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SUPPLEMENT & CITADEL MINIATURES' CATALOGUE



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287 November 2003

Printed at Artisan Press, England.

EDITORIAL

Editor: Paul Sawyer

Contributors: Gavin Thorpe,

Andy Chambers, Alessio Cavatore,

Anthony Reynolds, Graham McNeill,

Andy Hoare, Pete Haines, Matthew Ward,

Phil Kelly, Matt Keefe, Jarvis Johnson,

Steve Cumiskey, Tammy Hays,

Adrian Wood, Dylan Owen,

Che Webster and Seb Perbet.

PRODUCTION

Production Team: Andrew Stewart,

Matthew Hutson, Sean Turtle, Paul Rudge,

Christian Byrne, Greg MacGregor &

Nick Kyme.

ARTWORK

John Blanche, Alex Boyd, Paul Jeacock,

David Gallagher, Nuala Kennedy,

Paul Dainton, Neil Hodgson,

Karl Kopinski & Stefan Kopinski.

CITADEL DESIGN TEAM

Jes Goodwin, Brian Nelson,

Juan Díaz, Aly Morrison, Alan Perry,

Michael Perry, Trish Morrison, Mark

Harrison, Alex Hedström, Colin Grayson,

Dave Thomas, Dave Andrews, Tim Adcock,

Gary Morley, Adam Clarke & Martin

Footitt.

'EAVY METAL TEAM

Keith Robertson, Neil Green, Mark Jones,

Kirsten Williams, Neil Langdown, Darren

Latham, Seb Perbet, Kevin Asprey &

Pete Foley.

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Willow Road, Lenton, Nottingham, NG7 2WS

EDITORIAL

BUILDING A WORLD

The World of Warhammer Online continues to evolve apace. In a recent visit to the Warhammer Online offices there was talk of growing villages, rolling landscapes and insidious creatures dwelling in the forests. All very intriguing, so we sought out Robin Dews, head of Warhammer Online and former White Dwarf editor, to ask him a few questions as to how the project was progressing:

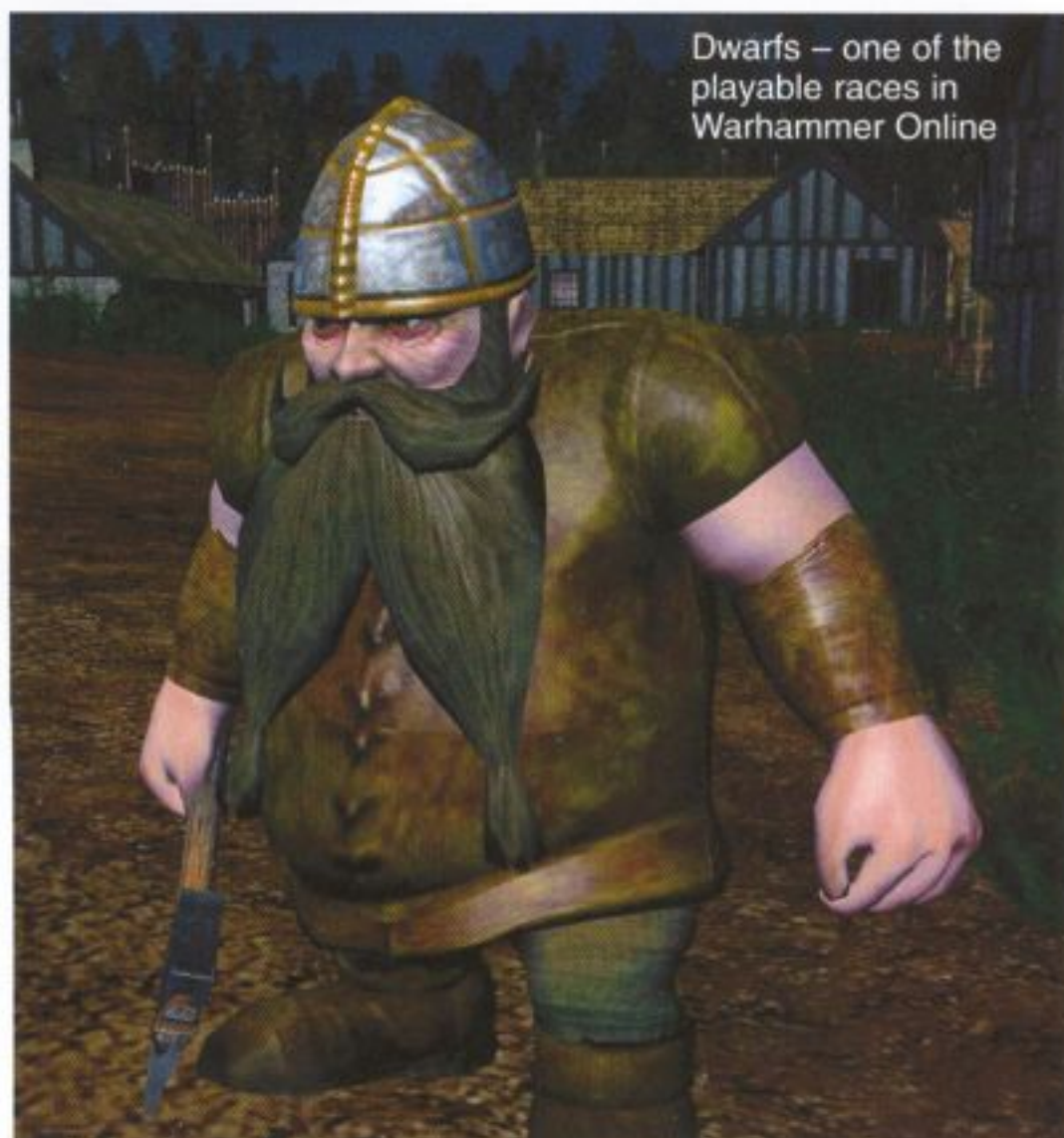
Q. What's new in the world of Warhammer Online?

A. At the last milestone we got our first view of the whole of the landscape of the game. What this means is the Design team have now completed their first pass over the terrain and you can actually fly over the landscape all along the river Reik from Marienburg to Nuln. The only problem is the Graphics team haven't placed the water texture in yet and so it's a bit like flying over the Grand Canyon, but nonetheless, it's a very exciting feeling to see the map that we've known for all these years as a flat drawing rendered out as a 3D landscape.

About a dozen or so of the villages are also now in place and so the Creature team are hard at it populating the woods with Orcs, Beastmen and other fearsome monsters.

Q. What's the one thing you're working on that stands out as particularly special?

A. We've finally reached the last of the playable races and the team have started work on the Ogres. Once the game is launched, players will be able to create characters from five different races – Humans, Dwarfs, Elves, Halflings and Ogres. We'd



Dwarfs – one of the playable races in Warhammer Online

previously seen the work in progress on all of these apart from the big guys, and boy do they look evil. The art team have really pulled out the stops to match these characters to both Dave Gallagher's concept work and some of the latest design sketches coming out of the Studio. Given that they are going to be big, strong and stupid in-game, I believe that as soon as we release the screenshots, a lot of players are going to want to follow that route! As a bonus, they also have a special 'I'll eat anything' skill – very cool!

Q. What part of the project has really pleased you (recently), while going from planned idea to reality?

A. I have to come back to the first question. At the outset, the challenge we set ourselves was to 'realise' – literally to make real – a section of the Warhammer world and the landscape and the villages do just that. I've been a fan of Warhammer and Warhammer Fantasy Roleplay for many, many years and to be able to fly along the Grey Mountains and visit the town of Bogenhafen is just awesome. The game is just looking fantastic!

Warhammer Online are about to launch their brand new game-related e-mail newsletter. The exclusive monthly newsletter will feature all the very latest information on the game along with links to new stories on the website, competitions, recruitment opportunities and stacks more. Sign-up is available now at:

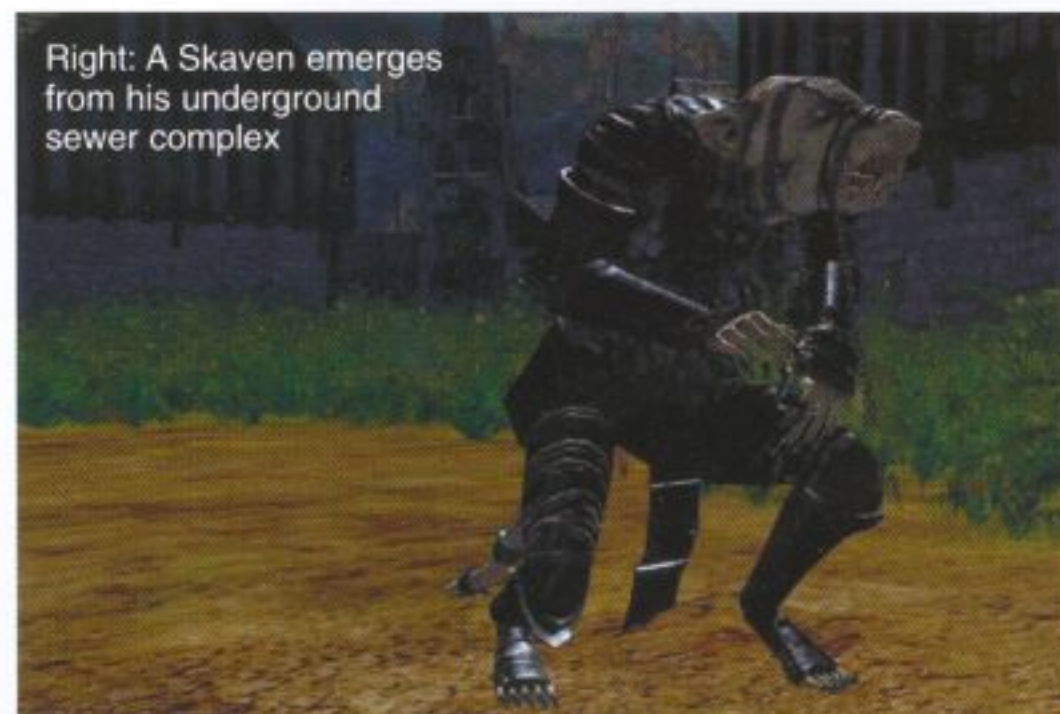
www.warhammeronline.com

Well, that's me all out of space for this month's editorial – we'll keep you posted on further Warhammer Online developments as we find out about them.

Until next month,

Paul Sawyer

Editor



Right: A Skaven emerges from his underground sewer complex

THE NEWS

THE PLAGUE SPREADS

The third tome in the Liber Chaotica series is now available! This pus-ridden artefact is dedicated to the foulness of old Grandfather Nurgle and is packed with detailed information about his warriors, weapons, diseases and cults, as well as many previously unseen sketches and drawings. Also, look out for the awesome special limited version of the book. This hardback edition is encased in an envelope of slime and pus, and because of the

contagious diseases contained within, we have deemed it necessary to contain it within a wooden box branded with Nurgle's foul icon and sealed with a metal clasp.

This ultra-cool edition is only available from the Black Library's website and is strictly limited to 300 copies.

www.blacklibrary.com/shopping.htm

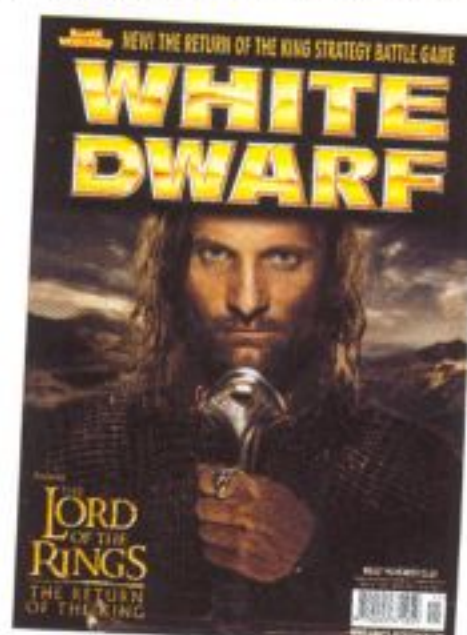
SPACE WOLF DIORAMA

The howling fury of the Space Wolves has been unleashed as we unveil our awesome Ragnar Blackmane diorama, which sees him locked in savage battle with his arch-nemesis Madox of the Thousand Sons. Master model maker Aly Morrison has pulled out all the stops to make it something special. If you want to get your hands on this cool diorama, you'll need to collect a token from issues of Warhammer Monthly and send it along with payment to the Black Library. You'll find all the details in Warhammer Monthly! Make sure you don't miss out as the model is limited to only 500 castings and comes complete with a numbered collectors' certificate.



WHITE DWARF PRICE CHANGE

Don't forget the cover price of White Dwarf will be changing soon. From WD288 the price of your favourite hobby magazine will be £4.00. The price of subscriptions will remain at the current price in the short term so now is a good time to either start subscribing or extend an existing subscription to save yourself some cash.



GAMES WORKSHOP ONLINE

Updated news on your computer every week! Each week it is our mission to bring you all the latest news and information on what's happening in Games Workshop and the hobby via the UK's very own GW website! Here's just an example of what you'll find:

- New releases
- New hobby articles
- Rumours
- reviews
- Event info.
- Poll of the week
- Sneak peeks of upcoming miniatures
- White Dwarf contents preview and much more...

We also bring you all the news from other exciting areas such as Forge World, Specialist Games, Black Library etc.

Don't miss out on the latest news weekly, visit:

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



WIN A COPY OF FIRE WARRIOR

In conjunction with THQ, White Dwarf offer you the chance to win one of five copies of the new computer game, Fire Warrior, for either the PS2 or PC (reviewed last issue).

All you have to do to win a copy of the game is answer the following two questions correctly:

1. What is the name of the Tau character you control in the game, Fire Warrior?
2. What is the range, in inches, of a Tau rail rifle?

Entrants should send their answers along with their name, address, age, telephone number and preferred game format (PS2 or PC) to:

**Fire Warrior Competition,
White Dwarf,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS**

Entries must be received no later than 28/11/03.

1. Only residents of UK and Eire are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household.
3. Eligible entries must be received not later than 28/11/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. Ten winners will be chosen from correct entries at the judges' sole discretion by 5/12/03 from the list of complete and correct entries.
5. The prize consists of either one 1 PC or 1 PS2 format of the Fire Warrior computer game. No cash alternative. Limit of one prize per entrant.
6. Winners will be notified by 19/12/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within one week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) – unless otherwise stated in writing – that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules as final and legally binding.
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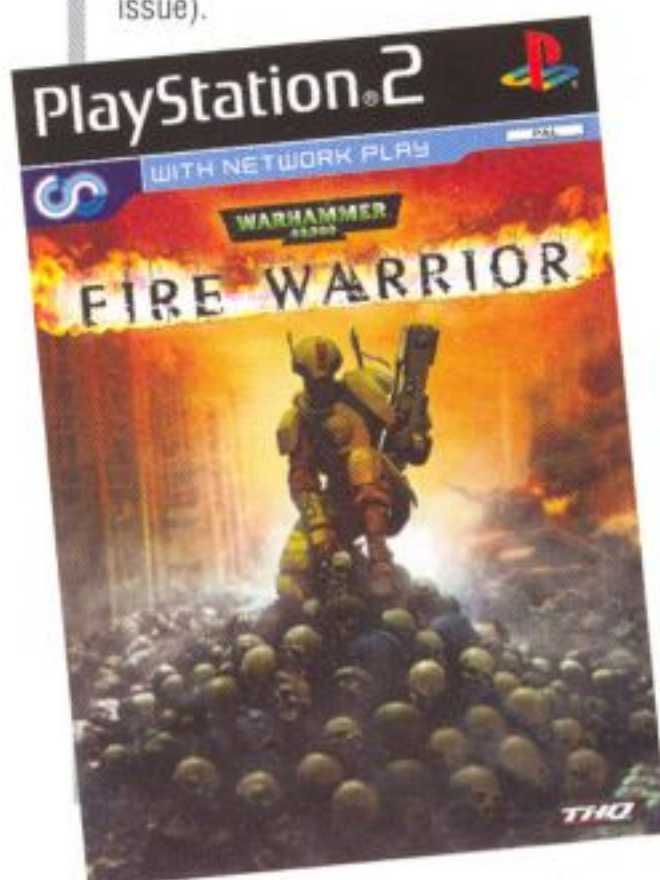
All you really need to work for Games Workshop is the right attitude and the desire to have a great career. A knowledge of the Games Workshop hobby is obviously desirable.

In return, we can offer competitive rates of pay and a comprehensive benefits package. Check out our current vacancies on our website at:

www.games-workshop.com/employment/employment.UK

A small example of the vacancies currently available are:

- Regional Field Account Manager
- Trainee Store Managers
- Associate Project Manager
- Trade Sales Representative (Benelux)



As Abaddon the Despoiler's forces seek to tear the fabric of space apart, the naval world of Vigilatum, within the Cadian system, is on the brink of destruction. At Waterstones bookshop in Manchester the stoic Cadian defenders prepare to stem the tide of Abaddon's vast army as the global Eye of Terror campaign rages on. Ian Huxley tells all...

THE DEFENCE OF VIGILATUM

The Eye of Terror campaign in Waterstones...

Ian: On 31st July, Waterstones Bookstore, deep within the heart of Manchester, became embroiled in the Eye of Terror campaign. Throughout the summer Games Workshop's Dark Tempest roadshow has been travelling around the UK holding games in independent stockists as well as our own retail stores. Waterstones in Deansgate, Manchester, not only stocks Games Workshop products but it also has a large empty room, usually used for book signings, that's perfect for gaming. Among the posters of famous authors who had recently visited these were two gaming tables and an area ideal for painting. As the Eye of Terror conflict is the biggest worldwide campaign Games Workshop has ever done, it was around the huge cityfight table, where all the main action was taking place...

One of the best things about the Eye of Terror campaign is that you can pick a world to fight over then base your troop selection and scenario around the particular features of that world. At the time of writing this Vigilatum, the naval world within the Cadian system, had nearly gone the way of St. Josmane's Hope (a planet blown to pieces as part of the relentless Chaos assault) and as I'm a bit of a Cadian fan I thought it would be great to add a few Forces of Order

victories to the all-but-doomed planet. At least that was my plan.

With everyone eager to save Vigilatum, it was up to me to explain a few special rules for the scenario.

With Abaddon's forces a hair's breadth away from seizing control of the entire planet of Vigilatum, the day's gaming would be based in the capital as the Cadian forces desperately try and hold on

until reinforcements can arrive. With Typhus the Lord of Nurgle, taking control of the fighting, it was going to get ugly. An added bonus was that the dreaded Plague of Unbelief – first encountered at Kasr Thravius (check out the battle report in WD 282) – was back and this time, it was even stronger.

The morning's game would focus on the Cadian forces re-entering the city after suffering a pasting the previous day, having been forced to retreat to the city's perimeters. At dawn the Cadians would launch a





Will Vigilatum fall to the forces of Chaos or will the Imperial Guard prevail?



From left to right: Robin Moffett, John Boothby, Chris Bone and Stuart McCorqudale.



John was on hand to introduce Warhammer 40,000 to new gamers.

counter-offensive to re-take the main compounds and hold out until the cavalry could arrive!

For the first turn only Night Fight rules would be in operation as the sun was yet to rise (it also meant the tanks could get dug in before the heavy shooting started – yes!).

To summarise, the battle did not go well for the Imperial forces. Hopelessly outnumbered, the Cadians only chance was to shoot their way out of trouble. The Night Fight rules hampered all but the best marksmen in the first turn and watching their brethren rise up from the ashes craving the fresh blood of those still alive did the rest.

For every Plague Zombie they killed, two more would be created from their own dead comrades. The Defiler did its job (damn that machine!), annihilating a heavily armed bunker, along with the squad in it and the Chimera in support. The only thing that brought a smile to my face that morning was watching four Death Guard Marines explode from a shell fired from a loyalist Leman Russ. The final turn saw mass combat with scores of Plague Zombies battling fewer and fewer Cadians and feasting on the corpses!

Breaking the day into two halves gave us the opportunity to reflect on the morning's battle and, more importantly, have some

lunch. With the Cadian plan in tatters it was left to the remaining forces to hold on to the objectives they had until reinforcements could arrive and save the Commander's bacon. However, with a number of Commissars breathing down his neck, that seemed unlikely.

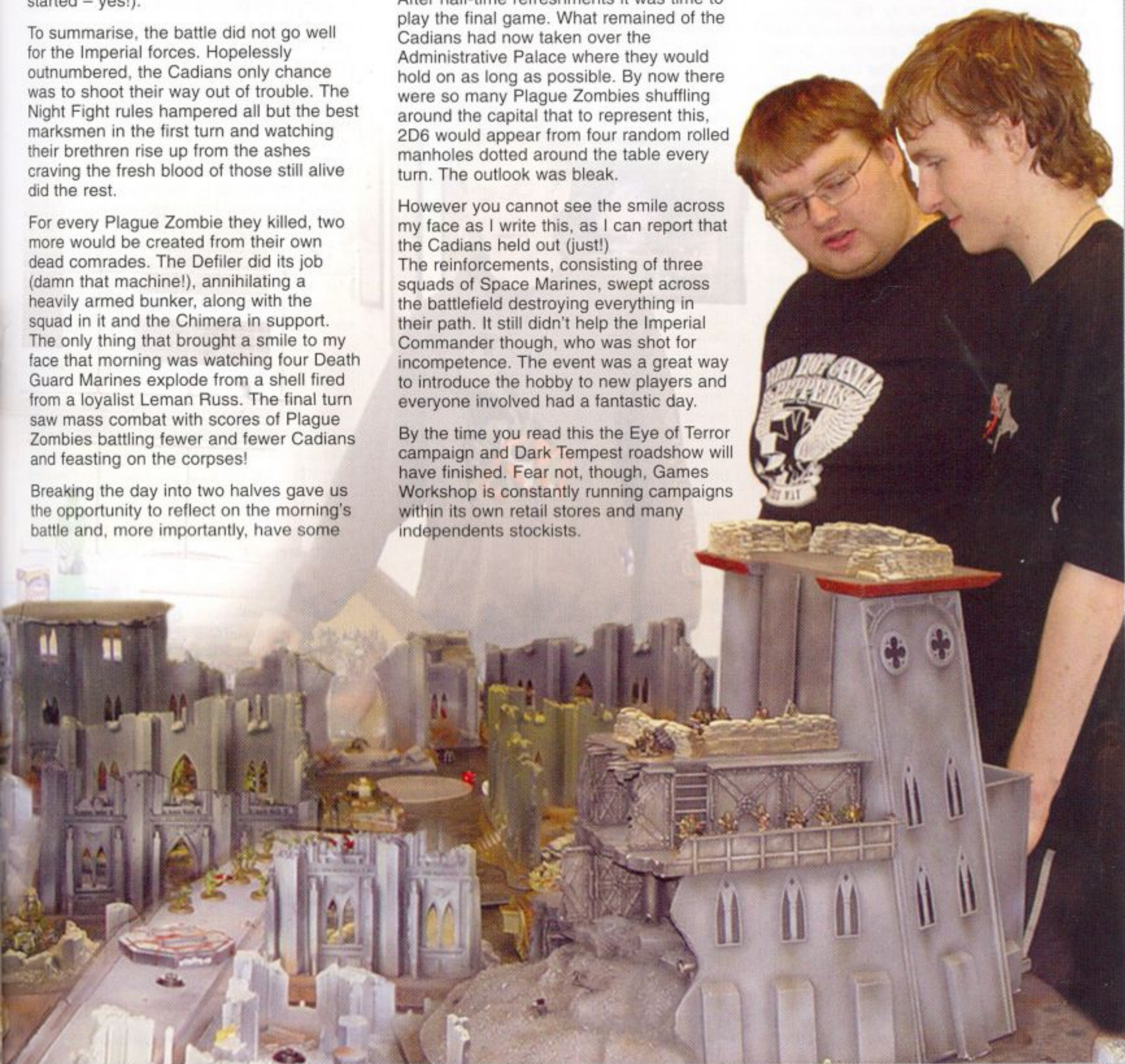
After half-time refreshments it was time to play the final game. What remained of the Cadians had now taken over the Administrative Palace where they would hold on as long as possible. By now there were so many Plague Zombies shuffling around the capital that to represent this, 2D6 would appear from four random rolled manholes dotted around the table every turn. The outlook was bleak.

However you cannot see the smile across my face as I write this, as I can report that the Cadians held out (just!) The reinforcements, consisting of three squads of Space Marines, swept across the battlefield destroying everything in their path. It still didn't help the Imperial Commander though, who was shot for incompetence. The event was a great way to introduce the hobby to new players and everyone involved had a fantastic day.

By the time you read this the Eye of Terror campaign and Dark Tempest roadshow will have finished. Fear not, though, Games Workshop is constantly running campaigns within its own retail stores and many independents stockists.

Currently the only Waterstones that stocks Games Workshops products is Deansgate but watch this space for more events. For up to date information about events and stockists in your local area check out our website at:

www.games-workshop.co.uk/events



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...

Dylan: 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: 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 Ward

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...)

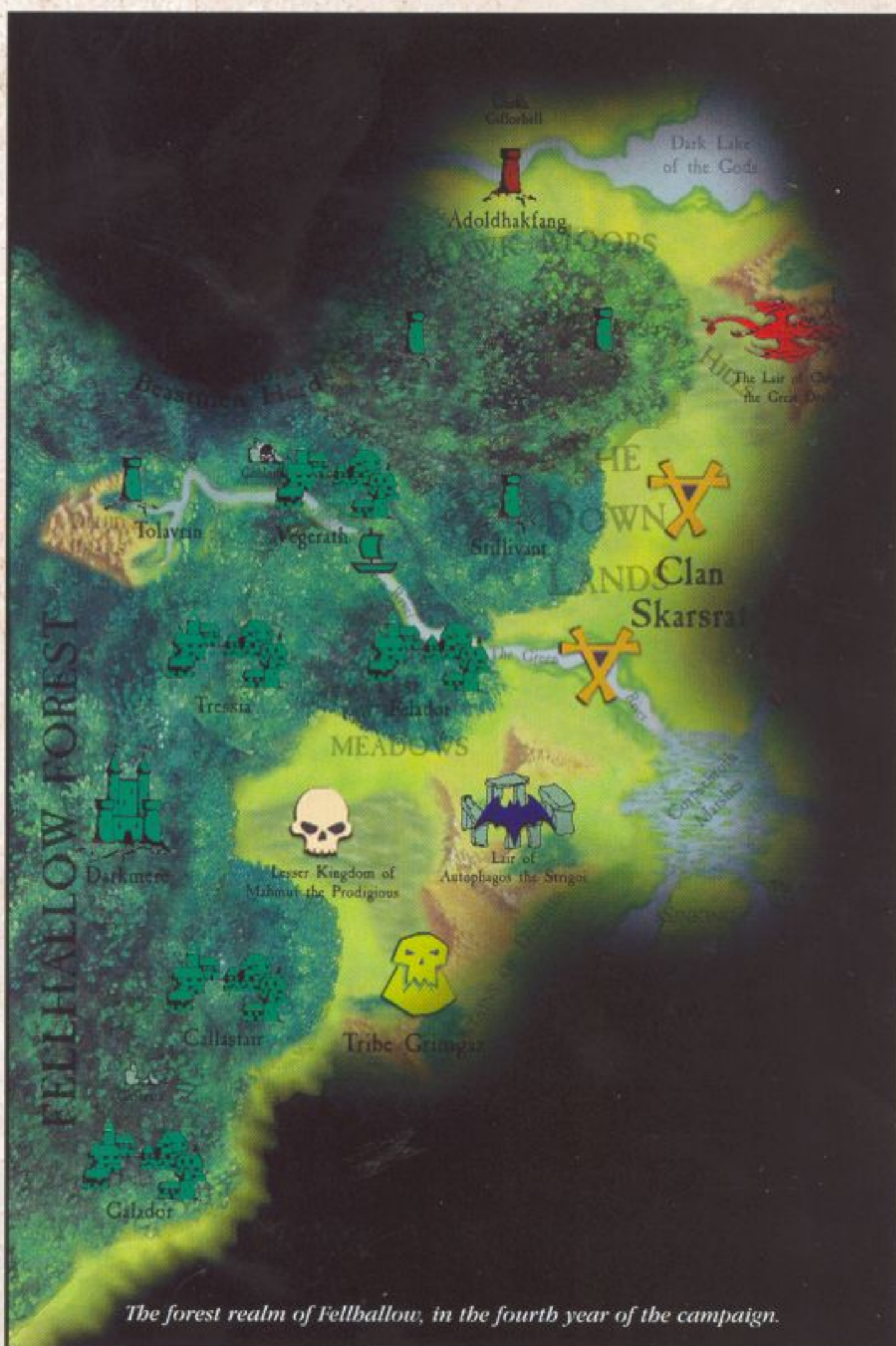
So what do I want to do with this golden age of peace, stability and prosperity? Well, I definitely need to go and break some more heads. There is certainly no shortage of options in this regard, but Skaven Clan Skarsrat is looking like a contender, purely because of the large territory it commands. 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.

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, Gathalamor, 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 metre 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 Isha'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 Isha'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 Gathalamor, 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 Gathalamor 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 Mundi. 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 had watched with heavy heart as the dazzling beam of light from the heavens destroyed the last remnants of Kasr Partox. Its 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.



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 infernal 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	67

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 a summer 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.

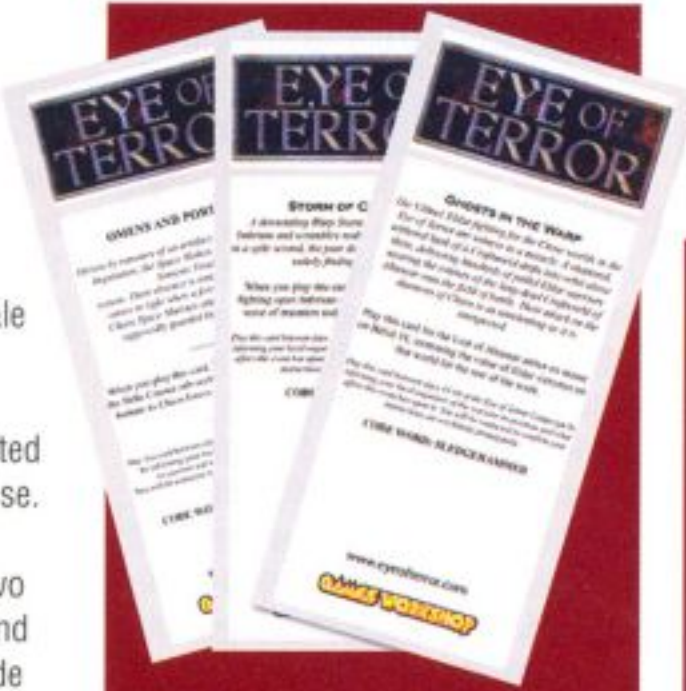
We still had no clue as to what would actually happen.

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 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 Ygethmoir 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 Ygethmoir now stands at Abaddon's right hand, while the fate of Zaraphiston remains a mystery.



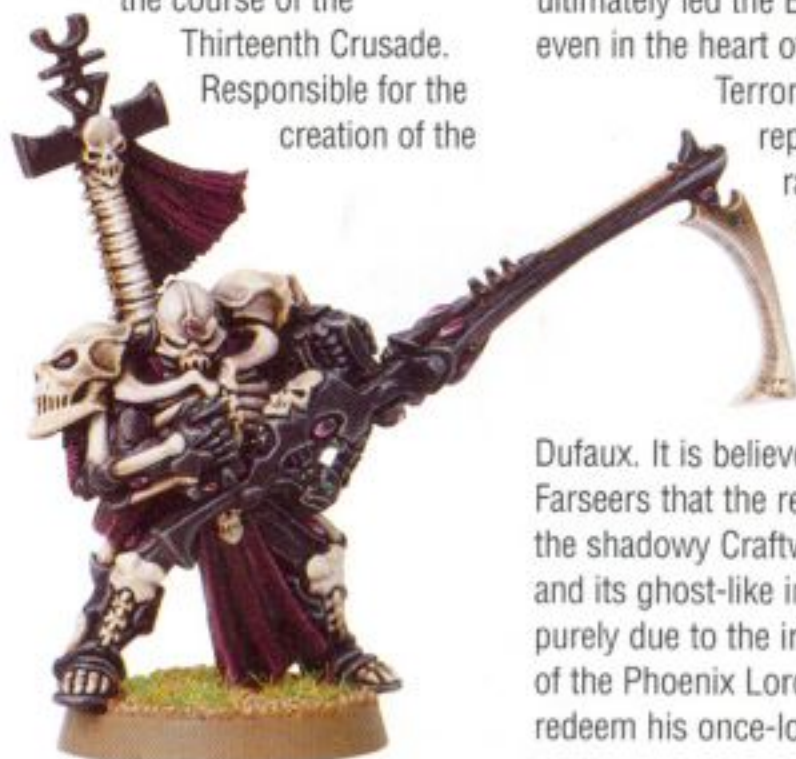
AHRIMAN

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: at present 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

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.



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

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 Castellan 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 Far-seer 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 homeworld. 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>Kantrael</i>	85%	84.9%	Faithful
<i>Xersia</i>	85%	88.2%	Faithful

SCARUS



Abaddon recruited massed warbands of Orks to act as mercenary auxilia 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 lootas 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 (Planet)	90%	92.4%	Faithful
• Ulant	60%	14.8%	Anarchy

NEMESIS



The fortress oubliette of Nemesis Tesseract, 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 sycophants of Nemesis Tesseract 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 Tesseract 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,

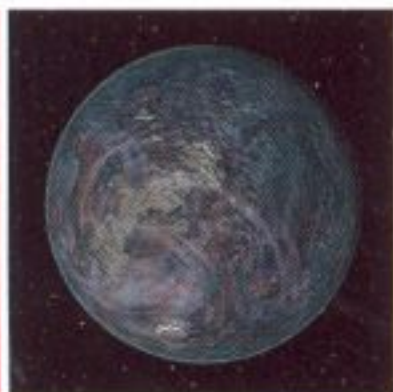
twisting it and ripping portions of it asunder. Much was the lamentation of Ulthwé as many Strike Forces were trapped forever in the webway or lost in the haunted depths of the Warp.

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
<i>Chinchare</i>	<i>45%</i>	<i>95.2%</i>	<i>Faithful</i>

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 unrelenting 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
<i>Belial IV</i>	<i>35%</i>	<i>79.4%</i>	<i>Dependable</i>

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 Teriax 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
<i>Sentinel Worlds</i>	<i>20%</i>	<i>24.1%</i>	<i>Unreliable</i>



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 Albitern, 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 materiels provided by the Hive worlds of Albitern,

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
Albitern	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

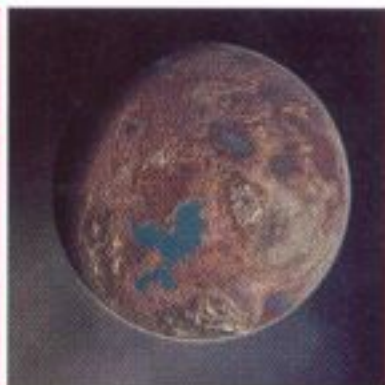
fewer than five 3rd phase colony systems in a halo around their existing sept worlds. These massive areas of expansion are already being referred to as the Third Sphere Colonies by the diplomats of the Water caste, and are rumoured to include

unprecedented numbers of human auxillaries. 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
<i>Scelus</i>	20%	95.4%	<i>Faithful</i>

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
<i>Medusa</i>	85%	93%	<i>Faithful</i>

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

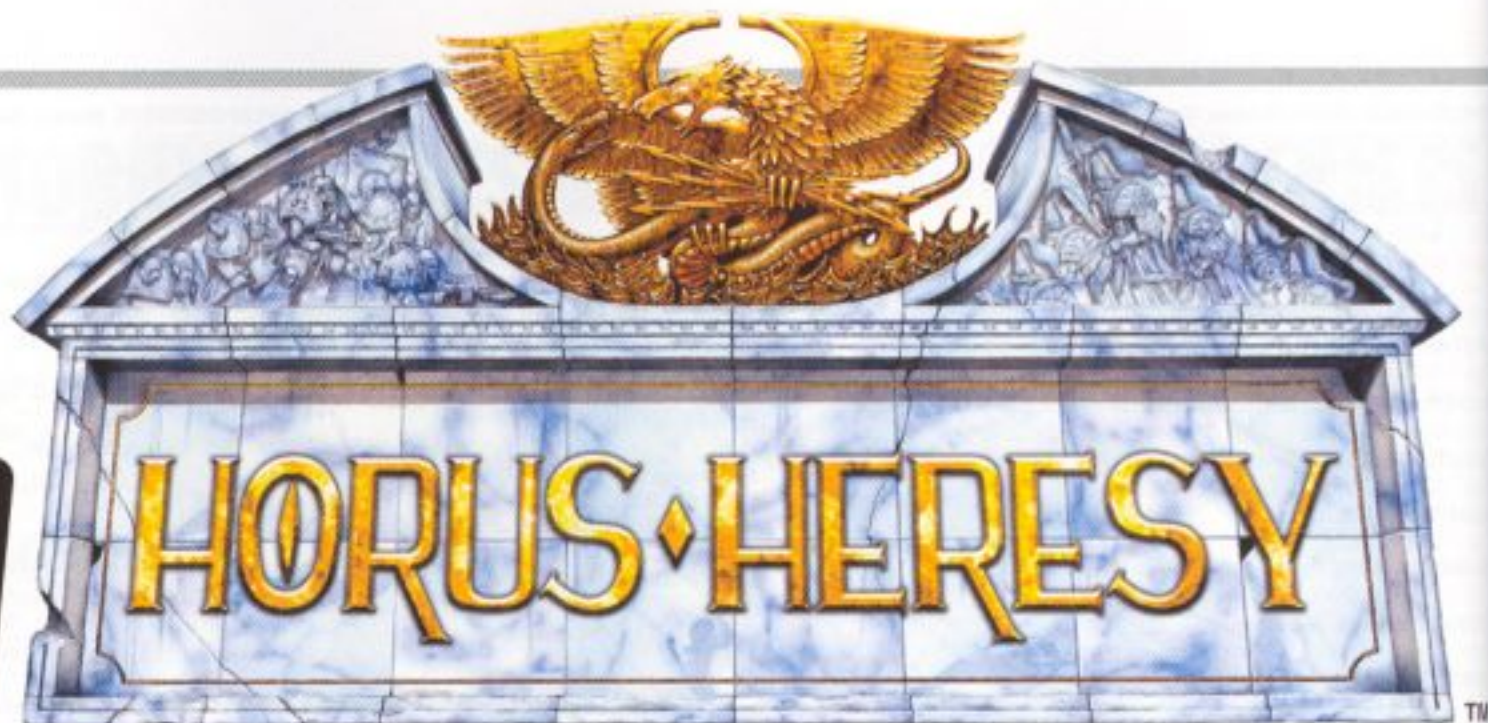
and selfishly for the ruins of Caliban while Cadia burned.

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
<i>Caliban</i>	50%	100%	<i>Faithful</i>





SABERTOOTH EXPLORE THE DARK HISTORY OF THE WARHAMMER 40,000 UNIVERSE

young Imperium was torn apart by a ruinous civil war. Fans of Warhammer 40,000 have been presented with quite a lot of information about the Heresy over the years but never before has the true story of the events of 10,000 years ago been told.

Until now...

THE HORUS HERESY

This autumn Sabertooth Games will be launching a new edition of their Warhammer 40,000 Collectible Card Game. This edition of the game is set during the epochal events of 10,000 years ago and tells the story of the great betrayal of Horus and how he led the Imperium into a civil war that almost destroyed it.

For the first time in the history of Games Workshop, fans of Warhammer 40,000 will be able to find out what really happened all those millennia ago. Why did Horus betray the Emperor? Who were the true loyalists who fought for the Emperor? Who were the real traitors? For the first time the secrets of the Age of Heresy will be revealed.

Whilst the over-arching story of the Heresy is well known, and the final confrontation between the Emperor and Horus has been published on numerous occasions, very little has ever been written about the details of the events that led up to that epic battle.

The Sabertooth game will explore many aspects of the Heresy that have never been described before. The Imperium was a very different place in the days when the Emperor and his Space Marine Primarchs walked amongst men. Its institutions and organisation were different. Fans of Warhammer 40,000 will be surprised, maybe even shocked, at just how much things have changed and, hopefully, will enjoy discovering how the events of the Heresy led to the creation of the Imperium they are familiar with in Warhammer 40,000. So be prepared for some surprises...

THE SPACE MARINES

The Heresy story centres on the Space Marines and their Primarchs. In the 31st millennium the Space Marines were organised into legions. Each legion was much bigger and more powerful than the

Before the grim darkness of the 41st millennium there was a golden age when the Emperor of Mankind walked amongst men and his Space Marine Legions brought glory to the Imperium.

But the forces of Chaos have begun to stir and Humanity's greatest champion has become its greatest enemy. The Warmaster Horus desires ultimate power and he will bring about the destruction of the Emperor to take it.

One of the most important events in the Warhammer 40,000 mythos was the Horus Heresy, the time when the still-

A selection of the incredible concept sketches John Blanche has produced for the Horus Heresy project...



Early Terminator armour design



Horus' Bodyguard



Fulgrim, Primarch of the Emperor's Children

later chapters of Space Marines. Furthermore the Space Marines had access to, and used, a much wider variety of wargear and equipment than their 41st millennium counterparts. This is reflected in the card game, which features many new and surprising Space Marine units and characters. Not least of these are the Primarchs themselves, awesome superheroes who dominate the struggle for supremacy. Their alliances, rivalries and bitter feuds shape the wars of the Age of Heresy.

The Horus Heresy base set (the first release for the new CCG) features cards for The Sons of Horus, World Eaters, Emperor's Children, Death Guard, Space Wolves and Thousand Sons Legions. These legions won't necessarily be fighting for the side you might expect – you'll have to check out the game to find out who they are fighting for! As the story unfolds and expansion sets are released more legions will be introduced. This includes those legions whose role in the Heresy has not been documented before. Just what were the Ultramarines and Blood Angels doing whilst Horus was destroying Istvaan III and preparing to assault Terra? The Horus Heresy CCG will answer this question and many more!

THE IMPERIUM OF MAN

As well as the Space Marine Legions there are some other key facets of the early Imperium that the new CCG will be featuring. Some 10,000 years ago the Imperium was a very different place to the familiar realm of the 41st millennium. Through the CCG you will be able to witness the creation of many of the signature elements of the Warhammer 40,000 mythos. At the beginning of the conflict many of the familiar institutions of the later Imperium, such as the Inquisition, simply didn't exist. The CCG will show how some of these came into being.



Sons of Horus take on Legio Custodes



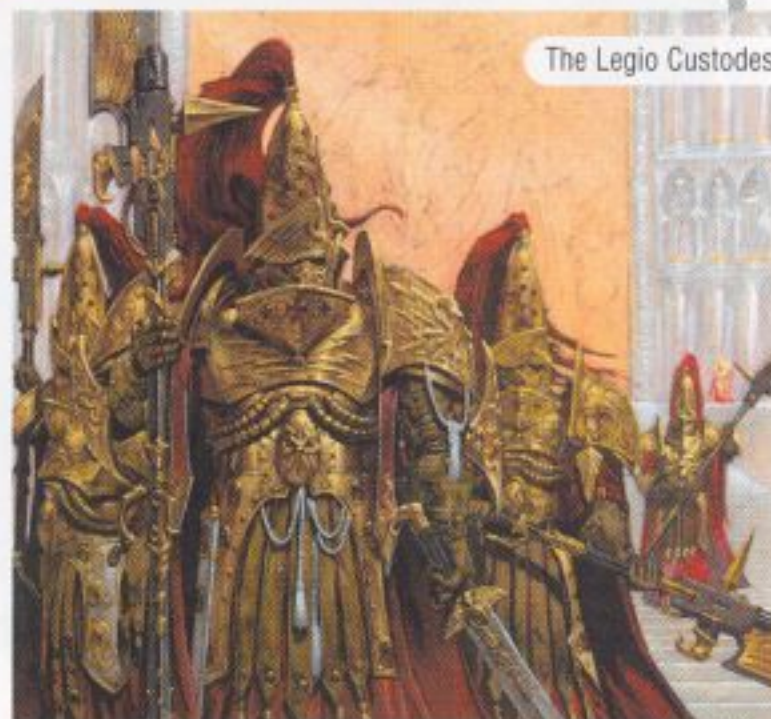
Jetbikes of the Emperor's Children



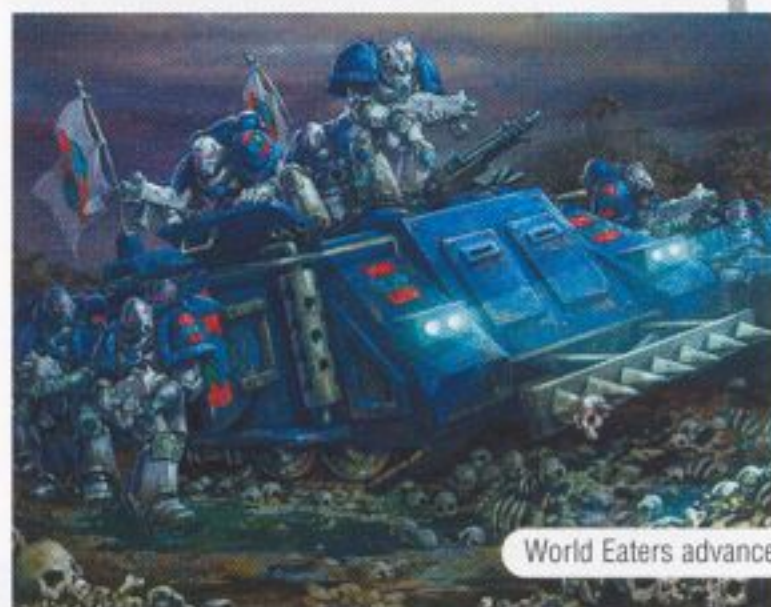
World Eaters Champion



Abaddon



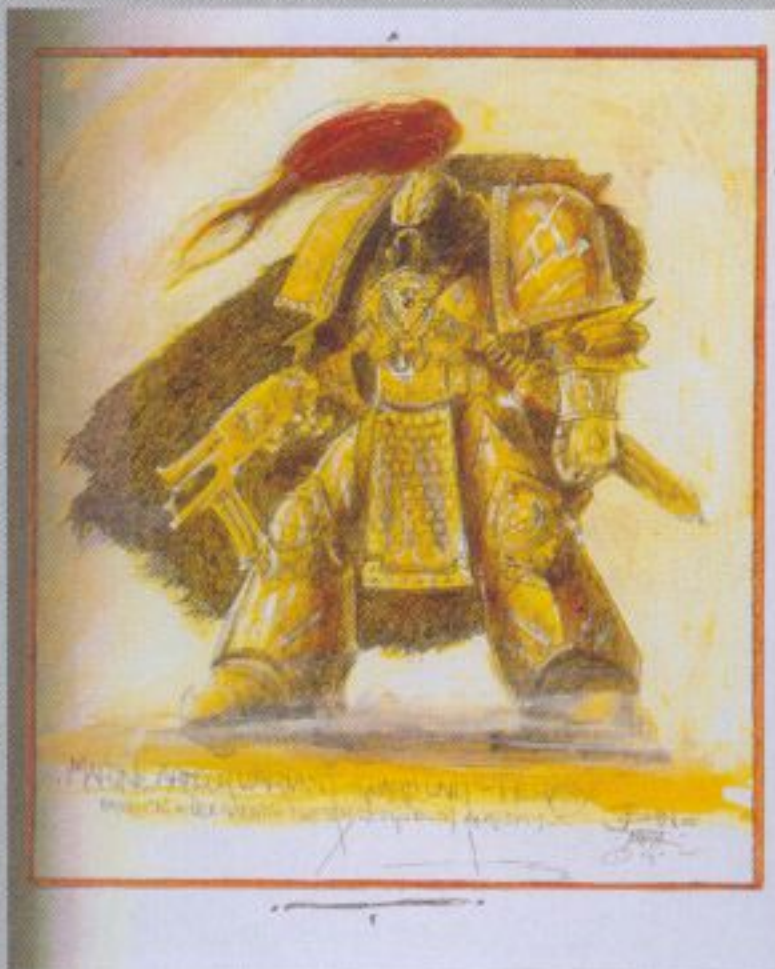
The Legio Custodes



World Eaters advance



Prospero, homeworld of the Thousand Sons



Space Marine armour variant

The Custodian Guard

The Space Marines are not the only super-warriors created by the Emperor. The first group of genetically and psychologically modified troops he created were his own personal bodyguard – the Custodian Guard. Their duty simply to ensure the safety of the Emperor at all times.

Stronger than a Space Marine, the Custodian is a fearsome warrior and has an unbreakable devotion to the Emperor. They are his most loyal and trusted servants. A detachment of the Guard always accompanies the Emperor even when he retires to his private chambers.

During this time of traitors and dissension the Custodians are tasked with duties that now extend beyond those of guarding the Emperor's person. Detachments of Custodians are often ordered to accompany the Legiones Astartes to ensure that the Emperor's will is followed.



War of Brothers

This Act of Heresy shatters all ties of kinship. Those I was proud to call Brother I now fight to bloody death. No quarter will be asked and none sought. These are the vilest foes we must fight. There shall be no peace, no rest, no succour until the face of Horus stares down from Traitor's Gibbet and all his heretic followers are vanquished.

The CCG also introduces many new troop types and organisations and has a new take on some of the established elements of the Warhammer 40,000 world. Some of these have never been seen before, others have never been shown in the way the CCG will feature them. Who are the Silent Sisterhood? Who is Malcador the Sigillite? As the game expands, more and more of the 31st millennium Imperium will become involved in the conflict. In time the Imperial Army, the Titan Legions, the Legio Cybernetica, and others will be featured in expansion sets.

THE PROJECT

The Horus Heresy project is such an important part of the Warhammer 40,000 mythos that Sabertooth has enlisted the help of the central GW creative team to ensure that the game meets the high standards demanded by Warhammer 40,000 fans.

Art Director John Blanche has spent many long hours producing a raft of incredible concept sketches for a host of 31st millennium topics. He has covered a range of subjects, including the Emperor, Horus, the other Primarchs, the Space Marine Legions, the Imperial Army and even the architecture of the Heresy Age! John has been heavily involved in conceptualising the new ideas, characters and military units that will be introduced to the Warhammer 40,000 background through the card game. Some of John's amazing concepts are presented here.

GW's Head of Intellectual Property Alan Merrett has worked hard researching the Heresy and fleshing out the story in concert with Sabertooth and the Warhammer 40,000 Games Development team. Between them they have developed an awesome storyline

and created some radical new ideas about the events and characters of the 31st millennium. This information will be published as part of the card game as each booster pack will contain a special Redemption card, the reverse of which will be printed with story extracts, character descriptions, narratives and technical information about the Age of Heresy.

The game itself is a development of Sabertooth's popular Warhammer 40,000 Collectible Card Game and lead designer Ryan Miller has orchestrated some refinements to the rules that really speed up the game and emphasise more interaction between the players during combats. The new edition rules have been designed to be fully compatible with the first edition cards, which opens up plenty of opportunities to play 'what if' scenarios using decks constructed from either edition.

The Horus Heresy cards feature illustrations by the cream of Sabertooth's artists, and, for the first time ever, also include some pieces by John Blanche himself (he has been very busy working on the project!) and Dave Gallagher. The Horus Heresy is a project that has fired the imagination of every artist who has worked on it. Just a few of their efforts are shown here. The game also features work from Alex Boyd, Karl Kopinski, Paul Dainton, Adrian Smith, Michael Phillippi, Ralph Horsley, Sam Wood, Franz Vohwinkel, Kenson Low and many others.

The 150-card base set launches this autumn. Check out the Sabertooth website for more information about the game and release dates.

You think you know everything that happened during the Horus Heresy...

THINK AGAIN!



Custodian Guard



The Imperial Army



Mechanicus characters



Bjorn of the Space Wolves



Constantin Valdor of the Custodian Guard



Dreadnought of the Custodian Guard

Traitors

"Horus is the rightful Master of Mankind! He is the one who has led us to triumphs undreamed of. He is the one who has conquered 10,000 worlds. He will lead us in conquest of 10,000 more! Cast down the false Emperor! Hail the Warmaster!"

Emperor's Promise

They are sorely misguided if they think the Warp has the power to overcome my Will. My vengeance shall haunt them across all of time, they shall never know peace. They have earned for themselves only eternal damnation.

www.sabertoothgames.com



Death Guard Dreadnought



Emperor's Children heavy support



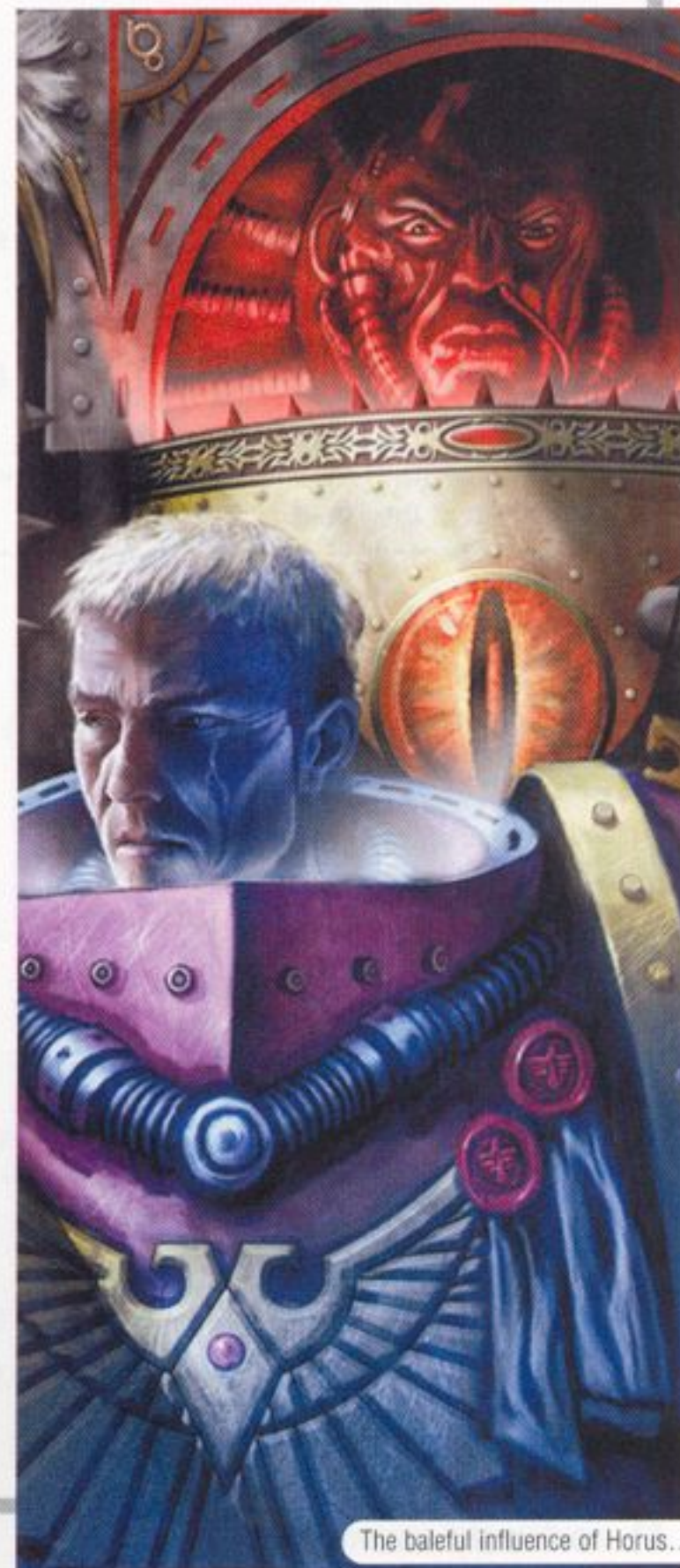
Emperor's Children triumphant!

Chaos the Deceiver

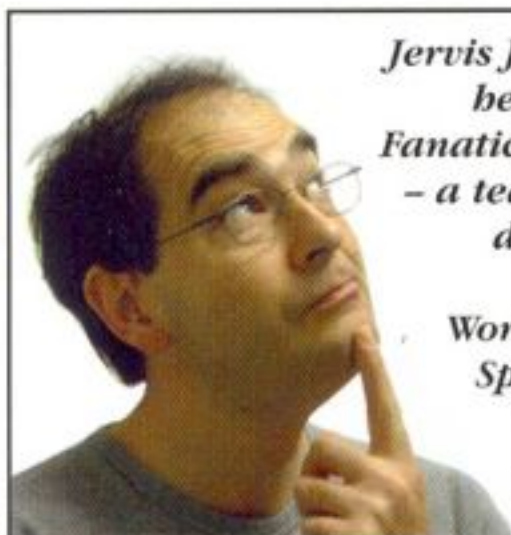
Horus had listened to the Dark Gods of Chaos and made his pact with them. He would deliver to them the Emperor and they would give him the galaxy. It was a simple bargain and one that made sense to Horus. Humanity was under dire threat from the daemons of the Warp though few recognised the danger. If the Emperor knew he seemed to ignore the threat.

The Dark Gods had whispered in his ear. "We desire only the Emperor. His psychic might is destroying our realm. Even now he retires to his dungeon to work his selfish plot. He cares not for you or your warriors. He will put weak men above you. If the Emperor were to be sacrificed to us we would have no interest in your worlds. You would be a just and rightful ruler of the galaxy. We give you the gift of Mankind to do with as you will."

Horus knew full well that the Emperor was the most powerful psyker that had ever lived or would ever live. The Warmaster also knew that such powers were drawn from the Warp. Wasn't it obvious that the Gods of Chaos were right and that the Emperor was the problem, had been the problem all along? Horus knew he must challenge the Emperor.



The baleful influence of Horus...



*Jervis Johnson
heads the
Fanatic Studio
- a team that
develops
Games
Workshop's
Specialist
Games
Range.*

Out this month, after a two month delay, is Necromunda Magazine 3. Unfortunately we underestimated the amount of work involved in getting the new rulebook out and doing a 32-page bimonthly magazine, and in order to get back on schedule we took the hard decision to 'miss' one issue of Necromunda Magazine. This means that Necromunda Magazine issue 3 is coming out when Necromunda Magazine 4 would have been released, issue 4 will go back to when issue 5 should have been released, and so on. Subscribers needn't worry, as they will still receive six issues of Necromunda Magazine - it will just take fourteen months for them to turn up rather than twelve! Please accept my apologies for the delay and rest assured it is not something we plan to make a habit of.

On a cheerier note we have three excellent new models for Necromunda based on the 'Redeemer' comic strip that appeared in Black Library's Warhammer Monthly comic. These models are something of a matched set, comprising on the one side of the Redeemer himself and his erstwhile sidekick Malakev, and on the other, of the Redeemer's arch-enemy, in the form of the Ratskin Shaman known as The Caller.

SURFING THE WEB

All the Specialist Games have great websites full of free downloads, resources and up-to-date news. Here are their URLs:

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
www.Specialist-Games.com

The websites now contain an article archive. This will tell you rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the website for more details.

NOVEMBER'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

The Redeemer and Malakev were designed by Fanatic's own Mark Bedford, who has done a super job of recreating the two Black Library comic-book characters as 28mm metal miniatures. The Caller has been designed by veteran designer Bob Naismith, and he can either be used on foot or mounted on the back of a really huge skeleton rat. Rules and background for all these models can be found in Necromunda Magazine 3.

Also out this month is another really scary new monster, this time for Mordheim. It has been designed by Felix Paniagua and is known simply as the Thing In The Woods (the monster that is, rather than Felix). Ready to go up against the beast is a human adventurer known as the Hunter, who considering the nature of the opposition has to be either extremely brave and capable or remarkably stupid - you can find out which by reading the rules and background for these two models that appear in Town Cryer 28!

Last up on my lists of releases for this month is our new Vampire Counts Blood Bowl team. I'm really pleased with these new models, and think that designer Steve Buddle has done a fantastic job to make a set of models that look like Vampire Blood Bowl players, rather than a bunch of Von Carstein Vampires that have accidentally wandered onto a Blood Bowl pitch.

While on the subject, the Vampire team is the third and final Undead team we will be releasing (the other two were the Khemri team and the Necromantic team), and is quite likely to be the last new Blood Bowl team we'll be adding to the game for the foreseeable future. Blood Bowl coaches shouldn't panic though, as we are still going to be releasing plenty of cool new miniatures for the game; it's just that in future we plan to bring out replacement models for existing players, rather than adding to the size of the range (and creating an unplayable monster game system in the process) by constantly creating new teams. This won't stop us from, for example, bringing out a 'new look' Human team (perhaps from Tilea?) to replace the Human team currently in the

range, it just means that these new teams will use the same rules and roster as the team that they replace.

And that's all for this month. As ever, if you have any questions or feedback about the Specialist Range then you can write to us at **Fanatic Studio, Willow Road, Nottingham, NG7 2WS**, or you can e-mail us at fanatic@games-workshop.co.uk. I look forward to hearing from you.

Best regards,

Jervis Johnson
Head Fanatic

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, jam-packed full of new rules, articles, letters and other cool stuff. Here's a list of the magazines that are currently available:

- Blood Bowl Magazine
- Town Cryer Magazine (for Mordheim)
- Necromunda Magazine
- Warmaster Magazine
- Battlefleet Gothic Magazine
- Exterminatus Magazine (for Inquisitor)

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription! Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the postage

To find out about prices and availability you can visit your local Games Workshop store, contact Games Workshop Mail Order on **(0115) 91 40000**, or visit the Games Workshop online store at:

www.games-workshop.com

These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.gamesworkshop.com/storefront

All the Specialist Games have great websites full of free downloads, resources and up-to-date news! Check them out at: www.specialist-games.com

SPECIALIST GAMES NEW RELEASES

Blood Bowl, Necromunda and Mordheim additions...

BLOOD BOWL

Blood Bowl is a violent 'game' between two teams of heavily-armoured and quite insane warriors, from all across the Known (and unknown) World.



Vampire Team Booster Pack £6

The Vampire Team booster pack contains 1 Vampire and 2 Thralls.

Vampire Team Cheerleader £6

Contains 3 Vampire Cheerleaders.

Khemri Team Cheerleader £6

Contains 3 Khemri Cheerleaders. (Model not shown here).

Necromancer Team Cheerleader £6

Contains 3 Necromancer Cheerleaders.



Vampire Team

The Vampire Team contains 1 Vampire Lord, 3 Vampires (1 female and 2 male) and 8 Thralls.

£20

NECROMUNDA

Necromunda is a tabletop skirmish game where players control fierce gangs of warriors battling each other for supremacy in the dangerous underworld of the hives of Necromunda. Will riches and fame be yours or will a rival gang crush your upstart warriors... ?



Redeemer & Malekev £10

Contains 1 Redeemer & 1 Malekev.

The Caller £15

Contains 1 Mounted Caller & 1 Caller on foot.

MORDHEIM

I would tell you the tale of the cursed city, brought low by the wrath of gods. I would tell you the tale of Mordheim, city of the damned...



Carnival of Chaos - Carnival Master £6

Contains 1 Carnival Master.

Carnival of Chaos - Brethren £7

Contains 3 Brethren.

The Thing in the Woods £12

Contains 1 Thing in the Woods.



Carnival of Chaos - Nurglings £6

Contains 5 Nurglings.



Carnival of Chaos - Plaguebearers £6

Contains 2 Plaguebearers.



Carnival of Chaos - Champion £5

Contains 1 Champion.



Hunter £5

Contains 1 Hunter.

Models shown at 50% actual size.

Driven by the promise of free copies of the colossal 288-page **Imperial Armour: Volume One** book, we ventured into the furthest corner of Games Workshop HQ, to take a look at the work of Forge World.

It's been a while since we've had the opportunity to feature the work of Forge World, the area of Games Workshop that designs and makes resin models from the worlds of Warhammer and Warhammer 40,000, in White Dwarf. With the release of the massive new **Imperial Armour: Volume One** book from Forge World, it seemed a great time to have a look at some of their models that you can use in Games Workshop games. For the last five years the people at

Forge World

Creators of monsters and builders of Titans

Forge World have been hard at work creating a great range of resin models for hobbyists to add to their collections and armies of Citadel miniatures. They now produce hundreds of different models for use in Warhammer 40,000 and Warhammer, as well as ranges for some of the Specialist Games systems. These range from mighty 40k-scale Titans to tiny BFG Thunderhawks, and from an enormous War Mammoth to Chapter doors for Space Marine vehicles.

You won't find these models in your local GW Store or hobby shop as they are very specialist products for the veteran hobbyist and are therefore only produced in small production runs, in fact they are only available direct from Forge World's base, here in Nottingham, or from the Forge World stand at many of the GW shows and events. Warhammer World here at the GW HQ also stocks Forge World products in their store.



Above: Dragon. In last month's news section we featured a picture of the new resin Dragon model available from Forge World. But in order to give you an impression of just how big it is we got the guys at Forge World to take another picture, this time including a model on a 20mm base and as you can now see, it really is monstrously huge.

Right: Chaos War Mammoth. The huge War Mammoth is one of the most terrifying sights to come from the frozen wastes. Sculpted by Daniel Cocksell this multi-part resin kit, including howdah, stands an impressive 265mm high and is probably the ultimate centrepiece for any hobbyist devoted to the Chaos powers.



Wolf Warhound Titan. This is an extremely detailed model of the Lucius pattern Warhound Titan 'Sanctus Venator' commanded by Princeps Hagan Raal. Sculpted by Will Hayes, the kit includes a fully-detailed interior section, including crew sculpted by Simon Egan. When fully assembled it stands approximately 250mm high.



WWW.FORGEWORLD.CO.UK

IMPERIAL SPACE MARINE & CHAOS SPACE MARINE DREADNOUGHTS.

The Imperial Space Marine & Chaos Space Marine Dreadnoughts are some of Forge World's most popular kits. Forge World have been busy creating a highly detailed sarcophagus with a varied selection of weapon options for each of the most popular Space Marine Chapters and Chaos Space Marine Legions. It's never been easier to theme your Dreadnought.

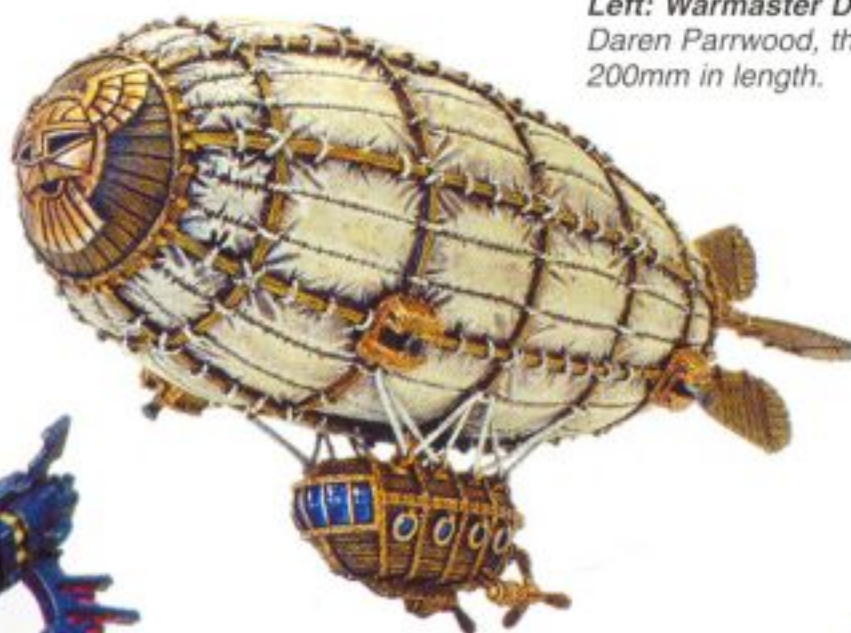


World Eaters Chaos Space Marine Dreadnought, sculpted by Simon Egan and Will Hayes.

Below: Battlefleet Gothic Eldar Transports. Sculpted by Will Hayes, these transport ships are the perfect addition to any Eldar fleet.



Left: Warmaster Dwarf Zeppelin. Sculpted by Daren Parrwood, this multi-part resin kit measures 200mm in length.



Below: Epic Shadowsword. Add some serious firepower to your Epic 40,000 force with this super-heavy tank, sculpted by Brian Fawcett.



In this article Pete Haines describes a small but significant action from the history of the Imperium in which a gallant platoon of Cadians are called upon to make the ultimate sacrifice by the Imperial Inquisition.

It was a stand to stir the hearts of all men, a sacrifice of the souls of the courageous to protect the souls of the innocent.

Inquisitor Nathan Flintlock

INQUISITOR NATHAN FLINTLOCK

Flintlock's advancement in the Inquisition was slowed by his tendency to make contacts across different Ordos. Many felt he was part of a Puritan scheme to bring the weight of all the Ordos down on any Radical elements and chose to mistrust him. Flintlock's actions were normally driven by expediency more than politics however as he relentlessly brought together whatever forces he could to oppose the enemies of the Imperium. His success in defending the Black Planet against the formidable Fabius Bile was the catalyst for his appointment to lead the expedition to Seneschal.

The rise of Nathan Flintlock in the Inquisition was like that of so many of his sort – purchased with the bodies of brave men.

Anon

In the aftermath Flintlock's actions were approved by a review of his peers. Ruthlessness has always been a quality valued by the Emperor's Inquisition especially when coupled with a determination to make absolutely certain that a problem gets resolved.

SENESCHAL

Seneschal was discovered in M35. A 'K' class orange star Seneschal emitted such a dim radiance that it had always been obscured from Imperial observatories in orbit around Gakal by the bright blue star of Keffis. An Imperial Navy patrol made the discovery and a frigate squadron was diverted to make a brief survey a couple of decades later.

They reported a four-planet system with only the second world residing in the habitable zone and confirmed that Seneschal was an incredibly ancient star. More importantly they identified structures on the surface of the second planet huge enough to be seen from the edge of the system.

DYING FLAME THE LAST STAND OF THE FIREBRANDS

A Warhammer 40,000 scenario

Just when Mankind begins to think the galaxy is his to explore and exploit we find a system like Seneschal and realise we are defenceless babes crawling too far from our cribs.

Navigator Sollenn Durst

These facts were noted in the files of the Inquisition and down the years many aspiring Inquisitors reviewed the file and made tenuous justifications for an investigation. The absence of any apparent threat defeated each of them in turn. It was only in the last century of the 41st millennium that such justification arose in the most horrific way.

THE GAKAL ATROCITY 3481.925.M41

Gakal is the outermost planet of the Lorderne system and was extensively used as a science station and observatory. It enjoys excellent views of the Emybris cluster and was essential in mapping the many unexplored stars in the area. It was also the site of a major Adeptus Astropathica message relay centre boasting a full Astropathic choir and as a result extensive orbital defences.

The Gakal high orbit observatory detected an incoming vessel but despite their high quality surveyors it could not be identified until it was at the edge of the system. To the horror of the station controller it was identified as a Necron cruiser. A mayday was broadcast at this point by the Astropathic choir but that was the last outgoing communication.

Within a few hours a fleet of system ships had been despatched from Issakkan, the third planet of the Lorderne system and the system capital. There were fears that even fifteen system ships and defence monitors would be unable to prevail over a single Necron vessel but by the time they arrived the Necrons were gone. In the time it had taken the Imperium to react all human life on and around Gakal had been brutally exterminated. There was evidence that the principal observatory had been boarded and a shortfall in corpses indicated that most of the adepts stationed there had been captured. The observatory's equipment, thousands of years old and completely irreplaceable, was smashed beyond repair to the dismay of the Adeptus Mechanicus.

When those kidnapped from Gokal were found they evidenced a morbid reverence for death that strayed into dangerous obsession. Within five years of their rescue all were either incarcerated for murderous crimes or dead themselves.

From 'To touch the divine'

by Ravallo Deyanne

(proscribed order ref: gamma 573/c7)

An Inquisitorial investigation commenced immediately. One of its junior members was Nathan Flintlock. While scapegoats in the local defence forces were identified and brought to very public trial the real Ordo Xenos investigation proceeded behind the scenes. No definitive reason why the Necrons should want to attack the observatory was discovered. Inquisitor Flintlock had a theory though and requested reports on any unusual incidents occurring in any part of the Emybris cluster that the Imperium had contact with.

THE MISSING STARS

It was almost seven years before Flintlock had proof of what was happening. His discovery followed the loss of three asteroid mining ships operating in the Emybris cluster. There were no real links between the three disappearances though and the ships were solely owned and operated by their Captains so no powerful interests were involved.

Flintlock had already obtained Imperial charts based on the previous work of the Gakal observatory. Although no other observatory came close to the facilities at Gakal he was able to use his influence to build up a map based on dozens of observations from other Imperial installations. The effort was immense, without an Inquisitorial Seal to back-up the request it is doubtful that the information could have been pulled together. If his suspicions had been unfounded the catalogue of complaints he provoked may have ended his career.

Behind every Inquisitor is the strength and courage of the best Humanity can offer.

Inquisitor Lord Haplann Wode



SENESCHAL

SENESCHAL

OR27.19

Orb Dist 1.4-1.5 AU

0.94G/Temp 8°C

Dead World

Tithe Grade: Adeptus Non

Aestimare: G982

Population: No autochthonic lifeforms

Notes: Observed 723M35. Expedition of 734M35 completed primary study of system. Catalogued 737M35, field for future beta phase exploration.

Further details suppressed by order Inquistior Flintock
[see file QLX.672/22]

The Firebrands are derived from the elite of the Cadian forces



He was right though, as best the techno-savant in his retinue could determine, in the time between the original chart being issued and Flintlock collating his data five stars had disappeared.

At the centre of the previous locations of the missing stars and the plotted courses of the missing mining ships was Seneschal. When Flintlock presented his data and submitted a request to investigate the mysterious second planet it was quickly approved and the Departamento Munitorum tasked with providing indentured troops to accompany him.

THE FIREBRANDS

The 12th Company of the glorious 8th Cadian Regiment first became known as the Firebrands during the time of the fourteenth founding of the Regiment. Where other companies were content to dig in and fight on the defensive the 12th company repeatedly found reasons to take the battle to the enemy. In the long war against the Arch Dictator of Galthrog it was no less a warrior than Grand Master Malachi of the Dark Angels who first referred to the 12th as Firebrands and the name stuck.

With each new Founding the most adventurous, irrepressible recruits have been directed into the 12th Company because every good Cadian General knows that whilst it is important to obey

orders nothing disturbs an enemy more than a unit which uses its initiative and does something utterly unexpected.

The qualities of the Firebrands made them an excellent choice for attachment to exploratory missions. They excelled in small unit actions where the ability of every man to think for himself was invaluable. When Inquisitor Nathan Flintlock of the Ordo Xenos led an expedition to Seneschal in 928.M41 it seemed only prudent that a reinforced platoon of the Firebrands be indentured to accompany him.

Fifty miles a day, we march across
the sands,
New xenos to slay, with weapons or
with hands,
Always glad to play, the glorious
firebrands

Drinking song of
the 8th Cadian Regiment

THE FLINTLOCK EXPEDITION

Flintlock set out with two ships, one was *St Aspira*, a standard type 70 merchant ship outfitted with additional surveyors and upgraded engines. It carried all the men and equipment needed for a full planetary investigation. The other was *Stormchild*, a Cobra class destroyer, assigned to act as an escort.

In addition to the thirty-five men of the Firebrands led by Lieutenant Arturo Cabal Flintlock could call upon five Space Marines of the Deathwatch, led by Brother Sergeant Cassius and ten Adeptus Mechanicus combat servitors programmed by Magos Razzallon.

There comes a time for every Inquisitor
when circumstances demand that he
enforce Exterminatus. Any who deny
the thrill of the act are liars. I have
been there, I have sensed it.

Primaris Psyker Gcollan Frey

Perhaps more pertinently the *Stormchild* carried two special torpedoes with thermal warheads capable of cutting through the crust of a world. The torpedoes' warheads were cyclonic charges which could destabilise the core. In the entire sector there were no others like them. The Adeptus Mechanicus had hoarded them for thousands of years, maintained them with diligent and pious worship so that they would be ready to destroy a world. These two torpedoes were planet killers and were more valuable than every man in the expedition, especially to Magos Razzallon. The expedition took over a month to reach Seneschal. Once in-system they took refuge in an asteroid belt around the fourth planet and surveyed the system from there.



LANDFALL ON SENESCHAL II

Leaving *Stormchild* running on minimal power in the asteroid belt, the *St Aspira* moved in-system to Seneschal II as fast as its engines could manage. All through the approach its powerful surveyors explored the planet's surface. The results were humbling. The entire surface of the planet had been stripped of natural structures, no seas, rivers, mountains or forests were evident. Instead there were tombs the size of continents, inlaid inscriptions with sigils the size of Titans and raised necropolis' that would dwarf any Imperial hive. But for the presence of an Imperial Inquisitor it is doubtful that the crew of *St Aspira* would have even entered orbit let alone remain there while the landing party descended aboard shuttles.

No defences reacted to their arrival, Seneschal was silent as the grave. Surveyors detected nothing except the tiniest energy source so for want of a better starting point Flintlock landed near it. The landing party disembarked and, using Signum readings, made their way to the source of the energy output. The trail led into one of the monolithic crypts that covered the planet, Flintlock and the landing party checked their weapons and entered. Within a few minutes of Flintlock's party entering the crypt, vox contact with the search party was lost and only an occasional terse psychic message from Flintlock's sanctioned psyker to *St Aspira's* astropath informed them of what happened.

DAY 36. ORBIT – SENESCHAL IV.

I had to order both ships to power down. We caught a glimpse of several ships leaving the orbit of Seneschal II on long range surveyors. I could not be sure as our scans slid off them but they were sunward of us and that gave us a silhouette to work with, but they looked like Necrons. Worse, one of them was huge, larger than a battleship, of the type I have heard called a Tombship.

Altogether I counted nine ships but the real number could be more. Our only hope was to play dead, to be debris amongst the asteroids and hope they would not find us.

We waited for ten hours, surveyor-blind, breathing in ever more stale air, not daring to speak for fear of detection. At one point I had the feeling that I was being watched but it was over briefly, as if I was beneath the notice of the

observer. I remember feeling a presence pass me by, it was like the feeling of awe one gets upon entering one of the great cathedrals but darker and more dreadful.

Afterward I discovered that Captain Vanferle aboard the *Stormchild* had considered loading the special torpedoes in an effort to destroy the fleet. Fortunately Magos Razzallon persuaded him otherwise. I will make sure one of my Acolytes is always on the *Stormchild's* bridge henceforth.

We must act quickly now before the fleet returns. I think I understand what is happening and that I can stop it but I must be sure because if the enemy knows we are here then another opportunity might be a long time coming.

Extract from the personal log of
Inquisitor Nathan Flintlock

- 1107:34.27 The chambers are huge, a Titan could walk here, each wall contains thousands of recesses, in each there is a Necron Warrior, they show no signs of stirring. Emperor pray they don't.
- 1325:12.01 Magos Razallon has disappeared, we think he went down a side passage but his servitors have lined up across it and refuse to let us pass. We cannot risk a firefight here.
- 1540:56.08 Still no sign of Razallon, keep watch for him, he has the arming code for the Exterminatus torpedoes.
- 1726:45.82 We have found the missing adepts from Gakal, they were bound into a great machine and appear to have been shredded emotionally. I fear a vampiric influence.
- 1805:38.25 Be ready for departure we are on our way back. It's a Sepulchre! This is the tomb world of a star god, they have been reviving it with the energy of young stars.
Be ready.

Extracts from Astropath Ereggan's
log transcript

THE MADNESS OF RAZALLON

The mechanical wonders of the tomb world bewildered Magos Razallon. The more he pieced together what he was seeing, the less he wanted to destroy it. To him the ancient Exterminatus torpedoes were a suitable offering to

make, not a weapon to destroy something truly divine. The thought must have been in him already for the data slate listing the torpedo arming codes that he gave to Inquisitor Flintlock at the outset of the mission was faulty. Seneschal could only be destroyed with his explicit approval.

With his disappearance the mission was massively jeopardised. The discovery of the 'Sepulchre' deep under the planet triggered a defensive response in the Necrons which began to activate, albeit sluggishly. The tiny landing party was now facing death, the only variable was how soon it would take them.

THE SANDS OF TIME

The Deathwatch squad, accompanied by Flintlock's sanctioned psyker, was ordered to track down Razallon and secure his master data slate with the arming codes. These would then be relayed to Inquisitor Flintlock who would in turn send them to his Acolyte aboard *Stormchild*. Then the tomb world would be destroyed.

The Deathwatch would have no chance of escape but could use stealth to avoid the awakening Necrons until their mission was complete. While they did this then someone would have to prevent the Necrons swarming out of their tombs and destroying the *St Aspira*, which had to remain close at hand to receive the arming codes from deep within the tomb.

The Firebrands took up their positions around the tomb entrance. They had to bar the door until the Deathwatch secured the activation codes and relayed them on. If they failed then nothing else would matter.

LAST STAND

This mission enables you to refight the gallant stand of Firebrand platoon at the gates of the Necron tomb. To play this mission you will need:

- Cadian Officer blister pack
- 1 Cadian Shock Troops boxed set
- Cadian heavy weapons squad boxed set
- 2 Necron Warrior boxed sets

ORGANISING THE CADIAN PLATOON

To assemble the Cadian force for this mission you will need to organise the Cadians from the packs specified into a 25-man platoon. The following notes explain how you should do this in order to both play this mission and start a full Cadian army with a good, solid infantry platoon contributing potentially over 250 points.

DETAILING PERK

On the Cadian sprues you will find lots of grenades, these are quite fiddly and when first assembling your Cadians you might want to leave these off the models. If you equip all the models in the squad with them though then you may count them as having frag grenades when playing the mission.

As encouragement to do some more advanced modelling and converting there are three 'perks' listed, each of these offers you a small advantage if you are able to complete the associated task.

If you need detailed guidance on assembling and painting your Cadians look at the Imperial Guard Codex and White Dwarf 285 for lots of help and inspiration. Right, on with assembling the Firebrand platoon.

You must have a Junior Officer and four other models to form the platoon's Command squad. Two of these models can be a heavy weapons team, two can be armed with a flamer or grenade launcher, one can have a vox caster.

Any remaining models can be armed with either a lasgun or a laspistol and close combat weapon.

You also have two infantry squads. Each of these consists of ten Guardsmen. Each squad is led by a Sergeant with laspistol and close combat weapon.

There are nine other Guardsmen, two forming a heavy weapons team, one squad will have a single model with a grenade launcher, the other will have a single model with a flamer. All the rest have lasguns.

Note that vox casters need not be used for this mission but there is no reason why one or two of your lasgun-armed Guardsmen should not have them for use later. You should have just enough models to assemble two of these.

Vox caster operators should not carry special weapons or be part of a heavy weapons crew.

SUGGESTED PLATOON ORGANISATION

This platoon reflects the actual weaponry of the Firebrands when they made their stand but should serve you well as a typical Cadian platoon as well. Feel free to swap special weapons and heavy weapons to match your painted models.

PLATOON HQ

- Junior Officer with laspistol and power fist
- Heavy weapons team of 2 Guardsmen with a missile launcher
- 2 Guardsmen, one with a flamer, one with a grenade launcher

CONVERSION PERK

If you have collected Citadel miniatures before you will probably have some spare weaponry. If not, ask in your local store and they will explain the best way to get an extra weapon or two. If you replace the laspistol on the sergeant with a bolt pistol or plasma pistol then not only can you use the improved weapon in the mission but you can also count the Sergeant as being a Veteran Sergeant.



1ST SQUAD

- Sergeant with laspistol and chainsword
- Heavy weapon team of 2 Guardsmen with a heavy bolter
- Guardsman with grenade launcher
- 6 Guardsmen with lasguns

2ND SQUAD

- Sergeant with laspistol & chainsword
- Heavy weapons team of 2 Guardsmen with a lascannon
- Guardsman with flamer
- 6 Guardsmen with lasguns

THE NECRONS

For information about assembling and painting the Necrons look in the hobby section of Codex: Necrons and articles from White Dwarf.

For this mission you will need 24 Necron Warriors organised in two units of 12. As casualties are removed keep track of which unit they are from by keeping them in separate piles.

SETTING UP THE GAMING AREA

You will need a surface at least 3' long by 2' wide to play this mission. If your table is larger you can mark the edge of the gaming area with a string boundary.

There are two features of significance that need to be represented.

At one short end of the playing area you need to show the exit from the tomb.

This can be represented with two books placed to narrow the last 6" of the area to 12" wide.

The area between the books should be filled with any spare bits of equipment from your Cadian frames together with the frames themselves, cut up into blocks. This is meant to represent a hastily constructed barricade and will offer a 5+ Cover save to Cadian models behind it.

Between 12" and 18" from the opposite end of the gaming area there should be a jumble of pillars. You can use the inside of kitchen rolls, tubes of thin card or anything else that comes to hand. Place about ten of these in the area specified, however many you place this area is treated as follows:

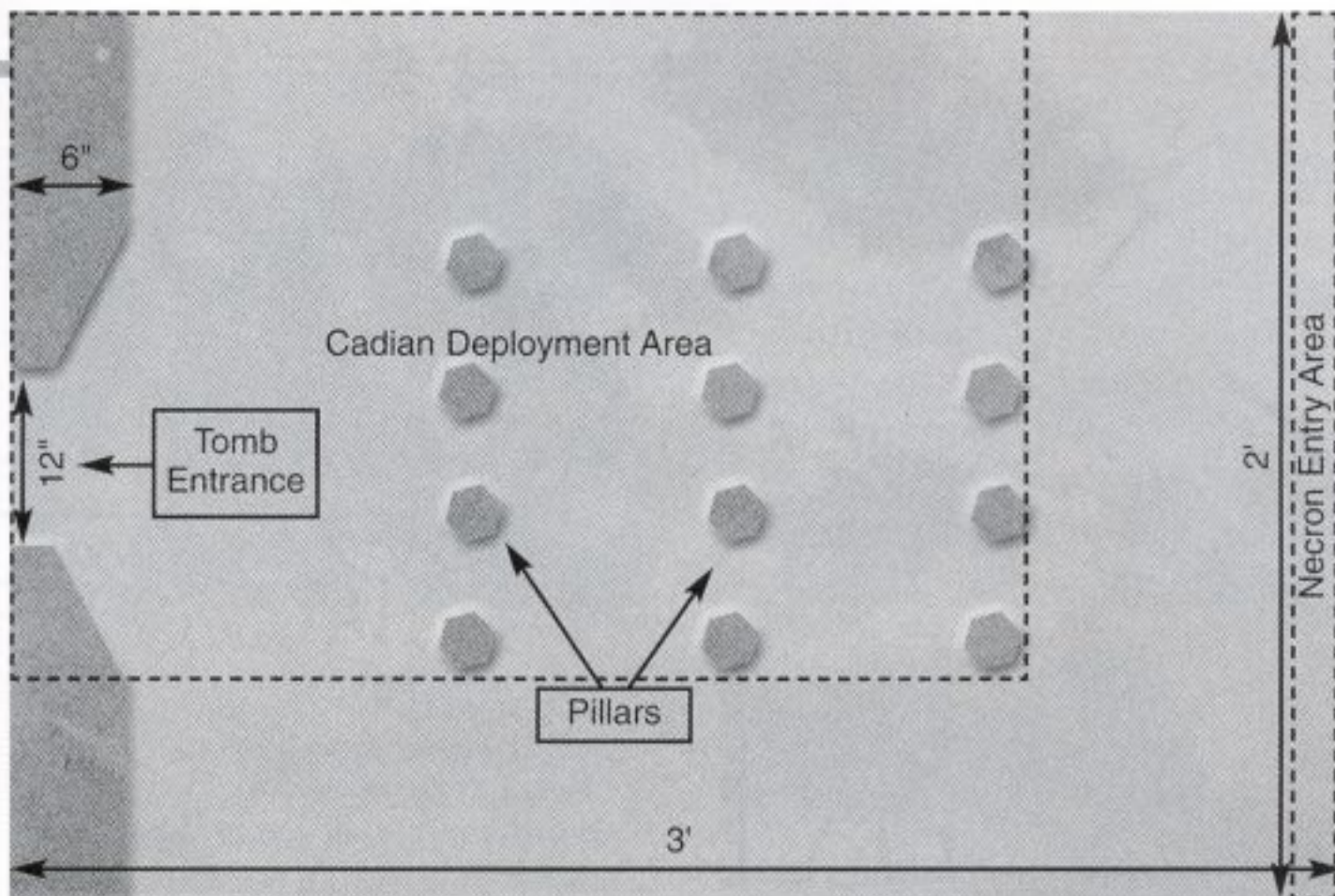
Any Cadian model in the area specified counts as being in cover if stationary. Also the Necrons cannot fire through the pillared areas, the Cadians can but only with models that are stationary. Otherwise both sides can shoot from outside the pillars at models that are inside or from inside at models that are outside. This is subject to all the normal rules such as range of course.

These rules are a little non-standard but are intended to cover a particular situation. Because the Cadians are veteran soldiers they will use every scrap of cover they can find, also having been in position for a while they have had time to scout out lines of fire between the pillars. The Necrons by comparison are arriving in effectively limitless numbers and are under an imperative to overwhelm the humans quickly so are being less careful.

HOW TO SET-UP

The Cadians can deploy anywhere between the far edge of the pillared area and the exit from the tomb. They will set up first before the Necrons arrive. Remember that each unit can set up separately and that close range fire is more effective. The Cadians are playing for time, they must stop the Necrons exiting the tomb before the arming codes are transmitted by the sanctioned psyker with the Deathwatch team. You cannot possibly kill all the Necrons that will attack you but wiping out squads is a good thing as it will mean they have to re-enter play from the far end of the gaming area and begin the slow walk down the hallway again.

When the Cadians have set up the first Necron unit deploys with 6" of their table edge. The Necrons see the Cadians as little more than an obstacle, their priority is to leave the tomb and destroy the *St Aspira*. It is in their interests to move at full speed although it may be advantageous to lay down some fire to reduce the Cadian numbers rather than just stumbling blindly forward.



SPECIAL RULES IN PLAY

The game will play for six game turns, after which random game length is in effect (see page 135 of the Warhammer 40,000 rulebook).

The Necrons will follow the Sustained Assault rules (see page 137 of the Warhammer 40,000 rulebook). Any replacements must arrive on the table edge opposite the tomb entrance. They are not subject to Phase Out.

One Necron unit enters play on Turn One, the other is in reserve.

The Cadian Junior Officer is assumed to have the Iron Discipline doctrine and all three Cadian units are Sharpshooters. See the Cadian section of Codex: Eye of Terror or Codex: Imperial Guard for more details.

VICTORY AND DEFEAT

If a Necron unit is able to move through the tomb entrance, off the gaming area in their Movement phase then they win. If they do not achieve this before the end of the game then the Cadians win.

Trooper Haas smashed his lasgun two-handed into the knee joint of the Necron Warrior knocking the leg out from under it and bringing it crashing to the ground. Sergeant Orson threw his weight onto it and shoving his laspistol into its mouth kept firing until the energy cell overloaded and charred his hand. Trooper Woorrek fired the last burst of promethium from his flamer down the battle-scarred hallway. A throng of warriors was almost on him, they were so densely packed that some of them had to be damaged by the searing heat. A volley of gauss energy somehow passed him by but framed Haas and Orson. Woorrek's comrades were flayed to the bone in the ghastly green glow of the Necron's weapons. Alone now Woorrek pulled a handful of grenades from his belt and pulled the pins before hurling himself toward the Necrons.

The abandoned vox-caster forming part of an ineffectual barricade across the tomb entrance squawked. 'Flintlock to Firebrands, torpedoes are away, exitus acta probat'.

He had the codes and was gone, he had left the Firebrands behind without a second thought. Woorrek's curse was lost in the blast of the grenades.



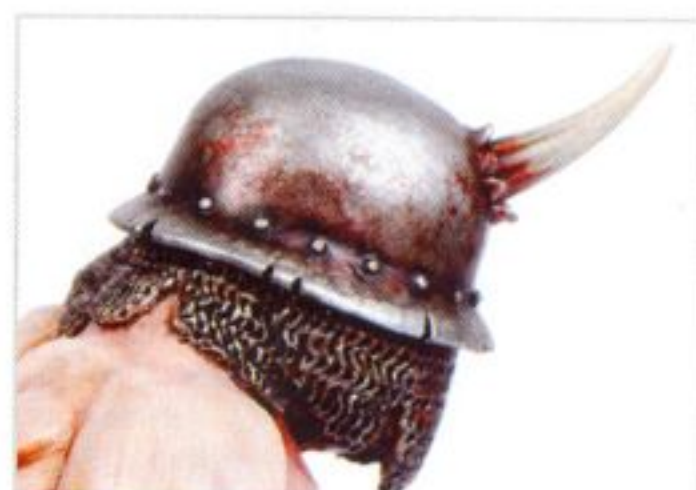
The new Chaos Giant rules in the Beasts of Chaos army book mean you get to convert and personalise Giants into unique centrepieces for your army. Here, four experienced painters and modellers show what they can do. The results are stunning...

CHAOS GIANTS CONVERSIONS

Juggernauts from the Northern Wastes

JAKOB NIELSEN

Jakob Nielsen is well known for his wonderfully painted and converted miniatures and he has created a Berserker Chaos Giant with ball and chain weapons attached to shackles on his wrists. It is very different from the Chaos Giant Andy Brown has created in that it doesn't have any additional components added to it. Jakob used Green Stuff to remodel areas on the Giant, such as the stomach and the helmet.



MIKE ANDERSON

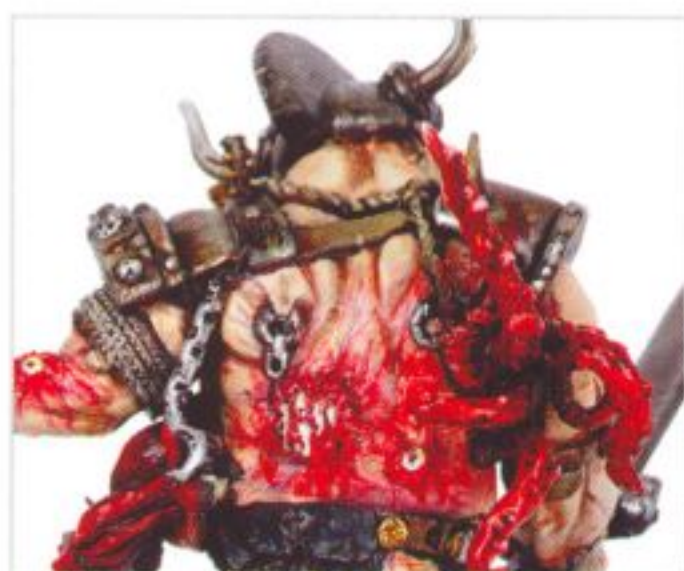
Mike Anderson prefers to paint display miniatures with a strong narrative. He wanted his Chaos Giant to look in agony and not in control of the mutations changing his body. By using parts of a Tzeentch Horror and Green Stuff, Mike has totally altered the appearance and atmosphere of the Orc and Goblin Giant he used as a basis.





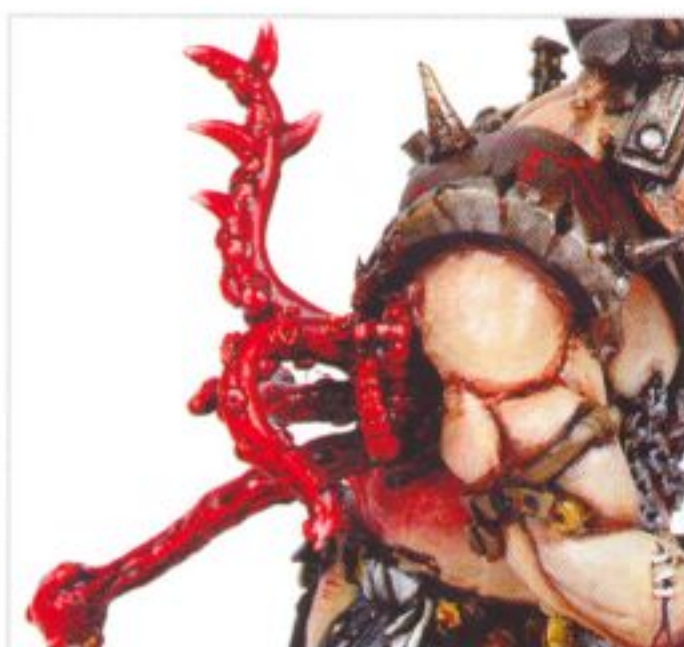
MARK TAIT

Mark Tait went for the bestial look on his Chaos Giant. He used an Albion Giant as a basis and turned it into an enormous mutated Beast Lord. By using components from the Minotaur Lord model and the Chaos Spawn, Mark managed to drastically change the look of the original models.



ANDY BROWN

Andy Brown is an enthusiastic converter of miniatures, as his Chaos Giant clearly demonstrates. He went for the 'classic' Chaos look, using components from his bits box, Green Stuff and plastic card. By slightly altering the pose of the left arm the Giant looks like he is charging into battle.



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.

ÉOWYN



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 edging 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 Catachan 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.

ÉOMER



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.

As 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.



THE
LORD OF THE RINGS
THE RETURN OF THE KING

