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THE TWO TOWERS

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GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



03 >

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WHITE DWARF

279 March 2003

Printed at Artisan Press, England.

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THE LORD OF THE RINGS THE TWO TOWERS

This month's The Lord of The Rings coverage, which starts on page 115, has a Captured by Gondor masterclass, brand new The Fellowship of The Ring and The Two Towers scenarios, a guide to designing your own scenarios, plus all the latest releases.



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AIRTIME...

As I write this I'm flying back to dear old blighty with Mark Chambers, our GW UK Online Manager, following a trip to visit Sabertooth Games, our Collectable Card Game wing. It's been a very fruitful trip as you'll see later in this issue when we introduce Sabertooth and its personnel, as well as its new CCG.

A friend of mine surprised me recently when he asked what the relationship between Sabertooth Games and Games Workshop was. It's very simple – Games Workshop bought Sabertooth in its infancy and it's now as much part of the Games Workshop group of companies as the Black Library, Forge World or our Specialist Games wing, Fanatic.

The fact that Sabertooth don't currently make games with miniatures, instead using cards, simply expands the ways in which you can enjoy immersing yourselves into the background and imagery of the Warhammer world and Warhammer 40,000 universe. Trust me, when we're talking artwork the stuff that's coming out of the Sabertooth offices is right up there with the best and you'll be seeing more of it in future White Dwarfs.

Having not played a CCG in anger until our visit I was pleasantly surprised at how much fun they are. Both the 40K game and the new Warhammer game, Warcry, play very differently. Both myself and Mark stayed up long into the early hours playing Warcry. It's safe to say we're hooked!

Finally it'd be remiss of me not to say a hearty 'thank you' to the boys and girls at Sabertooth (especially Steve, Bob, Keith, Baz and Tish) who made our stay in Seattle such a pleasant one...

EYE OF TERROR

Last month I mentioned this summer's global gaming event, the Eye of Terror campaign. As promised here are a few more details but don't worry – there'll be plenty more during the run up to the campaign...

In the summer of 2000 we held an immensely popular campaign – The Third War for Armageddon. This brought together gamers from across the globe as they battled for control of a vital Imperial planet, Armageddon. The Ork Warlord, Ghazghkull Mag Uruk Thraka headed the invasion but was repulsed as the world was plunged into an ongoing war that rages still.

The Eye of Terror, however, sees an even more deadly threat to the Imperium of Man. Chaos Lord, Abaddon the Despoiler, is launching his 13th Black Crusade and it promises to be the most potent threat in living memory.

But enough of the premise – what does all this mean for us gamers?

Those of you who played in the Armageddon campaign will remember how games could be registered by post or online. These votes were registered to one of the many battlezones on the planet with each country being given a single battlezone with which to fight over. This is very different for the Eye of Terror where you will be fighting for not only control of whole planets but for the future of the Imperium itself!

The upcoming campaign allows results to be registered much more strategically. Each time you post a result you can choose where that result is applied and therefore have a greater impact on the whole campaign than if you were to simply choose the same sector each time. This will represent a more organic military plan where generals send fresh troops to bolster weakening defences or to further strengthen a decisive attack.

In addition to the gaming results section of the website (watch this space for the URL!) you'll also be able to discuss your plans with other gamers but there will be a significant difference – you'll register for the Imperial side or for the forces of Chaos and therefore only be able to access the relevant message board. This will lead to a lot of rumour-mongering and intrigue.

In a similar way to the Armageddon campaign the outcome of this campaign will affect the background and future of the 40K universe. Should Cadia and the Cadian Gate fall it will have severe ramifications for the Imperium.

More next month...

Paul Sawyer
Editor



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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!

You can find Games Workshop on the World Wide Web at the following internet address:

<http://www.games-workshop.com>



Product Code: 60249999279

ISSN: 0265-8712 03

EYE OF TERROR: HELL DRAWS EVER CLOSER

Welcome to Humanity's darkest hour. Welcome to the Thirteenth Black Crusade of Abaddon the Despoiler.

Dire portents wax nigh and even the most blinkered cannot fail to see a pattern emerging in the attacks in the sectors surrounding the Eye of Terror. The Emperor's Tarot regularly displays powerful cards representing war and death on an apocalyptic scale, and Astropaths report horrifying visions of torrents of blood raining from the sky to drown the Imperium of Man.

The Imperium faces its greatest challenge in ten millennia. The Arch Heretic, Abaddon the Despoiler, has forged a fearsome alliance of Chaos Space Marine legions, deviants, traitors, foul mutants and daemons to hurl against the Imperium. The fate of Humanity rests on the desperate battles being fought around the Eye of Terror and the garrison world of Cadia, home of the famed Cadian regiments of the Imperial Guard.

The Emperor's loyal servants have resisted Abaddon's Black crusades in the past, but always at a terrible cost. Can they prevent this 13th crusade, the greatest so far, from breaching the Cadian gate to assail the very heart of the Imperium, ancient Terra?

Production on Codex: Eye of Terror is well underway, and will include details on the struggle for control of the Eye of Terror, along with new army lists. Watch this space...



OUT THIS MONTH: SHADOWBLADE

Shadowblade can be fielded in a Dark Elf army and counts as a Lord choice. Like all Assassins, he may not be the army's general.

This blister pack contains 1 Shadowblade model, designed by Gary Morley.

SHADOWBLADE		£7.00
Denmark	kr	80.00
Sweden	kr	90.00
Euro	€	11.00



ELTHARION

Eltharion, the eldest son of Moranon of Yvresse, is one of the most respected warriors in all of Ulthuan, and is able to adopt any one of a number of fighting styles each turn.

This blister pack contains 1 Eltharion model, designed by Gary Morley.

ELTHARION		£7.00
Denmark	kr	80.00
Sweden	kr	90.00
Euro	€	11.00

These models require assembly.

ADVANCED NOTICE



Please note that the prices on our paint and ink pots are changing in the near future. From March 31st the UK price of a pot of paint will be £1.75 – so now is a great time to stock up on your paint supplies before the price rise!

THE VALKYRIE

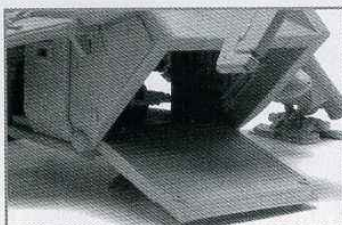
FORGE WORLD UNVEIL THEIR NEW FLYER

Sculpted by Darren Parwood, the Valkyrie assault carrier measures 300mm/12 inches long and 240mm/9.5 inches wide. It can carry a squad of elite Imperial Guard Storm Troopers and is armed with a choice of either a forward firing multi-laser or lascannon, two door-mounted heavy bolters and either two wing-mounted Hellstrike missiles or fuel tanks. The troop compartment is fully detailed and can be assembled with the side doors sliding open and the heavy bolters either deployed or folded away.

This multi-part resin kit includes Pilot and Co-pilot, a choice of lascannon or multi-laser for the main weapon, stowed or deployed door heavy bolters and drop tanks or Hellstrike missiles for the wing hardpoints.

Experimental rules for the Valkyrie can be found at:

www.forgeworld.co.uk/downloads40k.htm



BULLET POINTS

- The shipping of Sideshow Collectible's Warhammer 40,000 Series 2 models has been slightly delayed. These figures will now be available in April. For more information, please visit:
www.sideshowcollectibles.com
- The Studio has received the first batch of the new Chaos Defiler. These are currently being frantically assembled and painted for the forthcoming Eye of Terror campaign.
- El Cid, written by James Morris, will be the next scheduled Warhammer Ancient Battles release in late April 2003 and it is currently planned to launch the supplement at Salute in London, UK (www.salute.co.uk). This is a follow on from the Shieldwall release, detailing Spain and the Moorish invasions and eventual Reconquista. This period is incredibly colourful and vibrant.

For more details on this and other WAB books:

www.warhammer-historical.com

OUT THIS MONTH: WARRIOR PRIESTS OF ULRIC

In battle, the Priests of Ulric are the embodiment of the spirit of Ulric, swinging their axes and swords and crying oaths to their enemies with the ferocity of the Wolf God himself. Warrior Priests of Ulric count as a Hero choice in an Empire army.

This 2 figure blister pack contains 1 mounted Warrior Priest and 1 on foot, designed by Mark Harrison.

WARRIOR PRIESTS OF ULRIC		£8.00
Denmark	kr	100.00
Sweden	kr	120.00
Euro	€	13.00

These models require assembly.



THE LORD OF THE RINGS GRAND TOURNAMENT 2003

Games Workshop is proud to announce the first ever UK Grand Tournament for The Lord of The Rings Strategy Battle Game, to take place at Warhammer World, Nottingham on April 5th & 6th 2003.

For the first time competitors will be able to build an heroic battle force for both Good and Evil and challenge their opponents across six battles to find out who is the UK Champion.

Alessio Cavatore, Games Workshop's Ring-bearer, will be present at the show in his capacity as Chief Referee. Alessio is looking forward to meeting the finest players from the community face-to-face, and perhaps even enjoy a casual chat in Bugman's Bar.

The Lord of The Rings Grand Tournament will use a new format for Games Workshop competition games, allowing each player to show their prowess with both Good and Evil forces in the acclaimed Points Match style scenarios. The show will introduce a new scenario in addition to those already published in White Dwarf.

Tickets for the event will be on sale from Saturday 8th February from UK 0115 91 40000 only, priced £40 each. The ticket will include entry into the Grand Tournament, two lunches, and an evening meal on the Saturday night. Full rules will also be sent with your ticket.



In the meantime, if you have any questions about the show, please e-mail the organisers at:

lotrgt@games-workshop.co.uk

Look at our website for more details:

www.games-workshop.com/news/uk/events/tournaments/default.htm

NEWS FROM THE BLACK LIBRARY

Riders of the Dead

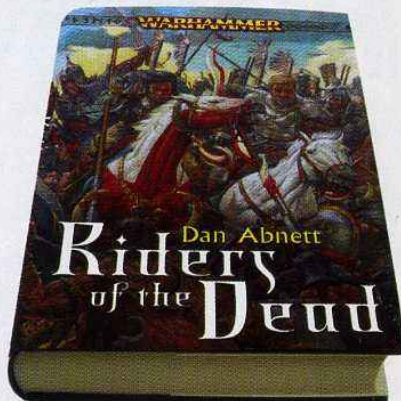
By Dan Abnett – £16.99



This month sees the release of the Black Library's first ever hardback novel, *Riders of the Dead* – a storming

fantasy epic from the author of *Gaunt's Ghosts*, Dan Abnett.

Far to the north of the Empire lies the daemonic Chaos Wastes, a dark landscape permeated by the corrupting magic of Chaos and home to the servants of the Dark Gods. Standing between this gateway to hell and the civilised world lies the frozen city of Kislev, a bastion against the rising tide of evil. Two Empire soldiers get their first taste of battle when they join the campaign to repel the savage Northern Tribes. As the winter draws in, the last major battle sees their destinies thrown into turmoil as circumstances tear them apart and throw them onto opposite sides.



Such is the mutating power in this dark and terrible land that the strongest of friends can soon become the bitterest of enemies. As they race towards a final cataclysmic showdown, the fate of their souls will be sealed forever.

With awesome cover art by Adrian Smith, *Riders of the Dead* is available from all Games Workshop stores. Visit the Black Library's website www.blacklibrary.com to read an extract from the novel.

WARHAMMER 40,000 COLLECTIBLES

WARRIORS OF THE IMPERIUM



Model shown is not actual size.

CLEON

In the last issue of White Dwarf, a Blood Angels Tactical Marine was pictured as Brother Cleon in the new Sideshow Collectibles range. Please note that this was incorrect and the correct model is now shown above.

PAGES FROM THE PORTAL

Continuing with our recent Tomb Kings marathon, available on the website now are the new Tomb Kings Chariot rules for the Chariot Racing game, as featured in the Citadel Journal by Space McQuirk.

www.games-workshop.com/khemri

Over the next month the website will be hosting loads of Daemnhunters' articles and resources, useful to any Daemnhunters General, including some sample Inquisitors by Phil Kelly!

Remember to keep checking the UK news page, Warhammer Chronicles and Chapter Approved for regular updates!

www.games-workshop.com/chapterapproved

www.games-workshop.com/warhammerchronicles

www.games-workshop.com/news/news.uk



UK ACCOUNT MANAGER

Games Workshop has over 500 Independent stockists in the UK. They cover a broad spectrum of retail outlets including Department stores, Toy and Model shops. The Trade Sales department that handles all the customer service issues including orders.

We are looking for two people to join our team of Account Managers in Trade Sales. As part of our continuing focus on customer service we are expanding our team from three to five Account Managers enabling more time to develop and build the hobby with the individual accounts, as customer service and hobby building is an essential part of this job.

The job is based at Games Workshop Headquarters in Lenton, Nottingham.

We are not necessarily looking for people with previous sales experience. We will give you sales and customer service training to further your professional development.

What is more important is that you possess the following skills and behaviours:

- Good telephone manner is essential as the job involves dealing with customers on the phone. As we are increasingly visiting our accounts to build personal relationships you should also be confident in dealing with customers face to face.
- We expect you to have strong customer service focus and be able to listen to your customers. You should show understanding for customers' needs and deliver the customer service they have come to expect.
- You should be responsible and level-headed; able to work as a team member as well as focusing on your own designated area, and be able to work without supervision but with guidelines from your manager.

This is a career opportunity for anyone who wants to be part of the Games Workshop culture and spirit and who envisages a long career in a fast growing and fun environment.

Starting salary will be from £11.5K to £13K p.a.

If you are interested in these positions, please send or email a CV along with a covering letter to Louise Johnson, UK Human Resources, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS. Louisej@games-workshop.co.uk

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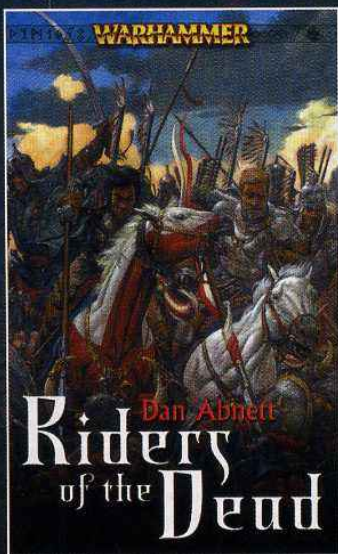
RIDERS OF THE DEAD

by Dan Abnett

Two brothers in arms find their destinies ripped apart as they battle against the hordes of Chaos in the frozen land of Kislev. The Black Library's first hardback novel.

Novel

Only £16.99



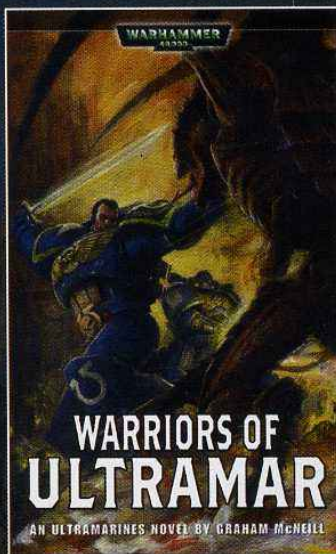
INFERNO 35

Tales of Fantasy
and Adventure

In this issue: Dan Abnett's *Fell Cargo*! Another outing for the conniving Commissar Ciaphas Cain! Plus the unmissable *Meat Wagon* by C.L. Werner!

Anthology

Only £5.00



WARRIORS OF

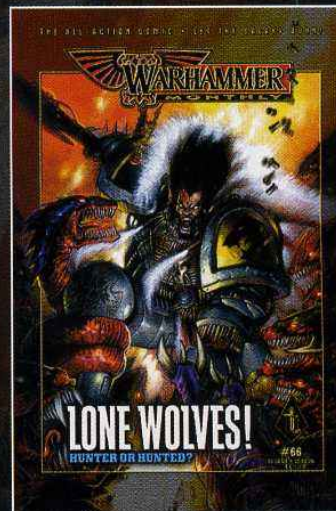
ULTRAMAR

by Graham McNeill

Captain Uriel Ventriss and the Ultramarines find themselves standing shoulder to shoulder with brother Space Marines, defending a vital industrial system against the Tyranids, in the explosive sequel to *Nightbringer*.

Novel

Only £5.99



WARHAMMER

MONTHLY 66

The all-action comic

Lone Wolves are back with fangs bared and bolters blasting! *Bloodquest* reaches critical Mass! *Kal Jerico* blasts his way out of trouble! Plus an awesome mix of interviews, features and articles!

Comic

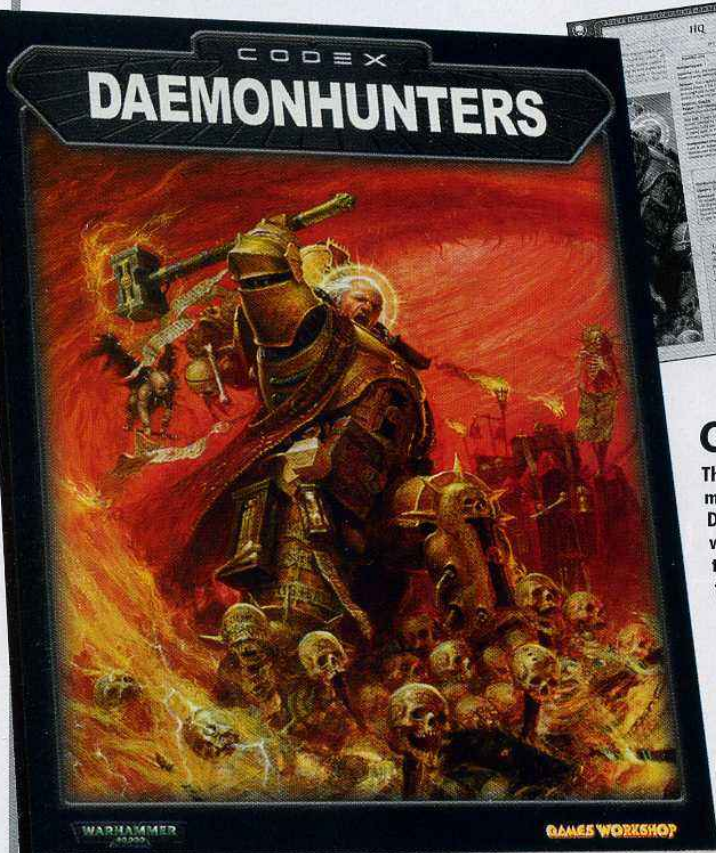
Only £2.50

Available from all better bookshops
and Games Workshop stores

www.blacklibrary.com



RITES OF EXORCISM



CODEX: DAEMONHUNTERS

This 64 pages book contains background, painting and modelling guides, and full rules for fielding a force of Daemonhunters. The Inquisitors of the Ordo Malleus are at war with forces too terrible to comprehend and, together with the holy warriors of the Grey Knights, they take the light of the Emperor into the darkness.

At the core of the Daemonhunters army is a collection of incredibly skilled individuals who excel in every battlefield role. A Daemonhunters army can also call upon a vast array of allies and inducted troops. From lethal, acrobatic Death Cultists, to mighty Dreadnoughts, to the unpredictable and unnatural Daemonhosts, the army list presents an entire spectrum of the Imperial war machine. If you're looking for an elite force that is so diverse that you will never exhaust the possibilities offered by the army list, then this is the book for you.

INQUISITORIAL HENCHMEN

Inquisitorial Henchmen and Servo-skulls make an already impressive Inquisitor Lord, a formidable opponent. They allow their master extra psychic powers, improved Ballistic Skill and Leadership, as well as their ability to make an extra free shooting attack at any Daemons which suddenly appear from the Warp.

This blister pack contains 3 Inquisitorial Henchmen and 2 Servo-skulls, designed by Aly Morrison and Juan Diaz.

These models require assembly.



GREY KNIGHT SPACE MARINES

In battle the Grey Knights brethren fight to secure the area for their Captain and his Terminators. Powerful in both Shooting and Assault phases, Grey Knights are more than capable of leading attacks, as well as supporting them. They can also be taken as a Fast Attack choice, in which case they are able to teleport onto the battlefield using Deep Strike rules, even if Deep Strike rules are not part of the mission scenario special rules, making them a very flexible unit.

This boxed set contains 5 Grey Knights figures, designed by Aly Morrison.

These models require assembly.



INQUISITOR LORD COTEAZ AND RETINUE

Steeped in the greatest mysteries of their Ordo, and privy to unspeakable secrets the Inquisitor Lords of the Ordo Malleus manifest a threat which can quell even the most diabolic heart. Inquisitor Lord Coteaz, like other Inquisitor Lords, has access to powerful psychic powers such as *Destroy Daemon* which allows the Inquisitor to re-roll any failed to hit rolls or wound rolls made against Daemons. This power combined with an Anointed weapon which always wounds Daemons on a roll of a 4+ makes an Inquisitor more than capable of dealing with the most powerful of Daemons.

This boxed set contains 1 Inquisitor Lord Coteaz, 4 Henchmen and 2 Servo-skulls, designed by Gary Morley, Aly Morrison and Juan Diaz.

These models require assembly.



DAEMONHOST

With a powerful Daemon trapped inside their twisted, restrained bodies, Daemonhosts allow the more radical Ordo Malleus factions to use the powers of Chaos for their own ways. With a 4+ Invulnerable save and the ability to manifest fearsome psychic powers that can allow it to teleport, increase its Strength or recover any lost wounds, a Daemonhost is an awesome weapon in the right hands.

This blister pack contains 1 Daemonhost model, designed by Aly Morrison.



PRICE LIST

GREY KNIGHTS SPACE MARINES£15.00

Denmark	kr 185.00	Sweden	kr 225.00
Euro	€ 25.00		

INQUISITORIAL HENCHMEN£6.00

Denmark	kr 70.00	Sweden	kr 80.00
Euro	€ 10.00		

DAEMONHOST£5.00

Denmark	kr 55.00	Sweden	kr 65.00
Euro	€ 8.00		

INQUISITOR LORD AND RETINUE£18.00

Denmark	kr 225.00	Sweden	kr 270.00
Euro	€ 30.00		

CODEx: DAEMONHUNTERS£10.00

Denmark	kr 125.00	Sweden	kr 150.00
Euro	€ 17.50		

The Warhammer 40,000 Overfiend Andy Chambers has had to be strict with his Scriveners this month. Their detailed investigation into the forces of the Ordo Malleus has come to an end, and they now need to report for mind scrubbing!



CHAPTER APPROVED

BY ANDY CHAMBERS, GRAHAM McNEILL AND PHIL KELLY

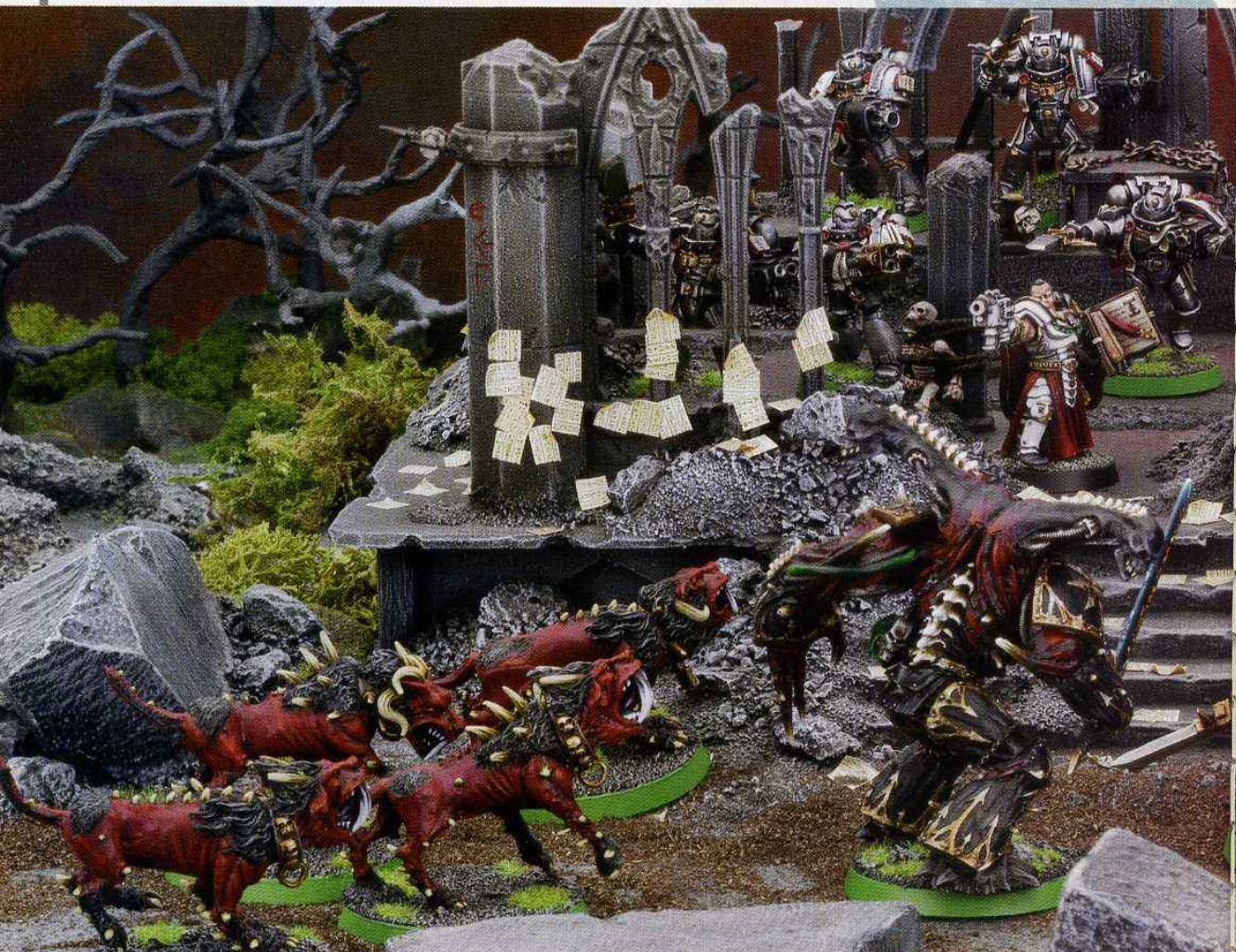
Greetings citizens and welcome to the Most Benevolent Emperor's Chapter Approved column. Well now, my dedicated brethren, it's time to unveil our most recent treatise on the forces of Mankind with a look at the Ordo Malleus...

DAEMONHUNTERS DESIGNERS' NOTES

Andy: The inspiration for Codex: Daemonhunters most assuredly came from Gav Thorpe's work on the Inquisitor game from a couple of years ago. As our designers and artists fleshed out the dark, gothic subject matter of rival inquisitors hunting heretics, deviants and

even their radical brethren, I felt a deep pang about how little we'd done with them in the 40k game. The Inquisitorial war is mostly a hidden one, fought by investigation, stealth and assassination rather than full-blown battles – as Inquisitor aptly shows. But the third

edition of Warhammer 40,000 is very much a game for whole armies as opposed to the smaller character-led warbands of past editions and until now our attention has been focussed on either entire races or large-scale military organisations.



However, there are occasions when an inquisitor will have to go into battle to overcome the forces ranged against him. Inquisitors are servants of the Emperor, with the highest authority to requisition whatever and whoever they deem necessary to end threats to the holy Imperium. Whole armies and entire worlds can be expended by the Inquisition and particularly puritanical inquisitors pursue a rigorous scourge and purge approach to any taint they find. This got me into thinking about a codex for Inquisition armies, forces brought together at the express order of a powerful and influential inquisitor for some desperate save-the-world event. How to render such a huge subject into a single codex stumped me for a while until I delved deeper into the background of the Inquisition.

The Inquisition is a shadowy organisation, where individuals and cells work independently to ensure vigilance is maintained on all threats, internal and external to the Imperium. However there

are hierarchies of both rank and affiliation within this ancient organisation, and many inquisitors belong to one of three orders, Ordos as they are called, dedicated to protecting the Emperor's realm against specific threats. One of these, the Ordo Malleus, guards against the Imperium's most ancient foe – the depredations of the daemonic and the insidious corrupting influence of Chaos. As we were already beginning work on revising the Chaos Space Marine Codex, and drawing up plans for the Eye Of Terror campaign (*no, we're not telling yet – you'll have to keep watching the pages of White Dwarf... - Ed*) the Ordo Malleus seemed a perfect choice for going between them. So Codex Daemonhunters was spawned.

NOT JUST CHAOS...

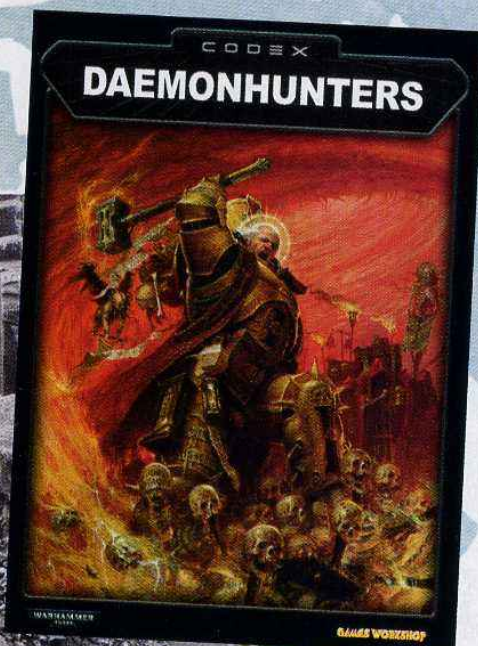
One of the most important things I wanted Codex: Daemonhunters to do was to set a context for using Daemonhunter forces. By opening up opportunities to employ Daemonhunters in a variety of missions against a lot of different opponents this would ensure the army wasn't excessively 'narrow' and specialised. If it was, then Daemonhunters would be effectively limited to fighting against Chaos Space Marine players who were gracious enough to include plenty of Daemons in their armies by prior arrangement and be severely handicapped in one-off games and tournaments against anyone else. For Daemonhunters to be a worthwhile force, they would have to be able to take on anything, not just Daemons, and win.

This fits well within the concept of the corrupting influence of Chaos, capable of manifesting itself in duplicitous machinations. For example, a Daemonhunters force could be used against a standard Imperial Guard army if the Guard commander proved to be corrupted or possessed. Similarly, Daemonhunters might find themselves in combat with just about anything in order to reach an all-important artefact or location on some esoteric quest to prevent who knows what daemonic apocalypse. The Inquisitor game laid plenty of ground work on philosophical differences which could even lead to Daemonhunters being in deadly opposition to each other where two Inquisitors disagree on the correct course to undertake ("Burn the book!", "No! Read the book!").

This has been explored in several ways. Firstly with narrative plot ideas for all missions, races and armies. We also concocted two new missions (Stop the Ritual and Terminate the Daemonvessel). My favourite however is the section on adversaries, ways the opposition can incorporate possessed characters and summoned daemons into their own Warhammer 40,000 armies.

With this underpinning theme in mind and the able assistance of Phil Kelly and Graham McNeill, we started to cook up the Daemonhunters book proper.

Graham: Daemonhunters... the name alone conjures up all manner of evocative images, noble heroes standing between the Imperium and ultimate darkness, insane, babbling heretics who have seen into realms beyond and the desperate struggle for the continued existence of Humanity. We knew right away that the Daemonhunter's Codex was going to be a much more narrative-based book, with us really emphasising the storytelling aspect of Warhammer





40,000 and this was the main thing that excited me about working on this project. One aspect of the Warhammer 40,000 universe we were keen to explore and emphasise is its brooding, gothic nature, which occasionally gets lost amid the guns, explosions and science fiction of the future setting. In *Daemonhunters* we could plumb the depths of an unfeeling universe, revel in the darkness and rejoice in the unrelenting horror of the daemonic. Great fun if you ask me!

But amid this dark, paranoid mediaeval future there is hope; puritanical warriors of the light who stand against this tide of filth that threatens the realm of the Emperor of Mankind. In all the writing I did for the codex, I not only wanted to emphasise the sheer terror and danger of dealing with daemons, the risk to a person's soul, but also the tragic heroism of those few who fight the secret war against Chaos. The threat of Chaos is all pervading and knowledge of that threat can potentially be a death sentence. It is those who fight these forces that are the true heroes, fighting and dying without anyone ever knowing of their sacrifice. We wanted to get back to the weirdly insane feel of the original *Rogue Trader* book, and I think we succeeded.

With a book like this, I felt that it was important to emphasise the narrative

element of Warhammer 40,000. Too often in games, the story gets forgotten in the rush to beat each other up and this is 'A Bad Thing'. Hence, a lot of my work involved with the *Daemonhunters* book revolved around getting the story behind the battle brought to the fore once again. A lot of the text I wrote for the book was aimed at setting the scene for a conflict, not necessarily showing the battle itself. I hope this will inspire people to invent their own reasons for why their armies will meet on the tabletop rather than just because they're there. Another important point of emphasis that was carried through in both colour text and within the army list itself was the sense that each inquisitor was an individual, a character, not just a model. The Inquisitorial henchmen were part of this, as was the detailing of several famous inquisitors' backgrounds, reinforcing their history and personality as much as their special rules and battlefield effects.

Daemonhunters was a lot of fun to work on; it's not often we really get to go deep into such fascinating elements of the Warhammer 40,000 background in a codex, and I thoroughly enjoyed getting into the darkness of the Inquisition.

I just can't wait to get around to the other *Ordos*!

MAD MONKS AND MUTANT BABIES

Andy: *Daemonhunters* are detachments of Imperial servants which are gathered and despatched by the Inquisition for the sole purpose of purging threats to the Imperium from the powers of Chaos. Most commonly they are led or at least accompanied by Inquisitors belonging to the *Ordo Malleus* and their personal retainers of henchmen. As such, we started thinking about these first.

Inquisitors are apt to recruit all kinds of strange characters to assist them in their duties: enforcers, assassins, scribes, astropaths, bodyguards, Tech-priests, wyrds, servitors, servo skulls and cherubim. Everything from mad monks to mutant infants! I figured that getting some of these darkly gothic supporting cast members onto the battlefield would give Inquisitors a sense of presence and illustrate that they weren't part of a uniformed, military organisation.

The problem with it was it might create a dangerously rules-heavy unit of characters bedecked with oodles of special powers and wargear. Some, like the assassins' worked well on their own and could effectively be dealt with like other characters. But the henchmen generally needed to be low key so as not to outshine the inquisitors, and also

cover all kinds of things with little obvious game use – no matter how cool looking, what do you want a scribe for when you can have another guy with a big gun instead?

We came up with the idea that we could use the henchmen to show how experienced and well-trained an inquisitor was. Different types of henchmen conferred different abilities to the inquisitor's unit and characteristic bonuses to the Inquisitor himself, representing his additional knowledge and ability in corresponding fields. This meant we could keep the inquisitors down to human characteristic levels (these are not Space Marines after all!), and allow them an interesting selection of extra abilities which made nice models that were able to have psychic powers and wargear. This has worked rather smoothly and we previewed the henchmen rules in Chapter Approved a few issues ago.

EXORCISING THE DAEMONS

Phil: Daemonhunters was a real opportunity for me to get stuck into the gritty workings of a codex, and I was given several weighty tasks to complete before the project closed. Amongst these was the coordination of the playtesting for this list, which I went about with gusto (gritting my teeth through the pain, obviously); in total we amassed around sixty playtests with the able help of the Ancient and Honourable Order of Techpriests. Needless to say, during this period of intensive ghost busting a lot of daemons were reduced to puddles of stringy ichor, and that was all well and good, but the real trick was balancing the Grey Knights against the other forces running riot in the galaxy. Over this period the noble Grey Knight evolved from a power-weapon wielding nightmare to the balanced but still incredibly capable chap we finally settled on. We were really happy with the way the



Inquisitor Lord Coteaz accompanied by his Henchmen.

Nemesis Force weapon turned out; rather than imposing just the one rule for these ancient blades, depending on what rank the Grey Knight wielder is and therefore how advanced a psyker he is, the better the weapon becomes. As such, even without a single piece of additional wargear, a Grey Knight Grand Master is fully capable of taking down a Greater Daemon, though it's by no means an easy feat to pull off. Trust me on this one...

However, before a single model hit the playing table I was entrusted with three sections of the book that basically defined the role of the inquisitors in Codex: Daemonhunters; the armoury, the psychic powers and the rules for

Inquisitorial henchmen. One of Andy C's brainwaves when coming up with the henchmen concept was that they should be based on cards in the Emperor's Tarot, and with this brief, I happily spent a day pinning down archetypes that could translate to various members in an inquisitor's warband. For example, The Warrior, represented by a graphic depicting a formidably large man with a massive broadsword, is the henchman class that includes Imperial Guard veterans and Gun-Servitors. Similarly, The Mystic, depicted by a robed, monk-like figure with no eyes, represented the Astropaths and Warp-Seers that an Inquisitor might have in his retinue. I got so into it that I spent a couple of mornings in Mail Order and put together about thirty concept models for the various types of henchman, some of which are shown in the Codex's colour section. After a lengthy battle to find the appropriate art for the Tarot cards, we went back to our roots and sourced John Blanche illustrations for each henchman that really couldn't have been more perfect. I'm very pleased with the final result of this spread, and think it is one of the truly unique aspects of the Codex that, with the Emperor's grace, will be carried through the Codexes for the other Ordos.

The psychic powers section was an opportunity for me to resurrect a couple of old favourites like Holocaust and Hammerhand. I also added a few specifically anti-daemon powers, such as Sanctuary, a power that enables an Inquisitor to manifest a bubble of psychic force around himself through which no



An Inquisitorial retinue made up of a Hierophant, a Mystic and two Sages.

daemon can enter. I fondly remember an Inquisitor heroically protecting his gun-servitors from a raging Bloodthirster in one playtest, only for the look of concentration to turn to a panicked grimace when the dice decided they didn't want to play any more. Coming up with rule mechanics for such nebulous traits as an indomitable faith in the Emperor was great fun, and devising ancient and mysterious items for the armoury allowed me to scratch an itch I've had for a long time; I always get a tiny bit jealous when the Warhammer team are devising a new batch of magic items for an Army book. Of course, Daemonhunters get access to all the standard pattern Imperial weaponry they could want, but devising such esoteric wargear as the Grimoire of True Names and the Emperor's Tarot was a real highlight for me. Even now, the phrase 'Grey Knight Grand Master with Daemonhammer and Holocaust' sounds like it means serious business.

Somewhere out there, you know there's a Bloodthirster who's just been introduced to an entirely new sensation: object fear!

THE RETURN OF THE GREY KNIGHTS

Andy: But what else? Each Inquisitorial Ordo can also summon its own forces, known as their Chamber Militant, hand

picked warriors specially trained to fight for their cause. Chamber Militant of the Ordo Malleus commands the forces of the legendary Grey Knights Space Marines and a fleet of ships to ensure their rapid deployment to wherever they are needed. The Grey Knights are elite even among the noblest chapters of the Adeptus Astartes, incorruptible and strong. All Grey Knights are trained psykers and combine with that their considerable strength on the battlefield to thwart the twisted spells of Chaos.

It's a long time since we did anything with Grey Knights, and Daemonhunters gave us a chance to finally make some more. We reintroduced Grey Knights in power armour to give the army its much needed 'core' troops, and armed them with the Grey Knights' signature Nemesis Force weapon and a wrist-mounted stormbolter backed up by specialised weapons like the psycannon and incinerator. As you might imagine this makes them pretty tasty on the battlefield, but not exactly cheap. The old favourites of Grey Knights in Terminator armour supplied elite units and HQ characters with impressively tough stat lines. Balancing these guys so they weren't ridiculously expensive and appearing in units of four or less was a bit of a saga in its own right but I think we got there successfully in the end.

Although I knew we would only be sculpting a limited number of Grey Knights, I was also keen to include a few other options for the inevitable players who would want to field a 'pure' Grey Knights army with no other kinds of units. I was keen to avoid transport vehicles for Grey Knights as they would normally be ship borne and deployed via teleporter into battle, but I could see them having heavy battle units like Land Raiders and Dreadnoughts in support if needed. Plus they would make interesting vehicles in their own right. Teleporting Grey Knights made for an alternate Fast Attack choice and purgation squads of Grey Knights with more special weapons are another Heavy Support choice.

With Grey Knights covered we started to think about other forces for Daemonhunters, perhaps less dedicated, but more readily available.

BY THE AUTHORITY OF THE EMPEROR OF MANKIND

By employing their Inquisitorial authority, Daemonhunters can also commandeer local forces, fleets, whole armies if necessary to achieve their goals, although by exposing them to Chaos the Daemonhunters risk further corruption taking hold. Daemonhunters fight the





Find the Daemon! Purge the Daemon!

darkest of wars for the Imperium, the battle to cast back the Realm of Chaos wherever it threatens to breach the thin walls of reality. To fight is to risk your soul, to lose is a fate of unimaginable torment. The missions Daemonehunters undertake are myriad and always of the most dire portent: major possessions, warp rift incursions, daemonic infestations and gross manifestations of the Immaterium in all its forms.

Daemonehunters have their sanity and their sanctity tested to the utmost in their confrontations with the heinous servants of Chaos. They must be of the most resolute, devout and incorruptible stock Humanity has to offer, lest they become irrevocably tainted by their work. Much of their time is spent in prayer and preparation to cleanse their souls of all impiety, doubt, fear or overweening pride. The inquisitors who call such expeditions to arms will only do so with due consideration, once the Daemonehunters are unleashed all those who have come into contact with the Chaos infestation, no matter how fleeting, are liable to summary execution.

Nevertheless, loyal Imperial Guardsmen will not flinch at laying down their lives in battle, and many Inquisitors have blood oaths, honour debts or ancient pacts they can call upon to bring Space Marines to their aid. To represent this, we have also given options to include units chosen from Codex: Space Marines and Codex: Imperial Guard (although be

warned, if Grey Knights are present, allied Space Marines are deemed unnecessary and so may not be taken). Conversely, we have included rules for adding Daemonehunters units to other armies so it is possible to add inquisitors, assassins, Grey Knights and other weirdness to an existing army to represent a small allied or commanding contingent.

As a final contribution, I put one thing on the list to put the wrath of god in the hands of a Daemonehunters force. Orbital strikes are a nod to the Inquisition's ultimate sanction of Exterminatus on any planet deemed irretrievably tainted. Such a planet-wide apocalypse has no place in a game of Warhammer 40,000 but the orbital strike acts as a nice reminder of just who has the really big guns waiting in orbit if they need them!

CONCLUSIONS

Overall I'm very pleased with Codex: Daemonehunters, both as a stand-alone book and as an adjunct to the many other codexes available for Warhammer 40,000. Of course, in Daemonehunters we could only begin to scratch the surface of the hidden offices of the Inquisition.

In the future I'm planning on more Inquisition codexes for the other Ordos, eg, the witch hunters and alien hunters. But that, as they say, is another story for another time.

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

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

Marching onto the Warhammer 40,000 battlefield is the formidable Inquisitor Lord Coteaz and his retinue, sculpted by Gary Morley, Aly Morrisson, and Juan Diaz. Kirsten Mickelburgh and Seb Perbet, explain how they painted them.

ASSEMBLY

After the models were cleaned up and any mould lines filed off, Coteaz's arms were pinned to the torso, and then the rest of the figure was assembled. They were then all undercoated with Chaos Black spray and any areas where the paint had failed to catch were touched up with thinned Chaos Black paint.

INQUISITOR LORD COTEAZ



The gold armour and sections, were painted using an equal parts mix of Tin Bitz and Shining Gold, and then given a wash with Chestnut Ink. The raised areas were highlighted with Shining Gold, followed by an equal parts mix of Shining Gold and Mithril Silver. The model was given a final highlight of Mithril Silver, before a glaze of Yellow Ink thinned-down with water was applied all over the armour. The armour joints were painted Boltgun Metal on the raised areas, followed by Chainmail, and Mithril Silver.

The fabric of the cloak and tabard was painted first, using a basecoat of Scab Red and highlighted with Red Gore,

'EAVY METAL MASTERCLASS



followed by Blood Red. The edges of the fabric were mixed with Blazing Orange, highlighting the extreme edges with Elf Flesh. Finally a glaze of Red Ink, thinned with equal quantities of water, was applied.



The lining of the cloak was given a basecoat of Chaos Black, followed by a mix of two parts Chaos Black to one part Scab Red. More Scab Red was added to the mix until it was approximately one part Chaos Black to two parts Scab Red, and this was used as the final highlight.

The fur trim of the cloak is Vermin Fur, with Skull White used on the edges.



The frame of the hourglass was painted Dark Flesh and blended up to Bleached Bone. The glass itself was first painted Regal Blue, then Enchanted Blue, to which Skull White was blended in. The sand colour is Bubonic Brown, with a touch of Skull White added.



The silver areas of the model, such as the chain around the neck and the Inquisitor's hammer, were painted with a basecoat of Boltgun Metal and then given a wash with Black Ink. Boltgun



Metal was then applied again, and highlighted with Chainmail, with a final highlight of Mithril Silver.

The handle was given a basecoat of Chaos Black, which was then drybrushed with Codex Grey and then Fortress Grey.



The red area of the Inquisition symbol was painted in the same way as the Inquisitor's tabard. The trim was painted



Fortress Grey, into which Skull White was blended for the highlights. The skull in the centre was painted Boltgun Metal, then Chainmail and Mithril Silver.



The holster was painted first with an equal mix of Scorched Brown and Chaos Black. It was then highlighted with Scorched Brown, Bestial Brown and finally Vermin Brown.

The cover of the book was painted using the method described for the Inquisitor's cloak, and the edging was painted as



with the holster. The pages were painted Skull White, over which watered down Flesh Wash was applied.

The Inquisitor's Psyber-eagle was given a basecoat of Scorched Brown, which

was blended with Bestial Brown, Snakebite Leather and Bubonic Brown. To finish, a glaze of thinned-down Brown Ink was applied. The beak and talons were first painted Chaos Black, followed by an equal parts mix of Chaos Black and Codex Grey, followed by Codex Grey on its own. The eagle's eyes were Blood Red, and the metal areas were done in the same way as described for the armour joints.



Inquisitor Lord Coteaz's head was painted with a basecoat of an equal parts mix of Dark Flesh and Dwarf Flesh. A layer of Dwarf Flesh on its own was then applied, followed by Elf Flesh, and finished off with a final highlight of Skull White.

THE FAMILIAR



The wings of the Cherub were painted Chaos Black, over which Codex Grey, and then Fortress Grey were drybrushed. The base of each primary feather was given a glaze of Blue Ink



thinned with equal parts water, and each secondary feather had a similarly thinned glaze of Green Ink.

The syringes on the wings were painted Regal Blue, followed by Enchanted Blue, with Skull White added for the highlights.



The red fluid is Red Gore, to which Skull White was then added for highlighting.



The Scroll and the paper of the purity seals were painted first with an equal parts mix of Bestial Brown and Skull White. Bleached Bone, followed by Skull White were

used for the highlights. A Citadel Fine Detail brush was used to apply thinned down Scorched Brown for the writing, and thinned down Scab Red for the symbols. The seals were painted Red Gore, then Blood Red, to which Elf Flesh was added.



SERVO-SKULLS



The Servo-Skull was painted Bestial Brown, blended through Snakebite Leather, Bubonic Brown, Bleached Bone and finally Skull White. The metal details were painted Boltgun Metal, to which a wash of Black Ink was applied, followed by several highlights of Chainmail.

THE ACOLYTE



The brown robes of the Acolyte were painted first with an equal parts mix of Scorched Brown and Chaos Black. This was highlighted with Scorched Brown,



followed by Bestial Brown, then Snakebite Leather. Finally an equal parts mix of Snakebite Leather and Bleached Bone was applied.



The books carried by the Acolyte were painted with a basecoat of an equal parts mix of Scab Red and Chaos Black. A small amount of Skull White was then applied to this around the edges.



The red areas of the robes were painted Scab Red, and highlighted with Red Gore, and then Blood Red.

The staff was painted first Brazen Bronze, and then Shining Gold. Mithril Silver was added to the Shining Gold for the highlights.

The gem worn at the Acolyte's collar was painted first Regal Blue, then Ultramarines Blue, to which an increasing amount of Skull White was added. The finishing touch on the gem was to add two tiny Skull White dots over the darkest edge, and a thin line of



Skull White along the opposite edge, both of which give the impression of light reflecting off the surface of a gem.

THE SAGE AND THE GUN-SERVITOR



The fabric of the robes of the various Sages were painted with a basecoat of Red Gore with a highlight of Blood Red then applied. Elf Flesh was blended into this for successive highlight stages. Finally, a glaze of Red Ink, thinned with an equal quantity of water, was applied.

The Sage's face was painted using a basecoat of an equal parts mix of Dwarf



Flesh and Chaos Black. This was highlighted by adding an equal quantity of Codex Grey, followed by a small amount of Skull White. The same technique was used for the flesh of the Gun-Servitor.

Games Workshop's Collectable Card Games (CCG) wing, Sabertooth Games have been hard at work on WarCry, their CCG set in the Warhammer world. Paul Sawyer and Mark Chambers visited their studio in Seattle to find out more...

WHO ARE SABERTOOTH GAMES?

Sabertooth Games are Games Workshop's own Collectable Card Game company. CCGs have become very popular over the past few years, and the imagery and background of Games Workshop's games lends itself very well to these card games. Please be upstanding as we introduce the boys and girls at Sabertooth...

Head honcho of the operation is Bob Watts, a man with 25 years in the gaming industry at the highest level. Bob ran GW US before leaving to start a company, Heartbreaker Hobbies, and then moving on to Wizards of the Coast (the inventor of CCGs).

Having left Wizards of the Coast, Bob started Sabertooth Games and doggedly pursued Games Workshop for the licence to produce a set of CCGs based on our game worlds. Bob's name and reputation were instrumental in him being granted the licence. As the company grew, Games Workshop were so impressed that they bought the company, as the old TV advert says.

In charge of Games Design and the Art department is Steve Horvath. Steve is responsible for adhering to Games Workshop's intellectual property (no purple Orks or Giants with boltguns!) and has close dealings with our own Design Studio. He's a big gamer, having played everything that Games Workshop has made plus lots we haven't. Steve's played most armies but loves Space Wolves, Empire and Warhammer Chaos.

Luke Peterschmidt has the most production and manufacturing experience of CCGs at Sabertooth

WARHAMMER WARCRY™

SABERTOOTH SINK THEIR FANGS INTO WARHAMMER



From left to right: Baz Morrison, Jenifer Hunter, Dave Haas, Bob Watts, Tish Hickey, Steve Horvath, Hans Reifenrath, Jason Dawson, Kai Nesbitt, John Bowen, Keith Strohm, Ian Ryan, Carl Kwok, Bill Altig and Luke Peterschmidt.

Games and, as you'd expect, has influence in many areas of the games and business.

Luke was the very first Games Workshop Outrider and worked across Pennsylvania. In 1994 Luke left to become a Games Designer at Friedlander, designing the Guardians CCG. Luke then freelanced for the Five Rings Publishing Group for a year before Wizards of the Coast bought them. Then Luke became a brand manager for the Legend of the Five Rings CCG (a very well known game) amongst others. When Sabertooth began, Luke had no qualms about jumping back into his first love – Games Workshop.

Ian Ryan is one of the Games Developers and is a newcomer to CCGs. Steve Horvath refers to him as the 'one of the best cardbreaker he's

seen' (a cardbreaker is someone who can see the pros and cons of any card or system). Given Steve's experience in the gaming industry, this is high praise. Ian coordinates the playtester teams for both CCG systems and is a top player in many CCGs. He's a massive fan of Tzeentch in Warhammer 40,000 and is a fan of the bad guys in any game.

Daniel Kaufman is Sabertooth's Art Director. His key responsibilities are to commission and coordinate artwork. Daniel is an expert on many CCGs, coming from a background of customer services (akin to our own Roolz Boyz) at Wizards of the Coast. Until he joined Sabertooth he wasn't a Games Workshop player but has lost his heart to the Sisters of Battle since!

Ryan Miller is Sabertooth's lead Designer. Before joining the CCG industry he was a prison guard at



Levenworth Military Prison (at 6' 7" he gets his own way a lot...).

Ryan was a Brand Manager at Wizards of the Coast and co-designed the Warhammer 40,000 CCG and WarCry with Luke. He's an avid Games Workshop gamer and has played most things but deeply loves Warmaster and Battlefleet Gothic. Ryan also plays Space Marines in Warhammer 40,000 (then again, who doesn't have a Space Marines army?).

Jason Dawson was a playtester who became a Games Developer. Currently cutting his teeth in the CCG industry, Jason is excellent at identifying weaknesses in cards and systems and has been responsible for a lot of the revisions of the WarCry system. Currently he's building a Tomb Kings army (and driving a very fast car...)

Hans Reifenrath is in charge of the physical production of the cards, the website and any technical issues. Hans is a long time Games Workshop player fielding Ultramarines (check out the Ultramarines commander Reifenrath card!) as well as Skaven. Hans spent several years working on Magic – The Gathering, amongst other CCGs.

Dave Haas, Joel Ehly, Bo Geddes and John Bowen all help Hans with the technical wizardry that goes into creating the cards' packaging and website (in the darkest studio we've ever seen!). They also help coordinate tournaments and players across the world.

Head of Marketing is Keith Strohm – a man with massive CCG experience having worked on some of the best known games at Wizards of the Coast as well as having a wealth of experience with role-playing games. Keith is a very nice bloke belying an extremely embarrassing secret (*he's a High Elf player* - Ed).

Jenifer Hunter manages many projects and keep the others in line.

Eric Devlin is a familiar name to CCG fans and coordinates the Scout program (similar to the GW Outriders).

Tish Hickey and Baz Morrison have recently crossed the pond from GW HQ to add their experience to the team as



the company grows in size and reputation.

Bill Altig is a very important man as he handles the finance side of things (wages!). Bill is a big fan of all things Elven (*we're sure that with the right treatment he'll pull through though* - Ed).

Kai Nesbit coordinates international versions of the games and deals with overseas distributors. Kai plays Dark Angels Space Marines.

Carl Kwoh - office grot who joined Sabertooth from the playtest team.

Whilst not actually a member of Sabertooth per se, Steve Horvath insisted we had to mention Alan Merrett. Alan is Games Workshop's Intellectual Property manager and a man with bucketloads of passion and experience in our hobby. Alan is the main point of contact with GW Studio and, according to Steve, Alan has been an invaluable help in incorporating Sabertooth into the Games Workshop family.

So, that's the team but what else can be said about Sabertooth Games?

Quite possibly the most exciting thing to come out of our trip to Seattle was the

amazing artwork being produced for the cards. This provides a wealth of material that Steve has kindly allowed us to use in White Dwarf wherever we deem it necessary. Check out some of the artwork on the pages of this article, and there is stacks more to come!

Check out www.war-cry.com for more details of forthcoming releases, tournaments and other events.

WARCRY!

Why make a game based on Warhammer? Well, no CCG has the scope of vast armies clashing headlong, being a general of a seething warhost. WarCry allows that. In bucketloads.

WarCry puts you in the position of a general picking his troops in very much the same way as Warhammer does. The game reflects the cut and thrust of the tabletop game and matches the battle of wits that is Warhammer's trademark.

One of the main aims was to make an army-based game – a game on a grand scale. Sabertooth also wanted to reflect the background and imagery of the Warhammer world but not to put off the newcomer. The Warhammer world is a





very involved and rich history – as Steve says 'it's the coolest world out there'.

Warcry is all about the politics of steel – might is right and the victorious general leaves swathes of arrow-ridden corpses in his wake.

One main goal was to have a very interactive game where the advantage can ebb and flow rather than one player getting ahead and soundly beating his opponent. This was borne out in the many games we played on our visit.

One of the aims was to get a feeling of both players being very much involved in the game as every card played has a big impact on both armies – this is a refreshing change from most of the CCGs on the market at the moment.

Another benefit of doing a Warhammer CCG is that it allows a look into some areas of the world that aren't covered in the tabletop version, the likes of Dwarf Priests and other oddities, for example.

The army deck allows you to either play with an alliance of Good (High Elves,

Dwarfs and Empire) or Evil (Chaos, Dark Elves and Orcs & Goblins), or to pick your favourite army as a stand-alone force (*unsullied by Elves – Ed*).

WHAT'S NEXT?

The first expansion for the game is Winds of Magic which comes out eight weeks after the main game and is more of an addendum to the main set than an expansion. Winds of Magic will add extra elements to the game – primarily magic, but also giving further support to the races in the main game.





Following Winds of Magic will be Siege of Darkness which introduces war machines such as the Steam Tank and the Dwarf Gyrocopter. In addition to war machines, you've seen on the tabletop there will be new behemoths of destruction – keep your eyes peeled!

In both of these forthcoming sets special characters come to the fore. Sabertooth have been working closely with the Black Library (you'll already have seen the free foil cards given away with Warhammer Monthly) and the

relationship will be strengthened by some CCG characters potentially making an appearance in Infernal, Warhammer Monthly or in novels. Conversely, some Black Library characters may even appear in our CCGs and there might be some of these characters finding their way into our Armies books...

The High Elf Everqueen, Morathi and the Slayer King Ungrim Ironfist are amongst those present in the first two expansions. In addition you'll be

introduced to such characters as the Chaos Champion D'Aggorn the Exhalted, Hans Leitdorf, the Grand Master of the Knights of Sigmar's Blood, and Barak Grimjaw, the Dwarf Thane. Expect to see many more too.

Plans for other races beyond the first six are well advanced but you'll have to wait for more details on that.

In a couple of months we'll take a look at Sabertooth's Warhammer 40,000 CCG but for now you can find out more by visiting www.sabertoothgames.com.



This month Gav Thorpe and Space McQuirk reveal the latest events in the Elf war, while the newcomer, Ian Hawkes, takes a look at the Old World religions and Warrior Priests.

Warhammer chronicles

New rules and background for Warhammer

The small ship glided silently up the narrow channel, the moons hidden by the dark and cloudy night. The eerie silence was only broken by gentle waves lapping on the hull, as its elegant prow carved through the black waters. Alith Anar approached a lone figure sat at the foremost section of the boat. The Shadow King had felt a great sense of honour when Eltharion had asked him to join this expedition. It had been a wise decision; few knew the treacherous paths through Naggarythe as well as he.

"We are nearing our destination, Eltharion," Alith spoke in hushed whispers.

"Can you spy the blood cliffs yet?" the blind Swordmaster replied.

"Yes my friend, they are three hundred yards to our port side." Alith could just make out the steep red stone cliffs.

"Tell the helmsman to steer straight towards them, I will guide us safely through the rocks," the warrior from the White Tower said, standing up from his cross-legged position. Eltharion's assurance was unquestioned and rightly so. The Elf's senses were the keenest in the world, some would say supernatural, and had become legendary. Alith Anar strode to the quarterdeck and commanded the helmsman to follow the former Warden's instructions precisely. The warriors in the ship were amazed at how this blind Elf directed the ship safely through the perilous, jagged rocks and yet he managed it with ease, his

curt, whispered commands passed down to the Elf at the tiller. Soon the underside of the boat grated against the shoreline, and an instant later a silvery anchor splashed into the water, shockingly loud in the stillness of the night. Within minutes, every Elf stood in disciplined formation on the shore.

It was an uneasy feeling for these Elves. Many had travelled to continents spread far and wide throughout the world, but few amongst them had set foot in Naggarothe. It was an unsettling sensation, but one of cold defiance. Together the Shadow Warriors and the Swordmasters stood on this dark foreign soil, the land of their enemy. The disciplined ranks of the Swordmasters, who mastered their emotions with unparalleled martial excellence, were a



With battle raging all around, Shadowblade finds his target.

stark contrast to the Shadow Warriors, who exacted vengeance against their hated kin through stealth and secrecy.

"We will make camp here tonight, there will be no fires, we cannot risk discovery," Alith ordered before approaching Eltharion.

Since he had wounded the Witch King, Eltharion had achieved an almost deity-like status across the whole of Ulthuan. He had achieved what no mortal had ever done, and many believed it was a sign that he had the blessings of the gods. The Commander of the Swordmasters stood tall and proud, undaunted by his disability.

"It has been our folly that we have not brought our fight here earlier," Eltharion said as he turned to face Alith, addressing him quietly, but with firm resolution in his tone. "For many years our people have been passive, as a result the Druchii think us weak. We must strike at the heart of our enemies, then they will know that the people of Ulthuan are not prey. Instead, they will know us to be strong. They shall know fear, for together my friend we shall strike it deep into their very souls."

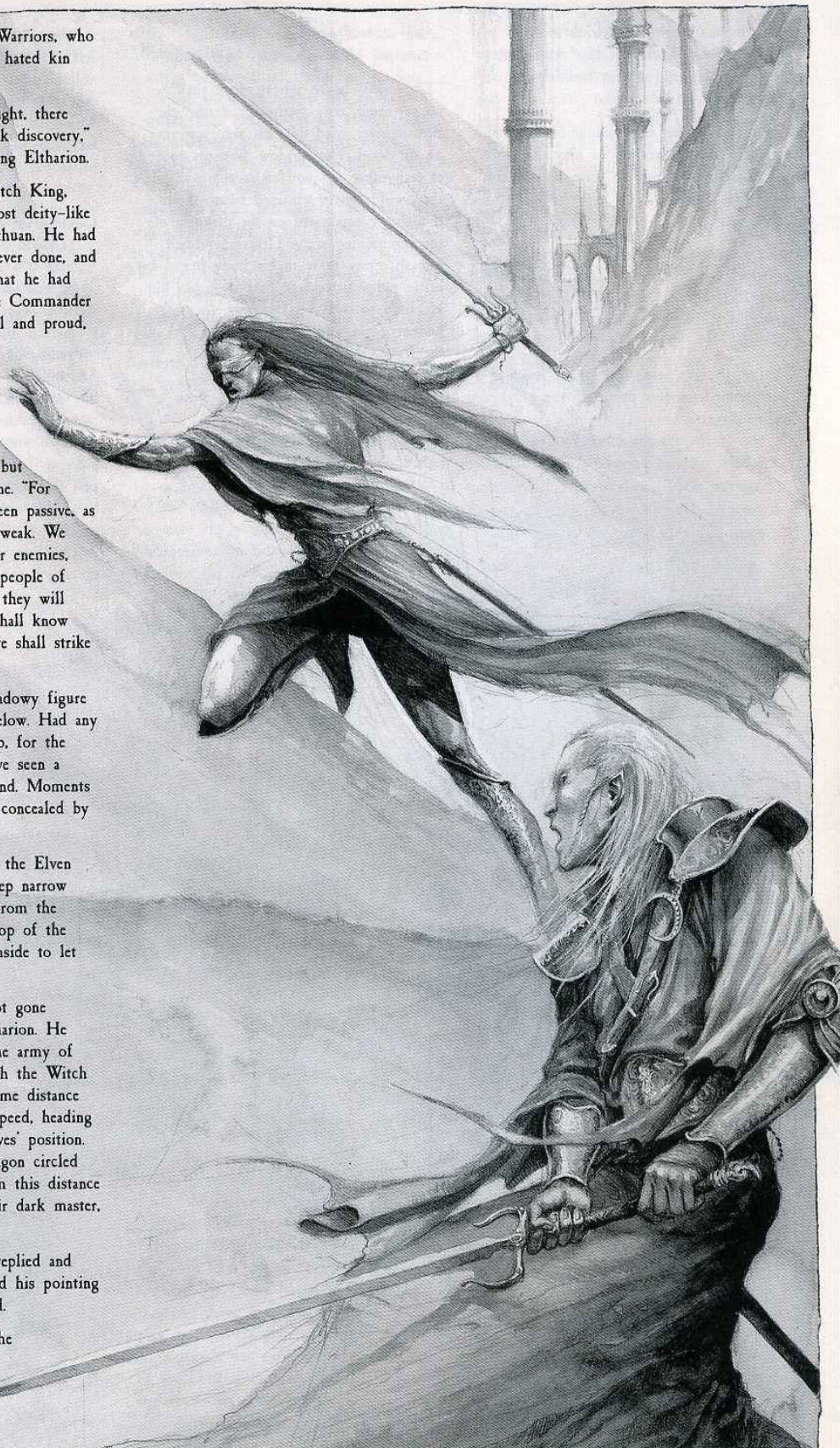
From high on the cliffs a shadowy figure moved unseen by the army below. Had any of the Elves below glanced up, for the briefest moment he would have seen a silhouette sprinting deftly inland. Moments later the figure had vanished, concealed by the darkness of night.

Under the red light of dawn, the Elven raiding party traversed the steep narrow path that wound its way up from the bottom of the cove. At the top of the cliff Alith stopped, stepping aside to let Eltharion pass.

"It seems our presence has not gone unnoticed," Alith said to Eltharion. He pointed at the standards of the army of Naggarond approaching, though the Witch King's own army was still some distance away. The force marched at speed, heading straight towards the High Elves' position. Above the army, a Black Dragon circled high in the clouds. Even from this distance Alith recognised it to be their dark master, the accursed Malekith.

"I can feel them," Eltharion replied and Alith self-consciously dropped his pointing hand to the hilt of his sword.

"Would you have me order the retreat?" the Shadow King asked the Swordmaster.



"No, we shall fight," Eltharion spoke calmly. It was the answer that Alith had been expecting and a grim smile spread on his face.

"By my reckoning they outnumber us four to one," Alith informed the blind Elf, signalling his warriors to form into combat formation.

"I know," Eltharion turned to Alith Anar with a rare smile. "They should have mustered more warriors." The Swordmaster drew his blade and joined the rest of his order who had now gathered at the edge of the cliff.

"We shall fight here, they cannot attack our flanks from this position," the blind hero instructed.

"And what of our retreat?" Alith questioned his commander's bold tactic.

"There shall be no retreat, there shall be no surrender, only victory or death," the Swordmaster cried out, his voice carrying on the wind. The Shadow Warriors looked at each other and nodded in approval, while the Swordmasters remained silent, their thoughts concentrated on the darkness of the approaching army. Eltharion readied himself; every nerve in his body itched for battle and a fierce rage burned within him. He tried to calm his thoughts, focusing his energy in readiness for combat. Yet all the lessons his master Belannaer had taught him vanished from his mind. He could sense the enemy were close. This was the moment he had longed for; to fight the enemy once more on their own shore

and bring the war to Naggaroth. To his left and right, Shadow Warriors unleashed volleys of arrows to fell the Dark Riders who bore down on the High Elves. Moments later, the entire Dark Elf army was upon the elite High Elf warriors and battle was joined.

Circling the battle mounted on his Black Dragon Scraphon, Malekith watched the two armies collide. At the sight of Eltharion, he felt a stabbing pain in his side where the Swordmaster's blade had pierced his flesh. Months later the wound still caused him pain, and Malekith had little wish to feel the sharp bite of the Eltharion's sword again. He had underestimated the skill of the warrior, but it was not the Swordmaster's martial prowess that Malekith feared. He knew that the wound Eltharion had inflicted had been one caused by his own over confidence, a mistake he would not make twice. Something within Eltharion's fury, the anger, and resentment he kept hidden within, was far more of a threat.

Malekith knew well the power of vengeance. It had fuelled his soul for these past millennia, and he had directed it against a whole



nation. That same power unleashed against a single mortal could prove lethal, and Malekith had no desire to meet it. The Witch King of Naggaroth watched the battle unfold. Around Eltharion a large circle had formed, no Druchii fought him, as Malekith had instructed them. Malekith had a more fitting solution to the problem of Eltharion.

The clash of steel on steel, and the cries of the wounded surrounded Eltharion. The Swordmaster fought on grimly around him, locked in combat with the feared Executioners of Har Ganeth. Their presence unsettled Eltharion, for his last sight with mortal eyes had been of their long-bladed draichs beheading the warriors who had followed him to Anlec. He listened out for the approach of an enemy. To his right he heard footsteps of a warrior running to attack him, but before Eltharion could meet his foe, his opponent backed away.

"No, not you!" the Druchii cried out. Eltharion could sense the Dark Elf's fear, but there was something deeper, hidden within. Many times he had fought the Dark Elves, and he knew this arrogant race would never show fear of their kindred. They were too conceited and proud, their implacable self-delusion was their downfall. Something else was at play and Eltharion had no liking of his predicament. The bodies of fallen Dark Elves scattered the battlefield, but he had yet to fell a single foe.

"Come and face me!" he cried out, pointing his sword into the air towards the circling form of Scraphon.

Eltharion could hear his loyal Swordmasters battling behind him. Suddenly from the midst of their ranks he detected the faint rush of a projectile hurtling towards him. Instinctively raising his blade, he deflected the missile mere inches before it struck his neck. A second and a third projectile followed, and Eltharion had to use all his skill to dodge these attacks. Before he could regain his stance, an assailant was upon him.

A flurry of strikes was launched at the Swordmaster. Eltharion was forced to draw from all his reserves to fend off the well-placed blows. For a moment Eltharion was confused, this opponent was indeed skilled and from the manner in which he placed his attacks Eltharion thought he had been tutored in the combat style of the Swordmasters. Assuming a defensive stance Eltharion waited for the next attack. Blocking a series of blows that would have severed any lesser warrior's head, he found himself forced backwards towards the cliff

edge. Anger began to course through him. Momentarily losing his focus, he launched a savage counter-attack, wild rage guiding his blade. Blow after blow fell upon his assailant, then he brought his sword in a fierce overhead arc. He felt the weapon smash through his opponent's blade and bite deep into flesh. But his attack had overbalanced him and before he could regain his footing, a small nick scratched across his neck. He heard his foe fall to the ground and raised his sword to deliver the deathblow. Suddenly he felt his body weaken. Staggering forward, the sound of battle throbbed in his head, his legs buckled beneath him and Eltharion fell to the ground, poisoned by the slightest graze.

Alith Anar drove his blade home, felling another of his hated foes. The battle was faring well, the Dark Elves were no match for the skilled warriors and even though his men were tiring, the heavy toll that the Swordmasters and the Shadow Warriors had taken on the Dark Elves was beginning to tell. He glanced to his left and saw no sign of Eltharion, and caught a glimpse of the wicked blades of Malekith's Executioners. Moving his way through the swirling combat he spotted the fallen hero, next to him a Dark Elf wreathed in a black cloak struggled swaying to his feet, blades raised for a deathblow. Dispatching another of his hated kindred, Alith Anar called out to the Swordmasters, who saw their leader's plight and surged forward, smashing through the pitiless Elves of Har Ganeth. The Shadow King forced his way through the fight, ducking beneath spear tips and sword blades, his own sword deftly flicking out to cut down the Druchii who stood in his path. The charge of the Swordmasters had put the Assassin to flight and they were pursuing eagerly. Still the danger had not passed and Alith Anar stood over Eltharion's prone body, his weapons ready. Relief coursed through his mind as he saw his friend still breathed, albeit each rasp ever so shallow.

A trumpet call sounded across the ringing of steel and war shouts of the Dark Elves. The lord of the Shadow Warriors saw more Elves scrambling from the top of the cliff and at first he feared that the Dark Elves had them surrounded. Then he spied the white and blue uniforms of the Lothorn Sea Guard. Alith was confused, they had never been part of Eltharion's plan, but he was grateful nonetheless. This fresh assault was enough to break the spirit of the Druchii and the Dark Elf army began to fall back. Ordering his warriors to pursue, Alith heard the ringing blast of

the Sea Guards' Horn, sounding out the command to hold ground. The Shadow Warriors faltered, unsure of what to do, and their leader turned towards whoever had made the order, trying to suppress his fury. It was then that he saw Belannaer, sword raised to call the warriors back, and he reluctantly called to his own men to restrain their pursuit.

Within the tent of the White Tower's leader, Alith tried in vain to persuade Belannaer to withdraw the order to return to Ulthuan. Only the thought of Eltharion lying half-dead on a bier behind the Loremaster prevented Alith from bursting out in fury.

"We need to press home the attack," the Shadow King whispered harshly. "Had we pursued the enemy then already we would be marching victorious through Naggarond."

"Do you really believe Malekith would leave his city without defence?" the master of the tower calmly replied. "You would have been shot down to a warrior before you even reached the gates".

Eltharion coughed bloodily. Belannaer paused for a moment, turning to the wounded Elf Lord. He laid a hand on his sweaty brow and spoke a few quiet words, and for a moment pale yellow light bathed his hand. After a moment, Eltharion's breathing became less ragged and the Loremaster turned back to Alith Anar.

"My orders come from the courts," Belannaer told him. "We need all our warriors to defend our own realm. What purpose does this attack serve other than to kill Elves in futile vengeance?"

Alith could tell by the stern look on Belannaer's face that he was in no mood to discuss the matter. Though he burned to avenge his fallen kin, the dispossessed noble still remained loyal to the Phoenix King. He would not stray over the line into disobedience, for he knew he was better than the traitors he hunted so eagerly.

"Tell your troops we shall leave at dawn," Belannaer said sharply as he turned to leave the pavilion, but as he did so he spied movement from the back. A pale, sunken-eyed Eltharion stared coldly at his master.

"Then you will be leaving without my company," Eltharion whispered harshly, before staggering towards the tent flap. "And those who feel as I do," he added, glancing at Alith Anar and then ducking out of the pavilion.



Eltharion

Eltharion, the eldest son of Moranian of Yresse, had been mortally wounded defending Ulthuan against the first incursion by the forces of the Witch King. A Witch Elf's blade had bit into his side, and the deadly poison coursed through his body. Whilst he lay on his deathbed a huge invasion of Goblins, lead by the fearsome Warlord Grom the Paunch reached his ancestral home. During the attack, most of his family were slain. At this moment, a ghostly apparition of his father visited Eltharion. As he lay in a feverish state, the vision bade him to seek out the Goblin Warlord and avenge his death. Eltharion woke to find the poison had been miraculously cured, and by his side lay his father's blade, the magical Fangsword.

The Goblins had by now reached the city of Tor Yresse and the warden of the city had been killed by sorcerous green magic. At the city's darkest moment Eltharion descended from the skies, mounted on his loyal Griffon, Stormwing. In a climatic battle, he killed the Shaman and defeated the Goblin Warlord Grom, avenging the death of his father.

He was proclaimed warden of the city, but his close friends noticed a change had come over the once noble warrior. His moods had become dark and he soon earned the title Eltharion the Grim. When Malekith attacked Ulthuan once more, Eltharion was eager for battle. Mounted on Stormwing, he flew to Anlec, where Malekith's force had massed. He knew the Witch King would seek to claim his old throne in the ruined palace, and instead of leading the army in defence of the realm, Eltharion waited inside the ruins. The High Elf force was destroyed and when Eltharion confronted Malekith, the Witch King turned his dark powers on the impetuous Elf, wracking Eltharion with magic. The Witch King tried to force Eltharion to swear loyalty to him by threatening the survivors of the High Elf force. Eltharion refused and Malekith's Executioners beheaded the High Elves who had survived the battle outside the palace.

The broken body of the Warden of Yresse was returned to Ulthuan, blinded and barely alive. Belannaer

tended to his wounds and Eltharion soon recovered, but his mental scars ran deep. Belannaer instructed Eltharion in the ways of the Swordmasters and the skilled Elf learned exceptionally quickly, soon becoming a match for the Master himself. Belannaer gave Eltharion command of the Swordmasters, a task that Eltharion relished. Once again he met the Witch King, as Malekith's invasion broke through the Dragon Gate and into the Inner Kingdom. The Swordmasters had been ordered to aid the Handmaidens in their duty as guards to the Everqueen. When her forests came under threat, the Swordmasters rushed to the Everqueen's aid, and in the ensuing battle he wounded the

Eltharion

	M	WS	BS	S	T	W	I	A	Ld
Eltharion	5	8	6	4	3	3	8	4	10

Cost: 255 points.

Weapons: Eltharion carries the White Sword of Hoeth.

Armour: Light armour

SPECIAL RULES

The White Sword: Eltharion has been taught by the Master of the White Tower of Hoeth, and wields one of the long, two-handed blades of the Swordmasters. Clad in the pure white robes of the Order and cutting through the foe with ease, Eltharion is now called the White Sword by many Dark Elves who have seen him. So great is Eltharion's skill, he can use a number of fighting styles, each of which has a different effect on his rules. At the start of each round of combat, Eltharion must declare which fighting style he is using for that whole round. Note that the White Sword is not a magic weapon, nor is it a normal great weapon. Only the rules listed below apply to Eltharion's attacks.

Way of the Willow Branch: Eltharion's body twists and contorts like a reed in the wind, and his sword deflects incoming blows with astounding speed, making him virtually impossible to hit. Any close combat attacks against Eltharion require 6's to hit, before any other modifications, and regardless of relative Weapons Skills or any other special rules.

Way of the Winter Breeze: Weaving his sword in a bewildering, swirling arc, Eltharion is able to guide his blade through even the most steadfast defence. Eltharion attacks at +1 to hit in close combat.

Way of the Swooping Eagle: Eltharion summons all of his speed and might into a few deadly blows. Eltharion's attacks are resolved at +2 Strength.

Way of the Breaking Storm: Unleashing his speed and strength in a flurry of blistering attacks, Eltharion rains down blow after blow on the enemy. Eltharion gains +2 Attacks.

Great Leap: Eltharion is immensely acrobatic, and is able to jump high through the air to reach his foes. At the start of any round of combat, before attacks are allocated or challenges issued, Eltharion may be moved to anywhere in the same combat (even leaving one unit and joining another, or becoming an independent character). He may not use this to position himself out of combat, or if he is already involved in a challenge.

Lord of Hoeth: In the White Tower, Eltharion is now second only to Belannaer himself, and often commands the army of Hoeth. If Eltharion is your general, Swordmasters are no longer a 0-1 choice.

Intrigue at Court: There is no need to roll for Intrigue at Court if you take Eltharion - he is automatically the army general. The only exception to this is if Tyron is also present, in which case Eltharion will defer to Tyron's superior battlefield knowledge and skills.

Impenetrable defence: Eltharion's senses and foresight are so keen, he can now react even faster than when he could see, enabling him to predict the enemy's attacks and even deflect incoming arrows. Eltharion has a 5+ Ward save to represent this, and in addition, Killing Blow has no effect on Eltharion (simply treat To Wound rolls of 6 as a successful wound).

Psychology: Eltharion Hates Orcs and Goblins and Dark Elves, but is otherwise Immune to Psychology. Any unit of Swordmasters joined by Eltharion becomes Stubborn.

The Dark Within: Eltharion is a very troubled soul, and his thirst for revenge can drive him to rash acts. Eltharion and any unit he leads must declare a charge if there is an enemy within range, and can never test to restrain pursuit.

Witch King. It was a feat that no mortal had ever achieved, but now Eltharion seeks to destroy Malekith and has taken the fight to Naggaroth. Even the calm words of Belannaer cannot stay his desire, and the Phoenix King has granted this special request. Belannaer holds on to a fragile hope that Eltharion will overcome the bitterness that burns within his heart, but also knows this is a war his pupil must fight on his own.

Eltharion is one of the High Elves most deadly and respected warriors. He may be taken as a Lord choice in any High Elf army. He must be used exactly as presented here and may not be given any additional equipment or magic items.

Shadowblade

Shadowblade

M	WS	BS	S	T	W	I	A	Ld
6	10	10	4	3	3	10	6	10

Cost: 360 points.

Weapons: Two hand weapons.

SPECIAL RULES

Master of Assassins: Shadowblade is treated as an Assassin in all respects, with the exception of his Hidden rules. Shadowblade may be deployed in one of four ways: as normal; as a Scout (within a unit of Shades if you desire); using the Hidden rules on page 11 of the Dark Elves Army book; inside the enemy army. If he chooses to deploy in the enemy army, the following rules are used. After your opponent has deployed, secretly write down within which enemy unit Shadowblade has attempted to conceal himself. This must be a roughly man-sized infantry unit, or war machine crew (and includes Goblins, Dwarfs, Halflings and such, but nothing larger than man-sized – even Shadowblade cannot make himself look like an Ogre...).

At the start of each of the opposing army's turns, roll a D6. On a roll of a 2+, he is still undiscovered. On a roll of a 1, the enemy have seen through his disguise and he is placed on the table. Alternatively, at the start of any Dark Elf turn, Shadowblade can be revealed voluntarily. Regardless of how he is revealed, use the following method to place him on the table. Reveal to your opponent within which unit Shadowblade was hiding. Shadowblade replaces one of the models in the unit (he was killed before the battle), remove one ordinary unit member (not a Command model or character). Place Shadowblade anywhere in contact with the unit. If he is revealed voluntarily, Shadowblade counts as charging that turn; if he was discovered then the enemy count as charging. Shadowblade may drink his Potion of Strength at the start of a turn in which he was voluntarily revealed.

Dark Venom: (see the Dark Elves Army book, page 22).

Dance of Doom: (see the Dark Elves Army book, page 23).

Touch of Death: (see the Dark Elves Army book, page 23).

Hand of Khaine: (see the Dark Elves Army book, page 23).

Cry of War: (see the Dark Elves Army book, page 23).

MAGIC ITEMS

Heart of Woe: The Heart of Woe is a large ruby that beats like a living heart. Should the bearer be slain, the crystal shatters into thousands of jagged shards, slaying those responsible for their death and leaving no remains to be identified. If Shadowblade is slain, centre the large blast marker over his final position. Any model fully under is automatically hit, while models partially under are hit on a roll of 4+. Models hit by the exploding Heart of Woe take a Strength 3 hit.

Potion of Strength: A potent magical brew created from Troll blood and the heart of a Griffon. Shadowblade may drink this at the start of any turn and it lasts until the start of the next player's turn. While in effect, the Potion gives Shadowblade +3 Strength.



Shadowblade

Shadowblade is still young in Elf terms, his reputation however, is already legendary. Stories of his grizzly adventures are used as the basis of bloodthirsty hymns sung by the Witch Elves at their sacrifices. Possibly his most famous exploit was the murder of the entire crew of a High Elf Hawkship, one by one over a period of several days. Only the horribly mutated captain was left alive, so that he could tell of the days and nights of mounting horror on the ship, as the crew desperately attempted to corner Shadowblade, but without success. Other stories include the assassination of the Burgomeister of Marienburg. His fleet had attacked and sunk one of the Black Arks on route to Albion. After an initial attempt at his life (by a lesser assassin) had been foiled, over twenty guards were posted to watch his chamber day and night. His most loyal bodyguards were even posted within his room. Yet his body was found stone cold in his bed with over twenty stab wounds. Not one guard had been harmed, nor had any of them heard a single sound.

There are many rumours that have circulated as to the identity of this Master of Assassins. Some believe he is the son of Malekith's mother, Morathi. Many who have seen him in combat, liken his skills with a blade to those of the legendary Swordmasters of Hoeth. This has led to speculation that he was once in fact one of these skilled warriors, trained by Belannaer himself. Whatever the identity of this Dark Assassin, he has sworn allegiance to the Witch King and now serves as Malekith's personal agent. Any mortal who dares cross Malekith risks a visit from this feared killer, and he has never failed his master yet. Even the Hag Queen herself, who knows the exact identity and whereabouts of every other Assassin in Naggaroth, is in stark fear of Shadowblade, for he obeys one master only.

Shadowblade can be fielded in a Dark Elf army and counts as a Lord choice. He must be fielded exactly as described here and may not be given any additional equipment. Like all Assassins, he may not be the army's General.



RELIGION IN THE OLD WORLD

Religion is an important part of life in the Old World. While for most people the gods are a distant force, casually sworn by in everyday conversation and invoked when convenient, their existence is considered a fact of life and no Old Worlder would dream of offending them. The wrath of the gods is all too plain to see – in the Old World nothing is coincidence in divine matters, as too often an anomalous sea-storm or freak lightning strike have proved fatal to those who have tempted the anger of the gods. There are many gods of the Old World, and each was the ancient god of one of the tribes of Men. After Sigmar founded the Empire, civilisation grew and the tribes mingled. Their cultures inevitably began to influence each other, as much in religion as any other sphere of life. The gods of each tribe gradually came to be acknowledged by the others, and after many centuries the Old World pantheon as it stands today began to appear.

Often the god most honoured in a state or province will be the one that was originally the god of the tribe from that area, since that god's powers and domain will be the most relevant to them: but each god is considered the equal of the others in power and importance. Ulric was the god of the Teutogen tribe and to this day is the patron of much of the Empire's north, but while a citizen of Middenheim might invoke Ulric for protection or strength, he will still pray to Morr when grieving for a loved one, or to Taal for favourable weather. A Bretonnian will appeal to the Lady of the Lake in many situations, but would still be wise to make offerings of sacrifice or prayer to Manann before embarking on a voyage at sea.

THE GODS OF THE OLD WORLD

Manann: Manann is the God of the Seas, and commands the waves and storms. He is usually depicted as a heavily built man wearing a crown of black iron, but can take the form of a great waterspout or sea monster. The largest temple to Manann is in Marienburg, and all his other temples in the Old World pay it tribute. He is worshipped in coastal areas across the Old World, invoked for protection from storms and monsters at sea and for good fishing. In particular those who spend months at sea, including warship crews, traders and even pirates, are careful to make regular offerings to Manann lest their ship be destroyed in a storm or thrown against a reef by the vengeful sea god.

Myrmidia: Represented as a beautiful young woman clad in armour, Myrmidia is the Goddess of War, and her symbol is the spear and shield that she is most often depicted with. She is the patron of the art and science of battle, and is paid homage by many commanders and strategists as well as simple soldiers. Her worship is most popular in the south of the Old World, especially in Tilea and Estalia, although her followers can be found everywhere. There is some antipathy between cultists of Myrmidia and Ulric who view each other, mostly unfairly, as unnecessarily prim and reserved or as barbarous savages respectively. Fortunately this usually manifests as healthy competition on the battlefield rather than open hostility.

Ranald: Thieves, gamblers and illusionists across the Old World venerate Ranald, for he is the Trickster

God. Unlike many other gods his worship is rarely open, instead confined to the underground that many of his followers inhabit. Ranald is associated with crime but considers the acts of deception and trickery more important than the crime itself, and forbids violence except in self-defence. Though he is portrayed as mischievous and charming rather than malevolent, Ranald's followers are seen mostly as a nuisance by the general public and in particular cultists of Verena, who tend to view worship of Ranald as a weak excuse for unlawful behaviour. Shallyans also bear him some animosity as, according to myth, Ranald gained his divine status by tricking the Goddess of Mercy into allowing him to drink a vial of her tears.

Morr: Morr is the God of Death and the Dead, who appears as a brooding but stately middle-aged man in dark robes. The act of dying itself is something he leaves to less peaceful gods: rather, Morr is the guardian of departed spirits. Although death is an everyday fact of life in the Warhammer world, Morr is not a god to be invoked casually and his symbols are thought to bring bad luck if displayed out of place. Instead he is usually called on by the bereaved and grieving. Many Witch Hunters, though ostensibly Sigmarites, will pray to Morr to aid them in returning the Undead to their eternal rest, and in thwarting Necromancers who would disturb his domain. Morr is also the god of dreams for the world of dreams is close to the realm of death, and he is said to be able to weave great magical illusions.

Shallya: Shallya is the Goddess of Healing and Mercy, sister of Myrmidia and the daughter of Morr and Verena, and icons generally show her as a young

woman whose eyes are perpetually filled with tears. She is seen as the patron of women as she is said to watch over childbirth, and her clerics are almost invariably female. Shallya's priestesses are skilled healers, able to tend the ill and wounded and ease their suffering, and are invaluable wherever there is plague, war or strife. They also hear the confessions of those who wish to relieve themselves of the burdens of sin, for Shallya shows mercy to all.

Taal: Taal is the God of Nature and Wild Places. As with his brother Ulric he was the god of a pre-Imperial tribe, and the Empire province of Talabecland still bears his name. He shares with his brother some of the primal aspects of nature. Taal is not a violent god however, and although failing to show the land the proper respect can incur his wrath, his realm is more often the protection and harmony of the wild. His followers are those who depend on and live in accord with the natural world, including many hunters and farmers, and although there is no formal church of Taal there exist many temples of loose stones out in the countryside, where passing woodsmen can pay their respects to nature.

Ulric: Ulric is the mighty God of Battle, Wolves and Winter. Depicted as a heavily muscled man clad in the furs of the Empire's barbarian founders, he is acknowledged by warriors and soldiers across the Old World. Ulric is the fiercest of the gods, harsh and independent: he is the embodiment of strength, power and courage, and demands no less from his followers. In the north of the Empire, especially Middenland, Ulric is so widely worshipped that his High Priest has a vote in the Imperial Elections, making his the most powerful cult in the Empire after that of the Sigmarites.

Verena: The Goddess of Learning and Justice, Verena, is honoured by many academic and bureaucratic professions, including law enforcers, magistrates, politicians, scholars and wizards. Her symbols are the scales and the sword, representing the wisdom and the vengeance of justice, and she is said to be able to change her shape into that of an owl or an elderly sage of either gender. Followers of Verena value reason above force but are more than ready to take up arms in the name of justice if diplomacy fails.

Sigmar Heldenhammer: Though Sigmar was a mortal man, he was a being of such power and legend that he came to be worshipped by the people of the Empire that he forged. Now none who have witnessed the holy strength commanded by his priests could doubt

his divinity: his very name is anathema to the minions of evil. Sigmar is the patron of his Empire, and only there is he acknowledged or worshipped. Within its boundaries, however, Sigmar is supreme, standing for honour, justice, the protection of the weak and the destruction of evil. His cult wields great political power as well as spiritual, and no Emperor has ever held office without the support of the Grand Theogonist of Sigmar.

Other Religion in the Old World:

Aside from these, there are other, less well known deities and religions that have followers in the Empire and its surrounding lands. Perhaps the most important of these is the Lady of the Lake, the Bretonnian guardian-goddess. This mysterious deity was worshipped alongside the other gods of the ancient Bretonni tribe as a mother-goddess who represented all that was right and good about the land. She is the queen of a race of earth-spirits whom the Bretonnians' ancestors believed to inhabit the forests, mists and lakes. In the Imperial year 977 the Lady of the Lake, as she had come to be known, manifested in person to Gilles le Breton, blessing him and his knights before the great victory over Orcish invaders that would result in the founding of the Kingdom of Bretonnia. Since then the Lady has been the goddess of Bretonnian nobility, called on in the name of courage, honour and justice. She remains the only deity in the Known World whose worshippers claim appears in person to her most devout followers. This assertion causes endless theorising amongst scholars in the Empire, although such analytical discussion of a divine matter tends to incense any listening Bretonnians.

One of the most secretive cults in the Known World is that of the Old Faith, an ancient religion predating the gods of the Old World and worshipping nature and natural forces. Sometimes referring to themselves as Druids, the priests of the Old Faith serve as protectors of the land, and have no formal temples but meet in secluded clearings or at strange circles of standing stones. Priests of the Old Faith are scarcely seen and even more rarely known to act in anger, but they have been said to command strange elemental forces far more powerful than the invocations of other clerics. Perhaps because of this it is whispered that the Jade Order of Wizards has close ties with the Old Faith, or may even be some kind of centre for it. Certainly they share many characteristics and beliefs. Recently even the outlandish emissaries of the island of Albion, the Truthsayers, have appeared to be similar in many ways to priests of the Old Faith, further adding to the mystery and speculation surrounding this most ancient of religions.



Also worshipped in small numbers across the Old World are various proscribed cults, such as those of the evil Lord of Murder, Khaine, or the Chaos gods. Frequently devotees of these cults are bored nobles attracted by their very illegality and mystique, or else oppressed factions seeking power to force social or religious upheaval, but all soon become corrupted and enrap in evil, lured by whispered promises of

power or riches. These cults are the corrupt underside of human society working unnoticed towards whatever obscene goal their god demands, be it to overthrow power, cause death on a grand scale, or perverse and lethal indulgence. They are persecuted relentlessly by clerics of other churches, especially that of Sigmar, who aim to break up the covens before they can cause too much damage and suffering.



TEMPLES AND PRIESTS

All the gods have their temples, places where their mortal followers can go to pay their respects in whatever form the god demands. The similarities end there, however, for the form taken by a temple depends entirely on the personality of its patron and cult. Temples to Sigmar, for example, tend to be built as ornate cathedrals with overbearing statues of the god himself, celebrating Sigmar's glory and power by their extravagance. Shallya's temples in contrast are simple and plain, consisting of living quarters for the priestesses, a few modest chapels and an infirmary where they can carry out their work. The chances of anyone who is not an initiate of his cult even knowing the location of a shrine to Ranald are small, while Taal's temples are primitive buildings of loose stones, far out into the countryside.

Just as every god has temples after their own fashion, so each has their own cult of followers who carry out deeds and works in their name. Exactly what form this work takes, and how they go about it, depends on the god in question. Priests of Morr console the bereaved, conduct funerals and burial rites, and attend to the bodies of the dead. Clerics of Verena are seen as guardians of knowledge and strive to be utterly unbiased, and because of this are often called on as adjudicators in disputes. Whatever their specific tasks it is the job of priests to organise and lead the cult, as well as attend to the spiritual needs of not only their own followers but everyday folk.

WARRIOR PRIESTS

Many of the Old World's deities are Warrior Gods. In particular Sigmar and Ulric are revered for their might and intolerance of evil, but Myrmidia is also a powerful warrior and Verena's followers frequently take up their arms and armour to battle injustice.

These priests' gods demand that they must be ready to fight evil with the sword as well as their faith, and their temples often give them leave to accompany the Empire's armies as they march to war. In this role they are invaluable, as they are able not only to lead and inspire troops in battle, but also to tend to their spiritual well-being on the march. Many have been the times that a speech or tour of camp by a priest has restored faith or stayed mutiny when the words of even the most respected general would have fallen on deaf ears.

THE GRAND THEOGONIST

The Grand Theogonist is the High Priest of the Cult of Sigmar, and is therefore the ultimate authority on all spiritual matters within the Empire. This grants

him immense power, since even Counts and Barons who resent the authority of the Emperor must ultimately bow to the church. It has even been said on occasion, and in hushed tones, that the Grand Theogonist is the true power behind the Imperial Throne, able to manipulate the more weak-willed Emperors for the church's ends. Regardless of the truth of this he is certainly one of the most important men in the Empire.

The current Grand Theogonist is Johann Esmer, unanimously chosen by the Cult of Sigmar's Arch-Lectors following the defeat of Volkmar the Grim at the hands of the northern barbarian leader Archaon. Grand Theogonist Esmer II is a shrewd and intelligent man, well known within the church for his political and financial astuteness, and he has the ear of Emperor Karl Franz on all matters.

Despite this there was some opposition to his appointment within the ranks of the grass roots clergy. Many priests feel that Esmer is a man concerned more with temporal than spiritual riches. In particular the self-proclaimed Prophet of Sigmar, Luthor Huss, has loudly denounced Esmer as a charlatan and a profiteer, even going so far as to nail a gold-painted effigy of the new Grand Theogonist to the door of the Cathedral of Sigmar in Nuln in protest of Esmer's alleged materialism. Huss has long been an annoyance to the higher ranks of the organised church and with this act many feel he has gone too far, and should be punished by the full weight of Sigmarite justice. Esmer himself preaches reservation and forgiveness, urging that

such zeal can only be the mark of true unshakable faith. All the same, those close to the Grand Theogonist and the Emperor believe that it is only a matter of time before Huss and his rabble-rousing become a major problem.

PRAYERS AND INCANTATIONS

It has often been noted that clerics sometimes seem to possess some limited form of magical power. Certainly the Priests of Morr have been known to lay to rest undead creations with an incantation, and on occasion a Sigmarite cleric has appealed to his god before performing a feat of near-superhuman strength. Whether this is intuitive magic, divine intervention, or simply the sheer force of belief of the priest is a matter endlessly discussed in academies and universities, and amongst the few scholars inclined to such thoughts there is no definitive answer. For most people however, this is undisputable proof of the will of the gods.

The priests themselves believe that their god is acting through them, and it is certainly true that very few priests have any formal magical tuition – indeed many would consider it extremely distasteful to do so. The magical arts are viewed by most cults with great suspicion, as mysticism is considered anathema to honest faith (although some less devout individuals suggest that this has more to do with the churches feeling threatened by this encroachment onto traditionally religious ground).



Led by a Warrior Priest of Sigmar, the Empire soldiers march forward.

TEMPLARS

Imperial Knights are some of the greatest warriors of all Humanity. Masters of arms and equipped with the finest weapons, armour and warhorses in the Empire, they are a fearsome force on the battlefield and the charge of the Imperial heavy cavalry has broken the back of many an army.

Knights are formed into organisations called Orders. Each Order has its own unique heraldry and traditions, and is fiercely proud of its history. The Knightly Orders are powers unto themselves, answering only to their Grand Master rather than any political body or official, and because of this are extremely powerful: only the Grand Master can pledge the Order's support for a particular cause or war, and if a Count wishes support of the knights it is vitally important for him to make a convincing case as to why they should take an interest.

Some Knightly Orders are secular, professional knights who serve the Empire, such as the Knights Panther, the Reiksguard or the Order of the Gold Lion. Many more however devote themselves to the service of one god alone. These are called Templar Orders, and the warrior-monks who serve in them are Templars. Fiercely devout,

these knights are mighty warriors but their greatest strength is their faith in their god, for whilst this remains they will never accept defeat.

The Knights of the Twin-Tailed Orb:

The Knights of the Twin-Tailed Orb are followers of Sigmar, named after the two-tailed comet that heralded Sigmar's appearance among mortals. Like other Sigmarite orders they are renowned for their zeal and fervour. In particular the Knights of the Twin-Tailed Orb are famous for their eagerness to prevent the escape of a single tainted foe, and will relentlessly pursue fleeing enemies even when it would make more tactical sense to regroup.

The Knights of the Blazing Sun:

Templars of the war-goddess Myrmidia, the Knights of the Blazing Sun were founded during the Crusades in 1457. In a street battle against the Arabians in Estalia, a group of knights were saved from certain defeat when a freak earthquake dislodged a huge statue of Myrmidia from a temple roof. It crashed to the ground and landed on the enemy general and his bodyguard, killing them instantly. After the battle, the survivors banded together and founded the Order of the Blazing Sun in Myrmidia's honour.

The Templars of Sigmar: Although a Knightly Order, the mysterious group known simply as the Templars of Sigmar are a world away from the warriors in shining armour of popular image, so much so that they rarely refer

to themselves as knights. Instead they battle the foes of Sigmar from the shadows, dealing with subtle and insidious threats such as Chaos cults and reclusive necromancers. In particular they excel at battling users of sorcery, as magic and trickery are tools often used by the servants of darkness. All that most common folk see of the Templars of Sigmar are the elaborate trials and fiery executions used to cleanse the souls of the wicked, and because of this they are most often known simply as Witch Hunters.

The Knights of the White Wolf:

As Templars of Ulric, the White Wolves are based in Middenheim, which is the centre of the Ulrican cult. They are known for being the wildest of all the Knightly Orders, charging into battle with no thought for their own safety, and frequently no thought for strategy or tactics either. Their ferocity is unmatched however, and few enemies can withstand the crushing blows of their cavalry hammers.

The Black Guard of Morr: Seen less frequently on the open battlefield than knights of many other Orders, the sinister Black Guard are more often encountered travelling alone or in small groups, seeking out corrupt sorcerers who would interfere with the realm of the dead and take resting souls from their place at Morr's side. In this capacity they frequently work alongside the Witch Hunters of Sigmar, combining arms to deal with an undead threat.





The new Warrior Priests of Ulric mounted on a warhorse and on foot.

Warrior Priests of Ulric

	M	WS	BS	S	T	W	I	A	Ld
Warrior Priest of Ulric	4	4	3	4	4	2	4	2	8

Cost: 95 points.

Weapons: Hand weapons.

Options: May choose either an additional hand weapon (+4 pts), or a great weapon (+4 pts).

May choose either light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).

May ride a warhorse (+10 pts), which can have barding (+4 pts).

May be given magic items from the Common or Empire magic item lists with a maximum total value of 50 points. Note that due to the following items being consecrated in the name of Sigmar, or held in the Imperial Vaults in Altdorf, they may not be chosen by Priests of Ulric: Sword of Sigismund, Sword of Righteous Steel, Gilded Armour, Jade Amulet, Armour of Meteoric Iron, Sigil of Sigmar, Icon of Magnus.

SPECIAL RULES

Blessing of Ulric: The presence of the Priest of Ulric adds one dice to the Dispel pool of the army.

Crush the Weak: Ulric detests weakness and cowardice. The Priest of Ulric and any unit he leads Hate models with a Leadership characteristic of 6 or lower, even if normally Immune to Psychology. Priests of Ulric will never join Knight units except Knights of the White Wolf, and will not join a unit containing a Warrior Priest of Sigmar. Note that a Priest of Sigmar will not cast his Prayers on a Priest of Ulric!

Prayers of Ulric: In each Magic phase the Priest of Ulric can use one of the following Prayers, counting it as a Bound spell with Power level 3.

Battle Howl: Remains in play until dispelled or the Priest attempts to use another Prayer. As long as the Battle Howl is in effect, the Priest and any unit he leads add D3" to their charge moves. If the charge is failed, the extra movement is wasted; make a normal move towards the target as normal.

Destruction: Every enemy model in base contact with the Priest suffers a single Strength 4 hit.

Winter's Chill: Any units engaged in close combat with the Priest or the unit he is with must take a Leadership test. If failed, they suffer a -1 to hit penalty in the next Close Combat phase. Note that this is not a psychology test.

Fury of Ulric: Remains in play until it is dispelled or the Priest attempts to use another Prayer. The Priest and any unit he leads become immune to *fear*, *terror* and *panic*.

In Middenland, like nowhere else in the Empire, Sigmar falls second in worship to one of the Old Gods: Ulric, the wolf god of winter. In the north of the Empire life is harsh; the winters are freezing, the soil is poor, and the forests crawl with Goblins and Beastmen. Ulric is the state's patron because he is as harsh as the land itself, and the strength and independence he expects from his followers hardens the people to the austerity of their existence.

Ulric's Priests reflect this quality. All clerics of Ulric are ferocious fighters, for entry to the cult of Ulric is forbidden to those who do not follow a martial pursuit. This is because Ulric is a warrior first and foremost, expecting his followers to confront problems head-on and by force of arms whenever possible. In battle the Priests of Ulric are the embodiment of the spirit of Ulric, swinging their axes and swords and crying oaths to their enemies with the ferocity of the Wolf God himself. The fighters around them are filled with courage, and the faith and strength of the warriors of Ulric is indomitable.

Warrior Priests of Ulric can be included as a Hero choice in Empire armies.



HIGH ELVES AND DARK ELVES

Following on from Warhammer Chronicles, we thought we would show you the models you need to recreate the core of both armies, and also some great components that you can use to customise your troops. The models on this page are available from your Games Workshop stockist's.

All miniatures are shown at 50% actual size.



HIGH ELF SPEARMEN REGIMENT

£15

This boxed set contains 16 High Elf Spearmen including Musician, Standard Bearer and Champion.

Denmark.....kr 185.00
Sweden.....kr 225.00
Euro.....€ 25.00



HIGH ELF MAGE

£8

This blister contains 2 High Elf Mage miniatures.

Denmark.....kr 100.00
Sweden.....kr 120.00
Euro.....€ 13.00



HIGH ELF SWORD MASTERS OF HOETH

£6

This blister contains 3 High Elf Sword Master of Hoeth.

Denmark.....kr 70.00
Sweden.....kr 80.00
Euro.....€ 10.00



SILVER HELMS REGIMENT

£15

This boxed set contains 8 High Elf Silver Helm models including Musician, Standard Bearer and Champion.

Denmark.....kr 185.00
Sweden.....kr 225.00
Euro.....€ 25.00



TYRION, DEFENDER OF ULTHUAN

£12

This boxed set contains 1 Tyrion miniature.

Denmark.....kr 150.00
Sweden.....kr 180.00
Euro.....€ 20.00



DRAGON PRINCES OF CALEDOR REGIMENT

£25

This boxed set contains 5 Dragon Princes of Caledor models including Musician, Standard Bearer and Champion.

Denmark.....kr 300.00
Sweden.....kr 350.00
Euro.....€ 40.00



DARK ELF ASSASSINS

£5

This blister contains 1 Dark Elf Assassin miniature.

Denmark.....kr 55.00
Sweden.....kr 65.00
Euro.....€ 8.00



DARK ELF SORCERESS ON COLD ONE

£7

This blister contains 1 Dark Elf Sorceress on Cold one miniature.

Denmark.....kr 80.00
Sweden.....kr 90.00
Euro.....€ 11.00



DARK ELF SORCERESS

£5

This blister contains 1 Dark Elf Sorceress miniature.

Denmark.....kr 55.00
Sweden.....kr 65.00
Euro.....€ 8.00



DARK ELF SHADES

£6

This blister contains 3 Dark Elf Shade miniatures.

Denmark.....kr 70.00
Sweden.....kr 80.00
Euro.....€ 10.00



DARK ELF COLD ONE CHARIOT

£12

This boxed set contains 1 Dark Elf Cold One Chariot.

Denmark.....kr 150.00
Sweden.....kr 180.00
Euro.....€ 20.00



MALUS DARKBLADE

£8

This blister contains 1 Malus Darkblade miniature.

Denmark.....kr 100.00
Sweden.....kr 120.00
Euro.....€ 13.00



DARK ELF WARRIOR REGIMENT

£15

This boxed set contains 16 Dark Elf Warrior models including Musician, Standard Bearer and Champion.

Denmark.....kr 185.00
Sweden.....kr 225.00
Euro.....€ 25.00

The components on this page are only available from your Games Workshop in-store order point,

The components on this page are perfect for converting your High Elf or Dark Elf armies to add variety to the core troops, or even for customising your Heroes and Champions.
All miniatures are shown at 50% actual size.



HIGH ELF FRONT RANK
SPEARMAN 1
021006101 £2



HIGH ELF FRONT RANK
SPEARMAN 2
021006102 £2



HIGH ELF FRONT RANK
SPEARMAN 3
021006103 £2



HIGH ELF FRONT RANK
SPEARMAN 4
021006104 £2



HIGH ELF
SPEARMAN 1
021002201 £2



HIGH ELF
SPEARMAN 2
021002202 £2



HIGH ELF
SPEARMAN 3
021002203 £2



SILVER HELM
KNIGHT BODY 1
021002803 £1



SILVER HELM
KNIGHT BODY 2
021002804 £1



SILVER HELM
KNIGHT BODY 3
021002805 £1



SILVER HELM
KNIGHT BODY 4
021002806 £1



SILVER HELM
KNIGHT LEGS 1
021002801 £1.50



SILVER HELM
KNIGHT LEGS 2
021002802 £1.50



SILVER HELM COMMAND
GROUP LEGS
021002902 £1.50



DRAGON PRINCE
CHAMPION BODY
021001205 £1.50



HIGH ELF
GENERAL BODY
021001601 £2.50



HIGH ELF HERO BODY 1
021001703 £2



ELVEN STEED
MALHANDIR'S HEAD
021001002 £1.50



HIGH ELF HERO 2
021006302 £3



HIGH ELF MAGE
WITH SWORD
021001501 £4



HIGH ELF HERO 1
079901901 £5



SILVER HELM
STANDARD BEARER BODY
021003101 £2



HIGH ELF HERO BODY 2
021001702 £2



HIGH ELF
GENERAL LEGS
021001602 £1.50



HIGH ELF HERO LEGS
021001701 £1.50



SILVER HELM
CHAMPION TORSO
021002901 £2



SILVER HELM
HORNBLOWER TORSO
021003001 £2



DARK ELF
HALBERD 1
021204402 £1



DARK ELF
HALBERD 2
021204404 £1



DARK ELF EXECUTIONER
CHAMPION SWORD
021205302 50p



DARK ELF BEASTMASTER
WHIP ARM
021205704 £1



DARK ELF CHAMPION
SWORD
021204503 £1



DARK ELF CREW SPEAR
021205013 50p



COLD ONE SORCERESS
021205101 £6



DARK ELF
GENERAL'S TORSO
021201201 £1.50



DARK ELF
GENERAL'S LEGS
021201202 £1.50



DARK ELF BEASTMASTER SPEAR 1
021204209 £1



DARK ELF BEASTMASTER SPEAR 2
021205703 £1



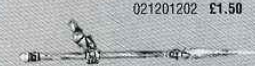
DARK ELF CREW 1
021205012 £2



DARK ELF CREW 2
021205014 £2



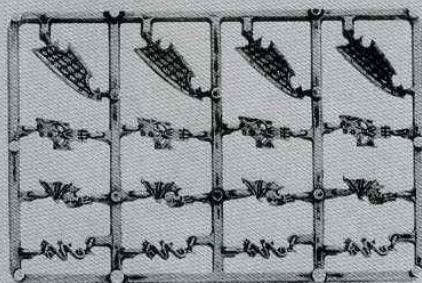
WITCH KING CLOAK
021203304 £2.50



DARK ELF GENERAL'S LANCE
021201204 £1



DARK ELF GENERAL'S LANCE AND SWORD
021201205 £1



DARK ELF SHIELD SPURE
99360299009 £1



CORSAIR
STANDARD TOP
021203502 50p



COLD ONE KNIGHT
SHIELD 1
021204606 50p



COLD ONE KNIGHT
SHIELD 2
021204607 50p



COLD ONE KNIGHT
SHIELD 3
021204608 50p



COLD ONE KNIGHT
SHIELD 4
021204609 50p



COLD ONE KNIGHT
SHIELD 5
021204610 50p



CHARIOT SPEAR RACK
021205008 £1



CHARIOT STANDARD
9947021205007 £1



CHARIOT SCYTHES
021205009 £1



CHARIOT CROSSBOW
021205010 £1



DARK ELF CROSSBOW
021205506 £1



DARK RIDER CROSSBOW
021201705 50p



DARK RIDER STOCK
021201706 50p

on the internet at www.games-workshop.com/storefront, or by phoning 0115 91 40000.

Gaming Clubs are not just hotbeds of intense battling but also the places where inspiration meets perspiration in the challenge to paint armies. At Lincoln the Gobstyks Club have come up with a way to focus the creative talents of their members in a way never quite achieved elsewhere. Space McQuirk and Che Webster went along to a club night to find out more...



GOBSTYKS SILVER MEMBERSHIP



Che Webster



Space McQuirk

One of the greatest challenges any wargaming hobbyist faces is to paint their very first army. Not just the odd units or heroes that they have picked up in the early stages of collecting, but to turn those disparate first enthusiastic acquisitions into an effective and coherent battle force. At a Gaming Club you will meet a wide variety of players with armies in various states of completion – so much so that the

Gobstyks Club, in Lincoln, have decided to take steps to encourage its members to pull together a painted army.

The Silver Membership scheme was introduced a couple of years ago and asks members to step up to the challenge of painting their first army. It's a simple scheme whereby players volunteer to design and paint an army under the following rules:

Warhammer armies are 2,000 points, Warhammer 40,000 armies are 1,500 points in size.

There must be more than 50 models in the army – exceptions for cool themes are occasionally permitted.

The player must produce a complete army roster detailing the force BEFORE

they start. This is approved by the club leadership and held on file for later.

- The player must paint all the miniatures to a defined standard of three colours minimum.
- All the models must be texture based in an appropriate style.
- When the army is complete it is checked against the original army list that was handed in.

When we visited Gobstyks over 20 members were sporting their completed armies, and many of those were already working on their second or third armies too. We asked four of the Silver Members more about their armies and what got them involved in painting their models. Space McQuirk reports on what he found out.

NEIL CHAPMAN: TYRANIDS

Neil is a veteran hobbyist having been playing Warhammer 40,000 from back in the days of Rogue Trader. For the last fourteen years he has been using Eldar but with his move to Lincoln decided it was the ideal time for a change. His brother recommended the club and soon after joining the Lincoln Gobstyks he settled upon the idea of painting a Tyranid force. Neil loved the background of an alien menace that he'd read in previous editions of Warhammer 40,000 and wanted to create a force that would threaten to consume everything within its path.

Initially Neil chose an army selected using the list from the back of the 3rd edition rulebook. The release of the new Codex: Tyranids, along with a new range of models, gave him the incentive to start a new force.

His mind immediately began to delve into the myriad possibilities for conversion. The Silver Membership awards were the final incentive for Neil to get the army completed. Neil began by painting the larger models in his force such as the Hive Tyrant and the Lictors. He then completed a terrifying Carnifex and started painting all three models. He kept the same colour scheme as he had used with the old models in the first Tyranid force, but continued to use the old force to play with until he had completely finished modelling and painting his new force.





One of the first models that Neil decided to convert was his original Hive Tyrant (pictured left) and followed this up with the monstrous Carnifex (right). He thinks that the new range of Tyranid plastics allow for an infinite scope for conversion and, when used alongside the Tyranid Monstrosities rules, he feels these models add real character and depth to the army.

He took his inspiration for the colour scheme from the Warhammer 40,000 rulebook. The dark and brooding colours contrasting with the rows of gleaming white teeth, ready to consume their prey, were perfectly suited to Neil's vision of a Tyranid force. Neil doesn't paint the eyes on the miniatures as he feels it gives

them a more menacing and sinister appearance, more befitting of Neil's vision of how his Tyranid horde should look and feel on the battlefield. Neil's converted Carnifex and Lictor are particularly evil and menacing examples of his painting style.



Neil Chapman's centrepiece – the Hive Tyrant (left), and his huge Carnifex (above). Towering over the lesser troops these two models draw a lot of fire away from his main force.



ANNA DELAFIELD: SISTERS OF BATTLE

Anna was first introduced into the hobby through her husband, who tempted her to join in with a game of Warhammer. She was instantly hooked and after having played with his armies over the last six years, at long last Anna decided that it was about time she painted her own force. She wanted to take part in the Legacy of Horus campaign earlier this year (see White Dwarf 270) and set about collecting a Sisters of Battle force.

She chose the Sisters of Battle because of the simple fact that they were girls. Looking through the old Codex: Sisters of Battle, Anna selected a colour scheme she liked and set about applying it to her force.

With only a short amount of time to paint the figures before the campaign weekend Anna built up a miniature production line, painting all the models with similar colour schemes together. Applying different colours to the

crests on their shoulder pads allowed Anna to identify her units and make them stand out individually.

Special characters were picked out with their own individual colour scheme to identify them from the standard troops in the force. The army took around three weeks to complete and, although it uses a very simple scheme and painting style, Anna's attention to keeping the colour cohesive and applying the paint neatly has paid off to give her a fantastic looking army.

Anna is now planning to paint a Night Goblin force and, considering the high quality of Anna's first army, we look forward to seeing more of her work in the future.



ANDY DODD: DARK ELVES

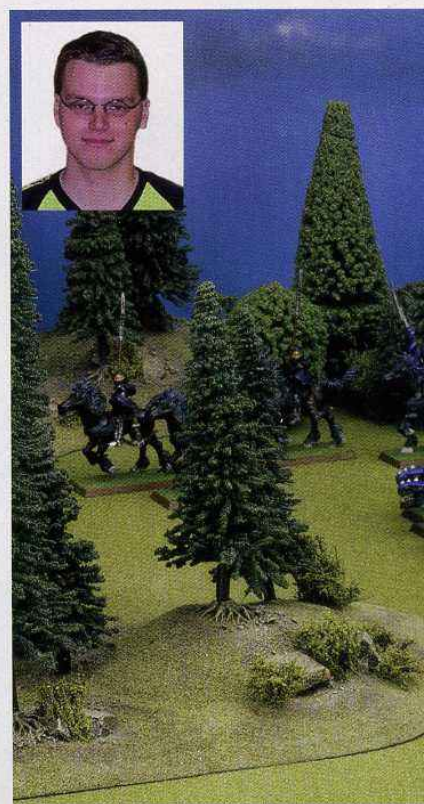
Andy has been playing and collecting Citadel miniatures for over twelve years but he has a strict rule that he refuses to take any army onto the battlefield unless it has been fully based and painted. His Dark Elf army is no exception and he's had lots of success with his Dark Elf Raiding party on the battlefield.

His Dark Elf army came about when a friend sold him a number of Dark Elf miniatures that he no longer wanted. Andy had always loved the twisted background of the Dark Elves and so began painting the models straight away, and it wasn't long before he was fully engrossed in games of Warhammer. As he played more and more games with his original army, he started to notice a weakness in his force and began thinking about how to overcome it.

It was then that Andy made the decision to theme his army around an elite force that would strike fast and strike hard. After his first few games with the force, he'd decided that they weren't fast, manoeuvrable and agile enough for his style of play so he decided that the entire army should be mounted and, having already painted a unit of Cold One Knights, Andy applied the same colour scheme to two new units of Dark Riders and painted two more units of

Cold One Knights to compliment the unit he already had. He converted a general from one of his favourite Dark Elf models, Malus Darkblade, and the army was getting close to being finished.

The Silver Painting Awards inspired Andy to get the force finished but he then realised his force was well under 50 models. Fortunately, the club's organisers agreed to make an exception to the usual minimum for Andy's army because of the excellent theme that he'd chosen to base it around.





JAMES ALLEN: ORCS & GOBLINS

James, like thousands of others, was first drawn into the hobby after visiting a Games Workshop store and leaving with a Citadel Paint Set. Before he knew it, he was collecting and painting armies. His first army was an Orcs & Goblins force and this became James's favourite army to take to battle at the club.

Soon after completing the first Orcs & Goblins army, James painted up a Dwarf force that friends without an army of their own could use to fight his Orcs. By now James was beginning to grasp some good painting knowledge, but he claims that it was only when he started to paint a Warmaster army that his skills really began to develop. James credits the small size of the Warmaster models to him becoming far more adept at painting minute detail.

The Gobstys Club, ever trying to encourage the painting side of the hobby, ran a competition for the best

painted unit. Having long been impressed by the talents of fellow club member Gareth Hamilton, whose article on painting a Skaven army featured in *White Dwarf* 230, James put extra effort into the unit of Boar Boyz, knowing they would have to be something special to

win. He finished the unit of 8 Boar Boyz and entered them into the competition. The results paid off and James won first prize for the unit.

In fact, James thinks having great painters such as Gareth, who has a very high standard of painting, is an important factor in any club.

They can give you advice on how they achieve their finish and point fellow painters in the right general direction. They know many subtle tricks and tips that are invaluable aids to producing a well painted army. With his first unit of Boar





Boyz complete and painted to a high standard, James decided to continue in this manner with the rest of his force.

The key that James thinks makes a great looking army is to use a limited palette of colours. He has used a pale green and light brown colour scheme, contrasting it with bright red to give all of the models more definition. James used the Grand Tournament as a deadline for painting the army, as he thinks having a set date to finish an army forces you to work on them.

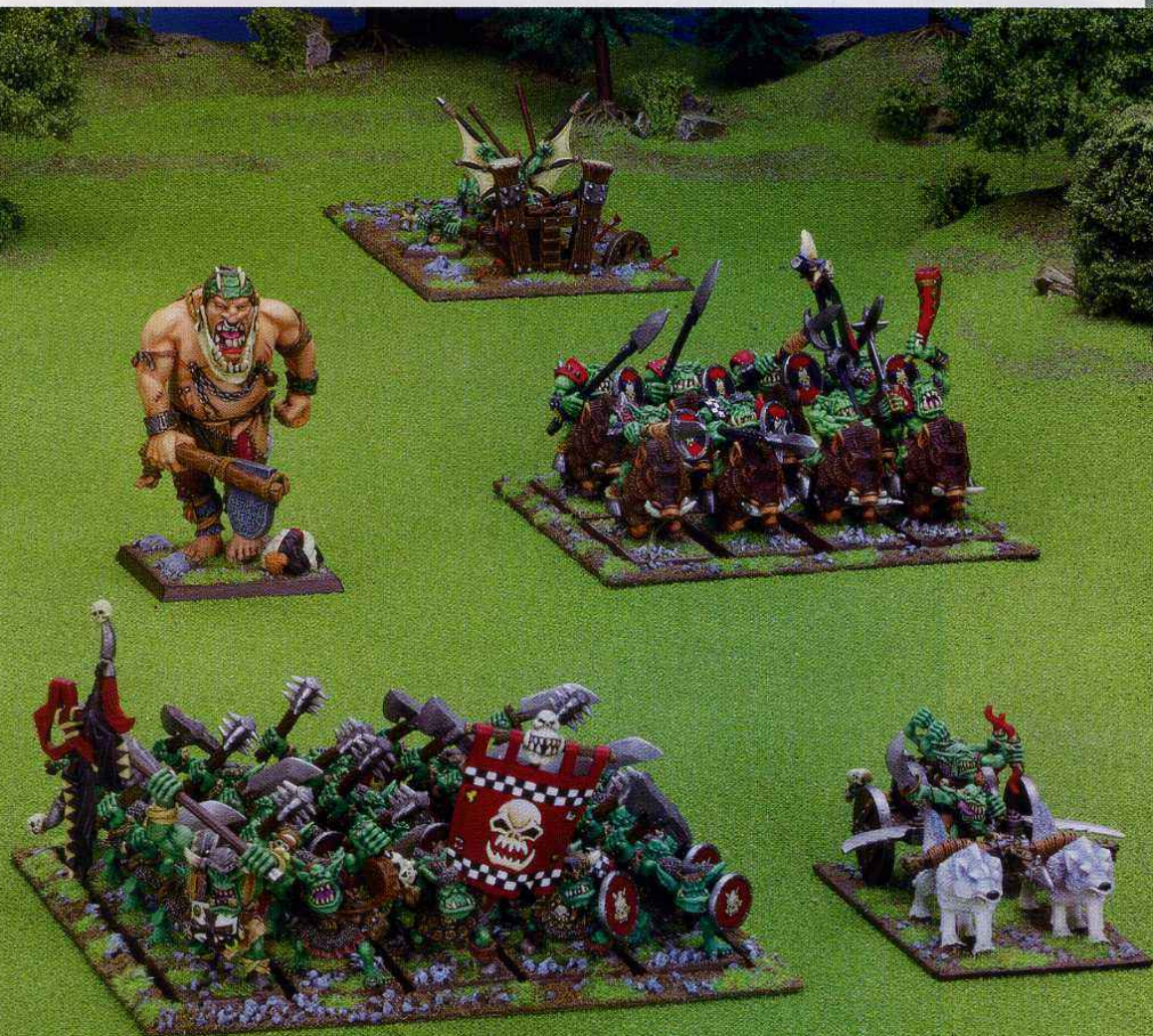
Everybody was so impressed with his finished force at the Grand Tournament that his army was amongst the top five selected by the judges.

James is now looking to add a couple more units to his army and looks forward to the challenges that adding some Squig Hoppers and Night Goblins will pose in terms of adapting his colour scheme to suit the figures.



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If you're already running a gaming club, but haven't got around to registering it yet, here's how. Either log on to the Gaming Club website and fill in the online form at www.gamingclub.org.uk, or drop into your local Games Workshop store and ask for a registration form. If you would like to send us news and photos, ask a question, or drop us a line, you can e-mail us at: clubguy@games-workshop.co.uk or write to: UK Gaming Clubs, Games Workshop Head Quarters, Willow Road, Lenton, Nottingham NG7 2WS.



LURE OF THE GODS

COLLECTING A CHAOS ARMY BY PAUL SAWYER

White Dwarf Editor, Paul Sawyer, has been collecting a Chaos army for a few months and as his horde grows he's chronicling his experiences here. This series of articles shows how he collects the army to a budget of £30 a month. Now if only he could get the hang of it on the tabletop...



With big changes afoot in the way we produce White Dwarf (all behind the scenes stuff so nothing to worry about!) most of my time has been taken up with getting White Dwarf published. Sadly this has had an impact on my painting and gaming time. It's not all doom and gloom

though – I have managed one game plus picked away at a few conversions...

The game was a campaign game against Pete Haines' Dwarfs. He's sent a band of Troll Slayers in search of a Chaos Dragon that lairs in my realm. I too have been searching for the great

drake so I can ally with it. Obviously the Dwarfs and Vradchuk's Chaos Warriors weren't going to see eye to eye and so we met on the field of battle.

The scenario was a modified version of the Seven Knights from the Warhammer rulebook. The modification meant that Pete would need to take more than seven models due to his force being entirely made up of Troll Slayers.

Vradchuk's force was:

Vradchuk riding Chaos Chariot	249
<i>Exalted Champion: Hand weapon, Chaos armour and great weapon. Helm of Many Eyes</i>	
Uuz'Bedyre, Sorcerer of Chaos	146
<i>Level 2 (level 3 due to me holding two stone circles), barded Chaos steed, hand weapon, Chaos armour. Biting Blade</i>	
6 Marauder Horsemen	120
<i>Hand weapon and flail. Full command</i>	
5 Chosen Knights of Chaos	325
<i>Hand weapon, shield, Chaos armour, barded Chaos steed. Full command. Banner of Wrath</i>	
6 Chaos Warhounds	36
6 Chaos Warhounds	36
5 Screamer of Tzeentch	165
15 Daemonettes of Slaanesh	225
Total	 1,302

What follows is his account of the game. A game that was as bloody and entertaining as I can remember!



The big job for this month is gluing a new regiment of Chaos Warriors together so they rank up.

THE THIRTEEN SLAYERS

Game report by Dylan Owen,
campaign Games Master.

It was the seventh year of the campaign in the land of the Seven Realms and tragedy had struck the Dwarf town of Mingol Binzuff. A ferocious dragon, known as Tarasak, had awoken in the mountains of the Realm of Chaos and, to sate its hunger after centuries of slumber, it had laid waste to the settlement. Enraged by this atrocity, a deed immediately engraved in the Book of Grudges, the Dwarf king Grimmar sent a band of Slayers forth to wreak vengeance on the monster. They headed deep into the territory of Vradchuck, the Lord of the Chaos Realm. This mighty ruler had sought an alliance with Tarasak, winning him over with a tribute of gold and a hundred slaves captured from enemy realms to feed the dragon's insatiable appetite. His spies had informed him of the intruders, and he personally led a force to expel them from his land. He was confident of victory as he rode in his chariot at the head of an army of mortals and daemons. He was told that there were only a handful of them – they would pay dearly for their audacity...

To represent his band of crazed Slayers, Pete fielded 2,000 points of Slayer characters; two Daemon Slayers and eleven Dragon Slayers, all armed to the teeth with rune encrusted axes. Paul fielded a full Chaos army of 1,302 points, and had on his side the dragon Tarasak, using the rules for Galrauch, from the Hordes of Chaos book.

It was decided that Pete would win the game if one of his Slayers slew the dragon. However, if this happened before the game's six turn limit was up, Pete and Paul would play on to see if Paul could win a moral victory by scoring more Victory Points in total by the end of the game. I took the role of the dragon, as we realised that if Paul controlled him then Pete could never win, as all Paul had to do was fly the dragon in circles for six turns, with the Dwarfs never being able to catch it. As it was, I ruled that because the dragon had a voracious appetite after waking up from a sleep of centuries, its hunger drove him to attack any Dwarf it could charge. Paul's role was to try and kill as many Slayers before they could hew the dragon down.



The Seven Knights scenario makes for fast paced gaming – well worth a try!

The game began with Tarasak in his eyrie, high in the mountain cliffs. Arrayed below were the forces of Vradchuck, confident of an easy win as the thirteen Slayers charged towards his troops. The dragon swooped down towards the Dwarfs and blasted one into oblivion with the *Red Fire of Tzeentch*. The Chaos horde marched forward, heartened by this early success, Vradchuck's Chariot in the centre, flanked on the right by a unit of lithe, seductive Daemonettes of Slaanesh, and on the left by Chosen Knights and Marauder Horsemen, who were slowed down as they crossed the river that lay between them and their foes. Chaos Hounds protected the army's flanks and high above the heads of the troops floated manta-like Screammers.

In response, the Dwarfs positioned themselves on the brow of a hill, facing their enemies, Pete taunting Paul to draw his men closer to their deaths. These boasts sounded hollow as the Chaos army surrounded the Dwarfs on all sides, but a blur of metal later, and Tarasak was severely injured by hammers thrown by the two closest Slayers. These Dwarfs meant business! Inscribed with a Master Rune of Flight, as well as Runes of Might, the hammers hit automatically, wounded on a 2+ and ignored the dragon's Armour and Daemonic save. Tarasak's only means of defence against these deadly weapons was to attack their bearers and slay them in the charge. The dragon was just about to do this when

a failed Leadership test of 11 meant that it had to stay where it was as its two heads began fighting each other (no doubt quarrelling over which one was going to feast on the Dwarf corpses). Paul groaned, but hammered on his attack with the first of his Chariots, and the Screammers swooped over a Daemon Slayer in an attempt to slice him apart, but their special attack did little damage to the tough Dwarf, who ran after them and despatched them with one blow into the daemonic realm which had spawned them. What's more, the Slayers stood their ground and hurled their flying hammers at the charging Chariot, causing a Strength 8 wound which splintered it into pieces.

The immobile dragon suffered another two wounds from hurled hammers (it was hardly worth rolling the dice really) before it recovered and launched its attack against its assailants, supported on all sides by Hounds, Daemonettes, Chosen and Horsemen. Vradchuck on his Chariot survived a near miss by a hurled runic hammer (Pete rolled a 1 to wound this time) and flattened his opponent under his scythed wheels, running into the Slayer behind him and despatching his bearded head high into the air. The Chaos Knights too cut down their first assailant, but the Marauders, despite their charge in which their flails should have made mincemeat of their opponent, faced a Dwarf with a Master Rune of Swiftiness inscribed on his axe, which allowed him to attack first, killing over half the



unit in one swipe and forcing them to flee. The Slayers combating the Hounds also made short work of them, but Vradchuck's presence stayed the snarling dogs, holding the Slayers up for an extra precious turn. The Sorcerer positioned himself in the centre of the action and cast *Drain Life* which affects every enemy model within 12", effectively every Slayer. Paul rolled 2D6 Strength 3 hits for each of the nine Slayers still left standing. Pete grimaced, expecting the worst, but due to an appalling streak of 1s and 2s, Paul only managed to wound a single Dwarf! This could have been a game winning tactic, but fickle fortune deserted the forces of Chaos.

As if to rub salt into the wounds, lady luck deserted me too, as the dragon scored not a single wound against the plucky Dwarf who faced Tarasak. Pete counter-attacked, hurling as many Slayers as he possibly could into the fray. A couple were armed with axes bearing Grudge Runes against the dragon, and they cut the great dragon into ribbons. The towering corpse collapsed to the ground and Pete gave a resounding cheer on behalf of his resolute band of doomed Dwarfs. Now they could die happy in the knowledge of victory. Though Pete had secured his objective, could Paul scrape together a morale victory by killing enough of the Slayers?

The Chosen fought a vicious battle with the couple of Dragon Slayers who faced them, managing to cut them down but not before losing over half their number to their rune axes.

The Daemonettes, through sheer weight of numbers, continually won the combat against the single Slayer who confronted them, but he was Unbreakable, and cut down the Daemonettes before they could succeed in striking him down. The Sorcerer, taking advantage of the fact that magic seemed to be the chink in the Slayer's armour, cast *Drain Life* again, this time stopping the hearts of a couple more of Pete's warriors. If Vradchuck could win his combat against the two Slayers who now faced him, the game would definitely be Paul's. One Dwarf was hacked down by the Chaos General's fierce onslaught, but his other opponent smashed Vradchuck's Chariot with a Strength 8 hit. Pete had won the combat by a single point and Paul failed his vital Leadership roll. Luckily, being a disciple of Chaos Undivided, Vradchuck could re-roll the failed roll. And promptly failed again, Vradchuck retreating in panic before being knocked unconscious by his nemesis' furious pursuit. The chance of victory slipped away from Paul with the demise of his General.

However, by now the number of models on the table was almost as few as the amount of Slayers Pete had begun with! Many Slayers had succumbed to their wounds or been fried by the Sorcerer's magic. But they had made their enemies pay dearly for their lives. The Daemonettes, although winning every combat turn, not by casualties caused but by rank and outnumbering bonuses, had by the end of the game been cut down to a mere handful just by a single Slayer,

as they could not wound him despite the intensity of their attacks! Not a single Chosen Warrior of Chaos remained horsed. In the final moments of the battle the last Knight had been despatched by an axe to the skull. Three Dwarfs were left standing, streams of blood running down the hill where they had made their stand, the ground littered with limbs and lifeless bodies.

Counting up the Victory Points was a swift affair, there being only a couple of hundred points of each player's forces left on the table. It turned out to be a draw. Despite losing the dragon, and his general, Paul had managed to hold on to a shred of honour – at least the Dwarfs had not won an outright victory.

And so it ended. This being a campaign game, Vradchuck, because he had been despatched in combat, had to roll on the special Casualty chart which Dylan had devised. The blow to his head which had knocked him cold evidently had unhinged Paul's General somewhat. From now on he suffers from madness, which means that there is a chance of him suffering either from Frenzy or Stupidity in each future battle he takes part in. The Realm of Chaos had also lost a valuable ally in the form of Tarasak the Chaos Dragon. No doubt, in the next campaign season Paul would attempt to wreak vengeance on those interfering Dwarf neighbours...

WARNING POINTS

1. Considering the Slayers' abilities are enhanced against higher Toughness opponents I'd probably have been better off taking Marauders and Chaos Warriors as their numbers and Armour saves would have held the pesky Beardedlings up for longer, allowing me to concentrate on the Slayers piecemeal.
2. The dragon, Tarasak, charging directly into the midst of a Slayer band was suicide. It was obvious from the second turn that I'd lose the dragon and, as that was nearly a third of my points, it would hurt.
3. I have a sudden urge to paint more troops for my Dwarf army!
4. A lack of missile fire cost me dearly. Slayers have decent Toughness but no armour or any magic capable of stopping a rain of death. Going toe-to-toe with a Slayer is always going to be tricky.

CHAOS WARRIORS WITH EXTRA HAND WEAPONS

Forsaking the protection a shield offers, this regiment will be wielding extra hand weapons for that extra attack. Given that the boxed set only has options for halberd or hand weapon and shield, this would mean some conversion work.

For anyone with a reasonable amount of modelling experience it's fairly easy but not something I'd recommend to beginners (I lost my rag with these several times towards the end).

I created the left arms by:

- Taking some from the Mutations sprue. I only added three of these as I didn't want to overshadow the real weapons.
- Using the Standard Bearer arm from the boxed set sprues. Clipping off the pole above the metal midsection leaves a nasty looking mace head. Clipping the lower pole away at the hand, cutting down the pole to only include a couple of mm and the shod end I pinned it into place.



• Taking some of the shield arms I cut them just below the shoulder pad and angled the arm outwards before gluing it back together. Once dried I added a variety of weapons taken from the previous Warriors boxed set I'd bought but equipped with halberds. It was a simple, but fiddly, matter of pinning the weapons onto the new arms – a lot of care is needed to ensure that both ends line up otherwise your weapons look like they are bent.

In addition, and to give more variety to the regiment, I used some halberd heads, cutting them into new shapes as well as adding other blades from the dagger on the Warriors' sprues to make brutal-looking picks.

All in all I'm happy with the way they've turned out although ranking them all up is going to be a nightmare, hence my use of a couple of regiment bases. These wider bases allow more flexibility to rank up and this is crucial with bulky models like Chaos Warriors.

Paul had a full head of hair before he tried getting these Chaos Warriors to rank up...



I also bought a 40K Rapturous Standard Chaos Icon to further show its alignment to Slaanesh.



MORE LEARNING POINTS

I recently received an e-mail from Kent Max Hansen who kindly pointed out one or two errors I'd made earlier in the series.

- In WD275 I wrongly said I'd forgotten to attack with one of my Chariot crewmen, and lost a WS5 S6 attack. A Chaos Warrior only has S4 and +1S for a halberd.
- Also in WD275 I gave Vradchuk an additional hand weapon. However, you can't use an additional hand

weapon when you are in a Chariot or mounted, only when you are on foot (see page 88 of the Warhammer rulebook). I thought that only applied for cavalry and not chariots – another learning point!

Many thanks to Kent for pointing these errors out. Every time I play I learn something new and it's one of the things I love about Warhammer – no matter how experienced you are there is always more to learn...

A BRIEF HIATUS

I'm taking my Dwarf army to battle in a coming battle report and have a couple of regiments of Warriors and a Battle Standard Bearer to convert and paint. This means I'm taking a break from the Chaos army for a little while. With this in mind, plus the fact I've yet to finish last month's purchases, I'm not going to buy any more this month. Don't worry – Vradchuk will be back in a month or two.

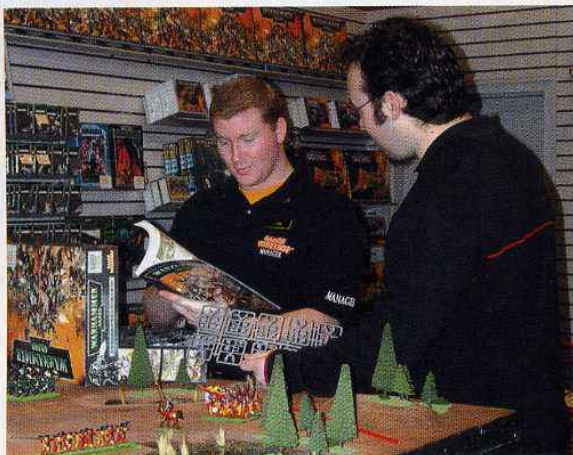
Now if you'll excuse me – I have beards to paint...

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STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the store closes to the public, and only club members (age 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.

week and open late for gaming evenings, but please contact your local store for more details. Stores with a red dot (•) represent those with In-store Clubs.

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. All stores in a **yellow box** are brand new stockists. If you're still unsure as to where your nearest stockist is located, why not give us a call on 0115 916 8200.

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B & M CYCLES: Brentwood, Tel: 01277 214342
TOYMASTER KINGDOM: Chelmsford, Tel: 01245 493355
TOYMASTER KINGDOM: Colchester, Tel: 01206 543444
MARQUEE MODELS: Harlow, Tel: 01279 423334

CALVER BOOKS: Leigh-on-Sea, Tel: 01702 473986

COLIN BLISS MODELS: Maldon, Tel: 01621 851327
TOYS 'N' TUCK: Rayleigh, Tel: 01268 775901
GAME ON: Saffron Walden, Tel: 01789 506 070
TOYMASTER KINGDOM: Southend-on-Sea, Tel: 01702 343464
YESTERDAY TODAY TOMORROW: Walton-on-the-Naze, Tel: 07765 251077

GLOUCESTERSHIRE

GW CHELTENHAM: 16 Pittville Street, Tel: 01242 228 419
GW GLOUCESTER: 35 Clarence Street, Tel: 01452 505 033
BOURTON MODEL RAILWAY: Bourton-on-the-Water, Tel: 01451 820686
CYBERDYNE: Stroud, Tel: 01453 767722
ANTICS: Stroud, Tel: 01453 764487
TOY ZONE: Tewkesbury, Tel: 01684 295 776

HAMPSHIRE

GW BASINGSTOKE: 3 Potters Walk, Wole Street, Tel: 01256 466 050
GW PORTSMOUTH: 34 Arundel Street, Tel: 02392 876 266
GW SOUTHAMPTON: 23 East Street, Tel: 02393 351 982
GW WINCHESTER: 5 St Georges Street, Tel: 01962 880 199
ESEVIMU GAMES LTD: Aldershot, Tel: 01420 89900
ALTON MODEL CENTRE: Alton, Tel: 01420 542244
HOGGOSAURUS TOYSTORE: Andover, Tel: 01264 352 263
FAREHAM TOYS AND HOBBIES: Fareham, Tel: 01329 282183
DARKSTAR: Farnborough, Tel: 01252 370050
FLEET TOYS: Fleet, Tel: 01252 613949
CORNUCOPIA: Gosport, Tel: 02392 503 241
TOYS OF NEW MILTON: New Milton, Tel: 01425 617805
FOLLY MODELS: Petersfield, Tel: 01730 267 932
WICOR MODELS: Portsmouth, Tel: 02392 351160
TOYS OF RINGWOOD: Ringwood, Tel: 01425 479444
ROUNDABOUT: Romsey, Tel: 01794 512145
SOUTHSEA MODELS: Southsea, Tel: 01705 733208
PAUL'S HOBBY SHOP: Waterlooville, Tel: 01705 259186

HEREFORDSHIRE

MR GAMES: Hatfield, Tel: 01707 266699
MARTIN'S MODELS & CRAFTS: Leominster, Tel: 01568 613 782
REVOLUTIONS: Ross on Wye, Tel: 01989 502 639
HEREFORD MODEL SHOP: Union Street, Tel: 01432 352809

HERTFORDSHIRE

GW HEMEL HEMPSTEAD: 16 Bridge Street, Tel: 01442 249 752
GW ST ALBANS: 18 Heritage Close, off High Street, Tel: 01727 861 193
MURRAY & BRAND: Barnet, Tel: 0208 4490827
HAMLINS: Berkhamsted, Tel: 01684 591 117
BOARDMANS: Bishop's Stortford, Tel: 01279 654 033
CHORLEYWOOD MODELS: Chorleywood, Tel: 01923 284 313
FELICITATIONS: Harpenden, Tel: 01882 767811
TOYMASTER KINGDOM: Hemel Hempstead, Tel: 01442 253891
MARQUEE MODELS: Hemel Hempstead, Tel: 01992 504718
COMICS UNLIMITED: Letchworth, Tel: 01462 480018
TOYSHOP: Royston, Tel: 01763 243270
K & S MODELS: Stevenage, Tel: 01439 740616
TOYS TOYS TOYS: Welwyn Garden City, Tel: 01707 391319

ISLE OF MAN

DOUGLAS: Douglas, Tel: 01624 622154
ISLE OF WIGHT
TOY & MODELS: Newport, Tel: 01983 528258
WIGHT WORLD OF WARGAMES: Newport, Tel: 01983 530200
THE SPORTS & MODEL SHOP: Ryde, Tel: 01983 862454
FUN, FACT AND FANTASY: Ryde, Tel: 01983 617323

KENT

GW BLUEWATER: Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent, Tel: 01322 427 880
GW CANTERBURY: Unit 5, Iron Bar Lane, Tel: 01227 452 880
GW MAIDSTONE: 7a Pudding Lane, Tel: 01622 677 435
GW TUNBRIDGE WELLS: 4A Camden Road, Tel: 01892 525 783
HAMMICKS BOOKSHOP: Ashford, Tel: 01233 667450

GZ COMPUTERS LTD: Ashford, Tel: 01233 663996

KIT KRAZY: Boxley Heath, Tel: 0206 298 7177
TIME & SPACE: Broadstairs, Tel: 01843 866006
WHITES: Cranbrook, Tel: 01580 713298
DEAL PRAMS: Deal, Tel: 01304 386 080
TURNERS MODELS: Dover, Tel: 01304 203711
THE STAMP CENTRE: Gravesend, Tel: 01474 634166
JOYWORLD: Sandhurst, Tel: 01252 873350
J. H. LORIMER LTD: Sevenoaks, Tel: 01732 452840
MANKLOWS: Sevenoaks, Tel: 01732 454952
A.J. BLUNDELL & SON: Sittingbourne, Tel: 01795 424 371
KIDS STUFF: Tonbridge, Tel: 01732 353 186
YOUNG FOLK TOYS: West Wickham, Tel: 0208 7772251

LANCASHIRE

GW BLACKPOOL: 8 Birley Street, Tel: 01253 752 056
GW BOLTON: Unit 13, The Gate Centre, Tel: 01204 362 131
GW PRESTON: 15 Millar Arcade, Tel: 01772 821 855
TWIN SONS: Accrington, Tel: 01254 388685
MERCER & SONS: Blackburn, Tel: 01254 58700
ARTHUR BENN: Burnley, Tel: 01282 422 546
CONWAYS: Bury, Tel: 0161 761 6200
A & B GAMES: Chorley, Tel: 01257 261833
HAMPSONS TOYS & NURSERY WORLD: Chorley, Tel: 01257 263045
COWGILLS OF CLITHEROE LTD: Clitheroe, Tel: 01200 423987
LAWSONS TOYMASTER: Lancaster, Tel: 01524 64518
TOYMASTER: Leigh, Tel: 01942 671116
MICRO MARKETS: Morecambe, Tel: 01524 400269
RICHARD LANCASTER: Morecambe, Tel: 01524 410 304
HAMMICKS BOOKSHOP: Oldham, Tel: 0161 6205543
MICROSHACK: Rochdale, Tel: 01706 715938
ROSSENDALE MODELS: Rossendale, Tel: 01706 250007
WIGAN MODEL CTR: Wigan, Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER: Unit 2, 16/20 Silver Street, Tel: 0116 253 0510
GW LOUGHBOROUGH: 22 Biggin Street, Tel: 01509 238 107
STEVE'S MODELS: Ashby-de-la-Zouch, Tel: 01530 416827
GEOFF'S TOYMASTER: Coalville, Tel: 01530 832795
PUNCTILIO MODEL SPOT LTD: Hinckley, Tel: 01455 230952
GEOFF'S TOYS: Loughborough, 01530 832795

LINCOLNSHIRE AREA

GW GRIMSBY: 9 West St Mary's Gate, Tel: 01472 347 757
GW LINCOLN: Unit S1A, Salfordgate (on outside of Waterside Centre), Tel: 01522 540 027
G.T. COLLECTABLE CARDS: Bourne, Tel: 01778 422639
TOYMASTER: Gainsborough, Tel: 01427 675000
ARBON & WATTS: Grantham, Tel: 01684 855030
ACCESS MODELS: Grantham, Tel: 01476 592 001
CASALINE: Louth, Tel: 01507 602149
M. S. STURGES: Quadding, Tel: 01775 821967
SHERMANS MODEL SHOP: Scunthorpe, Tel: 01724 842 439
THE MODEL SHOP: Skegness, Tel: 01754 763429
WESTGATE DEPARTMENT STORE: Spalding, Tel: 01775 713424
MASON'S MODELS: Spalding, Tel: 01775 722456
HAWLEY'S: Stamford, Tel: 01780 762125
TOYSASA COLLECTABLES: Thornton-Clevellys, Tel: 01553 855095

MANCHESTER AREA

GW MANCHESTER (CENTRAL): Unit R35, Marsden Way South, Arndale Centre, Tel: 0161 834 0971
GW MANCHESTER (TRAFFORD CENTRE): Unit H2, Festival Village, The Trafford Centre, Trafford Park, Tel: 0161 747 2121
TOYMASTER: Leigh, Tel: 01942 671116
STEVE WEBB MODELS & HOBBIES: Warrington, Tel: 01928 735225

MERSEYSIDE AREA

GW LIVERPOOL: 47 Lord Street, Tel: 0151 258 1404
GW SOUTHPORT: Unit K2, Marble Place Shopping Centre, Tel: 01704 501 235
GW WARRINGTON: Unit 20, Time Square (near Currys), Tel: 01925 651 984
HAMMICKS BOOKSHOP: Birkenhead, Tel: 0151 649 1620
FIRESIDE MINIATURES: Wallasey, Tel: 0151 691 1083
RS MODELS: Wirral, Tel: 0151 348 4363

MIDDLESEX

JENNINGS STORES LTD: Enfield, Tel: 0208 8041004

A BOVILL WRIGHT LTD: Uxbridge, Tel: 01895 450 304

MILTON KEYNES

GW MILTON KEYNES: Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre, Tel: 01908 690 477

NORFOLK

GW NORWICH: 12-14 Exchange Street, Tel: 01603 767 656
MEDLAND TOYS: Cromer, Tel: 01263 512177
TOY BOX TOYS: Diss, Tel: 01379 640003
TOYMASTER: Diss, Tel: 01378 641743
WESTGATE DEPARTMENT STORE: Diss, Tel: 01379 652 248
YOUNGSTERS WORLD: East Dereham, Tel: 01768 562 372
TOYMASTER: Gorleston, Tel: 01493 443097
HUNSTANTON MODELS: Hunstanton, Tel: 01465 533324 / 834466
STARLINGS-TOYMASTER: Holt, Tel: 01263 713101
TOYMASTER KINGDOM: Ipswich, Tel: 01473 253045
WESTGATE DEPARTMENT STORE: Kings Lynn, Tel: 01553 760981
EMPIRE: Kings Lynn, Tel: 01553 765 174
TOYMASTER KINGDOM: Kings Lynn, Tel: 01553 691 771
KERRISONS: Norwich, Tel: 01603 944 008
BLACKFISH GAMES: North Walsham, Tel: 01692 403 372
STARLINGS-TOYMASTER: Sheringham, Tel: 01263 822568
AUTO LOCO: Sheringham, Tel: 01263 821777
THE TOY LOFT: Wymondham, Tel: 01953 607 330

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk, Grosvenor Centre, Tel: 01604 636 687
WESTGATE DEPARTMENT STORE: Corby, Tel: 01536 203525
TOYMASTER KINGDOM: Kettering, Tel: 01536 512507
GREEN ANGEL CARDS & GAMES: Kettering, Tel: 01536 359 248
TOYMASTER: Northampton, Tel: 01604 620 320
OSBORNE SPORTS & TOYS: Rushden, Tel: 01933 312415

NORTHUMBERLAND

WOODYS COMPUTER AND VIDEO GAME: Alnwick, Tel: 01665 606351
FAIRPLAY: Hexham, Tel: 01434 606678
T.G. ALLAN LTD: Morpeth, Tel: 01670 515130

NOTTINGHAMSHIRE

GW NOTTINGHAM (CENTRAL): 34a Friar Lane, Tel: 0115 948 0651
GW WARHAMMER WORLD: Willow Road, Lenton, Tel: 0115 916 8410
CHESTERFIELD DEPT STORE: Chesterfield, Tel: 01293 252000
BRIDGE STREET MODEL SHOP: Mansfield, Tel: 01623 222315
ACCESS MODELS: Newark, Tel: 01636 673116
TOYMASTER: Newark, Tel: 01636 611211
SHAWES: Nottingham, Tel: 0115 9418046
TOYMASTER: Retford, Tel: 01777 700330
PUZZLES PLUS: Retford, Tel: 01777 708628
PUZZLES PLUS: Retford, Tel: 01777 708628
SUTTON MODELS AND HOBBIES: Sutton in Ashfield, Tel: 01623 557812
TOYMASTER: Worksop, Tel: 01909 431330
MODEL BASE: Worksop, Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD: 1A Bush House, New Inn, Hall Street, Tel: 01865 242 182
TRINDER BROS: Banbury, Tel: 01295 262 546
GILES SPORTS: Carterton, Tel: 01993 842396
DENTONS: Didcot, Tel: 01235 816566
BOSWELLS TOYMASTER: Oxford, Tel: 01865 241244
SWAMPY'S: Oxford, Tel: 01235 770755
PIED PEDALLER: Thame, Tel: 01842 260022
PETTITS OF WALLINGFORD: Wallingford, Tel: 01491 835253
DENTONS: Witney, Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY: 6 Market Street, Tel: 01743 362 007
HOBBY HORSE: Bridgenorth, Tel: 01746 766 659
MODEL MANIA LTD: Newport, Tel: 01952 810827
FUNFARE LTD: Oswestry, Tel: 01691 670 646
FUNFARE LTD: Shrewsbury, Tel: 01743 233847
SANDA GAMES: Telford, Tel: 01952 676722
QUESTING KNIGHT GAMES: Telford, Tel: 01952 417747

SOMERSET

GW BATH: 30 Upper Borough Walls, Tel: 01225 314 414

GAMES MART: Bridgewater. Tel: 01278 433677
G.W. HURLEY: Burnham On Sea.
 Tel: 01278 789281
JUST FOR FUN TOYMASTER: Clevedon.
 Tel: 01275 341819
J J TOYS: Clevedon. Tel: 01275 341819
THE ELLENBRAY PRESS: Frome.
 Tel: 01373 462139
PEDALERS: Glastonbury. Tel: 01456 834562
KRACKERS: Taunton. Tel: 01823 335057
GRIFFINS GAMES: Weston Super-Mare.
 Tel: 01934 429739
JUST FOR FUN: Weston Super-Mare.
 Tel: 01934 416151
WELLS MODELS: Wells. Tel: 01749 675 262
YEOVIL COLLECTORS CENTRE: Yeovil.
 Tel: 01935 433739

STAFFORDSHIRE

● **GW STOKES:** 27 Stafford Street.
 Tel: 01782 205 287
SPIRIT GAMES: Burton On Trent.
 Tel: 01283 511293
TOYMASTER KINGDOM: Burton On Trent.
 Tel: 01283 544 560
CREATION MODELS: Cannock. Tel: 07990 786847
J. W. BAGNALL: Shalford. Tel: 01785 223349
TOO FAT GOBLINZ: Stafford. Tel: 01785 244499
THE OLD BELL: Tamworth. Tel: 01827 310 320
THE TOYBOX: Uttoxeter. Tel: 01889 565 357
GEOFF'S TOYS: Tamworth. Tel: 01530 832795

SUFFOLK

GW IPSWICH: 49 Butter Market
 Tel: 01473 210 031
TOY BOX: Beccles. Tel: 01502 712785
MODEL JUNCTION: Bury St Edmunds.
 Tel: 01284 733 456
TOYMASTER KINGDOM: Bury St Edmunds.
 Tel: 01284 761646
HERESY & EMPIRE: Felixstowe.
 Tel: 01394 275555
HALESWORTH TOY SHOP: Halesworth.
 Tel: 01986 874270
BABY CONNEXION: Haverhill.
 Tel: 01440 706292
TOYWORLD: Ipswich. Tel: 01473 728535
TOYMASTER KINGDOM: Lowestoft.
 Tel: 01502 565688
WESTGATE DEPARTMENT STORE: Lowestoft.
 Tel: 01502 512444
MOONS TOYLAND: Newmarket.
 Tel: 01638 663147
SIMPSON & SONS: Stowmarket.
 Tel: 01448 612914
TOYMASTER KINGDOM: Sudbury.
 Tel: 01787 372238
TOY CONNEXION: Sudbury. Tel: 01787 889002
TOYTOWN: Woodbridge. Tel: 01394 383170

SURREY

● **GW GUILDFORD:** Unit 1, 9/12 Tunesgate.
 Tel: 01483 451 793
GW WOKING: Unit 3 Cleary Court.
 Tel: 01483 771 675
MORNINGSTAR: Camberley. Tel: 01276 665160
TAYLORS TOYS & SPORTS: Coulteden.
 Tel: 0208 860 0710
DORKING MODELS: Dorking. Tel: 01306 881747
HAMMICKS BOOKSHOP: Epsom.
 Tel: 01372 742533
MASTERS OF EPSOM: Epsom.
 Tel: 01737 358373
ELPHICKS LIMITED: Farnham. Tel: 01252 716222
THE TOY SHOP: Reigate. Tel: 01737 245300
HAMMICKS BOOKSHOP: Redhill.
 Tel: 01737 770334
NASEEM: Walton on Thames. Tel: 01932 252680

SUSSEX AREA

● **GW BRIGHTON:** 7 Nile Street.
 Tel: 01273 203 333
● **GW CRAWLEY:** 11 Broadway. Tel: 01293 552 072
GW EASTBOURNE: 13 Terminus Road.
 Tel: 01323 641 423
TRAINS MODELS AND HOBBIES:
 Bognor Regis. Tel: 01243 864727
KID'S STUFF: Burgess Hill. Tel: 01444 257 724
CHECHSTER TOYS: Chichester.
 Tel: 01243 789055
JADE MARTIAL ARTS: Hastings.
 Tel: 01424 720 350
HEATH MODELS & TOYS: Haywards Heath.
 Tel: 01444 459785
GENTLE GALLERY: Horsham.
 Tel: 01403 258567
HAMMICKS BOOKSHOP: Horsham.
 Tel: 01403 268088
THE HOBBY SHOP: Lewes. Tel: 01273 472344
RICHARD GREEN LTD: Midhurst.
 Tel: 01730 814133
GENTLE GALLERY: Stayingay. Tel: 01903 812933
IDEAL FOR KIDS: Worthing. Tel: 01903 208203
K C'S GAMES SHOP: Worthing.
 Tel: 01903 237983

TYNE AND WEAR AREA

● **GW NEWCASTLE (CENTRAL):** 63 Clayton Street. Tel: 0191 232 2418
GW NEWCASTLE (METRO CENTRE):
 Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950
TOYMASTER: Gateshead. Tel: 0191 460 2200
S. CLADSTONE & SON: North Shields.
 Tel: 0191 257 3335
C.O. STONE: South Shields.
 Tel: 0191 427 7644

THE TOY & COMPUTER SHOP: Sunderland
 Tel: 0191 5655196
JOPLINGS LTD: Sunderland. Tel: 0191 5102105
WILTSHIRE

● **GW SALISBURY:** 18 Winchester Street.
 Tel: 01722 330 955
● **GW SWINDON:** 50 Fleet Street.
 Tel: 01793 436 036

CYBERDYNE: Trowbridge. Tel: 0125 775 9000
H DUCK: Marlborough. Tel: 01672 612170
HOGGOSLAURUS TOYSTORE: Devizes.
 Tel: 01380 723 841

RAW MODELS: Warminster. Tel: 01695 215418

WARRICKSHIRE

GW COVENTRY: Unit 39, Upper Level, Cathedral Lawes Shopping Centre. Tel: 02476 227 311
GW LEAMINGTON SPA: 22 Park Street.
 Tel: 01926 435 771
ABACRAFT ARTS & PICTURES: Kenilworth
 Tel: 01926 511294
NUNEATON BOOKSHOP: Nuneaton.
 Tel: 02476 342000
WAR GAME WAREHOUSE: Nuneaton.
 Tel: 02476 388883
JOTO RAILWAYS & MODELS: Rugby.
 Tel: 01793 562 372

WORCESTERSHIRE

GW WORCESTER: 4 Charles Street.
 Tel: 01905 616 707
THE GENERALS STORE: Evesham.
 Tel: 01386 45875
HOGGOSLAURUS TOYMASTER: Redditch.
 Tel: 01380 724 140
T.P. ACTIVITY TOYS: Stourport on Severn.
 Tel: 01259 872025
ELECTRONIC DUNGEON: Worcester.
 Tel: 01684 891619

YORKSHIRE AREA

GW BRADFORD: 4 Piccadilly, Bradford.
 Tel: 01174 739 430
GW DONCASTER: Unit 10, The Colonnades.
 Tel: 01302 320 535
GW HARRGATE: 29 Beulah Street.
 Tel: 01423 564 310
● **GW HULL:** 30 Paragon Street.
 Tel: 01482 589 576
● **GW LEEDS (CENTRAL):** 12-16 Central Road.
 Tel: 0113 242 0834
GW LEEDS (WHITE ROSE): Unit 28D,
 White Rose Centre. Tel: 0113 272 3470
GW SHEFFIELD (CENTRAL): 16 Fitzwilliam Gate.
 Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
 Unit B18, High Street, Upper Mall (next to entrance near Baxby). Tel: 0114 265 9836
GW YORK: 13A Lendal. Tel: 01904 628 014
KITCRAFT: Bamsley. Tel: 01226 208060
TOYMASTER: Bradford. Tel: 01274 724733
A M BRATHWAITE: Bridlington.
 Tel: 01262 677777
MAGAZINE WORLD: Halifax. Tel: 01422 330547
HALIFAX MODELLERS WORLD: Halifax.
 Tel: 01422 349151
TOYMASTER: Harrogate. Tel: 01423 654 335
TOYMASTER: Huddersfield. Tel: 01484 544664
MAYFAIR TOYMASTER: Hull. Tel: 01482 862 777
WARGAMES WORLD: Ilkley. Tel: 01943 467 382
SPACE MYTH & MAGIC: Scarborough.
 Tel: 01723 501821
TOYMASTER: Scarborough. Tel: 01724 271020
TOYMASTER: Crystal Peaks shopping centre,
 Sheffield. Tel: 0114 247 5749
TOYMASTER: Meadowhall shopping centre,
 Sheffield. Tel: 0114 259 9979
TOYMASTER: Sheffield. Tel: 0114 278 1960
SHERMANS MODEL SHOP: South Humberdale.
 Tel: 01724 842439
WESTGATE DEPARTMENT STORE:
 Sheffield. Tel: 0114 281898
MODEL & CRAFT CENTRE: Wakefield
 Tel: 01924 374097
SOFTWARE SELLER: Wellingborough
 Tel: 01933 440681
JOHN ANDERSON - TOYMASTER: Whitby
 Tel: 01947 602213

LONDON

GW BRENT CROSS: Unit F9, Lower Mall (near Fenwick's), Brent Cross Shopping Centre.
 Tel: 0208 202 4979
GW BROMLEY: Unit 24, The Mall, Bromley.
 Tel: 0208 466 0678
GW CROYDON: Unit 35, Drummond Centre (outside the back of the centre), Keoley Road.
 Tel: 0208 680 4600
● **GW EALING:** 62D St Savours Mall, Ealing Broadway Centre. Tel: 0208 840 0171
● **GW ENFIELD:** 35 Genotin Road.
 Tel: 0208 363 3239
● **GW HAMMERSMITH:** 161 King Street.
 Tel: 0208 946 9744
GW HARROW: 296 Station Street.
 Tel: 0208 861 2550
GW KENSINGTON: Shop 7, Lancel Square, Kensington Church Street. Tel: 0207 937 7071
● **GW KINGSTON ON THAMES:** 33 Fife Road.
 Tel: 0208 549 5224
GW LONDON (OXFORD ST): Unit F10,
 The Plaza Shopping Centre, 1st floor,
 116-126 Oxford Street. Tel: 0207 436 0839
GW RICHMOND: Unit 8, Westminster House,
 Kew Road. Tel: 0208 948 6122

GW ROMFORD: 12 Quadrant Arcade.
 Tel: 01708 742 140
GW STAINES: 52D Elmleigh Centre
 (at back of M45). Tel: 01784 450 675
GW SUTTON: Unit 24, Times Square
 Shopping Centre. Tel: 0208 770 9454
GW WATFORD: Unit Q, 1A Queen Street,
 Harlequin Centre. Tel: 01923 245 388
TOYSTOP: Clapham Junction. Tel: 0207 2289079
ROSSIS OF LONDON: Chingford.
 Tel: 0207 529 1920
THE ART STATIONERS: Dulwich.
 Tel: 0208 6935938
TOYSTOP: East Sheen. Tel: 0208 876 5229
ELTHAM MODELS: Eltham. Tel: 0208 850 4324
LEISURE GAMES: Finchley. Tel: 0208 346 2327
HAPPY RETURNS: Hampstead.
 Tel: 0207 435 2431
FREDERICK BECK LTD: Islington.
 Tel: 0207 226 3403
HARRODS: Knightsbridge. Tel: 0207 730 1234
JOHN SANDERS: Ruislip. Tel: 01895 634848
TOY WONDERLAND: Swiss Cottage.
 Tel: 0207 722 9821
HAMMICKS BOOKSHOP: Walthamstow.
 Tel: 0207 722 9821
WESTGATE DEPARTMENT STORE: Watford.
 Tel: 01923 222233
ELYS: Wimbledon. Tel: 0208 946 9191
TOY CITY: Wood Green Shopping Centre.
 Tel: 0208 8910770
TOY CITY LTD: Wood Green. Tel: 0208 8810770

WALES

GW CARDIFF: 31 High Street. Tel: 02920 644 917
● **GW NEWPORT:** 25 Skinner Street.
 Tel: 01603 256 295
● **GW SWANSEA:** 45 Princess Way.
 Tel: 01792 463 969
RICHARDS OF ABERGAVENNY: Abergavenny
 Tel: 01873 852468
ALBATROSS: Aberystwyth. Tel: 01970 617836
ACME COMPUTERS: Bangor. Tel: 01248 371457
J. CLARK TOYS & GIFTS: Brecon.
 Tel: 01874 822 865
NOLTON TOYS & HOBBIES LTD: Bridgend
 Tel: 01656 661916
ARTISTS CORNER: Chepstow.
 Tel: 01291 627 393
HARDINGS: Carmarthen. Tel: 01656 660044
CLARICE TOYS: Dyfed. Tel: 01834 843493
MERLIN MODELS: Haverfordwest.
 Tel: 01437 768331
BRITE IDEAS: Llandudno. Tel: 01792 758451
LOMAX: Lampeter. Tel: 01570 422539
RAINBOW PLAZA: Llanelli Major.
 Tel: 01446 794118
LIGHTFOOT MODELS & TOYS: Rhyll
 Tel: 01745 331 584
COMIX SHOPPE: Swansea. Tel: 01792 642097
BRITE IDEAS: Wrexham. Tel: 01978 758451

SCOTLAND

● **GW ABERDEEN:** Unit 1, 30-40 Upper Kirkgate.
 Tel: 01224 621 261
GW AYR: 10 Arran Mall. Tel: 01292 610 673
GW BRAEHEAD: 115 Braehead Shopping
 Centre, King Inch Road. Tel: 0141 885 9440
● **GW DUNDEE:** 110 Commercial Street.
 Tel: 01382 202 382
GW EDINBURGH: 136 High Street.
 Tel: 0131 220 8540
GW EAST KILBRIDE: 4 Righthead Gate,
 (at the back of M&S). Tel: 01355 224 680
GW FALKIRK: 12 Cow Wynd.
 Tel: 01324 624 553
GW GLASGOW: 198/200 Hope Street.
 Tel: 0141 332 5588
J. YULE & SONS LTD: Angus. Tel: 01241 872195
GARDINERS: Angus. Tel: 01356 622655
JUNNER'S TOYMASTER: Elgin.
 Tel: 0143 542 492
MARIONVILLE MODELS: Edinburgh.
 Tel: 01313 177010
THE NAPPY PIN: Fife. Tel: 01334 653 180
STATIC GAMES: Glasgow. Tel: 0141 2265414
SPORTS AND MODEL SHOP: Highland.
 Tel: 01349 862346
INVERNESS TOYS: Inverness.
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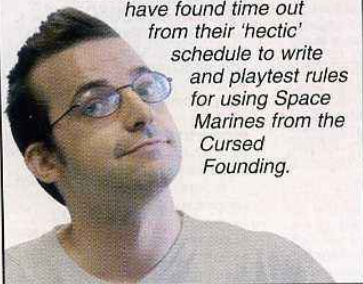
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This month the Warhammer 40,000 boys have been busy working on *Codex: Eye of Terror*, but have found time out from their 'hectic' schedule to write and playtest rules for using Space Marines from the Cursed Founding.



CHAPTER APPROVED

PRESENTED BY ANDY CHAMBERS

Greetings Citizens, and welcome to Chapter Approved. Scriveners Hoare, McNeill & Kelly have searched deep into the darkest corners of the Librarium to find more information on the mysterious chapters of the Cursed Founding. Now you can field whole armies of these cursed Space Marines or use them as allies to your Codex: Space Marine Armies with these trial rules.

TRIAL RULES: THE CURSED FOUNDING by Andy Hoare, Graham McNeill & Phil Kelly

Back in White Dwarf 260, Index Astartes: The Cursed Founding provided a glimpse into the mysterious circumstances surrounding the inception of the ill-fated 21st Founding. There's been a fair amount of speculation regarding fielding those chapters known to be of the Cursed

Founding, notably the Legion of the Damned, and also the Black Dragons. Rather than produce a new list that would set out all there is to know about these mysterious chapters, I came up with a set of rules that would allow Space Marines players to use a Cursed Founding Chapter (or indeed a Dark Founding Chapter—there's little difference in game

terms) of their own devising, but to give a few examples of named chapters they can use if they wish.

The Legion of the Damned is one such chapter, and the Apparitions special rule is used to define them. Of course, if you want to invent your own Cursed Founding Chapter and apply this 'Chapter Trait' to them, then be my guest. These rules are intended to encourage that sort of creativity, and the last thing I want to do is set out exactly how you should use and represent a force that is ultimately enigmatic and unknowable: that would spoil all the fun!

USING THE RULES

These rules have been designed to work in two ways. Firstly, you can use them to field an army of Cursed Founding Space Marines. This force will be smaller than a normal Space Marines army, being composed of troops with all manner of expensive upgrades and outlandish special abilities, but it will be limited in other respects. Where a 'Codex' Space Marines army has a wide range of options and tactics open to it, you may well find that your Cursed Founding force will have to rely on its special abilities to win the day, and this is part of the challenge of fielding the force.

The second way is to include Cursed Founding squads as allies in your Space Marines force. Any 'Codex' chapter may use these rules, ie, any chapter that is drawn entirely from Codex: Space Marines, with no modifications or variants.

These rules should be considered 'trial rules' at present, and you will need to check with your opponent that it's OK to use them. If you have any comments or questions regarding these rules then the best place to put them is on the Games Workshop community web forum, or you can write to Chapter Approved at the normal address.

www.gamesworkshop.com/Community/devforum.htm





The Legion of the Damned assault an Eldar position.

USING A CURSED FOUNDING SPACE MARINES ARMY IN WARHAMMER 40,000

If Cursed Founding Space Marines are to be fielded alone, the army should be chosen from the following list of units:

HQ	Space Marine Hero*, Command Squad†, Chaplain†, Librarian†, 0-1 Cursed Knights
ELITE	Dreadnought†, Abominations, 0-1 Terminator Squad†, 0-1 Terminator Assault Squad†
TROOPS	Space Marine Tactical Squad**
FAST ATTACK	Assault Squad, 0-1 Bike Squadrons†
HEAVY SUPPORT	Devastator Squad**, 0-1 Land Raider†, 0-1 Predator Annihilator†, 0-1 Predator Destructor†, 0-1 Vindicator†, 0-1 Whirlwind†.

* Due to the Cursed Founding Chapters' lack of resources, these units may not be mounted in Razorbacks.

† Rules, options and points values for these units can be found in Codex: Space Marines.

SPECIAL RULES

Ill-fated: Such is the ill fortune of the Cursed Founding Chapters that when fate works against them on the field of battle, all manner of tragedies may overtake them. Unless otherwise noted, Cursed Founding Space Marines do not benefit from the 'And They Shall Know No Fear' special rule. Furthermore, they may never deploy using the 'Drop Pods' special rule.

Outcasts: Armies consisting entirely of Cursed Founding Space Marines may occasionally fight in support of Imperial authorities, but will never be joined or aided in their missions by Imperium forces.

The army may not make use of Heroes of the Imperium forces, Grey Knights, Deathwatch, Assassins or any other allies.

Psychic Power – Howl of the Cursed:

This psychic power is available to Cursed Founding Librarians and may be used once per battle upon a successful Psychic test. Every enemy squad with at least one model within 12" (line of sight is not required) of the Librarian must make a Morale check or fall back according to the normal morale rules. Units who ignore Morale checks are immune to this power. This power is used instead of shooting. Howl of the

WHAT'S CHAPTER APPROVED ALL ABOUT?

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

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

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
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Cursed may not be used if the Librarian is engaged in an assault or is falling back. This power replaces the Space Marine Librarian's Smite power, at no additional points cost.

CURSED FOUNDING CHAPTER TRAITS

None can tell the number of Cursed Founding Chapters in existence, as all record of their creation has been expunged from Imperial archives. Those that have been witnessed in battle appear to possess distinct abilities and mutations.

When choosing your Cursed Founding Chapter you must decide on its overall character, and apply one of the traits listed below. These traits represent the side effects imposed upon the chapter during its inception, and often prove a curse and a blessing in equal measures. Note that all Cursed Founding Space Marines in the force must be upgraded in this way, as must all Cursed Founding vehicles if a points value is given for them.

THE BLACK DRAGONS

One of the many zygotes neophytes are implanted with is the Ossmodula. This small organ has a complex function within the body of a Space Marine. It monitors and secretes hormones affecting epiphysal fusion and ossification of the skeleton while at the same time, engineered hormones encourage the forming bones to absorb ceramic based chemicals administered in the Marines diet. Two years following implantation, the long-bones will have strengthened considerably and there will have been a general increase in the size of the recipient's skeleton. Extreme ossification of the chest cavity caused by growth of ribs forming a solid mass of inter-laced bone plates provides a Space Marine with an armoured layer to protect his secondary heart and lungs.

But the Ossmodula zygote of the Black Dragons functions in an abnormal way causing the growth of bony crests on the head, and blade-like protuberances from the forearm and elbow. Like the Death Company of the Blood Angels, warriors inflicted with such abnormal developments are formed into a separate fighting unit. Known as the Dragon Claws, they sharpen these additional protrusions to a killing edge, and sheath them in adamantium to turn them into deadly close combat weapons. This strains the tolerance of the Inquisition and there are many recorded instances of other Space Marines Chapters (notably the Dark Angels and Marines Malevolent) refusing to fight alongside them.

It is even rumoured that the Black Dragon Apothecaries deliberately encourage such growths, even going so far as to knowingly implant aberrant zygotes into some initiates. This is exceptionally dangerous, and the practice is forbidden by Imperial edict, but old traditions die hard as the ferocity of the Dragon Claws is much valued by the Chapter Masters.

CONVERTING BLACK DRAGON ASSAULT MARINES

Matt Hutson has converted his Space Marines by simply using the talons from the Tyranid Gaunt sprue to add the blade-like protrusions to the models' arms. To add variety to the models he has also used the bare arms from the Imperial Guard Catachan sprue. The bony crests on their heads have been created by sticking on some spikes, also from the Gaunt sprue.



Each Chapter is required to send 5% of its genetic material to the Adeptus Mechanicus on Mars. This 'tithe' serves two purposes: enabling the Adeptus Mechanicus to monitor the health of each Space Marine chapter, and store gene-seed with a view to founding new chapters. The Adeptus Mechanicus has on several occasions threatened the Black Dragons with military action unless it complies with this decree and even when the Chapter has submitted genetic data, its veracity has often been considered suspect as each sample provided has passed the most stringent genetic purity checks without fail. Without being able to prove anything, many Adepts believe that the Black Dragons submit genetic material culled from other sources. How this can be possible is unknown and the Adeptus Mechanicus is eager to fully investigate the medical practices within the Black Dragons.

Ossific Blades: The Black Dragons are a chapter who push the Inquisition to the limits of tolerance. Although they have fought alongside Imperial forces in conflicts as recent as the Third War for Armageddon, they rarely remain part of a standing force for long. Their heads and forearms sport bony crests and these obvious physical mutations make long-term cooperation with other Imperial bodies impossible.

The Dragon Claws squads of the Black Dragons are the most mutated members of the chapter, sporting an array of lethal sharpened blades covering their heads and forearms. Any close combat attack that rolls 6 to hit will inflict an automatic wound with no Armour save possible. **Points:** +5 per model (Assault Squads only).

THE MINOTAURS

The Minotaurs are a chapter that operate largely within the structure of the Imperial war machine, although the Inquisition and the Ecclesiarchy have on numerous occasions attempted to investigate them. The

Minotaurs, like all other Space Marines chapters are an autonomous organisation, and will therefore only answer a call to arms on their own terms. On many occasions, the Minotaurs have responded to a besieged world's pleas for aid faster than other forces, engaging the enemy in a massive frontal assault and then withdrawing when other chapters would consolidate their position in order to meet a counter-attack. It has been stated by several Imperial commanders that the Minotaurs are an unreliable and unpredictable force that they would prefer to avoid altogether in preference to more tactically balanced, if less assault-orientated allies.

The Minotaurs' most famous action, and the only one for which they have been officially recognised, was their assault on the Lamenters' fleet during the Badab Uprising. The Lamenters, thought also to be a 21st Founding Chapter, had sided with the rebel Astral Claws in the uprising, and the Minotaurs vented their full fury on their wayward kin in a series of savage boarding actions that severely depleted the Lamenters' numbers and forced their eventual surrender.

Berserkers: Some Cursed Founding Space Marines, such as the Minotaurs Chapter, are entirely consumed by a xenophobic hatred that far surpasses the righteous fury of a normal Space Marine.

All models gain +1 Attack, and are Fearless.

Berserkers must move towards, and assault, the nearest enemy if they are able to do so (including vehicles or creatures they cannot hurt).

If victorious in an assault they must Sweep Advance unless any models are equipped with Terminator armour or they won due to 'moral high ground'.

Points: +10 per model; +20 per Dreadnought.

THE LEGION OF THE DAMNED

The Legion of the Damned is a legend amongst the Adeptus Astartes. Appearing as ghostly apparitions to aid beleaguered Space Marines, this mysterious force has intervened in desperate battles on numerous occasions. The legionnaires reportedly wear power armour painted black and adorned with symbols of death, skeletons writhing in the flames of purgatory being a dominant theme. Eyewitnesses report the visible areas of the Space Marines' flesh are in a state of decay, lending the legionnaires a horrific, charnel aspect.

The examination of starship debris recovered in the Maran sub-sector suggests a link between the Legion of the Damned and the fate of the Fire Hawks Chapter. The Fire Hawks were declared Lost in the Warp in 983M41, twenty years after the entire chapter set out for Crow's World on a counter-invasion mission against the Eldar. The Inquisition are unsurprisingly keen to discover if the Legion of the Damned and the Fire Hawks are in fact one and the same chapter, and if so, how they gained their mysterious and deadly abilities.

Apparitions: The Legion of the Damned always deploy using the Deep Strike scenario special rule, except they do so before the game begins. The normal deployment order for the mission being played is used, with the exception that Legion of the Damned squads may be set up anywhere on the battlefield, other than the opponent's deployment zone, (although they may scatter into it). Note that even the ghostly vehicles of the legion enter play in this manner, appearing as silent apparitions ferrying their charges to war.

In any mission that uses the Reserves and/or Deep Strike scenario special rule, all Legion of the Damned models Deep Strike when they become available; they do not enter play from table edges.

In addition, these Space Marines receive a 6+ Invulnerable save due to their insubstantial nature. Their vehicles and Dreadnoughts receive a 6+ Invulnerable save against enemy shooting, taken before Armour Penetration rolls are made.

Points: +5 points per model; +10 for vehicles and Dreadnoughts.

THE LAMENTERS

It has been speculated by some Imperial scholars that the inception of the Lamenters was an attempt to utilise the Sanguinius strain of gene-seed, breeding out the deficiencies known to mar that otherwise superior DNA. If such an experiment did in fact take place then its primary objectives seem to have been achieved, in that the Lamenters adhere to a strictly 'Codex' formation and the chapter does not field any Death Company. However, the Lamenters appear to have suffered from the most appalling twists of ill fortune and tragedy, and are undoubtedly stricken with a morose curse that is reflected in the bleeding heart and teardrop emblems adorning their power armour.

Two major incidents in the Lamenters' history illustrate their continued bad luck. In the last decade of the ninth century of the 41st Millennium, the Lamenters made the mistake of siding with the renegade Astral Claws Chapter in the Badab Uprising. It was later found that it was not any notion of rebellion against the Imperium that brought about the Chapter's involvement in the uprising. Rather, they viewed the Imperial attack on the Astral Claws, who the Lamenters had crusaded

alongside during the Serpentine Straits Wars, as a challenge to the sovereignty and independence of the whole Adeptus Astartes. In short, the Lamenters allowed their pride to dictate their actions, and those actions were ill considered in the extreme.

Following the Lamenters' involvement in the Badab Uprising, they were investigated and eventually granted the Emperor's forgiveness subject to a one hundred year long penitent crusade. The chapter's ill luck followed them however, as that crusade led them straight into the jaws of Hive Fleet Kraken. Today, barely three companies of the Lamenters are at large in the galaxy, and it would seem their curse of sorrow and ill fortune follows them still.

Aura of Doom: The aura of tragedy surrounding the Lamenters is a palpable thing, projected in waves before them and forcing their enemies back. Any enemy wishing to assault a Lamenters unit must pass a Leadership test in order to do so. If the test is failed the unit may choose an alternative target for the charge. Units which automatically pass Morale checks do not test.

Points: +3 per model; +8 per Dreadnought.

THE FLAME FALCONS

Next to nothing is known of the Flame Falcons Chapter, for they were declared Excommunicate within a century of their inception. Initial combat trials involving the chapter were a resounding success, and they were put on active service on the Southern Rim, based on their new homeworld of Lethe. Their first engagements, with Orks and Eldar



When all seems lost the Legion of the Damned appear from nowhere to save the Crimson Fists from certain death.

pirates promised a great future for the chapter, as they were observed to be hardy and courageous, even for Space Marines.

It was at the battle of Raffenburg's World that things began to go awry for the Flame Falcons. At the height of the battle, their largest engagement at that point, the first company were observed to spontaneously immolate at the height of the fiercest fighting against the rebel forces. Fearing witchcraft, the chapter's commander reinforced the front line and sent for an Inquisitor who was accompanying the Imperial army. When it was reported by the reinforcing Space Marines that the members of the first company were not dead, but were in fact fighting with renewed savagery covered in flames to which they themselves were immune, the commander declared it a miracle, a gift sent from the Emperor.

The Inquisitor had a different opinion. Knowing that he could not assault the Flame Falcons immediately, he bided his time, witnessing the remainder of the chapter undergo the same change as the first company.

Upon the successful completion of the campaign, the Flame Falcons returned to Lethe in celebrant mood convinced, as they were, that their unique ability was a manifestation of the Emperor's grace. Soon after, the Grey Knights, at the Inquisition's behest assaulted Lethe, ruthlessly destroying the cursed chapter. It is thought that a small number of Flame Falcons escaped that day, but of their fate, nothing whatsoever is known.

Immolation: The Brothers of the Flame Falcons Chapter are cursed with a terrible mutation that causes their bodies to become wreathed in flame. The Inquisition is particularly uncompromising in punishing these mutants wherever it encounters them.

The flames surrounding these Cursed Founding Space Marines render them difficult to target. As a result, they always receive a 5+ cover save from enemy shooting, and always count as occupying cover if they are charged by an enemy whilst in the open. However, their units may never take transport vehicles or be passengers in any other type of vehicle.

Points: +3 per model.

THE SONS OF ANTEAUS

The Sons of Antaeus are only officially recorded in one source; the chronicles of the Third Inter-Guild War of the Inca Sector of 850.M41 to 901.M41. The chapter is listed as having answered the pleas of the Guild Fathers for aid against pirate forces sponsored by business rivals, and according to the records acquitted themselves courageously before departing.

Since that time, a force matching their grey and black livery has been sighted by a

number of chapters in the Ultima Segmentum, and these accounts have always made specific mention of the size and apparent hardness of these mysterious Adeptus Astartes. They are reportedly capable of surviving hits from weapons that would slaughter another Space Marine.

One such eyewitness account, submitted by Captain Rakman of the Subjugators Chapter, records an incident in which his force found itself under attack by the Eldar of the Void Dragons pirate fleet. Surrounded and under heavy fire by the pirates' ultra-rapid anti-grav vehicles, Rakman states that a force bearing the livery of the Sons of Antaeus appeared unexpectedly and attacked the enemy vehicles from behind. Forced to redeploy, the Eldar suddenly found themselves faced with the prospect of having to make a breakout. The Eldar Falcons and Wave Serpents made straight for the Sons of Antaeus, judging them the lesser of the two Space Marine forces. The incredulous Captain Rakman gives an amazing account of the Sons of Antaeus' stand in the face of a storm of Eldar firepower, against which the mysterious Space Marines stood seemingly

impervious. The Subjugators were able to press their attack on the enemy rear as the Sons of Antaeus held the Eldar in place, and the pirates were destroyed in short order, caught between the immovable anvil of the Sons, and the irresistible hammer of the Subjugators.

Augmented Skeleton: During the inception of the Sons of Antaeus Chapter, its creators extensively modified the gene-seed in order to create Space Marines of exceptional durability and toughness. How they achieved this is unknown, whether their skeletal structure was enhanced with some artificial substance, or whether a more esoteric procedure was used. Less sympathetic observers point out that the chapter appears every bit as resilient as the Death Guard Traitor Legion.

Every model in the chapter has +1 Toughness added to its profile. Cursed Founding Space Marines (including bikers) with Augmented Skeleton still suffer an 'instant death' result from a Strength 8 or more weapon.

Points: +5 per Space Marine; +10 per model with more than 1 Wound.

USING CURSED FOUNDING SPACE MARINES AS ALLIES

The Cursed Founding Chapters rarely fight within the conventional military structure of the Imperium, as many of them are far too mutated for other forces to accept as anything akin to human. They will on occasion however, choose to fight alongside their former brothers, relieving beleaguered garrisons, aiding an encircled force and generally appearing where and when they are least expected. On these occasions, a commander may have no knowledge as to who the mysterious Space Marines were, as they will often disappear as inexplicably as they arrived.

Force Selection: Cursed Founding Space Marines may be chosen as allies for other Space Marines Chapters. Simply choose an army list entry from the Cursed Founding force selection box and apply a Cursed Founding Chapter Trait to it (all Cursed Founding allies must share the same Chapter Trait). Cursed Knights and Abominations are not available as allies. The squad remains in the same force organisation category. Before you choose any Cursed Founding allies you must first have filled the compulsory force selection choices from your main army. For example, in a Cleanse mission you must choose 1 HQ and 2 Troops from your main army before choosing any Cursed Founding allies. In addition, you may not have more units of Cursed Founding allies than you have Troops units in your main army. In the previous example, you would be able to take two units of allies.

Unseen Allies: When taken as allies, all Cursed Founding units start the game in reserve, even in games where the Reserves special rule is not in use. In games where Reserves are not used, the allies will enter play from the player's table edge in the turn they become available, or from a randomly determined table edge if the army does not have a table edge. The exception to this is Cursed Founding Space Marines with the Apparitions special rule, who always Deep Strike when held in reserve.

Just as Cursed Founding allies may join an army unexpectedly, they have on occasion been known to vanish in the same fashion. In the case of the Legion of the Damned, the legionnaires have been observed to literally fade away to nothing, and in the cases of other chapters the mysterious allies have simply disengaged for no obvious reason.

At the beginning of the Space Marines turn, before any units are moved, roll a D6 for each Cursed Founding squad and vehicle in play. On a roll of '1' the unit must move 2D6" towards the nearest table edge, and will be removed from play if any models in the unit leave the table. Note that this is not a fall back move, so the squad may not be crossfired, and a regroup test is not required the next turn. The squad may fire, but will count as having moved.

NEW TROOP TYPES

0-1 CURSED KNIGHTS

These individuals are Space Marines who appear to have escaped their chapter's curse. They are strong, tall and proud in form and yet this veneer of perfection hides a curse often more extreme than that affecting their Brethren.

28pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Cursed Knight	4	4	4	4	1	4	2	9	3+
Cursed Knight Champion	4	4	4	4	1	4	3	9	3+

Number/Squad: The Squad consists of 5-10 Cursed Knights.

Weapons: Bolter, or bolt pistol and close combat weapon.

Options: One Cursed Knight may have one of the following: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts. In addition, one Cursed Knight may be armed 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.

Character: One Cursed Knight can be upgraded to a Cursed Knight Champion at an additional cost of +12 pts.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts.

SPECIAL RULES

'And They Shall Know No Fear': The Cursed Knights exist under a heavy weight of sadness and desperation, but despite this, they are above all Space Marines, and therefore servants of the Emperor. As such they are subject to the 'And They Shall Know No Fear' special rule, as described in Codex: Space Marines.

Genetic Corruption: Cursed Knights do not purchase a Chapter Trait, as they do not share the same genetic gifts and flaws as their brethren. Instead, they are subject to a far worse, and more unpredictable curse. To represent this, at the start of the battle, after both sides have set up but before the first turn takes place, roll a D6 and consult the table to the right.

ABOMINATIONS

Those Brethren suffering the worst extremes of the chapter's curse are often segregated from the main body of Space Marines. These Space Marines may be physically mutated and driven beyond the point of insanity, and the heat of battle will cause the curse to manifest itself in a horrific display of savagery and violence. They are frequently fielded together in squads where, should they fall prey to their self-destructive curse, they will at least take some of their enemy with them.

17pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Abomination	4	4	4	4	1	4	2	8	3+

Number/squad: 5-10 Abominations.

Weapons: Bolters, or bolt pistol and close combat weapon.

Options: The points cost for the Chapter trait is added to an Abomination's basic cost.

Transport: The entire squad may be mounted in a Rhino at an additional cost of +50 pts.

SPECIAL RULES

Death Spasm: Each time an Abomination rolls a '6' to hit in close combat you must make an additional attack. You must keep rolling until no more 6's appear. However, if the result of any of these extra attacks is a 1 then the Space Marine undergoes an uncontrolled and potentially fatal mutation, changing form and strangling all those nearby with rapidly mutating protoplasmic appendages. For every one of the extra close combat hits that roll 1 to hit, the attack will be inflicted against the Abomination's squad instead of the enemy.

Fearless: So crazed are Abominations that they give no consideration whatsoever for their own safety on the battlefield. Abominations are Fearless, and therefore are assumed to automatically pass any Morale and Pinning tests they are required to make.

- 1 **Berserk Rage!** The warriors attack each other in an animalistic fury. Make an Armour save for each warrior, removing any who fail. Those who are removed will count as casualties for the purposes of calculating Victory points. Survivors are at +1 Strength.
- 2-5 **Stable Mutation:** All Knights are at +1 Strength and Initiative.
- 6 **Created a Monster:** The abilities of each Cursed Knight are temporarily enhanced to superhuman levels. Each Knight adds +1 to his Strength, Initiative and Attacks characteristics. Unfortunately, not even the Cursed Knights' constitutions can withstand this level of performance for long, and after the battle the Knights will die. Any Knights that survive the battle will count as casualties for the purposes of calculating Victory points.

CONVERTING ABOMINATIONS



Sean Turtle has modelled a Sons of Antaeus Abomination using parts from the Chaos Spawn to make the Space Marine look like he is suddenly mutating. To make him look big and tough, a characteristic of the Sons of Antaeus, he has used the arms from the Space Ork sprue.



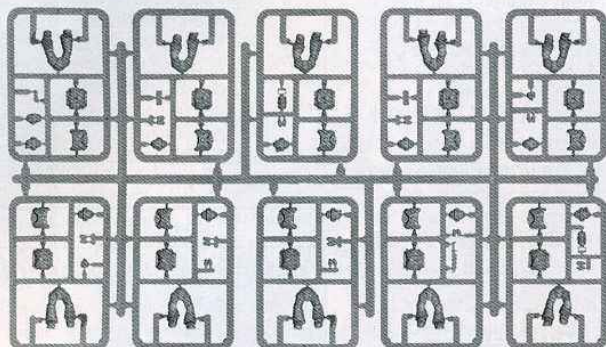
To make a Black Dragon Abomination Matt Hutson has used parts from the Chaos Mutations sprue combined with parts from the Tyranid Gaunt sprue.

After this month's Chapter Approved featuring the trial rules for the Cursed Founding, we've managed to find a selection of components available from Games Workshop so that you can convert your own Cursed Founding chapter.

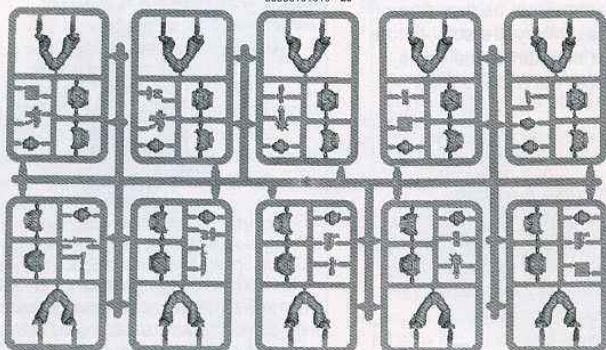
Plastic models are generally much easier to convert and the plastic Space Marine models are no exception. The sprues can be mixed with literally any of the other plastic sprues available and, being plastic, are very easy to manipulate, bend and cut.

CURSED FOUNDING

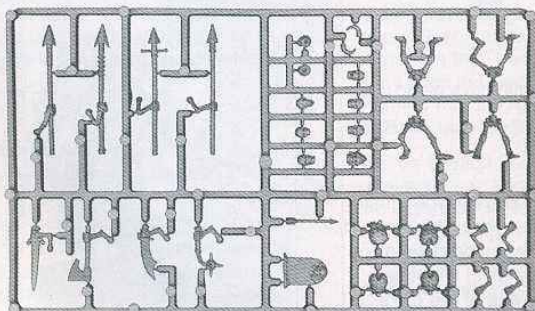
Converting your own Cursed Founding Space Marines



SPACE MARINE ASSAULT MARINES SPRUE
(shown at 30% actual size)
99380101010 £6



SPACE MARINE MAIN BODY SPRUE
(shown at 30% actual size)
99380101006 £6



SKELETON SPRUE
(shown at 40% actual size)
99380207001 £2.50



SPACE MARINE ASSAULT MARINE
RIGHT ARM SPRUE
(shown at 40% actual size)
99380101009 £1



SPACE MARINE ASSAULT MARINE
LEFT ARM SPRUE
(shown at 40% actual size)
99380101008 £1



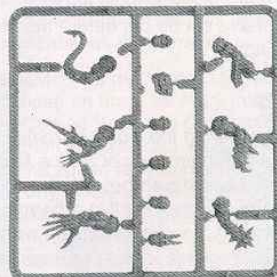
SPACE MARINE JUMP PACK SPRUE
(shown at 40% actual size)
99380101011 £1



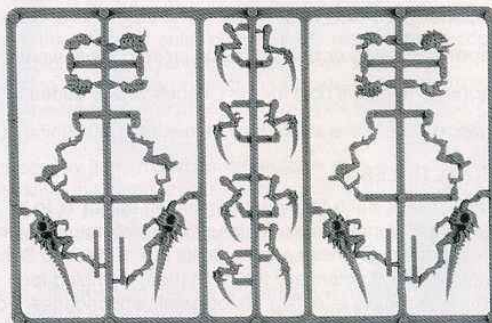
SPACE MARINE ARM + BOLTER SPRUE
(shown at 40% actual size)
99380101005 £1



SPACE MARINE BACKPACK SPRUE
(shown at 40% actual size)
99380101004 £1



CHAOS MUTATION SPRUE
(shown at 40% actual size)
99380102003 £1



HORMAGAUNT SPRUE
(shown at 40% actual size)
99380106001 £2.50

The models on these pages are only available from your Games Workshop in-store order point,

THE LEGION OF THE DAMNED

Shown here are a set of models from the Classic Warhammer 40,000 range; The Legion of the Damned! These models are some of the first released to represent a Cursed Founding Chapter. You can still obtain these models for use within your armies and they also are perfect models to represent some of the Cursed Founding Special Rules. *Immolation* and *Augmented Skeleton* are obvious examples, but they could also be used to model other Cursed Founding troops.

							
LOD Trooper 1 9947010109605 £2.00	LOD Trooper 2 9947010109606 £2.00	LOD Trooper 3 9947010109607 £2.00	LOD Trooper 4 9947010109608 £2.00	LOD Trooper 5 9947010109609 £2.00	LOD Trooper 6 9947010109610 £2.00	LOD Trooper 7 9947010109611 £2.00	LOD Trooper 8 9947010109728 £2.00
							
LOD Trooper 9 9947010109729 £2.00	LOD Trooper 10 9947010109730 £2.00	LOD Trooper 11 9947010109731 £2.00	LOD Trooper 12 9947010109732 £2.00	LOD Trooper 13 9947010109733 £2.00	LOD Trooper 14 9947010109734 £2.00	LOD flamer 9947010109604 £3.00	LOD meltagun 9947010109905 £3.00
							
LOD plasma gun 9947010109906 £3.00	LOD shoulder pad 8 9947010109624 £0.50	LOD shoulder pad 11 9947010109627 £0.50	LOD shoulder pad 7 9947010109623 £0.50	LOD shoulder pad 4 9947010109620 £0.50	LOD shoulder pad 3 9947010109619 £0.50	LOD shoulder pad 2 9947010109618 £0.50	LOD shoulder pad 6 9947010109622 £0.50
							
LOD shoulder pad 5 9947010109621 £0.50	LOD shoulder pad 1 9947010109617 £0.50	LOD shoulder pad 10 9947010109626 £0.50	LOD backpack 2 9947010109615 £1.00	LOD backpack 1 9947010109614 £1.00	LOD Gun sprue 1 9947010109612 £2.00	LOD Gun sprue 2 9947010109613 £2.00	

Models shown at 100%

SPECIALIST GAMES RANGE

Games for the Dedicated Hobbyist

Fanatic are constantly releasing new models to support their Specialist Games range. Their magazines provide new rules, campaign suggestions, tactics for using your armies, warbands and teams, and lots more for each of the Specialist Games.



NEW: Blood Bowl Ogre Blister £8
This blister contains 1 Blood Bowl Ogre model.



NEW: Mordheim Dwarf Treasure Hunters £7
This blister contains 3 random Dwarf Treasure Hunter models.



Also available NEW from Fanatic this month:

Blood Bowl Magazine 6	£2
Blood Bowl Ogre Thrower blister	£10
Necromunda Magazine 12	£2
Town Cryer 24	£2
Mordheim Dwarf Treasure Hunters boxed set	£18

Models shown at 100%

BATTLEFLEET GOTHIC

With the Eye of Terror global campaign imminent we're expecting all kinds of awesome battles including spaceship engagement. **Battlefleet Gothic**, our game of spaceship conflicts, is ideal for this. Over the next few issues we'll be bringing you all manner of new material for this great game – keep your eyes peeled!

Battlefleet Gothic allows you to command fleets of warships in deadly conflict amongst the stars, using either the forces of the Imperium or one of its enemies. The game tells the story of the invasion of the Gothic Sector by a Chaos warfleet led by none other than Abaddon the Despoiler. The box contains enough Imperial and Chaos ships (plus everything else you need) to start playing straight away. These ships come as plastic sprues that can be assembled to represent a variety of different classes of cruiser.

▼ *The Battlefleet Gothic boxed game contains everything you need to play the game straight away.*



To add to your fleet, there are also plenty of metal battleships, raiders, frigates and destroyers, and don't worry – other races won't be left out! There are plenty more exciting details about the game later in this issue, plus a Battlefleet Gothic battle report! Look out for the Eldar fleet next issue.

But what about the game itself?
Here's a look at what you get in the box...

THE RULEBOOK

One hundred and sixty pages of spaceship action! The rules themselves are divided up into (fairly) easily digestible chunks as follows:

Basic rules: This bit covers the basics of ship characteristics and introduces the three basic ship types – tiny, wee escort ships, cruisers like the ones you get in the box and huge, great, lumbering battleships – plus crew quality (ie, Leadership) and using special orders. Next it goes on to explain moving, shooting and launching nasty things like torpedoes, fighters, bombers and assault boats at your enemy, before covering damage, making repairs, and ships exploding when your enemy shoots back.

Advanced rules: The advanced rules introduce ramming attacks, boarding actions, using ships in squadrons and new units in the shape of planetary defences like space stations and defence laser silos.

BRACE FOR IMPACT!

The game of spaceship combat – back with a bang!



The Battlefield: This part of the rules covers the kinds of 'terrain' suitable for a spaceship battle – planets, asteroid fields, warp rifts, solar flares (no, not very bright trousers, the other kind) as well as giving some alternative methods for setting them up as part of the battlefield.

Modelling and Painting Guide:

The painting guide includes alternative colour schemes for the fleets involved in the Gothic War, markings, converting and scratch-building ships and defences, plus making planets, moons, asteroids and other spacey bits.

Scenarios: There are ten different scenarios ranging through raids, surprise attacks and convoy runs, up to full-blown fleet engagements and planetary assaults. At the end of the scenarios section there's also a set of sub-plot generators for adding extra twists into the standard scenarios.

History of the Gothic War: The story of the decades-long war which ravaged the Gothic Sector is told here, along with titbits and factoids on the men and ships which fought in it.

Ships of the Gothic Sector: This section gives stats and short histories for the ships of the Imperial, Chaos, Eldar and Ork fleets which fought in the Gothic War. The ship guides for the different races are each concluded with a fleet list for selecting forces to do battle.

Planetary Defences: Just so that the ships don't get things all their own way, there's a selection of deadly defensive installations ranging from minefields and weapons platforms to the huge Blackstone Fortresses

Campaign rules: The last part of the book is given over to rules for running a map-based Battlefleet Gothic campaign, including repairing and refitting ships, crews gaining skills and experience and the fleet commander (you) accumulating renown and gaining promotion.

SPACESHIP KITS

Sixteen sprues of little plastic bits that make up four Imperial cruisers and four Chaos cruisers, designed by Tim Adcock and Dave Andrews. These are really, really nice models. Unlike nearly every other spaceship model I've ever seen they actually manage to give an impression of being big ships. They have deeply incised detail which makes them nice and straightforward to paint – undercoat, drybrush, pick out the details and you're

there. Best of all, by constructing them using different arrangements of weapon batteries, lance turrets and launch bays, both models can be built as any one of seven different classes of ship – including battlecruisers, heavy cruisers and attack craft carriers, as well as the more standard 'ships of the line'.

THE CARD

The game includes a selection of markers and templates for weapons and their effects, plus some handy terrain in the form of a planet and moon.

You get the following:

- Bearing compass/nova cannon template
- Blast markers
- Attack craft markers – bomber, assault boat and fighter squadrons
- Torpedo salvo markers
- Planet and moon
- Asteroids
- Contact markers

AND FINALLY...

A roster pad for recording the details of ships in your fleet.

A getting started leaflet which gives a basic run-through of the most fundamental rules, construction diagrams for the fourteen different ship classes which can be built from the kits in the box, and a specially commissioned Gothic comic strip.

Range rulers/dice/order dice etc.

Fairly dull but essential for the game!



▼ Imperial Retribution class battleship



▼ Murder class Chaos Cruiser



▼ Iconclast class Chaos Destroyer

Models above shown at 100%



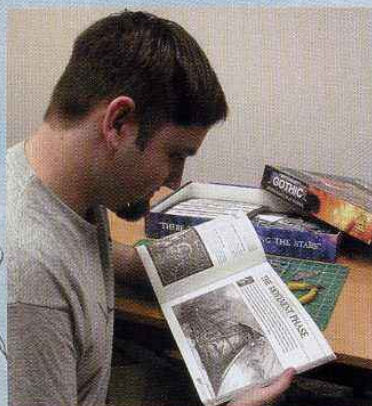
PLAY BATTLEFLEET GOTHIC ON VETERANS' NIGHTS

Many Games Workshop stores run evenings 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.

John Shaffer is part of our White Dwarf team in the United States. He's been getting into Battlefleet Gothic and starting a new fleet. With so many of you about to do the same, we've persuaded him to explain how he got on...

John: So there I was, standing idly by, scanning the myriad gaming possibilities presented before me in the Glen Burnie Headquarters store. I had just finished perusing the new Warhammer 40,000 releases when a little gem of often overlooked beauty caught my eye. The words 'Battlefleet Gothic' seemed like an ancient and long-forgotten phrase, particularly after all the hubbub over the great new releases that dominated the shelves.

Battlefleet Gothic is a game that has always intrigued me, but finding opponents from my gaming group back home was a challenging prospect. Knowing that some of the guys in the office were planning to start up new fleets, I decided to take the plunge, picked up the boxed game, and braced myself for the impact of something new and exciting.



One aspect of Battlefleet Gothic that's particularly appealing to me is the ease with which one can integrate it with Warhammer 40,000, thereby adding more depth and continuity to the gaming experience. Imagine a planetary blockade or convoy ambush that would prevent the delivery of essential reinforcements to troops on a planet's surface, or perhaps an assault on a communications installation causing disarray in the organisation of orbiting defenses. With images of boarding actions and planetfall missions dancing through my mind, I eagerly tore open the shrink wrap to review the contents of my latest purchase.

THE LAUNCHING OF A FLEET

A player's initiation into the Admiralty

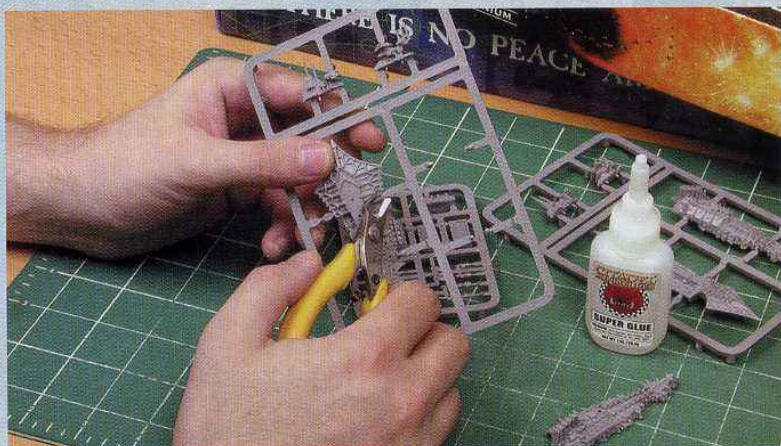
The box comes with the rulebook, dice, a score of assorted templates and enough sprues to assemble eight cruisers of your own design (four Imperial and four Chaos). Quite satisfied that I had enough to play an exciting game, I grabbed the rulebook, sat down, and began to digest the rules before assembling my fleet. At first, it seemed as though the boxed game did not afford a lot of variety in the types of ships that could be chosen. However, upon closer inspection, I found that each ship class has its own unique combination of armament and consequently its own role in battle. Some ships have a more aggressive design and are armed with an alarming number of short-range weapons batteries to obliterate their foes up close. Others adopt an adaptive strategy and are equipped with launch bays to send out smaller craft to intercept closing vessels while supporting their fighters from a distance with long-range weaponry. Aside from these obvious archetypes, there is a tremendous amount of variety available to the potential Admiral, who can pick and choose his fleet freely depending on his tactical preferences.

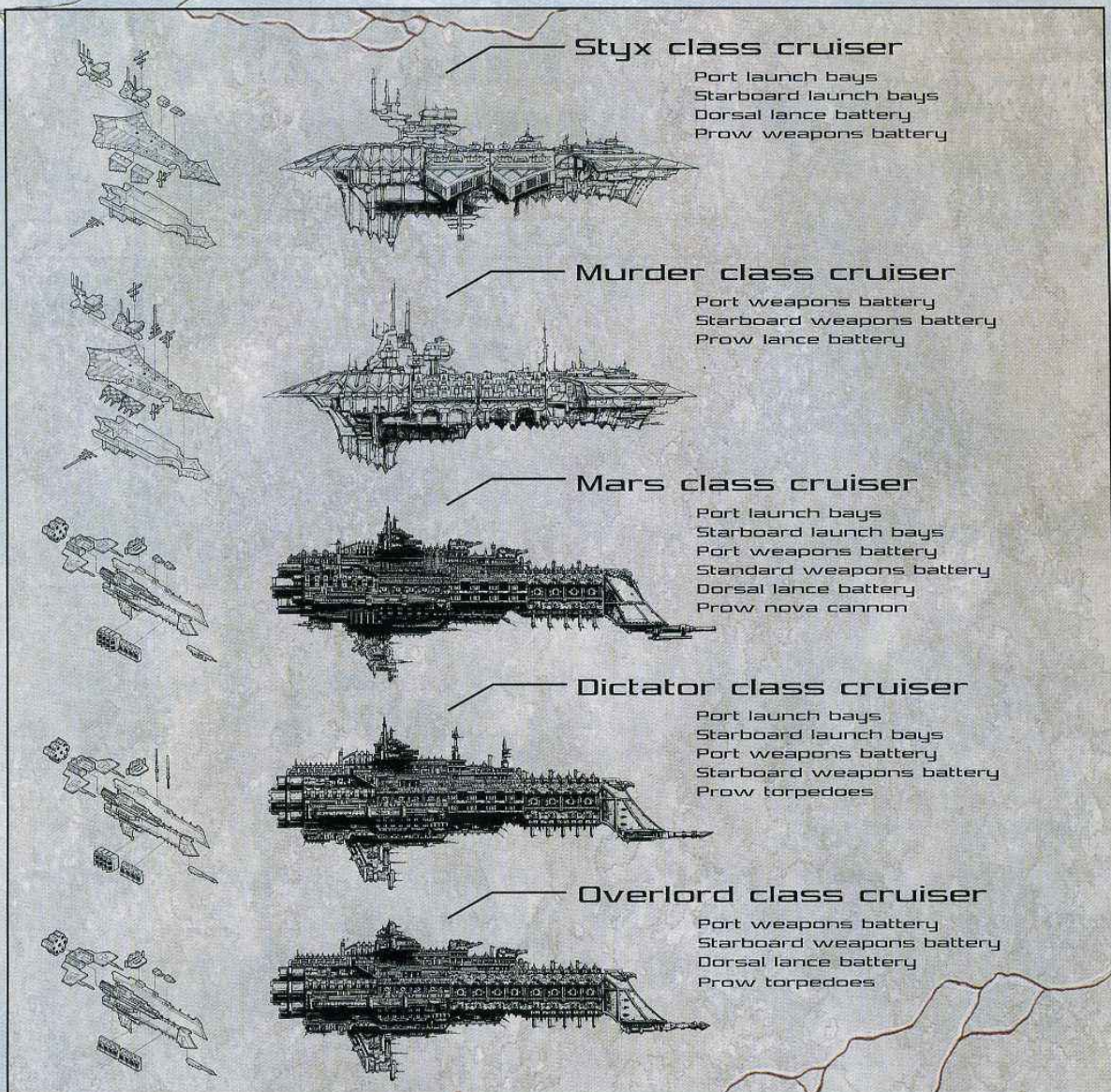
I decided that both of my fleets would be designed around 1,000 points for now and would be expanded after I had a few games under my belt. For the Chaos fleet, I decided on two Styx Class Cruisers to be the backbone of my force; I wanted to have a large number of fighters and bombers to support my

cruisers, and the Styx also has some long-range weapons to soften up the opposition early on in the game. Although they are quite expensive, they pack quite a punch if used correctly. To support the Styx, I chose two Murder Class Cruisers for their tactical flexibility and low points cost. Murder Class ships have an impressive firepower value for their weapons batteries and some long-range lances to fire in conjunction with the Styx, so they will provide excellent support for their larger cousins.

For the Imperial fleet, I went for a bit more variety. The flagship had to be a Mars Class Cruiser for one reason and one reason only: the Nova Cannon. This devastating piece of artillery would provide excellent firepower from a distance and keep the Admiral out of range of the Chaos fleet's long-range weaponry. The Mars is also equipped with some launch bays to counteract the huge amount of ordnance the Styx Cruisers were bound to be producing each turn. To support the Mars, I chose an Overlord for sheer firepower and two Dictators for some tactical flexibility. With this basic game plan in mind, I broke out the glue and clippers and set about assembling the cruisers.

Assembly of the ships was completed in a single session after work and was remarkably easy. To aid in the assembly of the fleets, a 16-page 'Getting Started' booklet is included to show you which components to add to the basic ship





Styx class cruiser

Port launch bays
Starboard launch bays
Dorsal lance battery
Prow weapons battery

Murder class cruiser

Port weapons battery
Starboard weapons battery
Prow lance battery

Mars class cruiser

Port launch bays
Starboard launch bays
Port weapons battery
Standard weapons battery
Dorsal lance battery
Prow nova cannon

Dictator class cruiser

Port launch bays
Starboard launch bays
Port weapons battery
Starboard weapons battery
Prow torpedoes

Overlord class cruiser

Port weapons battery
Starboard weapons battery
Dorsal lance battery
Prow torpedoes

bodies to create specific ship classes. These diagrams are shown above, and you can see the components I used for my fleet. From start to finish, the assembly and priming of eight ships took only a couple of hours – quite a welcome change from the long task of assembling an entire Warhammer army! I found that painting the Gothic ships went as quickly as their assembly. The surfaces of the Chaos and Imperial ships are perfect for drybrushing, and it takes little effort to make them look really great. After a couple of whisks of the brush and some picking out of the fine detail, you're ready to play in record time. After my first game, I was totally and completely hooked.

Strategically, Battlefleet Gothic is quite different from any other game that I've

ever played. It forces you to think turns ahead in order to secure victory. The game has a lot to offer both the beginning gamer and the seasoned veteran in terms of tactics and modelling potential. After my first few games, I decided to expand my forces by 500 points and add a Battleship and some escorts to each fleet. My current fleet lists are shown to the right and were built up simply by purchasing a Battleship boxed set and a blister pack of escorts for each fleet – what could be easier? Well here I am, a newly initiated member of the Battlefleet Gothic fan club, and I have to say, if you're looking for something unique, tactically challenging, and easy to get into, Battlefleet Gothic is most definitely the game for you.

IMPERIAL FLEET

Emperor Battleship	345 pts
Admiral	100 pts
Mars Cruiser	270 pts
Overlord Cruiser	235 pts
Dictator Cruiser	220 pts
Dictator Cruiser	220 pts
3 Sword Frigates	105 pts
	1,495 PTS

CHAOS FLEET

Despoiler Battleship	400 pts
Warmaster	50 pts
Mark of Tzeentch	30 pts
Styx Class Cruiser	290 pts
Styx Class Cruiser	290 pts
Murder Class Cruiser	170 pts
Murder Class Cruiser	170 pts
3 Iconoclast Destroyers	90 pts
	1,490 PTS

Direct Sales now offer the complete Battlefleet Gothic range to order direct, expand your fleets and wage war across the heavens!

Available from your Games Workshop store, in-store order point, independent stockist, by calling 0115 91 40000, or visit: www.games-workshop.com/storefront

FIRE ALL WEAPONS!

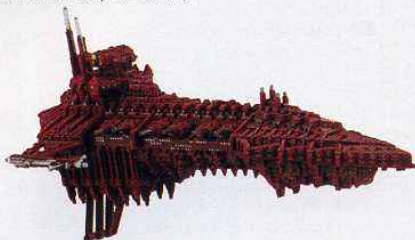
The stars erupt once more in battle!



Despoiler Class Chaos Battleship

£15

This boxed set contains 1 Despoiler battleship.



Desolator Class Chaos Battleship

£15

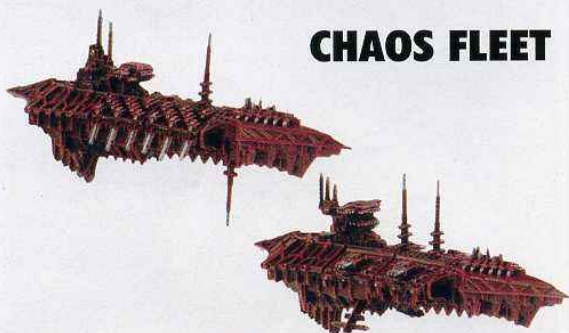
This boxed set contains 1 Desolator battleship.



Iconoclast Class Chaos Destroyers

£6

This boxed set contains 3 Iconoclast destroyers.



CHAOS FLEET

Chaos Cruisers

£8

This boxed set contains 2 Chaos cruisers.



Infidel Class Chaos Raiders

£6

This boxed set contains 3 Infidel raiders.



Idolator Class Chaos Raider

£6

This boxed set contains 3 Idolator raiders.

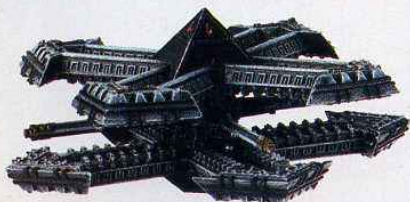
These Chaos models are not available in stores, but you can still order them via the in-store order point, direct on 0115 91 40000, or from our online store at www.Games-Workshop.co.uk.



Retaliator Class Grand Cruiser

£15

This boxed set contains 1 Retaliator Grand Cruiser. The Retaliator Class has fought for both Chaos and Imperial fleets. Rules can be found in Battlefleet Gothic Magazine 3 and on the Fanatic website in PDF format at: www.fanatic-games.com.



Blackstone Space Fortress

£15

This boxed set contains 1 Blackstone Fortress model.



Chaos Planet Killer

£15

This boxed set contains 1 Planet Killer.

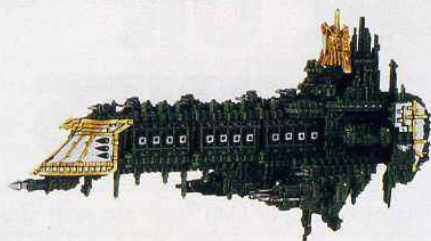


Chaos Repulsive Class Grand Cruiser

£8

This boxed set contains 1 Repulsive class grand cruiser.

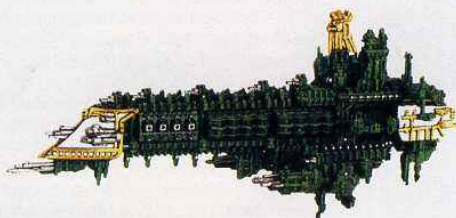
IMPERIAL FLEET



Retribution Class Imperial Battleship

£15

This boxed set contains 1 Retribution battleship.



Emperor Class Imperial Battleship

£15

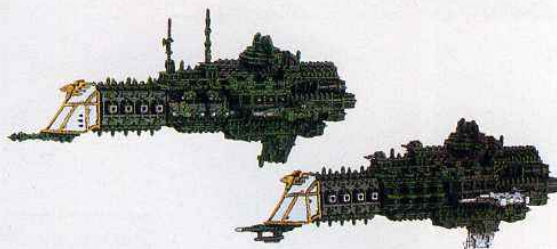
This boxed set contains 1 Emperor battleship.



Cobra Class Imperial Destroyers

£5

Blister contains 4 Cobra destroyers.



Imperial Cruisers

£8

This boxed set contains 2 Imperial cruisers.



Dauntless Class Imperial Light Cruiser

£6

Blister contains 1 Dauntless light cruiser.



Sword Class Imperial Frigates

£6

Blister contains 3 Sword frigates.

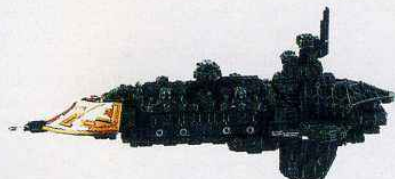


Firestorm Class Imperial Frigates

£6

Blister contains 3 Firestorm frigates.

These Imperial models are not available in stores, but you can still order them via the in-store order point, direct on 0115 91 40000, or from our online store at www.Games-Workshop.co.uk.



Vengeance Class Grand Cruiser

£15

This boxed set contains 1 Vengeance grand cruiser. The Vengeance class has fought for both Chaos and Imperial fleets. Rules can be found in Battlefleet Gothic Magazine 3 and on the Fanatic website in PDF format at: www.fanatic-games.com.



Imperial Defence Platforms

£6

Blister contains 3 Defence Platforms.



Imperial Space Station

£7

Blister contains 1 Space Station.



Imperial Transports

£6

Blister contains 3 Transports.



Imperial Mine Cluster

£3

Blister contains 6 Mine Cluster sprues.



Battlefleet Gothic Magazine is a 24 page bimonthly publication that no serious Battlefleet Gothic player should be without. Each issue features new ship classes, fleet lists, new rules and hobby articles which help supplement the Battlefleet Gothic hobby and the game. Battlefleet Gothic Magazine is available by subscription – to find out more call Direct sales on 0115 91 40000.

YOUR GUIDE AMONGST THE STARS

Find out more about Battlefleet Gothic at: www.games-workshop.co.uk

Whilst Battlefleet Gothic is a game set during the wars in the Gothic sector it doesn't preclude you from playing games set in other parts of the galaxy. This article chronicles the war being fought across the Armageddon sub-sector.

THE LEGACY OF WAR

The Second Armageddon War, Ghazghkull's first invasion of that ill-fated planet, had cost the Imperium dearly. As the Imperium finally repelled the Ork invaders, their forces pushed outwards to reclaim worlds and systems which had been cut off for years, finding most of them to be little more than smouldering wrecks. Rebuilding even a tiny portion of the carnage wreaked by the Orks would stretch the Imperium's resources to the limit. More pressingly, ensuring a sturdy defence during this time, to guard against further opportunistic attacks, would be a tall order with the depleted, delapidated and demoralised forces now available to the Imperium. The Apocalypse class battleship, *Triumph*, was brought into Battlefleet Armageddon in 951.M41 and, between the wars, served as the flagship of the defence fleet under Captain Honyaeager. The *Triumph* proved to be the bane of many pirate fleets keen to take advantage of any weakness in the Imperial Navy. Amassing an impressive roll of honour, the *Triumph* became the symbol of the Emperor's Will within the sub-sector.

A generation later, when further Ork attacks on systems surrounding Armageddon started to drastically cut the amount of merchant shipping voyaging to the main system, the *Triumph* and other ships of the Imperial Navy found themselves stretched to breaking point. There were simply too few ships to cover so much space and it was the merchant transports that were feeling the effect. An appeal for

reinforcements was met by the arrival of Admiral Parol on board *His Will*, accompanied by three first line cruiser squadrons. Acknowledging the Admiral's seniority and greater experience, Captain Honyaeager transferred command of the fleet to Parol and, for a short time, the depredations of the Ork pirates abated.

This all changed, almost overnight, as the piratical raids turned into full blown planetary assaults of several minor systems.

THE GREEN TIDE APPROACHES

The Third Armageddon War began in earnest when the Ork fleet re-entered normal space at the very fringes of the Armageddon system, converging immediately on Monitor Station Dante, one of three stations specially designed to guard against just such an attack. Dante survived barely long enough to open a communications channel, let alone broadcast a distress signal, but for the defenders of Armageddon, already convinced that attack was inevitable, the breakdown in such communications was all the proof they needed that Ghazghkull had returned.

While the ground forces in Armageddon and its neighbouring systems were placed on high alert, preparations were made for deep space conflict. Admiral Parol, commanding the fleet from his flagship *His Will*, led seven cruiser groups against the invading Ork fleet, intercepting them close to the high-gravity world of Pelucidar.

WAR ON ALL FRONTS

Space battles of the Third Armageddon War by Matt Keefe and Andy Chambers

THE BATTLE OF PELUCIDAR

For Parol, perhaps feeling the pressure as the first line of defence against this greatest of threats, Pelucidar presented a quandary. The Orks' inevitable goal would be to land on Chosin, Armageddon and the host of other populated planets in the system. Here, amidst the far less appealing gas giants and barren super-planets of the outer reaches might well be the only chance the Imperium would get to fully engage the Ork fleet. On the other hand, even the few garbled messages received from Dante station were enough to tell him that victory would not come against such a numerous enemy. Regardless, perhaps feeling the burden of hope placed upon him, Parol felt forced to commit his entire fleet to an action staged around Pelucidar.

Within five days of leaving St. Jowen's Dock, the Imperial fleet had encountered leading elements of the Ork fleet, decoying enemy escorts with the battleships as the faster moving Imperial cruisers used Pelucidar's gravity well to swing around the Orks' flanks.

The *Triumph* and *His Will* worked in concert, combining their fearsome lance armament to create a lethal web of firepower that no Ork vessel could survive for long. Over sixty enemy escorts were blasted apart for no loss on the Imperial side. As more and more Ork ships joined battle though, combat degenerated into a chaotic brawl of the sort Orks excel in. As the bulk of the alien fleet moved further into the Armageddon system, the Imperial ships



suffered greatly as the Orks' combined numbers and suicidal rushes threatened to overwhelm the Naval line. The battlecruiser, *Thunderchild*, was the first to fall, its Captain bravely deciding to fight on whilst crippled rather than disengage, in order that the rest of his squadron could rally around the battleship *His Will*.

As more and more cruiser squadrons started to suffer losses, Admiral Parol ordered the *Triumph* to keep station so that the Imperial fleet had a stable rallying point. The Admiral took *His Will* forward to join the engagement of the first Ork hulk to enter the pitched battle. Almost immediately, an oversized squadron of kroozers took advantage of the break in the Imperial line and surged forward, taking little damage from *His Will*'s long ranged broadside fire, before bracketing the *Triumph* and bombarding her with massed fire. *Triumph*'s shields failed within seconds and its ancient hull was soon battered by crude but heavy Ork weaponry. As the kroozers moved closer to the battleship, a series of boarding attempts by attack craft and teleporters took the battle into the very heart of the *Triumph*, where its crewmen fought valiantly hand-to-hand against the Orks. As crew were diverted from their main duties to fight the boarders, the kroozers in the void outside found it easier to continue their bombardment of the increasingly sluggish *Triumph*, heedless of the lives of the Orks they had already sent to board the battleship.

Captain Honyaeager was pained by the onslaught his ship had suffered and reluctantly gave the order to disengage from combat, a feat he barely managed in his crippled vessel. The fighting to clear the Ork boarders from his vessel reportedly took another four days to complete.

With the *Triumph* out of action and three more Ork fleets detected entering the Armageddon system, Admiral Parol was forced to disengage the remainder of his ships and regroup them to slow the Ork advance through Imperial space by any means he could.



**** LAST KNOWN TRANSMISSION FROM TASK FORCE TRAJAN ****

Priority level:Military Intelligence-utmost urgency
Transmitted:Firs of Heaven, Fleet Flagship, Desedna System
Date:3453999.M41
Transmitter:Astropath Prime Spartax
Receiver:Astropath-terminus Ragnafar
Author:Admiral Trajan
Thought:Sorrow awaits the foolhardy

Over the last 48 hours (Terra standard), I have received transmissions from over two dozen Imperial planets in this sector, indicating that they are under attack from Ork raiders. Attacks are spread over a five hundred light year radius. All indications are of a major Ork assault on a scale unknown in living memory. In all cases the Ork attackers have appeared on the planet without warning, and have used the element of surprise to their advantage. Our best estimate is that seven sparsely populated worlds have already been lost (see attached sub-files Alpha 1-7 & Beta 8-29).

Upon learning of the Ork attack I positioned picket ships at the periphery of our system. Within the last hour their long range sensors have picked up Ork ships entering the outer reaches from deep space. I am proceeding to attack and destroy the invaders. We are the Emperor's sword! They cannot stand before us.

**** END TRANSMISSION ****

In the event, the Orks seemed to care little for the Imperial fleet, obviously viewing a fleeing enemy as good as a destroyed one and instead sped forward as fast as they could towards the glittering jewel of Armageddon itself. Parol and his captains watched on, helpless as their system was overrun.

A WORLD SHUDDERS

First to feel the wrath of the Ork fleets was the sector naval facility of St. Jowen's Dock, as facility commander, Captain Starkos, recorded in a transmission to Admiral Parol in the days after Pelucidar:

"I must now report on our own situation here on St. Jowen's Dock. As the Ork fleet swept past your line, we prepared for multiple boarding actions but, incredibly, the Orks opted for simple bombardment. Few enemy vessels attempted orbit of our dock, preferring instead to simply unload ammunition into our hull as they continued their headlong rush towards Armageddon itself. I feel that we were in no way a target for them - St. Jowen's Dock was just in their way.

Over ninety percent of our surface defences were destroyed in the first seven hours of the attack, negating our ability to strike back at the invaders. Soon after, enemy assault boats were launched. There was nothing co-ordinated in their assault and many of my bridge officers have formed the opinion that the many boarding craft that left the launch bays of passing Terror Ships were the result of poor discipline amongst the aliens. Simply put, we believe we were finally boarded by Orks that could not wait long enough to reach Armageddon before engaging in battle.

With our defences all but nullified, we were powerless to stop them entering

the Dock itself, but I organised combat teams to repel their assault with all haste. We suffered heavy losses as the Orks fought with literally inhuman ferocity and the fighting that took place as the aliens pushed towards the main reactors was intense. I was forced to divert many teams to aid in the defence of the reactors for fear that the Dock could be lost altogether if they succeeded in their attack, though this allowed many of their number to sweep unopposed through to some of our upper decks. We now have the Orks somewhat under control, but we have lost almost all contact with the lower decks and must consider them enemy held territory. We have the manpower to halt any further advance now that the fleets have moved passed us and begun their main assault, but we will never be able to clear the infestation unaided".

Although at first report Parol was mildly relieved to hear the fate of St. Jowen's Dock, escaping, as it had, complete destruction at the hands of the Orks, he quickly realised that their dismissal of the stations importance was in fact an even more damning blow to the Imperium's efforts. If the Orks had no intention of spreading their green curse across the entire system, the sheer scale of invasion which was Armageddon was about to face must be even larger than previously feared, Parol reasoned. Still, ever the calm strategist, even amidst these hopeless opening defeats of the war, this chain of events nurtured some hope in Parol. If the Orks, apparently under direct instruction to do nothing more than bombard St. Jowen's Dock, could still not resist their barbaric urge to close and tussle with the enemy, perhaps their actions could be as much of his making as their master's. A strategy of divide and conquer was rapidly becoming the Imperium's last hope.

TO RECLAIM THE STARS...

While Parol remained distant from the conflict, regrouping and re-evaluating the Navy's effort in the wake of Pelucidar, matters on Armageddon itself became ever more urgent. Fearing that the encroaching Ork fleet would come upon Armageddon before a coordinated defence could be mounted, many of those Space Marine Chapters now massing on the planet took to their battlebarges and strike cruisers and returned to space. As the Ork fleet approached the assembled fleet, under the command of Black Templars High Marshall Helbrecht, they gambled on a single, short lasting volley of fire against the Orks. Almost in unison, more than a dozen battlebarges and several dozen strike cruisers pummelled Ghazghkull's fleet with torpedoes and bombardment cannon, virtually demolishing the first wave of escorts and crippling the hulk, *Rumbledeth*. Even so, Helbrecht quickly realised that the stars could not belong to the Space Marines that day, and dispatched most of the assembled forces back to the planet, leaving the fleet to retire and join Parol's own navy vessels in solemnly allowing the Orks to push on to Armageddon virtually untouched.

LOGISTICS

Following Pelucidar, as final preparations for a ground war were undertaken, very serious consideration had to be given to the role the Imperial Navy could play in the coming war. In the Imperium's long history, combined actions where Imperial Navy elements acted principally as transports for the lumbering Imperial Guard armies, or as reserves guarding supply chains and patrol routes were common, as were the many space-bound wars which the Navy had become accustomed to fighting. Likewise, the Chapters of the Adeptus Astartes excelled in swift and bloody fleet actions designed to hammer a way through to contested planets where their particular penchant for planetary assaults would lend them the upper hand. Armageddon, however, proved to be something quite different.

Simply using the Navy to defeat the Orks in space had proved impossible, since Ghazghkull had no reason to allow any portion of his fleet to be drawn into

combat where superior Imperial discipline would probably overwhelm Ork brutality. Likewise, relying on the speedy deployment of ground forces to counter the Orks as they landed was ineffective. The Ork horde was simply too great in numbers to be conclusively beaten in a solely planetside conflict, but likewise too vast, and what's more too reticent to be properly engaged in space. Instead a new strategy had to be devised – one allowing the Imperial Navy to operate effectively in deep space, despite being overwhelmingly outnumbered, whilst maintaining enough of a transport capacity to ensure that no single enclave of the system became overlooked or cut off from the Imperial effort. For virtually the first time since the Heresy, a system wide war had broken out which required the complete integration of ground and fleet actions.

These problems, initially at least, were not easily overcome. Unusually, the majority of the Imperial fleet was made up of Space Marine vessels, and their role in this mixed campaign was initially unclear. Commitments on the ground led to an undermanned Space Marine fleet, and one further stymied by the need to remain close to their attendant ground forces should the need for sudden movements arise. Any determined attempt to muster a Space Marine fleet for deep space combat invariably compromised other areas of the campaign.

MARSHALLING THE FORCES

After several horrifying defeats in the early part of the war, the Space Marines quickly came to realise, however, that the almost unstoppable numbers in which the Orks were arriving on Armageddon itself was only being exacerbated by their failure to deal with the threat effectively in space. Angry at his counterpart's arrogant dismissal of the Imperial Navy, High Marshall Helbrecht of the Black Templars restructured firstly his own men, then gradually all Imperial forces, to better fight the war system wide. Helbrecht, like many descendants of Dorn, had always prided himself on his willingness to cooperate with other elements of the monolithic Imperial institutions, and his skill at negotiation and delegation proved pivotal. Helbrecht himself

assumed joint command of the fleet, taking responsibility for organised movement and transport affairs whilst Parol was freed to dedicate his time solely to the actual matter of fighting one of the Imperium's largest ever space conflicts.

Helbrecht quickly realised that the inevitable casualties on the ground were themselves making the size of the Space Marine fleet a problem. Indeed, the Salamanders, one of the Chapters hardest hit in the early stages of the conflict, reluctantly reported to Helbrecht that two of their much needed battlebarges would be unable to attend as they had been left in a state of near abandonment for several weeks following an overzealous commitment of their crews to the fighting around Acheron Hive. To Helbrecht, the Master of a Chapter whose entire existence is spent aboard their Crusade Fleets, such problems were easily remedied. The typical Space Marine tactic of boarding had to be stayed – such close quarters fighting would be reserved for the bloodied soil of Armageddon. Helbrecht also overcame the initial reluctance of his fellow commanders to withdraw a greater proportion of their men from the ground to place them aboard the fleet with the insistence that the extra mobility such increased manpower would lend the fleet would make those same Space Marines infinitely better able to return speedily to the surface should the need present itself.

TO TRADE VICTORY FOR DEFEAT

Even with such masterfully crafted reforms, the initial Ork assault had already pummelled large parts of Armageddon into a bleeding, smoking mass of rubble and corpses. That battle, Helbrecht and Parol agreed, was already lost. Instead, both the Marine and Navy vessels withdrew from the immediate space around Armageddon to concentrate instead on a blockade of the system to prevent Ork reinforcements. From this strategy born of earlier failure, an unexpected boon was gained by the Imperium.

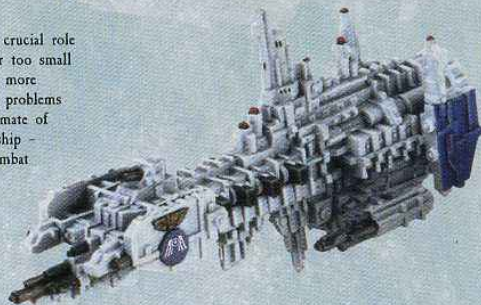
Allowing such vast numbers of Ork vessels through pandered to the Ork psyche (as Parol had already presciently noted after St. Jowen's Dock) and they

SPACE MARINE STRIKE CRUISER

As the vast size of the invading Ork fleet became apparent, strike cruisers came to play an ever more crucial role in the Third War for Armageddon. The numbers of available battlebarges and battleships alone were far too small to amass more typical battlegroups and flotillas capable of acting independently against the enemy. The more numerous, but perilously fragile escort vessels, which would normally be used to alleviate some of the problems of outnumbering, were simply overwhelmed by the unprecedented numbers of Orks present. In this climate of tactics dependant first and foremost on fleet preservation, the strike cruisers proved the consummate warship – fast, sturdy and able to quickly and decisively inflict damage upon the enemy without remaining in combat so long as to endanger themselves.

FAMOUS SHIPS OF THE ARMAGEDDON WAR

Claw of Russ, (Space Wolves Chapter)
Sons of Baal, (later renamed *Tycho's Revenge* (Blood Angels Chapter)
Roboute's Return (Sons of Guilleman Chapter)
Cretacian Justice (Flesh Tearers Chapter)





An Imperial fleet engages Orks around Pelucidar.

began a frantic planetary assault in their millions. Orks from the lowliest Grot to the most ancient and bloated of Warbosses boarded landing craft and plunged violently and insanely towards the planet's surface, leaving their fleet a muddled and disorganised mass. As well as this, the Ork landing diverted the vast majority of their available fighta-bommas, leaving the Ork fleet largely without attack craft for the remainder of the campaign – a fact which would cost Ghazghkull dearly.

HELBRECHT'S REVENGE

Capitalising on this, Helbrecht began the first stage of the war to return space to Imperial control. At the battle later dubbed 'Helbrecht's' Revenge, a Space Marine fleet acting in wedge formation (a tactic allowing powerful forward bombardment whilst retaining as many defensive attributes as possible) closed upon the Ork hulk, *Rokdroppa*.

The encounter proved to be something new for many of the Space Marine vessels present – a battle in which the firepower superiority of their ships was to be utilised almost to the exclusion of their favoured boarding and assault tactics. Amongst the fleet, members of the Black Templars and Black Dragons Chapters, already experienced naval chapters, excelled beyond all others, and in their absolute supremacy acted as a fine example to the rest of the fleet of how the war must henceforth be fought. Against the wedge of vessels, *Rokdroppa* was unable to move itself into a good firing position without leaving itself vulnerable, even with the sizeable armada of escorts, kroozers and roks which accompanied it. No matter which way it turned, *Rokdroppa* found itself pumelled by bombardment cannons. The Orks, unable to resist the urge to

close with the enemy, only brought themselves closer to the hungry guns of the Space Marine fleet.

At the loss of two thirds of its escorting vessels and the apparent death of its Warboss, *Rokdroppa* finally turned to disengage, though it was too late and its hurried flight served only to bring it into the sights of *Ebon Flame*, a Black Dragons battlebarge operating in the honour position of the left hand flank of the wedge. Mere moments after it came into range, the *Rokdroppa* was torn clean in two, even its wreckage pumelled by the astute Helbrecht for fear such a large chunk of a hulk might fall planetward if left simply to float through the ether.

A CIRCLE OF IRON

Even with such a victory under its belt, the Space Marine fleet still remained a lone lighthouse in a sea of green, and at great risk of encirclement. At this point, Parol enacted the first stage of his counterpart plan to slowly widen a blockade around the entire Armageddon system. Parol and his fleet emerged alongside the victorious Space Marine fleet just in time to repel a further opportunistic attack from a second Ork fleet. Parol deployed a cordon of battleships and cruisers to the rear of the Space Marines while determined packs of Imperial escorts saw off the already intimidated Orks. Parol's manoeuvre allowed the Space Marines the time needed to disengage from their highly effective, but woefully immobile, wedge formation in safety.

Having at last bought themselves a little breathing space, the fleet dispersed into a series of more effective, smaller battlegroups, moving cautiously at first to guard one another's backs, but nonetheless slowly widening the area of

space over which they could exert control. Helbrecht willingly took a back seat to Parol during this stage of the campaign, whose unequalled tactical skill allowed the Imperial fleet to rapidly expand its blockade for only minimal loss.

Parol was keenly aware that his only advantage lay in the Orks' predictable pattern of invasion, doing, as they did, little more than head for whichever planets they hadn't already overrun. Parol clustered his battlegroups around the planets in question, though always taking care to remain some distance away from any planetary assaults already underway. Instead clever manoeuvring, so Parol hoped, would allow his fleets to retain the cover of those planets, moons and phenomena for as long as they could, before intercepting the Ork fleets as they approached. The remnants of the Chosin line, a woefully inadequate perimeter of planetary defences installed in the system after the Second Armageddon War, finally proved to be of some, albeit minor, use in this strategy.

By these means, Parol overcame his lack of numbers, since he could afford to leave gaps in the blockade in deep space areas, from where the Orks would inevitably head planetward and run in to the Imperial forces later on, anyway.

SILENT RUNNING

Insurgencies beyond the blockade were still frequent however, and when they did occur, Parol carefully monitored the movement of the Ork hulks in question, waiting for them to approach within precise ranges of other key points of the blockade. At meticulously timed opportunities, battlebarges would make a single speedy movement towards a rendezvous point before disabling their



From the cover of an asteroid field the Ork fleet ambushes an Imperial patrol.

own systems and gliding coldly and silently on a straight collision course with the invading hulk. Several hulks and the battleship *Gorbag's Revenge* were lost to this new 'silent running' tactic, where battlebarges would suddenly engage their systems and appear to emerge from nowhere to quickly cripple their unsuspecting prey. Ever the masters of hit-and-run warfare, silent running quickly became a favourite tactic of the White Scars elements of the Imperial fleet, keenly rejoicing in the unexpected ability to fight by their own favoured means, even in the cold blackness of space. The White Scars' battlebarge *Plainsmaster* was even renamed *The Silent Horseman* in honour of this newly adopted mode of attack.

Such a blockade would never be strong enough to repel the Ork attack completely, indeed both Parol and Helbrecht would have considered any attempt to do so foolish in the light of earlier events. However, the carefully placed points of resistance along the blockade did dramatically reduce the number of Ork vessels and, most importantly, Ork hulks getting through, reducing the Orks' available troops planetside and so handing the advantage to the otherwise beleaguered Imperial ground forces. Cautious but nonetheless erudite advances by battlegroups at the edges of the blockade shored up valuable supply chains, sometimes reopening them after months of Ork domination. With this came the inevitable increase in Imperial reinforcements, still being summoned to Armageddon in numbers. With each new influx of Imperial Navy vessels, Helbrecht was able to redirect precious battlebarges and strike cruisers to the ground conflicts, further tipping the balance in favour of the Imperium.

But there was no escaping the fact that the ground war would remain a precarious balance while the Orks still flooded reinforcements planetwards via their mysterious tellyportas. Acting on the freedom of movement brought about

by this new dominance of space, Parol gave instruction for some of the most unique actions of the war – to seek out and destroy the tellyportas.

THE HUNT FOR RED ORKTOBA

Hunting the enemy is one thing, indeed, the one thing that most of the available forces were adept at. But this was an enemy who had no reason to be caught. The simple pirates and raiders most often the targets of such scouring searches sooner or later, by their very nature, have to reveal themselves, even if only against unarmed merchant and transport vessels. Whichever vessel or vessels it was that bore the tellyportas had little reason to remain in the face of the enemy, and could simply flee at first sight of attack since their only role lay in remotely teleporting hordes of Ork warriors. Parol and Helbrecht were well prepared for a long hunt.

The Oberon class battleship, *Green Lake*, was chosen as one of the foremost hunting vessels, since its ancient design, dating from a time when the Imperium feared the then newly developed attack craft would invalidate its battleships, and optimised for operating single handedly against a variety of foes without the need for escorts, made it the perfect predator. Even for this, the hunt could still have been in vain where it not for a peculiar piece of luck.

Ground forces on Armageddon itself reported a brief, three week long period when, at initially unconnected times of day, the tellyporta drops seemed almost to stop completely, with those that did arrive presenting an extraordinarily high number of dead Orks, hideously mutilated by the process. Captain Fitzmander, a skilled pirate hunter, realised there were only two possible causes – a sudden failure of the Orky technology (unlikely, since as far as anyone knew, Orkimedes was still alive and well), or some unexpected change in the conditions from which the tellyporta was operating.

Fitzmander narrowed down the likely causes to the area around Namara, where a fluke alignment of planets had captured the tiny world of Chosin exactly equidistant between its gigantic neighbours, Namara and Gramaul, exerting countless unpredictable astronomical forces upon all three. Most acutely, as revealed by long range sensor probes conducted by *Green Lake*, was the distortion of energy and electrical activity around Namara, where the gravity of the other two planets had conspired to distort such signals.

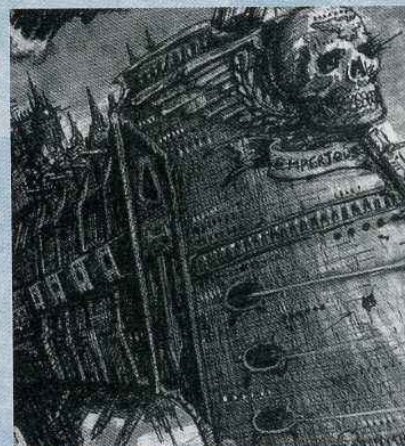
Working on the theory that this must be the source of the tellyporta disruption, the *Green Lake* headed as swiftly as possible for Namara. Sure enough, in orbit about the planet Fitzmander located the Ork hulk, *Skullbanga*. The *Green Lake* closed quickly, attacking from close range with substantial broadside firepower. Lacking the fighta-bommas that would be the customary response to a lone battleship such as this and with only limited numbers of escort vessels, *Skullbanga* was so badly mauled that it was crippled as it attempted to enter Warp, the strain of which utterly destroyed the hulk.

RED BLOOD IN THE GREEN LAKE

Victorious, the *Green Lake* pursued the fleeing elements of the Ork fleet, hunting them down in short skirmishes over the course of several days. *Green Lake's* pursuit continued unabated until the unexpected appearance of the Ork battleship, *Dethdeala*. An exploratory wave of attack craft drew no response from the battleship, leading Fitzmander to assume that, like much of the Ork fleet, *Dethdeala* was at a distinct shortage when it came to fighta-bommas.

Relying on proven tactics, Fitzmander elected to close to optimum weapons range and open fire. Little could he have known he had already run too far...

Moments before the order to fire could be given, the *Green Lake* was overrun by boarding Orks. Fitzmander could never have predicted such an attack and



his crew struggled to repel the boarders. *Dethdeaja* it seemed, also bore a tellyporta, perhaps without sufficient range for planetary landings, but nonetheless sufficiently powerful to flood the *Green Lake* with Orks at a distance where ordinarily only the most long range weapons should have been effective. Caught completely unawares by the tactic, Fitzmander died alongside his crew, fighting the Orks hand-to-hand amidst the cramped corridors across every level of the ancient battleship.

PAROL'S SACRIFICE

At news of the *Green Lake*'s destruction, Parol ordered an even more intense search for Ork elements operating on the fringes of the system, believing now that far more vessels carried tellyportas than he had previously feared. The destroyer squadron, Brothers of Cale, made a long distance sighting of another Ork hulk in the debris of Mannheim station. Tortured by the loss of his old friend Fitzmander, Parol led the attack on the hulk in person.

Just as *Skullbanga* had done, the hulk, never properly identified by Imperial sources, broke from orbit and fled, attempting to enter the Warp. Parol, aboard *His Will*, his flagship of many decades gave desperate chase. Hastily deployed attack craft disrupted the hulk just enough to prevent it entering the Warp while *His Will* attempted to close. The speed and manoeuvrability of the hulk was startling, so much so that Parol was certain Orkimesed himself must be onboard.

Fearing that such a marvel of Ork engineering might outrun him, Parol abandoned his normally stayed methods, forsook all thoughts of proper formation and simply ordered *His Will* all ahead full in pursuit of the hulk. As the hulk prepared to enter the Warp, Parol saw no alternative but to ram, bringing *His Will* hard into the vulnerable rear starboard side of the hulk. Parol ordered his crew ready for a desperate boarding action, a call for reinforcements in support of which was the last communication ever received from *His*

Will before it and the hulk both slid away into the Immaterium. With nothing to suggest he could possibly have survived, Admiral Parol has been presumed dead ever since that moment.

While Parol's loss was a bitter blow to the Imperium, it did not seem to be in vain. The tellyporta drops ceased at once, seemingly proving that the hulk Parol encountered had been responsible for most of the Ork reinforcements making it through the blockade.

THE GREEN TIDE TURNS

Next, Helbrecht chose to make a decisive move, turning almost all the remaining Space Marine vessels inwards from the blockade, aiming to finally confront head-on those Ork vessels which had long held such a strong position around Armageddon itself. Perhaps realising that he would be stranded should his fleet be lost now, Ghazghkull proved himself once again the most exceptional of Orks and withdrew huge numbers of his troops to the fleet and swiftly headed out system. Helbrecht prepared to pursue, but now, wiser than ever to the danger of dividing his forces too thinly, delayed long enough to retrieve those Space Marines that could be spared from the planet's surface. A number of the other chapters were assigned to close planetary actions, blockading Armageddon itself more tightly behind the departing Orks, while Helbrecht withdrew his Black Templars to their ships and initiated a spacebound Crusade in pursuit of Ghazghkull's immense fleet.

Similarly concerned that the Orks might simply use their retreat as a means to attack nearby worlds whilst such substantial numbers of men were tied up on Armageddon, Yarrick ordered that all ground based Imperial Guard reserves return to fleet transport to be ready for any new planetary assaults, should the need arise. Having seen Ghazghkull slip through his fingers once before, this was not enough for Yarrick, and the Old Man joined Helbrecht at the head of the Imperial fleet as it set off in pursuit of his old enemy.

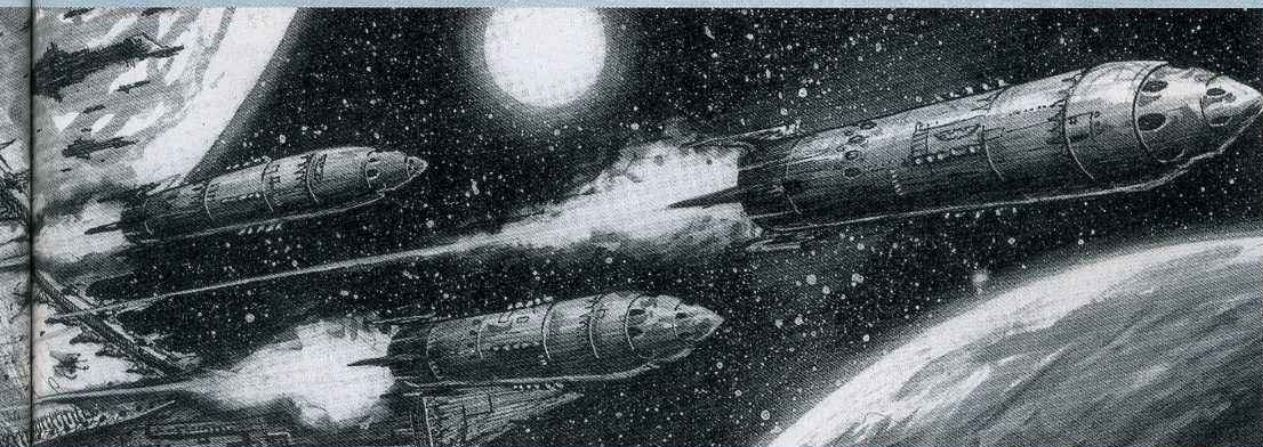
The pursuers might have lost Ghazghkull in those first few days of the chase, had it not been for another side effect of Parol's ingenious blockade. The staunch line of resistance which had once kept the Orks out, now hemmed them in, or at least forced them to make their presence known as they tried to leave the system. Battlegroups on the edges of the blockade reported the Ork fleets movements, attacking them in delaying hit-and-run attacks where they could, allowing Yarrick and Helbrecht in pursuit to close with the greenskins.

ARMAGEDDON NOW

Both Helbrecht and Yarrick knew the fighting was far from over, and prepared for a long campaign against Ghazghkull around the edges of the system, one for which Ghazghkull quickly amassed his surviving vessels into a horrifying armada poised once again perilously close to Armageddon.

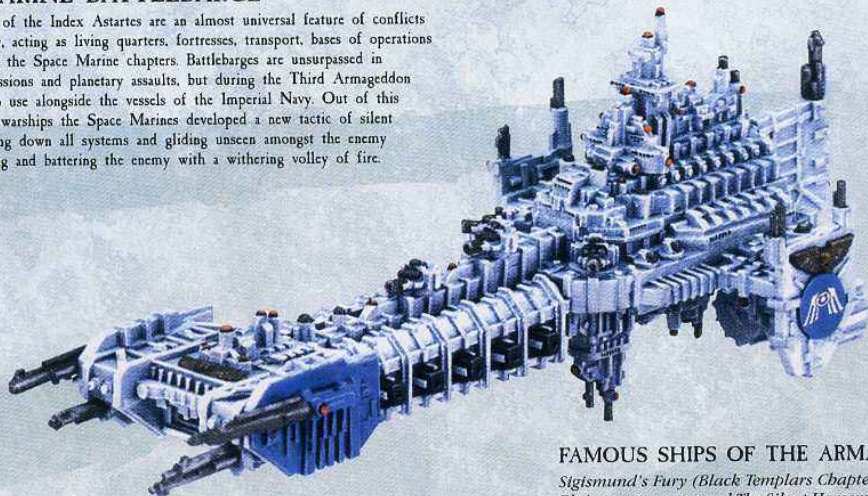
Behind them, though, the story was rather different. Armageddon itself remained ravaged, and perhaps a little too much effort was concentrated on the planetside campaign by the commanders left there following the departure of Yarrick, Helbrecht and Parol. The Imperium of Man is a vast and nigh immutable thing, unchanged in millenia as much through its own reluctance as through any lack of means. Typically for such a lumbering organisation, the bold and courageous kind of reforms which Helbrecht and Parol had instituted to win such a victory as they could were all too quickly forgotten in their absence. As the conflict in space relented a little, pedantic Imperial captains quickly fell into the old habits of needless bureaucracy, insisting on pointless movements of vessels solely to restore old and unnecessary arrangements of battlegroups and fleets, as much for their own comfort and sense of place as for any good strategic reason.

With such pointless deeds, the Imperial Navy, having achieved such remarkable success from so pitiful a position at the start of the war, now just as



SPACE MARINE BATTLEBARGE

The battlebarges of the Index Astartes are an almost universal feature of conflicts across the galaxy, acting as living quarters, fortresses, transport, bases of operations and warships for the Space Marine chapters. Battlebarges are unsurpassed in Exterminatus missions and planetary assaults, but during the Third Armageddon War were put to use alongside the vessels of the Imperial Navy. Out of this urgent need for warships the Space Marines developed a new tactic of silent running – shutting down all systems and gliding unseen amongst the enemy before reactivating and battering the enemy with a withering volley of fire.



FAMOUS SHIPS OF THE ARMAGEDDON WAR

Stigsmund's Fury (Black Templars Chapter)

Plainsmaster, renamed The Silent Horseman (White Scars Chapter)

Vulkan's Might (Salamanders Chapter)

Ebon Flame (Black Dragons Chapter)

astonishingly neglected its advantage, content simply to patrol and defend the blockade which Parol had intended to act as a base for later campaigns, not simply as a place of rest for the lazy or cowardly. A hard won advantage rests in Imperial hands, though whilst Parol remains missing presumed lost, it is hard to imagine when, if ever, it will be decisively pressed.

WHY NOT TRY BATTLEFLEET GOTHIC

The Battlefleet Gothic game recounts the deeds of those brave captains, warships and sailors who took part in the Gothic War against Abaddon at the head of one of his Black Crusades, but this is far from the only conflict it is possible to fight out using the rules presented there. Over recent months Fanatic has been steadily releasing new models for the Ork and Imperial fleets, along with all the supporting rules and fleet lists, to represent those forces taking part in the Third Armageddon War. With a little imagination you can apply the rules and scenarios in Battlefleet Gothic to your own games in the Armageddon system, and re-fight some of the actions from Parol and Helbrecht's staunch defence against the green intruders. Below are just a few ideas using the scenarios you find in the rulebook. Issue 14 of Battlefleet Gothic Magazine includes even more on gaming in the Third Armageddon War, including three scenarios written specially for it.

SCENARIO ONE: CRUISER CLASH

You may consider this to be the 'standard' scenario for combat between Orks and Imperial forces, though you may prefer to play to a set points value and allow all classes of ship, from escorts to battleships and maybe even space hulks.

SCENARIO TWO: THE BAIT

This scenario is typical of the many hit-and-run tactics Admiral Parol attempted as the Ork fleets approached Armageddon.

SCENARIO THREE: THE RAIDERS

Though Admiral Parol was in constant battle with the multitude of Ork ships that flooded the Armageddon system, he still had to contend with pirates and corsairs that were keen to take advantage of the Imperium's crisis. Small Chaos and Eldar fleets plagued Imperial forces throughout the entire sub-sector, hitting quickly, then jumping out of the system before any determined response could be organised. This scenario is a good one to use if you want to fight a battle with the Imperium against an opponent other than Orks.

SCENARIO FOUR: SURPRISE ATTACK

As the Ork fleets approached St. Jowen's Dock, many Imperial ships found themselves under heavy fire. Whilst the Navy was distracted, Ork ships were able to penetrate the Imperial lines and attack vessels that were under crewed or still taking on provisions and ammunition.

SCENARIO FIVE: BLOCKADE RUN

Armageddon was soon surrounded by a dense ring of Ork ships. The Imperial Navy was desperate to penetrate the Orks' iron grip around the planet to grant troops on the surface the benefit of orbital support.

SCENARIO SIX: CONVOY

Eldar Corsair activity increased exponentially as the Third Armageddon War increased in intensity, with small fleets laying in wait to ambush any passing vessels, be they Ork or Imperial.

This activity was heavily concentrated around the Monglor system. You may want to try the alternative Eldar Convoy rules as found on page 69 of the 2002 Battlefleet Gothic Annual for this scenario.

SCENARIO SEVEN: PLANETARY ASSAULT & SCENARIO EIGHT: ESCALATING ENGAGEMENT

These scenarios can easily represent the Orks' initial attacks upon Armageddon. As far as these battles are concerned, the more ships you have, the better!

SCENARIO NINE: EXTERMINATUS

With a little imagination, this scenario can depict the initial Ork landings on Armageddon extremely well. The Ork fleet could be escorting a large number of Roks that they are trying to set down onto the surface of the planet. If a Rok remains stationary whilst in the gravity well of Armageddon, roll a die at the end of the Ork turn. On a 4+, the Rok manages to land on the planet safely.

If it fails this roll, its thrusters and the notoriously fickle teleporter technology fail and it crashes to the surface! Remove it from the game. For this scenario, you should use as many ships and orbital defences that you can muster – this was a huge battle!

SCENARIO TEN: FLEET ENGAGEMENT

As with Escalating Engagement, this is a representative scenario of the type of battle that may be fought once the Imperial forces arrive in the Armageddon system in strength and begin to seriously challenge the Orks' superiority of the space lanes.

With Battlefleet Gothic available in Games Workshop stores from this issue, there's one sure way of keeping up-to-date with all the latest news and new releases for the game – Battlefleet Gothic magazine.

In the four years since Battlefleet Gothic was first released, the game has continued to receive support in the form of regular White Dwarf coverage, its own supplements and, of course, new miniatures. Early White Dwarf articles introduced reinforcements for Chaos and Eldar (in the shape of the Planet Killer and Void Stalker battleship respectively), plus a full Space Marine

NAVAL COMMUNICATION

INTRODUCING BATTLEFLEET GOTHIC MAGAZINE

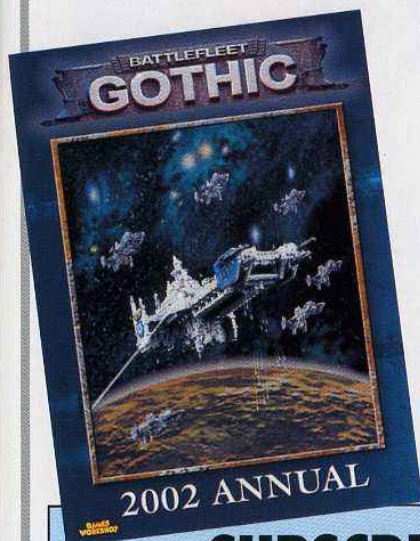
fleet. Then, just over two years ago, Battlefleet Gothic magazine was launched to provide players with regular updates to the game, such as rules for new releases, experimental, optional and house rules and many hobby, modelling and tactics articles, largely submitted by the players themselves.

Since its launch, the magazine has introduced rules for new ships for all the original races included in the game, as well as brand new fleets for the Necrons, Tyranids and Dark Eldar. Frequent Q&As also make the magazine an ideal aid for all players.

2002 saw the release of the first Battlefleet Gothic Annual, encapsulating all the official rules published since the original boxed game was released, as well as a comprehensive set of answers to the most frequently asked questions, and a selection of the best articles from the previous year's issues of the magazine. As long as the format remains popular, we'll continue to release an Annual each year so that players need only buy a copy of the rulebook and the latest Annual to have all they need to play the game.

The magazine recently expanded, becoming a bi-monthly 32 page publication, providing even more room for coverage of the game. The future is shaping up to be just as bright with additions planned for Chaos, Space Marine and Imperial fleets, plus the eagerly awaited arrival of the Tau fleet in the latter half of 2003. Not only is the magazine the best way to keep track of these and other new releases for Battlefleet Gothic, but it will also include all the rules you could possibly need to use those models in your games. If this wasn't enough, the magazine also publishes the results of the annual 'Rules Review' (a High Admiralty of players, developers and editors who sit once a year to review the game, decide on any official new rules, etc), so Battlefleet Gothic magazine really is an indispensable aid to all players.

As with all Fanatic publications for the Specialist Games range, Battlefleet Gothic magazine tends to be in very high demand and often sells out quickly, so it's worth taking out a subscription to make sure you never miss an issue and always stay up-to-date with the game.



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New subscriptions will start with the next issue published. Unfortunately we cannot include back copies in subscriptions as they are in limited supply.

Battlefleet Gothic Magazine is a 32 page, bi-monthly publication.

You can take out a six issue (1 year) subscription to Battlefleet Gothic Magazine by calling Games Workshop on:

0115 91 40000



LAND OF THE DEAD

CASKET OF SOULS

Residing within the sacred sarcophagus are the souls of those who have committed the sacrilege of inciting the Tomb King's rage. On the battlefield the Casket of Souls is a truly terrifying war machine able to strike down all who dare gaze upon it. Its special Light of Death attack is released at the end of the Magic phase (like a Bound item) and affects all enemy units that can draw a line of sight to the Casket. Roll 2D6+2 and deduct the unit's Leadership from the total. The score is the number of wounds the unit suffers, with no Armour saves allowed.

This boxed set contains 1 Casket of Souls model, a Liche Priest and 2 Casket Guards, designed by Alex Hedström and Mark Harrison.

This model requires assembly.



CARRION

Carrion soar high above the Tomb King's battle line, their horrifying forms spreading fear amongst those who feel the chill of their shadow. Their ability to fly 20", combined with their Toughness of 4 and 2 Wounds, means they can move quickly across the battlefield without having to avoid and fear enemy missile fire. Landing behind the enemy lines they can both threaten war machines and throw the enemy's battle plan into disarray.

This blister pack contains 1 Carrion model, designed by Trish Morrison.

This model requires assembly.



PRICE LIST		
CASKET OF SOULS£18.00		
Denmark	kr 225.00	Sweden kr 270.00
Euro	€ 30.00	
CARRION£5.00		
Denmark	kr 55.00	Sweden kr 65.00
Euro	€ 8.00	
TOMB GUARD£6.00		
Denmark	kr 70.00	Sweden kr 80.00
Euro	€ 10.00	
TOMB GUARD COMMAND£7.00		
Denmark	kr 80.00	Sweden kr 90.00
Euro	€ 11.00	



TOMB GUARD

Tomb Guard were excellent soldiers when alive serving their Tomb King as bodyguards and palace guards. As a mark of respect for their dedication in life, they were honoured with the privilege of sharing their Tomb King's immortality. Tomb Guard provide a Tomb Kings army with a very solid and dependable unit of elite infantry. Armed with deadly Tomb Blades that are both magic weapons and have the Killing Blow special ability, the unit is more than capable of dealing with the heaviest armoured enemy.



TOMB GUARD COMMAND
This blister pack contains 1 Tomb Guard Champion, 1 Standard Bearer and 1 Musician, designed by Colin Grayson.

These models require assembly.

TOMB GUARD

This blister pack contains 3 Tomb Guard models with shields and swords, designed by Colin Grayson.

These models require assembly.



The Bretonnian Squires are easy prey for the Carrion.

CITIES OF THE KINGS

Space McQuirk takes a look at the mighty cities of Nehekhara, once the greatest civilisation of Mankind and now the desolate realm of the Tomb Kings.

Over two thousand years before the coming of Sigmar there once thrived a civilisation of men whose power and knowledge has never been matched in the millennia since. Even today, the great nations of Mankind, such as the Empire and Bretonnia, pale in comparison to the once mighty realm of Nehekhara. Few can truly know how, or why, the tribes came to settle in these harsh lands. Study of their most ancient hieroglyphs suggest that they were led by servants of the gods, who broke free from a life of servitude, settling as freemen in the hot dry lands where their captors were reluctant to follow.

The early warrior kings conquered the surrounding tribes, driving back the Greenskins to rule the lands from the western desert to the eastern sea. At the height of their power they had vanquished lands as far north as what was to become the Empire, and as far south as the steaming jungles of the Southlands. It was only with the coming of a mighty and powerful King that this was achievable. Before the coming of Settra, the land known as Nehekhara was divided. It was split into many separate kingdoms, each built around a great city. Wars were common as the kings sought to

expand their realms, seizing precious fertile lands from their neighbours.

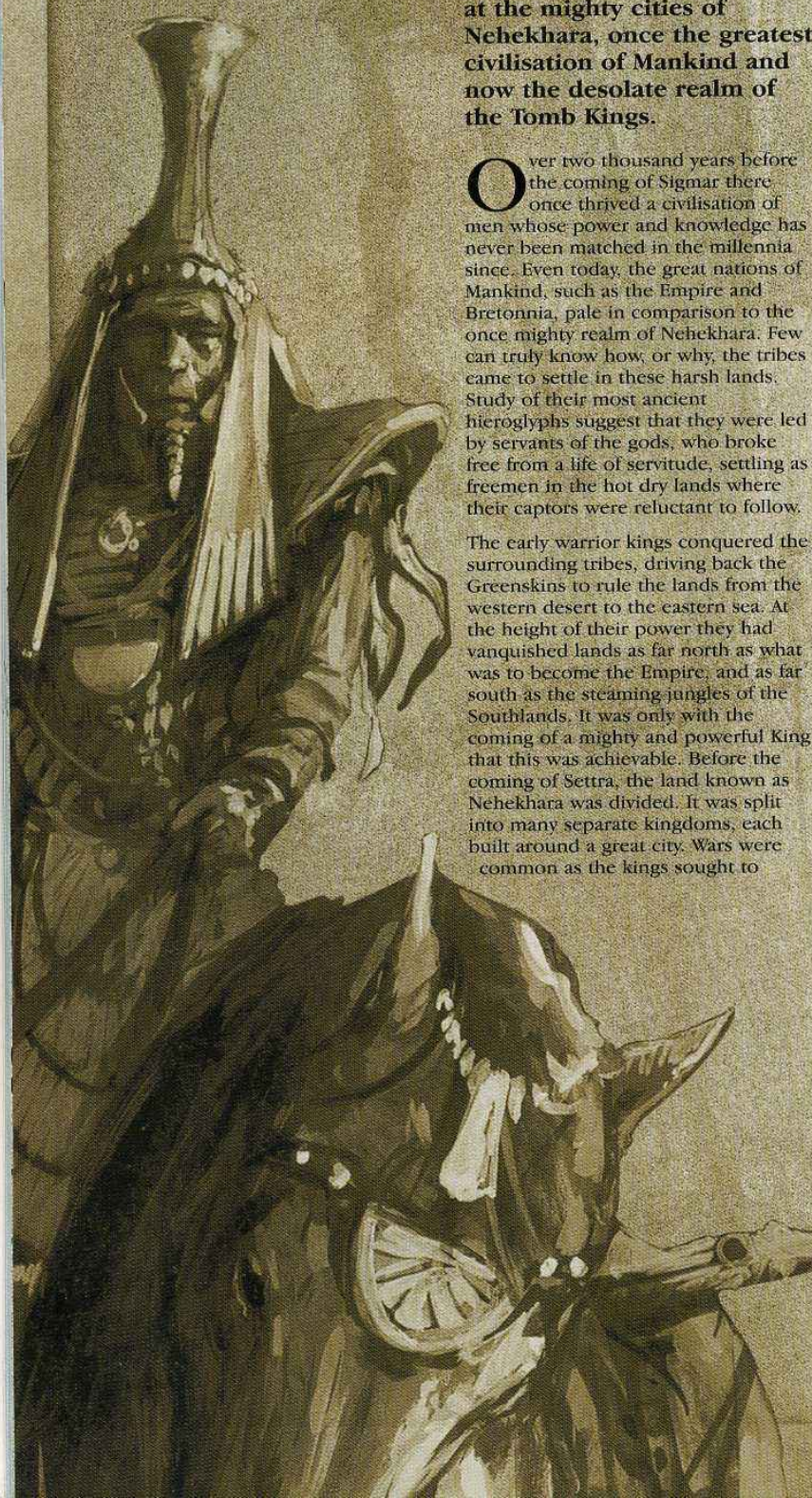
The history of Settra's battles to unify Nehekhara are detailed elsewhere, but it is enough to say that he united the kingdoms of Nehekhara. Under the rule of Settra each king was required to pay tribute to the king of Khemri. Most tribute took the form of gold, gems or slaves and Khemri became the centre of power. During the course of Nehekhara's long history many of the tomb kings from other cities would prove to be more glorious, or wealthier than the kings of Khemri, yet the true power of the land was always found within the palace of Khemri.

WILL OF THE GODS

The kings of Nehekhara were seen as the living receptacle through which the will of the Gods was made known. None dared challenge their will and they ruled with absolute authority. Second only to these rulers were the high priests. Often the true power of each city was held within the hands of these dedicated servants of the gods. In truth, most kings were content to leave affairs of government to their high priest whilst they took command of the armies to wage glorious war against rival rulers. It was the duty of each high priest to ensure that the gods were recognised and worshipped in accordance to their status. This meant constructing temples and maintaining the strict worship of each god. The priests would see to it that their gods were appeased with gifts so that the kingdom may be blessed with high fertility or a good harvest.

Traditionally the firstborn son would be granted accession to the throne but political intrigue within the palace was rife and many princes would fall victim to the day-to-day backstabbing and corruption of palace life. Many princes were encouraged to join the army and they would ride to war at the fore of the troops, mounted in magnificent chariots and seeking glory in the eyes of their king.

For those not born into nobility, life was hard in the cities of Nehekhara. Most people would work in the fields under the glaring heat of the fierce sun. It was a simple life but one of hard toil. Even the freemen of the kingdom would be expected to serve a certain amount of time each year aiding in the construction of the



king's pyramid. If they were rich enough they were able to send their slaves in their stead. Each king would choose the location of his tomb at an early age and then work would begin. Thousands of slaves would toil from dusk until dawn, shifting the huge blocks of sandstone from the quarries to the location of the tomb.

Petty wars between the kingdoms were common but the kings would also seek to prove their glory by conquest of the nomad tribes, or Greenskins that dwelt within the mountains. As their armies returned victorious they would often bring back captives. These prisoners would be sent to work on the pyramids and it was common to see Orcs, Trolls and Ogres amongst other strange beasts aiding in the construction of tombs. Giants were particularly favoured by the slavemasters and were treated with great respect. They were able to lift the heaviest of stones with ease and

perform tasks that were impossible for the other slaves. The Giants were given the choicest provisions and kept in a life of luxury. When one of these towering mortals died their remains were interred with great ceremony.

The longer the lifespan of a king, and the more prosperous his reign, the more resources he was able to dedicate towards the construction of his tomb. Each king could be judged by the magnificence of his resting-place, and those who had a particularly glorious reign would line the route to their tomb with marble pillars and golden statues of the gods.

LOYAL SERVANTS

When a king died, his people would begin a week of great mourning. During this time the king's body would be embalmed and his personal wealth and treasures gathered. The king's most loyal servants would pay

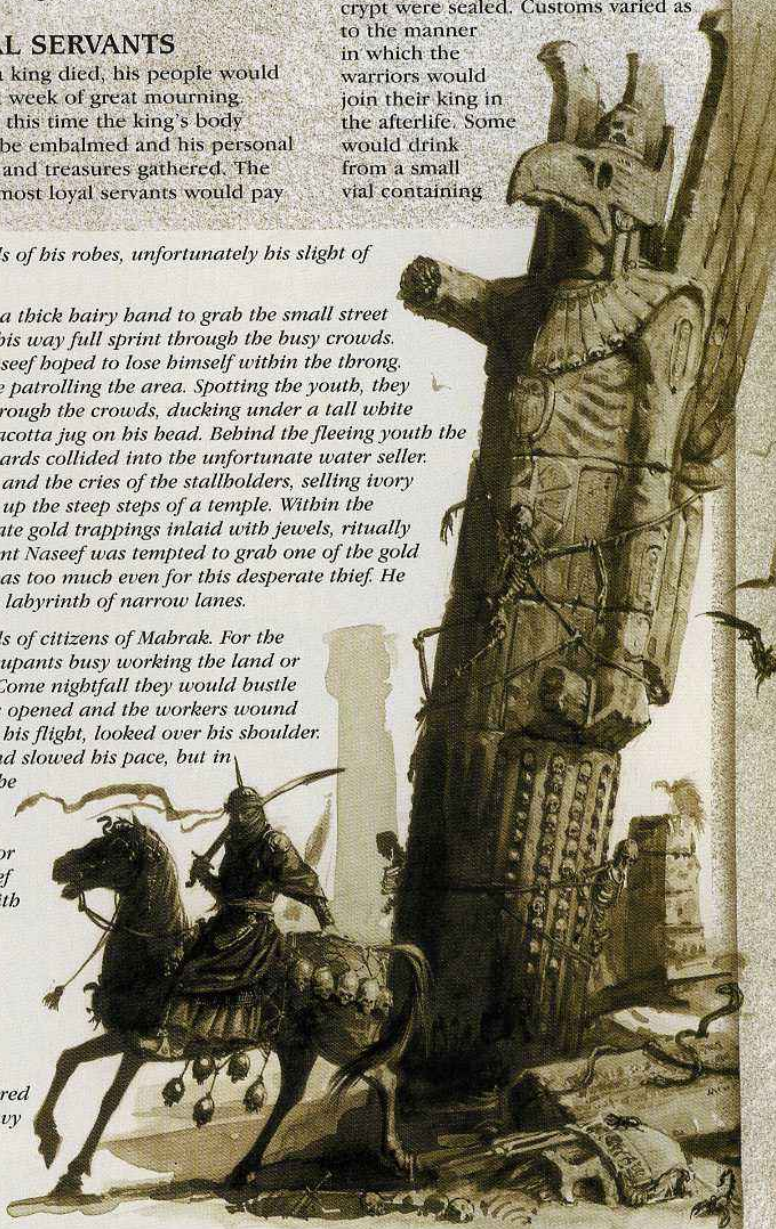
their respects to the dead king and drink from his chalice in order that they might accompany him into the afterlife. The chalice contained a potent poison that would kill these favoured companions instantly. To die in such a manner was seen as a great privilege as it would mean they too would be granted immortality. On the final day of mourning a huge procession would follow the king's sarcophagus to the pyramid. The high priests would then begin the solemn burial ritual. The king's guard would accompany their lord into the pyramid and as the final words of the ritual were chanted, the doors to the crypt were sealed. Customs varied as to the manner in which the warriors would join their king in the afterlife. Some would drink from a small vial containing

Naseef quickly tucked the gold necklace in the folds of his robes, unfortunately his slight of hand had not gone unseen.

"Stop thief!" the stall owner shouted, reaching out a thick bairy hand to grab the small street urchin. Naseef was already gone though, snaking his way full sprint through the busy crowds. The market place was heaving with people and Naseef hoped to lose himself within the throng. Unfortunately for Naseef, a number of guards were patrolling the area. Spotting the youth, they immediately gave chase. Naseef nimbly weaved through the crowds, ducking under a tall white robed individual who deftly balanced a huge terracotta jug on his head. Behind the fleeing youth the sound of crashing pottery sounded as the burly guards collided into the unfortunate water seller. The smell of roasted locust wafted through the air and the cries of the stallholders, selling ivory and spices, vanished behind Naseef as he sprinted up the steep steps of a temple. Within the magnificent structure the priests, bedecked in ornate gold trappings inlaid with jewels, ritually burned incense to appease their gods. For a moment Naseef was tempted to grab one of the gold statuettes, but to incur the wrath of the heavens was too much even for this desperate thief. He tore out from the temple and carried on down the labyrinth of narrow lanes.

These sandy streets were the homes of the hundreds of citizens of Mabarak. For the most part they were empty during the day, the occupants busy working the land or aiding in the construction of the great pyramids. Come nightfall they would bustle with life as the drinking dens and smoking houses opened and the workers wound down from the day's hard toil. Naseef, continuing his flight, looked over his shoulder. The guards were nowhere to be seen. He smiled and slowed his pace, but in risking a glance behind him he had failed to see the huge guard emerging from a side street, until it was far too late. Naseef collided with the warrior clad in gold armour. The small thief fell to the floor and the necklace fell from his robes. Picking Naseef up roughly, the guard held the struggling youth with an iron grip.

Naseef clutched the bandaged stump that had once been his left hand. The laws of Nebekhara were strict, only his age had saved him from losing his head. Now his hopes of one day joining the elite ranks of the king's guard were just shattered dreams. The shackles around his legs dragged heavy in the sand, and with his remaining hand he grasped hold of a long length of rope. A whip cracked loudly overhead and, along with two dozen fellow slaves, Naseef pulled the huge block of stone closer to the king's pyramid.

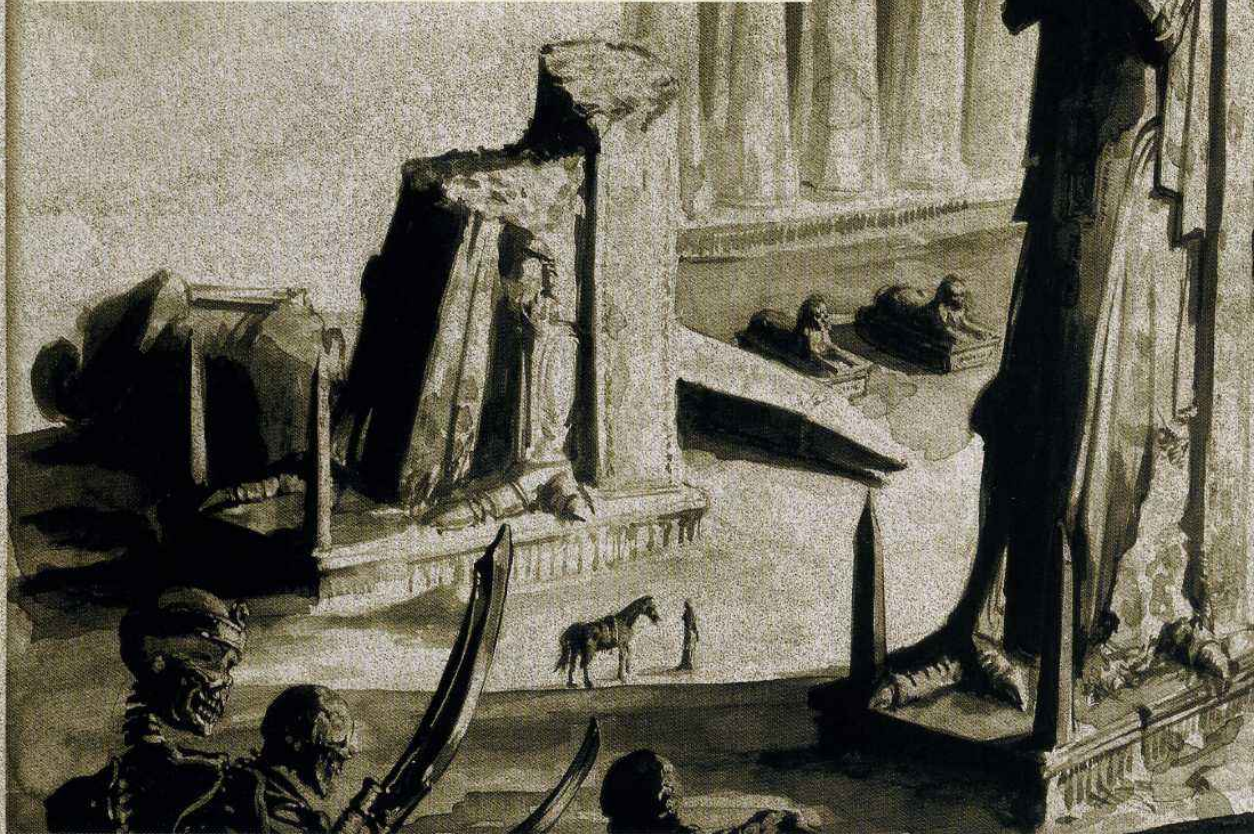


Mb'kasda looked down from the city walls at the dust cloud that signalled the advance of the nomad army. Every decade it seemed these tribes united and raided the towns and cities of Nebekbara. Over the centuries Bhagar had become accustomed to such raids. These nomadic barbarians had never once managed to breach the city's defences and Mb'kasda was not about to shame his family name by being the first royal guard to allow such an attack to succeed. As the mounted horde reached the city's perimeter, Mb'kasda could clearly hear the high pitched hollers that served as their war cry. It reminded the loyal warrior of just how barbaric these black-garbed southern tribesmen could be.

As soon as the enemy came within range, Mb'kasda signalled for the archers lined on the wall to fire. Their gold armour gleamed resplendent in the bright rays of the sun as they raised their bows. With disciplined synchronicity they pulled back the bow strings and, as one, unleashed a storm of arrows into the skies. Dozens of the nomads fell as the arrows found their mark, followed by more casualties moments later, as a second volley of arrows struck home.

At a second signal the captain ordered the city gates to open. Marching out in tightly formed ranks the cavalry emerged. Separating into two groups the first, armed with spears and bright turquoise shields, lowered their weapons and charged into the rapidly approaching tribesmen. The poorly armed nomads stood little chance as the highly trained soldiers smashed into their force. Within moments the tribesmen's attack faltered before breaking, and as the nomads fled from the battle, the second formation of cavalry surrounded them. With deadly accuracy the mounted archers shot the invaders from their steeds, leaving only a handful of survivors.

Within the hour the nomad tribes had scattered, leaving their injured to perish in the harsh rays of the desert sun amongst the bodies of their dead kinsmen. Already the massive vultures of the Nebekbaran desert circled in a downward spiral from high in the clear blue skies. Come the morning the scorpions and swarms of insects would strip the bones of what little the vultures left. The desert sands would soon leave no trace of the dead, and the city would continue as normal, without the threat of invasion. Mb'kasda turned around to face the palace, raising his weapon in salute at the king. Bedecked in his golden armour truly befitting his high status, the king raised his sceptre in recognition of Mb'kasda's victory.



the same poison as the chalice, others would be buried alive in great chambers that would fill with sand. In this manner each king would be entombed with an army to accompany him into the afterlife.

Over the centuries that the kings ruled in Nehekhara each necropolis grew in size. Eventually many of these cities of the dead dwarfed the original cities in size. The wealth contained within these necropolises must have been immense, but even in times of great disorder such as the faith of the people of Nehekhara, that they never sought to steal from the tombs. To do so was a concept beyond their beliefs, and even during great wars when kings sacked each other's towns the dead were left to rest in peace. These kings knew that one day they too would rest in such tombs, and to encourage such actions would be against their future interests.

As each city initially started as individual kingdoms it is unsurprising they all retained unique characteristics. The cities to the north were very different to those in the south or east. Most of the northern cities were militaristic, designed to face the constant threat of invasion from the northern tribes and the Greenskin hordes. Mighty walls surrounded Numas, the greatest of the northern cities and it is said that every citizen had to serve in the king's army. It is recorded that there were many other cities even further north than Numas but what became of these kingdoms after the fall of Nehekhara few can say.

The cities of Bhagar and Rascira to the south were famed for their exotic wealth. Much of their affluence came from the gold and gems that were found within the mountains. From the dense jungles, trade caravans would emerge with all manner of jewels and outlandish foreign charms and trinkets. Ancient hieroglyphs seem to suggest that these kings bargained with numerous other civilisations, including the Elven folk and even a strange race of lizard creatures.

THE WHITE PALACE

The city of Quatar, known as the White Palace, was renowned as being a highly religious place. Such was the fervour of worship here, the priests ordered images of the gods carved into the rock sides of the canyon itself. It is said that these giant statues, towering over five hundred feet high, were guardians of the city. The great temple, made entirely from white marble quarried from the surrounding mountains, was home to more priests than in all of the other cities

combined. It stood at the entrance to the Valley of the Kings, and before entering this pass through to the eastern kingdoms, travellers first had to pray at the great temple.

To the east on the far side of the Valley of the Kings lay Mahrak, the City of Hope. The sick and dying would make great pilgrimages to this wondrous place. It was said that if they bathed within the great spring at the heart of the city then their ailment would be cured. Mahrak was the last of the cities to bow down to Settra's rule. Even at the height of Nehekhara's power the cities to the east retained a fierce independent streak. The rulers of Lahmia and Mahrak would often openly oppose the commands of the kings of Khemri, refusing to pay tribute and waging war against other kingdoms. Yet Khemri also had a staunch ally to help them on the east.

Throughout Nehekhara's history the city of Lybaras was seen as the epitome of all that was held noble about the Khemrian way. Whenever the rulers of Khemri marched their armies east, seeking to impose their will upon the rebellious kingdoms, they could always depend upon the support of the rulers of Lybaras.

The decline of the Nehekharan civilisation was swift and brutal. Much is already known about the great desolation of Nagash. The spells the Great Necromancer unleashed wracked the land, and in just a few weeks the entire civilisation had been destroyed. For many centuries the cities of Nehekhara remained uninhabited ruins. Many are buried beneath the dunes and surface only occasionally before being reclaimed by the sands. The rest of these ruins remain uninhabited monuments to a long forgotten era. Only the scorpions and beetles now dwell within the once great cities.

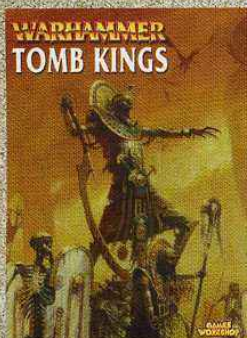
Travellers still make their way to these desolate houses of the dead. They come in search of the treasures that lie hidden by the sands, locked deep within the ruins of the tombs. Yet these expeditions are not for the faint hearted. Even should the brave treasure hunter survive the harsh barren deserts, they must face the terrors that dwell within the cities of the dead. Nagash's spell awoke the kings from their sleep of death, and now they watch over their former kingdoms in a sleepless vigil. Few who venture forth in search of their fortunes return, and of those who do, most have been driven insane by the macabre horrors they witnessed.



The kings protect their wealth, emerging from their tombs to battle against those who would steal or undo their glory. Some travellers speak of armies of skeletal warriors waging war against each other. The kings still seek to prove who truly has the power and might to rule the ruined cities. It is said ancient fleets still patrol the waters of the Great Ocean, and without the need for food or water they have the ability to strike at will, anywhere on the face of the world. Some have claimed that these dead kings have emerged from burial mounds within the heart of the Empire, and it is not unlikely for when Nehekhara was at the zenith of its power its cities had spread across the face of the world. Who knows what terrors will emerge from the hundreds of tombs scattered across the world?

WARHAMMER TOMB KINGS

FEAR THE VENGEFUL DEAD WHO LIE BENEATH THE SANDS



WARHAMMER ARMIES: TOMB KINGS £10.00

This 80 pages book contains painting and modelling guides, full rules and background for fielding an army of the dreaded Tomb Kings of Khemri.

Denmarkkr 150.00
Swedenkr 180.00
Euro€ 20.00



TOMB KINGS BATTALION £50.00

The Tomb Kings Battalion is an ideal way in which to start or expand your Tomb Kings army.

Denmarkkr 600.00
Swedenkr 700.00
Euro€ 80.00

This boxed set contains 32 Skeleton Warriors, 3 Tomb Kings Chariots and 8 Skeleton Horsemen.



SKELETONS OF KHEMRI £15.00

The mainstay of any Tomb Kings army are summoned from their sandy graves by the Liche Priests to march forth for their Kings.

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00

This boxed set contains 16 Skeleton Warriors of Khemri.

Shown here on this page are some of the Tomb King models currently available from your regular Games Workshop stockist. Models shown at 80%. The screaming skull catapult discovered by Bebedesh, King of Zandri, launches skulls dazed in resin that burst into eerie flame and, enchanted by the Liche Priests, scream as they hurtle through the sky towards the enemy. Backing up the ranks of Skeleton Warriors, gargantuan constructs stride from the posts as sentries and loom menacingly over a terrified enemy as Tomb Kings Chariots charge past their army to strike deep into the enemy lines.



TOMB KING £6.00

The Tomb Kings are the Generals of any Tomb Kings army, leading the army that they did when alive thousands of years previously.

This blister pack contains 1 Tomb King on foot.

Denmarkkr 70.00
Swedenkr 80.00
Euro€ 10.00



LICHE PRIESTS £8.00

Through monotonous and ritualistic chanting the Liche Priests of Khemri are able to manipulate their Kings' armies to his will.

This blister pack contains 1 Liche Priest on foot and 1 Liche Priest mounted on a Skeletal Steed.

Denmarkkr 100.00
Swedenkr 120.00
Euro€ 13.00



TOMB KINGS SKELETON CHARIOTS £15.00

Able to weave around the flanks of enemies and strike deep into the heart of their attack, Tomb Kings Chariots are the perfect choice for causing havoc with the enemy ranks.

This boxed set contains 3 Tomb Kings Skeleton Chariots.

Denmarkkr 185.00
Swedenkr 225.00
Euro€ 25.00



BONE GIANT

£20.00

Towering over enemy troops the Bone Giant can deal out mass destruction.

Denmarkkr 250.00
Swedenkr 300.00
Euro€ 95.00

This boxed set contains 1 Bone Giant.



SETTRA THE IMPERISHABLE

£18.00

Settra was the first of the great Kings of Nehekhara and remains the greatest of the Tomb Kings. He remains awake now for all eternity, King of a devastated land, ready to begin the reconquest of the empire that was once his!

Denmarkkr 225.00
Swedenkr 270.00
Euro€ 30.00

This boxed set contains 1 Settra the Imperishable model, mounted on a chariot.



TOMB SWARMS

£4.00

Arriving well ahead of the advancing Skeletons, Tomb Swarms can attack the rear and flanks of an enemy with un-rivalled persistence.

Denmarkkr 50.00
Swedenkr 60.00
Euro€ 6.50

Blister pack contains 1 Tomb Swarm.



TOMB KINGS STANDARD BEARER

£8.00

Holding aloft the magical symbol of the King the Standard Bearer protects the legions of the Tomb Kings in battle.

Denmarkkr 100.00
Swedenkr 120.00
Euro€ 13.00

This blister pack contains 1 Icon Bearer on foot and 1 mounted on a Skeletal Steed.



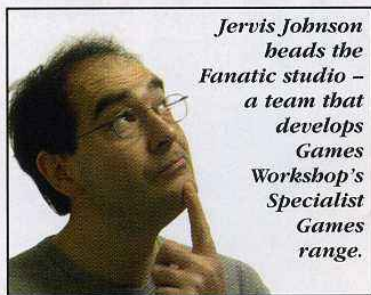
SCREAMING SKULL CATAPULT

£18.00

Hurling flaming and screeching skulls into the depths of the enemies troops, Screaming Skull Catapults can easily cause havoc with an apposing army.

Denmarkkr 225.00
Swedenkr 270.00
Euro€ 30.00

This boxed set contains 1 Screaming Skull Catapult model and 3 crew.



NEW MORDHEIM & BLOOD BOWL

Specialist Games news from the Fanatic studio



The brand new Blood Bowl Ogres, by Aly Morrison and Mark Harrison.

February has turned out to be the month of little guys and big guys in the Fanatic office. The little guys in question are Colin Dixon's and Mark Bedford's Dwarf Treasure Hunters for Mordheim. These models are packed with character – I especially like the little backpacks, festooned with all kinds of useful kit. I also like the way that the Treasure Hunters are far less 'military' in appearance than our Warhammer Dwarf miniatures. Speaking personally, one of the things I like about

Mordheim is the way it gives an insight into life in the Warhammer world away from the battlefields and armies of the Warhammer game itself.

One thing that won't be apparent from the photographs is that the models are supplied with open hands and a separate Weapon sprue. This allows you to arm the models exactly as you wish, which is an important consideration in a skirmish game like Mordheim. The sprue also includes things like a torch and the backpack mentioned

above, allowing you to make the Treasure Hunters look even more like a group of hardy (and avaricious) adventurers. The rules for the Dwarf Treasure Hunters appear in Town Cryer 24. The models would also make rather nice Miners or Rangers for a Warhammer Dwarf army, by the way...

Moving along, the big guys mentioned at the start of my diatribe are a range of new Ogre players for Blood Bowl. These chunky models have been designed by Aly Morrison and Mark Harrison, and to my mind they really capture the feel of what Blood Bowl Ogres should look like. The new Ogres come with a variety of different heads and arms, so that no two models need be exactly the same. I'm especially fond of the 'Ogre Thrower' that comes complete with a Goblin held in one hand ready to be thrown down the field, and a 'landed' model of the Goblin for you to use if he actually manages to land on his feet! Rules for fielding an Ogre and Goblin team appear in Blood Bowl magazine 6.

LIFE IN THE BUNKER

Some highlights of life down in the Fanatic bunker over the last month:

- Even though he became a father and had to do lots of overtime to catch up after paternity leave, senior Blood Bowl editor Andy Hall still found time to run the Blood Bowl rules review. At the time of writing (back in December) Andy is typing up the findings which should be up on the website in a few days time. Any Blood Bowl coaches who are worried about further sweeping changes to the Blood Bowl rules can relax – this year's review mainly comprises of a small amount of errata and some FAQs.

NEW RELEASES

This section lists all of the latest releases from the Specialist Games range. To find out about prices and availability you can visit your local Games Workshop store, or contact Games Workshop Mail Order on 0115 91 40000, or visit the Games Workshop online store at: www.games-workshop.com/storefront.

Item	Game	Release Date
Warmaster Magazine 15	Warmaster	January
Dragon Princes of Caledor	Warmaster	January
Dark Elf Hero on Manticore	Warmaster	January
Dark Elf Corsairs	Warmaster	January
Battlefleet Gothic Magazine 13	BFG	January
Deathdeala Ork Battleship	BFG	January
Slamblasta Ork Battleship	BFG	January
Gorbags Revenge Ork Battleship	BFG	January
Kroolboy Ork Battleship	BFG	January
Town Cryer 24	Mordheim	February
Dwarf Treasure Hunter Warband	Mordheim	February
Dwarf Noble/Champion	Mordheim	February
Dwarf Engineer	Mordheim	February
Dwarf Treasure Hunters	Mordheim	February
Dwarf Beardlings	Mordheim	February
Blood Bowl Magazine 6	Blood Bowl	February
Blood Bowl Ogre	Blood Bowl	February
Blood Bowl Ogre Thrower	Blood Bowl	February
Necromunda Magazine 12	Necromunda	February

QUESTION OF THE MONTH

Every month we answer a question that is received within our mailbag.

"Will there be a Tau fleet for Battlefleet Gothic?"

The short answer is yes there will. Citadel designer Tim Adcock has already started work on the fleet, and has even delivered the first model to us already. The full fleet will consist of at least six classes of Tau ship, ranging from escort size ships through to cruiser sized colony ships. We're also planning to bring out a Kroot warsphere. Pete Haines has written the rules and background for the Tau, which will appear over three issues of Battlefleet Gothic Magazine starting in September next year.

"But September is almost a year away!" I hear you cry, "How can it take so long to release the fleet if Tim is already working on the models?" The answer is simply that almost all of the miniatures designed for Fanatic by Citadel Designers are commissioned as

freelance models produced in the designer's own time outside normal working hours. This means that a project that would normally take a designer a week or two will easily take three to six weeks to finish. So, even though Tim has already finished the first model in the Tau fleet for us, it is going to take quite a while for him to do all of the other models that make up the full fleet.

The other reason for the delay is that we want to plenty of time to work up the Tau fleet background material before we publish the rules. The Tyranid and Dark Eldar fleets were published without much support in terms of background material, which, with hindsight, was something of a missed opportunity. With the Tau we want to make sure that when we publish the rules we can back them up with plenty of scenarios, background on the Tau fleet, and information on the Imperial fleets it has come into conflict with. Although this will delay the release of the Tau fleet by a short while, I think it really will be worth it.

Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling, so don't hesitate to get in touch! We can be contacted via e-mail at: fanatic@games-workshop.co.uk or by post at: **Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.** (Note, if you have a sales or purchasing issue then you should contact your local Mail Order, as they will be able to help you much better than we can!).

• Steve Hambrook, Fanatic senior editor for Warmaster and Mordheim, has been working hard on important rules supplements for both games. He's been working closely with Warmaster game designer Rick Prestley on a set of campaign rules that go under the title of Mighty Empires, while for Mordheim he has started planning out a series of articles that will provide rules to allow warbands to leave the City of the Damned and venture into the Beastman infested countryside outside. Two very exciting projects, I'm sure you'll agree...

• Meanwhile, senior Necromunda editor Matt Keefe has been collecting together the artwork for the new Necromunda rulebook we plan to release in spring next year. We should have an (almost) finished version of the cover for you to look at on the website by now. In addition, a certain John Blanche has volunteered to provide some new illustrations for the book...

• As mentioned in the website section above, we've just finished an update of the front page of our website. It really does look very cool – why not give it a visit on www.specialist-games.com. If you haven't done so recently then I highly recommend checking out the Blood Bowl and BFG sections while you're there as they have undergone major updates recently. Also, if you have a collection of Epic models you haven't used for a while, then why not think about joining the Epic playtesters' vault – it will give you an excuse for dusting off those old models and using them again!

SURFING THE WEB

All our games have great websites full of free downloads, resources and up-to-date news.

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
www.Specialist-Games.com

The websites now contain an article archive. This will tell you whether rules are Experimental, Official or House rules. Some can be downloaded as free PDFs. Check out the relevant website for more details.

Jervis writes a free electronic newsletter every month for news on the Specialist Games range. You can subscribe to the newsletter at the Specialist Games web page at www.specialist-games.com.



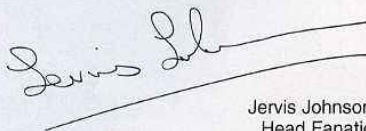
A Thunderer, Noble, and Guided Engineer from the new Dwarf Treasure Hunters warband.

• I've recently added the 9.1 version of the rules to the Epic Armageddon playtesters' vault. The new version adds rules for orbital bombardments and also includes a major update on the rules for aircraft and drop pods. This will be the last major update of the game rules, and from now on all changes should consist of minor tweaks and twiddles rather than the full-blooded changes the system has undergone over the last few weeks.

• Last, but by no means least, there has been a positive flood of really fantastic new models crossing my desk over the last few weeks. There have been Tau spaceships, Epic scale Ork Supa-Stompas, Blood Bowl Cheerleaders and Star Players, an Inquisitor scale Imperial Navy Bosun with a wooden leg and a cyber-hook, a huge Warmaster Dragon complete with a Bretonnian damsel tied to a stake, Dwarf Treasure Hunters for Mordheim and Orlock gangers for Necromunda... the list just goes on and on. Although it will be a few months before any of these models get on sale, I think I can safely say that 2003 is going to be a very exciting year indeed for Specialist Games fans everywhere.

CONCLUSION

That is all for this issue of Fanatic News. Please don't hesitate to get in touch with us at fanatic@games-workshop.co.uk or write to us at Fanatic, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS, UK if you have any comments, questions or suggestions about anything you've read. We'd love to hear from you!


 Jervis Johnson
 Head Fanatic



A Warrior, Troll Slayer, and 2 Beardlings from the new Dwarf Treasure Hunters warband.

PATH TO GLORY

RULES FOR CHAOS WARBANDS BY ANTHONY REYNOLDS

Welcome to this, the final month of Path to Glory (for now...). These articles have tracked the rules for creating a Chaos warband led by a powerful Champion, taking it through battles against rivals – the Champion gaining mutations and blessings along the way, as well as attracting more followers. This month, I'm presenting the rules for a multi-player warband battle, and then giving a short battle report to see what happened when four warbands from the Studio met.

THE CHAOS TEMPLE

An ancient temple dedicated to the Chaos gods has been discovered. Word has spread quickly, and several warbands have converged on its position, determined to claim it as their own. Rumours have it that in the centre of the Temple is the sarcophagus of a mighty Chaos Champion who was killed in battle in ages long past. Who knows what treasures might have been entombed with him...

TABLE SET-UP

Use a table at least 6' x 4'. Set up the Chaos Temple in the exact centre of the board (it should be around 1' by 1').

DEPLOYMENT

Before the game begins, make a counter for each player with a number written on it. So, if there are 6 players you will need 6 counters numbered 1 to 6 (alternatively, you might like to use a pack of cards, shuffling the numbers 1 (ace) to 6, or roll a dice).

Each player draws a counter. This is the order that the players setup their warbands. Warbands can be set up anywhere at least 16" away from the Temple itself. All models within the warband must be within 6" of the Champion if at all possible. In addition, no model may be placed within 8" of an enemy model.

STARTING THE GAME

At the beginning of each turn, each player again draws a counter. The number indicates which order they take their turn in. Once the order of play has been established, players take their turns as normal. The above procedure is repeated at the beginning of each following turn.

ENDING THE GAME

Unlimited turns. From Turn 6 onwards; if at the start of a player's turn he has at least one model within the Temple, and there are no enemy models within it, he automatically wins.

If there is only one player left with models on the board (if all the others have been wiped out or routed) then he is automatically the winner. Note that if all players flee in the same turn, then the scenario is considered a draw and no one gets any bonus for winning. A player may elect to voluntarily rout at the beginning of any of his own turns, and his models are all removed from play.

All warbands that take part in the game get 4 Favour Points rather than 2 for playing this battle.

SPECIAL RULES

Each game turn is a little different from normal games. Follow the steps below:

- 1 Movement phase.** Randomly determine the order of movement, and each player then moves their models.
- 2 Magic phase.** This is a single phase in which all players may cast and dispel. (See below for details.)
- 3 Shooting phase.** This is a single phase in which everyone may shoot. (Randomly determine the order.)
- 4 Combat phase.** (See below for details.)

MAGIC PHASE

The Magic phase works a bit differently than it does in a normal game. Basically there is a single combined Magic phase in which everyone gets to cast and dispel spells, but this Magic phase happens after every player has had their turn.

Start by working out the Casting dice and Dispel dice that everyone gets. This is done as normal, but gives each player the Power dice he'd normally have in his own turn, and the Dispel dice he'd have in his opponents. Eg, a warband with a level 1 wizard would get three Power dice and three Dispel dice. Make sure you keep these separate so you know which are your Dispel dice and which are your Power dice, possibly by using different coloured dice. If you want to dispel something which is already in play, then you can do so once everyone has finished casting, although you can only use your Power dice. Note that you may not do this to dispel a spell that was cast that turn – you'll have to wait until next turn if you failed to stop it when it was cast.

Draw a counter to see the order of casting. When it is his turn a player can cast one spell. Then, starting with the player on his left, the other players declare how many Dispel dice they will use to dispel it. These are all placed in the middle of the table, and once everyone has had the



Three Chaos warbands battle it out for control of the Temple.

opportunity to place dice in, the last person to put dice in rolls them. If someone uses a Dispel scroll or equivalent, then everyone gets their dice back. When the spell has been dispelled or cast, the next in line (ie, with the '2' counter) gets to cast a spell in the same manner. Once everyone has had the chance to cast, place the counters back in the cup, and draw them again (so long as somebody still has spells to cast). A player cannot cast if he has already passed on an opportunity to cast in that same Magic phase. A player may use a Bound item in any of his magic turns, but cannot cast a spell and use a Bound item at the same time. When all Power dice and items have been used, the Magic phase is finished.

TARGETING MODELS IN COMBAT

A model with a missile weapon (or a magic missile) may target models in close combat so long as there are no friendly models in the combat. Roll to hit as normal, then randomly determine who is hit. Eg, if there are five models in combat, give each model a number and roll a dice to see which is hit (re-rolling 6's).

CLOSE COMBAT PHASE

After everyone has moved their models, cast spells and fired missile weapons there is one general Combat phase. These combats can turn into really messy fights involving several different enemy units fighting each other, so I've put together a set of rules to try and make them a bit simpler.

Basically, follow these steps to work out what happens in multiple combats:

1. Work out the combat results, with models fighting in the order they charged. For models that did not charge, work out the order of attack in the normal fashion.
2. Once all fighting has taken place, work out each individual side's Combat Resolution. The side with the highest unit strength gets the +1 Outnumbering bonus (they do not have to outnumber all the enemy models combined). In the case of a draw, nobody gets the Outnumbering bonus.
3. Each side, except the one with the highest Combat Resolution, must take a Break test, comparing their own Combat Resolution to the highest in the combat.
4. Once all the units that are fleeing have done so, randomly determine the order that units may elect to pursue in. A unit may only pursue if there are no enemy models in contact. Resolve this fleeing and pursuit carefully (remember, units will flee away from the enemy unit with the highest unit strength that it was fighting), because this may often generate new combats.

These multiple fights will sometimes lead to very strange and messy situation, so players will have to use their common sense to make them work. If in doubt, roll a dice!



A Champion of Slaanesh defends the casket from the followers of Tzeentch.

AND TO THE VICTOR GO THE SPOILS

Whoever wins the scenario gets to open the casket within the Temple. In addition, the winner receives an additional 4 Favour Points (on top of the normal bonuses for winning, etc) for claiming the Temple for their own god.

To determine what is discovered within the casket, roll a D6 and consult the table below (the item must be given to the warband's Champion, even if he was taken out of action):

1 Soul of the Damned – The black spirit of the entombed warrior reaches from his grave and grasps the Champion, dragging him to the Realm of Chaos... Fortunately, this is merely an inconvenience to the Champion, and he spends the next few weeks travelling out of the twisted realm to find his warband, becoming infused with Chaos energy on his journey.

The Champion must miss the next D3 games (no other warrior in the warband may step into the role of leader while the Champion is away). In addition, he counts as having rolled the '12' result on his relevant Power Advancement Table twice, and has started down the path (or continued further along the path) to becoming a Daemon Prince.

2 Blade of Blood – The Blade of Blood was forged by evil sorcerers and quenched in the blood of vampires. It retains a vampiric ability to sap the strength of its victims by draining their essence.

For each unsaved wound that the Blade of Blood causes, the wielder may take a Strength test. If the test is passed, the wielder gains +1 Wound for the remainder of the game. This may not increase his Wounds value above double its normal number of Wounds. If the test is failed, the wielder loses one Wound.

3 Bane Shield – The Bane Shield discharges a magical blast every time it is struck, rebounding the enemy's attack back at them.

The Bane Shield is treated exactly as a normal shield. In addition, for each successful Armour save in close combat, the shield inflicts a Strength 4 hit on the model that struck the blow.

4 Soul Cleaver – This blade was forged over a fire of starving souls. Its edges are worked into a thousand tiny mouths, each studded with spiny teeth and rasping tongues. When it strikes a victim, its vitality is drained away by the Soul Cleaver's dark magic.

Any model wounded by the Soul Cleaver (after saves etc) must pass a Toughness test or suffer an additional wound (with no saves allowed).

5 Helm of Many Eyes – This ornate helm has no eyeholes, but is covered with wrought eyes all over its surface which, it is said, can see into the souls and minds of men.

The wearer always strikes first in close combat, even if charged or armed with a weapon that normally strikes last. If any of the wearer's opponents also strike first, revert to normal Initiative. The model is also subject to Stupidity (even if immune to psychology) due to the random and conflicting images that confront him.

6 Warrior Familiar – A pendant is found which contains the spirit of a Warrior Familiar. It accompanies its master and fights to protect him, usually taking the form of a diminutive Chaos Warrior or tiny monstrous creature.

At the beginning of the Close Combat phase, before blows are struck, the Familiar inflicts one Strength 5 hit on a single model chosen by the warrior from amongst those in base-to-base contact. Wounds inflicted do count towards combat resolutions.

WHEN CHAOS COLLIDES...

Four Chaos Warbands and four disturbed players leading them, all with the same goal – to claim the Chaos Temple and its treasures for themselves. What resulted was a bloody game, where no mercy was expected or given, and where, in true Chaotic style, alliances were formed and broken just as quickly. Old rivals all, Phil Kelly, Graham McNeill, Dylan Owen and Anthony Reynolds brought their warbands along to duke it out. There can be only one...

Even before the warbands had been set up, dubious alliances began to emerge. Graham's Khorne warband and Anthony's Slaanesh warband had a deep-rooted enmity, while Phil, in pure Tzeentch fashion seemed content to try and ally himself with all. Dylan's large Undivided warband seemed uninterested in alliances, preferring to go straight for the kill (possibly his Champion is beginning to lean towards Khorne?).

Almost immediately, Ant's Slaanesh warband came under the attention of both Dylan's sizeable force, and a strong contingent of Graham's followers (who had appropriately begun the battle around an immense skull), including his powerful Khorne Champion. Others of Graham's force headed towards Phil's Tzeentch followers, who climbed onto a strong defensive position on top of a pile of rocks. In an attempt to not get crushed between two warbands, Anthony moved most of his men behind the rocky hill, leaving him to face just Graham's Warriors,



while his fast moving Mounted Marauders and Knight tried to line up a good charge against Dylan.

While Graham's Knights moved in behind Phil's defensive position, Phil's monstrous Ogre, mutated Hound and Beastmen crept towards Graham's slower foot troops. Kicking their steeds forwards, Ant decided to grab the initiative and attack Dylan with his Knight of Chaos and Mounted Marauders. Moving after Ant, Dylan countercharged with his Beastmen, thus kicking off the fighting. First blood went to Ant, killing a pair of Hounds, and losing a Marauder to Dylan's Beastmen Gors, resulting in a draw.

Ant's Sorcerer climbed to higher ground, gaining a protected position to cast spells from. Seeing the Khorne Champion readying himself to charge, Ant cast Titillating Delusions on him (with

Irresistible Force!), forcing the Champion to move towards an illusion (probably a particularly attractive skull) in the middle of Phil's warband, thus drawing the powerful fighter away from his own troops.

Meanwhile, Phil's Champion directed a burst of Red Fire towards Graham's Marauders. Confidently, Graham placed his two Dispel dice into the Dispel pool. Grinning evilly, both Ant and Dylan threw in all their dice – resulting in a double 1 – so that the spell got through. Graham's face grew redder so that he began to resemble Khorne himself as his Marauders were all slain by the spell.

Ant suddenly found himself under attack from all sides, as Graham got the first turn for the third time running, charging with his Beastmen, Warriors and Bloodletter. Dylan snuck his warband closer to the Chaos Temple, while other Marauders prepared to enter the ongoing combat with Ant. Launching themselves forward, Ant's Daemonette and Slaanesh Champion entered the fight with Graham's Khorne devotees. In a spectacular display of poor dice rolling, Graham managed to kill only a single one of Ant's models, losing five in the process. His Warriors fled and were cut down, while his Beastmen fled out of range of their pursuers. In the following turn, Graham's Beastmen were chased off the table by Ant's blood-hungry Gors.

On the other side of the battlefield, Phil charged his Ogre and Hound towards Graham's Ogre for a big-guy showdown. Phil's Ogre wounded his opponent, taking no wounds in return, forcing Graham's Ogre to flee, only to be run down by the Chaos Hound.

Worse was to follow, for Phil's Ogre and Hound overran straight into the side of Graham's Knights. In the following round of combat, one of the Knights was chopped down, and the remaining one was forced to flee from the fear-causing Ogre.



A mighty Champion of Khorne leads his Warband.

Not a good day for Khorne – by this, the fourth turn, all Graham had left was his Champion, and that Champion was moving towards Phil's entire warband under the compulsion of his Titillating Delusions.

Meanwhile, Dylan threw more of his troops into the combat against Ant's Knight and remaining Marauder Horseman, and managed to tip the scales, running down the Slaaneshi followers. Ant's Daemonette killed a stray dog of Dylan's before being chopped apart and sent back to the Realms of Chaos by Dylan's enraged Minotaur. Dylan was starting to look like a strong contender, with loads of untouched models lurking ever closer to the Chaos Temple.

In an attempt to lure Graham's frenzied Khorne Champion into a trap, Phil placed his Marauders in his path, and lined up his other models to countercharge. He hoped to flee with the Marauders, leaving Graham's Champion vulnerable to a flank charge. Unfortunately for Phil, he rolled low on his fleeing roll, and the Marauders were crushed underfoot by the frenzied Khorne Champion. However, Phil managed to salvage some comfort when his Tzeentch Champion wounded the Khornate hero with a throwing axe.

Ant's great weapon-wielding Slaanesh Champion, accompanied by his Warriors, hurled himself into the fray against Dylan's Marauders. They managed only a draw, and Dylan moved his entire warband into a position to crush the Slaaneshi worshippers once and for all. Cunningly moving his Slaanesh Champion within his unit, Ant tried to avoid Dylan's Minotaur making mincemeat of his leader. However, the Chaos gods did not smile on such cowardice, and a pair of Dylan's Marauders managed to slay the Slaanesh leader with their flails. The Slaanesh Warriors, seeing their leader cut down, fled, and were trampled into the ground. The first Champion had fallen!



Though his chances at winning were now all but blown, Ant attempted to disrupt things a little by casting Titillating Delusions on Phil's Beastmen who had managed to creep into the Temple itself. In their next phase they would be running out of the Temple towards an illusion on a far away table edge!

Managing once again to move before anyone else, Graham sent his frenzied Champion charging into Phil's Ogre. Counter charging, Phil's Champion and Warriors smashed into the Khorne Champion. Graham's character managed to wound both Phil's Champion and Ogre, yet Phil made both saving throws! In return, two wounds were scored on the favourite of Khorne (luckily he had three due to an earlier blessing of the gods). Nevertheless, the Khorne hero legged it, outrunning Phil's warband which was in close pursuit. Strangely, the fleeing Khorne

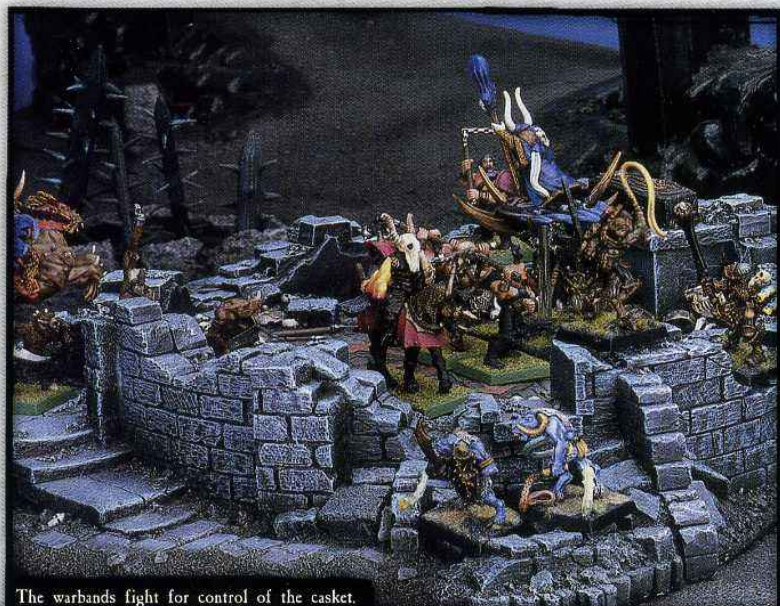
Champion ran right into the centre of the Chaos Temple. Suddenly it looked a lot busier around the objective!

Ant still had a few Beastmen lurking closer to the Temple, but Dylan quickly got rid of them, smashing them into the blackened ground with his blood-crazed Minotaur.

Going into the last turn, there were several contenders for the Temple objective, as Phil, Graham and Dylan all had models within it. Graham was praying to once again move first, giving him a chance to rally with his Champion while still on the objective. With bated breath, the players drew counters. At the most inopportune time, Graham pulled out the '4' counter, and so would be taking his turn after everyone else. With an evil grin, Phil chased the Khorne Champion out of the Temple and out of the running. In what was to turn out to be the final, bloody showdown, most of Dylan's warband charged Phil's in an effort to claim it for Chaos Undivided. In the ensuing, bloody combat, Dylan's Marauders slaughtered Phil's Hound, and his Undivided Champion scored two wounds on the Tzeentch Ogre, who turned and fled from the Temple.

And with that, the game was over! Bodies were strewn all over the battlefield, and damn had it been fun! Counting up the unit strength of the models that Dylan and Phil still had in the Temple, Dylan and his Chaos Undivided warband was the winner! Pushing open the sarcophagus, Dylan's Champion was gifted with a vicious Warrior Familiar (which he has promptly started to model onto his Champion), making him an even nastier prospect to face in close combat.

This was a great fun game that took only a morning to play. If you have a few friends who you have been playing Chaos warbands with, then why not give it a try – it's certainly something a little different, and not knowing who will move next adds a tense, random element into the equation; highly fitting for Chaos!



The warbands fight for control of the casket.

After the success of the first course which started in September we have decided to do it all again. Below you will find a quick reminder of what the course entails. Please don't hesitate to contact any of the stores listed below if you have any questions.

WHAT IS THE ACADEMY?

The Academy is a six-week course designed to teach beginners the basics of the Games Workshop hobby. We designed this course to give you the skills needed to take a figure from the box to the battlefield and know how to use it.

HOW TO JOIN THE ACADEMY

Every beginner who joins the course will receive a membership card. You have to bring the card along every week. On completion of a course stage, the card is hole punched. You also need to bring one plastic infantry model, unpainted

and still on the sprue. When all twelve holes are punched, you hand your card in and you receive a free gift.

ACADEMY GAMING

Each week you play a game of Warhammer Fantasy or Warhammer 40,000 using the basic rules. Each course stage will teach you all the rules you need in any game you might play.

ACADEMY PAINTING

Each week you complete a part of the painting course using the same model. You will learn the many different painting techniques.

WHAT THEN?

At the end of the course you should have all the skills necessary to fully model and paint the army of your choice and to command them successfully on the battlefield!

The staff at your local store will then be able to give more advanced painting tips and tactical advice.

This course is at this moment only available in our Northern European Games Workshop stores which are listed across.

THE COURSE WILL RUN IN THE FOLLOWING STORES:

Games Workshop Copenhagen,
Frederiksborggade 5K1, 1360
COPENHAGEN, DENMARK
Tel: 033 12 22 17 Fax: 033 13 22 17

Games Workshop Oslo, Møllergata 5/9, 0179
OSLO, NORWAY
Tel: 022 33 29 90 Fax: 022 33 29 91

Games Workshop Stockholm, Regeringsgatan
30, 111 53 STOCKHOLM, SWEDEN
Tel: 08 213 840 Fax: 08 213 841

Games Workshop Amsterdam, Rokin 36, 1012
KT AMSTERDAM, NETHERLANDS
Tel: 020 622 3863 Fax: 020 622 3863

Games Workshop Den Haag, Schoolstraat 12B
2511 AX DEN HAAG, NETHERLANDS
Tel: 070 392 7836 Fax: 070392 7836

Games Workshop Haarlem, Gierstraat 29,
2011 GA HAARLEM, NETHERLANDS
Tel: 023 551 7677 Fax: 023 551 7677

Games Workshop Rotterdam, Van
Oudenbarneveldtplaats 452, 3012 AP
ROTTERDAM, NETHERLANDS
Tel: 010 280 0268 Fax: 010 280 0268

**NEW COURSE
STARTS IN
JANUARY 2003.**



GAMES WORKSHOP

Here is a list of Games Workshop stores and independent stockists in Denmark and Poland. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer and Warhammer 40,000.

Stores marked in **red** are Games Workshop stores, while stores marked in **blue** are elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are partnership stores who stock a wide range of Games Workshop products. A full list of all Games Workshop stockists in Northern Europe is available on our website: www.games-workshop.com/shopping/UK/locator.asp

DENMARK

Aalborg, **AALBORG HOBBY SERVICE**, Nørregade 18, 9000
☎: 98121315.

Aalborg, **GUNS N' GAMES**, Danmarksgade 45, 9000
☎: 98134280.

Åbenrå, **LEGEKÆDEN**, Storegade 17, 6200 ☎: 74622404.

Amager, **BOG & IDE**, Amagercenteret 103, 2300
☎: 32543666.

Århus C, **DRAGONS LAIR**, Åboulevarden 33, 8000
☎: 86190063.

Århus C, **HOBBY HOUSE**, Nørregade 51, 8000 ☎: 86120062.

Asnæs, **BOG & IDE**, Asnæs Centret 2, 4550 ☎: 59650014.

Billund, **NICOLINE**, Butikstorvet 20, 7190 ☎: 75354650.

Brønshøj, **CHARLOTTE'S LEGETØJ**,
Frederikssundvej 148, 2700 ☎: 38603626.

Charlottenlund, **BOG & IDE**, Jægersborg Allé 5, 2920
☎: 39643840.

Esbjerg, **B & O BØGER**, Kongensgade 33, 6700 ☎: 75121177.

Esbjerg, **JUNKERS BUNKER**, Kongensgade 19, 6700
☎: 75181199.

Espergærde, **BOG & IDE**, Espergærde Centret, 3060
☎: 49131946.

Farum, **BOG & IDE**, Farum Bytorv 64, 3250 ☎: 44951225.

Frederikshavn, **ROSES BOGHADEL**, Søndergade 41, 9900
☎: 98921744.

Frederikssund, **ONKEL BUCH**, Jernbanegade 31, 3600
☎: 47383959.

Frederiksværk, **HOBBY & LEGETØJ**, Nørregade 38, 3300
☎: 47721693.

Grenå, **BOG & IDE**, Torvet 8, 8500 ☎: 89321933.

Greve, **B & O BØGER**, Hundige Storcenter, 2670 ☎: 43906008.

Griestad, **LEGEKÆDEN**, Vestergade 9, 7200 ☎: 74528028.

Haderslev, **LEGEKÆDEN**, Nørregade 20, 6100 ☎: 74528028.

Hadsten, **JN CENTER**, Kirkevej 7, 8370 ☎: 86980839.

Helsingør, **B & O BØGER**, Sturups Plads 1, 3000
☎: 49215600.

Helsingør, **HOBBY & FRITID**, Rosenkildevej 2, 3000
☎: 49214542.

Herning, **STYX**, Landtsgaard 4 st., 7400 ☎: 97220078.

Hjerring, **ROSSELS BOGHADEL**, P. Nørkjærplads 4, 9800
☎: 45870445.

Holbæk, **WULF BØGER & PAPIR**, Ahlgade 53, 4300
☎: 59430045.

Horsens, **LEGEKÆDEN**, Hospitalsgade 15, 8700
☎: 75616011.

Humblebæk, **RODES**, Torpenvej 4, 3050 ☎: 75616011.

Kalundborg, **BOG & IDE**, Kordilgade 9, 4400 ☎: 97420144.

København, **GAMES WORKSHOP**, Frederiksborggade 5 KL,
1360 ☎: 33122217.

København K, **FANTASK**, Skt Pederstræde 18, 1453
☎: 33938538.

København K, **FARAOS CIGARER**, Skindergade 27, 1157
☎: 33322211.

København Ø, **FANATIC GAMES & MINIATURES**,
Classensgade 11, st. 2100 ☎: 35429640.

København V, **BOG & IDE**, Fisketorvet 133, 1560
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Wrocław, **CENTRUM GIER**, Kalataja 34, 50-005 ☎: 71
3421217.

Zakopane, **UPOMINEK**, Krupówki 34A, 34-500 ☎: 18
2063425.

In this Warhammer 40,000 Battle Report 'Grand Warlord' Adrian Wood's Ork army must hold off Tom Hibberd's Crimson Fists Space Marines in a Blitz mission.

RETURN OF THE GRAND WARLORD

CRIMSON FISTS v WAAAGH GRISHNAK

It's been a long while since Adrian Wood played in a battle report but the Grand Warlord is back. His opponent was easy to find. Eager to avenge the destruction of their fortress-monastery by the foul Orks was White Dwarf's very own Space Marine Crimson Fists commander, Tom Hibberd.

Now the only other decision was which scenario to play. After browsing through the missions it was discovered that we hadn't ever fought the Blitz mission in the Breakthrough section in a battle report in White Dwarf. In this mission the attacker must smash through the defender's lines, crossing razorwire,

tank traps and minefields in the process. He must keep advancing at all costs, getting as many units as he can into the defender's second line where he will score extra Victory points for units in this section at the end of the game.

The defender must hold his line and keep the enemy in no man's land where he will score extra Victory points for enemy units in this section at the end of the game.

Looking at the two armies, Tom's army is extremely shooty, able to stand at the back of the board and pound the enemy into submission. Adrian's Ork army is based upon large Ork mobs able to overrun his opponent with sheer numbers in an assault. To make things interesting, it was decided that Tom would be the attacker and Adrian the defender.

This would be a tough task for Tom as he would have to fight his way up the board through the Ork mobs as well as survive Adrian's legendary ability to hit with a high proportion of his shots despite needing to roll 5+.

With the reversal of roles this one promises to be very interesting!



Tom Hibberd attempts to advance his Crimson Fists under the gaze of Mork.





ARMoured ASSAULT!



Tom: Well, well, well! It's my first battle report and I get to take my very own Crimson Fists Fourth Battle Company into action. What's more I am playing against the

Crimson Fists' arch enemy the Orks, in the more than capable hands of the Grand Warlord

Himself, Adi Wood. Normally this wouldn't cause me to worry too much as I have a very shooting-based army and can blow the waves of Orks apart as they pile towards my battle line. So I was feeling reasonably confident until we sat down to pick a mission...

Blitz! And I'm the attacker? Help! Charging at a horde of frothing close combat maniacs does not seem like such a good idea. Still, I like a

challenge and this would be interesting, forcing me to change my normal game plan and choose a very different army to the one that I normally play with.

Adi and I got together and played a few practise games to see how the mechanics of the mission worked and also to see if our respective armies were up to the job. We played these with 1,000 points leaving 500 to be a

FORCE EXECUTION

HQ

Chaplain *Sagamor*

Chaplain with bolt pistol, Crozius Arcanum, Rosarius, frag grenades, melta bombs, Terminator honours and purity seals.

112 pts



Command Squad

2 Veterans with bolters, 2 Veterans with flamers, Veteran Sergeant with bolt pistol and power fist, Apothecary with bolt pistol and power fist, Techmarine with bolt pistol and close combat weapon. All have frag grenades.

207 pts



Rhino

Extra armour, storm bolter, smoke launchers and dozer blade.

63 pts



Elites

Dreadnought

Lascannon, heavy flamer, smoke launchers and extra armour.

143 pts



Troops

6 Tactical Marines

4 Space Marines with bolters, 1 Space Marine with flamer. Sergeant with bolter. All have frag grenades.

102 pts



Razorback

Twin-linked lascannon, extra armour, smoke launchers and dozer blade.

103 pts



9 Tactical Marines

7 Space Marines with bolters, 1 Space Marine with flamer, Veteran Sergeant with power fist and storm bolter. All have frag grenades.

195 pts



Rhino

Extra Armour, storm bolter, smoke launchers and dozer blade.

63 pts



Heavy Support

Vindicator

Demolisher cannon, storm bolter, extra armour and smoke launchers.

128 pts



Predator Annihilator

Twin-linked lascannon, heavy bolter spools, smoke launchers and pintle-mounted storm bolter.

143 pts



Fast Attack

8 Assault Marines

5 Space Marines with bolt pistol and close combat weapon, 2 Space Marines with plasma pistols and close combat weapons. Veteran Sergeant with bolt pistol and power weapon. All have frag grenades and jump packs.

240 pts

TOTAL

1,499 pts



bit of a surprise for our opponent when we played the actual battle report.

The HQ slot was nicely filled by Chaplain Sagamor and his command squad, which is festooned with a variety of close combat and special weapons. These Sons of Dorn would ride into battle in a Rhino. For the Elites I took my trusty Dreadnought armed with a twin-linked lascannon and a heavy flamer to accompany his big fist. The Troops choice was nicely filled by a 9-strong Tactical squad with

a Veteran Sergeant armed with a powerfist and storm bolter. I took another flamer to hopefully help them burn their way through the Orks.

The rest of the army followed on quite easily. I'm a big fan of tanks and wanted something to help clear the way through the fortifications so I took my newly painted Vindicator, ready to cause carnage with its very big gun. I also took a Predator Annihilator armed with heavy bolter sponsons for additional firepower. To cause confusion in the Ork

battle lines I chose an Assault squad. These Marines would be able to Deep Strike and also force Adi to split his forces. They also have great mobility which would be invaluable in the later stages of the game.

I basically deployed my forces together on one side of the board, which would allow them to coordinate any assaults and concentrate their firepower on any available targets. Now, where's that Orky Dreadnought hiding?



CHOOSING THE DEFENDERS



Adrian: It's not often I find myself playing a defensive game, and was looking forward to the challenge. Tom and I hadn't crossed swords before, so we decided it would be fun to fight some 1,000 pts Blitz battles to get used to fighting each

other. We used a normal force organisation chart to pick the armies and so my army had lots of Boyz, Grots, Dreads and Trukks, and was steadfastly Elites-free. I'm not a great one for choosing Elites for my force, I prefer lots of Fast Attack choices and Heavy Support. I was using my own army, which meant I didn't have all the models in an Ork army at my disposal, just

those in my collection. Otherwise I may have taken Tankbustas and zzap guns. No matter, I can win with what I've got!

Then we realised on the day of the battle that Breakthrough scenarios use a different force chart! I suddenly found that I had to take less Fast Attack and Heavy Support than normal and had the opportunity to take more Elites –

WAAAGH GRISHNAK



HQ

Warboss Grishnak

Warboss with choppa, rokkit launcha, frag stikkbombz and tankbusta bombz.

74 pts



Elites

20 Flash Gitz

15 Boyz with shootier shootas, 4 Boyz with rokkit launchas, Nob with rokkit launcha and tankbusta bombz.

262 pts



20 Skarboyz

16 Boyz with slugga and choppa, 3 Boyz with rokkit launchas, Nob with slugga, choppa, big horns, frag stikkbombz and tankbusta bombz.

254 pts



Troops

20 Shoota Boyz

16 Boyz with shoota, 3 Boyz with rokkit launchas, Nob with shoota.

187 pts



20 Shoota Boyz

16 Boyz with shoota, 3 Boyz with rokkit launchas, Nob with shoota.

187 pts



20 Gretchin

20 Gretchin with Grot blastas, Slaver with grabba stik, choppa, Squighound and tankbusta bombz.

84 pts



20 Gretchin

20 Gretchin with Grot blastas, Slaver with slugga, 'uge choppa, Squighound and tankbusta bombz.

88 pts



Fast Attack

10 Trukk Boyz

9 Boyz with slugga and choppa, Nob with slugga, choppa, big horns and tankbusta bombz

110pts



Trukk

Armour plates, rokkit launcha and Grot riggers.

42pts



Heavy Support

Ork Dreadnought

2 Dreadnought close combat weapons, 2 rokkit launchas and armour plates.

90 pts



Battlewagon

3 twin-linked big shootas and Grot riggers.

122 pts

TOTAL

1,500 pts



hence my army now included Flash Gitz (armed with S5 shooters) and the mutated Skarboyz I've been putting together over the last month or so. I then decided to drop a Dreadnought in favour of my Battlewagon (see www.games-workshop.com/battlewagon) to match Tom's heavy stuff and also bulked up my Troops choices with plenty of Shoota Boyz (originally given to me by Games Workshop illustrator Alex Boyd, see www.games-workshop.com/feralorks).

THE PLAN

I'm not a great one for plans and tactics (a real Ork's Ork is Adi - Ed) but I decided this time to write a list of objectives to achieve in the battle:

- Winning was top of the list, of course!
- Stop Tom's blitz in no man's land
- Destroy his transports fast
- Remember: Death or Glory!
- Get out of the fortifications and into no man's land

- Fight aggressively, not defensively
- If Tom does get into the fortifications, keep him there until the Elites and Fast Attack make it onto the board.

Remember: even if Tom gets past the Boyz, the fortifications themselves will slow him down.

All I had to do now was face the onslaught of Rhinos and tanks.





Turn 1 – The Crimson Fists armoured assault begins.

CRIMSON FISTS TURN 1

Tom: At the beginning of my turn Adi revealed his deployment and placed his models on the battlefield. The biggest immediate threat was the Dreadnought lurking behind the rocky outcrop on my right flank; I would have to make sure

that it was put out of commission as soon as possible.

With my vehicles lined up ready to start moving I had a few things to do first. In this mission you get a preliminary bombardment; unfortunately the Imperial Guard guns behind the lines proved to

be incapable of hitting anything and the green horde survived completely unscathed and with their defences intact.

I left the Vindicator in place as I had a cunning plan for it and moved the rest of the tanks forward. I was getting them into position for an assault on the main Ork battle line on Turn 3 but needed to clear the tank traps in front of me first.

With that I commenced firing. The Vindicator's big gun roared. I placed the template hoping to catch Adi's Dreadnought in the resulting explosion but unfortunately for me it scattered, although still managed to catch two of the tank traps, destroying them both. My Dreadnought fired its twin-linked lascannon at the Ork Dreadnought and managed to slightly char its paint work, I think the Techmarines had left the power setting on tepid! The Razorback fired its lascannon but then Adi managed to make his Armour save and the shot bounced off. Finally, the Predator fired at the huge Battlewagon and I finally managed to do some damage preventing it from firing next turn.

There were a lot of Orks with a lot of rokkits in front of me and I was just hoping that I could weather the storm of shots that were sure to be coming my way in Adi's turn.



ORKS TURN 1

Adrian: This was going to be a waiting game for the Orks: even so, I couldn't waste my first turn. I had to try to keep Tom's forces in no man's land.

Movement was going to be pretty limited, with my battle line remaining pretty static. The exceptions were my Battlewagon, which I moved forward into a better position to rake the Space Marine Rhinos with its big shootas, and the Dreadnought, which moved forward to zero in on its Imperial counterpart. The Shoota Boyz on my left flank came up trumps as they hit one of the Rhinos with a penetrating hit! Unfortunately this only resulted in it not being able to shoot next turn. I really needed it to be, at best, destroyed completely or, at worse, either immobilised or unable to move for a turn.

The Dreadnought fared a whole lot worse, as it hit with one of its rokkits, but failed to penetrate. I really hoped that I would be able to distract Tom with the threat of the Dread. During our practice games, he had fired every weapon he had at it every turn, in order to destroy it. I can understand his fear of this walking killing machine: Dreads have the best armour in the army, have 3 Attacks and come armed to the teeth. They also don't die easily and can really make a mess of armoured targets.



The Adi Wood Ork dice throwing technique involves literally hurling the dice at the table.

The Crimson Flists race towards the Orks' fortifications.





CRIMSON FISTS TURN 2

Tom: Well, things were looking up. Everything was more or less intact but I was feeling a little concerned as, in our practice games Adi had charged his Orks forward making it a little easier to assault them but this time he stayed in place.

I had placed my Assault squad in reserve and now needed to start rolling to see if they turned up which they duly did. To be honest I could have done with them turning up a little later as Adi had a lot of Orks in reserve and I still had no idea when and where they would be arriving. I decided to bring them down

behind the Grots on the right flank reasoning that they were least capable of shooting them up if they scattered and that there was plenty of cover to get some protection from.

As the Vindicator was now out of range of any juicy targets, I moved it up and put it hull down behind a convenient rock. Unfortunately this meant that it wouldn't be able to fire this turn. The two Rhinos moved up in front of the Orks and both popped their smoke launchers to give them some protection from the multitude of rokkits pointed my way. The Dreadnought moved to get a clear shot at the Ork Dreadnought and the Razorback moved up to engage the Battlewagon.

In the Shooting phase the Assault squad opened fire on the nearest Shoota Boyz mob killing three with a combination of bolt and plasma fire. The Ork Dreadnought fired at the Dreadnought again and this time managed to get through its armour stunning it and making sure that it would not be moving or shooting next turn. The Predator had a go at the Dreadnought as well, blowing one of its rokket launchers off. At this point I was wondering just how much punishment this thing was going to take. To finish off the Razorback fired at the Battlewagon but I failed to penetrate the thick armour.



Turn 2 – Crimson Fists Assault marines deep strike behind the Ork fortifications.



The Assault Marines deep strike behind enemy lines.

ORKS TURN 2

Adrian: As I had expected, Tom was pouring lascannon fire into the Dreadnought. The best thing was, it was still standing, if a little damaged. I sometimes think all the extra weapons are fitted to a Dread so you when you lose a weapon, there are still plenty left! The big threat was the Assault Marines. These guys are Tom's ticket to achieving at least part of his mission objectives, and had to be destroyed. However, I couldn't forget the advancing army of Rhinos in front of me. Then, the answer to my problems was handed to me on a plate: I managed to get two of my reserves on the table, the Flash Gitz and the Skar Boyz!

The Flash Gitz headed up the advance across the second line, and then both mobs fired on Tom's hapless assault troops. EIGHT rokkits opened up, the combined firepower of my most powerful mobs. Three Space Marines fell, above average again (at times I really believe what the guys say about my Orks' shooting: for troops with BS 2, they seem to hit most of the time!). And to prove my point, the Grots killed two more!

As for the rest of my shooting, though, it was much the same story as last turn; a hail of rokkits only succeeded in stopping the same Rhino as last turn from

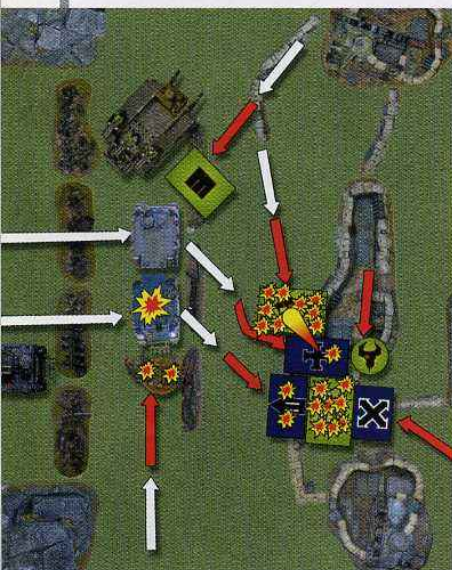
shooting. Curses! I needed to keep these Space Marines back in no man's land.

The Gretchin charged into the Space Marines and between him and his squad, the Veteran Sergeant of the Assault Marines cut down five Grots. In retaliation the tiny horrors killed a single Space Marine. I kind of expected this, but hoped that the Grots would tie them

up until the Skarboyz could get in on the action: unfortunately, they broke and the Assault Marines swept and cut down the Slayer and his tiny charges.

All in all I had mixed success this turn. Now I had three Assault Marines breathing down the neck of my army, and the Rhinos were still coming.





Turn 3 – The two lines fight in close combat.

CRIMSON FISTS TURN 3

Tom: Ouch! The Assault squad really got it last turn, but on the plus side the survivors were now running around behind the Orks. Adi did the right thing by assaulting them with the Grots as it is

generally a good idea to assault rather than to be assaulted. Still the boys in blue did a great job of squishing them!

I was pretty worried about the rather huge wave of reinforcements that Adi had brought on. But, as most of them were infantry, I wouldn't have to worry about them too much for another couple of turns and due to Adi wanting to shoot at my Assault squad they were all bunched up on one side of the board.

Deliberations over, it was time for some action! Both of the Rhinos sped forward and their passengers disembarked. The Vindicator remained in place to get a shot off at the Orky Dreadnought. The Predator moved up to get some cover behind a load of junk and the Dreadnought and Razorback continued their slow advance, levelling their weapons ready to either engage the Dreadnought or the Battlewagon.

I started firing with the Vindicator which opened up on the Orky Dreadnought skulking around behind the rocks. The shot hit and penetrated the rusty Ork armour blowing off another one of its rokkits (why wouldn't it just lay down and die!). The Dreadnought fired its lascannons at its Orky counterpart and missed with the roll of a double 1! I was

now getting just a little bit obsessed and fired the Razorback at it as well, succeeding in taking off one of its power claws! The Predator shot at the Battlewagon and I succeeded in missing the huge target with its twin-linked lascannons. I was beginning to get a bad feeling.

It was now the infantry's turn to dish out some hurt. The Command squad and I decided to concentrate all my available firepower on one of the Shoota Boyz mobs and then charge in and beat up the other. The Assault squad and the Tactical squad joined in as well and when the smoke cleared there were eleven dead Orks.

With that, it was time to assault. The Command squad, the Tactical squad and the Assault squad all charged into the other Shoota Boyz mob. The combination succeeded in killing twelve Orks. And in turn the Orks managed to inflict no casualties. I was very confident as Adi failed his Morale check and then he got to make his special Ork Mob Size Check needing to get a 3 or less on 2D6...

...a double 1!



Bloody hand-to-hand combat erupts along the Ork lines.

ORKS TURN 3

Adrian: Tom had broken through the battle line and was making a real mess of my defensive line. Full stop. Those flamers are a pain! Makes me wish I had some scorchtas to burn them right back. Still, I can't let him have it all his own way. First my Trukk Boyz turned up: at just the right time too! The Dread took the opportunity to charge into the back of the Rhino. Shooting was non-existent as most units were tied up in hand-to-hand combat. The battlegroup fired its 'eavy shootas and got five hits against the Razorback! They failed to penetrate its armour though. The Warboss tried to nail the second Rhino and missed.

Now for hand- to-hand combat. The Dreadnought tore into the Rhino without any problems and it blew up. The Slaver, and what was left of the Grots, tried to attach a tankbusta bomb to the Rhino but it had been travelling too fast for him to hit it easily. The Warboss charged the Chaplain and inflicted one wound on him. In retaliation, the Chaplain wounded Grishnak! The Space Marines, including the Assault Marines, then attacked the Orks, but failed to wound any of them. Only the Veteran Sergeant managed to do any damage, killing one of them. The Nob



Stamina wilts as a rush of thinking overcomes the players.

killed one Space Marine, and after fourteen hits out of thirty, and three wounds, the Orks killed one Space Marine! The Veteran Sergeant and the Apothecary then killed five Orks with

their power fists. The Orks had lost the combat fairly decisively. I failed their Morale check, but passed the Mob Size check. The Space Marines moved in for the kill.





Turn 4 – The Trukk Boyz charge into the fray.

CRIMSON FISTS TURN 4

Tom: Adi's quite good at passing those Mob Size checks, isn't he! I had been hoping that this combat would be over by now so that I could have kept on moving. Still I was getting lots of lovely Victory points. The Ork Dreadnought was proving to be the thorn in my side, as I thought it might be, and so I had to stop it before it started rampaging its way through my Marines.

The Razorback leapt forward and dismounted its contents in front of the Grot mob that was moving up. The Dreadnought moved up towards the Ork Dreadnought and the Predator moved to get a clear shot on the Battlewagon. Everything else at this point was tied up in combat.

My Shooting phase brought me mixed fortunes, the Dreadnought hit the Ork Dreadnought but failed to do any damage. I would just have to assault it later on. On the plus side the Predator did a great job of destroying the Battlewagon with a 6 on the Glancing Hit table. Next Tactical Marine Squad 1 fired at the Grot mob in front of it. Using a tactic I had employed in earlier games with Adi, I positioned the flamer template so that it covered both the Slaver and his Squighound, toasting them both. This would make it much more likely that the Grotz would fail their subsequent Morale test... which they duly did and went to ground not to be seen again.

The moment I had been waiting for all game was now upon us, my shiny Crimson Fists Dreadnought going toe to toe with a rust bucket of an Ork Dreadnought. Marine Dreadnoughts have an Initiative of 4 and in this case would be striking first. I hit two times and, feeling smug, rolled the 2D6 for

armour penetration... and succeeded in only getting a double 1! Still, you've got to laugh haven't you, not that I felt like laughing much at this point.

I was hoping that the ensuing combat would cheer me up, and so it did. The Chaplain targeted the Warboss and managed to take him out in a flurry of blows. The Techmarine and the Assault Marine Veteran Sergeant picked on the Nob and managed to hack him apart. The rest of the attacks took down two further Orks and the power fists

obliterated another two, finally wiping out the Orks. I didn't want to get any nearer the Orks so consolidated my position.

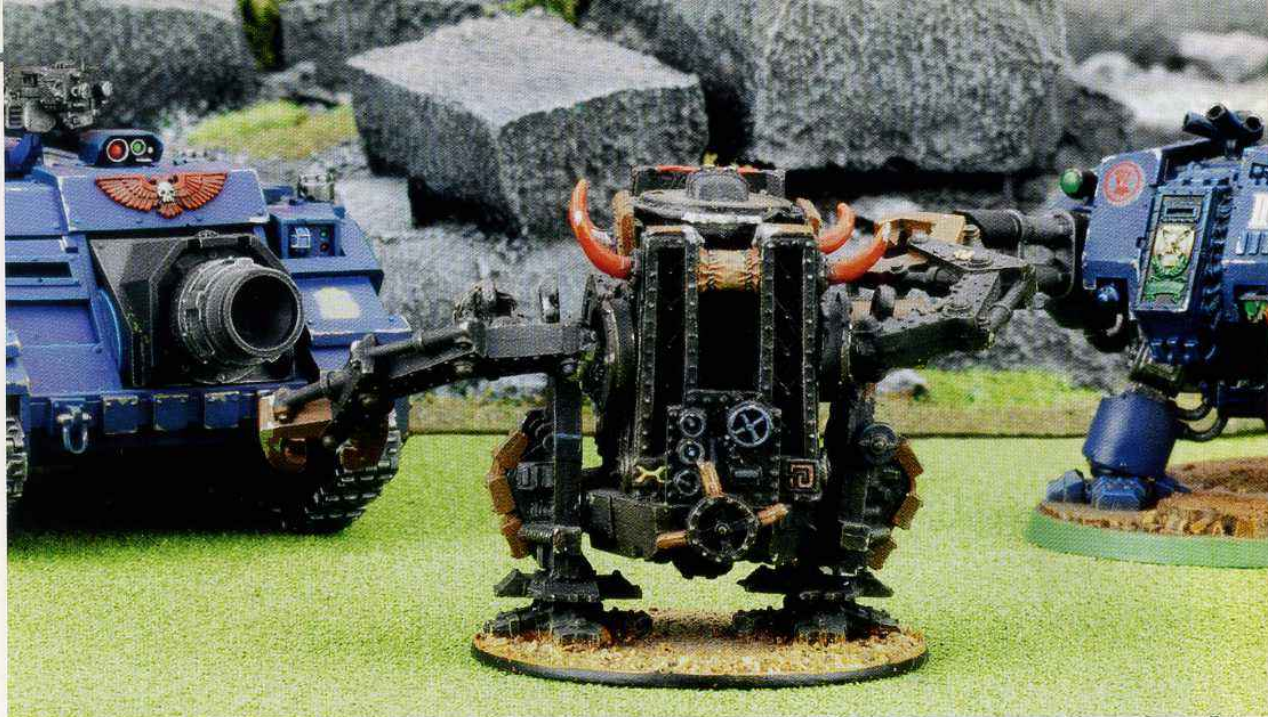
ORKS TURN 4

Adrian: The battle had devolved into one big punch up. Just the way I like it! Losing both the Battlewagon and Grishnak was a pain: the Warboss is the best fighter in my army, but he was going up against a Chaplain with a power weapon. What was unexpected, though, was the Dread holding his own against the Imperial behemoth. I expected a much worse result! As the Imperial Dreadnought was now immobilised, it would lose one of its attacks. My Dread was in with a fighting chance.

The Boyz in the centre had managed to tie up the Space Marines, but I knew that this stalemate wasn't going to last. It was time for the Trukk Mob to get in on the action. First, though, was the Shooting phase and my most disappointing round of shooting in the whole battle. The fortifications meant that although the Flash Gitz hit and wounded two Space Marines, a result that would normally mean instant death, they got a cover save. Damnation! The Trukk Boyz fired everything they had at the Space Marines, including the Trukk, and even though they caused 4 hits, they only succeeded in wounding one man, and his armour saved him.

Surprisingly, both the Space Marines and the Boyz fared equally badly in





The Crimson Fists Dreadnought and Vindicator single out the Ork Dreadnought.

hand-to-hand combat, the Emperor's Finest missing the Trukk Boyz completely. The Orks fared far better, nine hits out of twenty, and then four wounds. Their armour did, however, manage to save them from the rain of blows from the Orks. I couldn't help but breath a sigh of relief when the Veteran Sergeant missed with his power ist. The Boyz managed to get the Moral High

Ground in this exchange (and quite right too, they are obviously the better troops...). In the end though, they simply remained locked in combat. Still, that was the best result I could hope for. At least the Space Marines weren't getting anywhere fast.

However, there was a real upset between the Dreadnoughts. The Imperial

war machine missed his Ork opponent and, seizing the initiative, my glorious Dread punched straight through the Space Marine's armour and the machine exploded! This of course now meant my Dreadnought was free to play havoc with the Space Marines' vehicles and troops. Cue evil 'Dick Dastardly' laugh and plenty of shadow boxing! Tom just shook his head in disbelief.



Ork reinforcements flood onto the battlefield.



Turn 5 – The Skarboyz and Flash Gitz continue their advance.

CRIMSON FISTS TURN 5

Tom: The Trukk Boyz had struck and I would have to deal with them pretty quickly. That Ork Dreadnought was up to its tricks again and had got into a fight with Tactical squad 1. As the Marines could not hurt the Dreadnought and the Dreadnought only had 2 Attacks a turn, I was counting on the fight carrying on for the rest of the game.

Annoyingly, the Dreadnought was close enough to Tactical squad 2 that they would be unable to rally this turn. This meant that they would give Adi valuable Victory points as they would rally in my sixth turn, deep inside no man's land.

Although the Rhino and the Razorback would not gain me any Victory points for being in the second line it would be

appropriate for them to make their way over there. Plus I had a bit of cunning plan! The Vindicator and the Predator also moved up out of no man's land and set themselves up behind cover. I was hoping that I would be able to fire into the onrushing horde of Skarboyz and Flash Gitz.

The Trukk Boyz had swept into my Command squad and Assault squad. The up-side of this was that I would be able to fire at them as they came in. The two flamers killed 4 Boyz. The plasma pistol on the Assault squad overheated but I managed to make the Armour save and the Marine survived.

And that was that for my shooting so it was on with the Assault phase. The depleted Trukk Boyz passed their

Waaagh! test and so doubled their Initiative. The Nobz chopped an Assault Space Marine down and the rest of the Orks managed to kill a total of three Marines from the Command Squad. The Chaplain performed badly and only managed to kill one Ork in return. The combination of power weapon and power fist attacks proved to be more effective and six Orks fell to the mighty blows, wiping out the Mob.

The combat over, I consolidated my position as the last thing I wanted to do was run right towards the Orks. I arranged the Command squad as a screen for the Assault Marines and waited for the inevitable counter-attack.

ORKS TURN 5

Adrian: With my Trukk Boyz dead, it was really Tom's move. But before that, of course, I needed to convince him that entering the second line of defenses would be too costly for him to attempt. Too costly for Tom's plans to be successful with only a diminished Command squad, two Assault Marines and a Razorback at his disposal.

I began with the advancing Flash Gitz gunning down two members of the Space Marine HQ, the Techmarine and a Space Marine. The Skarboyz continued their advance and began to clamber over and circle around the rocks. Then the Trukk came up dividends as it destroyed the Razorback with a rokket through its side armour. A peach of a shot. The Dreadnought pounced on a Space Marine squad but failed to hit anyone. They were now locked in combat with the Dread within 6" of the retreating Space Marines. They will have to retreat again next turn. I now have one final turn to react to Tom's final manoeuvres and keep him at bay.



The Trukk Boyz charge the Space Marine Command Squad.



The Trukk fails to kill any Assault Marines with its big shoota.

CRIMSON FISTS TURN 6

Tom: Tactical squad finally managed to rally right in the middle of no man's land and they would not be able to make it out. It was now time for that cunning plan! The Rhino in the second line sped forward down the line and positioned itself as mobile cover. Igniting their jump packs the Assault Marines landed behind the Rhino safely screened by its reassuring bulk. This unit was worth 470 Victory points now (300 for being in the second line plus 120 for the squad itself) and would probably be the difference between winning and losing the game.

I rushed the remains of the Command squad towards the Flash Gitz and hoped that they would be in range for an assault.

The Vindicator fired and its demolisher cannon was bang on target killing five Flash Gitz including one with a rokkit. The Predator fired at the Flash Gitz as well as I was hoping to get them under half strength and get the Victory points for them. It hit two Orks with its lascannons and heavy bolters but the cunning greenskins must have been hiding as Adi made both of his cover saves.

The combat with the Dreadnought continued as before with the Dreadnought killing a Space Marine and the rest refusing to run away. Now I just had to hope that Adi's Orks couldn't take out my Assault Marines in his turn.

ORKS TURN 6

Adrian: This last turn felt a lot like taking care of loose ends, and a little like grasping at straws too! Both the Flash Gitz and the Skarboyz opened up on the HQ, and the Chaplain suddenly found himself alone on the battlefield. After Tom's clever thrust with the remaining Assault Marines, I only had one weapon capable of taking them down: the Trukk.

However, with a typically uncharacteristic (for me) display, the Trukk driver missed the Imperials out of sight behind the Rhino. Finally, the Dreadnought crushed a Space Marine with his claws but the enemy warriors remained resolute. The game was over, and after a tot-up of the points, I realised that I had lost the battle to two Assault Marines! Curses! Foiled again!



Turn 6 – The courageous Crimson Fists hide behind a Rhino.

BY THE SKIN OF MY TEETH



Tom: That was a lot closer than the Victory points might suggest! If it hadn't been for the Assault Marines shamefully lurking behind the Rhino it would have been a different story.

I was also very pleased with the Command squad as they managed to chop their way through pretty much everything that Adi could throw at them. I was quite surprised that he didn't tool his Warboss up any more. Normally the ones

that I play against are festooned with all sorts of nastiness and I struggle to deal with them. However, this particular specimen proved to be relatively easy meat for my Chaplain to duff up. Luckily for me Adi's reserves were in the most part infantry and this gave me a lot of breathing space allowing me to carry on with my game plan.

On the down side I thought I was in trouble when my initial assault against the Shoota Boyz was bogged down, I was expecting to make a complete mess of them (which I did) and then to see them running away (which I didn't). The other major thorn in my side was that Orky Dreadnought that just refused to be destroyed. I'd got four penetrating hits on

it by the end of the game and succeeded in only blowing three of its arms off and slightly scaring it for a turn. Even my mighty Space Marine Dreadnought bounced merrily off it! I probably got a bit obsessed by it and lost the momentum of my attack somewhat.

Adi was a great opponent to play against and we had a lot of fun with this mission. In the end I think it was the resilience of the Crimson Fists that won the day. There is a lot to be said about the advantages of Toughness 4 and a 3+ Armour save. Space Marines are a very forgiving army because of this and allow you to get away with mistakes that other armies wouldn't.

CURSES!



Adrian: Its not often that I can pinpoint exactly what turned a battle, but this time its clear: failing to kill the Assault Marines when they arrived on the battlefield has cost me dearly. Not only

have I been denied vital Victory points, two troopers have given Tom 300VPs. Still I'm not too dissatisfied with how the battle went. I think the army performed pretty well. If you take away the Assault squad, the points start to look much more even as far as I am concerned. If the Assault Marines had been cut down in the second turn or the Chaplain had died under the massed firepower of the Flash Gitz, it would have been a different story.

Losing the Battlewagon was a blow. I think a second Dreadnought would have been a smaller target and would have had better weapons for the job. Actually the 'man of the match' was the Dreadnought, not only did he smash a Rhino and a Space Marine Dreadnought, he held up and pushed back at least two squads of Space Marines into no man's land. I'm also happy with the Flash Gitz; they proved to be really dangerous, only the fortifications succeeding in blunting their rokket fire. The rest of the army did their job, which was to tie up the Space Marines for six turns! So in the end, I managed to achieve some of my original objectives for the battle, some more than others.

You always learn new things from any and every battle you fight. So what have I learned from this engagement?

I'm not a great one for wargear, but if I had souped-up the Warboss a lot more, he may have prevailed against the Chaplain. I've recently completed a new Warboss based on Ghazghkull Thraka (only with two bionic eyes, for obvious reasons). To be honest I didn't think the Warboss was going to stem the tide by himself anyway. The tankbusta bombs I had given to my Nobz and Slaverz proved to be fairly useless in such a mobile game, and almost became a distraction: a Tankbustas mob (if I had one painted up) would have been much more effective, with their +1 Armour Penetration. Along with Tankbustas, another unit to invest some painting time in would be zzap guns. With their

automatic hits and potentially huge Armour Penetration, even one of these artillery pieces would soon pay for itself.

As I have said before, I've never given much thought to actually using Elites choices. However I was really impressed with the Flash Gitz, and you can tailor your weapons to whomever you are fighting too. I've used Skarboyz before and been impressed, but I think that in this game Stormboyz would have been a favourite, particularly against the Assault Marines. Twenty blood-mad Orks raining down from the sky... ah, what a beautiful sight!

All in all, this was a great game, and I look forward to fighting Tom again in the future!





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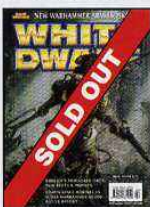
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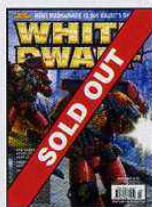
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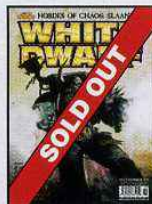
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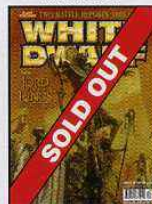
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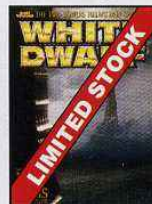
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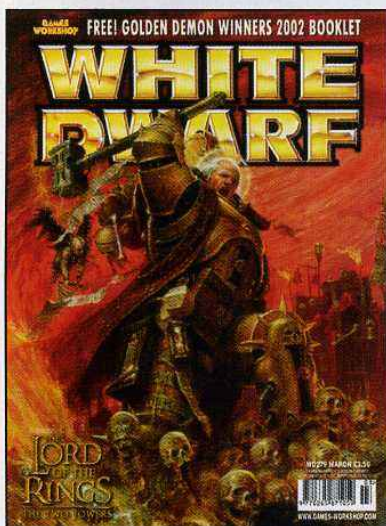
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Volume XXIV, part IV of the Liber Victorum
—→ The First War for Armageddon ←—

The First War for Armageddon

by Imperial scribes Graham McNeill & Andy Hoare

The First War for Armageddon occurred almost 500 years before the birth of Ghazghkull Thraka; the Ork warlord who waged war upon the hive world not once, but twice in the last century of the 41st Millennium. Scribes Andy Hoare and Graham McNeill have unearthed details of the first of the terrible conflicts unleashed upon the blighted world of Armageddon.

Though many in the Imperium are aware of the second and third wars for Armageddon, only a select few have any knowledge of the first. All official records of the event were expunged from Imperial files by an Administratum desperate to contain the truth: that Humanity faces threats more dire than the average Imperial citizen could possibly comprehend. Such knowledge, it is feared, would surely cast the superstitious and paranoid worlds of the Imperium into anarchy and ruin. Such information that can be recovered concerning the events of the first war is only to be found in the dustiest corners of the crumbling archives and data vaults of the Adeptus Administratum, and to possess such knowledge is to invite the retribution of the Ordo Malleus.

Armageddon

Armageddon lies some 10,000 light years to the galactic north-east of Terra, in the regions bordering the Segmentum Solar and the Segmentum Obscurus. Classified a hive world by the Administratum, and subject to the highest tithe grades, Armageddon is the industrial hub of not just the Armageddon sub-sector, but the entire region. Worlds for light years around rely on the industrial output of the immense hive cities, and few worlds, other than Necromunda, can compete with it in terms of the sheer magnitude of goods produced.

The cost of millennia of industry is a world reduced to a barren waste, where few can prosper outside the massive hive cities. So ravaged by over-mining and pollution is the surface of Armageddon, that no food can be produced and clean air is a valued commodity. The industrial cartels import a staggering quantity of foodstuffs each year, and the noble families reap the profits of their exploitation of tens of millions of workers.

Under this regime many muttered of liberation, of challenging the status quo and finding justice for the countless souls bound to the gargantuan industrial machine of Armageddon. Demagogues whispered words of dissent, and soon agent provocateurs called openly for revolution. Civil unrest became rife and the Planetary Defence Force was forced to violently suppress its own people with alarming frequency.

An Administratum census of the day records that this was the state of the hive world of Armageddon at the middle of the third century of the 41st Millennium; a world in the throes of insurrection and disorder, ripe for the attentions of the Ruinous Powers.

Darkness Gathers

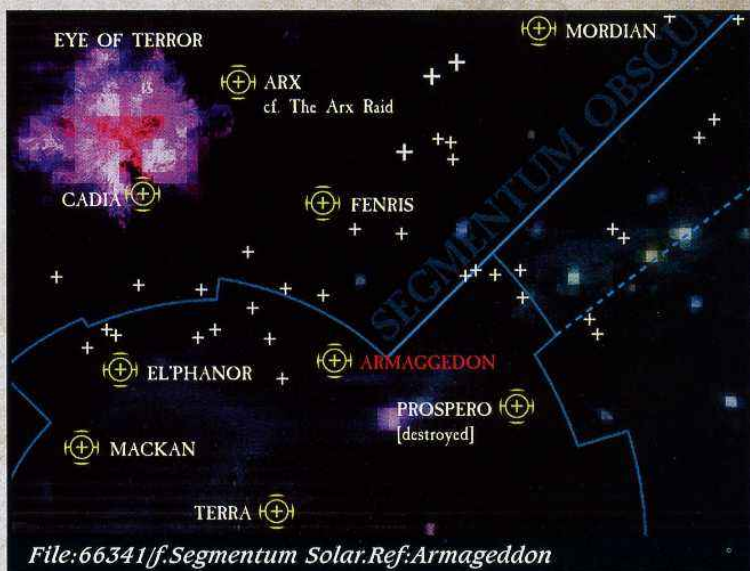
The *Bellum Chaotica*, penned in the century following the war by the anonymous 'Heretic Archivist of the Gethsemane Reclusium' states that in 499.M41, the Daemon Prince Angron, Primarch of the World Eaters Traitor

Legion raised a mighty horde of mutants, daemonhosts and renegades. Surrounded by a host of summoned daemons and attended by his Chosen World Eaters berzerkers, Angron and his army vomited forth from the Eye of Terror. Taking advantage of the drifting space hulk *Devourer of Stars*, Angron and his unholy army closed on Armageddon.

Chaos Attack

The hulk emerged from the Warp in the furthest reaches of the Armageddon system, and was immediately detected by the outermost monitoring stations. As it drifted through the outer regions, system defence craft were scrambled from the St Jowen's Dock naval facility and made contact with the hulk as it passed the world of Pelucidar on the fifth day after its arrival.

The ship's crews saw their doom as they closed with the gargantuan space hulk, but nonetheless attempted to stall its approach and provide the defenders on Armageddon time to prepare for the coming invasion. Thousands died in the battle against the *Devourer of Stars*, and their names are engraved upon the marble pillars of the Hall of Martyrs on St Jowen's Dock. But the attack was not in vain, for it blasted free the



File:66341/f.Segmentum Solar.Ref:Armageddon

ANGRON, DAEMON PRIMARCH OF THE WORLD EATERS

Ten thousand years ago, at the very birth of the Imperium, the Warmaster Horus, greatest and most trusted of the Emperor's generals, led the rebellion that plunged the Imperium into the maelstrom of terror known as the Horus Heresy. Angron was the first Primarch to join Horus in revolt against the Emperor, believing that his martial virtue was the only way to save Mankind from destruction. The World Eaters had always been the most warlike and savage of the Space Marine Legions and Angron enthusiastically led them into the worship of Khorne, the god of war and bloodshed.

Khorne appealed to Angron's sense of honour and martial pride, and when the Heresy failed and Horus was slain, he and the World Eaters battled across the galaxy to reach the Eye of Terror and the daemon world Khorne had prepared for them.

Twisted and horribly mutated over the centuries, Angron is now a hulking giant with skin the colour of spilt blood. He continues to serve his Daemonic master, smiting his foes with a mighty Chaos blade of glowing iron etched with runes of doom and destruction.

propulsion unit of an ancient space vessel that formed part of the *Devourer of Stars*' enormous bulk. A section the size of a small city slowly tore loose from the mass of the hulk, disgorging a wave-front of plasma fire and incinerating thousands of Angron's troops as it spiralled away, caught by the gravity of nearby Pelucidar.

The drive unit broke up in the atmosphere, shedding a hideous cocktail of fuels and millennia of Warp spawned toxins. The atmosphere of Pelucidar was seeded with toxic death, and only the hardy subterranean jungles of the cavern-world survived the initial pollution. The inhabitants perished within a year, their minds destroyed by the taint of the Warp, their bodies poisoned by the radioactive waste, and Pelucidar remains quarantined to this day.

Without the ancient drive section, Angron's servants evidently struggled to influence the course of the vast hulk, and its arrival at Armageddon was delayed by at least a month. The sacrifice of the system defence crews and the people of Pelucidar had bought the forces of Armageddon valuable time to prepare for the inevitable invasion.

Chaos Ascendent

Despite the sacrifices of the Imperial Navy, the *Devourer of Stars* quickly overcame Armageddon's orbital defences, and Angron's forces were soon in a position to begin their landings.

With the space hulk's arrival, treachery reared its ugly head within the hives of Armageddon, and the seditious

elements of the populace were revealed as followers of the Dark Powers. The recently uncovered memoirs of Lord General Gustav Karlson II record that nearly half the Planetary Defence Force turned on their fellows, their ranks swollen by hordes of cultists. Karlson, Chief-of-Staff of the Armageddon Secundus Command Guard, reacted with swift and unforgiving efficiency, eliminating those units he could not absolutely rely on. His counterpart on Armageddon Prime was slower to react and fought in vain to regain control as anarchy and mayhem swept through the hives of Armageddon Prime. Where the defenders should have been able to mount a well-prepared defence, the trench lines and bastions were the site of vicious battles between erstwhile brothers-in-arms.

Angron's forces made their planetfall all but uncontested, and within a week, all-out war raged in and around every hive on Armageddon Prime, the death toll spiralling beyond comprehension. Daemons rampaged through the factory and hab districts while mutants and renegades unleashed their feral wrath upon innocent civilians. Traitor Titan Legions stalked the Ash Wastes, where loyalist Princeps fought a desperate rearguard action. The only hope for the defenders was to fall back towards the equatorial jungles, and attempt to consolidate in Armageddon Secundus.

As the last of the Imperial forces withdrew towards Armageddon Secundus, they left behind them a land ruled by the daemonic and the insane. Makeshift abattoirs were constructed, and the blood of Angron's victims was

offered up to the Blood God. The last units to stagger from the Ash Wastes reported the land behind them littered with bones, and the polluted rivers choked with the blood spilled in the name of Khorne.

Venerations

According to the Heretic Archivist, Warp storms of terrifying magnitude surged with power around the Armageddon system at this time and the sheer scale of slaughter lent power to Angron and the daemons of his horde. But such power is fleeting, and as the Warp storms began to abate, so too did his power diminish. Unless the Daemon Primarch could find a way of establishing a permanent link to the Immaterium to draw the energy necessary to sustain his army, all his plans would be undone.

Unable to continue without the strength of the Warp to empower him, Angron's advance stalled amidst the deepest jungles of the equatorial belt. The Daemonic Primarch ordered the construction of a huge monolith, through which his armies could draw the power needed to sustain their existence in the material universe. The construction of the megalithic structure took many weeks, and thousands died in its construction. Thousands more were butchered in cruel ceremonies of consecration, and the jungle withered for miles around as the corrupting power of Chaos was drawn into the arcane construction.



Angron's Berzerkers slaughter the defenders of Hive Volcanus.

Diabolical energies flooded the Chaos horde as dark power pulsed through the monolith, but the time spent in its construction had delayed Angron's advance by several weeks, and the Imperial defenders did not waste the brief reprieve they had been given.

The Imperium Strikes Back

Angron's horde erupted from the equatorial jungles and surged south, the bulk of his army seeking to engage the Imperial defenders holding the line at the River Chaeron. But the defenders had used the time afforded by Angron's delay wisely. The invaders found themselves facing well dug-in troops, reinforced by the recently arrived Space Wolves who had answered Armageddon's cry for help from their nearby homeworld of Fenris.

Ill-prepared for such a stalwart defence, the Chaos hordes broke against the impregnable defence lines and wave after wave was repulsed. It is said that at the battle's conclusion, the mighty Chaeron was choked with the mutilated bodies of mutants and traitors. But the war for Armageddon was far from over. To the west, Angron himself led an attack towards Infernus and Helsreach hives, smashing the Imperial defences wide open as he did so. Entire companies of Angron's most insane World Eaters berserkers rampaged through the redoubts and trench lines defending the approach to the hives, and Angron prepared to deliver the decisive blow to the beleaguered defenders.

Logan Grimnar, the commander of the Space Wolves had one last force to commit. Though new to his post as Chapter Master, Grimnar was far from inexperienced in combating the servants of Chaos, and upon his arrival on Armageddon, had immediately requested the aid of the Chamber Militant of the Ordo Malleus. Given the scale of Angron's invasion, an entire company of Grey Knight Terminators was assembled, a formation only ever committed to battle under the most desperate of circumstances.

The account of the battle itself is sealed within the unbreachable vaults of the Ordo Malleus, but it is known that the Grey Knights teleported directly into the midst of Angron's host. It is said that a dozen bloodthirsters attended the Daemon Primarch; forming a bodyguard no mortal could hope to defeat...

LOGAN GRIMNAR, LORD OF THE SPACE WOLVES

The saga of Logan Grimnar was but two centuries old when he became the Wolf Lord; Chapter Master of the Space Wolves. The First War for Armageddon was the first real test of his abilities as Great Wolf, and his command during the conflict is counted his finest hour.

The 'Old Wolf', as he is now known by many of his warriors, is notorious for upholding the interests and rights of his chapter, harbouring a deep distrust of the Administratum. Those who know of such things point to its actions at the end of the First War for Armageddon as the cause of his mistrust, but whatever the truth, few will stand against the Great Wolf, and none will reject the aid of his Space Wolves in time of war.

Grimnar is a giant of a figure, tall even for a Space Marine and he carries the weight of his years with great dignity. Now seven hundred years old, his fangs have grown long and bestial, as do those of every Space Wolf as he ages.

Wearing his ancient suit of Terminator armour, and wielding the revered Axe of Morkai, Grimnar is one of the most feared warriors, and most respected leaders in the Imperium.

The horizon burned the colour of blood, as though the sky itself was on fire. The jungles of Armageddon were ablaze, turning the darkness of the night into hateful, orange-lit day. Logan Grimnar, Chapter Master of the Space Wolves breathed deeply, tasting the toxins in the air with every breath and running a dirt-and-blood encrusted hand through his mane of unkempt blonde hair. He stared at the crater-marked hell that stretched out from the edge of the front line. The stench of rotting corpses mingled with the reek of burning fuel and his eyes stung from the noxious black smoke coiling lazily upwards from burning vehicles the enemy had lost in the fighting.

"Too few," he whispered. "Too few."

His practiced eye surveyed the barren expanse of the Ash Wastes on the far bank of the River Chaeron, easily picking out the hated icons of the Blood God swaying in the cold northern wind amidst the enemy camp. Bodies floated in the river, so many a man might cross without wetting his feet, their eyeless skulls turned up to face the fire-lit sky.

He marched along the length of the defensive wall, his dented and scored Terminator armour groaning as the damaged fibre-bundle muscles in the left thigh fought to match his pace. A careless parry had allowed a daemon's axe to bite a hand's breadth into his armour. It was only one of a dozen wounds he had suffered in this campaign thus far, but the armour had suffered greatly and, though the artificers had done their best, there

was not the time for the repairs it deserved. He only hoped the armour's battle spirit would understand and not fail him at a crucial moment. Grimnar stopped at an embrasure in the parapet and gripped the edges of the wall. The parapet was nearly twenty metres high and sturdily constructed by the men and women of the Departamento Munitorum Engineer Corp. Not nearly as strong or as high as he would have liked, but he knew they were lucky to have it at all. The Daemon Primarch's inexplicable delay in crossing the equatorial jungles had given them the time they so desperately needed to regroup and reorganise the demoralised Imperial forces.

In the distance, nearly a hundred kilometres to the east, Grimnar could make out the smoke-wreathed spire of Hive Infernus, the teeming, stinking, man-made mountain called home by over twelve million people. People he was sworn to defend, but didn't know that he would be able to. He shrugged off such defeatist thoughts and turned as he heard a calm voice behind him say, "Lord Grimnar."

"Brother Captain Aurellian," nodded Grimnar to the new arrival. Like him, Aurellian was clad in Terminator armour, its blue-steel surfaces polished and gleaming. The Grey Knight carried a long, wide-bladed pole arm, its edge silver and filled with intricate scriptwork, too small even for the enhanced eyesight of a Space Marine to read. Engraved purity seals and devotional litanies fluttered from the shaft

and every surface of his pristine armour was decorated with heraldic iconography and carved idioms.

Grimnar felt a stab of anger towards the Grey Knight. His weapon was unblooded and though he and his warriors had arrived the night before last, they had immersed themselves in prayer instead of joining the desperate fighting on the walls.

"When the Adepts of the Cult Mechanicus have completed their preparations, we shall take the fight to the Fallen One," said Aurellian.

"And how long will that be?" snapped Grimnar, "our people are dying here, Brother Aurellian. We do not have time to indulge every whim of your pet Techpriests."

"I do not know," shrugged Aurellian, ignoring Grimnar's aggressive tone. "It will be for them to say when they are ready."

The young Chapter Master of the Space Wolves bunched his fists and said, "Every second the Adeptus Mechanicus spends chanting doggerel and waving stinking censers over their technological witchery cost lives, don't you understand that? We need to take the fight to the enemy now!"

"I understand it only too well, Lord Grimnar," replied Aurellian coolly, "but it will avail us nothing if we attack before we are fully prepared. How many more lives will be lost if we fail because we acted in haste?"

Grimnar felt his anger ebb as the sense of the Grey Knight's words penetrated the haze of his anger and frustration. Thus far they had been spared the full horror of the Daemon Primarch's attack, but the defeats his army had suffered on the banks of the Chaeron would surely gain his attention soon. And the Emperor help them all when that happened.

"Do what you must then, but be ready to attack when the beast comes at us."

"You are sure he will attack here?"

Grimnar nodded as he looked along the length of the wall and trench line before it, seeing the bone-weary troopers who manned its firing step and guns. They wore defeat and exhaustion like a shroud.

He nodded slowly. "I would."

Dirt and hard-packed earth rained down from the latest impacts of high explosive

shells as Sergeant Kohler pressed his hands against his ears and squeezed his eyes shut. He kept his mouth open to avoid the pressure wave bursting his eardrums as he'd been taught and prayed for this nightmare to end. The ground heaved with shell impacts and the air burned with acrid propellant fumes. He smelt blood and the stench of voided bowels and bladders and gagged, pressing his back against the earth of his squad's dugout in the trench line. Men ran insane with terror, strobing silhouettes against the bright flare of explosions before being snatched away in storms of fire and steel. Kohler spat dirt and blood.

He reached down and gripped his lasgun tightly, knuckles white. Kohler held the weapon close, clutching it to his muddy flak vest like a protective talisman, and it took him long seconds to realise that the shelling had stopped. As the ringing in his ears faded, screams and desperate cries for medics replaced the shriek of incoming artillery, the sudden absence of thunderous noise as surprising as the fact that he was still alive. The momentary elation at his survival faded as he remembered that the only reason it would stop would be an imminent attack. Sergeant Kohler surged to his feet, shouting, "Everybody up! Get up! Get up! They're coming again!"

Dazed and terrified soldiers reluctantly rose from their dugouts, their eyes haunted by the carnage and horrors they

had seen in this war. Things so terrible that many would never sleep again, even were they to live through this nightmare. Kohler chivvied his squad members onto the trench's firing step, yelling encouragement at anyone who passed by. Mangled bodies and severed limbs littered the iron duckboards of the trench and foot-deep holes were filled with blood. Kohler slung his lasgun and pressed his face to the trench periscope, extending his vision port over the lip of their defence. Rolling banks of grey-flecked smoke filled the viewer, jerked and snatched by gunfire. He could hear a swelling roar of hatred and a rumbling vibration through the ground. Chunks of earth and dust rattled around him, falling from the lip of the trench as something immense drew closer. Then the smoke parted and Kohler felt his knees sag as he saw Angron's horde in horrifying clarity.

Blood red daemons, with thick manes of gore-streaked fur, loped alongside men in tattered and bloody uniforms. The soldiers' bodies were twisted by mutation and crude symbols had been painted over their insignia, but it was clear that they had once been Imperial Guardsmen. Men they would have called brother not so long ago. A gargantuan, clanking machine preceded them, brass and crimson and adorned with skulls. Huge, spiked wheels – each larger than a battle tank – churned the ground and crushed all before it. On its back, a huge, black cauldron belched choking red smoke, the hissing of white



The daemons of Khorne attack.

hot metal and a huge bow wave of infernal heat preceding the war engine's advance.

Kohler turned to his soldiers and shouted, "All guns open fire! Fire at will!"

The Imperial line erupted in a storm of lasbolts and heavy weapon blasts, and the front of the Chaos horde was instantly scythed down. Volley after volley hammered the Chaos troops, but Kohler could see that it wouldn't matter, there were simply too many to kill. The war machine loomed as large as a hive spire, the deafening hissing of the thing it carried on its back overshadowing all but the loudest weapons. Kohler ducked down below the lip of the trench, ejecting a spent power cartridge from his lasgun and fumbling for another. He heard what sounded like a huge, sucking breath followed by a roaring like the howl of some ancient monster. The top of the trench disintegrated, turned molten under the fire of the war engine. Magma-hot daemonic ichor spewed from the hissing cauldron, destroying everything it touched before vaporising into the ether. Scores of bodies fell into the trench, their upper halves burned away and the remains of their uniforms ablaze. Burned human meat and sizzling fat filled Kohler's nostrils and he dropped to his knees, retching at its foul stench.

As he gagged on the ashen remains of his fellow soldiers, he heard a thunderous detonation as the war engine activated the buried mines placed in their hundreds before the trenches. Secondary explosions within the stricken war machine hurled burning liquid all across the battlefield, splashing down in molten sheets. The

earth rocked as it toppled, slamming into the ground with teeth-loosening force. Kohler fell into a pool of steaming blood. Screams and screeches of agony filled the air and Kohler felt hatred like he had never known flood his heart. He rose to his feet and shouldered his lasgun, pumping shot after shot into the reeling Chaos forces. The minefield had halted them in their tracks and the survivors milled in shell-shocked confusion at its edge. Scores fell to the fire of the Imperial Guard and Kohler laughed in hysterical release. They could do it. They could win this battle!

But then the sky darkened and roiling black clouds, shot through with blood red lightning billowed from the Chaos horde and a bellowing roar that froze the marrow in Kohler's bones echoed across the battlefield. The beat of powerful wings parted the clouds and Kohler had a barely perceived vision of a vast red figure crashing down to earth with an ear-splitting boom. The creature landed heavily, thrusting out its slab-muscled chest and spreading its powerful arms wide as it roared its challenge. It carried a broad-bladed sword of dark iron, unnatural sigils blazing with unholy light. Kohler sobbed as the enormous creature strode into the minefield, joined by a group of hulking monsters from his darkest nightmares. Armoured in brass and covered in filthy, blood-matted fur they carried pulsing, red axes and lashing, barbed whips. Kohler dropped his lasgun and wept in terror, curling into a foetal ball and waiting for death as the monsters approached, the crash of brass-shod hooves sounding like the death of worlds.

Then Kohler screamed as he felt tongues of lightning lash his body, jerking spasmodically as the fire scorched his flesh. He rolled onto his back, feeling his hair burn and tried to make sense of what he saw before him. Flickering arcs of blue energy leapt and danced above the glassy slag of the trench top, making the air taste electric. Then with a crack of displaced air the lightning vanished and in its place stood perhaps a hundred warriors in suits of burnished blue-steel Terminator armour.

Brother Captain Aurellian blinked rapidly, feeling the knot of tension in his gut relax as his body adjusted after the mass teleportation of his Grey Knights. He

stood on the lip of a snaking trench, filled with weeping and terrified Guardsmen. Ahead, he could see the smoking remains of a smashed daemon engine and the explosion wreathed battlefield. And striding across the cratered wasteland came Angron, Daemon Primarch of the World Eaters, the Fallen One. A dozen of the Blood God's most favoured daemons surrounded Angron, and Aurellian gripped his Nemesis weapon tightly, knowing that this battle would decide the fate of the world. With a pulse of thought he ordered his warriors to advance as Angron raised his sword in mock salute.

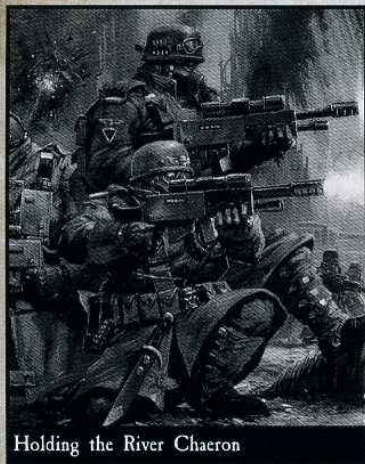
Aurellian marched forwards, the Grey Knights following in disciplined groups, their Nemesis weapons held before them. Waves of bloodlust broke against them, but their souls were hardened to resist such petty evils and not a man amongst them faltered in his stride. A slaving daemon leapt into the air, its powerful wings carrying it across the battlefield in a heartbeat. It landed before Aurellian, thick ropes of bloody saliva drooling from its jaws. It swung its giant axe in a disembowelling stroke, but he swept up his force halberd, blocking the blow in a halo of bright energy. He spun his weapon and rammed the blade into the daemon's belly and tore upwards, ripping a screech of pain from its jaws. Black light spilled from the wound as Aurellian pulled his weapon free and beheaded the monster with one psychically charged blow.

The daemon's substance vanished, dispersed like smoke in the wind and Angron bellowed in amusement, his skin splitting and orange flames blossoming from his veins. The Daemon Primarch's bestial face rippled in the heat haze, and Aurellian could feel Angron's hunger to fight them.

"The knights of the corpse god," rasped the Daemon Primarch in recognition, the voice rumbling like a slow-moving avalanche. "I shall enjoy feeding you your entrails."

Aurellian did not reply. He had no wish to speak with a daemon; its words were all falsehoods and its very presence hateful to him.

Thousands of throats gave voice to a roar of bloodlust as Angron and his Bloodthirsters stamped forwards, mines detonating harmlessly against their



daemonic armour. Through the thunder of explosions, the daemons crashed into the thin Grey Knight line, axes flashing and whips snapping. Aurellian saw half a dozen of his warriors cut down instantly, shorn in two by shrieking daemon weapons. He tore his gaze away from the battle around him as a pair of Bloodthirsters charged him and his squad. He widened his stance and braced his weapon on the ground, shouting, "Grey Knights, hold!" as the first Bloodthirster smashed into them. Its whip lashed out, shearing through a Terminator's armour and cleaving him from collarbone to pelvis. Aurellian lunged, jabbing his blade at the monster's head. Its axe smashed aside his blow and a brass hoof thundered into his breastplate, buckling the ceramite and shattering the bone shield of his chest cavity.

Aurellian collapsed to his knees, fighting for breath as another of his brothers fell, ripped apart by Angron, the pieces swallowed whole. Everywhere he looked, his warriors were falling, unable to match the unimaginable ferocity of these avatars of the Blood God. Though they fought bravely, with faith and nobility, it was no match for the primal savagery of their daemonic foes. But it was not a battle without cost for Angron and his daemons. Fully half his retinue were little more than screeching shadows, their physical vessels put asunder by the righteous wrath of the Grey Knights. Aurellian pushed himself to his feet wincing as he felt that one of his lungs was pierced. Angron swung his black sword in wide arcs, killing with every stroke and his glowing musculature rippled with power. Aurellian saw that the Daemons closest to Angron towered above his Terminators, drawing their strength from the well of the Daemon Primarch.

He staggered towards Angron, using his force halberd to steady himself as his breath wheezed in his chest. The Grey Knights closed on their leader, forming an impenetrable shield wall around him as they fought their way towards Angron. The Daemon Primarch saw his foe approach and reared up to his full height, bellowing a furious challenge. Lesser mortals might quail before this monster, but Aurellian and the Grey Knights had been steelled to face the worst horrors of Chaos without flinching. Less than two-dozen of them were still alive, but they were almost there. Daemons pressed in all



Brother Captain Aurellian fights for his life.

around them, attacking in a frenzy of axe blows and lashing whips. More Grey Knights fell, their blood mingling on the cratered earth as Angron and Aurellian finally came face to face. At some unheard command, the Bloodthirsters pulled back, hissing with barely-restrained battle lust.

Time slowed and the world held its breath as man and monster faced one another. One, a devoted and loyal servant of the divine Emperor of Mankind, the other the basest traitor who had trampled on his oaths of loyalty and embraced ultimate evil.

"You cannot win, Aurellian," hissed Angron, planting his sword in the ground before him.

Aurellian spun his force halberd, assuming a relaxed fighting stance and pointed the blade at the Daemon Primarch's heart.

"You underestimate me, traitor."

"Perhaps, but I was one of your Emperor's chosen and I cannot be defeated. You know this, Aurellian; I can see it plain as day. Why must you fight and die here for a rotted corpse on a planet you have never seen?"

"Because I must," said Aurellian simply, thrusting his weapon towards Angron.

The Daemon Primarch laughed and batted away the force weapon, scalding steam hissing from his iron skin. His clawed wings pounded the air as he fought, swirling dust and smoke around the

combatants. Aurellian blocked a blow meant to remove his head, feeling the jarring impact numb his arm to the elbow, and ducked the reverse stroke. He spun inside Angron's guard and slashed his blade across his foe's flank, drawing a bellow of pain and a wash of hot, black blood.

Angron smashed a club-like fist down on Aurellian's shoulder, driving him to the ground and tearing his helmet from his head. Lights exploded before Aurellian's eyes, but he saw the blow that would kill him arcing towards his head and threw up his weapon to block it. Angron's sword sheared through the haft of his force halberd and hacked through his arm in a shower of sparks and blood. The Grey Knight tumbled backwards, blood pouring from his arm, but miraculously still alive. Aurellian climbed to his feet, his armour torn open in a dozen places, but his stance still defiant. Blood was flooding from his body, too much for even the Larraman cells to halt. He could see his men were fighting bravely, but were falling one by one. Before long they would all be dead. That they may die was unimportant, but they must not fail in their duty.

"Brothers! Defensive circle!" shouted Aurellian, though it sent hot spikes of pain through his chest. The few surviving Grey Knights fought their way towards him, forming a circle about their wounded leader.

Aurellian focussed all his hatred of the Fallen One until it was an incandescent

power that burned within him and threatened to consume his flesh unless released. His battle-brothers felt the power building within him and, understanding the finality of such powerful psychic energy, began doing likewise.

Angron roared, clearly sensing the build-up of their power, but either did not care or, in his arrogance, believed himself too powerful to be harmed by it. He charged towards Aurellian, bellowing in fury. Aurellian felt the power of his fellow warriors pulse through him and released it in a fiery corona of psychic energy. He screamed as the colossal forces wracked his shattered body, feeling the life energies of three of his battle brothers fade as the power consumed them. The Bloodthirsters screeched in rage as the power of the Grey Knights' faith hit them like a tidal wave, two bursting apart in an explosion of black ichor.

Angron roared in pain and Aurellian watched as the furnace glow of his body diminished. The Daemon Primarch dropped to his knees, thick blood drooling from his slack features. The Grey Knight next to Aurellian fell, his body little more than a shrivelled sack of bones within his armour. As Aurellian watched, Angron's form grew less solid, less real, as though his hold on the material realm was slipping. Even as he formed the thought, the Daemon Primarch's flesh began re-knitting as his iron will held his form solid. Aurellian knew he would never get a better chance than this and lurched forward, gripping his force halberd by its splintered haft like a sword. Angron lifted his bestial face in time to see Aurellian lift up his sword and drive it deep within his chest. Fat red sparks flew as the blade plunged into the Daemon Primarch's body, and his roar of pain split the earth apart all around him. Aurellian drew upon the depths of his courage and unleashed his last reserves of strength and faith through the force weapon in a blazing spear of purity.

He rejoiced as he felt Angron's substance dissolving and knew that he had defeated the monster. He pushed the blade deeper and grunted in sudden pain as Angron's sword plunged into his belly and tore upwards, ripping through his heart and lungs. He coughed blood, spattering the daemon's burning features and feeling his own killing power ravaging him through

Angron's blade. The Daemon Primarch sneered mockingly.

"If we are to die, we will die together. Aurellian. I will be reborn in the Warp, but your spirit-flesh will be devoured by daemons for all eternity, and you will know an immortality of agony..."

'So be it!' shouted Aurellian, and fulfilled his duty.

Logan Grimnar watched the ten Grey Knights kneel in prayer around the fallen body of their captain and bowed his head in respect. The battlefield was eerily quiet, the daemons having vanished like morning mist upon the destruction of Angron's physical form and the traitors, cultists and mutants falling back in disarray. A shaft of golden sunlight broke through the oppressive cloud layer and Grimnar felt a sudden surge of optimism as he watched his Space Wolves mount up in their Rhinos to begin the pursuit and destruction of the enemy. Mud-and-blood-caked Guardsmen began clambering dazedly from their trenches, their faces lined with exhaustion and fear. A soldier, drenched in blood and black ichor from head to foot, staggered from the trench and dropped, weeping, to his haunches.

"They won," he sobbed in relief, "I can't believe they did it..."

Grimnar looked down at the man, seeing his sergeant's stripes through the blood on his upper arm. The name Kohler was stitched above it.

"Aye," he said slowly. "They destroyed the Beast. But at what cost?"

The sergeant looked up, uncomprehending as the Chapter Master of the Space Wolves continued.

"A noble warrior of the Emperor fell this day, Sergeant Kohler, and you will never see a greater display of heroism," said Grimnar. "Remember what you have seen here today."

"I will," nodded Kohler, but Logan Grimnar had already turned and marched away.

The Imperium Victorious

With their leader dead, the Chaos hordes fell into disorder. The remnants of the force repulsed at the River Chaeron retreated completely as they were counter-attacked by the Space Wolves. Pursued across the Ash Wastes by the combined forces of the Space Marines and the mechanised Imperial Guard Steel Legions, thousands of cultists, mutants and traitors were slaughtered without mercy. Bereft of their daemonic allies, those invaders who did not fall as they crossed the polluted wastes were overtaken at Minos Bridge. No quarter was offered and their bodies were cast into the river Minos and their corpses set alight, turning it into a funeral pyre visible for hundreds of miles in all directions. The remains of the invaders drifted west, to fall within the putrid depths of the Plague Marshes, which remains a region of palpable evil and corruption to this day.

The Imperium had prevailed, though virtually all of Armageddon Prime's industrial infrastructure had been destroyed and the death toll was beyond measure. Though Angron's forces were vanquished, his monolith still stood, a beacon of inviolable evil in the heart of the equatorial jungle and its malign influence is as strong today as ever it was.



The last of the traitors are overtaken at Minos Bridge.

BROTHER CAPTAIN AURELLIAN OF THE GREY KNIGHTS

Recruited from the Feral World of Posul, it was clear that Aurellian was destined for greatness at an early age. His skill at arms was exceptional, and he had taken many a foe's head in battle and eaten their flesh before his thirteenth year. The sepulchral fortress monastery of the Mortifactors Chapter of Space Marines orbits Posul and draws its recruits from the planet's fiercest warriors, and when the Time of Choosing came, there was little doubt among the tribes that the young Aurellian would be taken by the warriors from the sky. But as the Chaplains of the Mortifactors prepared Aurellian for the journey back to their fortress, a group of silver-armoured warriors appeared from thin air and demanded they be allowed to take the youth. The Chaplains of the Mortifactors refused and attacked the newcomers, but the silver armoured warriors had powers beyond that of the Chaplains and slew them. They took the youth to Titan where he quickly distinguished himself in all aspects of his training, particularly with his mental fortitude and prodigious psychic potential.

Aurellian quickly completed his training, fighting alongside the legendary Brother Captain Pelega during the Godjera Incursion and distinguishing himself at the Battle for the Kuroiak Basilica. On Prioran IV Aurellian was elevated to the rank of Justicar after slaying the Warp Seer of Argento, who prophesised his death. Centuries of devoted service followed, and Aurellian slew many daemons and saved uncounted lives as he smote the followers of the Ruinous Powers. Aurellian rose to become a Brother Captain entrusted with the command of an entire company of Grey Knights and the safety of Segmentum Solar. Thus, when a desperate plea for aid came from Logan Grimnar on Armageddon, Aurellian and his warriors were swift to respond. Departing on the fastest ship the Adeptus Mechanicus could provide, the Seer of Argento's final words echoed in Aurellian's mind, "...and on the world named for the end of days, you shall face the Warrior Son of he you obey, and great will be the lamentation, for death will be your gift to the galaxy."

Final Betrayal

With Angron and his hordes defeated, the Administratum ruthlessly suppressed all information regarding the invasion. To allow the truth of what had occurred on Armageddon to be discovered would be to confirm the very worst fears of the superstitious peoples of the Imperium. Better they be kept in ignorance, the Adepts reasoned, than be forced to face the realisation that Mankind faced such a diabolic threat. The purge of the records began, but no amount of historical revision could erase the enormity of the events of Angron's invasion from the survivors. Any other world would have been put to death by the rites of Exterminatus without hesitation. But Armageddon was far too important to the Imperium's industrial machine to be sacrificed in such a way.

Instead, the Administratum and the Inquisition set in motion a plan that would allow the planet's industrial capacity to recover, without the truth of the conflict becoming known. Every man, woman and child who had fought against Angron's horde was rounded up

by troops drafted in from other warzones, sterilised and relocated to enormous forced-labour camps situated far to the south of Armageddon Secundus. Millions were forced to live out the remainder of their lives in slavery, producing the raw materials with which the world they had given everything to defend would be rebuilt.

With the Hive cities all but empty, and only the highest and mightiest exempted from the cull, the Administratum relocated millions of workers from far-away sectors to Armageddon to replace those who had looked upon the face of Chaos and lived.

Only one man dared protest against this ultimate sanction, this most craven of betrayals. Logan Grimnar, Great Wolf of the Space Wolf Chapter made his opposition plain, and, privately, many agreed with him. Though he could not sway the faceless adepts of the Administratum, he has never forgiven them, nor has he ever forgotten the sacrifice of those who fought by his side during the darkest days of the First War for Armageddon.

Angron's Horde

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...source: Ord Mal archive...

...input: Armag/first war

...3837.M40

Extracted from the suppressed memoirs of Lord-General Gustav Karlsson. II

COMPILER'S NOTE: Imperial scholars often refer to the constituent elements of an invading host as 'Cohorts'. A Cohort is generally said to consist of between 1,000 and 5,000 men: the equivalent of an Imperial Guard regiment in manpower but far inferior in terms of supporting units.

WORLD EATERS COMPANIES

Angron's Chosen.....1 Company
The Warband of Kossolax
the Foresworn.....1 Company
Lord Skchalick's Elite1 Company
The Skull Takers of
Hans Kho'ren.....1 Company

MUTANT COHORTS (Invaders)

Jakob's Kin17 Cohort
The Unsanctified2 Cohorts
The Children of Garnacca31 Cohorts
Kith of Nihil4 Cohorts
Tuskgor's Tribe.....12 Cohorts
The Mentes III Migration10 Cohorts
Syrnsk's Reavers18 Cohorts
The Stigmatus Covenant11 Cohorts
Other groupsest 55-65 Cohorts

DAEMONHOST COVENS

Inner Circleest 20 Cohorts
Sanctum Guard4 Cohorts
Daemonhosts.....[SUPPRESSED]

TRAITOR TITAN LEGIONS

Legio Vulcanum IILegio
Legio MortisDemi-Legio

CULTS (Civilian groups that turned traitor at the outset of the war)

The Eight Ways2 Cohorts
The True Creed4 Cohorts
The Cult of Noyade12 Cohorts
Children of Quietus19 Cohorts
The Justified Ancients1 Cohort
Other groupsest 40-50 Cohorts

TRAITOR GUARD (Native units that turned traitor at the outset of the war)

Arm. Command Guard2 Coys
Arm. Hive Militia.....80 Rgts
Arm. Steel Legion13 Rgts
Arm. Ash Waste Militia3 Rgts

COMPILER'S NOTE: In addition to these conventional formations, Angron summoned countless numbers of [SUPPRESSED]: a situation that made strategic planning near to impossible in many theatres.



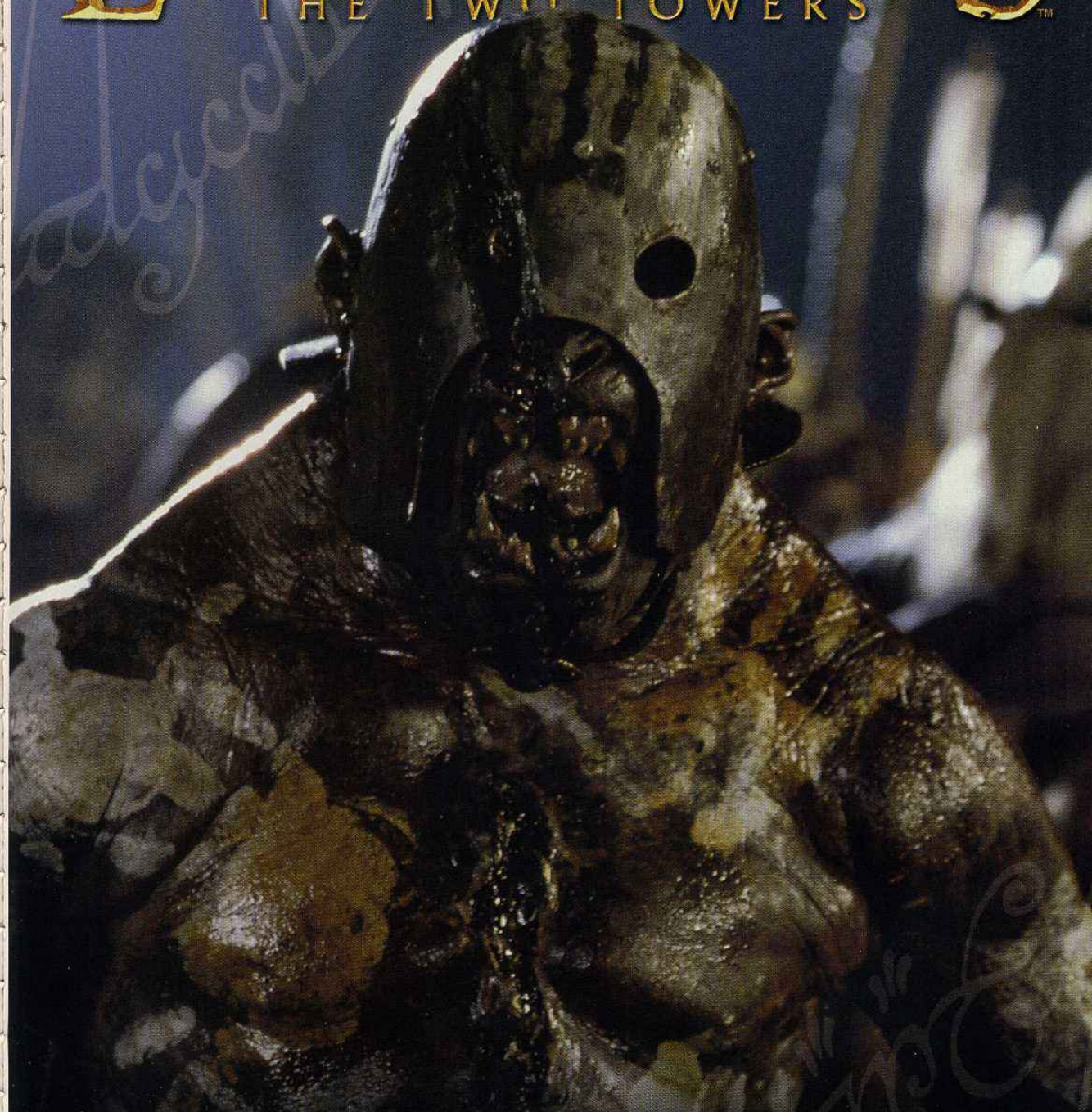
The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death – if it is honourable – is a reward and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear.

From the 183rd Ritual of Devotion



THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- Captured by Gondor
Painting Masterclass
- Denizens of
Middle-earth
- Designing Your
Own Scenarios



Alessio Cavatore, Ring-bearer and head of our The Lord of The Rings Games Development team, waxes lyrical about what's happening in

Middle-earth's gaming community...

THE RING-BEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

First of all, I'd like to sincerely thank all of you who made the trip to this year's Games Day at the NIA and made it such a great experience for me.

This year's event was the first to fully include our The Lord of The Rings battlegame. There was also a life-size Lurtz statue and a huge Battle of the Last Alliance with hundreds of models on each side and a smoking Mount Doom towering in the background.

This was also the first time I'd fully donned my mantle of Ring-bearer, since Rick decided to pass responsibility for developing the battle game set in Middle-earth on to me.

Our The Lord of The Rings game is totally new when compared with established systems such as Warhammer and Warhammer 40,000. Add to that the fact that a large number of people are new to wargaming and have been introduced to it through the success of the New Line Cinema film trilogy, plus the great new

miniatures our sculptors have created, I have to admit to a little trepidation as to the reception myself and the game would receive at Games Day.

I needn't have worried though – the same avid enthusiasm was there. The lust for new releases, the passion for the game rules and system mechanics, everything that distinguishes wargamers I am familiar with! Once again, I want to thank you all for such a positive experience and I look forward to seeing you again at next year's event.

The day got even better for me when I got to meet John Howe, master illustrator of The Lord of The Rings. With Alan Lee, John is one of the most influential artists to have worked on the films and both men have a long history with Middle-earth prior to working on the film trilogy. They were responsible for creating the concepts for the creatures, places, architecture and costumes of Middle-earth. You'll remember John from the special features that are included on the The Fellowship of The Ring DVD.

John had travelled to Games Day from Switzerland with his son Dana and his friend Arnaud, both of whom are eager gamers (if you understand French, have a look at their website: www.la-tour-blanche.com). I've been a fan of John's for many years, and to meet him in person was really an honour. John is very impressed with our miniatures and is amazed at how accurate they are compared to the characters on the silver screen - characters he helped create the look of!

Games Day was an incredibly good day for me. I hope everyone who attended had as much fun as I did and I'll endeavour to translate all the enthusiastic energy you showed into my work on the next game. See you there next year!

Alessio



The Wildmen of Dunland ready for war.

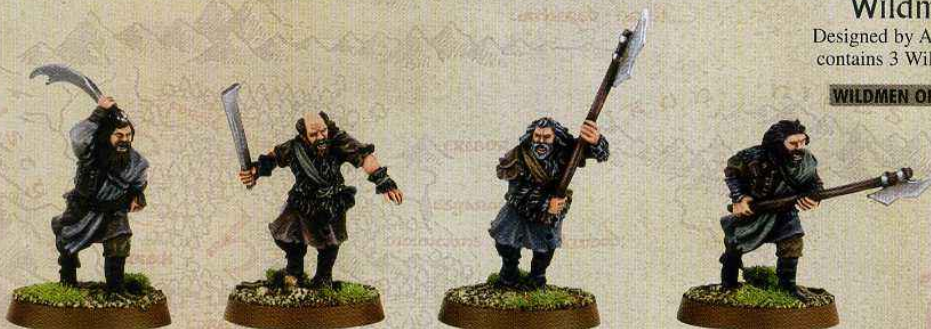
THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Wildmen of Dunland

Designed by Alan Perry, this blister pack contains 3 Wildmen of Dunland models.

WILDMEN OF DUNLAND £6.00

Denmark	kr 70.00
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Ranger



Ranger



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WAR IN MIDDLE-EARTH

A step by step guide to creating your own scenarios

Matthew Ward presents his ideas for creating your own scenarios for The Lord of The Rings battle game. Also included in this article is the scenario 'Faramir's Escape' which pits the Ithilien Rangers against a marauding band of Orcs.

Let's face it, scenarios are the heart of The Lord of The Rings game. Players can re-enact dramatic scenes from the books or the films, using 'historical' forces or inventing 'what if' situations. When you've played through all the scenarios, chances are that you'll want to create your own, so in this article I'm going to talk about writing scenarios for The Lord of The Rings. I'll take you through the process by which I put together this month's scenario: 'Faramir's Escape', and also share a few hints and tips for making your scenario work and, just as importantly, feel like it's part of Middle-earth.

STEP BY STEP

Occasionally when you sit down to write a scenario, a flash of inspiration will occur and it will pop into your head, fully formed and ready to play. However, far more often you'll start off with a few

ideas that need fleshing out further. When this happens, I find it very useful to work through the stages, shown below.

1. Who?
2. When and Where?
3. Why?
4. Battlefield Layout
5. Special Rules

WHO?

Generally speaking it's always a good idea to have at least a vague idea of the forces you wish to include when you start to write a scenario. This can be based on a suitable passage from the book, a scene from the films, or even on your favourite miniatures. It's worth bearing in mind at this stage that your scenario will feel more authentic if the heroes are accompanied by warriors that they commonly associate with (ie, Haldir with Wood Elves, Lurtz with Uruk-Hai

etc.). That said, don't be afraid to mix and match characters if you can think of a good narrative to explain it. Boromir being ambushed as he travels to Rivendell and being rescued by Rohirrim, or the Witch King of Angmar directing Uruk-Hai survivors of Helm's Deep are both good examples of the narrative justifying the forces. Once more, let your imagination guide you.

It's always best to go for forces that you personally enjoy using – if you find them fun to use, the chances are that other players will too. You may find that your choice of participants will change as the scenario develops, but this will at least give you a firm place to begin. In this month's scenario I chose Faramir and his Rangers of Gondor as a starting point for the simple reason that I like the models and I haven't yet had a chance to field them.



Faramir guides his Rangers towards their objective!

WHERE AND WHEN?

Next, think about where and when you want your scenario to be set. If you've decided to base it on the books or films, this piece of work will already have been done for you. Alternatively, if you are writing a scenario that occurs 'off camera' as it were, then you need to decide the setting for yourself. Although you can settle for an encounter that takes place in an unspecified place and at an unspecified time, where possible it is always worth trying to get the background of your scenario to fit into the flow of the book. This will lend realism and authority to the events within the scenario and make the players care that much more about the result. On the simplest level, this involves only using groups of characters that were alive at the same time (Elrond and Isildur, for example, but not Isildur and Aragorn).

Far more satisfying though, is to fit your scenario in amongst the real events in the War of the Ring. Obviously, if you do this it does create other problems, and you will probably have to juggle the characters and locations to bring them into line with the books (for example, Boromir could not take part in any scenario that occurs after his death on the slopes of Amon Hen). Once you've decided on the when and where of your scenario it is best to go back and decide on the other participants, based upon where the scenario takes place. As I'd already chosen to use Faramir and his Rangers as one force, it seemed suitable to set the scenario in Ithilien, some days prior to Frodo's meeting with Faramir. With the setting decided, I chose to use Mordor Orcs as the Evil force as this helped to give the scenario an authentic feel.

As far as balancing the forces is concerned, it is always worth starting with two forces of equal points cost. You may find that other factors within the scenario dictate that this isn't suitable (for example, if one side deploys in a good defensive position), but you can always come back and change the forces later. That said, don't be afraid to follow your gut instinct when constructing scenario forces – as you become more experienced at writing scenarios you'll find that your gut is correct more often than your calculator.

WHY?

Once you've decided on your participants and the location, you'll probably find that the storyline behind your scenario is also starting to come together in your mind, and you'll know the objectives for each force in the scenario. If you don't, try to consider what would make a good storyline – again, this will draw the players into the scenario you are creating. Alternatively, have a think about the various kinds of objectives that are available to you.

Alessio Cavatore and Dave Cross played out the Wrath of Rohan scenario in WD275's The Two Towers battle report. In that scenario the Evil side (on foot) win if they can get either Merry or Pippin off the board edge before the Riders of Rohan can run them down. This is a great example of a well balanced and fun scenario, and in the end it was a close call, as Alessio (Evil) was only one move away from escaping with a Hobbit.



Once more, the only limiting factor is your imagination. The scenario can be a Skirmish between two forces – one force has to break or destroy the other to win. More complicated kinds of scenarios include: Relief missions (where one side is trying to destroy a smaller force before enemy reinforcements arrive), Breakthrough missions (where one side is trying to leave the battlefield and the other is trying to stop them), and Assassination missions (one side includes an important character that the other side must kill) and so on. These are only a few examples, but even these few contain a wealth of possibilities. By mixing certain elements of each scenario you can create even more options. In 'Faramir's Escape' the Good force must break the Evil force and get half of their own force off the table – this combines elements of both Skirmish and Breakthrough missions.

Once you've decided on your objectives it's a good idea to go back and write the introduction for your scenario. As a player's initial glimpse of your scenario,

this is your chance to engage their interest and inform them of the background. As such, the introduction should briefly cover all of the core points of Who, When, Where, and Why.

BATTLEFIELD LAYOUT

With your scenario now taking shape, you need to think about the battlefield and deployment. How you lay out your battlefield is very important, but straightforward. From the setting you've decided on, and your introduction, you'll already know what kind of terrain the battle takes place on, and from your objectives you'll know if there are any particular features etc, that need to be placed.

It is important to take care and ensure that your layout doesn't overly unbalance the scenario. For example, if the Good force has to leave the board as part of its objectives, make sure that the Evil force has a chance to stop them, but also that the Good force can achieve their goal. This can be done simply, by giving careful



Within the cover of a small wood, Faramir's Rangers prepare to fire.

thought to deployment zones, but there are numerous ways to achieve the same result. In 'Faramir's Escape' half of the Good force has to escape off the board. Though they deploy within two moves (as the crow flies) of their exit edge, the river between them and safety means that they have their work cut out for them. In general, I've found that it is always a good idea to keep Good and Evil deployment zones separated by at least one move as to do otherwise invites priority rolls to dictate the outcome of the game within a handful of turns. If you give the players room to manoeuvre it can make for a far more fun and tactically diverse game.

Another thing to bear in mind is not to be afraid of using too much scenery. One advantage The Lord of The Rings has over many wargames is that its skirmish nature means you will seldom put too much scenery down on the board. As a rule I try to design my scenario layouts so that they look good - after all, a game that's pleasing to the eye is always more enjoyable. For 'Faramir's Escape' I wanted to recreate the wild land of Ithilien, and accordingly there are a few small woods, and some rocky outcrops. The other thing to remember is to use the layout section to clarify any ambiguous effects from terrain pieces. For example, does a river count as difficult or impassable? In 'Faramir's Escape', I've been careful to specify the effect of the river.

SPECIAL RULES

With the map designed, you can leap right in and start playing your scenario. However, to add that extra bit of distinction it is often worth adding some special rules. Special rules are an incredibly important tool that can really make a scenario unique, and once more are only really limited by your own imagination. Generally speaking, it is a good idea not to introduce more than one or two special rules into any one scenario. Instead, try to use a few special rules that help reflect the focus of the scenario. For example, if the Good side is performing a tactical withdrawal in the face of superior enemy forces, then the scenario may benefit from a special rule that gives the Evil player reinforcements as the game goes on. Alternatively, if the Evil side is making a last stand against an encircling Good force, it may be a good idea to insert a special rule that makes the Evil force automatically pass any Courage tests. You can even link scenarios together to form a campaign...

The actual mechanics for special rules can be incredibly varied and it would take up too much space to go through them all, but the best guideline for a special rule is 'keep it simple'. Simple rules mean that the game flows a lot more easily and, from the view point of a writer, are a lot easier to explain. In 'Faramir's Escape', there are no special rules that directly relate to the scenario, however I decided it would be

nice to allow players to play it as part of a campaign and I have included those rules within the special rules for this scenario.

ALL DONE!

With the special rules finished, your scenario is ready to play. If you're lucky, the scenario will be balanced, but more likely you'll probably find through playtesting that some changes need to be made. Don't worry if it takes a while to get your first few scenarios to balance. Altering the force compositions by only a few models can make all the difference in some scenarios, as can tiny changes to special rules. Try to make only a single change at a time - this will make balancing that much easier. The important thing though is for the scenario to be fun - if you enjoyed writing it, people will almost certainly enjoy playing it!

Hopefully this article has given you some ideas for writing scenarios - in fact, if I've done my job well enough you'll have a few ideas buzzing around in your head already. As I have mentioned, in the process of writing this article, it occurred to me that it would be interesting to write some more scenarios that follow on from 'Faramir's Escape' that will highlight a few more tricks. 'Damrod's Gambit' will look at a different way of handling ambush scenarios and 'In the Shadow of Osgiliath' will take a fresh view on skirmish battles. Watch out for them in future issues!

SCENARIO – FARAMIR'S ESCAPE

DESCRIPTION

Faramir and his Rangers have spotted a large Orc force some miles north of Osgiliath. The Orcs are moving south to ambush a column of Gondor soldiers who are returning to Minas Tirith. Faramir decides to take a group of men south to attempt to warn or assist the column. Unfortunately, the Orcs have many patrols in the surrounding land, and Faramir finds himself fighting a series of running battles for many leagues. Reaching the bank of a fast flowing river coming down from the Mountains of Shadow, Faramir chooses to make a stand before making his way further south. In doing so, Faramir hopes to slay as many Orcs as possible to prevent them reinforcing the main assault.

PARTICIPANTS

The Good side consists of Faramir and 15 Rangers of Gondor armed with bows and hand weapons.

The Evil side has 2 Orc Captains armed with hand weapons and carrying shields, 4 Warg Riders armed with Orc bows, 12 Orc warriors armed with hand weapons and carrying shields, and 3 Orc warriors armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 200 points of troops for each side. Both sides must include at least one Hero.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. The board should be covered with several small woods and scattered with rocky outcrops. A river is present 6"/15cm in from the south table edge (see map). The river counts as impassable terrain except for a ford that runs roughly in the centre of its course. Plenty of cover should be provided in the form of trees and rocky outcrops on the south side of the river.

STARTING POSITIONS

The Evil player deploys 5 Orcs anywhere within 6" of the south board edge. The remainder of the Orcs, the two Captains, and the Warg Riders are then deployed in the Evil deployment zone (see map).

The Good player then deploys Faramir, and 10 Rangers of Gondor in the Good deployment zone. The remaining Rangers may be set up anywhere on the board with

the following restrictions: they may not set up on the south side of the river, nor within 6" of an Evil model.

OBJECTIVES

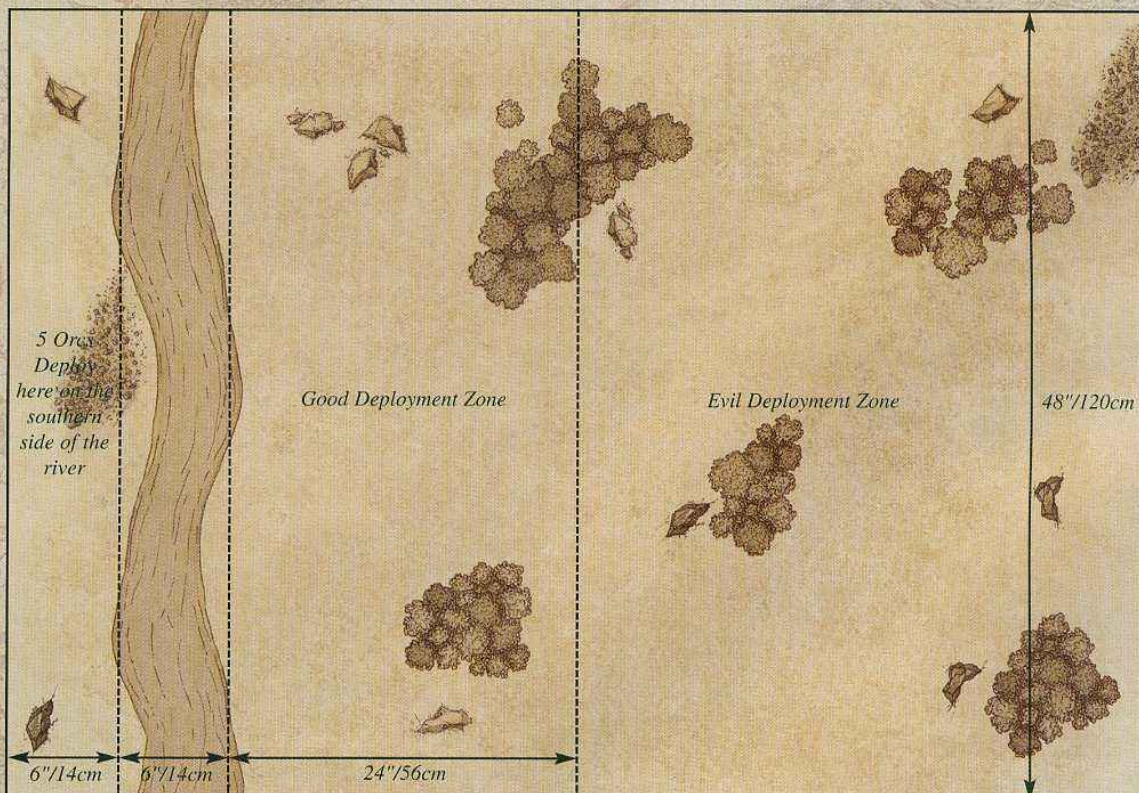
The Good side needs to kill enough Orcs to discourage further pursuit and to escape the board. The Good side therefore wins if it (1) manages to slay at least half of the Evil force, and (2) if half of the Good side leaves the table from the south board edge.

The Evil side wins if the Good side fails to meet both objectives.

The game is a draw if the Good side meets only one objective.

SPECIAL RULES

This scenario can be played in a mini-campaign with 'Damrod's Gambit' and 'In the Shadow of Osgiliath' (which shall be presented in future issues of White Dwarf). If you choose to do this, at the end of the game make a note of how many Orcs and Rangers have survived and how much Might, Will, and Fate the Heroes have used and how many Wounds they have lost.



PAINTING MASTERCLASS

Captured by Gondor

This month sees the release of the Captured by Gondor boxed set, sculpted by Gary Morley, Michael Perry and Brian Nelson. Neil Green, Seb Perbet and Tammy Hays of our 'Eavy Metal team explain all...

GETTING STARTED

All of the models were given an undercoat with Chaos Black spray. Any sections which the spray had missed were then painted over with watered-down Chaos Black.

FRODO



The trousers were painted with a basecoat mix of three parts Scorched Brown to one part Chaos Black, adding small amounts of Bleached Bone for each successive highlight.



An equal parts mix of Bestial Brown and Chaos Black was used to paint the basecoat for the inner vest. This was first highlighted with Bestial Brown, followed by a highlight of Snakebite Leather. The buttons were picked out with Mithril Silver.



The Elven cloak was first given a basecoat of a mix of three parts Chaos Black, three parts Scorched Brown, and one part Goblin Green. Highlights were then applied by adding a small amount of Bleached Bone to the basecoat mix.



Frodo's shirt was given a basecoat of an equal parts mix of Bleached Bone and Bestial Brown. This was then highlighted with Bleached Bone, followed by an equal parts mix of Skull White and Bleached Bone.



Frodo's hair was left with the Chaos Black undercoat as a basecoat, then highlighted with Codex Grey. The paint on the brush was left a little wetter than normal to avoid the grainy effect that drybrushing can often leave. The hair on his feet was painted using the same method.



Frodo's face was painted with an equal parts mix of Bestial Brown and Dwarf Flesh. This was then given a thin glaze of Flesh Wash mixed with an equal amount of water. Highlights were applied with an equal parts mix of Dwarf Flesh and Elf Flesh, with final highlights painted on with pure Elf Flesh.

As a final touch, a small amount of an equal parts mix of Red Ink and Chestnut Ink was worked into the corners of his eyes.



The tree was given a drybrush of Scorched Brown directly onto the Chaos Black undercoat.

SAM



Bleached Bone was used to paint the basecoat of the shirt, followed by a highlight of Skull White.



Using an equal parts mix of Scorched Brown, Goblin Green, and Chaos Black for the basecoat, the trousers were then given successive highlights by adding Bleached Bone to the mix. Once this had dried, a glaze of Black Ink and Green Ink, mixed in equal parts with water, was applied.



Sam's jacket was painted with a similar basecoat to that of the trousers, except that slightly more Chaos Black and Scorched Brown added to the mix. Highlights were applied by adding small amounts of Fortress Grey to the mix.



The Elven cloak was first given a basecoat of a mix of three parts Chaos Black, three parts Scorched Brown, and one part Goblin Green. Highlights were then applied by adding Bleached Bone to the basecoat mix.



Bestial Brown was used for the basecoat of the hair and Snakebite Leather for the highlights.



Sam's face was painted using the same techniques and colours used for Frodo's face.



The fire was given a basecoat of Fiery Orange and then highlighted with an equal parts mix of Vomit Brown and Bleached Bone. A glaze of equal quantities of water and Yellow Ink was then applied.

The wood was drybrushed with Scorched Brown.



Any metal areas were given a basecoat of Boltgun Metal and then given a wash of Black Ink thinned with an equal quantity of water. When dry, they were highlighted with Chainmail, followed by final highlights in Mithril Silver.

GOLLUM



Gollum's skin was given a basecoat of Dark Flesh. First stage highlights were then applied by mixing Dark Flesh, Codex

Grey and Dwarf Flesh in equal quantities. Further highlights were applied with an equal parts mix of Dwarf Flesh and Skull White, and finally with pure Skull White.



The hair was given a light drybrush of an equal parts mix of Codex Grey and Chaos Black.



Gollum's loincloth was painted with a mix of equal parts of Scorched Brown and Chaos Black and then highlighted with Fortress Grey.



The fish was basecoated with Shadow Grey, and then highlighted with a mix of

three parts Shadow Grey to one part Mithril Silver. A mix of three parts Skull White to one part Mithril Silver was then used for further highlights.



Bleached Bone was used to pick out Gollum's eyes. Next, the corners were shaded with Red Gore mixed with equal parts water, before being

highlighted with Bleached Bone. The eyeslit was then painted with Chaos Black and highlighted with Space Wolf Grey.



The rock was drybrushed first with Codex Grey, and then with Bleached Bone.



The bones of the fish were first picked out with Bleached Bone and a wash of equal parts Red Gore, Red

Ink, and Chestnut Ink was then applied.



Faramir's Rangers discover three strangers hidden amongst the trees.



Faramir and his men spring an ambush on the servants of the Enemy.

FARAMIR



Faramir's cloak was painted with a basecoat of an equal parts mix of Chaos Black, Dark Angels Green, and Bestial Brown. Highlights were then applied by adding

Bleached Bone to the mix, with additional quantities of Bleached Bone added for successive highlight stages.



The Silver Tree on Faramir's breastplate was picked out with Mithril Silver. The leather areas were then painted with a mix of three parts Scorched Brown to one part Chaos Black and then highlighted by adding a small amount of Vomit Brown to the basecoat mix.



The pale leather effect on Faramir's armour was achieved by applying a basecoat of equal parts of

Bestial Brown, Chaos Black, and Codex Grey. Highlights were then applied by adding small quantities of Bleached Bone to the mix.



Faramir's tunic was given a basecoat of an equal parts mix of Chaos Black, Dark Angels Green, and Camo Green. Bleached Bone was then added for highlight stages.



The bow and gauntlets were given a basecoat of an equal parts mix of Chaos Black and Scorched Brown, and then highlighted by adding small quantities of Bleached Bone into the mix.



The scabbard was painted with an equal parts mix of Chaos Black and Codex Grey to which more Codex Grey was added for highlights.



The sword and other metal areas were given a basecoat of Boltgun Metal and then given a



wash of Black Ink thinned with an equal quantity of water. When dry, they were highlighted with Chainmail followed by final highlights in Mithril Silver.



A basecoat mix of equal parts of Chaos Black and Dark Flesh was applied to the gloves and boots. Bleached Bone was added to the mix for highlight stages.



Faramir's hair was painted with an equal parts mix of Scorched Brown and Chaos Black, which was then given a wash of equal parts of

water and Black Ink. Highlights were applied by mixing Bestial Brown and Codex Grey into the basecoat mix. Final highlights were achieved by mixing in small amounts of Bleached Bone into the basecoat mix.



An equal parts mix of Bestial Brown and Dwarf Flesh was painted onto Faramir's face, followed by a thin glaze of Flesh Wash. The face was then highlighted

with an equal parts mix of Dwarf Flesh and Elf Flesh, with final highlights applied with pure Elf Flesh.



The quiver was given a basecoat of Vomit Brown mixed with an equal quantity of Chaos Black. This was then highlighted by adding Bleached Bone into the mix. Details on the quiver were picked out with Burnished Gold.



The flights of the arrows were painted with Camo Green and then highlighted with an equal parts mix of Camo Green and Bleached Bone.

DAMROD



Damrod's jerkin was painted with an equal parts mix of Chaos Black and Scorched Brown. Highlights were applied by mixing small quantities of Bleached Bone into the basecoat mix.



A basecoat of an equal parts mix of Chaos Black, Dark Angels Green, and Bestial Brown was applied to Damrod's cloak and tabard. Small quantities of Bleached Bone were then added to the basecoat mix for successive highlight stages.



The tunic and pouches were initially given a basecoat of Scorched Brown. This was then highlighted with Dark Flesh, followed by an equal parts mixture of Dark Flesh and Bronzed Flesh. The areas were then washed with an equal parts mix of Brown Ink and water. When this was dry, further highlights were applied using the mixture of Dark Flesh and Bronzed Flesh.



Damrod's boots were given a basecoat of three parts Chaos Black to one part Bleached Bone. Highlights were then applied by adding additional Bleached Bone to the basecoat mix.



The sword and other metal areas were given a basecoat of Boltgun Metal and then given a wash of Black Ink thinned with an equal quantity of water. When dry, they were highlighted with Chainmail, with final highlights applied using Mithril Silver.



Damrod's sleeves were painted with an equal parts mix of Chaos Black and Dark Flesh to which Bleached Bone was added for highlight stages.



A basecoat of three parts Scorched Brown to one part Chaos Black was applied to Damrod's hair. Highlights were then applied by adding small quantities of Vomit Brown to the basecoat mix.



Damrod's face was given a basecoat of an equal parts mix of Bestial Brown and Dwarf Flesh followed by a thin glaze of equal parts water and Flesh Wash. When this was dry, an equal parts mix of Dwarf Flesh and Elf Flesh was used to apply highlights.



The darker areas on the quiver were given a basecoat of Vomit Brown mixed with an equal quantity of Chaos Black. Small amounts of Bleached Bone were added to the mix for successive highlights. The lighter areas were painted with an equal parts mix of Bestial Brown and Codex Grey with Bleached Bone being added to the mix for the final highlights. The details on the quiver were picked out in Burnished Gold.

Shining Gold was used to pick out the gold detail and these areas were then highlighted with Burnished Gold.

RANGERS OF GONDOR



The cloak was given a basecoat of an equal parts mix of Chaos Black, Dark Angels Green, and Bestial Brown. Highlights were then applied by adding small amounts of Bleached Bone to the mix, with additional quantities of Bleached Bone added for successive highlight stages.



The Ranger's tunic was given a basecoat mix of Scorched Brown and Bestial Brown in equal quantities. This was then given a glaze of equal parts Brown Ink, Black Ink, and water. When this was dry, highlights were applied with Bestial Brown.



The tabard was given a basecoat of three parts Scorched Brown to one part Chaos Black and this was then highlighted with Scorched Brown.



The gauntlets were painted with a mixture of equal parts of Red Gore and Scorched Brown. Highlights were applied by adding small amounts of Bleached Bone into the basecoat mix. The wing patterns on the gauntlets were painted on by adding further quantities of Bleached Bone to the mix.



The armour was given a basecoat of a mix consisting of three parts Chaos Black to one part Bleached Bone and highlights were then applied by adding more Bleached Bone to the basecoat mix.



The face was painted with an equal parts mix of Bestial Brown and Dwarf Flesh, followed by a thin glaze of Flesh Wash. Highlights were applied with an equal parts mixture of Dwarf Flesh and Elf Flesh, with final highlights painted on with pure Elf Flesh.



A basecoat of equal parts Chaos Black and Scorched Brown was applied to the bow and scabbard. These areas were then highlighted by mixing small quantities of Bleached Bone into the basecoat mix.

The areas of gold detail were picked out in Shining Gold and then highlighted with Burnished Gold.

To finish off, the bases were painted. Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with Static Grass.

Here we present a new scenario by David Smith, a The Lord of The Rings hobbyist. David has submitted several scenarios to us and we hope to bring you more of his work in the future. If you have any gaming ideas send them in to us...

DESCRIPTION

This battle takes place during the 2nd Age at any time in the war against Sauron.

On the East bank of the Anduin lies a small Gondorian outpost, which keeps watch on any crossing the ford. Isildur is on an inspection visit to the outpost when the Orcs attack.

PARTICIPANTS

On the Good side within the fort are Isildur, eighteen Men of Gondor and a Captain. As the troops have access to the armoury, up to half of them may be bow armed.

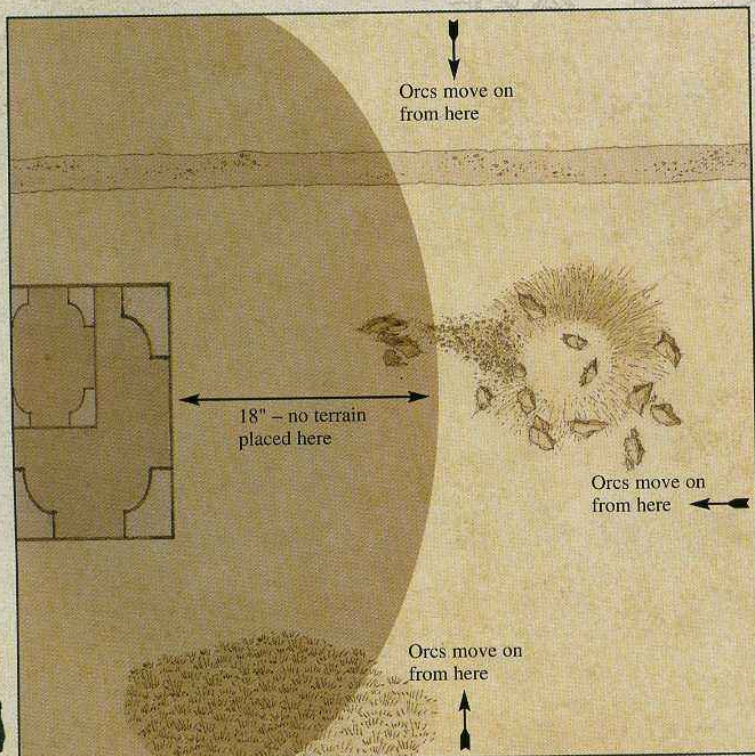
In charge of the Evil side is an Orc leader, Gorthak the Terrible, with nine bodyguards (use Lurtz and Uruk-Hai stats). He also has under his command one Cave Troll and three groups of nine Orcs, each of which is lead by a Captain.

A FORT TOO FAR

A new scenario for The Lord of The Rings battle game



As the Orcs attack, the Gondorians bravely try to halt their advance.



Up to 25% of the Evil force may have bows, otherwise you are free to choose any Wargear option normally available to them.

All models on both sides are on foot.

POINTS MATCH

This battle can take place in any age and anywhere in Middle-earth, which makes a good game for a Points Match. You could substitute Isildur for Aragorn or Boromir or even make it a Dwarf stronghold and attack it with Goblins.

The Good side gets 300 pts that must include a Hero worth at least 70 pts. The Evil side get 500 pts that should be split into at least four groups.

LAYOUT

You will need to place a defensible terrain piece halfway down the western edge; this can be a house or small tower with walling about 1" high. A road travels east to west where it will cross the ford after leaving the table edge. Place a hill and a marsh as shown on the map. You can use other terrain pieces if you wish, but no cover should be placed closer than 18" from the fort; the area is cleared so any attackers can be spotted and are not able to shoot from behind cover.



Gondorian Archers prepare a deadly volley.

STARTING POSITIONS

Set up the defenders anywhere in the fort.

The Orcs are not set up, but enter the game in three successive waves of attack (see Special Rules).

OBJECTIVES

The Evil player wins if there are more Orcs than defenders within the fort at the start of any turn, or if Isildur is slain. The Good player wins if he prevents the Evil player accomplishing his objectives.

SPECIAL RULES

Attack 1

Gorthak needs to test the strength and resolve of the defenders before he

launches the assault. He sends in one Orc group from any edge except the western edge, this group will attack until it suffers 30% casualties. From this moment on, Gorthak can decide at the beginning of any turn to call the attack off. If he decides to do so, all Evil models must always Retreat when it's their turn to move, exactly as if they had failed a Courage test. If the Evil commander decides not to call the attack off, his force can continue to fight until the moment they suffer 50% casualties. At this point the attack is automatically called off by Gorthak and the Evil side must Retreat, as described above. To conserve ammunition the defenders will not shoot at retreating Orcs.

Attack 2

Gorthak now attacks the fort with a preliminary attack using the other two Orc groups; he can attack from any two sides except the western edge. Gorthak can call off the attack of any of the Orc groups after they lose between 30% and 50% models, and must do so if they reach 50%. Again, the defenders will not shoot at the Orcs as they run away.

Attack 3

Gorthak now assaults the position with his bodyguard, the Troll and all surviving Orcs. They can attack from the north, east and southern edges. The rules for Courage apply normally and the Evil side take Courage tests for 50% casualties based on the number of models starting in Attack 3.



The Orcs, aided in no small manner by a mighty Cave Troll, reach the defences of the Gondorian outpost.

THE LORD OF THE RINGS

THE TWO TOWERS

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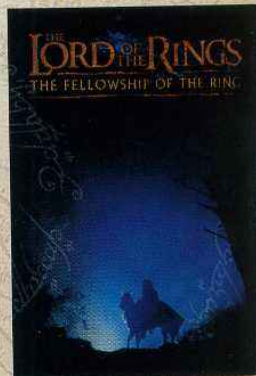


Grima Wormtongue £5



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Contains 2 models.



The Lord of The Rings: The Fellowship of the Ring £20

128 pages full-colour manual

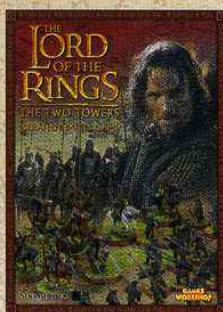
Models shown at 70% actual size.



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This boxed set contains a 160 pages full-colour manual, 12 Riders of Rohan, 20 Fighting Uruk-Hai, 1 Ruined Building and Dice.

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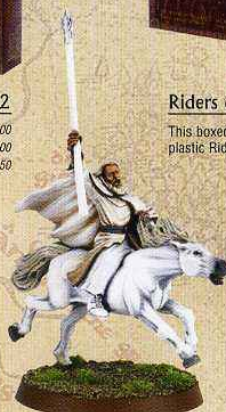
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Merry and Pippin vs Grishnakh £6

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The Two Towers Saruman £5

Blister contains 1 Saruman model.

Denmark...kr 55.00
Sweden...kr 65.00
Euro...€ 8.00

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Description	UK	Denmark	Sweden	Euro
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Warriors of Rohan	£12	kr 125	kr 150	€ 17.50
The Two Towers Paint Set	£10	kr 125	kr 150	€ 17.50
Uruk-Hai Paint Set	£12	kr 125	kr 150	€ 17.50
Uruk-Hai Siege Ballista	£15	kr 185	kr 225	€ 25
Uruk-Hai Siege Troops	£12	kr 125	kr 150	€ 17.50
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Elf Spearmen (3 miniatures)	£6	kr 70	kr 80	€ 10
Lorien Elf Bowman (3 miniatures)	£6	kr 70	kr 80	€ 10
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