an immediate Morale check or fall back. If the unit passes the check but loses 25% or more of its models in that Shooting phase, it must still take the Morale check for casualties at the end of the phase as normal.



ELITES

SALAMANDERS TERMINATOR SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	37	4	4	4	4	1	3	2	9	2+

Squad: The squad consists of one Salamanders Terminator Sergeant and between four and nine Salamanders Terminators. The Terminator armour's 2+ save and +1 Attack bonus have been included in the characteristics above.

Weapons: All models in the squad have either a storm bolter and power fist, or a thunder hammer and storm shield.

Options: The Sergeant may replace his power fist for a power weapon. Up to two models may exchange their storm bolter for a heavy flamer at +10 pts.

The Terminator Sergeant may have additional equipment from the Space Marines Armoury.

SPECIAL RULE

Deep Strike: Salamander models wearing Terminator armour may *Deep Strike*.

TROOPS

SALAMANDERS TACTICAL SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	15	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between four and nine Salamanders Space Marines.

Weapons: All models are armed with a bolter. The Sergeant may replace his bolter with a bolt pistol and close combat weapon.

Options: One model in the squad may exchange his bolter with one of the following weapons: flamer at +6 pts, heavy bolter at +5 pts, missile launcher at +10 pts, multi-melta at +15 pts.

In addition, one other Space Marine in the squad may exchange his bolter with one of the following: flamer at +6 pts, meltagun at +10 pts, plasma gun at +6 pts.

The entire squad may be given frag grenades at an additional cost of +1 pt per model and krak grenades at an additional cost of +2 pts per model.

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Transport Vehicle: The entire squad may be mounted in a Rhino at an additional cost of +50 pts, or, if it numbers six or less models, a Razorback at +70 pts (see the Transport entry in Codex: Space Marines for upgrade options).

FAST ATTACK

0-1 SALAMANDERS ASSAULT SQUAD

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander	25	4	4	4	4	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	3	2	9	3+

Squad: The squad consists of one Sergeant and between four and nine Salamanders Space Marines.

Weapons: Bolt pistol, close combat weapon and frag grenades. All models in the squad are equipped with jump packs.

Options: The entire squad may be equipped with krak grenades at +2 pts per model and melta bombs at +4 pts per model.

One model may exchange his bolt pistol and close combat weapon for a flamer for +12 pts.

SPECIAL RULE

Deep Strike: Salamander models equipped with jump packs may *Deep Strike*.

0-1 SALAMANDERS BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Salamander Biker	35	4	4	4	4(5)	1	3	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	3	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	3	2	8	2+

The Sergeant may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Squad: The squadron consists of one Salamanders Sergeant and between two to four Salamanders Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine rider has a bolt pistol.

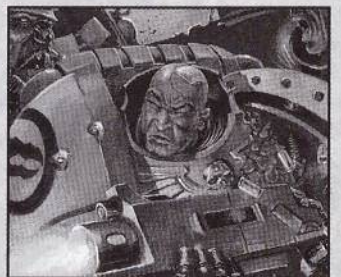
Options: Up to two Space Marines in the bike squadron may be armed with the following weapons: flamer at +3 pts, meltagun at +10 pts, plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon at no additional cost, and he may be upgraded to a Veteran Sergeant at an additional cost of +15 pts.

Attack Bike: The squadron may include one Attack Bike armed with a multi-melta at +55pts.



↑ The Salamanders prefer close-range engagement with the enemy where their superior numbers of short ranged but deadly weapons, such as multi-meltas and flamers, can swiftly eradicate their foes.



✗ Due to the fluctuating gravity of Nocturne, Salamanders have difficulty training using bikes, jump packs and land speeders. Thus Salamanders can muster few such fast attack units for battle.

White Dwarf's Gary Roach has taken time out from painting new recruits for his Imperial Guard to begin work on a new army of Salamanders Space Marines. Here's how he approached painting his first squad.

PAINTING WORKSHOP

Gary Roach's Salamanders Space Marines



COLOUR PALETTE



GETTING STARTED

When assembling the models, the boltguns were left on the frame to give easier access to areas such as the chest eagles and power armour. The models were stuck together with plastic glue and then undercoated with Chaos Black spray. Any areas of poor coverage were given a coat of slightly watered-down Chaos Black paint.

PAINTING THE POWER ARMOUR

The first area to be painted was the power armour; this was given



The edges of the power armour were then highlighted with Scorpion Green. When doing this, try to use the edge of the brush and run it along the edge of the armour. You will find this much easier than trying to paint the edges using the tip of the brush as if you were applying a basecoat.

two to three coats of Snot Green. This is because the Chaos Black undercoat will show through if given just the one coat and may make the armour look blotchy. Don't worry about getting paint onto parts where you don't want it because you can easily go over them again with Chaos Black once you have finished applying the basecoat.



The chest eagle and any other areas that were going to be the same colour were painted by first applying a coat of Shining Gold. Then, using a 50/50 mix, watered-down Chestnut Ink was washed over the Shining Gold areas. Once dry, these areas were highlighted using Burnished Gold. When

applying the Burnished Gold onto the chest eagle, try to leave a bit of the previous coat showing in the deeper parts of the wings, just underneath each 'feather'.

PAINTING THE EYES

To paint the eyes, a basecoat of Skull White was applied as yellow paint doesn't show up too well over a black undercoat. They then had a coat of Golden Yellow applied over the top of them. To finish off, the eyes were highlighted with Bad Moon Yellow.



PAINTING THE PURITY SEALS

Using a mix of Blood Red with a tiny spot of Chaos Black, the top part of the purity seal was basecoated. It was then highlighted with Blood Red. The bottom part was painted by first applying a basecoat of Bestial Brown and this was then highlighted with a mix of Bestial Brown and Bleached Bone. When doing this, try to leave a bit of the previous coat showing between the layers of the seal as shading. To finish, a final highlight of Bleached Bone was applied to the raised parts and edges.



PAINTING THE BACKPACK

Using the undercoat as a basecoat, the backpack was highlighted using the same technique as the power armour, but this time using Codex Grey. The metal bits were painted with a basecoat of Chainmail. Then, again using a 50/50 mix, watered-down Black Ink was washed over the top. The skull was painted using the same technique as the other gold bits.



PAINTING THE WEAPONS

The boltguns and flamers were painted using similar techniques to those used on the Space Marines. First, they were undercoated with Chaos Black spray. The metal parts were painted with Chainmail and then washed over with Black Ink. The casing was then highlighted with Codex Grey. The gold bits were painted using the same method as the chest eagles.



PAINTING THE LENS

The lens was first given a basecoat of Blood Red. This was applied by getting a small round 'blob' of paint on the tip of the brush and just touching the area that needed painting. This was then highlighted with Golden Yellow using the same technique but with a little less pressure.



BASING THE MODEL

To finish, PVA glue was applied to the top of the base and the model was then dipped into sand. To give the feel of fighting in the deserts of Armageddon, the base was then painted with Bubonic Brown. Once dry it was highlighted with a drybrush of Bleached Bone.



APPLYING TRANSFERS

When applying transfers to Space Marines, try placing a small cut in the top of the transfer (in this case, just above the ridge over the eye) as this will help it sit better on the curved shoulder pad.



The Salamanders hold the line against a ferocious Ork assault.



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EST WILL SURVIVE

In this month's battle report Gav Thorpe needed a Dark Elf Noble on Dark Steed. Sadly, our Studio Dark Elf army didn't have the right model for this so 'Eavy Metal's Tammy Hays stepped into the breach to convert and paint the model. Here's how she got on...

'EAVY METAL MASTERCLASS

Painted by Tammy Hays



CONVERTING THE MODEL

Using the Dark Elf Army Book as a guide to what equipment the Dark Elf Noble would be carrying, Tammy decided that she wanted him to stand out from the standard Dark Riders in the army, but not resemble the Cold One Knights too closely. In light of this, she chose to use the legs and lance of a Cold One Knight, the torso of the Executioner Champion and a Cold One Knight shield.



Firstly, she cut the torso of the Executioner's Champion just below the waist with a modelling saw, ensuring that the upper sleeves were not damaged. Cutting the Knight in half to separate the legs was more straightforward, by sawing through the model just above the belt. The only thing left to do then was to file down both of the cut surfaces and pin the two halves together using brass wire. She then cut off the upper arm from the lance,



and glued it into place. Tammy didn't bother converting the left arm – as it would be completely covered with the shield.



Using Green Stuff Tammy roughly sculpted the shape of the cloak, continuing it from the top half of the torso. After allowing that to set for twenty minutes, she smoothed the shape by using a wet modelling tool. She then sculpted the saddle and the scales on the cloak by rolling out small balls of Green Stuff, and flattening them onto the cloak.



The tags were removed from the horse and it was glued onto a couple of pieces of slate that she had applied to the base to resemble rocky ground. Two holes had been cut into the sides of the horse to make the rider fit because the Knight's legs are designed purely to fit the Cold Ones.

PAINTING THE MODEL

The model was going to be predominately black and gold, to fit in with our Army of The North, so Chaos Black was applied as an undercoat.



The horse was painted using a 50/50 mix of Chaos Black and Codex Grey as a highlight over the black undercoat, concentrating on the most defined muscle areas. Those areas were then all re-highlighted with a very narrow line of Codex Grey.



The mane was painted with Codex Grey, then highlighted with Fortress Grey and finally with Skull White.



The reins were painted Dark Flesh and highlighted by adding Vomit Brown.

The eyes were painted with Red Gore, Blood Red, Fiery Orange and finally Bleached Bone, with a little slit applied in Chaos Black to resemble the pupil.



The armour of the rider was painted Shining Gold, and then shaded with a thinned-down Flesh Wash glaze. The edges were highlighted with Shining Gold mixed with Mithril Silver.



The tip of the lance and the chainmail were drybrushed with Boltgun Metal, and then glazed with a mix of watered-down Brown and Black inks.



The face was first painted Dwarf Flesh, then highlighted with Elf Flesh and lastly given a glaze of thinned-down Flesh Wash. The eyebrows, nose and cheekbones were then given an extra highlight of Elf Flesh mixed with Skull White.



The lance itself was painted using the same colours as the reins on the horse, and the ribbon on the lance and the hair were painted in the same way as the horse's fur.



The main part of the shield was painted using the same method as

the horse and the golden edging using the same method as the armour. The design on the shield was applied in Skull White, drawing it on in a fine line first and then thickening it to the desired shape.



To finish the model off, some fine sand was glued onto the base surrounding the bits of slate and then painted with



Brown Ink. When this was dry the slate was drybrushed with Codex Grey and the sand with Bestial Brown, Bubonic Brown and a final light drybrush of



Bleached Bone. Patches of Static Grass and green flock were glued onto the base to match the bases in the rest of the army.

Creating your own unique character is highly satisfying and makes your army truly personal. It does not have to be a highly intricate conversion either, just by using a few interesting parts and a bit of Green Stuff Tammy managed to create a striking and highly characterful model



This month's battle report sees a Dark Elf force desperately trying to hold a vital pass against an attacking Chaos force. With reinforcements on their way, can the Dark Elves hold out, or will the Chaos forces slaughter all in their path?

THE BATTLE OF BLOOD PASS

The time of Chaos is upon us, but it's not just the Old World that is feeling the pressure. Across the great ocean in Naggaroth the Dark Elves can feel the coming of Chaos. All across their realm preparations are being made for war; armies are being mustered, watchtowers garrisoned and patrols roam the bleak lands looking for the first signs of invasion.

For this special game we needed a special scenario, so in stepped the Warhammer Loremaster, Gav Thorpe, and Anthony Reynolds, his trusty

sidekick. You can see the fruits of their labour opposite. Seeing as they had written the scenario it seemed churlish to not let them play in the battle report, and so they duly assembled their armies and prepared to do battle.

Anthony will be using his own Chaos army, the Despoilers of the North, that you can see on page 94 of the Hordes of Chaos Army book. Normally, they follow all the dark gods in equal measure but this time they have shifted their allegiances to Slaanesh. Gav is going to use the Dark Elves and who better, as he

is the man who wrote the Army book! Unlike their previous appearances in the pages of White Dwarf however, this time Gav is using the Dark Elf City Garrison army list that will appear in the new Warhammer Chronicles 2003.

So, the scene is set and two armies face each other across a desolate valley. Can the beleaguered Dark Elf Garrison force hold out long enough, or will the Despoilers of the North crush all before them? The only way to find out will be to read on.

A shout pierced the night, coming from the top of the tower standing sentinel-like at the entrance to the steep valley. A second later, a burst of baleful green light surged into the sky from atop of the watchtower; a beacon that could be seen for miles around, warning of imminent attack. The green light reflected in the cold, black eyes of Diaketh who stood impassively below the tower, staring intently into the darkness. The Dark Elf warriors under his command had been standing at their posts for almost a week now with little rest, catching only

minutes of fitful sleep in full armour when they had the chance. Warning had come that the Marauder tribes to the north were growing increasingly restless. Once more, it seemed that a new season of raids would soon begin. Diaketh cursed for the millionth time the bad fortune that had seen him posted in this icy, remote expanse, guarding the northern borders of Naggaroth.

The sound of horses' hooves pounding the hard-packed earth echoed through the darkness, and a figure on horseback took shape, racing towards the tower. As it galloped closer, Diaketh could see that it was

one of the black-garbed Dark Riders stationed at the tower, and that a group of other riders, bare-chested and savagely painted, rode in close pursuit behind him. Smaller shapes ran at the heels of the horsemen, and the sound of feral howling reached the ears of the Dark Elves.

Diaketh shouted his order, and the Dark Elf City Guard raised their repeater crossbows, carefully gauging the distance in the gloom. The Dark Rider turned in his saddle, shooting his own crossbow while masterfully controlling his steed with his legs. A pair of black-shafted bolts plunged into the body of one of the immense hounds, which rolled in the dust before becoming still.

Abruptly, the Marauder riders reined their horses in, pulling up sharply just outside the range of the City Guard's repeater crossbows. They stared fiercely at the Dark Elves, before retreating the same way they had come.

As soon as the Marauders turned their horses, the first booming sounds of drumming echoed over the land, the doom-laden din rolling over the City Guard. Diaketh's eyes widened slightly as he saw, at the very edge of his vision, a great line of dark armoured figures, where the Marauders were retreating. A sickening feeling settled in his stomach, for this was not a minor raid by undisciplined tribesmen - this was something else, something much more dangerous. Before long, he could hear the sound of iron-shod boots marching in unison; he knew that these were the dread warriors of Chaos. Diaketh yelled to his soldiers to stand ready...



HOLD THE PASS

Overview: In this scenario, a smaller Dark Elf force must defend a pass against a larger attacking Chaos force, and hold their ground until reinforcements arrive.

ARMIES

Chaos army: 1,500 points selected from Warhammer Armies – Hordes of Chaos.

Dark Elf army: The Dark Elf player chooses two separate armies. The first of these is a 1,000 points army chosen from the Dark Elf City Garrison list in WD264 and the forthcoming Warhammer Chronicles 2003 compilation. The second 1,000 points army is chosen from the Dark Elf Watchtower Patrol force published in WD259.

Battlefield: Place a suitable piece of terrain representing the watchtower in the centre of the board, and place other terrain to represent a valley floor with hilly and forested sides.

DEPLOYMENT

1. The Dark Elf player deploys his Garrison force first in the Garrison deployment zone marked on the map.
2. The Chaos player then deploys the whole of his force anywhere within the Chaos deployment zone marked on the map.
3. On turn 3 the Dark Elf reinforcements arrive and enter play

from their own short table edge, as shown on the map. They may move as normal on their first turn, though they may not declare charges on the turn they arrive. If the reinforcements are Scouts, they may move on from any board edge on turn 3, not just the short table edge.

Who goes first? The Chaos player has the first turn.

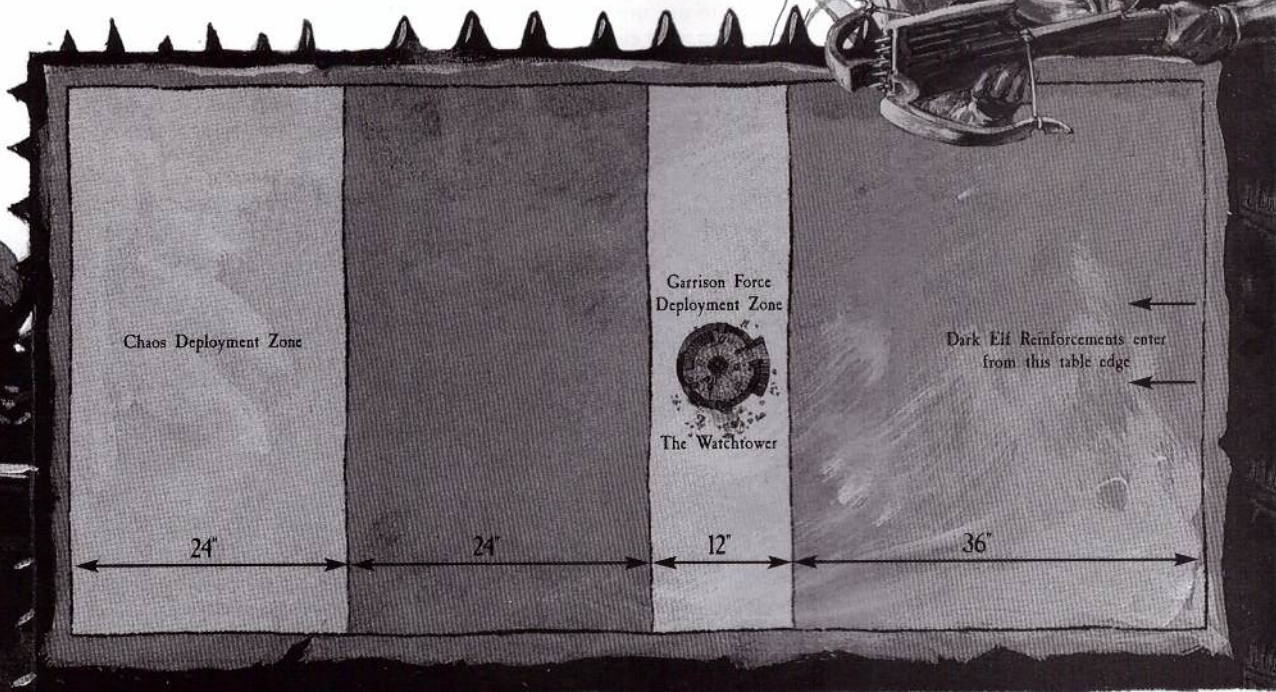
Victory Conditions: If, from turn 6 onwards, there are no Dark Elves in the Garrison deployment zone at the start of any of the Chaos player's turns, the Chaos force wins, having overrun the Watchtower. If this victory condition is not met by the start of Chaos turn 9, then the Dark Elf player is the winner.

SPECIAL RULES

Random Encounters: The Chaos player rolls a D6 at the start of each of their turns. On a 6, a unit of D3 Screemers of Tzeentch arrive at the battle. They may come on from either of the two long board edges, but may not charge on the turn they arrive. If a Wizard has cast a spell with Irresistible Force or a Miscast since the last roll was made, then Screemers appear on a 5 or 6 rather than just a 6, as they are attracted by the magical energies.

The Dark Elf player rolls a D6 at the start of each of their turns. On a 6, a unit of D6 Harpies arrive at the battle. They may come on from either of the

two long board edges, but may not charge on the turn they arrive. If a unit was wiped out anywhere on the battlefield since the last roll was made, then Harpies appear on a 5 or 6 rather than just a 6, as they are attracted by the bloodshed. These Harpies do not count as a Dark Elf unit in regards to the victory conditions.



THE HORDES ARE COMING



Gav Thorpe

Gav: My choices for this battle report were fairly limited, as I was choosing two 1,000 points armies, one each from the Dark Elf City Garrison army list (WD264 and the forthcoming

Warhammer Chronicles 2003 compilation) and the Watchtower Patrol Force list (WD259). The Garrison Force would be facing up against the whole of Ant's army, and would need to put up a stiff resistance to buy some time for the relief force to get into position. The relief force would have to be quick, but not only that, there had to be some hard-hitting units that could take the fight to the Chaos horde and hopefully create some space in my deployment zone.

City Guard and Reaper Bolt Throwers were an obvious choice, and I took two of each! My original plan, tested in the game we had to try out the scenario beforehand, involved splitting the force onto either side of the tower. However, this time around I decided to make things sturdier and just defended one side of Blood Pass. The victory conditions specify that I must have a unit in the Garrison deployment zone, but it doesn't matter how many Chaos units are in there, Anthony can't just ignore my force. It also means that the two City Guard units can support each other, which means that Anthony would need to commit a significant part of his force to breaking them. In turn (yes, it is a bit convoluted, but that's Dark Elf thinking for you!), this means he would leave plenty of space on the other side of the tower for the Relief force to occupy.

The hills provided a good firing platform for the Reapers to shoot over the City Guard, which were positioned so that they could combine their shooting on a single enemy unit each turn, maximising the effect of my missile fire. However, regardless of how much shooting I did, this would come down to close combat – repeater crossbows are great against light troops such as Warhounds and Marauders, but against armoured foes like Chaos Knights and Warriors their impact would be bordering on insubstantial. However, another advantage of the City Guard in this kind of defensive situation (and one often overlooked) is the fact that the models in the front rank fight in close combat with a hand weapon and shield, giving them a very nice 4+ save in close combat, while the models behind can still use their spears.

And that is why I had two units of Cold One Knights to lead the counter-attack when the Patrol Force turned up. With Strength 5 on the charge, and Strength 4 mounts, they should be more than capable of making a dent in any Chaos Warrior regiment. The Chaos Knights would prove tricky (normally I'd have something big and nasty like a Hydra to take them out, but that wasn't an option), so I would have to look at ways of negating their impact rather than just killing them outright. Equipping my Noble Kelebet with the Blade of Ruin would help out on this front, as long as he survived long enough to swing it a bit. This is often the case with Dark Elves; you need to use units in conjunction with each other, rather than simply bludgeoning the enemy into the ground in a one-on-one fight.

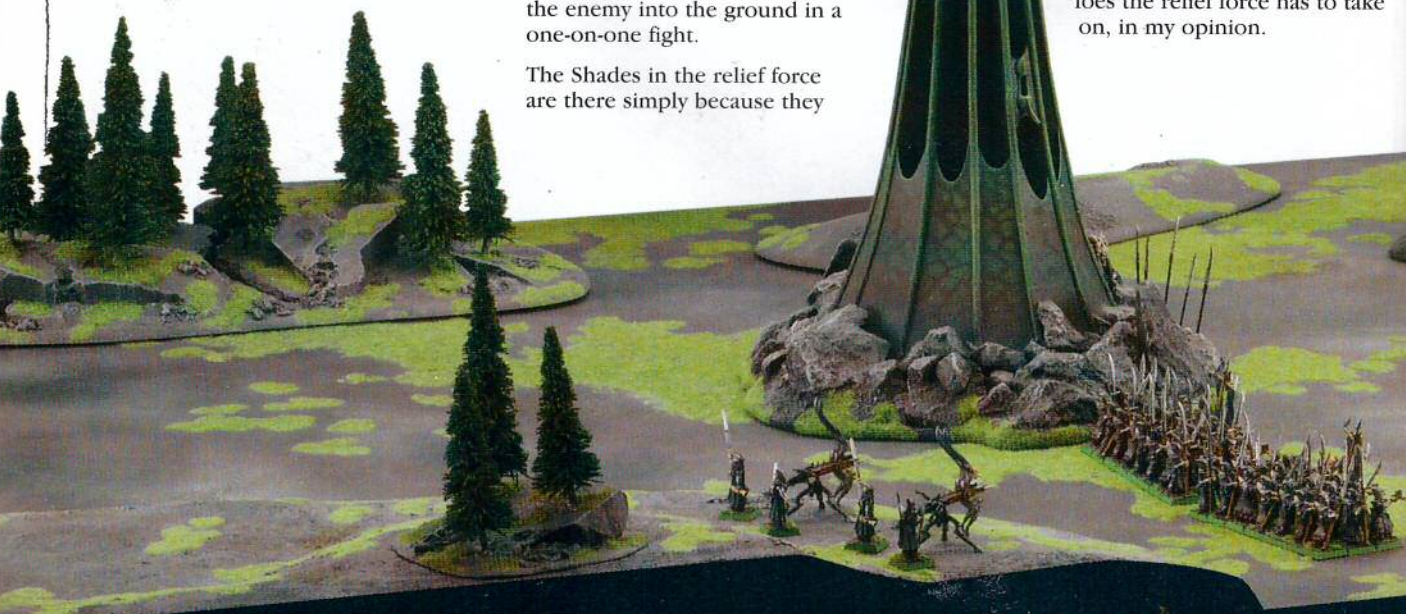
The Shades in the relief force are there simply because they

can get straight into the Garrison deployment zone on the turn they arrive – just in case there weren't any other units from my army around. Their shooting would be annoying, and could hopefully take out any Screemers that have turned up to join the fun, but as with the repeaters of the City Guard they were unlikely to cause serious consternation to Anthony's battleline.

As for characters, the Noble on the Dark Steed was a late alteration (he was originally on a Cold One), who adds some punch to the Dark Riders. Just because there isn't an exact miniature in the Dark Elf range shouldn't stop you trying out this character, as you can find details of how 'Eavy Metal's Tammy Hays made the conversion elsewhere in this issue. With the Noble bolstering their attacking power, the Fast Cavalry could easily work their way into position for flank or rear charges if the Chaos units were dominating my Garrison deployment zone.

For the Garrison force, the Noble on foot was there to bolster the larger of the two City Guard units.

I gave him the *Blood Armour* on the grounds that he would either survive the first charge from the enemy and then improve his armour save by doing some wounds himself, or he wouldn't. If they held the inevitable Chaos charge then it would come down to attrition, but I wasn't going to throw lots of points at protecting the character only to have him run down when the unit breaks (which I expected it to do at some point). Better to have a nice sword and whittle down the number of foes the relief force has to take on, in my opinion.



SMASH AND GRAB



Anthony Reynolds

Anthony: My mission, if I choose to accept it, is to overrun the Dark Elf defence, and then keep Gav's reinforcements out of the area around the Tower. We had a couple of practice games before this one, and I was pretty happy with my army, so didn't really make any changes throughout. It was nice to be using my own army, as I have been using it for some time now (we often used it while playtesting Hordes of Chaos) and I am quite familiar with it by now. Playing using only 1,500 points was a change from the norm, and it took me some time to work out a list I was happy with – no Chaos Lord for me unfortunately. I normally play a Chaos Undivided force, as I find it immensely useful to have the chance to field various Daemons and Marks – a particular favourite tactic of mine is to screen my Knights with Screamer – but for this game I decided to use an all Slaaneshi army.

My first choice for characters was a Sorcerer of Slaanesh, Shaardo-Kah the Blessed One. I gave him an old faithful Dispel Scroll and some Power Stones. The Lore of Slaanesh is such a useful Spell list, and I'd had great success with their spells in the past. I also gave him a quick new paint job to make him look more like a Slaanesh Sorcerer.

Exalted Champions are awesome fighters more than capable of taking on an enemy Lord, so I chose two of them and gave them both Great Weapons (Strength 7 all the way). I mounted one

of them, Kol Shaargol, on a Chaos Steed and gave him the Crimson Armour of Dargan (enemies wishing to strike him must first pass a Leadership test) and also gave him the Sceptre of Domination. This little item contains a one use spell that makes an enemy character attack his own unit, and I planned to use this late in the game, when Gav's reinforcements were in range. It was pointless to use it on any character who was with the City Guard defences, for one or two kills in there wouldn't really make a difference – however, if I targeted a Dark Elf Noble with a nasty magic sword who was in a unit of Cold Ones, then killing a couple of them would be great. I decided that I would try to use it in the same turn that the Sorcerer used his Power Stones, overwhelming Gav's magical defence to make sure that it got through.

The other Exalted Champion, Salanthus the Dark, was given the Armour of Damnation, a useful suit of Chaos Armour that forces the enemy to re-roll any successful hits made against him in close combat.

A unit of Chosen Knights would be hugely useful and I was sure would make a big impact on the game so long as they didn't get shot before they reached the enemy. I'm in the process of converting a second unit of Knights because they really are brilliant troops. To give them some protection from shooting in the first turn I threw in a handful of Warhounds of Chaos to put in front of them. The poor little things will quickly become pin-cushions, but this is war and sacrifices have to be made (and Chaos just loves sacrifice!).

To add some manoeuvrability to my army, I chose a unit of Marauder Horsemen and upgraded them to wield flails for that extra strength. I always take at least one unit of these Fast Cavalry as they just come in so handy.

To bulk out my force a little, I picked two units of Warriors of Chaos, one unit (the Tormentors) armed with additional hand weapons, and the other unit (the Agonisers) with shields. For this last unit I also took the War Banner for good measure. I would have liked to have made one of these units Chosen, but for a 1,500 points army they were way too expensive. Even as it was, my force was rather on the small side, but at least with the Mark of Slaanesh, I could guarantee that they wouldn't panic and run off. To round out my force I took a Spawn of Chaos. I love these, even if they often seemed to become slow and sloth-like at just the wrong moment.

I had to smash the Dark Elf defence force quickly and wipe them from the table before the reinforcements hit my lines. If I didn't clear out the defenders early on I'd be in real trouble, so with that in mind – CHARGE!!!

After seeing how Gav deployed his force, all on one side of the tower, I had my first dilemma of the game – and it hadn't even started yet. I knew it was a little risky to place all my troops on one side of the tower, but if I could destroy the Dark Elf defences quickly enough, I should have the time to reposition them. I'd keep the Marauders back behind my main line to start with, and either send them around the tower, or get them into a position to help out the other troops.



DESPOILERS OF THE NORTH



CHARACTERS

HERO: Exalted Champion

Kol Shaargol (General), great axe, Chaos armour, shield, barded Chaos Steed, Crimson Armour of Dargan, Mark of Slaanesh. **187 pts**

* Leads the unit of Chosen.

HERO: Exalted Champion

Salanthus the Dark, great weapon, Chaos armour, Armour of Damnation, Mark of Slaanesh. **154 pts**

* Leads the Agonisers.

HERO: Sorcerer of Chaos

Shardo-Kah, hand weapon, Chaos armour, level two upgrade, Power Stone, Dispel Scroll, Mark of Slaanesh. **190 pts**

* Leads the Tormentors.

CORE



5 Chosen Knights of Chaos, hand weapon, heavy armour, shield, barded Chaos Steed, Standard Bearer, Champion, Mark of Slaanesh. **285 pts**



The Tormentors

12 Warriors of Chaos, hand weapon, heavy armour, shields, Standard Bearer, Champion, Musician, War banner, Mark of Slaanesh. **255 pts**



The Agonisers

12 Warriors of Chaos, additional hand weapon, heavy armour, Standard Bearer, Champion, Musician, Mark of Slaanesh. **254 pts**



5 Marauder Horsemen, hand weapon, flails, warhorse. **75 pts**



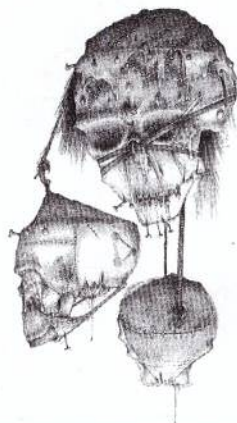
5 Warhounds of Chaos. **36 pts**

RARE



1 Spawn of Chaos. **60 pts**

TOTAL **1,496 pts**



BLOOD PASS WATCHTOWER GARRISON



CHARACTERS

HERO: Dark Elf Noble Diaketh (General), hand weapon, Blood Armour, Sword of Might, Sea Dragon cloak. **116 pts**

* Leads a unit of City Guard.



HERO: Sorceress Alinnekh Daemonqueen, hand weapon, Level 2 Wizard, Darkstar Cloak, Power stone. **170 pts**

CORE



23 City Guard, hand weapon, spear, light armour, 7 repeater crossbows, Standard Bearer, Lordling, Musician. **260 pts**



21 City Guard, hand weapon, spear, light armour, 7 repeater crossbows, Standard Bearer, Lordling, Musician. **242 pts**

SPECIAL



2 Reaper Bolt Throwers. **200 pts**

TOTAL

988 pts

BLOOD PASS WATCHTOWER PATROL



CHARACTERS

HERO: Dark Elf Noble Lord Kelebet (General), hand weapon, mounted on a Cold One, heavy armour, shield, Blade of Ruin. **158 pts**

* Leads the Slaughterers.

HERO: Dark Elf Noble Duke Morithan, hand weapon, lance, mounted on a Dark Steed, heavy armour, Sea Dragon Cloak, Shield of Ghond, Ring of Hotek. **146 pts**

* Leads the unit of Dark Riders.

CORE



Slaughterers

5 Cold One Knights, hand weapon, lance, heavy armour, shield, Standard Bearer, Dread Knight, Musician, Standard of Slaughter. **209 pts**



Murderers

5 Cold One Knights, hand weapon, lance, heavy armour, shield, Standard Bearer, Dread Knight, Musician, Banner of Murder. **219 pts**



5 Dark Riders, hand weapon, spear, light armour, repeater crossbows. **120 pts**

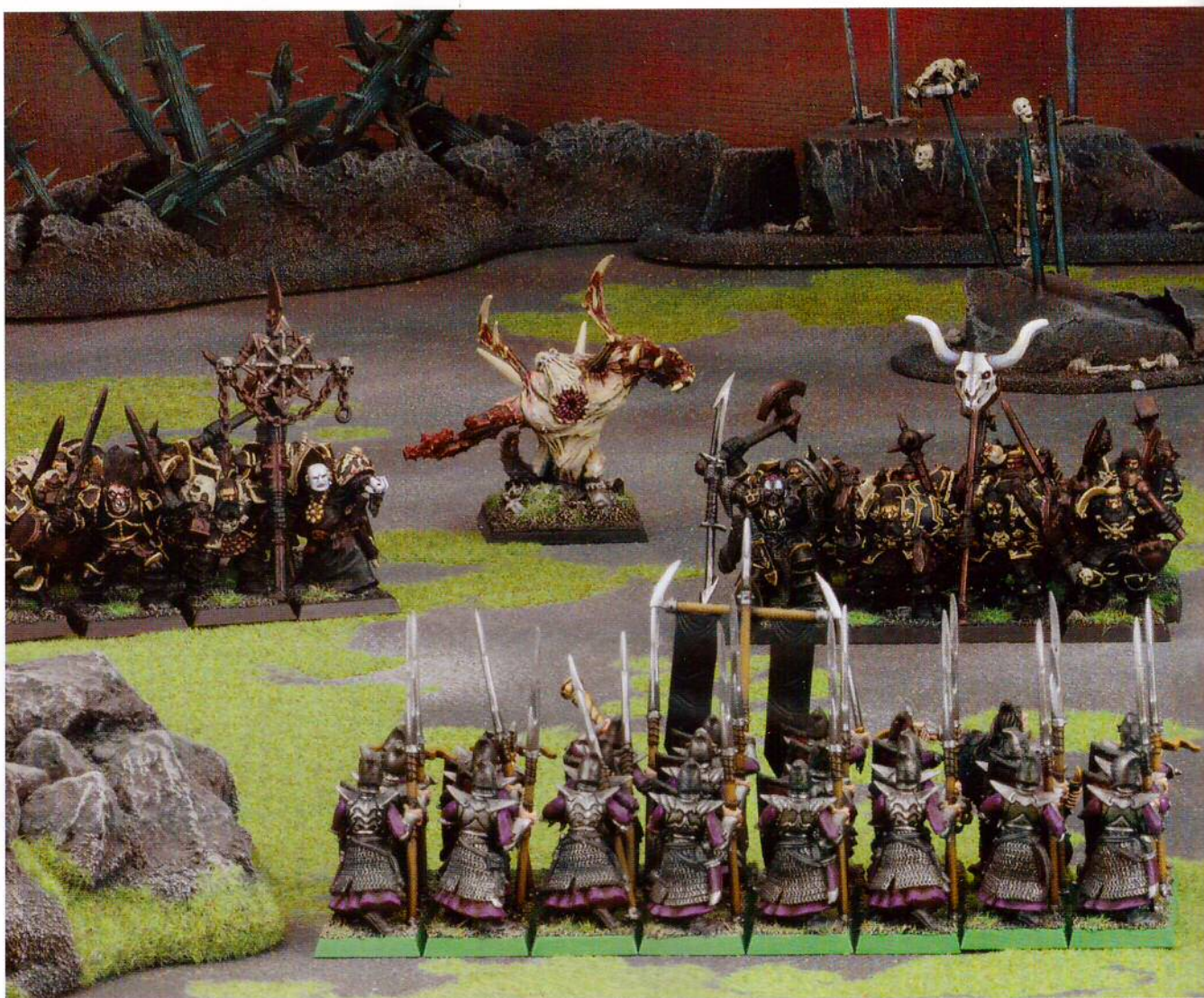


RARE

10 Shades, hand weapon, repeater crossbows. **140 pts**

TOTAL

992 pts



Anthony moves his troops along the flank.

CHAOS TURN 1

Anthony: No messing around here, everyone was full steam ahead. I had to smash the Dark Elf defence force quickly, giving me enough time to swing around the tower and stop anything getting into the deployment zone. On the left, the bolt-fodder (ahem, I mean mighty Warhounds of Chaos) ran ahead of the expensive Chosen Knights, screening them from those nasty Bolt Throwers. The Marauder Horsemen galloped up behind the Knights, getting closer to the enemy. In a previous game, I'd had great success with them riding behind my main block of warriors and moving around the flank of the enemy when they were close enough, putting them in a nice position to charge at the same time as the warriors. Although I couldn't really see how I could do a similar tactic in this game, they would lurk behind the scenes and hopefully be able to nip into a good position in the following turns – you've got to love Fast Cavalry!. The Chaos Spawn stumbled, slithered and wobbled its way across the table at a fairly sedate pace – maybe it hadn't noticed the enemy yet.

In the Magic phase, I threw three dice in an attempt to cast *Enrapturing Spasms*. This can be such a useful spell – making the target unable to shoot, fight or move. Targeting the larger of the two City Guard units, my Sorcerer Shaardo-Kah promptly Miscast. Not a promising start, but no harm done. As I ended my turn, I noticed a horrible mistake – I'd been so worried about protecting my Knights that I didn't leave a space for them to actually see anything – the Warhounds were blocking their line of sight, so they couldn't charge next turn. Oh dear. I just had to hope that Gav hadn't noticed my slip-up, and he might be tempted into shooting the dogs – and if he killed at least one, then the Knights would have line of sight again.

DARK ELF TURN 1

Gav: The Great Plan for the Garrison was straightforward – don't move and kill as many Chaos worshippers as possible. Although the Chaos Knights could do a lot of damage, it was the numbers and ranks of the Chaos Warriors that would possibly prove more



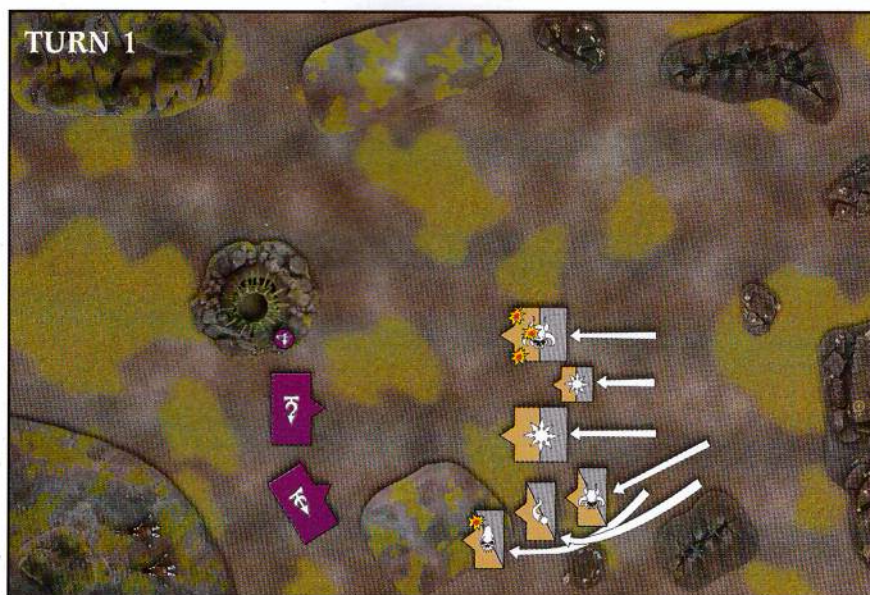
important when my counter-attack arrived. To this end, the two Chaos Warrior units were singled out for some special attention. The attack started with Alinnekh the Sorceress attempting to cast *Black Horror* on the Chaos Warriors with shields, but failed to accumulate enough power for the deadly incantation.

This was followed up with both City Guard units combining their shooting on the same unit – they are more vulnerable to shooting than in close combat due to the bonus armour save you get with a hand weapon and shield. After the cloud of black quarrels flew into their ranks, they were three models weaker. It wasn't much, but it was a start. One of the reapers also unleashed a single powerful bolt at them, but missed its mark and flew harmlessly over their heads.

It was then that I made an error of judgement. In the earlier 'test' game, the Warhounds had been able to charge a bolt thrower while the Chaos Knights behind them had charged a City Guard unit. Not realising that Anthony had

mistakenly blocked the line of sight of the Knights with the unit in front, I targeted the Warhounds with the other Bolt Thrower, managing to kill only one of them. However, this was enough to

narrow the unit sufficiently to allow the Knights to see a target! I had mistakenly corrected his tactical error for him, although at least this time the reapers were well out of charge range.





Stubbornly, the City Guard hold the line.

CHAOS TURN 2

Anthony: I could really do with the Screemers turning up and, since my Sorcerer had Miscast last turn, they would turn up on a 5 or a 6, but unfortunately they didn't.

Thankfully, Gav did shoot the Warhounds in his turn, allowing the Knights to see a target for a charge. To enable them to get into combat though (which was my major priority) the Warhounds of Chaos had to get in the ring as well – unfortunately they drew the second unit of City Guard into the combat as well, which brought the Dark Elf Noble into contact – he would certainly enjoy chopping up my poor puppies and gain additional combat resolution. Annoyingly, the position of my Exalted Champion left him just out of the combat. The rest of the army raced up behind this massed combat; the Spawn continued to saunter along slowly, dribbling contentedly, the Marauder Horsemen kicked their horses forwards, racing towards the Bolt Throwers. I knew that they would probably get shot to pieces, but at least the bolts wouldn't be killing my more expensive troops – and you never know, if one or two of them survived, they could take down the Dark Elf crew.

In an effort to stop Gav's Noble from fighting, I decided to try and cast *Enrapturing Spasms* on his unit of City Guard. I considered for a moment casting *Delicious Excruciation* on one of my units first (making it Unbreakable) and hopefully sucking out Gav's Dispel dice, and then casting *Enrapturing Spasms* with my Power Stones. But no, I decided that I would try and save them for later in the battle, when it might be more vital to get a spell off. In one of the practice games, my Sorcerer was unbelievably useful, making Gav's Cold One reinforcements unable to charge on several occasions. So, deciding to bide my time, I cast *Enrapturing Spasms* on the City Guard, casting it on a 13 (oh, sometimes I just wish I was a Skaven – maybe it's the whiskers!), and Gav promptly dispelled it with a 13 and a smug look on his face. Hmm...

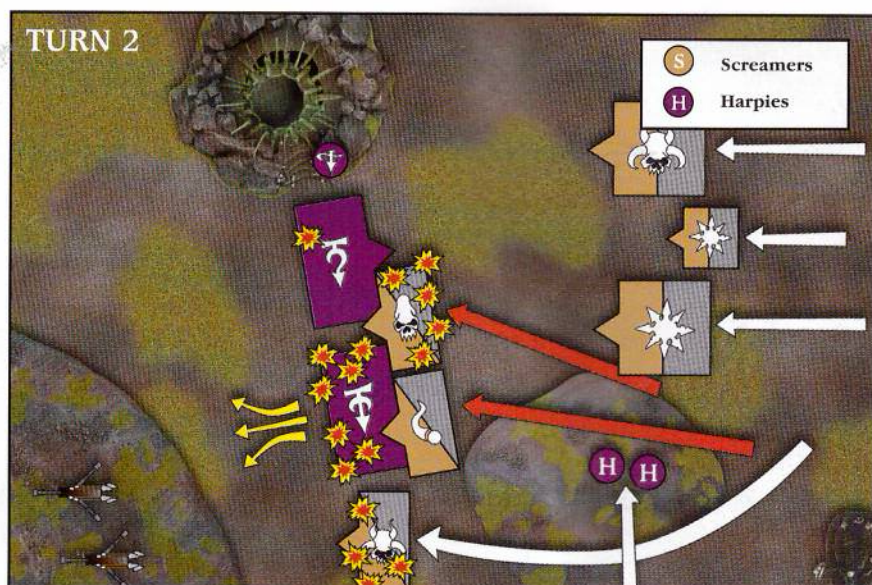
'Well, the Chosen should cut swathes through the Dark Elves anyway, right?' I thought to myself. With all their mighty attacks, they managed to kill three models, a total which was equalled by their steeds. Sometimes I wish I could field just units of horses – they are the most underrated killers in Warhammer. The hounds killed a couple more, and were all slain in return. Instead of sweeping through the Dark Elf defence as I had expected and hoped, it was a draw! Arrgh! This was not going according to plan – I really needed to sweep these irritating Elves out of the way as quickly as possible.

DARK ELF TURN 2

Gav: Two Harpies came flapping down from their caves in the mountainsides of Blood Pass, drawn by the scent of blood from the massacred Warhounds (I rolled a 5, but the Warhounds being wiped out the previous turn gave me a +1 bonus). I moved them into a position to interfere with the marching of the Chaos Warrior units, but in such a place that the Chaos Spawn couldn't get to them. There was the possibility that the City Guard unit no longer in combat could charge the flank of the Chaos Knights, but I didn't think it would be enough to swing the combat. I opted to leave the other City Guard to their fate and concentrated on the longer term objective of staying alive! The Chaos Knights would be in no position to charge the City Guard regardless of how the combat went, and the longer my unit stayed out of combat with the mounted behemoths, the longer they would survive. This also allowed me to continue to shoot at the approaching Chaos Warriors units and whittle down their numbers some more.

Alinnekh targeted the Warriors with shields, casting Soul Stealer first. Anthony was going to let it go through without a dispel attempt (with the famous last words, 'A Strength 3 hit shouldn't hurt them too much...') but in the end went for the dispel, and rolled high enough to dissipate the magical energies. The Sorceress followed up with *Black Horror*, forcing Anthony to use a Dispel Scroll to stop the unit losing, on average, a third of its number!

TURN 2



The City Guard launched another volley of shots at the Chaos Warriors with shields, but to no effect, their Toughness and armour save proved too good. The Marauder Horsemen were now in a position to threaten the Reaper Bolt Throwers, and both fired multiple shots into the mounted barbarians, killing all but one of them. The survivor was one of the two units that was vulnerable to *panic* (the other being the now deceased Warhounds) but he had the audacity to pass the test, and looked ready for a reckless, but possibly victorious charge against the artillery positioned on the hill.

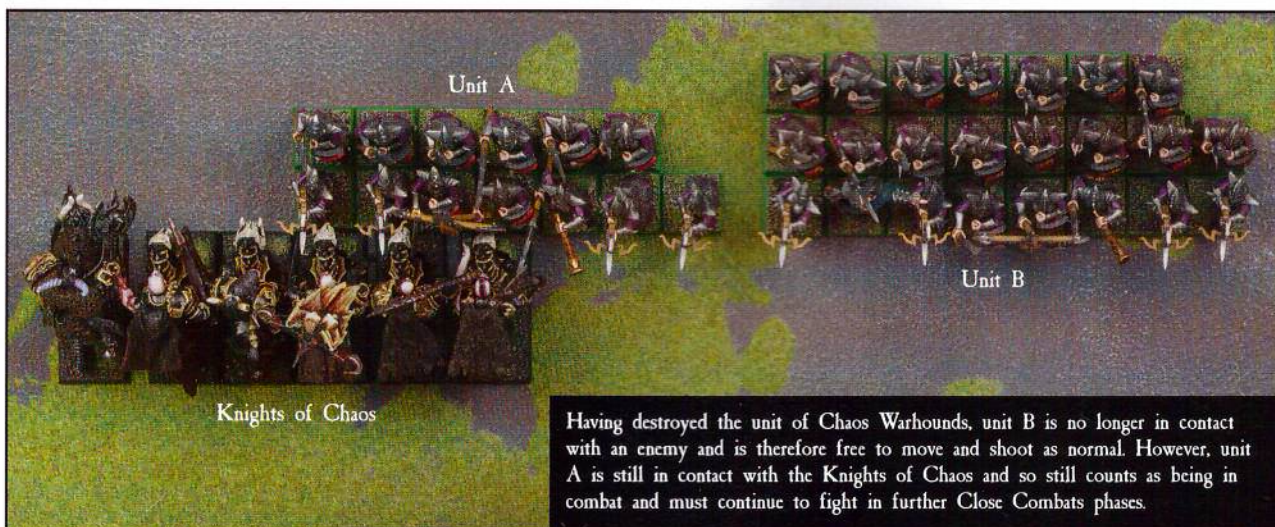
Ant and I rolled off to see who went first in the combat (both sides having equal Initiative and neither side winning the last combat round), and I won. However, the advantage of speed did me little good, and the single wound the City Guard managed to inflict was easily saved by the heavily-armoured Knight. In return, the Chaos devotees butchered six of the City Guard, leaving me with a Break test needing to roll snake eyes or a 3 on 2D6; I failed. Luckily for me, Anthony rolled poorly for his pursuit and the swift Dark Elves managed to flee further, keeping them alive and hopefully in a position to influence the game sometime in the future.

UNITS OUT OF CONTACT IN COMBATS

An interesting situation had arisen at the end of the combat round in Chaos turn 2. One of the City Guard units involved in the big fight was no longer in base contact with any enemies. The question arose of whether they still counted in combat. Normally, you can

just 'fudge it' by shuffling the units together a bit and continuing the fight, but this wasn't an option in this situation. After a bit of discussion, I decided that all units involved in a combat are subject to combat resolution and any resulting Break

tests. However, if a unit is no longer in contact with the enemy due to casualties, they do not count as being in combat in subsequent turns, and so can charge, shoot, be shot at, and so on and so on.



Having destroyed the unit of Chaos Warhounds, unit B is no longer in contact with an enemy and is therefore free to move and shoot as normal. However, unit A is still in contact with the Knights of Chaos and so still counts as being in combat and must continue to fight in further Close Combats phases.



My two units of Warriors continued slogging their way across the battlefield, accompanied by the Spawn, which started to increase



Once again I tried to cast *Enrapturing Spasms* on the City Guard, casting it on an 11 and having it dispelled on a 12. Maybe one of these days Gav won't manage to dispel this highly useful spell.



The Reaper Bolt Thrower crew tries in vain to slow the Chaos attack.

The mounted Marauder managed to miss his target, as did his horse, and having charged up a hill, lost the combat. He turned his horse and began running back the way he came, never to return to the battle. The Chosen Knights unsurprisingly hacked apart the Bolt Thrower crew they were fighting and overran, smashing into the second Bolt Thrower that had just seen off the Marauder. As my turn came to an end, I'm sure that a look of unease passed over my face – the reinforcements were about to roll onto the board, and much of the Dark Elf defence was still standing. Things were not looking good for the forces of Chaos.

DARK ELF TURN 3

Gav: I was very pleased with the resilience of my Garrison force, having done an admirable job of holding up the Chaos attack. And now the cavalry were here! The Shades grabbed the deployment zone straight away, using the

hill to give them more of a vantage point for their shooting. I sent the Dark Riders towards the unoccupied side of the tower as well, knowing that Ant would have a hard time chasing them down. One of the mobile units he might be able to take care of, but two of them should hopefully run rings around his depleted force. Anthony was certainly looking perturbed as so many fast units galloped into view! My fleeing City Guard unit also rallied, giving me more models with which to claim victory, although their effectiveness in any kind of combat was dubious at best.

The assault on the Chaos Warriors with shields continued, my Sorceress starting with a failed attempt to cast Soul Stealer, but making up for her ineptitude by casting Black Horror with Irresistible Force, destroying three more of the unit. The Shades contributed their shooting to the cause as well, although since they were moving and at long range I wasn't expecting too much! All this considered, I was happy

that they managed to take down one more of the hulking armoured brutes.

Diaketh directed the shooting of his City Guard at the Spawn that was now getting too close for comfort, and with a flurry of accurate short range shooting, hit it nine times out of fourteen, and inflicted three wounds – enough to cause it to collapse in a mewling, bloodied heap.

As might be expected, the Bolt Thrower crew were easily trampled into the dirt by the Chaos Knights (well, the Exalted Champion actually, we didn't need to resolve any more attacks after he had finished with them!), and it was then that Ant paid for his lack of foresight. Flushed with triumph, the Chaos Knights rumbled up the hill, only to find their route blocked by a wood. Anthony's overrun had left them with nowhere to go forwards and they would waste a turn or two getting into a better position – turns I could hopefully use to try and get past them...

CHAOS TURN 4

Anthony: The loss of the Spawn was really disappointing. The poor thing didn't even get to taste blood before he died, pin-cushioned by small bolts. With a frown I watched as the Dark Elf Relief force surged onto the table. There really were quite a lot of them, and here was I still fighting the defenders.

Unsurprisingly, a bunch of Shades had slunk into the deployment zone, right where I had no one to defend it.

Joyously, both the units of Warriors (with the now wounded Sorcerer) were finally into charge range, and they piled into the regiment of City Guard in front of them. A flurry of repeater bolt fire failed to harm any of the Warriors.

Hoorah! The Screamer charged the Dark Elf Sorceress lurking around the tower –

she was a nasty piece of work, and her spells were really starting to hurt. She hitched up her skirt and took off, taking her just out of range.

The Chosen Knights, having gotten a bit overeager with their overrun after slaughtering the Bolt Thrower crews, had managed to almost run themselves into the trees. With a display of equestrian brilliance which could have earned them a medal, they effectively wheeled themselves out of a tight situation, ready to threaten the approaching Cold Ones.

My Sorcerer tried to cast *Enrapturing Spasms* on the unit of City Guard, but was unsuccessful.

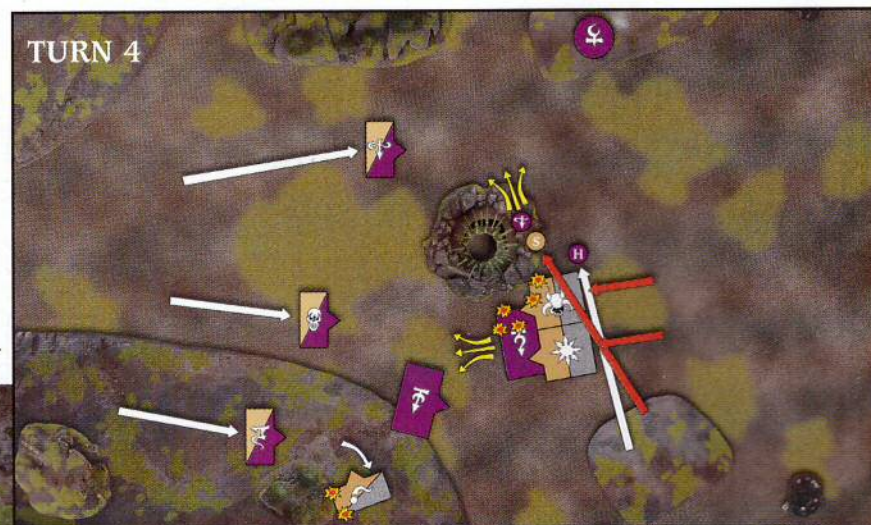
My Exalted Champion, Salanthus the Dark, bellowed a challenge, hoping to

kill Gav's Hero, but the unit's puny Champion accepted, and was dutifully butchered. The two units of Warriors put out a rather disappointing amount of damage, killing only two Elves from ten attacks; in return, one Warrior fell. But more importantly, my Sorcerer was impaled on a pair of spears and was slain! Not good! Nevertheless, the City Guard turned and fled from combat. My suitably evil and chaotic grin left my face as I rolled my pursuit rolls. Right, one unit chases 4" and the other unit chases... 4". Ok, now that isn't funny.

DARK ELF TURN 4

Gav: My units were getting a bit scattered now, and this was increased further by one City Guard failing its Panic test due to the other City Guard unit fleeing, who themselves actually rallied, as did the Sorceress. The Cold Ones behaved themselves, and passed their Stupidity tests, allowing me to advance as a coherent force towards the Chaos units. The Dark Riders galloped up to support the Shades, though there didn't look to be too much to trouble me on that side of the battlefield (but you never know when three Screamer might turn up...).

Nothing much happened in the Magic phase; the Screamer's high Toughness saved it from being wounded when Alinnekh cast *Soul Stealer* on the flying

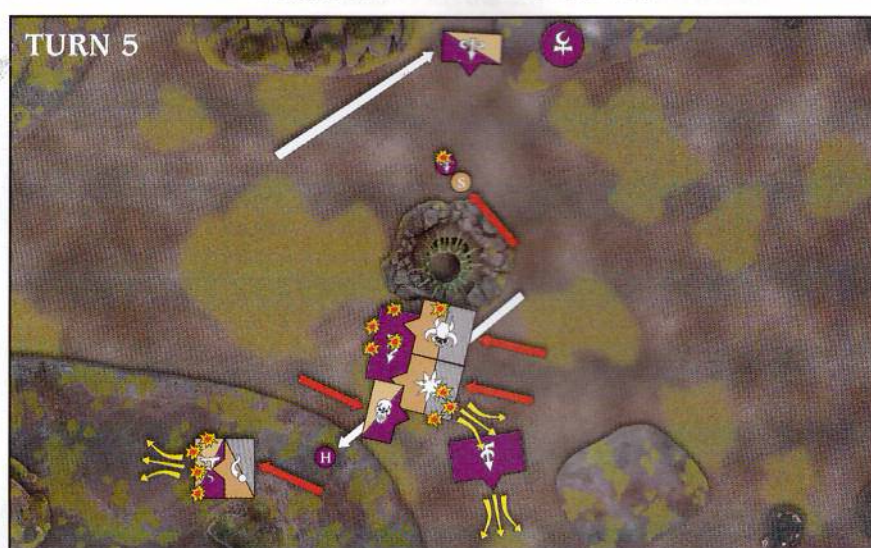


The charge of the Cold One Knights delivers the fatal blow.

daemon. The Shooting phase looked as if it would be equally uninspired, with the Shades failing to harm the mantalike creature of Chaos. On an off chance, the Dark Riders swivelled in their saddles to shoot their repeater crossbows at the Chaos Knights, and four bolts hit home. I was then happy to roll two wounds with the hits. Imagine my exultation then when Anthony's armour saves came up as a miserable double 1! Two Chaos Knights felled by a throwaway shot from a unit on the other side of the battlefield. However, his cloud had a silver lining; the removal of the casualties from the Chaos Knights unit meant they could now charge past the woods that had been blocking them, giving them a route straight to my Cold One Knights. My laughter stopped, and as he wiped away his tears, Anthony smiled cruelly at me across the table...

CHAOS TURN 5

Anthony: I really needed to get some of these Dark Elf units off the table – and quickly! Luckily for me, the Chosen Knights could now charge the Cold Ones in front of them as a couple of them had embarrassingly died to long range fire from lowly repeater crossbows. And charge they did! The Cold One Knights' Champion accepted the Chosen Champion's challenge, though neither of them (even the



steeds!) proved able to harm the other. The Exalted Champion, swung his massive axe, slaying three knights. The last Cold One Knight (except for the Champion in the challenge) was turned to pulp by the other (rather cranky) Chosen. The Champion turned to flee, but was run into the ground. Unfortunately, the Chosen Knights were now way out of position, and I might have a problem getting them back into the battle.

Elsewhere on the battlefield, the Screamer once again hurtled towards the Sorceress. If I wanted to have even the smallest chance of using my Bound item, she had to go. She bravely stood to try and put up a fight. The Screamer wounded the witch-woman once, but she passed her Break test.

One unit of my warriors charged the irritatingly resilient City Guard unit before them, while the other unit charged the fleeing City Guard. They fled out of range, so I redirected into the one standing City Guard unit. With no Champion to hide behind, Gav had to accept my challenge with his Noble, who was dutifully cut to ribbons by Salanthus. Excellent! The Warriors fought furiously (well, looked scary anyway) and managed to kill an Elf, losing one along the way. Gav lost the combat, and needed to roll a 5 or less for his Break test which he passed. I winced, for I knew what was going to come next – Cold Ones were going to enter the fray (I kept my finger crossed for them to go stupid).

DARK ELF TURN 5

Gav: It was time for the counter-attack. Though one unit of brave Dark Elf Knights had been lost, the other was ready for the charge. Goading their mounts into a lumbering gallop, the Knights levelled their lances at the Chaos Warriors armed with two hand weapons – their heavy armour would

provide no save against the impact of the Dark Elf lances on the charge. Inspired by this stirring sight, the fleeing City Guard rallied, and faced the tower, ready to lend their help where needed.

Summoning up daemonic energies of her own, my Sorceress successfully cast *Soul Stealer* on the Screamer, taking one of its Wounds and replenishing the Wound she had lost the previous turn. If she survived the next two Combat phases (if...) I figured her presence, and Black Horror most of all, could prove decisive in the following turns.

The Champions of the Cold One Knights and Chaos Warriors with two hand weapons, marked each other out for single combat, but neither was able to inflict a wound and win the challenge. The Knights themselves skewered two warriors, while their vicious reptilian mounts accounted for another. The City Guard bore the brunt of the Chaos Warriors' attacks, being much more vulnerable and yet to strike (so Anthony would reduce the number of attacks coming his way). Three of them fell to the brutal axes and maces of the Warriors, and they managed a single wound on the Exalted Champion in return. The wounded Champion struck out with his great weapon, but failed to harm a single Dark Elf! In the end, Chaos had lost the combat by a single point, but this was enough for the shield-equipped Chaos Warriors to fail their Break test (taking the Exalted Champion with them). As they fled, the Cold Ones ran them down like the scavenging mongrels deserved! On the other side of the tower, my Sorceress failed to hurt the Screamer, and took a Wound in return. As Screamer is a flying unit, they each only have Unit Strength 1, and so she was not outnumbered by a fear-causing enemy and was allowed a Break test, which she passed easily.



The unit of Dark Riders become the target for a combined charge by two units of Screammers.

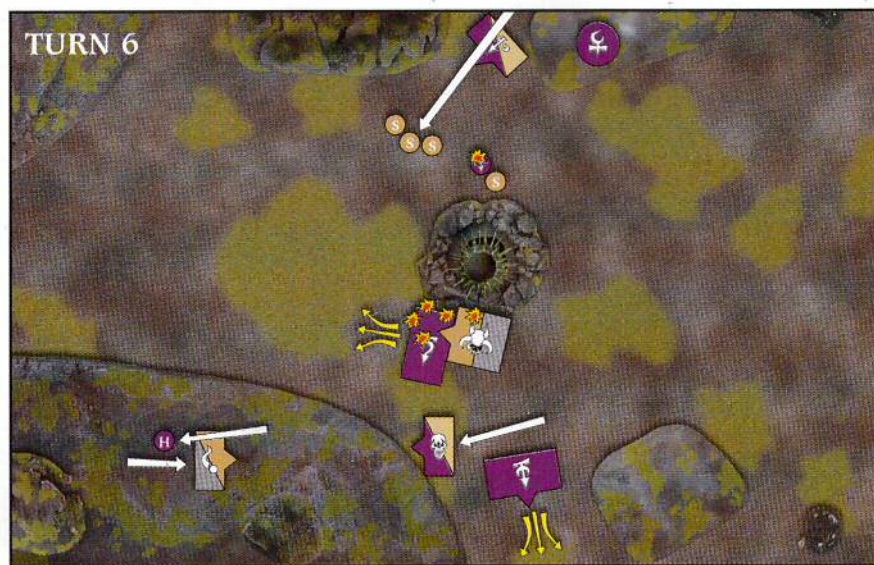
CHAOS TURN 6

Anthony: Arrggh! Not at all good! I can't believe those Warriors fled! If Salanthus had managed just a single wound against the Cold Ones with his four Strength 7 Attacks, it would have been a draw! Deeeep breaths...

I was fortunate at the start of this turn, as three Screammers launched themselves onto the battlefield, strafing though the Dark Riders, giving them a mighty scare, but not harming them. With them around, things were looking a little bit more hopeful.

The last remaining Warriors continued their battle against the City Guard, killing one, but suffering one casualty in return (I was really starting to dislike those City Guard). I passed the Break test, and so the battle continued.

The Sorceress finally succumbed to the Screammers attacks, and died. Thank goodness! She really had been a thorn in my side this game, and had proved (as had most of the Dark Elves) to be particularly difficult to get rid of.



DARK ELF TURN 6

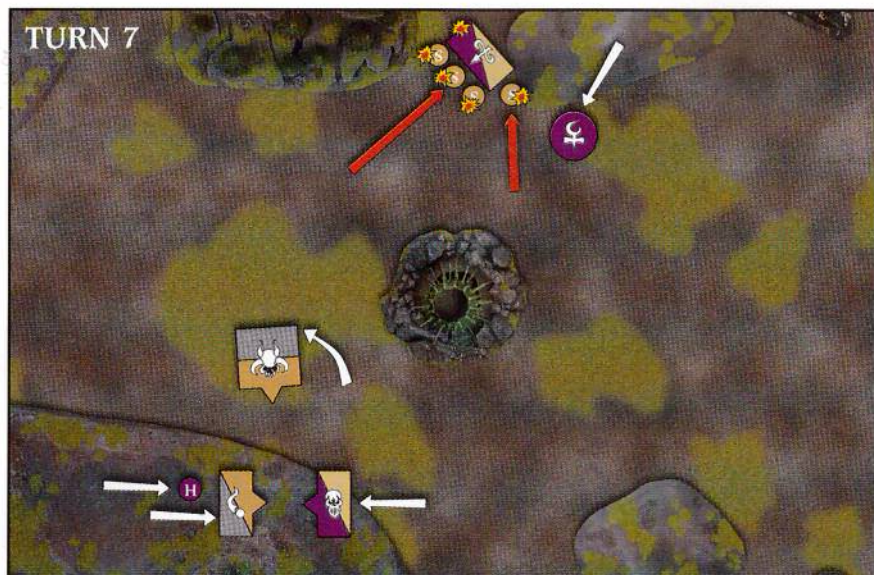
Gav: The untimely arrival of three more Screammers on the other side of the tower was perturbing, since neither unit in that area of the battlefield could be considered a proper 'fighting' unit and would have no better than an even chance of holding against a good charge from the flying daemons.

Without the Sorceress, it fell to the missile fire of the Shades and Dark Riders to counter this aerial threat, but in the end the Screammers' skirmish formation, above average Toughness and daemonic aura save prevented a single wound being inflicted from the barrage of shots fired.



Things went further downhill at the other end of the deployment zone. The numerous attacks of the City Guard had no effect against the tough and well-armoured Chaos Warriors with shields, and three of them died to the return blows. Despite only losing by one point of combat resolution, I rolled poorly on the Break test and the City Guard fled. They were outpaced and destroyed by the pursuing Chaos Warriors. If that wasn't bad enough, the other City Guard unit failed its Panic test and fled a whopping 11"; enough to take them off the battlefield.

The battle was getting very 'bitty' now, with lots of little scraps all over the battlefield. This wasn't good for me, because one-on-one the Chaos units would likely beat my fragile regiments to a pulp. In particular, the surviving Cold One Knights were looking decidedly isolated. However, the bulk of Anthony's forces were badly positioned to attack my units that were actually in the deployment zone, and it looked like it would come down to how well the remaining Cold One Knights fared against the Chaos Knights.



CHAOS TURN 7

Anthony: Right. Now we are talking! It looked suddenly like I might still be in this fight. If I could kill the Shades and the Dark Riders with the Screamers, then I might just be able to pull out a victory! With this in mind, I charged all the Screamers into the Dark Riders. If I could break them, I could deal with the Shades next turn.

I decided it was time to use the Sceptre of Domination, using it to cast the Slaanesh Spell Delectable Torture on Gav's Noble. If cast successfully, the Dark Elf would attack his own unit, which would be amusing. This item can be very useful if used at the right time (when your opponent has already used his dispel dice to counter your spells) – and this really wasn't the right time. Nevertheless, it was worth a shot. Gav promptly dispelled the attempt.

Gauging the distance between my Knights and Gav's Cold Ones, I knew that it was a close call to declare a charge. Well, I would have a go at it anyway, and hope to be just in range – I didn't really have an option, because for the scenario I really had to get rid of those Cold Ones. If I failed the charge, then Gav would be charging in his turn – not a good option really for me, but it would at least pull him out of the Garrison force deployment zone. Measuring the distance carefully, my Chosen were just out – so they cantered forwards, failing their charge, and waited for the resultant counter-charge. Gav chuckled an evil chuckle, but I tried to ignore that and think of happy things. Maybe this time Gav would fail a Stupidity test – he hadn't failed one yet (which I pointed out to him just before he rolled the dice at the start of his following turn...)

The Screamers managed to kill just a single Dark Rider while losing one of

their own, making them lose the fight. Curses! One of the Daemons popped out of existence. Maybe I'd get them back next turn.

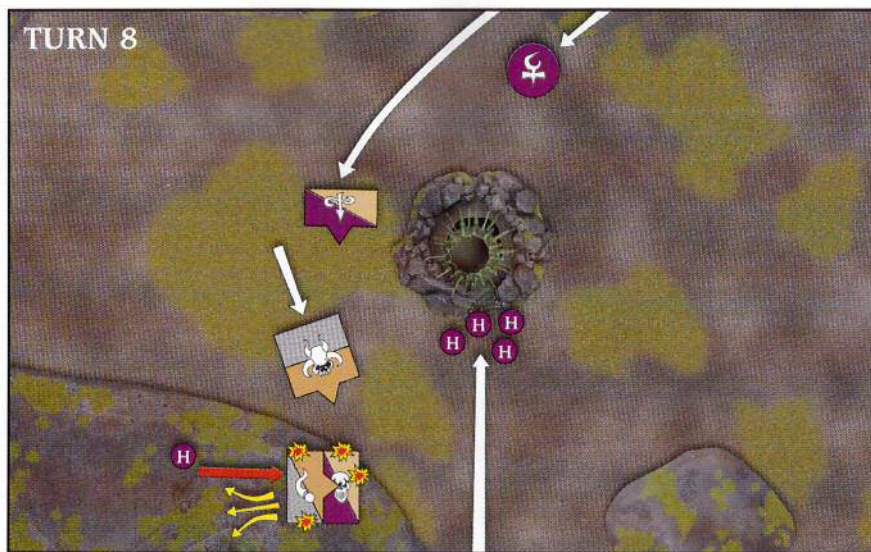
DARK ELF TURN 7

Gav: The Dark Riders had fared better than I had hoped against the Screamers' charge, and the Chaos Knights being just out of charge range was a blessing from Khaine himself. Time was running out for Anthony to finish me off, and the longer the combats lasted, the more things would swing in my favour. Another good round with the Dark Riders would hopefully shore up that side of the battlefield, while a resounding charge by the Cold One Knights would hopefully give me more of an advantage in subsequent combats.

The Cold Ones had been well-behaved for the whole battle, passing their Stupidity tests with ease, and so it was only natural that they chose this moment to prove truculent. Yes, I failed their Stupidity test and they ambled towards the Chaos Knights like lambs to the slaughter...

With my Sorceress dead, we skipped the Magic phase, and with the Chaos Knights out of range of the Shades, it quickly came to the Combat phase and the battle between the Screamers and Dark Riders. Being considerably quicker than the Tzeentchian sky-sharks, Duke Morithan struck out with his sword and managed to wound one of the Screamers. Much to mine and Anthony's surprise, the Dark Riders and their steeds fared much better, inflicting three more wounds, which Anthony failed to save, wiping out the unit. It didn't really matter now how the Cold One Knights fared, there was little chance that the Chaos Knights could do anything to my skirmishers and Fast Cavalry on the other side of the battlefield.

TURN 8



CHAOS TURN 8

Anthony: Ok, with the Screamer's all having nipped back off to the Realms of Chaos, this game was all but over. However, with Gav very amusingly failing his Stupidity test at the most opportune moment (for me), I decided I'd at least give these poncey Elves a good kicking (though admittedly they are impressively evil, and yes, I've now devolved into name-calling).

With no challenges issued from either side, my Exalted Champion began to set to work with his great weapon. Hmm, no hits at all. Never mind, I've still got my Knights, thought I! Oh, no wounds there either. Faithful steeds? Nope. Dice – why have you forsaken me??

One of my Chosen fell to the blade of the Dark Elf Noble, making me lose the combat. Thankfully, I passed the Break test, ending what was, basically, a horrible turn!

DARK ELF TURN 8

Gav: Well, it was all over bar the shouting – I had just managed to hold out. The question still remained concerning just how many of my brave defenders would be left to hold the tower when the dust settled. Also, for my own pride I wanted to give the Chaos army as much of a bloody nose as possible – I wanted a proper KO, not a win on points, so to speak!

To help out, the scent of death hanging heavily over Blood Pass attracted another four Harpies. There was little they could do (they couldn't charge), so I had them flock to the pile of bodies littering the valley around the watchtower. The Dark Riders moved up to fire a hopeful volley of bolts at the few surviving Chaos Warriors. I say hopeful, because there wasn't much likelihood of them inflicting serious injury. The Shooting phase proved this to be overly optimistic when not a single hit wounded the enemy...

Though I had won the scenario, I wasn't holding out much hope for the survival chances of Lord Kelebet and his Cold One Knights. The Dark Elf Noble with his Blade of Ruin was my best chance for winning the combat, and he succeeded in felling the Chaos Knights' Champion. The other Knights tried their best to bring down the remaining Chaos Knights, but with no success. One of them tried to attack the Exalted Champion and then failed the Leadership test forced on him by the Crimson Armour of Dargan, rendering him unable to attack that turn.

Fortunately for me, the Chaos Knights fared no better with their return attacks, and were unable to kill a single Knight. The Exalted Champion urged his Chaos Steed forward, his great weapon glinting menacingly in the setting sun. A flurry of below par dice-rolling by Anthony then followed, resulting in no losses for me! Phew... The mounts of the two units did no better, and the Dark Elves ended the combat winning by a single point. The battle seemed to have petered to a bit of a stalemate, until Anthony rolled his Leadership test for the losing Knights, and failed. Seeing that there was no chance of victory left to them, the Exalted Champion and his Knights broke from combat and raced off, only to be run down by the vengeful Dark Elves pursuing them!

Huzzah! Blood Pass had been held!



The screeching of Harpies resounded up and down the valley, as the last of the twisted northmen slunk into the gloom of the coming night. Lord Kelebet saw them begin to flock from their caves high in the mountainous valley walls, blotting out what little light remained. They swooped down to snatch up the bodies of the fallen, of which there were many, and he could hear the cries of the enemy survivors as the vicious creatures picked on their scattered groups.

Kelebet dismounted, handing the reins of his Cold One to his second-in-command, Morithan. The Duke sat astride his magnificent Dark Steed, his scaled cloak pulled tightly around his thin frame to ward away the bitter north wind that had heralded the Chaos attack, his expression pinched and sullen.

Nothing remained of the Watchtower garrison: to the last Druchii, they had sold their lives defending their unwelcome home, buying enough time for Kelebet and his force to arrive and hold the pass. It was just as well they had, for the Dark Elf's keen senses could detect a change in the wind. He could feel the hint of magic and Chaos that hung in the air. He knew from his forays into the wastes that the shadow of Chaos was spreading further again, and that this was just one of many assaults that would come this way.

"The Witch King is travelling to Ghrold," Lord Kelebet told Morithan. "Send your best rider to him, to tell of what has passed here today. We will also need another Sorceress to revitalise the flames of the beacon."

"I shall go myself," Morithan replied quickly, looking as if he would leave then and there.

"No!" Kelebet snapped, startling his lieutenant, who could not hide his disappointment at losing his chance of leaving this forsaken region. "You must remain here to command the watchtower. I shall go north and see what the barbarian tribes are up to. If I do not return by the end of the moon cycle, report my heroic death to great Malekith."

Turning away, Kelebet looked along the pass, and then stopped in his tracks. He had never understood how Blood Pass had got its name, but now he did. As the setting sun bathed the valley in a ruddy glow, the Harpies feasted on the dead of both Elf and foe. The blood of their banquet ran down the hundreds of natural gullies and culverts that riddled the cliff walls, coating the harsh stone in a glistening crimson sheen.

PRAISE TO KHAINE

Gav: Although at the end, it looked like a comfortable victory for the Dark Elves, it was by no means certain until the final couple of turns. Overall, I think it was my deployment of the Garrison force that won the game. Anthony committed everything he had to breaking through and destroying them, which left me half of the deployment zone to freely occupy once my reinforcements arrived.

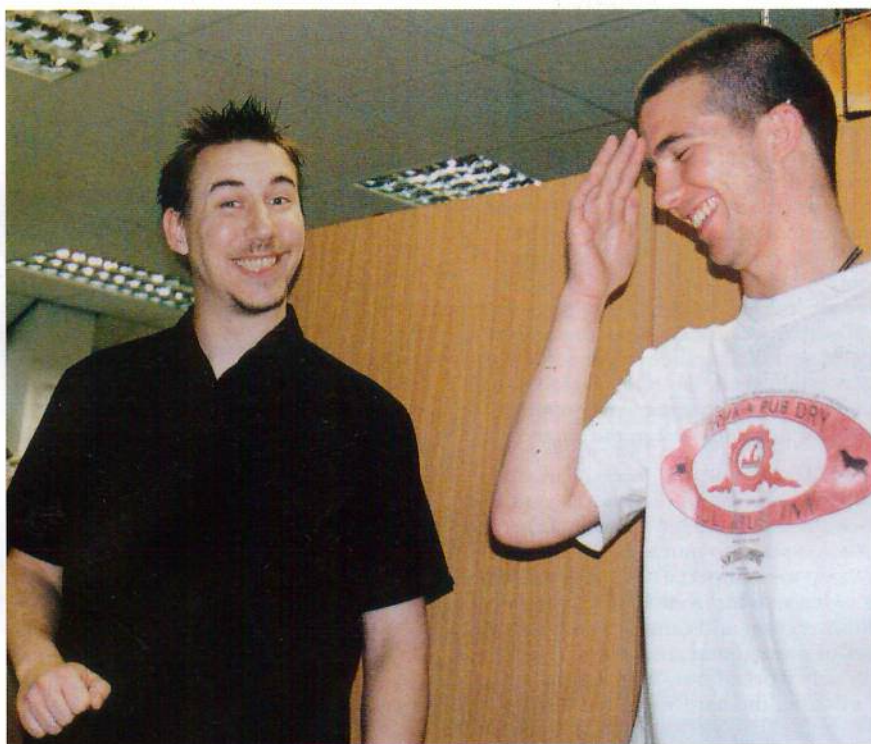
The fact that the City Guard held out so well multiplied Ant's problems, bogging down the Chaos forces in one part of the battlefield. I think he would have been better leaving his mounted Marauders as a reserve to be deployed when and where needed, rather than committing them to the attack from the outset. Similarly, the mix-up between the Chaos Knights and Warhounds effectively took out one of his other mobile units, giving my fast-moving Relief force free reign. The intervention of the Screammers (some were bound to turn up during the battle), could have made things more difficult for me.

It was fortunate then, that I had made a bit of a blunder that turned out to my benefit. Rather than rushing my Dark Riders into the open space beside the Shades, I would have been better off using them to provide support to the Cold One Knights. As I said in my intro, Dark Elf units work best when used in coordination, and I sort of fumbled the ball on this one. With an 18" charge, and Duke Morithan for some hitting power, a flank attack from the Dark Riders could have proved decisive against the Chaos Knights. As it was, my own Knights ended up isolated from each other and the rest of the army, and it was a bit of bad luck on Anthony's part (some might say balanced out by the failure of the Stupidity test during that

important charge) that he did not kill all of my Cold One riders. As it was, when the three Screammers did turn up, the Dark Riders proved to be more of an obstacle than the Shades on their own would have. It must have been some kind of unconscious prescience granted by Khaine, I guess.

I would like to profess some great tactical finesse in the latter stages of the battle, but it was more a matter of just trying to stay out of trouble and not present Anthony with a golden opportunity for victory.

The scenario itself was immensely enjoyable. Choosing two small forces, with two very different objectives in mind, was challenging. The absence of that one Lord choice you get at 2,000 points can make such a difference to the way you plan your army and tactics, not least because of the lower Leadership across the whole force. Even when my City Guard units were holding out so well, there was never a time when I thought I had the battle completely won, as the panicking unit that fled off the table was to show.



So you think Elves are poncey, do you, Ant!

GRRRRRRRRRRRRRRRRRRrrrrrrrr!

Anthony: That's all I have to say about that!

I always hate to hear the loser whinging about how the dice deserted him, and to be honest it wasn't just the fault of the dice... I did make a few really irritating mistakes that I really shouldn't have done, though a couple of times I managed to get away with them.

I would have been much happier had Gav split his initial defence force and had part of it on each side of the tower – that way I would have put some units happily to each side of the tower and had at least something there to defend against the Dark Elves. But no, Gav had to be cunning (and rightly so), which immediately put me on the back foot –

after some scratching of my head, I decided to put my entire force opposite his. If I could smash it quickly enough, I would have time for my Knights to wrap around the tower and thwart the Dark Elf Relief force as it rode up in support, I thought. Surely, my elite Warriors and Chosen Knights wouldn't have much trouble with dealing with those City Guard units, Could they?

Well, all credit to Gav and his pointy-eared mongrels, they put up a more stalwart defence than I had possibly imagined. They proved to be as good at hitting and hurting things as my Chaos Warriors, and were aided by a particularly handy Irresistible Force. As for my own Heroes – they were hitting with great weapons that had all the

power of a handful of wet tissues. Well, to be fair they did have their moments of brilliance, but they also let me down a few times when I really could have done with them doing well. Such is the fickle nature of Chaos, I suppose!

In retrospect, I probably should have deployed at least the mounted Marauders around the other side of the Tower, even if just to threaten anything trying to sneak in there. I really thought that I'd smash through the Dark Elves much quicker than I actually did, and that really made a mess of my plans (particularly as that was the essence of my plan – to take them out quickly). Grumble grumble grumble grumble!

Next time, Gav.

For over seven years, Games Workshop has run Warhammer and Warhammer 40,000 Grand Tournaments across the globe. This year, however, the Blood Bowl Resurrection and Call to Arms have become the springboard for our plan to run more Grand Tournament shows than ever before for our Specialist Games range. On May 12th 2002 we brought together players for Warmaster and Mordheim to take part in our inaugural Specialist Games tournament. Che Webster tells all...

The show was a strange one to be asked to get involved with, as it wasn't originally planned to be a tournament at all. Whilst we knew we wanted a Warmaster and Mordheim show at Warhammer World, it wasn't until much nearer the show date that we all realised that the best way to kick off with Specialist Games shows would be to sort out some tournaments. With that established, the reins passed to me and it was with a great sense of pride that we began to design the show.

Steve Hambrook and Jervis Johnson had the systems worked out. From what I could see, these guys in the fanatic studio spend so much time dedicated purley to the Specialist Games that they had learnt a lot from Blood Bowl Resurrection and came to me with a full set of tournament rules for each game already worked out. With a little tweaking, the hard work was already done.



A game of Warmaster well underway.

CALL TO ARMS

A Warmaster & Mordheim Tournament



Warhammer World plays host to Call to Arms.

On the day we had around twenty-four players for each game system turn up to play. In addition, we had some great demonstration games from Ken South and the Ryn Tyrr Guild, Colin Grayson

talking about miniatures design – especially about the Warmaster models – and a large painting and modelling area was run by the chaps at Warhammer World. All in all we were well prepared for a day's hard gaming. The whole show seemed to be an excellent showcase for Warmaster and Mordheim, and many of the other visitors to Warhammer World were excited to see it all happening around them.

The day produced some truly magnificent games. The three rounds of Warmaster were played through with exemplary sportsmanship on behalf of everyone involved – so much so that Rick Priestley and Tom Merrigan, the referees, found themselves at such a loose end that they joined in for the last game with armies of their own.

On the Mordheim side of the hall the six rounds of street fighting went off with very few hitches, and saw some of the newer players coached through their first tournament games by the more experienced opponents. The only major problem seemed to be that we had given Mordheim players rather too much time to play their games, leading to some

THE WINNERS



Top left: Mordheim overall winner, Patrick Dunford.

Top right: Mordheim most sporting player, Russell Warner.

Above left: Mordheim best painted warband, Damien Lodge.

Above right: Mordheim most kills, Jason Gaylard.

Right: Warmaster overall winner & best sportsman, Neil Parsons (left), and best painted army, Adam Beaney (right).



MORDHEIM

OVERALL WINNER

Patrick Dunford

MOST SPORTING

Russell Warner

BEST PAINTED WARBAND

Damien Lodge

Witch Hunters

MOST KILLS

Jason Gaylard



WARMASTER

OVERALL WINNER
& BEST SPORTSMAN

Neil Parsons

BEST PAINTED ARMY

Adam Beaney

Undead

rather long breaks – a hardship the players endured with aplomb in Bugmans' Bar...

At the end of the day we gathered in the bar for the prize-givings. Rick Priestley opened the ceremony with great humour and at the end a great cheer escaped the building before everyone made for their cars. As we were left supping our last beer in Bugmans, we reflected on the day and made a note of a few proposed dates for next year to do it all again.

Call to Arms was a huge success, but it does not stop this year. Jervis, Rick and myself are already plotting next year's show, and we hope it can become a full weekend filled with tournaments for all the Specialist Games. Warmaster and Mordheim have seldom had such a great day's play, and we hope to bring this, and more, back to Warhammer World in 2003. All that remains is to thank all the players and staff who helped, and to say that I hope you'll be back next time!



The Mordheim games were renowned for being fast and furious.

TOTAL WAR

CAMPAIGN WEEKEND

BATTLES • ESPIONAGE • INTRIGUE

12th - 13th October 2002 at Warhammer World, Nottingham

Have you ever wanted to lead your Warhammer 40,000 force in an epic campaign where planets fall and cities crumble under your might? At the Total War campaign weekend you can play in a series of linked battles where your success or failure in one clash influences the fate of not only your own forces, but that of your allies and team-mates. Will you fight to the death or retire in good order in the hope to fight again another day?

Set in the war-torn Arobis sector, rich in mineral resources and fertile planets, tenuous alliances between humans and aliens have been formed to claim this sector under one united banner. Split into six rival factions, each one aims to thwart the others and gain domination over as many planets in the sector as possible. However, they must also reckon against the ancient evil of the Necrons and the all-consuming hive fleet of the Tyranids – an enemy who cannot be bargained or allied with.

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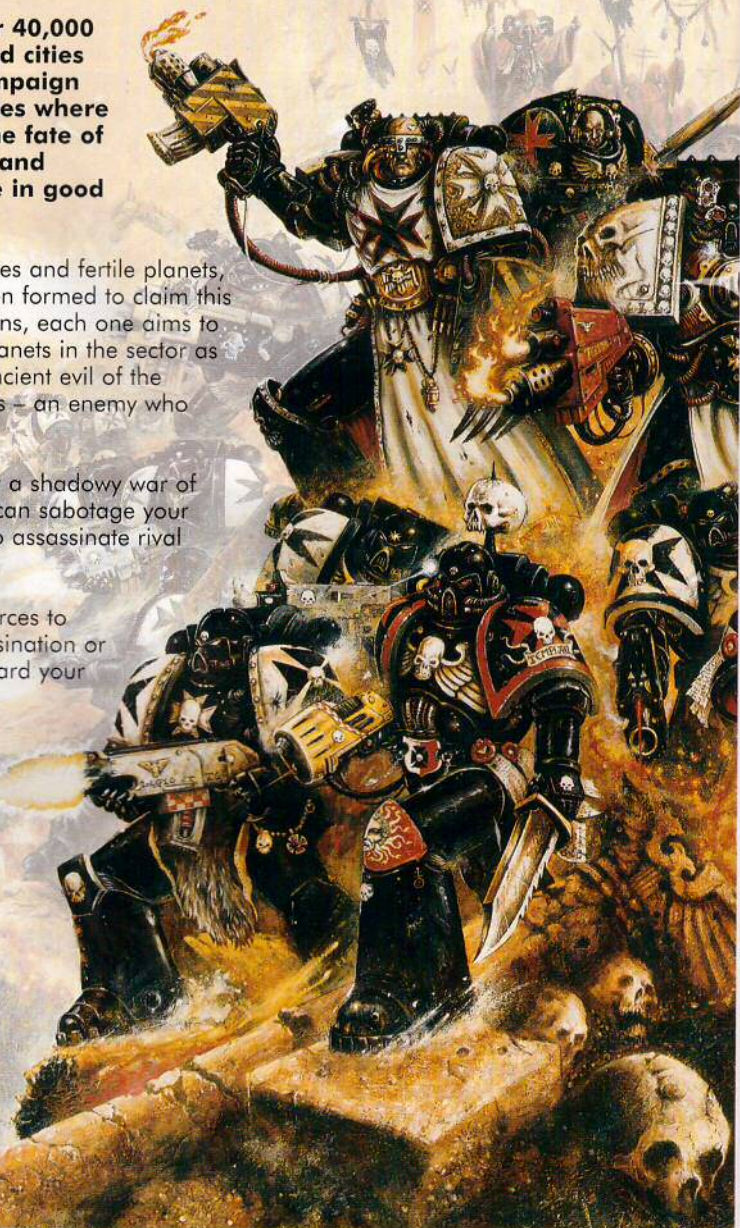
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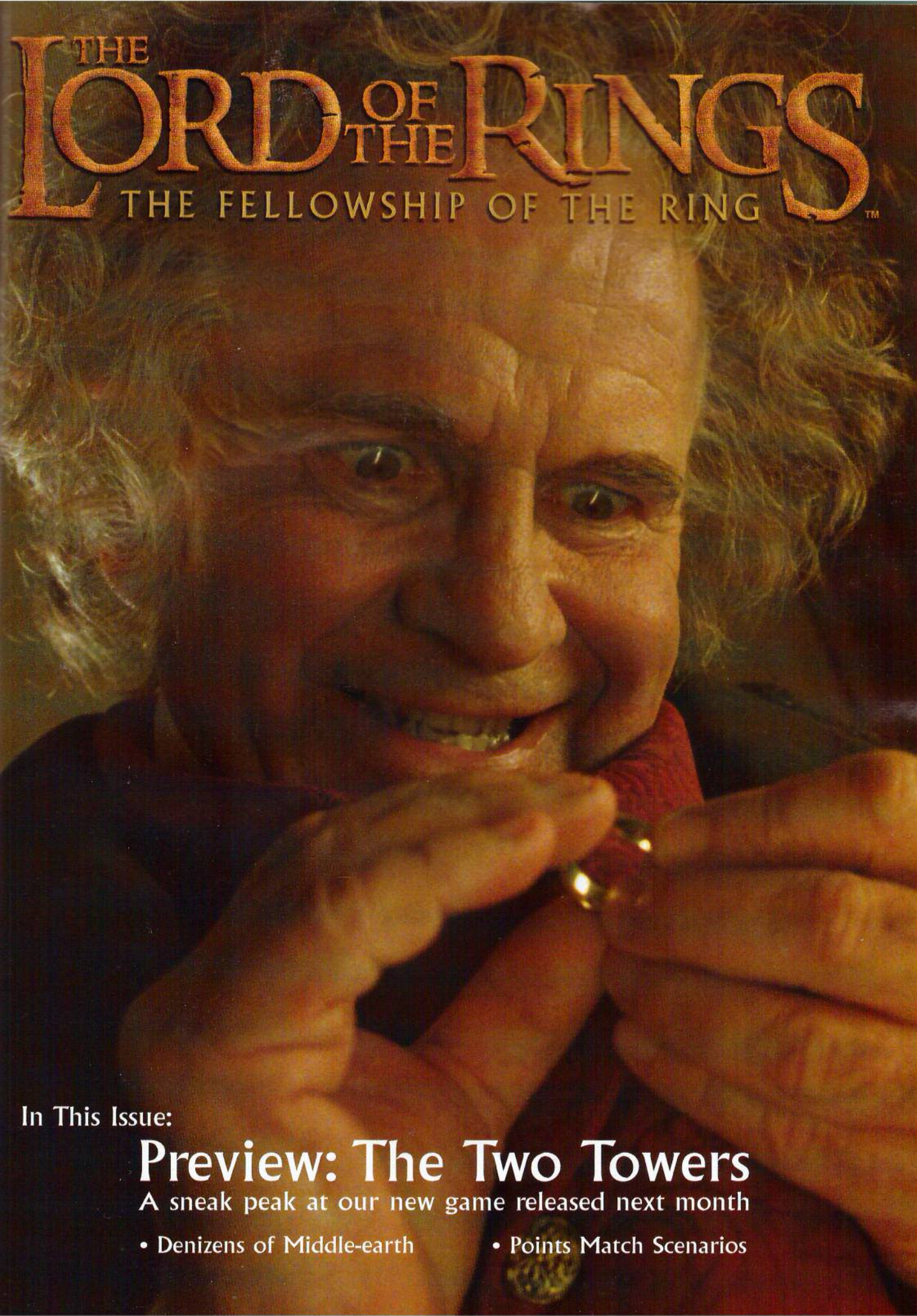
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THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™

In This Issue:

Preview: The Two Towers

A sneak peak at our new game released next month

• Denizens of Middle-earth

• Points Match Scenarios

THE LORD OF THE RINGS THE TWO TOWERS

The Treason of Isengard

With the release of the The Lord of the Rings, The Two Towers film only weeks away, Games Workshop stores are girding themselves for war!

You can now take part in the next stage of the War of the Ring, with the Fellowship split, Rohan bursts into war under the assault of the legions of Isengard.

From 30th September 2002, Games Workshop stores across the country will be demonstrating the new The Two Towers range in their stores, with examples from the range including the fantastic new Heroes of Helms Deep boxed set, and gaming with the great new plastics featured in the box.



Grima Wormtongue
Miniature shown at 100%.



Heroes of Helms Deep

Contains Gimli, Legolas, Aragorn, Haldir, Theoden, Eowyn, Gamling and an Elven Standard Bearer. Miniatures shown at 50%.

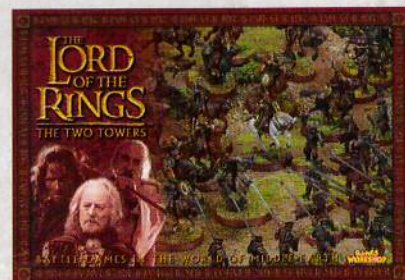


ORDER YOUR COPY NOW!

On the 3rd November, the first of the new The Lord of the Rings, The Two Towers range is released. This includes the boxed game of 12 Riders of Rohan, 20 Uruk Hai and the 160 page colour rulebook. The Heroes of Helms Deep boxed set of 8 characters, and the plastic boxed sets of Riders of Rohan and Uruk Hai. In addition, this year the rulebook is available separately, and the range is joined by a combination miniature and paint set featuring the fearsome Uruk Hai.

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DENIZENS OF MIDDLE-EARTH

Daren Parrwood's The Lord of The Rings Dioramas

Daren Parrwood works in our Design Studio. He has been inspired by The Lord of The Rings film so much that he decided to recreate his favourite scenes as dioramas. We hope to showcase you more of his creations in future issues.



The Fellowship prepare for attack in Balin's Tomb.





◀ Arwen races to Bruinen Ford to save Frodo from the Ringwraiths.

▼ Aragorn and Arwen are reunited again at Rivendell.



*The Brandywine Ferry, by Ross Sampson
from Games Workshop Darlington.*



*Aragorn, by Neil Boshier from
Games Workshop Milton Keynes.*



*Boromir, by John Taylor York
from Games Workshop Preston.*



*Arwen Evenstar, by Ray Dranfield
from Warhammer World.*

Converted Uruk-Hai, by Bo Tolstrup.



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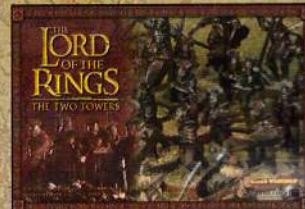
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The Ring-bearer Alessio Cavatore presents his ideas for playing competitive games of The Lord of The Rings. These will form the basis for a series of Grand Tournaments, so read on to find out more...

WHAT'S THIS?

The Lord of The Rings game is absolutely perfect for recreating episodes from the film or the book. Players agree on which scene they want to recreate, then decide what side each player is going to be on and, after assembling the relevant forces, fight out the scenario. After trying this style of gaming for a while, most players would probably want to try the same scenarios but with different forces, using the 'Points Match' rules from the scenarios to create wild 'what if' situations (eg. what if, instead of one Cave Troll, the Moria Goblins had three of them during the fight in the chamber of Balin's tomb? What if Elrond had joined the Fellowship?). Eventually, keen gamers would probably start making up their own scenarios, taking inspiration from the immense depth of Tolkien's work.

In this article we are introducing another, more competitive, type of 'Points Match' gaming style. This version is simply playing The Lord of The Rings game without trying to recreate a scene from the

film or the book, but with two forces of equal size engaging over a very generic scenario specifically designed for 'Points Match'. More competitive players might want a situation where they field their favourite force against a similar force assembled by their friends. Even better, a force they would be able to turn up at their local club with and challenge any others, or even enter a tournament with. This is a formula that players of other GW games and historical wargames are probably more familiar with, and one that I quite enjoy (competitive... moi?).

In order to allow people to play The Lord of The Rings game in this new way, I developed a set of rules covering the subject of how to collect a competitive force (many thanks to Enrico and Fabio from the Turin store for their invaluable help!). Next I've written a series of scenarios that are very generic in their setting, allowing for balanced game play. Of course, to keep the character of scenario-based gaming, which is vital to The Lord of The Rings, they still have a bit of a twist rather than being

straight 'line-up-and-fight' affairs (well actually, the last one of the three is just that!).

In the near future we are going to organise the UK The Lord of The Rings Grand Tournaments, and the rules presented in this article will be at the core of them.

A NOTE ON FORCE SIZE

Before we delve into the rules, one further note on the size of the armies. I am convinced that the skirmish-level nature of The Lord of The Rings is not suited to fighting huge battles, (at least in the short term) and so I've capped the maximum number of models per side to fifty. In my opinion this number is the absolute limit for a game that can be played reasonably quickly (taking about two hours).

Of course, we have all been amazed watching the massive battle of the Last Alliance in all its glory, and in the future, we are in for more of that with the siege of Helm's Deep and the battle of Pelennor Fields! It is only natural that we want to



Alessio's "Points Match" forces (see overleaf for the forces' list).

recreate those great fights, but I'm sincerely convinced that they are too large for two players to handle using The Lord of The Rings game system. But wait a moment! The answer to the problem is hidden in my previous words. Two players might not be able to do it (or rather it would take them too long), but certainly nothing stops you from organising multi-player battles, where two or more players share the control of one force, controlling no more than fifty models each. But I'm digressing, so now let's go back to the rules for collecting forces.

GOOD OR EVIL?

The Lord of The Rings game has a strong emphasis on distinguishing between Good and Evil, a difference that is deeply rooted in the game. It would seem rather odd to have two Good forces fighting each other, especially if the same unique Hero was included in both ("oh look, you have Aragorn too!"). To keep the feel of this characteristic of The Lord of The Rings game, and still allow players to turn up and play any opponent, I've decided to ask players to collect not one but two forces, one Good and one Evil.

I can already hear the shouts: "There they go! They want to force us to buy double the amount of models!" Well, remember that we are talking of forces of a maximum of fifty models per side, so even if you decide to go for the most you can field on both forces (and you don't have to), we are speaking of one hundred figures, not such a scary number, is it?

This is very different from other Games Workshop games, building on the strong opposition of Good and Evil and allowing greater freedom and variety to the players.

SELECTING YOUR FORCES

Each player collects two forces: one Good and one Evil. Players have a total of 1,000 points to divide between their forces. It's up to the players to decide what proportion of their points to allocate to each of their two forces, but a minimum of 300 points must be spent on each force (for example, you could decide to have a 460 points Good force and a 540 points Evil force). After deciding how many points are allocated to their forces, the players can decide which models to include in each force, but must respect the following limits:

- A force can include a maximum of fifty models.
- A force must include a Hero to lead it into battle.
- No more than half (50%) of a force's points can be spent on Heroes.
- No more than half (50%) of a force's points can be spent on models armed with missile weapons.

All models included in the Forces section of The Lord of The Rings rules manuals (The Fellowship of The Ring and The Two Towers) can be included, with the following exceptions:

- Evil forces cannot include Sauron, Grima Wormtongue, Gollum or the Balrog, and can include a maximum of two Cave Trolls.
- Good forces cannot include Gwaihir or Treebeard.
- Heroes such as Galadriel that have special rules related to a specific location always count as 'beyond the borders of their realm' if fielded.
- Remember that named Heroes (Gandalf the Grey, Aragorn, Lurtz, the Witch King, etc) can only be taken once.

If rules for the same model appear in two different editions of the game, the latest ones always take precedence, as they are more up-to-date.

Larger games

If you want to play with more points, I suggest that you organise multi-player games, keeping your forces to the proportion of about fifty models per 500 points.

SCENARIOS

After having selected their forces, players should observe the following procedure:

- 1) All of the 'Points Match' games should be played on a 72"/168cm by 48"/168cm table.
- 2) Arrange the terrain on the gaming table in a mutually agreeable manner.
- 3) Agree, or roll a dice to decide, which player is using his Good force and vice versa.
- 4) Agree, or roll a dice to decide, which of the three generic scenarios to play.

If rolling, consult the chart below:

SCENARIO CHART

Dice	Result
1-2	The Relief Force
3-4	Ambushed!
5-6	The Last Battle

Special Rules (all Scenarios)

- In all scenarios, unless otherwise specified, Heroes are not allowed to pick up weapons or any other piece of equipment from slain enemies.
- When a rider is killed, his mount is always removed.

GOOD AND EVIL!

These scenarios should be over relatively quickly (a couple of hours) and once the

NOTE ABOUT THE POINTS VALUE OF MEN

In The Two Towers edition of the game, we have recalculated the cost of the Warriors of Gondor compared to The Fellowship of The Ring edition of the game, thanks to some useful suggestions from players – we are confident that the new points value best reflects their effectiveness in gaming terms.

The base cost of Men of Gondor is now 6 points instead of 8 points.

first game is over, the players could ideally play the same scenario again, swapping sides and using their other forces. This would achieve perfect balance and would complete this very philosophical fight between Good and Evil, with both players fighting alternatively for both sides (a very Taoist, Yin-Yang situation!). Of course, it's not necessary to do it straight away, players can always play the second game at some other time, or they could also decide not to bother, considering that the roll of the dice to decide sides at the beginning of the game is enough to balance things out...

In tournaments, players will score the following points depending on the result of each game:

GAME RESULT CHART

Victory level	Winner	Loser
Major Victory	9 pts	0 pts
Minor Victory	7 pts	3 pts
Draw	5 pts	5 pts

This ensures that two draws are better than one victory and one defeat, and reflects that it is better to divide your points into two balanced forces rather than going overboard and have a 700 points Good force and a 300 points Evil one, or vice versa.

Another thing worth mentioning about the forces is that nothing restricts players from cherry-picking the components of their force from different periods of Middle-earth's history, and different races and geographical areas. It is obvious on the other hand that themed forces, like the example force on the following pages, look better and feel more fitting. Rest assured that this will be taken into account in the Forces Composition score of the tournaments.

And now, here follows my own 1,000 points collection and, of course, the three 'Points Match' scenarios.

Ah, by the way, the material presented in this article is still under development so I'd love to hear what you think about it.

SCENARIO 1 THE RELIEF FORCE

DESCRIPTION

A group of noble heroes is leading a detachment of warriors of the Free Peoples to reinforce a garrison besieged by the forces of the Dark Lord, and to reach their beleaguered friends they have to cut their way through the enemy lines. This could happen around a small fort on the borders of Gondor or it could even be a minor episode during the great siege of

Minas Tirith. Will the forces of Good make it across the enemy defences or will the servants of the Great Enemy manage to stop them?

STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table to play from.

The Evil side deploys half of his force (round fractions up) no more than 12"/28cm from his own edge of the table. The Good side then deploys half of his force no more than 12"/28cm from his

edge of the table. Then the Evil side deploys the rest of his force as before, and finally the Good side does the same.

OBJECTIVES

The Good side must attempt to break through by reaching the opposite side of the board and move off the table with as many models as possible, including at least one Hero. The Evil side must try to slay as many of their enemies as possible before they can escape.

The game is played until the end of the turn in which half of the Good force has been destroyed/has broken through, or the time available for the game expires. At this point, check the victory conditions. Remember that models that retreat off the table because of a failed Courage test, count as slain.

Good Major Victory: More than half of the Good force (including a Hero) move off the Evil side's edge.

Good Minor Victory: More than half of the Good force (but not a Hero) move off the Evil side's edge.

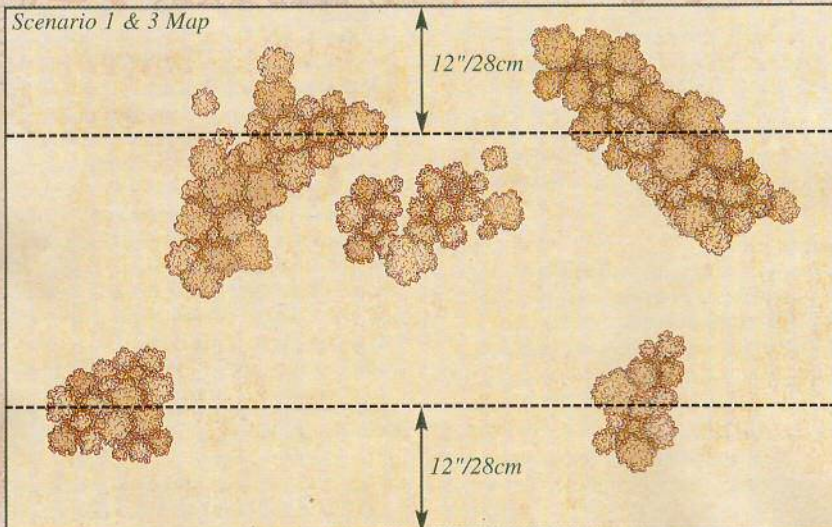
Draw: Time expires before any victory condition is achieved.

Evil Major Victory: Half or more of the Good force is destroyed.

SPECIAL RULES

None.

Scenario 1 & 3 Map



SCENARIO 2 AMBUSHED!

DESCRIPTION

A small force of the Free Peoples of Middle-earth is carrying to their fortress a very powerful item, perhaps one of the lost Seeing Stones or even one of the Rings of Power of the Dwarfs. Along their way they are ambushed by the minions of Evil, sent to seize the mysterious item for their Lord. Will the Evil forces get to the bearer before the scouting parties sent from the fortress catch up with them and save their comrades, or will the precious item be lost in the mayhem and forgotten for centuries?

STARTING POSITIONS

The Good side divides his force into two parts, which must contain, as much as possible, the same number of Heroes and the same number of warriors. The Evil side then chooses which one of the two parts will be deployed initially.

The Good side deploys the models of the chosen force anywhere within 6"/14cm of the centre of the table, and gives the Item

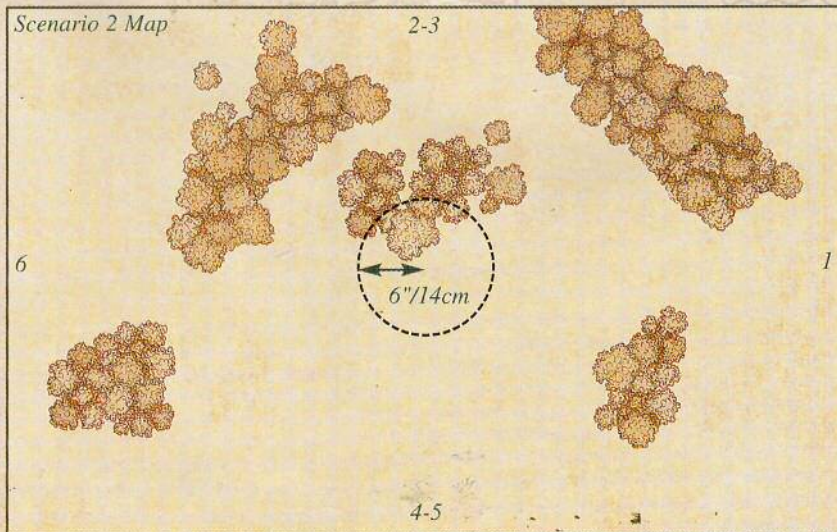
to one of his models (place a marker next to the model, a coin will do).

At this point the Evil side deploys his entire force anywhere at least 15"/35cm away from any Good model. Finally, the Good side declares which of the two short table edges the bearer is trying to leave the battle from.

OBJECTIVES

The Good side wins if one of its models carrying the Item (we refer to this model as 'the bearer') reaches the chosen short side of the board and moves off the table. The Evil side wins if it can capture the Item and the new bearer can carry it off the table from any table edge, except the one chosen by the Good side.

Scenario 2 Map



The game is played until the end of the turn in which one of these conditions is achieved, the time available for the game expires or the Item is lost (see Special Rules below).

Bearer Major Victory: a) The bearer moves off the table with the Item from the chosen table edge or, b) The time expires and the bearer is still on the table, but the entire enemy force is destroyed.

Bearer Minor Victory: The time expires and the bearer is still on the table.

Draw: The Item is lost.

SPECIAL RULES

The Item. The only way to take the Item from the model carrying it, is to kill the

bearer in close combat. At this point, any of the models that were fighting the bearer in that turn can get the Item. Move the marker accordingly.

If the bearer is slain by bow fire or another ranged attack, or the bearer fails a Courage test and has to retreat off the table, the Item is lost in the confusion of the battle and the game is a draw.

Reinforcements. In each turn except the first, after the Good player has finished moving all his models, he must roll a dice for each of the Good models that have not been deployed at the beginning of the game. On a result of a 4 or more, a model immediately enters the table, moving in from any point of a randomly determined table edge (roll a dice and consult the

scenario map, with 6 being the short table edge chosen by the Good player and 1 being the opposite one). Note that Might cannot be used to modify any of the rolls for reinforcements.

The newly arrived models can move normally, but they cannot charge enemy models. Roll for each model separately and continue to do this every turn until all the Good models have entered the battle.

Note that from the point of view of determining the number of Good models that must be lost for the Good force to start taking Courage tests, the Good models that still haven't entered the game are counted exactly as if they had been on the table from the start of the battle.

SCENARIO 3 THE FINAL BATTLE

DESCRIPTION

Once more Good and Evil face each other on the field of battle. Only the Valar know who will win the day!

STARTING POSITIONS

Both players roll a dice, the player who scores highest can choose the side of the table to play from.

The side with the most models in his force starts by deploying half of his force (rounding fractions up) no more than

12"/28cm from his own edge of the table. If the forces are equal, roll a dice to decide who starts to deploy.

The other side then deploys half of his force no more than 12"/28cm from his edge of the table.

Then the side with the largest force deploys the rest of his force as before; and finally the other side deploys the rest of his force as well.

OBJECTIVES

The game is played until the end of the turn in which one force is reduced to half its original number or the time expires.

Major Victory: Half of the enemy force has been destroyed and there is at least one surviving Hero on the winning side.

Minor Victory: Half of the enemy force has been destroyed, but there are no surviving Heroes on the winning side.

Draw: Both forces destroy half of the enemy force at the end of the same turn, or the time expires before the victory condition is achieved.

SPECIAL RULES

In this game, the first turn's priority does not go automatically to the Good side, but is determined by rolling a dice: the player that rolls highest gets priority for the first turn (re-roll any ties).

ALESSIO'S 'POINTS MATCH' FORCE

As part of creating these rules, Alessio has of course been collecting his own The Lord of The Rings 'Points Match' force, which you can see listed below. A photo of his force is shown on the first page of this article.

As you can see Alessio has been very careful to keep track of the 'Points Match' force selection requirements, such as the percentage of the points that each section of the force takes up, and the proportion of points spent on Heroes and models armed with missile weapons (it does help to use a calculator or computer spreadsheet package for this kind of thing).

THE FORCES OF GOOD

Heroes	Points
Gil-Galad	125
Elrond	120
Warriors	
10 High Elves with spears and shields	100
7 High Elves with two-handed swords	63
9 High Elves with bows	90
Good Total Points	498
Good Total Models:	28
Good %	49.8
Good Heroes %	49.2
Good Troops %	50.8
Good Bows %	18.1

THE FORCES OF EVIL

Heroes	Points
Saruman	150
Lurtz	65
Warriors	
8 Uruk-Hai with bows	88
18 Uruk-Hai with shields	198
Evil Total	501
Evil Total Models:	28
Evil %	50.2
Evil Heroes %	42.9
Evil Troops %	57.1
Evil Bows %	30.5

GRAND TOTAL

999

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

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with spear £10

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The Lord of The Rings (Battle Game)	£40	kr 450	kr 550	€ 60
Warriors of Middle Earth	£12	kr 125	kr 150	€ 17.50
Moria Goblins	£12	kr 125	kr 150	€ 17.50
Warriors of the Last Alliance	£12	kr 125	kr 150	€ 17.50
Paint Set	£8	kr 100	kr 120	€ 15
The Fellowship of The Ring	£25	kr 250	kr 300	€ 35
Attack at Weathertop	£20	kr 250	kr 300	€ 35
Escape from Orthanc	£20	kr 250	kr 300	€ 35
Ambush at Amon-Hen	£20	kr 250	kr 300	€ 35
Battle at Khazad-Dûm	£40	kr 400	kr 500	€ 60
Sauron Boxed Set	£20	kr 250	kr 300	€ 35

Blister packs	UK	Denmark	Sweden	Euro
Arwen (1 miniature)	£5	kr 55	kr 65	€ 8
Cave Troll (1 miniature)	£10	kr 125	kr 150	€ 17.50
Cave Troll with Spear (1 miniature)	£10	kr 125	kr 150	€ 17.50
Dwarf Kings (2 miniatures)	£6	kr 70	kr 80	€ 10
Elendil (1 miniature)	£5	kr 55	kr 65	€ 8
Elrond (1 miniature)	£5	kr 55	kr 65	€ 8
Galadriel & Celeborn (2 miniatures)	£10	kr 125	kr 150	€ 17.50
Gil-Galad (1 miniature)	£5	kr 55	kr 65	€ 8
Gondorian Bowman (3 miniatures)	£6	kr 70	kr 80	€ 10
Gondorian Spearman (3 miniatures)	£6	kr 70	kr 80	€ 10
Haldir (1 miniature)	£5	kr 55	kr 65	€ 8
High Elf Spearman (3 miniatures)	£6	kr 70	kr 80	€ 10
Isildur (1 miniature)	£5	kr 55	kr 65	€ 8
Kings of Men (2 miniatures)	£6	kr 70	kr 80	€ 10
Lothlorien Elf Bowman (3 miniatures)	£6	kr 70	kr 80	€ 10
Lurtz (1 miniature)	£5	kr 55	kr 65	€ 8
Moria Goblin Warriors (4 miniatures)	£6	kr 70	kr 80	€ 10
Moria Goblin Bowman (4 miniatures)	£6	kr 70	kr 80	€ 10
Mounted Arwen (1 miniature)	£6	kr 70	kr 80	€ 10
Mounted Boromir (1 miniature)	£6	kr 70	kr 80	€ 10
Mounted Ringwraith (1 miniature)	£6	kr 70	kr 80	€ 10
Orc Warriors (3 miniatures)	£6	kr 70	kr 80	€ 10
Orc Bowman (3 miniatures)	£6	kr 70	kr 80	€ 10
Ringwraith (1 miniature)	£5	kr 55	kr 65	€ 8
Saruman (1 miniature)	£5	kr 55	kr 65	€ 8
Twilight Ringwraith (1 miniature)	£5	kr 55	kr 65	€ 8
Uruk-Hai Warriors (3 miniatures)	£6	kr 70	kr 80	€ 10
Uruk-Hai Bowman (3 miniatures)	£6	kr 70	kr 80	€ 10

The following blister packs are ONLY available from
the in-store Order Point, on the website at
www.games-workshop.com/storefront,
or direct by phoning 0115 91 40000

Blister Packs	UK	Denmark	Sweden	Euro
Amon-Hen Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Gimli (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Legolas (1 miniature)	£5	kr 55	kr 65	€ 8
Amon-Hen Merry & Pippin (2 miniatures)	£5	kr 55	kr 65	€ 8
Amon-Hen Merry & Pippin (2 miniatures)	£6	kr 70	kr 80	€ 10
Bilbo Baggins (1 miniature)	£3	kr 40	kr 45	€ 5.50
Fellowship Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Boromir (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Frodo & Sam (2 miniatures)	£5	kr 55	kr 65	€ 8
Fellowship Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Gimli (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Legolas (1 miniature)	£5	kr 55	kr 65	€ 8
Fellowship Merry & Pippin (2 miniatures)	£5	kr 55	kr 65	€ 8
Khazad-Dûm Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Orthanc Gandalf (1 miniature)	£5	kr 55	kr 65	€ 8
Orthanc Saruman (1 miniature)	£5	kr 55	kr 65	€ 8
Weathertop Aragorn (1 miniature)	£5	kr 55	kr 65	€ 8
Weathertop Frodo & Sam (2 miniatures)	£5	kr 55	kr 65	€ 8
Weathertop Merry & Pippin (2 miniatures)	£5	kr 55	kr 65	€ 8
Weathertop Witch King (1 miniature)	£5	kr 55	kr 65	€ 8



Galadriel & Celeborn £10

"There is a union now between the Two Towers. Baradur, fortress of the Dark Lord Sauron and Orthanc, stronghold of the wizard Saruman."

The Two Towers

THE TWO

A special preview of

A year ago we launched our The Fellowship of The Ring game upon the world. The game has been a resounding success across the world, capturing the imagination of all who have played it.

We knew that there was an enthusiastic, passionate fan base for Middle-earth and its denizens but we've been astounded by the immense popularity of the game.

The first film in the trilogy, The Fellowship of The Ring, has also taken the world by storm – five BAFTAs and four Oscars tell their own impressive story...

Next issue sees the release of the second game, The Two Towers. Mirroring the events in the second film of the same name it adds more



Finely honed discipline faces sheer brute force.



The minions of Saruman are run down by the unstoppable charge of the Riders of Rohan.

TOWERS

our new battle game



Above and right: The plastic models of the Riders of Rohan and the Fighting Uruk-Hai from the *The Two Towers* boxed game are remarkable, finely crafted imitations of the images from the forthcoming film.

A whole new element has been added to *The Lord of The Rings* games with the inclusion of rules for cavalry. Now you can lead the Riders of Rohan to battle against the forces of the Dark Lord!



depth to the game. Rules for using cavalry and fighting sieges have been added to the core rules in this latest addition to the game system, to make your games of The Lord of The Rings even more exciting than ever.

Over the coming year we'll be showing off all our fantastic new models – from Gandalf the White to Grishnakh and from Faramir's Rangers to Uruk-Hai siege specialists.

In future issues of White Dwarf we'll be publishing painting and modelling advice along with new scenarios and gaming material to help you enjoy your games even more than usual.

This time last year we were enthusiastically awaiting the new film, envisaging it to be great but not knowing quite what to expect. This year we're even more enthusiastic as the first film



The Riders of Rohan show no mercy.



The Uruk-Hai meet a warm welcome on the walls of Helm's Deep.



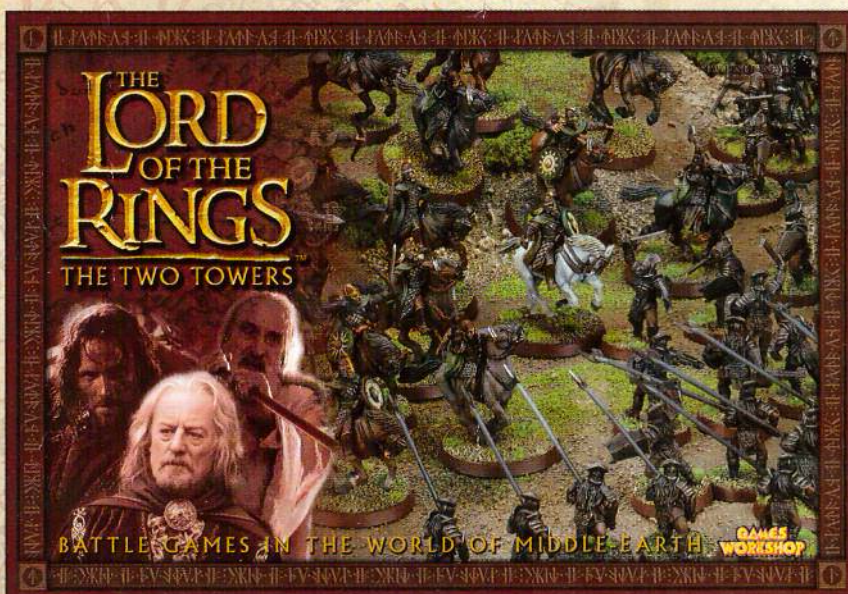
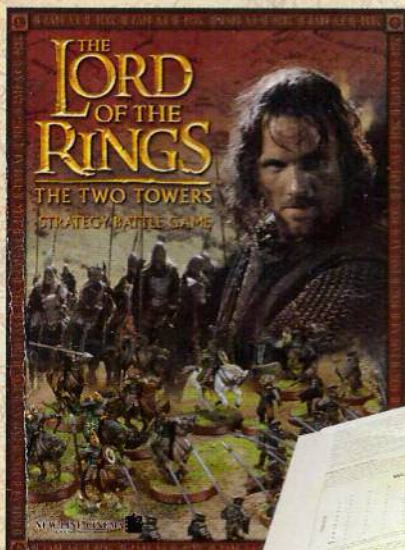
From the left: Legolas, Gimli and Aragorn



Some boxed sets will contain allied characters, like the Heroes of Helm's Deep above. Others will have all the miniatures you need to enact a particular battle from the movie.



Gimli litter the ground with Uruk-Hai dead.



completely blew us away and we're eager for more!

The same applies to our new The Two Towers game - the first game has been very well received and this new addition will, we hope, be even more popular with those of you who have enjoyed the game so much over the last 12 months.

The struggle for the control of Middle-earth continues next month - make sure you're not left wanting...

Check out our website for more:
www.games-workshop.com/lotr

**The battle for
Middle-earth begins**

Next Month

THE LORD OF THE RINGS THE TWO TOWERS

