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WD280 APRIL

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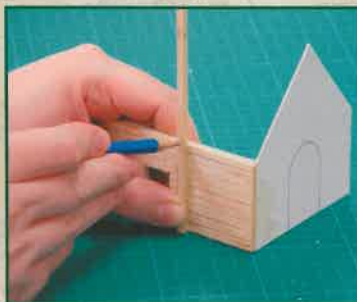
BATTLE REPORT

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A Dwarf stronghold is attacked by the combined force of a Chaos warband and a Strigoi horde. There is hope in the fact that Dwarf reinforcements are on the way, but first they must fight their way through the evil alliance. Can the Dwarfs successfully defend their stronghold in this huge four-player game, or will the forces of evil prove too strong?

THE LORD OF THE RINGS

This month's The Lord of The Rings coverage starts on page 85.

Two painting articles, two new scenarios, a tactics article on using cavalry, and even a modeling article on Rohan buildings. This month's section is packed full of goodness.



WHITE DWARF

280 April 2003

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ASIA PACIFIC WHITE DWARF TEAM



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TERO tero kanko

The 13th Black Crusade

"The Despoiler comes forth once again, and he cannot be stopped by force of arms alone. It is his will that the stars be stained red with the blood of all who oppose him. A numberless horde of fiends, mutants and cacodaemons obey his command, and his command is to devour Cadia alive. But he will not stop there."

If our faith in the Emperor and our force of arms prove strong, the forces of Chaos can be driven back into hell. If we are found wanting, Humanity will fall."

Lord Inquisitor Hephaestus Grudd
of the Ordo Malleus

Later on in the year there will be carnage and destruction on a scale unseen since the Arch-Traitor Horus rebelled against the Emperor and committed the greatest heresy.

Starting this month we have a series of articles leading up to the Eye of Terror global campaign, which kicks off in June. Surprisingly enough this campaign will be set around the Eye of Terror.

This global campaign will be based on the Chaos Warmaster Abaddon the Despoiler's 13th Black Crusade. Abaddon will be leading the forces of Chaos against the might of the Imperium of Mankind. One of the most memorable experiences for me in my gaming life was the last Warhammer 40,000 global campaign which was based

around Armageddon. Fighting lots of battles and knowing that those battles helped to decide the fate of a warzone was awesome. For the Eye of Terror campaign it is going to be a little different again, this time you choose which warzone you will be fighting in, this will add a whole new dimension to the campaign. But enough about that, if you want to know more why don't you jump to page 6 right now!

This month we have some amazing new miniatures for your perusal. For Space Marine players we have the long awaited Razorback. This transport has the ability to deliver 6 Marines to the heart of the enemy and also packs the punch of twin-linked lascannon. For Blood Angel players out there we also have the Baal Predator.

Also out this month are the Grey Knight Terminators with Psycannons and Grey Knight Terminators in blisters, these will be perfect for rounding out Grey Knight squads.

There are also the new Inquisitor Daemonhunters, these models are superb in my opinion, I will definitely be getting one of each.

Catch you next time.

BOO

news

rogue trader tournaments

Spawn 2003

- 5th & 6th April
- Sylvania Community Centre, Box Road
- Sylvania, Sydney
- Warhammer Fantasy 2500pts
- Contact: Kym Purnell & Richard 'Ooze' Naco
- Email: norrich@ozemail.com.au
- Email: kynnann@hotmail.com
- You must contact both to enter!

Terracon

- 25th & 26th April
- Naracoorte, SA
- Warhammer
- Contact: Danny (08) 8762 0495
- Email: lord_wodin@bigpond.com.

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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...



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



SABERTOOTH ISSUE WARCRY!



Sabertooth Games, makers of the popular Warhammer 40,000 Collectible Card Game, are pleased to

announce the release of WarCry, a mass-combat CCG set in the immensely popular Warhammer Fantasy world.

WarCry will debut in early 2003. Players can start their conquest by purchasing either the Dark Alliance Starter (Chaos, Dark Elves, and Orks & Goblins) or the Forces of Light Starter (Empire, Elves, and Dwarves).

"Ultimately, WarCry is about large-scale warfare in a fantasy world," says Bob Watts, CEO of Sabertooth Games. "Although fans of the Warhammer world will immediately recognise and enjoy the units, characters, and 'feel' of the game."

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Black Library

new releases



WARHAMMER MONTHLY 67

AUS\$4.95 NZ\$6.95 HK\$25

The Black Library's all-action monthly comic returns, crammed full of explosive action in the world of Warhammer. In this issue: Bloodquest reaches fever pitch as the Blood Angels fight the dark powers of Chaos! Kal Jerico continues his off-world adventures in Above and Beyond! The Catachans blast out of the jungle in the 19'ers. Plus the usual mix of high octane strips and features.



DAEMON WORLD

AUS\$14.95 NZ\$16.95 HK\$75

On a hellish world inhabited by the nightmare daemons of warp space, a new dark power has awoken. Its malignant evil is tangible as conflict erupts between the planet's inhabitants. It soon becomes clear that a higher purpose is being fulfilled and even the evil forces of Chaos itself can be manipulated.

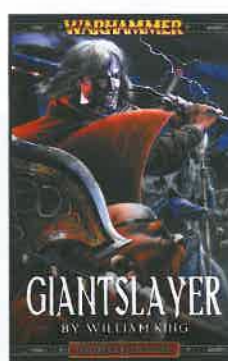


TITAN III: COLD STEEL

AUS\$14.95 NZ\$16.95 HK\$75

Imperius Dictatio, Warlord Titan, god-machine of death and destruction. From this mighty weapons platform battles are won and worlds conquered. To command such a weapon is to be without equal.

Titan III rejoins the tale of Princeps Hekate and Titan Imperius Dictatio as they battle the dread Chaos legions in an epic struggle that can only be won at a high price.



GIANTSAYER

AUS\$14.95 NZ\$16.95 HK\$75

The darkness is gathering over the storm-wracked isle of Albion. Evil stalks the lands once more and the omens foretell the coming of a great evil.

Gotrek and Felix are compelled to fight the malignant evil that terrorises the populace before it can threaten the whole world. With the aid of the mighty High Elf Mage, Teclis, they must decipher and utilise the mysteries of the Old Ones. Only then can they hope to save the innocent and vanquish the Dark Master.

Prices correct at time of going to print.



GREY KNIGHT TERMINATOR WITH PSYCANNON

AUS\$26 NZ\$29 HK\$100

Psycannons prevent any invulnerable saves being taken when registering a hit. This blister pack contains 1 Grey Knight Terminator with psycannon, designed by Jes Goodwin.

This model requires assembly.



BLOOD ANGELS BAAL PREDATOR

AUS\$75 NZ\$85 HK\$350

This boxed set contains 1 Blood Angels Baal Predator designed by Jes Goodwin, Martin Footit and Tim Adcock.

This model requires assembly.

ACOLYTE

AUS\$16 NZ\$18 HK\$70

An Inquisitor accompanied by an Acolyte may allocate any wound he receives to that member of his retinue. Acolytes count as a retinue choice in a Daemonhunters army. This blister pack contains 1 Acolyte model, 1 Cherub and 1 Servo-skull, designed by Aly Morrison and Gary Morley.



IMPERIAL SERVITOR

AUS\$16 NZ\$18 HK\$70

Gun Servitors count as a retinue choice in a Daemonhunters army. They carry heavy weaponry with which to protect their lord and master, the Inquisitor. This blister pack contains 2 Servitors, designed by Adam Clarke and Jes Goodwin.

These models require assembly.



GREY KNIGHT TERMINATOR WITH SYCANNON \$29 HK\$100

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Jes Goodwin.
requires assembly.

PREDATOR \$85 HK\$350

Blood Angels
Jes Goodwin.
Tim Adcock.
requires assembly.

INQUISITOR DAEMONHUNTER AUS\$22 NZ\$25 HK\$90

Unless accompanied by their retinue, Inquisitors count as independent characters in a Daemonhunters army. They can join any Space Marine force as an HQ choice, or an Elite choice in a Daemonhunters/Grey Knights army. This blister pack contains 1 Inquisitor Daemonhunter model, designed by Gary Morley.
This model requires assembly.



GREY KNIGHT TERMINATOR AUS\$22 NZ\$25 HK\$90

Grey Knight Terminator squads operate in units of 2-9 and are an Elite choice in a Daemonhunters army. This blister pack contains 1 Grey Knight Terminator, designed by Jes Goodwin.
This model requires assembly.



SPACE MARINE RAZORBACK AUS\$55 NZ\$60 HK\$275

The Space Marine Razorback is a transport choice available to squads of Space Marines. While only able to carry 6 models, it makes up for this with the fact that it carries twin-linked heavy weaponry.

This boxed set contains 1 Space Marine Razorback designed by Jes Goodwin and Tim Adcock.

This model requires assembly.



THE STORM GATHERS

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Imperium faces its greatest challenge in ten millennia. Abaddon the Despoiler has forged a fearsome alliance and assailed the Cadian Gate. This winter sees the Eye of Terror campaign unleashed upon the world. Through playing games you will be able to direct whether the force of the Imperium hold out or if Abaddon will be feasting on the corpse of the Imperium. Warhammer 40,000 Overfiend Andy Chambers reveals all...

Abaddon the Despoiler, the Arch Heretic whose name is a curse on a thousand worlds, once led the First Company of the Luna Wolves and was as devoted and brave a warrior as any. The Emperor later honoured Horus's Legion by decreeing that its name be changed to the Sons of Horus, but when the Heresy erupted, it was clear that Abaddon's loyalties lay with the Warmaster. Abaddon fought at the forefront of the war, zealously tearing asunder that which he had once helped conquer in the name of the Emperor. Abaddon was Horus' most favoured warrior and it was rumoured that he was in fact the Warmaster's clone son. When the final battle of the Heresy came, Abaddon was fighting on another part of the Warmaster's battle barge,

though he felt the psychic shockwave of Horus' death resonate through the Warp and his scream of anguish plunged him deeper into madness than any mortal should ever fall. He fought his way to the bridge and found the corpse of his beloved Warmaster, tearing the lightning claw from Horus's wrist and taking it for his own.

Though every instinct screamed at Abaddon to wreak his vengeance, he knew that the forces left to him were not enough to win the day. Horus's last gamble had failed and the war was over. Taking command of the battle barge, Abaddon led the retreat to the Eye of Terror, assuming command of the Sons of Horus and renaming them the Black Legion. Abaddon vanished into the Eye of Terror and entered the realms of dark legend. Decades passed before Abaddon was to return, surging from the Eye at the head of a massive army and smashing aside the

defenders to pour forth into Imperial space. For a time, it looked as though Abaddon would succeed in breaking through the defences around the Eye of Terror, and only the combined might of several Space Marine Chapters and the Titan Legions finally halted this first of Abaddon's Black Crusades.

Since that day, there have been eleven separate Black Crusades, ranging from small raids to sector-spanning conflicts that have cost the lives of millions of Imperial soldiers. On the world of El'Phanor, the Despoiler exterminated the kin of the Kromarch, and on Mackan, Abaddon earned the eternal hatred of the Blood Angels when he slew their warriors and violated their flesh. Beneath the Tower of Silence on Uralan, Abaddon was led to the daemon sword Drach'nyen by a golden-skinned stranger, and with this cursed item, carved himself a realm of diabolical evil within the Eye of Terror before plunging the Gothic sector into war. Once more the Imperium was victorious, but the cost of victory was high and two of the Blackstone Fortresses, powerful weapons created in ancient times by long-forgotten hands, were lost to the Despoiler. Numerous other incursions, too scattered and random to be called Black Crusades, have plagued the Cadian Sector and there can be no respite while this most evil of heretics still lives.



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Now, 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. Even the Eldar, aloof and cruel aliens, have given warning of the rise of a great Uniter, as deep within the anarchy of the Eye of Terror, ancient feuds have been set aside in the face of Abaddon's leadership. Bitter hatreds, such as that between the World Eaters and the Emperor's Children following the battle of Skalthrax, have been quelled and even the Alpha Legion and the Word Bearers share an uneasy peace. Binding oaths and debts have been called to account and a force, the likes of which has not been seen since the Horus Heresy, has been

assembled, ready to strike the Imperium like a thunderbolt.

As the end of the forty-first millennium drew closer, the first signs that Abaddon's long-feared attack was imminent came in the form of numerous sightings of drifting vessels emerging from the Warp in the surrounding sectors. All were converging on the core systems of each sub-sector and, while this number of space hulks was rare, it was not unheard of. System defence ships scrambled to intercept them and prevent them from reaching their systems' inhabited worlds. The vessels of the Adeptus Astartes boarded those they could, but their numbers were limited. The Space Marines found them to be twisted and disease-ridden nightmares, encrusted with all manner of necrotic matter and toxic filth. Subsequently, every such vessel encountered was destroyed with torpedoes and bombardment cannons, but for some it was already too late.







The Hour is at Hand

Andy Chambers: 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 the Imperium 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, the greatest so far, the 13th Crusade, from breaching the Cadian Gate to assail the very heart of the Imperium – ancient Terra?

This winter, the Eye of Terror campaign will be unleashed across the globe. You (yes, you!) will be able to

directly affect the outcome of the campaign and the future of the whole Imperium. Fighting in support of the Imperium or the forces of Chaos, you can participate in this massive war by submitting results from your own games to our spangly Eye of Terror website and by playing in the huge number of events we have planned over the winter. As well as being able to access the website for continuous updates on the campaign's progress, White Dwarf will feature campaign news, features and some stonking battle reports to boot.

This conflict isn't limited to just the forces of the Imperium and Chaos – all races and armies can participate as war erupts around the Eye of Terror and the shock waves are felt across the length and breadth of the Imperium. The Eldar and Dark Eldar both have their own objectives among the crone worlds within the Eye and

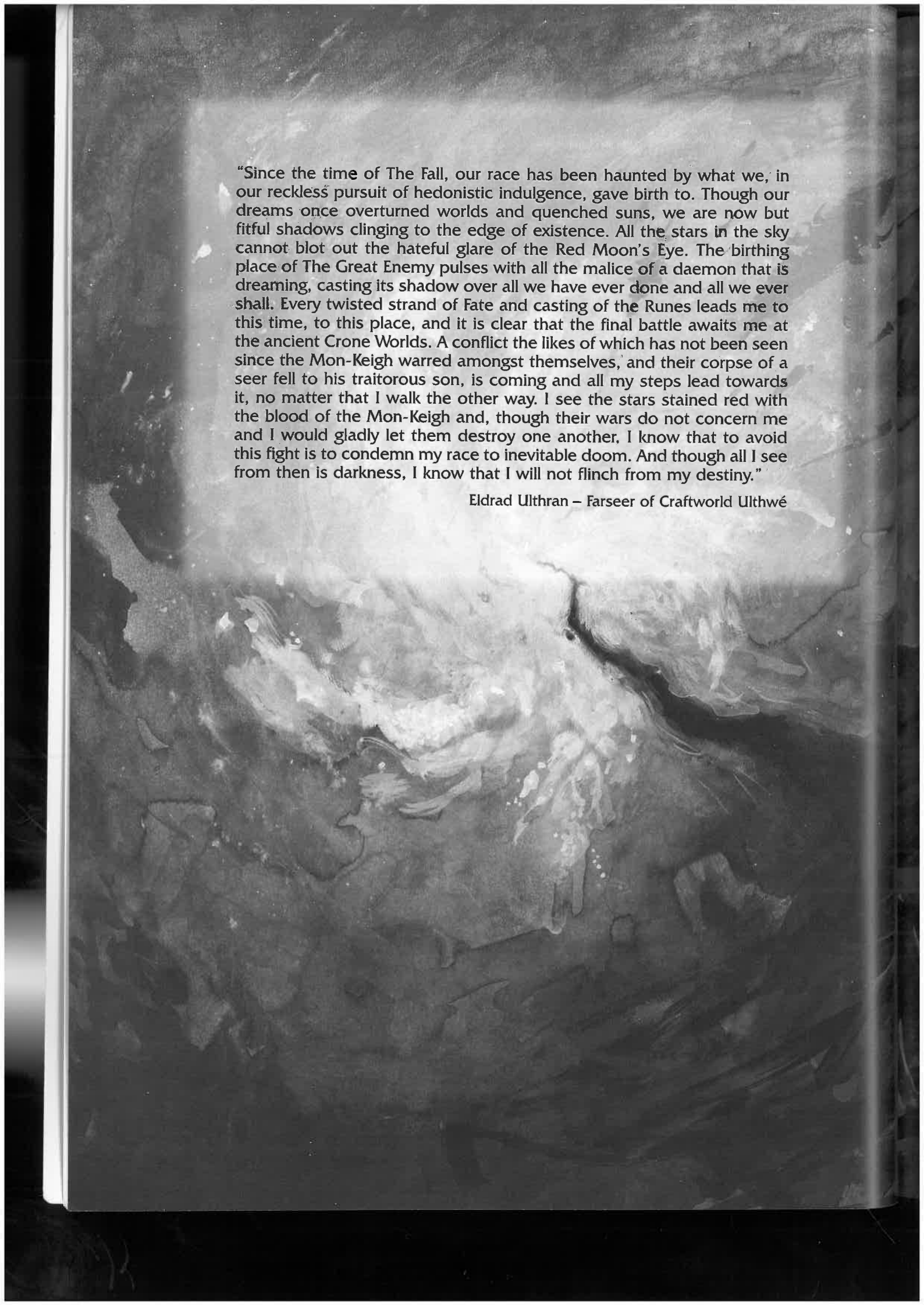
the labyrinthine paths of the webway. The Necrons, shaking off their aeons' long slumber, have their own agendas and vendettas to pursue against the young races. Amidst the confusion, Ork and Tyranid raiding fleets have free reign to assail the embattled forces of the Imperium in their darkest hour. Even the Tau empire, although tens of thousands of light years away from the Eye of Terror, will have to weather the storm of raids, invasions and migrations triggered by the opening of the Eye.

June sees the release of Codex: Eye of Terror, a companion work for the campaign detailing the histories of Cadia, the Eye of Terror and the incessant conflict first bred in the Horus Heresy at the dawn of the Imperium and the Emperor's unification of Humanity. The opening moves of Abaddon's great plan are revealed, as are the terrible fates

awaiting those who lose faith in the beneficent God-Emperor of Mankind. Codex: Eye of Terror also features no less than four army lists covering the Cadian Shock Troops and a new special character (Lord Castellan of Cadia, Ursarkar E. Kreed), the Space Wolves lost company of Wulfen, the special strike forces of craftworld Ulthwé and the scrofulous hordes of Chaos: mutants, traitors and daemons which make up the legions of the Lost and the Damned.

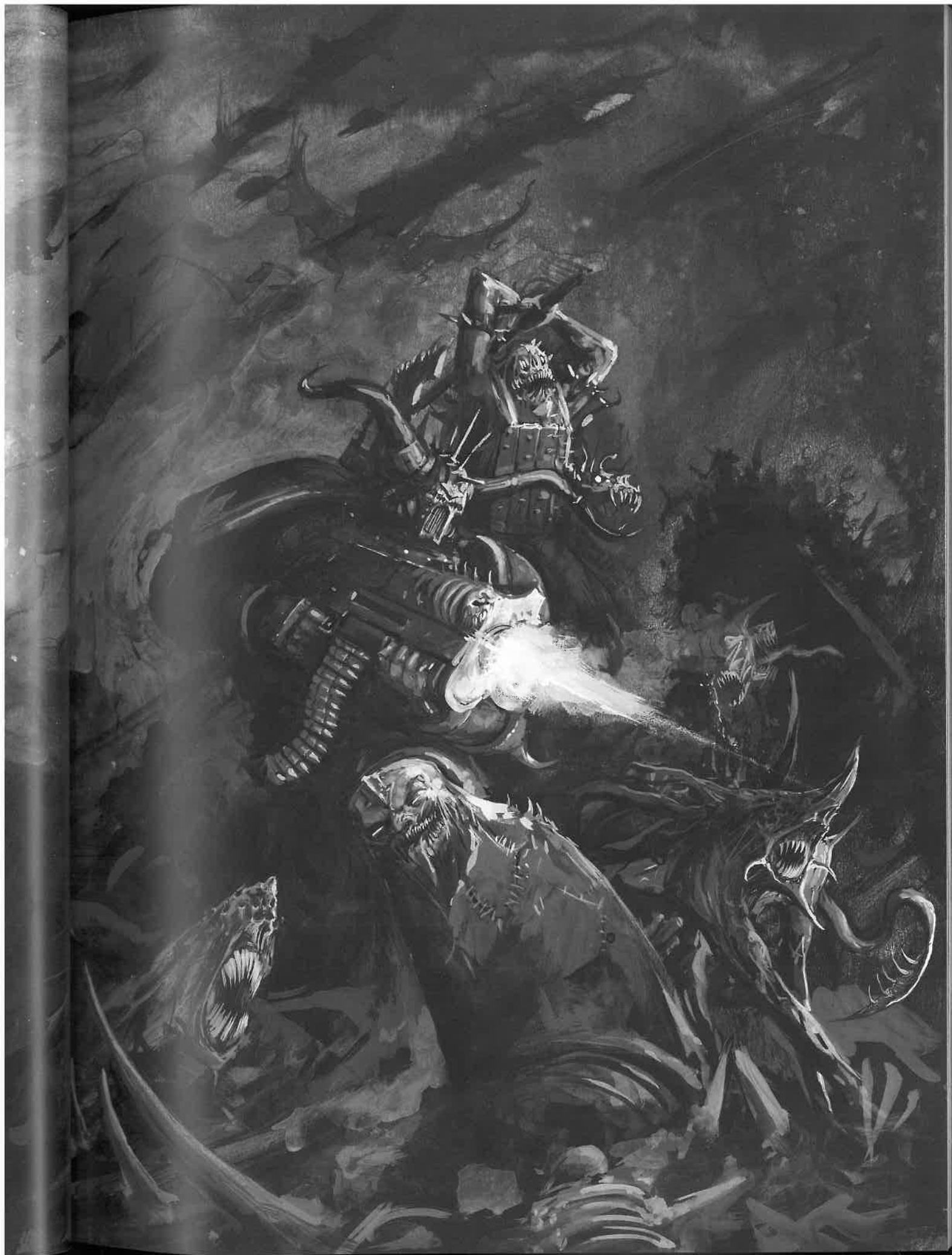
We'll tell you more about the web campaign and how to register for it, events, battle tours and campaign weekends, and show you the amazing new miniatures for the Codex in next month's White Dwarf (including the Chaos Defiler).

In the meantime, brace yourselves and prepare for war. You can make the difference between defeat or victory, life or death!



"Since the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of The Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of Fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crone Worlds. A conflict the likes of which has not been seen since the Mon-Keigh warred amongst themselves, and their corpse of a seer fell to his traitorous son, is coming and all my steps lead towards it, no matter that I walk the other way. I see the stars stained red with the blood of the Mon-Keigh and, though their wars do not concern me and I would gladly let them destroy one another, I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see from then is darkness, I know that I will not flinch from my destiny."

Eldrad Ulthran – Farseer of Craftworld Ulthwé



CALM BEFORE THE STORM

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Deep in the Cadian Sector tension is rising. The forces of Disorder, including the 13th Black Crusade of Abaddon the Despoiler, are preparing to mount an all-out assault with the intention of breaking through into the heart of the Imperium. The forces of Order, led by the Imperium of Man, ready themselves to repel the invaders. Each army may fight on one of the two sides, and each has their own reason for being there. Here we explain a little more of the reasons behind each force's presence.



The choice is made Brother, you have pledged yourself, body, mind and soul to the cause of Abaddon the Despoiler.

Together, we will raze the weakling Imperium with steel and flame. We will cast down the works of Man and slaughter any who stand in our way. For an age we have been exiled and reviled but at last vengeance is at hand. It is our time now. Let terror be our harbinger, death to the False Emperor.

CHAOS SPACE MARINES



DARK ELДАР



There are intruders in our domain, those who would seek to tear it from our grasp. They must be punished. There are those who think Commorragh is a pretty bauble, to be moulded and shaped as a Haemonculus crafts his Grotesques. They must be educated. There are many who fear us, but the minions of Chaos are not amongst them. They must be taught the meaning of terror.

But most deliciously of all, our Eldar cousins have come to play in the labyrinth dimension. They toy with technologies they cannot comprehend, and they will pay the price. Slavery. Disgrace. Degradation. Pain.

Such choice gifts are abundant in the dungeons of Commorragh, and we have always been a most generous race...



ORKS

Da humies are fightin' each uvver again! Dere's loads of Chaos boyz comin' out a da big spacehole and dey is givin' us guns and ammo fer helpin' them (dey is too puny to win on their own).

Ghazghkull sez ta go for it and bash the humies good wherever you can find 'em. If da Chaos boyz win we'll bash 'em good later. If da humies win dey'll be too chopped up to fight back properly by the time we's done with 'em.

Waaagh!

From the abyss we have gazed upon the bright light of a galaxy ruled over by the lickspittles of the Corpse God of Mankind. A galaxy where our whims are denied by the laws of those too weak to appreciate the grandeur of our vision.

How long now has the pain of that denial been a knife twisting in our souls? How long has our hatred festered within us demanding release? Be denied no longer, obey the voices that come from the darkest core of your being and grant them license.

There is no order, do what thou wilt and let the galaxy burn!

THE FORCES OF DISORDER

The Hive mind is aware of a rippling in the spaces between worlds, confusion and destruction can be sensed spreading across the gulf. The prey are weak and scattered at this time, many worlds are ripe for the hive ships to suckle upon.

It matters not at all why this has come about, only that it serves the Great Devourer as a show of weakness.

Now is the time to descend from the gulf and feed.



TYRANIDS



LOST & THE DAMNED

The will of the Star Gods infuses you with a hatred of the spawn of the Old Ones and life itself. The young races make war upon one another, and though this conflict is but a flickering shadow of the wars that once tore the heavens apart with their fury, it has seen the last two Talismans of Vault return

to the realm of flesh. At last, they lie within our reach and must be destroyed before the Eldar reclaim them. As the stars align and the Great Work nears completion, it falls to the warriors of the Necrontyr to destroy the last Talismans of Vault and all who would seek to make use of them.

Long have the prayer gangs and daemonkin sung of this day. Abaddon the Despoiler, Chosen of Chaos has unleashed a Black Crusade to shake the Imperium to its foundations. The time of absolution is at hand, when the False Emperor will be overthrown and the Gods of Chaos are once again worshipped in the very cradle of Mankind's birth.

Rich rewards await those brave and strong enough to dedicate themselves to the ruinous powers - wealth, power and the blessings of the very gods themselves. Utter destruction awaits those who resist the inevitable victory of Chaos. Rejoice in the slaughter of the Emperor's slaves! Free them of their idiot idolatry of Him on Earth!



NECRONS

THE TAU EMPIRE



Greetings, Commander. The wisdom of the Ethereals shall guide you through these perilous times. The constant squabbling of the Gue'la are of little concern to us, but their wars now begin to impact on our glorious Empire. The foes of the Gue'la sow discord, fanning the flames of war on our doorstep and the warriors of the Gue'la's Emperor are drawn

away from the true objective of battle. It shall be your appointed task to quash any who dare to encroach on our territories, be they Gue'la or their foes. The furtherance of the Greater Good is paramount and nothing must be allowed to set back our Empire's expansion.

Ko'vash Tau'va vor Shi.

The time has come. The power of the Great Adversary is ascendant; all that we have strived so hard to uphold is in danger of being torn down and replaced with anarchy and death. The denizens of the Eye of Terror, mustering their forces and marshalling their diabolic power for ten long millennia, have chosen this moment to strike. Without utmost resolve and ceaseless vigilance they will deliver the galaxy itself a mortal wound.

Chaos must be contained, for the price of failure is beyond imagining.

THE FORCES OF ORDER



SPACE MARINES

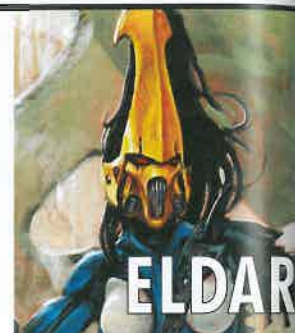
The Emperor's blessing be upon you, commander. The Arch Heretic, Abaddon, has returned to the realm of Humanity, and his foul traitors destroy all before them. The call to arms has been issued to your chapter, and it is a call you cannot refuse. Arm your warriors with faith, armour them in devotion and instil in them the honour and pride that must burn within each warrior's breast. Your chapter

has a long and glorious history, reaching back through the ages to the dawn of the Imperium, and all those that have gone before you shall judge you by your actions in this campaign. I charge you and your warriors with seeking out those Traitors who turned from the Emperor's light; hunt them down and punish them for their betrayal. This is your holy task, this is your sacred duty.

Farseer, you have seen the skein of the future laid before you. Each thread blackens and withers as it nears the poisonous horror of the Great IncurSION. There is no evading this apocalypse; we must meet it on the field of battle, plunge through its festering heart like a burning spear. Would that we could allow the forces of the Mon-

Keigh to march unaided to the slaughter, culling their own teeming numbers whilst halting the tide of filth spewing from the Red Eye. But if Chaos prevails, the Gate will vomit forth the denizens of the Eye until the fabric of reality cracks and splits apart, dragging us into the living hell of the Warp for the rest of time.

Don the mask of the warrior and the warlock. Awaken the incarnation of your Craftworld's wrath. Go forth with war in your heart and hatred in your veins. We take the fight to Chaos, and at the hand of Khaine, the Despoiler will be destroyed.



ELDAR



DAEMONHUNTERS

This is our greatest test. The daemon comes forth, not singly or in packs, but in an innumerable tide that consumes everything in its path. In such times we find our divine purpose, and we must not shirk from it. I shall not counsel you against fear of the daemon: the Emperor knows you have none. But even psycannon and daemonhammer cannot carry the day against such a foe, for

what use is the bolter shell against the horrors of disease, terror and madness?

No, it is faith! Faith is our shield, when faced with unshakeable belief the daemon becomes weak. Faith is our sword and with it we will burn out the diabolic cancer of Chaos wherever it is found. It matters not the cost, the Ordo Malleus must succeed or be forever shamed.

War has come to the domains of Man, Master Shaper, and the Children of Pech shall feed on the spoils and grow strong. Seek out the strongest of foes and lay him low—devour his flesh and ingest his bold warrior soul that your kin may inherit his vigour. Take for yourself his tools of war that your

warriors may lay waste to all who oppose you.

And when the tides of destruction recede, return once more to the homeland, that you may share the inheritance you have won with all the Kin of Pech, and the ancestors shall be pleased for all time.



KROOT MERCENARIES

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RIES

As we foresaw, our long vigil has finally borne a terrible fruit. The Despoiler of Worlds has come forth for the final time, with countless armies of warpspawn at his heels. We cannot hope to fight a war with a foe that outnumbers us a hundred to one, yet Eldrad has decreed that direct confrontation is the only way we can survive. Although all hope seems lost, we can yet prevail. Phoenix Lord Maugan Ra, the Harvester of Souls, has returned from his long quest within the Eye to show

us the way; proof that Khaine is with us and that Eldrad's prophecies are indisputable. Through his vision, each of our Strike Forces will storm from the webway into the crucible of war at the crucial moment. With his guidance, we can break each wave before it crashes into the Mon-Keigh defences. With the strength of Khaine and the wisdom of Eldrad, we can tear the poisonous heart out from the forces of Chaos and send them screaming back to the hell we created.



ULTRAMARINE STRIKE FORCE



IMPERIAL GUARD

You have sworn an oath to the Emperor of all Mankind, an oath of duty and honour. Now that oath is to be tried as never before. We must march proudly into the maelstrom of battle and as we do so remember that we bear the hopes and prayers of all Humanity. If we falter then the

galaxy will enter a new dark age from which it may never emerge.

Marshal your loathing of the dark forces that confront us. Our righteous wrath is our greatest weapon against the denizens of the Warp. Use it well. The Emperor Protects.

Welcome Sister,

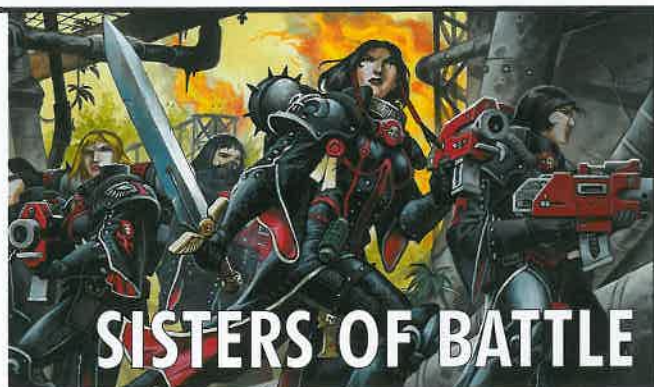
I thank the Emperor your Order is to be counted amongst the Faithful standing against the Great Enemy, for truly the darkest of times is upon us. As the plague afflicting the sector spreads, only those few whose faith is absolute will oppose the will of the Despoiler.

But our foes assail us from

many quarters, not just from beyond the Cadian Gate. I urge you, Sister, to be ever watchful for the heretic and the traitor in our midst, for in these gravest of times, the enemy is to be encountered at every turn.

Cast out the mutant, the traitor, the heretic.

For every enemy without, there are a hundred within.



SISTERS OF BATTLE



CADIAN DEFENCE FORCE

Atop castellum all across Cadia the warning beacons are being lit. On any other world in our great Imperium there would be panic and fear at such a thing. There is no panic here on Cadia though because each of us has been trained from the day of our births to know how

to react. We have a divinely assigned purpose to be the keepers of the gateway to madness and evil. Once again we must do our duty. Once again we will be the bastion of light that turns back the darkness. For the Emperor, for Cadia, for Honour!

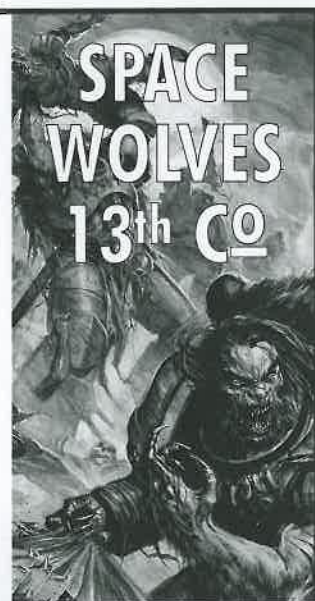
The Bear shall take up the mantle of Gatekeeper, and the Lost Kin return to the Realms of the Man.

Brother shall slay brother, as at the Dawn of Time. But the Were-kin stand aloof Their task set in stone before them.

The Son of the Traitor shall lay waste First the Gate, then the Palace The Children of Russ shall oppose him Or perish, their names reviled for all time.

Now is the time, mighty Wolf, Your hunt is nearing its end Your quarry is set before you Your saga shall be sung for all time.

The Prophecy of Frode



SPACE WOLVES 13th CO



The Lost Children of the Fallen Gods

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SERVANTS OF THE OLD ONES:



Next month sees the release of Warhammer Armies: Lizardmen. The Lizardmen are an ancient race, created by the god-like beings known as the Old Ones to be the guardians of the Warhammer world. Their age-old civilisation is based deep within the steaming jungles of Lustria and the Southlands where bloated Slann Mage-Priests, the original servants of the Old Ones, oversee the entire Lizardmen civilisation. In ages past, the Old Ones departed the world in an event of catastrophic proportions and without the guidance of these creator-gods, the Slann now work to interpret their Great Plan.

This book describes in detail the troops that fight when the armies of the Lizardmen march to war.



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LIZARDMEN SPECIAL PREVIEW



DEATH STALKS THE JUNGLE

A lesson told by Anthony Reynolds, of the fate that befalls those who steal from the jungles of Lustria.

Reinhold swatted at his neck and swore as yet another blood-sucking insect bit him. Sweat drenched the grizzled sergeant's skin beneath his heavy armour as he struggled through the knee-deep mud, mingling with the rainwater that seeped through his mail. He used his heavy halberd as a staff, pushing it deep into the quagmire before him. It sunk deep into the sludge before striking firm ground. Each step was painful, but still he pushed onwards resolutely – the Captain had spoken to the men several hours ago, urging them to push onwards; the last thing he wanted was for his company to be stuck in these cursed, Lizard-infested jungles when night fell.

Their ship had foundered that morning, pushed onto the deadly, sharp rocks beneath the waves by an unexpected squall. They had been making towards the port of Swamp Town when the weather had suddenly changed. Most of the soldiers had survived, though some had been dragged beneath the waves by the strong currents. The cannons had been lost with the ship however, and the black powder of the handgunners was soaked. By the reckoning of the Captain, after careful consultation of the rather vague maps, they were only a few more hours march from the settlement, yet time was passing painfully slowly.

Reinhold and his regiment of halberdiers were the second unit in the column. Ahead of him, Reinhold could just make out through the rain the black and red livery of the swordsmen in front, the Captain's own regiment. They came to a stumbling halt, and Reinhold bellowed to his own regiment to stop. Standing in the rain, he leant against his halberd and ran a calloused hand over his short-cropped hair.

"Why the hold-up, Sergeant?"

Reinhold turned to the speaker – it was Michel, a burly, bearded warrior who had fought under Reinhold for nearly three years now. The sergeant shrugged his shoulders.

"Who knows. It's not for us to ask the whys and the whats."

Michel pulled out his flask, took a swig and handed it to his sergeant. Reinhold nodded his thanks, and put the flask to his mouth. The hot liquid burned its way down his throat. He raised an eyebrow, and Michel's broad face broke into a grin.

"Been saving that for months now. The Bloated Dragon's finest, all the way from Carroburg."

Movement caught the corner of Reinhold's eyes and he turned his gaze to scan the jungle. There it was again; a flash of blue amongst the gloom. He narrowed his eyes, but couldn't see anything. His attention was dragged away from the jungle by Michel's voice.

"What do you make of these, Sergeant?"

Michel was gesturing to a series of ancient looking stone blocks off to the side of the muddled path, half hidden beneath the undergrowth. Old and worn, they were painted in reds and greens, but whatever pattern or picture was once depicted had long been lost. Reinhold stared at them, his eyes following the stones up into the jungle-undergrowth. Several skulls had been impaled on sharpened sticks on the edge of the dense trees – matted black hair hung down from the scalp of one of them. He shrugged.

Movement again caught Reinhold's eyes, and he saw one of the Captain's scouts scrambling from the undergrowth near the stones. He stumbled frantically down the slope, tripping over the thick vegetation. His clothes were in tatters, and his eyes were wide and staring. As he staggered nearer, Reinhold heard a sharp exhalation of breath. A feathered dart struck the scout in the neck, and he let out a gasp. As he fell to the ground, he half twisted around, and a second dart shot by the unseen assailant embedded itself in his face.

"Left turn!" bellowed Reinhold. His men, though tired, were well drilled and turned neatly through ninety degrees to face the jungle. They gripped their halberds firmly as they watched, horrified, as the scout thrashed around on the ground, his face turning a sickening purple colour only metres from them. Still, they could not see the foe.

The Captain, accompanied by a pair of bodyguards, was at the side of the scout in a moment. He knelt in the mud, beside the dying man. Froth seeped from the scout's mouth, and Reinhold saw the Captain pull something free from the scout's clenched fist. He saw a flash of gold, and heard the Captain swear under his breath.

Reinhold found himself suddenly staring into the slitted eyes of a blue-skinned lizard-creature, looking out at him from the undergrowth mere feet away, where a moment before he had seen nothing. Its skin was smooth, and as it saw him looking at it, a webbed crest on its head raised, changing hue to a brilliant crimson. It opened its jaws slightly, displaying an array of thousands of small, sharp teeth. Flicking its head to the side, it let out a shrill cry. Suddenly the jungle was alive with movement, as scores of other creatures rose from the dense undergrowth, staring at the humans with cold, yellow eyes.

"Hold your fire!" shouted the Captain, as crossbows strings were quickly pulled into position.

From deeper in the jungle emerged rank upon rank of larger lizards, walking on their hind legs like men. They were powerful, lean creatures that had a line of spines running down their scaled backs, and bony plate protecting their heads. Over one arm they wore serrated, crescent-shaped shields, and clutched vicious-looking weapons. It was instantly apparent that the humans were surrounded, as more Lizardmen emerged from the jungles all around them.

As Reinhold's men fingered their weapons uneasily, a new group of lizard-creatures appeared. Larger than the others, their heads were adorned with horned skulls and their bodies were covered in armoured plates and hammered gold. They snarled and growled at the humans, reptilian lips curling back to display fearsome teeth. In the midst of these vicious warriors, borne aloft on an ancient looking platform that hovered above the ground, came a creature of legend.

The massive, bloated creature sat unmoving on the arcane platform, its legs crossed beneath it. Long fingered hands rested lightly on the smooth, mottled skin of its knees. Its head was large and sloping, and a pair of slitted, utterly alien eyes blinked slowly as it stared lazily at the human interlopers. Reinhold quickly lowered his gaze, glancing only briefly into the depthless glassy eyes of this creature, he had felt as though all his darkest secrets were laid bare, that his very soul was under scrutiny.

A small, skittish creature hopped down from the curving back of the stone platform to the side of its master. Looking up, its eyes became locked to the deep orbs of its lord, and it became suddenly still. Some form of silent communication seemed to pass between the two, and then the spell was broken. The small, crested lizard leapt down from the hovering dais and swiftly skittered towards the humans, darting around the heavier creatures that stood protectively around the platform.

Coming to a halt in front of the Captain, it began to speak quickly in a voice that was filled with clicks and hisses. It took a moment for Reinhold to realise in shock that it was communicating in an ancient version of the common tongue of the Empire.

"...unholy trespass against the most blessed divinities of the Old Ones, defiling the sanctity of the Temple of the Golden Skull"

The creature paused for a moment. Behind it, the bloated creature in the midst of the ranks of warriors raised one hand, and began to weave a slow pattern in the air with its multi-jointed

fingers. Reinhold felt a sudden panic rising within him, and the hairs on his arms rise.

"This is not the place for warm-bloods," spoke the diminutive lizard.

Without waiting for a response, the calmly reclining figure on the hovering dais finished its hand-motions, and clenched its fingers into a fist. It blinked its heavy lidded eyes once, and when it opened them, a burning witch-light crackled at their corners. It unfurled its hand, fingers stretching out like delicate, waving branches.

With a loud crack, arcing tendrils of electricity burst from the extended digits, smashing into Reinhold's halberdiers with tremendous force. The crackling beams struck warriors in the chests, hurling them backwards into their comrades, filling the air with the stench of burning flesh. A conorting arc of power surged into the warrior next to Reinhold, Michel, passing through his head. Michel's brain burst in an instant, before the lightning continued on through his smoking body and plunged into another warrior behind him. Reinhold felt the crackling tingle of energy coursing through his metal breastplate, and his whole body shuddered involuntarily.

Just as the lightning arcs tore across the clearing, the small translator-lizard's pale-blue crest turned a startling red colour, and dozens of blowpipes were raised to reptilian mouths. Darts filled the air, and scores of them pierced the flesh of the Captain, who fell convulsing to the ground.

"Detachment Fire!" roared Reinhold, recovering his senses. The crossbowmen to the side of the halberdiers launched a volley of bolts into the undergrowth. Several of the diminutive creatures were hurled backwards as the powerful bolts thudded into their bodies. The others turned and leapt off deeper into the jungle.

Screams and roars of pain and anger echoed through the rain-soaked clearing, and the sounds of clashing weapons rose. Glancing frantically from one side to the other, Reinhold could see the other regiments of the Captain were already engaged in brutal combat as the vicious lizards poured from the jungles. Seeing a unit of the creatures loping towards his halberdiers, Reinhold screamed above the cacophony of noise to his men.

"Forwards!"

His men were a step behind him, still in shock from the suddenness of the attack. Nevertheless, they responded to the familiar roaring orders of their sergeant, and hefted their halberds, stepping over the smoking corpses of their comrades.

Reinhold suddenly felt the fear seep from his body, as he half ran, half stumbled through the mud towards the approaching monsters. He knew he would die here, that the entire expedition would likely be slaughtered to a man. He seemed to perceive those last moments of his life from a vantage point, seeing the battle unfolding as if it were happening to someone else.

With a snarl, he swung his halberd down from above his head as the lines of humans and Saurus collided. It impacted with the bony skull of one of the creatures, cracking open its reptilian head. Nevertheless, the Saurus snarled and swung its cruelly serrated weapon, smashing into Reinhold's left arm. The barbed teeth of the weapon ripped through tendon and bone, cleaving through the arm in spray of gore.

The Saurus Warriors fought with savage fury, hacking left and right with weapons and shields, each blow ripping deep into soft human flesh. They tore at their foes with snaps of their powerful jaws, and punched others from their feet with blows from their serrated, whip-like tails.

Drawing a short-bladed sword with his remaining hand, Reinhold pushed himself forward against the wounded Saurus, plunging the weapon into its throat. Its dark blood spilled out over his arm, gurgling from the deathblow, and he felt a surge of savage exaltation wash through him as he slew the creature. An instant later, he knew no more, as he was hewn in two by a heavy downward blow from a serrated weapon.

In moments, the battle was over.

Quana-Toc nimbly picked his way through the sea of corpses. Hundreds of warm-blood bodies were strewn across the blood-soaked clearing. The few Lizardmen who had been slain had already been removed, to be carried back to Hexoatl with honour.

Finally, the Skink found what he had been searching for. He knelt beside the body of the human leader - the warm-blood's face was purple and swollen from the amount of toxins within his body; countless darts protruded from his flesh. His delicate hands working quickly, Quana-Toc pried open the Captain's fingers and pulled a golden token from their dead grasp.

Raising it to his large eyes, Quana-Toc examined the tiny ornament carefully. Shaped in the guise of the serpent-god Sotek, its eyes were tiny, glimmering rubies and each scale had been meticulously crafted. Satisfied that the interlopers had not damaged the precious artefact, Quana-Toc reverently wrapped it in soft quanga leaves and tucked it under his armband. Then, he stood, and began to make his way towards the Temple of the Golden Skull, where the carving of Sotek would be returned to its proper place, with thousands of others crafted identically.



While Archagon musters his horde in the Chaos Wastes, the rest of the world has begun preparing its defences against the inevitable invasion. Gav Thorpe delves further into developments in the Old World.

The year 2522, as reckoned by the chroniclers of the Empire, started with ill omens. As a particularly harsh winter gripped the Old World, it seemed as if the end of the world had begun. The crops had failed the year before, Beastmen were seen in growing numbers and their attacks became more bold and daring, and mutation ran rife amongst livestock and humans alike, until the pyres of the Witch Hunters filled the leaden skies with smoke. And in the sky, a twin-tailed comet burned across the heavens; a sign of hope for some, a portent of disaster for many.

News came from the north that a horde was gathering strength. Traders who visited north Kislev and southern Norsca reported that even the barbarian tribes that they had dealings with were unusually bellicose and aggressive, and several trade caravans and merchant ships were lost in the first months of the year. All the while, a single name is

THE CONCLAVE OF LIGHT

The threat of Chaos grows

whispered in terror in the garrisons and palaces, in alehouses and coaching inns: Archagon. Tales abound of the monstrous lord of the Dark Gods. Some say that he was once a Templar of Sigmar, driven mad by forbidden knowledge, sworn to the gods of Chaos in return for the power to overthrow the Empire he once loved and now despises.

Starved and afraid, the population of the Empire is in the grip of a growing hysteria. The number of flagellants, doomsayers and prophets of death wandering the roads and rivers has grown to epidemic proportions, and the sparse fields are left untended, the spring grain abandoned to rot in the barns, bringing further deprivation.

Amidst this growing turmoil the Emperor Karl Franz, Prince of Altdorf, struggles to keep the Empire he rules from devouring itself with suspicion and discord. Even in the fastnesses of the great cities of Middenheim, Talabheim, Nuln and Altdorf, the foul minions of Chaos are being rooted out in greater numbers

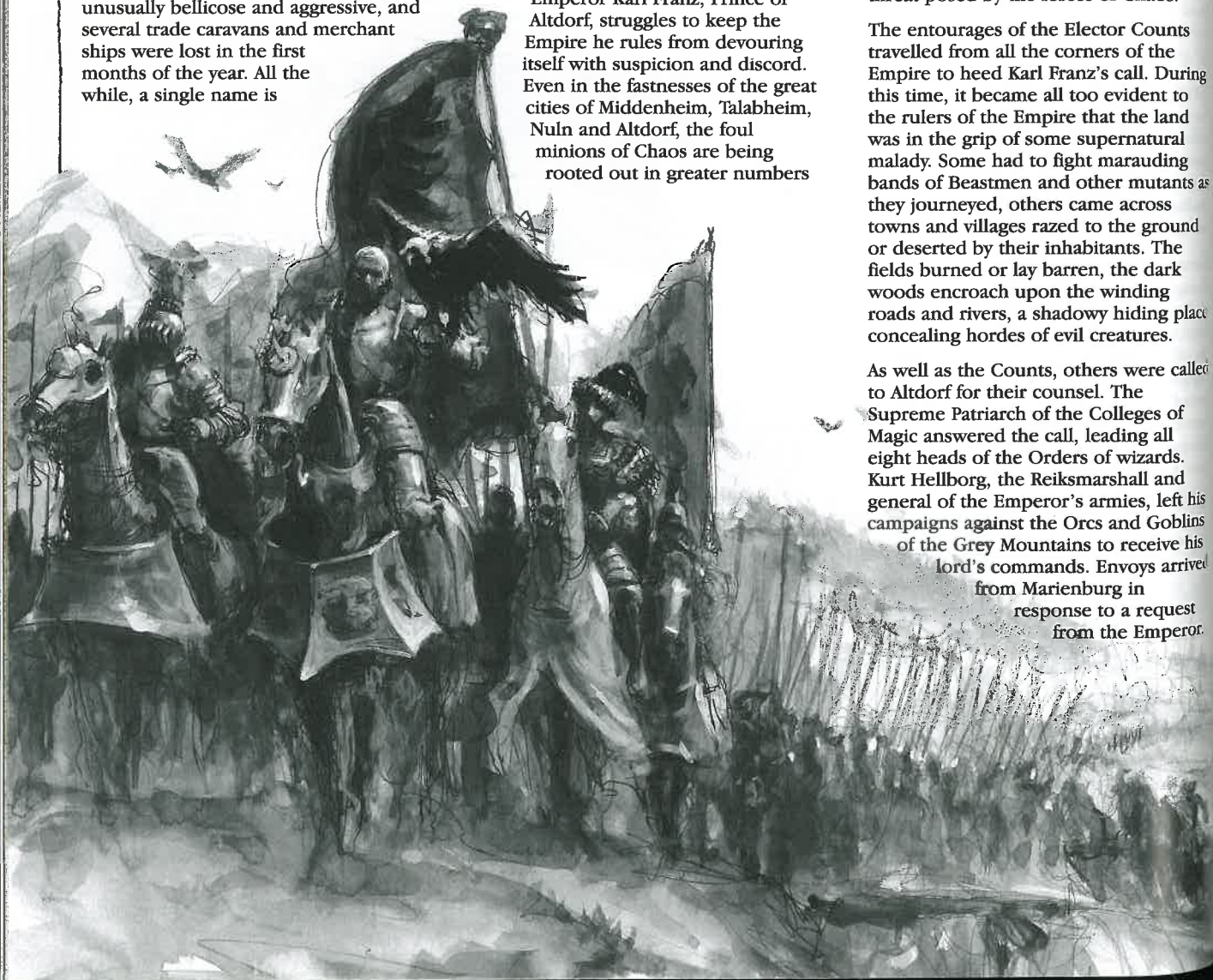
than ever before. Mutant creatures, vermin that walk like men and undead apparitions stalk the catacombs, some even daring the light of day in their eagerness to despoil the civilised world of men.

KARL FRANZ MUSTERS THE COUNTS

And so it was that on the day of the spring equinox, Karl Franz issued an Imperial Decree summoning the Electors to Altdorf to devise a plan to combat the growing menace within the Empire and from the barren northlands. Karl Franz's election as Emperor is the only time in living memory when the Counts had been assembled, an indication the Emperor's estimate of the threat posed by the forces of Chaos.

The entourages of the Elector Counts travelled from all the corners of the Empire to heed Karl Franz's call. During this time, it became all too evident to the rulers of the Empire that the land was in the grip of some supernatural malady. Some had to fight marauding bands of Beastmen and other mutants as they journeyed, others came across towns and villages razed to the ground or deserted by their inhabitants. The fields burned or lay barren, the dark woods encroach upon the winding roads and rivers, a shadowy hiding place concealing hordes of evil creatures.

As well as the Counts, others were called to Altdorf for their counsel. The Supreme Patriarch of the Colleges of Magic answered the call, leading all eight heads of the Orders of wizards. Kurt Hellborg, the Reiksmarshall and general of the Emperor's armies, left his campaigns against the Orcs and Goblins of the Grey Mountains to receive his lord's commands. Envoys arrived from Marienburg in response to a request from the Emperor.



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A month after issuing the Decree, the assembly had gathered. For nearly ten days, the great and the wise of the Empire debated and argued the best course of action. Helmut Feuerbach, Elector of Talabecland, had only recently returned from his foray into the north accompanying the crusade of Grand Theogonist Volkmar. His army had been all but shattered by Archaon's immense host and their quick retreat had left all in the province demoralised and fearing the worst. He strongly advocated a highly defensive policy, advising the Emperor and Electors to evacuate the people of the most distant farms, villages and towns to within the high walls of the castles and cities. Most vocal opponent to this approach was Boris Todbringer, Count of Middenland. Accompanied by representatives of Middenheim's burgomeisters, he reasoned that the hordes of the north would only grow in strength with the passing of time. A hard, decisive strike was needed to crush them before they took the offensive. He counselled the Emperor to beat the war drums and rouse the Knightly Orders, to assemble in its entirety the army of the Empire and march north.

There were many other viewpoints, including some who believed that perhaps they could bargain with the Norse and Kurgan leaders and effectively bribe them to abandon Archaon. Others proposed razing wide areas of the northern Empire so that the Dark Host would be unable to subsist off the land and sustain itself, causing it to fracture and disperse – a plan wholly opposed by the Counts of the Ostermark and Ostland who saw such action as equally devastating as any impending invasion.

The Patriarchs of the Colleges of Magic warned of the change in the winds of magic. They spoke of roiling mystical tempests that streamed from the north, and of hearing unnatural voices carried on the magical winds. Their spells were hard to cast, even the most experienced among their Orders finding it difficult to syphon the power they needed for enchantments they once practised as apprentices. The wizards had devised strategies of divination that would allow them to foretell where the attack would fall, and promised that they would conduct great rituals to drain the fell host of its magical power. They suggested setting up a magical wall of wards and hexes to act as a barrier against daemonic intrusion.

All through this, the Emperor Karl Franz sat silently and listened without comment. He offered no opinion, and deftly avoided answering any question concerning what he had in mind, lest he sway the opinions of others. Only once did he speak, to subtly berate the Elector of Nordland who complained of the increasing Norse raids on his coastal

villages, accusing the Emperor of not caring about affairs so far from his throne in Altdorf. To this Karl Franz simply replied, "The Emperor rules not just his lands, but those of the whole Empire, and the fate of all his subjects, from the lords in their grand halls to the poor farmhand in the wasted fields, are his every concern." Even when pressed by his close friend Kurt Helborg to intervene in the increasingly vitriolic arguments, he told the Reiksmarschall that he would only speak when all opinions had been heard. No one was quite sure what he meant, since the same viewpoints had been repeatedly discussed with almost monotonous consequences for several days.

EMISSARIES OF THE TZARINA

Shortly after noon on the eleventh day of the council, as the delegates muttered sullenly over their midday meal, messengers arrived bringing recent news from Kislev. They had been sent by the Tzarina Katarina herself, to request aid from the traditional allies of her nation. They spoke of hundreds of thousands of warriors gathering in the north, baying for blood like hunting hounds waiting to be let loose. They warned that the horde rivalled in size the army faced by Magnus the Pious during the Great War against Chaos.

The horse tribes of north Kislev, fiercely independent of rule from the cities, had sent word to their more civilised countrymen that they required shelter and military aid, something previously unheard of from the proud nomads. They were moving south, abandoning the steppes to the Kurgan who were steadily moving from the east, driven out by the sheer number of their foes. They hunted the Chaos worshippers where they could and interrogated captives taken in battle. They all said the same thing – Archaon was the favoured of the Dark Powers, the Lord of the End Times, crowned by the Chaos gods to lead their legions in the final conquest of the world of the southerners. He had promised them great riches looted from the palaces of the Imperial nobles, and asked only that the lands of the Empire be completely razed from the face of the world in a tide of blood and fire. The eyes of the gods, he had said, were gazing upon the world and he offered immortality to all those who fought under his banner.

Some of those present scoffed at these tales, accusing the Kislevites of exaggerating the situation. The ambassadors of the Tzarina coldly argued that their countrymen died in their thousands every year battling against the northern tribes, keeping the Empire safe without thanks or reward, and they knew when their strength of arms would not

be enough to hold back the inhuman tide waiting to unleash itself.

For five more days, this news was digested by the counsellors, argued over in detail, questioned and examined, and yet Karl Franz still remained silent. A quiet impasse was reached, with no agreement between the Counts, and some began to whisper against Karl Franz, accusing him again of indifference. Others, some might say the wisest among them, urged patience with their ruler, who was known for his due consideration and as one who did not act rashly.

NEWS FROM THE EAST

Seventeen days after the conclave had been convened, there were more newcomers in Altdorf. Having marched from their distant holds in the Worlds Edge Mountains, envoys from the Dwarf Kings arrived with their bodyguards. It caused quite a scene at the east gate of Altdorf when three hundred Dwarf warriors armed for war arrived at the gatehouse. The unfortunate captain on duty at the time had been unsure what to do, and whilst seeking orders from his superiors had refused entry to the Dwarfen contingent. That was until their nominated leader, Snarri Thungrimsson, told the Reiksguard officer that it was Dwarf stone and workmanship that had built the walls on which he stood, and that they would reclaim it stone by stone if he did not let them in. In the face of such stubborn argument, he opened the gates to avoid further trouble.

Karl Franz met the Dwarf ambassadors amidst great ceremony. Each of the six messengers gave a long (and near-identical) speech about the ancient bonds between Dwarfs and the Empire, and how their two races had sworn oaths in ages past to come to each others' aid. It was for this reason that they had come. Many of the council were encouraged by this news, as Karl Franz met with the Dwarfs in private. However, the more experienced and canny amongst the representatives thought the speeches had been directed towards reminding Karl Franz of the vows he had taken when he had become Emperor. After two days of closed audiences with the Dwarfs, Karl Franz emerged to pass on what he had learnt.

Their news caused great consternation amongst the gathered nobles. The Kurgan tribes were indeed being drawn westwards in great numbers, and were coming together in the Zorn Uzkul, the Great Skull Land east of the High Pass. Here they traded tens of thousands of slaves captured over the years, giving them to the Chaos Dwarfs of the Dark Lands in return for finely forged weapons and armour, and monstrous half-daemonic machines for levelling town walls and blasting the foe from

afar. A few desperate runners from Kraka Drak had broken through to Karak Kadrin, telling of how the Hold of the Norse Dwarfs was now under virtual siege, encircled by a legion of marauders and strange beasts.

The envoy of Ungrim Ironfist, Slayer King of Karak Kadrin, passed on his lord's oath that the Dwarfs of the Slayer Keep would march northwards to the Troll Country itself to seek battle against the hordes of Chaos. Crazy followers of the Slayer cult were amassing from all over the Old World and beyond, drawn by their strange fate to gather at the massive Shrine of Grimmir in Karak Kadrin. Once the messenger returned from his dealings with the Emperor, they would march forth to seek their death in battle against the fell beasts of the north. The Kislevite delegates thanked the Dwarf profusely for this effort, and promised them whatever provisions they required if they stopped at Kislev and Praag on their journey.

But this good news was tempered with tidings of a grimmer nature. The Orcs and Goblins of the Worlds Edge Mountains, relatively dormant for the last few years, had been roused from their infighting. Many had flocked to the army of the fearsome warlord Grimgor Ironhide, who had long battled against the migrating Kurgan warriors, but had now thrown in his lot with the fighters of the Dark Gods. The Dwarfs could not say for sure what had caused him to align himself to the army he once fought, but rumour had it that he had been defeated in battle for the first time ever, and now sought to prove himself again in the eyes of Gork and Mork. Other Orc chieftains and warlords were doing the same, joining forces with the Champions of Chaos for the fierce battle and looting that the invasion would bring.

When asked what he would now do, considering the news the Dwarfs had brought, Karl Franz replied that he had yet to make a decision, and that there was still a little more time for him to consider his options. Again, the murmurings against Karl Franz's leadership, or lack of it, began to grow. There were those who sympathised, saying that the decision was too big for one man to take on his own. They claimed that Karl Franz was avoiding committing himself because once he had chosen a course of action, he feared it might be the wrong one.

THE PRIESTS INTERVENE

It was at this time that a delegation from Ar-Ulric, the high priest of the god of war, wolves and winter, arrived from Middenheim. They were mightily vexed that their master had not been summoned along with the other Electors, and cited this as more proof that Karl Franz was little more than

puppet for the Arch-Lectors of Sigmar. Amongst themselves, the Counts and wizards had grave misgivings, for this was the worst time for the court to become embroiled in another political struggle between the churches of Ulric and Sigmar.

The newly elected Grand Theogonist, Johann Esmer, had risen to his position following reports of Volkmar's death battling Archakon in single combat. He had not been present for the deliberations of the conclave, but made his presence known when the emissaries of Ar-Ulric arrived. He did not address the council as a whole, but instead spoke to many of its members individually, speaking against Boris Todbringer's aggressive course of action, claiming it was simply another Ulrican attempt to steal power from the true Emperor. He gained much support from Stirland, Talabecland and Wissenland, who had supported his promotion to Grand Theogonist, but many in the council were turned away by Esmer's obvious politicking at this time of crisis.

In the end, he declared that the church of Sigmar's stance was one of defence. He cautioned against sending an army to Kislev, and proposed that the ranks of the Templars of Sigmar, the feared Witch Hunters, be swelled in order to maintain order and purity in the cities and towns. He requested that the Emperor order Luther Huss to be arrested and imprisoned as a heretic and subversive, saying that the self-proclaimed prophet of Sigmar merely heightened the fears of the ordinary folk of the Empire, rather than allayed them. This caused a great outcry from the priests of Ulric, who shouted down Esmer and accused him of cowardice. They reminded the council that Sigmar, like Ulric, was a warrior and said that the Grand Theogonist did not speak truly for the worshippers of the Empire's patron.

Karl Franz remained impassive throughout the debate, thoughtful and slightly distracted. The calls questioning his right to rule grew more insistent, and even the Grand Theogonist, traditionally a position that was a staunch ally of the Prince of Altdorf, refused to directly endorse the Emperor's silence.

A MESSENGER SETS OUT

Faced with the unresponsiveness of Karl Franz, the conclave met in secret. Some were for calling on Karl Franz to be supplanted and said that the reason he had gathered the Electors was to find his own replacement. Middenland, Nordland and Averland, which popular opinion might have dubbed opponents of the Reik Emperor, laughed at this accusation. Not even during the incompetent and self-serving reign of Boris Goldgather had a properly elected

Emperor been ousted whilst in power. The wisest on the council warned against such talk, speaking of the need for unity now more than ever in the Empire's history, and spoke in whispers of the anarchy that nearly doomed Mankind before Magnus the Pious fought the Great War.

Not knowing the mind of Karl Franz, they suggested that perhaps he was still waiting for others to make their views known. It was decided to send messengers to the King of Bretonnia, Louen the Lionhearted, to see if his knights were prepared to march north and help in the defence of the Empire. It would be a long while before the news returned, but they hoped that with this counsel Karl Franz would be able to finally speak his mind.

In a similar vein, there were those amongst the counsel who raised the subject of the Border Princes. An untamed land ruled by dispossessed nobles of the Empire, dishonoured knights of Bretonnia and many other vagabonds and robber barons, there were still many in the Border Princes who had strong ties with the Empire. It was thought that perhaps they too could be persuaded to march north and lend their armies to the battle. It is well known, they said, that the armies of the Border Princes are veterans hardened by long years of war against the Greenskins of the Badlands and each other, and would prove valuable in the defence against Archakon's horde.

More messengers were sent south, with promises of riches, pardons and other incentives to any who would heed the Emperor's call. Of course, there were a few dissenting voices who warned that the rogues of the Border Princes were fickle allies and as likely to turn on the Emperor as they were to aid him.

UNEXPECTED COUNSEL

On the thirtieth day of the conclave, the Counts, wizards, Kislevites, Marienburgers, Dwarfs and priests found themselves roused early from their beds by the servants of the Emperor. Grumbling at such rough treatment, their complaints soon subsided when they realised this could mean Karl Franz was ready to make his declaration. However, after a hurried breakfast, the councillors were not taken to the audience chamber, but instead led to the ramparts of the palace overlooking the Reik. There Karl Franz waited for them, wrapped in a heavy cloak against the cold winds blowing from the west. For a long while they stood peering over the parapet and muttering amongst themselves, wondering what the Emperor was up to. They wondered if the strain had finally affected his mind. Then, as they started talking about going indoors out of the inclement weather,

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Karl Franz called on the counsellors to stay, and pointed westwards.

The assembled dignitaries pressed against the battlements and peered through the dispersing morning mist, as the sun began to glint on the waters of the Reik. There was movement in the distance, a whiteness amongst the grey of the fog. Within minutes, it became clear that it was a sailing ship, gleaming white, its prow fashioned in the shape of a hawk. The advisors and Counts fell silent as they realised it was an Elf ship. There were derisive snorts from the Dwarf contingent, who stamped angrily from the rampart, scowling and muttering to each other in their gruff tongue.

The ship moved effortlessly along the river, mooring silently at the palace's quay, and a single figure disembarked. Swathed in blue robes and leaning heavily on an ornate staff, the figure made his way up the path to the gatehouse, as the council members nudged each other aside and strained over the parapet to gain a better view. As the Elven visitor entered the palace, they followed the Emperor back to the audience chamber. The Elf was waiting for them there, leaning on his staff, his gaze distant. There they were joined again by the Dwarfs, who darted suspicious glances at Karl Franz, suspecting him of some kind of trickery or foul play.

Karl Franz introduced the Elf as the fabled Teclis, the High Mage who had helped the Empire during the Great War and founded the Colleges of Magic. As they looked upon Teclis, his piercing eyes swept over the councillors, some flinched immediately from that knowing stare, others met his gaze for a few seconds. Later they spoke of the bottomless wisdom held in those eyes, as if their souls were open to view. They listened without comment as Teclis spoke, his lilting voice carrying easily to the corners of the hall.

"I have come, as I came to you over two centuries ago," the Elf told them. "Four lifetimes in your reckoning, less than a generation in ours. Though the people of the Phoenix King have our own woes, the time has come again when our paths must cross, for the fate of the world will hang in the balance. No race can stand aside against the threat that gathers in the cold wastes of the north. Not alone the mighty numbers of men, nor the stone walls of the Dwarfs, nor the fleets of Ulthuan will hold back the tide of darkness if we are divided."

The Dwarfs had a growling conference amongst themselves before Snarri Thungrimsson stomped forward.

"A curse upon all Elves," he spat. He turned and addressed the others.

"Though the memories of others may grow dim with time, the Dwarfs

remember the wrongs done to them, and few are they greater than the treachery of the Phoenix King and his beardless kin. But, before the deceit of the beard-maimers, the Elves and Dwarfs stood side-by-side on many occasions to face the hordes of Chaos and put aside their differences during the time of Magnus. Though we shall never forget the wrongs they did us, we shall not let it be said of us that we would rather damn the world than listen to an Elf. When the horns sound from the walls of Karaz-a-Karak, the Dwarfs will heed them and if need be we shall march at the side of the Elves."

Karl Franz looked pensive and asked Teclis if he brought an answer from the Phoenix King. No one else knew the question that had been asked, and had not known even that a message had been sent. Teclis' reply was short.

"Yes," is all he would say.

THE CALL TO ARMS

And so the great defence of the Old World was set in motion. Karl Franz decreed that the Elector Counts begin assembling their armies, and promise free passage and assistance for any Dwarf travelling through their lands. The ships of the Elves would patrol the Sea of Claws to guard against the Norse longships, and could dock at Marienburg whenever they required, to receive supplies or converse with their kin in the large Elven quarter.

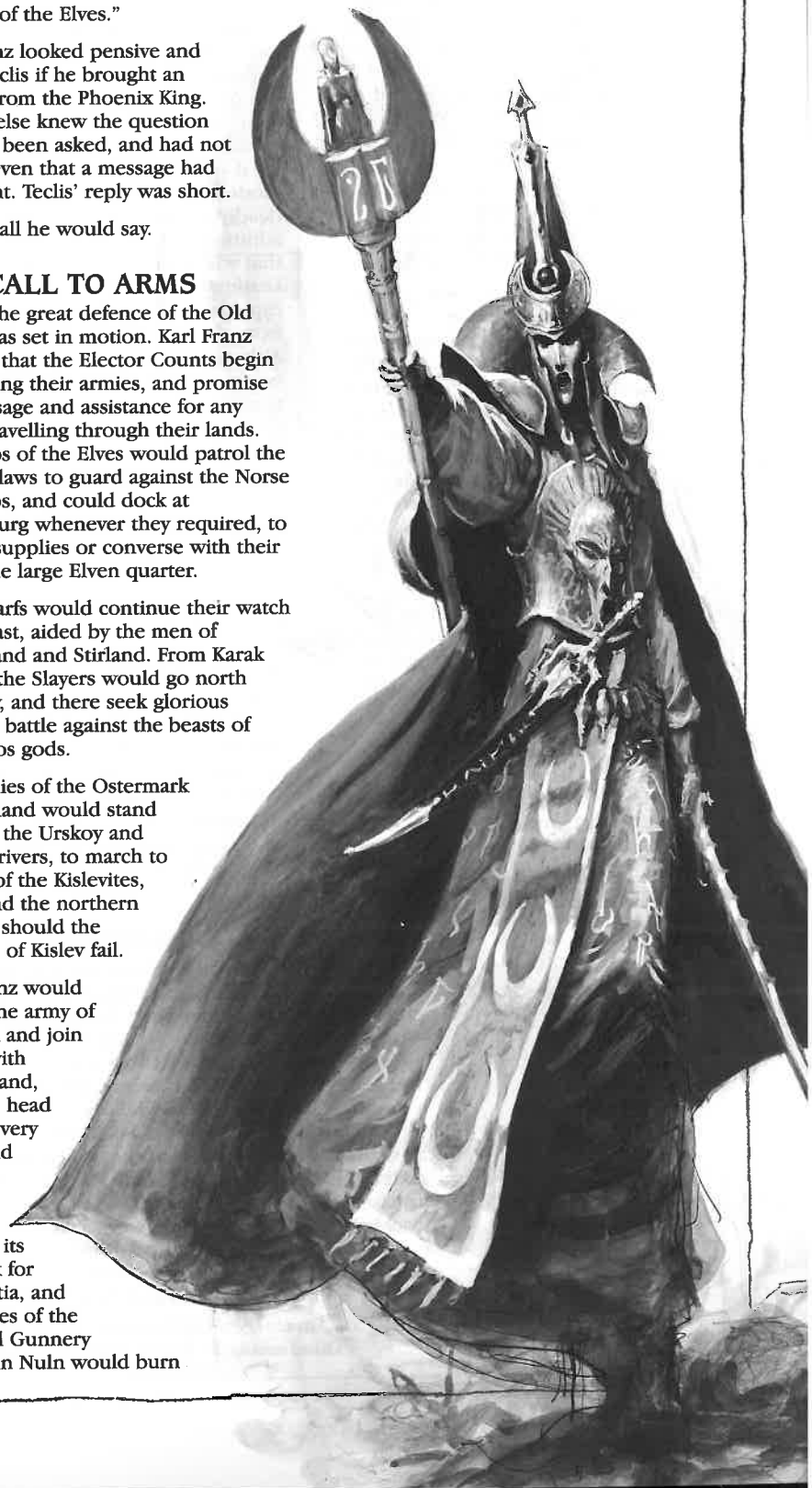
The Dwarfs would continue their watch to the east, aided by the men of Wissenland and Stirland. From Karak Kadrin, the Slayers would go north to Kislev, and there seek glorious death in battle against the beasts of the Chaos gods.

The armies of the Ostermark and Ostland would stand ready at the Urskoy and Talabec rivers, to march to the aid of the Kislevites, or defend the northern borders should the strength of Kislev fail.

Karl Franz would gather the army of the Reik and join forces with Talabecland, ready to head north. Every town and village would begin training its menfolk for the militia, and the forges of the Imperial Gunnery School in Nuln would burn

day and night manufacturing cannons and guns. The heads of the College Orders would put out the call for all their wizards trained in battle magic to return and give their services free of charge, and Ar-Ulric and the Grand Theogonist were to spread the word to their followers to prepare for war.

Whatever Archaon was planning to unleash upon the Empire, Karl Franz swore that the Lord of the End Times would not find them unprepared.



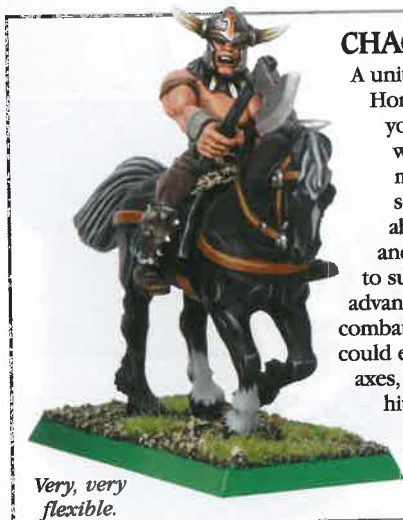
Geoff Leong, a Warhammer veteran, gives us a detailed look at one of the most underestimated, yet potentially devastating, troop types around: Fast Cavalry.

While by no means a new phenomenon, Fast Cavalry have come into their own as a force to be reckoned with on the battlefields of the Warhammer world. From the swift and stealthy Dark Elf Dark Riders and the hot-headed Empire Pistoliers, to the barbaric Chaos Marauder Cavalry and mouldering Undead Dire Wolves, Fast Cavalry can be used in quite a number of Warhammer armies. While on the surface they seem relatively weak and fragile, the speed and agility of these forces can become a crucial component of a well-executed battle strategy.

FAST WHAT?

Fast Cavalry are the scouts and outriders of your armies, designed to harass the enemy, gather intelligence and support friendly troops once combat is joined. In general, they cannot win a battle on their own, but they do provide a critical piece of a comprehensive battle plan.

Your Fast Cavalry units provide you with a versatile force that has exceptional mobility to ensure that they are where you need them at the right time. The ability to reform at will throughout the Movement phase allows them to quickly zip off in the direction required and fit through small gaps in units and terrain. Although they can only charge units in their front arc, the ability to reform freely gives them a movement comparable to skirmishers, and Fast Cavalry units are able to negate the rank bonus of enemy units when they execute a flank or rear charge. Though



Very, very flexible.

CHAOS MARAUDER HORSEMEN

A unit almost spoiled with choices, the Marauder Horsemen can be customized for whatever mission you wish them to undertake. At 13 points each with hand a weapon, you can get a cheap, mobile troop type ideal to play the role of bait screen for your more expensive troops. With the ability to add shields, spears, flails, throwing axes, and throwing spears, you can customize your unit to suit your particular army's needs. You can take advantage of the +2 Strength in the first turn of combat from flails to add a close combat punch, or you could elect to equip your Horsemen with throwing axes, using the +1 Strength and increased chance to hit (thrown weapons do not suffer from to-hit penalties for shooting or long range).

Advantages: Can customize for any mission.
Disadvantages: They're not Chaos Knights!

RAPID RESPONSE

Tactics for using Fast Cavalry

DARK RIDERS

The emissaries of the Witch King come in at 18 points per model, complete with a spear and light armor. With a Movement of 9" and a march move of 18", these units can quickly become a thorn in your opponent's side. If you need a multi-role unit, Dark Riders are ideal – for another 6 points per model you can arm them with the deadly repeater crossbow in addition to their spears. Combine that with Elven Ballistic Skill and Leadership, and you have a unit capable of inflicting damage far from the General's influence. Although this unit can be a bit costly with the addition of repeater crossbows, the fact that they are a Core Unit make them a must for Dark Elf armies.

Advantages: Good leadership; repeater crossbow; multi-role unit.
Disadvantages: High points cost.



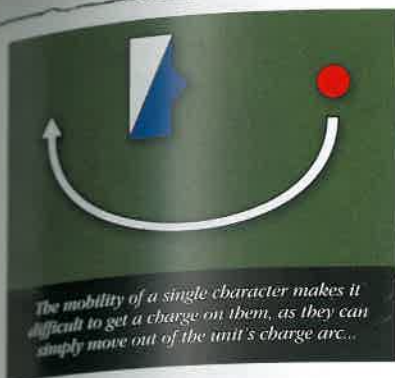
Dark Elf Fast Cavalry is expensive, but can perform a multitude of roles.

they do not have the 360-degree charge arc like skirmishers, Fast Cavalry can shoot missile weapons in a full 360-degree arc. In addition, Fast Cavalry may shoot even if they performed a march move, which gives their missile weapons a tremendous reach. The final benefit of Fast Cavalry is their ability to move after rallying from a Flee reaction to a charge. This ensures that Fast Cavalry do not lose their movement capabilities after baiting an enemy.

DISRUPTION – BREAK THE LINE!

While most units are designed to hold a friendly battle line, Fast Cavalry excel at disrupting and confusing the enemy battle line. If you are able to disrupt your opponent's formations while keeping your own battle line intact, your forces will have a tremendous advantage once you initiate close combat.

The first way to accomplish this goal is to quickly move your Fast Cavalry units towards the enemy battle line and ensure that they get within 8" early in the game to stop march moves. This greatly slows down the affected portions of your opponent's army, which will often result in an uneven advance and, if your opponent is not very careful, a piecemeal attack on your own battle line. If your army has significant shooting power, this can have the added advantage of giving you a precious turn or two more to fire on your enemy as they skedaddle across the battlefield. This tactic depends mainly upon mobility, so all Fast Cavalry units are effective in this role, but watch out for the Dwarfs – with a move of only 3" they rarely move out of their battle line anyway, but if they do, their Relentless special rule (which allows them to march even when they are within 8" of the enemy) means that this manoeuvre simply won't affect them.



Another way to disrupt the enemy formation is to bait key units into charging your Fast Cavalry, who can then flee and (hopefully) reform in their own turn. Your goal is to present seemingly easy prey for the desired charge. This tactic is especially useful when the enemy unit you wish to bait is frenzied, as they will be forced to charge if you are within range. Once the charge is declared, you either stand and (most likely) sacrifice your unit or you can flee, which should get your unit quickly out of harm's way, and in your following turn they can hopefully rally and present themselves as a target again. Be careful of fear-causing troops, however – if your Fast Cavalry fail their fear test and flee as a result of being outnumbered, they are not then able to move freely if they rally. If at all possible, you want to present a slightly off-centre facing upon which to accept the charge. This is called diverting. I have found that units such as Dark Riders with repeater crossbows, Empire Pistoliers, and longbow armed Glade Riders are especially effective in this role – even the little damage they can cause with their missile weapons can often make them good bait.

A final way to disrupt your opponent is to use Fast Cavalry as 'bait' during deployment. By deploying your Fast Cavalry units far away from your main force, you may force your opponent to deploy units equally far from his main force to 'counter' your Fast Cavalry. Once the battle has begun, however, the mobility of your Fast Cavalry allows your unit to quickly rejoin the fight, whereas the enemy units will likely be out of the action far longer.

ASSASSINATION – SEARCH AND DESTROY

Single characters and war machines can be very difficult to deal with using standard missile infantry. Characters cannot be targeted if they are within 5" of a friendly unit and the fact is that most shots at a war machine will strike the tough war engine rather than the softer crew. Fast Cavalry can easily solve these problems for you.

For lone enemy characters, the ability to march move and still fire means that your shooters can often get into a position where it is legal to target an enemy character who is skulking next to a unit for

BRETONNIAN MOUNTED SQUIRES

At 16 points each with both a spear and bow and the option for a shield, Mounted Squires are a solid unit who can perform all Fast Cavalry roles. The biggest advantage for Mounted Squires is that Bretonnian Knights do not need to make a Panic test if a non-Knight unit (such as Mounted Squires) are destroyed by shooting or broken in combat. This can be a big advantage if you choose to use your Squires as bait to protect your Knights (although the Blessing of the Lady of the Lake, which means that your opponent's models must roll a 4+ to even be able to target your Knights, should minimize the impact of enemy shooting at your Knights). This unit does take a Special Unit slot, which could minimize the number of units available to you.

Advantages: Multi-role unit.

Disadvantages: Special unit choice.



A solid Fast Cavalry choice, but they will take up one of your Special Unit choices.

cover. Whereas normal missile infantry cannot target this individual, Fast Cavalry can use its mobility to ensure that the character is the closest target and thus no longer protected by a nearby unit. Once you pull this off a few times, your regular opponents will begin to put these characters in units, greatly reducing their flexibility and lines of sight. You can also attempt to kill lone enemy characters in close combat, but the mobility of a single character on foot makes this difficult without the coordinated use of multiple units. Because of this, a unit of missile-armed Fast Cavalry, such as Empire Pistoliers or Chaos Marauder Horsemen with throwing axes, are perfect in this role.

Enemy war machines, on the other hand, are far easier to kill in close combat than by shooting. The lack of mobility of war engines and the relatively poor fighting prowess of their crews makes them prime targets for a charge from a Fast Cavalry unit. Once around any defending enemy units, Fast Cavalry should be able to account for an enemy war machine on most occasions. Chaos Marauder Horsemen with flails and Undead Dire Wolves with their Strength 4 on the charge (due to their Slavering Charge special rule) are ideal to take out war machines in this manner.

ENCIRCLEMENT – CUT 'EM OFF

The most desirable aim of any unit is to charge an enemy in its flank or rear. In Warhammer, the devastating impact of this move is represented by the loss of rank bonus for the unit being charged from the flank or rear if you have a unit strength of 5 or more. Given the ebb and flow of the battle, it is very difficult to provide specific tactics. However, in general, this tactic is most effective when a Fast Cavalry unit is

used in conjunction with another unit, such as a ranked infantry formation. The key is to ensure that you manoeuvre your units so that the enemy cannot reform in such a way as to place both your units in his unit's frontal arc, or block your Fast Cavalry somehow. One thing to remember in this situation – if your opponent does turn to face your Fast Cavalry unit, you have often won an important victory, even if you never charge him. By turning to face your mobile Fast Cavalry unit, your enemy has essentially taken the target unit out of the fight for two to three turns (i.e. one turn to face your unit, a second turn to reform towards the battle, and a third turn to resume movement). By the time the unit turns back around to re-enter the battle, the game is almost over. Again, as mobility is the key in this situation, both shooters and fighters can perform equally well.

There will be times when the target unit does not turn to face your Fast Cavalry. At this point, you must make the choice of whether or not to charge. There is no right answer, but definitely some things to consider. First off, do you still have a Unit Strength of at least 5? If not, it would be folly to charge – you no longer negate rank bonus and do not receive the combat modifiers for a side or rear charge. This seems to be common sense, but I know that I have forgotten it in the heat of battle. Even with a Unit Strength of at least 5, the Fast Cavalry unit (without a Standard Bearer) will most often start close combat with a combat resolution one lower than the target unit. This can be overcome with a good close combat round, but is still an important consideration. This relates to the goal of your attack – if your goal is to destroy the target unit, you want to ensure a favourable combat resolution score. If you are happy enough just tying them up, a lower combat resolution score may be sufficient.



Cheap but unpredictable, Wolf Riders make up in sheer numbers what they lack in strength.

GOBLIN WOLF RIDERS

The cheapest Fast Cavalry unit in the game at 10 points each, these ladz can be upgraded with spears, short bows, and shields to make a decent multi-role unit. Since they are a Core Unit, they can be rather numerous in your force, but this unit is especially fragile. With a Leadership of only 6, it won't stick around long when the going gets tough. They also suffer from Animosity, meaning that they may just decide to squabble amongst themselves rather than do what you want them to do.

Advantages: Cheap; multi-role unit.

Disadvantages: Low Leadership; Animosity.

BAIT

Fast Cavalry units are easily faster than their heavily armoured counterparts, but they rarely have the combat power of heavy cavalry and are significantly cheaper to field. Most enemies will unleash all the shooting at their disposal at a heavy cavalry unit, trying to stop them from coming into close combat. While the speed of cavalry in general means that your heavy cavalry do not have to withstand this fusillade for long, even a turn of dedicated shooting can critically weaken such a unit. Your Fast Cavalry are an ideal solution to this problem – they can easily keep up with the heavy cavalry and have the manoeuvrability to place themselves as required to minimise exposure of your more expensive units. By placing themselves in the line of fire between enemy missile units and your heavy cavalry, Fast Cavalry can provide a mobile missile shield for your shock units. There are a couple of important things to remember when performing this manoeuvre, however.

First, you need to make sure that your Fast Cavalry are positioned so that they block line of sight as completely as possible. This can often be accomplished by closing with the enemy missile units. Where possible, you would like to block as many units as you can. This can be accomplished through the use of terrain – essentially using your Fast Cavalry unit to artificially 'extend' a piece of terrain that blocks enemy line of sight.

The second item is to make sure that your Fast Cavalry do not block the charge of your heavy cavalry unit. A missile screen is great, but if it means that your heavy cavalry cannot now charge their intended target, your plan has backfired.

The last consideration can really hurt you if you don't take heed. Make sure that your Fast Cavalry unit is more than 4" away from your heavy cavalry unit. Since you are using the Fast Cavalry as bait and are hoping that your enemy targets them instead of the

heavy cavalry, your Fast Cavalry unit will often be destroyed in the Shooting phase. This will cause a Panic test for friendly units within 4". By keeping your heavy cavalry unit further away from the potentially doomed Fast Cavalry unit, you ensure that you don't have to worry about this test. It bears noting that this does not apply to units which are Immune to Psychology, such as Undead Black Knights and Chaos Knights of Slaanesh.

FAST CAVALRY 101

All right, you say, all good thoughts, but the question remains as to how to actually accomplish any of these missions in a real battle. While we don't have the space to address every situation, we can discuss some general principles that will help you get the most out of your Fast Cavalry units: composition and manoeuvre.

SO, WHAT'S OUR JOB?

The first thing to decide when putting together a Fast Cavalry unit is what part they play in your battle strategy. If your



HIGH ELF ELLYRIAN REAVERS

Like their decadent cousins, Reavers cost 18 points each with spear and light armour. Just as quick as their Dark Elf counterparts, this unit will swiftly get to grips with the enemy. You have the option of either replacing your spear with a bow or adding a bow in addition to the spear, giving you the ability to create a single role or multi-role unit. Again with the typically exceptional Elven Ballistic Skill and Leadership, this unit is a solid investment. However, Reavers are a bit costly when armed with bows. Also, the fact that they are a Special Unit means that they compete for spots with the likes of Chariots, Swordmasters, and Dragon Princes... not an easy choice.

Advantages: Good Leadership; multi-role unit.

Disadvantages: High points cost; Special Unit.

Again, a Special Unit choice, but just as effective as their Dark Elf cousins.

biggest concern is to search and destroy enemy war machines, you'll probably lean more towards a strong hand to hand unit. If you want to break the line, a missile-armed unit is often better bait. Although some units can perform either function, it is still helpful to keep clearly in your mind the unit's primary mission. The focus of the unit will drive the rest of your unit's composition decisions.

UNIT COMPOSITION – WHO'S IN?

The composition of Fast Cavalry units is an important factor in their abilities on the field of play. Perhaps one of the more contentious issues among players is how many models are 'ideal' for such a unit. Almost all Fast Cavalry units have a minimum size of five models, although there are few people who would argue for a unit size of more than ten, so let's consider the pros and cons of these two extremes.

A unit size of five makes it easier to zip around the enemy, staying out of charge arcs and essentially playing a 'hide and seek' game with your opponent. However, this small unit size is vulnerable to concentrated missile fire and can easily be reduced to only two models, which lowers its Unit Strength below five and means that the unit is no longer capable of negating an enemy's rank bonus. You should also remember that if a character joins this unit, you need only take a single casualty before enemy shooting can begin to hit the character.

A unit size of ten, on the other hand, is more cumbersome to manoeuvre on the battlefield, and may prove difficult to keep out of enemy charge arcs. In addition, since Fast Cavalry do not receive any combat bonuses for ranks you tend to pay for a useless second rank of troopers in close combat. It can also be difficult with this large a unit to bring all your shooters

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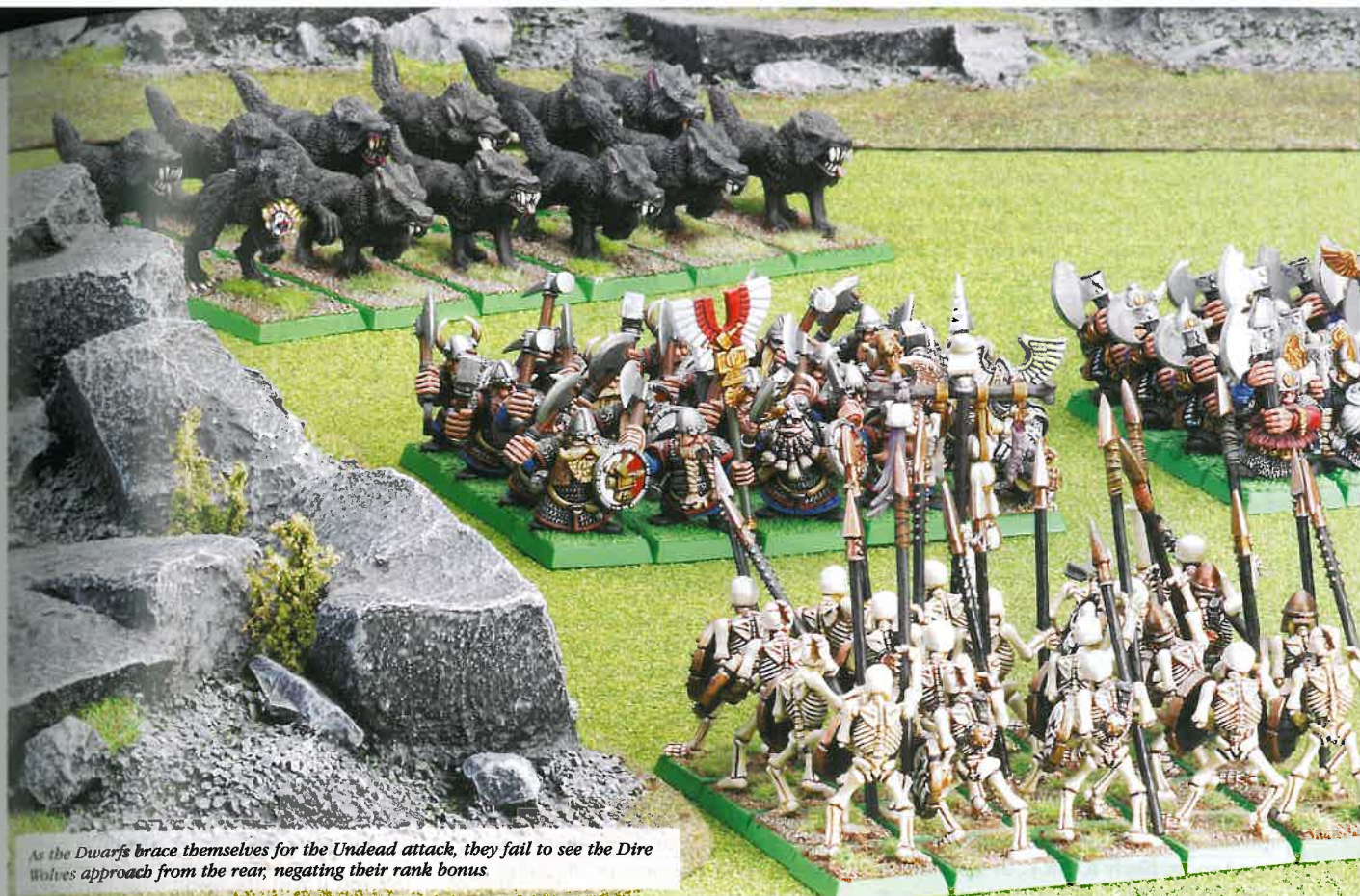
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As the Dwarfs brace themselves for the Undead attack, they fail to see the Dire Wolves approach from the rear, negating their rank bonus

to bear on a single target, although you could split your fire between targets in your front and rear arcs due to the Fast Cavalry unit's 360-degree arc of fire. The biggest benefit of a unit this large is staying power – you have a significant ability to absorb wounds while still being able to remove enemy rank bonuses. This size of unit is ideal if you are using it as shooting bait, since it can take significantly more casualties and still cover your more expensive heavy cavalry.

Sometimes it is worthwhile using Fast Cavalry in larger units if the troops used cause fear, such as Dire Wolves. With a Unit Strength of 2 per model it is often the case that enemies will be outnumbered by your Fast Cavalry unit and will flee when a fear test is failed, thus giving you the run of his flank.

I personally use Fast Cavalry in units of 5 or 6, relying on my manoeuvrability to keep me from harm, but there is no right answer. You simply need to try out different unit sizes to see what works best for your troops.

UNIT COMMAND – WHO'S IN CHARGE HERE?

Now that you have a favourite unit size, the next question is whether or not to include a Musician, Standard Bearer and/or Champion in a Fast Cavalry unit. Again, the answer varies with your style, so we'll examine the advantages and disadvantages of each.

A Musician is a great addition to any Fast Cavalry unit that can have one. The +1 Leadership on a Rally test that the Musician provides is a critical benefit to a unit that will most often be well outside the range of the General's Leadership. In addition, as the lowest points cost upgrade available, the advantages of a Musician in a Fast Cavalry unit are almost too good to pass up. If you plan to use your unit as bait for a charge, you have a much greater chance of rallying after you flee if you include a Musician.

A Standard Bearer is a trickier decision. You will only benefit from the Standard if you engage in close combat, and do not forget that your opponent can get a hefty +100 Victory points for this item if you are beaten or destroyed in close combat. As such, these should be reserved for special situations, since they are a bit more difficult to fully exploit. I personally run three Fast Cavalry units with my Dark Elf army, only one of which is equipped with a Standard Bearer. Remember that a Fast Cavalry unit with a Standard Bearer will become a huge target of enemy attention but, used wisely, can swing a critical fight in your favour.

A Champion is an even harder choice most of the time. Although an Empire Marksman in a Pistolier unit can augment both the shooting and close combat ability of his unit, most Champions can only assist one or the other. The answer then comes down to

two things – use and cost. If you have a Champion that augments your unit's shooting and you wish to employ your unit in a shooting role, he may be worthwhile. Likewise, if your Champion provides you additional close combat attacks for a unit designed to engage the enemy, this could tip the scales in your favour. Either way, you must have the points to make this a feasible addition.

CHARACTERS – WHO IS REALLY IN CHARGE?

As alluded to in the discussion of unit size, the last decision is whether or not to include a character in a Fast Cavalry unit. Mounted characters are allowed to join a Fast Cavalry unit, but they do not benefit from its shooting rules, which means that a character who joins the unit cannot shoot if the unit marched and cannot shoot in a 360 degree arc. Therefore, characters are far more effective at adding close combat rather than shooting power to a Fast Cavalry unit.

If you do intend to utilize a Fast Cavalry unit to engage the enemy in close combat, a mounted character can greatly enhance the effectiveness of your unit. The higher Leadership (in most cases) that a character brings, along with the fighting ability of combat characters, can ensure that a Fast Cavalry unit really packs a punch. For me, the addition of a mounted Dark Elf Noble with heavy armour and a lance to a Dark Rider

HOBGOBLIN WOLF RIDERS

Very similar to their Goblin cousins, this unit is only slightly more expensive at 11 points each. They can also be equipped with bows and shields, but lack the option for spears. This means that the Hobgoblins cannot get the +1 Strength on the charge that spears impart, and that this unit will not be able to exceed Strength 3 for any of its attacks. This unit also suffers from low Leadership and Animosity, much like the Goblin Wolf Riders. This unit is Core, but does not count against your minimum Core Unit requirement, which will limit the number of units you can employ.

Advantages: Cheap, multi-role unit.

Disadvantages: Low Leadership, Animosity.

No spears mean weakened attacks; low Leadership; Animosity.



unit transforms the unit from a harassment force to one capable of winning a flank charge against a ranked opponent. The addition of a mounted Warrior Priest to an Empire Pistolier unit can be particularly effective against Chaos, Skaven and Undead, where the Hatred this model imparts to his unit means the already massive combat punch of the Pistoliers' charge is now even more likely to hit your opponents and do damage.

However, the addition of a character to a Fast Cavalry unit is not without its drawbacks. The unit itself is still fragile and can be easily destroyed by

concentrated missile fire. Also, without the benefit of ranks and outnumbering to back up your character, your unit can still easily lose close combat against ranked opponents, especially if the enemy is astute and places their own characters in a position to engage you. The inclusion of a character in a Fast Cavalry unit must always be viewed as a calculated risk, and one that tends to lean heavily one way or the other.

MANOEUVRE

The Fast Cavalry unit is all about manoeuvre. The key to using such a unit correctly is to ensure that you

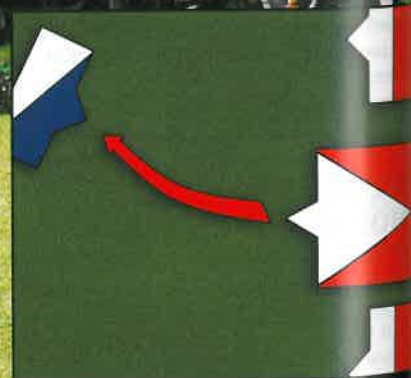
coordinate the manoeuvres of the rest of your army with this highly mobile force. There is no single solution to manoeuvre against every opponent, but there are a few basic concepts to remember when using Fast Cavalry.

USE TERRAIN TO YOUR ADVANTAGE

Fast Cavalry are extremely vulnerable to enemy missile fire and, as such, must be shielded for as long as possible. By using your unit's ability to reform throughout movement, you can closely follow terrain without losing mobility. Dancing back and forth among a stand of trees, a ruined building or a hill may seem like a waste of a turn of movement, but if it gets you closer to where you want to go without exposing you to a withering hail of enemy arrows it may be worth it. This is not to say that you should hide simply because of the presence of enemy archers, but that you should carefully weigh the danger against the potential benefit of such a move. If you are able to use terrain to cover your advance, you can often cross the field with only minimal risk to your Fast Cavalry units.

Even if you are using your Fast Cavalry as bait to screen your more expensive heavy cavalry units, you must still take terrain into account. You still need to evaluate the terrain to determine where your enemy can bring your

Goblin Wolf Riders attempt to entice Chaos Warriors away from the battle line.



Pull that unit out of the battle line... at whatever the cost.

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units under fire. Your Fast Cavalry unit, with its high mobility, can then be used to block enemy line of sight or threaten exposed missile-armed units. By knowing where you want your heavy cavalry to go, you can keep your nimble Fast Cavalry ahead of them to absorb expensive missile casualties.

The proper use of terrain can have the added benefit of helping to set up flank charges on advancing enemy units. It is very difficult for your opponent to maintain the coherence of a battle line as it advances around difficult or impassible terrain, which presents a perfect opportunity to isolate portions of the enemy force.

REFORM!

The key to the mobility of Fast Cavalry is their ability to reform as many times as they wish during the Movement phase without any movement penalty. Most units may only reform once in a Movement phase – and they give up their entire move and their opportunity to shoot when they do. Fast Cavalry give up neither. This ability allows Fast Cavalry to reform as necessary, to slip through gaps in the terrain or the enemy battle line that may be too small to fit through with a ranked unit, and then use their missile weapons to shoot. It is important to remember that you are still not allowed to travel within 1" of an enemy unit – you can only come this close when you are charging. Also, you must make sure that, even with

EMPIRE PISTOLIERS

For only 19 points per model, this unit really packs a punch both in shooting and close combat. Pistols do not have any shooting penalties for moving or for firing at models over half range, which means that your Pistoliers will be hitting on a 4+ most of the time. Add in the fact that your pistols are armour piercing, and your opponent is now making saves at -2! This gets even better in close combat, where the Fusillade special rule comes in. This rule means that, unlike most mounted models, Pistoliers are able to use two pistols when they charge, making a massive attack. A unit of 5 Pistoliers has 10 Strength 4 pistol attacks... and then their horses hit. Their major weakness is Leadership – with a Leadership of only 7, this unit can easily fail a critical Panic test and, without the option for a Musician, you will always have to rally on a 7 as well. In addition, since this unit takes up a Special Unit slot, it is competing with Greatswords, Cannon and Mortars for a place in your army.

Advantages: Pistols; Fusillade Attack.
Disadvantages: Leadership 7; no option for Musician; Special Unit.



Low Leadership, but they pack a punch – both in shooting and hand to hand combat.

the reforming, none of your models moves further than its maximum movement distance. I find that the easiest way to ensure this is to measure movement along my intended path from the furthest model in the unit.

TOO CLOSE OR NOT TOO CLOSE...

More often than not, if your Fast Cavalry unit is close enough to stop your opponent's march moves in his Movement phase, his troops will still be close enough to you to stop your Fast Cavalry's march moves in your turn. While not always the case – the enemy may move further away so that you can march them – it is important to remember that you may restrict your own unit's movement as well as that of your opponent. This is most critical when you are still in the frontal arc of your enemy's battle line. If you move close enough to be able to stop a march move, you may not have enough movement in your next turn to get around the enemy's units and into the rear area of his forces. While this may not adversely affect your battle plan, you must ensure that you take these consequences into account when manoeuvring. Simply put – stopping march moves will probably mean giving up your Fast Cavalry's ability to march as well.

MAKE A HOLE

Sometimes it is relatively easy to move around the enemy battle line, but this is not always the case. If your opponent has used either favourable terrain or canny deployment to anchor his battle line, the usefulness of your Fast Cavalry units can be significantly diminished. Without the ability to

FLESH HOUNDS

At 16 points each, Flesh Hounds are a very affordable choice in a Chaos Daemon army. They are obviously Daemonic, meaning that they cause *fear*, but also suffer from Instability. In addition, since being Daemonic also makes them Immune to Psychology, they cannot flee as a charge reaction, making them a bit more difficult to use to divert enemy units out of a battle line. However, they wouldn't flee anyway as they're *Frenzied* meaning that, in addition to being Immune to Psychology, they get an additional Attack and are required to charge an



Not as flexible thanks to their inbred Frenzy, but highly resistant to Magic.

enemy unit if that unit is in range. This tends to make them a bit less controllable, but the additional combat punch is often worth it. In addition, these little beasts have Magic Resistance (2), giving you an extra two Dispel dice to stop any spells which target them. This usually means that few opponents will be able to harm this unit using magic. Also, remember that if you are using a Daemonic Chaos force, Flesh Hounds do not count towards your minimum Core Unit requirement (if you are using a Mortal Chaos army, they're a Special Unit, so this doesn't matter).

Advantages: Magic Resistance; Frenzy.
Disadvantages: Frenzy: don't count towards Core Unit requirement.

manoeuvre into the flank or rear areas of the enemy advance, your Fast Cavalry units are often forced into a break the line mission as the only course left to them. In this case, you have two options – either accept this reduction in your Fast Cavalry's effectiveness or force an opening in the enemy battle line for them to exploit. You can create this opening in a couple of ways: your Fast Cavalry could attempt to break the line and pull units out of formation in failed charges, or you can do it the old fashioned way – brute force. A solid unit of heavy cavalry can punch a hole through your opponent's line, paving the way for your Fast Cavalry to manoeuvre through (Chaos Knights, Empire Inner Circle Knights, and Dark Elf Cold One Knights are superb at this role). If the enemy unit flees, your Fast Cavalry can move through the hole in your turn. Even if the enemy unit stands and is beaten in combat, your opponent will have a difficult time covering the now gaping hole in his line. This is a risky tactic, and should only be used when you are quite sure of your ability to break the unit in question on the charge.

THE CHARGE OF THE (VERY) LIGHT BRIGADE

Fast Cavalry units are definitely a powerful force, but they are also quite fragile. When used to their maximum ability, an enemy Fast Cavalry unit can turn the tide of the battle against you with a well-timed flank charge or the untimely demise of a character or war

machine. Now that we have evaluated how to use Fast Cavalry correctly, we will consider how to counter them effectively. You must remember that it is not important to actually kill a Fast Cavalry unit to counter it – you must simply limit its effectiveness and minimise its impact. An enemy Fast Cavalry unit may try to use terrain to advance on your position, but if you can force that unit to stay in cover the entire battle, they have done nothing and you have effectively countered them.

WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES

With their consistently average Toughness and low armour save, Fast Cavalry units must always fear missile fire. The key to countering Fast Cavalry with missile fire is to ensure that you will be able to bring as much fire to bear on them as possible, and there are two key things to remember: mobility and deployment.

Since your enemy will often attempt to sweep around your flanks while staying out of your fire arcs, the use of missile troops who can move and fire is critical to countering Fast Cavalry. The ability to reposition your shooting troops to bring the Fast Cavalry into your fire arcs allows a single unit of missile troops to cover a wide area of the board and protect your flanks and rear. Standard crossbows or Empire handguns must depend on deployment, rather than mobility, to counter Fast Cavalry. Some war machines can also be used in this role, including Repeater Bolt Throwers,

the Empire Volley Gun, the Dwarf Organ Gun, and (while not technically a war machine) the Skaven Ratling Gun. Several magic lores also offer *magic missile* spells with D6 or 2D6 hits, such as Fiery Blast or Crow's Feast. The key is the ability to provide a large number of hits on a unit in a single Shooting phase. War machines such as a cannon, a bolt thrower, or a stone thrower may be able to kill one or two models in a Fast Cavalry unit, but these machines have little chance of destroying the unit outright, leaving your expensive war machine vulnerable to a charge from the Fast Cavalry unit. The key to success here is the ability to quickly reduce a Fast Cavalry unit so that it can no longer accomplish its intended mission.

If your enemy is using his Fast Cavalry unit to screen more expensive troops, the key to success is the appropriate timing of your shooting. Guess range weapons such as an Empire Great Cannon or Goblin Rock Lobber are ideal for destroying heavy cavalry – the fact that their hits ignore armour means that they make a mockery of even the most heavily armoured knight. Since guess range weapons must be fired before other shooting, you will not be able to fire past a well-placed screening unit. However, there are several other war machines such as the Bolt Thrower, the Empire Volley Gun, and the Dwarf Organ Gun which are also quite adept at destroying heavy cavalry units. If you use other shooting to destroy or deplete a screening Fast Cavalry unit before shooting your heavier weapons, you can often open up a line of sight to the unit they are attempting to protect. A final note on this tactic is positioning – if you are able to position your war machines on elevated terrain, they can ignore the screening Fast Cavalry altogether and fire into the troops beyond.

Initial unit deployment is always a critical phase of any battle, but is made even more so when the threat of Fast Cavalry units is involved. You must make a careful review of terrain to ensure that your shooting units, especially those move-or-fire weapons such as crossbows and Empire handguns, are positioned to cover likely avenues of approach for Fast Cavalry. When you do this, keep in mind the mobility of the Fast Cavalry units in question and make sure that the enemy cannot move them around your position without giving you the opportunity to fire on them. Since Fast Cavalry are not the only worthy target for your missile troops, it may be quite difficult to properly seal all your flank areas, but it is important to keep in mind which areas are covered and which are not so that you are not surprised when the enemy Fast Cavalry suddenly appear.

Skirmishers are excellent for negating Fast Cavalry, as are units of flyers such



As heavily armoured as Fast Cavalry can be, but they will cost you. Their ability to move freely through woods cannot be over estimated.

WOOD ELF GLADE RIDERS

At 21 points each, this is the most expensive Fast Cavalry unit, which will limit the number of them that can be used. However, to make up for this, you get a 4+ armour save from the combination of light armour, shield, and your Elven Steed – this is the best armour available to a Fast Cavalry unit. For a little bit of missile punch, you can upgrade a unit to long bows, but you will sacrifice both your spear and shield to do this. Because of this, Glade Riders tend to be useful in a single role – either close combat or shooting. Don't forget however that, as Wood Elves, this unit can move freely through woods. This can be a nasty surprise as your Glade Rider unit pops through a wood that your enemy thought was safe. Also, don't count out their Leadership of 8, which can be very useful for units often far from your General's Leadership.

Advantages: High Armour save (for Fast Cavalry); Good Leadership; movement through woods.

Disadvantages: High point cost; single role.

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as Fell Bats. Armies that are composed mostly of combat troops should really include something that can negate Fast Cavalry, because otherwise your flanks and rears will be very vulnerable.

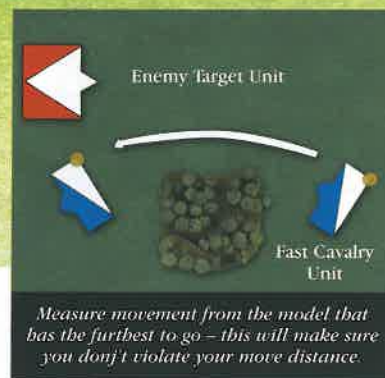
CHOP 'EM UP GOOD

When a Fast Cavalry unit chooses to charge you, combat is often stacked in their favour. If you can charge them, however, the low Toughness and poor armour saves of Fast Cavalry troops means they will sustain significant casualties. Most of the time, you will not be able to get a ranked unit into range to charge a Fast Cavalry force, but skirmishers and well-armoured characters are excellent for hunting Fast Cavalry. Even Fast Cavalry that are designed as missile units will have a difficult time getting sufficient kills to significantly deplete a skirmish unit. Since your skirmishers do not have to worry about combat resolution bonuses for ranks from a Fast Cavalry unit, you have a much better chance of winning combat on the charge. Characters, while often a target of Fast Cavalry units, can significantly augment a skirmish unit in this role, and will often make short work of enemy Fast Cavalry.

STAY TOGETHER

Finally, when countering enemy Fast Cavalry, ensure that you maintain the coherence of your battle line. Even Fast Cavalry cannot come within 1" of your units unless they have declared

a charge. This means that, so long as your units are about 2" from one another, Fast Cavalry cannot pass between them. As you advance down the battlefield, this will become more and more difficult, but can still be accomplished through the canny use of terrain. Although Fast Cavalry can reform to skirt terrain where possible, they are not allowed to march while within difficult terrain, meaning that (with the notable exception of Wood Elf Glade Riders) a forest can easily protect your flank from marauding Fast Cavalry.



CONCLUSION

Swift but fragile, the perfect description of a Fast Cavalry unit. These troops can easily swing the battle in your favour, but you have to use them properly. I hope that this has been helpful for you – use your Fast Cavalry well. May your steeds be swift and your enemy's aim poor – best of luck and see you on the battlefield!



Dependent upon the General, unable to flee and no missile weapons. They do cause Fear though...

Dire Wolves cannot flee as a charge reaction, making them a bit more difficult to use to divert enemy units out of a battle line. Their Slaving Charge special rule gives them a +1 Strength on the turn that they charge, which greatly enhances their ability to inflict casualties on unwary enemy units. They do lack any missile weapons... but so do the rest of the army – how do you expect a Zombie to work a handgun?

Advantages: Low points cost; cause *fear*; Slaving Charge.

Disadvantages: Single role; Undead unable to march if over 12" from General; limited charge reactions.

UNDEAD DIRE WOLVES

For only 10 points each, Dire Wolves are a wonderful addition to the forces of the Vampire Counts. At such a low points cost, they are ideal as missile screens for your more expensive Black Knights. Just like all Undead units, these Wolves cause *fear*, but are unable to march move unless within 12" of the General. The inability to march means that, to take best advantage of their movement of 9", they cannot venture too far out to the flanks. In addition, as Undead,

RISE OF THE ZOMBIES

A tale of the Grey Knights, by Graham McNeill

Sweat glistened on the bald pate of Reystor Yelov and gathered in the folds of his preacher's robes as he cooked in the infernal heat of the Thunderhawk gunship's crew compartment. He could face creatures from the darkest nether regions - indeed he had once helped banish a Lord of Change - but travelling in this wildly swaying armoured behemoth, that seemed to defy every law of physics he had heard the master's calculus logi mention, was just about the most terrifying thing he had ever done. The deafening roaring of the aircraft's powerful engines penetrated the ear protectors he wore and his stomach lurched in time with its every motion. He gripped his book of exorcisms tightly, taking solace from the musty smell of the browned pages and the smooth texture of the worn leather cover. His books he could rely on; the information and words they contained were fixed and immutable, their meanings clear and unambiguous. Another judder of turbulence shook the gunship and his aspergillum tumbled from his robes and struck the armoured floor of the gunship. The perforated ball rolled down the deck, leaking water blessed by the wondrous figure of Saint Kathryn of Hive Siana that very day.

He yelped and struggled to undo the harness that held him firm in the metal bucket seat as more of the blessed water spilled out over the deck, but a gauntleted hand reached over from beside him and pressed into his chest, effortlessly pushing him back into his seat.

"Be seated," said Brother Captain Teraqua of the Grey Knights.

"But the water!" he yelled, straining to be heard over the roaring engines. "We can't lose the water."

A Grey Knight clad in silvered power armour dropped to one knee and scooped the fallen aspergillum up in one thick-fingered gauntlet and held it before the startled preacher.

"You should be more careful with such holy artefacts, preacher," said the Grey Knight, his tone reproachful. Yelov nodded, gratefully, tucking his holy water dispenser deeper into its moistened pouch and

snapping the leather thong around its handle. He glanced up the length of the crew compartment, taking some reassurance that this wasn't a suicide mission from the presence of the twenty Grey Knights that accompanied his master and his retinue to the depths of the Ash Wastes and the largest of the mass graves on Subiaco Diablo.

* * * * *

The gunship touched down in a screaming halo of smoke and engine fire, its skids sinking deep into the bleached dust of the ash plain before settling on solid rock. The engines whined as they kept the power ready to lift off the instant its passengers had debarked. The Grey Knights led the way, fanning out from the crew ramp as Inquisitor Xandrine and his retinue followed him onto the bleak, windswept plain. The inquisitor took a moment to get his bearings, grimacing in distaste at the stench of putrefaction on the air. Yelov followed his master outside, grimacing as he stepped onto the ash plain and he felt the cold seep into his bones through his sandals. The ground was soft and loamy, not at all like he had expected, but its very rankness gave credence to his master's theory that something darker and with more ambition than mere disease had taken root in this desolate place. He knelt and scooped up a handful of the tainted ground, smelling the lime the Departamento Munitorium had spread over the burial pits, but deeper.

there was something else, a rank stench that could mean only one thing.

Chaos.

The Grey Knights formed a protective circle around them, and Yelov and the six other preachers took position around their master. Together they moved towards the humped dune where giant earth-movers had deposited tonnes of the sulphurous ash atop millions of corpses that had succumbed to the Curse of Unbelief, as the zealots of this world were calling the plague.

"This place reeks of evil," said Brother Captain Teraqua, unsheathing his golden bladed sword.

"Aye," agreed Xandrine. "I feel it too. We should begin."

The group gingerly made their way towards the centre of the burial mound, the Space Marines sinking knee deep in the moist, sucking lime-stained ash. A heavy, oppressive darkness hung in the air, catching in the back of his throat and making his eyes water. As they reached the top of the dune, Yelov stopped, listening as he heard a soft, scratching sound. He glanced about himself, but could see no source of the noise and he shook his head unsure whether he'd imagined it or not.

"Spread out," ordered Inquisitor Xandrine. "Form the Circle of Expulsion."

Pleased to have an instruction he could understand, Yelov took his place on the



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circumference of the holy circle with the other preachers. Their master stood at their centre and raised his arms, sprinkling purifying ash from a powdered holy relic around him. Yelov balanced the leather bound tome in the crook of his arm and opened its cracked pages to a passage marked by a red silk cord before removing the aspergillum from his belt. At a nod from Inquisitor Xandrine, he began reciting the passage, a verse from the Benediction of Terra, while sprinkling the holy water before him.

His fellow preachers read similar passages from other holy texts and their voices gained in power the further they progressed through the passages. Yelov felt powerful stirrings of faith as the truth of the words he spoke resonated in the depths of his soul. As he spoke the words, Xandrine chanted in counterpoint, his voice a rich, deep baritone. As Yelov began his second repetition of the text, the soft scratching noise he had heard earlier came again, louder this time. Fearfully his eyes were drawn downwards as he heard it again, growing in volume and

urgency. He saw several of the other preachers casting nervous glances around them as they all became aware of it. Inquisitor Xandrine shouted, "Keep going!" as he also felt the vibrations beneath them.

Yelov felt his fear rising with every desperate scratch he heard from below and craned his neck to see what the Grey Knights were doing about it. Weren't they here to protect them? He yelped as he felt an iron grip clamp around his ankle and dropped his book as he saw a grey-fleshed hand, the bones gleaming whitely through torn flaps of skin, gripping him. The ground heaved and cracked, splitting to reveal a rotten and decayed face, streams of mud and ash pouring from its empty eye sockets. A body hauled itself from the ash, wearing the torn remnants of a

hive worker's overalls as he pulled desperately at his ankle, rapping the aspergillum across the stinking hand's knuckles. Bones broke, the grip was released and he stumbled backwards, arms windmilling for balance. Yelov flopped

onto the ground on his rump as the preachers cried out in alarm and the ground erupted in heaving clouds of earth and lime.

Arms and heads emerged from the stinking ground, dragging rotted and scabrous bodies after them and awkwardly pulling themselves to their feet. Inquisitor Xandrine continued his chant,



desperation lending his words extra speed. Yelov rolled to retrieve his book and continued chanting, knowing that faith was his only weapon against such abominations.

"Gracious Emperor of Mankind, hallowed be thy majesty, bright be your light everlasting, vouchsafe your servant in this hour of peril."

The plague zombie before him hauled itself from the ground, its flesh grey and diseased and its jaw hanging slack, drooling a mixture of mud and slime. He cried out in fear as the zombie reached for him, a low moaning issuing from its rotted vocal chords. A golden blur slashed beside his head, cutting the zombie in two and Brother-Captain Teraqua stepped past him, swinging his glimmering sword at the emerging zombies as he pushed himself to his knees and continued chanting. The Grey

Knights roughly grabbed hold of the preachers and began hauling them towards the centre of the circle.

Before they could reach it, the ground below Inquisitor Xandrine heaved upwards, as though an explosive charge had been detonated beneath and spurts of stinking mud blasted skyward from cracks in the hardened lime. Xandrine dropped and the ground collapsed beneath them, sinking into a gigantic crater that groaned as sodden ash poured from the edges, ripping the crater wider. Yelov clambered to his feet and stepped backwards, his gaze fixed on the multitude of bodies buried beneath the ash. Hundreds, thousands, millions were buried here and as he watched, each broken body began twitching with a horrific mockery of life. But the supreme horror was formed behind the supine Inquisitor Xandrine at the centre of the mound of bodies.



Rising from the centre of the pit was a giant creature, its limbs and flesh formed from the shorn limbs and bodies of those unfortunates who had been cast into the pit. Rising nearly six metres above the carpet of corpses, the beast's features swam across its repulsive face: eyes of skulls, lips of thigh bones and eye sockets of woven arms. Ears formed from the looped entrails of the dead twitched as it gurgled wetly, watching its minions rise from the ground around it. Yelov continued reciting the Benediction of Terra, taking strength from the familiar words. Inquisitor Xandrine pushed himself groggily backwards, scrambling through the forest of grasping hands and biting jaws.

Then the air around Yelov exploded as the Grey Knights unleashed a withering salvo of gunfire from their gauntlet-mounted storm bolters. Yelov cried out, covering his ears as the thunderous noise of their firing threatened to deafen him. Bolts exploded wetly within the daemonic creature's body, blowing off sodden chunks of flesh, but otherwise having no effect on its form. The entire plain around them undulated as thousands of corpses clawed their way through the ash to the surface. A wall of moaning zombies, their eyes empty, their jaws slack and arms outstretched to grasp at them with blackened and cracked fingernails, surrounded them.

The thunder of bolter shells and the roar of incinerators continued snatching away the closest zombies, but even Yelov could tell that there were simply too many of them. Firearms alone would not keep this horde at bay for long.

Inquisitor Xandrine shouted, 'Loyal warriors of the Emperor, to me!' as he hacked at more emerging zombies with his power sword. Yelov clutched his book to his chest and dodged behind a Grey Knight, opening a passage dedicated to inspirational words of battle. The plague zombies died in droves, uncaring of the devastating firepower arrayed against them. Then Yelov noticed that the roaring of guns was diminishing as, one by one, the Grey Knights weapons ran out of ammunition. Words of piety and devotion spilled from his lips as the monstrous daemon behind them swayed on a column of decaying corpses, booming peals of laughter echoing from the crater's side. It reached down, scooped a screaming preacher from their circle and casually tossed him into the air, catching him in its fleshy maw and swallowing him whole.

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The zombies drew close, their numbers no longer thinned by the gunfire of the Grey Knights. As one, the Space Marines raised their weapons in salute of one another and stepped forward to meet their foe. Their weapons flashed, lopping heads from shoulders and chopping apart the loathsome zombies by the score. But there were always more pressing in, and no matter that they made almost no attempt to fight back, the sheer weight of numbers would eventually prevail. The daemon loomed above them, smashing its macabre limbs into the ground in amusement at the slaughter around it, the impacts throwing up corpses and limbs. Choking ash and dead flesh filled the air. Yelov shouted the words that came automatically from his lips, waving his arms and exhorting his fellow preachers to follow his example, and soon words of holy power suffused the air with their purity and faith.

Inquisitor Xandrine fended off the swipes of the giant daemon's meaty fists with his shimmering sword, though it was clear that the daemon was merely toying with him. Yelov could see limbs falling from its substance and took fresh hope that their words were having an effect on the creature. Slowly but surely, the Grey Knights were being pushed back into the crater, the sheer mass of zombies too great to hold. Yelov watched as a Space Marine was dragged down by a score of zombies, his weapon entangled in one of the abomination's ribs. His fellow Grey Knights pulled him back, desperately hacking down zombies by the dozen as they pressed forwards in their hundreds, the ground writhing with the promise of yet more.

Then the world was filled with the screaming roar of jets and the thunder of

heavy calibre gunfire as the Thunderhawk blasted overhead, its wing-mounted guns hammering the zombies to pulp. A wide avenue of space was suddenly cleared as shells obliterated a swathe of the vile creatures. The gunship's jetwash hurled Yelov to the ground, amid stinking piles of limbs and bodies, but he never faltered in his recitation of the holy words of the Emperor. The daemon lashed out at the speeding gunship, but its movements were ponderous and the pilot easily evaded its clumsy blows, circling around for another strafing run. Inquisitor Xandrine lifted Yelov to his feet, shouting, 'We have to get out of here!'

Yelov nodded in agreement, following the inquisitor and the Grey Knights as they forged a path through the space the gunship's weapons had created. Explosive shells blew chunks of flesh from the daemon's form, but more always slithered into place from the tangle of limbs at the base of the pit. The zombies paid the gunship no mind as, time and time again, the Thunderhawk cleared a path through the shambling horde for them. Yelov wept as he sang the words of Imperial Hymnal XXIV - Emperor, we adore thee - convinced the gunship's firepower was only a heartbeat away from wiping them all out in the pilot's desire to clear them a path. Grey Knights and the inquisitor pushed him and his fellow preachers away from the daemon's crater, the number of zombies surrounding them lessening as they put greater distance between them and its putrid lair.

Eventually, the gunship ceased firing and circled around to hover above the ground twenty metres in front of them. They stumbled through the billowing clouds of choking dust and smoke surrounding the

gunship, at last reaching the swaying crew ramp. The Grey Knights lifted the preachers onto the lowered ramp as more zombies emerged from the smoke. Yelov scrambled up the ramp, watching as the Thunderhawk's guns cut down those plague zombies who came too near. Inquisitor Xandrine joined him as the last of the Grey Knights clambered on board.

Xandrine pulled himself upright as the ramp raised with a hydraulic whine and punched the internal vox controls. 'Pilot, get us out of here now, and connect me to Captain Vilkas on the Spear of Purity.'

Yelov pulled himself onto the benches along the fuselage of the gunship, suddenly not afraid of its wild motion any more and listened as Xandrine began speaking to the captain of the starship that had brought them to Subiaco Diablo.

'Captain Vilkas, I need an immediate lance strike on location Siana Tertius. Give us one minute to get clear then burn this place.'

Yelov couldn't hear the captain's reply, but the inquisitor nodded and said, 'Understood. Out.'

He slumped beside Yelov, out of breath and coated with ash and blood. He closed his eyes and mouthed a short prayer.

'Will a lance strike destroy that thing?' asked Yelov.

Xandrine did not answer for long seconds, and the Preacher wondered if he had slipped into unconsciousness, but the inquisitor had merely been considering the question.

'It... will destroy its physical vessel, yes, but its essence will remain, Preacher Yelov.'

Yelov cursed, suddenly realising he had left his book of prayers and exorcisms behind in the confusion of the fighting, and his heart sank as Xandrine continued.

'I fear we will need to return to this place.'

Yelov did not reply as he saw burning light suddenly fill the gunship's interior through the vision blocks as the lance strike lit up the sky.

The thought of returning here filled him with nothing but dread.

Heroes & Villains this month looks at one of the greatest heroes the Imperium has ever produced: Logan Grimnar. He is a man who, over the centuries, has earned the respect and trust of his men and that of almost every other chapter that makes up the Adeptus Astartes.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

WOLF LORD LOGAN GRIMNAR OF THE SPACE WOLVES



Logan Grimnar,
bloody-handed warrior,
He piles the skulls of his enemies.
He builds a mound of the fallen.
His foes weep rivers of woe.

Logan Grimnar,
the strong wolf of the pack,
His sword hungers for red flesh.
His guns thirst for battle.
He laughs amidst the battle-din.
Logan Grimnar, father of wolves,
His sons hunt his enemies,
Slay them where they falter,
And bring their pelts to Fenris.

taken from
'The Saga of Logan Grimnar.'

Of all the Chapter Masters, Logan Grimnar is the most belligerent and headstrong. He is the latest in a line of Space Wolf Masters that stretches back to the Great Crusade and the time of the Space Wolves' Primarch, Leman Russ. He is also one of the Imperium's oldest and most renowned warriors with an immense martial pride and tolerates no interference in the running of the chapter by any outside authorities, being more willing than any other Chapter Master to fight for the Space Wolves' independence.

Logan's suspicion of other Imperial organisations, including other Space Marine chapters, runs deep, and with good reason. Ever since the Age of Apostasy, the Space Wolves have been wary of the intentions of others

and have had numerous clashes with the Ministorum of Terra. This cunning and fierce old man has led the Space Wolves for over five hundred years, earning him the nickname 'Old Wolf'. Five hundred years is a long time even for a Space Marine, who often live for several centuries. During this time he has willingly and fervently led his Great Company and the forces of his fellow Wolf Lords in open battle against the forces of other Imperial organisations whose actions he deemed to threaten the Space Wolves and their thinly scattered domains. This has led to many accusations of heresy and treason being levelled at Logan, along with rumours of genetic deviancy within the chapter. However, more than any other chapter, the Space Wolves stand ever ready to fight the foes of the Emperor.

THE SPACE WOLVES

The Space Wolves are one of the most famous of all the Space Marine chapters, and their name and deeds are known throughout the galaxy. The Space Wolves were one of the original twenty Space Marine Legions, founded by the Emperor over ten thousand years ago.

From these times, there are few details of any certainty. It was a time of legends. It was an age of war. Such records as were made have not survived and only later did chroniclers of the Administratum describe the bloody events of those days. The Imperium was rent by a terrible civil war, commonly known as the Horus Heresy after the Warmaster that led half of the Space Marine Legions in rebellion against the Emperor. According to their own tradition, the Space Wolves were pivotal to one of the early campaigns in this war, when the entire Legion attacked and devastated the rebel Thousand Sons Space Marines on their homeworld of Prospero. The superhuman Primarch of the Thousand Sons, the cyclopean giant Magnus the Red, is said to have fought against the equally superhuman Space Wolves Primarch, Leman Russ, whilst all around the rival Space Marines battled for supremacy. Eventually the Thousand Sons gave way and Magnus the Red fled with what remained of his forces.

For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honour. The Chapter has endured ages of constant battle. It has survived times of anarchy within the Imperium and periods of occasional isolation from Earth. The Imperium itself has weathered crises from within and

without but at times it has been deeply riven by rebellion or divided by invasion. On other occasions, tumultuous warp storms have stranded parts of the galaxy for hundreds of years. Through all these years of mixed fortune, the Space Wolves have held true to the vow of Leman Russ to serve the Emperor, though not always in the way that the High Lords of Terra might have approved. As many administrations have found to their cost, the one way you can guarantee to get the Space Wolves to do something is to order them not to do it.

This headstrong attitude means that the Space Wolves have fought in more conflicts and campaigns than any other Space Marine Chapter, so much so that it would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their own extensive records give a full account.

Legends tell of fierce battles fought against the Chaos Space Marines following the Horus Heresy. However, no formal history of those times has survived. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords.

Such tales form an important part of the Space Wolves' tradition and it is in this form that all Space Wolf warriors habitually recall the deeds of the past. There are many thousands of these sagas. Some seem so improbable as to be pure invention but most contain a germ of truth and all are accepted for what they are – a fitting testament to the heroes of the past.

Under Logan's guidance, and fuelled by his own renowned thirst for battle (which many of his supporters claim equals that of the legendary Leman Russ himself), the Space Wolves have defeated many threats from without and within the Imperium, and the majority of the Imperial commanders within the sectors surrounding Fenris are grateful to be under the Old Wolf's watchful eye. A large and powerfully built warrior, Logan Grimnar towers above even his own Wolf Lords. His great mane of hair is gray and coarse, his beard stretching to his waist. In common with all older Space Wolves, his canine teeth have grown into substantial fangs.

Logan Grimnar's rise amongst the ranks of the Space Wolves began many years ago, and now only one living Space Marine remembers him as a young Blood Claw. Ulrik the Slayer, greatest of the Wolf Priests, witnessed the rise of Logan Grimnar and accompanied him during many of his greatest exploits, fighting every imaginable kind of foe, from brutal, unforgiving Orks to the foul abominations of Chaos.

Logan Grimnar has fought battles in space as well as upon the surface of planets, and has led expeditions into the Eye of Terror to attack the Chaos Space Marine legions. It was upon one such expedition that he acquired the Axe



The rune stones clattered across the rough-hewn wood of the feasting table, filling the dark, lonely room with echoes. Logan Grimnar regarded the wizened features of Gretrir the Rune Priest as he studied the meaning of the casting. Grimnar cared little for the vagaries of fortune telling, but knew better than to test the patience of the man who had made their study his life's task by interrupting him.

At length, Gretrir looked up, meeting the steady gaze of the Great Wolf. "Once more the runes tell of dire events my lord. Once more the Enemy approaches the Gate."

Grimnar cast his mind back to the war against Chaos on Armageddon. The conflict had seen him lead the defence of an entire world against the filth that had vomited forth from the Eye of Terror, led by Angron, Daemon Prince Primarch of the World Eaters Traitor Legion. That war had seen the millions-strong horde rampage across the surface of the Hive world, reducing an entire continent to ashes. Only with a terrible cost in lives was Angron stopped, and the rebuilding of Armageddon took generations to complete.

As if he read the Great Wolf's mind, Gretrir spoke against the crackling roar of the hearth. "Aye my Lord, Armageddon was Hell itself. But what I see in these stones makes the First War for Armageddon appear a drunken scrap amongst Blood Claws."

"Speak on, old friend, for you know I have sworn before the Gates of Morkai that I will not allow what happened at Armageddon to be repeated."



Gretrir knew that Grimnar spoke of the atrocities committed by the Administratum in the aftermath of the war as much as the horrors perpetrated by the forces of Chaos during it. Deemed tainted by Chaos, the survivors were despatched to forced-labour camps where they lived out their miserable lives in brutal slavery. Only Grimnar had spoken out against this injustice, but his words had fallen upon deaf ears.

He stared at the rune stones scattered between them. "I was always a poor student of the stones. Speak their meaning plainly."

"See, here" said Gretrir as he indicated a group of stones that lay close to the table's edge, the glow of the fire glittering from their polished surfaces. "These indicate the sū, the horde. 'Op ke' is to attack, and the configuration suggests in great strength."

Grimnar's blood began to rise as he pictured the servants of the Ruinous Powers intruding once more upon the Emperor's domains. His proud warrior spirit railed against the thought, and with a grunt of disgust he slammed his fist down upon the heavy table. The runes leapt several feet into the air, scattered by the blow before coming to rest once more.

Grimnar made to sweep the runes from the table with a backhanded gesture, but Gretrir's vice-like grip caught his arm before he could do so.

The pair froze, gazes held for a tense moment before Gretrir indicated with a glance that his lord should look down at the runes.

Grimnar's steely gaze left the Rune Priest and took in the pattern the runes had fallen into after his blow had upset them.

"Damn it priest, I would have you tell me plain the riddles you read."

Gretrir ignored his master's fit of pique, ascribing it to the distaste a dyed-in-the-wool warrior always feels towards such abstract matters as rune-casting. He released his grip on the Wolf Lord's arm, and indicated three runes that had landed together behind the main mass.

"The Ulfhedinn," Gretrir said, and it seemed to the pair that the fire crackling in the hearth died down as the word left the Rune Priest's lips.

Comprehension dawned in the Wolf Lord's eyes as he recalled the teachings of the Rune Priests, and other, whispered sagas that only the most senior of the Chapter were permitted to hear.

"The Lost - they return?" asked Logan.

"Aye, my Lord. For good or for ill, the Were-kin shall once more stalk the domains of Man."



Logan leads his company into battle against the Space Wolves' mortal enemies the Thousand Sons.

Morkai, taking it as a trophy from a defeated Champion of Chaos. This weapon has been reforged by the Iron Priests but still glows darkly with the power of Khorne, the bloodthirsty god of Chaos. It is engraved with the symbol of Morkai, the double-headed wolf guardian of the Gates of Death.

Logan's exploits are known throughout the Imperium. He is one of the great heroes of Mankind, whose image is universally recognised and respected, and his conquests span the galaxy. Many human worlds owe their existence to his might, and on several planets he is hailed as a saviour and patron. Every year prayers are offered up in his name on a dozen worlds. To this day tributes continue to arrive at Fenris from grateful planetary lords and the Old Wolf remains possibly the most highly respected and best loved warrior in the entire galaxy. Only enemies of Mankind fear his name, and curse the warrior who has driven them to defeat and despair.



Logan Grimnar

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grimnar	250	6	5	4	4	3	5	4	10	2+

A Space Wolves army of 2,000 points or more may include Logan Grimnar. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Terminator armour, storm bolter, wolf tooth necklace, wolf tail talisman, wolf pelt, the Axe Morkai, Belt of Russ.

SPECIAL RULES

The Axe Morkai: Logan carries the Axe Morkai, a fearsome weapon taken from a defeated Chaos Champion and reforged into the image of Morkai, the guardian wolf at the Gates of Death. Morkai is a master-crafted weapon that Logan can choose to use either as a frost blade or as a power fist. He can choose to split his attacks between the two different weapon types, for example taking two of his attacks as frost blade attacks and two as power fist attacks.

Legendary Leader: Logan Grimnar is a name that instills fear in the hearts of the enemies of the Imperium. Because of this, once per battle Logan can call on all those nearby to redouble their efforts and attack with all their might. When he does this, all friendly models within 12" of Logan, whether they belong to the Space Wolves or not, get a +1 Attack bonus for the rest of the turn. Note that Logan can make this call during the opponent's turn if desired.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the army list for details.

Codex: Daemonhunters gives players the opportunity to include all manner of nastiness in their armies when playing against the elite Grey Knights. We asked players to tell us about the newest additions to their armies.

**ANDY HOARE'S ADVERSARIES:
SISTERS OF BATTLE**

Andy: There's a dark side to my Sisters of Battle, a side they don't like to talk about, a side that earns the most caustic of withering glares should outsiders ever bring it up in casual conversation. For, whenever my Sisters find themselves in dispute with the righteous forces of the Ordo Malleus, a hideous change overcomes them, transforming them into a twisted blasphemy of their former holy countenance. That some dark and ancient evil is at work, corrupting the innocent is self-evident, but basically, when I'm playing against Daemonhunters, I like to take advantage of the really cool Adversaries rules.

**AKH'SLAA, GREATER DAEMON OF THE
SEVENTH CONFIGURATION**

Akh'Slaa started life as a delve into the bits box, and after raiding Phil Kelly's Tyranid spares I had a good pile of components I was sure would fit together somehow. The torso and head are from the Inquisitor

TURNING TO THE DARK SIDE

CONVERTING INQUISITOR ADVERSARIES

Devout Sisters, which I used as I wanted the Greater Daemon to be larger than the Lesser Minions I had planned.

To the torso I attached the tail of the Red Terror, and the arms of a Tyranid Ravener. The shoulder pads are the result of some serious hack-sawing and filing of a Sister of Battle: I needed the pads to give some visual clue as to the origins of the character. The wings are from an old Citadel dragon; pretty much any dragon in the catalogue would be fine for this.

Finally, I mounted the model on the skull-base that comes with the Warhammer Khorne Lord, and added some spare bits from the Land Raider kit to make it more '40k'.

**DAEMON PACK: AKAMI'SLAA, THE HERALDS
OF THE SEVENTH CONFIGURATION**

These Lesser Daemons are based on Sisters of Battle Seraphim, with a number of extra bits to make them appear like smaller versions of the Greater Daemon. To start the conversion, I sawed off the

Seraphim's legs, and replaced them with the end section of the tail of a Tyranid Ravener. I replaced the arms with those of a Genestealer, and added the wings from young Green Dragon (an old, old model - Ed). Finally, the head is from a Warhammer Dark Elf Witch Elf.

PAINTING

The painting of the models was a chance to experiment, whilst staying within the dark red colour scheme I use for the rest of my Sisters. After undercoating the models with Chaos Black spray, I applied a coat of Warlock Purple to all the areas I wanted to paint red. I then applied a coat of Red Gore over the purple, taking care not to go into every recess so a little purple showed through. After this I applied a Purple Ink wash, and then picked out the highlights with Blood Red. Finally, the red area was given a coat of Citadel Varnish. The flesh areas started out with a coat of Dwarf Flesh, to which a thinned-down wash of Scorched Brown was added. After this I applied more Dwarf Flesh, and blended this up to Pallid Flesh.



A unit of Grey Knight Terminators desperately try to halt Akh'slaa and Akami'slaa.

PHIL KELLY'S RADICALS

Phil: I've always found the Radical side of the Inquisition to be far more intriguing than the Puritan, and my Inquisitor warband is about as radical as they come. I decided to echo this in my Daemonhunters army, and naturally the first port of call was the Radical Inquisitor himself.

Inquisitor Thravian Flast is based on the Fabius Bile special character, because he looks like a truly ancient and wizened figure that still has an arrogance and pride in his bearing. I killed down the shoulder pad to remove the Chaos iconography, and replaced it with Green Stuff to look like skin stretched over the pad, echoing the design on the other side.

Radical Inquisitors are known for their widespread use of psychic powers, so I decided that Flast would be accompanied by a coterie of Familiars to boost his psychic potential. The Servo-skull was simply the head of an Eversor Assassin, chosen because of the arcane psy-booster array around its head. I added some fuse wire and bent it so that it was reminiscent of a spinal cord, and used a thin piece of wire to suspend it as flying bases tend to look unconvincing on such small models.

The two-headed Psyber-eagle was a combination of two Warmaster Carrion, with the exposed bone on the model painted gold as if there were a metal skeleton inside the bizarre construct. I used a pile of skulls I had in my bits box to counterbalance the base so that I could bend the wire supporting the Psyber-eagle, allowing it to fly over its master's shoulder or a battlefield combat whilst still having a base of its own for determining combat attacks. The robed Familiar, labouring under the weight of the Inquisitor's Grimoire of True Names, was taken from Arkhan the Black's chariot. Even the Acolyte, Respirus Cyte, has a Familiar of his own. These two echo the darker tendencies of Inquisitor Flast; the acolyte is an old Chaos Sorcerer and carries the Inquisitor's Sacred Incense, and his homunculus, faithfully bearing Flast's Consecrated Scrolls, is taken from the Chaos Familiars range. As you can see I've taken advantage of the rule that Inquisitors need not be exactly WYSIWYG (what you see is what you get) as their Henchmen can carry their wargear on their behalf.

The final addition to this Radical's collection of arcane servants is a Daemonhost I put together when I was frenziedly building the concept models for Codex: Daemonhunters. The main bulk of the miniature is taken from a really ancient Citadel miniature, a Fire Elemental, with the head sawn off and replaced by that of a grimacing Ungor



Thravian Flast uses his Sanctuary psychic power to stave off a Flamer of Tzeentch.

who looks like he's really not having a very good time. I thought the head was perfect (he even has little 'horn-buds' like his good friend Cherubael from the Inquisitor range), as I wanted to make it look like the daemon was billowing from its tortured host and the expression of anguish on this chap's face, and the emaciated body of the Fire Elemental, fitted the bill nicely. I even moulded in a duplicate of the grimacing Ungor face in the coalescing soul-smoke from which the daemon's head and wings are emerging. There are several other model parts in there, emerging from the smoke, including three daemon faces and a pair of vestigial wings to lend the appearance of some glistening, diabolic insect hatching from its human chrysalis. The addition of some fine modelling chain, pooling around the host's shoulders and waist, add to the impression that the daemon is escaping from its bounds. Finally, the daemon's head is taken from an old Steed of Slaanesh and its blood-covered proboscis is a piece of wire twisted into an S-shape. The end result is suitably disturbing, and one paint job later my Daemonhost was ready to terrorise the enemies of Thravian Flast on the field of battle.

So if this catalogue of insanity has inspired you to create your own Adversaries or Radicals, why not grab your bits box and see what you can come up with for your own force? After all, with the Ordo Malleus hitting the stores in grand style, there'll be no shortage of Grey Knights to tear into tiny pieces...



ADI WOOD'S ADVERSARIES: ORKS

Adi: Daemonhunters are not restricted to just fighting Chaos. There are all manner of foes throughout the galaxy that can merit the attentions of the Ordo Malleus. The adversaries section of the Daemonhunters book offers gamers with any army the opportunity to get in on the action. I began innocently enough by converting some mutated Orks but soon found myself in the clutches of Father Nurgle (easy enough to do, Nurgle is green after all!)

CONVERTING ORK MINIATURES

I love converting miniatures and in particular I love modelling the bane of the Imperium, the green-skinned Orks. Amongst my many Ork models is an Ork with two heads; he always raises comment from my foes. I had also used a huge arm from the Chaos Mutation sprue on an Ork on a warbike. It was with these models in mind that I began to consider making some Mutant Orks, using the Chaos Mutation sprue. Little did I know that this would culminate in 30+ insanely converted models!

It was when I started reading the new Codex: Daemonhunters that the call of Chaos once again echoed in my brain. The rules for Adversaries really caught my attention and I could see a great opportunity to use my new mutated Orks in games and also to experiment with some of the dread Daemons of Chaos.

Put simply, Inquisitors will fight opponents other than Chaos if they believe they have been tainted in some way. Adversaries of the Daemonhunters can have Daemons in their armies, either from the four Chaos gods if they also own Codex: Chaos Space Marines, or the randomly generated daemons in Codex: Daemonhunters.



The possessed Warboss of Adi's army. A classic example of how to incorporate the most unusual model into your army!



Up close and (not very) friendly.



The Inquisitor and Imperial Guard realise the Ork horde was larger than first expected.

NURGLE

As far as Daemons of the four Chaos gods were concerned, I really liked the idea of a Great Unclean One leading an Ork army. Nurgle Daemons are green so they fit in with the Orks perfectly. The boys would think that Gork and Mork had visited his presence upon them and gifted them with the marks of his Orkyness.

My Warboss would have to be possessed in order to have a Greater Daemon in my army: he would be the Daemonvessel whose body the Daemon would use to enter the battlefield. With this in mind, as well as the Great Unclean One himself, I decided to make a new Warboss model, one marked by Nurgle.

I chose one of the new Spawn models as the basis for the model, one with a distinct face and head. I filed down the nose and jaw and added Ork fangs. I then built up the face again, applying more Green Stuff to bulk out the face. I added curled horns to the head and sculpted warts and buboes made from Green Stuff. My new Warboss looked like a miniature Great Unclean One. I

also made some subtle changes to my Daemon model, adding Ork heads and glyphs, as well as some spines to mirror the appearance of my Warboss.

PAINTING

I wanted to make a feature of the warped nature of the conversions so I deliberately chose a contrasting colour to pick them out. Many of the mutations were painted with Dwarf Flesh to stand out from the rest of the model, which is typically painted Goblin Green. For some variety I painted some mutations, particularly the ones with huge arms, in green skin. This looked a bit more natural. I also picked out warts, buboes etc, in Dwarf Flesh to make them stand out.

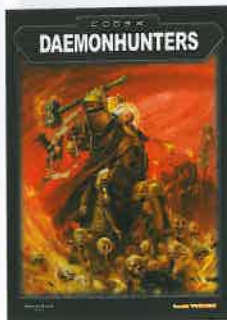
To see more of Adi's Ork Adversaries, including some very neat ideas for those Warlords who have entered into dark pacts with Chaos Undivided and Khorne, have a look at:

www.games-workshop.com/daemonhunters



DAEMONHUNTERS

"Better crippled in body than corrupt in mind"



CODEx: **DAEMONHUNTERS** **AUS\$30 NZ\$35 HK\$125**

This 64 page book contains background, painting and modelling guides, and full rules for fielding a force of Daemonhunters.

DAEMONHUNTER COMPONENTS

Inquisitors are often accompanied by bands of devout followers that assist them in their quest to purge the daemoniac. On this page you can find some of the great models you can use to represent your Inquisitorial Henchmen. Below are some models that we didn't have pictures for.

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Archived Scroll Bearer Familiar

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INQUISITOR LORD AND RETINUE

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This 5 figure boxed set contains 1 Inquisitor Lord, 4 Henchmen and 2 Servo-skulls.



If you have any questions about rules, miniatures, prices, or you would like to place an order, contact:

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All components are subject to availability. All components are only available through Games Workshop Direct Australia, and prices are charged in Australian dollars. All prices subject to change without notice.

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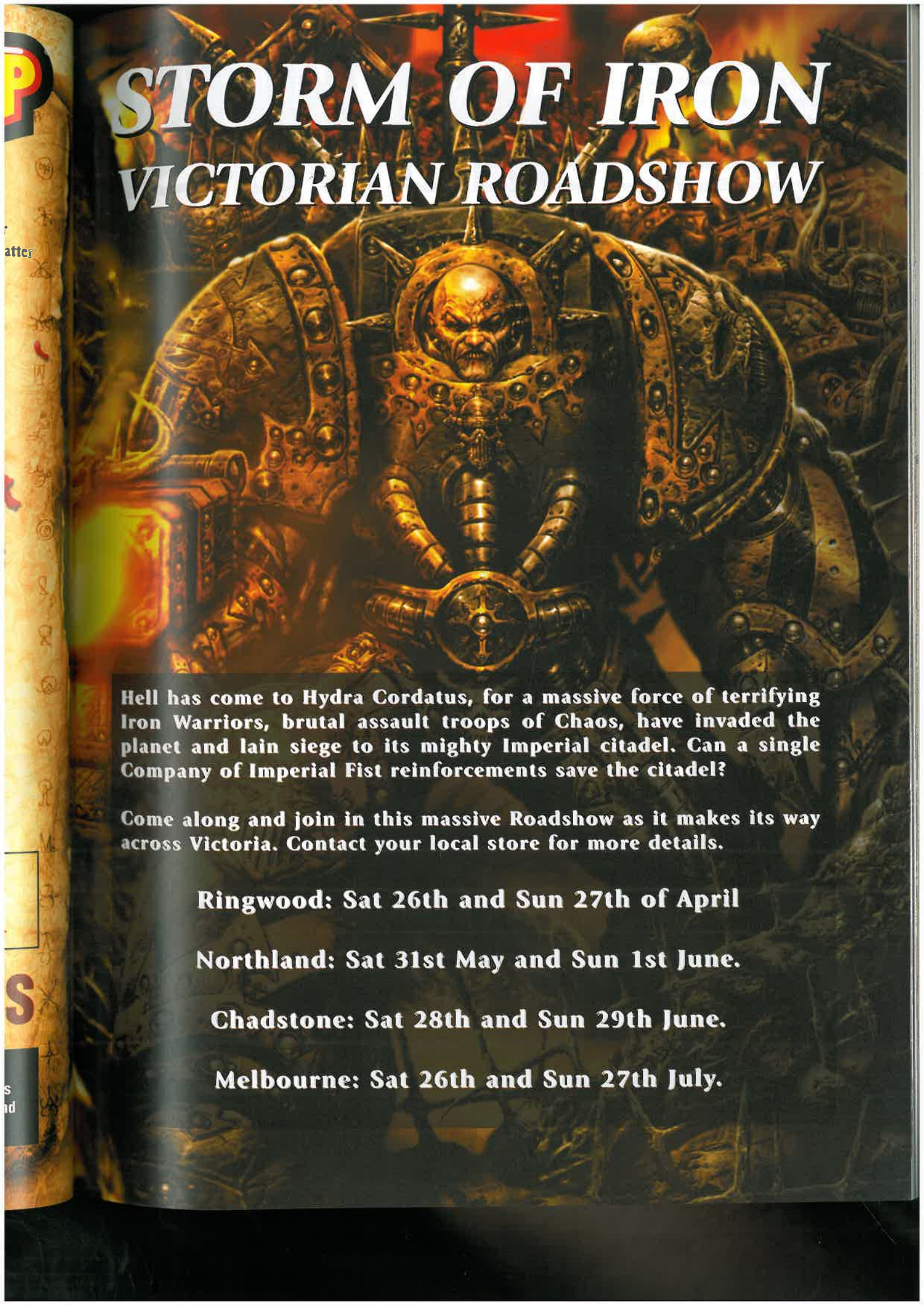
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In this series of articles, we bring you some of the best painted and converted models the Games Workshop world can offer. This month is no exception, featuring award-winning models and the best our very own 'Eavy Metal team has to offer.

'EAVY METAL SHOWCASE

BEWARE OF THE SQUIG

This piece was made by 'Eavy Metal Team Leader Keith Robertson. The majority of the model was assembled using balsa and Green Stuff. Keith even found time to model a little 'home sweet home' sign inside the kennel.



ONE SHOT, ONE KILL

This is an incredible diorama by Ken Symopoulos. It depicts Ken's vision of a Tau sniper. The detail that went into the main model is fantastic. Ken entered this into the 2002 Canadian Games Day and won a Silver award.

AL
SE



DEATH OF THE BOW

Bob Cummings won 3rd place in the Chicago Golden Demon Open Category for this striking Kroot vs Ork Diorama.

AL MUKTAR'S DESERT DOGS

Games Workshop's own Dave Andrews was responsible for constructing this diorama featuring models from the Dogs of War range.

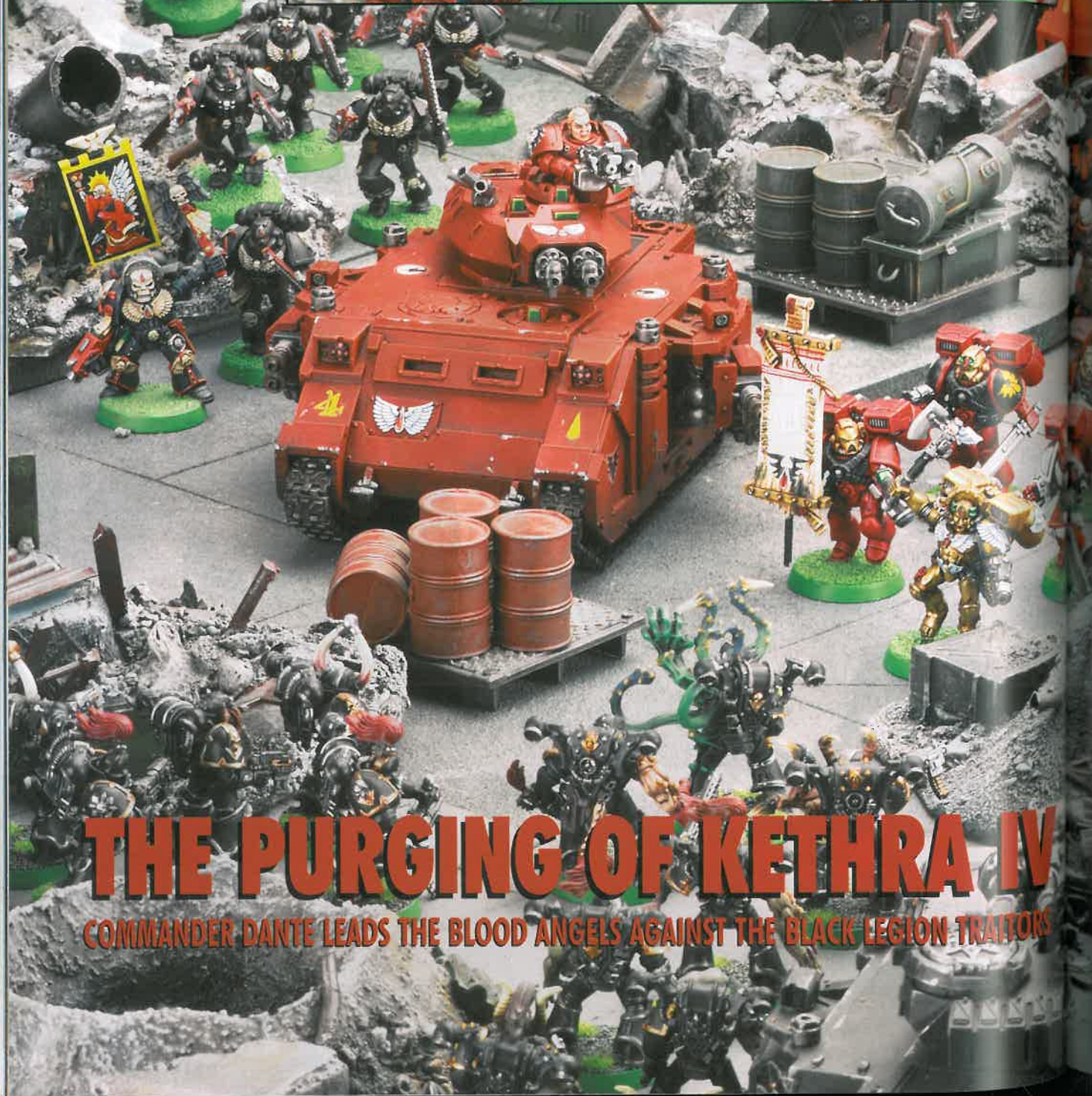


BROTHER'S KEEPER

This great model by Scott Smith won the Slayer Sword at the 2002 Canadian Golden Demon.



A Furious Dreadnought leads it's Terminator Comrades into battle.



THE PURGING OF KETHRA IV

COMMANDER DANTE LEADS THE BLOOD ANGELS AGAINST THE BLACK LEGION TRAITORS

The Death Company met the Tyranid invasion head-on.



IV
RAIDERS

The Baal Predator is armed with numerous weapons noted for their high rate of fire. It is designed to lay down a torrent of fire as the Blood Angels advance, mowing down the enemy with horrifying efficiency.

FIRE & DEATH

THE NEW BLOOD ANGELS BAAL PREDATOR



The Baal Predator scouts the ruins for the Emperor's enemies.

The Baal Predator slowed to a halt at the head of the gully: clouds of oxide dust the colour of coagulated blood billowing around it. A glance at the auspex told Brother Fabian, the tank's commander, that the enemy would reach his position in scant moments. His gauntleted hands flexed with barely-contained impatience as they gripped the fire controls of the turret-mounted assault cannons.

The blasphemous chants of the mutant horde announced their immanent charge before they rounded the opposite end of the gully. That the mutants' unholy adjurations to their foul gods should penetrate the ceramite skin of the Predator filled Brother Fabian with a righteous lust to slay them to the last man: if men was truly what any of the malformed creatures could claim to be.

The first wave came into view, a shambling horde of misshapen scum wielding crude firearms and wearing the tattered, soiled remnants of scavenged Imperial Guard uniforms. Catching sight of the Blood Angels Predator, the horde unleashed a savage howl of unholy glee, before launching themselves forward in a wave of bestial features and flailing tentacles.

Brother Fabian counted down the range, moving the targeting crosshairs overlaid on his vision to the extreme right of the oncoming horde. In seconds the mutants were at the optimum range, and Fabian opened fire with the assault cannons. The first mutants were cut down in the scything sweep of the cannon, as, from right to left it disintegrated in a spray of crimson mist. Misshapen limbs were shorn from exploding bodies, blood spattered and heads exploded as hundreds of rounds were expended in a short span of seconds. Ruined bodies slumped to the dusty ground, and were trampled under the feet of those who came after, the intent to reach their tormentor writ large across twisted faces.

Brother Fabian welcomed them. Their blood was tainted, but would be offered up nonetheless. Those mutants replacing the dead fell as quickly as their fellows, before even another yard of ground was gained.

For an instant the horde faltered in the face of the torrent of firepower ripping them limb from limb. Brother Fabian knew a brief moment of disappointment at the prospect of the horde routing and fleeing the

field. His blood was up, and nothing short of the complete annihilation of the horde would satisfy his lust for death. The urge to open the hatch and charge out across the dusty ground almost consumed him.

Then the mutants rallied, a terrible resolve evident as they surged forward en masse. The assault cannons opened fire once more, and another score of the blasphemous creatures evaporated in explosions of broken limbs and gushing blood. Again, the ragged remains of slain mutants were crushed underfoot by those behind, who in turn were cut down by the relentless stream of assault cannon fire.

But Fabian saw that the mutants were closing. Despite innumerable deaths, the horde had reached the mid-point of the gully, and another minute would see them reach the Predator. The vehicle's machine spirit gave voice to a shrill warning: the assault cannons were in danger of overheating and to fire them for much longer would be to invite the machine's ire. Blood lust warred with logic as Brother Fabian resisted the urge to gun the tank forward, to slam into the packed ranks of abominations and to crush them beneath the Predator's titanium tracks.

In a moment the matter was moot. The assault cannons were near exhausted of ammunition and the horde was almost upon Brother Fabian's vehicle. But now they were in range of the vehicle's heavy flammers.

Blue pilot lights flickered, and an instant later hellish flame erupted before the Predator. A tidal wave of promethium death washed over the first of the mutants, who were incinerated in a heartbeat, blackened skeletons caught in the motion of charging as the flame gushed over them. Those not reduced to ashes suffered a far more hideous fate, their flame-wreathed bodies writhing like lost souls in purgatory.

Those mutants who survived the initial blast from the heavy flammers found their tattered clothing ignited by splashes of burning promethium. But by now the survivors were

driven beyond reason and would stop at nothing to reach the metal beast that was tormenting them. Licked by hungry flame, the mutant horde closed the last few yards, and moments later the Predator was overrun with mutants driven far beyond the point of sanity by the flames that devoured them even as they climbed the armoured vehicle's hull.

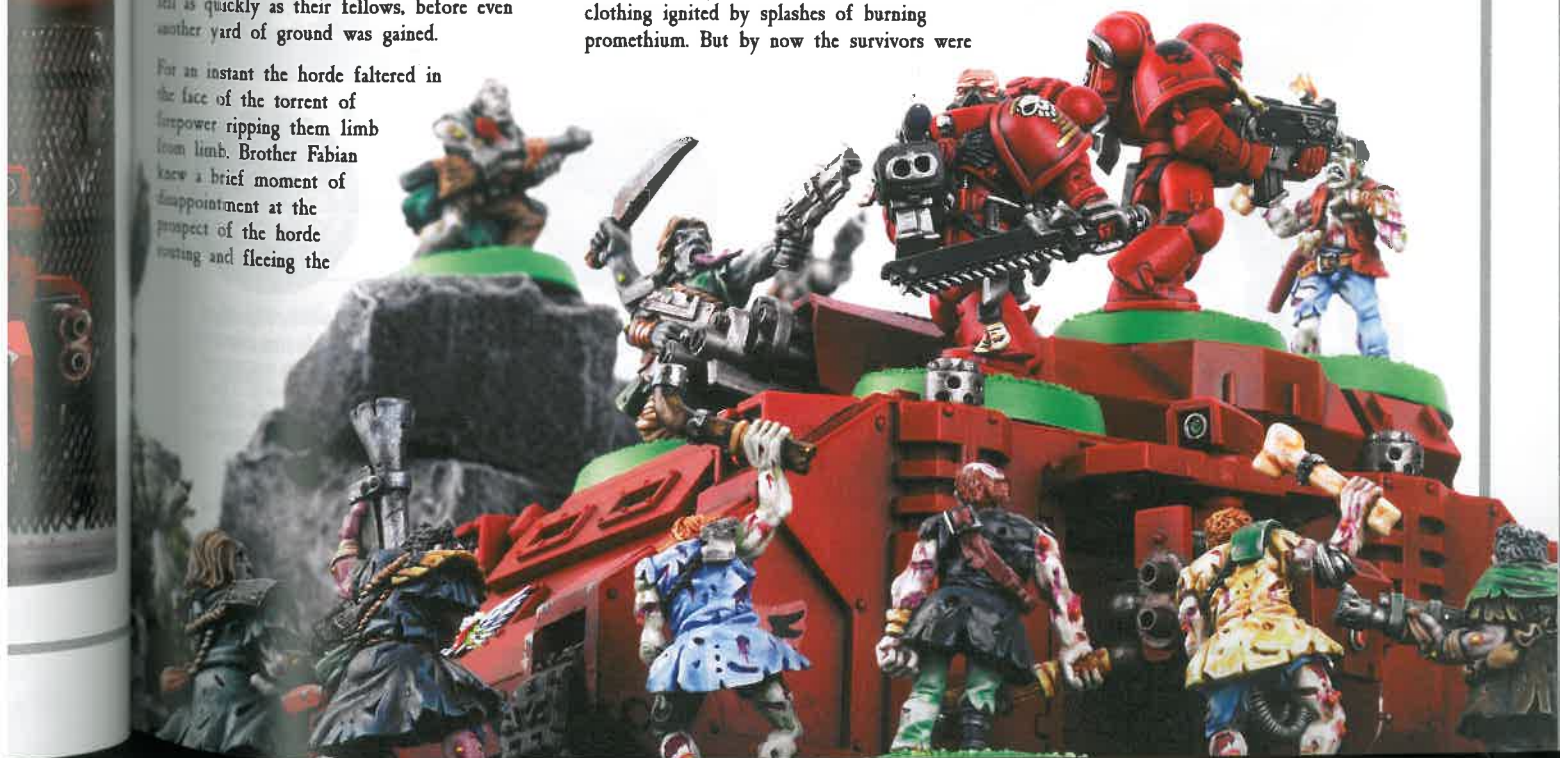
Now Brother Fabian unleashed the full extent of his blood lust. With a howl that was the release of all his pent-up rage, he flung open the turret hatch. In an instant he was atop the Predator, his chainsword singing as he swept it in bloody arcs, each claiming the life of a flaming mutant.

A primal rage consumed his spirit as he slew. His driver joined him, and the pair stood back to back as wave after wave of degenerate scum broke against them. The hull of the Predator became slick with spilled blood, its metallic tang mingling with the noxious reek of promethium. Scores of ruined mutant corpses soon littered the ground, and yet still the foe came on.

Driven deep into pits of rage, Fabian lost track of time. His world became no more than the hacking of his chainsword and the gushing of blood as arteries were severed and jugulars ripped open.

At length realisation hit Brother Fabian that he stood alone. His driver lay across the turret, his skull laid open. He drew a ragged breath as he surveyed the scene around him. Hundreds of mutants lay dead. At the gully's head lay the broken, bullet-cratered forms of over fifty mutants. Nearer, a mass of twisted, blackened remains marked the terrible work of the heavy flammers. Around the Predator lay another score of bodies, hacked apart by Fabian's own hand.

Brother Fabian offered up a prayer of thanks for the terrible, destructive power of the Baal Predator.



With the upcoming release of *Painting Citadel Miniatures*, we decided to take a peek at what this book will offer. From beginner to veteran painter, this book will have something for everyone. Here, we take a look at how Jason Foley painted his Black Templars.

PAINTING SPACE MARINES

A quick and easy way to paint an army in no time!



Space Marines are the icons of the 41st millennium. You can paint a great looking force of these armoured warriors based on the simplest colour scheme. A single colour can be the basis for an entire force, with the only addition being some carefully applied fine details. The Black Templars Chapter are an excellent example of this style.

This Black Templar is by Space Marine enthusiast Jason Foley. His style of painting is very graphic and clean. The details are carefully picked out and the highlights kept small, crisp and stylised, which helps create an almost glowing appearance to the model.



The whole model is painted a base colour of Chaos Black. Make sure you have good coverage.



1 A mix of three parts Chaos Black and one part Codex Grey is painted on the armour as a broad highlight, leaving only a little of the black visible, particularly in the crevices of the model.



2 The next highlight is much smaller than the first. It is an equal parts mix of Chaos Black and Codex Grey.



3 Another, even smaller, highlight is applied; a mix of one part Chaos Black and three parts Codex Grey. A fine highlight of Codex Grey is then applied onto the very edges of the armour.



4 Vermin Brown is painted onto both the chest eagle and the skull on the backpack. This is then highlighted with a mix of three parts Vermin Brown and one part Bleached Bone.



5 After this, both areas are carefully highlighted with an equal parts mix of Vermin Brown and Bleached Bone.



6 The final highlight stages are painted onto the edges of the feathers. The first is a mix of one part Vermin Brown and three parts Bleached bone, followed by a final highlight of Bleached Bone.



7
A base colour of Red Gore is applied to the purity seal, followed by Blood Red and finished off with a coat of Red Ink. The parchment is painted the same colours as the chest eagle.



8
Fine stripes of Chaos Black are applied to the parchment to represent liturgy.



13
Codex Grey is applied to the shoulder pad, followed by Fortress Grey.



14
A final layer of Skull White is applied to the pad. Fine marks are added to both shoulder pads to represent liturgy.



15
The Chapter symbol is a transfer applied to the right shoulder pad.



16
A base colour of Boltgun Metal is applied all over the bolter. This is highlighted with Mithril Silver and then glued into place onto the finished model.



9
Paint all the metal details on the model, the backpack vents, flexible leg joints, pipes, helmet tubing and earpieces, in Boltgun Metal.



10
A final highlight of Mithril Silver is applied to finish these off.

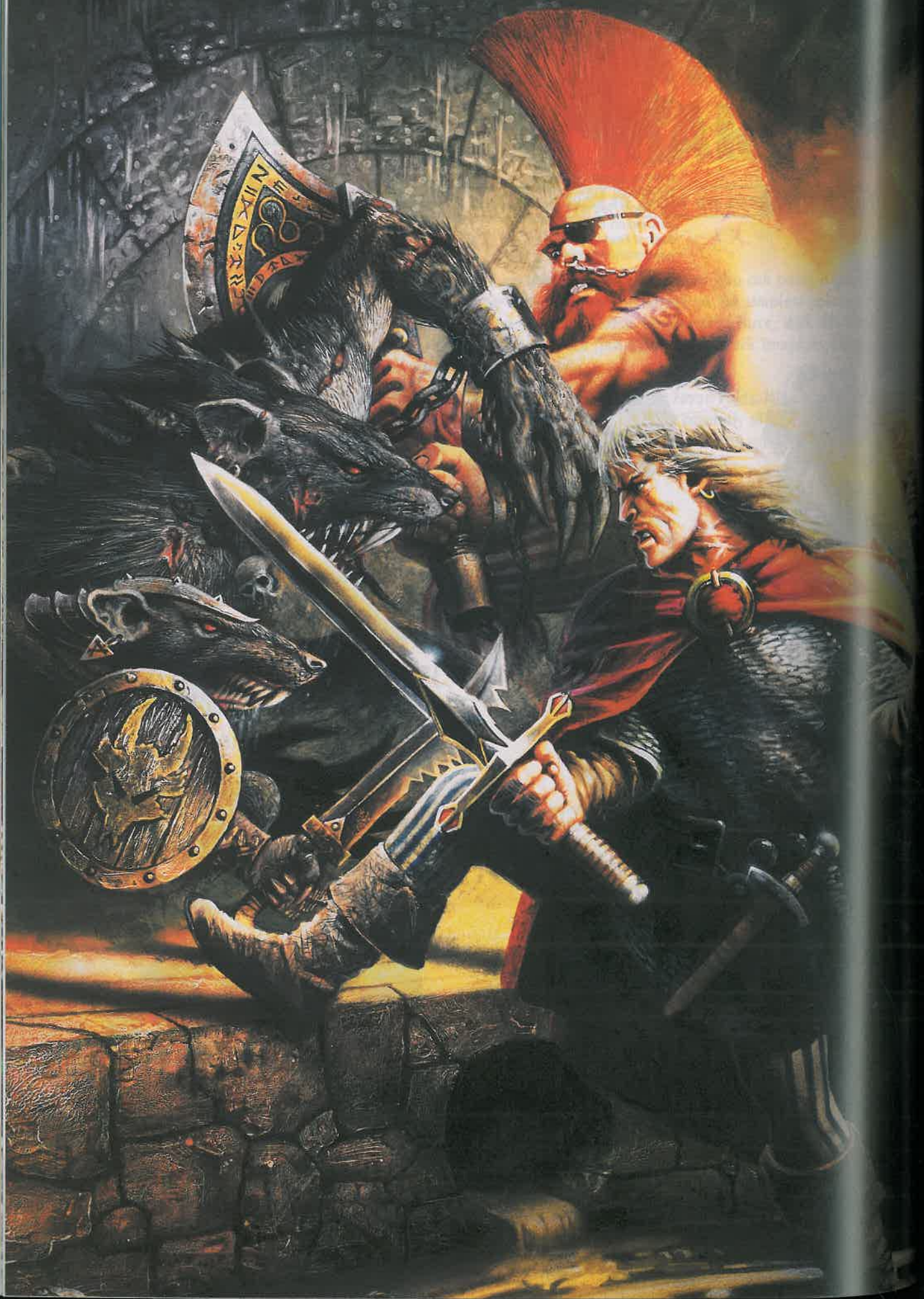


11
Scab Red is painted onto the eyepieces, leaving a little black showing in the corner. This is followed by a highlight of Blood Red.



12
The finishing touches to the eyes are a small drop of Bad Moon Yellow for the brightest highlight, and a dot of Skull White in the black corner of the lens.

As the with all Space Marine armies, the bold colour scheme ensures a quick start can be made to painting up the squads and vehicles for a complete army. If the highlights are kept relatively small, the models retain their dark, menacing look. As Jason ably demonstrates with his model, only a few details need be picked out for you to get a finished Space Marine warrior.



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In this issue: Bounty hunting with Hellbrandt Grimm! Blood Angel action in Bloodquest! Kal Jerico blasts his off-world enemies! The Catachans explode out of the jungle in the 19'ers. Plus the usual mix of high-octane strips and features.

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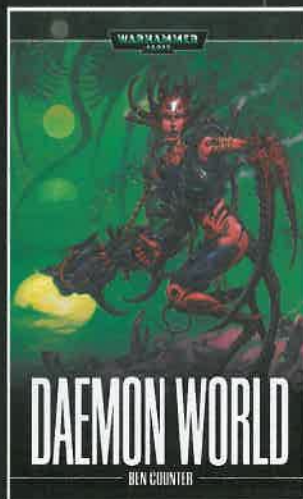
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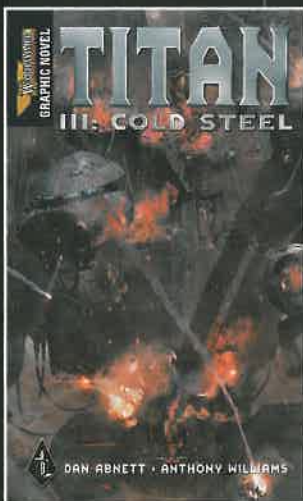
DAEMON WORLD

by Ben Counter

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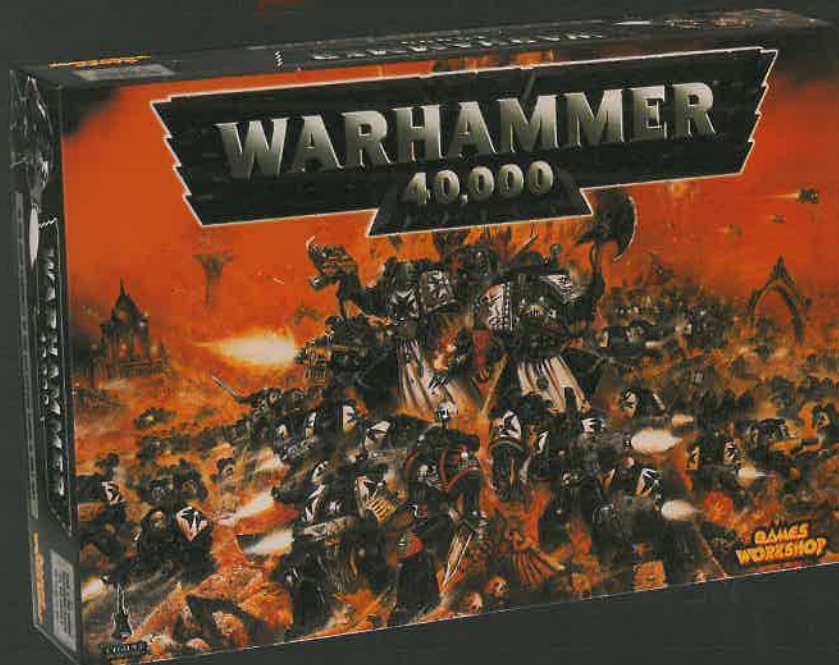
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SALVATION AND HERESY



The Inquisition: Matt Weaver



The Inquisition: Bryan Reilly



The Inquisition: Ben Lannan



The Inquisition: Mitchell Smith



The Heretics: Tero Kanko



The Heretics: Justin "Boo" Keyes



The Heretics: Jim Fox



The Heretics: Justin Whitney

Last month we saw some of the models the guys had put together, along with what inspired them to collect their chosen army.

This month, we start to see the results of their warped imaginations, with painted and in progress models all on show...

HOW HAS WORK BEEN PROGRESSING ON YOUR ARMY SO FAR?

Matt: I honestly have not done as much as I could have and I think it shows in the amount that I've finished so far. I could sit here and make up a dozen reasons to hide the fact that I've yet to give the project the attention it deserves. It's not because of lack of enthusiasm for the Daemonhunters theme, it's simply because I've procrastinated.

That said, I think the work I have done so far is of good quality. So there's no shame in that at least!

Bryan: My army has progressed according to plan. Well almost... the night before the Brisbane GT, I was looking for a base for my Dreadnought. I finally found one, but with a dreadnought still attached to it. I'm not gonna get into all the details but here are a few tips I might suggest:

- When using sharp knives/scalpels cut AWAY from the body.
- While cutting plastic, such as Dreadnought feet off a base, do not watch TV.
- Do not have too much caffeine before using sharp knives/scalpels.
- If you are watching TV, make sure your eyes are still open.

After six hours in an emergency ward, I came out with some stitches, and an unfinished Grey Knights army. Other than that, my initial 1500 points is completed and I'm starting to think about the next couple of things I should add.

I'm thinking of a bit of Crusader action or some Purgation Squad goodness.



Ben: The army is moving along very well, with all the models now put together and their bases done, all I have to do now is a batch undercoat and start painting the squads.

Mitch: It is going really well! So far I have almost finished my assault squad (the squad with two teleport and my Dreadnought. I copied a verse from the six hundred and sixty six canticals of faith, from the back of Codex: Daemonhunters onto the banner. I think it turned out well, even though it took me 2 days to complete. Everything seems to be coming together quite nicely.

Tero: Work on my army is going a bit slower than I had originally intended. I only managed to finish one unit of Plague Marines in time for this round of photography, while all the others were assembled and base coated. I've since added a few more colours to them, so I am making progress.

Unfortunately, I've hit a small speed-bump. I've entered the Sydney Grand Tournament (Warhammer) and decided that I wasn't happy with my current Nurgle Chaos Warrior army. Now I need to paint some more Chaos Knights and a Nurgle Chariot and add them to the army. At least it's the same colour scheme...

Boo: Work has been progressing on my army, but I do expect to fall a little behind as I am going to be away in the UK and Spain for a few weeks. I won't be able to paint at all while I'm away, but that just means I will have to catch up when I get back. Since I am painting a Black Legion force I'm quite lucky in the fact that the majority of Chaos

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Jim's Chaos Space Marine Sorcerer, one of his Raptor's, and an in-progress Chaos Space Marine

Space Marines in the army only require a black undercoat and a black ink to start with. From there I will be painting on the metallic trims of their shoulder pads and chestplates, their weapons and with some very subtle highlights they are complete. I have also nearly finished my unit of Bloodletters. I now only have to pick out the details with lots of brazen brass and they are done. I had also started working on the vehicles in the army, but now I have decided to leave them for last.

Jim: Work on my army has been a bit slower than I wanted. My problem lies with the Chaos Marine squads as they are taking a huge amount of time. Why do our miniatures have to be so detailed?

Jim: I'm pleased with the completed

Sorcerer and Raptors but there's a lot more work to be done before the army is finished.

Justin: Progress has been slow. I had got a little behind with my painting. Why? Because I started painting my daemon prince too soon. I was ordered by the Chaos Gods to complete him, I swear! He's almost finished and he is awesome. He is converted using some fantasy bitz as well as green stuff. I'm very happy with him.

WHAT IS YOUR PLAN FOR COMPLETING YOUR ARMY?

Matt: I've bitten off a bit more than some of the other guys, as my force is two thousand points, there's just a few extra models to paint. The goal for the next week is to complete the Grey Knights, and start preliminary

painting on the Sisters of Battle contingent. I want to leave the Inquisitorial henchmen to last.

Bryan: The plan for completing my army is to stay away from sharp objects. I think rubber knives and round paper is the way to go.

Ben: I set aside each Sunday as painting and modelling day, the only problem is that I'm also trying to assemble and paint a Tomb King army for our Warhammer campaign, so there is some cross range painting going on.

Mitch: As most of you saw last month my colour scheme is pretty dark. I wanted to give them the look of the older Grey Knight models, so the re-occurring theme is the dark metal look, while the heads have the bluish look of the new Grey Knights



Bryan's Grey Knight Brother-Captain with Terminator bodyguard

MORI'S DAEMONICUS:NEMESIS HUMANUS:IMPERATOR ILLUMINATIO:MBA VIRTUS:



Matt's Sister with Multi-melta and some in-progress work

(I wanted them to look like they had halos around their heads, with a "May the divine light of the Emperor shine on all those of true faith!" look). I am hoping to convert the Terminators into different poses, and also have really cool scenic bases!

Tero: Like I said last month, first I intend to finish all the Plague Marines. Next, I'll paint the Plaguebearers, followed by my Lord, which I still need to finish the sculpting work on.

After all that, it will be just the Predator left. It's currently still sitting in its box, covered in shrink-wrap, and I'm itching to get to it. That or my case of Nurgle's Rot is getting nastier...

Boo: I am planning on completing all the troops choices first, that means I am going to have the Chaos Space Marines finished first, followed by the Bloodletters. Once I have finished the Troops I plan on working on my Fast Attack choices, followed by HQ and finally the vehicles, which are a mix of Heavy Support and transports. It is a very simple plan and should enable me to finish off my army quickly and effectively.



One of Boo's Rhinos

Jim: I've committed the cardinal sin of army painting and not kept to my plan. I always try to use a reward system in which I paint time consuming miniatures such as the Chaos Space Marine squads first and reward myself with a character model that I can really get my teeth into afterwards. However I've been defeated by the edging on the Chaos Space Marine armour which has taken me far too long to do. To keep myself going I finished the Sorcerer and started the Raptors and thus destroyed my painting plan. Only willpower can save me now...

Justin: To finish my army I intend to paint more (and I'm already doing this). Getting painting back on track was a priority and now it is, after a few sleepless nights. Finishing an army is really rewarding and I enjoy it. Seeing a whole army finished is really great. I can't wait until I'm done.

HAVE YOU DEVELOPED ANY TACTICS FOR USE WITH YOUR ARMY?

Matt: As I had said last month, I'll need to take melta weapons to support the Grey Knights when they come up against tanks, apart from this, I feel that the army I've chosen is pretty balanced. If anything, I'll be relying on getting my troop deployment right for different enemies, as this can win you or lose you the game. A generalisation I'm sure, but one that I cling to when I lose a game badly, usually against someone like Ian Crabb (hey there dude!).

Bryan: I've thought about a few tactics for my army, especially



Matt's completed Grey Knight Terminator Squad ready to deal out the Emperor's divine retribution



Filthy and disgusting, Tero's first unit of Plague Marines is ready for battle



Mitch's Grey Knight Squad well on the way to being finished



68 SALVATION AND HERESY

because they're not great in number. In a nutshell, I plan to destroy as much as possible with my Terminators, my teleport attack squad, and the orbital melta bombardment, while the other squads back them up. The Dreadnought will be used to pick off heavily armoured units, which the rest of the army may have trouble with.

Ben: My Grey Knight squads will each be supported by a Stormtrooper squad, either laying down defensive fire or taking objectives. The Terminators are there as a counter-attack force, I'm betting they'll smash through anything they contact. As for my Inquisitor Lord he will be going after the biggest and nastiest model in my opponents army.

Mitch: Chaos Space Marine armies usually tend to have an assault type theme, so I have gone for an army that can look after itself in any situation. They can also assault if the opportunity arises. I am hoping to get a few games in with the other guys so we can all see how our army tactics work on the battlefield, not just statistically. From what I understand there is going to be a lot of daemons on the board so a few psycannons won't go astray.

Tero: No, I only play with painted armies, and this army is still in its disgusting infancy. I've tried to think about how it would work on the gaming table but I haven't really had much success. I'd need to play a few games first to come across any strengths or weaknesses. Not that I'm really worried about it, as it's more of a modelling and painting project. I may currently be worshipping all that is foul and pestilent, but I'd still rather take to battle with my White Scars or Tau (forgive my blasphemy, oh great and festering Lord Nurgle).

Boo: I did have a test game with my army last week (undercoated only) and have made some changes to the army since then. I am no longer going to be using Rhino's for my squads of Chaos Space Marines, as they were destroyed way too easily and left my troops stranded in open ground where they were mercilessly gunned down. I'm thinking of using the points to purchase a Land Raider instead. Something that is nearly indestructible is what I need

for this army, and if my opponents choose to direct all their firepower at the Land Raider it will give my troops more time to cross the battlefield and engage the enemy in close combat.

Jim: I think the best tactics for using a particular army are something that you learn over time by fighting battles against lots of different adversaries. In my first few battles my tactics will be to put my faith in the fickle powers of Chaos and hopefully not lose too badly.

Justin: Tactics. Until I use my army my tactics will be a case of getting my Chaos Space Marines and Daemon Prince attacking the enemy and in a good position to be able to summon the multitude of daemons that I have! After that I will try to use each lesser daemon to its best ability to help me win the game. Bloodletters are perfect for cracking open heavily armoured troops. Flamers of Tzeentch are great for fire support with their daemon fire. But I won't talk about them too much until I finish them, or else I'll give all my tricks away.

IS THERE ANYTHING YOU WOULD LIKE TO ADD TO THE ARMY AT THIS STAGE?

Matt: I'd like to add some Redemptionists to my army, but of course, that's more painting. If I do finish this army early, I think I will make up some terrain themed on a Sisters' convent or mission... that'd be cool!

Bryan: At this stage I've got a nice little army to play with (with 26 figures in 1500 points, I do mean little). Besides the Crusader or Purgation squad I might add, the only other thing would be more troops or another Terminator Squad. I'm still thinking about putting an Inquisitor in there, but that is becoming a less enticing option.

Ben: I'm desperately trying to keep away from additions, although I do have visions of a Dreadnought covered in Purity Seals that will put the heretic scum in their place.

Mitch: The main thing that would be really cool to add would be an Orbital strike <insert insane giggle here>. I am thinking about modelling wire and green stuff onto a base, and make it look like a strike in progress. I could even have Chaos Space Marines being blown apart.

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Other than that 100 Terminators would be nice!

Derp: I was pretty certain that I wasn't going to add anything to this army, but now I'm not so sure...

I've seen pictures of the Defiler model and it's just too cool to resist. I'm contemplating converting one up for Nurgle and using it as an alternative to my Predator. By the same token, I've been taking a closer look at the Space Marine Dreadnaught and thinking how easy it would be to convert. Plus, both are much better choices than a tank for Cityfight games, which we should be playing a lot in an upcoming campaign.

I'm going to try and hold out, at least until I finish what I have before deciding on whether I add either (or both!) just yet.

Boo: As mentioned before I have plans of adding a Land Raider to

my force, to do this I have removed the Rhino's from my Chaos Space Marine Squads. I was also looking at adding a small squad of Havocs to the army. Maybe it is a bit ambitious at the moment, but I will see. If I do add the Havocs I am going to arm them with plasma guns and give them the infiltrate ability so they can cause some serious trouble in my opponents first turn.

Jim: The Defiler... need I say more.

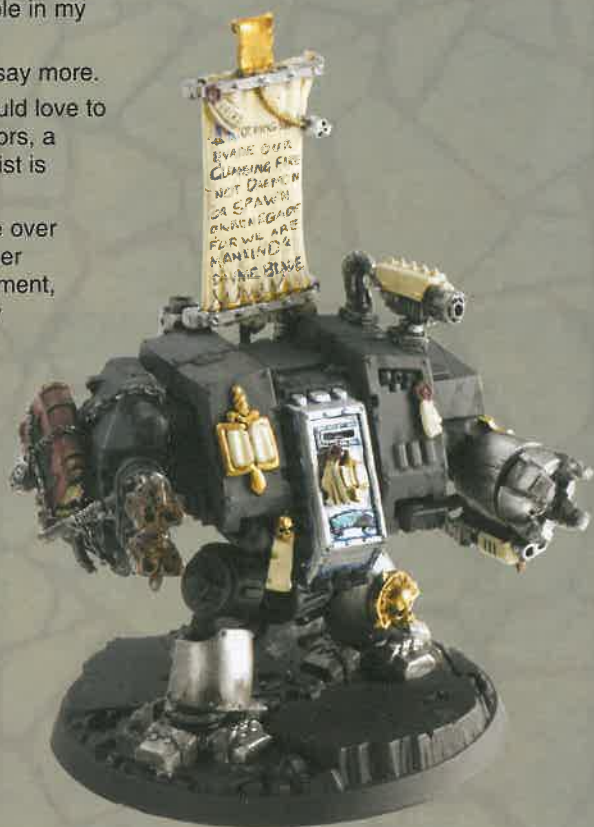
Justin: At this stage I would love to add lots of stuff, Obliterators, a Landraider, Raptors, the list is endless.

BUT... that would take me over 1500 points and be another distraction. So at the moment, no (even though my army lacks heavy support).

Join us again next month to see what new models the guys have finished!



Some more of Boo's in-progress models



Mitch's completed Dreadnaught



One of Bryan's Grey Knight squads laments not seeing any action at the Brisbane Grand Tournament

DAEMONHUNTERS

PAINTING COMPETITION

Games Workshop is sending out the call across the land for everyone to join in and be a part of Codex: Daemonhunters Asia Pacific Painting Competition. Not only will you get to display your painting skills and see how you stack up against the competition from all over the region, you'll also be part of some great model displays at hobby shops throughout the region.

As if all that wasn't enough, you'll also have the chance to win great prizes and have your name and work showcased in magazines and web sites. Now you have no excuse to leave that Inquisitor model unpainted on your hobby table.

Here are some details on how you can get in on the action.

How You Can Participate:

1. The first round of competition will be held at participating stores wherever Games Workshop products are sold. If there is any doubt about whether a store near you will be holding this event, don't hesitate to talk to the store manager.
2. To enter your models, all you need to do, aside from painting, is bring your models to your local participating store and fill out a registration form. Your models will then be on display and ready for the competition. They will remain on display throughout the week (Starting Tuesday, April 22nd) as well as during the judging and awards ceremony.
3. Winners of the competition at the local store level will be eligible to enter into the Finals. Winners of the Finals will then find themselves sending their models to Games Workshop HQ, where the final judging and the declaration of the Asia Pacific Painting Competition Champion will take place. Information on which stores are involved in the finals will be included in a packet of information distributed to the winners at each local store.

The Categories:

The contest is divided into three categories:

- **Youngbloods:** If you are age 14 or younger, you **MUST** enter in the Youngbloods category.
- **Beginners:** This category is for those over the age of 14 but who may be new to the hobby and have never entered ANY painting competition before (including the Golden Demon Painting Competition at Games Day). Only a vile Goblin would attempt to enter into this category if he didn't belong there!
- **Veterans:** This category is for those over the age of 14 who either have been painting a very long time or have won previous painting competitions, including any painting competitions sponsored by Games Workshop. Those entering this category should be ready for a strong challenge.

One model from each store will be chosen from each category as the overall winner. Winning contestants will then be able to enter the next round in the painting competition. In all, there will be four separate rounds, with winners being matched against other winners from across the region.

Official Rules for Codex Daemonhunters Asia Pacific Painting Contest:

- You may only use models produced by Games Workshop for the new Codex Daemonhunters.
- You may only enter one category: Youngbloods, Beginners, or Veterans.
- You may enter up to three different models.
- Models must be mounted on the base that they are packaged with. They may not be mounted on anything else.
- Models must contain at least three different colours and a finished base (flocked or otherwise modelled).
- Models must be entered and registered at a participating location by **Thursday, April 24**. Models entered thereafter are ineligible. Models will be judged on the morning of Saturday, April 26, and an awards ceremony will be held that afternoon or evening. Please contact store staff for more details.

Winners will be eligible to advance to the next round and will receive more information at the awards ceremony. Games Workshop, its affiliates, participating stores, and staff take no responsibility for damages or lost or stolen miniatures. In addition, by entering the contest, you agree to let Games Workshop photograph and publish pictures of your model(s) wherever the company deems suitable.

What the judges will be looking for:

Advanced: Highlighting, shading, and blending must be used to bring out details.

Basic: At least three colours must be used.

Advanced: Details such as runes, body paint, and battle-worn equipment must be painted.

Basic: The base must be flocked and painted.



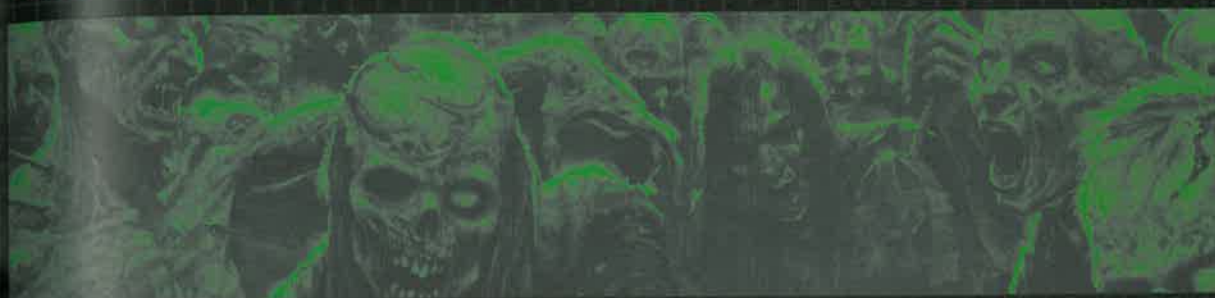
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GAMES WORKSHOP®

COMMIT TO: INQUISITION RECORD
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TELEPATHIC DUCT: 033/2PW084
REF: ADA5T/4062/SITREP

No doubt you are aware of the virulent epidemic spreading through the sector, so I shall spare you the gory details of its effect. What you may not be aware of are the circumstances surrounding this outbreak. As it has spread, apocalyptic sects have appeared with monotonous regularity on every world afflicted, preaching that the Emperor's wrath has descended, and that the plague is a punishment for the sufferers' sins of wickedness and vice. Apparently, only the faithful will be spared the Curse of Unbelief (as the masses are calling it) and hordes of flagellating devotees now fill the streets, whipping up hysteria and panic. I urge you to send more troops to stem the flow of these lunatics before any further disturbances occur.



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NAVAL HIGH COMMAND
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TELEPATHIC DUCT: 033/2PW084
REF: ADA5T/4532/SITREP

In the wake of such catastrophic breakdown of Imperial rule on so many planets in the surrounding sectors, vast ructions have been sensed in the Warp, stirring the already volatile medium of the Immaterium into new and violent life. The fringes of Warp Storm Baphomael have expanded to engulf the edges of the Cadian system and many of the Astropaths based here have reported terrible visions and bloody omens that all point to a time of coming war. Reports are also coming in which, if they are to be believed, point to a horrifying escalation in the scale of these disturbances. Reports are sketchy at present, but it appears that a massive psychic backlash has caused the Choir Chamber at Belisar in the spire of Hive Tertax to explode. The top nine levels of the spire have been obliterated and the death toll sure to be in the thousands.



Guy Haley is simply mad about Orks, but not just any Orks – only the followers of the Kult of Speed will do. Guy Haley's fantastic Speed Freeks army was featured in WD278, but as he has been an Ork Warboss for many years, we asked him to share with us some of his tactics...

TACTICA

SPEED FREEKS

GETTING THE MOST OUT OF A SPEED FREEKS ARMY

Guy: Speed Freeks, the best army of the best race in the galaxy. Not only are they dead hard, dead tough and dead choppy, they're dead fast AND dead shooty! What more could any green-skinned warmonger wish for? Ahhh, I love the smell of skorch fuel in the morning.

I'm not a regular tournament player, and approach the game more from the hobbyist's point of view. My love for the game, like the games themselves, is model driven. This is a practical Tactica that will take you through how to choose a fast, manoeuvrable army which will stand up pretty well against all comers without having to adjust it for every opponent and situation; one you can actually paint as you play with it.

But we all like to win, and let me tell you, I've got just as many tricks as any tinboy tournamenteer can hide behind his beard. Mount up!

HIRIN' DA BOYZ

To play the tricks you need the troops, preferably beautifully modelled and painted! However, when you start playing with a new army, it's just plain unrealistic to buy multiple units for each troop choice. Hopefully the tips we'll look at will help you pare down your choices, but before we look at all that, there are a few general points that are worth considering.

Think carefully what you'd like your army to look like. Though they are already themed, Speed Freeks are actually a diverse bunch. You could have, for example, an army comprised mostly of bikes. Freeks can choose FIVE Battlewagons, if you fancy a ramshackle answer to an Imperial Guard Tank Company, while it's even possible to give the Boyz a big-gun bias and create an artillery warband.

Start small. Pick a 1,000 points army before you buy anything but the most core units. Even play a few games with it first using substitutes, though don't take it too far. I won't tell you what we did to the guy in our gaming group who insisted on using a deodorant bottle for a Chaos Predator and broken plastic skeletons for everything from Dark Eldar Incubi to Chaos Cultists but, like his army, it wasn't pretty.

Speed Freeks aren't the easiest army to use. As Freeks are more fragile than Orks, it's vital you get to know the strengths and weaknesses of the units you'd like, and be able to replace them if they don't fill their role quite as you originally envisaged it. With a 1,000 points set-up, even a modest budget will allow you to buy a few more mobs than you really need to start with. In my initial 1,000 pointer, for example, a unit of Burna Boyz became a unit of



Guy Haley's impressive Ork horde arrayed for battle.

Tankbustas before finally being replaced (along with three bikes) by a unit of 'Ard Boyz with three burnas. The burnas got remodelled into 'Ard Boyz, and the Tankbustas are now in my expanded 1,500 points army.

It might be an idea to stick together your first Orks as 'generic' boys. A few armour plates can turn them into 'Ard Boyz, Skarboyz just need extra weapons and scars to make them look harder, and so on. As your knowledge develops, you will begin to know exactly what you want and what you're still not sure of, so you can paint your 'core' as you go, leaving more exotic stuff until last.

FREEKY FALL BACK AND THE PROPER USE OF TRUKKS

Speed Freaks have a number of special rules that set them apart from all other armies, mostly concerning the Trukk.

Unlike normal Orks, they don't mob up. As they see their Trukks as home, they fall back to a transport instead. This has to have enough capacity for them all AND be unoccupied!

Once things start getting hairy it is imperative that you have one vehicle kept back out of harm's way that the Boyz can run to. If there's nothing to fall back to, a unit will scatter. If you only have one vehicle with transport capacity left, keep it free. Make sure there is nothing in it either, as just one passenger invalidates the vehicle as a viable fall-back point, even if there's room for 19 other Orks. As soon as a unit has reformed, get them out again as

soon as possible in case some other lads need somewhere to hide. There's nothing as upsetting as losing a whole unit of Boyz because there's momentarily nowhere for them to go.

Likewise, make sure that you disembark away from the enemy as falling back. Speed Freaks can still get minced by crossfire...

Handily though, Freaks can use any transport, not just the one they came on in, and will automatically embark once they get within 2" of the Trukk, reforming immediately. Though they can't disembark in the same turn, they can regroup the turn they run off and, of course, they can fire their weapons.

When moving your transports, hug the terrain. Don't come out of cover just to get off extra shots – it's not worth it! Squadrons of Buggies and Wartraks can block line of sight to the bigger vehicles too, keeping them safe.

THE SHAPE OF THE WAAAGH!

Unlike in a standard Ork warband, you don't actually have to have a Warboss in your army. You could take a Big Mek instead, which frees up points to be spent elsewhere. However, I heartily recommend the Warboss. He's one of the best hand-to-hand fighters in the game with a whopping 5 Attacks when he charges! Grrr!

I always take mine armed to the gills – a choppa, kustom slugga, cybork body, bosspole, bionik bonce, 'eavy armour and a bionik arm. This gives him 6 Attacks on the charge plus a special

additional Attack per turn, a 3+ armour save and a 5+ Invulnerable save and a Leadership of 10. Waaagh! tests and his Initiative of 4 means he has a very good chance of fighting first too. This makes him devastating to normal troops, whereas big nasties like Hive Tyrants or Beekee captains have to choose between fighting him, or the numerous mega-armoured Nobs in his bodyguard. Either way, there will be something left to hurt them.

As for his Nobz mob bodyguard, leave them at home to start with. A 1,000 points army is better off with extra Trukk Boyz. Once you start playing bigger games, though, a bodyguard unit becomes a must.

You definitely need a couple of power claws in there – for this always take mega armour. It's only 5 points more than the claw for all the advantages and a 2+ save. Though normally slow, this doesn't matter when you're razzing around in the back of a super-fast jalopy.

Page 5 of Codex: Orks tells us that in mixed saving throw units, the majority save is the one that takes all saves, and casualties are taken from those models alone, so try to make sure that the majority of the unit are wearing mega armour. Always, always give one of the mega armoured Nobs big horns or an iron gob. Should the Warboss be eliminated (as is invariably the case) this will reduce your Leadership to 8 instead of 7.

The other Orks should wear 'eavy armour. This is great protection against



small arms fire, and is also invaluable insurance for when your Trukk gets blown sky high.

Oddboyz are pricey for what they do, but a Mad Dok is good value for money. Take Dok's tools and three Orderlies to patch up wounded Nobs. Meks aren't really worth it unless you've got a very large bodyguard riding in a battlegroup, in which case take one with a kustom force field, which will make the vehicle hull down, and another with Mek's tools and Grot Oilers to repair it.

All the bodyguard (besides mega armoured Nobs) should have sluggas and choppas. Give them the shoota kustom job too, as a Strength 5 hit can hurt nearly anything. Give a couple of Nobs tankbustas, and all of them frag stikkbombz. Above all, try to keep them flexible, but don't give them so much gear that you forget to use it.

Lastly, remember your Warboss (or Big Mek) always has to have a transport of his own. A Trukk is much better than a Battlegroup, as it'll get him into combat quicker and that's where he wants to be. If you're worried about it, give it extras like an armoured top (the unit doesn't need to shoot anyway) to negate the 'open topped' nature of the vehicle.

If you're going to take your Warboss on his own and want him to come on with some of the Boyz, make sure the unit you want him to lead only has nine Boyz in it or he'll have to walk! You still have to take a transport for him too, but he doesn't actually have to start the game

in it, but that's okay, as you can leave it lurking at the back of the board for units to fall back to...

BOYZ, BOYZ, BOYZ

When you're choosing the main bulk of your army, you need at least twenty Boyz. Trukk Boyz are the standard troop choice, and in a 1,000 points army you won't be able to afford much else, but if you can, take 'Ard Boyz. Though these toughened nutters may suffer wounds more often when their transport gets mashed (4+ as opposed to the Trukk Boyz' 6+), their 'eavy armour more than makes up for it, and this is on top of the obvious benefits of combat protection.

This alone makes them more survivable than Burna Boyz, Tankbustas and even Skarboyz, but what really makes them good value is their ability to take THREE special weapons. Burnas are best, offering excellent anti-personnel effects at close range, as well as ignoring saving throws in close combat. Nine power weapon Attacks on the charge is not to be sniffed at. Remember you can't do both in one turn, so be careful when the time comes to put the boot in.

Don't bother with rokket launchas for any of your basic Boyz. They never hit. Take big shootas instead. Combined with the vehicle's armament and a bolt-on big shoota you can have 9 Strength 5 shots a turn. Even Orks'll hit something with that amount of firepower.

Both Trukk Boyz and the elites can have a mix of shootas and slugga/choppa

armed boys. Go for the slugga/choppa combo; with so few Orks it's not worth messing around with shootas, and you'll miss the extra Attack and saving throw leveller of the choppas in the assault.

VEHICLES

Vehicles are the real strength of your army, but they are expensive. Learn to love their oil-streaked exteriors as much as the Orks that live on them. They are not to be cast into the jaws of hell as carelessly as you feed a Grot to your pet Squighound.

First off, always, always take the 'extra armour plates' upgrade. A 6+ saving throw may not seem like much, but it's the only save any vehicle gets and can be gratifyingly annoying for your poor opponent. Bolt-on big shootas are always a good idea for Trukks. Don't bother with armoured tops for any but your most important units as your Boyz benefit from being able to fire out. Grot riggers are obligatory, and helpful, and the extra 1" Movement for the red paint job is also great. Just don't go overboard on the extras as they take up points and the various add-ons that enable you to attack other vehicles just encourage you to put your vehicles in silly places. Better to have more Boyz than furry dice for your drivers!

BUGGIES

Buggies and Wartrakks have a pernicious and highly effective use – they are your army's Tankbustas. With Grot Riggas, armour plates and twin



Ork Warlord Waaagh Duffsnik and his Nobs charge straight for a unit of Imperial Guard.

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linked-rokkits they come to just 47 points each, and will more than earn those back. Twin-linked rokkits rarely miss and can get through the thickest armour. An Armour Value of 10 and 'armour plates' enables them to shrug off all but the heaviest fire, while your Rigger can often repair the damage that is done. You can use them to screen your valuable transports, and their souped-up engines can get them right behind the enemy - very useful against tanks.

Buggies are worth their weight in gold. Be bold with them, chances are your opponent will ignore them and even if he does target them, one always gets through! Don't bother with the mega-blasta. It never hits, can cause damage on your own vehicle and is so expensive it brings the buggy to over 50 points, meaning that armour plates cost 10 rather than 5 points. Twin-linked big shootas are better, but you really should be using your Boyz for infantry-mincing. Even if there are no tanks, with Strength 6 AP 3 rokkits you're virtually guaranteed a kill with each Buggy every turn, and they are great for instant-killing toughies like Tyranid Warriors.

Best of all, they count as troops, so you can have loads of 'em. Or, more cunning, several tactically flexible squadrons of one. These need to be targetted separately and are free from the annoyances of being in formation.

BIKES

Many Freek bosses go mad for bikes, look around and you'll find several Freek bands made up of nothing other than bad ass Biker Boyz. They look cool, it's true, and can be devastating in the charge, but on the whole you should only take a few. They're almost as expensive as buggies and nowhere near as durable. Their initial charge may be ferocious, but they're surprisingly vulnerable in close combat as they have a pathetic save. In a smaller army they're best kept back in reserve, moving in to tackle outflanking units or mopping up pockets of resistance. Only attack with bikes when the enemy is isolated and defenceless. Soften them up with fire, then close for the kill. Ork bikers are the hyenas of the band, scavenging ahead, harrying the weak. Don't throw them away - they're too expensive for death or glory charges. In larger games you can take more, providing a 'smokescreen' with their exhausts for vehicles behind. Provided they hit with the Boyz they can be terrifying, and they never run away.

Try taking a Nob with a power claw. This is horrendous in points value terms, but looks fantastic! He's useful against lone vehicles and tough characters. Give him heavy armour to make him more survivable. Sadly, though visually they're one of my favourite units, Nob Bikers



An Ork Slaver drives his Grots on as the tank lines up the Leman Russ.

also suffer from the same problems, only more so. They are hugely pricey, so are best left for games of 2,000+ points at the very least.

Outriders are better - if you can afford the extra 5 points per model, it's worth making your Biker mob into Outriders as their special abilities and guaranteed set-up are useful in some scenarios.

Deth Koptas function as bikes, again at 5 points extra. For this you get an extra point of saving throw and jetbike abilities. As you can only have three per squadron, take these Boyz instead of a very small unit of bikes or not at all.

BIG GUNZ

You always need some kind of big, scary gun. There are three reasons for this: firstly, they can blow things up, and secondly, your opponent knows this and will often target your artillery instead of a truck load of Boyz. Thirdly you're an Ork, and the only thing you like more than driving dangerously fast is a bloody great big gun! Tsk.

Guntrukks are nice and cheap but tend to suffer for being slow. You'd think that three of them with kannons or zzap guns would make effective tank hunters, but this just ain't the case. They've got a lousy Armour Value for non-fast vehicles and, compared to the rest of the army, are easy to outmanoeuvre. The best Guntrukks are those with lobbas; parked quietly behind a hill they can indirectly rain fire down on the enemy whilst being nicely out of sight.

Battlewagons are better. They've a fantastic Armour Value, and kitted out

with a krusher, zzapp gun, twin-linked rokket launchas and a few bolt-on big shootas they are not a bad tank. If you take it as a Heavy Support choice then you can leave it empty, or empty one of your Trukks and put the Orks into the 'Wagon. Another way of keeping a vehicle free. Speeded up with red paint, protected by a force field (knocks off the +1 to the Damage roll for being open-topped), it becomes very tempting. BUT it is damn slow for a transport and fully equipped can cost nearly 200 points. They also drink Squig oil like's there's no tomorrow.

My personal preference is a looted vehicle. I have a Basilisk. Parked hull down with a force field and covered by the ubiquitous armour plates, it's relatively tough. It's a fearsome sight that unnerves the opposition, and they'll do anything to get rid of it, though it breaks down as often as not, lurching forward and being unable to fire.

Even when the earthshaker cannon gets blown away it comes in handy. I equip it with a turboboosta and red paint and, using its higher Front Armour Value as protection, employing it as a giant battering ram that my Trukks can hide behind. It's as expensive as a Trukk Boyz mob, but well worth it.

Not quite in the same category, but with the same effect, are Fighta-bommerz raids. It might do nothing, it might strafe your army, but with so much potential destruction for such a little outlay, at 30 points the one you're allowed is tempting. And you don't have to paint a single model.

STICKIN' DA BOOT IN

Speed Freeks are a very versatile army, though tables or scenarios with lots of cover are best left to Orks on foot. That aside, their Reserves rules and fast response times mean that they'll perform well in most circumstances.

Freaks are vulnerable to being split up and exterminated. There's not very many of them, as their not-so-shiny vehicles eat up points like a greedy Grot. When choosing your army, don't get carried away on too much fancy stuff. Make sure you've enough Orks for the job – I'd recommend you always try to have at least twenty-five foot troops in a 1,000 points army. If it's a toss up between ten Boyz and four bikes, get the Boyz.

The real trick with Speed Freeks is to keep the enemy's fire divided, confuse him as to where you'll hit, strike in force in one place, while attacking with flanking units and attempting to unite the two forces. You must always make sure that your attack is coordinated and concentrated.

Big guns and the like are expendable, so make them look like tempting targets. What with loads of screaming Greenskins hammering across the turf at your opponent, and dangerous looking Buggies toting rokkit launchers zooming about, he'll already be confused. A big gun is just one more target to confound him and draw him away from firing at what's important – your Boyz. What you don't want him to do is to blow up your Trukks, so keep them shielded with scenery or Buggies. Sometimes it's worth disembarking from your Trukks and advancing one or more units through cover. This keeps the Trukks safe for falling back purposes.

Split up your Trukks and drive them all over the board. You want to keep him off balance, to rush troops about hither and thither as he tries to second guess you. This should disrupt any fire patterns he may have tried to establish. Hopefully, as you whittle him down with opportunity fire, a hole will appear in his army. Ideally you should be shooting his best troops down, for it is these that you will be attacking; don't bother with ranged specialists. Speed Freeks need to circle and feint, all the while attempting to shoot then engage in hand-to-hand combat with the elite of the enemy. You have to rip out the heart of your foe's forces in one fell swoop.

When going in for the kill, try to make it so your Trukks can move from cover, fire, and disembark your troops who may then assault. This will save your units from spending a dangerous enemy Shooting phase out in the open. If you can't do this, give him either too much to adequately target or something nice and juicy like an artillery piece as an alternative.

Again, if it survives, retreat the Trukk. Try and hit the same part of the enemy's line with two or more units simultaneously, at the same time harrying his flank with another mob or bikers. This will keep him divided. Hold back a small unit of Biker Boyz to finish off depleted enemy units or stop flankers. They can do a lot of damage to weakened foes, and can be used to bolster your main attack.

Try to roll up the army to meet with your flanking force. Retreat free Trukks to safety, but keep a mob on board one Trukk, even if you have to re-embark, while one or two units advance on foot, assaulting as they do so. Your enemy will be forced to choose between targets again, as the Trukk mob should present a large threat to the rear of his lines. Don't worry if your Trukks begin to get trashed. Provided you're in the middle of his army they've done their job. Just make sure there's one free at the back somewhere.

Use your Buggies to neutralise tanks and heavily armoured models. Once they've achieved this, they can help harry the flanks as your main attack slams home, or to draw off enemy units by repeatedly shooting them in the back. For this reason it's sometimes good to take a twin-linked big shoota armed Buggy in the squadron. If it comes down to it, you can remove it in preference to your twin-linked rokkit buggies when the unit is damaged.

When attacking like this, don't keep your units too far apart. The idea is to break his line in one place, then squeeze it between the two forces. Don't let him break you apart. Assaulting piecemeal will lead to your units being annihilated one by one, whereas attacking en masse will leave you undoubtedly victorious, but dangerously weakened, units in the open and vulnerable to his fire.

What will probably occur is that your Warboss and his cronies will rampage through anything they meet. Once this happens, your enemy will desperately try to finish him off. Use other Ork mobs not only to reinforce their advance, but also to peel away in their Trukks and destroy any remaining enemy fire bases. By now, your Warboss or another hard unit should have eliminated many of the enemy's assault specialists, leaving the rest of the Orks to mop up.

Sometimes discretion is the better part of valour – hard words for an Ork (if he understood anything like 'discretion'). Try to avoid real meanies like Hive Tyrants until they've been damaged by shooting, killing the Tyrant Guard off first. When you do assault something like this, make sure you position your troops wisely, allocating attacks carefully.

If another army tries to play the speed game, prove you're faster. Split up his

attack by moving your forces and deal with it chunk by chunk, all the while attempting to work your way behind him.

Above all, don't rush in headlong – shoot them up a bit first. Unlike a footslogging Ork warband you will have no second wave to mount another attack. If necessary, attack and retreat. The real trick is to be fluid and adaptable. You have one of the fastest armies in the game – use it. After all, speeding about really quickly in your Buggy is what it's all about.

ZOGROD WAZDAKKA'S TOP TIPS

- ALWAYS make sure there is a free vehicle for Freeks to fall back to.
- As Freeks fall back towards a vehicle, it can drive to meet them. Use this to fox any potential crossfire plans your enemy may be cooking up.
- As most Freek vehicles are open-topped, they can deploy anywhere within 2" of their transports. This effectively lets them assault 8". As they can move 12" in their Trukks and disembark, you could move them 20" altogether. Do not underestimate this during deployment.
- Never underestimate the power of Freeks' guns. Other Orks may not be able to hit a barn door, but most Freek weapons are twin-linked and this makes up for a lot.
- Grot servants can be cunningly used as cannon fodder when your Warboss' unit is targeted by template weapons. Move the template to toast the Grots, who you should ensure are all stood close together.
- Strength 5 big shootas are good at penetrating armour. Manoeuvre your Trukks and bikes behind your enemy's tanks to take them out; he won't expect them to succeed.
- Armour plates are a Speed Freek's best friend. Make sure you put them on all your vehicles.
- Red ones do actually go faster. That extra inch goes a mile.
- Beware of small arms fire. Speed Freek vehicles have low Armour Values. A coordinated burst of fire from a squad of Fire Warriors or Space Marines can really spoil your day.
- Whenever you're playing Cityfight, put the Buggies away and get out your regular Orkish horde. Sometimes there's just no place for wheels.

HOW TO SET UP

This Recon mission sees the Boyz fighting the Tau. Confident of an easy victory over the Greenskins, the local Shas'O was most taken aback to find his army utterly destroyed. The 'Ard Boyz smash into the Kroot on the second turn, annihilating them and sweeping into the Fire Warriors. The Warboss' Bodyguard kill the Broadside suit (after a lucky Trukk saving throw), aiding in the destruction of the Fire Warriors. Both then sweep into the second group of Fire Warriors, then the Broadside, destroying it. Meanwhile the Basilisk has been raining havok down on the Tau left flank, aided by the buggies who, after destroying the Pathfinders, manage to kill a crisis-suited Shas'ui. With the Kroot swept aside by the Bikers, the Trukk Boyz box in the surviving Tau, who, retreating in good order, are nevertheless trapped between the two pincers of the encircling motorised horde. Unable to wound the remaining mega-armoured Nobz, peppered unceasingly by rokket and big shoota fire, the Tau are annihilated in the ensuing assault.

ORK LOSSES:

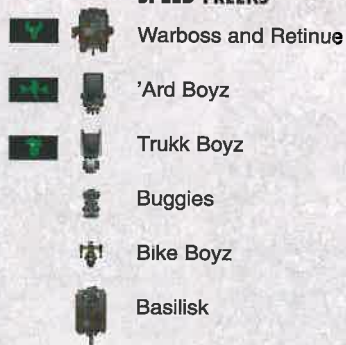
Ten 'Ard Boys, Three Bodyguard Nobz, four Trukk Boyz, three bikes, Basilisk, one buggy.

TAU LOSSES:

Wiped out.



SPEED FREEKS



TAU



MINICIN' OTHER SPEEDSTASI!

In this Cleanse scenario, the Freeks are facing the Steel Legion. Deploying behind the wrecked pumping station, the Trukk mobs roar across the field to behind the woods. Here the Trukk Boyz disembark and run into the woods, their Trukk withdrawing the following turn to a safe distance. The 'Ard Boyz tackle the Hellhound. The Warboss and Retinue get behind the Command Chimera, blow it up and massacre the Command section as they attempt to flee the burning wreckage. The Basilisk rains fire down on the battle tanks, presenting an unavoidable target to them. As it is dealt with, the buggies roar right into the centre of the enemy, outflanking the vehicles. Attacking their rear armour, they despatch the two tanks and a Sentinel. The final two Chimera are halted by the bikes, until now held in reserve, and the passengers are finished off by the Trukk Boyz advancing through the woods. Total victory.

ORK LOSSES:

Two buggies, two trukks, seven 'Ard Boyz and three bikes.

IMPERIAL LOSSES:

Everything.



SPEED FREEKS



IMPERIAL GUARD



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Tom Hibberd has been collecting his Crimson Fists battle company for some time now. Here's how he went about painting his new Crimson Fists Razorback to which he has added some Forge World reinforced armour.

PAINTING WORKSHOP

Tom Hibberd's Crimson Fists Space Marines Razorback



COLOUR PALETTE

-  Regal Blue
-  Blood Red
-  Blazing Orange
-  Chaos Black
-  Skull White
-  Dark Angels Green
-  Bilious Green
-  Snot Green
-  Boltgun Metal
-  Lightning Blue
-  Ice Blue
-  Bestial Brown
-  Black Ink
-  Chestnut Ink

THE INTERIOR

The floor plate, driver's door panel and the left internal side panel were stuck together first, using Plastic Glue. This, the other internal panel and rear door, were then spray undercoated with Chaos Black.

Firstly, the interior was basecoated with Dark Angels Green spray, spraying downwards to leave some of the black showing in the recesses to act as shading.

To highlight the green areas, Snot Green was drybrushed onto the very edges of the interior detail. The bolter was given a basecoat of Chaos Black. The bolter barrel and other metallic areas were then painted with Boltgun Metal and

given a wash with thinned Black Ink. Once the ink had dried Boltgun Metal was applied again leaving the Black Ink showing in the recesses.

The screens on the control terminal were painted with Snot Green, and details on the screens were painted on in Bilious Green. To give a more realistic impression of a glass view-screen, several thin coats of Gloss Varnish were applied. To finish, all of the buttons in the interior were picked out with either Blood Red or Ice Blue.

THE EXTERIOR

The rest of the tank was now ready for assembly. Following the instructions, the Razorback was assembled using Plastic Glue. The only components not glued onto the hull were the top and side hatches, tracks, driver's visor, command cupola and the Razorback turret. The storm bolter was glued together and the barrels were drilled out using a pin vice. The tracks were left on the sprue to make drybrushing easier.

The Forge World reinforced armour set was cleaned up with clippers and files. The parts were then washed with a mild abrasive cleaner before they were attached to the hull with Super Glue. Before undercoating, the top hatches were put in place and the rear door was closed to seal off the painted interior from the undercoat spray. The tank hull and all the other components were then undercoated with Chaos Black.

A basecoat of Regal Blue was applied with a Tank Brush using several thin coats to produce a consistent colour.

To shade the hull, Chestnut Ink was painted into all the recesses.

Lightning Blue was used for the first highlight for the edges of the hull. This was carefully drybrushed on using a Large Drybrush, being careful just to catch the edges and avoid leaving streaks. The next stage of highlights was applied with Ice Blue, however, this time the paint was applied by running the brush down the sides of the hull just catching the edges that would be caught by a light source above the tank.



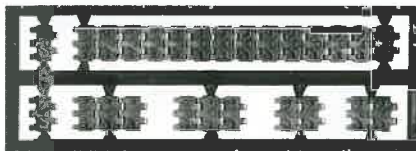
THE TURRET

For ease of painting the components of the turret were painted separately. The separate parts were undercoated with Chaos Black. The turret mounting and armoured cowlings were painted in the same way as the hull. The lascannons were given a very light all over drybrush with Boltgun Metal. The barrels and the cables were painted with Boltgun Metal, given a Black Ink wash and tidied up with Boltgun Metal again. The turret was then assembled.



THE DETAILS

The tank chain, dozer blade, fuel cans and the storage box were undercoated with Chaos Black, sprayed with Boltgun Metal and then lightly drybrushed with Boltgun Metal. To finish off, Chestnut Ink was carefully applied to several areas to represent rusted and dirty sections.



At this stage, the tracks, which were still on the sprue, were drybrushed with Boltgun Metal.



The headlights were basecoated with Lightning Blue and then given a highlight of Ice Blue. The side lights were painted with Blood Red and Bilious Green and the grating over the lights was carefully painted using Boltgun Metal.



The exhausts and the pintle-mounted storm bolter were painted in the same way as the two lascannons.

All of the other pieces were now put in place, but were left unglued so they could be changed in the future, with the exception of the tracks which were glued in place.

WEATHERING

To make the tank look rugged and battle damaged, Boltgun Metal was applied to its edges to give the effect that the paint had worn away.



Finally, the lower part of the tank was lightly drybrushed with Bestial Brown to make it look muddied and well used.



FINISHING OFF



The glass on the driver's view screen, the storm bolter cupola and the turret

were basecoated with Snot Green, shaded with Dark Angels Green and highlighted with Bilious Green and a spot of Skull White. They were then given a coat of Gloss Varnish.

The Imperial Eagle was basecoated with Blood Red. It was next given a wash of Chestnut Ink then highlighted with Blood Red, followed with a final highlight of Blazing Orange.



Lastly, the Crimson Fists symbols and vehicle identification number were applied from the Space Marine Vehicle Transfer sheet.



The Crimson Fists deploy from their Razorback transport, ready to start a patrol deep into enemy territory.

GAMES WORKSHOP

2003 GRAND TOURNAMENTS

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THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- Making a Rohan House
- Denizens of Middle-earth
- Cavalry Tactics
- Royal Guard Painting Masterclass
- Faramir's Rangers Painting Workshop



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

Hello everyone,

Recently quite a few people have asked me if it's possible to fight a battle between two Evil forces or between two Good forces.

In principle, my immediate reaction is to say no, because the game has been written with the idea of always keeping a strong contraposition between Good and Evil. This, in my opinion, is one of the most distinctive characteristics of Middle-earth, both in the book and in the movie. The world of The Lord of The Rings is a place where light and darkness are very distinct, and the struggle to resist the corrupting power of Evil is certainly the central thematic of the narrative. This is evident at every level, from the armies of the Free Peoples fighting Evil on the battlefield to the inner conflict of the various characters against the temptation that Evil exerts through the Ring.

Good can conquer all Evil, but Evil can corrupt all Good, and their eternal clash is the force behind the story of The Lord of The Rings.

As you know, the game has been strongly influenced by this base philosophy. The rules themselves have been written thinking of Good fighting Evil. Remember what happens when two models with the same Fight value score a draw in a fight. You roll a dice, and if the result is 1-3 Evil wins, while if the result is 4-6 Good does.

This is a clear example that the rules always assume an Evil force is fighting a Good force, and the same goes for the very structure of the Forces sections in the manuals – they are divided into Free Peoples and Forces of Darkness.

On the other hand, a very concrete problem has arisen recently for some of our customers and has been brought to my attention. In a perfect world, all The Lord of The Rings players would always agree beforehand what scenario to play and take the relative forces, or carry with them their own Points Match forces of both sides. In reality though, it happens at times that people meet up to play a game of The Lord of The Rings and, by chance, they all turn up with Good armies or all with Evil ones. This might happen because each person decided they liked only one particular force or because their other models are still unpainted or because they simply didn't take both forces with them on the day.

Whatever the reason, they would at this point appear to be stuck, and unable to play a proper game.

Albeit I encourage the idea of always having two forces (or rather, one collection made of a Good and an Evil force), I have to admit that the situation described above might indeed arise. In this unfortunate case, to avoid having to leave without a game, I suggest the following simple solution.

Before the beginning of the game, the players just need to roll a dice to decide what side counts as Good and what side counts as Evil in that particular game. Once that has been established, the game can proceed as normal.

The situations arising from this solution will sometimes be plausible, with Uruk-hai fighting Orcs as they do in the book, or Good forces squabbling over the Ring, as they would probably have ended up doing if they'd decided to keep it rather than destroying it. At other times though it will

be really weird, with two Aragorns locked in a deadly duel, both claiming to be the true Heir of Isildur. In this last case it's obvious that players will have to just have a laugh and carry on with their odd predicament.

I am firmly convinced that such games might be fun once or twice, but certainly don't have the same appeal of a proper battle of Good and Evil. They do not reflect the true spirit behind the game and the background, and should be avoided as much as possible. So, if you cannot agree beforehand with your opponent what kind of game you're going to play, make sure that you always have with you both your favourite Evil and Good force (after all, it's pretty much the same number of models as one army from another GW system).

Alessio



Rohan Royal Guard, ready for battle.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Rohan Royal Guard Mounted

Designed by Alan Perry, this blister pack contains 1 mounted Rohan Royal Guard model that can be armed with either a spear or sword. *This model requires assembly.*

ROHAN ROYAL GUARD
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Legolas & Gimli on horseback

Designed by Michael Perry, this blister pack contains 1 Legolas & Gimli on horseback model. *This model requires assembly.*

LEGOLAS AND GIMLI
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Gamling, Rohan Royal Standard

Designed by Alan Perry, this blister pack contains 1 Gamling, Rohan Royal Standard model. *This model requires assembly.*

GAMLING
AUS\$18 NZ\$20 HK\$80



Rohan Royal Guard on Foot

Designed by Alan Perry and Brian Nelson, this blister pack contains 3 Rohan Royal Guard models that can be armed with either a spear or sword. *These models require assembly.*

ROHAN ROYAL GUARD
AUS\$18 NZ\$20 HK\$80



After watching *The Two Towers*, 'Eavy Metal's terrain builder Mark Jones was inspired to build a house of Rohan. Dave Cross decided to find out how he went about it.

Being an avid fan of *The Lord of the Rings*, and having seen Edoras from *The Two Towers*, I had to have a go at building one of the Rohan houses; their distinctive style makes them a great modelling project.

After the dimensions of the building were carefully calculated, a set of templates for all of the wall and roof sections were drawn onto a piece of paper. A copy of the templates can be found at:

www.games-workshop.com/lotr/rohanbuildings.htm

Using the paper templates as a guide, each of the wall and roof sections were then cut from 1mm thick card. Using masking tape, the card sections were 'dry fitted' to make the rough square of the building.



The finished Rohan house.



MODELLING A ROHAN HOUSE

The making of a Rohan house



An isolated settlement located in the open plains of Rohan.

Once happy with the look of the building, glue was then applied to the inside of the joins. At this stage triangular gussets were added to the corner sections to help the building maintain its shape during the rest of the building process. The assembled piece was then left to one side to dry.



The next step in the process was to create the wooden texture for the walls. Using a pencil and a ruler, planking lines were scored into the surface of a sheet of balsa wood, 5mm apart from each other; this was then repeated over the whole sheet.



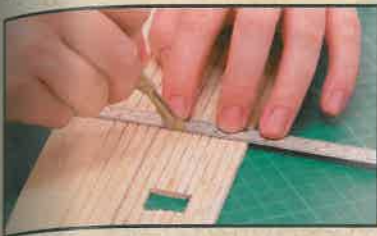
Once completed, the templates were used again to mark out the wall and porch sections in pencil.



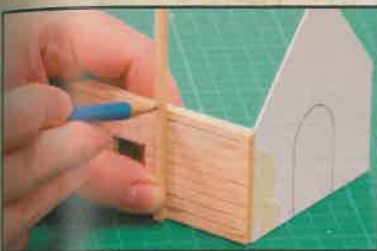
Masking tape was applied to the underside of the balsa wood before cutting out the sections to prevent the wood from splitting during the cutting.



Each section was then cut out, including the windows.



After ensuring the cardboard shell was dry, the balsa planking was then glued to the walls, taking care to align the planks so that the doors and window matched that of the card shell of the house. Strips of 5mm wide balsa wood were then used to add simple vertical detail to the corners and wall sections of the building. The strip was simply measured against the side of the building and cut to length. This was then glued in place, covering the corners and wall sections.



The templates were again used to cut out the balsa wood door and window shutters, ensuring that the planking effect ran vertically. The balsa wood doors and windows were then mounted to oversized pieces of card and glued into place.



The windows were detailed by adding a simple frame to the top and bottom of the window using strips of balsa 3mm wide. The door was trimmed with two thick hinges made from thin cardboard 3mm wide.

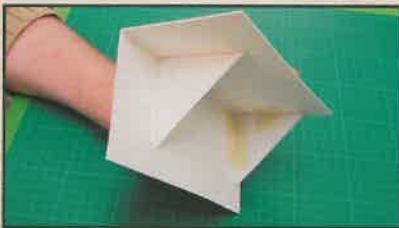


The door was finished with a handle made from a thin piece of wire bent around a paint brush until it made a circle, and then held in place with a small amount of modelling putty.



THE ROOF

The basic shape of the roof was again made from a section of card which had been cut to size using the paper templates. The piece of card was then scored down its centre and folded to create its shape. Two triangular roof supports were then attached to add strength and maintain its shape.



The thatch was created by cutting two strips of fake 'teddy bear' fur, each big enough to slightly overlap the ends and bottom of the roof section. These were then glued and pressed into position on the roof to dry. Once dry the roof was then attached to the shell of the building using PVA glue.



Using an old toothbrush, a mix of 1 part PVA glue to approximately 1 part water was applied. The brush was firstly used against the lay of the fur and then, once thoroughly wet, brushed downwards to reduce the volume and create the thatch effect. Once the glue had hardened, a piece of fur about 3cm wide was cut and applied to the ridge of the roof. The matting effect was then repeated for the rest of the roof. When this had dried, the edges of the roof section were trimmed to leave a rough finish to the thatch.



The gable ends of the roof were finished with two large ornate wooden beams which were again cut from a small sheet of balsa wood. Once cut to shape, the balsa wood was scored where the two beams crossed (creating the impression of two pieces of wood which have been joined together) and then attached to the roof using PVA glue.



By combining two houses and adding a tower, you can create a watchtower.



Once you have mastered the basic house, you might want to tackle an even bigger modelling project such as the Great Hall.

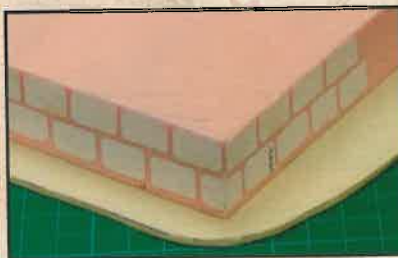
The house sits on a solid stone base which was constructed out of polystyrene. A piece, measuring 210mm x 150mm, was cut from a sheet of 25mm thick polystyrene. From the front of the base an area 40mm wide by 20mm deep was carefully cut and removed.



This was then trimmed to a height of 18mm, then a step was cut and removed 6mm down and 10mm in. This smaller piece was not discarded, but glued to the base of the larger piece creating a set of steps. The steps were then glued into the original recess, finishing the base section.



Next, the polystyrene was glued to a base cut from a sheet of thick card. The stone effect was created from a piece of thick paper which had been cut into smaller irregular shaped rectangles (approximately 10mm high x 15mm long). These pieces were then glued to the base creating the impression that the base was constructed from blocks of stone.



The final element of construction was the pillars. These were made from 5mm diameter dowling cut into two 60mm lengths and two of 50mm.

The end of the short pillars were then chamfered to join the roof correctly.



Once this was complete the foundations were marked out and 10mm deep holes were cut into the base to accept the pillars. Once satisfied that they were in the correct position, they were then glued into place.



The long pillars were finished with the addition of decorative cornice pieces made from spare balsa wood.



The construction of the house was now finished and ready to paint. The house was first undercoated Chaos Black, and the weathered painting effect on the building was achieved by drybrushing each section of the building. The stone base was painted with successively lighter mixtures of Chaos Black/Codex Grey and then Codex Grey/Skull White. The woodwork finish on the building was achieved by mixing Chaos Black/Scorched Brown/Codex Grey/Bleached Bone into a number of lighter coats. The thatch was painted by adding Snakebite Leather and Vomit Brown to the mix.



The defenders are easily overwhelmed as the unstoppable horde of the Uruk-hai pour into the Rohan settlement.

As we have included the rules for the Rohan Royal Guard this issue, Matthew Ward decided to take a look at the use of cavalry on the battlefields of Middle-earth.

With the release of *The Two Towers* a new troop type has stepped into the light: Cavalry (the Riders of Rohan have anyway, the Warg Riders are lurking at the back of a cave somewhere, complaining about the sun). Whether you prefer to marshal the forces of Good or the hordes of Evil, you now have the option to include these highly effective warriors in your force.

THE BASICS

The key advantages that cavalry have over infantry are the extra speed that a mount gives its rider and the extra visibility yielded as a result of the increased height. Put simply, a cavalryman can move faster and see further than if he were on foot. Where cavalry come into their own however, is when matched against infantry. Cavalry models can prove quite lethal to infantry as their extra speed allows them to get into combat quickly, and their extra mass gives them an edge in the ensuing fight. This yields two distinct advantages. The extra attack means that they are more likely to win, and if they beat their opponent they are able to make double strikes as the sheer momentum bowls the enemy to the ground.

Getting onto specifics, there are three main forms of cavalry available to you.

WARRIORS WITH HAND WEAPONS

Faster, and with a significant edge over infantry in combat, the usefulness of a simple Orc or Warrior of Rohan is increased twofold if they are given access to a steed. Generally speaking, if you have a large amount of cavalry in your force you should be able to pick your fights quite easily – and you'll need to. While cavalry are very strong against infantry on the charge, it is still possible to be overwhelmed by sheer numbers. Also be wary of enemy cavalry – it only takes one countercharging Warg Rider to remove all the bonuses of your cavalry charge and leave you at the mercy of superior numbers.

WARRIORS WITH MISSILE WEAPONS

The most flexible kind of cavalrymen are those armed with missile weapons, whether that be throwing spears or bows. With the extra mobility given by the steed,

ARISE, ARISE RIDERS OF THEODEN!

Tactics for cavalry in The Lord of The Rings battle game



Whether your cavalry are armed with missile or hand weapons is a crucial factor.

these troops can easily skirt infantry and rain down archery wherever the enemy gathers. Greater care needs to be taken with these troops though, as most of the time they have lower Defence than non-missile cavalry and can make a tempting target for enemy archers. On the plus side, they still benefit from all the combat advantages versus infantry, making them very useful in supporting your main attack. Soften up the enemy with a few rounds of archery, and then charge them in alongside your main force.

HEROES

If adding a steed increases the usefulness of an ordinary warrior by a factor of two, then it increase the value of a Hero by considerably more. Not only does the steed offer a measure of additional protection (not to be sniffed at with low

Defence Heroes) the extra movement and Attacks coupled with a Hero's reserve of Might can achieve marvellous results. Close combat Heroes, such as Aragorn and Boromir, are suddenly far harder to lock down, and Heroes with ranged powers, such as Legolas and Gandalf, can get into position far easier. I tend to use this extra mobility to knock out enemy Heroes by skirting their bodyguards and then mercilessly pummelling them with spells and arrows. Mind you, the extra reach of a cavalry-based Heroic move can open up new tactical options and quite often can take your opponent by surprise.

ADVANCED TACTICS

With those general tactics out of the way I'd like to highlight a few specific tactics that I've discovered work well in a cavalry-heavy force.

HIT AND RUN

As the name suggests, this tactic utilises the speed advantage of your cavalry. As you are able to measure at any point in *The Lord of The Rings* it is simplicity itself to stay out of your opponent's charge range, yet still be able to charge yourself. When performing a Hit and Run, it is often better not to get priority in the turn you plan to charge in – let your opponent move and then pick off easy targets. The next turn, get as many of your troops out of the way as possible and then charge again. I've found that the most effective Hit and Run is achieved by charging down your opponent's infantry with a handful of cavalry and a Hero. If you're not careful though this can lead to you being countercharged at the start of the next turn with a horde of infantry. To avoid this, at the start of the turn you can use your Heroic move to scoot your forces out of danger, ready to make another attack in the following turn.

OUTFLANK

Although not obviously effective in a skirmish game like *The Lord of The Rings*, an outflanking manoeuvre still has value. The main use of Outflank is against opponents who rely heavily on spears and pikes – usually a deathtrap for cavalry. To get the most use out of these weapons they have to keep their models in a compact formation, which means outmanoeuvring them is incredibly straightforward for a cavalry force. By sending a portion of your warriors around the flanks of this formation, you can force your opponent to do one of two things: spread out to stop you, or ignore it. If they spread out, you can simply switch to Hit and Run tactics and take them apart piecemeal. If they ignore the outflanking models, they leave you at liberty to have your flanking force charge the rear of their formation – effectively robbing them of the advantage of their spears and pikes.

HARASS

Perhaps the most straightforward tactic, but still a useful one, is to use your missile cavalry to pepper your opponent with arrows whilst remaining outside of their charge range. This can quickly prove effective against an infantry force with a minimum of archery of its own. Be warned though that this tactic requires careful thought as to how far to move each turn – it is better to move the full rate and not shoot rather than to get caught.

STIRRUPPED INFANTRY

Remember that each of your cavalry models can carry a single passenger. That passenger cannot fight or act in any way while being carried, but the steed is not slowed in any way. What this means, of course, is that you can use the cavalry element of your force to transport your

infantry into advantageous positions long before they could get there themselves. It's a particularly useful way of increasing the movement rate of Heroes that do not come with options for steeds (such as Saruman or Haldir) and can be used to quickly secure objectives or simply pave the way for a Hit and Run (see previously). Be warned though, this tactic is not without its disadvantages, not least the fact that if the model is charged while the passenger is still stowed (as it were), the passenger may not fight. Another consideration is that if the steed is slain, both the rider and passenger may end up stranded away from the action. Even worse, a *Sorcerous Blast* will hit not only the rider and steed, but the passenger as well. Finally, a cavalry model is considerably more expensive to field than an equivalent infantry, so it is advisable not to base your whole strategy on this tactic as it will leave you with a very small force.

DEALING WITH CAVALRY

As I've hopefully shown, cavalry are a deadly force on the battlefield and an asset to any commander, but what do you do if you have no cavalry? You may be playing a thematic force and may not have access to cavalry, or you may simply be playing a scenario that does not permit you to field it. If that's the case, then don't panic – there are a few simple things you can do to make life more difficult for your four-legged opponents.

USE YOUR TERRAIN

Solid advice regardless of your enemy – or indeed the composition of their force – is to use the terrain available to your advantage as best as possible. Against cavalry though, this takes on a wider perspective. Cavalry models do not operate well in difficult terrain. Because the rider has to dismount and lead the horse when the cavalry piece moves into difficult terrain, it is reduced to half of the rider's move rate. By giving your opponent the choice of taking either the long way around, or a slow haul through undergrowth, you can use difficult terrain to shield vulnerable warriors from the threat of cavalry.

COUNTERCHARGE

One key point about a cavalry charge is that the effects of it can be countered if the initial charger is countercharged by another cavalry model. With the bonuses for cavalry versus infantry removed, your warriors are then effectively fighting another infantry model (albeit with a larger base). Remember though that a countercharge is only effective if it is performed with another cavalry model – infantry will not negate the cavalry bonuses (although there is something to be said for adding more dice to the combat).



SHOOT 'EM

Although it is not necessarily true that a horse has all of the brains of a cavalryman, it does have a good chunk of the mobility. As shooting hits on cavalry are randomised between horse and rider it is often simplicity itself to slay the steed. 'Why should I hope to kill the steed? Surely 'tis better to kill the rider,' I hear you ask. True enough, it is far better to kill the rider. However, steeds generally have a lower Defence than their riders and are therefore more likely to be slain. With the steed taken out of the picture, the rider is reduced to the level of a normal infantryman of the same type. Slower, and without the bonuses that cavalry get, he should be far easier pickings for your troops. Of course, if you kill the rider then it is all to the good, but bear in mind it is a lot easier to neutralise mounted Heroes (such as Aragorn or Boromir) by killing the horse than killing the Hero... As a bonus, a forcibly dismounted warrior has a 1 in 6 chance of falling over, and in combat will count as trapped as long as he remains on the ground (cue evil laughter). Also worth mentioning here is the magical power, *Sorcerous Blast*. As previously stated, a successful *Sorcerous Blast* will not only hit the rider, but also the steed and any passenger (on the initial target and any hit by the initial target), making it an ideal tool to prevent the enemy bunching their expensive cavalry together.

AND FINALLY

At the end of the day, cavalry provide an excellent addition to any force and open up a wealth of possibilities. As I've mentioned, don't worry too much if you don't have a way to fit cavalry into your current themed force – just think carefully about how you're going to deal with it. For the rest – may the ground be firm and your steeds never tire!

Matthew Ward introduces 'Damrod's Gambit', the next scenario in The Lord of The Rings mini-campaign. This scenario follows Damrod and a small group of Men as they attempt to slow a much larger Orc warband.

Following on from last month's scenario, 'Faramir's Escape', this month I've written 'Damrod's Gambit' which continues to follow Faramir's attempt to aid his countrymen against the encroaching Orcs. As promised, the mini-campaign will come to a conclusion next month with the final conflict 'In the Shadow of Osgiliath' where we'll get to see if Faramir's and Damrod's efforts will ultimately pay off.

In the meantime, following on from my article last month about designing scenarios, I'd just like to talk for a moment about the use of special rules in Damrod's Gambit: Stealth Attack and No Discipline. Both of these rules play to the

WAR IN MIDDLE-EARTH™

A look at the new scenario – Damrod's Gambit

background of the scenario, each rule dealing with one of the two forces.

STEALTH ATTACK

The 'Stealth Attack' rule helps to represent the forestry and ambush skills of the Rangers of Gondor. By allowing them to take a free shot at the start of the game it really highlights their attack on the Orc force. As a special rule, Stealth Attack would be equally suited to a scenario with an attack by Wood Elves, or perhaps even Moria Goblins if the locale is suitable.

UNDISCIPLINED

Orcs are often described as being an ill-organised rabble. The No Discipline rule

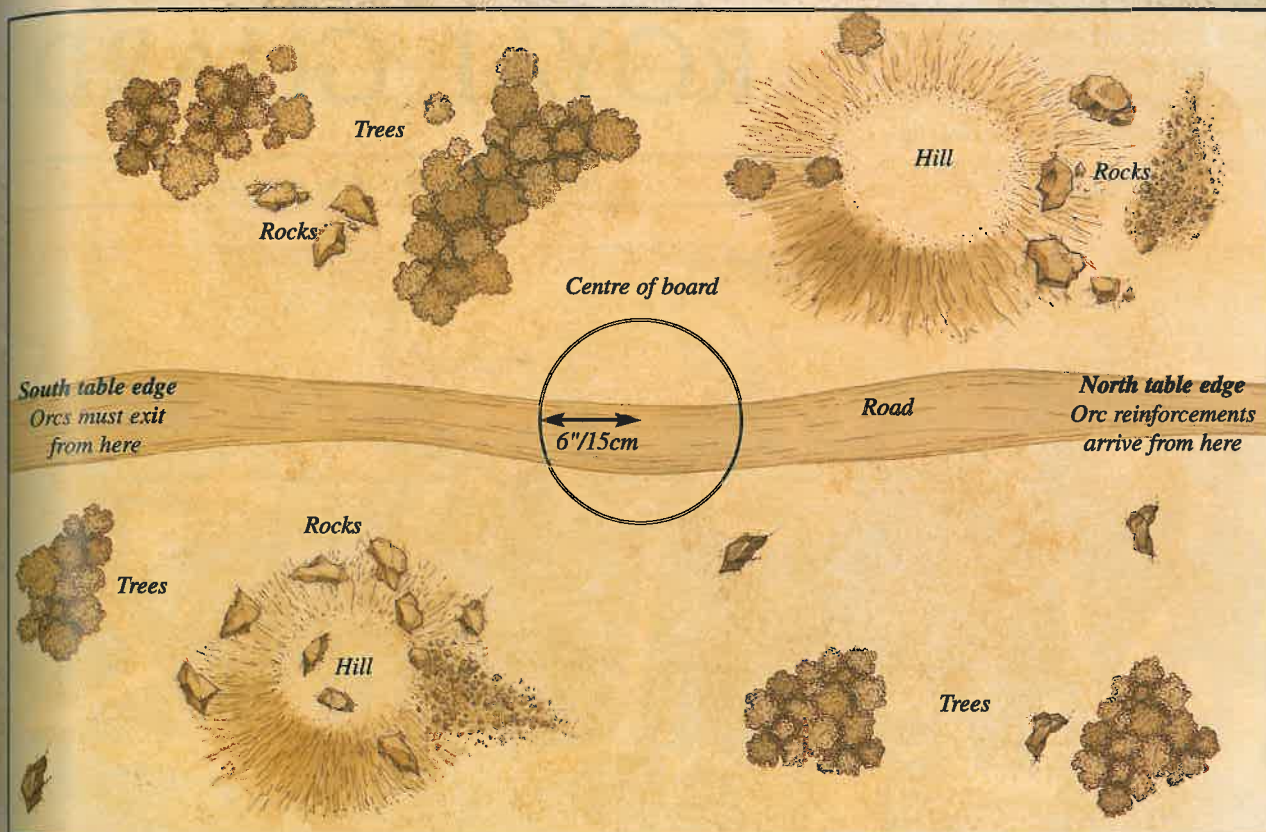
represents this in two ways. The first is by forcing them to take 'On their Own' tests in a wider range of circumstances – if the Evil player doesn't keep his forces together they will likely decide to run away. The second (and more influential) effect breaks the approaching Orcs into what are effectively three separate groups, offsetting their numerical advantage for a time. This is entirely consistent with a riotous Orc force moving through 'safe' territory (it's also a good trick to keep the numbers of models needed for a scenario down to a minimum).

Anyway, that's enough from me – on with the scenario. It's time to take Gondor steel to those foul Orcs!



The Orc column is caught in the open as Damrod and his Rangers open fire.

SCENARIO – DAMROD'S GAMBIT



DESCRIPTION

Faramir and his Rangers have spotted a large Orc force some miles north of Osgiliath. The Orcs are moving south to intercept 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, while Damrod remains behind to harass the Orc advance. At first, the attack goes well and many Orcs are scattered and slain. Unfortunately, a substantial number of Orcs had fallen behind the main force. They arrive on Damrod's flank during the closing stages, throwing his plans into jeopardy.

PARTICIPANTS

The Good side consists of Damrod and 15 Rangers of Gondor armed with bows and hand weapons.

The Evil side has 2 Orc Captains (riding Wargs), 8 Warg Riders armed with Orc bows, 8 Warg Riders with shields and throwing spears, 12 Orcs armed with hand weapons and carrying shields, and 6 Orcs armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 200 points of troops for the Good side and at least 400 points of troops for the Evil side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. A road runs centrally, parallel to the long board edges with at least one hill to either side. The remainder of the board should be covered with several small woods and scattered with rocky outcrops.

STARTING POSITIONS

The Evil player splits his force into four groups, each as near as possible composed of equal numbers. The Good player then chooses two groups that the Evil player then deploys within 6" of the centre of the board. The remaining forces are available as reinforcements later on in the game.

The Good player then deploys Damrod and the Rangers of Gondor anywhere on the board but at least 12" from an Evil model.

OBJECTIVES

The Evil side wins if it manages to get 50% of its starting force off the southern board edge.

The Good force wins if the Evil side does not meet its objectives.

SPECIAL RULES

Stealth Attack. To represent the surprise attack made by the Rangers, after both

sides have deployed, but before the first turn, each Ranger may take a free shot at a single target. The normal rules for Shooting attacks apply.

No Discipline. Travelling as a semi-organised rabble, the Evil force is quite strung out and vulnerable to attack. To represent this, only two groups of Orcs are deployed at the start of the game, as detailed above.

From the fourth turn on, at the end of the Evil player's movement he may roll to see if another group has caught up. The Evil player rolls a D6. On the roll of a 4+, he may choose one group and move them on from the north table edge. This group may not charge on the turn it enters the board but may otherwise act normally.

In addition, because of the startling nature of the attack, Evil models that start their turn more than 6" away from a friend always count as being 'On their own' regardless of the number of visible enemies within 6"/15cm.

Campaign. This scenario can be played in a mini-campaign with 'Faramir's Escape' and 'In the Shadow of Osgiliath'. If you choose to do this, at the end of the game make a note of how many Orcs and Rangers have survived, how much Might, Will, and Fate the Heroes have used and how many wounds they have lost.

This month sees the release of Rohan Royal Guard to supplement the forces of the Free Peoples. Although you won't find them in The Two Towers rulebook, we've included the rules for them below so that you can have the Royal Guard join your muster of Rohan without delay!

THE ROHAN ROYAL GUARD

Introducing the elite of Rohan



The Royal Guard are hand-picked from the very best warriors in all of Rohan. They are sworn to give their lives in the service of their king and to fight without fear. They wear intricately crafted heavy armour and carry the best weaponry that the armours of Rohan have to offer.

Rohan Royal Guard

Points value: 9

	F	S	D	A	W	C
Royal Guard	4/4+	3	6	1	1	3
Horse	0	3	4	0	1	3

This is the base profile for a Rohan Royal Guard. If the Guardsman does not carry a throwing spear, then miss out the 4+ Shoot value when you copy the profile to your record sheet.

Wargear

The base profile for a Royal Guard includes heavy armour, shield and a sword (hand weapon). He can be given a throwing spear and/or a horse:

Throwing spear
Horse

Free
6 pts

Special Rules

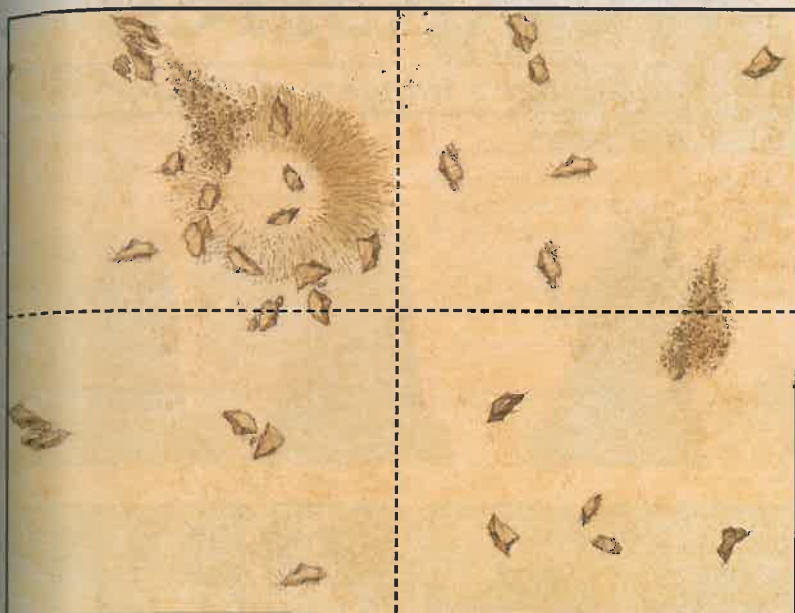
Bodyguard. At the beginning of the game choose one Hero of Rohan among those in your force for the Guard to protect. As long as this Hero is on the table, all Rohan Royal Guard models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Royal Guard revert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

Expert Riders. The Rohan Royal Guard are expert riders. Add +1 when making any Jump test whilst mounted or any Throw Rider roll.

DEFENCE OF THE WESTFOLD

A new scenario for *The Lord of The Rings* battle game

72"/180cm



One group of Orcs deploy in each table quarter.

DESCRIPTION

Some years before the events of *The Fellowship of The Ring*, a large force of Orcs attacks the Westfold, burning and pillaging as they go. Hearing the news, Theoden leads the warriors of his household to destroy the Orcs. Unfortunately, as Theoden begins the final advance upon the Orcs, a chill mist comes down and the avenging Rohirrim are split apart and separated. Still enraged by the actions of the Orcs, Theoden leads his dwindled force forwards into the fray!

PARTICIPANTS

The Good side consists of Theoden, Gamling, 5 Royal Guard, and 5 Riders of Rohan. All of the Good models ride horses.

The Evil side has 2 Orc Captains, and 5 Orcs with Orc bows, 10 Orcs with shields, 5 Orcs with two-handed weapons, and 5 Orcs with spears.

POINTS MATCH

If you want to play this game with other forces, choose at least 300 points of troops for the Good side and at least 300 points of troops for the Evil side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. As this scenario takes place in the heart of the Westfold, there should be plenty of hills and rocky outcrops scattered over the board.

STARTING POSITIONS

The Evil player splits his force into four groups, each as near as possible composed of equal numbers. He deploys one group in each of the four table quarters (see map). The groups must be deployed at least 12"/30cm apart.

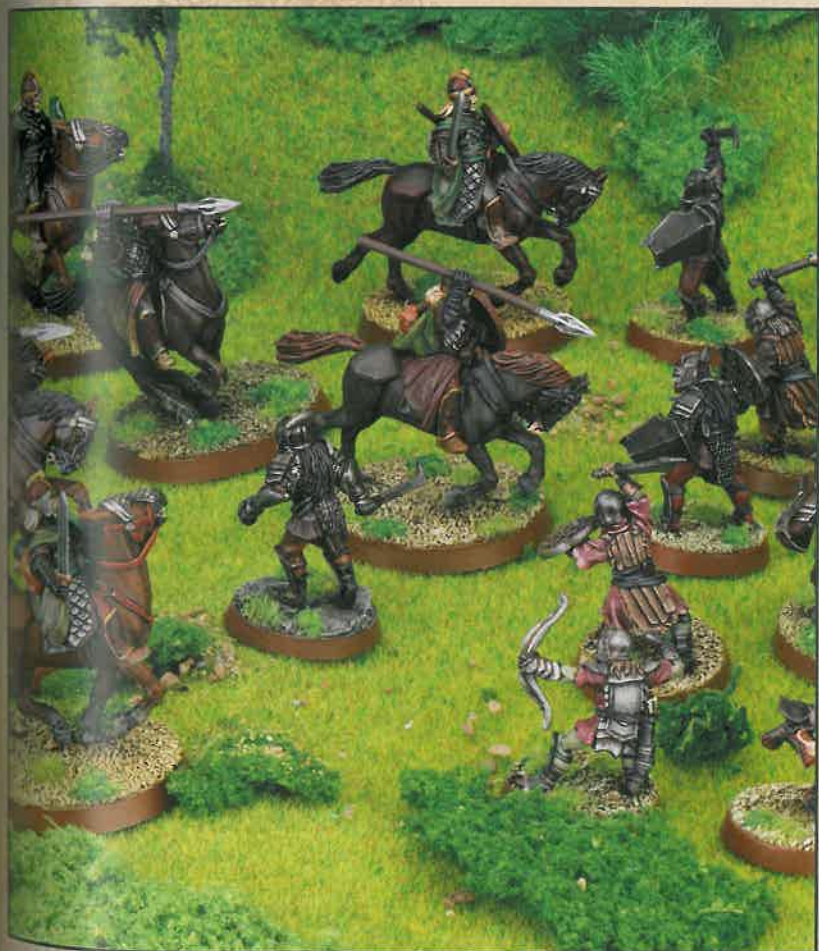
The Good player then deploys Theoden, Gamling, and 3 Royal Guard up to 6" in from any board edge. The remaining Good models are kept in reserve and may be available later in the game.

OBJECTIVES

The Good side wins if it manages to kill all of the Evil force or drive them from the field. If the Good side is destroyed before it achieves its objectives, the Evil side wins.

SPECIAL RULES

Stragglers. As the battle goes on, more of the Rohirrim are drawn by the sound of battle. From the fourth turn onwards, at the end of each of the Good player's Movement phases he may roll a D6 for each model not deployed at the start of the game. On the roll of a 4+, that model may be brought on as a reinforcement. If the roll is odd, the model moves on from a table edge chosen by the Evil player. If the roll is even, the model moves on from a table edge chosen by the Good player.



Need an effective way to halt cavalry? There is none better than a trusty bow and arrow!

Having recently joined the Studio's The Lord of The Rings campaign, Paul Rudge simply couldn't resist adding a unit of Gondorian Rangers to his force of Riders of Rohan. Here's how he painted them...

PAINTING WORKSHOP

Paul Rudge's Rangers of Gondor



COLOUR PALETTE

	Scorched Brown		Vermin Brown
	Bestial Brown		Skull White
	Snakebite Leather		Chaos Black
	Brown Ink		Codex Grey
	Bubonic Brown		Bleached Bone
	Dark Flesh		Dark Angels Green
	Dwarf Flesh		Boligun Metal
	Elf Flesh		Mithril Silver
	Flesh Wash		Shining Gold

GETTING STARTED

The model was first given an undercoat with Chaos Black spray. Any areas which the spray had missed were then painted over with watered-down Chaos Black.



The model was painted starting with the largest area first, which in this case was the leather areas, such as the rider's cloak, boots, belts and tabard. So, to speed the painting along, the entire model was first painted with a basecoat of Scorched Brown which was

then drybrushed, first using Dark Flesh and then again using Vermin Brown.



The pack that holds the arrows was painted Chaos Black and the flights were given a basecoat of Codex Grey. Codex Grey was used to highlight the pack, while Skull White was carefully drybrushed onto the arrow flights.



A mix of 3 parts Dark Angels Green, 1 part Chaos Black and 1 part Codex Grey was used to basecoat the Ranger's tunic, which was then highlighted using a mix of 2 parts Dark Angels Green and 1 part Codex Grey.



The model's shirt sleeves were then painted Bubonic Brown and, to add shading, given a wash of Flesh Wash. Bubonic Brown mixed equally with Bleached Bone was used to highlight the shirt sleeves.



The face of the Ranger was given a basecoat of Dwarf Flesh, which was then washed with Flesh Wash to create shading. Once dry, the skin was then highlighted using Dwarf Flesh mixed equally with Elf Flesh.



Using a Fine Detail brush the eyes were carefully painted Skull White and a small dot of Chaos Black was then applied to the centre creating a pupil.



The hair was given a basecoat of Bubonic Brown and, to add shading, given a wash of Flesh Wash. The hair was then drybrushed with Bleached Bone.





Snakebite Leather was used to paint the Ranger's bow which was then given a simple highlight of Snakebite Leather mixed equally with Bubonic Brown.

The metallic areas, such as the buckles, hilt of the sword and decoration on the scabbard, were first undercoated with Chaos Black and then painted Shining Gold. To simulate the effects of aging these areas were given a wash of Brown Ink.



FARAMIR

Using a Fine Detail brush, the tree motif on Faramir's chest was carefully picked out using Bleached Bone.



Faramir's sword was given a basecoat of Boltgun Metal. To add shading, a wash of Chaos Black mixed 20/80 with water was painted and, when dry, both the edge and point of the sword were highlighted using Mithril Silver.



THE BASE

The top of the base was painted with PVA glue and then dipped into fine sand. When fully dried, the base was first undercoated with Chaos Black, and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and given a wash of Brown Ink. When completely dry, it was again drybrushed using a mix of 1 part of Bestial Brown and 1 part of Bubonic Brown. The side of the base was then painted Goblin Green. To finish, small clumps of Static Grass were applied using PVA glue.



A volley of arrows from Faramir and his Rangers should make short work of the Orcs.

This month we release the Rohan Royal Guard and Gamling models, sculpted by Alan Perry, Michael Perry and Brian Nelson. Neil Green and Darren Latham of our 'Eavy Metal team explain all...

PAINTING MASTERCLASS

Rohan Royal Guard and Standard Bearer

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.

GAMLING



Gamling's cloak was given a basecoat of Chaos Black mixed equally with Dark Angels Green.

Highlights were then applied by mixing in small quantities of Goblin Green and Codex Grey, with more Goblin Green and Codex Grey added for each successive highlight stage.



The trim was initially painted Scorched Brown. The patterns were then added using an equal parts mix of Shining Gold, Bleached Bone, and

Burnished Gold to which a tiny amount of Bestial Brown was also added.



The scalemail was painted by drybrushing Boltgun Metal directly onto the undercoat. This was then

given a thin glaze of equal parts Brown Ink and Black Ink diluted with an equal amount of water. Highlights were then applied by drybrushing with Chainmail.



An equal parts mix of Red Gore and Scorched Brown was used to paint Gamling's tunic and sash, adding subsequently larger amounts of Red Gore to the mix for several highlight stages.



The armour was given a basecoat of Mithril Silver to which a tiny amount of Boltgun Metal had been added. The details were picked out in Chaos Black, over which an equal parts mix of Scorched Brown and Dark Flesh was applied. The edges on the armour were initially

painted with Chaos Black, then with a mix of Snakebite Leather and Dark Flesh in equal proportions, and highlights were then applied using Snakebite Leather.



The hilt of the sword was painted with a mix of four parts Burnished Gold and one part Chaos Black, with

highlights applied using Burnished Gold.



Gamling's belt was given a basecoat of four parts Scorched Brown to one part Chaos Black and then highlighted by adding

in small amounts of Bleached Bone to the basecoat mix. The decorations were first painted with Chaos Black and then picked out with a mix of four parts Shining Gold and one part each of Bestial Brown, Codex Grey, and Bleached Bone.



For Gamling's face, a basecoat of four parts Dwarf Flesh to one part each of Bestial Brown and Codex Grey was applied.

Successive highlights were applied by mixing in subsequently larger amounts of Dwarf Flesh to the mix, with the final highlights applied using a mix of four parts Dwarf Flesh to one part Elf Flesh.



An equal parts mix of Bestial Brown, Scorched Brown, and Codex Grey was painted onto Gamling's hair. Small amounts of Bleached

Bone were then added into the mix for the highlight stages. The hair was lastly given a thin glaze of eight parts Brown Ink to one part Yellow Ink and one part Blue Ink.



The banner was given a basecoat of Dark Angels Green mixed in equal quantities with Goblin Green, followed by highlights using pure Goblin Green. It was then

given a thin glaze of Black Ink and Green Ink mixed in equal quantities. The horse symbol was first sketched with an equal parts mix of Chaos Black and Codex Grey and then finally applied using Skull White.



The trim was painted with Red Gore, and highlighted with Dwarf Flesh. The detail on the trim was painted on with an equal parts mix of Shining Gold and Skull White.



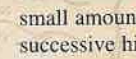
The main body of the horse was given a basecoat of Scorched Brown, and then highlighted with Dark Flesh mixed in equal quantities with Vomit Brown.



A basecoat of Scorched Brown was applied to the mane and tail of the horse.



This was then highlighted with an equal parts mix of Dark Flesh and Vomit Brown, with additional



small amounts of Vomit Brown added for successive highlight stages.



For the reins we used an equal parts mix of Red Gore and Scorched Brown with small amounts of Red Gore added to the mix for several highlight stages.

ROHAN ROYAL GUARD



The scalemail was painted by drybrushing Boltgun Metal directly onto the Chaos Black undercoat.



A basecoat of Chaos Black mixed equally with Dark Angels Green was applied to the cloak. Small quantities of Goblin Green and Codex Grey were then added for each successive highlight stage.



The tunic was painted with an equal parts mix of Red Gore and Scorched Brown, adding small amounts of Red Gore into the basecoat mix for the highlights.



The shield was given a basecoat of Dark Angels Green and then highlighted using an equal parts mix of Dark Angels Green and Goblin Green.

Finally, a thin glaze of one part Black Ink mixed with eight parts water was then applied to the shield. Areas of gold detail were picked out in Shining Gold and given a wash of one part Brown Ink and four parts water.

An equal parts mix of the Chaos Black and Scorched Brown was painted onto the darker leather areas, adding an equal amount of Bestial Brown to the basecoat mix for highlighting.



The spear shaft was first given a basecoat of Scorched Brown and then highlights were applied with Bestial Brown.



The spearhead and areas of metallic detail were painted with Boltgun Metal. They were then given a wash of one part Black Ink thinned with four parts water followed by highlights applied using pure Chainmail.



Bestial Brown was initially applied to the beard before highlights of Bubonic Brown were applied.



The plume was drybrushed with an equal parts mix of Chaos Black and Codex Grey.

THE HORSES

The main bodies of the horses were painted in three different ways.

This horse below was given a basecoat of an equal parts mix of Scorched Brown and Chaos Black. Highlights were then applied by adding tiny amounts of Bleached Bone to the basecoat mix.



An equal parts mix of Dark Flesh and Chaos Black was applied to the horse below as a basecoat. Successive highlights were applied by mixing small amounts of Vomit Brown to the basecoat.



The main body of the horse below was given a basecoat of Scorched Brown and then highlighted with Dark Flesh mixed in equal quantities with Vomit Brown.



The feet of the horses were painted with Scorched Brown mixed in equal quantities with Skull White, with additional quantities of Skull White being added to the mix for each highlight stage.



The mane and tail were painted with an equal parts mix of Codex Grey and Chaos Black.



Highlights were applied by adding more Codex Grey to the mix.



The reins were painted using a mix of two parts Scorched Brown to one part Chaos Black, with pure Scorched Brown being applied as highlights.

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.



Andy Chambers steps back in time to the fields of Warhammer as he joins forces with Anthony Reynolds to assail the forces of Pete Haines and Gav Thorpe in a fourway Warhammer battle report.

THE EVIL UPRISING

A Multiplayer Warhammer battle report

In recent meetings concerning forthcoming battle reports we decided to create some more grandiose battle settings, and one idea that came to mind was put into practise almost immediately.

We set a combined Dwarf force the task of trying to halt a massed Chaos army, allied with the Undead minions of a Strigoi vampire, as they attack a Dwarf stronghold.

Despite games of two or more players usually involving an all-out, 'every man

for himself' situation, this match would see the players forming two teams. Gav Thorpe and Pete Haines formed the Dwarven alliance, as their stout armies stood together against the evil pairing of Anthony Reynolds and Andy Chambers.

Pete would start the battle in front of the gates, trying to hold out long enough for Gav's army to arrive, at which point he would duly take refuge behind the massive wrought iron gates. On the way, his force would try to drive a wedge between the evil alliance from

the rear. Gav's relentless march towards the gate would hopefully give Pete some much needed assistance (and ensure that Andy and Anthony would suffer something of a headache deciding who to pick on first!).

The battle featured some impressive terrain crafted by Dave Andrews, with crop fields and rocky outcrops being a breathtaking feature of the landscape. However, you don't have time to admire the view when the shrieking Undead and the hordes of Chaos are marching towards you...

From a tower flanking the gate of Karak Dawr, Brunoth Gromdalgand looked out along the pass leading to the Hold. He watched patiently for a sign of his kinsmen from Clan Drakkaz who were due to arrive today. As storm clouds began to darken overhead, he caught a glimpse of movement in the skies to the north and, after a moment, recognised it as an approaching gyrocopter. As it neared he saw that it was trailing smoke and steam and wobbled and plunged erratically through the air. After several minutes, Brunoth could hear the broken thudding of its battered engine, and it dipped over the edge of the pass heading towards the ground. With an explosion of splintered wood and twisted metal, it crashed onto the hillside, its rotors tearing free and whistling out in all directions, the chassis tumbling end-over-end down into the pass.

Brunoth gave a shout to his guard and headed for the steps. Rushing down them, he stomped out into the gatehouse and ordered the portal to be opened. As soon as there was barely enough room for him, he squeezed between the gates and ran outside, crossing the ground between the gateway and the smoking wreck of the gyrocopter.

A Dwarf crawled slowly from the wreckage, bleeding from a cut to his forehead, one broken arm trailing uselessly behind him. He looked up and squinted with his one good eye as Brunoth Gromdalgand approached.

"Woe upon us!" the gyrocopter pilot cried out. "Lord Snobbi will be waylaid!"

"What did you see?" Brunoth demanded, kneeling beside the battered Dwarf and removing his blood-encrusted helmet for him. Wisps of smoke drifted lazily from the pilot's scorched beard, the smell lingering in Brunoth's nose.

"The Throng of Clan Drakkaz is but an hour's march away, but foes are closing in upon them," the engineer explained. "To the east are the men of the foul gods, to the west are the dead who walk. They will be trapped before they reach the gates."

"Have no fear, we shall hold the gates open for them as long as possible," Brunoth assured the dwarf, who nodded with thanks and then promptly passed out.

Brunoth stood and bellowed for his guards to pass the order to muster the army. He would never let it be said that Brunoth Gromdalgand was found wanting when his kin called upon him.





DEPLOYMENT

The six foot square terrain saw Pete deploy his army in front of the gates to deny Anthony and Andy passage through.

After playing the test game, it was decided that Gav's force would start slightly further in from the table edge than usual (in the first clash, Gav could only stand and snort as his fellow Dwarfs suffered an assault from both sides – he was too far away to warrant any attention), and would begin to march towards Pete, hopefully forcing Anthony and Andy into dividing their forces to meet the threat of both foes.

So with the Dwarves readying their weapons to face the onslaught of evil, there was no turning back as the battle commenced...



You ready, Chambers? Any time Thorpe... Gav and Andy get into the swing of things.

I LIKE A GOOD GRUMBLE



Pete: Talk about culture shock. I am only an occasional Warhammer player and cannot claim to be particularly good at it (quite the reverse considering my win-lose record) so it came as a

bit of a shock when I was asked to fill in for the illustrious Paul Sawyer. I have built a reasonable understanding of the Dwarf army, even if I still accidentally refer to handguns as bolters, so I was more excited than nervous.

The army I selected was not picked with this particular scenario in mind, instead it was plucked out of my army list folder and represents the current state of my thinking about Dwarf army compositions. I know that Gav is an advocate of the no missile fire and lots of axes school of Dwarf tactics. Ideally this is the approach I would like to adopt myself but grim experience has taught me that Dwarfs are slow. Against an experienced gamer like Overfiend Chambers and the very accomplished Anthony Reynolds, I was sure that I had to give them reasons to attack me directly because if I gave them time and space to pick their fights and cast their spells, I would be taken apart.

That said I did not want to put out a pure shooting army as I did not think I would be able to stop the powerful Vampire Counts and Chaos forces with firepower alone. I have learned that

even a solo Chaos Lord can hack his way through my line if all I have to face him are war engine crew and shooty troops. I decided therefore to include just enough missile troops to make sure that the enemy would want to come to me, quickly. Two bolt throwers were essential, one suitably 'runed-up'. Bolt throwers are good value, pack enough wallop to take down big nasties, such as Spawn, and make kebabs of heavily armoured Chaos Warriors. I was sure they would earn their keep. Finally, a couple of units of Thunderers would hopefully be substantial enough to be able to form ranks and fight if need be, and their accuracy at close range makes up for the Dwarfs' pudgy fingered clumsiness when it comes to aiming.

I could then concentrate on the axe carrying faction of my army, including a unit of ever-reliable Slayers and a solid unit of Warriors. To give me some options, I had a Gyrocopter and a unit of Rangers. I have been very pleased with the Rangers' performance generally, armed with a great weapon and throwing axe they can deal with a variety of threats that don't merit the involvement of a more expensive unit. My characters were a legacy of a series of games played against Chaos and included a powerful Lord with a rune axe capable of slicing through Chaos Knights, a Runesmith to counter all that unsporting magic other armies are wont to splash about, and a Battle Standard Bearer. One weakness of

the Dwarfs is that there are not many of them, so even if you stop a lot of the incoming enemy magics it only takes one effective spell to poo things up. If I had designed my army more for this game then I would probably have used two Runesmiths, as the Vampire Counts' magic is really powerful. If it's not countered then you can destroy unit after unit and still have more of them looking at you. My Battle Standard was a bit of an experiment. I hadn't used this combination of runes before – in fact I hardly ever use a Battle Standard – but as runic banners are a big part of the character of a Dwarf army I wanted to give it a try. I had worked out this combination to fight Chaos, but I was optimistic that it would be useful against Undead as well.

With my army selected I had a quick team talk with Gav. As both enemy armies were faster than us, the most important thing was to do everything we could to make them fight both of us rather than being able to swamp one army and move on to the other. This wouldn't be easy, but as Gav's army was designed for advancing at the double there was a chance that he might be able to get far enough forward to benefit from my firepower before the two hordes of evil closed in. I do tend toward pessimism when using Dwarfs, though, as it facilitates a good grumble and this looked like being a very difficult game for the little fellas. I just couldn't work out how to blame the Elves. Not yet!

BETWEEN THE HAMMER AND THE ANVIL



Gav: This battle report went through a few evolutions. When we were planning out the next few Warhammer battle reports, we thought it would be a

good idea to have a multi-player game, which we haven't done for quite some time. Originally this was going to be two players-per-table, with the results of one battle affecting the next. However, the constraints of getting the magazine written meant that we didn't really have the time to spend on two separate battles, and so we devised this four-way engagement instead. We modified it slightly to allow my army to set up a bit further forward than normal (we worked out that 6 turns of straight marching still wouldn't get me into the opposite deployment zone, so the chances of our armies linking up were non-existent).

The army I will be fielding is pretty much my regular 'attacky' Dwarf army. After many games of losing my war machines, and then of my missile units being the weak chink in my line that allowed my ever-so-slow combat units to

be outflanked, I slowly eliminated all missile fire from my army...

Dwarfs with no ranged weapons? Am I mad? Well, yes and no. There are no 'soft' units in the army for the enemy to pick on, and I've slowly been honing them in battle against a Vampire Counts regular opponent over the last year, and so can handle the fear element nicely. The army is built on resilience and expecting to be charged (like any good Dwarf army should be), but the problem is, the Undead can fight battles of attrition even better than Dwarfs. The only unit with any serious hitting power were the Ironbreakers – the Strength 3 of everything else means that Zombies and Skeletons will eventually wear the Dwarfs down until they outnumber them, and then you're history! So, I drafted in a unit with great weapons and rejigged the army slightly.

I think of them as a sort of Royal Guard for my Lord (since they are converted Rangers, with their crossbows clipped away and the unseemly mess left behind covered with cloaks), and they seem to be a good pairing. The Lord gives them a

degree of protection by potentially absorbing attacks on his Toughness and armour (particularly when it comes to challenging a Chaos Lord or Vampire general). The Warriors with the great weapons can then do some damage themselves. With the Rune of Slowness on the Battle Standard Bearer as well, they may even occasionally get to charge!

The plan was relatively simple in principle. Using the large unit of Slayers and the Ironbreakers to hold the flanks, the rest of my army would advance towards Pete's position. In the practise game, Andy and Ant had pretty much ignored my force and picked on Paul (who was originally my partner but unfortunately couldn't make the real thing due to ill health – a shame because I was looking forward to refreshing our fruitful partnership). I was determined in this game to put them under more pressure, so that they couldn't simply turn on Pete with their whole force. Between Pete's guns, and our combined combat units, we can hopefully catch the evil guys in a vice (or between the hammer and the anvil, as I like to think of it).



I LIKE A GOOD GRUMBLE KARAK DAWR

CHARACTERS

Throng Gromdalgand
Dwarf Lord with Gromril armour,
shield, Rune of Stone, Rune of
Resistance, Rune of Cleaving,
Master Rune of Alaric the Mad
275 pts

Runesmith with Gromril Armour,
great weapon, Master Rune of
Balance, Rune of Spellbreaking
157 pts

Thane with Battle Standard, Gromril
armour, Master Rune of Fear, Rune
of Slowness, Rune of Battle 238 pts

CORE

16 Thunderers with light armour,
handguns and shields. Standard
250 pts

16 Thunderers with light armour,
handguns and shields. Veteran with
pistol. Standard 262 pts

17 Warriors with Musician and
Veteran. Heavy armour and shields
168 pts

16 Slayers with 2 hand weapons.
2 Giant Slayers and Standard
218 pts

10 Rangers with light armour, great
weapons and throwing axes.
150 pts

SPECIAL

Bolt Thrower with Rune of
Skewering, Rune of Penetrating
95 pts

Bolt Thrower 45 pts

RARE

Gyrocopter 140 pts

TOTAL 1,998 pts





CLAN DRAKKAZ

CHARACTERS

Snobbi Drakkaz
Dwarf Lord with Gromril armour,
Rune Axe – Rune of Cleaving, Rune
of Resistance, Rune of Fury, Master
Rune of Spite **262 pts**

Godri Barrelgut
Runesmith with Gromril armour,
shield, 3x Rune of Spellbreaking
155 pts

Skaldar Threkkisson
Thane with Battle Standard,
Gromril armour, Rune of Courage,
Rune of Slowness, Rune of Battle
213 pts

 **Borris Graniteskin**
Dragonslayer with Rune of Fury
and Master Rune of Swiftess
115 pts

CORE

 25 Warriors with Standard,
Musician and Veteran. Heavy
armour and shields **250 pts**

 24 Warriors with Standard,
Musician and Veteran. Heavy
armour and shields **241 pts**

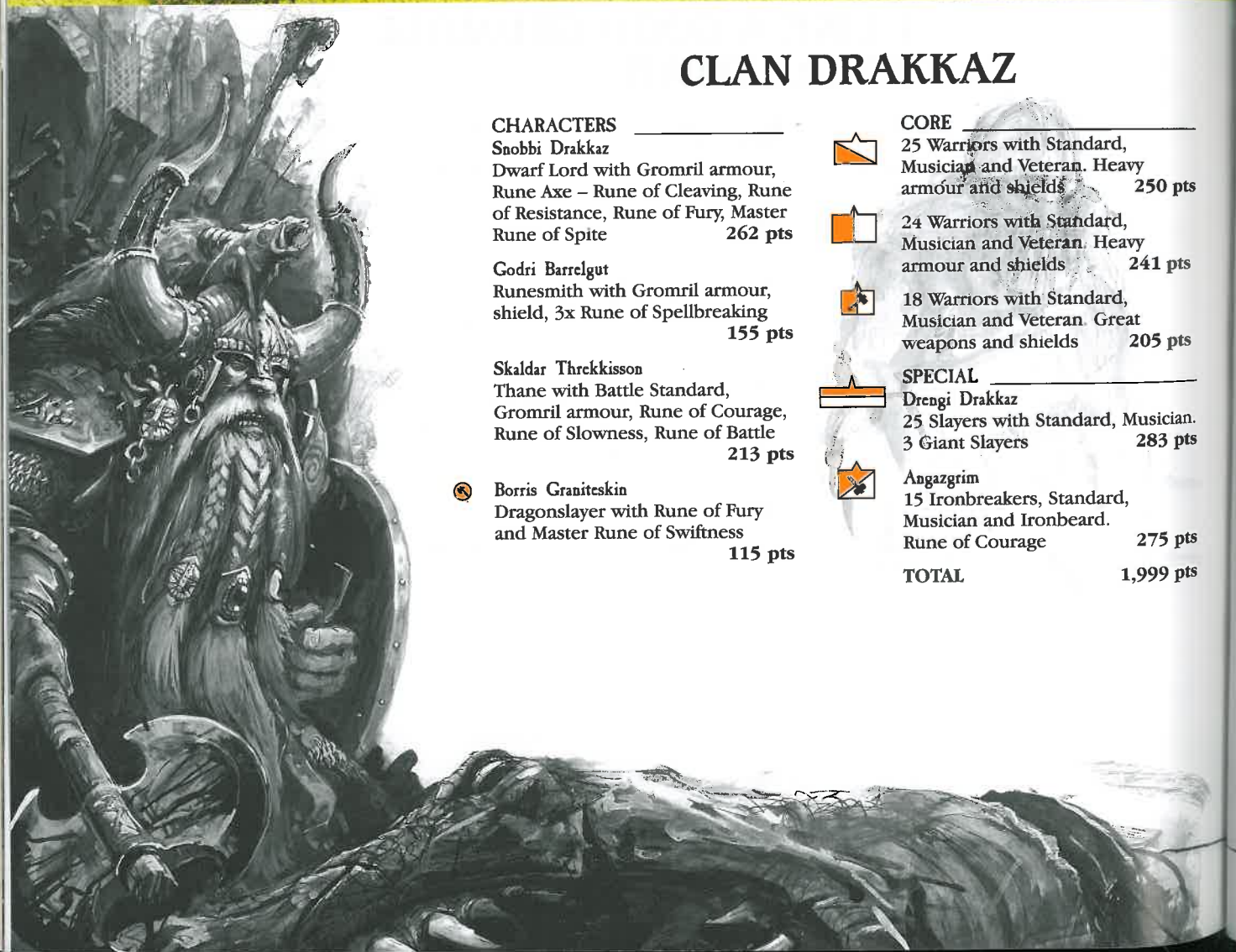
 18 Warriors with Standard,
Musician and Veteran. Great
weapons and shields **205 pts**

SPECIAL

 **Drengi Drakkaz**
25 Slayers with Standard, Musician.
3 Giant Slayers **283 pts**

 **Angazgrim**
15 Ironbreakers, Standard,
Musician and Ironbeard.
Rune of Courage **275 pts**

TOTAL **1,999 pts**



HMMM... SOUNDS SIMPLE, DOESN'T IT?



Andy: Pick a Chaos army for a battle report? Right, well, I'll start with a Land Raider and some Plague Marines. What do you mean I can't have Land Raiders or Plague Marines, or any guns at all? Oh a *fantasy* Chaos army.

My beloved Skaven have been nesting in their boxes ever since I started working purely on Warhammer 40,000 many moons ago. However, when Gav was working on the Warhammer Chaos project a long held desire for a Chaos army reasserted itself on me, and early last year I started collecting a Nurgle themed Chaos army based around Warriors and Marauders.

I picked Nurgle, papa of plagues, as my patron because I've always liked the rotting stolidity of legions of Nurgle. Also the dirty colours, the rusty metal and greenish colours for the paint scheme was an easy step from Orks for me, and suited my techniques well.

The army I collected is a mix of old and new miniatures, some of them dredged up from an old Chaos army and revamped, others specially built for the army. Its first outing was a disaster, everyone bar Leperous Jake being pincushioned by big Pete's Dwarf

crossbows and bolt throwers. I renewed my old loathing of Dwarfs that day.

The practise match with Paul and Gav went a lot better, but I was very lucky, Paul was very unlucky and I was still struggling to do anything decisive. Clearly a rework was needed, but without altering my selection of models much as the actual report was not far away. Being something of a novice at Warhammer I asked around for advice from wiser heads.

One thing that kept coming up was Chaos hounds and Chosen Chaos knights. My original concept for the army had been that the warriors on foot would do the business, so I was loathe to do this at first, but it was clear that speed, expendability (hounds) and hitting power (knights) were essential. Therefore the one new unit I've granted myself is Chaos Hounds to hide the knights (the marauder horse used to have this job but the hounds do it for half the points).

Other than that I've beefed up the Knights to Chosen and given them the mark of Nurgle so my Chaos Lord could actually join the unit legitimately (oops, and much grousing at Gav about the cost of the mark of Nurgle but he assures me that causing fear is worth that much, just not really against Dwarfs) and a war banner to help them win combats. I've also equipped Toady, my battle standard bearer

with some different magic items to make him a tougher proposition in combat and so improved my Chosen on foot. This has come at the cost of my store of dispel scrolls, Toady's banner of wrath, Mutander's magic sword and the Marauder horse suffering some severe defence cuts. To be fair all of these have proved useless against Dwarfs so far, so good riddance.

The net effect is I've got the kind of super tough shoot-at-me unit of Knights I wanted to steer clear of, but those Dwarfs are a tough nut to crack and a more balanced approach isn't doing it.

Fortunately Anthony is a great ally for me, his experience and well honed army helping to balance my... blunter efforts. In terms of tactics my priorities are to get my Knights into combat with as few casualties from missiles and engines as possible (yeah right), using magic, screens of hounds, marauders and anything else I can think of. Secondly I have to keep my second line of warriors on foot moving purposefully to engage the toughest Dwarf units and tie them up. The third thing I have to achieve is using the other units like spawn to get flank or rear charges in and reduce the Dwarf's rank bonuses.

Hmmm, sounds simple doesn't it, or is it just that I'm being simplistic?

BRAINS...

To round out the characters, I picked a pair of Necromancers, one with the irritating Cursed Book (enemies within 6" suffer -1 to hit), and the other with the Book of Arkhan (a Bound Spell that casts Vanhel's Danse Macabre).

Core units consisted of three big regiments: two of trusty Zombies and one of Skellies. I love these guys, they are just so reliable (usually reliably bad, but at least you know that's what they are going to be like!). Big units are a must - outnumbering the foe is vital with *fear*-causing troops.

A couple of small units of Ghouls are infinitely useful (gotta paint some more of them up). Against the Dwarfs, I'd try and get them into contact with any Slayes, as their poison attacks can make a real mess of those expensive nutcases.

Two units of Dire Wolves rounded out my Core Unit choices. I'll use these units to try and get around the flanks of the Dwarfs, charging them in to negate ranks and get a couple of extra points of combat resolution where needed. They are so fast that I can't see that this will be a real problem, so long as I can keep them away from missile fire.

The best plan that Andy and I could see was to go straight for one of the Dwarf armies first and smash it to pieces as

quickly as possible, then turn and deal with the other army. It's harsh, but it makes sense. As Gav's Dwarfs were much further onto the board, it stood to reason that it would be easier to get around behind them. Pete, on the other hand, would probably be set up in a very defensive position that would be hard to crack. Although it was tempting to attack Pete first, as he had all the missile fire, I didn't really want to get bogged down in combat with Pete while Gav's Dwarfs were marching resolutely towards my rear. We decided in the end to go for Gav - his expression when both the Chaos Lord and the Vampire Lord started heading for him would be worth it alone.

Magic is always important for the Vampire Counts, and this game would be no exception. Being able to make new units spring from the ground behind the enemy is such a brilliant tactical ploy that I'd be trying to do it as much as possible. I'd also try if I could to raise units to distract or shield attention away from Andy's expensive troops - if they get into combat they should make a meal out of the Dwarfs, but they could easily get shot to bits. I can't have that! If I could keep raising units to threaten the rears and flanks of the Dwarfs, I think we should be able to swing the battle for evil. And, Dwarf brains taste good, even if they are a bit on the small side...



LEPROUS JAKE'S CAVALCADE

CHARACTERS

Leprous Jake
Chaos Lord with great weapon, shield,
Mark of Nurgle, barded Chaos Steed **293 pts**

The Hangman - Mutander Bubonicus
Sorcerer of Chaos (Lvl 2) **120 pts**

Stabb the Acolyte
Sorcerer of Chaos (Lvl 1) **85 pts**

Toady
Aspiring Champion of Chaos with
Battle Standard, Sword of Might,
Armour of Damnation **155 pts**

MORTALS

 **The Hanged Men**
15 Chaos Warriors with shields,
standard bearer, Champion, Musician **250 pts**



The Right Hand
11 Chosen Chaos Warriors, great weapons,
shields, Standard Bearer, Champion,
Musician **283 pts**



The Crow Brethren
15 Marauders with flails, shields, Standard
Bearer, Champion and Musician **130 pts**



The Order of the Fly
5 Chosen Knights of Chaos with Mark of
Nurgle, War Banner, Champion and
Musician **350 pts**



7 Marauder Horsemen with
spears and shields **112 pts**



6 Chaos Hounds **36 pts**

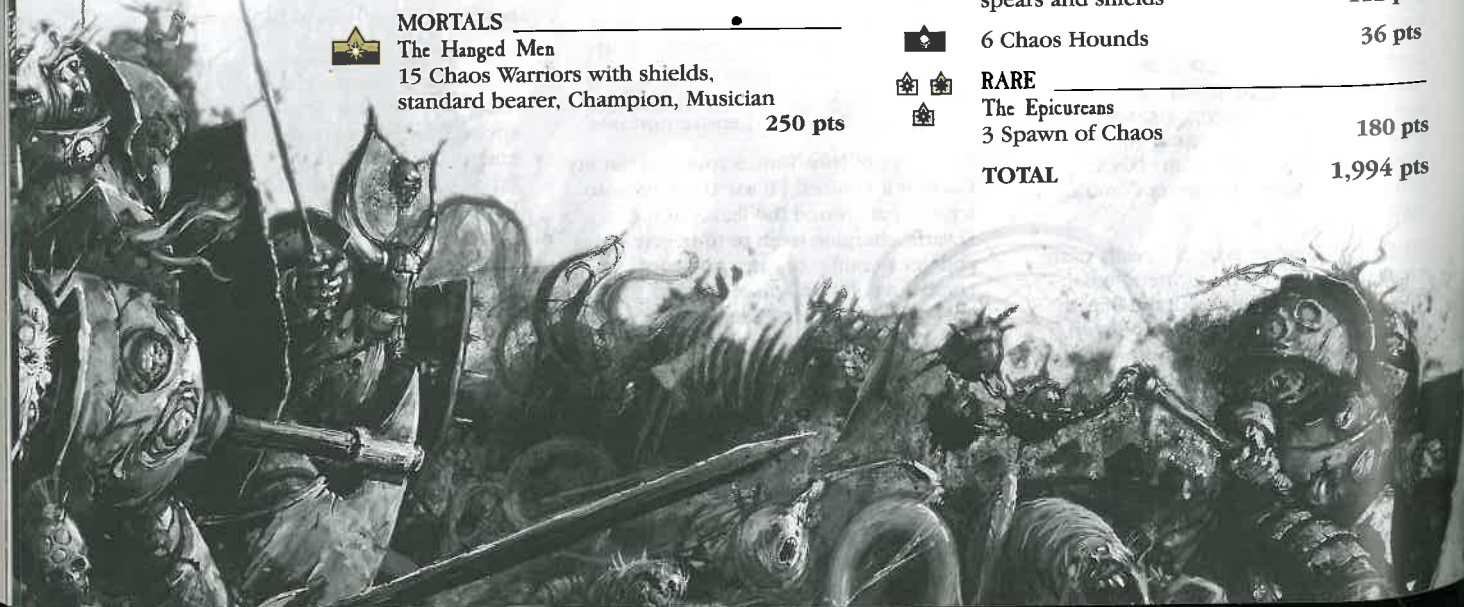


RARE



The Epicureans
3 Spawn of Chaos **180 pts**

TOTAL **1,994 pts**





THRASHLAR'S SHAMBLING HORDE

CHARACTERS

- Vampire Lord (Lvl 3), Curse of the Revenant, Summon Ghouls and Iron Sinews **435 pts**
- ⊙ Necromancer (Lvl 2) with Book of Arkhan **125 pts**
- ⊙ Necromancer (Lvl 2) with Cursed Book **150 pts**

MORTALS

- ⚔ 5 Dire Wolves with Doom Wolf **60 pts**
- ⚔ 5 Dire Wolves with Doom Wolf **60 pts**
- ⚔ 24 Skeletons with Standard Bearer, Champion and Musician **217 pts**
- ⚔ 24 Zombies with Standard Bearer and Musician **159 pts**



6 Ghouls with Ghost **58 pts**



6 Ghouls with Ghost **58 pts**



27 Zombies with Standard Bearer and Musician **177 pts**



SPECIAL
3 Fell Bats **60 pts**



5 Black Knights with Standard Bearer, Champion and Musician **155 pts**



3 Spirit Hosts **195 pts**



RARE
Banshee **90 pts**

TOTAL **1,999 pts**

3 pts

ard
0 pts

of

0 pts

2 pts

6 pts

80 pts

94 pts



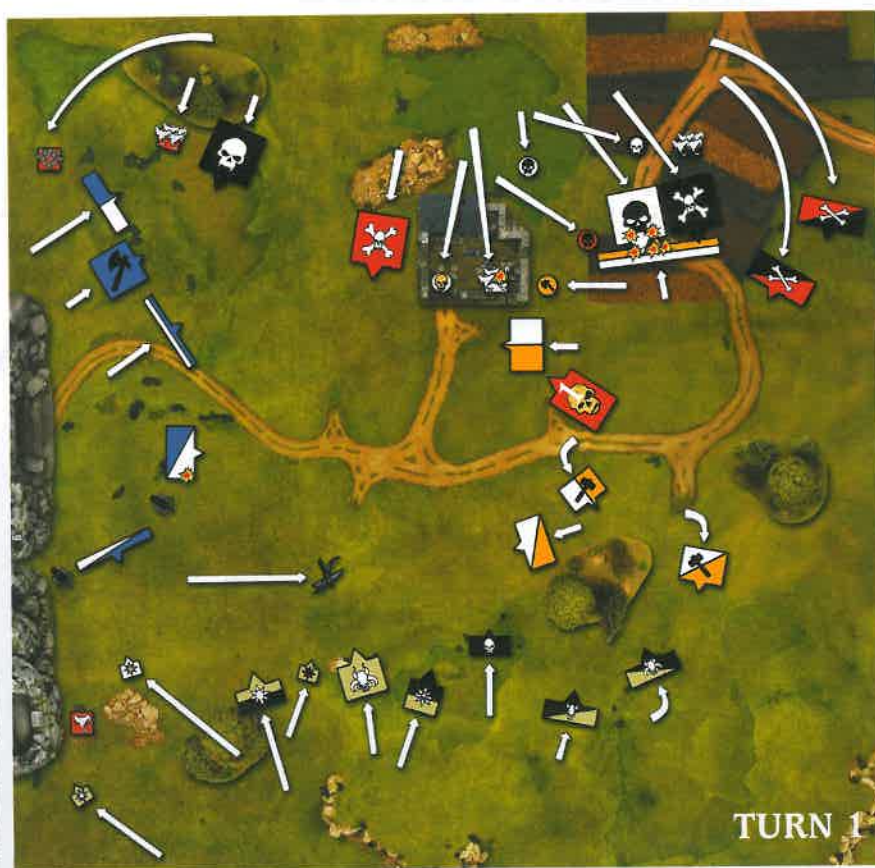


PETE'S DWARFS TURN 1

My battle line was designed to pit the Slayers against the Undead and my Bolt Throwers against Chaos. My General and his Warriors were in the middle so that they could turn to face either way depending

on where the heaviest attack came from. The Fell Bats I could see lurking behind the wood to my left put me off sending my Gyrocopter to strafe the Undead, so instead I figured it could have some fun persecuting the Chaos Marauders

(Toughness 3, not much armour, massed ranks – lovely). Also, as my fastest bit of kit, I thought it would help provide at least the semblance of a link-up with Gav's army. As I could see no reason to advance toward the Chaos Spawn, I stood firm on the right and opened fire. Miserably as it turned out, failing to wound the nearest Spawn despite firing a Thunderer unit and both Bolt Throwers. On the left I advanced my line to put as much pressure on as I could and blazed away. My Thunderers bagged a Zombie which barely merited the lead expenditure but at least they did better than the other unit.



GAV'S DWARFS TURN 1

As outlined in my plan, the Slayers expanded their frontage to cover as much of my right flank as possible. The Ironbreakers moved towards Andy's vile force of Nurgle devotees, using the woods to protect their flank from attack and forcing Andy to move his cavalry units wider around the flank if they didn't want a frontal charge against the Dwarf elites.

The Dragon Slayer on the right went Necromancer-hunting. I never once entertained the idea that the stumpy-legged fellow could actually catch them, but with the limited range on many Necromancy spells, hopefully I could force them back from the fighting, reducing their



Dwarf Slayers and Undead clash in a flurry of steel.

chances of raising new units in the most advantageous positions.

It was then that I made my first mistake, looking back on things. The Dwarf Warriors advanced down the valley as planned, but in a moment of sudden vacillation, the Royal Guard with the Lord and Battle Standard Bearer turned to face the threat that would inevitably work its way around the end of the board on Andy's side. Turn 1, and I was already changing my mind...

VAMPIRE COUNTS TURN 1

Well, there seemed to be a Dwarf Slayer speedbump right in front of me, so no messing round here. If I was going to get rid of them, I needed to hit them pretty hard. Ghouls are fantastic at killing Slayers, so they were going to try and charge in – though it turned out they were just out of range. I sent in a unit of Zombies (as they weren't going to be able to move around the Slayers anyway) and the Black Knights. I just hoped that I could kill them quick enough so that I wouldn't be tied down for too long. They began to hack their way through the Dwarfs, but I managed to lose several of the Knights in the process (once again, they were using their rubber lances.)

With a scream, the Strigoi called out and was answered by a pair of Ghouls who began loping towards the Dwarf war machines on the Chaos side of the battlefield – giving them more

targets than they could shoot.

To threaten the flanks of Gav's Dwarfs marching across the battlefield, I sent my ethereal troops floating through the ruins, lining the Spirit Hosts up so that they could see the Dwarfs but couldn't get charged themselves.

My Dire Wolves (hiding away from Pete so they didn't get shot to bits) nipped around the rear of Gav's position to get a rear charge at an opportune time. My troops that were arrayed against Pete's Dwarfs moved forwards, the Fell Bats dropping in behind Pete's advancing regiments, while the Zombies and Ghouls stumbled and scrambled ever closer (though not quite close enough to get charged).

In the Magic phase, I managed to raise up a nice unit of Zombies to threaten the rear of one of Gav's Dwarf units. Reading from her Book of Arkhan, one of my Necromancers managed to charge the Spirit Hosts into the same Warriors' flank. Lovely.

CHAOS TURN 1

In our evil plotting before the game Anthony and I had planned to reverse our previous tactics of ignoring Gav's army in order to attack the more static Dwarf contingent by the gates. This time we planned to sweep away Gav with our hardest hitting units before turning on Pete. In keeping with this, I had deployed to place my cavalry on my right in position to charge Gav straight away. Unfortunately he deployed his Ironbreakers out to

guard his flank – a tough prospect even for Chosen Chaos Knights. By some dark miracle the Dwarfs didn't inflict any shooting casualties on me in their first turn – more than I could possibly have hoped for.

Must... resist... temptation to charge Ironbreakers on Turn 1.

To avoid the Order of the Fly being eaten alive by the little gits, I sent the Crow Brethren Marauder Horsemen out to the flank to make a supporting charge in the next turn. Around the opposite side of the woods I marched forward with the Chosen Warriors of the Right Hand to head off one of Gav's Dwarf Warrior units. I also moved the Chaos Hounds into a position to threaten the flank if any stunties were foolhardy enough to push around the woods to meet them.

To keep Pete busy, the Spawn, the Hanged Men and the Crow Brethren headed off to get shot at by his Thunderers and Bolt Throwers. I took a lot of care to ensure that the Order of the Fly were screened from the Bolt Throwers' fire – the last thing I needed was my super elite bottom-kickers being turned into a shish kebab before they got a chance to fight.

For magic, the Hanged Man managed to inflict *Creeping Death* on Pete's bad ass Dwarf unit, but scored only a single casualty for his efforts. The rest of our Magic went on producing a dizzying plethora of Zombies for Anthony to march about.



There's courage, and then there's Dwarf courage!



Andy's Hanged Men, aided by a Chaos Spawn, attack Pete's right flank.

PETE'S DWARFS TURN 2

The combined sorceries of the enemy had been a real threat. Gav was evidently more of a risk-taker when it came to dispels than me. Where I tend to use Runes of Spellbreaking to stop everything that has to be stopped, he preferred to risk the dice. Well, a few moves seeing my Dispel dice rolls would show him why I err toward caution (grumble).

The forces of darkness were not hanging about – by the time we got our second turn, Gav was already heavily engaged and there was a lot of unpleasantness heading my way too. I could see, though, that Andy's Chaos Lord and Ant's Strigoi were both heading towards Gav and that boded ill. I had hoped at least one of them would come my way so my General could do his bit against one of them but it was not to be.

I continued to blast away at the Chaos Spawn – it can take ages to get rid of them in close combat – so I had to shoot them if possible. I was a bit luckier this time doing 2 wounds on the nearest Spawn with my Thunderers, before finishing the beast off with a well-aimed bolt. On the other side I ruthlessly massacred another Zombie (grumble, moan) with a rolling volley from my Thunderers and closed to axe-lobbing range with my Rangers only for them to miss horribly. I saved my Gyrocopter until last because there is no rolling to hit with that – and let

rip at the Marauders slaying a pleasing five of the diseased degenerates.

I was reasonably sure that I could hold on at my end of the battlefield but only with a lot of standing and shooting, so my chances of joining up with Gav's marching column were not good.

GAV'S DWARFS TURN 2

With the Slayers now embroiled in combat, it remained to be seen whether they would hold up the flank long enough now that they had taken the charge of the Black Knights, and what damage they could do before their almost inevitable demise. The arrival of a Zombie unit behind the Slayers deepened my concerns, as did the speed with which the Dire Wolves were circumnavigating my defensive position. The fact that my Warriors on the right flank were also engaged with a Spirit Host they could not wound except with combat resolution meant that the poor blighters were probably going to go down – it was just a matter of when.

Over on the other flank, the Ironbreakers reformed their position to bring Andy's Marauder Horsemen back into their front arc, which would considerably improve their chances of holding out against a charge from the Chaos Knights. The Royal Guard continued to move into a position to protect the Ironbreakers' left. Far from pressing

forward towards Pete, the threat presented by Andy's mobile forces at my back meant that I would be making my stand still inside my deployment zone! Darn those Chaos worshippers and their horses! The only unit actually moving forward now were the Warriors on the left, who edged around the wound to tempt Andy's Chosen Warriors forward, their flank still protected from the Hounds by the trees to their left.

In the Combat phase, the Dwarfs in battle with the Spirit Host raised their shields and hoped that the ethereal creatures could not do too much damage. Luckily they prevailed again, though my Runesmith Godri Barrelgut took a wound in the process. After totting up the combat results, the Spirit Host lost another wound – a small victory, but next turn, there were all manner of nasty things waiting to charge the embattled Dwarfs.

The Slayers were holding their own against the Zombies and Black Knights, losing the combat as expected, and unfortunately losing their remaining Giant Slayers into the bargain. However, they were slowly whittling their way through the Undead, and when they were finally wiped out, there would be hopefully little left of the unnatural foe to present a further threat to my army.

VAMPIRE COUNTS TURN 2

My newly raised unit of Zombies charged the rear of the Dwarf Warriors, together with some Dire Wolves, while the Strigoi Lord charged their flank – that should sort 'em out! And it certainly did – the Dwarfs were hacked apart (the Strigoi killing 5 himself), and they fled, only to be run down mercilessly. One Runesmith down.

The Ghouls and Fell Bats arrayed against Pete charged together into the small unit of Rangers. The combat went terribly, with me causing only a single wound. In return, the Fell Bats were completely destroyed, and the Ghouls fled and were run down. To make matters much worse, the Dwarf's pursuit put them into a position for a flank charge against the Zombies in the next phase. Arggh!

My summoned Ghouls launched into combat with one of the Dwarf Bolt Throwers, and attacked the Runesmith who was with them – managing to wound, but not kill him unfortunately. Still, it held the war machine up, so it wouldn't be able to shoot Andy's expensive troops in its next turn.

My Magic phase was fairly contained, sucking out another Rune of Spellbreaking. However, I did manage to cast *Gaze of Nagash*

against the Daemon Slayer who was lurking about, killing him outright. Not a bad turn...

CHAOS TURN 2

Oh how I loathe Gyrocopters. My hopes that the slaving Spawn might be able to catch up with it were dashed so I ended up pulling back the Chaos Hounds in case it decided to pursue the Marauder Horsemen. I was marginally horrified by the way the Ironbreakers simply did a little half wheel and put both the Crow Brethren Horsemen and the Order of the Fly to their fronts again. Throwing caution to the wind I charged in with the Order anyway, hooking the Horsemen around to pick up a flank charge next turn.

I spent a long time trying to judge whether the Right Hand was in range to charge the closest Dwarf unit. A failed charge at that range would probably mean the Dwarfs would have a rare and doubtless welcome opportunity to charge in themselves next turn. I went for it and barely squeaked in by a quarter of an inch or so. No matter, the big boys in the form of both of my Chosen units were in combat by Turn 2 with no accumulated magic or missile casualties, which was better than I could hope for. My own magic was only marked by an equally disappointing dose of the *Creeping Death*, killing another of Pete's Dwarf Warriors (despite inflicting 6 hits!).



Both the Right Hand and the Order reaved through their opponents with gratifying amounts of violence, inflicting five casualties on each unit. Sadly, the Dwarfs stubbornly refused to bow to the inevitable and passed their Break tests, so I had to content myself with lapping around with the Right Hand and cleaning bits of matted Dwarf beard off the rusting weapons of the Order.



The army of Chaos close ranks on Gav's Dwarfs; things don't look too rosey for Clan Drakkaz.



PETE'S DWARFS TURN 3

I knew I could rely on my Rangers. Charged in front by Ghouls and in the rear by Fell Bats they held their ground and let their axes do the talking. They were suitably eloquent. The Ghouls were chopped down and the Fell Bats disappeared after coming over all unstable.

That was the good news – at the other end of the battlefield, Gav's lads were hanging tough, but it was difficult to see where they might be victorious. His Slayers were fulfilling their vows rather too quickly and when they went there would be a big gap. More disastrously, the death of Gav's Runesmith left us really vulnerable to magic. For me this

was a vindication of my policy of using runes before anything bad happened to the Runesmith carrying them. Partly hindsight in this case to be sure, but doom-laden pessimism is never a bad thing when playing Dwarfs.

One of my Bolt Throwers had been tied down by a gang of itinerant Ghouls but were reinforced by my Runesmith and were just about holding on.

I had to do something quick and charged both my Slayers and the mighty Rangers into a shambling horde of Zombies. The axes rose and fell, hewing the foul cadavers like rotten wood. Altogether twenty three of them were dismembered for no losses.

Clearly they weren't so tough in a straight fight. Irritatingly they weren't all finished off though and already a gap was growing between the Slayers and the rest of the army.

My Gyrocopter cut down another five Marauders and my Thunderers' first volley at the Chaos Warriors dropped three of them. Wheat to the scythe as they say. No one broke though, so things were going to be settled 'old-school': last one to be hit in the head with an axe, wins.

My General and his Warriors swung to the right and closed in on the flank of the Chaos Warriors and Spawn. If I could mop these up quickly I might have a chance to redress my lines in time to face the spillover from the other end of the battlefield. Another Dwarf weakness is their inability to defeat one enemy and turn to fight someone else. I try to mitigate against this by using troops that can fight and shoot but in the current situation my two good combat units, the Slayers and the Warriors were going to have trouble being everywhere they needed to be.

GAV'S DWARFS TURN 3

Clinging on desperately probably best described the situation on my right flank now. There was now no hope of getting support to Pete to help in the fight against Ant. The only ray of hope was that Andy was committing more of his forces to attack me on my left than he was for dealing with Pete. It had become clear that the evil Undead and



The Dwarfs try to stem the tide as the relentless Undead hordes attack.



Chaos generals had decided to switch their plan around for this game, and give me a good thrashing before dealing with Pete later in the game. To this end, it was now my job to make the noble sacrifices and hold them up as long as Dwarfishly possible.

The Chosen with their great weapons were making a helluva mess of my Warriors on the left, and my Royal Guard were caught between a rock and a hard place. They could move to take on the Marauder Horsemen, or turn to face the Chosen when they inevitably broke through this turn, or maybe next turn if I was lucky. I decided I had already wavered in the plan once, and opted to press on with the current scheme; so they took up position flanking the Ironbreakers.

As expected, the Chosen did their job and ripped through my Dwarf Warriors in pretty short order, breaking them easily and running them down. Their pursuit took them to within charge range of the Lord's unit, so it was time to start polishing that Rune of Slowness for next turn...

The Ironbreakers managed to hold against the Chaos Lord and his Chosen Knights, their armour proving too much for the Knights, though three of their number fell to Leperous Jake's great weapon. On the other side of the battlefield, the last of the Slayers took his final breath and, spitting his fury at the foe, succumbed to the Wight Blades of the Black Knight that was left.

The right flank had collapsed utterly.

Now it was just a matter of whether Anthony committed his victorious units to the attack on my remaining Dwarfs, or turned down the valley towards Pete's beleaguered force.

VAMPIRE COUNTS TURN 3

With Gav's Slayers finally killed off, the units fighting them were free to move off. The rest of my units advanced as fast as they could towards Pete, as he posed the greatest threat now. However, one of my units of Dire Wolves moved into position to aid Andy's Chaos chaps, for that big unit of Warriors (with the Lord and Army Standard) could be a tough little Dwarf nut to crack – a unit of scary dead Wolves in their rear might help.

The Strigoi bolted across the table, joining up with the unit of Skeletons that were aiming for Pete.

I managed to get a couple of good spells off – our Magic phase was getting increasingly potent as the Dwarfs lost their Runesmiths and began to run out of Spellbreaking runes. *Curse of Years* was cast on an impressive 17, though it actually did very little. Next, I raised another new unit of 11 Zombies, and they popped out of the ground in a nice line. They were there to protect Andy's troops from getting shot at by Pete's Dwarf Handgunners – deadly things up close.

CHAOS TURN 3

All power to Chosen Chaos Warriors with great weapons! The Right Hand had come good already and ripped

through their opponents with minimal losses. With mayhem in mind they stalked forward to try and catch the next stunty unit available.

The Hanged Men and Crow Brethren continued their long haul through the storm of fire towards Pete's Dwarfs, the Spawn capering forward all too slowly. The Hanged Men edged off to avoid Pete's approaching Dwarf Warriors, letting one the Spawn protect their flank (a big mistake as the Dwarf could have overrun into their flank if they killed the Spawn). This was way too reminiscent of the last game I had with Pete for my liking, especially with that damnable Gyrocopter swinging past for another strafe.

Worried by Gav's approaching Dwarfs led by his Lord, I pulled back the Marauder Horsemen out of harm's way, and sent the Hounds back down the hill to assist the Right Hand if necessary (and keep an eye on that Gyrocopter). My only contribution to the magic this turn was the Hanged Man rolling a 1 when trying to use *Steed of Shadows* (he was only really interested in abandoning his regiment to their fate anyway).

My only combat was the Order crushing the last remnants of the Ironbreakers. Sufficient casualties were duly inflicted and the Ironbreakers lost by 8, fleeing as fast their short little legs could carry them. This left the Order free to pursue, clattering over them, to slam into the flank of Gav's Dwarf Lord and friends – what a shame.



Gav resorts to desperate tactics.

PETE'S DWARFS TURN 4

Lacking anti-magic there was now a whole new unit of Zombies to take care of. Fortunately the Chaos advance hadn't quite reached my line but a gap had appeared in my centre now that the Warriors had swung around and the Slayers had been pinned in combat. The time had come for a few heroic sacrifices.

My General and his Warriors charged into the Spawn. The Slayers and Rangers tried to get back into the action and everyone else loaded and fired with admirable discipline.

I brought my Gyrocopter back to block the advance of the Undead Dire Wolves and fired into the flank of the long screening line of summoned Zombies. Once again the handguns did slaughter, ripping six Zombies apart. My left flank Thunderers cut down a whole rank of four Skeletons with a precision volley while the right flank unit split its fire,

destroying two more Zombies and two Chaos Warriors. Seeing no point in saving it for later, I finally used the Rune of Skewering on my Bolt Thrower and impaled two more Chaos Warriors. Despite the ferocity of my fire, the Chaos forces kept on coming. I expected this from the Undead but if the Chaos Warriors fought on to the death as well then I would eventually be swamped.

My General's charge into the Spawn went badly – it was wounded but not killed. If I had been lucky enough to kill it then I could have overrun into the Chaos Warriors and scraped them off my firing line. Now it was going to be a desperate game of closing ranks and fighting to the death.

GAVS DWARFS TURN 4

Even the shouting was over now...

Though my valiant Royal Guard had weathered the storm of the Chaos Knights' charge (their Rune of Slowness working perfectly against the Chosen Warrior's charge), other units were now circling in for the kill. I was fighting for pride now, and there's no position more dangerous to put a Dwarf in. Setting my sights on Leprous Jake and his noisome Knights, I was determined to make them pay for the victory they were about to win over my annihilated forces.

The Royal Guard Champion issued a challenge, which was answered by the Champion of the Chaos Knights, who promptly failed to kill the Dwarf veteran (perhaps he couldn't lean over far enough on his horse...). In return, the Dwarf Champion landed two solid blows on his enemy, chopping him from the saddle in fairly short order. Alas, the others did not fare so well, my Thane with the Battle Standard was wounded by those Knights who could

attack him, and two more of the unit falling to the brutal weapons of the Knights. They had lost the combat by the smallest of margins and continued to fight on despite the inevitable mauling they were about to receive in the bad guys' next turn.

VAMPIRE COUNTS TURN 4

Right then, time to have a proper go at Pete. My Skellies with the Strigoi charged into another unit of Dwarf Handgunners. Like a complete goof-ball, I had my Strigoi positioned in the unit so that he couldn't fight, which wasn't funny, and it wasn't clever. With a complete lack of coordination, my Skellies got whacked, and didn't do any whacking of their own. Hmm, that was an embarrassing charge. Just wait till next time, when the cranky Strigoi would be in the ring...

The depleted Zombie screen charged the Handgunners – I knew they were pretty much assured to get all killed, but never mind. The Dire Wolves suddenly found a Gyrocopter right in front of them, and it'd be rude to ignore it – so I charged it. Still, the whirling contraption managed a draw, and so the fight would continue on till next turn.

The Banshee and the Spirit Host moved away from Pete's Slayers and Rangers – I figured I could pretty much ignore them and concentrate on the rest of Pete's army. The Banshee had a good old scream, but the Dwarfs were uniformly unimpressed.

Once again, I managed to raise a new unit of Zombies (13 this time), and placed them right behind Pete's main fighty unit. With Irresistible Force, they were powered into combat, then topped up with another Invocation of Nehek, taking their numbers to 28. Nasty. Not that they did an awful lot to Pete's souped up unit, but at least they wouldn't be going anywhere, and could hold the Dwarfs in position (with no ranks) until Andy's better fighters (or my Strigoi) could get there to do some real damage.

Over on the other side of the battlefield, Gav's last bastion was under attack. My Dire Wolves joined the fight, smashing them in the rear – their high Movement made the Rune of Slowness have no effect. My wolfsies didn't do a whole lot, but the extra combat resolution for the rear attack certainly helped. The Dwarfs finally ran (with the Battle Standard toasted) and were trampled into the ground with much rejoicing (well, from Andy and I anyway). Gav was out of the game!





Gav's army makes its last stand, surrounded by Andy's Nurgle minions.

CHAOS TURN 4

Leperous Jake and Gav's Dwarf Lord were going at it hammer and tongs and Jake was getting the worst of the deal – damnable stunts, accursed dice rolls! I charged the Crow Horsemen into the other flank of Gav's warriors to lend additional support and marched the Right Hand up to get in position to charge next turn.

With the rest of Gav's forces wiped out, I set the Chaos Hounds and Crow Brethren Marauders on course to attack Pete. Blatantly there was more than enough available to destroy Gav, and the Hanged Men were starting to drop like flies under the concentrated fire of Pete's Dwarfs.

Thanks to the heroic sacrifice of the Chaos Spawn resisting Pete's block of Warriors, the much reduced Hanged Men were able to try and charge in against a regiment of Thunderers but were found to be short of their objective.

I had pretty much given up on magic by this point and just yelled encouragement as Anthony summoned up more Zombies.

In the epic conflict of Leperous Jake versus the Dwarf Lord, Gav managed to land two more wounding blows. Jakes' Chaos armour proved impervious to the stunts' weaponry and with the additional pressure of the Marauder Horsemen and Anthony's newly arrived Dire Wolves, the Dwarfs broke and ran (ironically due to the fact that the Order of the Fly caused *fear* for the Mark of Nurgle being on them – I owe Gav a pint). They were, of course, pursued and mercilessly slaughtered.





PETE'S DWARF TURN 5

By now it was clear the game was up. The combination of masses of casting dice, no Spellbreaking runes and my guaranteed ability to include two 1's in every batch of Dispel dice I rolled, was ensuring that no matter how many Undead I killed there would be more of them appearing almost immediately.

When things go tilt with Dwarfs there is rarely any way back and misfortune seems to abound. My right flank Thunderers fired their last salvo at the onrushing Chaos Warriors and killed one before drawing their swords and preparing to fight it out. The Gyrocopter, having bravely fought off the Dire Wolves for a turn, strayed too low to the ground and the pilot was buried

in slaving brutes. Losing control the Gyrocopter span across the battlefield heading unerringly right into the middle of my General and his Warriors. As if things weren't bad enough, five more Dwarfs died in the crash. This is sadly typical – for some reason, whenever a Gyrocopter crashes it seems to do so slap bang on top of one of my own units. If only I could put a Rune of Immolation on them! Still, my Warriors fought on, the General and Battle Standard moved to the back of the unit and fended off the Zombies there, but with no supporting ranks couldn't get rid of them quickly enough. My left flank Thunderers excelled themselves, actually beating the Skeletons that had charged them, destroying four, but this was a drop in the ocean of foulness sweeping over them.

There was little chance of the Slayers and Rangers getting back into the fight in time – indeed the Undead were steering away from them, content to attack the rest of my army. They had less honour than even the Elves.

Around my General, his Warriors locked shields and faced outward, there were no war tricks left to save us, just a chance to show courage and die with honour.

The Chaos and Undead legions mass in front of the Dwarven gates, as Pete tries in vain to hold them at bay.



VAMPIRE COUNTS TURN 5

With his partner in crime out of the action, Pete was looking grim. Meanwhile, Andy and I were having a blast, as we looked forward to romping over the remaining Dwarfs. And we couldn't contain our amusement when the crashing Gyrocopter thumped into Pete's own unit.

The Strigoi pushed himself into a position to swipe at the Dwarfs. My Strigoi loves doing that, and in the ensuing combat managed to slice and dice his way through five of the hairy chaps. In the Magic phase I managed to add nine Skeletons back to the unit, just to make sure that I outnumbered the Dwarfs, as well as gaining my full rank bonus again. To top things off, and really make sure that those blasted Handgunners were taught a lesson, my Dire Wolves ploughed into their flank. Needless to say, the Dwarfs broke and were run down.

The Spirit Hosts charged into the flank of another Handgunner unit, and Pete looked increasingly concerned (actually resigned, some might even say Dwarfily grumpy). They beat their foe, running them down and ramming into the next unit of Handgunners. The Dwarf defence was crumbling apart now.

To add insult to injury, I raised another unit of Zombies (there must have been a serious battle on this ground in the past to have so many bodies beneath the surface), and, using the Book of Arkhan, managed to shunt them into the flank of Pete's doughty unit that I had already engaged in the rear. Still, full respect to the Dwarfs, for despite being engaged on all sides except their front, they refused to budge.

CHAOS TURN 5

With my toughest and most mobile units stuck miles away from the action I just tried to occupy as much of Pete's attention as possible this turn. I must admit that I was kind of hoping that Anthony could finish the job.

The Hanged Men charged in against the Thunderers with a relieved cheer, and the Crow Brethren Marauders attempted to charge Pete's Warrior block, but were stymied by a Rune of Slowness which reduced their charge to a mere 2". The Chaos Hounds whined in frustration as they were blocked out by the Crow Brethren.

The combat with the Thunderers was priceless, three hits scored by each side, resulting in a single wound by each side, which were



Victory for the forces of darkness!

saved by each side. Outnumbered, the Hanged Men decided that the Thunderers were just too tough for them (as if) and ran like girls. Fortunately the Dwarf's legendarily stumpy legs prevented them making a successful pursuit, so the Hanged Men didn't have the final indignity of being overrun by the victorious boom-stick wielding Thunderers.





The Dwarfs are beaten; sheer numbers force the two clans into a terrible defeat.

PETE'S DWARVES TURN 6

The Slayers finally got close enough to charge the Skeletons and Vampire Lord, typically on the last turn. The way this unit got isolated wiping out the Zombies was a salutary lesson to me. I expect there are a lot of Dwarf players out there guffawing and saying "I could have told you that" – sadly no one did. If you are starting out using a Dwarf army though, for Grungni's sake learn from my mistake and keep your units together.

The intervention of the Vampire Lord had been too much for my left flank Thunderers and the right flank unit was being sorted out by Dire Wolves and summoned Undead. My General's Warriors were now being attacked by virtually everybody from all sides.

It is in these utterly doomed, back to the wall situations that bring out the best in Dwarfs. Facing in all directions, gathered around the Karak Dawr banner, my last unit of Warriors presented a formidable aspect. Appearing huge because of the Master Rune of Fear, they chanted their death song, each determined to slay as many enemies as possible before he was dragged down. I had lost count of how many turns they had hung on and they certainly weren't going to fail on the last turn. Perhaps their stubborn resistance would distract the enemy long enough for the remains of the army to get back inside the hold. Put this way, you must admit the whole battle was really a moral victory for the Dwarfs. I can't be doing with this Victory Point technicality stuff. So, for one last round, the axes rose and fell and for one more turn the enemy were beaten off, the Chaos Marauders were beaten so badly they fled like beaten curs.

Hah, best to end on a high. Ok Andy and Ant, call it a draw?

VAMPIRE COUNTS TURN 6

Going into the final turn of the game, and the forces of darkness were looking comfortable. Pete's last resistance was being worn down, and I was throwing everything nearby at his big Warrior unit. Annoyingly, those Dwarfs seemed to be causing fear themselves, so I was going to be hard pressed to actually make them run. I avoided Pete's Slayers, as there really was no point trying to get rid of them – it would take much too long. The Rangers who walked at the side of the Slayers were being shadowed by the Banshee, who continued screaming at them, this turn killing a couple of them.

As the Strigoi turned his unit around after smashing through the Dwarf defence, he watched as the final confrontation with the Dwarfs played out.

Entering the Magic phase, I felt pretty confident that some havoc could be caused. This all went out the window when a Miscast immediately ended the Magic phase. Never mind, hey.

CHAOS TURN 6

The battlefield was almost silent apart from the squish of Zombies and the sound of Leperous Jake slapping his forehead at the sight of the Hanged Men running from a bunch of Dwarfs with sticks. This is not the way to become a world-conquering Chaos army.

The Marauders completed their charge, finally getting their flails into action. However Dwarfs once again proved too much of an opponent for them and they too lost the combat and ran like girls (I blame the Zombies myself).

Sigh, sometimes you just can't get the minions...



CONCLUSIONS

WE WENT DOWN FIGHTING



As I expected it was a hard scenario. Dwarf armies are slow and being separated at the start, it was very difficult to form a coherent line at any time. I had a bit

more luck than Gav who had the misfortune of facing the faster, harder-hitting bits of the enemy armies. We did have a chance – unfortunately we needed Andy and Ant to make a mistake or get overconfident. They steadfastly refused to do either. Every spell was carefully judged and every attack precisely placed. The effect was that the Dwarfs were methodically taken apart. Even so, there were heroic stands aplenty. Gav's Dwarfs fought it out to the last despite being in a hopeless position, attacked front, flank and rear. My guys were able to establish a killing zone and make the Chaos forces in particular suffer on the way in.

In the end their magic was just too strong. If I had been a bit more defensive with the Slayers and if my General had been able to kill the Chaos Spawn the first time of asking then I might still have held out till the end though. As it was, the Chaos Warriors were driven off by my Thunderers in close combat and my General's unit withstood being attacked on all sides for three player turns. The Master Rune of Fear had really proved itself and I would thoroughly recommend it to other Dwarf players.

Right, next time we start with both Dwarf armies together facing the enemy horde down a narrow pass with hills to our rear. If they dare, that is...

WHAT HAPPENS WHEN YOU CROSS A VAMPIRE AND A CHAOS LORD?



Minced Dwarf. Which just goes to show how important mobility can be in a game of Warhammer. Well, not just mobility, but your army's ability to

enforce your plan on the enemy and make them react, rather than vice versa. This is where missile fire can be important as well, because it allows you to project your attacks at range across the battlefield, much like the threat of a charge of knights, or flying monster.

With no ability to project my attacks in such a manner, and faced with Andy's most mobile units, I was immediately on the back foot. This was no more evident than in my first turn when I turned the Royal Guard around and started advancing towards the back where I expected Andy's attack to fall. This was probably the daftest thing I've ever done in a game, for which I hang my head in shame... Had they pressed forward with the other Warrior unit on my left flank, they would have been in a position to threaten Andy's Chosen Warriors, which in turn meant that he would more than likely divert units from the attack on the Ironbreakers to support his infantry.

It was a cardinal sin – reacting to the enemy and not following the plan. Sorry to go on about it, but I really am kicking myself. Now, I'm not saying we would have won the battle if I had done differently (after all I was picked on by a Vampire Lord and a Chaos Lord), but I think I could have helped Pete a lot more by relieving the pressure on him. It's for that that I feel most guilty – I guess it's against my nature to let down a fellow Dwarf, and I think I could have done better in the circumstances.

Mumble, grumble, Invocation of Nehek, grumble, Cursed Book, grumble, Book of Arkhan, grumble, mumble...

DWARF BRAINS TASTE NIIICE...



Overall, I think that this game was pretty tough on the Dwarfs. They stood up remarkably well all things considered. Pete's main unit, in particular, was impressive, holding out till the last against all comers. Andy and I had a simple plan that basically involved clobbering one of the armies, and then turning our attentions to the survivor. I think we made the right decision going for Gav first as well – though the initial instinct was to go at Pete, as he was the one who could do damage to us from afar, but I think we could have run into problems if we had done so – namely Gav marching up behind us while we were stuck in combat. Facing the full force of the Vampires and the Andy's Nurgle Chaos, Gav didn't really have much of a chance. To be fair, he held up for a decent while, holding up Andy's Chaos Lord so he never got to Pete – the Strigoi did get to Pete, but a turn or two

earlier would have been preferable. In retrospect, I might have had the Strigoi head towards Pete from the start, but then I would have run the risk of not making a significant impact on either Dwarf army. I think I spent too long killing off Gav's Slayers – I should have either attacked them with more units, or (and probably preferably), just held them up with a unit of Zombies and some Ghouls and not got the Black Knights in there. Seemed like a good idea at the time, but my deployment of them wasn't great. But still, hindsight is a wonderful thing. Overall, a satisfying victory for the evil coalition – ain't it fun beating up on Dwarfs?

I WANT A BIGGER ARMY!



Well, a glorious victory after all. I suspect that the scenario really worked against the Dwarf armies here.

With better mobility, Anthony and I could always concentrate our forces to inflict maximum harm while keeping everything else at arms length. By pooling our Magic dice together, Anthony could raise several new Zombie units each turn. He frequently did, usually in order to block or tie up another Dwarf unit until the right sized mallet could be brought in to smash them. Gav and Pete never really stood a chance, as that arsenal of mallets included my Chaos army.

As for myself I can say that my new army is getting a bit more honed now, although I'm pretty sure that Chosen Chaos Knights will be lucky to make it to the enemy as intact as they did this time. In general, if you're going to use Chaos Warriors or Knights, upgrade them to Chosen (with great weapons) if you can. The Right Hand were awesome, the Hanged Men something of an embarrassment.

I made some basic mistakes in the game, like using the Spawn to try and protect the Hanged Men (it worked out ok but could have been a complete disaster), worrying about the Gyrocopter too much, and not using the Marauder Horse better. In general I think I'd like my army to be bigger, more units of Marauders perhaps, I often felt like I only had a couple of units capable of achieving much and was moving around the rest for effect. Of course that is against Dwarfs, who are ridiculously hard to defeat in combat – against another army it be a different story.

GAMES WORKSHOP

DIRECT

Welcome, welcome, welcome!

Usually with these small rants I talk of loose metal and the happenings of GW Direct.

However, that is all out the window now, for next month....

LIZARDMEN ARRIVE!

Yes, those scaly warriors of the Old Ones themselves shall return next month to crush the fell forces of Chaos (take that Archaon)! Those lucky enough to attend Games Day 2002 last October, would have surely laid eyes upon some of the great new models that'll be released. Check out our Advance Orders a few pages later for what you can soon get your hands on.

What you're really wondering is what do these scaly Lizards have in store for the enemies of the Old Ones? Potent magic, harder-than-nails core troops, Saurus Cold

One Riders (they are dead hard!) and a new reptilian monster for Saurus Lords to ride about on! It's all too much! I think I'll just have to don some scales and lead a few cohorts against the foes of the Old Ones!

Already, I have paint flying as I throw coat upon coat of ink over some of the current Lizardmen in an attempt to get the right look for their scaly hides.

So far, I've tried:

- base coat Jade Green, Green Ink wash with a then light Snot Green drybrush.
- base coat Snot Green, Dark Green ink wash, and finally a Goblin Green drybrush.
- base coat Regal Blue, Black Ink wash and finally a Hawk Turquoise highlight.

Gimme an 'L', gimme an 'I', gimme a 'Z'... alright, I'll stop, just put that bat down Bryan!

Ok, now I'm back to reality.

Work on our gaming board here at GW Direct has continued this month. It looks like we're on course for completion within the next few months - but what is the purpose behind the board I hear you ask (*besides games, you mean? - Ed*)? Well, all shall be revealed in time!

Have a great month, we look forward to hearing from you all.

Cheers,

*Michael and the Games Workshop
Direct Team*

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The best 5 entries deemed worthy shall be appropriately rewarded by being published in this hallowed tome, in the holiest of pages, and presented with appropriate awards of faith and devotion.

Please be prompt brothers. There are imminent Warp Storms, which will ensure that no entries will be accepted after April 30th, 2003.

GREY KNIGHT BROTHER-CAPTAIN ARDAEUS HACHURE, ENTOMBED WITHIN ADAMANTEUS SARCOPHAGUS OF ETERNITY

Grey Knight Brother-Captain Ardaeus Hachure had been in the service of the Emperor for just short of four centuries, before debilitating injuries resulted in him carrying the Emperor's wrath to the Daemonic in the incarceration of a Dreadnought's adamantium shell. In the time previous to his entombment, he was responsible for the purging of over 400 Heretics, Witches and Daemons in his never-ending quest against the unpure. He received acclaim for vanquishing the Greater Daemon Beel'ialator at the Siege of Imperial World of Veroalnden. Wounded grievously by the Daemon's attacks, the Brother-Captain fought on with unstoppable strength and fury. Truly the Emperor himself had suffused him with power. Upon destruction of the horrific entity, Hachure collapsed motionless, bleeding from numerous wounds. Unconscious, and held aloft by his bodyguard of Terminators, Hachure was returned to the great fortress-monastery, to be interred in the consecrated crypts beneath the Emperor's Temple. However, en-route to the moon of Titan, he regained consciousness. Most Ordo Malleus members believe this to be a miracle granted by the Emperor himself. He claimed that his work was not yet done, Hachure insisted that he be allowed to carry on in the Emperor's service, for as he was able. He was quoted as saying "Those who exist to cease, fear me - for I have not yet ceased to exist".

Since he was entombed within a Grey Knights Dreadnought upon arrival on Titan, the Brother-Captain has been involved in countless more battles. His blessed twin-linked Lascannon blowing apart the Daemonic at range, whilst his deadly powerfist crushes all those who have dared challenge him in close assault. May he live on and continue to vanquish the foes of our Emperor, be they the daemon, the heretic, or the mutant.

*Inquisitor Orlandon
Testimony of those who shall live on*



If you have any questions about rules, miniatures, prices, or you would like to place an order, contact:

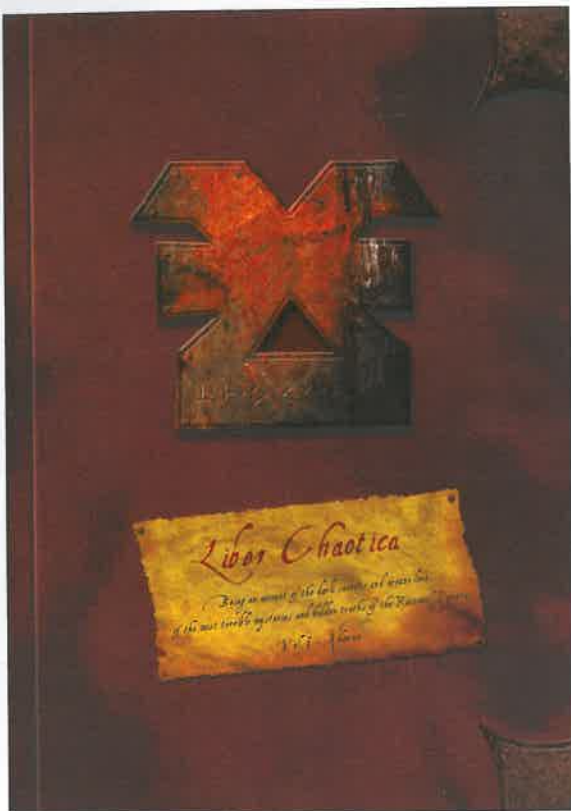
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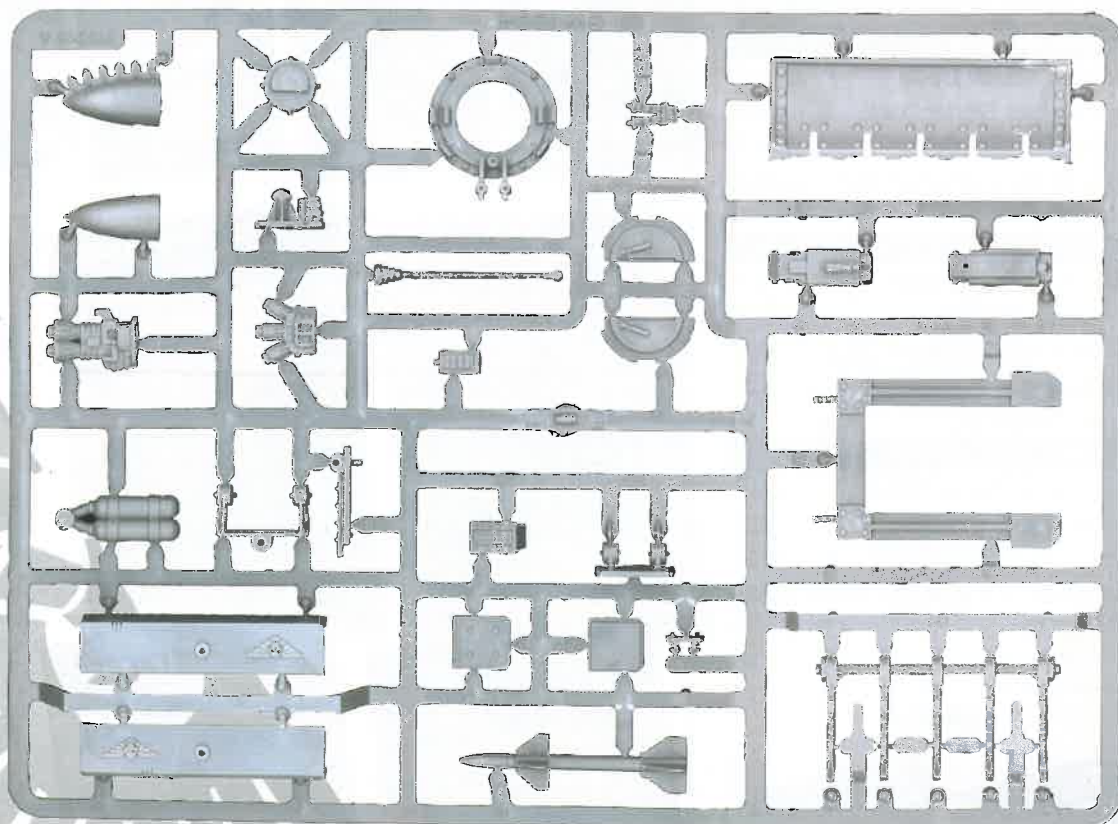
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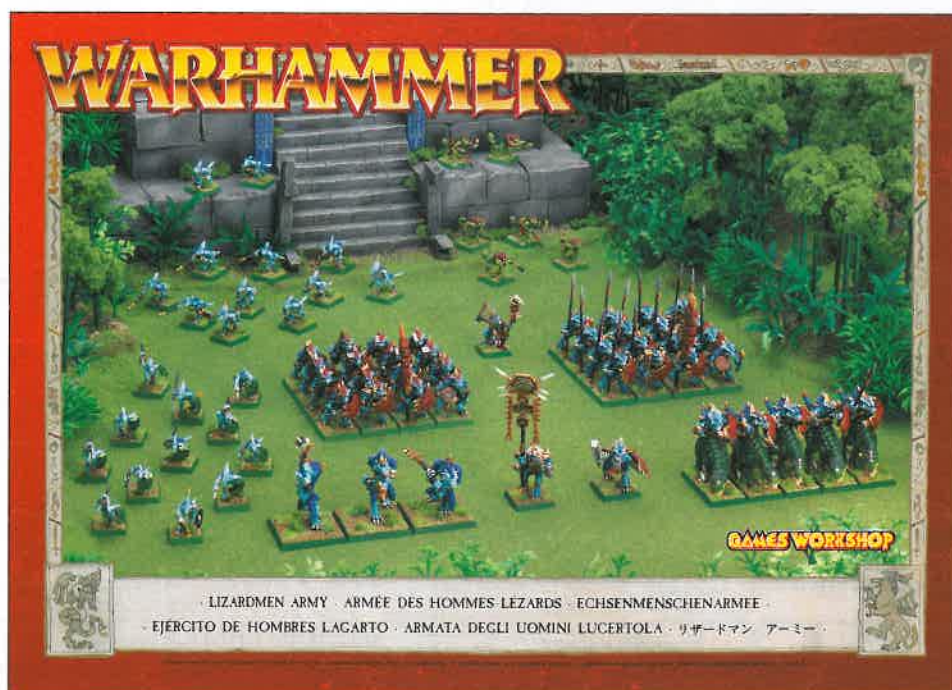


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