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WORKSHOP

NEW! DARK ELVES ARMY LIST UPDATE

# WHITE DWARF



Featuring

THE  
LORD  
OF THE  
RINGS

THE RETURN  
OF THE KING

WHITE DWARF 287  
NOVEMBER

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GAMES WORKSHOP'S MONTHLY MAGAZINE



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The OZ Studio team: Bryan Cook, Justin 'Booster' Keyes, Tero Kanko, Jim Fox and Matt Weaver.

This month is a very special for Games Workshop Oz because this month we are celebrating 10 years of Games Workshop in the region. You will no doubt have noticed the Special edition miniature of the White Dwarf attached to the front of your magazine. This is my way of thanking you all for your support of the White Dwarf magazine since I took over as editor and also to help you celebrate our birthday as well. I hope you enjoy painting this model up. Also to celebrate our 10 years I have put together a total listing of all Games Workshop staff who are currently employed with us, this list is in chronological order from when the staff member started. It is hard to believe that Games Workshop has been operating in the region for so long, I still remember the excitement I had walking into the Chatswood store when it first opened all those years ago.

On the release schedule for this month we have some additions to the Kislev force with the Winged Lancers, Tzar Boris and the Ice Queen. For those of you out there who are collecting an Imperial Guard army the Imperial Guard Psykers are available. Brian Nelson has done an awesome job on these models,

he has really managed to capture the tortured looks Psykers would have on their faces while using their powers.

In this month's issue of White Dwarf we have some great articles for you to peruse, we have the concluding information for the Eye of Terror global campaign. I had a lot of fun in this years global campaign and feel justified in the many, many long hours of gaming I put in with my Black Legion.

Just in case you have been sleeping under a rock you may have missed the fact that THQ and Kuju have developed a Warhammer 40,000 first person shooter by the name of Fire Warrior. We have a review of the game in this issue.

It is also a time of rejoicing for Dark Elf players as the long awaited update to these nasty pieces of work are appearing in this issue, Gav Thorpe worked long and hard (and with the assistance of Druchii.net) to finalise these updates, believe me when I say these updates will make the Dark Elves even nastier than they already were. To show just how nasty this month's Battle Report is between the Dark Elves and their hated cousins, the High Elves.

Following on from last month's Kislev

army list we have the rules for the Ice Queen and Tzar Boris so you can now use them in your Kislev armies.

As per usual this month we also have some great painting and modelling articles. First off this issue we have an 'Eavy Metal Masterclass on Tzar Boris by Seb Perbet, following on from there Tammy Hayes presents some good advice when painting horses. Then for all you treadheads out there Mark Jones shows us some tips on modelling Imperial Guard tanks.

Next month sees the release of The Lord of the Rings: Return of the King battle game, we managed to get a preview of the game and some of the fabulous new miniatures into this months issue as well as a Return of the King battle report.

Catch you next time.

**BOO**

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## WHITE DWARF

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## THE LORD OF THE RINGS

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With the release of The Return Of The King Strategy Battle Game, there is loads of stuff crammed into this month's Lord Of The Rings section...



### BATTLE REPORT

- 116 **The Battle Of Anroc Pass**  
With the Dark Elf update printed in this issue, it would be remiss of us not to include a battle report showcasing this army. Who better to face this new threat than their hated cousins, the High elves. Add in the fact the players are two stalwart tournament players, and we're set for a cracker of a game.





## Madgrot 40K 2003

- 1st & 2nd November
- Masonic Hall
- Wood St, Mackay, QLD
- Warhammer 40,000
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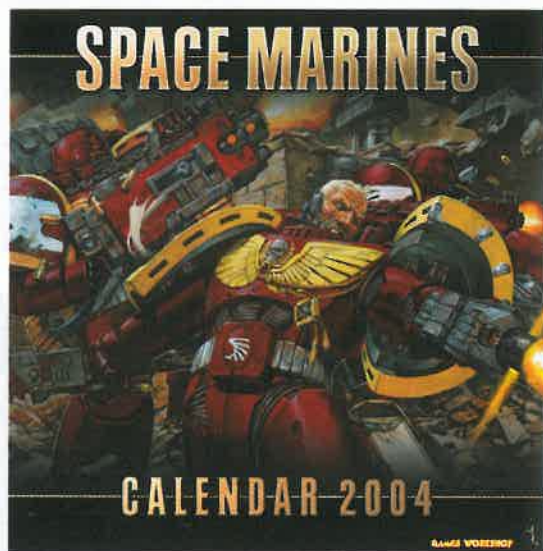
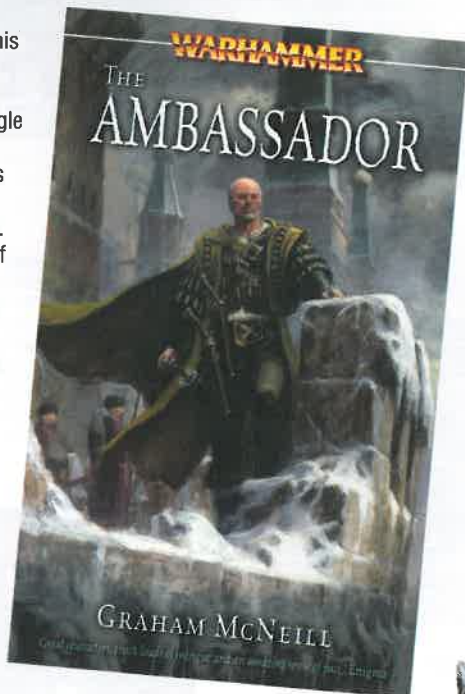
## Vigilance

- 29th & 30th November
- Wongarbon Community Hall
- Wongarbon, Dubbo, NSW
- Warhammer 40,000, Warhammer Fantasy
- Contact: Adam
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## NEWS

### BLACK LIBRARY PRESENTS

Graham McNeill is currently working on his first Warhammer epic, *The Ambassador*. The story details the struggle of ex-general Kaspar von Velten as he fights to hold back a rising tide of Chaos in Kislev. It's an awesome tale of war, honour and subterfuge, which ties into Games Workshop's upcoming Storm of Chaos campaign. We've just received the stunning artwork by Paul Dainton and we couldn't wait to give you a sneak peek! *The Ambassador* will hopefully be in stores next month!



### CALENDAR 2004

#### Space Marines

The mighty Space Marines are honoured in this year's calendar with 12 awesome full-colour pictures dedicated to these stalwart heroes of the Imperium!

## new releases

### NEW RELEASES

#### KISLEV WINGED LANCER

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

This blister pack contains 1 Kislev Winged Lancer, designed by Dave Thomas and Michael Perry.

*This model requires assembly.*





## KISLEV WINGED LANCERS

AUS\$65 NZ\$75 HK\$300

The mainstay of the Kislev cavalry are the Winged Lancers, who can trace their lineage back to the original Gospodar knights who rode from the east. They are so named for the large feathered wings they wear on their backs, which emit a shrill screaming noise when they charge.

This boxed set contains 5 Kislev Winged Lancers, designed by Dave Thomas and Michael Perry.

*These models require assembly.*



## TZAR BORIS

AUS\$55 NZ\$60 HK\$275

Tzar Boris Bokha was a fierce warrior and devout follower of the bear god, Ursun. He was known by many as Boris Ursus or Radii Bokha (Red-Bokha – a reference to the oceans of enemy blood he spilled in battle).

This boxed set contains 1 Tzar Boris model, and 1 Urskin model, designed by Dave Thomas.

*This model requires assembly.*



## KISLEV ICE QUEEN

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

From the icy fastness of her capital city of Kislev, the Ice Queen Katarin rules her land with an aloof majesty.

This blister pack contains 1 Kislev Ice Queen model, designed by Michael Perry.

*This model requires assembly.*





**IMPERIAL GUARD BASILISK****AUS\$65 NZ\$75 HK\$300**

A fearsome piece of artillery, the Basilisk is capable of elevating to angles that allow it to fire at targets out of its field of vision. Its powerful shells are capable of smashing apart both infantry and vehicles with ease and the shriek of its incoming shells is rightly feared by the enemies of the Emperor.

This plastic boxed set contains 1 Imperial Guard Basilisk, 2 crew members and new accessories, designed by Tim Adcock and Brian Nelson.

*This model requires assembly*





## CADIAN MEDIC AND STANDARD

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

This blister pack contains 1 Medic and 1 Standard Bearer, designed by Mark Harrison and Brian Nelson.



## IMPERIAL GUARD PSYKERS

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

This blister pack contains 3 psykers, designed by Brian Nelson.  
*These models require assembly.*



## CADIAN SENTINEL VARIANT

AUS\$40 NZ\$45 HK\$175

Sentinels are ideal scouting vehicles, and their pilots are often forced to use their own initiative – qualities not always fostered in Imperial soldiers.

This plastic boxed set contains 1 Imperial Guard Sentinel, designed by Tim Adcock and Martin Footit.

*This model requires assembly.*





Many thanks to  
all our Staff for  
their tireless work  
and dedication

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# FIRE WARRIOR



THQ's long-awaited Fire Warrior computer game has finally landed on Playstation 2 and PC. Here we take an insider's look at the action-packed first-person shooter

**T**he opening moments of Fire Warrior throw you straight into the action as you find yourself in the middle of a raging battle. Hordes of heavily armed Imperial Guard and a vast Imperial prison stand between you and the Tau Ethereal that you've come to rescue. This is how the day begins for a Tau Fire Warrior called Kais, and over the next 24 hours things will go from bad to worse. Much worse.

It's been five years since the last Warhammer 40,000 computer game was released and how times have changed. Just take a look at the exclusive screenshots and concept art over the next few pages and you'll see the 41st millennium like you've never seen it before. When game publisher THQ began looking for potential developers two years ago, the response was tremendous. Companies from around the globe competed for the opportunity to bring the 40K universe to life, but in the end it was UK-based Kuju Entertainment that were chosen to create the first ever Warhammer 40,000 first-person shooter (FPS). For Kuju it was a daunting task, they had to impress the likes of Andy Chambers, Jes Goodwin, Alan Merrett and Jim Butler before they got the job. It was just as well that many of the Kuju team are avid Warhammer 40,000 fans and know the universe inside and out.

Fire Warrior is the culmination of Kuju, THQ and Games Workshop working closely together on the game's development. However, GW's

involvement didn't stop when Kuju were picked. Every aspect of the game's design, from the plot to the look and feel of every room in every level has had GW input.

GW artists Dave Gallagher and Paul Dainton visited Kuju in the early days, and helped their artists to develop environments that would be immediately recognisable as existing in the 41st millennium. They also spent a good deal of time with the Studio team discussing the finer points, such as how Space Marine armour articulates. Well, come on! Haven't you always wondered how a Space Marine would raise his hands above his head without those huge shoulder pads getting in the way? Kuju needed that, and all sorts of other questions, answered in order to authentically animate all the game's characters.

Then there were the meetings to discuss how each of the game's 15 available weapons looked, sounded and reloaded when used. Cue a meeting room full of people discussing the subtle differences between each others' 'dakka dakkas' in attempting to describe the true might of a bolter's repeat. Oh yes, you may play as a three-fingered Tau, but given the chance you're going to pick up a bolter and unleash explosive-tipped, rocket propelled carnage!

Of course, being fanatical hobbyists themselves, Kuju needed very little help. The result of this massive cooperative effort is a first-person shooter that brings the Warhammer 40,000 universe alive, and is the most detailed and accurate 40K computer game we've ever seen. ▶



### A day in the life

So, what does the game itself offer? Let's look at the story, and all the cool things that you can expect from Fire Warrior. The story is told from the Tau's perspective, as their empire expands, it is coming into contact with many new planets. Fire Warrior takes place in a distant galactic spiral-arm, where a small expeditionary force of Emissary class starships has approached Dolumar IV, an

latest clash with the Imperium gives Lusha, your Shas'el and mentor, plenty of opportunity to test your prowess. So, he orders you to spearhead the mission to the planet's surface. Your target? Severus' heavily guarded prison complex.

Now it's up to you to rescue Ko'vash. For the first few levels you and your fellow Fire Warriors must fight through an Imperial settlement and trench system, and your

1. Captain Ardias of the Ultramarines 3rd Company proves to be a formidable foe

2. The opening levels see Kais storming Imperial trenches alongside other Tau Fire Warriors



Imperial colony ruled by the cunning Governor Meyloch Severus.

Severus knows that the Tau have begun colonising his sector of space and will do anything to prevent his planet falling into the hands of the upstart xenos. Fortunately for him he has the perfect tool for the job; a small detachment of Space Marines from the Raptors Chapter is being retained to supplement his planetary defence force in case of a Tau invasion. Acting on Severus' orders, the Raptors mount a raid on a neighbouring Tau outpost and capture the revered Ethereal, Ko'Vash.

You play Kais, a young Tau Fire Warrior about to undergo your Trial by Fire. This

senses are assailed by the sights and sounds of the raging battle. Lightning fighters swoop overhead, artillery barrages explode all around you, and that's to say nothing of the Imperial Guard taking aim at you with their lasguns.

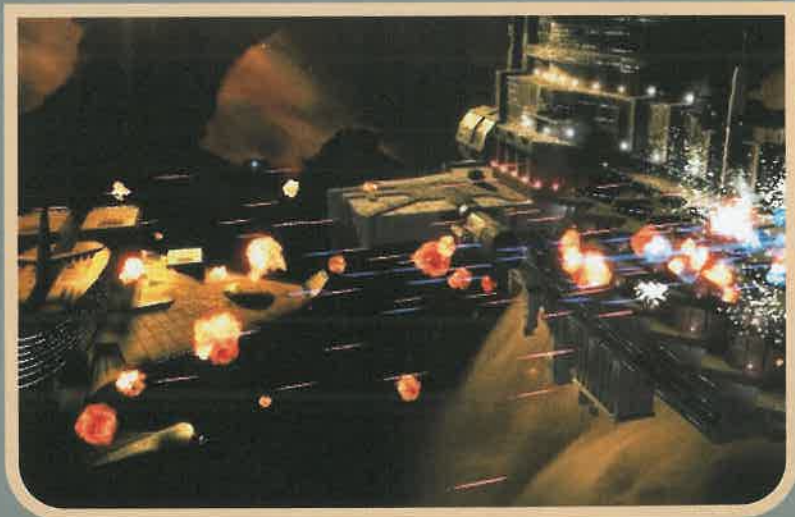
The next few levels take you inside the prison itself. That's provided you manage to survive the frantic fighting from corridor to corridor and take out the snipers dug in their guard towers. You must then make your way deep into the heart of the prison, freeing your fellow Fire Warriors along the way. However, to release Ko'Vash, you'll have to face your first major challenge; namely seven feet of pure power-armoured aggression.

From there, it's back to the Or's Tash'var, your Emissary class starship. Congratulations Fire Warrior, you have survived your Trial by Fire. But there's no time for back patting as an Emperor class battleship, the *Enduring Blade*, draws alongside and prepares to fire its boarding tubes!

### Scene stealers

As a reward for completing the tough levels, and to help tell the story, Fire Warrior features some superb cinematic cut scenes rendered in gorgeous computer generated detail. Just look at some of these stills and you'll see the quality of Kuju's work. The ship-to-ship combat scenes as the Tau

The ferocious space battle between the Tau and Imperial ships shows off the awe-inspiring Fire Warrior cut scenes



exchange fire with the Imperial battleship are awe-inspiring!

Fire Warrior also features a number of great actors providing the voices of the characters. Tom Baker of *Dr Who* fame will be immediately recognisable but the other esteemed voice actors include: Peter Serafinowicz (the voice of Darth Maul in *Star Wars Episode I: The Phantom Menace*), Sean Pertwee (*Dog Soldiers*, *Event Horizon*), Burt

Kwouk (Kato from *The Pink Panther* movies) and Brian Blessed (*Robin Hood Prince of Thieves*, *Flash Gordon*). Tom Baker even asked if we could get him a pulse carbine... No, really.

### Sights to behold

No sooner have you marvelled at the cut scenes then you're thrown into the action once more. Now you must defend the ship



1. Kuju's concept art drew a lot of inspiration from existing 40K artwork and imagery

2. The finished game captures the vast scale and gothic grandeur of the Imperial battleship's interior

## INTRODUCING THE RAIL RIFLE



One reason Kuju liked the Tau is because of their high-tech weaponry. Very early on, they decided that they wanted a Tau gun that could be used as a sniper rifle, yet was powerful enough to take out a Space Marine with one (well-aimed) shot. They proposed a hand-held experimental rail rifle, a smaller version of the rail gun that can be mounted on battlesuits.



After creating some initial designs Kuju worked closely with Jes Goodwin to come up with the finished product. In fact we liked it so much that we had to put it into the 40K tabletop wargame.

So Space Marine players beware, the Tau have a new Pathfinder upgrade available which makes them pretty much the ideal Space Marine hunter!





1. Fire Warrior throws you in at the deep end as the first level pits you against the Imperial Guard
2. Levels vary from open battle fields to dark claustrophobic corridors
3. Fans of 40K will appreciate some of the finer details, such as this Leman Russ tank
4. Upon boarding the Imperial ship you must complete a number of objectives on its surface before finally going inside



## WHY THE TAU?

Perhaps the question Kuju gets most often asked is "why choose the Tau as the protagonists?" Most people think that the obvious choice for a Warhammer 40,000 FPS would be to play as a Space Marine.

Well, there are lots of reasons why we chose this approach but it really boils down to this: Fire Warrior and the Warhammer 40,000 universe will appeal to a lot of people, many of whom have never even heard of tabletop wargaming. Since the Tau are such a new race, just beginning to encounter and understand the Imperium, playing the game from their perspective gives us a perfect way to introduce the Imperium to new fans.

The look and feel of all things Imperial are at the heart of Warhammer 40,000. By playing from another race's perspective, new and old fans alike get to see the Imperium in all its oppressive glory. Will we ever see a computer game from the perspective of the Adeptus Astartes? We couldn't possibly say...



against the intruders – including Storm Troopers and Techpriests armed with plasma pistols! It's cool to see the inside of a Tau ship, provided you're not dodging las fire! Keep an eye open for the holo-theatre and the awesome engine rooms. Oh, and try your best to save the poor unarmed Air caste whenever you can.

When, or rather if, you manage to repel the Imperial boarding parties, Lusha orders you to mount a counter-boarding action. You jump into what is basically a Devilfish personnel carrier with a rocket pack mounted at its rear and blast your way through the *Enduring Blade's* void shields before coming to a crashing halt on the ship's hull, ready to engage the enemy.

Throughout the game you can only carry two guns at any time (plus photon grenades, of course). One of these will always be your default Tau weapon. As you make your way through the game, this default gun will be upgraded as a reward for your progress. So, while you may start with a pulse rifle, you'll soon be given a pulse carbine, then a burst cannon, and finally the brand new rail rifle!

Naturally you'll also be able to pick up the guns of your foes after you've dispatched them. Almost all of the guns in the game have a primary and a secondary mode of fire, so there are plenty of ways to blast your way through the game.

As the game progresses the guns get bigger and better, but then again so do your enemies. As a result you'll need to choose your weapons carefully in preparation for the foes you'll face.

Among the Imperial firepower that you'll get a chance to wield there are the las pistol, lasgun, autogun (which is particularly satisfying to use), sniper rifle (a conventional rifle used by certain Imperial Guardsmen in *Fire Warrior*), plasma pistol, meltagun, missile launcher, and of course the bolter (which is truly magnificent, as well it should be).

You'll need all the firepower that you can get once onboard the battleship. Kuju has managed to capture all the scale and gothic splendour of this mighty Imperial craft. It has rows of 100-foot tall stained glass windows, and warrens of gigantic internal blast doors that seem to go on forever.

There are even the little details that make it so obvious that this setting could only exist in the Warhammer 40,000 universe. Look out for the archaic candle-lit computer terminals, the shrines to great Imperial heroes and the hatches covered in parchments and purity seals.

If you manage to stop looking around slack-jawed, and fend off the frightening number of Raptors Chapter Space Marines that you encounter, you'll eventually be able to battle your way to the bridge in a bid to capture the fleet's commander, Admiral Constantine. Things don't go according to plan though as the arrival of Ardius, Captain of the Ultramarines' 3rd Company heralds a ceasefire and a sinister change in direction for the shooter. Ardius warns that there is now a greater threat to the universe, something far more terrifying than he ominously refers to as a cancer, "a tumour to be removed".

What's the greater threat? What happens next? Where else does the fighting take you? We don't want to give everything away, you're going to have to play the game for yourself. Let's just say *Fire Warrior* leads Kais through the worst 24 hours he could possibly have imagined. You'll need nerves of steel to survive the events that await you, so be sure to leave a light on when you're playing. Don't say we didn't warn you!

For more information go to:  
[www.firewarrior.com](http://www.firewarrior.com)



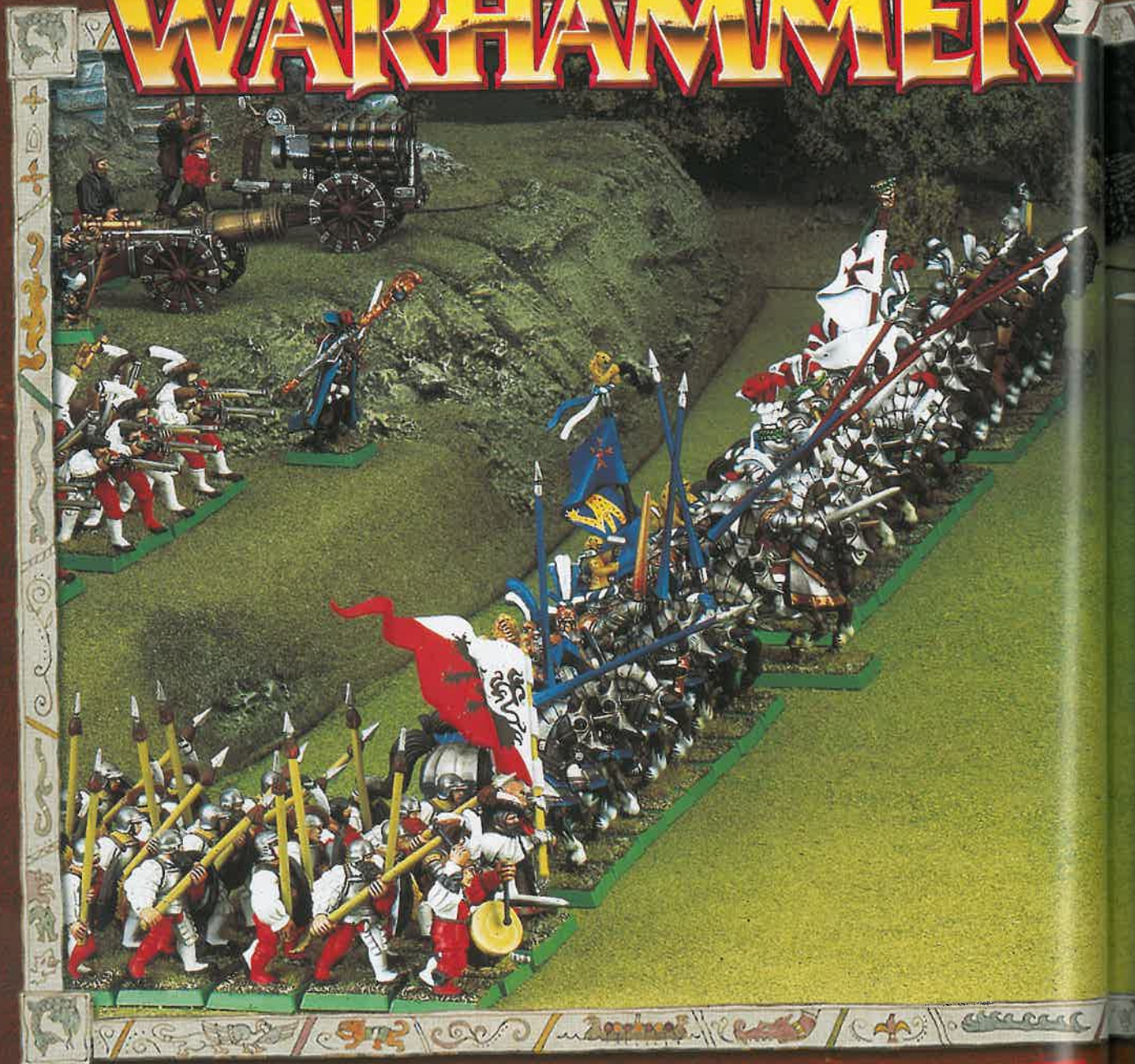
As the story unfolds you'll be called upon to make some unlikely alliances

Although you will only be able to carry two weapons at one time you'll still get the chance to play with some serious Imperial firepower, such as the autogun below





# WARHAMMER



**W**arhammer is a tabletop game for two or more players where you become the fearless commander of a mighty army – assembling and painting your own army in readiness for battle!

The huge starter set contains the following:

- 288 page rulebook
- 38 Empire Soldiers
- 1 Empire Cannon
- 1 Empire General
- 1 Orc Warboss
- 35 Orc Warriors
- 1 Orc War Chariot
- 1 ruined building
- 3 weapon templates
- 8 assorted dice
- 2 range rulers

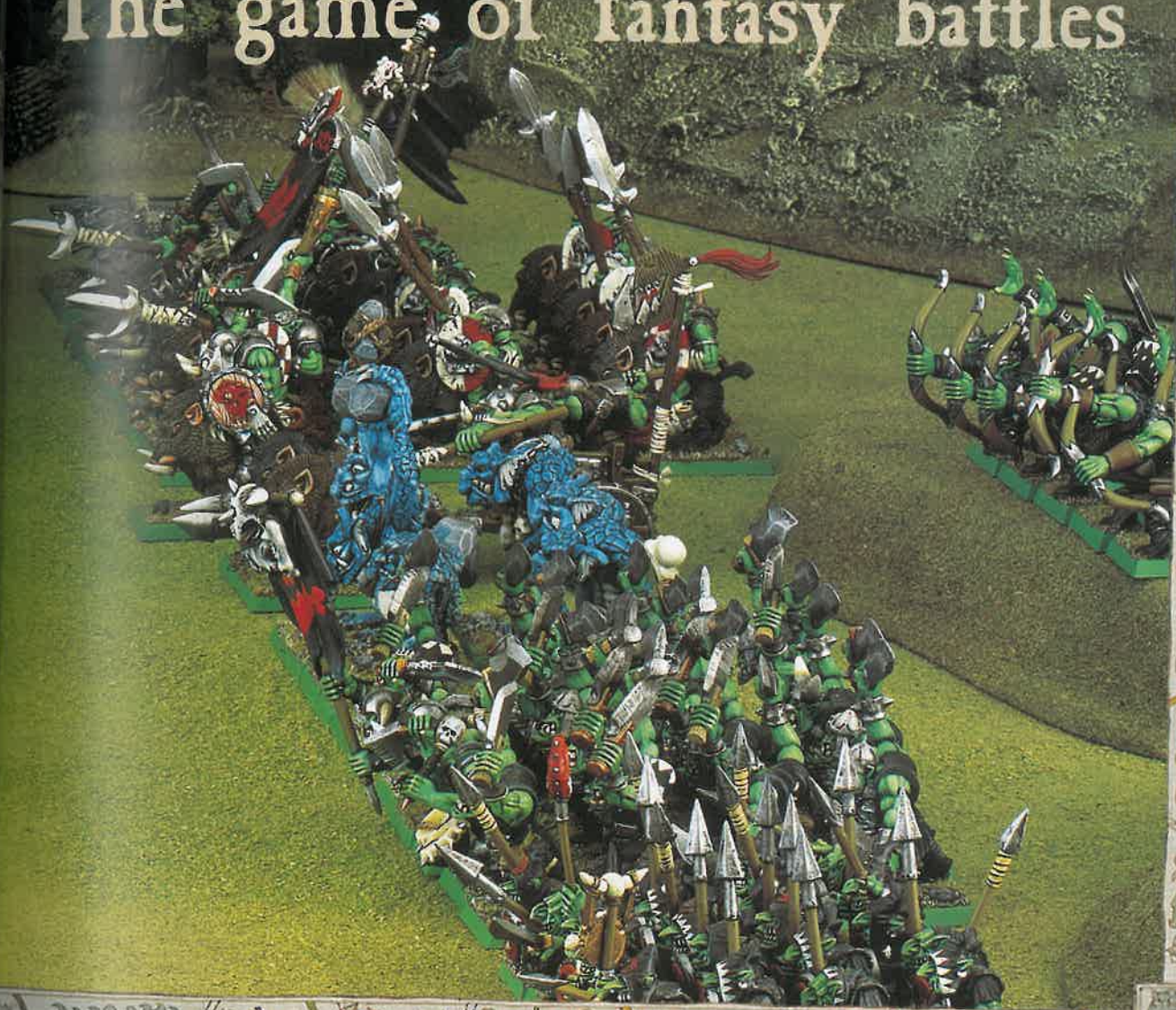


AUS\$150 NZ\$170 HK\$700



R

# The game of fantasy battles



Citadel Miniatures supplied unpainted and unassembled.



The Dark Elves are one of the most popular armies in Warhammer yet many players felt they weren't all they could be. Not being one to stand idly by, Warhammer Loremaster Gav Thorpe came to the rescue.

**G**av: Being a Games Developer is one of the most entertaining and rewarding jobs you can have if you're into playing games. However, it's not without its challenges. As a Games Developer you face one of the greatest challenges after a game, book or article hits the shelves, because as soon as something is in black and white, that's it and everyone is going to have a chance to look at it, pick it apart at their leisure and analyse your every decision...

So what do you do when, after a couple of years, it becomes more and more evident that something needs changing? You don't have a magic wand to make

the instant changes everywhere. And you certainly don't have a magic doo-dah that means that everyone agrees on what the changes are to be. Finally, you don't have infinite time and resources to make sure that the changes are the right ones to make.

So that's the heady decision I faced with the Dark Elves revision. Thanks to the

players at [www.Druchii.net](http://www.Druchii.net), and feedback from players worldwide at events and through the post, a few common factors became clear. Dark Elves could be a 'competitive' army, and showed well at tournaments. However, it became apparent that those armies were not using a sizeable proportion of the beautifully sculpted miniatures range.

# DRUCHII REVISITED

## An update for the Dark Elves

### Warhammer Armies: Dark Elves update

There was one overriding concern for the revision. to ensure that the modifications are straightforward and do not introduce any further contradictions with existing rules or Q+A, and easy to implement and remember for players. In light of this, I have focussed the update on what I perceive to be the most deserving cases.

The updates are detailed below. If you want 'cut & paste' entries to stick into your Dark Elves Armies book you can download them for free from our website at:

[www.games-workshop.com/white dwarf](http://www.games-workshop.com/white_dwarf)

- P7, 31, 80. Replace Black Guard Hatred with Eternal Hatred:

**Eternal Hatred:** Black Guard are vicious killers and hate everyone and everything. In addition, hatred continues to have an effect in second and subsequent rounds of a combat.

**Gav:** For the elite Black Guard, I wanted to increase their abilities to match their points value, rather than reduce their points value to match their existing abilities. Combined with the fact that they are stubborn, and have a high Initiative, Eternal Hatred makes engaging the Black Guard a daunting prospect.

- P8, 29, 80. Increase Ld of Cold One Knights to 9.
- P29. Two Cold One Chariots may be taken for a single Special choice.

**Gav:** Stupidity is a factor of the army – just like animosity is for Orcs and Goblins. I didn't want to do anything dull which would effectively make it pointless giving certain things stupidity in the first place. This way I hope that players who want to reduce the effect of stupidity can do so, without negating it totally. There were all kinds of suggestions here for Cold One Knights re-rolling their Ld

for stupidity, or cancelling it out after the first combat round, and so on. I decided on the direct route of increasing their Leadership (as befits elite Elven cavalry anyway) so that players no longer have to include a Noble to 'babysit' the unit.

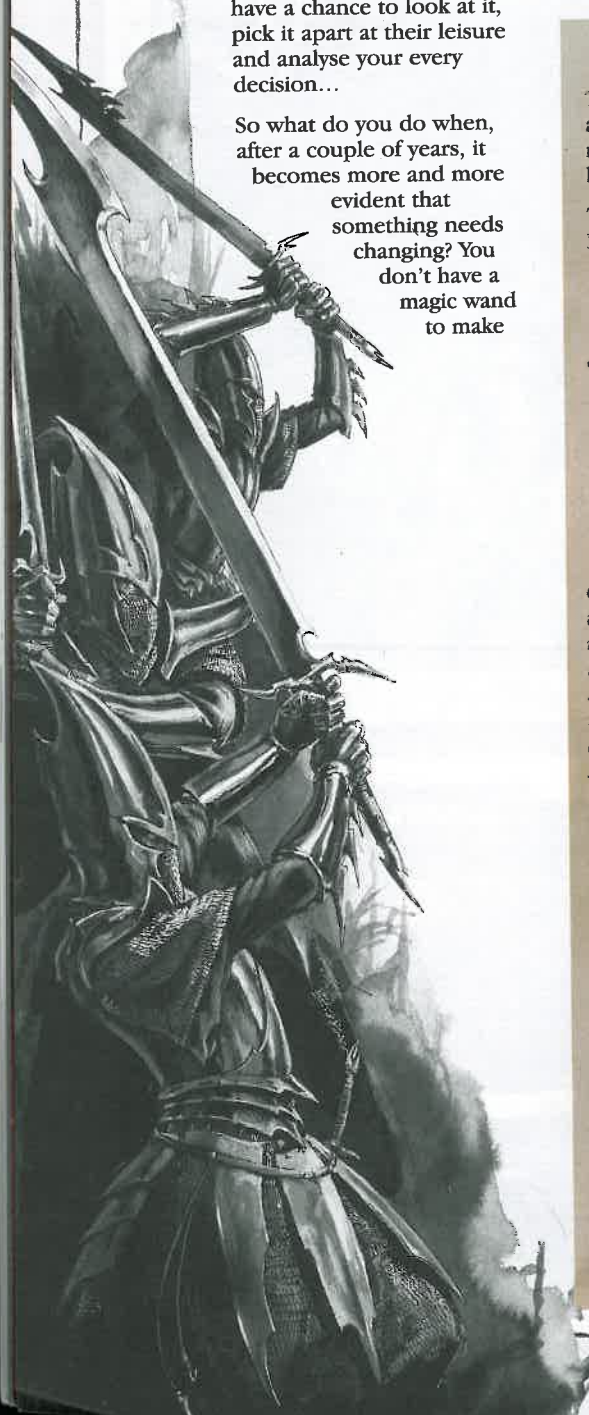
The Chariots change is to make it a more viable tactic to build some anti-stupidity redundancy into the army – I could justify a Ld increase for the elite heavy cavalry of the army, but I prefer offering people a tactical option to mitigate Chariot stupidity, rather than many of the suggestions that were put forward such as Beastmaster special rules to re-roll or ignore stupidity within a certain range.

- P10. Add following to Frenzy rules for Witch Elves:

While frenzied Witch Elves still hate High Elves although normally immune to psychology.

**Gav:** This makes Witch Elves tie-in with Dwarf Trollslayers with regard to their psychology.

- P10. Change line of first para of Cauldron of Blood from "Any shooting hits scored against the unit are divided evenly between the Guardians" to "Any shooting hits scored against the unit are randomised between the





Therefore, the primary goal of the update was not to increase the power of the army significantly, but to allow players to field a wider selection of their miniatures collection and feel that they were not somehow handicapping themselves by doing so.

The other major part of the update came about from inconsistencies that had developed between the rules and the miniatures. For example, an almost daily clarion call could be heard for Har Ganeth Executioners to have heavy armour – the miniatures certainly have heavy-looking armour.

So after much thought, conversations and exchanged e-mails with the guys at Druchii.net, I had a list of errata (such as the heavy armour thing) and a list of updates. In the end, I chose the simplest,

most easily implemented and remembered rules. There were many more fine-tuning ideas but those will have to be saved for when we get back to the Dark Elf Armies book in the future. The last thing I wanted to do with an update was to cause confusion amongst Warhammer players. The update itself is given here, along with a few brief notes from myself on why the particular changes were made.

Since news of the Dark Elf revision has begun to spread, there have been growing voices for us to revisit other Armies books. One in particular, the High Elves, has had a great deal of ideas passed back and forth. However, at the moment I have no plans to revisit any of the other armies until we have the opportunity to do a proper revision by updating the book. I admit that the Dark Elves were a

special case, not least because as the author of the book I was growing more unsatisfied with some of the opportunities that had been missed. All-in-all, I'd rather we spent our time making sure that the next army, the Bretonnians, are top notch, that the many variant army lists planned for Storm of Chaos are entertaining and challenging, and that we press on expanding the scope of Warhammer games rather than get bogged down revisiting the past. We constantly strive to improve, but there's a time and a place for everything, and sometimes that isn't just yet.

We've asked the chaps at Druchii.net for their thoughts on how they went about helping on this project, and what the revisions means to them as Dark Elf players.



Executioners now have the armour their models suggest.

Guardians and Cauldron in the same manner as war machines (discounting any hits against the Cauldron itself).

- P10. Increase range of Cauldron of Blood's Red Fury to 24".

*Gav:* With increased range and a little more protection against shooting, hopefully the Cauldron will stop being an arrow-magnet! Note that we will also change the Dwarf Anvil of Doom to resolve shooting in the same way.

- P11. Add to first para of Assassin Hidden rule: "Alternatively, he may deploy as a Scout".

*Gav:* This just seemed sensible and means that they can be used to pick on

war machine crews, skirmishers, etc, rather than just enemy Hero-level characters. This does mean that they can also be deployed with a unit of Shades (although not Hidden, of course).

- P13, 31, 80. War Hydra Apprentices' Movement increased to 6.

*Gav:* This gives them the same Movement as their monster, which seems eminently sensible!

- P17. Word of Pain spell. Add, "including units in combat" to the end of the second sentence.

*Gav:* Because Word of Pain couldn't be cast into combat, this meant that the enemy had a chance to dispel it on the

turn of casting, in their next Magic phase, and then again in the Magic phase after, assuming that you actually charged into combat in your next turn... Now it can be used to bolster a unit already in combat.

- P19. Blood Armour, add "total save" before 1+ in the last sentence.
- P27. Give Beastmaster a light armour option for +2 pts, and sea dragon cloak option for +6 pts. Add lance option to Beastmaster for +4 pts.

*Gav:* These now represent the equipment on the Beastmaster model and afford him extra protection against enemy shooting.

- P30. Executioners have heavy armour as standard, no points change.

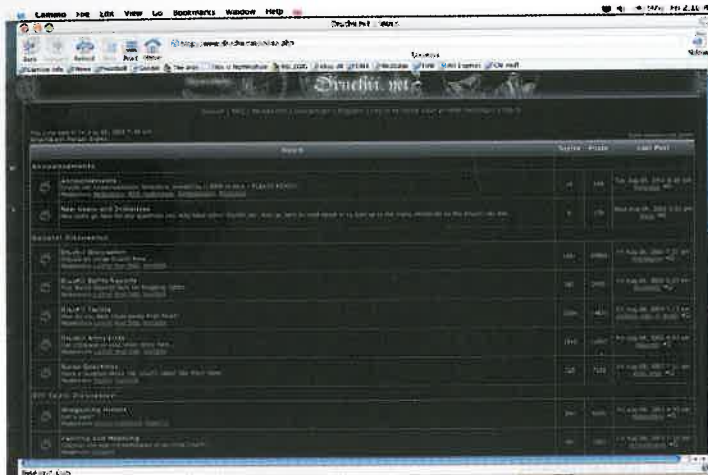
*Gav:* The most obvious change of all! Of course they have heavy armour, just look at 'em!

- P28. Decrease Dark Elf Warriors points to 7 points each.

*Gav:* The most contentious and debated of the revisions, the Warriors points reduction was made in context of the whole army list, not just the individual troop type, so cross-list comparisons aren't necessarily useful. When putting together 2,000 or 3,000 points for your army, investment in Warriors with spears (supposedly the core of a Dark Elf force) gives you a points break for other units, magic items, upgrades etc. This means that one adjustment can be made, rather than half a dozen.

Hopefully we'll be seeing other kinds of Dark Elf armies appearing on the battlefield by the end of the year.





## DRUCHII.NET

It was a great day for Dark Elf players when Gav agreed that we at Druchii.net could work with him to make some much needed amendments to the Dark Elf army list. Many Dark Elf players and their opponents were in agreement that the list had some areas which needed to be addressed to make the army more fluid, and to make the whole range of Dark Elf units viable choices. After all, the Druchii have some of the best looking miniatures in the game!

The project itself was administered on Druchii.net with regular communication with Gav via e-mail and the odd meeting or two in Bugman's (where we thrashed out the merits of casting *Word of Pain* into combat), and a great number of players, both Druchii and their opponents, were given the opportunity to both voice their opinions about what changes were most necessary and to playtest suggested changes.

The end result of this year-long project you now see before you. The 'Petition team' at Druchii would like to thank all those who took the time to help out, from the many posters and play-testers at Druchii.net, to the hundreds of posters all over the internet and most of all to those at Games Workshop, who were a pleasure to work with.

*Gary Moore AKA Dark Alliance, Admin on Druchii.net*

## PUTTING IT ALL INTO PRACTICE

So, now you've seen what the updates are, but how do they affect Dark Elves on the field of battle? We've asked Caillin Langmann, moderator from Druchii.net, to give us an insight on what these changes mean to Dark Elf lords.

**Caillin:** Most Dark Elf players prefer to play their armies in an agile and offensive style because expensive T3 troops cannot afford to constantly suffer attrition each round.

### WARRIORS

When considering the obvious advantages of each core troop type, Dark Riders and Corsairs seemed to be the most effective choice whilst the Warrior equipped with a shield, costing the same as a Corsair, never really seemed to have a place. The Corsair, with two Attacks on the charge, a 5+ Armour save (4+ vs shooting) was clearly the most advantageous choice, even if you thought that you might get charged.

Consider the army background. The Warrior is the mainstay of the Dark Elf army. Each Dark Elf citizen spends his or her life training for battle and thus even with a relatively smaller population than some of the other

racess, the Dark Elves can field a large contingent of well-trained Warriors. Knowing this, and being conniving and heartless, a Dark Elf general should not be afraid to sacrifice a unit of Warriors for the greater good of the race. Alas, in game terms, who would sacrifice a unit of Warriors when, for the same price, you could buy a Corsair unit to use for flanking?

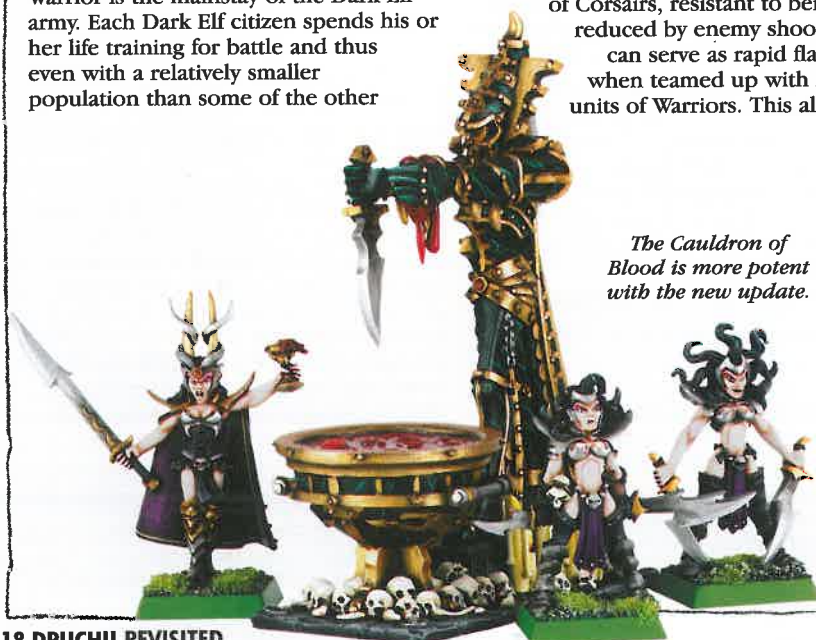
Seven point Warriors fit the background and the game mechanics perfectly. Now each Core unit has a role. Warriors are a decent group of fighters (WS4), quick (15) and effective in battle, yet more defensive in nature as expected from trained citizen militia. Warriors cover a broad diversity of roles from large blocks of rank boosting units to small units for feints and sacrifices on the battlefield. This also has beneficial effects on other units. Small units of Corsairs, resistant to being reduced by enemy shooting, can serve as rapid flankers when teamed up with larger units of Warriors. This also

reflects the background as the Corsair is supposed to be rarer than the Warrior and more specialised for assault.

Here is a simple tactic to take out a more powerful unit that can be effectively employed with the Warrior unit. Prepare a bait unit of 10 Warriors for 70 points. Place them in front of another 10 to 15 Warriors with shields for 80 to 120 points. Add a third unit of 10 Corsairs with full command or 5 Dark Riders, or even a heavier hitting elite unit on the flank of the Warriors with shields. Our rapid movement can allow us to set up a flank charge on a more powerful enemy by marching our bait unit right up to the front of the enemy providing him with almost no choice but to charge the bait or get outmanoeuvred. The bait unit will surely be run down, but if you have placed your shield Warriors correctly, he will overrun into them. Now it is your turn and you can charge in with the flanking unit of your choice, negating his ranks and gaining a flank bonus. This can usually be enough to win combat depending on which flankers you have chosen to use. If he holds after chasing off your bait, you should be able to charge in with the shield Warriors and flank in with your flanking unit provided you have moved properly.

Variations of this tactic can be employed using the now cheaper Warriors armed with repeater crossbows, Warriors that can be used as both your bait and to harass the enemy with shooting.

In the context of the Warrior, the other elite units get that much better. Nothing gives better frontal charge support than a Chariot. Combine the Chariot charge with that of a unit of Warriors, even repeater crossbow armed Warriors with



*The Cauldron of Blood is more potent with the new update.*





With their lower points cost Dark Elf Warriors should form the basis of most Dark Elf armies.

shields, and you have a recipe for mayhem. Now that Chariots are a two for one Special choice, you can bring two into a game and reduce the effects of *stupidity*.

## EXECUTIONERS

Executioners are an excellent flanking unit. They hit hard and are capable of bringing down even Knights. However they were very vulnerable (T3 and only a 6+ Armour save). Now they have heavy armour, making them more resilient to those pesky S3 shooting or close combat attacks. Bring a small unit of 10 into battle and team them with Warriors and you have flankers that can damage even Chaos Warriors and will crush Dwarfs and other such rabble with certainty. Put the Banner of Murder on them and watch your enemy be stunned as they flank him when he thought he was out of range!

## BEASTMASTERS

The Hydra is capable of setting up flank charges now as well. This beast with 5 WS4 S5 attacks combined with 4 more WS4 S3 attacks is the perfect assault unit. Now that the Apprentices can move as fast as the Hydra, your beast with a 12" march and 6" move can be in the right place at the right time, and the Apprentices can charge as far as the Hydra meaning that they get into combat right away. With a large charge arc and mobility, the Hydra can support more than one unit at a time.

Speaking of flanking, a Beastmaster on a Manticore is quite capable of getting behind enemy lines, causing *terror* and wheeling about to charge the enemy in the rear. However, the Beastmaster was quite vulnerable to shooting, and when he was killed the Manticore didn't have the Unit Strength to negate ranks. Now with light armour and a sea dragon cloak the Beastmaster has a 4+ Armour save against shooting and magic

missiles. Moreover he can carry a lance for a devastating two WS4 S5 attacks! Hitting most enemy units in the rear with this negates all his ranks, and likely causes enough wounds to break them! You can take him and a Highborn on a Manticore as well in a 2,000 points game causing *terror* and the collapse of the enemy early in the game. Evil.

## COLD ONE KNIGHTS

How frustrating is *stupidity*? Enough that the deadly Cold One Knight requires constant babysitting by at least a Noble in order not to be rendered *stupid* two turns in every game! Now your Cold One Knights have Leadership 9 and do not require a Noble, meaning you can take more than one unit into a game and use them to provide support. Smash through enemy units, such as Empire detachments, to get behind the enemy and equip them with the Banner of Murder so they can get the jump on most enemy knights in the game. In terms of background, Cold One Knights have no sensation due to the poison of the Cold One. Therefore feeling no wounds and being of noble birth, fleeing from battle is beneath them. Ld9 reflects this well.

## BLACK GUARD

To many the Black Guard are the most beautiful man-sized models in the game. Now they are even more potent in battle as well. When your Black Guard are hit hard by knights, Eternal Hatred will allow them to re-roll all misses on subsequent rounds meaning that you get the combined benefits of *batred* and *stubborn* instead of usually one or the other. Moreover Eternal Hatred makes them more survivable since you tend to strike first, and now cause more hits each round. Each kill means one less enemy to hit back at you, which for T3 Elves makes all the difference. That's better than armour if you ask us! Eternal Hatred makes the Black Guard deadly in

the subtle and lithe way of Elves instead of the brute strength of the other races, and we felt that was perfect.

## CAULDRON OF BLOOD

The Cauldron was rarely used, as all missile fire hit the Guardians, meaning it could be taken out very easily by shooting. Add to that its limited range of only 18" and you can see why Dark Elf generals left it at home. Now with a 24" range and shooting randomised, you can place this in the forefront of your army and expect to reap the rewards.

Re-rolling wounds with every unit can mean the difference between the enemy making or failing his Combat Resolution rolls.

## ROUNDING OFF...

Finally, let's consider some of the more subtle changes. The *Word of Pain* spell can now be cast into combat. Previously, if you wanted to affect a close combat round, you had to cast the spell the turn before charging the enemy. Not good when they get three attempts to dispel it, two of which are at the basic casting value. Now you can charge with a unit and then cast *Word of Pain* into the combat causing the enemy to stumble in battle before you (you hit on 3s and they hit on 5s!).

Tired of enemy mages hiding in forests, beside units, or war machines? The Assassin can now be deployed behind enemy lines singly or in a unit of Shades (he cannot be hidden in Shades but can join that unit). With a charge of 12" the Assassin can outmanoeuvre any single character, chasing the wretch down. Also he can charge into a war machine crew and, with the help of some Shadow magic, maybe even on the first turn!

With some simple changes, the Dark Elf army becomes more deadly, subtle, and manoeuvrable than ever before. We couldn't ask for more than that.



The 2003 UK Grand Tournament showcased some amazing armies, including Scott Goldstein's Dark Elves, Saldirmek's Soulcrushers. It is a great example of how old and new models can work to create a distinctive looking force.

## SALDIRMEK'S SOULCRUSHERS

*Scott Goldstein's Dark Elf army*

Scott Goldstein has been playing Warhammer for about five years but has been a collector and painter of miniatures for nearly twenty-two years. In that time he has amassed five armies, the latest of which you are feasting your eyes upon now.

He attends tournaments whenever he can, even travelling all the way from North America to the UK if the opportunity arises. At one of these events, the 2001 Seattle Grand Tournament, Scott first saw the Corsair Champion and the Witch Elf models by Chris Fitzpatrick and was hooked.

So, he set about collecting and painting his new Druchii force. The army has so far had great success; at the 2003 Seattle Grand Tournament it took the awards for Best Painted Army and Players' Choice, as well as coming 3rd place for Best Army at this year's UK Grand Tournament final.







*The Dark Elf Sorceress, Basashia.*

At first glance, some of the models may look unfamiliar, part of the reason for this is Scott's preference for metal figures over plastic. This requires him to delve into the Citadel archives to find suitable models to fulfil the requirements of his army. The Cold One Knights and their leader, the High Born Noble Aitor Saldirmek (the army's General), have all been mounted on metal Cold Ones. For the Dark Riders Scott has gone back even further and used the classic Elven Cavalry models and remodelled them with repeater crossbows and spears. The Harpies he has used are the latest Daemonettes of Slaanesh converted with Fell Bat wings. The story behind these is that they were once Witch Elves that had been lured away from Khaine by the Slaanesh.



*The Standard Bearer of the Soulcrushers Cold One Knights.*





*The Tainted Ones. To represent that they had been lured away from the service of Khaine by Slaanesh, Scott converted Daemonettes with wings to represent his Harpies.*



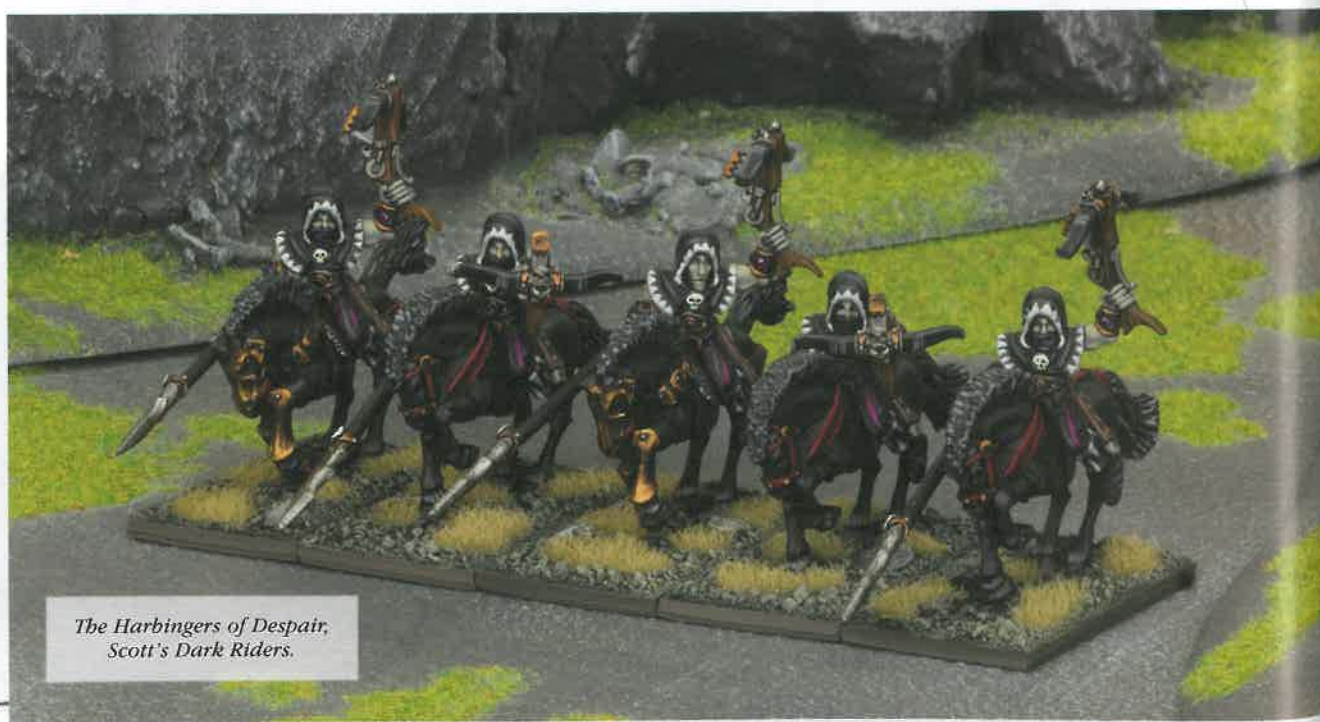
*Corsair Standard Bearer.*

The remainder of the army is made up of models from the current Dark Elf range: Shades, Witches, Corsairs and the Reaper Bolt Thrower 'Inescapable Destiny'. The last model, Scott's only war machine, was named because he didn't want to have the usual complement of bolt throwers that accompany most Dark Elf armies. After a few games he found that not having it was a hindrance so it was re-introduced, now Scott can happily riddle enemy armies with lethal bolt fire.

When it came to painting the Dark Elves, Scott opted for the classic black

and purple colour combination that has proved so popular for the Druchii. He also has a fondness for checked patterns, a common occurrence in some of his previous armies, which he modified into a diamond design for the Dark Elves (take particular note of the legging of the Shades).

Scott was also inspired by a motorcycle magazine to paint skulls on the shields, cloaks and banners of the various units in the army. He has taken great care to paint the gruesome faces into the surface they are on, instead of just overlaying them like a transfer. A great



*The Harbingers of Despair, Scott's Dark Riders.*



# WARHAMMER ROSTER SHEET

## Saldirmek's Soulcrushers

| Models/Unit                             | M | WS | BS | S | T | W | I | A | Ld | Save | Notes                                                                  | Points Value |
|-----------------------------------------|---|----|----|---|---|---|---|---|----|------|------------------------------------------------------------------------|--------------|
| Aitor Saldirmek Highborn                | 7 | 7  | 6  | 4 | 3 | 3 | 8 | 4 | 10 | 2+   | Cold One, Sea Dragon cloak, heavy armour, great weapon, Seal of Ghrold | 210          |
| Talika Sorceress                        | 9 | 4  | 4  | 3 | 3 | 2 | 5 | 1 | 8  | 6+   | Level 2, Dark Steed, Darkstar cloak                                    | 162          |
| Basashia Sorceress                      | 5 | 4  | 4  | 3 | 3 | 2 | 5 | 1 | 8  | na   | Level 2, Two Dispel Scrolls                                            | 180          |
| Talons of Fear 20 Corsairs              | 5 | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | 5+   | Musician, Standard, Reaver, Standard of Slaughter                      | 260          |
| Harbingers of Despair 6 Dark Riders     | 9 | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | 5+   | Repeater crossbows, Muscian                                            | 151          |
| Harbingers of Doom 7 Dark Riders        | 9 | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | 5+   | Standard, Musician                                                     | 147          |
| Soulcrushers 9 Cold One Knights         | 7 | 5  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | 2+   | Standard, Musician, Dread Knight, War Banner                           | 331          |
| Brides of Khaine 16 Witch Elves         | 5 | 5  | 4  | 3 | 3 | 1 | 6 | 1 | 8  | na   | Musician, Standard, Hag, Witchbrew, Banner of Murder                   | 308          |
| Silent Steel 5 Shades                   | 5 | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | na   |                                                                        | 70           |
| The Tainted Ones 6 Harpies              | 4 | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 6  | na   |                                                                        | 78           |
| Inescapable Destiny Reaper Bolt Thrower | 5 | 4  | 4  | 3 | 3 | 1 | 5 | 1 | 8  | 6+   |                                                                        | 100          |

TOTAL 1997

Standard Bearer, for the Harbingers of Doom, one of the two Dark Rider units in the army.



Witch Elf Standard Bearer, belonging to the Brides of Khaine.



example of this is the Corsair banner were the skull sits in place of the moon with its reflection visible in the ocean below. Unlike the usual pale skin possessed by most Dark Elves, these Druchii have an ashen complexion and if you look closely you can see that the eyes are a sickly amber colour, befitting their treacherous nature.

Hopefully Scott will continue to be a regular at tournaments, putting his amazing armies up against the best painters and players on the day.

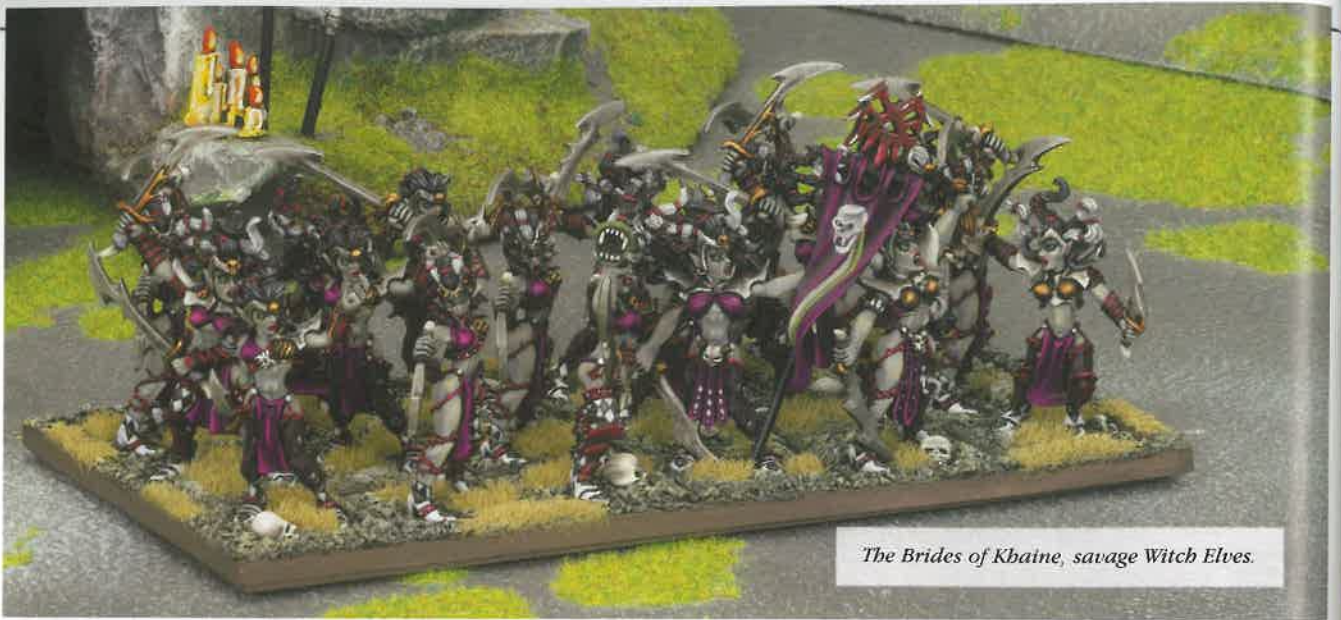
'Inescapable Destiny', the usefulness of the Reaper Bolt Thrower is undeniable.



The Talons of Fear, Scott's Corsair Unit.







*The Brides of Khaine, savage Witch Elves.*

*Silent Steel, deadly Dark Elf Shades.*



*Aitor Saldırmek leads his unit of Cold One Knights to war*



# GAMES WORKSHOP

## TEA TREE PLAZA



Opening November 2003

SHOP 2 WESTFIELD SHOPPINGTOWN

TEA TREE PLAZA

MODBURY SA 5092



Here we present the last of Dylan Owen's articles explaining how he's been running the Studio Warhammer campaign. Over to Dylan for more new rules, as well as a look at two of the main protagonists...

**D**ylan: The Studio campaign is now about to enter its fifth season of battles. It has been seven months since we began playing this campaign, and empires have waxed and waned as the players have enjoyed successes or suffered defeats on the tabletop. Of the the original eight players who controlled realms at the start, two have had to drop out due to work commitments – however the total number of players has risen to twelve!

Adam Hall has taken over the legacy of Paul Sawyer in the Ruinous Isle and the Skaven empire has been split asunder by a civil war (typical Skaven!), with John Michelbach and Jack Butler taking over the reins of power from Zak Gucklhorn. Meanwhile, Andy Jackson's proud Bretonnians have seized land in the south west of the Bloodlands, (though his entry in the campaign was nothing less than ignominious, as his Duke was captured by Night Goblins in a raid on their lair, his minions failed to rescue him, and he was served up as the main course on the Goblin King's menu!). The Isle of Sommerland has come under the governance of Steve Cumiskey's Empire, which has begun chipping away at the territories of the neighbouring Tomb King island. Finally, Paul Webber wanted to join in, but lacking space on the map, instead of giving him a realm I had to introduce his army as a roving Chaos horde, wandering the seas in search of glory and violence.

Tomb King Phat, played by Phil Kelly, is currently the most renowned ruler in the Bloodlands; his vast empire now spans as far north as the Forest of Arg at the edge of the Dwarf kingdom, all the way south, to the Sourlands, deep in Skaven territory. In this article, we will take a closer look at the two empires whose fame closely rivals that of the Tomb King, the Dwarf kingdom and Fellhallow, haunt of the Wood Elves.

But first some further ideas on how kingdoms can spend more of their Revenue. We have seen previously how players can persuade allied minor realms to fight for them, but there are other forces in the Bloodlands eager to sell their swords for money. What follows are the rules we used in the Studio campaign to represent realms hiring bloodthirsty bands of mercenaries, wandering Dogs of War

# THE BLOODLANDS CAMPAIGN

## *The Studio Warhammer Campaign, Part 4*



*Andy Jackson-Hall ponders his next move as his Bretonnians take on five marauding Giants, played by Phil Kelly, in one of Dylan's many special scenarios.*

who owe fealty to no realm but are prepared to sell their strength to the highest bidder...

### MERCENARIES

Usually realms can only field as many armies as they have cities. However, in the Winter season, rulers can persuade armies of mercenaries to fight for them instead, hiring itinerant bands of professional fighters with the promise of loot, food or captives. Mercenary armies can be notoriously unreliable, but if paid well enough prove to be experts in the art of warfare.

Hiring mercenaries takes place at the end of the Construction phase of the Winter season, after all building has taken place.

### Hiring Mercenaries

Each ruler can hire one Mercenary army each Winter season.

It normally costs 4 Revenue to hire a mercenary force, although you can choose to skimp on the payment (see below) if you want to risk it. This is a 2,000 points army and can be of any race which the realm can hire, but must

be of a different race to the one the player is controlling in the campaign.

Here is a list of which races refuse to fight as mercenaries for a particular realm on account of hatred or distrust:

Beastmen and Wood Elves will never fight for each other, neither will Dark Elves and High Elves; Dwarfs and Greenskins, or Dwarfs and Skaven (*Er, Dylan – aren't you forgetting that the valiant, yet beleaguered Dwarfs will never side with those treacherous Elf-types? Ed*). Strigoi will not fight for any realm.

The hired Mercenary army can either be played by the player who has hired it, assuming he also collects an army of that race, or he must find another Warhammer player (other than a rival who controls a realm in the campaign, of course) to fight on his behalf. Hiring mercenaries is a good way of getting other players into the campaign, particularly if there is no room on the map to accommodate a new realm.

### Underpaying the Mercenaries

A ruler can pay his Mercenary army less Revenue, but this will increase their



# GROMANKORAZ – THE REALM OF MORGRIM FIREFORGE



Gil Surepi

**Gil:** When Dylan asked us what army we wanted to use in the new campaign, I decided to continue with the Dwarfs, so they could rebuild their realm and exact vengeance on all the treacherous

races that betrayed them so many years ago. As we all know, Dwarfs NEVER forget a Grudge!

For this campaign I wanted to use my newly painted Dwarf Lord model, which would best represent a young, stubborn Dwarf Lord. I equipped him with some Runic items appropriate for a proud Dwarf who always leads from the front and knows how to take care of any upstart who thinks they can match Dwarf craftsmanship and fighting skill.

Now I was ready to muster the Fireforge Throng and march in to the Bloodlands to reclaim Dwarf property and right any wrong done in the past or current time.

## The Year of the Long Knives

**Campaign Season:** Seeing the Crimson Fang Orc tribe was located on my north-west border made the decision of which direction to expand first a simple one. Orcs on my border was definitely not acceptable.

So Morgrim gathered the Throng and marched against the foul Orcs.

In true Dwarf manner the Orcs were soundly massacred, and the realm of Gromankoraz secured the area including the entire river length.

**Winter Season:** I decided to use the Revenue for upgrading the most northern garrison to a town and trying to get a mine, (though unfortunately even my skilled Dwarf prospectors failed to discover a seam), and sent out some scouts to the south and west.

## The Year of the Serpent

**Campaign Season:** Discovering the Dark Young Beastmen tribe in the woods to the south-west of my capital meant that Morgrim gathered the Throng and marched on them. Despite suffering heavy casualties, I still managed to secure a solid victory. The neighbouring Barbarian tribe, Hounds of Culann, refused my offer of alliance.

Despite the rejection from the Hounds of Culann, my plans for expansion and securing the area around my capital were going quite well.

**Winter Season:** My plan was to get a second army as soon as possible, and

therefore I spent all Revenue (except enough for two scouts and a barricade) on upgrading garrisons to towns.

My scout to the south discovered the realm of Tomb King Phat, ruler of an Undead human realm, worshipping unknown evil gods, further south they saw a race of Lizards walking and talking in the same manner as men, and beyond that they discovered an ancient enemy, the evil and vile Skaven, who hold many entries in the Dammaz Kron.

## The Year of the Griffon

**Campaign Season:** This year my scouts had discovered the whereabouts of the foul and treacherous Chaos Dwarfs, along with Crepitus the Necromancer north of their realm, so with this information I decided to invade the Necromancer's lonely territory, thereby trying to secure the area north of the Chaos Dwarfs (which, to the best of my knowledge, they weren't aware about). Crepitus, that sneaky cretin, had secured the aid of two Strigoi Thralls (one flying), who laid waste to my Thunderers and war machines and thereby almost repelled my attack, but that didn't help in the end, when he got himself caught by my Dwarf Warrior regiment including Morgrim, who cut the foul creature down, thereby securing the territory.

**Winter Season:** This season I used the Revenue to upgrade enough garrisons into towns, and then upgraded Karak Grungron to a city, which would give me two armies for the next season.

Unfortunately disease struck my realm this season, meaning that King Morgrim's Army would suffer a -1 combat resolution for the next season of fighting

## The Year of the Panther

**Campaign Season:** This year Morgrim was joined by Runelord Kadrin Duraki, who brought his Anvil of Doom, which is blessed with the ability to make the Rune of Doom. Morgrim was attacking the Blood Eagle Marauder tribe in the mountains above the Chaos Dwarfs. Kadrin is attacking the Hounds of Culann, a Barbarian tribe trying to secure the area before the Chaos Dwarfs move in.

Morgrim only managed to get one territory from the Blood Eagles, but Kadrin came through and massacred the Hounds of Culann (I think the last remaining survivor is still running). The biggest shame of this year is the loss of Karak Durak Drong to the Chaos Dwarfs (the territory in the mountains to the north, which had just been upgraded to a town). Because of this my next army will be a Slayer army and my armies will simply start including more Slayers.

**Winter Season:** Morgrim suffered a head injury by an act of the gods, resulting in -1 Ld. My Revenue was used on a cathedral, upgrading a garrison to a town, searching a newly-found ruin and, last but not least, on an Airship (rules will be coming).

## The Year of the Sotek

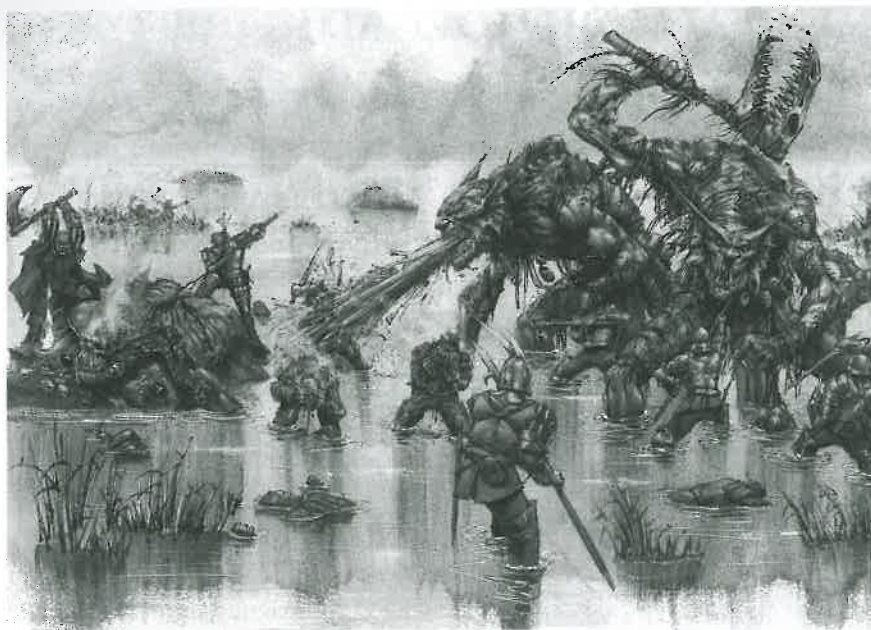
**Campaign Season:** This year Morgrim will be trying to reclaim Karak Durak Drong from the Chaos Dwarfs.

Kadrin will march on the Skaven Clan Licheflick, which is hiding on the eastern coast of my realm – leaving a Skaven clan on my borders for so long is a mistake, which should be corrected very soon!

Who knows what will happen next?







unreliability. Instead of paying the mercenaries the full 4 Revenue, a ruler can pay them 2 or 3 Revenue instead.

### Ordering Mercenaries

Mercenary armies are given orders to attack from a friendly territory exactly as you would a normal army.

### Mercenary Reliability

After the Mercenary army has been given orders, but before the Campaign season begins, roll on the chart below to see how reliable the mercenaries are.

At the end of the Order Armies phase roll a D6 and add the amount of Revenue paid to hire the mercenaries.

#### Score Reliability

- 10 For such a full purse, the mercenaries will do their utmost to prove their worth. During the battle increase the Leadership bonuses provided by the General and the Paymaster to 18".
- 6-9 The mercenaries will fight for you.
- 5 The mercenary commander sends fewer of his troops than expected, and does not bother to turn up himself. The Mercenary army is only 1,500 points strong.
- 3-4 Revolt! Your feeble offer infuriates the mercenaries who seek revenge by looting your own territory. You cannot use the Mercenary army, and the settlement they are deployed in is looted. If this is a city, the city's army is recalled to defend it. No battle is fought, but you cannot invade with that army in the coming Campaign season. If it's a town, the mercenaries reduce the town to a garrison. If it's a garrison, the mercenaries

sack it and hand it over to the realm's enemies – the garrison now belongs to the realm that the mercenaries were supposed to invade. After the Mercenary army has attacked the settlement they were in, it departs before it suffers any repercussions and takes no further part in events this season.

As an alternative to the Revolt! result, if the Mercenary army is controlled by a player who is not otherwise participating in the campaign but wants to join in, he can fight a battle against the territory his army was ordered to attack from. If the mercenary player wins then he now controls that territory which effectively becomes a new player realm (the mercenaries immediately fortify their newly-won land so the player gets a free city to place there!). If the territory the revolting mercenaries were in was a city, fight a battle between the mercenaries and the army which that city provides (that army cannot invade in the ensuing Campaign season). If the mercenary player wins, the loser must bestow upon him a town or garrison he controls of the mercenary's choice where the mercenary player can build his first city.

### Loyal Mercenaries

If the mercenaries are loyal, they can attack from the territory they were deployed in during the Campaign season into any adjacent enemy territory.

After they have invaded, whether successful or not, the Mercenary army leaves the employment of the realm which hired them. A player will have to pay again if he wants to hire another (or the same) Mercenary army for the next Campaign season.

## THE END

So here ends the treatise on the basic rules which we used to run our Studio campaign. You should have enough inspiration now to run a detailed campaign of your own, using the rules for invading, earning Revenue, building settlements, dealing with allies and hiring mercenaries given in the Bloodlands articles, as well as rules for terrain and hints and tips on map building and refereeing the campaign.

What we haven't had space to include so far are the ideas for subterfuge, Skirmish games, special events, settlement improvements, Ogham stone circles etc, which we used to bring the Bloodlands campaign to life, and which added an extra dimension of gaming to the campaign. But that is for another time.

The final question remains: how do you bring a successful and enjoyable campaign to an end? Having run a complete campaign last year, the Seven Realms, I have already faced this problem. The campaign had endured seven long years of game time, equating to an entire year in real life. The reason I ended the Seven Realms campaign was simply because the players requested it, and I think that this is the most important reason for bringing a campaign to a close – the referee should always listen to the players. Many of the players had entered late in the campaign, taking over from predecessors who had to drop out. As a result, they were controlling empires forged by other people, and what they most wanted to do was start again with a fresh empire of their very own.

The way I finished the Seven Realms campaign was by having a final battle involving every single one of the other players. Each player had an army of a size in proportion to the size of their realm, and the protagonists were divided between the two front runners of the campaign, in this case Phil Kelly's Skaven and Gil Surepi's Dwarfs. The other players had to choose which side they would fight for, and the winner would take all, scattering the ashes of the losers' ruined empires to the wind.

Not only was this a game of cataclysmic proportions, looking fantastic with the entire table covered in models, but it also brought all the participants together one final time. The campaign ended with a bang, and proved a memorable event. A huge, multi-player mother of all battles is, in my experience, by far the most satisfying way of bringing your campaign to a close.

But all this talk of finality is far too premature. The Bloodlands has a long life in it yet, and so will your campaign with a little bit of dedication. So what are you waiting for... go forth and conquer!



# THE WOOD ELF KINGDOM OF FELLHALLOW



**Matt:** After getting off to a fairly slow start, things are looking up for my Empire. The first few years did not look that encouraging as I spent them locked in mortal combat

with the adjacent Tomb Kings tribe of Mahmut the Prodigious. Despite a long campaign that lasted three game years, the Undead blighter is still lurking in what remains of his lands, suitably cowed by my dogged (but not terribly decisive) attacks. Military reason more or less demanded that I finish him off, but I'd long since decided to move into pastures new – namely that of the Chaos Dwarf realm to my north...

Pickings have definitely been much easier up there. A lightning strike on Mark Owen's unfortunate bearded stunties has paid off, with my victorious armies seizing not one, but two of his territories in a cunning dawn raid. I suspect that the Chaos Dwarfs have another foe to worry about because our empires have recently formed a non-aggression agreement. Do I trust him? Not a chance! Am I worth trusting in this regard? Absolutely (well, for now at least...)

So what do I want to do with this golden age of peace, stability and prosperity? Well, I definitely need to go and break some more heads. There is certainly no shortage of options in this regard, but Skaven Clan Skarsrat is looking like a contender, purely because of the large territory it commands. Failing that, there's a tribe of Orcs to the south-west, but my Strength 3 Elves have an innate respect for Toughness 4 Orcs. Alternatively, there's a Strigoi tribe entrenched in a ritual circle which makes a tempting target, if only because I need a circle for my devious plans (chiefly involving using the wild magic of the forest to give my characters a bit more muscle...). Trouble is, Vampire Counts armies worry me only a little less than Orc armies. Oh well, you pays your money and takes your chances...

Speaking of spending money, most of my realm's resources are being funnelled into the foundation of a new city, and thus a new army involving much in the way of town

construction. Keeping a weather eye on the Chaos Dwarfs aside, life is pretty good for Fellhallow. With but a single rival realm along our borders we can concentrate on consolidation – even several years into the campaign there remains a healthy buffer of tribes to my southern and eastern borders. This should give us at least a year's warning before any serious threats from the south (tribal uprisings notwithstanding) which, let's face it, can only be a good thing. I think, on balance, it's time to go whack some Skaven (after all, with two rival Skaven realms out there, the

practice will be very useful). In the meantime, I wonder if King Mahmut would like to throw his support behind me? (If he doesn't want a hunting spear to knock his head off his shoulders, he'd better give it some serious consideration.)

With my immediate goals not achievable until next winter, it's going to be a long year – and I'm not good at being patient. Oh well, just wait until I get my ritual circle and my second city, then things will really take off.



*The forest realm of Fellhallow, in the fourth year of the campaign.*



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A cloud lies across the Old World, smoke rising  
from its borders. Out of the north, comes the sound  
of wardrums...



# COLD STEEL

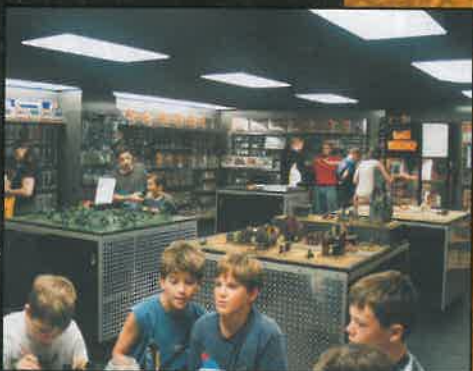
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Riding on top of his monstrous Urskin the Bear comes Boris Ursus, the Red Tzar. We couldn't resist getting 'Eavy Metal's Seb Perbet to take us through how this great miniature was painted.

# 'EAVY METAL MASTERCLASS

## BORIS URSUS, THE RED TZAR

Designed by David Thomas.



## THE RED CLOTH, HAT AND WING FRAMES OF BORIS

The saddle cloth, cloak, hat, upper sleeves and wing frames were given a basecoat of Scab Red paint. A layer of Red Gore was then applied, followed by a highlight of Red Gore mixed with an equal amount of Blazing Orange. The red areas were then given a final highlight of Blazing Orange.



## WOLF PELT CLOAK

Boris' wolf pelt cloak was given a basecoat of Scorched Brown. The wolf fur was then drybrushed with Graveyard Earth, with Bleached Bone mixed in towards the ends of the fur.



## PREPARATION

The model was undercoated with Chaos Black spray. The Bear was then repainted with Skull White.

## FUR OF THE BEAR

A basecoat of Bleached Bone was applied to the Bear's fur. Bestial Brown paint was then heavily watered down and applied to the recesses on the model.



Once the brown wash had dried thoroughly, the fur was drybrushed with Skull White paint.

At this stage the claws, mouth and other details on the Bear were undercoated, by hand, with Chaos Black paint.

## WOLF TAILS

The wolf tails were given a basecoat of Scorched Brown. Increasing amounts of Bleached Bone were added to the Scorched Brown to drybrush the tails, with the amount of Bleached Bone increasing towards the ends of the tails.



## THE MOUTH OF THE BEAR

Scab Red was used as a basecoat for the tongue, with Bleached Bone being added to the Scab Red for successive highlights until the mix reached a point where there were equal amounts of both colours. The tongue was given a glaze of Black and Brown inks. The teeth were given a basecoat of Scorched Brown, followed by layers of Bestial Brown and Bronzed Flesh. Flesh Wash was then applied to the teeth. Bleached Bone and then Skull White were added as final highlights.



## YELLOW CLOAK AND SADDLE AND HAT TRIMS

A basecoat of Bestial Brown was applied to the trims, followed by a layer of Vomit Brown. The trims were then highlighted with a mix of equal parts Vomit Brown and Bleached Bone. Final highlights of Bleached Bone were then added to complete the trims.



## WEAPON HAFT AND SADDLE

Scorched Brown was applied as a basecoat to the weapon haft and saddle. Increasing amounts of Bleached Bone were added to the Scorched Brown to highlight the wood, up to four parts of Bleached Bone to one part Scorched Brown.





# TA LAS

## H, HAT AND OF BORIS

h, cloak, hat, upper  
g frames were given  
ub Red paint. A layer  
hen applied, follow  
d Gore mixed with  
hen given a final  
ng Orange.



## CLOTH

Both on Boris' sleeves and trousers  
even a basecoat of Regal Blue  
followed by a layer of a mix of  
Blue, Codex Grey, and Ice Blue.  
ss Grey was then added to the  
highlight the cloth.



## WEAPON-BLADE AND BODY ARMOUR

The weapon blade and  
armour were both given a  
basecoat of Boltgun Metal,  
and Black Ink was then  
applied to the recesses in  
both. A layer of Chainmail  
was then applied to the  
metal, followed by a final  
highlight of Mithril Silver.

## BLACK BOOTS, CLOAK LINING AND AR LIPS, NOSE AND CLAWS

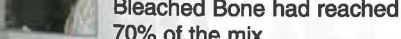
Chaos Black was applied as a basecoat.  
mix of seven parts of Chaos Black to  
ee parts Codex Grey was applied as  
as the first highlight. The amount of  
codex Grey in the mix was gradually  
increased in successive highlights until  
Scorched Brown final highlight of pure Codex Grey.



## D SADDLE AND

### THE SADDLE STRAP

Brown was applied to the saddle strap  
by a layer of Scorched Brown, followed by a layer  
e then highlight of Dark Flesh. Small amounts of  
arts Vomit Brown were added to the Dark Flesh for  
Final highlights were then added to the Dark Flesh for  
successive highlights until  
Bleached Bone had reached  
70% of the mix.



## BLACK FUR AND WINGS

The same colouring was applied to the  
feathers and fur as the boots and claws,  
except that the layers were drybrushed  
on instead of painted normally.



The wing tips  
were given a  
basecoat of  
Fortress Grey  
and then  
drybrushed  
with Skull  
White.

## WHITE CLOTH AND SKULLS

A basecoat of Scorched Brown was  
applied to the cloth and skulls around  
the Bear's neck. Layers of Bestial Brown  
and Bronzed Flesh were then applied,  
followed by a glaze of Flesh Wash in the  
recesses. The cloth was completed with  
a layer of Bleached Bone, followed by a  
highlight of Skull White.



## BORIS' HANDS AND FACE

All of Boris' flesh was given a basecoat  
of Bestial Brown paint, followed by a  
layer of Bestial Brown mixed with an  
equal amount of Dwarf Flesh. The skin  
was then given another layer of Dwarf  
Flesh followed by a mix of Dwarf Flesh  
and an equal amount of Elf Flesh. The  
face was finished off with a glaze of Red  
Gore around the cheeks.



The moustache was painted  
in the same way as the black  
fur, but given a stronger  
colouring of Codex Grey.

Chaos Black followed by Skull White  
was painted onto the eyes, leaving black  
around the edges. The eyes were then  
finished off with a dot of Chaos Black in  
the centre of each.

## GOLD

The gold ornaments and shield were  
given a basecoat of Tin Bitz, followed by  
layers of Brazen Brass and Shining  
Gold. Flesh Wash was then applied to  
the recesses. The gold was then painted  
with a layer of Shining Gold mixed with  
Mithril Silver and finally highlighted with  
Mithril Silver on its own.



## GEMS

Scab Red was used as a basecoat for  
all of the gems. Increasing amounts of  
Skull White were added to the red in  
subsequent highlights,  
concentrating towards  
the lower end of the  
gems. A dot of Skull  
White in their top corner  
finished them off.





# PAINTING HORSES

## ESSENTIAL GUIDE



**T**he armed forces of Kislev rely heavily on cavalry. In the wild expanse that is the northern Kislev border, hitting the enemy fast and hard makes the difference between survival and death. The techniques used to paint Kislev horses are basically the same as those used to paint any other horses, and on the next four pages Tammy Haye explains the reasoning behind her preferred colours and how she goes about painting them.

### REFERENCE



When painting horses my first port of call is to look at both reference books and the internet. I like colour schemes that are natural and using pictures of existing breeds is a great help. When looking at real-life horses, it becomes apparent that certain colour combinations are rare, like a black horse with a light-brown mane. I try to use combinations of colour that have a basis in real life simply because it makes the models look realistic. I also try to keep the amount of different coloured horses in a unit to a minimum, to give it a more regimented feel.

Words by Tammy Haye





There are a few factors to keep in mind when choosing the colour scheme for your horses. Firstly, you want to pick a colour to paint your horse that contrasts with the rider. If they are the same in tone, the rider will disappear into the horse and you would not be able to tell the horse from the rider.

Left: This Kislevite horse stands out nicely from his mount.

Secondly, using earthy tones will give a more pleasing end result. Instead of using bright colours like Skull White to mix your highlights from the basecoat colour, mix colours like Bleached Bone, Kommando Khaki and Desert Yellow into it. These dull down the colour slightly. Painting the belly of the horse slightly lighter than the rest of the coat is another good way of adding a touch of realism to your horse.

Right: This horse shows how using muted colours creates a pleasant and naturalistic tone.



Finally, creating contrast between the coat and mane adds to your horse's character. Although single coloured horses are quite common, I prefer to paint the mane in a different colour to the coat. When painting a dark coat I will paint the manes in a lighter colour and vice-versa.

Left: The horse of the Ice Queen is a perfect example of highly contrasting mane and coat.



## HEAD MARKINGS

Painting markings on horses really make them come alive. You can mix and match the markings as you see fit, below I've listed a few of the more common ones and a description.

These vary from small stars on the forehead to dagger-shaped stripes and

blazes. All of these are white, and are seen on most types of horses.

Sometimes light-coloured horses will have a muzzle that is flesh or cream coloured. This looks particularly good on brown horses, but can be used on horses of any colour.



## LIMB MARKINGS



Generally these are socks of white or black covering the lower parts of the legs. They can be of any length but do not go far beyond the first leg joint. The black and white can be combined, with the white part on the bottom and the black on top. These markings can stop abruptly, or be blended into the coat.

**Left:** The sock was painted onto the leg with Chaos Black, and then fringe of hair around the hoof was highlighted with Codex Grey.

Zebra markings are faint horizontal stripes on the top part of the legs resembling zebra stripes. They are commonly seen on chestnut and bays. By watering Chaos Black down slightly and applying it with a small brush it's very simple to paint these.

**Right:** Zebra markings were added to the hind legs of this horse.



The most common body marking are dapples. These appear mostly on white horses, although they are also seen on brown and grey ones.

## BODY MARKINGS



**1** Overbrush the body of the horse with Codex Grey over a black undercoat.



**2** Paint small spots of Fortress Grey onto the areas you want to be dappled, then layer Fortress Grey onto the more sharply defined muscle areas.



**3** Layer highlights of Skull White onto the spots and follow this by layering Skull White onto the sharpest muscle areas.

These horses were painted by Michael and Alan Perry, and are a good example of Skewbald and Piebald patterns. These markings give the horses a very exotic look and add to the character of the whole miniature.



## WARPAINT

Kislevite horsemen paint their horses in bright colours to frighten their enemies. The most common colour they use is a dark red, a colour that is associated with aggression and bloodshed. It is a great detail to add to your cavalry unit leaders and elite units like the Gryphon Legion. To paint these markings you can use Red Gore, highlighted with Blood Red.

**Left:** This model shows a Winged Lancer riding a horse with a combination of red and white war paint.



## PAINTING A HORSE

The following is a very effective way to produce good results when painting horses. Using techniques like washes and drybrushing, it's fairly simple to paint your horses to a respectable gaming standard.



**1** Paint the coat Scorched Brown.



**2** Drybrush the coat with Dark Flesh.



**3** Give the coat a lighter drybrush of Vermin Brown.



**4** Apply a watered-down wash of Brown Ink to the coat. When the ink has dried, paint the manes, harness and other details using Chaos Black.



**5** Drybrush the manes and tail with Codex Grey. Highlight the reins and straps with Codex Grey and paint the metal parts with Chainmail.



**6** Apply Red Gore to the underbelly and legs of the horse.



**7** Drybrush the Red Gore areas with Blood Red.

The eyes of horses are usually dark and the whites do not show. Painting a small dot of Skull White in the corners of the eyes is all you need to do.



**W**hen you're painting horses, realism is the most important thing to keep in mind. Blazes, socks and other markings add to the character of your horses and, when used randomly in a unit, make it look very impressive.

By using the points illustrated above it becomes fairly easy to paint horses that look very convincing and full of character.



Tzarina Katarin is the current Ice Queen of Kislev, having succeeded to the throne on the death of her father the Tzar Boris Bokha. Graham McNeill gives full rules for including these two characters as leaders of a Kislev detachment.

# The Ice Queen & Tzar Boris

*New Special Characters*

## Tzarina Katarin, Ice Queen of Kislev

From the icy fastness of her capital city of Kislev, the Ice Queen Katarin rules her land with an aloof majesty. The daughter of the fiery and charismatic Tzar Boris, she ascended to the throne in 2517, following her father's death in battle whilst leading an army north of the Lynsk into the Troll Country. She is the latest in a long line of Tzarinas descended from the ancient Khan-queens of the Gospodars, the powerful tribal group that migrated west centuries ago, and became the dominant peoples of what was to grow into the nation of Kislev.

A great wizard in her own right, her power is said to come from the land of

Kislev itself, its icy soul and bleak tundra giving her command of the elements and mastery of that form of wizardry known as Ice Magic. Indeed, some whisper that she is in fact the living reincarnation of the very first Khan-queen, Miska, so complete is her grasp of this dangerous branch of magic. Upon her ascension to the throne of Kislev, it is said that the Bokha Palaces have grown a new wing, half a mile long, made entirely from glittering ice. This wondrous creation would be beyond all but the most powerful Ice Mages, and it is here that Katarin remains for most of the time, granting audiences in an immense chamber of magically woven

hoarfrost. Some believe that she simply prefers the chill of these frozen corridors, while others say that it is a display of her power to overawe would-be enemies and foreign ambassadors.

Where Tzar Bokha was a man who preferred to lead from the front and was renowned for his courage and leadership, the Tzarina, in keeping with her icy powers, is aloof and remote, preferring to work through agents and generals. Only under the direst circumstances does the Tzarina join her armies (known in Kislev as pulks), but when she does it is often upon a mighty steed whose flanks shimmer with glittering ice crystals and whose breath

*The Ice Queen lends her support to the Kossar battleline.*





is the winter wind, or riding an armoured sled, drawn by a team of identical beasts. On those rare occasions when she leads her army in battle, the devotion lavished upon her is beyond that which might be expected of such a remote and cool ruler. Her power over the elements is clear proof that the blood of the Khan-queens flows in her veins. The Ungols of the north fear and respect her as one of the ancient warrior witches from their oldest myths.

A time is coming that will see the Tzarina on many a battlefield before the year is out. Marauding tribes of Kurgans and Kyazak push south in ever-increasing numbers, united behind the banners of their Zars and Hetzars. The sheer scale and ferocity of these raids has prompted the despatch of a number of contingents from the Empire to aid Kislev – artillery from Nuln, mercenary companies from Tilea, Wissenland Pike, arquebusiers from Averland, Nordland halberdiers, knightly orders and all manner of troops from all across the lands.

The writings of Anspracht of Nuln names this time as the 'Spring Driving', an innocuous term that encompasses a time of unrelenting horror and bloodshed. Masses of northern

marauders are sweeping down into Kislev, butchering everything in their path. Many battles have already been fought and the Kurgans have razed several towns and stanitsas: Choika, Zhedevka and others that appear on no

maps. The pulks have scattered into the oblast, though many Boyars are rallying their forces to fight once more. But as more and more marauders drive south, it is certain that the days of blood are not yet over.

## Tzarina Katarin, the Ice Queen

*The Tzarina Katarin can be taken as commander for any allied Kislevite Allied Contingent. Tzarina Katarin counts as a single Lord choice and she must be fielded exactly as described here. She must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field the Tzarina Katarin, you may not field Tzar Boris.*

|                 | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Tzarina Katarin | 4 | 4  | 3  | 3 | 3 | 3 | 3 | 1 | 10 |
| Warhorse        | 8 | 3  | 0  | 3 | 3 | 3 | 1 | 1 | 5  |

**Cost:** 495 points

**Weapons & Equipment:** Tzarina Katarin carries the sword of the ancient Khan-queens, Fearfrost, and wears the Crystal Cloak. She is mounted on a warhorse.

### SPECIAL RULES

**Ice Magic:** Katarin is a Level 4 Wizard and may only use Ice Magic (see p.44).

**Beloved of Kislev:** The people of Kislev are utterly devoted to the Tzarina and would gladly lay down their lives for her. Any Kislevite unit joined by the Tzarina becomes *stubborn*, and all Kislevite units within 12" of the Tzarina may re-roll failed psychology tests.

**Protectors of the Khan-Queen:** If the Tzarina Katarin is taken as the leader of your Allied Contingent, then the 0-1 restriction on units of Gryphon Legion units is waived.

**Fearfrost:** Forged by the ancient Khan-Queen Miska of the Gospodars, this blade has passed from Tzarina to Tzarina through the ages. Only a Tzarina can wield the blade, and were a man to lift the blade, he would find himself frozen to death within a heartbeat. The blade is infused with Ice Magic and the intense cold can kill with a single scratch.

Fearfrost grants the Tzarina the Killing Blow special skill. Models wounded, but not killed outright by Fearfrost receive no saving throw, but may take Ward saves as normal.

**The Crystal Cloak:** A swirling mist of dancing ice crystals surrounds the Tzarina, warding off the most serious of injuries and confounding her foes' attempts to strike her.

The Crystal Cloak grants the Tzarina a 4+ Ward save, and in addition, all attacks directed against the Tzarina in close combat suffer a -1 to both the To Hit and To Wound dice.



Tzarina Katarin,  
the Ice Queen





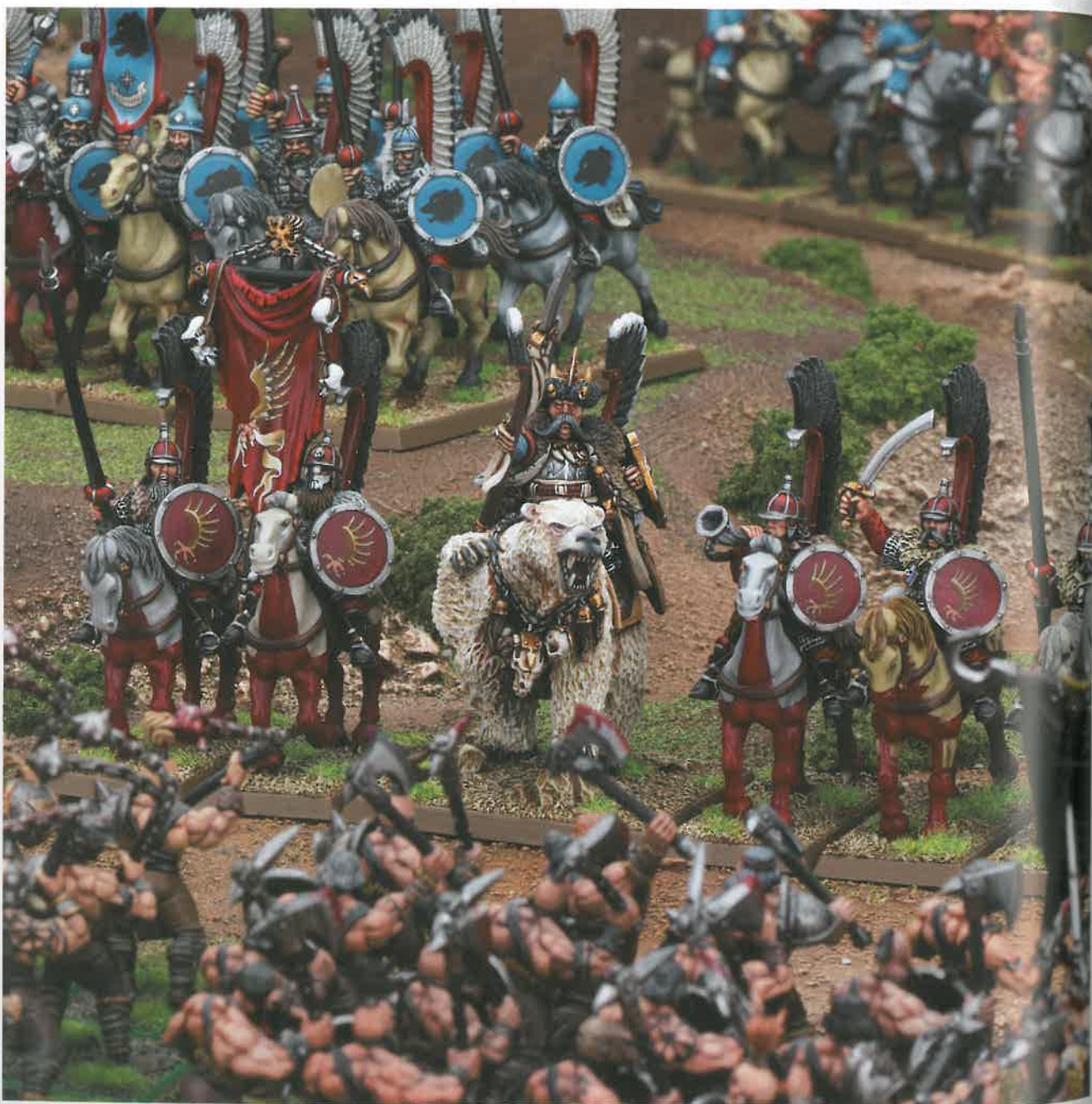
## Boris Ursus, the Red Tzar

**T**zar Boris Bokha was a fierce warrior and devout follower of the bear god, Ursun. He was known by many as Boris Ursus or Radii Bokha (Red-Bokha – a reference to the oceans of enemy blood he spilled in battle). Rising to the throne in 968 (2492 in the Imperial calendar) after his father, Tzar Vladimir Bokha, died fighting Goblins east of Kislev, Boris inherited a nation that had done little to recover from the devastation caused during the Great War against Chaos of 2302. In a move resented by the old guard of the Kislev court, Radii Bokha nearly emptied the treasuries hiring mercenaries to re-train

the Kislev army, rebuilding bridges, roads and towns, and importing black powder and engineers from the Empire.

Though it almost bankrupted his family (and several other noble families into the bargain), Tzar Boris' reign will be forever remembered for his driving spirit and eagerness to reclaim the lands that had become infested with Goblins, Trolls, Beastmen and other vile creatures. He was also instrumental in a revival of the Ursun bear cult, which had slowly been overtaken by worship of Ulric, Taal and other foreign gods. To do so, he undertook the trial of initiation

that all priests of Ursun must overcome, and went into the forests to tame a bear. He was not seen or heard of for eighteen days, and many feared he had met a gruesome fate in the depths of the icy forests. Preparations began for the coronation of his infant daughter Katarin (who was only four years old at the time) when the search parties came across his unconscious form on the nineteenth day. His still body was guarded by a bear of gigantic proportions that would not allow anyone near. The Tzar was surrounded by the corpses of over two dozen wolves, and the snow was red with their



*Tzar Boris leads Kislev cavalry against the invading Kurgan!*



blood. Nothing the searchers could do would entice the bear away from their ruler or convince it that they meant no harm. Finally, after another day had passed, Boris awoke and the bear allowed the searchers to approach and tend to his wounds.

The tale Boris related upon his return to Kislev has since passed into folklore, though few doubt the truth of it. Four days before being found by the searchers and after much wandering, he came across the mightiest bear he had ever seen, with teeth and claws like sword blades. Taking this as a sign from Ursun, he had confronted the beast, and it had charged him, the ground shaking with the fury of its charge and a bloodcurdling roar echoing through the forest. With his bare hands, he fended off the creature's attacks, but could not overpower it. The struggle lasted a full day before a wolf pack, drawn by the scent of their combined blood, attacked. The wolves immediately went for the bear, but Boris sprang to its aid, crushing their skulls with his fists and tearing them from its back. Boris was badly wounded however, and fell beneath the attacks of the wolves. As the beasts closed in for the kill, it was the bear's turn to protect his erstwhile enemy from the common foe. It stood over the supine Tzar, tearing the wolves apart with its claws and savaging them with its powerful jaws. Boris had slipped into unconsciousness, yet each time he had drifted awake, the bear had been there, protecting him from the wolves. The bear returned to Kislev with the Tzar, and from then on, whenever Boris took to the field of battle, it was atop the back of Urskin (as the beast came to be known, meaning bear-brother), both a symbol of Ursun's power and affection for Boris, and also an implacable enemy in battle.

Tzar Boris met his end in battle in 2517 whilst leading a pulk north of the Lynsk into the Troll Country. At an unnamed river crossing, the Tzar charged deep into the Kurgan army of Hetzar Feydaj, but soon found himself surrounded and cut off from the rest of his army. He and Urskin fought with all the might and fury of the Bear God himself, but even Red Boris could not triumph against such odds. Urskin was able to fight his way clear of the Kurgans and carry the Tzar back to the rest of the army, but it was already too late; the Tzar had taken a score of wounds, each enough to be mortal. Only when the battle was won, did the Tzar slide from the back of Urskin and die. His faithful mount roared in mourning for a full night before setting off into the bleak northlands and legend has it that to this day Urskin continues to hunt down the creatures of Chaos that slew his master.

## Boris Ursus, the Red Tzar

*Boris Ursus can be taken as commander for any allied Kislevite Allied Contingent. Tzar Boris counts as a single Lord choice and he must be fielded exactly as described here. He must be the Allied Contingent's commander and may not purchase any additional equipment or magic items. If you field Tzar Boris, then you may not field the Tzarina Katarin.*

|             | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Boris Bokha | 4 | 5  | 4  | 5 | 4 | 3 | 3 | 4 | 10 |
| Urskin      | 6 | 4  | 0  | 6 | 5 | 3 | 4 | 4 | 7  |

**Cost:** Boris Ursus, the Red Tzar – 285 points, Urskin the Bear – 90 points.

**Weapons & Equipment:** Boris carries the Shard Blade and is protected by the Armour of Ursun and a shield. He is mounted on Urskin.

### SPECIAL RULES

**Kin of the Bear God:** If Boris Bokha is taken as the leader of your Allied Contingent, then any units of Kossars present in the army may be designated Kin of the Bear God at a cost of +30 points per unit. Models with the mark of the Bear God gain +1 Attack in the turn they charge.

**Armour of Ursun:** Forged on the Spring Equinox, one of the holiest days of the cult of Ursun, the powdered bones of a score of the mightiest bears were mixed with the steel of the armour before it was quenched in the finest mead. This suit of armour is imbued with the power and might of Ursun himself and those who wear it feel his power coursing through their veins.

The Armour of Ursun counts as full plate (4+ Armour save). In addition, for each hit caused by his enemies in close combat, the Tzar may make an additional attack back after his enemies' attacks have been resolved (and assuming he's still alive!). He may make these bonus attacks even if he has already attacked that phase.

**Shard Blade:** Boris carries a mighty polearm with a blade crafted from ice hewn from the glaciers of Norsca, and magically bound by the ice wizards of Kislev to remain forever frozen. When Boris strikes a foe, shards of ice water enter their veins and freeze their blood.

When using the Shard Blade, Boris adds +2 to his Strength. In addition, any models who suffer a wound (after saving throws, etc) must take an immediate Toughness test. If this test is failed, they suffer an additional wound, with no Armour or Ward save possible. Remember, a roll of a 6 is always a failure, no matter the Toughness of the opponent.

### URSKIN THE BEAR

**Winter Coat:** Urskin is swathed in thick layers of winter fat and muscle, that protect him from the worst excesses of Kislev's harsh weather and the blows of his enemies. As a result he counts as having a 5+ Armour save.

**Thunder of Ursun:** Urskin the bear causes fear.

**Fury of Ursun:** The ferocity of Urskin is such that should a unit fighting him break, he must always pursue it regardless of the wishes of his rider.





## THE LORE OF ICE

The Lore of Ice is the magic of the dour frost mages of Kislev, whose blood runs cold in their veins and who can transmute the Winds of Magic into lethal ice storms with a single gesture.

To randomly generate a spell, roll a D6 and consult the chart below. If you roll the same spell twice for the same Wizard, roll again.

| D6 | Spell                             | Casting Value |
|----|-----------------------------------|---------------|
| 1  | Shardstorm .....                  | 6+            |
| 2  | Freezing Blast .....              | 8+            |
| 3  | Form of the Frostfiend .....      | 8+            |
| 4  | Invocation of the Ice Storm ..... | 9+            |
| 5  | Midwinter's Kiss .....            | 10+           |
| 6  | Glacial Barrier .....             | 12+           |

### SHARDSTORM

Cast on 6+

The caster stretches out her hands and unleashes a torrent of diamond-hard icicles at her foes. *Shardstorm* is a *magic missile* with a range of 24". If successfully cast, it hits its target and causes 2D6 Strength 3 hits.

### FREEZING BLAST

Cast on 8+

This spell can be cast on a water-based terrain feature such as a river, swamp, marsh or lake; that terrain feature is permanently frozen and treated as open ground from now on. All models in the terrain feature when the spell is cast take a Strength 2 hit with no Armour save.

Alternatively, this spell can be cast on a single unengaged enemy unit within line of sight. The target unit moves as if in difficult terrain in its next Movement phase.

### FORM OF THE FROSTFIEND

Cast on 8+

#### *Remains in Play*

The caster metamorphoses into a shrieking, taloned creature of Kislev legend, carried across the battlefield in a whirlwind of purest cold. The caster may fly whilst this spell is in play. In addition, the caster has Strength 5 and Attacks 4. The effects of all equipment, including magic items, steeds and weapons, are ignored for the duration of this spell, as they are transmogrified along with the caster. The *Form of the Frostfiend* continues to work until it is dispelled, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.

### INVOCATION OF THE ICE STORM

Cast on 9+

Chanting words of power, the Wizard summons a harsh blizzard that engulfs enemy marksmen and war machines. The caster nominates a point on the battlefield. Roll an Artillery dice and double the result – this is the distance in inches (measured from the nominated point) that the *Ice Storm* affects. If a Misfire is rolled, it affects the entire battlefield. All units caught in the *Ice Storm* must pass a Leadership test at -2 when they wish to shoot. If this is failed they are unable to fire. The freezing effects of the *Ice Storm* last for one full turn and cannot be dispelled in the opponent's next Magic phase.

### MIDWINTER'S KISS

Cast on 10+

The caster breathes a great torrent of purest cold into the ranks of the enemy. Those caught in the blast turn to brittle statues of ice within seconds. Place the Flame template with the pointed end touching the caster. Any model fully under the template takes a Strength 5 hit with no Armour save. Any model partially under the template is affected on the roll of a 4+.

This spell cannot be cast against a unit in close combat.

### GLACIAL BARRIER

Cast on 12+

#### *Remains in Play*

The Wizard spreads her hands wide, causing the air itself to freeze into a wall of ice. This spell may be cast on any point within line of sight. Place a 5" by 1" strip of paper on the battlefield, all of which must be completely within 24" of the caster, to represent the *Glacial Barrier*. This is treated as impassable terrain and blocks line of sight. The *Glacial Barrier* can be charged or targeted as if it were an unbreakable enemy model, and is automatically hit in close combat. It is automatically destroyed if it is hit by any attack of Strength 5 or greater (or by any flaming attack). All other attacks have no effect. Any unit that destroys the barrier in combat may not overrun.

The *Glacial Barrier* continues to exist until it is dispelled, destroyed as above, or until the Wizard chooses to end it (which she can do at any time), attempts to cast another spell or is slain.



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# THE LORD OF THE RINGS

## STRATEGY BATTLE GAME™

• The Return of The King  
Designer's Notes

• Open Box  
Review

• Minas Tirith  
Battle Report

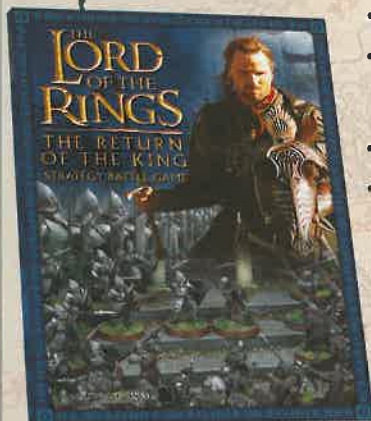
• A Tale of Good  
& Evil Part One

• Heroes of the West  
Masterclass



## THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

### The Lord of The Rings: The Return of The King Strategy Battle Game



- 176-page full-colour rules manual
- 48 highly detailed plastic miniatures (24 Warriors of Minas Tirith & 24 Mordor Orcs)
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Shagrat



Gorbag

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*The Forces of Good prepare to meet the Forces of Evil in battle.*



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Mordor Orc Standard



Mordor Orc Standard



Mordor Orc Captain



Mordor Orc Captain



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Minas Tirith Captain



Minas Tirith Captain



Minas Tirith Standard



Minas Tirith Standard

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*These models require assembly.*

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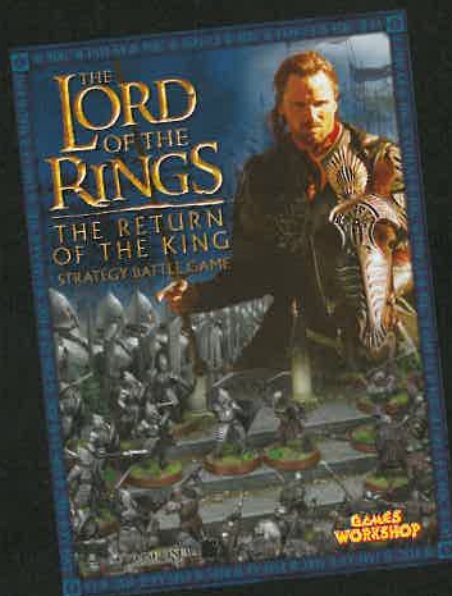
# FIT FOR



THE  
**LORD OF THE RINGS**  
THE RETURN OF THE KING



# RAKING



## CHE WEBSTER SNEAKS A LOOK AT THE CONTENTS OF THE NEW THE LORD OF THE RINGS GAME

**A**s a player of this game since The Fellowship of The Ring, when I was asked if I'd mind taking a sneaky look inside the box and reporting on what I found inside, I could not resist. Eventually the time came – my half-an-hour alone in a room with the new game to rummage through...

### FIRST IMPRESSIONS

Looking from the outside at the contents and the crisp artwork I was literally trembling to get my hands on the rules manual. From the box there is no doubt what this game is about, but as you open it an impression of entering Middle-earth unfolds. After taking out the hefty rules, the dice and the miniatures you then reveal two gorgeous maps of Tolkien's world in gorgeous colour. The designers have

taken the time to give us a couple of very usable maps which I was instantly tempted to use for a campaign.

### MORE MINIATURES

There are four sprues of miniatures: 24 Mordor Orcs and 24 Warriors of Minas Tirith. The big thing I immediately noticed was that each model is in a unique pose, reluctantly I had to lay them aside for the time being...

Additionally, there are five pieces of chunky plastic terrain in the box – these are ruined statues and fallen masonry with which to hide your warriors behind in battle – a very practical addition.

### INSIDE THE BOOK

Then comes the book. Stunning cover art gives way to the full-colour pages filled with images of miniatures and film stills that we have come to expect.



At 176 pages, the book is weighty and I was curious to find out what was new.

Flicking through the book, a number of first impressions struck me: several small refinements to the rules,

all well explained, rules for great new models like Mordor Trolls, and much more. Overall, however, I had a sense of moving deeper into Middle-earth - going into the movies and then beyond into the richness of the world. This was best illustrated in the section entitled 'The War of The Ring'.

Once you get deep into the book there is a section that begins with a beautifully rendered map, including sweeping arrows and markers to show the ebb and flow of The War of The Ring. Main battle sites are shown, with a key giving summary details of what happened where.

Moving past the map, the section includes new rules and scenarios relating directly to The War of The Ring from the writings of Professor Tolkien.

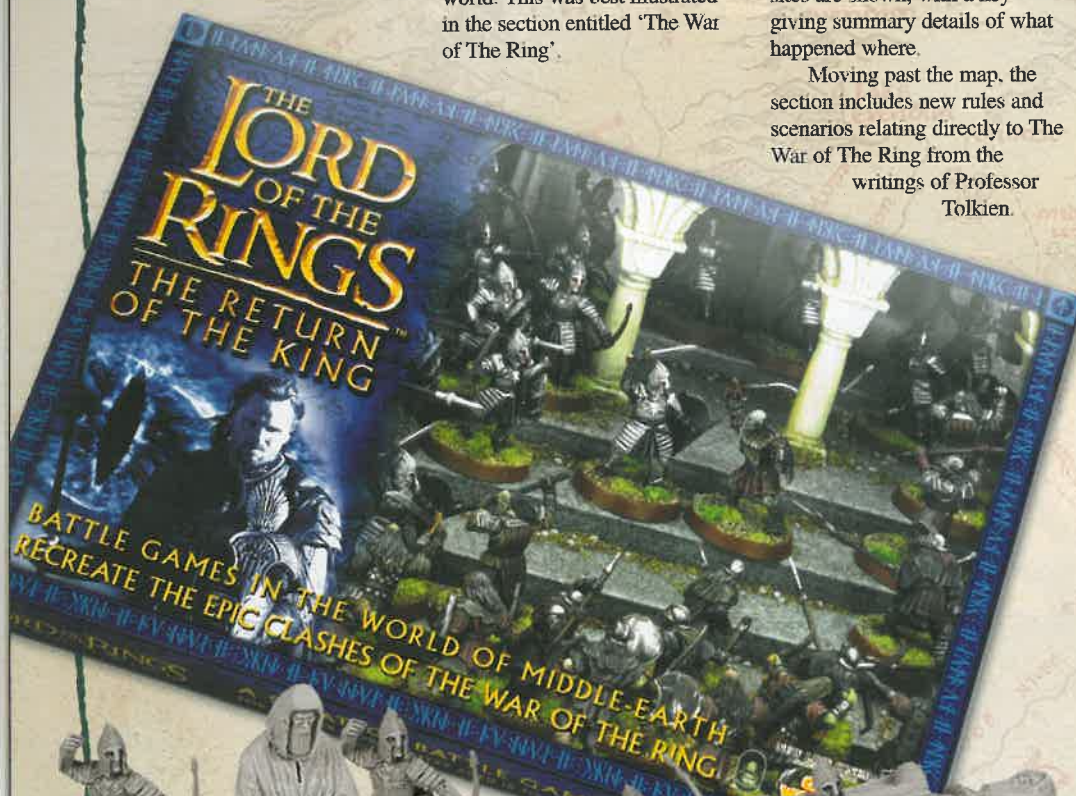
This goes beyond the films and opens up a whole load of extra material in a similar fashion to the previously released *Shadow and Flame* supplement. This is wonderful stuff to read.

Another big thing I noticed were the twelve scenarios linked to The Return of The King, and an additional five new ones within The War of The Ring section. These are all original and look very challenging and evocative.

The end of the book has detailed painting guides, a scenery project you can try out and even an introduction to the gaming community and stuff like tournament play.

Overall this is a great start for anyone new to The Lord of The Rings Strategy Battle Game. It's also an excellent addition for anyone who has been playing from the beginning. The whole contents point to an even greater depth of possibilities than those shown to us before. It is an exciting package filled with inspiration and helpful, practical advice.

If you get a chance to pick up this box, don't just look at the back - make sure you take a peek inside because you won't be disappointed





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It is done! Soon after you read this, the game will be out in the shops, but at the present we've only just finished the monumental task of putting together our The Return of The King edition of The Lord of The Rings Strategy Battle Game (that is a mouthful and a half!).

# The Return of The King

*Designer's Notes by Ring-Bearer Alessio Cavatore*

It has been a new experience for me to be in charge of such a large project and I have to admit that it was not easy. The sheer number of elements that have to come together and people whose work has to be coordinated is scary, and there are times when it all feels

a bit overwhelming. It did not help that the Perrys, Brian and I went back to New Zealand on a secret mission, the contents of which will be divulged at a later point.

Eventually everything has fallen into place (at the last possible minute, of course) and I can now

talk you through the changes and novelties in this edition of our favourite Strategy Battle Game.

The two main elements that I want to point out is that The Return of The King does not include the Siege rules found in The Two Towers, leaving the most 'siegey'

parts of the film/book to the next supplement and concentrating instead on the field battles of The Return of The King.

This manual also contains a very new and special section – The War of The Ring. This part of the manual expands the boundaries





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*Man and Orc clash to decide the fate of Middle-earth.*





*The cavalry of Gondor prepares to ride down the Orcs.*



*The forces of Mordor.*

of the game beyond the contents of the film and digs into the rich material of *The Lord of The Rings* book. It looks at the other battles that were raging all around Middle-earth while the camera's lens is focused on the heroes of the Fellowship and the attack on Minas Tirith. More about this later, but now let's go through the book, so that I can explain to you the design reasons behind the decisions that have been made.

## THE CORE RULES

**Move phase** – Just a few tiny changes here, probably the most notable being the increase in the Move rate of the Orcs from 5" to 6". The reason for this is that we believe they should move at least as fast as Men and that we needed to increase the difference between them and the Moria Goblins to justify the difference in points value.

Another subtle change is that multiple fights are separated now at the end of the Move phase rather than at the beginning of the Fight phase, which was necessary to simplify the Shooting phase in case the Evil player wished to shoot in combat. This also makes the situation clear when a player wishes to initiate a Heroic Fight, since the different combatants have already been assigned to their fights





In the Advanced Move rules, a new section has been added about defending elevated positions. This is a simplified version of the Siege rules presented in The Two Towers, covering the frequent situation where a model is defending the top of a ruined wall or a cliff and enemies are trying to reach him by climbing on such features.

**Shoot phase** – Only one change here. I just thought that in the same way as a warrior can ignore an obstacle if he's standing next to it, then he should be able to ignore a friendly model he's in base contact with. This allows you to recreate some of the film scenes where you see packed ranks of archers firing just over the shoulder of their comrades (do you remember the arrows whistling by Elrond's ears after he orders his soldiers to fire in the Last Alliance battle that opens the trilogy?).

**Fight phase** – Apart from the splitting of multiple fights being moved to the end of the Move phase, a few extra clarifications about defending obstacles is all that has been added here.

**Cavalry** – Being a pretty new set of rules introduced in The Two

Towers rules manual, cavalry has seen quite a few extra bits added. I clarified how they interact with obstacles (cavalry lose their bonuses if fighting across barriers... it just makes sense!).

I've also simplified the rules for shooting against cavalry: each hit on a cavalry model is now followed by a straightforward 50-50 roll to determine if the rider or the mount is hit (as opposed to having to declare which is the intended target and then the other being in the way, which statistically amounts to the same thing, but is rather more laborious).

I also specified that cavalry models cannot "defend by shielding", this being rather unrealistic. The Expert Rider rule is now a re-roll rather than a +1 on the Jump chart, making it, in my opinion, less reliable and therefore more entertaining, especially considering that now if you roll a 1 on said chart you suffer a Strength 3 hit. This change represents the chance of hurting yourself as you're thrown (we all know the fate of Théoden, don't we?). The Expert Rider rule now also allows riders to get the +1 Defence for their shields whilst using a bow, representing the fact that they can juggle very quickly and effectively between the bow and the shield

they carry on their horse's harness. I will honestly admit here that this is an expedient which allows me to elegantly fix the problem we created by equipping our Riders of Rohan models with bows and shields, while our foot Warriors of Rohan have one or the other. This created for people the problem of how to represent their dismounted riders, but that's not a problem anymore, since the expert riders can now choose to hold onto either the shield or the bow when they dismount and leave the other piece of gear on the horse. A careful reader will at this point realise how a dismounted rider can be easily represented with a plastic Warrior of Rohan!

Finally, I have introduced the rules for monstrous mounts, which at the moment cover Gwaihir and the fell beasts. They work like normal steeds except for the fact that they get their own attacks rather than giving +1 attack to the rider during a charge, and can knock normal cavalry models to the ground!

I've also had a look at the rules for flying creatures and simplified them – they now move 12" and can still move over terrain and models. You see, as they were, the rules for Flying made designing scenarios including flyers almost impossible and large monsters like the fell beasts were too powerful. These changes make flying creatures very straightforward to use and, after all, they still remain the fastest and most manoeuvrable models in the game.

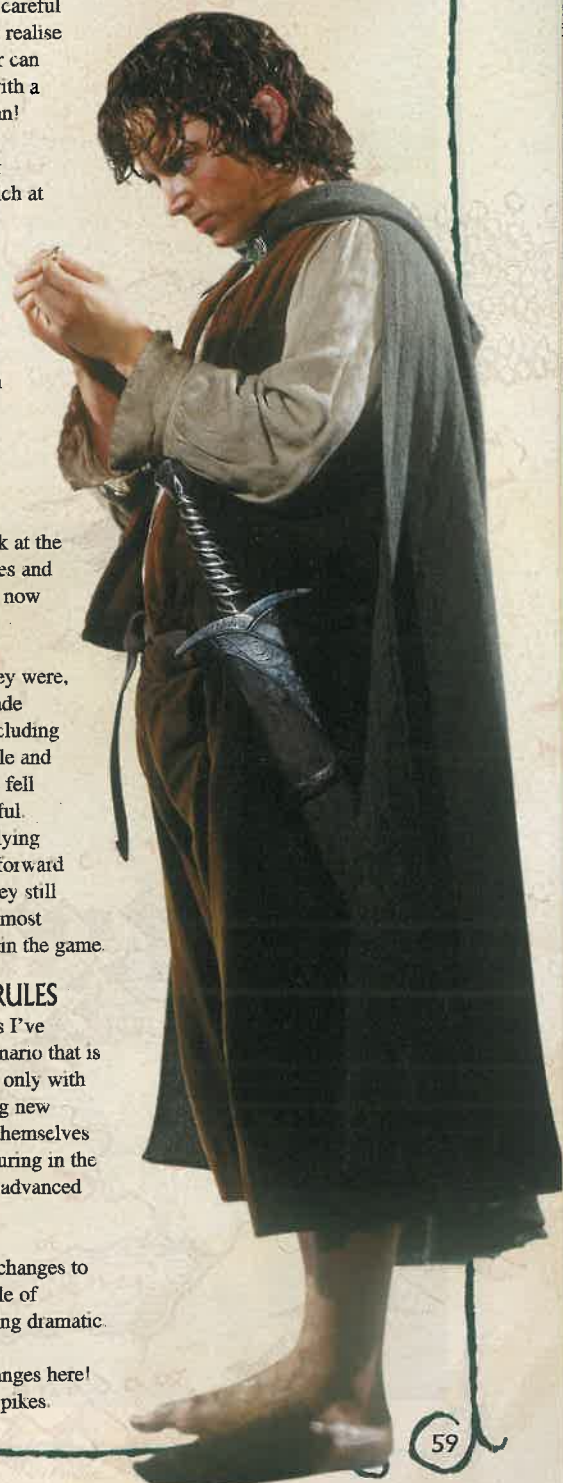
## THE ADVANCED RULES

After the Cavalry rules I've introduced a small scenario that is supposed to be played only with the core rules, allowing new players to familiarise themselves with them before venturing in the meanders of the more advanced Advanced rules.

**Courage** – Only tiny changes to the wording of a couple of paragraphs here, nothing dramatic.

**Weapons** – Major changes here! First of all spears and pikes.

I was getting bombarded with many questions about how these worked in relation to other rules. For example, people were wondering if spear-armed models were actually in the fight they were helping or not: did they retain a control zone? Did cavalry knock them down even if they were not in base contact with it? And so on. The problem was that from some points of view spearmen and pikemen were counting as in the fight (cannot be shot, have to fall





back), but from others they weren't (couldn't be wounded!). I had two choices in front of me: I could either say they were in the fight in all respects or not at all. For the sake of simplicity I decided to go with the decision that they are not involved. This means that they don't use their Fight skill and Strength anymore, but they add +1 Attack to the model they are supporting. This has some advantages and some disadvantages in comparison with the previous version of the rules, but overall I think it is a better and much, much clearer mechanism.

Next I created the Elven Blades because I couldn't help but agree with people when they were pointing out that the Elves were surely not armed with heavy and ponderous large swords, but rather with elegant one-hand-and-a-half katanas. I simply allowed the Elves to choose every turn to employ their weapon as a one or a two-handed weapon, the same rule as for the Uruk-hai Berserkers.

A new weapon that makes cavalry even more deadly on the charge is the lance, which has the advantages of a two-handed

weapon, but none of the drawbacks as long as the horseman has charged. Scary!

Another big change is the way thrown weapons work. When preparing my Rohan force I found that I needed four models for each Rider of Rohan armed with a throwing spear I decided to field: one mounted model with spear, one without spear after he used it, one on foot if he dismounted before throwing, and one on foot without the spear. Too many models! And the alternative of keeping track of which model had used their spear involved a bit too much bookkeeping. In the end I thought of implementing the 'models carry infinite throwing weapons' rule that is used in other game systems. You'll just have to assume that the model carries multiples of the same weapon, or picks them up again from the ones scattered on the battlefield, or maybe he has a squire running behind him, handing him a spear after another and saying: "Nice shot sir! Another spear?"

On a serious note, to compensate for turning a one-shot weapon into something that lasts for the entire game, I raised the price of

thrown weapons and reduced their range to 6", so that the model must expose himself to a charge by the enemy when using them.

Last but not least, I've introduced a new rule for indirect, massed bow fire. This rule represents the volleys fired in a high arc by large groups of bowmen against massed ranks of enemies, rather than the aimed shots of individual archers at specific targets. This rule is entertaining but rather complex and will be useful pretty much only in larger battles.

**Banners** – This is a brand new section of the advanced rules and I felt it was definitely needed after two years of showing people how to convert their models to carry banners. Also, as you would agree after seeing the many pictures showing standard bearers all across the rules manual, banners certainly appear in great numbers in the film and definitely look cool. Well, now they also help friendly models within 3" to win combats, allowing them to re-roll one dice when determining which side wins the fight.

## FORCES

I tried to make this section exhaustive, including all the Heroes and Warriors that appeared in *The Fellowship of The Ring*, *The Two Towers* and *The Return of The King*. All the troop types and some of the characters that were introduced with *Shadow and Flame* are also included in the manual, albeit they're not in this section but in *The War of The Ring* one (see below). This makes *The Return of The King* rules manual a very precious book indeed, since all the characters have been updated, all the little imperfections fixed and everything should now fit into a carefully balanced system. That is assuming that we got it right, of course.

We have also had a look at the points values all across the board and fixed a few inequalities like the cost (and profile) of Evil captains. You will also notice that spears are now 1 point, because we thought it was a bit too good for them to be completely free. We have also upped the cost of deadly missile weapons like Elven bows and crossbows, trying to discourage players from relying too much on



*Vicious hand-to-hand combat in Lothlorien.*



missile-heavy forces. Have a good look at your models' wargear options too, because we decided to make sure that, all across the range, what models can be equipped with pretty much matched the actual models available (with a few exceptions that leave space for conversions, of course).

As you can expect, The Return of The King edition includes many new troop types, Heroes and large creatures that will add a lot of choice to both Good and Evil armies, and will especially add quite a lot of much-deserved punch to the minions of Evil (see the new Mordor Trolls, Nazgûl on fell beasts, Shelob etc.).

## SCENARIOS

Quite obviously this entire section is brand new, but I can safely say that it is bigger and better than ever before. Matthew's arrival has meant that now we had two people full time on the project, resulting in no less than twelve new scenarios (as opposed to the eight and ten of the previous two editions) and a very high level of playtesting, which should result in more balanced and enjoyable scenarios. I hope you will agree with me after you've played them through.

## THE WAR OF THE RING

Since we now have the licence to delve into The Lord of The Rings book and add more to the contents of the film, I have decided that it would be very cool to have a look at some of the other great battles of The War of The Ring. I've given this appendix to the care of Mr. Ward, who has made a very good job of it, and now The Return of The King rules manual contains almost as many scenarios as the other two editions combined!

You will also notice the many two-page spreads scattered across the book which act as breakwaters between one section and the next. These very colourful pages feature an exciting mélange of very different elements, like photography, text and art, both from the film and from our own products. They were fun to realise and certainly help illustrate how everything is coming together to form a great game system.

At this point I'll let Matthew tell you about designing this

precious part of the book:

*"With 'The War of the Ring' I was given a fairly broad area to rattle around in. The aim of the section was to help convey the grand scale of the conflicts going on around Middle-earth as Gondor comes under siege. While the final fate of the world is decided in Mordor, Tolkien talks at length of other struggles, such as the assault on the Lonely Mountain and the siege of Lothlorien. In an attempt to capture the epic feel of events at the end of the Third Age, I wrote five scenarios spread across the length and breadth of Rhovanion, from the Grey Mountains to borders of Dwimordene.*

*The first four scenarios follow the Dwarves as they battle their way through several skirmishes until they find themselves fighting at the gates of the Lonely Mountain itself! These are desperate times for the Dwarves, so it seemed only fair to give them a little help in the shape of Dáin Ironfoot, King of Erebor. The final scenario in The War of the Ring deals with the final Orc foray into Lothlorien. Not only did this let me legitimately write a scenario for Elves, it also led me to a suitable opportunity to tinker with Celeborn and Galadriel who, like Gil-galad, I've been itching to update for months. I won't go into details, but the Lord and Lady of Lorien are now a power to be reckoned with and a worthy addition to any Wood Elf force. I'm painfully aware that between this and the introduction of Dáin (also entirely my fault) I've just increased Good's supply of hardcore Heroes, but Evil players needn't fear – I promise to make amends...*

*I've tried to do something a little different with each of the scenarios in The War of The Ring, from desperate defences (The Long Night), to huge pitched battles (Dáin's Last Stand). I'm very pleased with the final result, it's been great fun to write and I hope that you'll find it equally entertaining to play." Mat*

## THE HOBBY SECTION

This part is still full of helpful advice on how to build and paint your models, concentrating on basic techniques and leaving the job of more advanced tips to the complete guide that is our *How to paint Citadel miniatures* book. You



will also find here a very interesting scenery project on how to make your own ruined buildings – a very useful feature for scenarios set in Osgiliath! More gorgeous spreads of the all-new Minas Tirith board and the majestic Helm's Deep and Weathertop boards are there to show you what you can achieve if you get really good at modelling. Lastly, I have added a cut-down version of our present set of Tournament rules, to give gamers a view on one of the different ways of playing this game. If you're interested in this more competitive aspect of the game, keep your eyes on the next

few issues of White Dwarf, because I'll go back to it on occasion of the next Grand Tournament

## IN CONCLUSION...

Bringing The Return of The King edition of the game to its finished stage has been a very interesting and challenging experience. It has been great to work alongside the many talented people that helped in the creation such a cool product (not that I'm biased or anything...) and I'm very proud and happy of the final result.

I sincerely hope all of you will enjoy it too!



# A Tale of Good & Evil

Part One – Mustering the Forces

The classic contest of good and evil is played out once again as two bold captains of Minas Tirith and Mordor fight for supremacy. Bravely defending the besieged city of Gondor from the assaults of Mordor is Steve Cumiskey, a long time gamer who can assemble and paint his forces in the twinkling of an eye. His opponent, Adi Wood, is no stranger to collecting hordes of twisted Orcs and looks forward to smashing the White City with his Trolls, Wraiths and other, more devastating weapons.

Over the coming months you can follow their progress as Steve and Adi begin their collections, build terrain, fight scenarios, personalise their forces, and construct mighty siege engines. Join them as they wage the War of The Ring.

This issue sees the two opponents make a start by assembling warriors of Minas Tirith and Mordor Orcs. They each demonstrate how they painted their models with a stage-by-stage painting guide, showing off their fully modelled and converted warbands.

## Warriors of Minas Tirith

By Steve Cumiskey

I've been considering collecting a force for The Lord of The Rings game for a while now. What I really loved about the game was the idea that all of the models had complete freedom to move about independently, making all of the warriors on the table into characters of a sort.

As with any game, the rules alone wouldn't make me take the plunge and start gaming. What I was waiting for was an army that really gripped me. I've always had a fascination with knights, fighting against impossible odds, battered and bruised. So when I saw The Two Towers film and the armoured defenders of Osgiliath, I knew I had my army.

Well, I finally got my hands on the new Warriors of Gondor. The thing that struck me most strongly about The Lord of The Rings game was that the all of the models could act as individuals, so I decided to treat them that way when I painted them. I would forgo my normal batch painting habits and approach each model one at a time, that should help to give them all a more unique appearance.



## The Skin

The skin is normally the first thing that I paint on a model. This is partly because I am confident of which colours to choose for skin and partly because, on an armoured character, it would be hard to reach the face without getting paint on the rest of the helmet.



1. I started by painting the whole of the face a basecoat of Bestial Brown. The full helmet would make it very hard to see the eyes, so I didn't bother painting them.

2. I followed the Bestial Brown basecoat with a layer of Dwarf Flesh to give the skin a weathered appearance.

3. Finally, I finished off the skin with a few selected highlights of Elf Flesh around the mouth and chin.

Steve's Warriors of Gondor defend the ruins of Osgiliath.





### The Armour, Weapon and Shield

The armour of a Warrior of Gondor is a very pale silver. Normally, when I paint armour I tend to make the armour quite dark and brassy, and then brighten the edges and upturned plates with silver. That kind of colouring tends to give the armour quite a warm feel, but clearly wasn't going to work with a Warrior of Gondor. The overall impression would also be the slightly more worn look of a suit of armour that's spent its recent history being battered by Orcs in a crumbling city.



4. I decided to use Tin Bitz as the basecoat for the metal parts of the model. Although I intended to have a bright finish on the armour and weapon, the Tin Bitz layer would partly show through.



5. I used a layer of Boltgun Metal to establish the silvered armour colour. To maintain the battered look that I wanted I made sure not to use too thick a coat, virtually drybrushing the colour on.



6. With the basic silver colour taking shape, I began to pick out details on the armour and the raised edge of the sword with Chainmail.



7. I finished off the metal with a few sparing touches of Mithril Silver, paying special attention to the tree symbol of Gondor on the shield and breastplate.

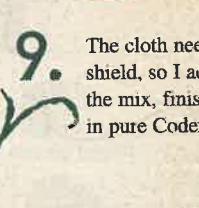
### Cloth and Shield Face

The parts of the shield face that aren't silver are black. Given that the cloth of the uniform of Gondor is a dusty grey, I decided to deal with the cloth and shield at the same time, using the same colours.

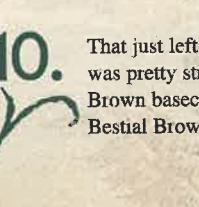
I thought about using Shadow Grey as a basecoat but decided against it, as it would produce a bluish finish to the model. Instead, I decided to use a mix of Codex Grey and Chaos Black. Black can be a dangerous colour to use to darken a mix, as it tends to have a deadening effect but, in this case, I wanted quite a flat, dusty grey so the black would actually help that.



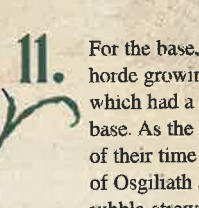
8. I started with a dark mix on the shield, before painting on a lighter mix on the cloth.



9. The cloth needed to be lighter than the shield, so I added more Codex Grey to the mix, finishing it off with highlights in pure Codex Grey.



10. That just left the hair and base. The hair was pretty straightforward; a Scorched Brown basecoat, drybrushed with Bestial Brown.



11. For the base, I took a look at the Orc horde growing on Adi's desk, each of which had a great rubble covering on its base. As the Men of Gondor spend most of their time fighting Orcs in the ruins of Osgilath and the White City the rubble-strewn base seemed like the way to go, so I shamelessly copied it.



### That's all for now

Given that I had two spues each of the Warriors of Gondor, with two copies of each of the Warriors, I'd want to convert the duplicates so that my whole force consisted of unique models. The idea has just occurred to me to make at least one Warrior who's lost his helmet, so I'll leave the writing for this month and go in search of a suitable bare head to fit the bill.



# Orcs of Mordor

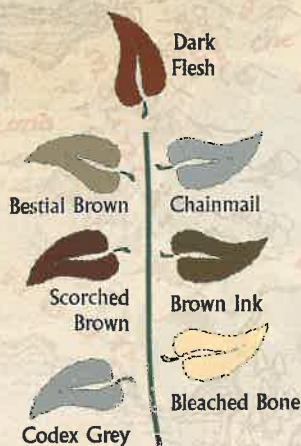
By Adrian Wood



I've been fascinated by the savage character of the Orcs since I read "The Uruk-hai" chapter in The Two Towers book, many years ago. Needless to say, when the first of The Lord of The Rings models began to appear, I took the opportunity to collect a few. I started by looking at the uniformed Uruk-hai, but was soon drawn to the more varied Mordor Orcs.

I spent some time taking the already diverse Mordor Orc models and converting each one with small, personal touches, but what I was really waiting for was a set of plastic Orcs. I've always been attracted to the modelling aspect of the hobby even more than the painting. Easy to cut and shape, and with enough models on a sprue to make part swapping fantastically easy, plastics are a modeller's dream. Especially with the new Mordor Orcs, which have none of the uniformity of their larger cousins.

To demonstrate how I've decided to go about painting my horde, I've chosen to use their chief, Raghat as the example.



Like the rest of his kind, he's clothed in rags and furs, but is set apart by his more elaborate armour and larger size.

## Cloth and Fur

To begin with, I applied a layer of Scorched Brown over the black undercoat. This formed the base colour of not only the cloth, but also the fur and the skin, giving an underlying warmth to some of the grey colouring that would come later.

When it came to the painting, I wanted to keep them looking rough and ragged. The models are covered in filthy rags and furs, which I decided to paint in a palette of browns and greys.



1. Bestial Brown is a lighter shade of brown that is quite bright when applied, but is more flat and neutral when dry. I painted a layer of it onto Raghat's undershirt, gloves, boots and shield.



2. Next, I overbrushed the fur areas with Codex Grey. The Scorched Brown base colour, which shows beneath the grey, makes it look more like natural, dirt-encrusted fur.



3. To finish off the fur, I lightly drybrushed Bleached Bone onto the raised areas. Once again I think it's more natural to highlight with Bleached Bone rather than Skull White which looks too harsh and artificial when applied in this way to The Lord of The Rings miniatures.

Every Mordor Orc in Adi's force looks different, but a common palette of colours unifies them all.





## The Armour

In the past I've tried lots of different ways to paint areas of metal: drybrushing, layering and various combinations. I've also used, at one time or another, the full range of metal paints, in order to get the right effect. However, for my Mordor Orcs I've found an approach that is not only quick, but gives me just the effect I want.



4. I like to use Chainmail to paint armour as it's a solid metal colour that's not too dark.



5. Chainmail retains its brightness on the raised areas when I apply a wash of Brown ink, while still being nicely shaded by the wash in the deep recesses of the model.

## The Skin

The skin colour of the Orcs in the films varies dramatically between individuals, ranging from greys through greens to dark brown or black. To keep the colours suitably muted, I decided to use Codex Grey or Bleached Bone rather than Skull White for highlighting some of the colours.

With only the skin needing to be done, I could afford to spend some time giving the face the attention that a character deserves. I started by painting the skin with Dark Flesh, leaving a little of the Scorched Brown in the deep recesses to act as darker shadows.



6. When I came to highlight the face, I added a little Codex Grey to the Dark Flesh and layered it over the raised areas.



7. To finish highlighting the face, I added even more Codex Grey to the original highlight mix. This time, though, I carefully overbrushed the colour onto the face, picking out the cheekbones, brow, lips and nose.



8. Finally, I picked out Raghat's teeth with Bleached Bone. It was then that I noticed that he had a tongue! Rather than paint it bright red, I decided not to introduce any more colours onto the model and chose a coat of Codex Grey instead.

## The Base

A month or so back I had been painting the decorative bases of some Warg Riders, and used a particular combination of colours to paint the rocky bases. This was influenced by the type of colours that Mark Jones often uses when painting his terrain pieces.



9. Fine pebbles followed by sand are glued on the base with PVA glue. A watered down coat of PVA is then applied over the top to seal the texture. The base is painted a basecoat of Dark Flesh for warmth, and then drybrushed with Codex Grey and finally Bleached Bone.

When we come to make any of the rocky terrain pieces for our games, I'll use the same combination of colours, if I can.

Mordor Orcs are remarkably quick to paint, perfect if you want to get a lot of troops ready for battle. Although I used a very limited palette of browns and greys to paint the rags, it was particularly important to me to use contrasting tones to make the layers of the model stand out. Whenever I look at film clips of Mordor Orcs, it always strikes me how varied the colours are: they aren't just black. This is true of not only the rags, but of the skin tones as well, so I've tried to imitate this effect on all my Orcs.



## NEXT MONTH

So now the guys have made a start on their forces, the next step is to make a gaming board to fight over. They have decided to make a fully modelled board, in 2' by 2' sections. This will make a flexible 4' square gaming surface that can be laid out in different ways. Neither modellers have tried anything this ambitious before, so look out next month for how they get on building their battlefield.



# Heroes of the West

Many of the models in the Heroes of the West box share the same uniforms and other common features, but despite this each is a distinct character in its own right. 'Eavy Metal painters Kirsten Williams and Kev Asprey took special care with each of the miniatures to emphasise the quality that makes each of the heroes unique. On the next six pages we get the chance to see how these painters achieved that effect.



## ARAGORN



**1** Aragorn's face was given a basecoat of Bestial Brown mixed with an equal amount of Dwarf Flesh.



**2** Dwarf Flesh was then layered over the face.



**3** The face was then highlighted with Elf Flesh. The eyes were then painted Skull White and a small dot of Chaos Black was painted in the centre.



**4** The eyes were painted the same as Éowyn's. Aragorn's hair and beard were painted Scorched Brown and highlighted with Scorched Brown mixed with an equal amount of Bleached Bone.



**1** A basecoat of Scorched Brown mixed with Dark Angels Green was applied on the coat.



**2** Codex Grey was added to the basecoat mix and layered over the coat, leaving the original colour in the recesses. This was then repeated twice with more Codex Grey added to the mix each time.



**3** A heavily thinned down glaze of Black Ink mixed with an equal amount of Brown Ink was then applied. Dirt was applied by drybrushing Scorched Brown followed by Bestial Brown onto the bottom of the coat.



## EOWYN



**1** The face was given a basecoat of Bestial Brown mixed with an equal amount of Dwarf Flesh.



**2** Elf Flesh was added to the basecoat mix and layered onto the face, leaving the original colour in the recesses.



**3** Elf Flesh was then layered onto the highest points of detail like the nose, cheeks and chin. A thinned down glaze of Dwarf Flesh was applied on top of that to smooth out the transition of colour and give the face a soft appearance.



**4** The eye sockets and lips were finally painted Dwarf Flesh to put some colour back into them. The eyes were then painted Skull white and a small dot of Chaos Black was painted in the centre.



**1** The dark brown parts of the armour were given a basecoat of Scorched Brown. The lighter coloured panels were painted in a basecoat of Snakebite Leather mixed with an equal amount of Codex Grey. Using a fine brush Chaos Black was painted onto the edge between these colours.



**2** The brown parts were then highlighted by carefully layering Bestial Brown over the basecoat. The lighter coloured panels were then highlighted by painting in a line where the light reflects on the leather, using the original mix and adding in a little Rotting Flesh to that. The edges of the panels were then painted with Scab Red, leaving a tiny line of Chaos Black on either side.



**3** A final highlight of Bestial Brown was layered on the brown armour. Finally the red edges were highlighted using Scab Red mixed with an equal amount of Bleached Bone.

## LEGOLAS



**1** Legolas' hair has a basecoat of Snakebite Leather mixed with an equal amount of Codex Grey.



**2** Bleached Bone was added to the basecoat mix and layered onto the hair in fine lines.



**3** Another layer of Bleached Bone was applied onto the hair.



**4** A thinned down Flesh Glaze was applied on the hair.



**1** A basecoat of Bestial Brown was applied to the quiver.



**2** Bestial Brown mixed with an equal amount of Bleached Bone was then applied to the quiver in small lines.



**3** The ornamental detail was painted in a basecoat of Shining Gold.



**4** The Shining Gold details were highlighted with Shining Gold mixed with a small amount of Mithril Silver.



## MERRY



**1** A basecoat of Scab Red mixed with an equal amount of Scorched Brown was applied on the leather armour of Merry.



**2** Scab Red was then layered onto the armour, leaving the basecoat to show in the recesses. A highlight of Red Gore was then applied, concentrating on the edges of the armour.



**3** The edges of the armour were highlighted again by applying thin lines of Red Gore mixed with an equal amount of Bleached Bone.



**4** Finally a thinned down glaze of Brown Ink was applied over the leather armour, and the metal details were painted Shining Gold.



**1** The shield was given a basecoat of Scorched Brown.



**2** The wood was then overbrushed with Bestial Brown.



**3** Using Snakebite Leather, fine lines were painted onto the shield to define the wood grain.



**4** Finally a thinned down Brown Ink glaze was applied on the shield.

## PIPPIN



**1** Boltgun Metal was used as a basecoat on all the metal armour.



**2** A wash of Black Ink was then applied over the Chainmail areas.



**3** Boltgun Metal was layered over the ink washed areas.



**4** The armour was given a highlight of Boltgun Metal.



**1** Pippin's cloak was given a basecoat of Catachan Green mixed with equal parts Chaos Black and Codex Grey.



**2** A layer of the original basecoat mix mixed with an equal amount of Codex Grey was then applied.



**3** A highlight of Codex Grey was applied onto the sharpest folds and edges.



## FARAMIR



**1** The armour was painted with Boltgun Metal and a wash of Black Ink mixed with an equal amount of water was applied over that. This was then repainted with Boltgun Metal, leaving the Black Ink in the recesses.



**2** Chainmail was layered over the armour and this was followed by a highlight of Mithril Silver, concentrated around the edges.



**3** With a small brush, the ornamental lining was painted onto the helmet in Chaos Black.



**4** The banding was painted with Shining Gold.



**1** A thin waving line of Skull White was painted onto the rim of the cloth. To be able to paint this with a steady enough hand, both hands were braced against each other and the elbows planted firmly on the table.



**2** By painting the second line of Skull White onto the cloth in a mirrored fashion, the pattern was finished.





## GANDALF



**1** The robes were given a basecoat of Bestial Brown. After that had dried, Brown Ink was painted in the deepest recesses where the folds of cloth meet.



**2** A mix of equal parts Bestial Brown and Bleached Bone was layered onto the cloth, leaving the darker base colour in the recesses.



**3** Bleached Bone was then layered onto the robes.



**4** A final layer of Skull White was applied.



**1** Bestial Brown was painted onto the face and hands as a basecoat.



**2** A layer of Bestial Brown mixed with an equal amount of Dwarf Flesh was painted over the basecoat.



**3** Gandalf's face was given a layer of Dwarf Flesh, leaving the darker colour in the recesses.

## GIMLI



**1** Cataphan Green mixed with equal parts of Codex Grey and Chaos Black was used as the basecoat for the cloak.



**2** Codex Grey was added to the basecoat mix and layered on the cloak.



**3** A small amount of Snakebite Leather and Bleached Bone were then added to the mix and this was used to highlight the raised folds.



**4** A thinned down glaze of Dark Green Ink mixed with an equal amount of Brown Ink was applied and after that had dried, Bestial Brown was drybrushed on the bottom of the cloak, followed by a drybrush of Bleached Bone.



**1** The handle was painted Scab Red, while the shaft of the axe was painted with Scorched Brown. The blade was given a basecoat of Brazen Brass.



**2** Scab Red mixed with a small amount of Bleached Bone was used to paint small vertical lines onto the axe handle. The blade had a watered down Brown Ink applied to it and Brazen Brass was layered onto this.



**3** Bleached Bone was added to the handle mix, to highlight the lines. The edges of the axe blade were then painted with Boltgun Metal. Shining Gold was layered onto the blade surface. A line of Shining Gold was painted in between the red and brown parts of the handle.



**4** A glaze of Brown Ink mixed with an equal amount of water was applied over the handle. Chainmail was used to highlight the axe blade and cutting edges.



## EOMER



**1** Boltgun Metal was painted into the recesses of the armour. The leather detailing was then painted Chaos Black again. This was done to heighten the contrast between the metal and leather parts of the armour.



**2** Scab Red was then painted over the raised detail of the armour, leaving a tiny line of Chaos Black in between the Scab Red and Boltgun Metal areas.



**3** The Scab Red areas were highlighted by layering on Scab Red mixed with an equal amount of Bleached Bone.



**4** Bleached Bone was then added to the previous highlight mix and thinly applied on the sharpest edges of detail. This was followed by an extremely thinned down Brown Ink glaze.



**1** Boltgun Metal was applied onto the helmet, taking care not to get any paint onto the banding. This was then given a watered down Black Ink wash and after that was dry, Boltgun Metal was layered over this.



**2** The banding was painted Shining Gold and after that given a wash of Brown Ink. This then had Shining Gold layered over it.



**3** A mix of Shining Gold and an equal amount of Mithril Silver was then applied to the edges. The horsetail was given a basecoat of Codex Grey.



**4** The horsetail was highlighted by carefully painting Fortress Grey onto the sharp edges of the detail.

**A**s you can see from these models, Kirsten and Kev were able to use different techniques to subtly give each of the heroes their own distinctive treatment.

By concentrating on the character of each hero, they were able to select the appropriate technique to bring that character fully to life.

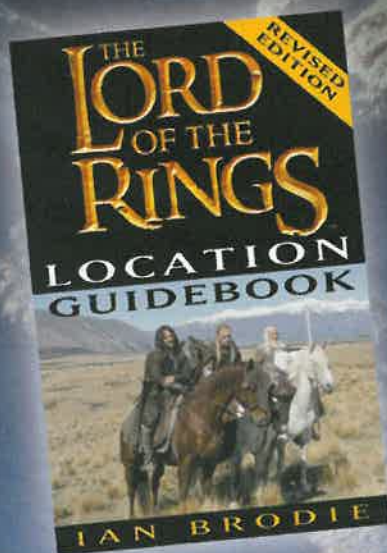




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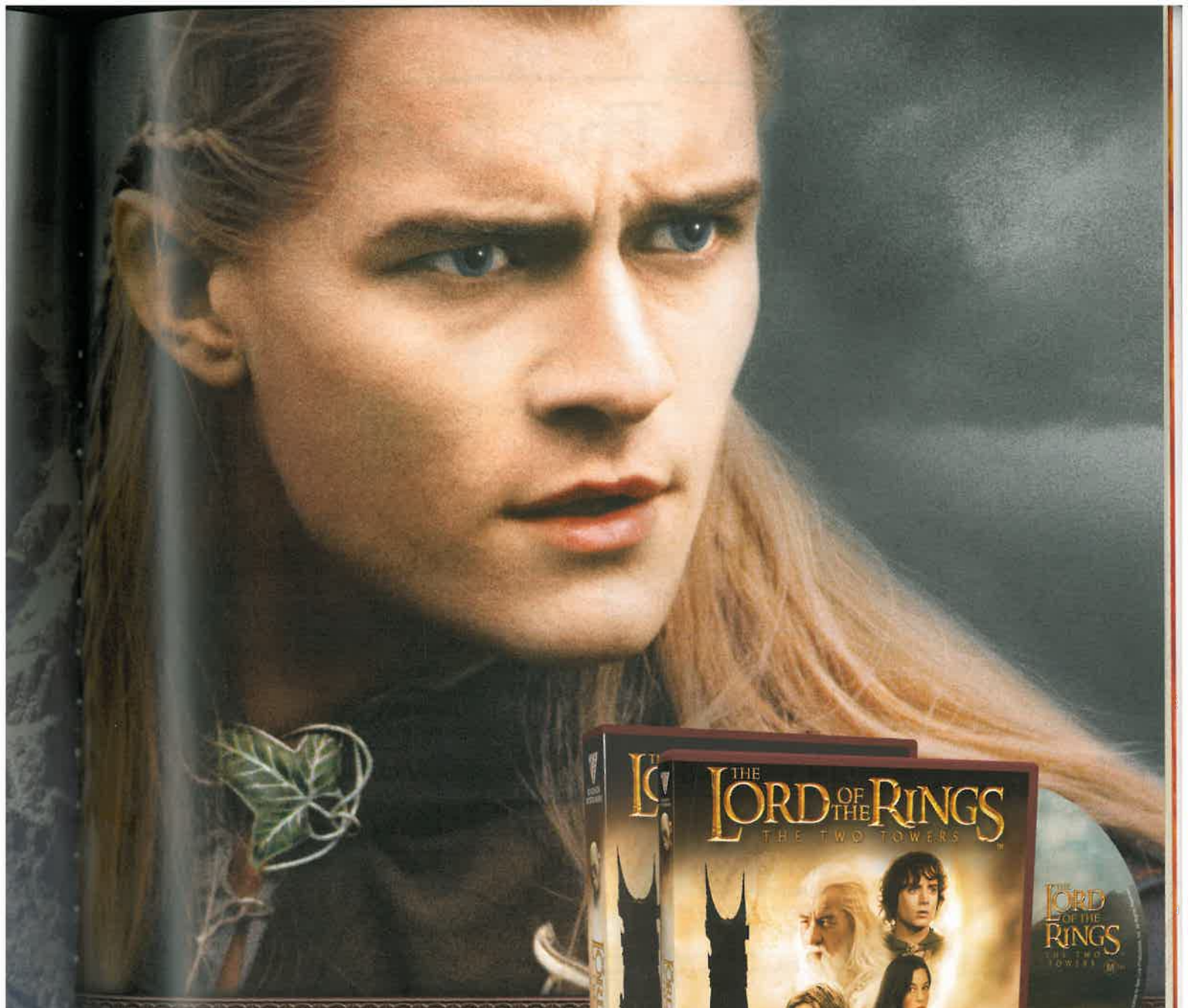
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# The Battle for Minas Tirith

A The Lord of The Rings battle report

In this month's battle report, Gandalf leads the forces of Good in a mighty battle against the hordes of Sauron, led by the dreaded Witch-king, mounted on his fearsome Fell Beast. Can the men of Minas Tirith prevent the fall of the White City?

## DESCRIPTION

After the destruction of the first gate of Minas Tirith, the Orcs pour into the streets and bitter street fighting erupts among the blazing buildings as the defenders try to repel the enemies. In the thick of the fray, the leaders of the two forces, the Witch-king and Gandalf the White, finally meet in a titanic clash.

## PARTICIPANTS

On the Good side there is Gandalf the White, Pippin (in armour), a Captain of Gondor on foot, 8 Guards of the Fountain Court and 24 Warriors of Minas Tirith (of which 8 are armed with sword & shield, 8 with spear & shield and 8 with bow). Two Good Warriors can be given a banner.

On the Evil side there is the Witch-king mounted on a Fell Beast, 1 Orc Captain, 1 Mordor Troll\*, 5 Easterlings with shields & spear, 5 Easterlings with shields & sword, and 24 Orcs (of which

8 are armed with hand weapon & shield, 8 with spear, 4 with Orc bow and 4 with two-handed weapons). Two Orcs can be given a banner.

For both sides, all models must be on foot, with the exception of their most expensive Hero

*Due to the armoured Mordor Troll and Witch King being kept hidden under lock and key at the time of going to press, the miniatures were unavailable for inclusion in this battle report. However, a Cave Troll, and a Ringwraith, have been enlisted to fill their places in the field of battle*

## POINTS MATCH

If you want to play this game with other warriors, choose an equal points value of at least 500 points per side. No more than a third of the models on

either side can carry bows or crossbows. Don't worry if you can't spend all the points available – a few short won't make any difference.

## LAYOUT

This battle takes place in the streets of Minas Tirith, among ruined and burning buildings, the table should be covered in as many buildings as possible, with the exception of a wide central square (see map).

## STARTING POSITIONS

The Evil player places his models first, no further away than 12"/28cm from his table edge. The Good player then places his models, again no further than 12"/28cm from his table edge.

## OBJECTIVES

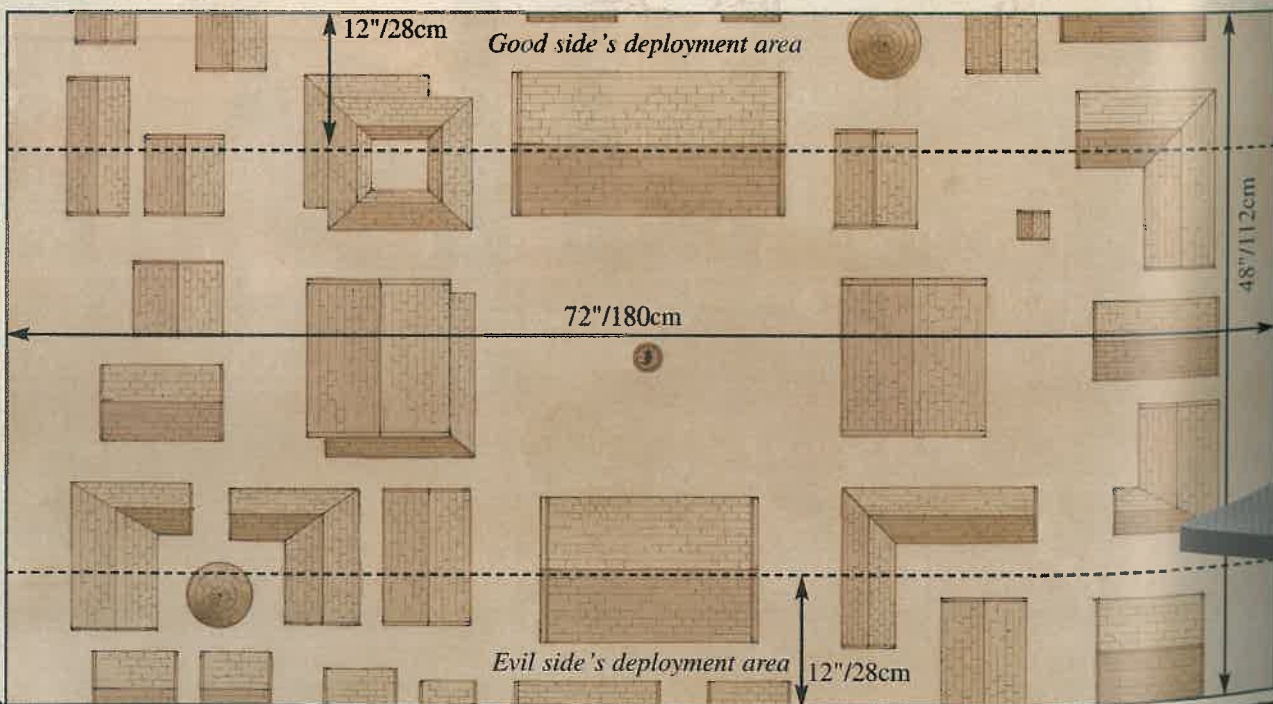
The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. Should both forces be reduced to a quarter of their

original numbers at the end of the same turn, the result is a draw.

## SPECIAL RULES

**Burning buildings.** To represent that all the houses and palaces in the first ring of the White City are ablaze or seriously damaged, models cannot enter buildings.

**Horns in the distance!** When the horns marking the arrival of the Riders of Rohan on the fields outside Minas Tirith are heard, the Witch-king decides to abandon the fight in the streets to deal with this new threat. If the Good side is reduced to half their starting numbers, the Good player can roll a dice at the end of each turn. If a result of 6 is rolled, the Riders have arrived and are charging the Orcs outside the city, forcing the Witch-king to abandon the game. Remove his model from the battle (he effectively counts as a casualty).





## I WILL NOT LET THE WHITE CITY FALL



**Matt Ward:**  
Well, I'll try – but it won't be easy. In my favour, I've got a fairly solid core of

troops to help me do the job: Gandalf the White and a handful of Fountain Court Guard, backed up by a solid force of Warriors of Minas Tirith. Oh, and a Hobbit. On the negative side of the equation, Alessio has a veritable horde of Orcs and Easterlings with which to assail me. Even worse, he has a Troll and the Witch King of Angmar (possibly the game's most effective spellcaster, point-for-point, since his update in *The Return of The King*) flapping his malevolent way around the battlefield on a fell beast...

As I'm the defender (dictated not only by the background but also by the fact that I have more bows than Alessio), I'll have to adjust my tactics to match whatever Alessio sends towards me. The Fountain Court Guard, being immune to *terror* while my Gondor Captain lives, will be my best bet for dealing with the Witch King – providing I can get them sufficient back-up to do so – while Gandalf and the

bulk of my force can sort out the remainder of the Evil-doers. I'm not quite sure what I'm going to do with Pippin, but I'm sure that something will come to mind (probably involving a Troll and a heroic last stand).



## KILL THE WIZARD!

**Alessio Cavatore:**  
I'm quite convinced that the key to entering

Minas Tirith is to get rid of Gandalf at an early stage in the game. The White Wizard is just too powerful and if left unchecked can ruin my plans very easily by blasting my troops to smithereens and paralysing my weak-minded Troll with his inexhaustible reserve of Will. I should always try to engage Gandalf in combat before he can cast spells, but that means using lots of Might to call Heroic moves when I lose priority. Also, if Matt does the right thing, he will keep him at the back where my minions cannot reach him. You see, as with most spellcasters, the best thing to do with Gandalf is to keep him out of the fray, supporting the warriors on his side without risking his neck. I can always resort to using the Witch King against him, burning my own Will



continually *Transfix*-ing or *Black Dart*-ing Gandalf and therefore forcing him to spend his Will defensively. One thing is sure, if I ever get a chance to charge him with a fell beast or Troll, I must not let the occasion slip past me. He must go down, regardless of the cost!

The rest of my strategy is simple, I need to concentrate my attacks on the Guard of the Fountain Court, because

their Fight value of 4 is enough to offset the balance of many fights in favour of the Good side, and once they're gone my numerical superiority should begin to tell. Archers also make a good target for my troops, because out of the entire enemy force they are the only ones that die on the roll of a 5, while against everybody else (except Pippin) I am going to need a 6! A scary prospect!





## THE FORCES OF GOOD



## THE FORCES OF EVIL









## TURN ONE

With grim determination on their faces, the defenders of Minas Tirith marched forward. As they did so, Gandalf attempted to cast *Terrifying Aura* but, presumably distracted by the presence of the Witch King scant feet away from him, failed in his efforts. Spurred on by Matt's failure to cast a simple 2+ spell, Alessio hurried his forces forward. The Witch King's group and the Easterlings bore down upon Gandalf's escort, whilst the third mass of Orcs headed towards the Gondor Captain's group. With most of the bowmen out of range this turn, there was only sporadic shooting. Two Minas Tirith bowmen watching in dismay as their arrows failed to find gaps in the armour of their targets, whilst the single return shot from the Evil side failed to even hit its target.

## TURN TWO

Emboldened by the presence of their dark master, the Evil side stole priority and once more doubled forward towards the beleaguered defenders. Before Gandalf could react, the Witch King *Transfixed* him in place, forcing the Warriors of Minas Tirith to leave him behind as they advanced on the enemy. Almost all the

bowmen on each side were now in range and arrows hissed across the open ground between the two forces. Once again the Orcs failed to find a target, but the Men fared better with two arrows striking the Troll and, through some quirk of fate, one managed to penetrate its elephantine hide. Hoping to add to his success, Matthew directed the rest of his archery at the Witch King but, although two hits were scored, both ricocheted from the flanks of the Ringwraith's mount.

## TURN THREE

Good won priority but, sensing that timing was critical, Alessio called a Heroic move with his Orc Captain, sending his central group barrelling forwards into the defenders. Taking his opportunity, the Witch King attempted to repeat his success of the previous turn and once more attempted to *Transfix* Gandalf. Fortunately for the Good side, this time the Wizard was prepared for the gambit and was able to shrug off the effects of the spell. With the Evil Heroic move completed and combat joined, Matthew had no choice but to reinforce the brawl that had broken out in the middle of the plaza. With Gandalf at their head, the unengaged Men flooded



*The forces of Evil begin their assault on the city, as Gandalf and his cohorts bravely stand before them*

forwards, leaving only Pippin and two archers uncommitted as the two flanking groups of Orcs advanced towards their respective quarries. Good and Evil managed an equal tally in

the Shooting phase, with both sides successfully slaying an archer from the other. The clang of blade on blade could be heard up and down the line as the two sides clashed in a furious mêlée, but though the fighting was brutal, the Evil side could not kill even a single warrior.

The Good side fared better, for though they failed to kill a single Orc, a Fountain Court Guard managed to thrust his spear deep into the flank of the Troll and cause a grievous wound. Even more telling, two of his fellows joined Gandalf in combat with the Witch King. With a supreme effort they beat aside the jaws of his slaving mount and caused two wounds. Unfortunately for the Good side, destiny was with the Witch King that day and he survived, though it took him two points of Fate and a single point of Might to maintain his existence in the corporeal world.



*Matt moves forward to counter the Evil assault*



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The Captain of the Minas Tirith men moves forward to prevent the Orc's flank attack



Wizard and Witch-king meet in a battle of wills



#### TURN FOUR

Both sides had been bloodied and now the Evil side won priority once more. Hoping to lessen the onslaught of the ferocious Mordor Troll, Matthew had Pippin call a Heroic move. Not wanting to lose the initiative at this point, Alessio immediately countered with one of his own, leaving his Orc Captain without any Might but giving him a chance to prevent the Hobbit's action. On a tiebreaker role of a 4, fate

chose the forces of Good, and with Pippin at their head, the Men of Minas Tirith counter-charged their foe as Gandalf *Immobilised* the Troll. With the Heroic move completed, the Orcs bore down on the defenders and, with the second group now within charge distance of the fight, weight of numbers began to swing in Alessio's favour. Finally, away from the main battle, three Warriors of Minas Tirith broke off from their group in an

attempt to hold back the remaining unengaged Orcs, while their fellows hurried towards the main fight. With desperate struggles erupting across the square, both the Orc archers and their Gondor counterparts found many lines of sight blocked. Only one Orc and three Men were able to find targets but, in the chaos of the battle, not a single arrow found its target. In the Fight phase the close quarter combat was once more intense.

Though the Men of Minas Tirith fought valiantly, the sheer number of Orcs began to take its toll. All across the courtyard the Men of Gondor were overmatched by their foes, but fortunately the craftsmanship of their armour saved all but one, a Fountain Court Guardsman outnumbered four to one. A mere stone's throw away the duel between Gandalf and the Witch King continued. Once more, Gandalf managed to



gain the upper hand, but his adversary brought the combat to a draw with a point of Might. This time, Alessio won the roll-off, and with a vengeful scream, the fell beast tore another Fountain Court Guardsman apart.

## TURN FIVE

Capitalising on their successes in the previous turn, the Evil side got priority again. Once more, Gandalf and the Witch King were drawn into a personal conflict as each called a Heroic move in an attempt to turn the tide of battle in their favour. This time, Alessio won the tie and, almost instantly, another Fountain Court Guard fell to a Black Dart. The forces of Mordor surged forward again; the Mordor Troll pinning Gandalf while all around him the Orcs engaged the valiant defenders of Minas Tirith. With all the archers either engaged in combat or without targets, the Fight phase swiftly ensued. With numbers and destiny firmly on their side, the Evil side managed to inflict a hideous blow on Matthew's

forces. Though Pippin bravely held his ground against two Orcs, elsewhere on the battlefield the tale was very different. In a series of desperate combats no fewer than three Warriors of Minas Tirith and two Fountain Court Guard were slain. The Gondor Captain, despite a desperate defence, was knocked to the ground by the bulk of the charging Fell Beast. As the Fell Beast eviscerated another Fountain Court Guard, the Witch King's mace scored two wounds on the Captain, who would have been slain but for the intervention of Fate and one point of Might. Gandalf fared no better and, outmatched by the sheer brute force of his opponent, suffered two deep wounds.

## TURN SIX

With things looking bad for the Good side, Matthew desperately needed to win priority, so naturally Alessio won. With desperate situations requiring desperate measures, Gandalf called a Heroic move and charged the Witch King,



Alessio's attack gather momentum as he moves deeper into Minas Tirith

casting *Ultimate Sorcerous Blast* as he did so, knocking five Orcs flying and killing another. With almost all of the surviving Good side within 6"/14cm of Gandalf, the Warriors of Minas Tirith took advantage of their situation and charged forwards to attack their prone foes – only to be counter-charged by the remaining Orcs and Easterlings scant seconds later. Once again, Orc archery failed to score even a single hit on their enemies, but as all the Minas Tirith archers were

engaged in close combat or slain, the Men of Gondor could not attempt to even the scales. As vicious and bloody combat raged up and down the concourse, it was once more the forces of Good that suffered the heaviest losses. Two more Men of Minas Tirith were bludgeoned to the ground by Orcs while another was crushed by the Troll. Worst of all, Pippin sold his life dearly on the steps of the fountain, torn apart by three Easterlings. Though desperate, the day was



Far from the Shire, Pippin meets a bitter end as he is cut down by the minions of Sauron



not yet lost. Seeing his allies being slain all about him, Gandalf summoned reserves of power as yet untapped. Beating aside the Witch King's hurried parries, the White Wizard drove Glamdring deep into his enemy's robed form. With a final point of Fate left to him, Alessio attempted to save the Ringwraith's life – but it was not to be. The dice roll came up as a '1', and the Witch King was banished, and his Fell Beast fled.

#### TURN SEVEN

With the banishment of the Witch King the Evil force milled around in confusion, allowing the Good side to wrest priority from them. In an attempt to keep them alive, Matthew regrouped his remaining forces. Gandalf and the Minas Tirith Captain conducted a fighting retreat away from the fountain, while a second motley group of

archers and spearmen struggled to hold its own on the edge of the board. In an attempt to buy some more time, Gandalf again *Immobilised* the Mordor Troll. As the Orcs and Easterlings charged yet again into the fray, their numbers once more cost the Good side dearly. Two Warriors of Minas Tirith and a Fountain Court Guard were beaten down by a flurry of blows for only a single Orc casualty in return, but the worst was yet to come. Surrounded by a knot of Easterlings and pressed by an Orc Captain, Gandalf was dealt two wounds – but for Fate, he would have been slain. As it was, he survived, but just barely.

#### TURN EIGHT

With priority once more on his side, Matthew continued his withdrawal, using Gandalf's *Ultimate Sorcerous Blast* to delay as many Evil warriors as



Gandalf succeeds in vanquishing the Witch-king, but his return will be swift.



Despite the departure of their master, the Evil warriors continue the fight across the city



he could and, though not a single enemy was slain, three Easterlings and four Orcs were knocked to the ground. With so many Orcs still alive, Alessio was able to charge each Good model with at least two enemies but, despite this, the Good side fared better in the ensuing Combat phase than they had all game. Four Orcs fell to the steel of Gondor, including one Banner Bearer. For a handful of fleeting seconds it seemed like the forces of Gondor had found their second wind, but it was not to be. At the base of the fountain, in almost the very spot where Pippin had fallen, the sole remaining Fountain Court Guardsman was hacked down by an Easterling warrior – and with his death the spirit went out of the defenders. With the Good force reduced to half of their starting numbers, they would now have to start making Courage tests...

#### TURN NINE

For the third turn running, Matthew won priority – and immediately two of his spearmen and two of his archers failed their Courage

tests and fled off the board. Fortunately the bulk of his force was still within 6"/14cm of Gandalf, whose leadership kept them together. In fact so intent was he on commanding his remaining troops that his efforts to cast another *Ultimate Sorcerous Blast* failed. The Orcs and Easterlings hurried forward to finish their opponents, but were unable to reach their foes.

#### TURN TEN

As the Good side's situation went from bad to worse, Alessio won priority. As a last ditch attempt to change the flow of the battle, the Gondor Captain called a Heroic move and Matthew launched a counterattack. Gandalf unleashed another *Ultimate Sorcerous Blast* on the enemy, killing two Orcs and knocking many more to the ground. Hard on the heels of this

magical attack, the remaining Warriors of Minas Tirith charged forward and took the fight to the Orcs once more. Most of the remaining Orcs and Easterlings darted forward into the fray once more, with the Troll lumbering on behind them. As the remaining Orc archer took up position to snipe at one of the fleeing Men, another two Men failed their Courage tests and fled the table. Only one arrow was



Matt dwells on missed opportunities





*Gandalf leads his men valiantly, but the day is lost*

launched in the Shoot phase, but that one was fired with deadly skill and killed a fleeing Man. In the Fight phase, Gandalf inspired the defenders to new heights. He himself killed an Orc while another two of the creatures were hacked down by the desperate Men for only a single Man in return. Although the Good side were a single casualty away from losing the game, it looked like they still had a chance!

### TURN ELEVEN

Priority returned to the Good side, which Matthew used to his advantage by having Gandalf *Immobilise* the Troll once more. With the lumbering behemoth thus neutralised, the remaining Men charged forwards once more as the net of Orcs and Easterlings closed around them. Alas, the Good side's death knell sounded at the very start of the Fight phase. The Minas Tirith Captain, could not hold his ground against the clinical attacks of his Easterling opponents, and a single blade managed to pierce his armour, dealing the fatal blow, both to the Captain of Gondor and to the Good side's hopes of victory. Evil had carried the day.

### DRAT! FOILED AGAIN.



**Matt Ward:** Although you might be forgiven for thinking otherwise, that was a very closely fought battle

indeed. Despite the severe casualties Alessio inflicted in the early turns (Turn Three especially), those Men of Gondor just wouldn't give in and right up until the very last turn were still fighting like tigers. That said, ultimately they didn't win, and the forces of Mordor now hold the first circle of the White City – so what did I do wrong, other than not showing sufficient respect to the deity of the dice?

My main error was simple. I broke cardinal rule number one, namely: If playing a game where your victory conditions rely on killing large numbers of the opposing force, ignore the characters and kill the troops. My rabbit-transfixed-in-headlights (otherwise known as the 'look at the size of that thing!') approach to dealing with the Witch King in no small part contributed to my downfall. Too many of my troops (including Gandalf) were tied up trying to kill the Black Captain when they could instead have

been chopping Orcs into teeny tiny pieces. Admittedly, the Witch King did eventually catch the wrong end of Glamdring, but it was a turn too late. It could be argued that had I kept my force together I would have been able to take the fight to the Witch King while successfully fending away his minions, but I'm not convinced... at least Gandalf survived.

### IT'S JUST A FLESH WOUND!



**Alessio Cavatore:** Obviously the Witch King has not really died. He just retreated to

face the new threat of the Rohirrim that were about to attack his army on the field of Pelennor. There he surely would show the puny horse-masters the full extent of his powers and... get done in once and for all by a Hobbit and a girl! There just is no respect for masters of Evil these days.

Anyway, thanks to the heroic sacrifice of the Witch King, the rest of my force could concentrate on surrounding the Guard of the Fountain Court and one by one bring them down under the weight of numbers. I think I was helped in this by an uncanny ability in rolling '6's' on my dice to wound and a slight miscalculation on the amount of troops Matt devoted to fending off my secondary attack on the flank, where a few Orcs kept a considerable amount of Men of Minas Tirith busy and prevented them from reinforcing the fight in the centre.

That said, in the last few turns, after the demise of the Black Captain, Matt started concentrating back on my troops and I was running dangerously close to reaching the 50% limit. With an Evil army that has just lost its best Hero, that can indeed be the point where the tide turns as half of your troops refuse to do what they should and run away instead. Luckily it wasn't to be and we managed to cut down the last enemy and reduce them to 25% before the problem of holding discipline among my troops presented itself. The first circle of Minas Tirith was mine, just six more to go!





# Questions & Answers

Concerning *The Return of The King* strategy game

Unsure of a certain rule? Think you've found a loophole in the game system and want it explained? Alessio Cavatore answers your questions.

**1** If a model hurls a throwing weapon whilst charging, kills its intended target and has enough movement to reach another target, can it throw a second weapon against the next model it is charging during the same Move phase? And, if this second target is killed, can it do the same if there's another target within reach (and so on and on)? In other words, how many throwing weapons can a model use in a single Move phase?

*Models armed with throwing weapons can only use one per turn. Note that this implies that a model could use a throwing weapon whilst charging, kill its intended target and then have no other target within reach, possibly ending the Move phase without being engaged in a fight. Such models cannot use their throwing weapons in the successive Shoot phase, but must wait for the next turn.*

**2** Would the King of the Dead's 'Drain Soul' special ability mean instant death for the Balrog and Sauron if he rolls a 6 to wound them (since they have no regular Fate points)?

*They would both die instantly. On the other hand the chances of the King defeating either of them in combat, and then wounding them, are quite slim...*

**3** In the introduction of The Return of The King rules manual, page 4, Introduction, penultimate paragraph, the text says: "turn to page 158 for an example encounter". There is no such encounter on that page. The encounter is now on page 174.

**4** Is a mounted model authorised to use an Elven blade as a two-handed weapon? It is specified that it's impossible in *Shadow & Flame* in Glorfindel's description, but it is not clearly specified in The Return of The King rules manual. *Two-handed weapons cannot be used from horseback, and Elven blades count as two-handed weapons in all respect if used with both hands, therefore a mounted model cannot use them in this way.*

**5** Can a group of 12 or more models fire more than one volley during the same Shoot phase by splitting their fire (for example, 15 models firing a volley of 7 and a volley of 8 arrows). This could be useful when having large groups firing at a limited number of enemies. It's perfectly OK, especially because in the Move phase the controlling player is free to split the group up as he likes.

**6** Is the rider of a monstrous mount knocked down if it is in the path of a creature hurled by a *Sorcerous Blast*, and if that creature hasn't the strength necessary to throw down the monstrous mount itself? *The rider is not knocked down either, as we assume that the creature propelled by the blast would hit the mount and not the rider.*

**7** On page 21, 3rd paragraph, the text says "if the warrior at the top of a vertical surface falls, then roll a dice for every model that is climbing right below him". Does it mean this only applies if the falling warrior is at the very top of the surface or also if the falling warrior was fighting to get to the top? *At any point of the climb.*

**8** On page 36, Advanced Rules — Passengers, the text says: "If the rider is killed or dismounts, the passenger is automatically thrown". Shouldn't it be: "If the rider is killed or thrown"?

*It should actually be: "If the rider is killed, thrown or dismounts, the passenger is automatically thrown".*

**9** In Lurtz's wargear it says he has armour (not heavy armour), yet his Defence is 6. Is this correct?

*It is deliberate — some heroes on both sides get a special bonus to their Defence that represents different factors which make them harder to harm. These may include things like an exceptionally good armour (made of Mithril for example), a supernatural resilience (Barrow-wights, the Nazgûl, the Army of the Dead), the ability of using a shield while equipped with a bow (as in the case of Lurtz), a great agility that allows the warriors to dodge enemy blows or the protection of superior powers (Aragorn, Elendil, Gil-galad etc) and other arbitrarily assigned bonuses that are worked into their profile anyway and are therefore of no hindrance to game-play.*

**10** In the description for the Guard of the Fountain Court there is a reference to the Citadel Guard. What are they? *They are another type of Guard in Minas Tirith. They will be released, together with Beregon, as part of 'The Siege of Gondor' supplement book in early 2004.*

**11** Do Elronë and Gil-galad wear armour? It's not in their entries. *Yes, they both wear Elven heavy armour of the best quality.*

**12** The fell beast rules say it can carry a single rider. Does that mean it cannot carry a passenger?

*Yes, fell beasts can be ridden only by Ringwraiths and they cannot carry passengers (two Nazgûl on a mount? No way, they are far too proud!).*

**13** In the participants of some scenarios, Orcs or Uruk-hai are listed as "equipped with shields", and that's it. Does that mean they have no hand weapons? And sometimes they are listed as armed with bows rather than Orc bows. Is that right? *No, they should always have at least a hand weapon and they are always equipped with Orc bows.*

**14** In Scenario 5 of The War of the Ring section — 'Dáin's last stand', is the Good side's deployment area the 12"x24" box on the map? And where do the reinforcements turn up on the roll of a 6? *Yes, the Good side deploys inside the 12"x24" area on the 'South' edge of the table, while on the roll of a 6 the reinforcements arrive from the 'North' edge.*

**15** In Scenario 2 (page 124), it is said that the Elves are deployed within 12"/28 cm of the Mirkwood board edge, but the map says the Elves deploy within 6"/14 cm of that edge. Which option is the right one? *The map is wrong, the text is right. It should be 12".*

**16** The board measurement in Scenario's 4 and 5 (pages 128-130) are different in the text and in the map. In Scenario 4, the text says the board is 120 cm x 180 cm, whereas the map says it is 112 x 112 cm. And in Scenario 5 the text points out 120 x 180 cm, whereas the map specifies 112 x 180 cm. Which one is right? *48" should always be 112 cm. The map is right in both scenarios and the text is wrong.*



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# GAMES WORKSHOP

## Singapore

Greetings from GW Plaza Singapura, Asia's newest addition to the Games Workshop family.

As a Games Workshop store Manager it is customary for me to write an article introducing the new Games Workshop store and the New Games Workshop staff.



Firstly may I introduce Nigel Goh; Nigel is our resident Interrogator Chaplain with a fanatical affliction for playing and painting his Dark Angels 3rd Company army. He also has a fledgling Empire army themed around the Empire province of Bogenhafen and is working on several more secretive projects that will allow him to play bigger games of Warhammer 40,000. Come down and try to get information regarding his Secret plans.

Then we have Jason Ho, Jason has been involved in the Games Workshop hobby for well over 10 years, he brings to the team his love of Warhammer Fantasy and dare I say it: Greenskins (oh well, no one is perfect). Jason has a habit of only collecting armies that number over a hundred models. He is currently working on a Goblin horde and is painting a massive Ork army that is based around huge (or is That "UGE) mobs of boyz.



That brings us to me. My name is Craig; I have been involved in the Games Workshop hobby for ages (and yes I do remember the original paints, Larry) I originally hail from the Dropbear infested shores of Australia where I have worked in several Games Workshop stores before moving to Singapore.

I have collected heaps of different armies, and I've even finished painting some as well (Hmm sounds familiar) My current projects are a brand spanking new Death Guard army, a Vampire Counts Strigoi army and a Moria Goblin horde for Lord of the Rings.

GW Plaza Singapura like all GW stores is a place where players of all abilities can get together to learn more about tactics for their armies, pick up painting and modelling tips, or get some ideas for tabletop terrain.

If you come into the store you'll have an opportunity to find out a whole lot more about the hobby and play in some exciting games. Some of the events and activities regularly held in the store include:

- **Introductory Battles:** Do you want to play some games but don't know where to start? Then come along any time any day and we'll introduce you to our world of hobby gaming. Roll some dice and try your luck, it's sure to be fun.
- **Painting Lessons:** We're open any time to give introductory level painting lessons or you can take part in our special weekend events where we will give you advice on different painting techniques.
- **Games Night:** If you need fun on a larger scale come along to Games Night. Held every Thursday night until 9pm.
- There are also other gaming events organised at the store the details change regularly so why not come in and talk to us for more details.

So anyway that brings me to the end of this article, you've been introduced to all the staff and there's no excuse not to come in and take part in the fun.

See you on the battlefields .....



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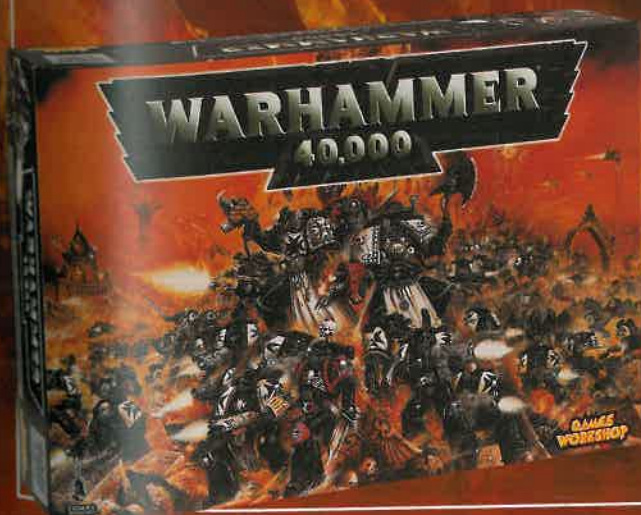
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# DEATH BY A THOUSAND CUTS

## EYE OF TERROR

### WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Games Development team take a look back at the bloody conclusion to the largest wargaming event in history.

**Andy Chambers:** The biggest campaign in Games Workshop's history has drawn to a close. Over forty thousand players have sent in more than quarter of a million game results over eight weeks to decide the fate of the Cadian Gate. We've had more results posted in a single day than in the entire Armageddon campaign – and we thought that was big!

#### AND THE RESULT IS...

Victory for Chaos! Not a complete victory, the forces of Order have held the line in many places and Cadia itself still defies the Arch Warmaster Abaddon. But nonetheless over eight weeks the forces of Disorder have consistently out-fought and out-maneuvred their opponents across the warzones of the Eye of Terror.

It's been a nail-biter from start to finish, seeing the results come rolling in and watching the planets fall before the Chaos assault. It's had some hugely unexpected twists of fate and circumstance as the two opposing forces grappled with the complexities of the fiendish campaign mechanics and twists built into the game. But it has been a mighty game indeed, the like of which the world has, I suspect, never seen before.

#### THE CONCEPT

In concept the Eye of Terror campaign was created to be a monstrous strategy game with an unguessable number of players. By posting results from their tabletop games on the Eye of Terror website, players could make infinitesimal 'moves' on the Eye of Terror map,



### WHAT IS THE CADIAN GATE?

The planet Cadia bestrides the one stable route out of the Eye of Terror, an internal region of warp storms, daemon worlds and indescribable extra-dimensional horrors. The direst foes of the

Emperor, the servants of the Chaos gods, were kept in check by this and other Imperial bastion-worlds in the region. The objective of Abaddon's Thirteenth Crusade was to seize control of the Cadian Gate,

leaving him free to unleash the innumerable hordes of the Ruinous Powers against the heartland of the Imperium, the huge volume of space surrounding Terra known as the Segmentum Solar.



#### Campaign Information

|                         |     |
|-------------------------|-----|
| Total number of sectors | 12  |
| Total number of systems | 9   |
| Total number of planets | 46  |
| Active warzones         | 6.7 |



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choosing where to make a difference in the overall picture. For me, the big question was always whether the players themselves could organise their efforts in ways to make a difference to the overall map. In the Armageddon campaign the games played virtually cancelled each other out because there was no room for strategies. The campaign was fought at a tactical level and across the thousands of games played overall army balance (thank god) meant that there was seldom more than a 10% swing in either direction. Interestingly the Imperial fleet was the real star of that campaign, consistently outperforming the Orks.

So, the idea for Eye of Terror was to draw up a map and rules where tactical games allowed strategic moves. Because the individual moves would be tiny on such a vast scale (whole worlds at war, millions fighting) it would mean that the overall strategy would be generated by the players' decisions en masse. To facilitate this we created war rooms on the websites for the two sides' players to communicate and work on their strategies. We made up a set of event cards to distribute to individual players to allow them to make a difference in the fighting and create narrative ideas. We coordinated with the indefatigable GW Events and Retail Staff members so they could create an event packed with battles all over the globe. We met with clubs and talked about what was coming up in White Dwarf, at gaming conventions and on the net. We finalised the mechanics of the campaign for the website and awaited the big day.

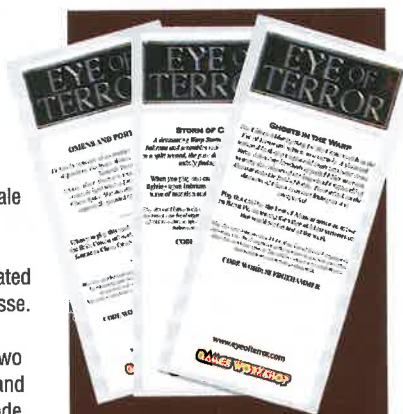
We still had no clue as to what would actually happen.

## CAMPAIGN EVENTS

I felt it was important to introduce some pre-programmed events into the campaign which would give it a sense of unfolding drama and engage the players throughout its duration. These allowed us to sketch out a broad framework of themes for the course of the campaign in narrative terms. So, over eight weeks the campaign moved from a period of insurrections, raids and sabotage up to a devastating full-scale Chaos invasion, the commitment of Imperial reinforcements, intervention of the Eldar and on to a final, suitably apocalyptic showdown with warp storms cutting off access to all but the key strategic areas. In addition to the programmed

events there were wild cards too. Some of these were dictated by the turn of events within the campaign. For example we decided that the loss of Imperial control on certain worlds might ultimately lead to their destruction – the Imperials invoking Exterminatus in order to stop the Chaos taint spreading further.

Within this broader framework we then used the player event cards to flesh out individual acts of bravery or infamy, random chance and cruel fate.



## PLANET KILLER

The fight is to the finish and the Despoiler has access to the most terrible weapons of the age. It was a fool's dream not to expect him to use them. Even he dare not destroy Cadia and its Pylons although anywhere else is at his mercy, and that is a quality Abaddon has long lacked. Play this card upon Macharia. That planet is destroyed.

## THE EXECUTION

Within the first day it was clear that this was going to be bigger than I'd anticipated (I'd guessed at Armageddon +50%, boy was I wrong). The initial inroads of Chaos were disappointing to say the least. Over the first week their efforts were rebuffed and in some sectors the forces of Order went over to the offensive, tightening their grip on a few out-of-the-way systems. Over the following pages you can find accounts of the course of the campaign in all the individual warzones, but I recall vividly the wails of dismay in the Disorder war room that first week. Secretly I blamed myself in some measure as I'd used the planet of Nemesis Tessera as an example of being easy to influence in several presentations. The hordes of Chaos duly showed up there and got

smacked down in no uncertain terms. What I had dreaded – an easy victory for the more numerous players of the forces of Order – was in the offing.

By the second week there was a change in the wind. The Imperium continued to secure its control in some places but in the major sectors Chaos attacks were starting to take their toll. After the virtual stasis of the initial week the daily shifts were frightening to behold. Instead of concentrating their results in slugging matches with their Imperial opponents the Chaos players had begun to batter at worlds for a day and then move on, leaving their foes to pick up the pieces. Using just this tactic the forces of Disorder succeeded in capturing the prison planet of St Josmane's Hope. An

Imperial counter-attack developed but proved hopeless, the forces of Order had been caught flat-footed and couldn't muster the strength they needed to make progress.

On our internal Eye of Terror web group we contemplated the situation. From a background perspective we felt the Imperium would sacrifice the planet rather than lose it to the forces of Disorder, it would also mark the victory of the Chaos players so that come what may they had made a milestone mark (unplanned as it was) in the narrative of the Eye of Terror campaign. So it was one Friday night that I gave the order to destroy St Josmane's Hope, a fictional world in a giant fictional game with no actual pieces. It was a weird feeling.

## WINNING AND LOSING

Each active warzone in the campaign was allotted an Imperial control percentage, which expressed their loyalty to the Emperor as an overall percentage. Game results registered in the warzone shifted that percentage up or down by increments determined by the resistance level of the planet, so number of results x resistance = control shift up or down.

## IMPERIAL CONTROL TABLE

| Percentage | State          | Description                                                                                                                                                                                                                                                                                     |
|------------|----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 80-100     | Faithful       | Whilst the warzone may contain anti-Imperial factions they are kept under rigorous control and the loyalty of the inhabitants can normally be taken for granted.                                                                                                                                |
| 60-79      | Dependable     | The warzone suffers frequent 'incidents' or contains regions to which Imperial control does not extend. In the main though the warzone is loyal albeit with a measure of self-interest.                                                                                                         |
| 40-59      | In the balance | The warzone is still subject to Imperial law and control but the control is superficial and could break down under pressure. There are strong factions and substantial regions in the warzone that are actively opposed to the Imperium, but they are not yet able to exert control themselves. |
| 20-39      | Unreliable     | Imperial control has broken down in this warzone, being confined only to some areas or die-hard supporters. The warzone still hasn't been utterly corrupted but it is on that path and Imperial forces should be very wary operating in such a zone.                                            |
| 0-19       | Anarchy        | All Imperial authority has collapsed and the warzone has fallen into lawlessness, heresy and iconoclasm. There may still be tiny outposts of loyalists but the warzone is on the brink of being in need of the ultimate sanction of Exterminatus.                                               |

What the forces of Disorder worked out early on, and used to their advantage, was that we also built in a cascade effect. When a warzone crossed a threshold, Unreliable to Anarchy for example, it would cause a knock-on effect on other warzones nearby. This represented the effects of supply lines, reinforcements and overall morale on the different worlds in a star system or across the systems in a sector or sub-sector of space. By concentrating their efforts on beating down Imperial control only in areas where it would have a knock-on effect Chaos was able to magnify its efforts over a wide area.



## FACTIONS

It emerged that the players had got organised. The forces of Disorder had formed several factions advised by strategists from different think tanks, most notably the Triad and the Planet Killer group. Repeated efforts by the forces of Order to form a coherent strategy failed to get the same results. Until the last weeks of the campaign the forces of Order stayed one jump behind and unable to respond to the spreading tide of Disorder. To my delight the Tyranids and Orks each worked as discrete factions and hammered at their own chosen targets, Belis Corona and Scarus.

A side effect of this was that the Tau were left to their own devices and expanded steadily through the whole campaign – I had believed that doing battle with the Tau would absorb more of the Ork and Tyranid players' attentions during a campaign mostly about the Imperium and Eldar against Chaos. Likewise, the Dark Eldar, Dark Angels and even individual Chaos legions worked together for common goals, often pursuing their own agenda in defiance of any overall plan. It was a joy to behold.

The Eye of Terror spawned a plethora of fan based forums and websites. A particularly fine one which emerged as a great source of information, analysis and views was ruralguards' site;

<http://hipcat.pwp.blueyonder.co.uk>

Congratulations to him and his contributors for enhancing the campaign immeasurably.

All too quickly the end was in sight. With two weeks to go the forces of Order finally gained some cohesion and started fighting back more effectively. Whereas many of the Imperium's victories had been used to maintain their superiority on a sector and system level, they were getting murdered on the planets. With a united command structure they managed to pull back from the brink and stop the continual erosion of their positions they had suffered for weeks.

At the last the combined efforts of the forces of Order kept Abaddon from his ultimate goal of controlling the Cadian system but, in the process, the Cadian Gate has been ravaged. Many bastions have fallen to the forces of Chaos and may never be recovered, the warp storms surrounding the Eye have expanded to engulf whole systems. The fighting on others could continue for decades to come. With the worlds captured

the forces of Disorder are now positioned to launch attacks into more Imperial worlds. The Cadian Gate may not be open to the forces of Chaos, but their minions are over the walls in unprecedented numbers.

The campaign has been massive in scale and a wonderful example of what can be achieved today. Less than a decade ago Jervis Johnson ran Ichar IV, our first mega campaign which used results from across the globe to determine its results – by post no less! The Eye of Terror set a new record for sheer 'bigness' and, as with its predecessors, will form a cornerstone of the rich background of the Warhammer 40,000 universe in the years to come. For all those who have taken part and made it possible I extend both heartfelt gratitude and congratulations on making something so truly gargantuan possible.

Ave Imperator!  
Death to the False Emperor!  
Here's to the battles yet to come.



## ABADDON

Though Abaddon's final goal of smashing through the Cadian Gate was ultimately unsuccessful, the advances made by his forces have gained him much more than was initially imagined. His retinue of Chosen, led by Devram Korda, the Tyrant of Sarora, returned to his side in the closing days of the war, bringing with him two individuals who had journeyed to the centre of the Eye of Terror. Together with the sorcerer Ygethmor the Deceiver, they presented Abaddon with the Heart of Chaos, a power that Zaraphiston, sorcerer of the Despoiler, had long claimed could not exist. It is known that Ygethmor now stands at Abaddon's right hand, while the fate of Zaraphiston remains a mystery.



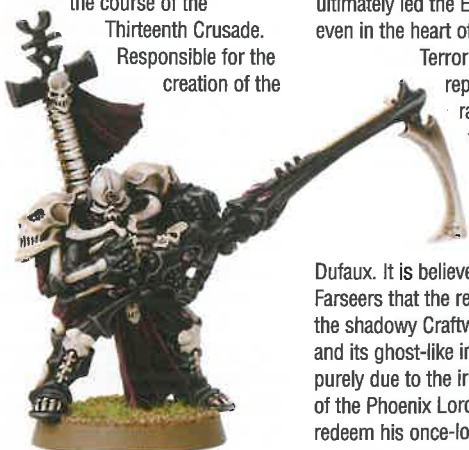
## AHRIMAN

Ahriman himself ripped open the walls of the webway with information torn from the mind of Inquisitor Czevak. His plan to breach the fastness of the Black Library came dangerously close to fruition, but the combined forces of the mysterious Harlequins and the Ulthwé Strike Force held him from its gates. In a daring move, the Harlequinade of the Red Masque freed Inquisitor Czevak, though what they have since done with him is, at present, unknown: it is believed by Imperial Astropaths that he may be incarcerated by the Eldar within the webway.

Though his ultimate goal was thwarted, Ahriman's star has since risen in its ascendancy with his Daemonic Primarch, so perhaps some other, unguessable objective was achieved that remains to come to light.

## MAUGAN RA

The immortal Phoenix Lord Maugan Ra took a vital role in deciding the fate of the Eldar over the course of the Thirteenth Crusade. Responsible for the creation of the



Ulthwé Strike Forces, Maugan Ra and the elite Black Guardians fought across every sector by cunning use of the webway. He ultimately led the Eldar to victory even in the heart of the Eye of

Terror and, after repelling Dark Eldar raids on Xersia, fought alongside Creed against Abaddon's incursion into the Basilica

Dufaux. It is believed by many Farseers that the reappearance of the shadowy Craftworld of Altansar and its ghost-like inhabitants was purely due to the iron determination of the Phoenix Lord to locate and redeem his once-lost brethren.



## URSARKAR CREED

No man, no Space Marine, fought harder to save Cadia. Although each Castellum levelled cut him deep, the faith of Ursarkar Creed was unshakeable. His victories could not easily be counted but the numbers of the Arch-enemy did not lessen whereas each defeat drained his strength. Creed was forced first to give ground to preserve his forces and then to abandon his favoured mobile defensive tactics in favour of defending fortified lines. His friend, Jarran Kell, was wounded defending him from yet another Chaos Champion eager to make a name and Creed was fatigued to the point of collapse when finally the momentum of the Chaos forces ran out.

Cadia stood, but only just. The greatest fortress-world of the Imperium had been reduced to a blasted husk. It may have been a time of despair, but Creed sent out a message that was eventually relayed to every Cadian regiment wherever it was.

"Soldiers, I speak to you to tell you to keep faith with the God-Emperor. We have a sacred duty greater than any of us. We are Cadians, we bar the gate to hell; if it is breached, we will seal it.



Wherever you are, recruit, recruit and train. Seek out pious men and bring them under your colours. While the Shock Troops march toward Cadia hope remains. Know that we will never cease the fight while our world lies desecrated and burned. March on my soldiers, march on, till we are together again, tomorrow, on Cadia."



### LOGAN GRIMNAR

A council of representatives from those chapters opposing Abaddon's Thirteenth Black Crusade elected the irascible Great Wolf of the Space Wolves Chapter as their nominal head. His leadership in the campaign proved a decisive factor in many engagements, and he even ordered a Great Company under his command to stand beside a company of Dark Angels at Kasr Sonnen, the two forces putting aside their deep, mutual resentment to rout a force many times their own size. The incident proved that the two forces united presented a force many times more

### TYPHUS

Striding through the blackened ruins of the ravaged worlds of the Imperium, crushing the bones of the slain beneath his Terminator armour and spreading the vilest afflictions of Nurgle, Typhus was the embodiment of terror, a cursed thing too terrible to name. His ship, the Terminus Est, and its supporting plague fleet were one of the largest Chaos battle groups remaining active throughout the war and allowed Typhus to terrorise warzone after warzone.

It was on Ulthor, in the Agripinaa system, that Typhus unleashed his greatest sorceries, exhibiting the favour in which he is held by Nurgle. The once

powerful than the sum of its parts, yet few believe the two chapters will be able to put aside their differences for good.



### CYPHER

The mysterious leader of the Fallen, Cypher has been hunted by the Dark Angels and their successor chapters for ten thousand years. Though it is not known whether Cypher was encountered directly during the war, unconfirmed reports suggest that the chapter's Interrogator-Chaplains captured as many as eight Fallen during the battles around the Caliban system, more than have been captured in such a short period in many thousands of years. Further reports link Cypher to the mysterious Voice of the Emperor, who, it is rumoured, was captured by the Dark Angels during the fighting, but whose cell was found empty upon the prison ships' return to the Tower of Angels.



verdant agri-world was twisted and corrupted. The taint of the Herald devolved whatever life it found rendering it down into a formless sea of putrescence that wailed in unending torment. Seeing his handiwork Typhus took the nascent daemonworld for his own, a stronghold beyond the Gate from which he could bring terror to the Imperium at his leisure.

### AZRAEL

Azrael, the Supreme Grand Master of the Dark Angels was a notable absentee at the council of Chapter Masters that elected Grimnar their head. Azrael led the Dark Angels, and the so-called Unforgiven Chapters, according to his own, inscrutable strategy. The only time he is known to have stood beside other Imperial forces was when he led a company of Dark Angels upon Xersia, where he joined with Lord Castellian Creed and his Cadian 8th to repel a force of Black Legionnaires from the world's High Basilica. Though the Despoiler succeeded in his sacrilegious mission to desecrate the high altar as part of some dedication to the Ruinous Powers that would guarantee the success of the Thirteenth Black Crusade, Azrael was instrumental in repelling the invaders, for a time at least.



### ELDRAD ULTHRAN

The Farseer Eldrad Ulthran, most gifted prophet of the Eldar race,

found that the twisting forests of possibilities through which he walked at will were denied to him, blinding his exceptional scrying abilities. His one certainty was that darkness stood ready to engulf him and possibly even his homeland. At the formation of the Ulthwé Strike Forces Eldrad divided many parts of his consciousness into shimmering waystones and, after many weeks of guiding his troops through the webway, he was exhausted and spent when he was last seen by the Eldar of Ulthwé. He appointed a controversial member of the Seer Council as his successor before departing with his Warlock bodyguard on a desperate last quest; to rescue the soul of one of the legendary Talismans of Vaul before it turned the surface of Cadia into a boiling, incandescent sea.







The Hive Teriix disaster was the catalyst for a wave of warp storms to roll through the entire Cadian sector. Terror and confusion reigned and, in the wake of the storms, the forces of Chaos struck. In the vanguard was Lucius the Eternal, Champion of Slaanesh and his Emperor's Children. These fiends perpetrated the most unspeakable atrocities upon the planet of Belisar. In the face of such horror the heroic action of Captain Lockheart and the 80th Thracian regiment at Weykand Gap restored Imperial morale.

The feeling was short-lived though. On Demios Primary, treachery rendered the orbital defences helpless to resist the Arch-enemy's onslaught. Black Legion assault groups, along with renegade Space Marines of the Extinction Angels, swept through the forges of the Adeptus Mechanicus scattering the Skitarii Legions like chaff. The Legio Astorum mobilised in defence of its fortress and gradually repelled the invaders. The loss of the forge world's manufacturing capabilities was, however, a serious blow and, weeks after the invasion, Extinction Angel units remained hidden in the depths of the Mechanicus facilities despite the arrival of a Black Templar Crusade to hunt them down.

On Ormantep Black Legion forces were opposed by members of the 13th Company. Initially it was not clear who these mysterious warriors were, but their victory over the 9th Black Legion company was ample demonstration of their loyalties.

Kergath the Flame, Captain of the 9th, was prey to the Wulfen and the Chaos forces were temporarily driven off.

On Kasr Sonnen, Kasr Holn, Vigilatum, St Josmane's Hope and Kasr Partox, however, the Chaos Legions enjoyed victory after victory. Kasr Vassan was fiercely disputed, the streets running with blood. On St Josmane's Hope, the situation became so dire that Ursarkar Creed ordered that the planet's reactors be deliberately overloaded, sacrificing the world to prevent it becoming a stronghold of the Arch-enemy. On Kasr Holn, Space Marine reinforcements managed to stem the tide, but on Vigilatum and Kasr Partox the Imperial forces were overwhelmed by a tide of mutants, traitors and renegades. At the forefront, the Black Legion, Word Bearers and World Eaters repeatedly shattered each successive Imperial defence line and turned proud castellum into charnel pits. The invaluable expertise of the Iron Warriors in this type of warfare was rewarded when a new fortress began to take shape on the shattered remains of Kasr Partox.

The Chaos fleet, including one of the Blackstone Fortresses – ancient engines of destruction built aeons past by unknown xenos – gathered above Cadia but they were delayed by lightning-fast attacks on the Blackstone by squadrons of Eldar cruisers. Lord Admiral Quarren was quick to take advantage of the delay and his counter-strike flowed from Cadia, to Xersia and finally Demios

Binary. By dint of this cunning manoeuvre Quarren succeeded, first in dividing the main fleet and, then, in pursuing the defeated elements to final extinction. Only those squadrons that stayed close to the Blackstone Fortress remained a threat but the Chaos fleet was now concerned more with survival. Most significantly the Imperial flagship *Gathalamor* crippled the *Merciless Death*, driving it to the Warp from whence it took no further part in the war.

As an act of vengeance, Abaddon despatched the *Planet Killer* to Macharia. A desperate boarding action by Space Marine Honour Guard companies failed to prevent the *Planet Killer* firing, but damaged its shields. As a consequence, debris from the shattered world struck the *Planet Killer*, which was last seen tumbling away into wilderness space critically damaged.

As if the task of repelling the legions of the Despoiler was not enough, Vigilatum and Kasr Partox were subjected to slave raids by the Dark Eldar, each inflicting more misery and drawing vital forces from the front line. The Dark Eldar next appeared in the Xersia system, where the Relictors Chapter anticipated their raid and were waiting for them. The Relictors outdid the savage Dark Eldar in ferocity, defeating them before they could claim any more human prisoners. Defeated and cut off from their warp portals the Dark Eldar fell back to their fleet. They did not expect that Admiral Quarren would have set his fleet in motion so swiftly after fighting the Chaos fleet though. His vanguard smashed into the Dark Eldar fleet inflicting terrible damage and driving them out of the war in the Cadian sector.

As the war raged on, even the universe itself seemed to conspire with Chaos. A subtle change in the hue of the Eye of Terror itself triggered madness on the Ulthwé Craftworld as suggestions implanted over millennia by the minions of the Changer of the Ways were activated. Then, on the heel of the original wave of warp storms, solar flare activity magnified throughout the sector adding to its confusion, despair and isolation. Confusion can be a two-edged sword though, and in the Cadian system the Lord Castellan, Ursarkar Creed, transferred three regiments of Shock Troops from the Prosan training grounds to Kasr Barrus on Cadia. The movement was undetected and the traitorous Ubridius Light Infantry were completely unprepared for the Cadian counter-attack. It was to be the last significant victory for the beleaguered Cadians as, faced by a seemingly limitless horde led by Chaos Marines who burned with ten millennia of hatred, they were inexorably driven back to Kasr Partox. There they turned at bay, but high above them oblivion beckoned in the monstrous form of a corrupted Blackstone Fortress.

The Blackstone Fortress' weaponry beat down on Kasr Partox remorselessly slaughtering the warriors of both sides. Faced with the certain destruction of Cadia's last defenders Admiral Quarren had no choice but to muster his battered fleet for yet another battle. One by one the screening Chaos vessels were peeled away from the Blackstone until eventually it was forced to cease its attack and concentrate upon its own defence. With the end of the Blackstone's attack an uneasy lull settled on Cadia during which Creed evacuated Kasr Partox while he still could.

| WARZONE                    | INITIAL CONTROL | OUTCOME   | STATE          |
|----------------------------|-----------------|-----------|----------------|
| <i>Belisar (System)</i>    | 80%             | 68.3%     | Dependable     |
| <i>Cadian (Sector)</i>     | 85%             | 100%      | Faithful       |
| <i>Cadian (System)</i>     | 92%             | 29.4%     | Unreliable     |
| • <i>Kasr Sonnen</i>       | 95%             | 39.1%     | Unreliable     |
| • <i>Cadia</i>             | 95%             | 39.8%     | Unreliable     |
| • <i>Kasr Holn</i>         | 95%             | 52.5%     | In the balance |
| • <i>Macharia</i>          | 90%             | DESTROYED |                |
| • <i>Vigilatum</i>         | 95%             | 14.6%     | Anarchy        |
| • <i>Kasr Partox</i>       | 95%             | 21.8%     | Unreliable     |
| • <i>St Josmane's Hope</i> | 75%             | DESTROYED |                |
| • <i>Solar Mariatus</i>    | 80%             | 32.3%     | Unreliable     |
| <i>Demios Binary</i>       | 85%             | 79.2%     | Dependable     |
| <i>Kantriel</i>            | 85%             | 84.9%     | Faithful       |
| <i>Xersia</i>              | 85%             | 88.2%     | Faithful       |



## SCARUS



Abaddon recruited massed warbands of Orks to act as mercenary auxiliaries to his Chaos Legions for the Thirteenth Crusade. Following up on terror raids and cunning feints by the Night Lords and Alpha Legion many of the Orks banded together into ever-growing tribes that declared themselves as part of the 'Green Crusade' (or Kroosade in some sources – Ork spelling is always a matter of conjecture) in imitation of the grand assault of Chaos. The unstoppable force of the Green Kroosade inundated the Scarus sector

(Skar-Uz to the Orks), battering down Imperial defences with sheer doggedness and not a little help from Chaos Space Marines, particularly of the Night Lords and the Black Legion. Now the Orks rule Lethe Eleven and Mordax, along with most of Imbrium and Ulant. Gudrun and Nysa Stromolo stand on the brink of anarchy and the weapon forges of Mordax (rechristened Moredakka by the Orks) are infested with looting of the Death Skull clan, a truly terrifying prospect to the devotees of the Machine God, who know full well the depths of blasphemy against the Omnissiah to which these barbaric xenos will sink.

Battered survivors speak of hundreds of Gargants being built from the debris of war by enslaved servitors and their brutal Greenskin overseers. The squat, menacing forms of more Gargant construction sites

climb over the plains of Mordax daily as Ork Mekaniaks race to be the first to complete their machines. Imperial strategists are now regarding the Green Kroosade as a full-scale Ork Waaagh! Its Warlords are unknown but it would appear that Ghazghkull and Nazdreg are not among them. Only Thracian Primaris and Elnaur Delta have held firm against the Green

Kroosade, bolstered first by the intervention of a Black Templars Crusade, and later by the stalwart defence mounted by the Salamanders Chapter and many other Space Marine contingents. The situation is grim in Scarus, and none can see an end to the infestation given the dire situation across the region.

| WARZONE                    | INITIAL CONTROL | OUTCOME | STATE      |
|----------------------------|-----------------|---------|------------|
| Scarus (Sector)            | 77%             | 75%     | Dependable |
| Thracian Primaris (System) | 90%             | 90.6%   | Faithful   |
| • Elnaur Delta             | 90%             | 83.8%   | Dependable |
| • Gudrun                   | 70%             | 20.2%   | Unreliable |
| • Imbrium                  | 70%             | 4.4%    | Anarchy    |
| • Lethe Eleven             | 70%             | 0.1%    | Anarchy    |
| • Mordax Prime             | 65%             | 0.4%    | Anarchy    |
| • Nysa Stromolo            | 65%             | 19.6%   | Unreliable |
| • Thracian Primaris        | 90%             | 92.4%   | Faithful   |
| • Ulant                    | 60%             | 14.8%   | Anarchy    |

## NEMESIS



The fortress oubliette of Nemesis Tessera, its existence supposedly unknown to all but the highest of the Inquisition, came under fierce attack during Abaddon's Thirteenth Crusade. The systems surrounding the Inquisition fortress experienced hitherto unknown levels of civil insurrection that could not be explained without recourse to the malign influence of the Ruinous

Powers. In one such incident, a previously peaceful sect of contemplative monks turned on the populace of Trionora, engaging in a series of bloody massacres across the planet's surface. Ordo Hereticus strike teams were despatched to cull these killing sprees – they discovered the barricaded monasteries to be full of corpses, the monks having chosen to end their lives in an orgy of self-mutilation. The monasteries were burned to the ground, the ruins sown with salt and reconsecrated.

While the agents of the Inquisition policed the systems surrounding their fortress, many strange omens and portents were unearthed, all indicating great disaster. Many believed this simply to

be the invasion of the Despoiler, but other, more cautious Inquisitors believed it to be something more. These doomsayers were proved correct when the blind scryers of Nemesis Tessera detected unauthorised psychic activity within the depths of the fortress itself. Inquisitor Van Hel, a Radical Inquisitor who delved too deeply into mysteries best left alone, had been seduced by the whispered promises of the Ruinous Powers and only the timely intervention of Inquisitor Cyarro prevented a warp rift of

cataclysmic proportions. At almost the exact same time, a determined force of Chaos Space Marines launched an attack on the Inquisition fortress and laid siege to it for many months. Only the timely arrival of the Space Wolves saved the beleaguered Inquisitorial forces and the combined forces of the Inquisition and the Sons of Russ were finally able to repulse the attack. Though why the Space Wolves abandoned their station to deploy throughout the Nemesis Tessera sub-sector remains a mystery.

| WARZONE          | INITIAL CONTROL | OUTCOME | STATE    |
|------------------|-----------------|---------|----------|
| Nemesis (System) | 99.5%           | 100%    | Faithful |
| • Nemesis        | 99.5%           | 98.1%   | Faithful |

## THE BATTLE FOR THE STARS

The Imperial Navy is vast, stretched out across the thousands of light years of Imperial space, dispersed across a hundred warzones, patrol routes and shipping lanes. This means that it can be slow to react to a threat but once in motion it is a giant, an unstoppable behemoth which sooner or later will, inevitably, arrive to unleash its vengeance, no matter how powerful the foe.

So it was that as Abaddon's Thirteenth Black Crusade swept throughout the sectors bordering the Eye of Terror, the immense warfleet which he had amassed

initially proved unstoppable. In comparison to Abaddon's Grand Fleet and the Plaguefleet of Typhus, Admiral Quarren's ships were thinly spread, even around the Cadian Gate where the Bastion fleets stand as the largest standing force outside of the solar system.

Thus in the early stages of the war Abaddon's fleet held orbital supremacy across most of the sectors within the warzone allowing him to bombard worlds, terrorise their populace and deploy Chaos forces. In such times it was the heroism of individual ships and captains which tipped the balance against

their numerically superior foes. The time they won allowed the web of battlefleets and ships of the Emperor to close in around the Cadian Gate.

Where Imperial defences had been overstretched at the outset of the war, by the end they stood reinforced by dozens of neighbouring battlefleets. Tiny patrols, at first hopelessly outnumbered and often overwhelmed by Abaddon's invasion, mustered together into battlefleets numbering hundreds of vessels. Space Marine Chapters committed their own fleets to the war in space and soon the Imperial Navy stood as

an unbreakable circle of iron around Abaddon's forces. Where they had once failed to contain Abaddon's fleets as they emerged from the Eye, they now did just that to Abaddon's forces across Cadia, Agripinaa and a dozen other sectors, isolating them completely from one another. Abaddon's conquest of the worlds outlying the Eye of Terror may be almost complete, but by the grace of the Imperial Navy, few reinforcements were able to bolster his forces toward the end of the campaign. Some have said that it is for this reason alone Cadia still belongs in the material realm.



## CHINCHARE



Imperial forces largely ignored the mostly uninhabited Chinchare sub-sector in the early stages of the war, though the forces garrisoned throughout the system were hard-pressed to contain the initial surge of invaders. Reports of increased Chaos activity drew more forces there as the war went on and Eldar forces of Ulthwé fought hard and spilt much blood in order to wrest control of the

sub-sector from the Ruinous Powers. Ulthwé Strike Forces struck at key points within the systems surrounding Chinchare to deny the forces of Abaddon any cohesion to their armies. Striking behind the lines of the main Chaos thrust, precious resources were diverted from the front line to deal with the raiding Eldar in the rear. Those forces despatched to deal with the Eldar were themselves ambushed and destroyed piecemeal. Such superiority brought with it an arrogant belief that the Strike Forces were invulnerable, but such was not to be the case as Ahriman, sorcerer of Magnus the Red, wove powerful magicks to disrupt the path of the webway,

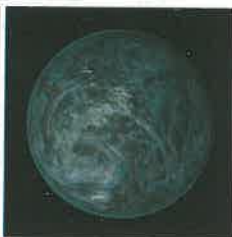
twisting it and ripping portions of it asunder. Much was the lamentation of Ulthwé as many Strike Forces were trapped forever in the webway or lost in the haunted depths of the Warp.

While Ulthwé reeled from these terrible losses, the Chaos forces pressed their attack and launched a devastating counter-attack against Imperial forces, particularly those based on Balzac. The Imperial troops were in danger of being overrun completely, before being suddenly and decisively aided by Eldar emerging

from shimmering warp portals. These mysterious benefactors asked nothing in return for their aid and vanished without a word of explanation. As more and more reports were collated, it appeared that these silent Eldar had appeared virtually simultaneously throughout the sub-sector – effectively stymieing the Chaos attack. As the Chaos forces reeled, the vengeful Eldar, combined with the might of the Imperial forces, were able to rout the followers of the Dark Gods from the sub-sector completely.

| WARZONE   | INITIAL CONTROL | OUTCOME | STATE  |
|-----------|-----------------|---------|--------|
| Chinchare | 45%             | 95.2%   | Failed |

## BELIAL IV



Aeons ago, the crone world of Belial IV was a capital world of the Eldar empire. Deep in the heart of the Eldar homelands, the verdant paradise was all but obliterated when the cataclysmic Fall of the Eldar stripped away thousands of years of culture and beauty and replaced it with madness, desolation and evil. Belial IV became a dust-strewn wreck of daemon-infested ruins and crackling, baleful skies.

Maugan Ra, a Phoenix Lord and therefore a veteran of webway

travel, braved the depths of the Eye of Terror on a pilgrimage to the shattered crone worlds, intending to find a faction of Eldar he believed trapped in the Eye of Terror. Taking with him a few of his favoured disciples, Maugan Ra eventually reached the hex-system of Belial. What he found there he would not speak of and he was not seen again until he appeared upon Ulthwé to form the infamous Strike Forces, filled with renewed energy and determination.

Towards the end of the Thirteenth Crusade, many of the Eldar in the system departed from warzones in the Imperial space and gathered upon Belial IV under Maugan Ra's command. They took the fight to the indigenous Chaos forces with such unremitting fury that vast areas were reclaimed by the Eldar.

The battle also raged around Belial IV in the labyrinth dimension of the webway, but it seemed that without the guidance of their leaders the Strike Forces were suffering heavy losses to the Dark Eldar and Thousand Sons. The otherworldly guardians of the Black Library, fearing for their shadowy realm's safety, revealed hitherto unknown capillaries of the webway to the Ulthwé Eldar, enabling them not only to escape from the net drawing around them but to stage a series of ambushes that broke the deadlock and turned the tide once and for all.

The final, and most decisive, twist to this peculiar theatre of war

came when a Daemon horde led a counter-attack against the Eldar consolidating their hold on the crone worlds, as sudden as it was devastating. To the great shock of the Eldar below, the withered and broken Craftworld of Altansar, thought lost to the Warp for 10,000 years, drifted into orbit above the crone worlds. Hundreds of pallid, ghost-like Eldar joined their brethren on the field of battle, throwing back the Daemon tide with wave after wave of silent, grim warriors. Since that great victory Belial IV has been reclaimed by the Eldar. What this, and the reappearance of the Lost, bodes for the Eldar race remains to be seen.

| WARZONE   | INITIAL CONTROL | OUTCOME | STATE    |
|-----------|-----------------|---------|----------|
| Belial IV | 35%             | 79.4%   | Unusable |

## SENTINEL



The barren sentinel worlds in the south-west quadrant of the Eye of Terror have always been thought to be a collection of mostly featureless rocks held together by specific gravitational anomalies. The Adeptus Mechanicus have done much to discourage

development in this region due to their facility stationed on Hydra Cordatus, a relatively unremarkable planet holding a potent secret. Remaining undisturbed for centuries, there have recently been unconfirmed reports of a great Iron Warriors invasion into the system, preceding even the Hive Teriix disaster in the opening phases of the Thirteenth Crusade.

During the opening stages of the Crusade, the sentinel worlds had little in the way of full-scale engagements, although a node in the webway stationed above the void worlds saw a lot of conflict

between the Eldar and their enemies. The most notable development emerged from this unregarded backwater system just as the wars reached their peak, with hordes of silvered Necron warriors emerging from hidden tombs on the four planets surrounding Hydra Cordatus in a rough pyramid pattern. The Imperial forces stationed nearby feared the worst, but were amazed when the

Necrontyr fell upon the soldiers of Chaos, turning the tide in favour of the forces of Order. Since that time, increased Necron activity in the sector has prevented any Imperial forces from capitalising upon these victories, and remote orbital pict-captures have even revealed several structures almost identical to the Cadian Pylons sprouting across the landscapes of these four sentinel worlds.

| WARZONE         | INITIAL CONTROL | OUTCOME | STATE    |
|-----------------|-----------------|---------|----------|
| Sentinel Worlds | 20%             | 24.1%   | Unusable |





War came without warning to the Agripinaa sector, the opening moves made by the forces of Disorder as the newly installed governor of the planet Lelithar was assassinated whilst travelling in his ceremonial motorcade. The heretics responsible were gunned down without mercy by the attendant Planetary Defence Force troops, but within hours, first the world, then the entire system, was in open rebellion.

As the full force of Abaddon's invasion hit the sector one man, Regu Hane, was hailed as a saviour – he led a bold counter-attack that succeeded in banishing a horde of Khornate Daemons, and earned himself the title of Beati. Later the

mysterious Harlequins intervened in the fighting, but the defenders were stymied when the notorious Dark Apostle of the Word Bearers Traitor Legion, Lord Erebus, caused the raging tempest of Warp Storm Baphomael to surge forth and engulf the outlying systems of the sector.

It was only in the closing stages of the conflict that the Imperium was able to mount an effective defence against the raging hordes of the Ruinous Powers, when the combined forces of a number of Space Marine Chapters broke through the storms and fell upon the invaders with a righteous hatred born of 10,000 years of conflict.

By the end of the war, the planets Albiter, Amistel, Lelithar, Malin's Reach, Ulthor and Yavor lay in ruins, and a number of other key systems hung in the balance. Though Agripinaa itself still stands, without the agri-worlds of Yavor, Ulthor and Dentor, its populace may yet starve to death, and without the vital materials provided by the Hive worlds of Albiter,

Amistel and Tabor, its mighty forges may yet fall silent. The so-called 'Herald of Nurgle', Typhus of the Death Guard Traitor Legion, has claimed the now blasted world of Ulthor as his own realm, and the nightmare visions of a thousand Astropaths tell of the birth of a new daemon world within the domains of Man.

Further, unconfirmed reports state that one of the Blackstone Fortresses were destroyed by raiders of the Necrontyr off the shoulder of the Lustitia Belt. Senior members of the Ordo Xenos are en route to the area, and Deathwatch strike cruisers are already engaged in ensuring no vessels other than their own enter the area.

| WARZONE              | INITIAL CONTROL | OUTCOME | STATE      |
|----------------------|-----------------|---------|------------|
| Agripinaa (Sector)   | 65%             | 77.9%   | Dependable |
| Agripinaa (System)   | 85%             | 82.7%   | Faithful   |
| • Morten's Quay      | 85%             | 95.6%   | Faithful   |
| • Agripinaa (Planet) | 85%             | 80%     | Faithful   |
| • Aurent             | 85%             | 97.2%   | Faithful   |
| • Narsine            | 65%             | 68.9%   | Dependable |
| Albiter              | 65%             | 14%     | Anarchy    |
| Amistel              | 50%             | 14%     | Anarchy    |
| Bar-El               | 75%             | 39.9%   | Unreliable |
| Dentor               | 65%             | 20.3%   | Unreliable |
| Finreht              | 75%             | 33.3%   | Unreliable |
| Lelithar             | 35%             | 0.4%    | Anarchy    |
| Malin's Reach        | 35%             | 0%      | Anarchy    |
| Tabor                | 70%             | 26.9%   | Unreliable |
| Ulthor               | 75%             | 0.4%    | Anarchy    |
| Yavor                | 50%             | 12.4%   | Anarchy    |

## WORLD-WIDE CARNAGE

In Games Workshop stores, battle bunkers and event halls the world over, thousands of gamers were taking part in the bloody struggle for the Eye of Terror. Canada and the US made particularly stunning efforts to save (or destroy) Cadia. Here are some of the highlights:

### NORTH-EAST US BATTLE TOUR

The Imperial commanders of Kasr Sonnen, holding out stubbornly and refusing to close the gates to allow their fellow Cadians inside, were washed away by a tide of Chaos minions whilst a Titan tried in vain to step over the Kasr's walls, falling and crushing hundreds of trench-bound Guardsmen beneath its vast bulk.

The Space Wolves captured the legendary Axe of Khorne, using it (and some say a contingent of Imperial Guard) to bait a trap and subsequently spring an ambush that wiped out the followers of the Blood God to a man.

Over 2,000 gamers took part in this tour alone, with 74 stops over the course of the summer. Sounds like those guys need a holiday...

### MIDWEST US BATTLE TOUR

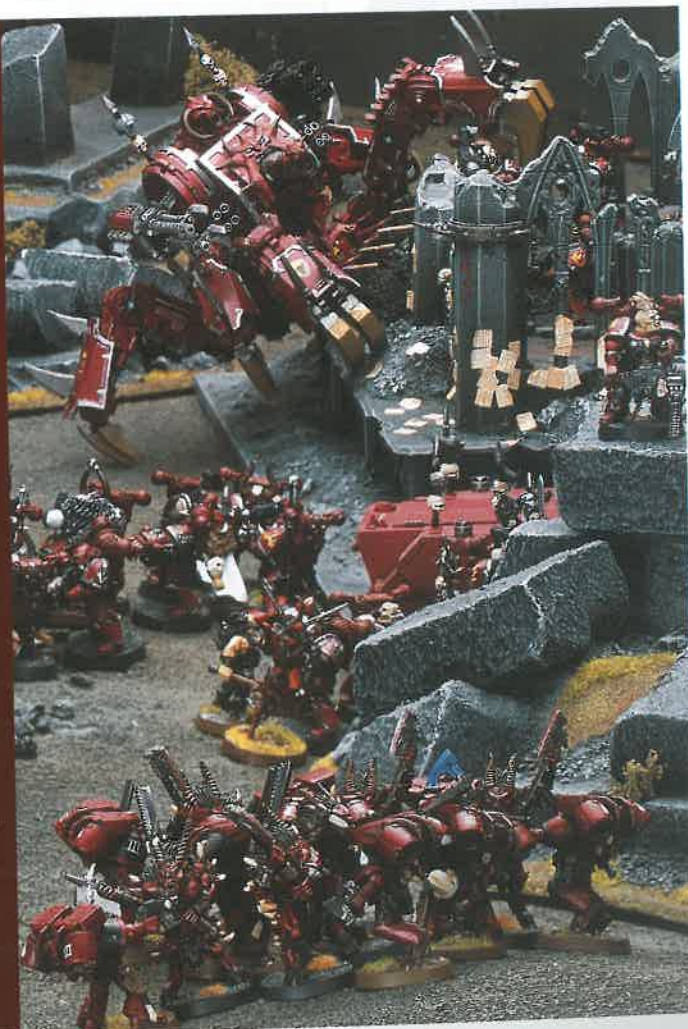
The Agripinaa Sector saw a titanic battle between a Lost and the Damned/Death Guard alliance and a host of Cadians reinforced by the Relictors in a massive canyon.

The Imperials were winning convincingly when the Relictors picked up and left for no apparent reason! The Cadians faced their doom, given false hope by the arrival of an Ulthwé Strike Force that proved too little too late... another victory for the forces of Disorder.

### GW CANADA

In the hotly contested war for Kasr Vassan, the main battle was played across a table as vast as it was detailed. Imperial Titans strode onto the field mid-game, Dreadclaw assault boats rained down onto the battle, and Cadians by the truckload gave their lives to halt the relentless advance of Chaos. Carnage was duly wreaked.

Despite a crushing Imperial victory at Kasr Bane, Chaos won by the tiniest of margins, 102 forces of Disorder wins versus 101 victories for the forces of Order!





## BELIS CORONA



The hive world of Subiaco Diablo was the first planet in the Belis Corona sector to come under the heel of the forces of Disorder, as the Plague Marines of the Death Guard Traitor Legion unleashed their foulest contagions upon its populace. Soon, the shattered streets were home to the unquiet dead, the Plague Zombies of Nurgle, reanimated victims of the

Plague God's choicest gifts. Throughout the opening phase of the invasion, only the convent of the Order of the Ermine Mantle held out, though at terrible cost, against the shuffling hordes of undead.

At the height of the invasion, something truly unexpected occurred. Defenders on the outlying systems reported contact with Tyranid organisms – at first individual vanguard-organisms such as Lictors, but soon entire broods of Genestealers and Hormagaunts. A splinter fleet of Hive Fleet Leviathan, a Tyranid fleet known to be attacking up through the galactic plane, was taking advantage of the mass destruction initiated by the invasion to gain a

foothold in strategically vital Imperial space.

Faced with both the pustulant forces of the Death Guard, and the voracious hordes of Tyranids who were, unlike the human defenders, immune to the Plague God's blessings, the forces of the Imperium were hard pressed to defend the vital worlds of the sector. It was first the intervention of Eldar of the Ulthwé Craftworld and then the orbital bombardment

of Laurentix that allowed the forces of the Imperium to fight back, despite the disastrous ambush of forward elements of Battlefleet Solar at the Bairsten Prime jump point.

In the closing days of the war, it was only through the coordinated assaults of a number of Adepta Sororitas Orders that the line was held at the Belis Corona sector, thanks to the actions of the renowned Canoness Astra.

| WARZONE                      | INITIAL CONTROL | OUTCOME | STATE                 |
|------------------------------|-----------------|---------|-----------------------|
| <i>Belis Corona (Sector)</i> | 85%             | 74.3%   | <i>Dependable</i>     |
| <i>Belis Corona (System)</i> | 85%             | 60.4%   | <i>Faithful</i>       |
| <i>- Subiaco Diablo</i>      | 70%             | 58.3%   | <i>In the balance</i> |

## EIDOLON



The mysterious sector of Eidolon, deep in the heart of the Eye of

Terror, is one of the most remote and peculiar of the daemon worlds fought upon during the Thirteenth Crusade. Divided into several continents where a different Chaos power reigns over each, the battlezones of Eidolon present a panoply of strange and excruciating ways to die. Its shifting landscapes defy all reason, and, although it was once a

beautiful maiden world of the Eldar, it has changed so irrevocably that no real trace of its former glory exists. Nonetheless, the victories won by the forces of Order, notably the Eldar of Biel-tan, have established several enclaves

of sanity in the roiling seas of possibility that characterise Eidolon. The Eldar hope that one day these islands can grow and become stable, and that eventually the secrets of Eidolon can be reclaimed.

| WARZONE        | INITIAL CONTROL | OUTCOME | STATE             |
|----------------|-----------------|---------|-------------------|
| <i>Eidolon</i> | 5%              | 25.1%   | <i>Unreliable</i> |

## TAU EMPIRE



The Tau made several major expansions to their empire over the course of the Thirteenth

Crusade. With Imperial attention elsewhere, and the local Tyranid and Ork menace temporarily contained, Tau settlement colonies and pioneer teams reached far and wide into the outlying systems of the Damocles Gulf, the Perdus Rift and much further afield. Although the encroachment on Imperial space has been relatively minor, the Tau have established no

fewer than five 3rd phase colony systems in a halo around their existing sept worlds. These massive areas of expansion are already being referred to as the Third Sphere Colonies by the diplomats of the Water caste, and are rumoured to include

unprecedented numbers of human auxiliaries. That the Imperium's attention is focused elsewhere is no doubt of comfort to those humans who have pledged their support to the burgeoning Tau empire.

| WARZONE               | INITIAL CONTROL | OUTCOME | STATE      |
|-----------------------|-----------------|---------|------------|
| <i>The Tau Empire</i> | 100%            | 132.6%  | <i>N/A</i> |



## SCELUS



Scelus was the homeworld of the renegade Space Marine Chapter the Sons of Malice, and was declared Perdita at the time the Chapter turned upon the Imperium. A cold, desolate place, Scelus is home to the savage and barbaric tribes from which the Sons of Malice recruited their number.

Though reports from the front line at Scelus are unclear on the subject, reliable sources state that the invading forces of Disorder joined with the native tribes, establishing a potentially huge power base within a short space of time at a strategically vital location. The forces of Order were in no position to oppose this state of affairs in the initial stages of the invasion, as every available Imperial Guard regiment was committed elsewhere and none could relocate swiftly enough to oppose Abaddon's plans for Scelus.

However, Abaddon's plans were in fact opposed, and very

soon the Imperium was in full control of Scelus having slaughtered the invaders without mercy. The exact identity of the Imperial forces that liberated the system is unclear, though this is far from unusual in a region within which uncounted millions of soldiers are fighting, with more arriving every single day. That the liberators were Space Marines is known, though the exact chapter is not. It was reported that several chapters were fighting

within a short warp jump of Scelus in the days leading up to its liberation, including the Night Watch, the Subjugators and the Howling Griffons.

Nothing has been heard from any Imperial forces in the area, and it is suspected by some that a Space Marine Chapter has claimed Scelus as its homeworld by right of conquest. In the current climate, none in Imperial High Command would argue against such a move.

| WARZONE | INITIAL CONTROL | OUTCOME | STATE    |
|---------|-----------------|---------|----------|
| Scelus  | 20%             | 95.4%   | Faithful |

## MEDUSA



Just as Dark Eldar raids beset the Cadian system, the feral population

of Medusa was attacked and enslaved. The Iron Hands sent battle-brothers to train and lead the tribesmen, rather than send entire units. Thousands of barbarians died, or were carried off, but the strongest of the tribes survived and the battle strength of the Iron Hands was not significantly reduced.

This enabled the Iron Hands to commit their full strength to battle

aboard their massive tracked fortress-monasteries. If this force did not stop the traitor armoured forces it was clear they would be able to destroy the lightly equipped feral auxiliaries at will. What resulted was a massive tank battle in which the

Iron Hands withstood the assault of over ten thousand tanks and then crushed them with their counter-attack. Many Iron Hands had to be blessed with cybernetic augmentation by the Iron Fathers that day, but Medusa was saved.

| WARZONE | INITIAL CONTROL | OUTCOME | STATE    |
|---------|-----------------|---------|----------|
| Medusa  | 85%             | 93%     | Faithful |

## CALIBAN



Caliban was the site of many bitter battles throughout the war, and the Dark Angels Chapter was forced to defend the ruins of their former homeworld against the

blasphemous hordes of the Despoiler, who were intent upon desecrating the holy ground. But, despite the vindictive campaign of lies and profanity conducted by the heretic known to his followers as 'the Voice of the Emperor', which were seemingly designed to draw the Dark Angels into pointless battles away from the main fronts, they did in fact prove invaluable in many conflicts across the region – despite the generally held view that the Dark Angels fought exclusively

and selfishly for the ruins of Caliban while Cadia burned.

At the close of the war, Caliban is firmly in the hands of the Dark Angels, its secrets safe, for now. The Voice put much effort into sewing disunity amongst the defenders of the Cadian Gate, seeding doubt as to just what the Chapter was hiding amongst the frozen ruins of its homeworld.

Having suffered the presence of the servants of the Ruinous Powers, the holy places of the Caliban system have now been reconsecrated by the most senior Interrogator-Chaplains of the Chapter, and it is clear that, whatever the result of the larger war, no devotee of Chaos shall ever again approach within a light year of the Caliban system again.

| WARZONE | INITIAL CONTROL | OUTCOME | STATE    |
|---------|-----------------|---------|----------|
| Caliban | 50%             | 100%    | Faithful |



# THE FINAL HOURS

By Graham McNeill

## EYE OF TERROR

### WARHAMMER 40,000 WORLDWIDE CAMPAIGN

#### I

The lance beam tore through the mid-deck of the Bastion of Light, vaporising its plasma reactor in a heartbeat. The rear quarter of the ship heaved as the colossal energies released tore her apart in an explosion that lit up the darkness of space above Cadia with oxygen-rich flames. Admiral Quarren watched its demise through the viewing bay of his battle-scarred flagship, Cathalamor, and felt what little chance of victory they had had in this battle slip away. Over a dozen Imperial vessels were little more than blazing hulks drifting in space and they had barely scratched the surface of the corrupted Blackstone Fortress. The Eldar ships had taken a savage beating, their alien magicks unable to protect them from the horrendous amount of firepower directed against them. Two listed drunkenly, their curved foresails sagging and broken across their ripped hulls and a third blazed from prow to stern. But the fourth... whoever its captain was, Quarren had to admit he was a master of manoeuvre, slipping through the deadly barrages from the Chaos fleet like liquid. Men and ships of the Imperial Navy were dying to give the Eldar ship the opportunity to close with the Blackstone Fortress, and Quarren just hoped their sacrifice would not be in vain.

#### II

Eldrad Ulthran, Farseer of Ulthwé, felt utterly blind, senses attuned to the whispers of futures not yet born rendered mute by the encroaching darkness. He could sense nothing of the future and his sudden impotence left him feeling cold and alone. Was this how the Mon-Keigh felt all the time? How could they stand to live in such blindness, stumbling towards the future with no possible idea of what awaited them? For a brief second he was moved to pity this sightless, upstart race, before remembering the injustices they had inflicted on his race; the unthinking xenocidal massacres, the theft of Eldar Maiden worlds and the arrogance to believe that the galaxy was theirs to do with as they wished. The Isha'ra rocked with nearby explosions from ordnance launched by

the Chaos fleet, but Craftmaster Kaelisar was the best ship's captain of Ulthwé and he deftly piloted his vessel through the storm of fire unscathed. The corrupted Talisman of Vaul loomed before them, its twisted spires warped beyond the subtle grace crafted long ago by Eldar hands. Hundreds of explosions burst around it as the combined Eldar and Imperial ships fought desperately to reach the Talisman.

Behind Eldrad, a cabal of Warlocks surrounded a swirling blue nimbus of light, weaving their psychic powers into one powerful lance of energy that sought to unlock the ancient seals holding the wraithgate aboard the Talisman closed. Powerful wards held it shut, but now the Warlocks sought to undo those wards and allow their Farseer to travel through the webway and board the Talisman. Even as he watched, a dazzlingly bright light flared beneath the Talisman, a blazing column that speared towards the surface of the planet below.

"Hurry," said Eldrad. "We are running out of time."

#### III

Lieutenant Escarno slumped against the rockcrete parapet of the Kasr's bastion, feeling blood pouring from the gaping wounds in his side. He felt dizzy from blood loss and fatigue. On any normal engagement, he and his men would have been rotated away from the front line, but this was no normal engagement. There were simply no more men to feed the war machine and any man capable of holding a gun stood before the enemy. The soldiers of the Imperial Guard had fought beyond the limits of endurance and only their determination to do their duty to the God-Emperor kept them fighting.

Thudding booms marched through the ruins of the outer Kasr, its bastions reduced to rubble by constant bombardment from daemonic artillery. All that remained was the inner keep, its high adamantine walls proof against anything the enemy could throw at it. The fighting around him raged with undiminished ferocity as he collapsed to his knees, though the sounds seemed tinny and far away. He saw comrades and foe

alike, struggling atop blood-slick ramparts, bullets and lasbolts ricocheting around him as the rockcrete of the firing step rushed up to meet him and slammed into his face. He rolled onto his back, realising he was lying on the ground as he felt warm blood pool beneath him – though he could feel no pain.

Through the shattered parapet, he could see tens of thousands – more even? – of the warriors of the enemy massing before the walls. They stretched as far as the eye could see and even as his vision blurred, he knew there was no way they could stand before such a monstrous horde. But then he saw a miracle, a shining light piercing the heavens that lit up the clouds with a pure brilliance that could only be the fury of the Emperor come to punish these traitors that dared to defile His world. He smiled and watched as a rippling cascade of blazing light dropped from the skies and touched the surface of Cadia, setting its surface alight. White-hot fires leapt from the ground, a thousand metric high pillar of light that incinerated everything in its path. Distant screams echoed from far off and Escarno wept tears of joy as the kilometres-wide curtain of fire scorched the Chaos filth from the surface of his world. They had held for long enough and he smiled as he died, content to know that he had done his duty.

#### IV

"We're finished..." said one of Creed's advisors, watching the incandescent curtain of fire searing its way towards the inner keep. Though tens of thousands of the enemy were dying, the lethal energy was slowly, but inexorably, moving towards them. It would kill those opposing them, but it would destroy them also, and with them, the last Cadian bastion of the east.

Ursarkar Creed rounded on his advisor and snarled, "I won't hear that kind of talk, damn it. Anyone else voices an opinion like that and I'll shoot him myself."

"Sir," said Jarran Kell, softly. "He may be right. If the xenos do not succeed soon, there will be nothing left of Kasr Partox. The lexmechanics calculate the energy beam will reach the walls of the keep within the hour."

Creed said nothing, his face set in an expression of grim resolve as he stared across the blasted wasteland towards the deadly beam that reached from space to destroy his world.

"Come on," he whispered, raising his head skyward. "Do not fail us."



## V

An explosion of psychic energy lashed around the bridge of the Ish'ra, crackling arcs of lightning leaping from the cabal of Warlocks and felling them with powerful psychic backlash. Eldrad clutched his head, gritting his teeth in pain as the screaming darkness of the long-sealed webway portal rushed free in a wash of shrieking souls. A howling gale of warp-spawned energies rippled from the rent in space, smashing delicate wraithbone columns and tearing gracefully curved panels free from the walls. Eldrad picked himself up as the screeching subsided and saw a dark edged ripple of energy gently spinning in a circle of dazed Warlocks. Some, he saw, were already dead, their spirit stones cracked and dark and he felt a great sadness at the thought of their souls devoured by the Great Enemy.

He glanced over his shoulder, seeing the Talisman's deadly beam still blazing in space, a column of unimaginable power that would scour the surface of the Mon-Keigh planet bare of life. He limped across the buckled deck of the Ish'ra, shouting, "Warlocks! With me!" before plunging into the newly reopened wraithgate.

## VI

The walls were abandoned, the stonework first vitrifying, then melting as the fiery beam swept slowly onwards. Where it had passed, the ground was nothing more than molten slag, smoking and dead, barren forever more. The outer walls of the keep were gone, its proud towers and barbicans sliding from the walls like wax from a candle, and Ursarkar Creed knew he had failed. They could not hold Kasr Partox and the only option left to them was retreat. The Commissars talked of dying to a man, but Creed knew that while there was still a chance to resist, they would not be needlessly sacrificing themselves. The order to pull out had been given and the soldiers of the Guard and the Space Marines were pulling back to the docks and loading bays at the shores of the Caducades Sea, ready to make for Kasr Gallan to stand once more.

Crushing disappointment settled over him like a shroud and he cursed the name of the Despoiler. He cursed the Eldar seer for giving them hope and, most of all, he cursed himself for his own failure to defeat the Emperor's enemies.

## VII

Eldrad felt his soul smothered with darkness as he set foot on the perverted Talisman of Vaul. He retched, feeling the corrupted heart of the Talisman thirst for his essence. Like a dark mirror of the spirit stone he wore around his neck, it hungered to drink his very soul and torment it forever within its crystalline depths. A handful of Warlocks had managed to join him, two fighting to hold the wraithgate open that they might escape. Wasted effort, knew Eldrad, but he could not bring himself to tell them that.

He limped towards the centre of the chamber, a Warlock collapsing before him as his soul was drained from his body by the corrupted, thirsting heart of the Talisman. He passed the corpse, little more than a shrivelled sack of bones, making his way to where a great basalt wall displayed the furious battle raging outside. The Imperial ships were taking a heavy beating and it would not be long before they were annihilated. He squatted in the centre of the chamber, slowing his breathing as he entered a trance-like state that would allow him to commune with the Talisman's heart - the corrupted spirit stone at its centre. If he could somehow reach the part of it that remembered the glory it had once possessed, then there was a chance. A chance, nothing more than that, but it was all he had.

## VIII

Admiral Quarren clutched the brass rail of his command lectern as another impact slammed into the side of the Cathalamor, red warning runes flashing and the sacristy bell chiming in alarm. Flames and smoke spewed from cracked vents and he could tell his vessel was dying. Through the viewing bay, he could see predatory Chaos battleships closing with his

vessel and knew that this was the end. A shark-nosed enemy cruiser turned its prow towards the Cathalamor and Quarren knew that a salvo of torpedoes was seconds away from being launched.

But then a series of rippling explosions blossomed along the flanks of the Chaos ship and portions of its hull were ripped from its structure as flaring bolts of lightning enveloped it. Confused, Quarren shouted, "Wide aperture on viewing bay!"

Seconds later, he saw a sight that he had never expected to see in all his years with the Imperial Navy. Huge, silvered ships, shaped like crescent moons swooped across the Chaos battle line, crackling bolts of energy hammering the Chaos vessels with devastating close-range firepower as they raced towards the Blackstone. Quarren's heart skipped a beat as he saw enemy ship after enemy ship reduced to wreckage by the unexpected arrivals. Quarren recognised the alien ships from the briefings he had attended at Cypria Munda Necrontyr. He knew them for the deadliest enemies, yet here they were attacking the Chaos ships!

## IX

Centuries of malice and hatred filled Eldrad's mind. Centuries of pain, torment and anguish. The heart of the Talisman burned with rage at what had been done to it, and as he opened his mind to its pain, he knew that he had made a grave mistake in attempting to reach out to what had once made this ancient Talisman Eldar. The anguished remnants of the Talisman's consciousness had long since died, replaced with a vile, hateful core of ever-thirsting darkness, and as it reached out to claim him, he realised in horror that it was no random power of the Dark Gods that had corrupted the Talisman. It was the

power of She Who Thirsts, The Great Enemy... Slaanesh.

Eldrad tried to free his spirit from the Talisman, but it was already too late. The darkness reached out to swallow him and his soul was dragged screaming into the depthless heart of the Blackstone Fortress for all eternity.

## X

Ursarkar Creed stood on the shores of the Caducades Sea. He has watched with heavy heart as the dazzling beam of light from the heavens destroyed the last remnants of Kasr Partox. His proud walls had collapsed in a blazing pyre, smoke billowing into the sky from the destruction of the fortress as intolerable heat advanced towards the shoreline. Though the beam had since vanished, the day here was lost, any fool could see that. All that was left to them was vengeance. The Eldar had been obliterated and the alien ships that had unexpectedly come to their aid were gone; wiped out in an instant by the Blackstone's terrifying defences. Admiral Quarren had informed him that victorious Imperial ships from other sectors were even now converging on Cadia, forcing the Blackstone to disengage - though the damage it had inflicted before departing was incalculable.

"Sir," called Jarran Kell, from the open hatch of a Valkyrie flyer. "We have to go."

"We lost," said Creed, his voice hollow and flat.

"This time," replied Kell, "but there will be other times, sir. Kasr Gallan still stands and while we live, we have hope. The Emperor protects."

"Aye," agreed Creed. "The Emperor protects."

Creed took one last look at the ruins of his fortress and turned to join his soldiers.





# TANKS OF THE IMPERIAL GUARD

## MODELLING WORKSHOP

**T**he Imperial Guard have been with us for over a decade now, and those of us who've taken the plunge and collected an Imperial Guard army have built up quite a bit of experience of tank construction. With the release of the new Codex: Imperial Guard, we get a new accessory sprue designed specifically for their armoured vehicles. That's as good an excuse as most of us need to get some new tanks.

As it would be a shame to waste the opportunity to make use of all that accumulated experience, I decided to approach veteran tank builder Mark Jones to take us through some of the finer points of building and painting a Leman Russ and Chimera.

*Words by Steve Cumiskey*



**Mark:** What we'll be looking at in this part of the article is how to approach the trickier parts of the Leman Russ and Chimera rather than a full step-by-step guide to how to build them. That's what the instructions are for.

It's also worth taking the time at this stage to make a few decisions about your tank. Do you want the guns and turrets to be

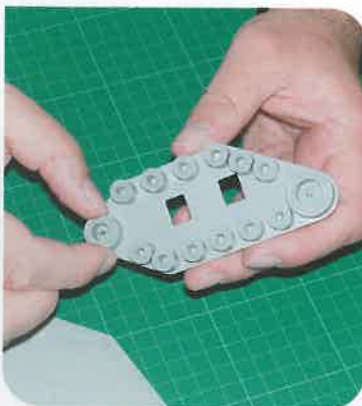
able to move? Some modellers prefer to lock them into a particular pose (it makes no difference in the game), while others prefer to keep them moveable. If you want the guns to move, make sure that they fit into their mounts with enough room to avoid taking off all the paint when you move them. If they don't, just trim the housing to get a better fit.

In the case of the Chimera, you may want to model a detailed interior. If you decide not to do that, it would be a good idea to just glue the back ramp shut.

As with any plastic kit, we recommend putting the parts together without glue first, to check the fit and get an idea as to the order to assemble them in.

## TRACK UNITS – CHIMERA & LEMAN RUSS

### STAGE ONE



The only parts of the Leman Russ and the Chimera chassis that's built in more or less the same way are the track units. The track units consist of two plates with an array of wheels between them, onto which the tracks are stuck. To make assembling the track units easier, glue the wheels to the outside panel of the track unit and then glue the inside plate to the wheels.

### STAGE TWO

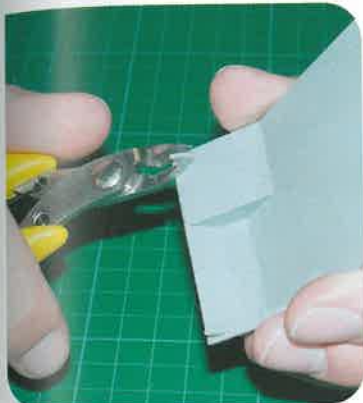


The tracks come in a number of separate sections, which connect together around the track units. In this case, making a dry run at fitting the tracks together is very important. The best way to do this is to start at the top of the tank and work from both sides towards the bottom of the tank. That way, if you do get any gaps in the tracks, they will be under the tank and out of sight.



## THE HULL – LEMAN RUSS

### STAGE ONE



On the bottom hull plate are two rounded lugs on the inside front edge designed to help position the upper hull. Cutting the lugs down level with the hull will make for a smoother join with the upper hull.

### STAGE TWO



When it comes to gluing the upper and lower hull together, start by gluing the two sections together at the front first. When the glue dries, line up the back edge and tape it in place with some masking tape.

### STAGE THREE



Run some glue along the join on the inside and leave the tape in place until the glue has had time to dry.

## GUNS & EXHAUSTS

### STAGE ONE



Clip these off the sprues and glue them together. When the glue has dried, clean up the seams with a sharp modelling knife. You may find it easier to use a flat needle file to clean up the battle cannon. If you use a slight rocking motion across the barrel it will stop flat spots developing.

### STAGE TWO



A good way to add extra authentic detail to the weaponry is to drill out the barrels on the heavy bolters. Use a small drill bit to make a guide hole for the larger bit you'll use to complete the hole for the barrel. Mistakes with the smaller bit can be corrected more easily than if you go ahead with the larger hole straight away.





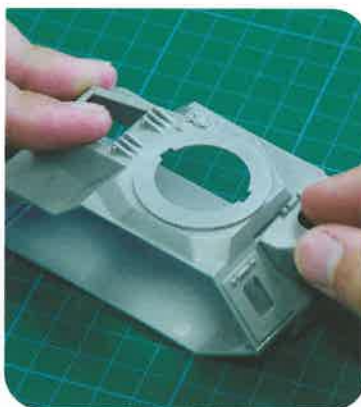
## THE LASCANNON HOUSING

### STAGE ONE



Glue the two side plates to the top plate. Trim back the top of the guide strips on the front of the hull.

### STAGE TWO



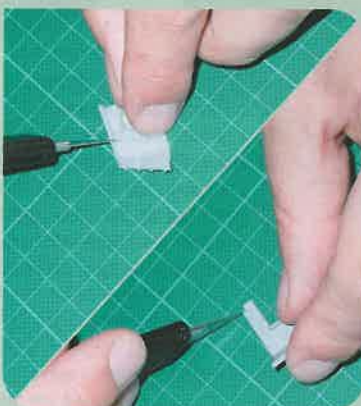
Test fit the housing assembly. To make the top plate of the housing lie flush with the top of the hull you'll probably need to trim the bottom edge of the lascannon housing.

### STAGE THREE



Trim off a little at a time until you're happy with the fit. Before fitting the lascannon and gluing the housing in place, try out a dry run as you may need to file down the top and bottom lascannon where it sits against the hull and housing. With the basic construction of the tank complete you can move on to detailing and painting.

### THE SIDE SPONSONS



To get a good fit for the sponsion parts you will need to trim the side and bottom plates slightly. Take a small amount of plastic off at a time and check the parts until you're happy with the fit.

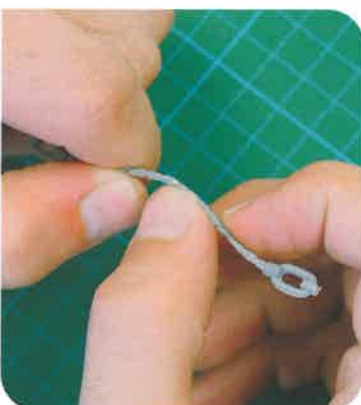
## THE TOW CABLE

### STAGE ONE



The accessory sprue comes with a tow cable that attaches to the side of a tank. To get the tow cable to look as though it's bending under its own weight, start at the ends of the cable and move slowly along its length, bending the ends down.

### STAGE TWO



With the cable bending about 5mm from each end, move to the middle of the cable and start bending it in the opposite way.  
\* Photographs of real tanks are a great reference for where to place the accessories from the sprue and to see just how dirty tanks in action become, as well as giving a guide to how mud and dirt are distributed.



## LASGUNS



The lasguns on this tank have been glued in place to make drybrushing the tank a little easier. If you don't want the guns permanently locked in place, you can hold them in place with a small bead of glue during painting and then break the glue join when you come to paint the guns later on.

## FINISHED EXAMPLE – CHIMERA



The level of detail added to a tank depends on the individual, some like their tanks to have a 'straight from the factory' look, while others like them as battered and battle damaged as they can be. This Chimera is a pretty good example of the first approach. No battle damage or mud effects have been added to it at this stage, but the additions from the accessory sprue make it distinctive enough that it will still stand out.

## FINISHED EXAMPLE – LEMAN RUSS



The Lemman Russ on the other hand, has had some weathering in the shape of mud added alongside the additional parts from the accessory sprue. Alongside scratched paintwork, which is added during painting, mud is a good way of adding an air of realism to a model tank.

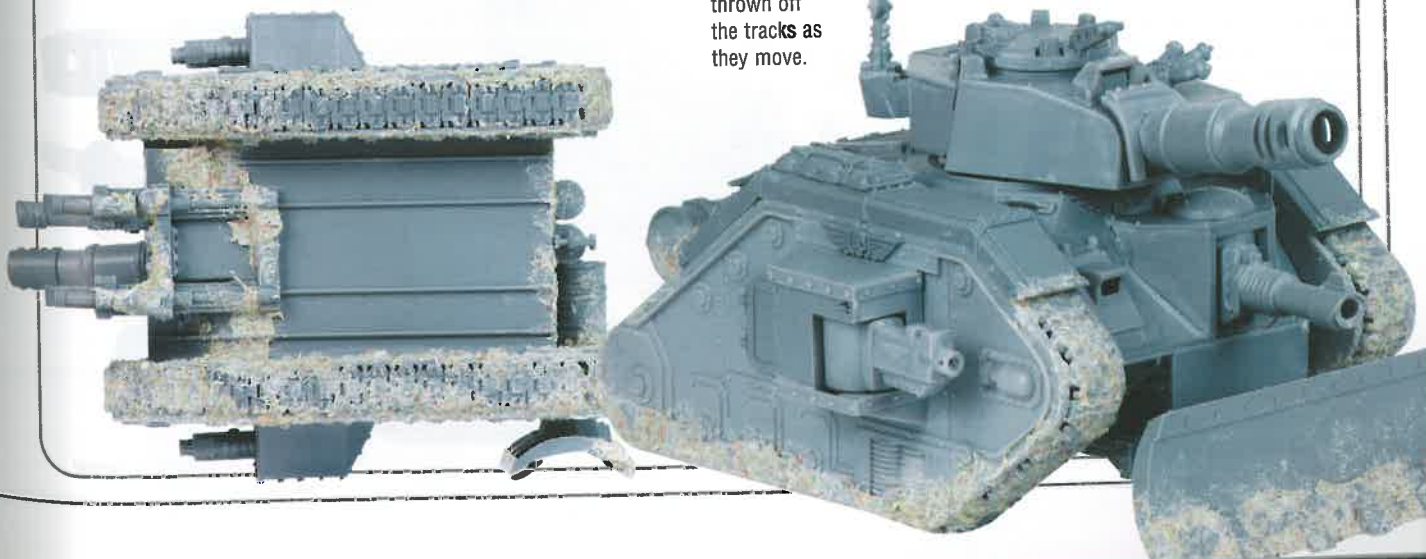
There are a number of different ways of adding mud effects to a tank, including painting it on, but actually modelling the mud on makes it

look that bit more real. The mud on the Lemman Russ was made from a mix of ready-mix filler, PVA glue, static grass, sand and water. When the mix was ready, I used a large drybrush to paint a section of spare track with the mix to check the consistency and also to get a feel for how to apply the mud before using it on the actual tank.

The ideal consistency is a mix that sticks to the plastic, but is not so thick that it completely obscures the detail.

When I came to apply the mud to the tank, I started at the front of the tank and worked my way to the back, taking a small amount of the mix before

applying it to the middle of the tracks. This was then worked outward to the hull and then spread using a stippling action with the brush. The mud on a real tank would tend to collect more heavily around the bottom of the track units and at the back of the hull and track guards as the ground is churned up and the mud is thrown off the tracks as they move.





## PAINTING CAMOUFLAGE

There are a lot of different ways to approach the painting of a tank, from a single colour (familiar to most Space Marine collectors) to a wide variety of different camouflage schemes.

What all of these designs have in common is that when it comes to painting tanks, most people will use drybrushing. Drybrushing is the easiest way to pick out the detail and cover the large flat areas on a tank at the same time. It has the added bonus of picking up the texture from the undercoat spray, giving the tank a more realistically rough appearance.

*Right: This Chimera has had winter camouflage painted over its original green colouring, while the Leman Russ sports a variation on Mark's colour scheme.*



## PAINTING THE TANK

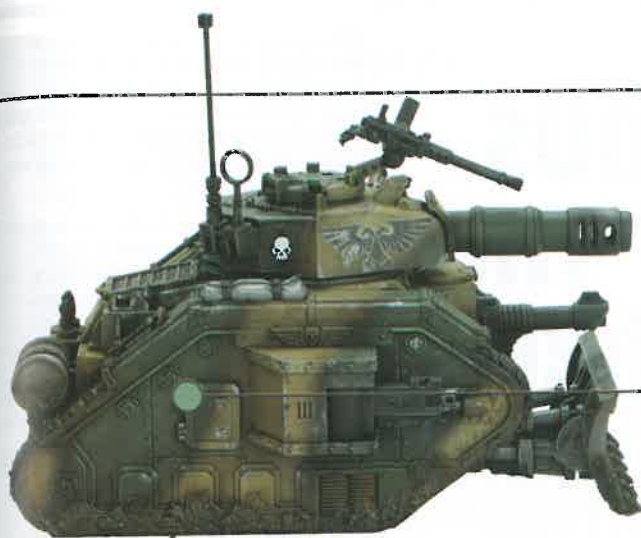
**Mark Jones:** In this case, I've decided to paint the tank in a temperate zone camouflage, the scheme that will be familiar to most people. I started with an undercoat of Chaos Black spray, then, with the turret removed, heavily drybrushed a mix of Catachan Green and Chaos Black in irregular diagonal bands from one side of the tank to the other. Using the markings on the hull as a guide, I put the turret back in place and continued the pattern onto the turret. A mix of Scorched Brown and Chaos Black drybrushed between the first bands completed the basecoat.

With the basecoat complete, I started to work up the camouflage, gradually lightening the mixes. For the green area, I used Catachan Green followed by Rotting Flesh, and Graveyard Earth followed by Kommando Khaki for the brown strip.



*Above: The completed basecoat.*





While drybrushing is a very effective method of tank painting, there are other ways to get just as good an effect, from airbrushing to using different coloured sprays.

*By avoiding the edges of the stripes, a third darker stripe is created.*



I also added rust to the fuel drum and dozer blade by painting on a thinned down coat of Vermin Brown around the joints.



The mud on the tracks should be darker than the more dried out mud on the hull. I used a mix of Scorched Brown and Chaos Black drybrushed over all the areas touched by the mud, followed by a lighter drybrush of Graveyard Earth onto the dried out mud on the hull. Gloss Varnish painted directly onto the tracks is a great way to get the effect of wet mud.



I gave the battle cannon and exhaust ends a light drybrush of Chaos Black mixed with a small amount of Boltgun Metal, followed by a lighter drybrush with more Boltgun Metal added to give the paintwork a worn appearance.



**S**teve: Although you can make an Imperial Guard tank kit straight from the box with the instructions provided, Mark has demonstrated the kinds of hints and tips that only a seasoned tank builder could suggest. They will make construction even smoother. The tank accessory sprue is also

choc full of additional parts that help to make your tank look more personal. When it comes to painting, you will now have a clearer idea of how to apply camouflage and weathering effects to a tank. Keep this article to hand in future when you come to make your own tanks for your Imperial Guard regiment.



# THE ILLUSTRIOUS REGIMENTS OF THE IMPERIAL GUARD

## PART TWO

*They come from the length and breadth of the galaxy, from the depths of towering hive cities, from arctic wastelands, from sweltering jungles, polluted, radiation-racked wastelands and sun-baked deserts. They are the Imperial Guard, the most powerful fighting force in the universe, often fighting on battlefronts that stretch across entire sectors, or as independent platoons if the need dictates. Behind the tanks and the guns though, stand normal men representative of the cultural diversity of the Imperium and its undying loyalty to its Emperor.*

### CATACHAN JUNGLE FIGHTERS

The planet Catachan is a death world in which the climate, animal life and plant life is all inimical to Humanity. On Catachan, daily survival requires skill and courage undreamt of on other worlds. It is not surprising therefore that the men forming the Catachan Regiments are tough, resourceful and uncompromising warriors, deadly up close with their wicked knives or from ambush with their lasguns. In jungle terrain they are unsurpassed, with each Catachan being worth ten of any other regiment.

**Preferred special weapon:** Flamer  
**Preferred heavy weapon:** Heavy bolter

- Veterans
- Jungle Fighters
- Hardened Fighters
- Special Weapon squads
- Ogryn squads



17th Catachan  
Screaming Devils

### CATACHAN

Man has lived upon Catachan longer than Imperial records can recall. The scout probes of the first colonists found a planet which looked deceptively green and fertile from the safety of orbit. When the giant colony ships crash-landed the pioneers inside awoke from cryogenic slumber to find themselves marooned upon one of the most inhospitable places in the galaxy. Catachan is a death world, perhaps the most notorious and dangerous of all the death worlds in the Imperium. Its jungles are home to some of the most predatory animals and plants ever encountered by man. The first settlers survived by the merest chance, holed-up inside the wreckage of their spacecraft, besieged by the living jungle around them. Undoubtedly many died. Only the hardest, quickest and luckiest ever survive on a death world.

The planet's few scattered settlements are fortresses surrounded by barren bedrock where the soil has been blasted bare to

provide clear lines of fire. Even so, buildings never last long on Catachan. Lichens soon take root upon any surface, secreting a potent acid which crumbles even the most solidly constructed defences. Strangle vines creep a hundred metres in a single night, and their constricting grip can crush a plasteel bunker or smash a tank like an eggshell. The people of Catachan must constantly build and rebuild. Wherever they construct their settlements the jungles grow more densely and become increasingly aggressive.

Even the wild creatures of Catachan gather to repel the invaders. It is as if the whole planet were determined to rid itself of human intrusion, just as the immune system of a human being reacts to some invasive virus. Sooner or later humans must abandon their homes and resettle on another site, beginning their struggle against the jungle afresh.

The people of this unique world are moulded by a life of constant battle. Children learn to shoot before they can walk. Only those who can shoot fast and straight ever reach adulthood. Outside the fragile domes a world wars against its human inhabitants.

Every living thing on Catachan is inimical to human life. Every creature is a carnivore. Every plant is poisonous. Some plants secrete a deadly pollen that saturates the air and invades filter systems. Other types of vegetation release sticky sap which holds a creature fast and slowly dissolves its flesh. A few large trees even emit poisons into the ground, killing surrounding plants and creating a slimy acid bog which entraps anything foolish enough to venture near.

The native creatures are even more dangerous than the plants. The multi-legged Catachan Devil with its segmented body and snapping jaws is as big as a tank and capable of battling even the notorious Shambling Mamorphs of the volcano lands. Few humans grow old on Catachan, and those that survive the longest retain an instinct for self-preservation unrivalled anywhere in the galaxy.

### THE CATACHAN REGIMENT

Like all the worlds in the Imperium, Catachan is required to provide troops for the Imperial Guard. The people of Catachan live amongst dense and dangerous jungles which are altogether alien to most of the hive-dwelling citizens of the Imperium's larger planets. When it comes to jungle fighting the Catachan regiment has no equal and the Imperial Guard recognises their supremacy in this type of warfare.

During the jungle wars on Epsilon Octarius, the Catachan Regiment survived for nearly forty days amidst Crotalid infested mangrove swamps before reaching the Ork Gargant construction site of Grubnak's Drops. On that occasion the savagery of the Jungle Fighters so impressed the Deathskull Ork Warlord that he ordered his Gargants to be painted in green jungle stripes with red bandanas, in imitation of the Catachan Jungle Fighters' uniform. Whether he did this out of respect for his enemies or in the hope that some of the Jungle Fighters' skills would rub off on his Gargant fighting machines is uncertain.

Jungle Fighters wear the green combat gear that is everyday costume for the people of Catachan. Their clothing is perfectly suited to fast-moving warfare amidst steaming jungles. Combined with the red bandana, this rough but practical costume passes as the regiment's uniform.

### CROSSING THE XANIJES

The Xanijes river stretches for over 4,000 miles across Matapa IV. It was during prolonged fighting against a force from the Iron Warriors Traitor Legion that the Catachan VI Regiment (the 'Cobras') had to force a crossing against very stiff resistance. The Iron Warriors were falling back from the rapid offensive of the Ryzan





An armoured column supports the Catachan Jungle Fighters' attack.

"Stinking, fly-ridden, pox-laden, Emperor-cursed jungle! I hate it!"

Lieutenant Castor flung his machete at the ground. "Sure isn't like the forests of home," agreed Trooper Raven, turning to look at the Lieutenant while he used his bayonet to saw through a vine as thick as a man's arm.

"Can't understand how anyone can fight in this," added Trooper Bren, waving his arm at the dense undergrowth that all but blotted out the light in every direction.

Just then, a movement rustled the purple leaves of a bush to their right and the squad spun round, lasguns at the ready. For a moment it was impossible to see what had caused the disturbance, then a burly figure stepped through, his body covered in swirls of camouflage painted onto his rippling muscles. Five other soldiers followed him onto the trail where Castor's squad were standing.

"Been listening to you boys for half an hour. You sure make one hell of a racket," their leader drawled. "Lucky there ain't no Eldar nearby, they'd have been on you quick as a bloodwasp on a corpse."

"Thanks for the advice, Sergeant," Castor said sourly.

"No, Captain Captain Stone, Fourth Company, Catachan Twenty-Third," the newcomer replied, his eyes pure white as they stared out from the camo paint on his face. "You trying to link up with the supply column?"

"Yessir! Seems like this damn jungle doesn't want us to get there though," Castor answered quickly.

Captain Stone gestured to his squad who started to efficiently cut away the creepers blocking the trail.

"How does anyone survive in this hellhole?" Bren asked half to himself. Stone squatted down beside the kneeling Guardsman and laid his massive arm across his shoulders.

"This ain't nothing, boy!" laughed Stone, his pearly teeth shining through the dark camouflage in a big grin.

"Yeah, that's right. You Catachans come from the deepest hellhole in the galaxy," Raven said sarcastically, rolling his eyes dramatically.

"That's right, boy!" Stone exclaimed, turning his gaze to Raven but keeping Bren's shoulder in a vice-like grip.

"We're from the worst place you could imagine, worse than anything this little bit of greenery's got to offer."

"Yeah, yeah. Two-hundred foot Catachan Devils, mantrap plants that swallow you whole, giant lizards that destroy buildings. We heard the stories already," Raven grumbled.

"That's just what you offworlders know, boy. Let me tell you about the real Catachan," Stone drawled back with a lop-sided smile. "You boys been here for six months but I wouldn't give you more than three days on Catachan. You don't have to worry about the big critters you've heard about. You can hear 'em coming miles away and they're easy to avoid. It's the little things that's the real danger. Them bloodwasps, about the size of your thumb, and they don't wait 'til you're dead to start feeding. Seen them strip a man to the bone in an hour. Then there's these tiny little bugs. We call 'em heretic-ants on account of the fact that they go for your feet, after your soles so to speak! One bite from them and you'll be in the infirmary for a month. Two of 'em get you and you've about a day to get yourself treatment. Three bites and you'd better get ready to say hello to the Emperor! The vein worms are bad as well. They secrete this ooze that numbs you where they bite, so you don't feel a thing then dig their way under your skin and into your blood-stream to lay their eggs. The eggs get spread all round your body and then this larvae hatch out, eating at your brain, your heart, your bones. Ain't nothing no one can do to save you from vein worms if they get in."

"Emperor's teeth," whispered Raven shaking his head.

"That ain't the worst," Stone told the Guardsmen, turning to look each of them in the eye. "Even a heretic-ant you can see, squash him quick. The diseases, that's another matter. There's all kinds of poxes and fevers can kill a man in a few hours. There's some swamps where one breath of the fog will burn your lungs, five hours later your throat's all swollen up, you can't breathe and you choke to death. Foot rot will get you after a few weeks in the bush, your feet dropping off your legs, the stink making you wanna heave. Gotta look after your feet in the jungle, boys."

The assembled men glanced down at their travel worn boots with troubled looks. Stone laughed and stood up.

"This place is just jungle, nothing special," he told them.

"Bet you was really glad to get offworld, Captain," Bren suggested with a smile.

"Hell no!" Stone exclaimed. "Us Catachans love our world, boy. Ain't nowhere else I'd choose to be brought up. Catachan's got but one thing for the Emperor - us. Ain't no minerals, can't build a hive world there. But you want some real tough men for your fighting. Catachan's the place to go to. You live on Catachan, you're a born survivor. Halt the kids die before they learn to walk. Half of those that walk won't see ten years. But you celebrate your tenth birthday, you're gonna be a real man. Everyone works together, see. Can't go into the bush without some real good men to watch out for you. To pick off the deathflies from your back, to chop the head off a big old Catachan Viper when its snaking towards your arm. We look after each other, we don't backstab no one. We ain't out for ourselves, we're there for each other. And Catachan's independent, don't rely on no one to look after us. Now and then you get some official come into the village, try to tell you what to do. They don't last long. Hell, I shot me three of them myself!"

Stone looked to where his men had chopped through the obstructing trees and bushes.

"Better get moving, boys," he told them pointing along the now clear trail. "You don't want to be out here after dark. Not with them Eldar around. See ya'll!"

As Lieutenant Castor settled his pack onto his shoulders and set off along the trail he glanced back. He saw Captain Stone give a friendly wave with a wide smile before disappearing, merging with the jungle once more.



'A Catachan's favourite weapon is the jungle.' Native Proverb. Source File 006/D2/Z.



## CATACHAN KNIVES

(see also XXV32756 Catanchan & CCVI4322 Catanchan rifles)

A knife is not only a tool and weapon of a Catanchan fighter but also a mark of his status. The steel alloy used for these knives is only found on the planet Catanchan. A well-honed Catanchan blade will not rust and its edge will be keen even after continuous use.

Catanchan knives are highly valued and sought after throughout the Imperium. Many counterfeit copies are sold by roaming rogue traders, but the only sure way to get an authentic Catanchan knife is to take it from a Catanchan. This is not easy, as the Catanchans place a tremendous value on their knives. It is said that a Catanchan will rather give up his right arm than his knife.

Each Catanchan Jungle Fighter learns the craft of making knives from his parents and making your own knife is considered one of the tests of adulthood. While the basic design of the knives remain the same, there are subtle variants between family groups and individuals, depending on the height and preferences of the user.



### CATANCHAN FANG

Measuring up to 20 inches of gleaming steel, the Catanchan Fang is the most common type of the knife used by the Catanchan regiments. Equally useful for cutting your way through jungle or a deviant Eldar, the Catanchan Fang is renowned throughout thousands of star systems.

This knife is also used for settling disputes between Catanchans. Usually, one knife is placed in the centre of a fighting pit and the combatants must each strive to get hold of the knife. The duel ends when one fighter draws blood, though this can often mean death as well.



### NIGHT REAPER

Smaller than other typical designs, the blackened blade of the Night Reaper is especially suitable for infiltration and night missions when light reflecting from a blade can mean the difference between life and death. The blade itself is triangular, so any wound caused by the Night Reaper is unlikely to clot or heal. Catanchans are also known to poison these knives using one of the many venoms native to their inhospitable planet.



### DEVIL'S CLAW

Named after the fearsome predator of the Catanchan jungles, this is the largest type of the traditional knives of Catanchan. Anywhere between three and four feet long, the Devil's Claw is closer to a sword than a knife. It is used mainly on the battlefield in close quarters and it has even achieved a fearsome reputation amongst Orks who call it *Da Cutta*.

The blade itself is hollow and half filled with mercury to give it greater swinging power. Power swords wielded by senior members of the Catanchan regiments are often identical in design to the Devil's Claw.

(Excerpt from the Arms and Weaponry of the Imperial Guard by Alick Soranus)

IX Armoured Regiment, and had destroyed the bridges along their line of retreat. It would take several weeks for the Imperial Guard to re-direct their offensive along the surviving bridges. Colonel Kore of the Cobras volunteered his regiment to take a position along the Xanijes and hold it long enough for the engineers of the Ryzan IX to erect a bridge for their tanks.

The attack began at last light, with three Companies of Catanchan infantry wading across the shallows of the Xanijes near the Matapan Massif. The first platoons had almost reached the far shore (the river was some three hundred yards wide at this point) when the rearguard pickets of the Iron Warriors force spotted them.

Bolter fire tore through the air, but the Catanchans bravely pushed forwards, taking heavy losses. Supporting fire from the Ryzans was erratic due to the darkness – Kore had deliberately chosen an overcast night to mask his crossing. The Catanchans soon found themselves facing numerous Iron Warriors tanks, most notably half a dozen Predators. Again, they took heavy losses from their armoured enemies, but the infantry bravely held on until their anti-tank and fire support squads could be ferried across on makeshift rafts. With their heavy weapons in position, the Catanchans began to take a heavy toll on the Iron Warriors, constantly moving through the darkness to ensure that the renegade Space Marines were

unsure of their exact numbers or position. The Catanchans held off three counter-attacks over the next eighteen hours, while the Ryzans constructed first a pontoon bridge and then a more sturdy span.

At first light the next day (the Matapa night was some twenty hours long during this season) the first Ryzan tanks began to rumble across the Xanijes, allowing the Iron Warriors no chance to regroup and form a proper defensive position. The war lasted another three months – it would have been considerably longer if not for the sacrifices the Cobras made on that bloody night.

## THE BATTLE OF HELL'S MOUNT

During counter-rebellion activities on Saduja Minor, the 3rd Company of the Catanchan XVII Regiment (the 'Screaming Devils') was ordered to take an enemy-held position within the tangled jungle valleys of the Sierra Peaks. The enemy was well dug-in, with a network of underground bunkers and tunnels allowing them to move around the mountainside, beneath the surface, avoiding the reconnaissance and bombing runs of the Imperial Navy aircraft that patrolled the skies overhead. After a preliminary attack by stratocraft and artillery, the Third Company began to fight their way up the steep slopes, made all the harder because recent rains had turned the jungle floor into a quagmire of mud and rotting leaves. However, using their lifelong training and knowledge, the Catanchans managed to work themselves into range of the rebel position with minimal casualties. A prolonged firefight then ensued, and eventually it was Lieutenant Folie who led the 2nd Platoon on a direct assault, using his flamer-equipped squads to push the traitors back into their underground warren. Vicious tunnel-fighting continued for almost an hour, until explosive charges were used to collapse many of the chambers, forcing the rebels to the surface once more. Here they were easily gunned down by the Catanchans, whose superior fieldcraft allowed them to kill many times their own number. To the locals, the mountain is now known as Hell's Mount, in reference to the raging fires and billowing black smoke that engulfed the crest during the fiercest period of fighting.



### Catanchan XXIV 'Waiting Death'

The 'Waiting Death' became famed for their almost exclusive and highly successful employment of booby traps. They would spend days, even weeks, preparing a large area with mines, improvised spike pits, log falls and other deadly traps, before their foolhardy 'Butter' squads would lure the enemy into the deathtraps awaiting them. Most notable of their achievements was the almost complete destruction of Warlord Krakskull's Ork horde, by completely covering the mile-deep Hellsmouth Gorge on Arandra Five. So perfect was the trap's construction that almost all of the green-skinned horde had started to cross the hidden ravine before the fake floor of branches and leaves gave way under their tremendous weight.



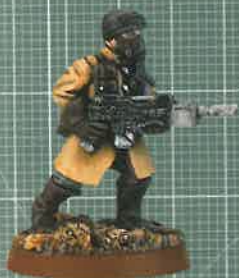


## ARMAGEDDON STEEL LEGIONS

The Steel Legions are renowned for their skill in opposing the Orks on the great ash wastes of their native world. Fully mobile in their Chimera transports, they are able to launch rapid attacks in which the Chimeras overrun the enemy lines before the Steel Legion infantry dismount to finish them off. Fighting in proximity to the great Hives of Armageddon, the Steel Legions are sometimes supported by hive militia conscripts eager to join their ranks.

**Preferred special weapon:** Grenade launcher  
**Preferred heavy weapon:** Missile launcher

- Mechanised
- Storm Trooper squads
- Xeno-fighters: Orks
- Ratling squads
- Conscript platoons



Dariusz Kozłowski

The Steel Legion fight throughout Armageddon in numerous battlezones, mustering their armoured might in great lines of spitting firepower. Most of the troopers are consigned to defend the hives where they grew up and trained, not only does this give the troopers the advantage of knowing the battlefield exceptionally well but also increases their dedication and perseverance. As a result, many companies are currently assigned to Tempestora, as well as Hive Infernus and Hive Archeron. The Steel Legion have suffered horrendous casualties in defence of their homeworld, but under the leadership of Commissar Yarrick himself, they will fight to the last man.

## FOR KERSCHLACT!

Early on in the Second Armageddon Campaign, Imperial units were ordered by Von Strabb to launch counter-attacks against the overwhelming Ork forces. The attacks were disjointed and poorly conceived, and led to many fine formations becoming cut off and surrounded by the Orks...

Ordered to counter-attack and cut off the Ork spearheads, the 9th Armageddon Steel Legion, under the command of Colonel Kerschclact, had already punched its way deep into the gap which exposed the Ork's flank. Kerschclact's regiment forged on, seeking a point for their breakthrough to the north. A weak spot was located during the night and the defending Orks overwhelmed, creating a 'corridor' which held across the Infernus hive – Acheron hive highway. Kerschclact now turned southwest, moving virtually unopposed along the highway towards Infernus hive.

Von Strabb had promised Kerschclact that the corridor would be shored up properly with three Imperial Guard infantry regiments, but almost at once, Ork units attacked the flanks of Kerschclact's corridor and shut it tight, sealing Kerschclact from the main body of the Imperial forces. Much of his artillery and rear service organisation was thus abruptly and disastrously snatched away from Kerschclact, who now found himself isolated deep behind the Ork lines. The three late arriving Guard regiments were hurled into assaults on the newly established Ork lines in an attempt to break through to Kerschclact, but these attacks were also stalled. Kerschclact was now ordered to turn about and aid in the



A 9th Armageddon Steel Legion mechanised company attempts to break through the Ork lines.



## STEEL LEGION MECHANISED INFANTRY

The most common type of company found in regiments raised on Armageddon are Mechanised Infantry Companies. These are similar in most respects to normal Infantry Companies, except that all the units that would normally have to move around on-foot are provided with Chimera armoured transport vehicles. Mechanised Infantry Companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles needed for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras, unless the tactical or strategic situation makes their use impractical.

attempt to break through the Ork lines. The 9th Steel Legion was operationally encircled, their 'gaps' sealed behind them by Ork assault units, and conditions were growing worse every day. Already Kerschlaht had 270 wounded men and 150 men infected with Armageddon lung rot. Several days of heavy fighting brought no breakthrough, only serious losses and the dispersal of the Imperial attackers; Kerschlaht's 7th Company became doubly encircled and had to fight its way out to the main group, now pushed back some 14 kilometres from the Ork front lines. On the other side of the Ork lines, the 11th

Armageddon Regiment and the 114th Pyran Dragoon Regiment went into the attack, but neither could make much headway against heavy fire from Ork lobbas and zappas; at night the Ork bombardment continued as Ork fightas and fighta-bommerz dropped flares and then bombed the garishly illuminated targets.

While these attacks were going on, Kerschlaht also helped the remnants of the 81st Armageddon Assault Legion, landed from orbit in a suicidal bid to recapture Infernus hive, to battle their way out of encirclement. The members of the 81st Regiment that managed to escape, amounting to barely a Company in strength under normal conditions, were subordinated to Kerschlaht's 9th Regiment. As well as members of the 81st Regiment, the 9th was joined by large numbers of citizens from Infernus hive, who had escaped the Ork attackers and were now also trapped behind the Ork lines. Many of the hive dwellers were armed, either with their own or captured weapons, and Kerschlaht requested permission to recoup his manpower from these 'partisan' units. Kerschlaht was authorised to mobilise hive gangers and civilians of suitable character and moral fibre, an assignment handled by the Commissar officers with his regiment. The Commissars quickly directed several hundred men to the 9th Regiment.

At the front line, Imperial forces prepared one final throw, by which the 50th Armageddon Regiment would attempt to break across the Infernus-Acheron highway and link up with Kerschlaht, attacking from the rear of the Ork forces. Only a narrow corridor separated the 9th from the 50th Regiment, but it was packed

with strong Ork units ready to face a front-and-rear strike. The following report by Kerschlaht shows what action he contemplated:

"Strength of regiment and length of front oblige me to attempt to break out rather than continue offensive operations to the south. Initiative visibly with enemy. No reserves. In such conditions suggest offensive plan:

1. To break encirclement ring to meet 50th Regiment in general direction of Acheron hive.
2. To this end to concentrate assault force of 1st and 2nd Companies Armageddon Steel Legion, elements of 81st Mobile Assault Regiment, and partisan detachment Zhabo.
3. Attack with above force aided by 50th regiment units and possibly 10th Regiment to seize the old motor road in the Zanthon heights sector. Thereafter to dig in on motor road in indicated sector.
4. After my link up with Koldin [commander of the 50th Regiment] to bring all my regiment and other assigned units, and drive regiment across Zanthon heights to join with 3rd Army front or for other assignment."

Kerschlaht's plan was a good one, and would have worked. Disastrously, however, the attack was held up for several hours while Von Strabb dithered as to whether to give permission to carry out the operation. By the time he consented, further Ork forces had been brought up and Kerschlaht found himself under attack from the south while at the same time trying to break out to the north. The northern assault went well, breaching the Ork lines as planned and linking up with 50th Regiment along the motor road.

To the south things were far more desperate. Kerschlaht personally led a fighting withdrawal, as the 3rd and 6th Companies valiantly tried to hold up the Orks long enough for the rest of the regiment to escape. Slowly giving ground, the two Companies mounted a tenacious defence, using their Chimera transport vehicles to fall back to a new defence point each time the Orks closed in. Only half a mile separated Kerschlaht from Boldin's regiment when the Ork fighta-bommerz caught them, blasting forward units of the 50th Regiment off the Zanthon heights and flaying the 3rd and 6th Companies under Kerschlaht's command. This small force was now systematically and literally cut to pieces. Kerschlaht himself was severely wounded when his Command HQ was caught by an Ork assault. With Kerschlaht dying, his much reduced force practically ceased to exist in its last desperate push to cover the few hundred yards to the Imperial army lines. Kerschlaht, unable to help his men and unwilling to die a prisoner, whispered "Boys, this is the end for me, but you go on fighting". At that he shot himself in the temple.

Although the actions of the 9th Armageddon Steel Legion had done little to





slow the Ork juggernaut, thanks to Kerschlack's inspired leadership the bulk of the regiment had managed to escape to fight another day. When much later in the campaign the tide turned and the Orks were driven back, the 9th Regiment was there, its men bellowing their battle-cry "For Kerschlack!".

## THE SIX HOUR REVOLUTION

Tithed regiments from Armageddon have served in wars all over the Imperium. This is an example of how the presence of a single Armageddon Steel Legion made a significant difference to the outcome of a war.

In M36.776 the 16th Armageddon Steel Legion was on the planet of Cassell. It had been stationed there following its participation as part of General Belov's 3rd Imperial Guard Army in the Lortham Campaign, where it had served with distinction.

Cassell is an agri-world, which was ruled at this time by the followers of a local Imperial cult known as the Way of the Emperor's Flesh. The leader of the cult, the Supreme Pontiff Skalin, had long been noted for his eccentric views, but had to this point been a loyal and reliable governor of Cassell for the Imperium. Worrying reports, however, had reached the ear of Colonel Kleist, commander of the 16th Steel Legion. These reports concerned rumours that the Supreme Pontiff had been becoming increasingly outspoken in his belief that the cult over which he ruled was the one true cult of the Emperor, and that the rest of the Imperium had to be made to acknowledge this fact.

Loath to act without hard evidence, Kleist put the 16th to combat readiness and requested permission from the administratum to investigate the rumours he had received. Before such permission could be received, however, the Pontiff called upon the people of Cassell to join with him in a crusade to bring the Way of the Emperor's Flesh to all of the peoples of the Imperium. Their righteous armies would overthrow the High Lords of Terra and lead the Imperium back into the light... all under the beneficent rule of the Supreme Pontiff, of course.

Kleist acted immediately. Fortunately for him, Cassell had only one major city, the unimaginatively named Port Cassell. The bulk of the population lived in scattered farming communities spread all over the planet and Kleist knew that if he acted quickly he could quell this rebellion before it had a chance to get started. Less than an hour after the Pontiff's announcement, Chimera armoured vehicles moved out from the 16th Steel Legion's containment just outside Port Cassell.

The column, under Kleist's personal command, approached Port Cassell's main gate, where it was immediately obvious that the Pontiff's followers were not at all prepared for an armoured assault. The gate was lightly held by members of the Pontiff's personal guard, whose lasguns and heavy stubbers were of little use



## GENERAL KUROV

Vladimer Nikita Kurov served as a young Lieutenant in the first and second battles of Tarturus Hive, excelling in several actions and reaching the rank of Colonel by the end of the campaign. Shortly afterwards Kurov took part in the Bakkus Crusade, where he was appointed to Lord Commander Bock's staff. Over the decades he has served in numerous other campaigns, and has proved to be one of the most reliable and able Imperial Guard commanders of recent times. He is currently in direct command of all Imperial Guard forces on Armageddon.

against the armour plate of the Steel Legion Chimeras. Ignoring the desultory fire from the defenders, Kleist ordered a Chimera to smash down the city gate, and then he and the rest of the column surged into the town.

Leaving one platoon to secure the gate, Kleist split the remainder of his force into two columns. The smaller of these, consisting of the 3rd Company, roared off towards Port Cassell's space port and main communications centre. By now word had spread that the city was under attack, and the 3rd Company met more determined opposition than they had at Cassell's main gate. Nonetheless, the defenders still had little in the way of heavy weapons with which to oppose the Steel Legion's Chimeras, and, after a short but brutal firefight, the communications centre was captured.

Meanwhile Kleist and the rest of his flying column headed towards the Divine Palace of the Supreme Pontiff. The palace was defended by the bulk of the Pontiff's bodyguard, along with the bodyguard's only armoured vehicle, an ageing Leman Russ gifted to Cassell many centuries earlier. The Leman Russ's crew were

desperately attempting to make the tank's aged engine start up when Kleist arrived at the palace. Leading from the front, Kleist's Chimera charged at the Leman Russ, shots from its multi-laser bouncing harmlessly off the tank's thick frontal armour. However, the fire distracted the tank's crew, giving Kleist long enough to get behind the armoured behemoth. As the Chimera braked to a halt, the lascannon team carried in the passenger compartment threw open the top hatch and let fly at the Leman Russ's thinner rear armour. The lascannon shot carved through the rear of the tank, hitting its ammunition. With a huge explosion, the Leman Russ exploded.

Thrown into confusion by the destruction of the tank, the remainder of the Pontiff's guard offered little resistance to the troops in Kleist's flying column. In less than two hours the Pontiff's palace was firmly in the hands of the 16th Steel Legion, and the Pontiff himself had been captured as he attempted to escape in a small skiff from the Palace wharf. The news was broadcast from the captured communications centre and, less than six hours after it had started, the Cassell Rebellion was over.



The 16th Steel Legion use their mobility to punch a hole through Port Cassell's defences.



Brothers of a sundered race clash in this month's battle report as the High Elves defend their territory against their bleak-hearted cousins, the Dark Elves. Add in two well-respected players and it's bound to be a cracker!

The new Dark Elf update, published in this issue, coupled with the fact we've not pitched these two arch-enemies together on the field of battle for ages, was enough for us to ask two particular players to fight out this month's battle report.

This battle will be the classic Pitched Battle scenario. We chose the standard scenario as it would allow us to show how much the Dark Elf revision has changed the tone of the army rather than them playing second fiddle to a scenario's special rules or objectives.

# THE BATTLE OF ANROC PASS

*A Warhammer battle report*

Rob Lane and John Dale will be going head to head in this game. Old friends who both frequent the Mansfield Wargames Club, as well as being stalwarts of the Dragon Slayers (a tournament club, for more details visit [www.dragon-slayers.org.uk](http://www.dragon-slayers.org.uk)), they are old adversaries.

Rob is very active on the tournament scene; his Chaos army has bludgeoned many opponents into oblivion (my Dwarfs are still smarting!). You can check out Rob's army at [www.baalor.com](http://www.baalor.com). Rob has

also been playing High Elves for years in the form of a Lothern Sea Guard army as well as an all-mounted force.

John is an equally well-known tournament player who's other armies include a massive Orcs and Goblins army and a Beasts of Chaos Horde made up from converted Kroot models.

Who will have the bragging rights of a White Dwarf battle report victory? Will the Dark Elves pull off a win and end their long line of battle report losses? Will Dwarfs be laughing into their ale over lots of dead Elves? Read on...

A grey mist lay heavy upon the bleak and rocky wilderness of Ar Anroc. Overhead, a black cloud bruised the sky, shadowing Corwin's mood. A storm was coming to his home, Ar Anroc, a little known township on the western shores of Ulthuan. In truth it had already arrived.

Corwin fought the anger in his heart and found his courage. The Dark Elves must not pass their lines. They must be repelled. The fate of Ar Anroc depended upon it. The baggage trains had already begun the long trek that led to the mountains. The people of Ar Anroc forced to flee their homes due to the menace of their twisted kinsmen. Corwin was determined that their flight would not be in vain.

He remembered the call to arms as the lofty watchtowers first spied the Black Ark advancing upon their shores. The clarion call had woken him from a fitful sleep and recognising the alarm, he had raced to his window. He watched as the Ark crept through the water with the silence of the grave, inexorable and menacing. In moments he had assembled his captains and donned his armour, even as the breaking morning threw its light upon the world.

Now he stood shoulder to shoulder with the Elves in his charge and surveyed the lines with grim satisfaction. The silver tips of spears shone bright in stark morning light as rank upon rank of the loyal militia made ready. The archers, tall and gaunt, waited silently to loose steel-fanged death upon the dark kin, alongside

them the batteries of repeater bolt throwers. The hooves of Elven steeds ploughed the earth in anticipation as the chariots drew into position between the spearmen. Over to the east and beyond the thick crags, Corwin knew the Reavers waited, eager to bring swift death to the interlopers. Overhead the beat of mighty wings pummelled the creeping silence and shielding his eyes, Corwin saw the forbidding form of Althwe, the Great Eagle as he landed upon the crags. The magnificent beast spread his wings wide and let out a piercing cry of defiance. It was a fitting call to arms. It steeled Corwin and all those Elves loyal to Ulthuan that heard it.

Across the barren ground, rocks jutting from the earth like the teeth of ancient giants, the Dark Elves emerged from the gloom and at their approach the skies darkened and the sun seemed to lose its radiance.

An errant shaft of light broke through the burgeoning cloud and pierced the thick vale of mist that lay before the High Elf commander and his army of hastily assembled militia. Through it, twisting shapes were revealed. The breeze grew, filled with the promise of violence. Banners emerged wraithlike through the evaporating mist. Etched in blood, they bore the foul symbols of the Druchii. With them came the enemy, savage and cruel, their dark kin and tainted brothers.

Faces, pale as alabaster sneered contemptuously from beneath cruelly

fashioned helms. Great hulking, brutish lizards, the Cold Ones, were goaded by their masters and dragged chariots into the battle line. Dark Riders rode about the flanks, issuing taunts and vitriolic curses. The darkly veiled Executioners strode forth with unnerving silence, their draich blades held aloft, meeting the gaze of their ex-brethren with cold-hearted malice. Other shapes moved in the encroaching gloom also, slivers of darkness amongst the distant crags. Corwin could almost hear the beating of wings and the shrill cry of the dreaded Harpies resonating on the breeze.

It was as if a horribly tainted mirror had been erected before him and through it he saw the twisted parody of himself and his kinsmen, and all the dark potential that ran through his blood.

"No," thought Corwin, "they are not of our noble blood. We are not the same," he assured himself with steel in his heart.

It was upon them at last, the time of reckoning. He looked to his commanders with a knowing glance, grim and resolute. Callarion, standard billowing proudly with the rising tempo of the wind, nodded his understanding. The mage, Bel Talinh produced a wry smile.

Eyes to the enemy, Corwin raised his sword. Even in the fading light, it had lost none of its lustre and shone like a beacon.

"For Ar Anroc," Corwin cried. "The true sons of Ulthuan will not fade in the dying light!"



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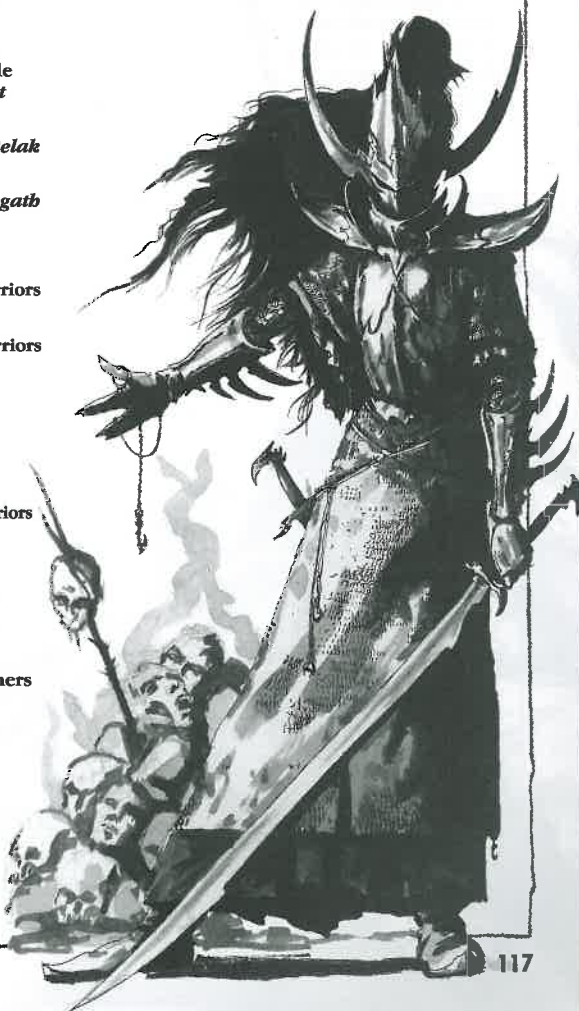
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## DEPLOYMENT

-  Corwin, Elf Commander  
\* *Leading the Kraken Company*
-  Callarion,  
Elf Commander with Battle Standard
-  Bel Talinh, Elf Mage
-  Kraken Company, 20 Spearmen
-  Citadel Company, 16 Spearmen
-  Dragonship Company, 16 Spearmen
-  Sapphire Company, 10 Elven Archers
-  Ruby Company, 10 Elven Archers
-  Garnet Company, 5 Ellyrian Reavers
-  Peridot Company, 5 Ellyrian Reavers
-  Dragon of Tiranoc, 1 Tiranoc Chariot
-  Eagle of Tiranoc, 1 Tiranoc Chariot
-  Battery Arthai, 1 Repeater Bolt Thrower
-  Battery Sarthai, 1 Repeater Bolt Thrower
-  Althwë, Great Eagle

-  Maleus Darkdale, Dark Elf Noble  
\* *Leading the Kuyash Regiment*
-  Drukth Falkhu, Dark Elf Noble  
\* *Riding in Cold One Chariot Belak*
-  Khael Khyran, Dark Elf Noble  
\* *Riding in Cold One Chariot Agath*
-  Kar Shobh, Sorceress
-  Dalak Regiment, 20 Dark Elf Warriors
-  Karan Regiment, 20 Dark Elf Warriors
-  Caith Riders, 5 Dark Riders
-  Anast Riders, 5 Dark Riders
-  Uraithen Company, 10 Dark Elf Warriors
-  Belak, 1 Cold One Chariot
-  Agath, 1 Cold One Chariot
-  Kuyash Regiment, 18 Executioners
-  Yir Gaith, 7 Shades
-  Doomflyers, 5 Harpies
-  Ishar, 1 Reaper Bolt Thrower
-  Sainth, 1 Reaper Bolt Thrower







Rob Lane

**Rob:** I've been playing Warhammer for many years now and I have to say I'm really pleased to be playing my good mate John Dalé in a

White Dwarf battle report. I'm a big tournament player (although I'm not quite as *big* as John, of course) and, whilst I enjoy the competitiveness and the will to win found at tournaments, sometimes it's great to sit down with an army built around a story and try to get one over on your friends with cunning tactics rather than by simply picking the hardest units you can. We'd decided early on this is exactly what we'd do!

With that in mind I decided to pick a 'classic' High Elf army to face John's Dark Elves, built around the story of a small township on the west coast of Ulthuan – Ar Anroc – that finds itself under attack from their direst of enemies. Right from the start I knew it should be composed mostly of citizen militia, as they were the only troops that could be called upon in such a small settlement, so that was easy; and what made it even easier was that I knew what John was using, pretty much. This helped a lot and it meant I didn't have to select an 'all-comers' army that could do well against almost everything – as you do by necessity in a tournament setting.

## IN DEFENCE OF AR ANROC

### ARMY SELECTION

I find it's always best to create an army with a plan in mind, and that's exactly what I set about doing. Simple plans are always the best ones of course, and after a bit of thought I felt I had a very simple plan – destroy John's flanking forces with shooting and fast cavalry, then concentrate on his central blocks, hopefully flanking them in later turns. In combination with a solid battleline to confront the Druchii infantry head on, the raiders would quickly be sent back to their ships!

With one of the most important aspects of my plan being shooting, I plumped for two units of ten Elven Archers, two Eagle's Claw repeater bolt-throwers and two units of Ellyrian Reavers with spears. Archers are completely underestimated by almost every opponent I face with the High Elves, and along with the Eagle's Claws, these guys can prove devastating to the plans of any foe, let alone the thinly-armoured Dark Elves. Dark Riders are excellent units but like most fast cavalry they are easily taken out by shooting, as are Harpies and Shades – and once John's flanking units were gone, I could then concentrate on his central blocks. Even so, through bitter experience I know that the dice gods are not always on my side, and so the flexible Ellyrian Reavers would prove very important should my shooting fail – and if it didn't fail, they would be able to roll up John's flanks and threaten his centre in no time.

With the earlier turns planned for, it was time to look at my battleline, which would come into its own later on in the game. The fact that High Elves are *immune to panic* when fighting Dark Elves meant that I could get away with small units of infantry and so I decided to field everything I had painted – 52 Spear-wielding Elves, sorted into one unit of 20 and two of 16 all with full command and with the main unit taking advantage of the First Among Equals rule to use the War Banner.

A battle line like that, however, needs a little support for it to work effectively especially as the units are quite small. I chose two Tiranoc Chariots to sit in-between the units of Spear-wielding Elves for two reasons; firstly, they could provide a lot of punch when combined with a unit of infantry; and secondly, they

would prove a deterrent for John's units, which would hopefully hang back until I could get around his flanks and thus force him to engage. An Eagle would be crucial here, too – it can really annoy enemy blocks of infantry by hindering their charges, and from past experience they really annoy John!

Lastly, of course, were character choices. To my mind characters should support an army, not dominate it, and I chose mine accordingly.

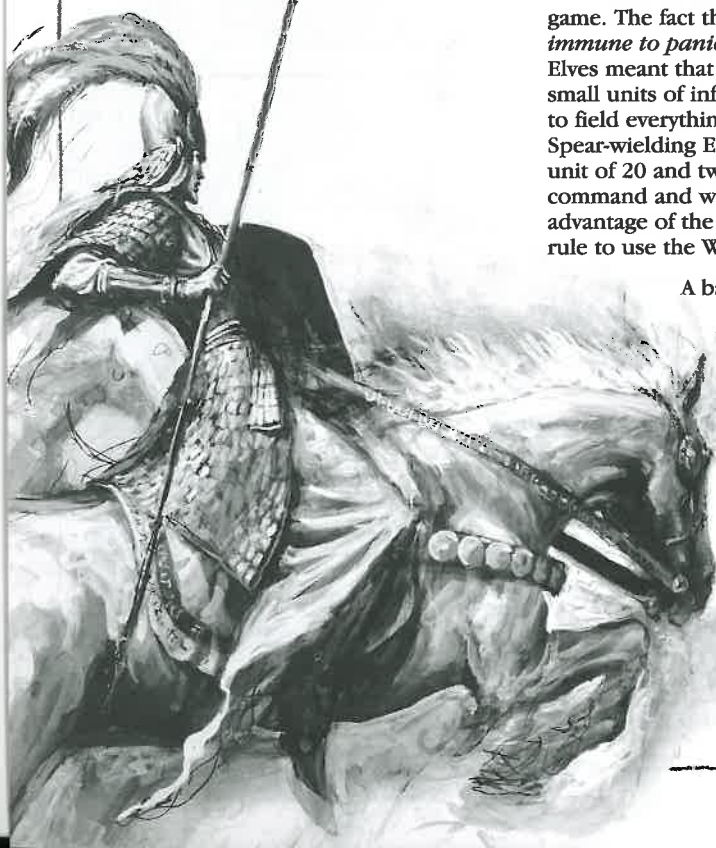
To support my infantry, an Elf Commander (who would hopefully be the General) would sit in the main block of Spearmen (Kraken Company) to provide a little punch and a little bit of leadership. I gave him the Sword of Might, the Enchanted Shield and the Helm of Fortune, thus affording him a Strength of 5 and a 2+ re-rollable Armour save. He could take on just about anything John's army could throw at him, including the opposing General, and still deal a bit of damage in return. A Strength of 5 meant Executioners would not get an Armour save too, even with their newly-acquired heavy armour!

To support my shooting and thus my battle plan, I chose a Level 2 Elf Mage with the Seer honour and a Dispel scroll to ensure my enemy's spellcasting would have a hard time of it. Thanks to the Seer skill I could choose High Magic spells that would hopefully prove devastating – and to hammer home my army's shooting ability, I chose the Curse of Arrow Attraction, Fury of Khaine and, of course, Drain Magic. The latter spell would curb John's Magic phase even further and Fury of Khaine was there to ensure his own Dispel dice and scrolls could be lured out early.

However, with only four casting dice available to cast three spells, I knew I needed a little bit of a boost in that area – so I chose a Battle Standard Bearer with the Banner of Sorcery, which would give me at least one more casting dice per turn and up to seven if I rolled well. In my opinion, a Battle Standard is essential in any infantry army, but a good trick with such characters is to use them to fulfil two roles, which saves a lot of points and plays the Intrigue at Court odds a little. Having three characters rather than the maximum of four means I have a better chance of rolling the character I want as the General!

It was shaping up better than I had expected. I had an excellent all-round army that could do just about everything I wanted it to do, and do it well, and I had a nice simple plan to work to.

The trouble with plans is that sometimes they go wrong...







John Dale

**John:** Imagine my surprise and joy when White Dwarf's Paul Rudge e-mailed me asking if I'd like to fight in a battle report in the

magazine. It got even better when it became clear this was an opportunity to showcase the new changes to the Dark Elves, and to fight against their most hated foe, the High Elves, commanded by my friend and High Elf master, Rob Lane.

After a quick phone call to my long-haired opponent, we decided to fight a 2,000 point Pitched Battle with lots of terrain and with two well-balanced armies, where hopefully tactics and the cunning use of the terrain (plus my lucky yellow dice!) would determine the victor. So, with the basic framework in place and with the Army book and revisions to hand, where to start?

## ARMY SELECTION

Well for me, picking a new list is not just about picking units that will perform well on the battlefield, it is also just as important to choose models that I will enjoy painting. I was therefore very fortunate to be using the Dark Elves as I think they are some of the best models that Games Workshop have produced. I quickly decided to include all three of my favourite models, being the Executioners, Cold One Chariot and Reaper bolt-thrower.

The Executioners, now with heavy armour to reflect the equipment on the model, would act as bodyguard to my General, a Noble, who would also be kitted-out with heavy armour as well as a Sea Dragon cloak and a halberd. He would also take the Seal of Ghrond, a useful bit of kit which would generate an extra Dispel dice. Halberds are generally overlooked by most players in favour of the great weapon, but Elves and in particular Dark Elf Nobles have high Initiative, which is wasted with a great weapon. The halberd should ensure that the Noble would strike first at a Strength of 5, hopefully reducing the number of attacks being directed at the more vulnerable Executioners.

Even so, without doubt the best way to prevent my precious Executioners from being killed before they could strike back is to get the boot in first – so with this in mind I gave them the Banner of Murder, enabling them to achieve an extra D6 on their 10" charge range.

Another unit which can definitely make an opponent's eyes water is the Cold One Chariot. This Toughness 5, 4 Wound, fear-causing little beauty would certainly give my units some punch, especially if I used it as a mount for another Noble,

## DRUCHII REBORN!

who would be equipped with heavy armour, cloak and halberd. With his extra Strength 5 attacks and Leadership to combat *stupidity*, this unit could pose Rob some serious problems, especially if I could get it behind his battle line to take advantage of its Unit Strength of 5 and threaten rear or flank charges.

For long range firepower, I don't think you can beat Reaper bolt-throwers, so I took two of these, making a mental note to deploy them well away from each other as I was expecting Rob to bring Reavers and Eagles to the party.

Dark Elves have three basic choices for core units – Dark Riders, excellent fast cavalry flanking and harassing units with the option of taking the repeating crossbow, and two solid infantry choices in both Corsairs and Warriors. Corsairs with their two Attacks, Sea Dragon Cloaks (giving them a respectable 4+ save against shooting) and the option of a Magic Standard were perhaps my first choice, but to my mind the heart of a Dark Elf army has to be Warriors so I picked three units of them, two units of 20 armed with spears and command to anchor my battle line and a unit of ten armed with repeating crossbows to give me some extra firepower and support for the Reaper bolt-throwers. Following the revision, this backbone to my army has been reduced in cost by two points a model, saving me a whopping 100 pts. What do I do with the points saved?

Well, I noticed the revision now allowed two Cold One Chariots to be taken as one Special choice so I took another 95 point chariot nastiness ridden by another halberd-wielding Noble. These two chariots would be deployed alongside the spear-armed Warrior units, the plan being to combine charges, utilising the ranks, standard and numerical strength of the Warriors with the hard-hitting power of the Cold One Chariots.

I picked five Harpies to act primarily as war machine hunters and some Shades to give me some insurance that I would be able to take out the Eagle's Claw bolt throwers, which if left alone would quickly decimate my force.

Finally magic: I went for a level two Sorceress with a Dispel scroll and Darkstar Cloak, so that with five Power dice and two spells (both at +1 to cast) I might be able to stop some of Rob's tricky High Elf magic but also cast some nasty spells myself during the battle. A far more interesting option than just taking a Level 1 Mage with two Dispel scrolls!

Now for the plan. As any Dark Elf player will tell you, we hate those poncy High Elves. I mean it – we *really* hate the High Elves! However, hatred

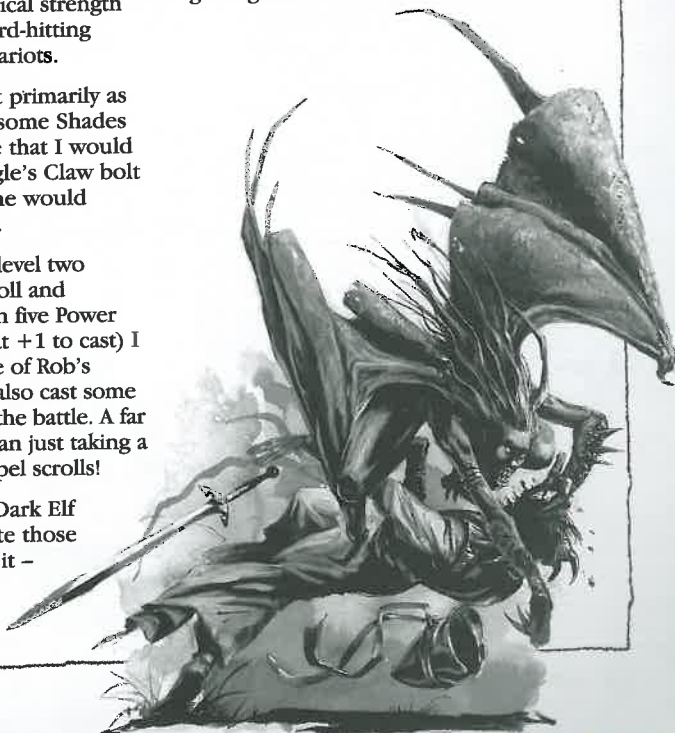
is a bit of a double-edged sword; on one hand you have the ability to re-roll your missed attacks in the first round of combat, which can be a priceless advantage between two well-matched opponents, but on the other hand, you have to pursue the enemy when it flees from combat.

Now you might think that this compulsory move is not such a weakness, however it is a weakness that can be quickly exploited by a cunning opponent, such as Rob, who may sacrifice a cheap unit in an attack on your flank or rear, confident that you will have to pursue the baiting unit at right angles to where you really want your attack to take place.

So to maximise the advantages of hatred and minimise the problems, my plan was simple: quickly achieve superiority in the Shooting phase by taking out the Eagle's Claw bolt throwers and Elven Archers with my own shooting, using the terrain to shield the Harpies, Shades and Dark Riders, who would also attack the Eagle's Claws and Archers if given the chance, I would then draw the High Elf infantry into range for combined charges with my Cold One Chariots, Executioners and Warrior units.

On a personal note, I really wanted to kill the Eagle, which has been a real pain for me in all the battles I have fought against Rob's High Elves over the years. As soon as it poked its beak out from behind cover, I swore it would be dead!

Although the practice games we'd played so far had all been close, Rob rarely lost with his High Elves and although I knew that my plan was a good one, the only thing I was really confident of was that we would have a good game!





# The Host of Ar Anroc

## CHARACTERS

**HERO: Corwin, Elf Commander**  
Hand weapon, heavy armour, Pure of Heart,  
Sword of Might, Helm of Fortune  
and the Enchanted Shield. **124 pts**  
*\*leads the Kraken Company of Spearmen*

**HERO: Callarion,**  
**Elf Commander, Battle Standard Bearer**  
Hand weapon and Banner of Sorcery. **145 pts**

**HERO: Bel Talinh, Elf Mage**  
Hand weapon, Level 2 upgrade, Seer and Dispel  
scroll. **180 pts**

## CORE

**Kraken Company**  
20 Spearmen with hand weapons, spears, light  
armour, shields, Captain, Musician and Standard  
Bearer with the War Banner **270 pts**

**Citadel Company**  
16 Spearmen with hand weapons, spears, light  
armour, shields, Captain, Musician and Standard  
Bearer **206 pts**

**Dragonship Company**  
16 Spearmen with hand weapons, spears, light  
armour, shields, Captain, Musician and Standard  
Bearer **206 pts**

**Sapphire Company**  
10 Elven Archers with hand weapons  
and longbows **120 pts**

**Ruby Company**  
10 Elven Archers with hand weapons  
and longbows **120 pts**

## SPECIAL

**Dragon of Tiranoc, 1 Tiranoc Chariot**  
2 High Elf crew with hand weapons, spears  
and bows **85 pts**

**Eagle of Tiranoc, 1 Tiranoc Chariot**  
2 High Elf crew with hand weapons, spears  
and bows **85 pts**

**Garnet Company**  
5 Ellyrian Reavers with hand weapons, spear,  
light armour and Harbinger **104 pts**

**Peridot Company**  
5 Ellyrian Reavers with hand weapons, spears,  
light armour, and Harbinger **104 pts**

## RARE

**Battery Arthai, 1 Repeater Bolt Thrower**  
2 High Elf crew **100 pts**

**Battery Sarthai, 1 Repeater Bolt Thrower**  
2 High Elf crew **100 pts**

**Althwe, Great Eagle** **50 pts**

**TOTAL** ..... **1,999 pts**





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# The Nan Kherith

## CHARACTERS

**HERO: Maleus Darkdale, Dark Elf Noble**  
Hand weapon, heavy armour, halberd and Seal of Ghroind. **109 pts**  
*\*leads the Kuyash Regiment*

**HERO: Drukh Falkhu, Dark Elf Noble**  
Hand weapon, heavy armour, halberd and Sea Dragon cloak. **84 pts**  
*\*rides in Cold One chariot Belak*

**HERO: Khael Khyran, Dark Elf Noble**  
Hand weapon, heavy armour, halberd and Sea Dragon cloak. **84 pts**  
*\*rides in Cold One chariot Agath*

**HERO: Kar Shobh, Sorceress**  
Hand weapon, Level 2 upgrade, Darkstar cloak and a Dispel scroll. **175 pts**

## CORE

**Dalak Regiment**  
20 Dark Elf Warriors with hand weapons, spears, light armour, Musician, Standard Bearer and Lordling. **185 pts**

**Karan Regiment**  
20 Dark Elf Warriors with hand weapons, spears, light armour, Musician, Standard Bearer and Lordling. **185 pts**

**Caith Riders**  
5 Dark Riders with repeater crossbows, hand weapons, spears and light armour. **120 pts**

**Anast Riders**  
5 Dark Riders with repeater crossbow, hand weapons, spears and light armour. **120 pts**

**Uraithen Company**  
10 Dark Elf Warriors with hand weapons, repeater crossbows and light armour. **110 pts**

## SPECIAL

**Belak, 1 Cold One Chariot**  
2 Dark Elf crew with hand weapons and the chariot has scythed wheels. **95 pts**

**Agath, 1 Cold One Chariot**  
2 Dark Elf crew with hand weapons and the chariot has scythed wheels. **95 pts**

**Kuyash Regiment**  
18 Executioners with Draichs (great weapon), heavy armour, Musician, Draich-master, and a Standard Bearer with the Banner of Murder. **273 pts**

**Yir Gaith**  
7 Shades with hand weapons and repeater crossbow. **98 pts**

**Doomflyers**  
5 Harpies. **65 pts**

## RARE

**Ishar, 1 Reaper Bolt Thrower**  
2 Dark Elf crew with hand weapons and light armour. **100 pts**

**Sainth, 1 Reaper Bolt Thrower**  
2 Dark Elf crew with hand weapons and light armour. **100 pts**

**TOTAL** ..... **1,998 pts**





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273 pts

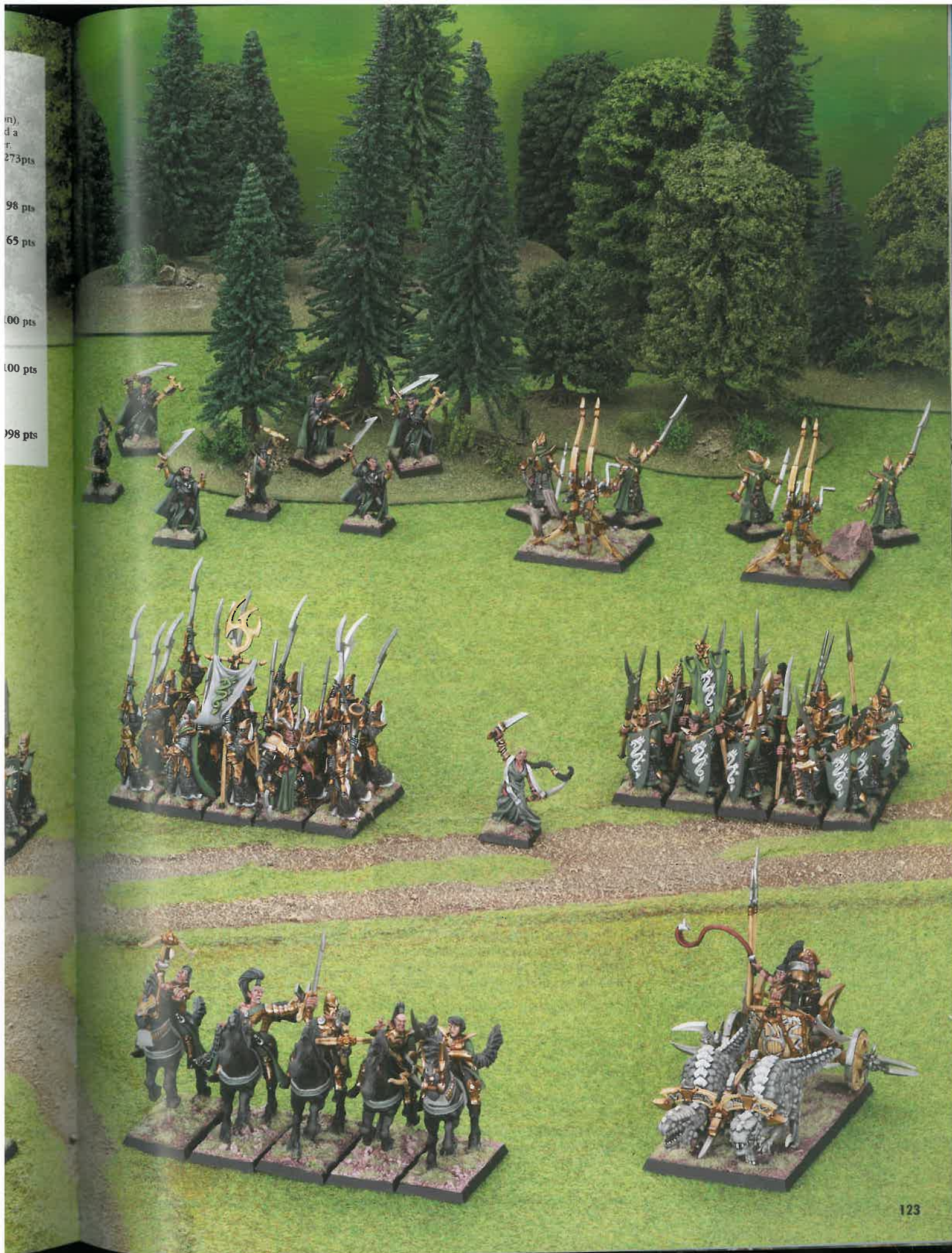
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## HIGH ELVES TURN 1

**Rob:** Before the game we had decided that the areas of rocky ground dotted around the battlefield would affect line of sight, which meant that shooting would not dominate the proceedings. Accordingly, I set up both units of Reavers onto my left flank to 'double up' on John's fast cavalry, with the added bonus that they were protected from Reaper bolt thrower and Crossbowmen fire by a hill and some rocks. With my right flank protected by two more patches of rocky ground, I felt confident I could defend that area of the battlefield with an Eagle's Claw, with assistance from the other Repeater and

the Archers. With my centre blocks of infantry protected by both areas of rocky ground and with clear line of sight for my shooting, thanks to the hill, I felt I had the terrain to suit my plan. Perfect!

Giving thanks to the dice gods for a) rolling the character I wanted as my general and b) managing to roll for the first turn, I set about implementing my plan with a will.

My first task was to try to control my left flank, and so I moved both my units of Reavers forward to tempt John's Dark Riders into charging them, making sure the Crossbowmen and the Reaper Bolt Throwers could not see them. With little

else to do I decided to contest the centre of the battlefield with my Spearmen, using the rocky ground to protect their flanks, and moving the Eagle close by to ensure he would be near enough to affect any of John's units.

Then came the Magic phase. Rolling a 2 for the Banner of Sorcery, I felt confident I could at least lure out a Dispel scroll this turn. First of all I tried Fury of Khaine on a Cold One Chariot, but it was dispelled, and then disaster – casting Curse of Arrow Attraction on the other chariot, I managed to miscast and rolled a 5 on the Miscast table. My Mage was blasted off his feet, which was bad enough, but he couldn't cast in my next turn! A catastrophe!

Swallowing my disappointment, I put a Reaper Bolt Thrower to task in the Shooting phase. They could really cause some pain and, as nothing was happening on the flanks yet, I knew they would be crucial in these first turns. As well as that, in a couple of games a few days earlier, John had thrown everything but the kitchen sink at my own repeaters, but to no avail – only managing to kill one crewman from each! Thus it was very satisfying to see John's face when I managed to kill the Reaper hiding in the wood with a combination of Archery fire and both Eagle's Claw!

With no combat to speak of, it was time for John to play his hand...



With the first volleys of arrows and bolts loosed, both armies begin their advance.



## DARK ELVES TURN 1

**John:** Having passed both Stupidity tests on my chariots, I surveyed the battlefield. The Reaver unit on my right flank was a tempting target for my Dark Riders, but I was unsure of the charge distance. Knowing Rob for the tricky Elf he is, I doubted they were in charge range and even if they were, he would certainly flee and rally, leaving his second fast cavalry unit to charge and wipe out my Dark Riders in his next turn. That meant no charges declared on those!

The loss of the Reaper Bolt Thrower was a big blow to my battle plan of achieving shooting superiority, although the blow was softened somewhat by Rob's unfortunate miscast (insert sneaky Dark Elf laugh here) preventing him from hitting me with two potentially devastating spells for at least another turn. However, following Rob's aggressive move across the table, the more immediate threat came from his two chariots, which were now in charge range of all my infantry units. A combined charge would be hard to resist, so my remaining Reaper and crossbow-armed Warriors had a new target, the nearest Tiranoc Chariot.

I still had to deal with the threat of the High Elf shooting though so, taking advantage of Rob's miscast, I moved the Harpies, Shades and Dark Riders on my left as far forward as possible. All three units would be easy targets and would

undoubtedly receive some pain, but hopefully one or two units would remain to charge and silence the Eagle's Claws next turn.

I decided not to move the Dark Riders on the hill and hopefully whittle down the Reavers with their repeating crossbows and, with both Cold One Chariots moving forward to threaten the High Elf Spearmen and the Dark Elf Sorceress moving to cover behind the rocky terrain, I ended my Movement phase.

With the Dark Magic Soul Stealer spell being short-ranged I only had Chill Wind to cast. This spell could be highly effective against the lightly-armed Elven Archers, potentially preventing them from firing, but the Tiranoc Chariot tag-team was my biggest headache, so I cast my magic missile at the chariot nearest the Crossbowmen, hoping to knock off a wound or two from its profile. Rob obviously agreed with me as he used a precious Dispel scroll to halt the missile!

It was going to be down to my Shooting phase. Twenty bolts from the Crossbowmen produced a wound but the six bolts from my Reaper only caused two more and the pesky chariot survived with one precious wound remaining! With my Dark Riders' repeating crossbows failing to scratch the Reavers I sat back rather disheartened, and wondered which of my precious infantry units would be on the receiving end of the Tiranoc chariots.





## HIGH ELVES TURN 2

**Rob:** I had something to think about now, that was for sure. With the Harpies, (which John had cunningly placed out of sight of my Battle Standard Bearer), Shades and Dark Riders threatening both Eagle's Claws I knew I had to take them down as soon as possible or my plan would fly out of the window – but could I do it without Curse of Arrow-Attraction? I had to try, so turned my Archers to face these threats as best I could. As well as that, the other Reaper bolt thrower had very nearly killed a Tiranoc Chariot in their first round of shooting and I felt it was time to use them in a way that sometimes catches people out – before they were shot to pieces! Thanks to their 18" range both of them charged a Dark Elf Warrior unit, the Dalak Regiment, but John knew exactly what my chariots could do and so fled far enough away from my charge. This meant my chariots were exposed to charges themselves, but I didn't think that was too much of a problem as they could flee too.

John had proved himself too canny in his turn when his Dark Riders declined to have a go at my Reavers, so I decided to force the issue. Moving both units forward meant they could be shot at by the Crossbowmen and again by the Dark Riders, but I felt I could take the pain, especially with my units being immune to *panic*. His other Dark Riders were causing me some headaches though; they were threatening the flank of the Citadel Company of Spearmen on the right, so I decided to call his bluff and moved my General from the main block of Kraken Company Spearmen into that unit, placing him on the side so that he would get to attack should the Dark Riders go for it.

### CHARACTER MOBILITY

Moving characters into and out of units is a valuable tactic if you feel a unit is threatened and needs a little support, especially as the rules allow them to leave one unit and join another in the same turn. As well as that, placing characters on either side of a unit means they are a very useful deterrent to would-be flankers, meaning you don't have to turn your unit and so keep your battle line coherent!

I also moved my Battle Standard Bearer out of charge range of the Dark Riders, but he had little else to do as the Banner of Sorcery was useless this turn. My Mage was still recovering from his miscast!

This meant I had only the Shooting phase to negate John's threatening manoeuvres on my right flank. The Dark Riders were short work for the Eagle's

Claw in the wood, which killed four, but then I had a dilemma. Should I throw everything at the Harpies or the Shades? Both were threatening a Repeater, but I felt the crew had more chance against Harpies than Shades should they be charged, and so shot the Shades first, using the other Eagle's Claw to kill four and the Archers to kill two. This reduced them to one model and so I turned my attentions to the Harpies: unfortunately the Archers only managed to kill one Harpy, which meant they didn't even have to take a Panic test. The solitary Dark Rider passed his Panic test, but thankfully the remaining Shade failed. I would have to be satisfied with two thirds of the threat negated! Again there was no combat, so it was time for John to do his worst.



## DARK ELVES TURN 2

**John:** Rather relieved that Rob had not chosen my Executioners for the chariot treatment and with both of my Cold One Chariots having passed their Stupidity tests, it was time for some payback. The surviving Harpies went for the Eagle's Claw Bolt Thrower on the hill, who stood to receive the charge, but unfortunately the remaining Dark Rider had no line of sight to the second Eagle's Claw. I was not too worried though, as I had another sneaky use for this lone rider.

The Noble mounted on his Cold One Chariot on my left, Drukh Falkhu, declared a charge against the nearest Tiranoc Chariot and the Executioners charged the second, but both Rob's chariots fled from the danger. However, before rolling to see how far they fled, I was left with an interesting opportunity.

As both Tiranoc Chariots had been blocking a charge to the central Spearman unit containing the High Elf General, the Kraken Company, I could now redirect both of my charging units onto them. However, I had to decide

whether to pursue the chariots, hopefully running them down and destroying them, or redirecting – we figured that I could not do both.

Looking at the distances involved I knew I would need a high roll with the Banner of Murder in order for the Executioners to either catch the chariot or hit the Spearmen; the trouble was that if I ran down the chariot I risked exposing my flank to the High Elf battle line and, as the chariot only had one wound remaining I let it go, confident I could remove it with shooting before it could threaten my troops again. I therefore redirected the Executioners' charge onto the Spearmen, hoping for a high roll on their magic banner.

The Noble on the chariot could easily redirect onto the Spearmen, but if my Executioners failed to turn up, the chances of him breaking Rob's main infantry unit unaided (who would benefit from a Battle Standard re-roll) were slim. I therefore elected to run down the Tiranoc Chariot and trust that if the Executioners hit home they could – with my General and the benefit of *hatred* – do the business on their own.





Having rallied the fleeing Dalak Regiment of Warriors and removed the remaining Shade as he could not rally (the unit being less than 25% of its original number) I held my breath as I rolled a 5 for the Banner of Murder, giving the Executioners a potential 15" charge range! Out came the tape measures to reveal that they were 15 and a half inches from the Spearmen – the redirection had failed and the unit was moved half of its normal charge distance towards the High Elf infantry. The Tiranoc Chariot with one wound, fled well away from the action but the Cold One Chariot succeeded in running down the second Tiranoc Chariot and moved 14" forwards. This would normally have created some Panic tests for fleeing friends being destroyed by chargers, but this was not a problem for Rob and his immune to panic Elves. I was very happy with where my chariot ended up though as it was threatening to get into the High Elf backfield where its Unit Strength of 5 could really hurt later in the game!

### REDIRECTING CHARGES

This is an interesting question and one that always makes me reach for the rulebook: can a unit that redirects still run down and destroy the unit that fled in the first place? To be honest, both myself and Rob did not know the answer so we decided that common sense should prevail – we played it that any unit that redirects cannot run down the unit that fled in the first instance.

I wheeled my Crossbowmen around to give supporting fire to the Dark Riders who, with my Reaper Bolt Thrower, would

target the Reavers threatening my precious war machine. I moved my remaining chariot-mounted Noble forward and positioned my Sorceress as close to Rob's Spearmen as possible without leaving the relative safety of the rocks.

I left my sneaky manoeuvre until last – taking full advantage of his 18" march move and free reforms I positioned the lone Dark Rider model as a blocker and diverter in front of Rob's Spearmen that now contained his General. I made sure that if the Spearmen charged, the unit would have to wheel to contact the Dark Rider and thus present their flank to my battleline. Rob's a master at this with his Eagle and to return the compliment would be very pleasing indeed!

Although Rob let my potentially devastating Soul Stealer spell go, saving his Dispel dice for my second spell, it had no effect as it was just out of range

of his Spearmen. Fortunately for the Druchii, Rob then rolled two 1s from his three Dispel dice and I was able to hit one of the Archer units on the hill with Chill Wind, causing two casualties but more importantly preventing them from shooting next turn.

The combined shooting effects of my Crossbowmen, Dark Riders and Reaper Bolt Thrower removed the Reaver unit threatening my war machine, but I left the other intact to charge my Dark Riders next turn.

The Combat phase was a bit more satisfying with the Harpies doing what it says on their tin, killing the Eagle's Claw crew and then overrunning off the table to safety. With one Eagle's Claw gone, one Archer unit unable to fire and with the High Elf chariot threat neutralised, I was feeling a bit more relaxed as we moved into turn 3.





### HIGH ELVES TURN 3

**Rob:** Not a good turn for me. My left flank was not doing as well as I'd hoped thanks to my inability to spot shooting threats (oh how I wish I'd moved that second Reaver unit out of sight of the Reaper) and those Cold One Chariots were really looking dangerous. To cap it all, my shooting was reduced by half – one unit of Archers couldn't shoot and one of my Eagle's Claws was dead. At least I had the Mage back, but my plan was rapidly becoming rather more complex than I'd hoped!

Taking the bull by the horns, I resolved to see what I could do about the left flank, charging the Reavers into the Dark Riders, thankfully managing to survive the Stand & Shoot. To reduce the threat from the Cold One Chariots, my main block of Spearmen, the Kraken Company, charged the one next to them, hoping John would roll low when it

fled. Although this meant their flank would be somewhat exposed and the battle line broken I felt the gamble was worth it. At worst I would fail to catch the chariot but still take it out of the game for two turns; at best I could take it out and gain some valuable points, as well as ensuring my Spearmen weren't threatened by anything nastier than another Elf. Unfortunately the Cold One Chariot managed to roll high enough to get away, and I was horrified to see I'd misjudged the movement of my unit badly; the flank of the Spearmen was exposed to not one but three charges – from the Executioners, the Warriors and the other Cold One Chariot! What a nightmare!

Berating myself for my stupidity, I had to protect them with something, and the only thing to hand was the Eagle (who popped in front of the Executioners) and the Dragonship Company of Spearmen on the left, who moved

forward as fast as their legs would carry them, blocking the chariot and the Dark Elf Warriors.

Feeling a bit miserable thanks to having to sacrifice half my army, in my Magic phase I was a little mollified by being more successful than previous turns – I actually managed to get a spell off! With two extra Casting dice from the Banner of Sorcery, both Curse of Arrow Attraction and Fury of Khaine were cast on the Cold One Chariot that wasn't fleeing. The former allowed the Archers to cause a wound on the chariot, and the latter caused two wounds on the chariot and one on the Noble! Unfortunately, I couldn't see the same chariot with the surviving Eagle's Claw, so he had a go at the other Cold One Chariot instead, causing a wound.

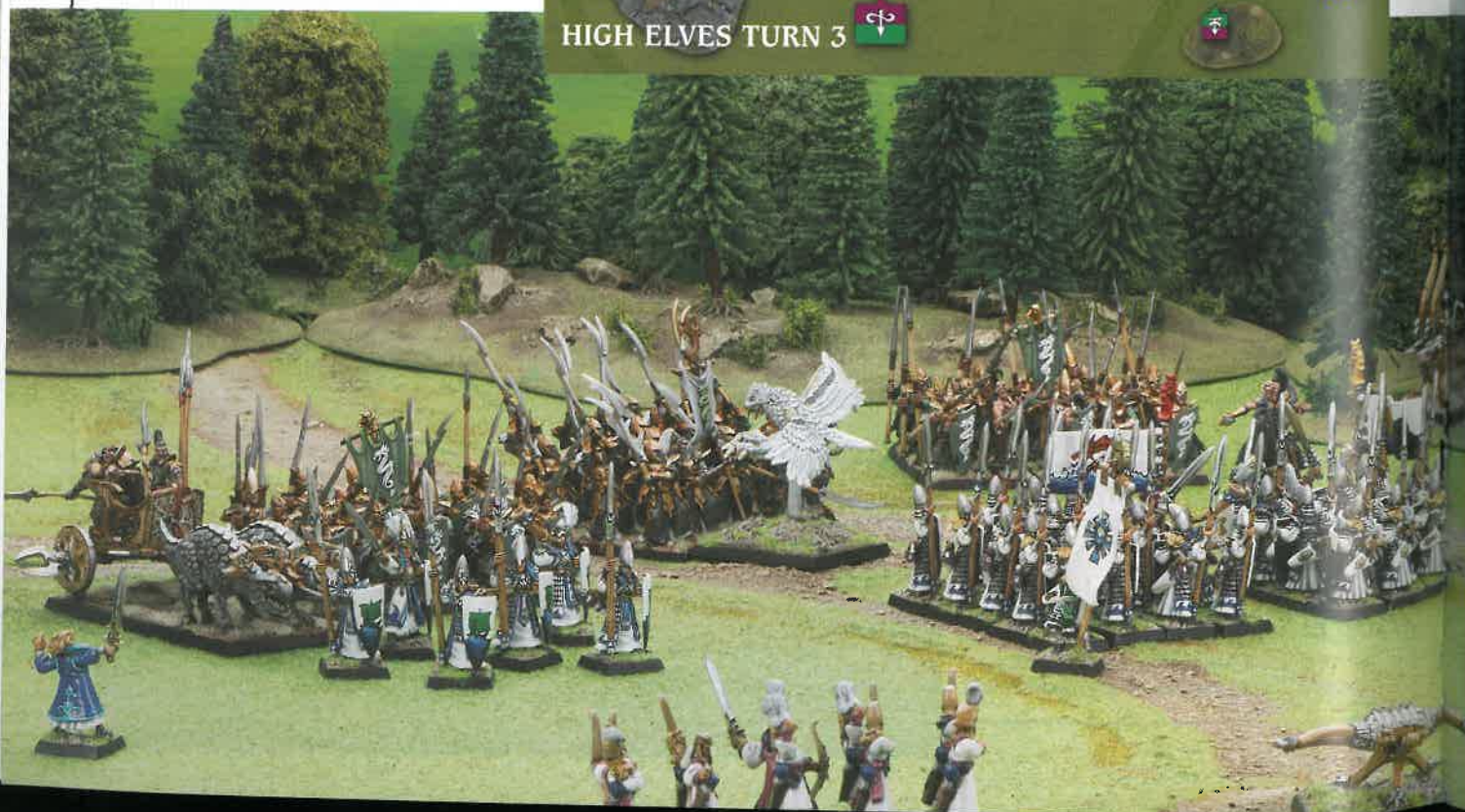
Now for the left flank. Killing two Dark Riders and saving a wound in return meant the Reavers broke their dark



*John's Dark Elves go on the offensive...*



HIGH ELVES TURN 3





cousins, and both rolled high enough to run off the table. Thankfully, my fast cavalry could return!

### DARK ELVES TURN 3

**John:** Having passed his Stupidity test, I gleefully declared a combined charge of the Cold One Chariot and Karan Regiment of Warriors against the Spearmen that Rob had sacrificed to protect the flank of his main force. Likewise I sent the Executioners (who were starting to get a bit itchy) into the blocking Eagle, confident that Rob would be unable to flee his pet budgie as it was preventing me from getting to grips with the Kraken Company. Once I had rallied the other Cold One Chariot – it didn't have to take a Stupidity test as it was fleeing – and turned it to face the action, I moved the charging units in.

As the blocking lone Dark Rider had worked so well last turn, I saw no reason to change tack and repositioned him to frustrate Rob's Citadel Company of Spearmen. The Harpies came back on the battlefield and I moved them to threaten the remaining Eagle's Claw, positioning them close enough to the woods so that their ground movement would be enough for them to charge next turn, an added bonus being that it also blocked the Bolt Thrower's line of sight. I then marched the Dark Elf Warrior unit that had rallied last turn, the Dalak Regiment, back up to the battle line to threaten Rob's forces once more.

With the High Elf Mage now somewhat exposed, I turned the Crossbowmen around for the chance of a lucky shot and moved my own Mage behind the cover of the rallied chariot, but also now within effective range of my Soul Stealer spell.

*The Dragonship Company and Great Eagle sell their lives dearly in order to save the Kraken Company from being charged in both its side and rear.*



Rob again saved his three Dispel dice for Chill Wind, allowing me to cast Soul Stealer at the Citadel Company. However out of a possible 17 hits I only managed to kill two models, although the Sorceress did benefit from these poor souls, boosting her Wounds to four. The real bonus came from my second spell which was successfully cast when Rob rolled double 1 again with his three Dispel dice. I was starting to think this was going to be my day when the magic missile killed two more Archers and prevented them from shooting in their next turn again!

The Shooting phase continued to pile the pressure on, with the Reaper Bolt Thrower taking the last wound from the remaining Tiranoc Chariot and the Crossbowmen managing to wound the High Elf Mage even though they needed 7 to hit!

The Executioners and halberd-wielding Maleus managed to dispatch the big budgie, killing it outright, but even if I hadn't killed the Eagle I wouldn't have had to pursue as Eagles are not a source of *hatred* for Dark Elves. The other combat was even better.

Impact hits from the Cold One Chariot inflicted five wounds which at Strength 5 was too much for the lightly-armed Spearmen. The Noble did his job and dispatched three more, with the Cold Ones bringing the grim total of casualties to ten when they chewed up two more High Elves. Ouch! Even though the Karan Regiment of Warriors failed to wound, including the

Champion that had challenged his High Elf counterpart, their ranks, standard and outnumbering bonus on top of the carnage from the Cold One Chariot ensured the High Elves were broken without recourse to a dice roll. Rob's bad luck continued as the Spearmen fled just 3" and so were easily run down by the chariot, which pursued 14" and the Druchii Spearmen 8", picking up the discarded banner of the High Elves on the way.

Although High Elves are immune to *panic*, I could tell that the brutal power of the Noble-riden Cold One Chariots was giving my opponent cause for concern.





## HIGH ELVES TURN 4

**Rob:** With the rather impressive Cold One Chariot being as nasty as I'd feared, I knew I had to rewrite my plan considerably if I was to get anything out of this game. Killing the chariots had to be my first priority; if I didn't, they would take apart my Spearmen with ease. I'd totally underestimated them!

With no charges to speak of, I moved my General back into the main block of Spearmen, the Kraken Company, which had wheeled to face the Executioners. I basically swapped the General for the Battle Standard Bearer, who moved to where he had been to ensure the Citadel Company had a bit of hitting power if John fancied his chances with the other chariot. The Reavers came back on the table and moved to be out of sight of the Reaper Bolt Thrower, and that was about all I could do. It was up to magic and shooting again – and failing to dispel Chill Wind really cost me.

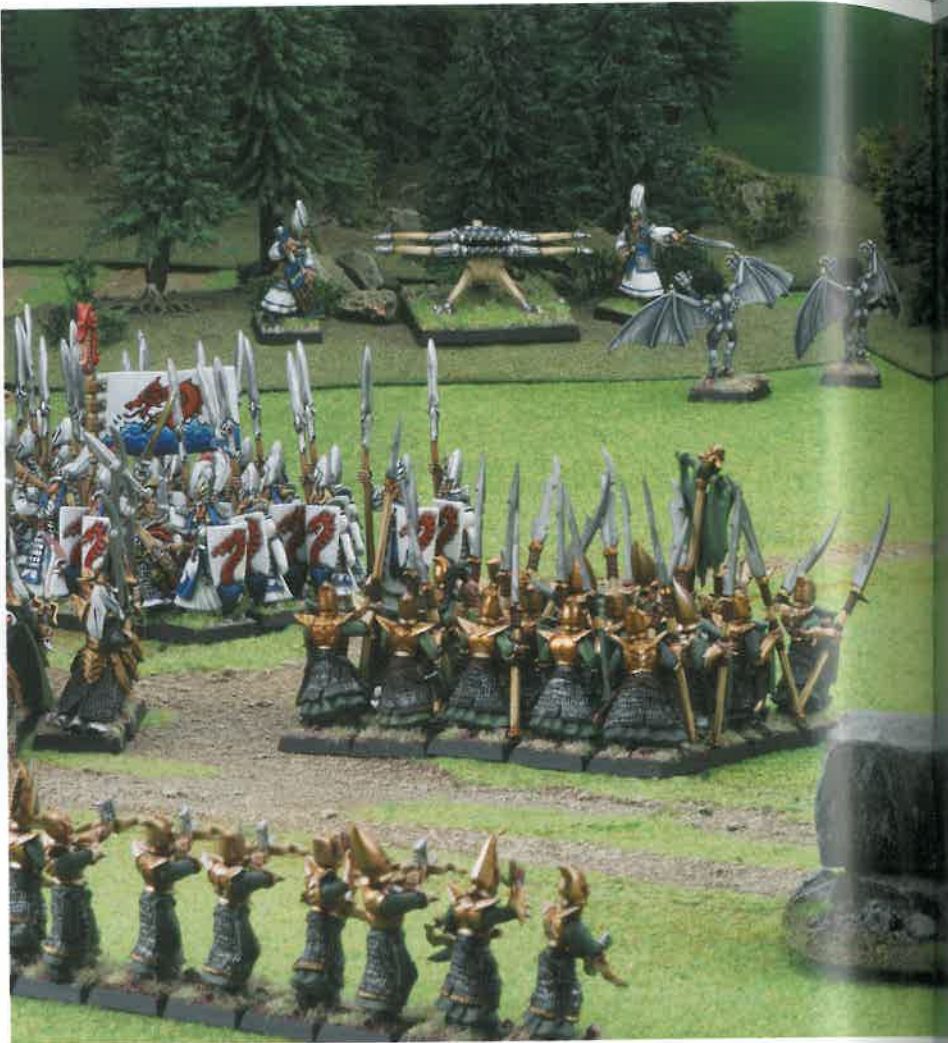
This turn my magic failed miserably; although I rolled a 3 for the Banner of Sorcery, all my spells failed and John finally used his Dispel scroll (which should have been used on Turn 1, curse it!)

Thankfully my shooting lifted my spirits. As I said in the introduction, underestimate Elven Archers at your peril – the unit that could shoot went for the Cold One Chariot behind my lines, killing the Noble when John rolled a 1 for his Armour save and killing the chariot itself! Unfortunately, the nearby unit of Dark Elf Warriors passed the Panic test they had to take because they were within 4" of the destroyed unit, as did the Harpies, when the Eagle's Claw killed two of them. Arggh!

Still, I shouldn't complain – half of my revised plan was going well... now for the other half!

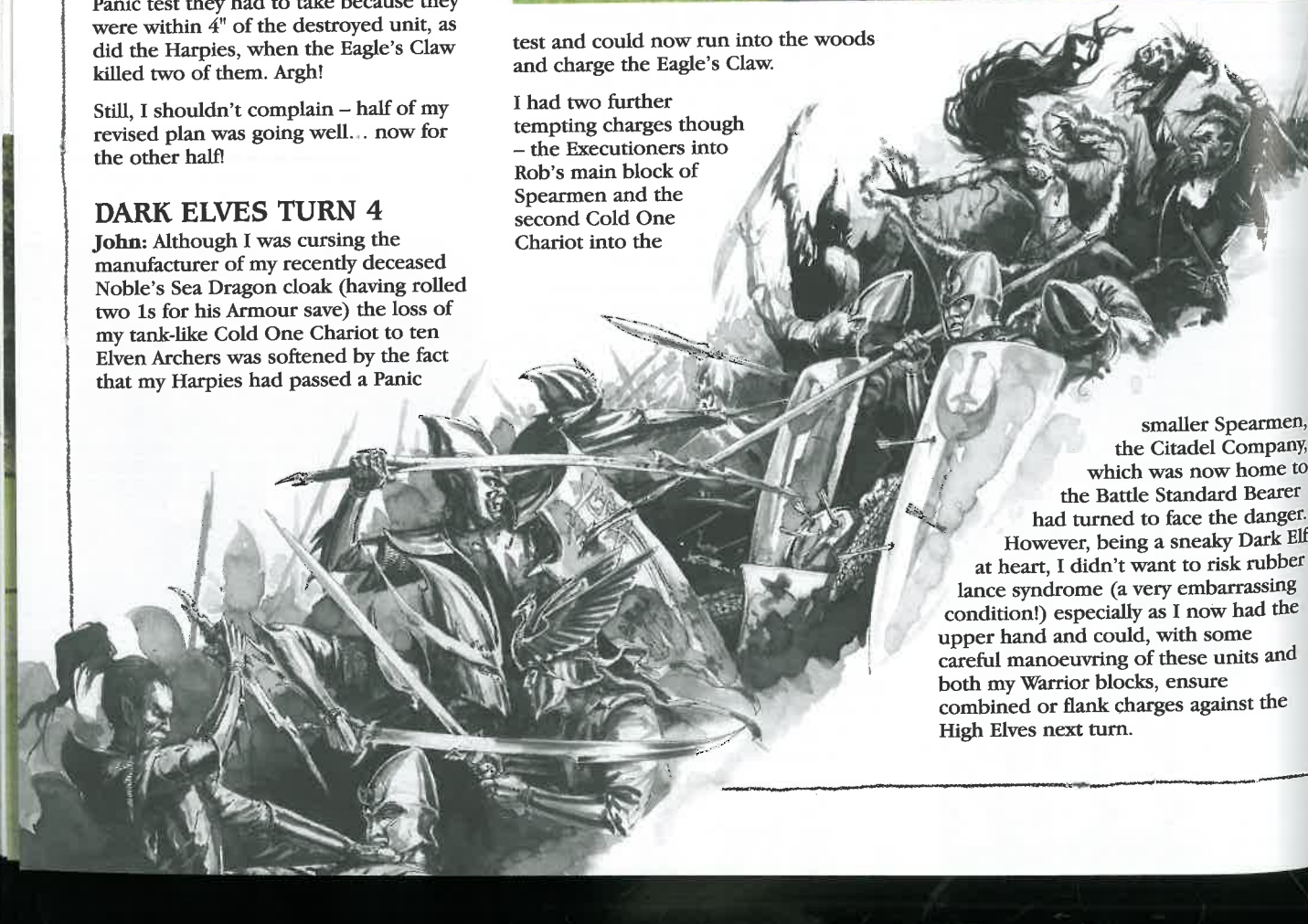
## DARK ELVES TURN 4

**John:** Although I was cursing the manufacturer of my recently deceased Noble's Sea Dragon cloak (having rolled two 1s for his Armour save) the loss of my tank-like Cold One Chariot to ten Elven Archers was softened by the fact that my Harpies had passed a Panic



test and could now run into the woods and charge the Eagle's Claw.

I had two further tempting charges though – the Executioners into Rob's main block of Spearmen and the second Cold One Chariot into the



smaller Spearmen, the Citadel Company, which was now home to the Battle Standard Bearer had turned to face the danger. However, being a sneaky Dark Elf at heart, I didn't want to risk rubber lance syndrome (a very embarrassing condition!) especially as I now had the upper hand and could, with some careful manoeuvring of these units and both my Warrior blocks, ensure combined or flank charges against the High Elves next turn.



*The Dark Elf chariot breaks through the High Elf line, only to be met by a hail of bolts and arrows.*



So I backed the Executioners out of charge range of the Kraken Company, happy that the Banner of Murder would give me the edge, and turned the Warriors block on my right to face the flank of the main block of Spearmen.

The remaining Cold One Chariot moved its full 7" and pivoted on the spot to face the rear of the Citadel Company. To complete the trap, I moved my Warriors within charge distance of this unit, but in complete safety as the lone Dark Rider would once again be moved to act as a blocker and diverter. Finally, I turned the Crossbowmen around to face the returning Reavers.

Predictably, Rob failed to dispel Chill Wind again and two more Archers perished, the rest of the unit again unable to let fly their arrows next turn. Two Spearmen fell to the bolts from the Reaper and a lone Reaver was shot from his saddle by my Crossbowmen.

The six Attacks from the Harpies only managed to dispatch one Eagle's Claw crew and the survivor heroically took down a Harpy and stood resolute in front of his war machine, passing his Break test.



*Concentration is etched on every face as the battle reaches a crucial stage.*







### HIGH ELVES TURN 5

Right – my dander was up now and I was determined to try to finish the Druchii off anyway I could. I charged the Archers into the flank of the remaining Cold One Chariot for the simple reason that,





Again the Spearmen flee from a charge, leaving the Kraken Company in a dangerous position.

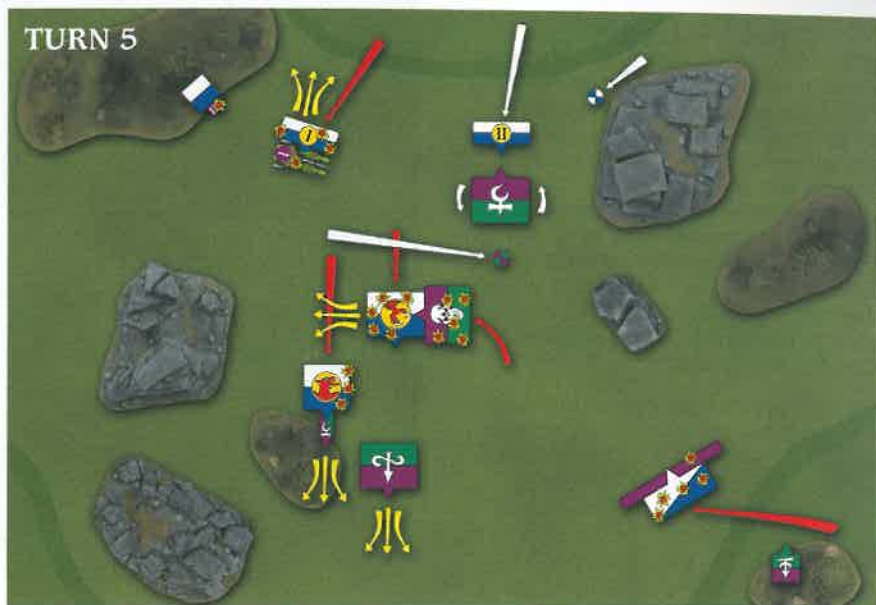


thanks to *batred*, it would have to pursue if it won the combat. This meant the Spearmen could take on the enemy units without having to deal with anything behind them, and so my main block charged the Warriors John had fled early on in the game. I didn't think John would do it but he fled them again, rolling high enough to get away and ensuring his Executioners could charge my Kraken Company of Spearmen in the side. Fair play to John, but what a sneaky Dark Elf coward he is!

As well as that, I resolved to get rid of that annoying Dark Rider, charging and running it down with my remaining Citadel Company of Spearmen when it only fled 5", and I charged the Reavers at the Crossbowmen, hoping they could do some damage and threaten the rear of the Dark Elf battle line.

My determination paid off in the Magic phase too – I managed to cast a 5+ Drain Magic on the Sorceress that was really causing me some hurt, and I also cast Fury of

## TURN 5



Khaine on the Executioners with Irresistible Force – result! Unfortunately, I only managed to kill three of them, not enough for a Panic test – and worst of all, I had no shooting whatsoever. Still, what would combat bring?

Not much was the answer. Almost predictably the Archers somehow managed to wound the Noble on the Cold One Chariot, John rolling a 1 for his Armour save, but in return, three of the brave Asur died and thus broke, forcing the chariot to pursue. The Eagle's Claw crew and the Harpies handbagged each other again, resulting in a draw, and the Reavers only managed to kill one Crossbowman, who killed a Reaver in return. Although the Reavers lost the combat thanks to them being outnumbered, they didn't break – but the lapping round commentary in White Dwarf 283 meant the Crossbowmen could lap even though they were in one rank.

Once this turn was over I knew the game was pretty much a certainty for John, I'd not killed enough of his units to even force a draw, and whatever I had left was hanging on by its fingertips.

## DARK ELVES TURN 5

**John:** Well I had to admit that drawing the Cold One Chariot away from the action by sacrificing the half-strength Archer unit and using *batred* against me was very clever and the sort of manoeuvre I should have expected from a player of Rob's calibre.

However, the trap had not totally failed and by again fleeing my Warrior unit, Maleus and his Executioner bodyguard were now facing the flank of Rob's main unit, the Kraken Company. The Executioners raced forward into the side of the Spearmen and the trap was sprung.

The fleeing unit of Druchii Warriors rallied and I turned the Cold One Chariot (which had passed its Stupidity test) around to threaten the rear of Rob's units again. With the second Archer unit moving aggressively forward to a position where they could repeat the same trick from the last turn, I decided to turn the Karan Regiment of Warriors around to face this possible threat. With magic ineffective due to the Drain Magic spell cast earlier and with the Reaper Bolt Thrower killing just three High Elves from the only target available, we moved into what I hoped would be the decisive Combat phase.

The heroics continued at the Eagle's Claw Bolt Thrower as the last Harpy fell to the Elf crew, leaving him able to use the war machine next turn. The Crossbowmen were more successful though. Going first, having won the previous round, they dispatched the remaining two Reavers.

In the main event, the High Elf General that Rob had positioned at the corner of his unit issued a challenge, which was accepted by the Executioner Champion. Corwin narrowly avoided being beheaded, saving the two wounds from the Executioner Champion before slaying his opponent with two wounds of his own. However, five of his kin fell to the combined attacks from Maleus and the remaining Executioners who handed out quick retribution for their fallen comrade.

The result of the combat meant that Rob needed a 5 to stand. This proved too hard even with the Battle Standard Bearer re-roll but even though they only fled 7", the Executioners failed to catch them, finishing just 2" behind the retreating High Elves.

It wasn't over yet!



## HIGH ELVES TURN 6

**Rob:** I was rather lucky to find that my General and the Kraken Company of Spearmen were still alive, but I doubted they'd be alive for much longer – the remaining Cold One Chariot was still around and on their flank, and the Executioners were staring them in the face. I turned them to face the Executioners when they rallied, and tried to tempt John's Warriors to show themselves with my other Spearmen. I didn't think he'd be daft enough to charge them though!

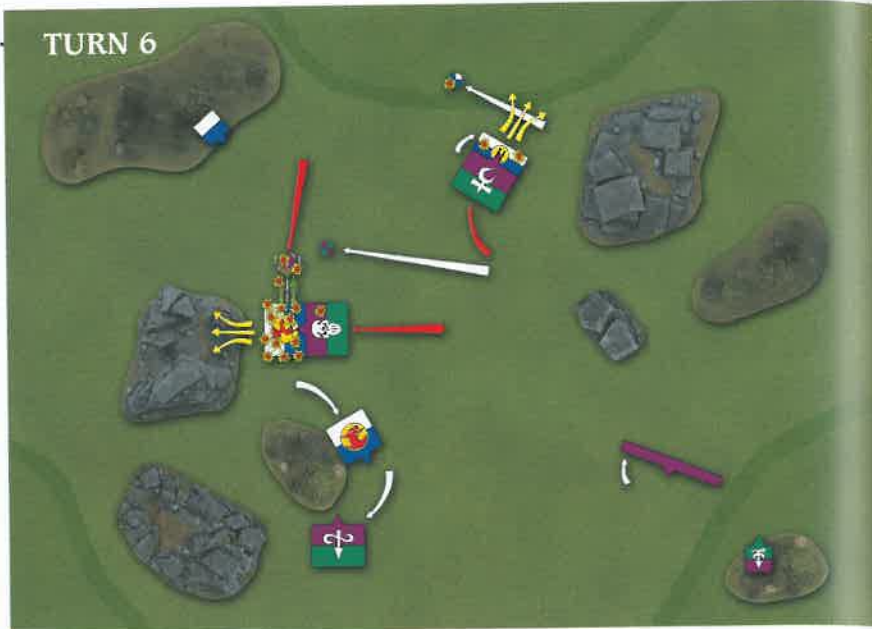
My Archers moved to protect the Mage, who was rather exposed to magic and shooting, and directed all my attentions on the Cold One Chariot. With the Banner of Sorcery allowing me to use three extra Power dice, I managed to cast all three spells I had, although only *Curse of Arrow Attraction* on the chariot was successfully cast. This allowed the Eagle's Claw (who had thankfully beaten off the Harpies) to cause two wounds on the chariot, taking it down to one wound – if I could kill it with the Archers, I would have a chance to gain an honourable draw.

Seven hits thanks to the *Curse* resulted in a wound on the hero and a wound on the chariot... with a suitable drum roll John rolled his Armour saves; the Noble rolled a 1 again and died on the spot (yay!), but the chariot survived (boo!). Ouch! I didn't mind though – it had been a long shot anyway and the Archers had done themselves, and me, proud. Two Dark Elf Nobles sent to their ancestors!

All that was left was to hope John would roll badly in his next turn!

## DARK ELVES TURN 6

**John:** Well... it gets to be something when a Dark Elf Noble can be shot from his chariot by a single Strength 3 arrow, especially as his brother had suffered the same fate! However, as the chariot had



survived with one wound remaining and had happily passed its final Stupidity test – this time on Ld 8 – I wasn't too unhappy. I could now declare a combined charge against Rob's General and his Kraken Company with the Cold One Chariot in the side and the Executioners into the front. Things were looking good for the Druchii and, with the Warrior unit charging the Elven Archers and hopefully giving me an additional table quarter as well as the unit itself, I decided that discretion would be the better part of valour for the second Warrior unit, who had the tempting target of Rob's Battle Standard Bearer in the Citadel Company of Spearmen in front of them. As the outcome was uncertain I declined the charge, much to the amusement of my canny opponent. However, defeat would only provide my General's unit with a Panic test which could have been disastrous at this late stage. I'd seen too many possible victories end in a draw or a close battle end in a massacre thanks to the last dice roll of a game.

In the Magic phase, the Dark Elf Sorceress was able to cast *Chill Wind* once more, but this time she had moved to a position where she could target her opposite number, taking the last wound from the High Elf Mage with this highly useful magic missile.

With the Warrior unit predictably breaking and running down the last of Rob's brave Archers, all eyes turned to the last battle of the game. The High Elf General once again issued a challenge which fittingly saw Maleus accept, but before these two heroes could meet in combat, the Cold One Chariot impacted onto the side of the Kraken Company, killing three. The Cold Ones killed one more and with the Executioners all hitting and killing their hated rivals, the fight was virtually over. Both Generals traded blows, wounding each other in the process. The damage from the charge of the Dark Elf units was too much and the Kraken Company were routed, run down in the end by the Cold One Chariot that was left with just one wound. Druchii the victor!

**T**hunder cracked in the blackened sky as the last remaining vestiges of High Elf resistance were crushed by the victorious Dark Elves. Maleus strode alongside his Executioners and hacked left and right with malicious abandon, bringing down the fleeing and the wounded in a red haze. Flecks of High Elf blood spattered his face and neck. He revelled in the sensation and felt his anger momentarily slaked.

The heavens opened and rain fell heavy upon the carnage, washing away the blood and turning the earth red. Through the growing dark of the storm, Maleus saw the commander of the High Elf forces was still alive. He fought with pointless fervour, grim and unyielding.

"Asur!" Maleus cried, levelling his halberd at the Elf before him, who stopped to regard the ashen face of his dark kin.

"Malekith is the true heir to the throne of Ulthuan," Maleus taunted him.

"You are undone by your rage," Corwin countered, raising his sword.

Maleus responded with a mock salute.

"Let us see who is undone," he declared.

Silver flashed and steel crashed against steel as thunder and lightning raged in the heavens. The two generals were well-matched but Corwin was tiring and the weight of the battle had swung against him. He lunged with his blade but Maleus was quick to avoid the blow and smashed Corwin cruelly in the chest, sending him to his knees.

The Dark Elf noble laughed with hard-edged derision, standing over the beaten Elf commander as the rain pelted down. He

raised his halberd high above his head and prepared for the deathblow.

"Now, you will see the worth of my rage Elf-kin," he said.

"No," Corwin breathed and sprang up from his knees with the last of his strength and slashed his enchanted blade across Maleus' sneering face. Blood erupted from his eye and the noble's screams echoed out across the battlefield even as he clutched the wound.

"Remember this day," Corwin warned him, rain teeming down his face as he gasped for breath. "The true sons of Ulthuan will never fade," he promised, even as the Executioners' blades fell upon him and eclipsed his light forever.



## AR ANROC RAIDED!

**Rob:** What a cracking game that was! I thoroughly enjoyed myself even though my simple plan failed and, although I can look back with hindsight and say I should have done a few things differently, I'm happy enough with what happened. It's still nice to analyse where things go wrong though!

Early on I think my plan failed simply because of the miscast in the first turn, especially as it meant the Mage couldn't cast in my second turn too. A direct result of the miscast was that my Archery was not as effective as it should have been, especially as I also managed to fail to dispel Chill Wind twice by rolling double 1s. The dead Elves are bad enough in themselves, but the side effect of the unit not being able to shoot if it took casualties was doubly devastating, and I would say that this was one of the keys to my downfall – if I'd managed to shoot the Cold One Chariots a little more I think both would have ceased to exist a few turns earlier, thus allowing my Spearmen to take on their enemies on an even footing.

Even so, the Archers were still the stars of the show for my part, killing two Nobles and an assortment of auxiliary units, so I can't complain too much. The Banner of Sorcery on the Battle Standard worked like a dream, allowing me to cast all three spells in most turns, and I'll definitely be taking that again. The Reavers didn't do too badly, but I made a mistake by showing one unit to a Reaper Bolt Thrower; I won't do that again

that's for sure! My biggest mistake, however, was the Spearmen unit that charged the Cold One Chariot. If I'd simply moved the unit backwards and took my chances with a head-on charge I think I would have been better served, because putting my main unit in a position where its flank was threatened by the whole of John's battle line meant I had to sacrifice something else to ensure it would survive. Even if I'd killed the Cold One Chariot I don't think it would have been worth the sacrifice.

John played very cannily though and I take my hat off to him; he played a much better game than I did. I was reacting to his moves rather than forcing him to react, and that's always a bad thing. I'm quite proud it was still so close in the last couple of turns though, especially after making so many mistakes!

All in all, a great day and a wonderful game against a crafty opponent. I'll get you next time John!



*It's all smiles for the camera but John now has full bragging rights. Will Rob ever hear the last of this!*

## THROUGH THE PASS!

**John:** Well, they say that no plan survives first contact with the enemy and I'm pretty sure that's what happened with my plan for achieving superiority in the Shooting phase. In fact, if it hadn't been for the result of Rob's miscast in his first turn, the High Elf Archers and Eagle's Claw could have had a crushing impact on the game. As it was, the Harpies and the Chill Wind spell managed to stem the tide, but even so I have developed a new found respect for High Elf Archers who managed to take out both heavily-armoured Nobles. A stern letter is on the way to the Sea Dragon cloak outfitters!

The Executioners with their Banner of Murder did well, their new heavy armour saving a couple of wounds. Without doubt, the star players for me were the Nobles in Cold One Chariots. Never failing a Stupidity test, these boys put the fear of Khaine into the High Elves after one caused ten casualties on its own.

Hats off to Rob though who, after suffering an initial heavy setback, clawed his way back into the game. It could have turned for him up until the very last moment and my heart was in my mouth with the last Armour save roll on the Cold One Chariot. Most players would have thrown in the towel a lot earlier but he kept battling – I certainly couldn't relax and had to keep the pressure on throughout the game.

The game itself was a belter, great fun, really tense at times with outrageous dice rolls and friendly banter ensuring that both of us had a rollercoaster ride – and to top it all, the Eagle got what it deserved!

I'd just like to finish by thanking both Gav and the people involved at [www.Druchii.net](http://www.Druchii.net) for the work they have put in to produce these Dark Elf revisions. They have inspired me to return to an old favourite and I hope they do the same for you!





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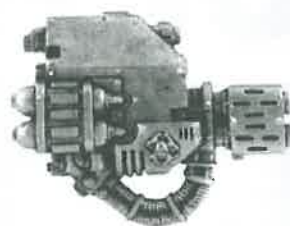
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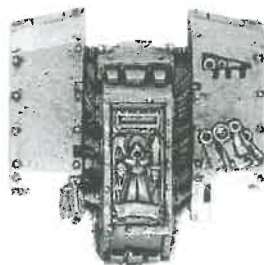
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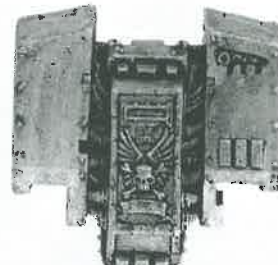
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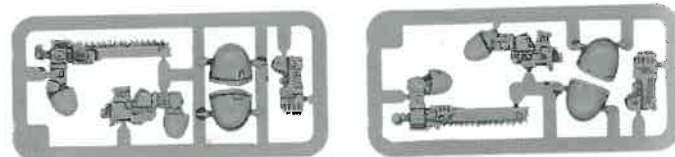
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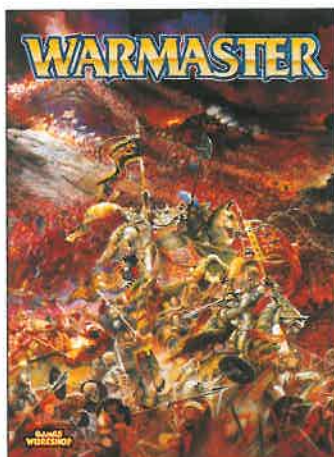
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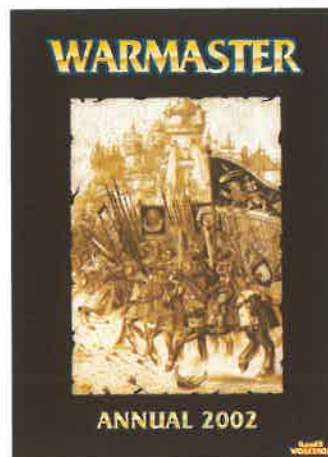
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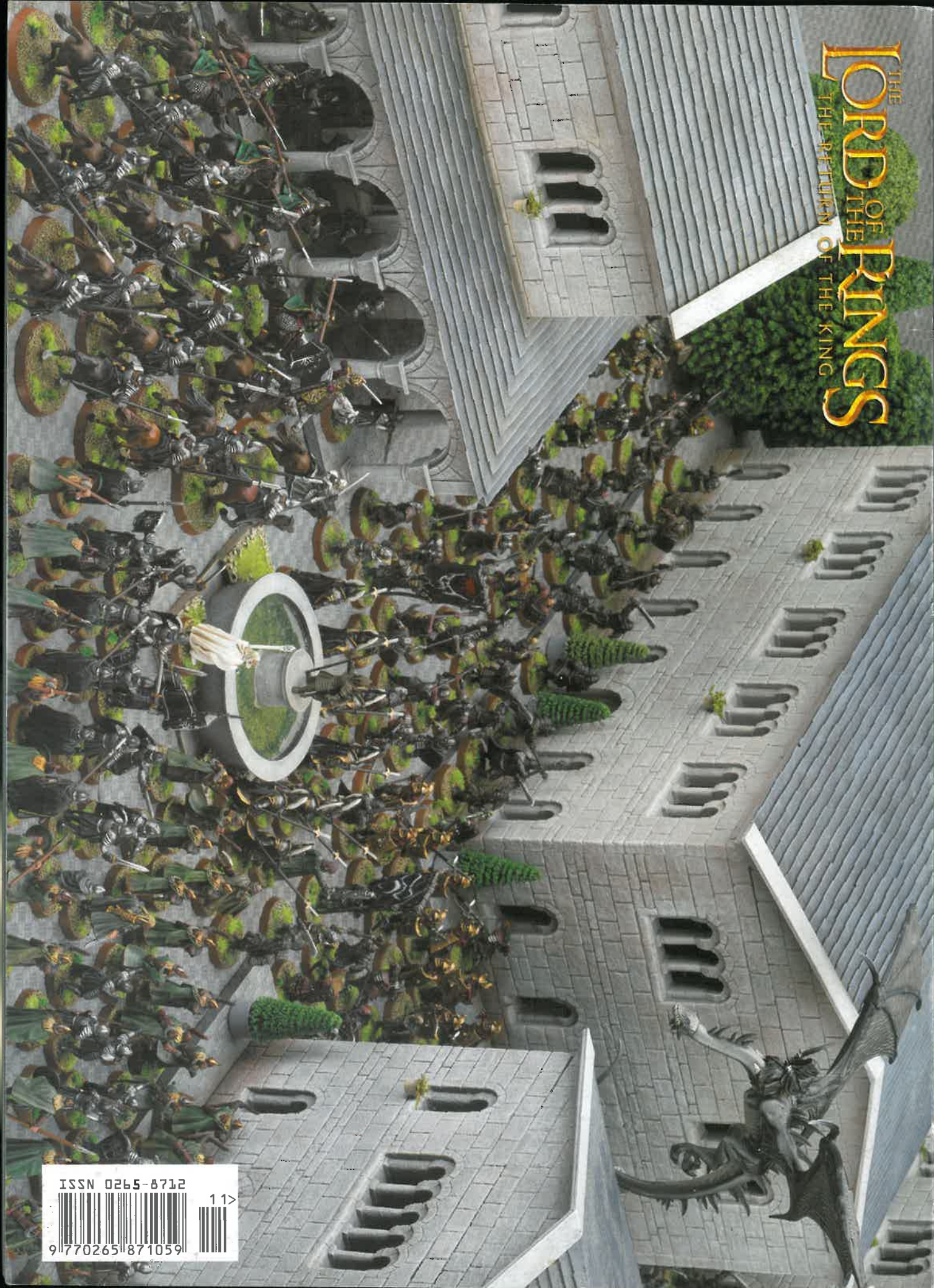
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